

a-Si TFT LCD Single Chip Driver 240RGBx320 Resolution and 262K color

Specification

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1. Introduction

ILI9340X is a 262,144-color single-chip SOC driver for a-TFT liquid crystal display with resolution of 240RGBx320 dots, comprising a 720-channel source driver, a 320-channel gate driver, 172,800 bytes GRAM for graphic display data of 240RGBx320 dots, and power supply circuit.

ILI9340X supports parallel 8-/9-/16-/18-bit data bus MCU interface, 6-/16-/18-bit data bus RGB interface , 3-/4-line serial peripheral interface (SPI) and 2 lane SPI data transmission. The moving picture area can be specified in internal GRAM by window address function. The specified window area can be updated selectively, so that moving picture can be displayed simultaneously independent of still picture area.

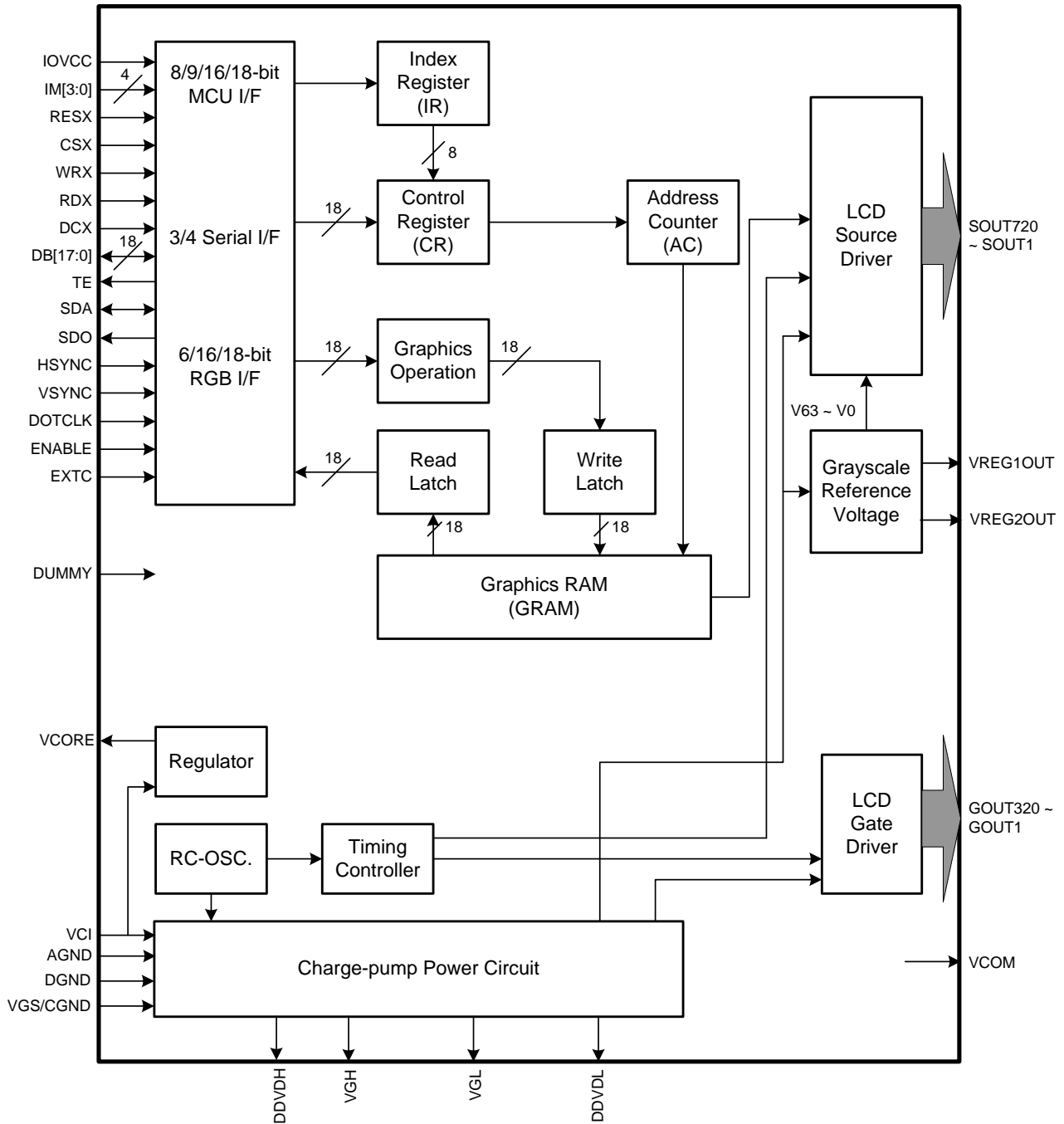
ILI9340X can operate with 1.65V ~ 3.3V I/O interface voltage and an incorporated voltage follower circuit to generate voltage levels for driving an LCD. ILI9340X supports full color, 8-color display mode and sleep mode for precise power control by software and these features make the ILI9340X an ideal LCD driver for medium or small size portable products such as digital cellular phones, smart phone, MP3 and PMP where long battery life is a major concern.

2. Features

- ◆ Display resolution: [240xRGB](H) x 320(V)
- ◆ Output:
 - 720 source outputs
 - 320 gate outputs
 - Common electrode output (VCOM)
- ◆ a-TFT LCD driver with on-chip full display RAM: 172,800 bytes
- ◆ System Interface
 - 8-bits, 9-bits, 16-bits, 18-bits interface with 8080- I /8080- II series MCU
 - 6-bits, 16-bits, 18-bits RGB interface with graphic controller
 - 3-line / 4-line serial interface / 2-lane mode serial interface
- ◆ Display mode:
 - Full color mode (Idle mode Off): 262K-color
 - Reduce color mode (Idle mode On): 8-color
- ◆ Power saving mode:
 - Sleep mode
- ◆ On chip functions:
 - VCOM generator and adjustment
 - Timing generator
 - Oscillator
 - DC/DC converter
 - Dot/Column inversion
 - Gamma curves with separate RGB Gamma correction
- ◆ OTP :
 - 8-bits for ID1, ID2, ID3 (Provides 2 times)
 - MADCTL (MX/MY/MV/RGB/REV)
 - 7-bits for VCOM adjustment (provides 3 times)
 - GAMMA adjustment

- ◆ Low -power consumption architecture
 - Low operating power supplies:
 - IOVCC = 1.65V ~ 3.3V (logic)
 - VCI = 2.5V ~ 3.3V (analog)
- ◆ LCD Voltage drive:
 - Source power supply voltage
 - DDVDH - GND = 6.1V ~ 6.8V
 - DDVDL - GND = -4.3 ~ -5V
 - Gate driver output voltage
 - VGH - GND = 12.2V ~ 15.0V
 - VGL - GND = -7.0V ~ -12.6V
 - VGH - VGL \leq 27.6V
 - VCOM driver output voltage
 - VCOM = 0 V
- ◆ Operate temperature range: -40°C to 85°C
- ◆ a-Si TFT LCD storage capacitor : Cst on Common structure only

3. Block Diagram



4. Pin Descriptions

| Power Supply Pins | | | |
|-------------------|-----|----------------|--|
| Pin Name | I/O | Type | Descriptions |
| IOVCC | I | Power | Low voltage power supply for interface logic circuits (1.65 ~ 3.3 V) |
| VCI | I | Power | High voltage power supply for analog circuit blocks (2.5 ~ 3.3 V) |
| VCORE | O | Digital Power | Regulated Low voltage level for interface circuits |
| DGND | I | Digital Ground | - DGND for the digital side: DGND = 0V. In case of COG, connect to ground on the FPC to prevent noise. |
| AGND/VGS/CGND | I | Analog Ground | - AGND for the analog side: AGND = 0V. In case of COG, connect to ground on the FPC to prevent noise. |

| Interface Logic Signals | | | | | | | | | |
|-------------------------|-----|-----------------|--|---------------------------------------|---------------------|-----|---------------------------------------|---------------------|----------------------|
| Pin Name | I/O | Type | Descriptions | | | | | | |
| IM[3:0] | I | (IOVCC/GND) | - Select the MCU interface mode | | | | | | |
| | | | | | | | | DB Pin in use | |
| | | | IM3 | IM2 | IM1 | IM0 | MCU-Interface Mode | Register/Content | GRAM |
| | | | 0 | 0 | 0 | 0 | 80 MCU 8-bit bus interface I | DB[7:0] | DB[7:0] |
| | | | 0 | 0 | 0 | 1 | 80 MCU 16-bit bus interface I | DB[7:0] | DB[15:0] |
| | | | 0 | 0 | 1 | 0 | 80 MCU 9-bit bus interface I | DB[7:0] | DB[8:0] |
| | | | 0 | 0 | 1 | 1 | 80 MCU 18-bit bus interface I | DB[7:0] | DB[17:0] |
| | | | 0 | 1 | 0 | 1 | 3-line 9-bit data serial interface I | SDA: In/Out | |
| | | | 0 | 1 | 1 | 0 | 4-line 8-bit data serial interface I | SDA: In/Out | |
| | | | 1 | 0 | 0 | 0 | 80 MCU 16-bit bus interface II | DB[8:1] | DB[17:10] DB[8:1] |
| | | | 1 | 0 | 0 | 1 | 80 MCU 8-bit bus interface II | DB[17:10] | DB[17:10] |
| | | | 1 | 0 | 1 | 0 | 80 MCU 18-bit bus interface II | DB[8:1] | DB[17:0] |
| | | | 1 | 0 | 1 | 1 | 80 MCU 9-bit bus interface II | DB[17:10] | DB[17:9] |
| | | | 1 | 1 | 0 | 1 | 3-line 9-bit data serial interface II | SDI: In SDO: Out | |
| 1 | 1 | 1 | 0 | 4-line 8-bit data serial interface II | SDI: In SDO: Out | | | | |
| | | | MPU Parallel interface bus and serial interface select | | | | | | |
| | | | When the RGB Interface is used, the serial interface is selected for command setting. | | | | | | |
| | | | * : Fix these pins at IOVCC or GND. | | | | | | |
| RESX | I | MCU (IOVCC/GND) | This signal will reset the device and must be applied properly to initialize the chip. Signal is active low. | | | | | | |
| EXTC | I | MCU (IOVCC/GND) | Extended command set enable. Low: extended command access set is prohibited. High: extended command access set is accepted. Please connect EXTC to IOVCC to access extended registers <i>Fix these pins at IOVCC or GND.</i> | | | | | | |
| CSX | I | MCU (IOVCC/GND) | Chip select input pin ("Low" enable). This pin can be permanently fixed "Low" state in MPU interface mode only. In 2-lane SPI mode must be a high-to-low pulse between command 2Ch to pixel data interval time. * note1,2 | | | | | | |
| DCX (SCL) | I | MCU (IOVCC/GND) | (DCX) This pin is used to select "Data or Command" in the parallel interface. When DCX = '1', data is selected. When DCX = '0', command is selected. | | | | | | |

| | | | |
|---------------|-----|--------------------|---|
| | | | (SCL) This pin is also used as serial interface clock in 3-line 9-bit / 4-line 8-bit serial data interface. If it's not used, this pin should be connected to IOVCC or Ground. |
| RDX | I | MCU (IOVCC/GND) | 8080- I /8080- II system (RDX): Serves as a read signal and MCU read data at the rising edge. <i>Fix to IOVCC or GND level when not in use.</i> |
| WRX (D/CX) | I | MCU (IOVCC/GND) | - 8080- I /8080- II system (WRX): Serves as a write signal and writes data at the rising edge. - 4-line system (D/CX): Serves as Data or Command select. - In serial interface "2-data-lane data" transfers mode, serves as a second data pin (SDA2) <i>Fix to IOVCC or GND level when not in use.</i> |
| DB[17:0] | I/O | MCU (IOVCC/GND) | 18-bit parallel bi-directional data bus for MCU system and RGB interface mode <i>Fix to GND level when not in use</i> |
| SDA (SDI) | I/O | MCU (IOVCC/GND) | When IM3= '0', serves as a serial in/out signal.(SDA) When IM3 = '1', serves as a serial in signal.(SDI) The data is applied on the rising edge of the SCL signal. If not used, fix this pin at IOVCC or GND. |
| SDO | O | MCU (IOVCC/GND) | Serial output signal. The data is outputted on the falling edge of the SCL signal. If not used, open this pin |
| TE | O | MCU (IOVCC/GND) | Tearing effect output pin to synchronize MPU to frame writing, activated by S/W command. When this pin is not activated, this pin is low. If not used, open this pin. |
| DOTCLK | I | MCU (IOVCC/GND) | Dot clock signal for RGB interface operation. <i>Fix to IOVCC or GND level when not in use.</i> |
| VSYNC | I | MCU (IOVCC/GND) | Frame synchronizing signal for RGB interface operation. <i>Fix to IOVCC or GND level when not in use.</i> |
| HSYNC | I | MCU (IOVCC/GND) | Line synchronizing signal for RGB interface operation. <i>Fix to IOVCC or GND level when not in use.</i> |
| ENABLE | I | MCU (IOVCC/GND) | Data enable signal for RGB interface operation. <i>Fix to IOVCC or GND level when not in use.</i> |

Note.

1. If CSX is connected to GND in Parallel interface mode, there will be no abnormal visible effect to the display module. Also there will be no restriction on using the Parallel Read/Write protocols, Power On/Off Sequences or other functions. Furthermore there will be no influence to the Power Consumption of the display module.
2. When CSX='1', there is no influence to the parallel and serial interface.
3. 3-line 9bit serial interface and 4-line 8bit interface can use 2-lane SPI mode when send pixel data.
4. GND is short for ground.

| LCD Driver Input/Output Pins | | | |
|------------------------------|-----|--------|---|
| Pin Name | I/O | Type | Descriptions |
| SOUT720~SOUT1 | O | Source | Source output signals.. Leave the pin to open when not in use. |
| GOUT320~GOUT1 | O | Gate | Gate output signals.. Leave the pin to open when not in use. |
| DDVDH | O | Power | Power supply for the source driver. |
| DDVDL | O | Power | Power supply for the source driver.(Negative) |
| VGH | O | Power | Power supply for the gate driver. |
| VGL | O | Power | Power supply for the gate driver. (Negative) |
| VREG1OUT | O | - | Internal generated stable power for source driver unit. VREG1OUT is a positive grayscale reference voltage of source driver. |
| VREG2OUT | O | - | Internal generated stable power for source driver unit. VREG2OUT is a negative grayscale reference voltage of source driver. |
| VCOM_L VCOM_R | O | - | - The power supply of common voltage in DC VCOM driving. |
| LED_PWM | O | | Output pin for tri-state driving. If not used,open this pad. |
| LED_EN | O | | Output pin for tri-state driving. If not used,open this pad. |

| Test Pins | | | |
|-------------------------------|-----|--------------|--|
| Pin Name | I/O | Type | Descriptions |
| VPP | I | Power supply | Power supply pin for the OTP memory programming. Leave it open when not used. |
| DUMMY | - | Open | Input pads used only for test purpose at IC-side. During normal operation, leave these pads open. |
| TEST0~8 TESTOSC TEST_EN | I | Open | - Test pins Please leave these pins as open. |

Liquid crystal power supply specifications Table

| No. | Item | Description |
|-----|-----------------------------------|--|
| 1 | TFT Source Driver | 720 pins (240 x RGB) |
| 2 | TFT Gate Driver | 320 pins |
| 3 | TFT Display's Capacitor Structure | Cst structure only (Cs on Common) |
| 4 | Liquid Crystal Drive Output | SOUT1 ~ SOUT720 V0 ~ V63 grayscales |
| | | GOUT1 ~ GOUT320 VGH - VGL |
| | | VCOM_L VCOM_R 0V |
| 5 | Input Voltage | IOVCC 1.65V ~ 3.30V |
| | | VCI 2.50V ~ 3.30V |
| 6 | Liquid Crystal Drive Voltages | DDVDH 6.1V ~ 6.8V |
| | | DDVDL -4.3V ~ -5.0V |
| | | VGH 12.2V ~ 15.0V |
| | | VGL -7.0V ~ -12.6V |
| | | VGH - VGL Max. 27.6V |
| 7 | Internal Step-up Circuits | DDVDH VCI x 3 |
| | | DDVDL VCI x -2 |
| | | VGH VCI x 6 |
| | | VGL VCI x-5 |

5. Pad Arrangement and Coordination

Chip Size : 15150 um x 700 um

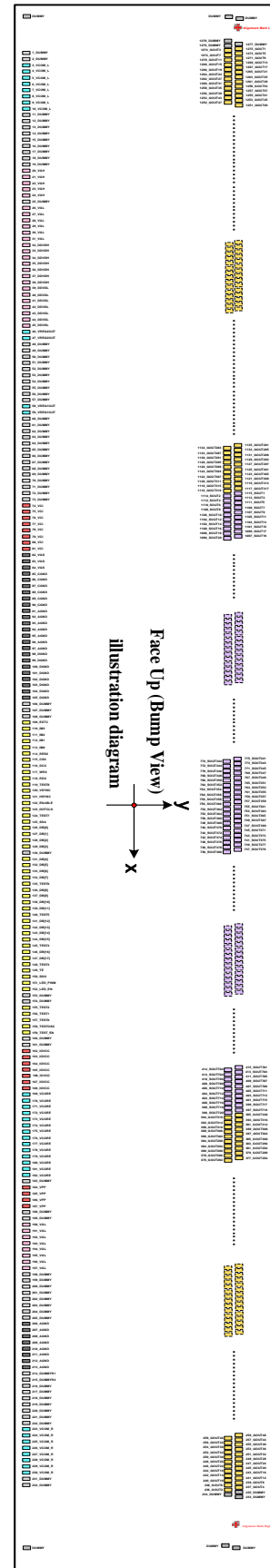
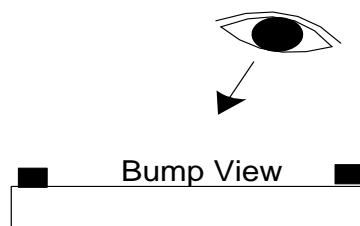
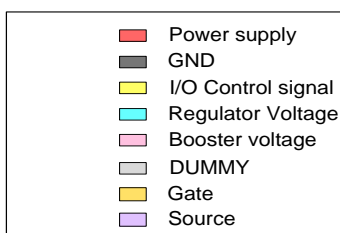
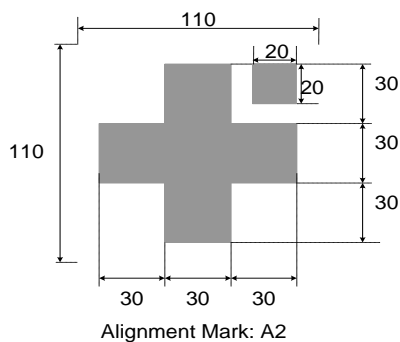
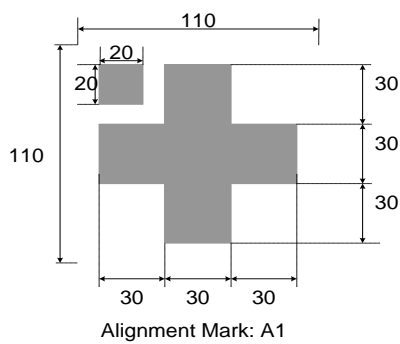
Chip Thickness : 280um (typ.)

Pad Location : Pad Center.

Coordinate Origin : Chip center (0,0)

Bump Height : 9um (typ.)

Alignment Marks



| No. | Pad name | X | Y | No. | Pad name | X | Y | No. | Pad name | X | Y | No. | Pad name | X | Y |
|-----|----------|----------|------|-----|----------|----------|------|-----|----------|----------|------|-----|----------|---------|------|
| 1 | DUMMY | -7291.21 | -258 | 51 | DUMMY | -4291.75 | -258 | 101 | DGND | -1292.29 | -258 | 151 | LED_PWM | 2244.66 | -258 |
| 2 | DUMMY | -7231.21 | -258 | 52 | DUMMY | -4231.75 | -258 | 102 | DGND | -1232.29 | -258 | 152 | LED_EN | 2329.66 | -258 |
| 3 | VCOM_L | -7171.23 | -258 | 53 | DUMMY | -4171.77 | -258 | 103 | DGND | -1172.31 | -258 | 153 | DUMMY | 2402.14 | -258 |
| 4 | VCOM_L | -7111.23 | -258 | 54 | DUMMY | -4111.77 | -258 | 104 | DGND | -1112.31 | -258 | 154 | DUMMY | 2462.14 | -258 |
| 5 | VCOM_L | -7051.25 | -258 | 55 | DUMMY | -4051.79 | -258 | 105 | DGND | -1052.33 | -258 | 155 | TEST2 | 2534.62 | -258 |
| 6 | VCOM_L | -6991.25 | -258 | 56 | DUMMY | -3991.79 | -258 | 106 | DUMMY | -992.33 | -258 | 156 | TEST1 | 2619.62 | -258 |
| 7 | VCOM_L | -6931.27 | -258 | 57 | DUMMY | -3931.81 | -258 | 107 | DUMMY | -932.35 | -258 | 157 | TEST0 | 2704.59 | -258 |
| 8 | VCOM_L | -6871.27 | -258 | 58 | VREG1OUT | -3871.81 | -258 | 108 | DUMMY | -872.35 | -258 | 158 | TESTOSC | 2789.59 | -258 |
| 9 | VCOM_L | -6811.30 | -258 | 59 | VREG1OUT | -3811.83 | -258 | 109 | EXTC | -812.37 | -258 | 159 | TEST_EN | 2874.57 | -258 |
| 10 | VCOM_L | -6751.30 | -258 | 60 | DUMMY | -3751.83 | -258 | 110 | IM3 | -752.37 | -258 | 160 | DUMMY | 2959.57 | -258 |
| 11 | DUMMY | -6691.32 | -258 | 61 | DUMMY | -3691.86 | -258 | 111 | IM2 | -692.39 | -258 | 161 | DUMMY | 3032.04 | -258 |
| 12 | DUMMY | -6631.32 | -258 | 62 | DUMMY | -3631.86 | -258 | 112 | IM1 | -632.39 | -258 | 162 | IOVCC | 3092.04 | -258 |
| 13 | DUMMY | -6571.34 | -258 | 63 | DUMMY | -3571.88 | -258 | 113 | IM0 | -572.41 | -258 | 163 | IOVCC | 3152.02 | -258 |
| 14 | DUMMY | -6511.34 | -258 | 64 | DUMMY | -3511.88 | -258 | 114 | RESX | -512.41 | -258 | 164 | IOVCC | 3212.02 | -258 |
| 15 | DUMMY | -6451.36 | -258 | 65 | DUMMY | -3451.90 | -258 | 115 | CSX | -452.44 | -258 | 165 | IOVCC | 3272.00 | -258 |
| 16 | DUMMY | -6391.36 | -258 | 66 | DUMMY | -3391.90 | -258 | 116 | DCX | -392.44 | -258 | 166 | IOVCC | 3332.00 | -258 |
| 17 | DUMMY | -6331.38 | -258 | 67 | DUMMY | -3331.92 | -258 | 117 | WRX | -332.46 | -258 | 167 | IOVCC | 3391.97 | -258 |
| 18 | DUMMY | -6271.38 | -258 | 68 | DUMMY | -3271.92 | -258 | 118 | RDX | -272.46 | -258 | 168 | IOVCC | 3451.97 | -258 |
| 19 | DUMMY | -6211.40 | -258 | 69 | DUMMY | -3211.94 | -258 | 119 | TEST8 | -212.48 | -258 | 169 | VCORE | 3511.95 | -258 |
| 20 | VGL | -6151.40 | -258 | 70 | DUMMY | -3151.94 | -258 | 120 | VSYNC | -152.48 | -258 | 170 | VCORE | 3571.95 | -258 |
| 21 | VGL | -6091.43 | -258 | 71 | DUMMY | -3091.96 | -258 | 121 | HSYNC | -92.50 | -258 | 171 | VCORE | 3631.92 | -258 |
| 22 | VGL | -6031.43 | -258 | 72 | DUMMY | -3031.96 | -258 | 122 | ENABLE | -32.50 | -258 | 172 | VCORE | 3691.92 | -258 |
| 23 | VGL | -5971.45 | -258 | 73 | DUMMY | -2971.98 | -258 | 123 | DOTCLK | 27.50 | -258 | 173 | VCORE | 3751.90 | -258 |
| 24 | VGL | -5911.45 | -258 | 74 | VCI | -2911.98 | -258 | 124 | TEST7 | 87.50 | -258 | 174 | VCORE | 3811.90 | -258 |
| 25 | DUMMY | -5851.47 | -258 | 75 | VCI | -2852.01 | -258 | 125 | SDA | 159.98 | -258 | 175 | VCORE | 3871.88 | -258 |
| 26 | VGL | -5791.47 | -258 | 76 | VCI | -2792.01 | -258 | 126 | DB[0] | 244.98 | -258 | 176 | VCORE | 3931.88 | -258 |
| 27 | VGL | -5731.49 | -258 | 77 | VCI | -2732.03 | -258 | 127 | DB[1] | 329.95 | -258 | 177 | VCORE | 3991.85 | -258 |
| 28 | VGL | -5671.49 | -258 | 78 | VCI | -2672.03 | -258 | 128 | DB[2] | 414.95 | -258 | 178 | VCORE | 4051.85 | -258 |
| 29 | VGL | -5611.51 | -258 | 79 | VCI | -2612.05 | -258 | 129 | DB[3] | 499.93 | -258 | 179 | VCORE | 4111.83 | -258 |
| 30 | VGL | -5551.51 | -258 | 80 | VCI | -2552.05 | -258 | 130 | DUMMY | 572.43 | -258 | 180 | VCORE | 4171.83 | -258 |
| 31 | VGL | -5491.53 | -258 | 81 | VCI | -2492.07 | -258 | 131 | DB[4] | 644.90 | -258 | 181 | VCORE | 4231.80 | -258 |
| 32 | VGH | -5431.53 | -258 | 82 | VGS | -2432.07 | -258 | 132 | DB[5] | 729.90 | -258 | 182 | VCORE | 4291.80 | -258 |
| 33 | VGH | -5371.55 | -258 | 83 | VGS | -2372.09 | -258 | 133 | DB[6] | 814.88 | -258 | 183 | DUMMY | 4351.78 | -258 |
| 34 | VGH | -5311.55 | -258 | 84 | VGS | -2312.09 | -258 | 134 | DB[7] | 899.88 | -258 | 184 | VPP | 4411.78 | -258 |
| 35 | VGH | -5251.58 | -258 | 85 | AGND | -2252.11 | -258 | 135 | TEST6 | 972.36 | -258 | 185 | VPP | 4471.76 | -258 |
| 36 | VGH | -5191.58 | -258 | 86 | AGND | -2192.11 | -258 | 136 | DB[8] | 1044.86 | -258 | 186 | VPP | 4531.76 | -258 |
| 37 | VGH | -5131.60 | -258 | 87 | AGND | -2132.13 | -258 | 137 | DB[9] | 1129.83 | -258 | 187 | VPP | 4591.73 | -258 |
| 38 | VGH | -5071.60 | -258 | 88 | AGND | -2072.13 | -258 | 138 | DB[10] | 1214.83 | -258 | 188 | DUMMY | 4651.73 | -258 |
| 39 | DDVDL | -5011.62 | -258 | 89 | AGND | -2012.16 | -258 | 139 | DB[11] | 1299.81 | -258 | 189 | DUMMY | 4711.71 | -258 |
| 40 | DDVDL | -4951.62 | -258 | 90 | AGND | -1952.16 | -258 | 140 | TEST5 | 1372.31 | -258 | 190 | DDVDH | 4771.71 | -258 |
| 41 | DDVDL | -4891.64 | -258 | 91 | AGND | -1892.18 | -258 | 141 | DB[12] | 1444.78 | -258 | 191 | DDVDH | 4831.68 | -258 |
| 42 | DDVDL | -4831.64 | -258 | 92 | AGND | -1832.18 | -258 | 142 | DB[13] | 1529.78 | -258 | 192 | DDVDH | 4891.68 | -258 |
| 43 | DDVDL | -4771.66 | -258 | 93 | AGND | -1772.20 | -258 | 143 | DB[14] | 1614.76 | -258 | 193 | DDVDH | 4951.66 | -258 |
| 44 | DDVDL | -4711.66 | -258 | 94 | AGND | -1712.20 | -258 | 144 | DB[15] | 1699.76 | -258 | 194 | DDVDH | 5011.66 | -258 |
| 45 | DDVDL | -4651.68 | -258 | 95 | AGND | -1652.22 | -258 | 145 | TEST4 | 1772.24 | -258 | 195 | DDVDH | 5071.64 | -258 |
| 46 | VREG2OUT | -4591.68 | -258 | 96 | AGND | -1592.22 | -258 | 146 | DB[16] | 1844.74 | -258 | 196 | DDVDH | 5131.64 | -258 |
| 47 | VREG2OUT | -4531.70 | -258 | 97 | AGND | -1532.24 | -258 | 147 | DB[17] | 1929.71 | -258 | 197 | DDVDH | 5191.61 | -258 |
| 48 | DUMMY | -4471.70 | -258 | 98 | DGND | -1472.24 | -258 | 148 | TEST3 | 2002.21 | -258 | 198 | DUMMY | 5251.61 | -258 |
| 49 | DUMMY | -4411.73 | -258 | 99 | DGND | -1412.26 | -258 | 149 | TE | 2074.69 | -258 | 199 | DUMMY | 5311.59 | -258 |
| 50 | DUMMY | -4351.73 | -258 | 100 | DGND | -1352.26 | -258 | 150 | SDO | 2159.69 | -258 | 200 | DUMMY | 5371.59 | -258 |

| No. | Pad name | X | Y | No. | Pad name | X | Y | No. | Pad name | X | Y | No. | Pad name | X | Y |
|-----|----------|---------|------|-----|----------|---------|-----|-----|----------|---------|-----|-----|----------|---------|-----|
| 201 | DUMMY | 5371.59 | -258 | 251 | GOUT32 | 7145.74 | 256 | 301 | GOUT132 | 6445.86 | 256 | 351 | GOUT232 | 5745.99 | 256 |
| 202 | DUMMY | 5431.56 | -258 | 252 | GOUT34 | 7131.74 | 125 | 302 | GOUT134 | 6431.87 | 125 | 352 | GOUT234 | 5731.99 | 125 |
| 203 | DUMMY | 5491.56 | -258 | 253 | GOUT36 | 7117.74 | 256 | 303 | GOUT136 | 6417.87 | 256 | 353 | GOUT236 | 5717.99 | 256 |
| 204 | DUMMY | 5551.54 | -258 | 254 | GOUT38 | 7103.75 | 125 | 304 | GOUT138 | 6403.87 | 125 | 354 | GOUT238 | 5704.00 | 125 |
| 205 | DUMMY | 5611.54 | -258 | 255 | GOUT40 | 7089.75 | 256 | 305 | GOUT140 | 6389.87 | 256 | 355 | GOUT240 | 5690.00 | 256 |
| 206 | AGND | 5671.52 | -258 | 256 | GOUT42 | 7075.75 | 125 | 306 | GOUT142 | 6375.88 | 125 | 356 | GOUT242 | 5676.00 | 125 |
| 207 | AGND | 5731.52 | -258 | 257 | GOUT44 | 7061.75 | 256 | 307 | GOUT144 | 6361.88 | 256 | 357 | GOUT244 | 5662.00 | 256 |
| 208 | AGND | 5791.49 | -258 | 258 | GOUT46 | 7047.76 | 125 | 308 | GOUT146 | 6347.88 | 125 | 358 | GOUT246 | 5648.01 | 125 |
| 209 | AGND | 5851.49 | -258 | 259 | GOUT48 | 7033.76 | 256 | 309 | GOUT148 | 6333.88 | 256 | 359 | GOUT248 | 5634.01 | 256 |
| 210 | AGND | 5911.47 | -258 | 260 | GOUT50 | 7019.76 | 125 | 310 | GOUT150 | 6319.89 | 125 | 360 | GOUT250 | 5620.01 | 125 |
| 211 | AGND | 5971.47 | -258 | 261 | GOUT52 | 7005.76 | 256 | 311 | GOUT152 | 6305.89 | 256 | 361 | GOUT252 | 5606.01 | 256 |
| 212 | AGND | 6031.44 | -258 | 262 | GOUT54 | 6991.77 | 125 | 312 | GOUT154 | 6291.89 | 125 | 362 | GOUT254 | 5592.02 | 125 |
| 213 | AGND | 6091.44 | -258 | 263 | GOUT56 | 6977.77 | 256 | 313 | GOUT156 | 6277.89 | 256 | 363 | GOUT256 | 5578.02 | 256 |
| 214 | DUMMY | 6151.42 | -258 | 264 | GOUT58 | 6963.77 | 125 | 314 | GOUT158 | 6263.90 | 125 | 364 | GOUT258 | 5564.02 | 125 |
| 215 | DUMMY | 6211.42 | -258 | 265 | GOUT60 | 6949.77 | 256 | 315 | GOUT160 | 6249.90 | 256 | 365 | GOUT260 | 5550.02 | 256 |
| 216 | DUMMY | 6271.40 | -258 | 266 | GOUT62 | 6935.78 | 125 | 316 | GOUT162 | 6235.90 | 125 | 366 | GOUT262 | 5536.03 | 125 |
| 217 | DUMMY | 6331.40 | -258 | 267 | GOUT64 | 6921.78 | 256 | 317 | GOUT164 | 6221.90 | 256 | 367 | GOUT264 | 5522.03 | 256 |
| 218 | DUMMY | 6391.37 | -258 | 268 | GOUT66 | 6907.78 | 125 | 318 | GOUT166 | 6207.91 | 125 | 368 | GOUT266 | 5508.03 | 125 |
| 219 | DUMMY | 6451.37 | -258 | 269 | GOUT68 | 6893.78 | 256 | 319 | GOUT168 | 6193.91 | 256 | 369 | GOUT268 | 5494.03 | 256 |
| 220 | DUMMY | 6511.35 | -258 | 270 | GOUT70 | 6879.79 | 125 | 320 | GOUT170 | 6179.91 | 125 | 370 | GOUT270 | 5480.04 | 125 |
| 221 | DUMMY | 6571.35 | -258 | 271 | GOUT72 | 6865.79 | 256 | 321 | GOUT172 | 6165.91 | 256 | 371 | GOUT272 | 5466.04 | 256 |
| 222 | DUMMY | 6631.32 | -258 | 272 | GOUT74 | 6851.79 | 125 | 322 | GOUT174 | 6151.92 | 125 | 372 | GOUT274 | 5452.04 | 125 |
| 223 | VCOM_R | 6691.32 | -258 | 273 | GOUT76 | 6837.79 | 256 | 323 | GOUT176 | 6137.92 | 256 | 373 | GOUT276 | 5438.04 | 256 |
| 224 | VCOM_R | 6751.30 | -258 | 274 | GOUT78 | 6823.80 | 125 | 324 | GOUT178 | 6123.92 | 125 | 374 | GOUT278 | 5424.05 | 125 |
| 225 | VCOM_R | 6811.30 | -258 | 275 | GOUT80 | 6809.80 | 256 | 325 | GOUT180 | 6109.92 | 256 | 375 | GOUT280 | 5410.05 | 256 |
| 226 | VCOM_R | 6871.28 | -258 | 276 | GOUT82 | 6795.80 | 125 | 326 | GOUT182 | 6095.93 | 125 | 376 | GOUT282 | 5396.05 | 125 |
| 227 | VCOM_R | 6931.28 | -258 | 277 | GOUT84 | 6781.80 | 256 | 327 | GOUT184 | 6081.93 | 256 | 377 | GOUT284 | 5382.05 | 256 |
| 228 | VCOM_R | 6991.25 | -258 | 278 | GOUT86 | 6767.81 | 125 | 328 | GOUT186 | 6067.93 | 125 | 378 | GOUT286 | 5368.06 | 125 |
| 229 | VCOM_R | 7051.25 | -258 | 279 | GOUT88 | 6753.81 | 256 | 329 | GOUT188 | 6053.93 | 256 | 379 | GOUT288 | 5354.06 | 256 |
| 230 | VCOM_R | 7111.23 | -258 | 280 | GOUT90 | 6739.81 | 125 | 330 | GOUT190 | 6039.94 | 125 | 380 | GOUT290 | 5340.06 | 125 |
| 231 | DUMMY | 7171.23 | -258 | 281 | GOUT92 | 6725.81 | 256 | 331 | GOUT192 | 6025.94 | 256 | 381 | GOUT292 | 5326.06 | 256 |
| 232 | DUMMY | 7231.20 | -258 | 282 | GOUT94 | 6711.82 | 125 | 332 | GOUT194 | 6011.94 | 125 | 382 | GOUT294 | 5312.07 | 125 |
| 233 | DUMMY | 7291.20 | 256 | 283 | GOUT96 | 6697.82 | 256 | 333 | GOUT196 | 5997.94 | 256 | 383 | GOUT296 | 5298.07 | 256 |
| 234 | DUMMY | 7397.69 | 125 | 284 | GOUT98 | 6683.82 | 125 | 334 | GOUT198 | 5983.95 | 125 | 384 | GOUT298 | 5284.07 | 125 |
| 235 | DUMMY | 7383.70 | 256 | 285 | GOUT100 | 6669.82 | 256 | 335 | GOUT200 | 5969.95 | 256 | 385 | GOUT300 | 5270.07 | 256 |
| 236 | GOUT2 | 7369.70 | 125 | 286 | GOUT102 | 6655.83 | 125 | 336 | GOUT202 | 5955.95 | 125 | 386 | GOUT302 | 5256.08 | 125 |
| 237 | GOUT4 | 7355.70 | 256 | 287 | GOUT104 | 6641.83 | 256 | 337 | GOUT204 | 5941.95 | 256 | 387 | GOUT304 | 5242.08 | 256 |
| 238 | GOUT6 | 7341.70 | 125 | 288 | GOUT106 | 6627.83 | 125 | 338 | GOUT206 | 5927.96 | 125 | 388 | GOUT306 | 5228.08 | 125 |
| 239 | GOUT8 | 7327.71 | 256 | 289 | GOUT108 | 6613.83 | 256 | 339 | GOUT208 | 5913.96 | 256 | 389 | GOUT308 | 5214.08 | 256 |
| 240 | GOUT10 | 7313.71 | 125 | 290 | GOUT110 | 6599.84 | 125 | 340 | GOUT210 | 5899.96 | 125 | 390 | GOUT310 | 5200.09 | 125 |
| 241 | GOUT12 | 7299.71 | 256 | 291 | GOUT112 | 6585.84 | 256 | 341 | GOUT212 | 5885.96 | 256 | 391 | GOUT312 | 5186.09 | 256 |
| 242 | GOUT14 | 7285.71 | 125 | 292 | GOUT114 | 6571.84 | 125 | 342 | GOUT214 | 5871.97 | 125 | 392 | GOUT314 | 5172.09 | 125 |
| 243 | GOUT16 | 7271.72 | 256 | 293 | GOUT116 | 6557.84 | 256 | 343 | GOUT216 | 5857.97 | 256 | 393 | GOUT316 | 5158.09 | 256 |
| 244 | GOUT18 | 7257.72 | 125 | 294 | GOUT118 | 6543.85 | 125 | 344 | GOUT218 | 5843.97 | 125 | 394 | GOUT318 | 5144.10 | 125 |
| 245 | GOUT20 | 7243.72 | 256 | 295 | GOUT120 | 6529.85 | 256 | 345 | GOUT220 | 5829.97 | 256 | 395 | GOUT320 | 5130.10 | 256 |
| 246 | GOUT22 | 7229.72 | 125 | 296 | GOUT122 | 6515.85 | 125 | 346 | GOUT222 | 5815.98 | 125 | 396 | SOUT720 | 5074.10 | 125 |
| 247 | GOUT24 | 7215.73 | 256 | 297 | GOUT124 | 6501.85 | 256 | 347 | GOUT224 | 5801.98 | 256 | 397 | SOUT719 | 5060.10 | 256 |
| 248 | GOUT26 | 7201.73 | 125 | 298 | GOUT126 | 6487.86 | 125 | 348 | GOUT226 | 5787.98 | 125 | 398 | SOUT718 | 5046.11 | 125 |
| 249 | GOUT28 | 7187.73 | 256 | 299 | GOUT128 | 6473.86 | 256 | 349 | GOUT228 | 5773.98 | 256 | 399 | SOUT717 | 5032.11 | 256 |
| 250 | GOUT30 | 7173.73 | 125 | 300 | GOUT130 | 6459.86 | 125 | 350 | GOUT230 | 5759.99 | 125 | 400 | SOUT716 | 5018.11 | 125 |

| No. | Pad name | X | Y | No. | Pad name | X | Y | No. | Pad name | X | Y | No. | Pad name | X | Y |
|-----|----------|---------|-----|-----|----------|---------|-----|-----|----------|---------|-----|-----|----------|---------|-----|
| 401 | SOUT715 | 5004.11 | 256 | 451 | SOUT665 | 4304.24 | 256 | 501 | SOUT615 | 3604.36 | 256 | 551 | SOUT565 | 2904.49 | 256 |
| 402 | SOUT714 | 4990.12 | 125 | 452 | SOUT664 | 4290.24 | 125 | 502 | SOUT614 | 3590.37 | 125 | 552 | SOUT564 | 2890.49 | 125 |
| 403 | SOUT713 | 4976.12 | 256 | 453 | SOUT663 | 4276.24 | 256 | 503 | SOUT613 | 3576.37 | 256 | 553 | SOUT563 | 2876.49 | 256 |
| 404 | SOUT712 | 4962.12 | 125 | 454 | SOUT662 | 4262.25 | 125 | 504 | SOUT612 | 3562.37 | 125 | 554 | SOUT562 | 2862.50 | 125 |
| 405 | SOUT711 | 4948.12 | 256 | 455 | SOUT661 | 4248.25 | 256 | 505 | SOUT611 | 3548.37 | 256 | 555 | SOUT561 | 2848.50 | 256 |
| 406 | SOUT710 | 4934.13 | 125 | 456 | SOUT660 | 4234.25 | 125 | 506 | SOUT610 | 3534.38 | 125 | 556 | SOUT560 | 2834.50 | 125 |
| 407 | SOUT709 | 4920.13 | 256 | 457 | SOUT659 | 4220.25 | 256 | 507 | SOUT609 | 3520.38 | 256 | 557 | SOUT559 | 2820.50 | 256 |
| 408 | SOUT708 | 4906.13 | 125 | 458 | SOUT658 | 4206.26 | 125 | 508 | SOUT608 | 3506.38 | 125 | 558 | SOUT558 | 2806.51 | 125 |
| 409 | SOUT707 | 4892.13 | 256 | 459 | SOUT657 | 4192.26 | 256 | 509 | SOUT607 | 3492.38 | 256 | 559 | SOUT557 | 2792.51 | 256 |
| 410 | SOUT706 | 4878.14 | 125 | 460 | SOUT656 | 4178.26 | 125 | 510 | SOUT606 | 3478.39 | 125 | 560 | SOUT556 | 2778.51 | 125 |
| 411 | SOUT705 | 4864.14 | 256 | 461 | SOUT655 | 4164.26 | 256 | 511 | SOUT605 | 3464.39 | 256 | 561 | SOUT555 | 2764.51 | 256 |
| 412 | SOUT704 | 4850.14 | 125 | 462 | SOUT654 | 4150.27 | 125 | 512 | SOUT604 | 3450.39 | 125 | 562 | SOUT554 | 2750.52 | 125 |
| 413 | SOUT703 | 4836.14 | 256 | 463 | SOUT653 | 4136.27 | 256 | 513 | SOUT603 | 3436.39 | 256 | 563 | SOUT553 | 2736.52 | 256 |
| 414 | SOUT702 | 4822.15 | 125 | 464 | SOUT652 | 4122.27 | 125 | 514 | SOUT602 | 3422.40 | 125 | 564 | SOUT552 | 2722.52 | 125 |
| 415 | SOUT701 | 4808.15 | 256 | 465 | SOUT651 | 4108.27 | 256 | 515 | SOUT601 | 3408.40 | 256 | 565 | SOUT551 | 2708.52 | 256 |
| 416 | SOUT700 | 4794.15 | 125 | 466 | SOUT650 | 4094.28 | 125 | 516 | SOUT600 | 3394.40 | 125 | 566 | SOUT550 | 2694.53 | 125 |
| 417 | SOUT699 | 4780.15 | 256 | 467 | SOUT649 | 4080.28 | 256 | 517 | SOUT599 | 3380.40 | 256 | 567 | SOUT549 | 2680.53 | 256 |
| 418 | SOUT698 | 4766.16 | 125 | 468 | SOUT648 | 4066.28 | 125 | 518 | SOUT598 | 3366.41 | 125 | 568 | SOUT548 | 2666.53 | 125 |
| 419 | SOUT697 | 4752.16 | 256 | 469 | SOUT647 | 4052.28 | 256 | 519 | SOUT597 | 3352.41 | 256 | 569 | SOUT547 | 2652.53 | 256 |
| 420 | SOUT696 | 4738.16 | 125 | 470 | SOUT646 | 4038.29 | 125 | 520 | SOUT596 | 3338.41 | 125 | 570 | SOUT546 | 2638.54 | 125 |
| 421 | SOUT695 | 4724.16 | 256 | 471 | SOUT645 | 4024.29 | 256 | 521 | SOUT595 | 3324.41 | 256 | 571 | SOUT545 | 2624.54 | 256 |
| 422 | SOUT694 | 4710.17 | 125 | 472 | SOUT644 | 4010.29 | 125 | 522 | SOUT594 | 3310.42 | 125 | 572 | SOUT544 | 2610.54 | 125 |
| 423 | SOUT693 | 4696.17 | 256 | 473 | SOUT643 | 3996.29 | 256 | 523 | SOUT593 | 3296.42 | 256 | 573 | SOUT543 | 2596.54 | 256 |
| 424 | SOUT692 | 4682.17 | 125 | 474 | SOUT642 | 3982.30 | 125 | 524 | SOUT592 | 3282.42 | 125 | 574 | SOUT542 | 2582.55 | 125 |
| 425 | SOUT691 | 4668.17 | 256 | 475 | SOUT641 | 3968.30 | 256 | 525 | SOUT591 | 3268.42 | 256 | 575 | SOUT541 | 2568.55 | 256 |
| 426 | SOUT690 | 4654.18 | 125 | 476 | SOUT640 | 3954.30 | 125 | 526 | SOUT590 | 3254.43 | 125 | 576 | SOUT540 | 2554.55 | 125 |
| 427 | SOUT689 | 4640.18 | 256 | 477 | SOUT639 | 3940.30 | 256 | 527 | SOUT589 | 3240.43 | 256 | 577 | SOUT539 | 2540.55 | 256 |
| 428 | SOUT688 | 4626.18 | 125 | 478 | SOUT638 | 3926.31 | 125 | 528 | SOUT588 | 3226.43 | 125 | 578 | SOUT538 | 2526.56 | 125 |
| 429 | SOUT687 | 4612.18 | 256 | 479 | SOUT637 | 3912.31 | 256 | 529 | SOUT587 | 3212.43 | 256 | 579 | SOUT537 | 2512.56 | 256 |
| 430 | SOUT686 | 4598.19 | 125 | 480 | SOUT636 | 3898.31 | 125 | 530 | SOUT586 | 3198.44 | 125 | 580 | SOUT536 | 2498.56 | 125 |
| 431 | SOUT685 | 4584.19 | 256 | 481 | SOUT635 | 3884.31 | 256 | 531 | SOUT585 | 3184.44 | 256 | 581 | SOUT535 | 2484.56 | 256 |
| 432 | SOUT684 | 4570.19 | 125 | 482 | SOUT634 | 3870.32 | 125 | 532 | SOUT584 | 3170.44 | 125 | 582 | SOUT534 | 2470.57 | 125 |
| 433 | SOUT683 | 4556.19 | 256 | 483 | SOUT633 | 3856.32 | 256 | 533 | SOUT583 | 3156.44 | 256 | 583 | SOUT533 | 2456.57 | 256 |
| 434 | SOUT682 | 4542.20 | 125 | 484 | SOUT632 | 3842.32 | 125 | 534 | SOUT582 | 3142.45 | 125 | 584 | SOUT532 | 2442.57 | 125 |
| 435 | SOUT681 | 4528.20 | 256 | 485 | SOUT631 | 3828.32 | 256 | 535 | SOUT581 | 3128.45 | 256 | 585 | SOUT531 | 2428.57 | 256 |
| 436 | SOUT680 | 4514.20 | 125 | 486 | SOUT630 | 3814.33 | 125 | 536 | SOUT580 | 3114.45 | 125 | 586 | SOUT530 | 2414.58 | 125 |
| 437 | SOUT679 | 4500.20 | 256 | 487 | SOUT629 | 3800.33 | 256 | 537 | SOUT579 | 3100.45 | 256 | 587 | SOUT529 | 2400.58 | 256 |
| 438 | SOUT678 | 4486.21 | 125 | 488 | SOUT628 | 3786.33 | 125 | 538 | SOUT578 | 3086.46 | 125 | 588 | SOUT528 | 2386.58 | 125 |
| 439 | SOUT677 | 4472.21 | 256 | 489 | SOUT627 | 3772.33 | 256 | 539 | SOUT577 | 3072.46 | 256 | 589 | SOUT527 | 2372.58 | 256 |
| 440 | SOUT676 | 4458.21 | 125 | 490 | SOUT626 | 3758.34 | 125 | 540 | SOUT576 | 3058.46 | 125 | 590 | SOUT526 | 2358.59 | 125 |
| 441 | SOUT675 | 4444.21 | 256 | 491 | SOUT625 | 3744.34 | 256 | 541 | SOUT575 | 3044.46 | 256 | 591 | SOUT525 | 2344.59 | 256 |
| 442 | SOUT674 | 4430.22 | 125 | 492 | SOUT624 | 3730.34 | 125 | 542 | SOUT574 | 3030.47 | 125 | 592 | SOUT524 | 2330.59 | 125 |
| 443 | SOUT673 | 4416.22 | 256 | 493 | SOUT623 | 3716.34 | 256 | 543 | SOUT573 | 3016.47 | 256 | 593 | SOUT523 | 2316.59 | 256 |
| 444 | SOUT672 | 4402.22 | 125 | 494 | SOUT622 | 3702.35 | 125 | 544 | SOUT572 | 3002.47 | 125 | 594 | SOUT522 | 2302.60 | 125 |
| 445 | SOUT671 | 4388.22 | 256 | 495 | SOUT621 | 3688.35 | 256 | 545 | SOUT571 | 2988.47 | 256 | 595 | SOUT521 | 2288.60 | 256 |
| 446 | SOUT670 | 4374.23 | 125 | 496 | SOUT620 | 3674.35 | 125 | 546 | SOUT570 | 2974.48 | 125 | 596 | SOUT520 | 2274.60 | 125 |
| 447 | SOUT669 | 4360.23 | 256 | 497 | SOUT619 | 3660.35 | 256 | 547 | SOUT569 | 2960.48 | 256 | 597 | SOUT519 | 2260.60 | 256 |
| 448 | SOUT668 | 4346.23 | 125 | 498 | SOUT618 | 3646.36 | 125 | 548 | SOUT568 | 2946.48 | 125 | 598 | SOUT518 | 2246.61 | 125 |
| 449 | SOUT667 | 4332.23 | 256 | 499 | SOUT617 | 3632.36 | 256 | 549 | SOUT567 | 2932.48 | 256 | 599 | SOUT517 | 2232.61 | 256 |
| 450 | SOUT666 | 4318.24 | 125 | 500 | SOUT616 | 3618.36 | 125 | 550 | SOUT566 | 2918.49 | 125 | 600 | SOUT516 | 2218.61 | 125 |

| No. | Pad name | X | Y | No. | Pad name | X | Y | No. | Pad name | X | Y | No. | Pad name | X | Y |
|-----|----------|---------|-----|-----|----------|---------|-----|-----|----------|--------|-----|-----|----------|---------|-----|
| 601 | SOUT515 | 2204.61 | 256 | 651 | SOUT465 | 1504.74 | 256 | 701 | SOUT415 | 804.86 | 256 | 751 | SOUT365 | 104.99 | 256 |
| 602 | SOUT514 | 2190.62 | 125 | 652 | SOUT464 | 1490.74 | 125 | 702 | SOUT414 | 790.87 | 125 | 752 | SOUT364 | 90.99 | 125 |
| 603 | SOUT513 | 2176.62 | 256 | 653 | SOUT463 | 1476.74 | 256 | 703 | SOUT413 | 776.87 | 256 | 753 | SOUT363 | 76.99 | 256 |
| 604 | SOUT512 | 2162.62 | 125 | 654 | SOUT462 | 1462.75 | 125 | 704 | SOUT412 | 762.87 | 125 | 754 | SOUT362 | 63.00 | 125 |
| 605 | SOUT511 | 2148.62 | 256 | 655 | SOUT461 | 1448.75 | 256 | 705 | SOUT411 | 748.87 | 256 | 755 | SOUT361 | 49.00 | 256 |
| 606 | SOUT510 | 2134.63 | 125 | 656 | SOUT460 | 1434.75 | 125 | 706 | SOUT410 | 734.88 | 125 | 756 | SOUT360 | -49.00 | 125 |
| 607 | SOUT509 | 2120.63 | 256 | 657 | SOUT459 | 1420.75 | 256 | 707 | SOUT409 | 720.88 | 256 | 757 | SOUT359 | -63.00 | 256 |
| 608 | SOUT508 | 2106.63 | 125 | 658 | SOUT458 | 1406.76 | 125 | 708 | SOUT408 | 706.88 | 125 | 758 | SOUT358 | -76.99 | 125 |
| 609 | SOUT507 | 2092.63 | 256 | 659 | SOUT457 | 1392.76 | 256 | 709 | SOUT407 | 692.88 | 256 | 759 | SOUT357 | -90.99 | 256 |
| 610 | SOUT506 | 2078.64 | 125 | 660 | SOUT456 | 1378.76 | 125 | 710 | SOUT406 | 678.89 | 125 | 760 | SOUT356 | -104.99 | 125 |
| 611 | SOUT505 | 2064.64 | 256 | 661 | SOUT455 | 1364.76 | 256 | 711 | SOUT405 | 664.89 | 256 | 761 | SOUT355 | -118.99 | 256 |
| 612 | SOUT504 | 2050.64 | 125 | 662 | SOUT454 | 1350.77 | 125 | 712 | SOUT404 | 650.89 | 125 | 762 | SOUT354 | -132.98 | 125 |
| 613 | SOUT503 | 2036.64 | 256 | 663 | SOUT453 | 1336.77 | 256 | 713 | SOUT403 | 636.89 | 256 | 763 | SOUT353 | -146.98 | 256 |
| 614 | SOUT502 | 2022.65 | 125 | 664 | SOUT452 | 1322.77 | 125 | 714 | SOUT402 | 622.90 | 125 | 764 | SOUT352 | -160.98 | 125 |
| 615 | SOUT501 | 2008.65 | 256 | 665 | SOUT451 | 1308.77 | 256 | 715 | SOUT401 | 608.90 | 256 | 765 | SOUT351 | -174.98 | 256 |
| 616 | SOUT500 | 1994.65 | 125 | 666 | SOUT450 | 1294.78 | 125 | 716 | SOUT400 | 594.90 | 125 | 766 | SOUT350 | -188.97 | 125 |
| 617 | SOUT499 | 1980.65 | 256 | 667 | SOUT449 | 1280.78 | 256 | 717 | SOUT399 | 580.90 | 256 | 767 | SOUT349 | -202.97 | 256 |
| 618 | SOUT498 | 1966.66 | 125 | 668 | SOUT448 | 1266.78 | 125 | 718 | SOUT398 | 566.91 | 125 | 768 | SOUT348 | -216.97 | 125 |
| 619 | SOUT497 | 1952.66 | 256 | 669 | SOUT447 | 1252.78 | 256 | 719 | SOUT397 | 552.91 | 256 | 769 | SOUT347 | -230.97 | 256 |
| 620 | SOUT496 | 1938.66 | 125 | 670 | SOUT446 | 1238.79 | 125 | 720 | SOUT396 | 538.91 | 125 | 770 | SOUT346 | -244.96 | 125 |
| 621 | SOUT495 | 1924.66 | 256 | 671 | SOUT445 | 1224.79 | 256 | 721 | SOUT395 | 524.91 | 256 | 771 | SOUT345 | -258.96 | 256 |
| 622 | SOUT494 | 1910.67 | 125 | 672 | SOUT444 | 1210.79 | 125 | 722 | SOUT394 | 510.92 | 125 | 772 | SOUT344 | -272.96 | 125 |
| 623 | SOUT493 | 1896.67 | 256 | 673 | SOUT443 | 1196.79 | 256 | 723 | SOUT393 | 496.92 | 256 | 773 | SOUT343 | -286.96 | 256 |
| 624 | SOUT492 | 1882.67 | 125 | 674 | SOUT442 | 1182.80 | 125 | 724 | SOUT392 | 482.92 | 125 | 774 | SOUT342 | -300.95 | 125 |
| 625 | SOUT491 | 1868.67 | 256 | 675 | SOUT441 | 1168.80 | 256 | 725 | SOUT391 | 468.92 | 256 | 775 | SOUT341 | -314.95 | 256 |
| 626 | SOUT490 | 1854.68 | 125 | 676 | SOUT440 | 1154.80 | 125 | 726 | SOUT390 | 454.93 | 125 | 776 | SOUT340 | -328.95 | 125 |
| 627 | SOUT489 | 1840.68 | 256 | 677 | SOUT439 | 1140.80 | 256 | 727 | SOUT389 | 440.93 | 256 | 777 | SOUT339 | -342.95 | 256 |
| 628 | SOUT488 | 1826.68 | 125 | 678 | SOUT438 | 1126.81 | 125 | 728 | SOUT388 | 426.93 | 125 | 778 | SOUT338 | -356.94 | 125 |
| 629 | SOUT487 | 1812.68 | 256 | 679 | SOUT437 | 1112.81 | 256 | 729 | SOUT387 | 412.93 | 256 | 779 | SOUT337 | -370.94 | 256 |
| 630 | SOUT486 | 1798.69 | 125 | 680 | SOUT436 | 1098.81 | 125 | 730 | SOUT386 | 398.94 | 125 | 780 | SOUT336 | -384.94 | 125 |
| 631 | SOUT485 | 1784.69 | 256 | 681 | SOUT435 | 1084.81 | 256 | 731 | SOUT385 | 384.94 | 256 | 781 | SOUT335 | -398.94 | 256 |
| 632 | SOUT484 | 1770.69 | 125 | 682 | SOUT434 | 1070.82 | 125 | 732 | SOUT384 | 370.94 | 125 | 782 | SOUT334 | -412.93 | 125 |
| 633 | SOUT483 | 1756.69 | 256 | 683 | SOUT433 | 1056.82 | 256 | 733 | SOUT383 | 356.94 | 256 | 783 | SOUT333 | -426.93 | 256 |
| 634 | SOUT482 | 1742.70 | 125 | 684 | SOUT432 | 1042.82 | 125 | 734 | SOUT382 | 342.95 | 125 | 784 | SOUT332 | -440.93 | 125 |
| 635 | SOUT481 | 1728.70 | 256 | 685 | SOUT431 | 1028.82 | 256 | 735 | SOUT381 | 328.95 | 256 | 785 | SOUT331 | -454.93 | 256 |
| 636 | SOUT480 | 1714.70 | 125 | 686 | SOUT430 | 1014.83 | 125 | 736 | SOUT380 | 314.95 | 125 | 786 | SOUT330 | -468.92 | 125 |
| 637 | SOUT479 | 1700.70 | 256 | 687 | SOUT429 | 1000.83 | 256 | 737 | SOUT379 | 300.95 | 256 | 787 | SOUT329 | -482.92 | 256 |
| 638 | SOUT478 | 1686.71 | 125 | 688 | SOUT428 | 986.83 | 125 | 738 | SOUT378 | 286.96 | 125 | 788 | SOUT328 | -496.92 | 125 |
| 639 | SOUT477 | 1672.71 | 256 | 689 | SOUT427 | 972.83 | 256 | 739 | SOUT377 | 272.96 | 256 | 789 | SOUT327 | -510.92 | 256 |
| 640 | SOUT476 | 1658.71 | 125 | 690 | SOUT426 | 958.84 | 125 | 740 | SOUT376 | 258.96 | 125 | 790 | SOUT326 | -524.91 | 125 |
| 641 | SOUT475 | 1644.71 | 256 | 691 | SOUT425 | 944.84 | 256 | 741 | SOUT375 | 244.96 | 256 | 791 | SOUT325 | -538.91 | 256 |
| 642 | SOUT474 | 1630.72 | 125 | 692 | SOUT424 | 930.84 | 125 | 742 | SOUT374 | 230.97 | 125 | 792 | SOUT324 | -552.91 | 125 |
| 643 | SOUT473 | 1616.72 | 256 | 693 | SOUT423 | 916.84 | 256 | 743 | SOUT373 | 216.97 | 256 | 793 | SOUT323 | -566.91 | 256 |
| 644 | SOUT472 | 1602.72 | 125 | 694 | SOUT422 | 902.85 | 125 | 744 | SOUT372 | 202.97 | 125 | 794 | SOUT322 | -580.90 | 125 |
| 645 | SOUT471 | 1588.72 | 256 | 695 | SOUT421 | 888.85 | 256 | 745 | SOUT371 | 188.97 | 256 | 795 | SOUT321 | -594.90 | 256 |
| 646 | SOUT470 | 1574.73 | 125 | 696 | SOUT420 | 874.85 | 125 | 746 | SOUT370 | 174.98 | 125 | 796 | SOUT320 | -608.90 | 125 |
| 647 | SOUT469 | 1560.73 | 256 | 697 | SOUT419 | 860.85 | 256 | 747 | SOUT369 | 160.98 | 256 | 797 | SOUT319 | -622.90 | 256 |
| 648 | SOUT468 | 1546.73 | 125 | 698 | SOUT418 | 846.86 | 125 | 748 | SOUT368 | 146.98 | 125 | 798 | SOUT318 | -636.89 | 125 |
| 649 | SOUT467 | 1532.73 | 256 | 699 | SOUT417 | 832.86 | 256 | 749 | SOUT367 | 132.98 | 256 | 799 | SOUT317 | -650.89 | 256 |
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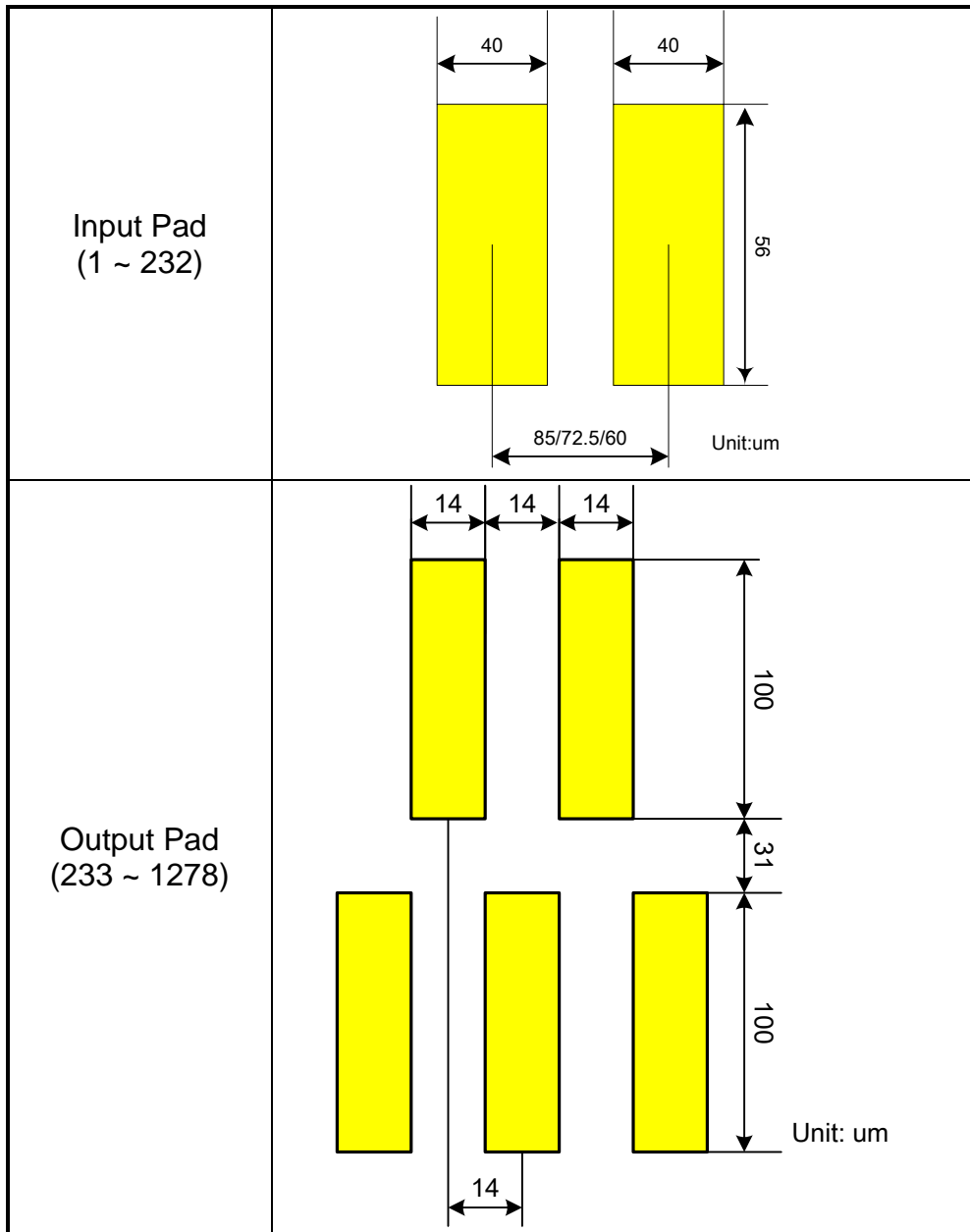
| No. | Pad name | X | Y | No. | Pad name | X | Y | No. | Pad name | X | Y | No. | Pad name | X | Y |
|-----|----------|----------|-----|-----|----------|----------|-----|-----|----------|----------|-----|------|----------|----------|-----|
| 801 | SOUT315 | -678.89 | 256 | 851 | SOUT265 | -1378.76 | 256 | 901 | SOUT215 | -2078.64 | 256 | 951 | SOUT165 | -2778.51 | 256 |
| 802 | SOUT314 | -692.88 | 125 | 852 | SOUT264 | -1392.76 | 125 | 902 | SOUT214 | -2092.63 | 125 | 952 | SOUT164 | -2792.51 | 125 |
| 803 | SOUT313 | -706.88 | 256 | 853 | SOUT263 | -1406.76 | 256 | 903 | SOUT213 | -2106.63 | 256 | 953 | SOUT163 | -2806.51 | 256 |
| 804 | SOUT312 | -720.88 | 125 | 854 | SOUT262 | -1420.75 | 125 | 904 | SOUT212 | -2120.63 | 125 | 954 | SOUT162 | -2820.50 | 125 |
| 805 | SOUT311 | -734.88 | 256 | 855 | SOUT261 | -1434.75 | 256 | 905 | SOUT211 | -2134.63 | 256 | 955 | SOUT161 | -2834.50 | 256 |
| 806 | SOUT310 | -748.87 | 125 | 856 | SOUT260 | -1448.75 | 125 | 906 | SOUT210 | -2148.62 | 125 | 956 | SOUT160 | -2848.50 | 125 |
| 807 | SOUT309 | -762.87 | 256 | 857 | SOUT259 | -1462.75 | 256 | 907 | SOUT209 | -2162.62 | 256 | 957 | SOUT159 | -2862.50 | 256 |
| 808 | SOUT308 | -776.87 | 125 | 858 | SOUT258 | -1476.74 | 125 | 908 | SOUT208 | -2176.62 | 125 | 958 | SOUT158 | -2876.49 | 125 |
| 809 | SOUT307 | -790.87 | 256 | 859 | SOUT257 | -1490.74 | 256 | 909 | SOUT207 | -2190.62 | 256 | 959 | SOUT157 | -2890.49 | 256 |
| 810 | SOUT306 | -804.86 | 125 | 860 | SOUT256 | -1504.74 | 125 | 910 | SOUT206 | -2204.61 | 125 | 960 | SOUT156 | -2904.49 | 125 |
| 811 | SOUT305 | -818.86 | 256 | 861 | SOUT255 | -1518.74 | 256 | 911 | SOUT205 | -2218.61 | 256 | 961 | SOUT155 | -2918.49 | 256 |
| 812 | SOUT304 | -832.86 | 125 | 862 | SOUT254 | -1532.73 | 125 | 912 | SOUT204 | -2232.61 | 125 | 962 | SOUT154 | -2932.48 | 125 |
| 813 | SOUT303 | -846.86 | 256 | 863 | SOUT253 | -1546.73 | 256 | 913 | SOUT203 | -2246.61 | 256 | 963 | SOUT153 | -2946.48 | 256 |
| 814 | SOUT302 | -860.85 | 125 | 864 | SOUT252 | -1560.73 | 125 | 914 | SOUT202 | -2260.60 | 125 | 964 | SOUT152 | -2960.48 | 125 |
| 815 | SOUT301 | -874.85 | 256 | 865 | SOUT251 | -1574.73 | 256 | 915 | SOUT201 | -2274.60 | 256 | 965 | SOUT151 | -2974.48 | 256 |
| 816 | SOUT300 | -888.85 | 125 | 866 | SOUT250 | -1588.72 | 125 | 916 | SOUT200 | -2288.60 | 125 | 966 | SOUT150 | -2988.47 | 125 |
| 817 | SOUT299 | -902.85 | 256 | 867 | SOUT249 | -1602.72 | 256 | 917 | SOUT199 | -2302.60 | 256 | 967 | SOUT149 | -3002.47 | 256 |
| 818 | SOUT298 | -916.84 | 125 | 868 | SOUT248 | -1616.72 | 125 | 918 | SOUT198 | -2316.59 | 125 | 968 | SOUT148 | -3016.47 | 125 |
| 819 | SOUT297 | -930.84 | 256 | 869 | SOUT247 | -1630.72 | 256 | 919 | SOUT197 | -2330.59 | 256 | 969 | SOUT147 | -3030.47 | 256 |
| 820 | SOUT296 | -944.84 | 125 | 870 | SOUT246 | -1644.71 | 125 | 920 | SOUT196 | -2344.59 | 125 | 970 | SOUT146 | -3044.46 | 125 |
| 821 | SOUT295 | -958.84 | 256 | 871 | SOUT245 | -1658.71 | 256 | 921 | SOUT195 | -2358.59 | 256 | 971 | SOUT145 | -3058.46 | 256 |
| 822 | SOUT294 | -972.83 | 125 | 872 | SOUT244 | -1672.71 | 125 | 922 | SOUT194 | -2372.58 | 125 | 972 | SOUT144 | -3072.46 | 125 |
| 823 | SOUT293 | -986.83 | 256 | 873 | SOUT243 | -1686.71 | 256 | 923 | SOUT193 | -2386.58 | 256 | 973 | SOUT143 | -3086.46 | 256 |
| 824 | SOUT292 | -1000.83 | 125 | 874 | SOUT242 | -1700.70 | 125 | 924 | SOUT192 | -2400.58 | 125 | 974 | SOUT142 | -3100.45 | 125 |
| 825 | SOUT291 | -1014.83 | 256 | 875 | SOUT241 | -1714.70 | 256 | 925 | SOUT191 | -2414.58 | 256 | 975 | SOUT141 | -3114.45 | 256 |
| 826 | SOUT290 | -1028.82 | 125 | 876 | SOUT240 | -1728.70 | 125 | 926 | SOUT190 | -2428.57 | 125 | 976 | SOUT140 | -3128.45 | 125 |
| 827 | SOUT289 | -1042.82 | 256 | 877 | SOUT239 | -1742.70 | 256 | 927 | SOUT189 | -2442.57 | 256 | 977 | SOUT139 | -3142.45 | 256 |
| 828 | SOUT288 | -1056.82 | 125 | 878 | SOUT238 | -1756.69 | 125 | 928 | SOUT188 | -2456.57 | 125 | 978 | SOUT138 | -3156.44 | 125 |
| 829 | SOUT287 | -1070.82 | 256 | 879 | SOUT237 | -1770.69 | 256 | 929 | SOUT187 | -2470.57 | 256 | 979 | SOUT137 | -3170.44 | 256 |
| 830 | SOUT286 | -1084.81 | 125 | 880 | SOUT236 | -1784.69 | 125 | 930 | SOUT186 | -2484.56 | 125 | 980 | SOUT136 | -3184.44 | 125 |
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| 832 | SOUT284 | -1112.81 | 125 | 882 | SOUT234 | -1812.68 | 125 | 932 | SOUT184 | -2512.56 | 125 | 982 | SOUT134 | -3212.43 | 125 |
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| 834 | SOUT282 | -1140.80 | 125 | 884 | SOUT232 | -1840.68 | 125 | 934 | SOUT182 | -2540.55 | 125 | 984 | SOUT132 | -3240.43 | 125 |
| 835 | SOUT281 | -1154.80 | 256 | 885 | SOUT231 | -1854.68 | 256 | 935 | SOUT181 | -2554.55 | 256 | 985 | SOUT131 | -3254.43 | 256 |
| 836 | SOUT280 | -1168.80 | 125 | 886 | SOUT230 | -1868.67 | 125 | 936 | SOUT180 | -2568.55 | 125 | 986 | SOUT130 | -3268.42 | 125 |
| 837 | SOUT279 | -1182.80 | 256 | 887 | SOUT229 | -1882.67 | 256 | 937 | SOUT179 | -2582.55 | 256 | 987 | SOUT129 | -3282.42 | 256 |
| 838 | SOUT278 | -1196.79 | 125 | 888 | SOUT228 | -1896.67 | 125 | 938 | SOUT178 | -2596.54 | 125 | 988 | SOUT128 | -3296.42 | 125 |
| 839 | SOUT277 | -1210.79 | 256 | 889 | SOUT227 | -1910.67 | 256 | 939 | SOUT177 | -2610.54 | 256 | 989 | SOUT127 | -3310.42 | 256 |
| 840 | SOUT276 | -1224.79 | 125 | 890 | SOUT226 | -1924.66 | 125 | 940 | SOUT176 | -2624.54 | 125 | 990 | SOUT126 | -3324.41 | 125 |
| 841 | SOUT275 | -1238.79 | 256 | 891 | SOUT225 | -1938.66 | 256 | 941 | SOUT175 | -2638.54 | 256 | 991 | SOUT125 | -3338.41 | 256 |
| 842 | SOUT274 | -1252.78 | 125 | 892 | SOUT224 | -1952.66 | 125 | 942 | SOUT174 | -2652.53 | 125 | 992 | SOUT124 | -3352.41 | 125 |
| 843 | SOUT273 | -1266.78 | 256 | 893 | SOUT223 | -1966.66 | 256 | 943 | SOUT173 | -2666.53 | 256 | 993 | SOUT123 | -3366.41 | 256 |
| 844 | SOUT272 | -1280.78 | 125 | 894 | SOUT222 | -1980.65 | 125 | 944 | SOUT172 | -2680.53 | 125 | 994 | SOUT122 | -3380.40 | 125 |
| 845 | SOUT271 | -1294.78 | 256 | 895 | SOUT221 | -1994.65 | 256 | 945 | SOUT171 | -2694.53 | 256 | 995 | SOUT121 | -3394.40 | 256 |
| 846 | SOUT270 | -1308.77 | 125 | 896 | SOUT220 | -2008.65 | 125 | 946 | SOUT170 | -2708.52 | 125 | 996 | SOUT120 | -3408.40 | 125 |
| 847 | SOUT269 | -1322.77 | 256 | 897 | SOUT219 | -2022.65 | 256 | 947 | SOUT169 | -2722.52 | 256 | 997 | SOUT119 | -3422.40 | 256 |
| 848 | SOUT268 | -1336.77 | 125 | 898 | SOUT218 | -2036.64 | 125 | 948 | SOUT168 | -2736.52 | 125 | 998 | SOUT118 | -3436.39 | 125 |
| 849 | SOUT267 | -1350.77 | 256 | 899 | SOUT217 | -2050.64 | 256 | 949 | SOUT167 | -2750.52 | 256 | 999 | SOUT117 | -3450.39 | 256 |
| 850 | SOUT266 | -1364.76 | 125 | 900 | SOUT216 | -2064.64 | 125 | 950 | SOUT166 | -2764.51 | 125 | 1000 | SOUT116 | -3464.39 | 125 |

| No. | Pad name | X | Y | No. | Pad name | X | Y | No. | Pad name | X | Y | No. | Pad name | X | Y |
|------|----------|----------|-----|------|----------|----------|-----|------|----------|----------|-----|------|----------|----------|-----|
| 1001 | SOUT115 | -3478.39 | 256 | 1051 | SOUT65 | -4178.26 | 256 | 1101 | SOUT15 | -4878.14 | 256 | 1151 | GOUT249 | -5620.01 | 256 |
| 1002 | SOUT114 | -3492.38 | 125 | 1052 | SOUT64 | -4192.26 | 125 | 1102 | SOUT14 | -4892.13 | 125 | 1152 | GOUT247 | -5634.01 | 125 |
| 1003 | SOUT113 | -3506.38 | 256 | 1053 | SOUT63 | -4206.26 | 256 | 1103 | SOUT13 | -4906.13 | 256 | 1153 | GOUT245 | -5648.01 | 256 |
| 1004 | SOUT112 | -3520.38 | 125 | 1054 | SOUT62 | -4220.25 | 125 | 1104 | SOUT12 | -4920.13 | 125 | 1154 | GOUT243 | -5662.00 | 125 |
| 1005 | SOUT111 | -3534.38 | 256 | 1055 | SOUT61 | -4234.25 | 256 | 1105 | SOUT11 | -4934.13 | 256 | 1155 | GOUT241 | -5676.00 | 256 |
| 1006 | SOUT110 | -3548.37 | 125 | 1056 | SOUT60 | -4248.25 | 125 | 1106 | SOUT10 | -4948.12 | 125 | 1156 | GOUT239 | -5690.00 | 125 |
| 1007 | SOUT109 | -3562.37 | 256 | 1057 | SOUT59 | -4262.25 | 256 | 1107 | SOUT9 | -4962.12 | 256 | 1157 | GOUT237 | -5704.00 | 256 |
| 1008 | SOUT108 | -3576.37 | 125 | 1058 | SOUT58 | -4276.24 | 125 | 1108 | SOUT8 | -4976.12 | 125 | 1158 | GOUT235 | -5717.99 | 125 |
| 1009 | SOUT107 | -3590.37 | 256 | 1059 | SOUT57 | -4290.24 | 256 | 1109 | SOUT7 | -4990.12 | 256 | 1159 | GOUT233 | -5731.99 | 256 |
| 1010 | SOUT106 | -3604.36 | 125 | 1060 | SOUT56 | -4304.24 | 125 | 1110 | SOUT6 | -5004.11 | 125 | 1160 | GOUT231 | -5745.99 | 125 |
| 1011 | SOUT105 | -3618.36 | 256 | 1061 | SOUT55 | -4318.24 | 256 | 1111 | SOUT5 | -5018.11 | 256 | 1161 | GOUT229 | -5759.99 | 256 |
| 1012 | SOUT104 | -3632.36 | 125 | 1062 | SOUT54 | -4332.23 | 125 | 1112 | SOUT4 | -5032.11 | 125 | 1162 | GOUT227 | -5773.98 | 125 |
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| 1014 | SOUT102 | -3660.35 | 125 | 1064 | SOUT52 | -4360.23 | 125 | 1114 | SOUT2 | -5060.10 | 125 | 1164 | GOUT223 | -5801.98 | 125 |
| 1015 | SOUT101 | -3674.35 | 256 | 1065 | SOUT51 | -4374.23 | 256 | 1115 | SOUT1 | -5074.10 | 256 | 1165 | GOUT221 | -5815.98 | 256 |
| 1016 | SOUT100 | -3688.35 | 125 | 1066 | SOUT50 | -4388.22 | 125 | 1116 | GOUT319 | -5130.10 | 125 | 1166 | GOUT219 | -5829.97 | 125 |
| 1017 | SOUT99 | -3702.35 | 256 | 1067 | SOUT49 | -4402.22 | 256 | 1117 | GOUT317 | -5144.10 | 256 | 1167 | GOUT217 | -5843.97 | 256 |
| 1018 | SOUT98 | -3716.34 | 125 | 1068 | SOUT48 | -4416.22 | 125 | 1118 | GOUT315 | -5158.09 | 125 | 1168 | GOUT215 | -5857.97 | 125 |
| 1019 | SOUT97 | -3730.34 | 256 | 1069 | SOUT47 | -4430.22 | 256 | 1119 | GOUT313 | -5172.09 | 256 | 1169 | GOUT213 | -5871.97 | 256 |
| 1020 | SOUT96 | -3744.34 | 125 | 1070 | SOUT46 | -4444.21 | 125 | 1120 | GOUT311 | -5186.09 | 125 | 1170 | GOUT211 | -5885.96 | 125 |
| 1021 | SOUT95 | -3758.34 | 256 | 1071 | SOUT45 | -4458.21 | 256 | 1121 | GOUT309 | -5200.09 | 256 | 1171 | GOUT209 | -5899.96 | 256 |
| 1022 | SOUT94 | -3772.33 | 125 | 1072 | SOUT44 | -4472.21 | 125 | 1122 | GOUT307 | -5214.08 | 125 | 1172 | GOUT207 | -5913.96 | 125 |
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| 1025 | SOUT91 | -3814.33 | 256 | 1075 | SOUT41 | -4514.20 | 256 | 1125 | GOUT301 | -5256.08 | 256 | 1175 | GOUT201 | -5955.95 | 256 |
| 1026 | SOUT90 | -3828.32 | 125 | 1076 | SOUT40 | -4528.20 | 125 | 1126 | GOUT299 | -5270.07 | 125 | 1176 | GOUT199 | -5969.95 | 125 |
| 1027 | SOUT89 | -3842.32 | 256 | 1077 | SOUT39 | -4542.20 | 256 | 1127 | GOUT297 | -5284.07 | 256 | 1177 | GOUT197 | -5983.95 | 256 |
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| 1030 | SOUT86 | -3884.31 | 125 | 1080 | SOUT36 | -4584.19 | 125 | 1130 | GOUT291 | -5326.06 | 125 | 1180 | GOUT191 | -6025.94 | 125 |
| 1031 | SOUT85 | -3898.31 | 256 | 1081 | SOUT35 | -4598.19 | 256 | 1131 | GOUT289 | -5340.06 | 256 | 1181 | GOUT189 | -6039.94 | 256 |
| 1032 | SOUT84 | -3912.31 | 125 | 1082 | SOUT34 | -4612.18 | 125 | 1132 | GOUT287 | -5354.06 | 125 | 1182 | GOUT187 | -6053.93 | 125 |
| 1033 | SOUT83 | -3926.31 | 256 | 1083 | SOUT33 | -4626.18 | 256 | 1133 | GOUT285 | -5368.06 | 256 | 1183 | GOUT185 | -6067.93 | 256 |
| 1034 | SOUT82 | -3940.30 | 125 | 1084 | SOUT32 | -4640.18 | 125 | 1134 | GOUT283 | -5382.05 | 125 | 1184 | GOUT183 | -6081.93 | 125 |
| 1035 | SOUT81 | -3954.30 | 256 | 1085 | SOUT31 | -4654.18 | 256 | 1135 | GOUT281 | -5396.05 | 256 | 1185 | GOUT181 | -6095.93 | 256 |
| 1036 | SOUT80 | -3968.30 | 125 | 1086 | SOUT30 | -4668.17 | 125 | 1136 | GOUT279 | -5410.05 | 125 | 1186 | GOUT179 | -6109.92 | 125 |
| 1037 | SOUT79 | -3982.30 | 256 | 1087 | SOUT29 | -4682.17 | 256 | 1137 | GOUT277 | -5424.05 | 256 | 1187 | GOUT177 | -6123.92 | 256 |
| 1038 | SOUT78 | -3996.29 | 125 | 1088 | SOUT28 | -4696.17 | 125 | 1138 | GOUT275 | -5438.04 | 125 | 1188 | GOUT175 | -6137.92 | 125 |
| 1039 | SOUT77 | -4010.29 | 256 | 1089 | SOUT27 | -4710.17 | 256 | 1139 | GOUT273 | -5452.04 | 256 | 1189 | GOUT173 | -6151.92 | 256 |
| 1040 | SOUT76 | -4024.29 | 125 | 1090 | SOUT26 | -4724.16 | 125 | 1140 | GOUT271 | -5466.04 | 125 | 1190 | GOUT171 | -6165.91 | 125 |
| 1041 | SOUT75 | -4038.29 | 256 | 1091 | SOUT25 | -4738.16 | 256 | 1141 | GOUT269 | -5480.04 | 256 | 1191 | GOUT169 | -6179.91 | 256 |
| 1042 | SOUT74 | -4052.28 | 125 | 1092 | SOUT24 | -4752.16 | 125 | 1142 | GOUT267 | -5494.03 | 125 | 1192 | GOUT167 | -6193.91 | 125 |
| 1043 | SOUT73 | -4066.28 | 256 | 1093 | SOUT23 | -4766.16 | 256 | 1143 | GOUT265 | -5508.03 | 256 | 1193 | GOUT165 | -6207.91 | 256 |
| 1044 | SOUT72 | -4080.28 | 125 | 1094 | SOUT22 | -4780.15 | 125 | 1144 | GOUT263 | -5522.03 | 125 | 1194 | GOUT163 | -6221.90 | 125 |
| 1045 | SOUT71 | -4094.28 | 256 | 1095 | SOUT21 | -4794.15 | 256 | 1145 | GOUT261 | -5536.03 | 256 | 1195 | GOUT161 | -6235.90 | 256 |
| 1046 | SOUT70 | -4108.27 | 125 | 1096 | SOUT20 | -4808.15 | 125 | 1146 | GOUT259 | -5550.02 | 125 | 1196 | GOUT159 | -6249.90 | 125 |
| 1047 | SOUT69 | -4122.27 | 256 | 1097 | SOUT19 | -4822.15 | 256 | 1147 | GOUT257 | -5564.02 | 256 | 1197 | GOUT157 | -6263.90 | 256 |
| 1048 | SOUT68 | -4136.27 | 125 | 1098 | SOUT18 | -4836.14 | 125 | 1148 | GOUT255 | -5578.02 | 125 | 1198 | GOUT155 | -6277.89 | 125 |
| 1049 | SOUT67 | -4150.27 | 256 | 1099 | SOUT17 | -4850.14 | 256 | 1149 | GOUT253 | -5592.02 | 256 | 1199 | GOUT153 | -6291.89 | 256 |
| 1050 | SOUT66 | -4164.26 | 125 | 1100 | SOUT16 | -4864.14 | 125 | 1150 | GOUT251 | -5606.01 | 125 | 1200 | GOUT151 | -6305.89 | 125 |

| No. | Pad name | X | Y | No. | Pad name | X | Y |
|------|----------|----------|-----|------|----------|----------|-----|
| 1201 | GOUT149 | -6319.89 | 256 | 1251 | GOUT49 | -7019.76 | 256 |
| 1202 | GOUT147 | -6333.88 | 125 | 1252 | GOUT47 | -7033.76 | 125 |
| 1203 | GOUT145 | -6347.88 | 256 | 1253 | GOUT45 | -7047.76 | 256 |
| 1204 | GOUT143 | -6361.88 | 125 | 1254 | GOUT43 | -7061.75 | 125 |
| 1205 | GOUT141 | -6375.88 | 256 | 1255 | GOUT41 | -7075.75 | 256 |
| 1206 | GOUT139 | -6389.87 | 125 | 1256 | GOUT39 | -7089.75 | 125 |
| 1207 | GOUT137 | -6403.87 | 256 | 1257 | GOUT37 | -7103.75 | 256 |
| 1208 | GOUT135 | -6417.87 | 125 | 1258 | GOUT35 | -7117.74 | 125 |
| 1209 | GOUT133 | -6431.87 | 256 | 1259 | GOUT33 | -7131.74 | 256 |
| 1210 | GOUT131 | -6445.86 | 125 | 1260 | GOUT31 | -7145.74 | 125 |
| 1211 | GOUT129 | -6459.86 | 256 | 1261 | GOUT29 | -7159.74 | 256 |
| 1212 | GOUT127 | -6473.86 | 125 | 1262 | GOUT27 | -7173.73 | 125 |
| 1213 | GOUT125 | -6487.86 | 256 | 1263 | GOUT25 | -7187.73 | 256 |
| 1214 | GOUT123 | -6501.85 | 125 | 1264 | GOUT23 | -7201.73 | 125 |
| 1215 | GOUT121 | -6515.85 | 256 | 1265 | GOUT21 | -7215.73 | 256 |
| 1216 | GOUT119 | -6529.85 | 125 | 1266 | GOUT19 | -7229.72 | 125 |
| 1217 | GOUT117 | -6543.85 | 256 | 1267 | GOUT17 | -7243.72 | 256 |
| 1218 | GOUT115 | -6557.84 | 125 | 1268 | GOUT15 | -7257.72 | 125 |
| 1219 | GOUT113 | -6571.84 | 256 | 1269 | GOUT13 | -7271.72 | 256 |
| 1220 | GOUT111 | -6585.84 | 125 | 1270 | GOUT11 | -7285.71 | 125 |
| 1221 | GOUT109 | -6599.84 | 256 | 1271 | GOUT9 | -7299.71 | 256 |
| 1222 | GOUT107 | -6613.83 | 125 | 1272 | GOUT7 | -7313.71 | 125 |
| 1223 | GOUT105 | -6627.83 | 256 | 1273 | GOUT5 | -7327.71 | 256 |
| 1224 | GOUT103 | -6641.83 | 125 | 1274 | GOUT3 | -7341.70 | 125 |
| 1225 | GOUT101 | -6655.83 | 256 | 1275 | GOUT1 | -7355.70 | 256 |
| 1226 | GOUT99 | -6669.82 | 125 | 1276 | DUMMY | -7369.70 | 125 |
| 1227 | GOUT97 | -6683.82 | 256 | 1277 | DUMMY | -7383.70 | 256 |
| 1228 | GOUT95 | -6697.82 | 125 | 1278 | DUMMY | -7397.69 | 125 |
| 1229 | GOUT93 | -6711.82 | 256 | | | | |
| 1230 | GOUT91 | -6725.81 | 125 | | | | |
| 1231 | GOUT89 | -6739.81 | 256 | | | | |
| 1232 | GOUT87 | -6753.81 | 125 | | | | |
| 1233 | GOUT85 | -6767.81 | 256 | | | | |
| 1234 | GOUT83 | -6781.80 | 125 | | | | |
| 1235 | GOUT81 | -6795.80 | 256 | | | | |
| 1236 | GOUT79 | -6809.80 | 125 | | | | |
| 1237 | GOUT77 | -6823.80 | 256 | | | | |
| 1238 | GOUT75 | -6837.79 | 125 | | | | |
| 1239 | GOUT73 | -6851.79 | 256 | | | | |
| 1240 | GOUT71 | -6865.79 | 125 | | | | |
| 1241 | GOUT69 | -6879.79 | 256 | | | | |
| 1242 | GOUT67 | -6893.78 | 125 | | | | |
| 1243 | GOUT65 | -6907.78 | 256 | | | | |
| 1244 | GOUT63 | -6921.78 | 125 | | | | |
| 1245 | GOUT61 | -6935.78 | 256 | | | | |
| 1246 | GOUT59 | -6949.77 | 125 | | | | |
| 1247 | GOUT57 | -6963.77 | 256 | | | | |
| 1248 | GOUT55 | -6977.77 | 125 | | | | |
| 1249 | GOUT53 | -6991.77 | 256 | | | | |
| 1250 | GOUT51 | -7005.76 | 125 | | | | |

| Alignment mark | X | Y |
|-----------------|-------|-----|
| Left COG Align | -7480 | 253 |
| Right COG Align | 7480 | 253 |

BUMP Size



6. Block Function Description

MCU System Interface

ILI9340X provides several kinds of MCU system interface with 8080- I /8080- II series parallel interface and 3-/4-line serial interface. The selection of the given interfaces are done by external IM [3:0] pins and shown as below:

| IM3 | IM2 | IM1 | IM0 | MCU-Interface Mode | Pins in use | |
|-----|-----|-----|-----|---------------------------------------|-----------------------|--------------------------------------|
| | | | | | Register/Content | GRAM |
| 0 | 0 | 0 | 0 | 8080 MCU 8-bit bus interface I | DB[7:0] | DB[7:0],WRX,RDX,CSX,DCX |
| 0 | 0 | 0 | 1 | 8080 MCU 16-bit bus interface I | DB[7:0] | DB[15:0] ,WRX,RDX,CSX,DCX |
| 0 | 0 | 1 | 0 | 8080 MCU 9-bit bus interface I | DB[7:0] | DB[8:0] ,WRX,RDX,CSX,DCX |
| 0 | 0 | 1 | 1 | 8080 MCU 18-bit bus interface I | DB[7:0] | DB[17:0] ,WRX,RDX,CSX,DCX |
| 0 | 1 | 0 | 1 | 3-line 9-bit data serial interface I | SCL,SDA,CSX | |
| 0 | 1 | 1 | 0 | 4-line 8-bit data serial interface I | SCL,SDA,D/CX,CSX | |
| 1 | 0 | 0 | 0 | 8080 MCU 16-bit bus interface II | DB[8:1] | DB[17:10], DB[8:1] , WRX,RDX,CSX,DCX |
| 1 | 0 | 0 | 1 | 8080 MCU 8-bit bus interface II | DB[17:10] | DB[17:10] , WRX,RDX,CSX,DCX |
| 1 | 0 | 1 | 0 | 8080 MCU 18-bit bus interface II | DB[8:1] | DB[17:0] , WRX,RDX,CSX,DCX |
| 1 | 0 | 1 | 1 | 8080 MCU 9-bit bus interface II | DB[17:10] | DB[17:9] , WRX,RDX,CSX,DCX |
| 1 | 1 | 0 | 1 | 3-line 9-bit data serial interface II | SCL,SDI,SDO, CSX | |
| 1 | 1 | 1 | 0 | 4-line 8-bit data serial interface II | SCL,SDI,D/CX,SDO, CSX | |

In 8080- I /8080- II series parallel interface, the registers are accessed by the DB[17:0] data pins.

| 8080- I Series | | | | 8080- II Series | | | | Operation |
|----------------|-----|-----|-----|-----------------|-----|-----|-----|-----------------|
| CSX | DCX | RDX | WRX | CSX | DCX | RDX | WRX | |
| "L" | "L" | "H" | | "L" | "L" | "H" | | Write command |
| "L" | "H" | | "H" | "L" | "H" | | "H" | Read parameter |
| "L" | "H" | "H" | | "L" | "H" | "H" | | Write parameter |

Parallel RGB Interface

ILI9340X also supports the RGB interface for displaying a moving picture. The display data of RGB interface synchronize with external signals - VSYNC, HSYNC, and DOTCLK and the input data are written to ILI9340X according to the polarity of enable signal (ENABLE).

Graphic RAM (GRAM)

GRAM is a graphic RAM to store display data. GRAM size is 172,800 bytes with 18 bits per pixel for a maximum 240(RGB) x320 dot graphic display.

Grayscale Voltage Generating Circuit

Grayscale voltage generating circuit generates a liquid crystal drive voltage, which corresponds to grayscale level set in the gamma correction register. ILI9340X can display maximum 262,144 colors.

Power Supply Circuit

The LCD drive power supply circuit generates the voltage levels as DDVDH, DDVDL, VGH, VGL and VCOM for driving TFT LCD panel.

Timing controller

The timing controller generates all the timing signals for display and GRAM access.

Oscillator

ILI9340X incorporates RC oscillator circuit and output a stable frequency for operation.

Panel Driver Circuit

Liquid crystal display driver circuit consists of 720-output source driver (SOUT1~SOUT720), 320-output gate driver (GOUT1~GOUT320), and VCOM signal.

7. Function Description

7.1. MCU interfaces

ILI9340X provides the 8-/9-/16-/18-bit parallel system interface for 8080- I /8080- II series, and 3-/4-line serial system interface for serial data input. The input system interface is selected by external pins IM [3:0] and the bit format per pixel color order is selected by DBI [2:0] bits of 3Ah register.

7.1.1. MCU interface selection

The selection of interface is done by setting external pins IM [3:0] as shown in the following table.

| IM3 | IM2 | IM1 | IM0 | MCU-Interface Mode | DB Pins in use | |
|-----|-----|-----|-----|---------------------------------------|---------------------|--------------------|
| | | | | | Register/Content | GRAM |
| 0 | 0 | 0 | 0 | 8080 MCU 8-bit bus interface I | DB[7:0] | DB[7:0] |
| 0 | 0 | 0 | 1 | 8080 MCU 16-bit bus interface I | DB[7:0] | DB[15:0] |
| 0 | 0 | 1 | 0 | 8080 MCU 9-bit bus interface I | DB[7:0] | DB[8:0] |
| 0 | 0 | 1 | 1 | 8080 MCU 18-bit bus interface I | DB[7:0] | DB[17:0] |
| 0 | 1 | 0 | 1 | 3-line 9-bit data serial interface I | SDA: In/Out | |
| 0 | 1 | 1 | 0 | 4-line 8-bit data serial interface I | SDA: In/Out | |
| 1 | 0 | 0 | 0 | 8080 MCU 16-bit bus interface II | DB[8:1] | DB[17:10], DB[8:1] |
| 1 | 0 | 0 | 1 | 8080 MCU 8-bit bus interface II | DB[17:10] | DB[17:10] |
| 1 | 0 | 1 | 0 | 8080 MCU 18-bit bus interface II | DB[8:1] | DB[17:0] |
| 1 | 0 | 1 | 1 | 8080 MCU 9-bit bus interface II | DB[17:10] | DB [17:9] |
| 1 | 1 | 0 | 1 | 3-line 9-bit data serial interface II | SDI: In SDO: Out | |
| 1 | 1 | 1 | 0 | 4-line 8-bit data serial interface II | SDI: In SDO: Out | |

















8080- I Series Parallel Interface

ILI9340X can be accessed via 8-/9-/16-/18-bit MCU 8080- I series parallel interface. The chip-select CSX (active low) is used to enable or disable ILI9340X chip. The RESX (active low) is an external reset signal. WRX is the parallel data write strobe, RDX is the parallel data read strobe and DB [17:0] is parallel data bus.

ILI9340X latches the input data at the rising edge of WRX signal. The DCX is the signal of data/command selection. When DCX='1', DB [17:0] bits are display RAM data or command's parameters. When DCX='0', DB [17:0] bits are commands.

The 8080- I series bi-directional interface can be used for communication between the MCU controller and LCD driver chip. The 8080- I Interface selection is done when IM3 pin is low state (GND level). Interface bus width can be selected by IM [3:0] bits.

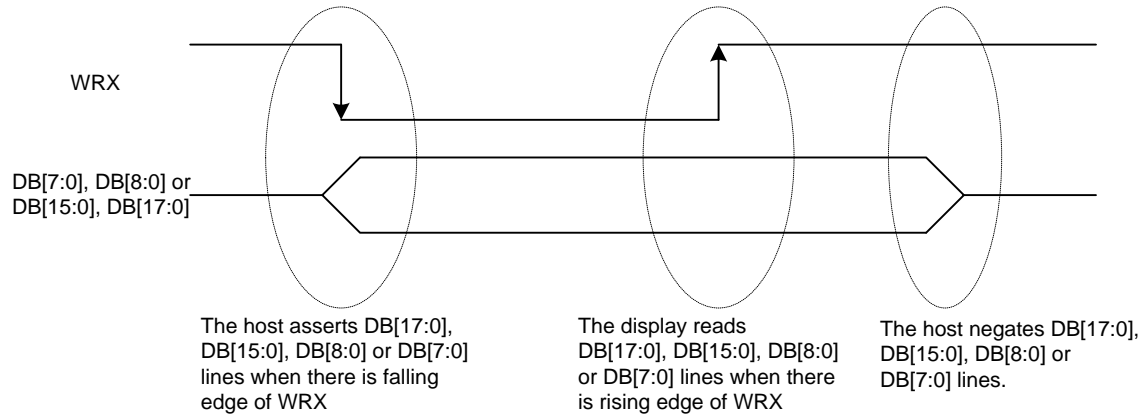
The selection of 8080- I series parallel interface is shown as the table in the following.

| IM3 | IM2 | IM1 | IM0 | MCU-Interface Mode | CSX | WRX | RDX | DCX | Function |
|-----|-----|-----|-----|---------------------------------|-----|---|---|-----|----------------------------------|
| 0 | 0 | 0 | 0 | 8080 MCU 8-bit bus interface I | "L" |  | "H" | "L" | Write command code. |
| | | | | | "L" | "H" |  | "H" | Read internal status. |
| | | | | | "L" |  | "H" | "H" | Write parameter or display data. |
| | | | | | "L" | "H" |  | "H" | Read parameter or display data. |
| 0 | 0 | 0 | 1 | 8080 MCU 16-bit bus interface I | "L" |  | "H" | "L" | Write command code. |
| | | | | | "L" | "H" |  | "H" | Read internal status. |
| | | | | | "L" |  | "H" | "H" | Write parameter or display data. |
| | | | | | "L" | "H" |  | "H" | Read parameter or display data. |
| 0 | 0 | 1 | 0 | 8080 MCU 9-bit bus interface I | "L" |  | "H" | "L" | Write command code. |
| | | | | | "L" | "H" |  | "H" | Read internal status. |
| | | | | | "L" |  | "H" | "H" | Write parameter or display data. |
| | | | | | "L" | "H" |  | "H" | Read parameter or display data. |
| 0 | 0 | 1 | 1 | 8080 MCU 18-bit bus interface I | "L" |  | "H" | "L" | Write command code. |
| | | | | | "L" | "H" |  | "H" | Read internal status. |
| | | | | | "L" |  | "H" | "H" | Write parameter or display data. |
| | | | | | "L" | "H" |  | "H" | Read parameter or display data. |

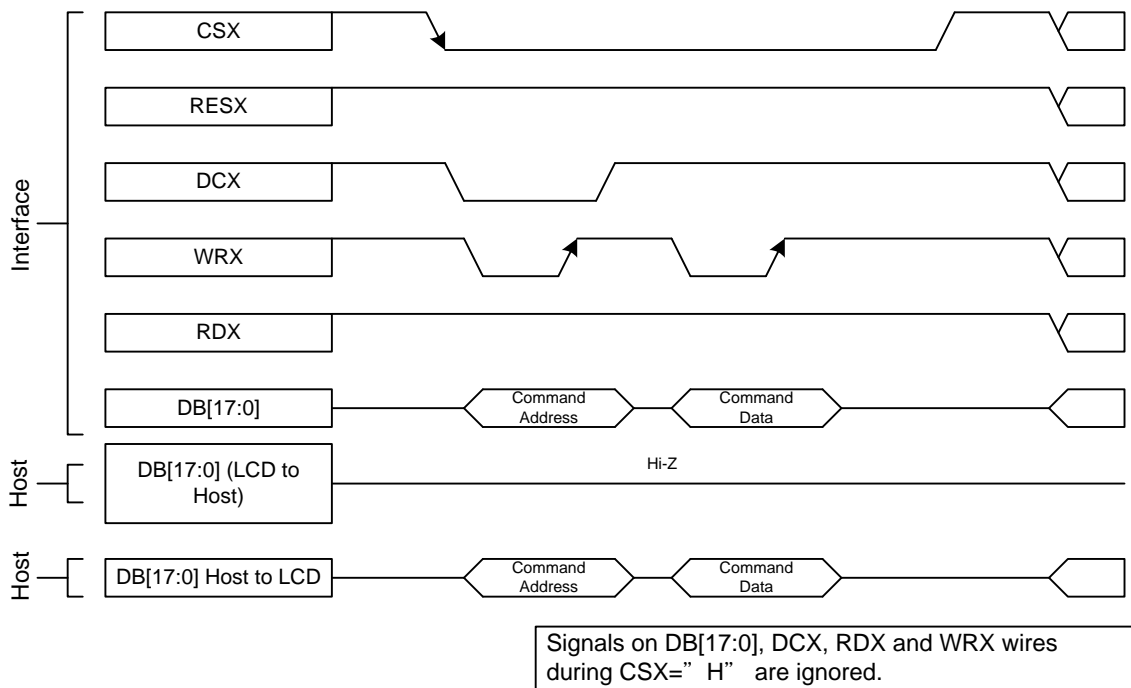
7.1.2. Write Cycle Sequence

The WRX signal is driven from high to low and then be pulled back to high during the write cycle. The host processor provides information during the write cycle when the display module captures the information from host processor on the rising edge of WRX. When the DCX signal is driven to low level, then input data on the interface is interpreted as command information. The DCX signal also can be pulled high level when the data on the interface is RAM data or command's parameter.

The following figure shows a write cycle for the 8080- I MCU interface.



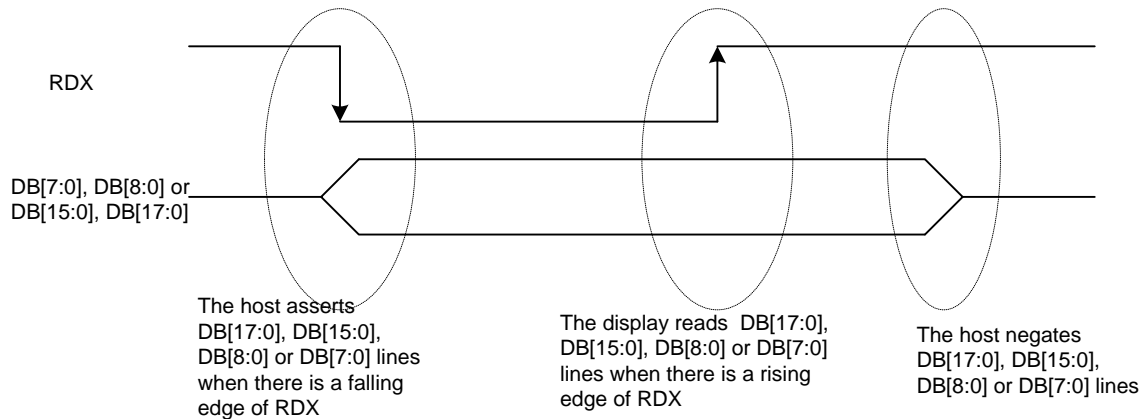
Note: WRX is an unsynchronized signal (It can be stopped)



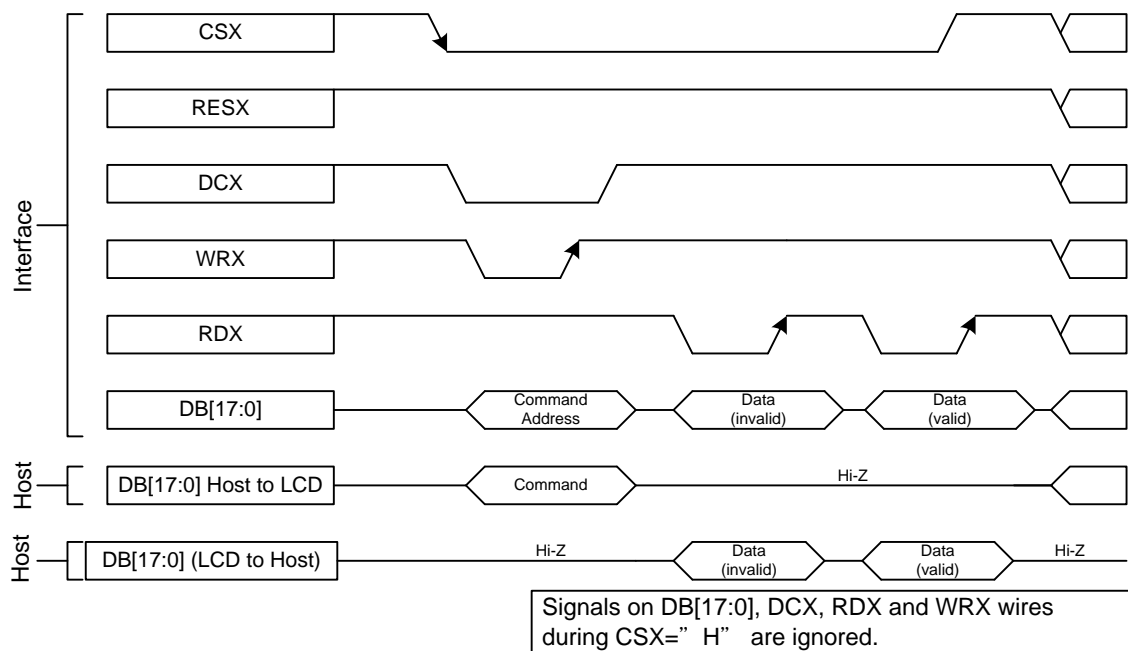
7.1.3. Read Cycle Sequence

The RDX signal is driven from high to low and then allowed to be pulled back to high during the read cycle. The display module provides information to the host processor during the read cycle while the host processor reads the display module information on the rising edge of RDX signal. When the DCX signal is driven to low level, then input data on the interface is interpreted as command. The DCX signal also can be pulled high level when the data on the interface is RAM data or command parameter.

The following figure shows the read cycle for the 8080- I MCU interface.



Note: RDX is an unsynchronized signal (It can be stopped).



Note: Read data is only valid when the DCX input is pulled high. If DCX is driven low during read then the display information outputs will be High-Z.

7.1.4. 8080-II Series Parallel Interface

ILI9340X can be accessed via 8-/9-/16-/18-bit MCU 8080-II series parallel interface. The chip-select CSX (active low) is used to enable or disable ILI9340X chip. The RESX (active low) is an external reset signal. WRX is the parallel data write strobe, RDX is the parallel data read strobe and DB[17:0] is parallel data bus.

ILI9340X latches the input data at the rising edge of WRX signal. The DCX is the signal of data/command selection. When DCX='1', DB[17:0] bits are display RAM data or command's parameters. When DCX='0', D [17:0] bits are commands.

The 8080-II series bi-directional interface can be used for communication between the MCU controller and LCD driver chip. The 8080-II Interface selection is done when IM3 pin is high state (IOVCC level). Interface bus width can be selected by IM [3:0] bits.

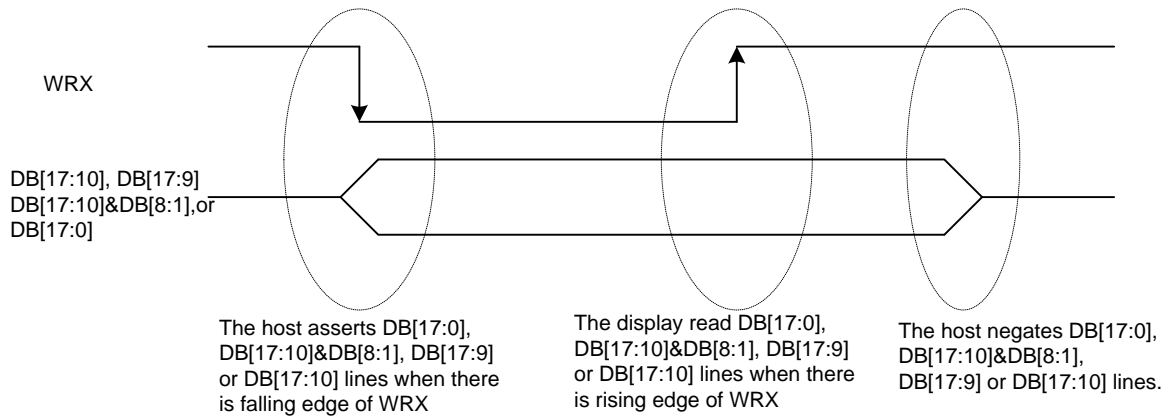
The selection of 8080-II series parallel interface is shown as the table in the following.

| IM3 | IM2 | IM1 | IM0 | MCU-Interface Mode | CSX | WRX | RDX | DCX | Function |
|-----|-----|-----|-----|----------------------------------|-----|-----------------------|-----------------------|-----|----------------------------------|
| 1 | 0 | 0 | 0 | 8080 MCU 16-bit bus interface II | "L" | $\overline{\uparrow}$ | "H" | "L" | Write command code. |
| | | | | | "L" | "H" | $\overline{\uparrow}$ | "H" | Read internal status. |
| | | | | | "L" | $\overline{\uparrow}$ | "H" | "H" | Write parameter or display data. |
| | | | | | "L" | "H" | $\overline{\uparrow}$ | "H" | Reads parameter or display data. |
| 1 | 0 | 0 | 1 | 8080 MCU 8-bit bus interface II | "L" | $\overline{\uparrow}$ | "H" | "L" | Write command code. |
| | | | | | "L" | "H" | $\overline{\uparrow}$ | "H" | Read internal status. |
| | | | | | "L" | $\overline{\uparrow}$ | "H" | "H" | Write parameter or display data. |
| | | | | | "L" | "H" | $\overline{\uparrow}$ | "H" | Reads parameter or display data. |
| 1 | 0 | 1 | 0 | 8080 MCU 18-bit bus interface II | "L" | $\overline{\uparrow}$ | "H" | "L" | Write command code. |
| | | | | | "L" | "H" | $\overline{\uparrow}$ | "H" | Read internal status. |
| | | | | | "L" | $\overline{\uparrow}$ | "H" | "H" | Write parameter or display data. |
| | | | | | "L" | "H" | $\overline{\uparrow}$ | "H" | Reads parameter or display data. |
| 1 | 0 | 1 | 1 | 8080 MCU 9-bit bus interface II | "L" | $\overline{\uparrow}$ | "H" | "L" | Write command code. |
| | | | | | "L" | "H" | $\overline{\uparrow}$ | "H" | Read internal status. |
| | | | | | "L" | $\overline{\uparrow}$ | "H" | "H" | Write parameter or display data. |
| | | | | | "L" | "H" | $\overline{\uparrow}$ | "H" | Reads parameter or display data. |

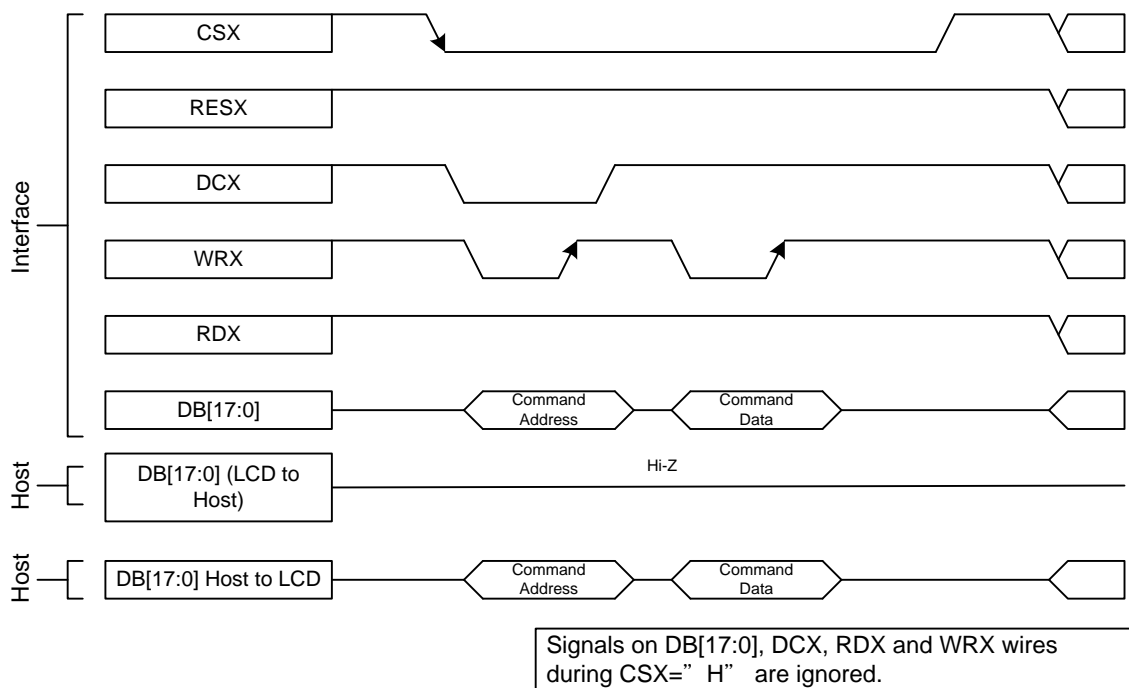
7.1.5. Write Cycle Sequence

The WRX signal is driven from high to low and then be pulled back to high during the write cycle. The host processor provides information during the write cycle when the display module captures the information from host processor on the rising edge of WRX. When the DCX signal is driven to low level, then input data on the interface is interpreted as command information. The DCX signal also can be pulled high level when the data on the interface is RAM data or command's parameter.

The following figure shows a write cycle for the 8080- II MCU interface.



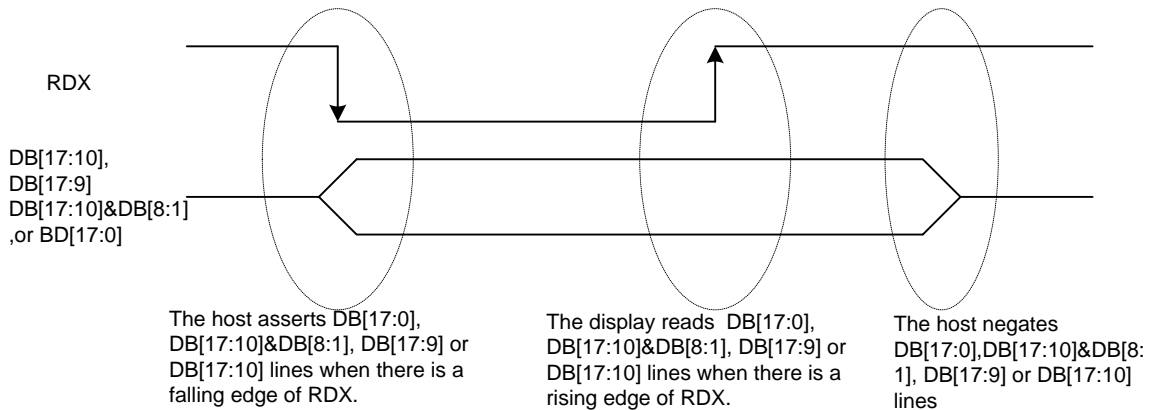
Note: WRX is an unsynchronized signal (It can be stopped)



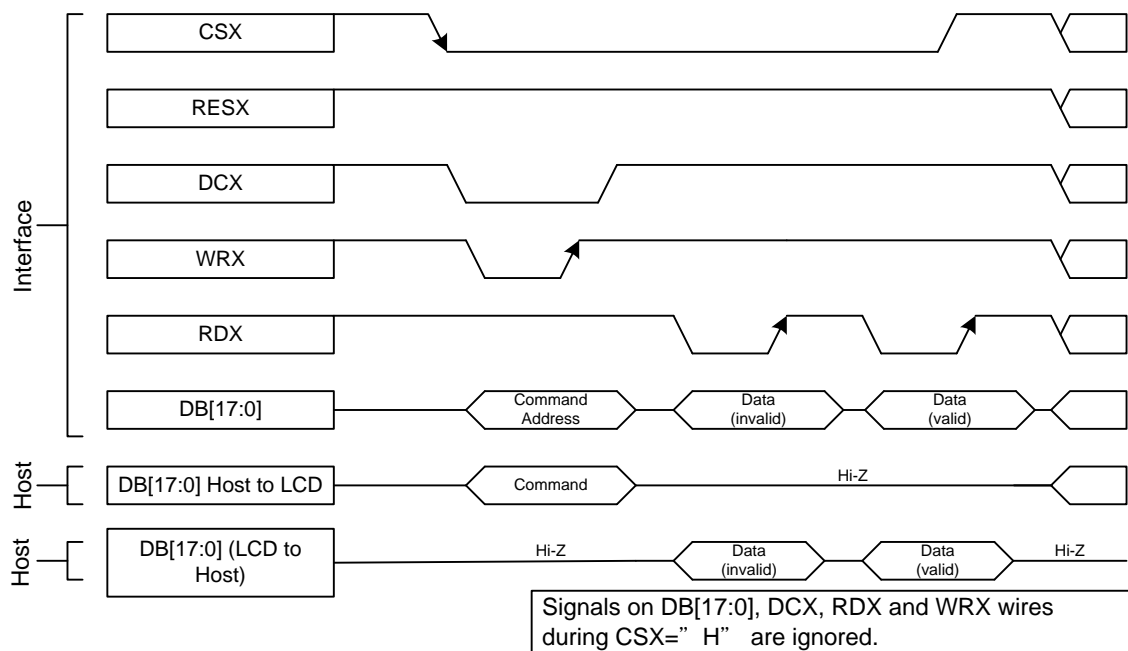
7.1.6. Read Cycle Sequence

The RDX signal is driven from high to low and then allowed to be pulled back to high during the read cycle. The display module provides information to the host processor during the read cycle while the host processor reads the display module information on the rising edge of RDX signal. When the DCX signal is driven to low level, then input data on the interface is interpreted as command. The DCX signal also can be pulled high level when the data on the interface is RAM data or command parameter.

The following figure shows the read cycle for the 8080- II MCU interface.



Note: RDX is an unsynchronized signal (It can be stopped).



Note: Read data is only valid when the DCX input is pulled high. If DCX is driven low during read then the display information outputs will be High-Z.

7.1.7. Serial Interface

The selection of interface is done by IM [3:0] bits. Please refer to the Table in the following.

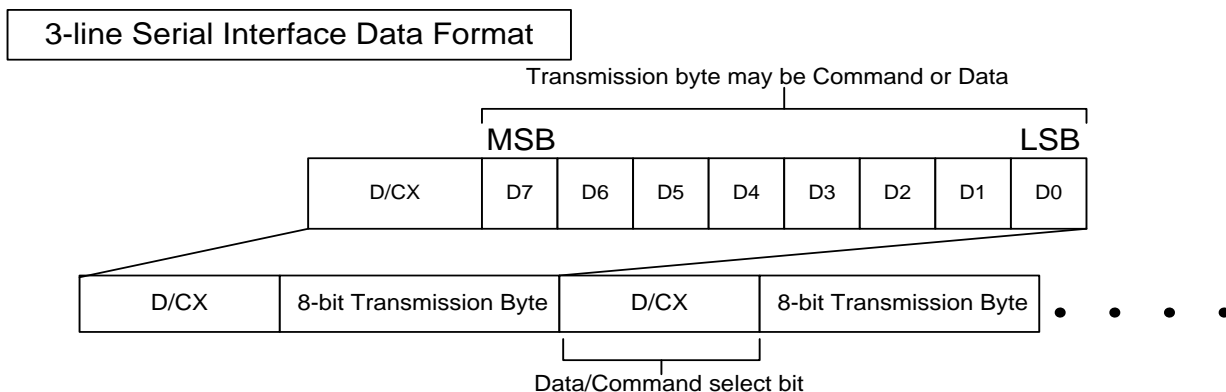
| IM3 | IM2 | IM1 | IM0 | MCU-Interface Mode | CSX | D/CX | SCL | Function |
|-----|-----|-----|-----|----------------------------|-----|-------|-----|--|
| 0 | 1 | 0 | 1 | 3-line serial interface I | "L" | - | | Read/Write command, parameter or display data. |
| 0 | 1 | 1 | 0 | 4-line serial interface I | "L" | 'H/L' | | Read/Write command, parameter or display data. |
| 1 | 1 | 0 | 1 | 3-line serial interface II | "L" | - | | Read/Write command, parameter or display data. |
| 1 | 1 | 1 | 0 | 4-line serial interface II | "L" | 'H/L' | | Read/Write command, parameter or display data. |

ILI9340X supplies 3-lines/ 9-bit and 4-line/8-bit bi-directional serial interfaces for communication between host and ILI9340X. The 3-line serial mode consists of the chip enable input (CSX), the serial clock input (SCL) and serial data Input/Output (interface I: SDA or interface II: SDI/SDO). The 4-line serial mode consists of the Data/Command selection input (D/CX), chip enable input (CSX), the serial clock input (SCL) and serial data Input/Output (SDA or SDI/SDO) for data transmission. The data bus (DB [17:0]), which are not used, must be connected to GND. Serial clock (SCL) is used for interface with MCU only, so it can be stopped when no communication is necessary.

7.1.8. Write Cycle Sequence

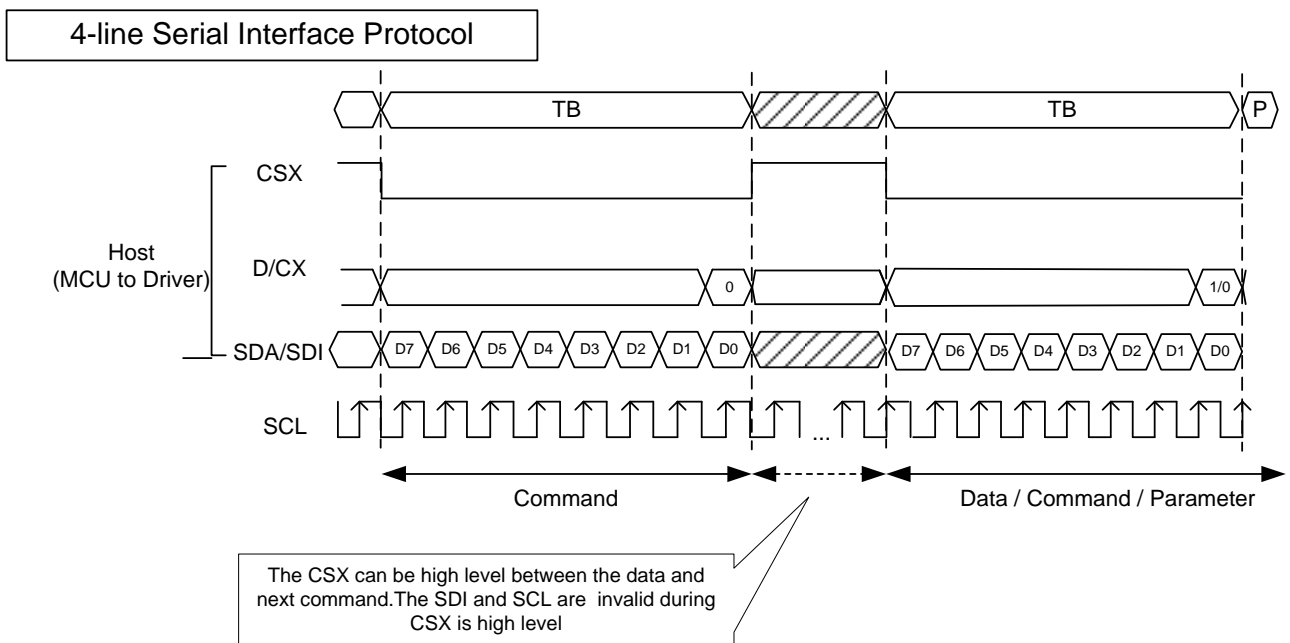
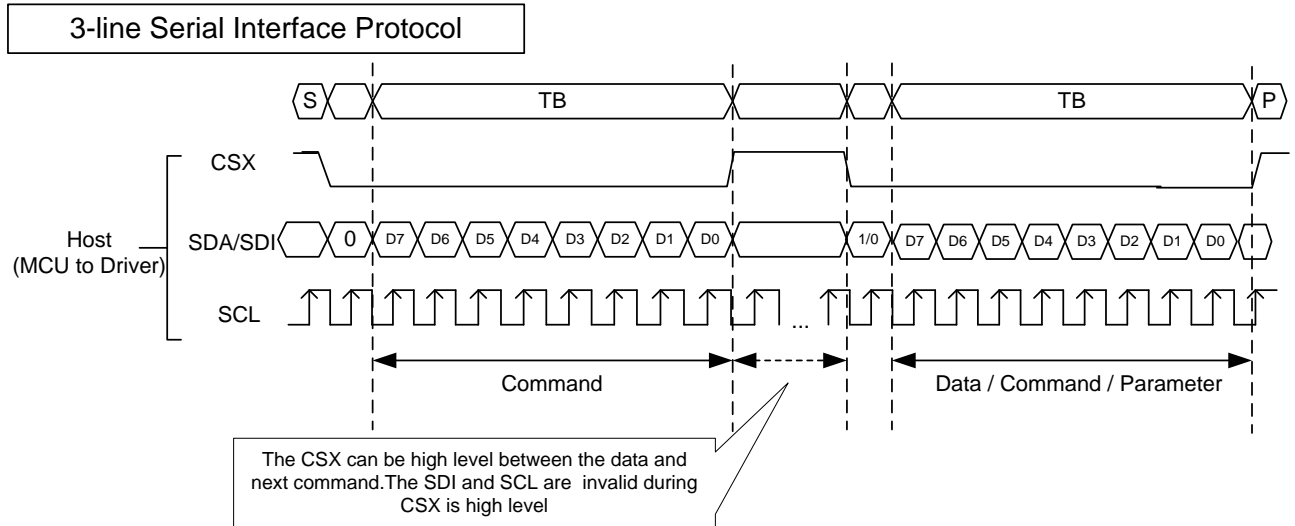
The write mode of the interface means that host writes commands or data to ILI9340X. The 3-lines serial data packet contains a data/command select bit (D/CX) and a transmission byte. If the D/CX bit is "low", the transmission byte is interpreted as a command byte. If the D/CX bit is "high", the transmission byte is stored as the display data RAM (Memory write command), or as the parameter of command register

Any instruction can be sent in any order to ILI9340X and the MSB is transmitted first. The serial interface is initialized when CSX is high status. In this state, SCL clock pulse and SDA data are no effect. A falling edge on CSX enables the serial interface and indicates the start of data transmission. See the detailed data format for 3-/4-line serial interface.



Host processor drives the CSX pin to low and starts by setting the D/CX bit on SDA. The bit is read by ILI9340X on the first rising edge of SCL signal. On the next falling edge of SCL, the MSB data bit (D7) is set on SDA by

the host. On the next falling edge of SCL, the next bit (D6) is set on SDA. In 4-line Serial Interface Protocol the optional D/CX pin is used, a command or a data is eight cycles width. The 3/4-line serial interface writes sequence described in the figure as below.



7.1.9. 2-data-lane Serial interface

The 2-data-lane mode of the interface means that host writes pixel data by 2 lines to ILI9340X. Use the D/CX (command/data select) lane as the additional data lane for 2-data-lane protocol.

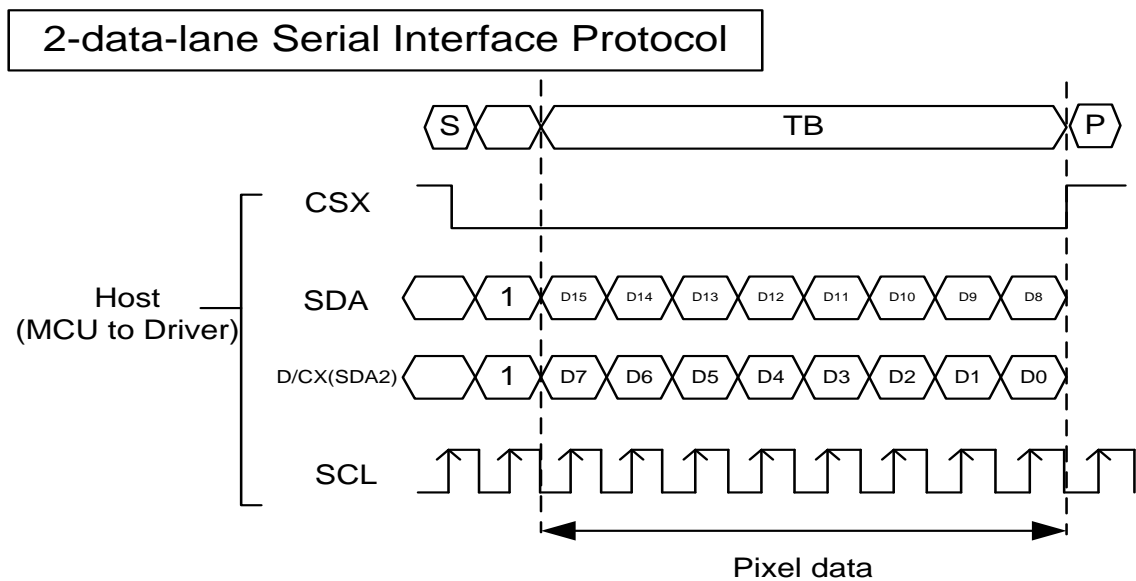
Enable 2-data-Lane in SPI mode:

When bit[1] of command C6h is in "high" level voltage and send command 2Ch at next, it enters the 2-data-lane mode.

Leave 2-data-Lane in SPI mode:

If the MSB of SDA lane sends "low" level voltage(Write any command), it leaves the 2-data-lane mode.

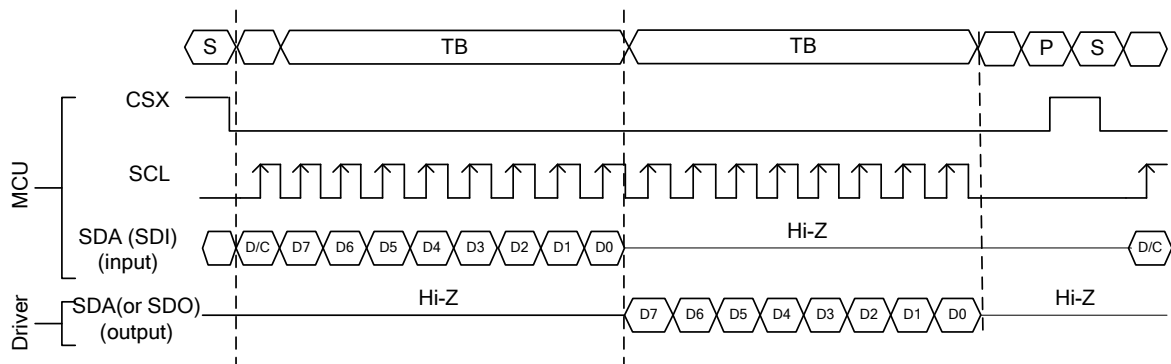
-Only pixel data can be sent in 2-data-lane protocol.



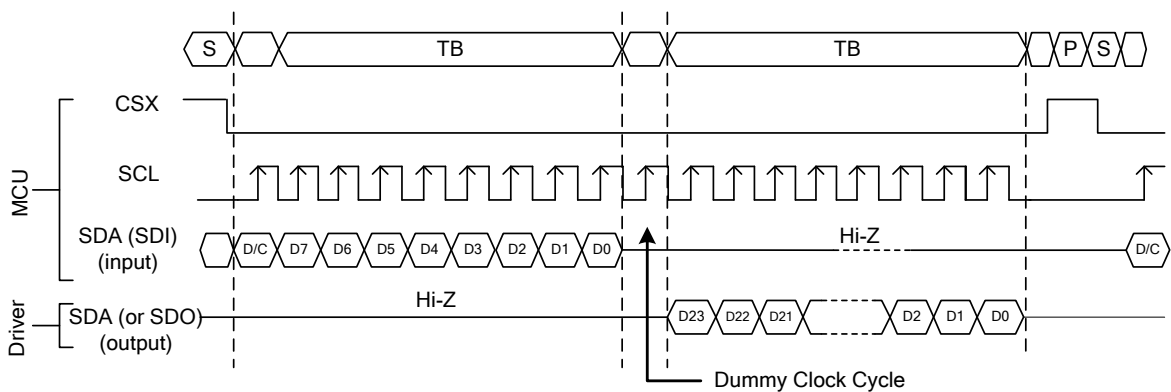
7.1.10. Read Cycle Sequence

The read mode of interface means that the host reads register's parameter or display data from ILI9340X. The host has to send a command (Read ID or register command) and then the following byte is transmitted in the opposite direction. ILI9340X latches the SDA (input data) at the rising edges of SCL (serial clock), and then shifts SDA (output data) at falling edges of SCL (serial clock). After the read status command has been sent, the SDA line must be set to tri-state and no later than at the falling edge of SCL of the last bit. The read mode has three types of transmitted command data (8-/24-/32-bit) according to command code.

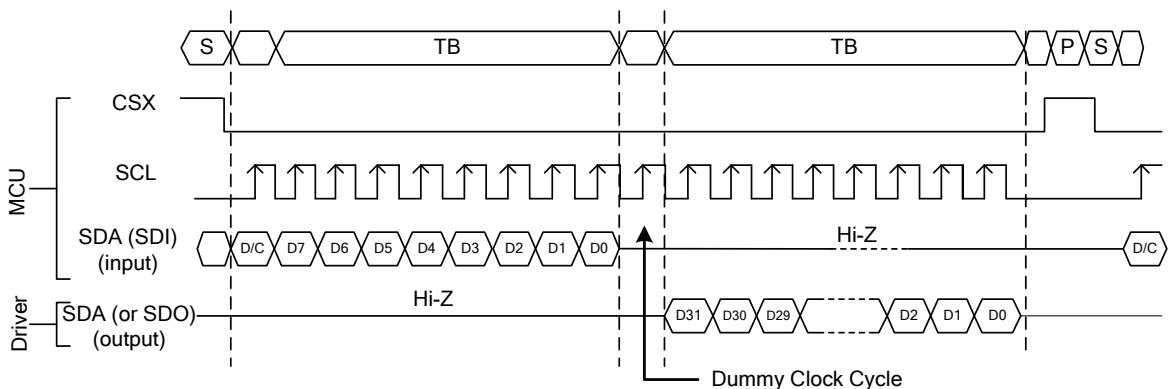
3-line Serial Protocol (for RDID2/RDID3/0Ah/0Bh/0Ch/0Dh/0Eh/0Fh command: 8-bit read)



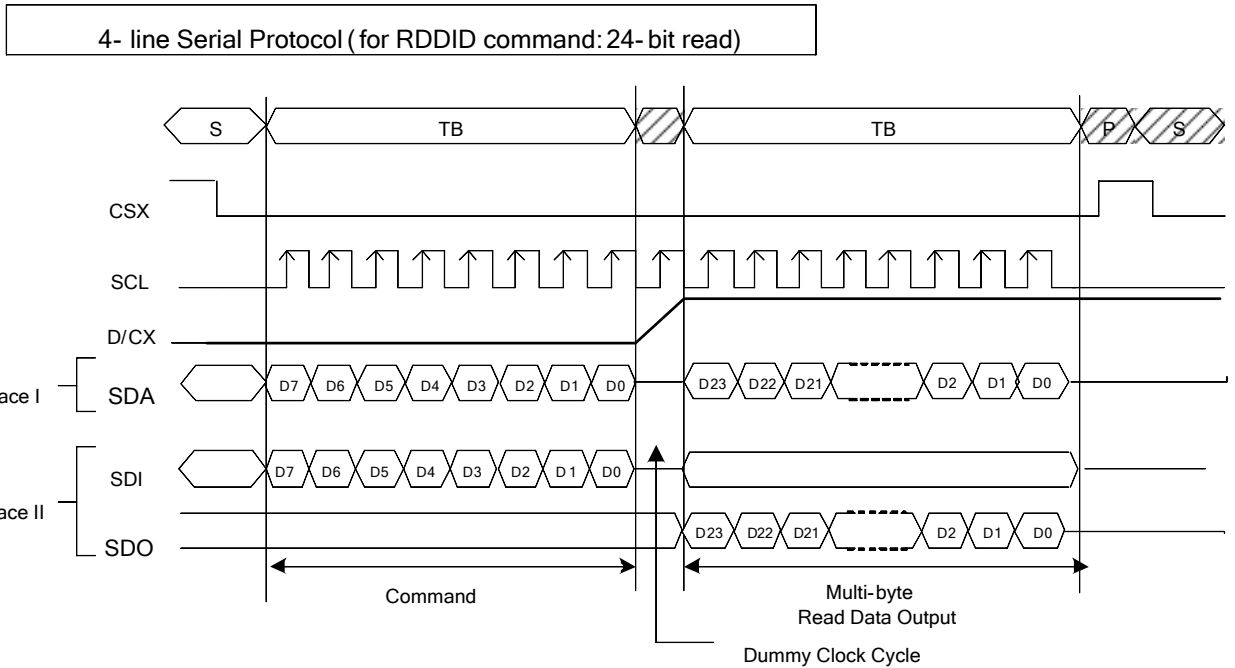
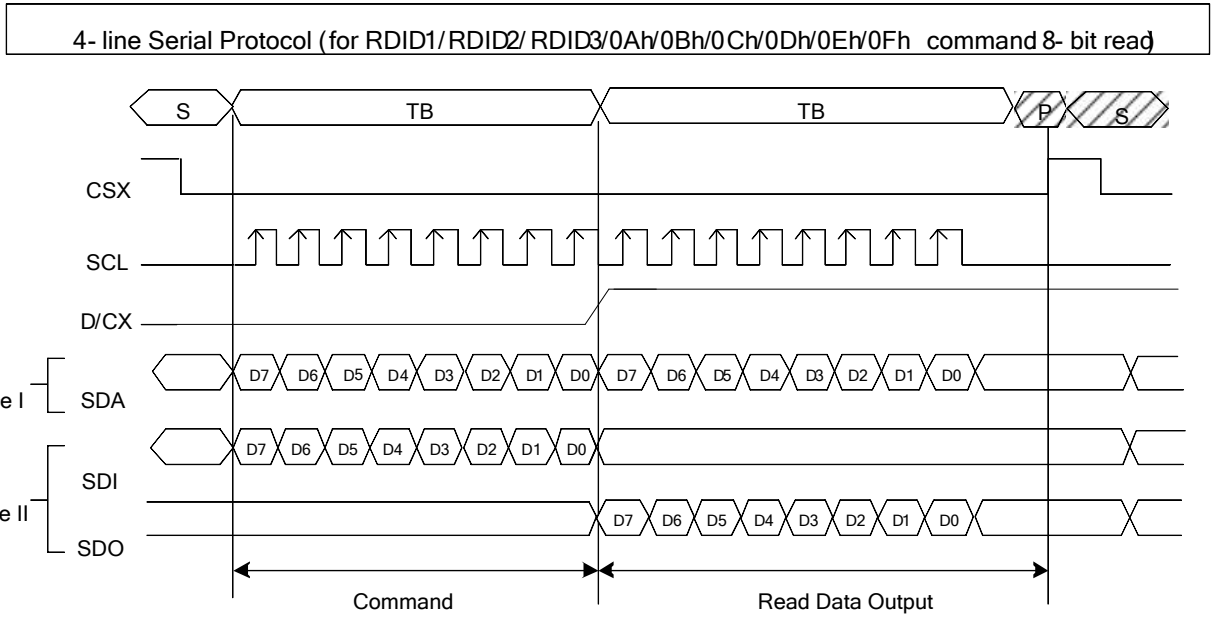
3-line Serial Protocol (for RDDID command: 24-bit read)

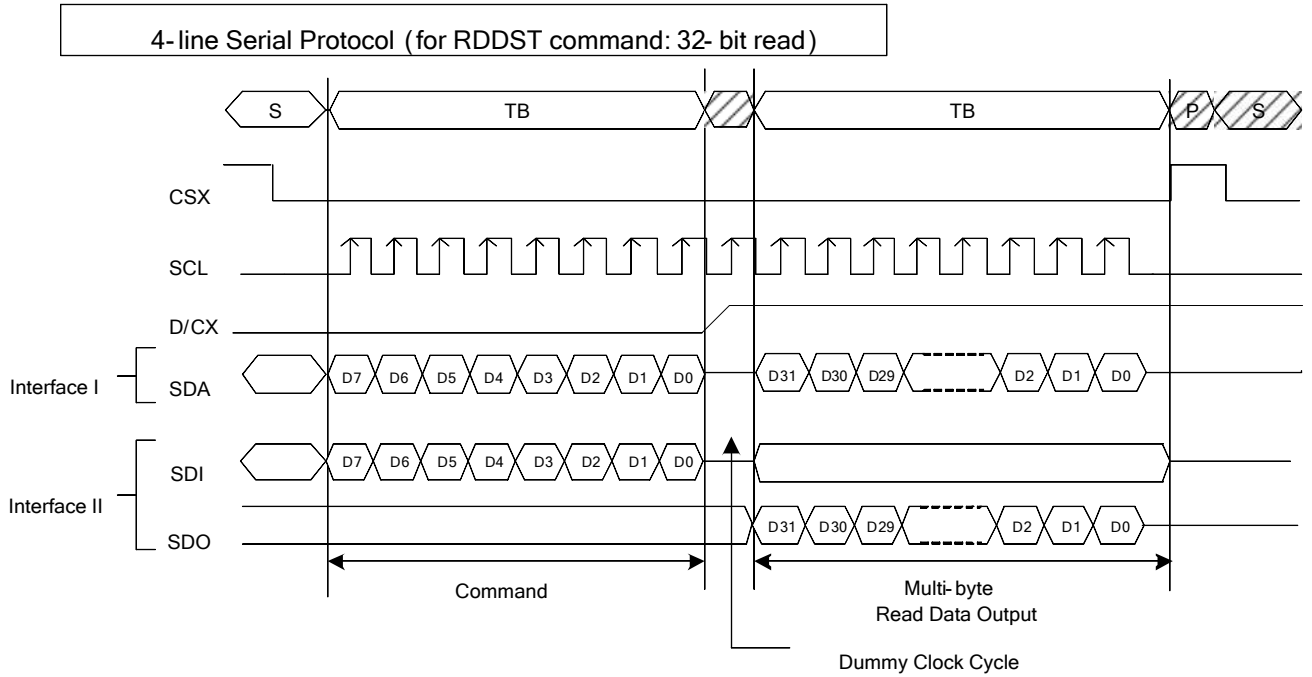


3-line Serial Protocol (for RDDST command: 32-bit read)



4-line Serial Interface Protocol

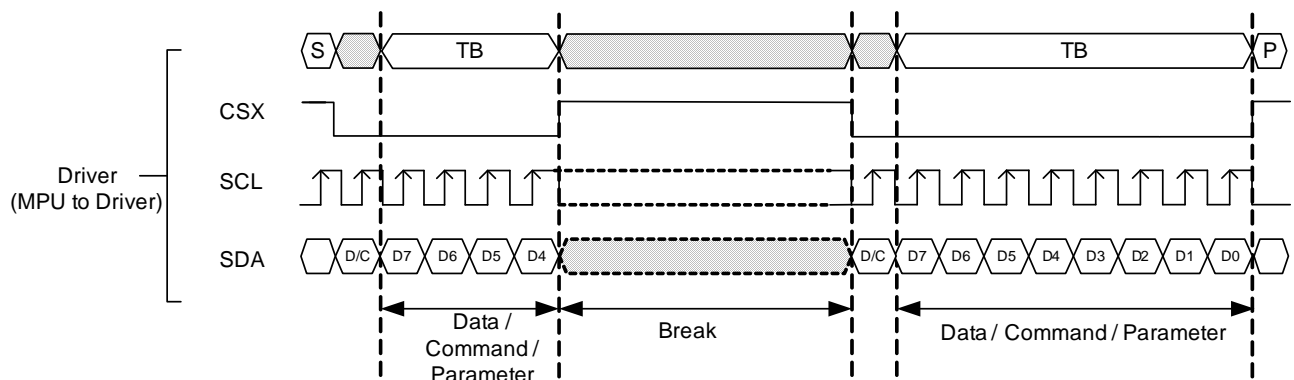




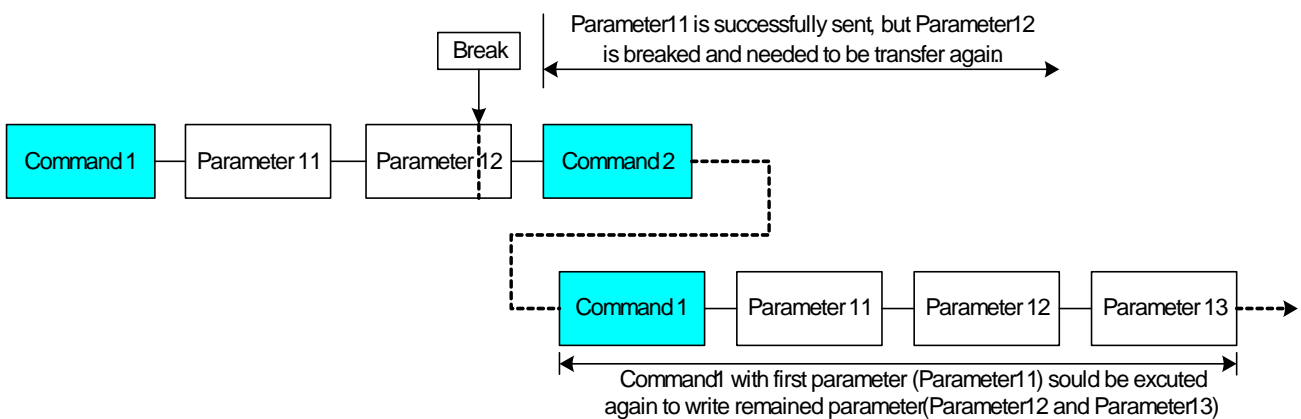
7.1.11. Data Transfer Break and Recovery

If there is a break in data transmission by RESX pulse, while transferring a command or frame memory data or multiple parameter command data, before Bit D0 of the byte has been completed, then the driver will reject the previous bits and have reset the interface such that it will be ready to receive command data again when the chip select pin (CSX) is activated after RESX have been high state.

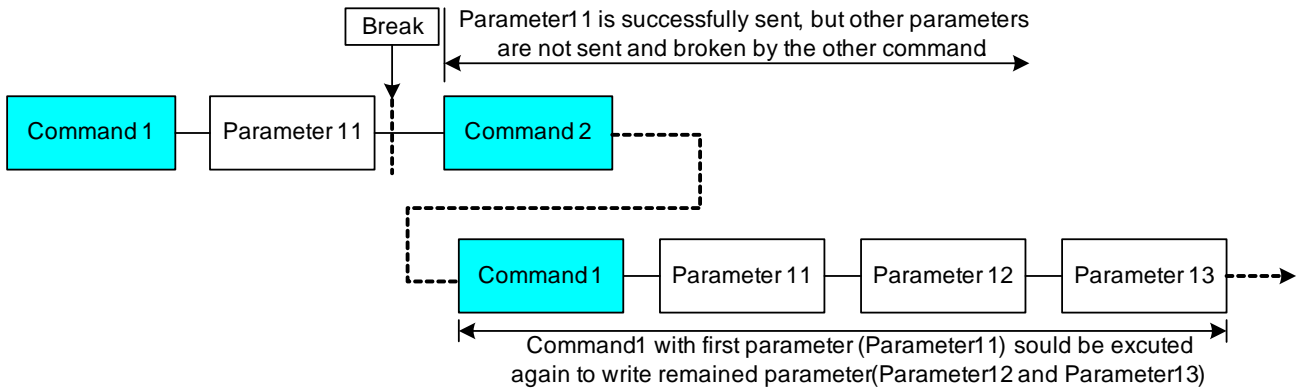
If there is a break in data transmission by CSX pulse, while transferring a command or frame memory data or multiple parameter command data, before Bit D0 of the byte has been completed, then the driver will reject the previous bits and have reset the interface such that it will be ready to receive the same byte re-transmitted when the chip select pin (CSX) is next activated.



If a two or more parameter command is being sent and a break occurs while sending any parameter before the last one and if the host then sends a new command rather than continue to send the remained parameters that was interrupted, then the parameters which had been successfully sent are stored and the parameter where the break occurred is rejected. The interface is ready to receive next byte as shown below.



If a two or more parameter command is being sent and a break occurs by the other command before the last one is sent, then the parameters which had been successfully sent are stored and the other parameter of that command remains previous value.

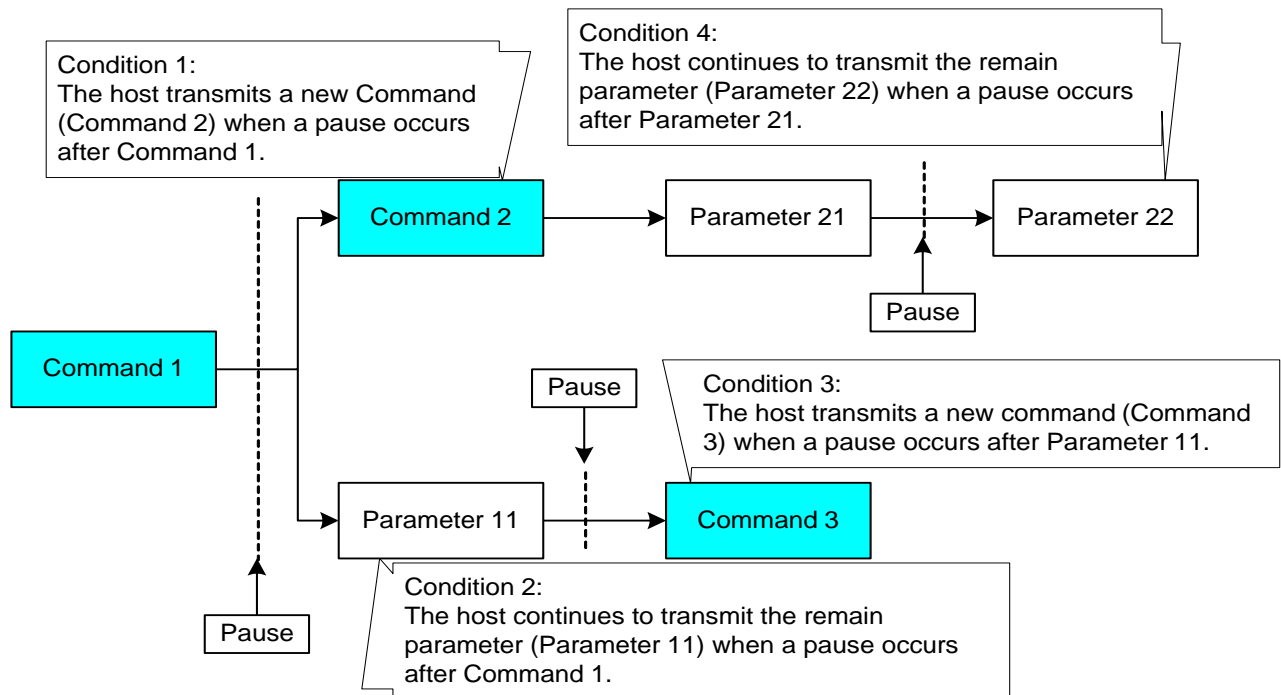


7.1.12. Data Transfer Pause

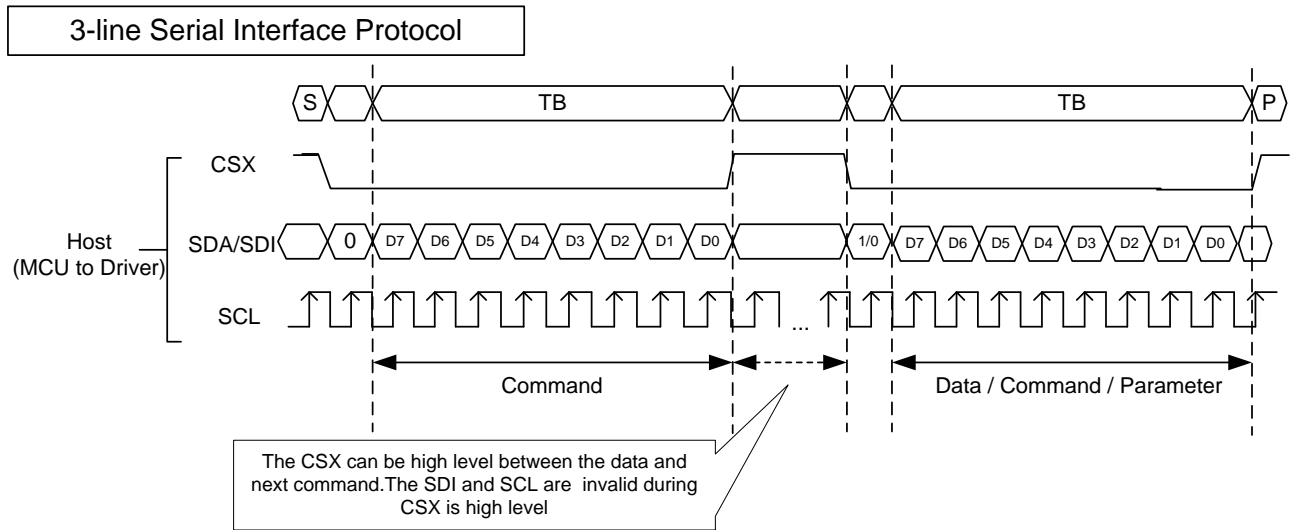
It will be possible when transferring a command, frame memory data or multiple parameter data to invoke a pause in the data transmission. If the chip select pin (CSX) is released to high state after a whole byte of a frame memory data or multiple parameter data has been completed, then ILI9340X will wait and continue the frame memory data or parameter data transmission from the point where it was paused. If the chip select pin is released after a whole byte of a command has been completed, then the display module will receive either the command's parameters (if appropriate) or a new command when the chip select pin is next enabled as shown below.

This applies to the following 4 conditions:

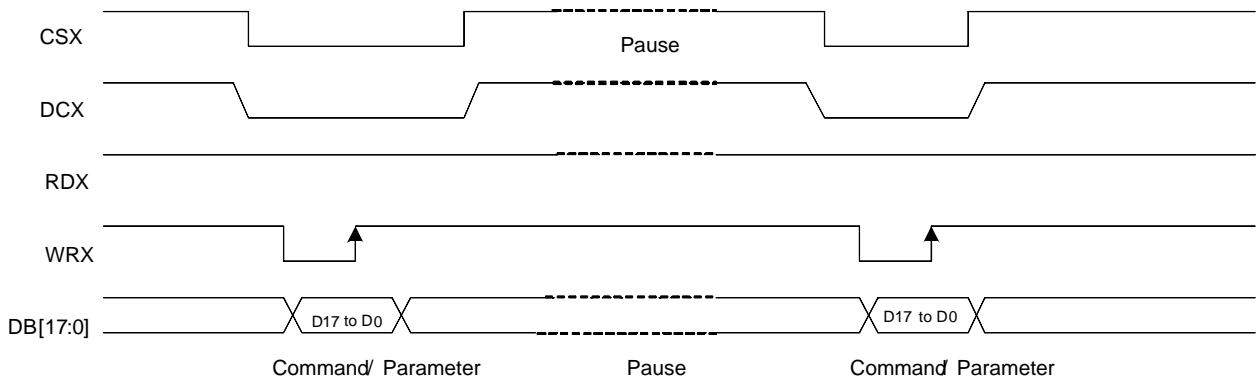
- 1) Command-Pause-Command
- 2) Command-Pause-Parameter
- 3) Parameter-Pause-Command
- 4) Parameter-Pause-Parameter



7.1.13. Serial Interface Pause (3_line)



7.1.14. Parallel Interface Pause

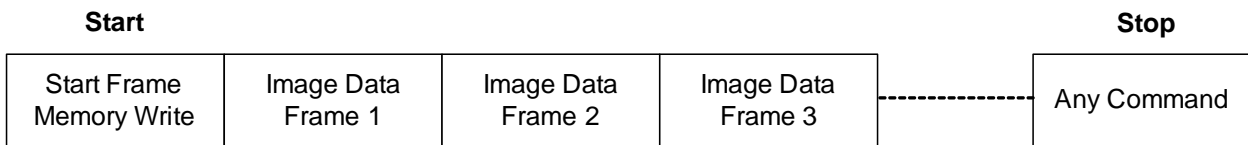


7.1.15. Data Transfer Mode

ILI9340X can provide two different kinds of color depth (16-bit/pixel and 18-bit/pixel) display data to the graphic RAM. The data format is described for each interface. Data can be downloaded to the frame memory by 2 methods.

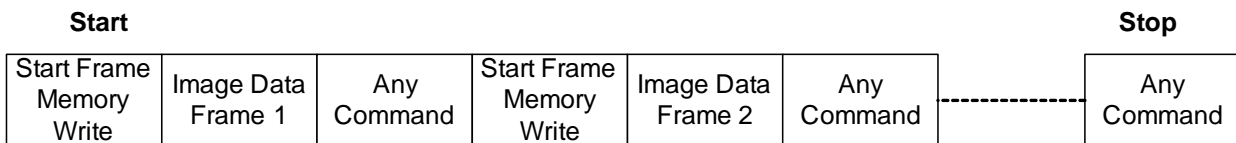
7.1.16. Data Transfer Method 1

The image data is sent to the frame memory in the successive frame writing, each time the frame memory is filled by image data, the frame memory pointer is reset to the start point and the next frame is written.



7.1.17. Data Transfer Method 2

Image data is sent and at the end of each frame memory download, a command is sent to stop frame memory writing. Then start memory write command is sent, and a new frame is downloaded.



Note 1: These methods are applied to all data transfer color modes on both serial and parallel interfaces.

Note 2: The frame memory can contain both odd and even number of pixels for both methods. Only complete pixel data will be stored in the frame memory.

7.2. RGB Interface

7.2.1. RGB Interface Selection

ILI9340X has several kinds of RGB interface and these interfaces can be selected by RCM [1:0] bits. When RCM [1:0] bits are set to “10”, the DE mode is selected which utilizes VSYNC, HSYNC, DOTCLK, ENABLE, DB[17:0] pins; when RCM [1:0] bits are set to “11”, the SYNC mode is selected which utilizes VSYNC, HSYNC, DOTCLK, DB [17:0] pins. Using RGB interface must selection serial interface.

ILI9340X supports two kinds pixel formats that can be selected by DPI [2:0] bits of “Pixel Format Set (3Ah)” and RIM bit of command F6h. The selection of a given interfaces is done by setting RCM [1:0] and DPI [2:0] as show in the following table.

| RCM[1:0] | | RIM | DPI[2:0] | | | RGB Interface Mode | RGB Mode | Used Pins |
|----------|---|-----|----------|---|---|------------------------------------|--|--|
| 1 | 0 | 0 | 1 | 1 | 0 | 18-bit RGB interface (262K colors) | DE Mode Valid data is determined by the ENABLE signal | VSYNC, HSYNC, ENABLE, DOTCLK, DB[17:0] |
| 1 | 0 | 0 | 1 | 0 | 1 | 16-bit RGB interface (65K colors) | | VSYNC, HSYNC, ENABLE, DOTCLK, DB[17:13] & DB[11:1] |
| 1 | 0 | 1 | 1 | 1 | 0 | 6-bit RGB interface (262K colors) | | VSYNC, HSYNC, ENABLE, DOTCLK, DB[5:0] |
| 1 | 0 | 1 | 1 | 0 | 1 | 6-bit RGB interface (65K colors) | | VSYNC, HSYNC, ENABLE, DOTCLK, DB[5:0] |
| 1 | 1 | 0 | 1 | 1 | 0 | 18-bit RGB interface (262K colors) | SYNC Mode In SYNC mode, ENABLE signal is ignored; blanking porch is determined by B5h command. | VSYNC, HSYNC, DOTCLK, DB[17:0] |
| 1 | 1 | 0 | 1 | 0 | 1 | 16-bit RGB interface (65K colors) | | VSYNC, HSYNC, DOTCLK, DB[17:13] & DB[11:1] |
| 1 | 1 | 1 | 1 | 1 | 0 | 6-bit RGB interface (262K colors) | | VSYNC, HSYNC, DOTCLK, DB[5:0] |
| 1 | 1 | 1 | 1 | 0 | 1 | 6-bit RGB interface (65K colors) | | VSYNC, HSYNC, DOTCLK, DB[5:0] |

18-bit data bus interface (DB[17:0] is used) , DPI[2:0] = 110, and RIM=0

| | DB17 | DB16 | DB15 | DB14 | DB13 | DB12 | DB11 | DB10 | DB9 | DB8 | DB7 | DB6 | DB5 | DB4 | DB3 | DB2 | DB1 | DB0 |
|--------------------------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|
| 18bpp Frame Memory Write | R[5] | R[4] | R[3] | R[2] | R[1] | R[0] | G[5] | G[4] | G[3] | G[2] | G[1] | G[0] | B[5] | B[4] | B[3] | B[2] | B[1] | B[0] |

16-bit data bus interface (DB[17:13] & DB[11:1] is used) , DPI[2:0] = 101, and RIM=0

| | DB17 | DB16 | DB15 | DB14 | DB13 | DB12 | DB11 | DB10 | DB9 | DB8 | DB7 | DB6 | DB5 | DB4 | DB3 | DB2 | DB1 | DB0 |
|--------------------------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|-----|
| 16bpp Frame Memory Write | R[4] | R[3] | R[2] | R[1] | R[0] | | G[5] | G[4] | G[3] | G[2] | G[1] | G[0] | B[4] | B[3] | B[2] | B[1] | B[0] | |

The LSB data of red/blue color depends on the EPF[1:0] setting.

6-bit data bus interface (DB[5:0] is used) , DPI[2:0] = 110, and RIM=1

| | DB5 | DB4 | DB3 | DB2 | DB1 | DB0 | DB5 | DB4 | DB3 | DB2 | DB1 | DB0 | DB5 | DB4 | DB3 | DB2 | DB1 | DB0 |
|--------------------------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|
| 18bpp Frame Memory Write | R[5] | R[4] | R[3] | R[2] | R[1] | R[0] | G[5] | G[4] | G[3] | G[2] | G[1] | G[0] | B[5] | B[4] | B[3] | B[2] | B[1] | B[0] |

6-bit data bus interface (DB[5:0] is used) , DPI[2:0] = 101, and RIM=1

| | D5 | D4 | D3 | D2 | D1 | D0 | D5 | D4 | D3 | D2 | D1 | D0 | D5 | D4 | D3 | D2 | D1 | D0 |
|--------------------------|------|------|------|------|------|----|------|------|------|------|------|------|------|------|------|------|------|----|
| 16bpp Frame Memory Write | R[4] | R[3] | R[2] | R[1] | R[0] | | G[5] | G[4] | G[3] | G[2] | G[1] | G[0] | B[4] | B[3] | B[2] | B[1] | B[0] | |

The LSB data of red/blue color depends on the EPF[1:0] setting.

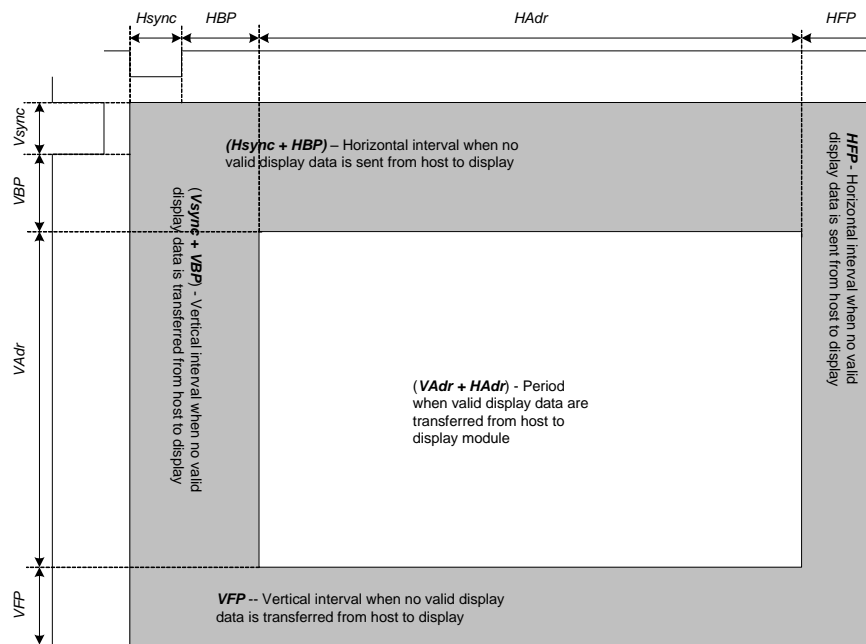
Pixel clock (DOTCLK) is running all the time without stopping and used to enter VSYNC, HSYNC, ENABLE and DB[17:0] states when there is a rising edge of the DOTCLK. The DOTCLK cannot be used as continues internal

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clock for other functions of the display module. Vertical synchronization (VSYNC) is used to tell when there is received a new frame of the display. This is low enable (command B0h default value) and its state is read to the display module by a rising edge of the DOTCLK signal.

Horizontal synchronization (HSYNC) is used to tell when there is received a new line of the frame. This is low enable (command B0h default value) and its state is read to the display module by a rising edge of the DOTCLK signal.

In DE mode, ENABLE pin is used to tell when there is received RGB information that should be transferred on the display. This is a high enable and its state is read to the display module by a rising edge of the DOTCLK signal. DB[17:0] are used to tell what is the information of the image that is transferred on the display (When ENABLE = '0' (low) and there is a rising edge of DOTCLK). These lines are read by a rising edge of the DOTCLK signal. In SYNC mode, the valid display data is inputted in pixel unit via DB[17:0] according to HFP/HBP settings of HSYNC signal and VFP/VBP setting of VSYNC. In both RGB interface modes, the input display data is written to GRAM first (command B0h ByPass_MODE default) then outputs corresponding source voltage according the gray data from GRAM.



| Parameters | Symbols | Condition | Min. | Typ. | Max. | Units |
|-------------------------------------|---------|-----------|------|------|------|--------|
| Horizontal Synchronization | Hsync | | 2 | 10 | 16 | DOTCLK |
| Horizontal Back Porch | HBP | | 2 | 20 | 24 | DOTCLK |
| Horizontal Back Porch(ByPass mode)* | HBP(BP) | | 58 | 64 | 200 | DOTCLK |
| Horizontal Address | HAdr | | - | 240 | - | DOTCLK |
| Horizontal Front Porch | HFP | | 2 | 10 | 16 | DOTCLK |
| Vertical Synchronization | Vsync | | 1 | 2 | 4 | Line |
| Vertical Back Porch | VBP | | 1 | 2 | - | Line |
| Vertical Address | VAdr | | - | 320 | - | Line |
| Vertical Front Porch | VFP | | 3 | 4 | - | Line |

Note1: The HBP setting in RGB 6/6/6 byPass mode is 3 times as much as without byPass mode. It can set HBP[7:0] in command B5h

Typical values are setting example when used with panel resolution 240 x 320 (QVGA), clock frequency 6.35MHz and frame frequency about 70Hz.

Notes:

1. Vertical period (one frame) shall be equal to the sum of Vsync + VBP + VAdr + VFP.
2. Horizontal period (one line) shall be equal to the sum of Hsync + HBP + HAdr + HFP.
3. Control signals DOTCLK and Hsync shall be transmitted as specified at all times while valid pixels are transferred between the host processor and the display module.

Also make sure that

(Number of DOTCLK perline) \geq (Number of RTN clock) x Division ratio (DIV) x PCDIV

Setting Example for Display Control Clock in RGB Interface Operation

Internal clock PCLKD which is generated by dividing DOTCLK..

PCDIV [5:0]: Number of DOTCLK during internal clock PCLKD's high / low period. In units of 1 clock.

PCDIV specifying DOTCLK's division ratio, are determined so that difference between PCLKD's frequency and internal oscillation clock 615KHz is the smallest. Set PCDIV follow the restriction

(Number of PCLK in 1H) \geq (Number of RTN clock) x Division ratio (DIV) x PCDIV.

Setting Example: To set frame frequency to 70Hz:

Internal Clock

Internal Oscillation Clock: 615KHz

DIV[1:0] = 2'h0 (x 1/1)

RTN[4:0] = 5'h1b (27 clocks)

FP = 7'h2 (2 lines), BP = 7'h2 (2 lines), NL = 6'h27 (320 lines)

Frame Rate \rightarrow 70.30Hz

DOTCLK

HSYNC = 10 CLK

HBP = 20 CLK

HFP=10 CLK

70Hz x (2 + 320 + 2) lines x (10 + 20 + 240 + 10) clocks = 6.35MHz

DOTCLK frequency = 6.35MHz

6.35 MHz / 615KHz = 10.32 Set PCDIV so that PCLK is divided by 10.

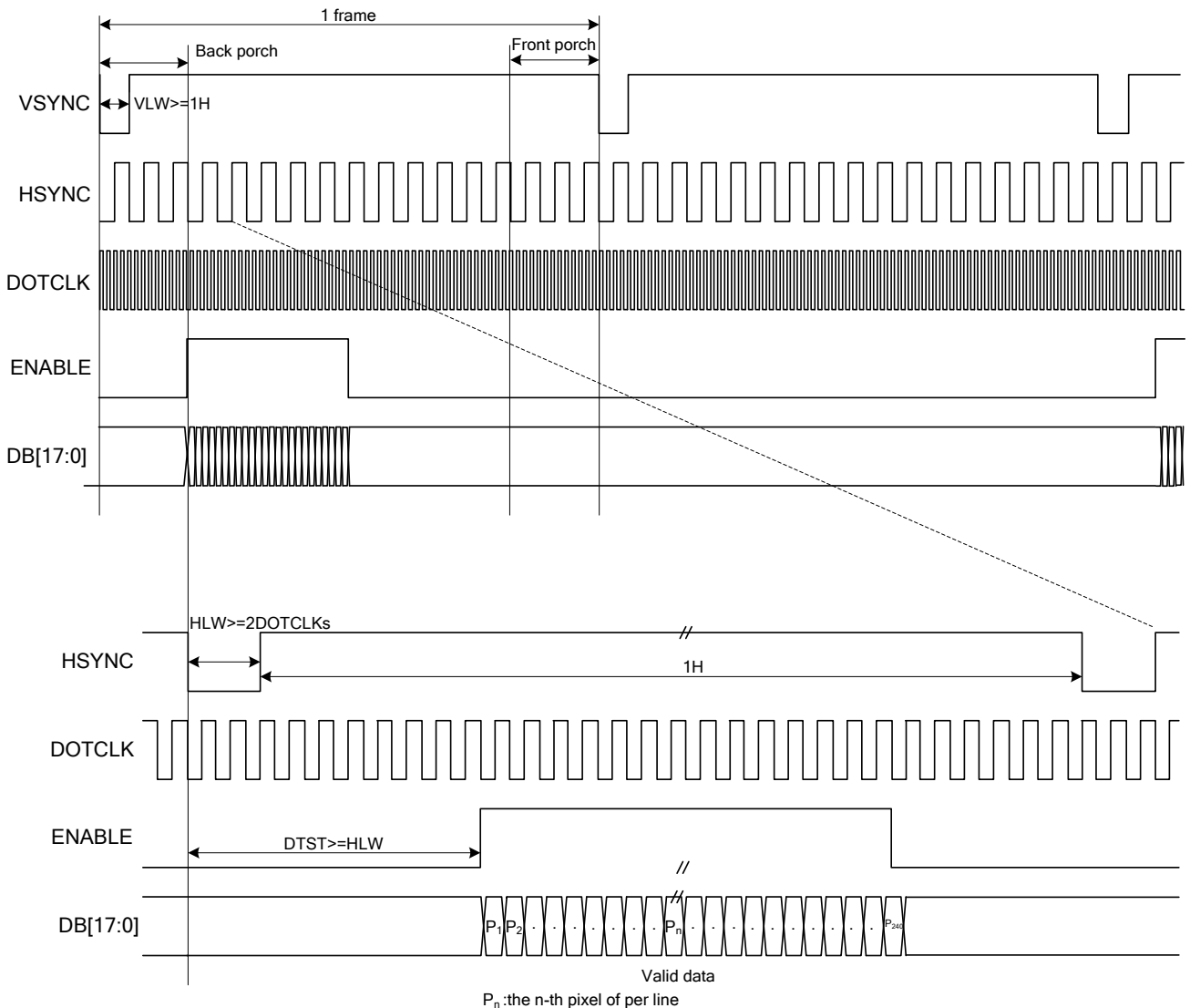
external fosc = 6.35 MHz / 10 = 635KHz

PCDIV = [6.35MHz / 635KHz) / 2] - 1 = 4

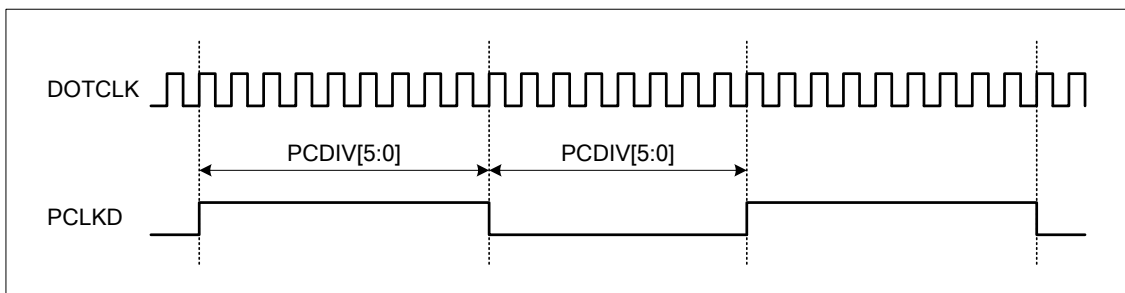
PCDIV[5:0] = 6'h04 (10 DOTCLK)

7.2.2. RGB Interface Timing

The timing chart of 18-/16-bit RGB interface mode is shown as below.



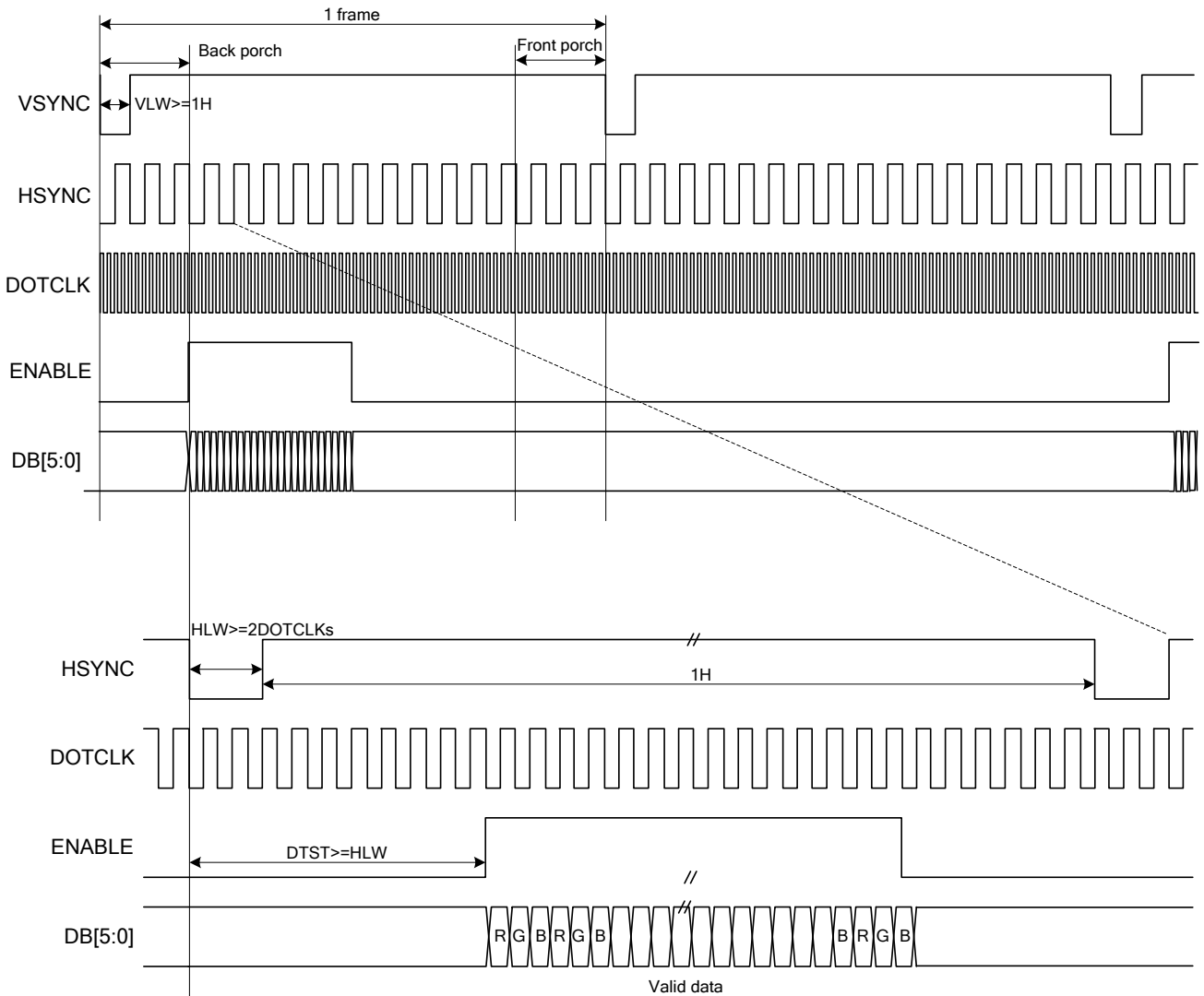
VLW : VSYNC Low Width
HLW : HSYNC Low Width
DTST : Data Transfer Startup Time



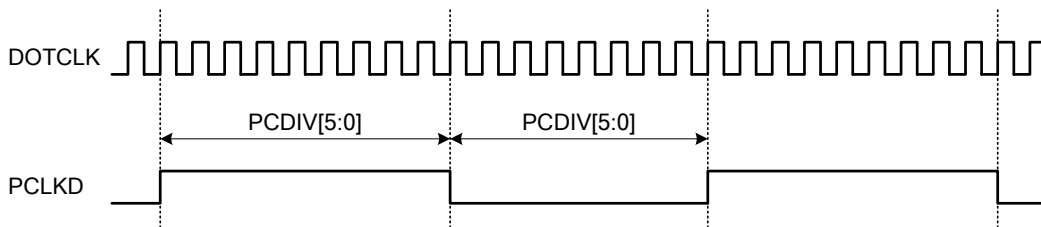
Note 1: The ENABLE signal is not needed when RGB interface SYNC mode is selected.

Note 2: VSPL='0', HSPL='0', DPL='0' and EPL='1' of "Interface Mode Control (B0h)" command.

The timing chart of 6-bit RGB interface mode is shown as below:



VLW : VSYNC Low Width
HLW : HSYNC Low Width
DTST : Data Transfer Startup Time



Note 1: The ENABLE signal is not needed when RGB interface SYNC mode is selected.

Note 2: VSPL='0', HSPL='0', DPL='0' and EPL='1' of "Interface Mode Control (B0h)" command.

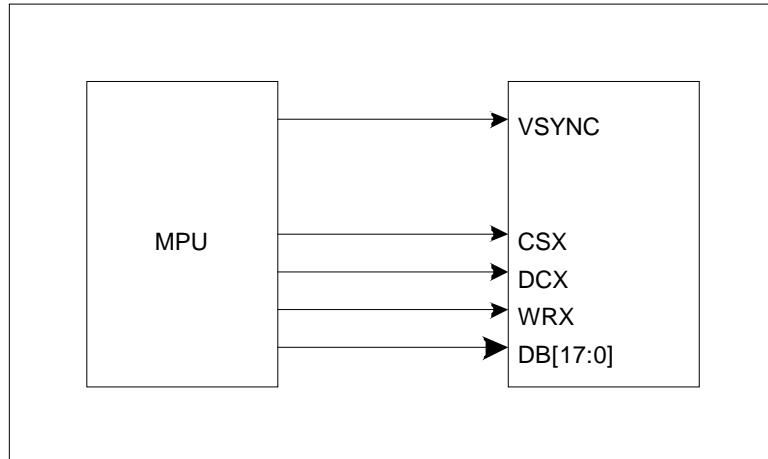
Note 3: In 6-bit RGB interface mode, each dot of one pixel (R, G and B) is transferred in synchronization with DOTCLK.

Note 4: In 6-bit RGB interface mode, set the cycles of VSYNC, HSYNC and ENABLE to 3 multiples of DOTCLK.

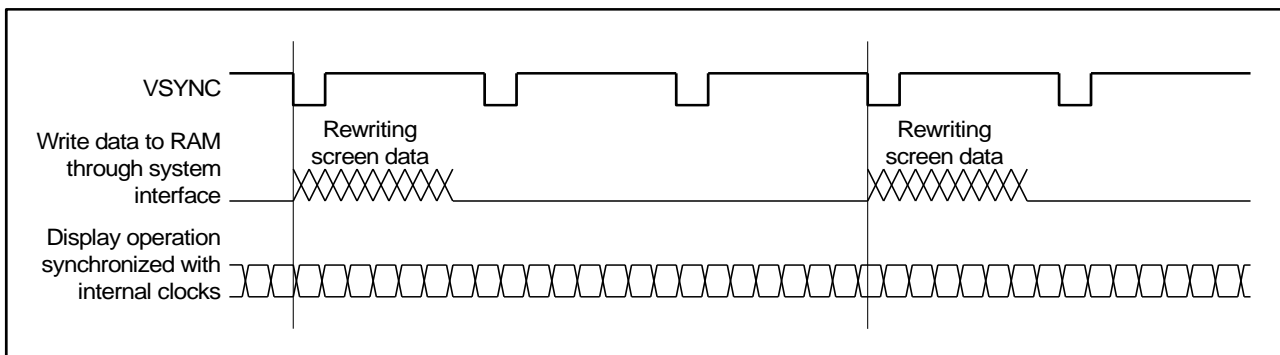
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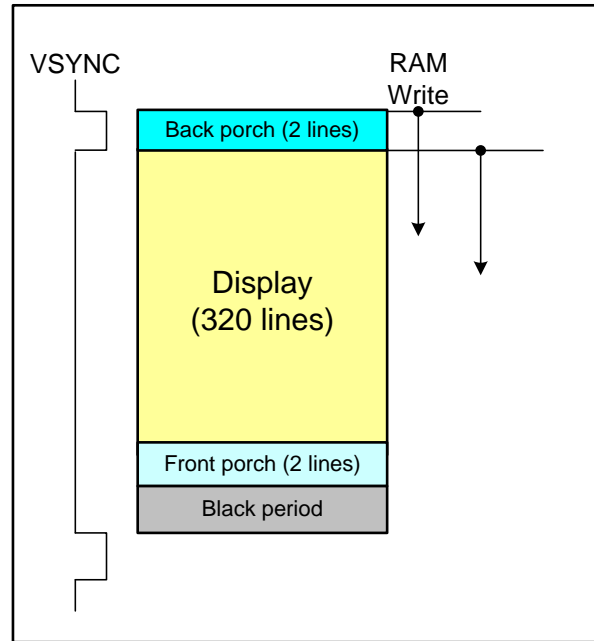
7.3. VSYNC Interface

ILI9340X supports the VSYNC interface in synchronization with the frame-synchronizing signal VSYNC to display the moving picture with the 8080- I /8080- II system interface. When the VSYNC interface is selected to display a moving picture, the minimum GRAM update speed is limited and the VSYNC interface is enabled by setting DM[1:0] = "10" and RM = "0".



In the VSYNC mode, the display operation is synchronized with the internal clock and VSYNC input and the frame rate is determined by the pulse rate of VSYNC signal. All display data are stored in GRAM to minimize total data transfer required for moving picture display.





The VSYNC interface has the minimum speed limitation of writing data to the internal GRAM via the system interface, which are calculated from the following formula.

Internal clock frequency (fosc.) [Hz] = FrameFrequency x (DisplayLine (NL) + FrontPorch (VFP) + BackPorch (VBP)) x ClockCyclePerLines (RTN) x FrequencyFluctuation.

Minimum RAM write speed [Hz] > $\frac{240 \times \text{DisplayLines(NL)}}{[\text{BackPorch(VBP)} + \text{DisplayLines(NL)} - \text{margins}] \times \text{Clocks per line} \times (1/\text{fosc})}$

Note: When the RAM write operation does not start from the falling edge of VSYNC, the time from the falling edge of VSYNC until the start of RAM write operation must also be taken into account.

An example of minimum GRAM writing speed and internal clock frequency in VSYNC interface mode is as below.

[Example]

- Display size: 240 RGB x 320 lines
- Lines: 320 lines (NL = 100111)
- Back porch: 2 lines (VBP = 0000010)
- Front porch: 2 lines (VFP = 0000010)
- Frame frequency: 70 Hz
- Frequency fluctuation: 10%

Internal oscillator clock (fosc.) [Hz] = 70 x [320+ 2 + 2] x 27 clocks x (1.1/0.9) = 748KHz

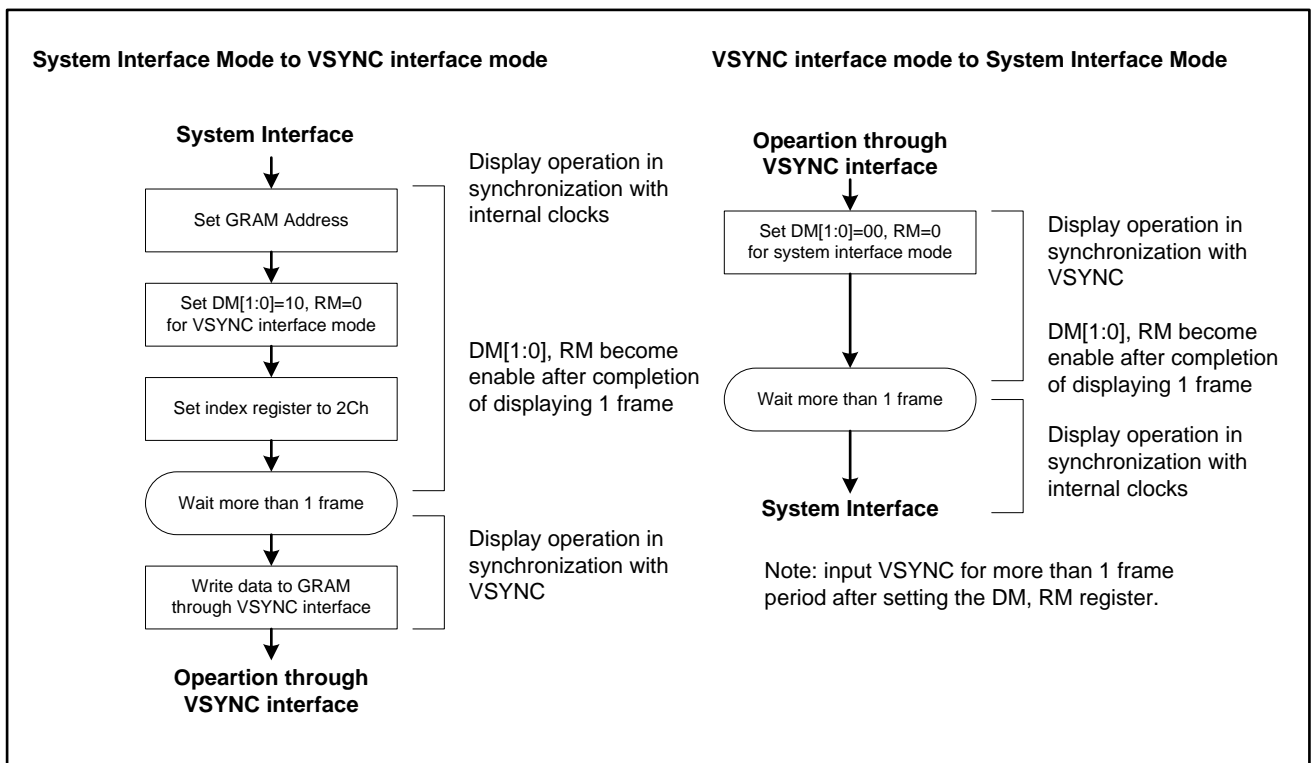
When calculate the internal clock frequency, the oscillator variation is needed to be taken into consideration. In the above example, the calculated internal clock frequency with $\pm 10\%$ margin variation is considered and ensures to complete the display operation within one VSYNC cycle. The causes of frequency variation come from fabrication process of LSI, room temperature, external resistors and VCI voltage variation.

$$\text{Minimum speed for RAM writing [Hz]} > 240 \times 320 \times 748K / [(2 + 320 - 2)\text{lines} \times 27\text{clocks}] \doteq 6.65 \text{ MHz}$$

The above theoretical value is calculated based on the premise that the ILI9340X starts to write data into the internal GRAM on the falling edge of VSYNC. There must at least be a margin of 2 lines between the physical display line and the GRAM line address where data writing operation is performed. The GRAM write speed of 6.65MHz or more will guarantee the completion of GRAM write operation before the ILI9340X starts to display the GRAM data on the screen and enable to rewrite the entire screen without flicker.

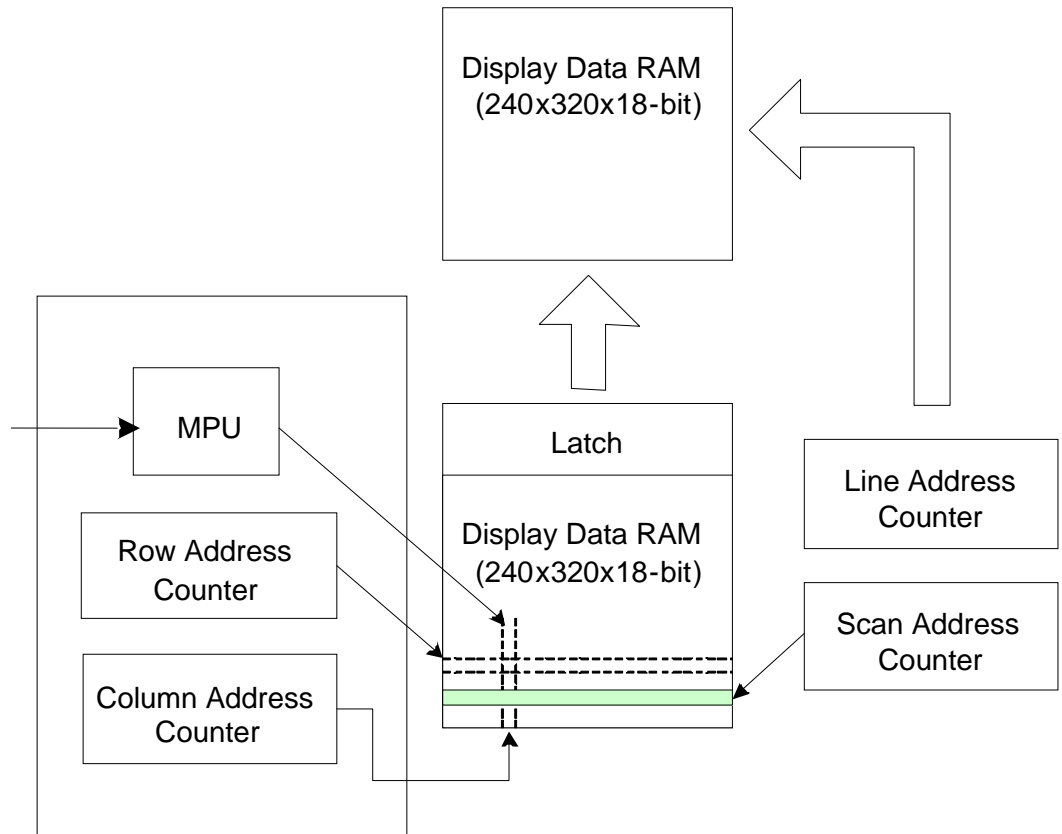
Notes in using the VSYNC interface

1. The minimum GRAM write speed must be satisfied and the frequency variation must be taken into consideration.
2. The display frame rate is determined by the VSYNC signal and the period of VSYNC must be longer than the scan period of an entire display.
3. When switching from the internal clock operation mode (DM[1:0] = "00") to the VSYNC interface mode or inversely, the switching starts from the next VSYNC cycle, i.e. after completing the display of the frame.
4. The partial display, vertical scroll, and interlaced scan functions are not available in VSYNC interface mode.



7.4. Display Data RAM (DDRAM)

ILI9340X has an integrated 240x320x18-bit graphic type static RAM. This 172,800-byte memory allows storing a 240xRGBx320 image with an 18-bit resolution (262K-color). There is no abnormal visible effect on the display when there are simultaneous panel display read and interface read/write to the same location of the frame memory.

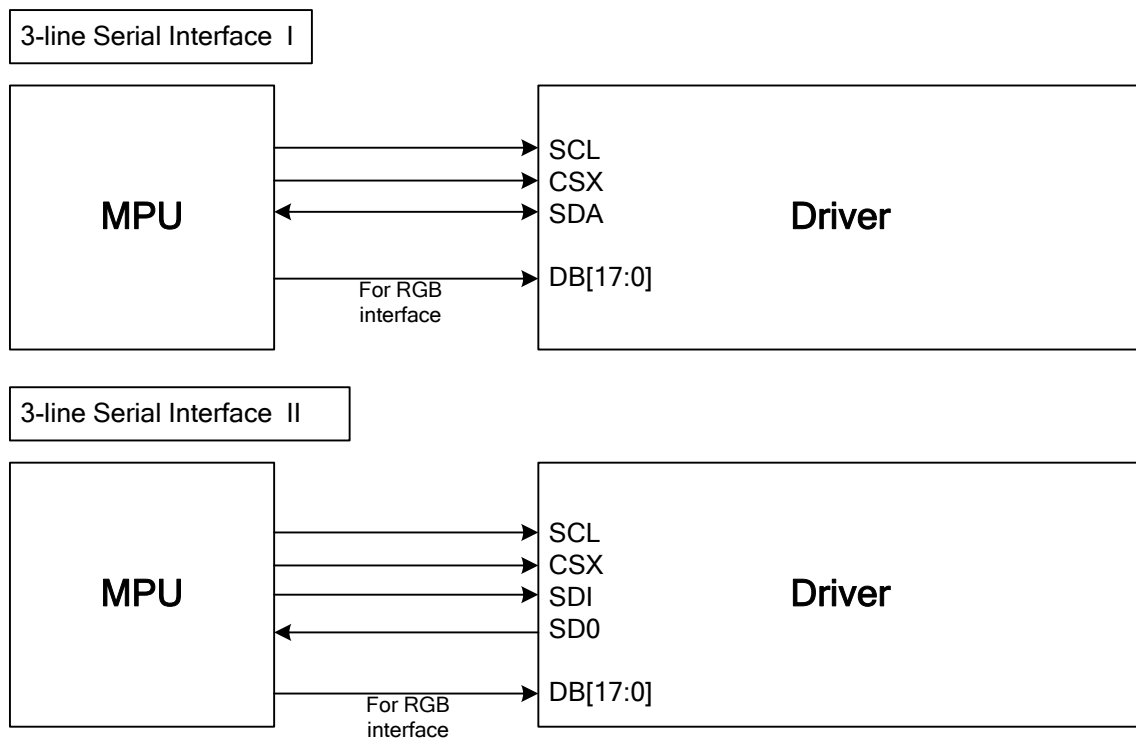


7.5. Display Data Format

ILI9340X supplies 18-/16-/9-/8-bit parallel MCU interface with 8080- I /8080- II series, 3-/4-line serial interface and 6-/16-18-bit parallel RGB interface. The parallel MCU interface and serial interface mode can be selected by external pins IM [3:0] and RGB interface mode can be selected by software command parameters RCM[1:0].

7.5.1. 3-line Serial Interface

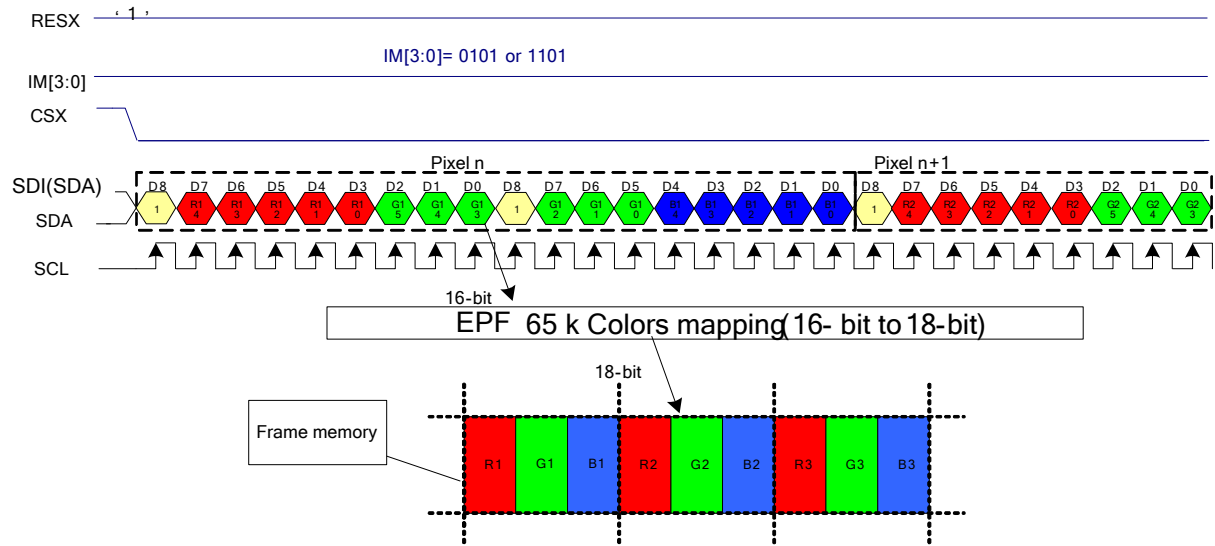
The 3-line/9-bit serial bus interface of ILI9340X can be used by setting external pin as IM [3:0] to “0101” for serial interface I or IM [3:0] to “1101” for serial interface II. The shown figure is the example of 3-line SPI interface.



In 3-line serial interface, different display data format is available for two color depths supported by the LCM listed below.

- 65k colors, RGB 5, 6, 5 -bits input
- 262k colors, RGB 6, 6, 6 -bits input.

16 bit/ pixel color order(R:5-bit, G:6-bit, B:5-bit) , 65, 536 colors



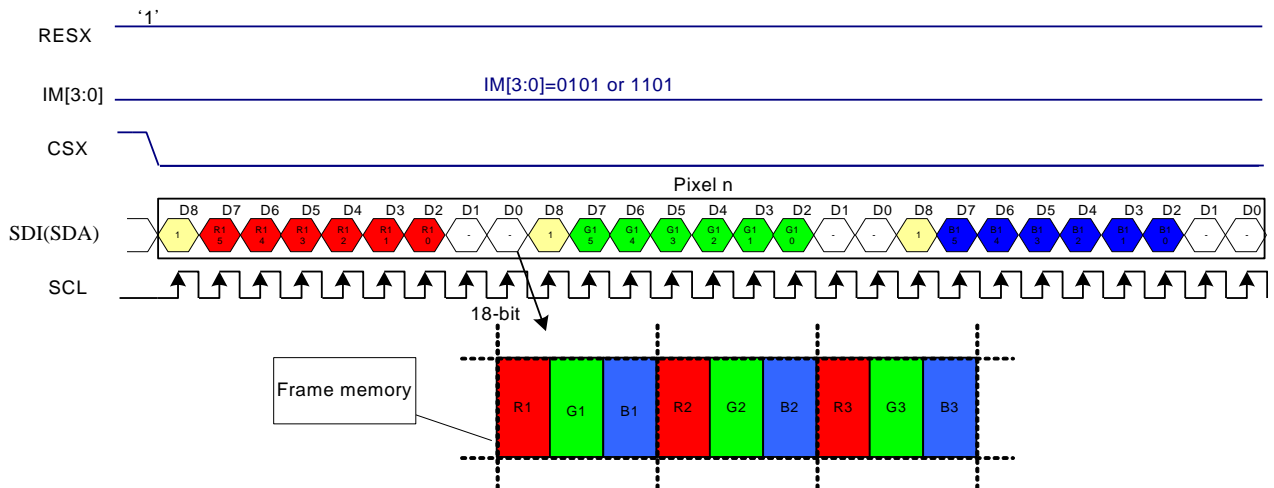
Note 1: The pixel data with 16-bit color depth information.

Note 2: The most significant bits are: Rx4, Gx5 and Bx4.

Note 3: The least significant bits are: Rx0, Gx0 and Bx0.

Note 4: '-'= Don't care –Can be set "0" or "1".

18 bit/pixel color order (R:6-bit, G:6-bit, B:6-bit), 262,144 colors



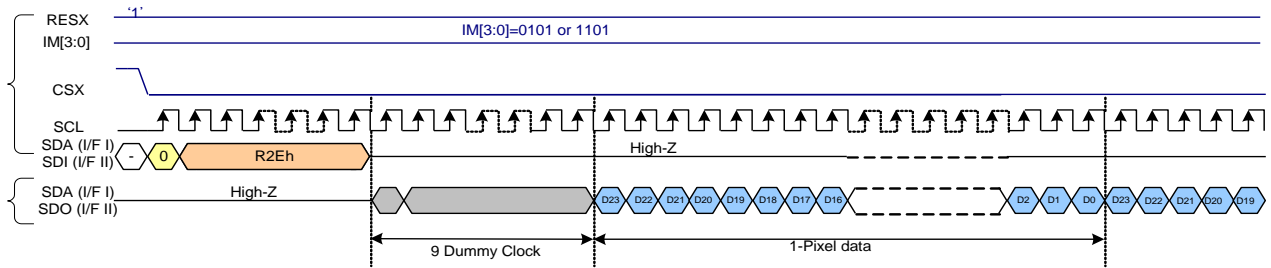
Note 1: The pixel data with 18-bit color depth information.

Note 2: The most significant bits are: Rx5, Gx5 and Bx5.

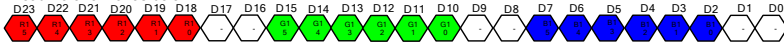
Note 3: The least significant bits are : Rx0, Gx0 and Bx0.

Note 4: '-'= Don't care - Can be set "0" or "1".

Read data through 3-line SPI mode



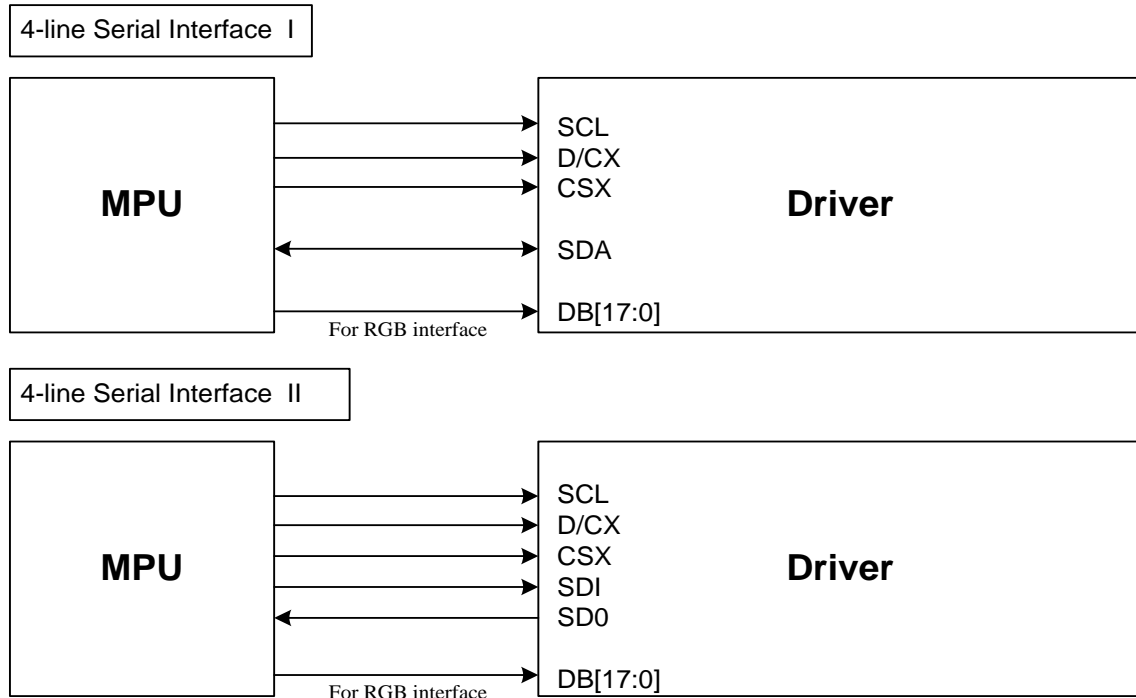
Read Data format as below



Note 1: '-' = Don't care - Can be set "0" or "1".

7.5.2. 4-line Serial Interface

The 4-line/8-bit serial bus interface of ILI9340X can be used by setting external pin as IM [3:0] to “0110” for serial interface I or IM [3:0] to “1110” for serial interface II. The shown figure is the example of 4-line SPI interface.

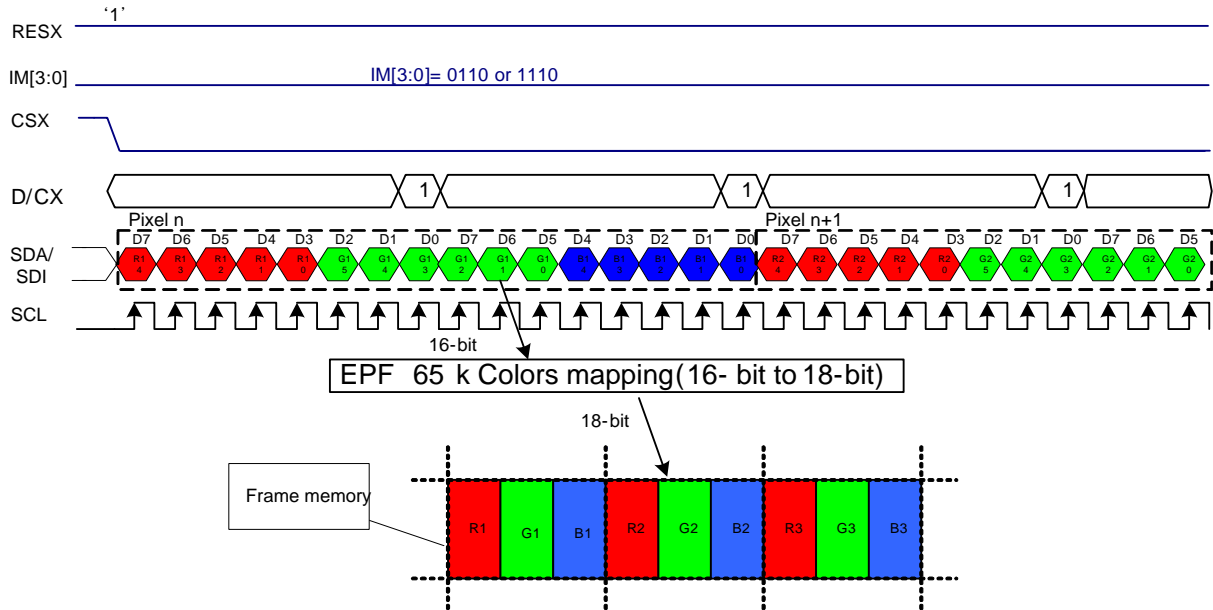


In 4-line serial interface, different display data format is available for two color depths supported by the LCM listed below.

-65k colors, RGB 5, 6, 5 -bits input.

-262k colors, RGB 6, 6, 6 -bits input.

16 bit/ pixel color order(R:5-bit , G:6-bit , B:5-bit) , 65, 536 colors



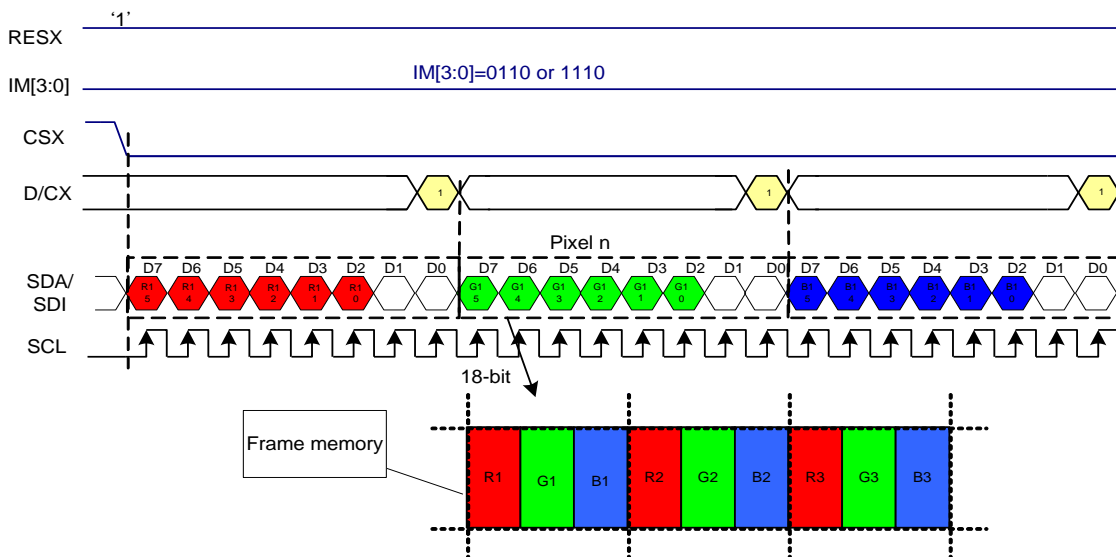
Note 1: The pixel data with 16-bit color depth information.

Note 2: The most significant bits are: Rx4, Gx5 and Bx4.

Note 3: The least significant bits are: Rx0, Gx0 and Bx0.

Note 4: '-=' Don't care –Can be set "0" or "1".

18 bit/pixel color order (R:6-bit, G:6-bit, B:6-bit), 262,144 colors



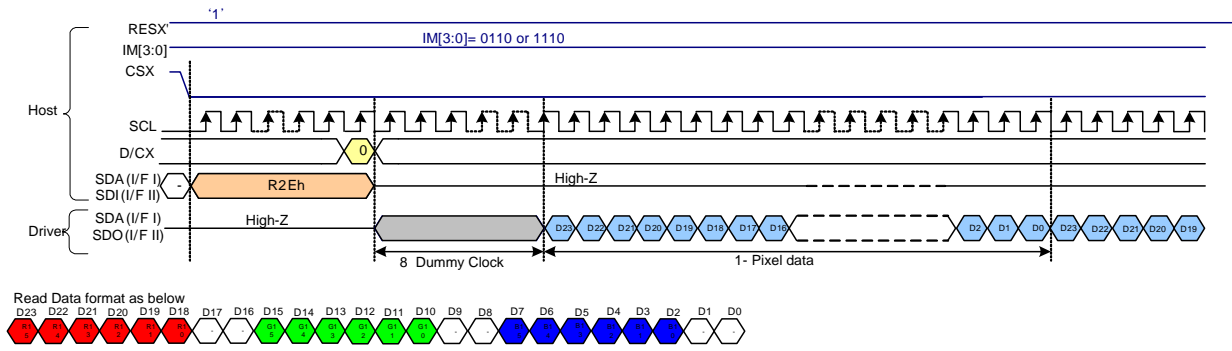
Note 1: The pixel data with 18-bit color depth information.

Note 2: The most significant bits are: Rx5, Gx5 and Bx5.

Note 3: The least significant bits are: Rx0, Gx0 and Bx0.

Note 4: '-=' Don't care –Can be set "0" or "1".

Read data through 4- line SPI mode



Note 1: '-' = Don't care – Can be set "0" or "1".

7.5.3. 2-data-lane serial interface data format

In 2-data-lane serial interface, different display data format is available for two color depths supported by the LCM listed below.

-65k color, RGB 5, 6, 5 -bits input.

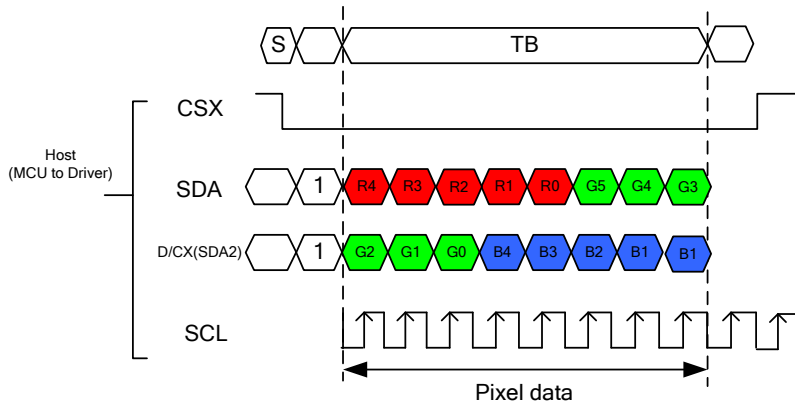
-262k color, RGB 6, 6, 6 -bits input

262k color has two kind of transfer data type.

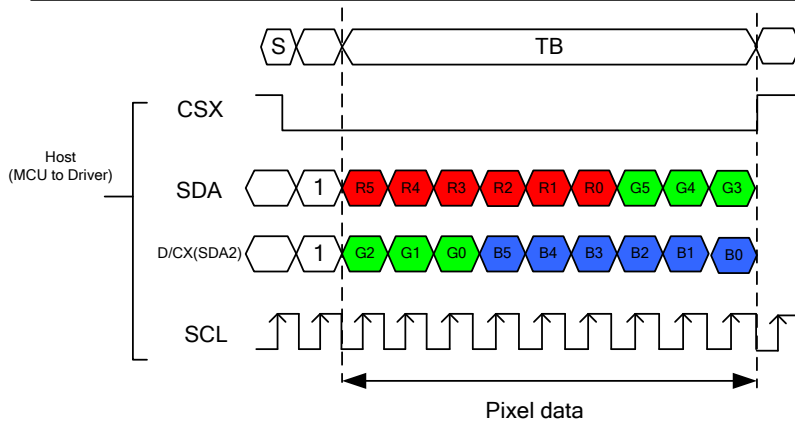
Type0: When the bits [2:1] of C6h register are sent to "01" .One pixel display data is sent by 1 time transfers.

Type1: When the bits [2:1] of C6h register are sent to "11". Two pixels display data is sent by 3 time transfers.

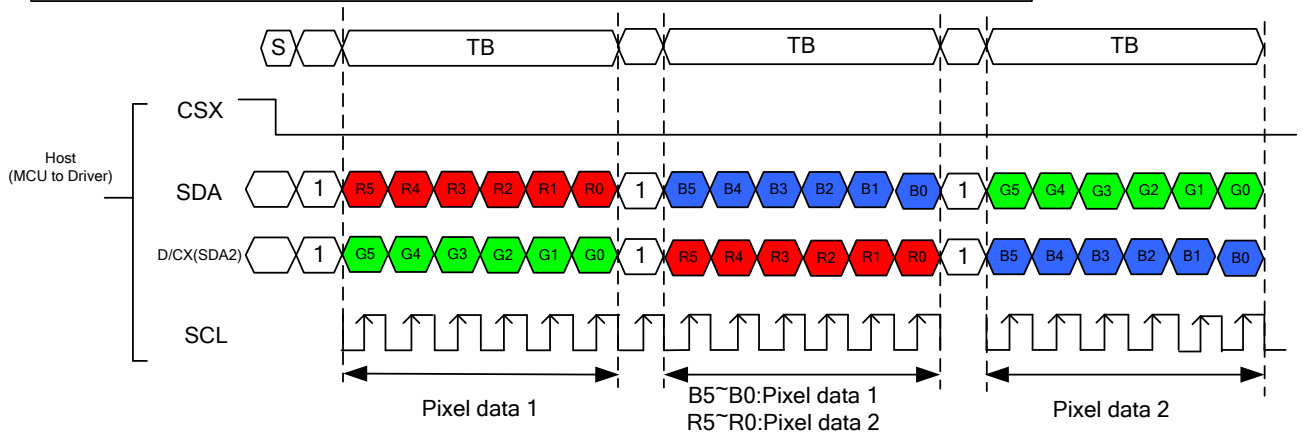
16 bit/pixel color order (R:5-bit, G:6-bit, B:5-bit), 65,536 colors



18 bit/pixel color order (R:6-bit, G:6-bit, B:6-bit), 262,144 colors, Type0 (default)

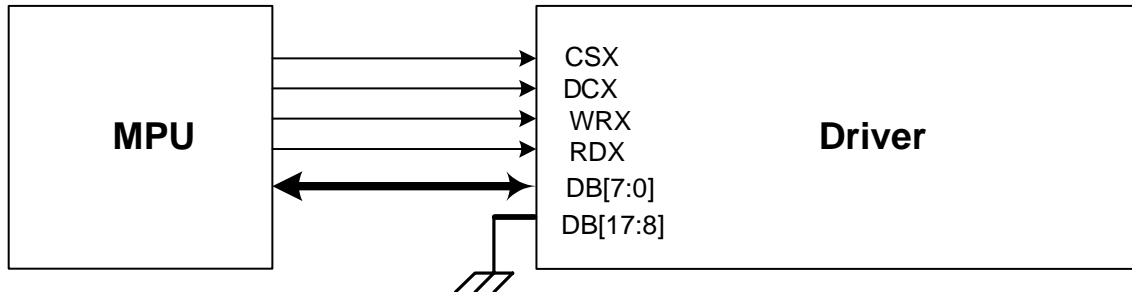


18 bit/pixel color order (R:6-bit, G:6-bit, B:6-bit), 262,144 colors, Type1



7.5.4. 8-bit Parallel MCU Interface

The 8080- I system 8-bit parallel bus interface of ILI9340X can be used by setting external pin as IM [3:0] to “0000”. The following shown figure is the example of interface with 8080- I MCU system interface.



Different display data formats are available for two color depths supported by listed below.

- 65K-Colors, RGB 5, 6, 5 -bits input data.
- 262K-Colors, RGB 6, 6, 6 -bits input data.

65K color: 16-bit/pixel (RGB 5-6-5 bits input)

One pixel (3 sub-pixels) display data is sent by 2 times transfer when DBI [2:0] bits of 3Ah register are set to “101”.

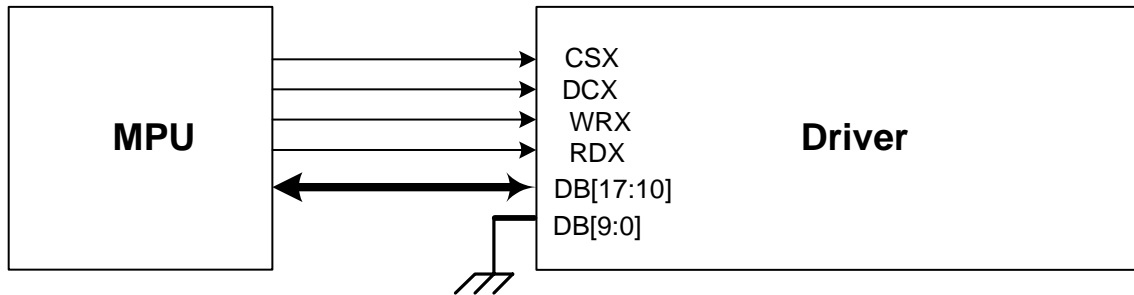
| Count | 0 | 1 | 2 | 3 | 4 | ... | 477 | 478 | 479 | 480 |
|-------|----|-----|-----|-----|-----|-----|-------|-------|-------|-------|
| DCX | 0 | 1 | 1 | 1 | 1 | ... | 1 | 1 | 1 | 1 |
| DB7 | C7 | 0R4 | 0G2 | 1R4 | 1G2 | ... | 238R4 | 238G2 | 239R4 | 239G2 |
| DB6 | C6 | 0R3 | 0G1 | 1R3 | 1G1 | ... | 238R3 | 238G1 | 239R3 | 239G1 |
| DB5 | C5 | 0R2 | 0G0 | 1R2 | 1G0 | ... | 238R2 | 238G0 | 239R2 | 239G0 |
| DB4 | C4 | 0R1 | 0B4 | 1R1 | 1B4 | ... | 238R1 | 238B4 | 239R1 | 239B4 |
| DB3 | C3 | 0R0 | 0B3 | 1R0 | 1B3 | ... | 238R0 | 238B3 | 239R0 | 239B3 |
| DB2 | C2 | 0G5 | 0B2 | 1G5 | 1B2 | ... | 238G5 | 238B2 | 239G5 | 239B2 |
| DB1 | C1 | 0G4 | 0B1 | 1G4 | 1B1 | ... | 238G4 | 238B1 | 239G4 | 239B1 |
| DB0 | C0 | 0G3 | 0B0 | 1G3 | 1B0 | ... | 238G3 | 238B0 | 239G3 | 239B0 |

262K color: 18-bit/pixel (RGB 6-6-6 bits input)

One pixel (3 sub-pixels) display data is sent by 3 times transfer when DBI [2:0] bits of 3Ah register are set to “110”.

| Count | 0 | 1 | 2 | 3 | ... | 718 | 719 | 720 |
|-------|----|-----|-----|-----|-----|-------|-------|-------|
| DCX | 0 | 1 | 1 | 1 | ... | 1 | 1 | 1 |
| DB7 | C7 | 0R5 | 0G5 | 0B5 | ... | 239R5 | 239G5 | 239B5 |
| DB6 | C6 | 0R4 | 0G4 | 0B4 | ... | 239R4 | 239G4 | 239B4 |
| DB5 | C5 | 0R3 | 0G3 | 0B3 | ... | 239R3 | 239G3 | 239B3 |
| DB4 | C4 | 0R2 | 0G2 | 0B2 | ... | 239R2 | 239G2 | 239B2 |
| DB3 | C3 | 0R1 | 0G1 | 0B1 | ... | 239R1 | 239G1 | 239B1 |
| DB2 | C2 | 0R0 | 0G0 | 0B0 | ... | 239R0 | 239G0 | 239B0 |
| DB1 | C1 | | | | ... | | | |
| DB0 | C0 | | | | ... | | | |

The 8080- II system 8-bit parallel bus interface of ILI9340X can be used by settings as IM [3:0] = "1001". The following shown figure is the example of interface with 8080- II MCU system interface.



Different display data formats are available for two color depths supported by listed below.

- 65K-Colors, RGB 5, 6, 5 -bits input data.
- 262K-Colors, RGB 6, 6, 6 -bits input data.

65K color: 16-bit/pixel (RGB 5-6-5 bits input)

One pixel (3 sub-pixels) display data is sent by 2 times transfer when DBI [2:0] bits of 3Ah register are set to "101".

| Count | 0 | 1 | 2 | 3 | 4 | ... | 477 | 478 | 479 | 480 |
|-------|----|-----|-----|-----|-----|-----|-------|-------|-------|-------|
| DBCX | 0 | 1 | 1 | 1 | 1 | ... | 1 | 1 | 1 | 1 |
| DB17 | C7 | 0R4 | 0G2 | 1R4 | 1G2 | ... | 238R4 | 238G2 | 239R4 | 239G2 |
| DB16 | C6 | 0R3 | 0G1 | 1R3 | 1G1 | ... | 238R3 | 238G1 | 239R3 | 239G1 |
| DB15 | C5 | 0R2 | 0G0 | 1R2 | 1G0 | ... | 238R2 | 238G0 | 239R2 | 239G0 |
| DB14 | C4 | 0R1 | 0B4 | 1R1 | 1B4 | ... | 238R1 | 238B4 | 239R1 | 239B4 |
| DB13 | C3 | 0R0 | 0B3 | 1R0 | 1B3 | ... | 238R0 | 238B3 | 239R0 | 239B3 |
| DB12 | C2 | 0G5 | 0B2 | 1G5 | 1B2 | ... | 238G5 | 238B2 | 239G5 | 239B2 |
| DB11 | C1 | 0G4 | 0B1 | 1G4 | 1B1 | ... | 238G4 | 238B1 | 239G4 | 239B1 |
| DB10 | C0 | 0G3 | 0B0 | 1G3 | 1B0 | ... | 238G3 | 238B0 | 239G3 | 239B0 |

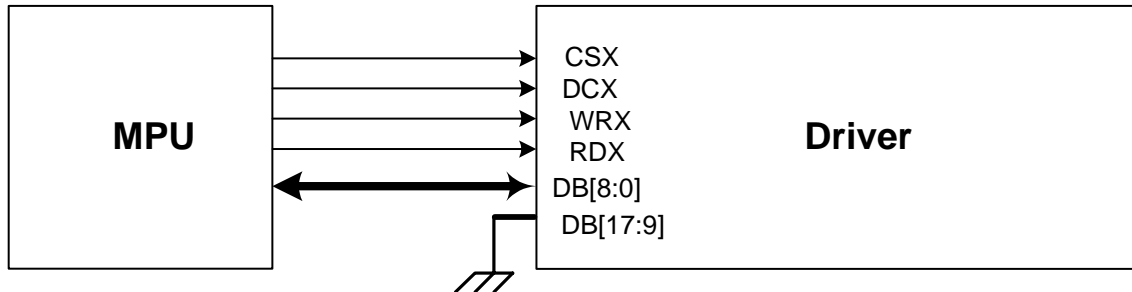
262K color: 18-bit/pixel (RGB 6-6-6 bits input)

One pixel (3 sub-pixels) display data is sent by 3 times transfer when DBI [2:0] bits of 3Ah register are set to "110".

| Count | 0 | 1 | 2 | 3 | ... | 718 | 719 | 720 |
|-------|----|-----|-----|-----|-----|-------|-------|-------|
| DCX | 0 | 1 | 1 | 1 | ... | 1 | 1 | 1 |
| DB17 | C7 | 0R5 | 0G5 | 0B5 | ... | 239R5 | 239G5 | 239B5 |
| DB16 | C6 | 0R4 | 0G4 | 0B4 | ... | 239R4 | 239G4 | 239B4 |
| DB15 | C5 | 0R3 | 0G3 | 0B3 | ... | 239R3 | 239G3 | 239B3 |
| DB14 | C4 | 0R2 | 0G2 | 0B2 | ... | 239R2 | 239G2 | 239B2 |
| DB13 | C3 | 0R1 | 0G1 | 0B1 | ... | 239R1 | 239G1 | 239B1 |
| DB12 | C2 | 0R0 | 0G0 | 0B0 | ... | 239R0 | 239G0 | 239B0 |
| DB11 | C1 | | | | ... | | | |
| DB10 | C0 | | | | ... | | | |

7.5.5. 9-bit Parallel MCU Interface

The 8080- I system 9-bit parallel bus interface of ILI9340X can be selected by setting hardware pin IM [3:0] to “0010”. The following shown figure is the example of interface with 8080- I MCU system interface.



65K color: 16-bit/pixel (RGB 5-6-5 bits input)

One pixel (3 sub-pixels) display data is sent by 2 times transfer when DBI [2:0] bits of 3Ah register are set to “101”.

| Count | 0 | 1 | 2 | 3 | 4 | ... | 477 | 478 | 479 | 480 |
|-------|----|-----|-----|-----|-----|-----|-------|-------|-------|-------|
| DCX | 0 | 1 | 1 | 1 | 1 | ... | 1 | 1 | 1 | 1 |
| DB8 | | | | | | | | | | |
| DB7 | C7 | 0R4 | 0G2 | 1R4 | 1G2 | ... | 238R4 | 238G2 | 239R4 | 239G2 |
| DB6 | C6 | 0R3 | 0G1 | 1R3 | 1G1 | ... | 238R3 | 238G1 | 239R3 | 239G1 |
| DB5 | C5 | 0R2 | 0G0 | 1R2 | 1G0 | ... | 238R2 | 238G0 | 239R2 | 239G0 |
| DB4 | C4 | 0R1 | 0B4 | 1R1 | 1B4 | ... | 238R1 | 238B4 | 239R1 | 239B4 |
| DB3 | C3 | 0R0 | 0B3 | 1R0 | 1B3 | ... | 238R0 | 238B3 | 239R0 | 239B3 |
| DB2 | C2 | 0G5 | 0B2 | 1G5 | 1B2 | ... | 238G5 | 238B2 | 239G5 | 239B2 |
| DB1 | C1 | 0G4 | 0B1 | 1G4 | 1B1 | ... | 238G4 | 238B1 | 239G4 | 239B1 |
| DB0 | C0 | 0G3 | 0B0 | 1G3 | 1B0 | ... | 238G3 | 238B0 | 239G3 | 239B0 |

262K color: 18-bit/pixel (RGB 6-6-6 bits input)

One pixel (3 sub-pixels) display data is sent by 2 times transfer, when DBI [2:0] bits of 3Ah register are set to “110”.

MDT[1:0]=“00”

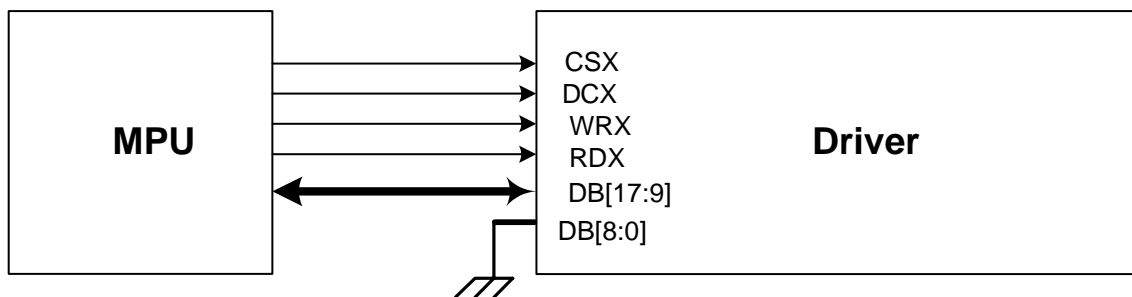
| Count | 0 | 1 | 2 | 3 | 4 | ... | 478 | 478 | 479 | 480 |
|-------|----|-----|-----|-----|-----|-----|-------|-------|-------|-------|
| DCX | 0 | 1 | 1 | 1 | 1 | ... | 1 | 1 | 1 | 1 |
| DB8 | | 0R5 | 0G2 | 1R5 | 1G2 | | 238R5 | 238G2 | 239R5 | 239G2 |
| DB7 | C7 | 0R4 | 0G1 | 1R4 | 1G1 | ... | 238R4 | 238G1 | 239R4 | 239G1 |
| DB6 | C6 | 0R3 | 0G0 | 1R3 | 1G0 | ... | 238R3 | 238G0 | 239R3 | 239G0 |
| DB5 | C5 | 0R2 | 0B5 | 1R2 | 1B5 | ... | 238R2 | 238B5 | 239R2 | 239B5 |
| DB4 | C4 | 0R1 | 0B4 | 1R1 | 1B4 | ... | 238R1 | 238B4 | 239R1 | 239B4 |
| DB3 | C3 | 0R0 | 0B3 | 1R0 | 1B3 | ... | 238R0 | 238B3 | 239R0 | 239B3 |
| DB2 | C2 | 0G5 | 0B2 | 1G5 | 1B2 | ... | 238G5 | 238B2 | 239G5 | 239B2 |
| DB1 | C1 | 0G4 | 0B1 | 1G4 | 1B1 | ... | 238G4 | 238B1 | 239G4 | 239B1 |
| DB0 | C0 | 0G3 | 0B0 | 1G3 | 1B0 | ... | 238G3 | 238B0 | 239G3 | 239B0 |

One pixel (3 sub-pixels) display data is sent by 3 times transfer

MDT[1:0]="01"

| | | | | | | | | |
|-------|----|-----|-----|-----|-----|-------|-------|-------|
| Count | 0 | 1 | 2 | 3 | ... | 718 | 719 | 720 |
| DCX | 0 | 1 | 1 | 1 | ... | 1 | 1 | 1 |
| DB8 | | | | | | | | |
| DB7 | C7 | 0R5 | 0G5 | 0B5 | ... | 239R5 | 239G5 | 239B5 |
| DB6 | C6 | 0R4 | 0G4 | 0B4 | ... | 239R4 | 239G4 | 239B4 |
| DB5 | C5 | 0R3 | 0G3 | 0B3 | ... | 239R3 | 239G3 | 239B3 |
| DB4 | C4 | 0R2 | 0G2 | 0B2 | ... | 239R2 | 239G2 | 239B2 |
| DB3 | C3 | 0R1 | 0G1 | 0B1 | ... | 239R1 | 239G1 | 239B1 |
| DB2 | C2 | 0R0 | 0G0 | 0B0 | ... | 239R0 | 239G0 | 239B0 |
| DB1 | C1 | | | | ... | | | |
| DB0 | C0 | | | | ... | | | |

The 8080- II system 9-bit parallel bus interface of ILI9340X can be selected by setting hardware pin IM [3:0] to "1011". The following shown figure is the example of interface with 8080- II MCU system interface.



65K color: 16-bit/pixel (RGB 5-6-5 bits input)

One pixel (3 sub-pixels) display data is sent by 2 times transfer when DBI [2:0] bits of 3Ah register are set to "101".

| | | | | | | | | | | |
|-------|----|-----|-----|-----|-----|-----|-------|-------|-------|-------|
| Count | 0 | 1 | 2 | 3 | 4 | ... | 477 | 478 | 479 | 480 |
| DCX | 0 | 1 | 1 | 1 | 1 | ... | 1 | 1 | 1 | 1 |
| DB17 | C7 | | | | | | | | | |
| DB16 | C6 | 0R4 | 0G2 | 1R4 | 1G2 | ... | 238R4 | 238G2 | 239R4 | 239G2 |
| DB15 | C5 | 0R3 | 0G1 | 1R3 | 1G1 | ... | 238R3 | 238G1 | 239R3 | 239G1 |
| DB14 | C4 | 0R2 | 0G0 | 1R2 | 1G0 | ... | 238R2 | 238G0 | 239R2 | 239G0 |
| DB13 | C3 | 0R1 | 0B4 | 1R1 | 1B4 | ... | 238R1 | 238B4 | 239R1 | 239B4 |
| DB12 | C2 | 0R0 | 0B3 | 1R0 | 1B3 | ... | 238R0 | 238B3 | 239R0 | 239B3 |
| DB11 | C1 | 0G5 | 0B2 | 1G5 | 1B2 | ... | 238G5 | 238B2 | 239G5 | 239B2 |
| DB10 | C0 | 0G4 | 0B1 | 1G4 | 1B1 | ... | 238G4 | 238B1 | 239G4 | 239B1 |
| DB9 | | 0G3 | 0B0 | 1G3 | 1B0 | ... | 238G3 | 238B0 | 239G3 | 239B0 |

262K color: 18-bit/pixel (RGB 6-6-6 bits input)

One pixel (3 sub-pixels) display data is sent by 2 times transfer, when DBI [2:0] bits of 3Ah register are set to "110".

MDT[1:0]="00"

| Count | 0 | 1 | 2 | 3 | 4 | ... | 478 | 478 | 479 | 480 |
|-------|----|-----|-----|-----|-----|-----|-------|-------|-------|-------|
| DCX | 0 | 1 | 1 | 1 | 1 | ... | 1 | 1 | 1 | 1 |
| DB17 | C7 | 0R5 | 0G2 | 1R5 | 1G2 | | 238R5 | 238G2 | 239R5 | 239G2 |
| DB16 | C6 | 0R4 | 0G1 | 1R4 | 1G1 | ... | 238R4 | 238G1 | 239R4 | 239G1 |
| DB15 | C5 | 0R3 | 0G0 | 1R3 | 1G0 | ... | 238R3 | 238G0 | 239R3 | 239G0 |
| DB14 | C4 | 0R2 | 0B5 | 1R2 | 1B5 | ... | 238R2 | 238B5 | 239R2 | 239B5 |
| DB13 | C3 | 0R1 | 0B4 | 1R1 | 1B4 | ... | 238R1 | 238B4 | 239R1 | 239B4 |
| DB12 | C2 | 0R0 | 0B3 | 1R0 | 1B3 | ... | 238R0 | 238B3 | 239R0 | 239B3 |
| DB11 | C1 | 0G5 | 0B2 | 1G5 | 1B2 | ... | 238G5 | 238B2 | 239G5 | 239B2 |
| DB10 | C0 | 0G4 | 0B1 | 1G4 | 1B1 | ... | 238G4 | 238B1 | 239G4 | 239B1 |
| DB9 | | 0G3 | 0B0 | 1G3 | 1B0 | ... | 238G3 | 238B0 | 239G3 | 239B0 |

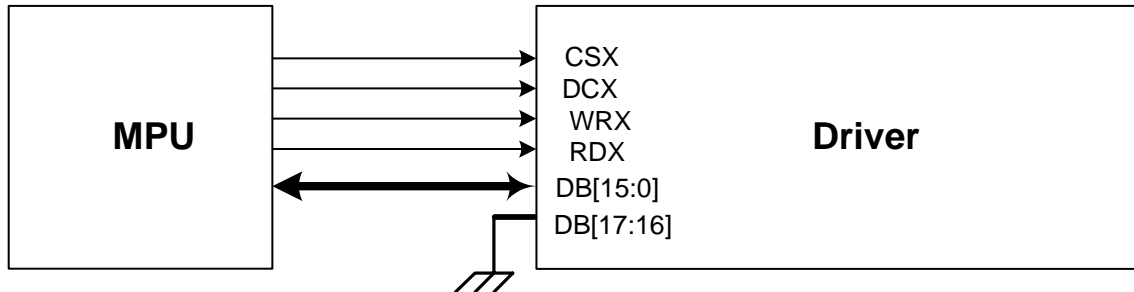
One pixel (3 sub-pixels) display data is sent by 3 times transfer

MDT[1:0]="01"

| Count | 0 | 1 | 2 | 3 | ... | 718 | 719 | 720 |
|-------|----|-----|-----|-----|-----|-------|-------|-------|
| DCX | 0 | 1 | 1 | 1 | ... | 1 | 1 | 1 |
| DB17 | C7 | | | | | | | |
| DB16 | C6 | 0R5 | 0G5 | 0B5 | ... | 239R5 | 239G5 | 239B5 |
| DB15 | C5 | 0R4 | 0G4 | 0B4 | ... | 239R4 | 239G4 | 239B4 |
| DB14 | C4 | 0R3 | 0G3 | 0B3 | ... | 239R3 | 239G3 | 239B3 |
| DB13 | C3 | 0R2 | 0G2 | 0B2 | ... | 239R2 | 239G2 | 239B2 |
| DB12 | C2 | 0R1 | 0G1 | 0B1 | ... | 239R1 | 239G1 | 239B1 |
| DB11 | C1 | 0R0 | 0G0 | 0B0 | ... | 239R0 | 239G0 | 239B0 |
| DB10 | C0 | | | | ... | | | |
| DB9 | | | | | ... | | | |

7.5.6. 16-bit Parallel MCU Interface

The 8080- I system 16-bit parallel bus interface of ILI9340X can be selected by setting hardware pin IM[3:0] to “0001”. The following shown figure is the example of interface with 8080- I MCU system interface.



Different display data format is available for two colors depth supported by listed below.

- 65K-Colors, RGB 5, 6, 5 -bits input data.
- 262K-Colors, RGB 6, 6, 6 -bits input data.

65K color: 16-bit/pixel (RGB 5-6-5 bits input)

One pixel (3 sub-pixels) display data is sent by once transfers when DBI [2:0] bits of 3Ah register are set to “101”.

| Count | 0 | 1 | 2 | 3 | ... | 238 | 239 | 240 |
|-------|----|-----|-----|-----|-----|-------|-------|-------|
| DCX | 0 | 1 | 1 | 1 | ... | 1 | 1 | 1 |
| DB15 | | 0R4 | 1R4 | 2R4 | ... | 237R4 | 238R4 | 239R4 |
| DB14 | | 0R3 | 1R3 | 2R3 | ... | 237R3 | 238R3 | 239R3 |
| DB13 | | 0R2 | 1R2 | 2R2 | ... | 237R2 | 238R2 | 239R2 |
| DB12 | | 0R1 | 1R1 | 2R1 | ... | 237R1 | 238R1 | 239R1 |
| DB11 | | 0R0 | 1R0 | 2R0 | ... | 237R0 | 238R0 | 239R0 |
| DB10 | | 0G5 | 1G5 | 2G5 | ... | 237G5 | 238G5 | 239G5 |
| DB9 | | 0G4 | 1G4 | 2G4 | ... | 237G4 | 238G4 | 239G4 |
| DB8 | | 0G3 | 1G3 | 2G3 | ... | 237G3 | 238G3 | 239G3 |
| DB7 | C7 | 0G2 | 1G2 | 2G2 | ... | 237G2 | 238G2 | 239G2 |
| DB6 | C6 | 0G1 | 1G1 | 2G1 | ... | 237G1 | 238G1 | 239G1 |
| DB5 | C5 | 0G0 | 1G0 | 2G0 | ... | 237G0 | 238G0 | 239G0 |
| DB4 | C4 | 0B4 | 1B4 | 2B4 | ... | 237B4 | 238B4 | 239B4 |
| DB3 | C3 | 0B3 | 1B3 | 2B3 | ... | 237B3 | 238B3 | 239B3 |
| DB2 | C2 | 0B2 | 1B2 | 2B2 | ... | 237B2 | 238B2 | 239B2 |
| DB1 | C1 | 0B1 | 1B1 | 2B1 | ... | 237B1 | 238B1 | 239B1 |
| DB0 | C0 | 0B0 | 1B0 | 2B0 | ... | 237B0 | 238B0 | 239B0 |

262K color: 18-bit/pixel (RGB 6-6-6 bits input)

Two pixels (6 sub-pixel) display data are sent by 3 times transfer when DBI [2:0] bits of 3Ah register are set to "110".

MDT[1:0]="00"

| | | | | | | | | |
|-------|----|-----|-----|-----|-----|-------|-------|-------|
| Count | 0 | 1 | 2 | 3 | ... | 358 | 359 | 360 |
| DCX | 0 | 1 | 1 | 1 | ... | 1 | 1 | 1 |
| DB15 | | 0R5 | 0B5 | 1G5 | ... | 238R5 | 238B5 | 239G5 |
| DB14 | | 0R4 | 0B4 | 1G4 | ... | 238R4 | 238B4 | 239G4 |
| DB13 | | 0R3 | 0B3 | 1G3 | ... | 238R3 | 238B3 | 239G3 |
| DB12 | | 0R2 | 0B2 | 1G2 | ... | 238R2 | 238B2 | 239G2 |
| DB11 | | 0R1 | 0B1 | 1G1 | ... | 238R1 | 238B1 | 239G1 |
| DB10 | | 0R0 | 0B0 | 1G0 | ... | 238R0 | 238B0 | 239G0 |
| DB9 | | | | | ... | | | |
| DB8 | | | | | ... | | | |
| DB7 | C7 | 0G5 | 1R5 | 1B5 | ... | 238G5 | 239R5 | 239B5 |
| DB6 | C6 | 0G4 | 1R4 | 1B4 | ... | 238G4 | 239R4 | 239B4 |
| DB5 | C5 | 0G3 | 1R3 | 1B3 | ... | 238G3 | 239R3 | 239B3 |
| DB4 | C4 | 0G2 | 1R2 | 1B2 | ... | 238G2 | 239R2 | 239B2 |
| DB3 | C3 | 0G1 | 1R1 | 1B1 | ... | 238G1 | 239R1 | 239B1 |
| DB2 | C2 | 0G0 | 1R0 | 1B0 | ... | 238G0 | 239R0 | 239B0 |
| DB1 | C1 | | | | ... | | | |
| DB0 | C0 | | | | ... | | | |

One pixel (3 sub-pixels) display data is sent by 2 times transfer

MDT[1:0]="01"

| | | | | | | | | | | |
|-------|----|-----|-----|-----|-----|-----|-------|-------|-------|-------|
| Count | 0 | 1 | 2 | 3 | ... | 357 | 358 | 479 | 480 | |
| DCX | 0 | 1 | 1 | 1 | ... | | 1 | 1 | 1 | |
| DB15 | | 0R5 | 0B5 | 1R5 | 1B5 | ... | 238R5 | 238B5 | 239R5 | 239B5 |
| DB14 | | 0R4 | 0B4 | 1R4 | 1B4 | ... | 238R4 | 238B4 | 239R4 | 239B4 |
| DB13 | | 0R3 | 0B3 | 1R3 | 1B3 | ... | 238R3 | 238B3 | 239R3 | 239B3 |
| DB12 | | 0R2 | 0B2 | 1R2 | 1B2 | ... | 238R2 | 238B2 | 239R2 | 239B2 |
| DB11 | | 0R1 | 0B1 | 1R1 | 1B1 | ... | 238R1 | 238B1 | 239R1 | 239B1 |
| DB10 | | 0R0 | 0B0 | 1R0 | 1B0 | ... | 238R0 | 238B0 | 239R0 | 239B0 |
| DB9 | | | | | | ... | | | | |
| DB8 | | | | | | ... | | | | |
| DB7 | C7 | 0G5 | | 1G5 | | ... | 238G5 | | 239G5 | |
| DB6 | C6 | 0G4 | | 1G4 | | ... | 238G4 | | 239G4 | |
| DB5 | C5 | 0G3 | | 1G3 | | ... | 238G3 | | 239G3 | |
| DB4 | C4 | 0G2 | | 1G2 | | ... | 238G2 | | 239G2 | |
| DB3 | C3 | 0G1 | | 1G1 | | ... | 238G1 | | 239G1 | |
| DB2 | C2 | 0G0 | | 1G0 | | ... | 238G0 | | 239G0 | |
| DB1 | C1 | | | | | ... | | | | |
| DB0 | C0 | | | | | ... | | | | |

MDT[1:0]="10"

One pixel (3 sub-pixels) display data is sent by 2 times transfer

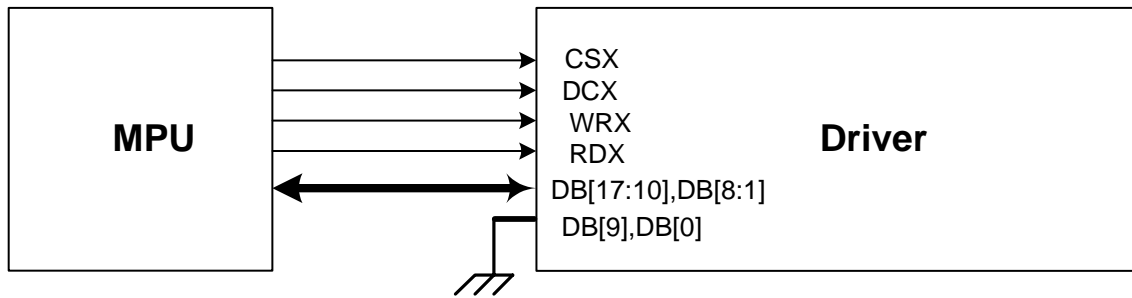
| | | | | | | | | | | |
|-------|----|-----|-----|-----|-----|-----|-------|-------|-------|-------|
| Count | 0 | 1 | 2 | 3 | ... | 357 | 358 | 479 | 480 | |
| DCX | 0 | 1 | 1 | 1 | ... | | 1 | 1 | 1 | |
| DB15 | | 0R5 | 0B1 | 1R5 | 1B1 | ... | 238R5 | 238B1 | 239R5 | 239B1 |
| DB14 | | 0R4 | 0B0 | 1R4 | 1B0 | ... | 238R4 | 238B0 | 239R4 | 239B0 |
| DB13 | | 0R3 | | 1R3 | | ... | 238R3 | | 239R3 | |
| DB12 | | 0R2 | | 1R2 | | ... | 238R2 | | 239R2 | |
| DB11 | | 0R1 | | 1R1 | | ... | 238R1 | | 239R1 | |
| DB10 | | 0R0 | | 1R0 | | ... | 238R0 | | 239R0 | |
| DB9 | | 0G5 | | 1G5 | | ... | 238G5 | | 239G5 | |
| DB8 | | 0G4 | | 1G4 | | ... | 238G4 | | 239G4 | |
| DB7 | C7 | 0G3 | | 1G3 | | ... | 238G3 | | 239G3 | |
| DB6 | C6 | 0G2 | | 1G2 | | ... | 238G2 | | 239G2 | |
| DB5 | C5 | 0G1 | | 1G1 | | ... | 238G1 | | 239G1 | |
| DB4 | C4 | 0G0 | | 1G0 | | ... | 238G0 | | 239G0 | |
| DB3 | C3 | 0B5 | | 1B5 | | ... | 238B5 | | 239B5 | |
| DB2 | C2 | 0B4 | | 1B4 | | ... | 238B4 | | 239B4 | |
| DB1 | C1 | 0B3 | | 1B3 | | ... | 238B3 | | 239B3 | |
| DB0 | C0 | 0B2 | | 1B2 | | ... | 238B2 | | 239B2 | |

MDT[1:0]="11"

One pixel (3 sub-pixels) display data is sent by 2 times transfer

| | | | | | | | | | | | |
|-------|----|-----|-----|-----|-----|-----|-------|-------|-------|-------|-------|
| Count | 0 | 1 | 2 | 3 | ... | 357 | 358 | 479 | 480 | | |
| DCX | 0 | 1 | 1 | 1 | ... | | 1 | 1 | 1 | | |
| DB15 | | | 0R3 | | 1R3 | ... | | 238R3 | | 239R3 | |
| DB14 | | | 0R2 | | 1R2 | ... | | 238R2 | | 239R2 | |
| DB13 | | | 0R1 | | 1R1 | ... | | 238R1 | | 239R1 | |
| DB12 | | | 0R0 | | 1R0 | ... | | 238R0 | | 239R0 | |
| DB11 | | | 0G5 | | 1G5 | ... | | 238G5 | | 239G5 | |
| DB10 | | | 0G4 | | 1G4 | ... | | 238G4 | | 239G4 | |
| DB9 | | | 0G3 | | 1G3 | ... | | 238G3 | | 239G3 | |
| DB8 | | | 0G2 | | 1G2 | ... | | 238G2 | | 239G2 | |
| DB7 | C7 | | 0G1 | | 1G1 | ... | | 238G1 | | 239G1 | |
| DB6 | C6 | | 0G0 | | 1G0 | ... | | 238G0 | | 239G0 | |
| DB5 | C5 | | | 0B5 | | 1B5 | ... | | 238B5 | | 239B5 |
| DB4 | C4 | | | 0B4 | | 1B4 | ... | | 238B4 | | 239B4 |
| DB3 | C3 | | | 0B3 | | 1B3 | ... | | 238B3 | | 239B3 |
| DB2 | C2 | | | 0B2 | | 1B2 | ... | | 238B2 | | 239B2 |
| DB1 | C1 | 0R5 | 0B1 | 1R5 | 1B1 | ... | 238R5 | 238B1 | 239R5 | 239B1 | |
| DB0 | C0 | 0R4 | 0B0 | 1R4 | 1B0 | ... | 238R4 | 238B0 | 239R4 | 239B0 | |

The 8080- II system 16-bit parallel bus interface of ILI9340X can be selected by settings IM [3:0] = "1000". The following shown figure is the example of interface with 8080- II MCU system interface.



Different display data format is available for two colors depth supported by listed below.

- 65K-Colors, RGB 5, 6, 5 -bits input data.
- 262K-Colors, RGB 6, 6, 6 -bits input data.

65K color: 16-bit/pixel (RGB 5-6-5 bits input)

One pixel (3 sub-pixels) display data is sent by once transfer when DBI [2:0] bits of 3Ah register are set to "101".

| Count | 0 | 1 | 2 | 3 | ... | 238 | 239 | 240 |
|-------|----|-----|-----|-----|-----|-------|-------|-------|
| DCX | 0 | 1 | 1 | 1 | ... | 1 | 1 | 1 |
| DB17 | | 0R4 | 1R4 | 2R4 | ... | 237R4 | 238R4 | 239R4 |
| DB16 | | 0R3 | 1R3 | 2R3 | ... | 237R3 | 238R3 | 239R3 |
| DB15 | | 0R2 | 1R2 | 2R2 | ... | 237R2 | 238R2 | 239R2 |
| DB14 | | 0R1 | 1R1 | 2R1 | ... | 237R1 | 238R1 | 239R1 |
| DB13 | | 0R0 | 1R0 | 2R0 | ... | 237R0 | 238R0 | 239R0 |
| DB12 | | 0G5 | 1G5 | 2G5 | ... | 237G5 | 238G5 | 239G5 |
| DB11 | | 0G4 | 1G4 | 2G4 | ... | 237G4 | 238G4 | 239G4 |
| DB10 | | 0G3 | 1G3 | 2G3 | ... | 237G3 | 238G3 | 239G3 |
| DB8 | C7 | 0G2 | 1G2 | 2G2 | ... | 237G2 | 238G2 | 239G2 |
| DB7 | C6 | 0G1 | 1G1 | 2G1 | ... | 237G1 | 238G1 | 239G1 |
| DB6 | C5 | 0G0 | 1G0 | 2G0 | ... | 237G0 | 238G0 | 239G0 |
| DB5 | C4 | 0B4 | 1B4 | 2B4 | ... | 237B4 | 238B4 | 239B4 |
| DB4 | C3 | 0B3 | 1B3 | 2B3 | ... | 237B3 | 238B3 | 239B3 |
| DB3 | C2 | 0B2 | 1B2 | 2B2 | ... | 237B2 | 238B2 | 239B2 |
| DB2 | C1 | 0B1 | 1B1 | 2B1 | ... | 237B1 | 238B1 | 239B1 |
| DB1 | C0 | 0B0 | 1B0 | 2B0 | ... | 237B0 | 238B0 | 239B0 |

262K color: 18-bit/pixel (RGB 6-6-6 bits input)

Two pixels (6 sub-pixel) display data are sent by 3 times transfers when DBI [2:0] bits of 3Ah register are set to "110".

MDT[1:0]="00"

| | | | | | | | | |
|-------|----|-----|-----|-----|-----|-------|-------|-------|
| Count | 0 | 1 | 2 | 3 | ... | 358 | 359 | 360 |
| DCX | 0 | 1 | 1 | 1 | ... | 1 | 1 | 1 |
| DB17 | | 0R5 | 0B5 | 1G5 | ... | 238R5 | 238B5 | 239G5 |
| DB16 | | 0R4 | 0B4 | 1G4 | ... | 238R4 | 238B4 | 239G4 |
| DB15 | | 0R3 | 0B3 | 1G3 | ... | 238R3 | 238B3 | 239G3 |
| DB14 | | 0R2 | 0B2 | 1G2 | ... | 238R2 | 238B2 | 239G2 |
| DB13 | | 0R1 | 0B1 | 1G1 | ... | 238R1 | 238B1 | 239G1 |
| DB12 | | 0R0 | 0B0 | 1G0 | ... | 238R0 | 238B0 | 239G0 |
| DB11 | | | | | ... | | | |
| DB10 | | | | | ... | | | |
| DB8 | C7 | 0G5 | 1R5 | 1B5 | ... | 238G5 | 239R5 | 239B5 |
| DB7 | C6 | 0G4 | 1R4 | 1B4 | ... | 238G4 | 239R4 | 239B4 |
| DB6 | C5 | 0G3 | 1R3 | 1B3 | ... | 238G3 | 239R3 | 239B3 |
| DB5 | C4 | 0G2 | 1R2 | 1B2 | ... | 238G2 | 239R2 | 239B2 |
| DB4 | C3 | 0G1 | 1R1 | 1B1 | ... | 238G1 | 239R1 | 239B1 |
| DB3 | C2 | 0G0 | 1R0 | 1B0 | ... | 238G0 | 239R0 | 239B0 |
| DB2 | C1 | | | | ... | | | |
| DB1 | C0 | | | | ... | | | |

One pixel (3 sub-pixels) display data is sent by 2 times transfer

MDT[1:0]="01"

| | | | | | | | | | | |
|-------|----|-----|-----|-----|-----|-----|-------|-------|-------|-------|
| Count | 0 | 1 | 2 | 3 | ... | 357 | 358 | 479 | 480 | |
| DCX | 0 | 1 | 1 | 1 | ... | | 1 | 1 | 1 | |
| DB17 | | 0R5 | 0B5 | 1R5 | 1B5 | ... | 238R5 | 238B5 | 239R5 | 239B5 |
| DB16 | | 0R4 | 0B4 | 1R4 | 1B4 | ... | 238R4 | 238B4 | 239R4 | 239B4 |
| DB15 | | 0R3 | 0B3 | 1R3 | 1B3 | ... | 238R3 | 238B3 | 239R3 | 239B3 |
| DB14 | | 0R2 | 0B2 | 1R2 | 1B2 | ... | 238R2 | 238B2 | 239R2 | 239B2 |
| DB13 | | 0R1 | 0B1 | 1R1 | 1B1 | ... | 238R1 | 238B1 | 239R1 | 239B1 |
| DB12 | | 0R0 | 0B0 | 1R0 | 1B0 | ... | 238R0 | 238B0 | 239R0 | 239B0 |
| DB11 | | | | | | ... | | | | |
| DB10 | | | | | | ... | | | | |
| DB8 | C7 | 0G5 | | 1G5 | | ... | 238G5 | | 239G5 | |
| DB7 | C6 | 0G4 | | 1G4 | | ... | 238G4 | | 239G4 | |
| DB6 | C5 | 0G3 | | 1G3 | | ... | 238G3 | | 239G3 | |
| DB5 | C4 | 0G2 | | 1G2 | | ... | 238G2 | | 239G2 | |
| DB4 | C3 | 0G1 | | 1G1 | | ... | 238G1 | | 239G1 | |
| DB3 | C2 | 0G0 | | 1G0 | | ... | 238G0 | | 239G0 | |
| DB2 | C1 | | | | | ... | | | | |
| DB1 | C0 | | | | | ... | | | | |

One pixel (3 sub-pixels) display data is sent by 2 times transfer

MDT[1:0]="10"

| Count | 0 | 1 | 2 | 3 | ... | 357 | 358 | 479 | 480 | |
|-------|----|-----|-----|-----|-----|-----|-------|-------|-------|-------|
| DCX | 0 | 1 | 1 | 1 | ... | | 1 | 1 | 1 | |
| DB17 | | 0R5 | 0B1 | 1R5 | 1B1 | ... | 238R5 | 238B1 | 239R5 | 239B1 |
| DB16 | | 0R4 | 0B0 | 1R4 | 1B0 | ... | 238R4 | 238B0 | 239R4 | 239B0 |
| DB15 | | 0R3 | | 1R3 | | ... | 238R3 | | 239R3 | |
| DB14 | | 0R2 | | 1R2 | | ... | 238R2 | | 239R2 | |
| DB13 | | 0R1 | | 1R1 | | ... | 238R1 | | 239R1 | |
| DB12 | | 0R0 | | 1R0 | | ... | 238R0 | | 239R0 | |
| DB11 | | 0G5 | | 1G5 | | ... | 238G5 | | 239G5 | |
| DB10 | | 0G4 | | 1G4 | | ... | 238G4 | | 239G4 | |
| DB8 | C7 | 0G3 | | 1G3 | | ... | 238G3 | | 239G3 | |
| DB7 | C6 | 0G2 | | 1G2 | | ... | 238G2 | | 239G2 | |
| DB6 | C5 | 0G1 | | 1G1 | | ... | 238G1 | | 239G1 | |
| DB5 | C4 | 0G0 | | 1G0 | | ... | 238G0 | | 239G0 | |
| DB4 | C3 | 0B5 | | 1B5 | | ... | 238B5 | | 239B5 | |
| DB3 | C2 | 0B4 | | 1B4 | | ... | 238B4 | | 239B4 | |
| DB2 | C1 | 0B3 | | 1B3 | | ... | 238B3 | | 239B3 | |
| DB1 | C0 | 0B2 | | 1B2 | | ... | 238B2 | | 239B2 | |

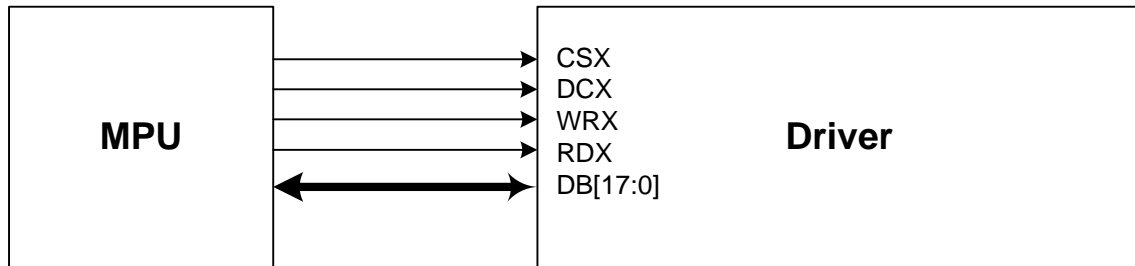
One pixel (3 sub-pixels) display data is sent by 2 times transfer

MDT[1:0]="11"

| Count | 0 | 1 | 2 | 3 | ... | 357 | 358 | 479 | 480 | |
|-------|----|-----|-----|-----|-----|-----|-------|-------|-------|-------|
| DCX | 0 | 1 | 1 | 1 | ... | | 1 | 1 | 1 | |
| DB17 | | | 0R3 | | 1R3 | ... | | 238R3 | | 239R3 |
| DB16 | | | 0R2 | | 1R2 | ... | | 238R2 | | 239R2 |
| DB15 | | | 0R1 | | 1R1 | ... | | 238R1 | | 239R1 |
| DB14 | | | 0R0 | | 1R0 | ... | | 238R0 | | 239R0 |
| DB13 | | | 0G5 | | 1G5 | ... | | 238G5 | | 239G5 |
| DB12 | | | 0G4 | | 1G4 | ... | | 238G4 | | 239G4 |
| DB11 | | | 0G3 | | 1G3 | ... | | 238G3 | | 239G3 |
| DB10 | | | 0G2 | | 1G2 | ... | | 238G2 | | 239G2 |
| DB8 | C7 | | 0G1 | | 1G1 | ... | | 238G1 | | 239G1 |
| DB7 | C6 | | 0G0 | | 1G0 | ... | | 238G0 | | 239G0 |
| DB6 | C5 | | 0B5 | | 1B5 | ... | | 238B5 | | 239B5 |
| DB5 | C4 | | 0B4 | | 1B4 | ... | | 238B4 | | 239B4 |
| DB4 | C3 | | 0B3 | | 1B3 | ... | | 238B3 | | 239B3 |
| DB3 | C2 | | 0B2 | | 1B2 | ... | | 238B2 | | 239B2 |
| DB2 | C1 | 0R5 | 0B1 | 1R5 | 1B1 | ... | 238R5 | 238B1 | 239R5 | 239B1 |
| DB1 | C0 | 0R4 | 0B0 | 1R4 | 1B0 | ... | 238R4 | 238B0 | 239R4 | 239B0 |

7.5.7. 18-bit Parallel MCU Interface

The 8080- I system 18-bit parallel bus interface of ILI9340X can be selected by setting hardware pin IM[3:0] to “0011”. The following shown figure is the example of interface with 8080- I MCU system interface.



Different display data format is available for one color depth only supported by listed below.

- 65K-Colors, RGB 5, 6, 5 -bits input data.
- 262K-Colors, RGB 6, 6, 6 -bits input data.

65K color: 16-bit/pixel (RGB 5-6-5 bits input)

One pixel (3 sub-pixels) display data is sent by once transfer when DBI [2:0] bits of 3Ah register are set to “101”.

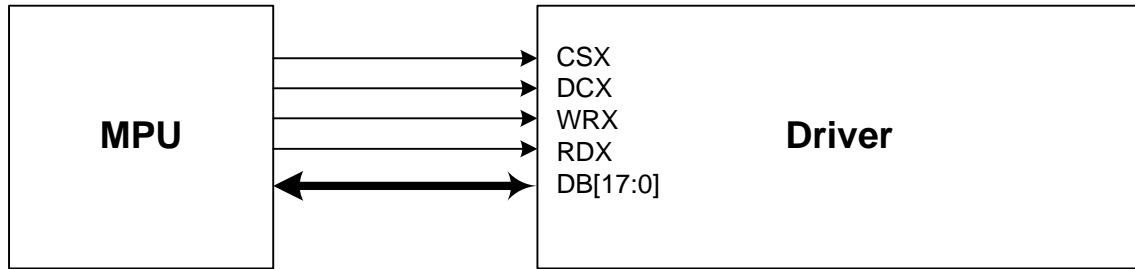
| Count | 0 | 1 | 2 | 3 | ... | 238 | 239 | 240 |
|-------|----|-----|-----|-----|-----|-------|-------|-------|
| DCX | 0 | 1 | 1 | 1 | ... | 1 | 1 | 1 |
| DB17 | | | | | | | | |
| DB16 | | | | | | | | |
| DB15 | | 0R4 | 1R4 | 2R4 | ... | 237R4 | 238R4 | 239R4 |
| DB14 | | 0R3 | 1R3 | 2R3 | ... | 237R3 | 238R3 | 239R3 |
| DB13 | | 0R2 | 1R2 | 2R2 | ... | 237R2 | 238R2 | 239R2 |
| DB12 | | 0R1 | 1R1 | 2R1 | ... | 237R1 | 238R1 | 239R1 |
| DB11 | | 0R0 | 1R0 | 2R0 | ... | 237R0 | 238R0 | 239R0 |
| DB10 | | 0G5 | 1G5 | 2G5 | ... | 237G5 | 238G5 | 239G5 |
| DB9 | | 0G4 | 1G4 | 2G4 | ... | 237G4 | 238G4 | 239G4 |
| DB8 | | 0G3 | 1G3 | 2G3 | ... | 237G3 | 238G3 | 239G3 |
| DB7 | C7 | 0G2 | 1G2 | 2G2 | ... | 237G2 | 238G2 | 239G2 |
| DB6 | C6 | 0G1 | 1G1 | 2G1 | ... | 237G1 | 238G1 | 239G1 |
| DB5 | C5 | 0G0 | 1G0 | 2G0 | ... | 237G0 | 238G0 | 239G0 |
| DB4 | C4 | 0B4 | 1B4 | 2B4 | ... | 237B4 | 238B4 | 239B4 |
| DB3 | C3 | 0B3 | 1B3 | 2B3 | ... | 237B3 | 238B3 | 239B3 |
| DB2 | C2 | 0B2 | 1B2 | 2B2 | ... | 237B2 | 238B2 | 239B2 |
| DB1 | C1 | 0B1 | 1B1 | 2B1 | ... | 237B1 | 238B1 | 239B1 |
| DB0 | C0 | 0B0 | 1B0 | 2B0 | ... | 237B0 | 238B0 | 239B0 |

262K color: 18-bit/pixel (RGB 6-6-6 bits input)

One pixel (3 sub-pixels) display data is sent by once transfer when DBI [2:0] bits of 3Ah register are set to "110".

| Count | 0 | 1 | 2 | 3 | ... | 238 | 239 | 240 |
|-------|----|-----|-----|-----|-----|-------|-------|-------|
| DCX | 0 | 1 | 1 | 1 | ... | 1 | 1 | 1 |
| DB17 | | 0R5 | 1R5 | 2R5 | ... | 237R5 | 238R5 | 239R5 |
| DB16 | | 0R4 | 1R4 | 2R4 | ... | 237R4 | 238R4 | 239R4 |
| DB15 | | 0R3 | 1R3 | 2R3 | ... | 237R3 | 238R3 | 239R3 |
| DB14 | | 0R2 | 1R2 | 2R2 | ... | 237R2 | 238R2 | 239R2 |
| DB13 | | 0R1 | 1R1 | 2R1 | ... | 237R1 | 238R1 | 239R1 |
| DB12 | | 0R0 | 1R0 | 2R0 | ... | 237R0 | 238R0 | 239R0 |
| DB11 | | 0G5 | 1G5 | 2G5 | ... | 237G5 | 238G5 | 239G5 |
| DB10 | | 0G4 | 1G4 | 2G4 | ... | 237G4 | 238G4 | 239G4 |
| DB9 | | 0G3 | 1G3 | 2G3 | ... | 237G3 | 238G3 | 239G3 |
| DB8 | | 0G2 | 1G2 | 2G2 | ... | 237G2 | 238G2 | 239G2 |
| DB7 | C7 | 0G1 | 1G1 | 2G1 | ... | 237G1 | 238G1 | 239G1 |
| DB6 | C6 | 0G0 | 1G0 | 2G0 | ... | 237G0 | 238G0 | 239G0 |
| DB5 | C5 | 0B5 | 1B5 | 2B5 | ... | 237B5 | 238B5 | 239B5 |
| DB4 | C4 | 0B4 | 1B4 | 2B4 | ... | 237B4 | 238B4 | 239B4 |
| DB3 | C3 | 0B3 | 1B3 | 2B3 | ... | 237B3 | 238B3 | 239B3 |
| DB2 | C2 | 0B2 | 1B2 | 2B2 | ... | 237B2 | 238B2 | 239B2 |
| DB1 | C1 | 0B1 | 1B1 | 2B1 | ... | 237B1 | 238B1 | 239B1 |
| DB0 | C0 | 0B0 | 1B0 | 2B0 | ... | 237B0 | 238B0 | 239B0 |

The 8080-II system 18-bit parallel bus interface mode can be selected by settings IM [3:0] = "1010". The following shown figure is the example of interface with 8080-II MCU system interface.



Different display data format is available for one color depth only supported by listed below.

- 65K-Colors, RGB 5, 6, 5 -bits input data.
- 262K-Colors, RGB 6, 6, 6 -bits input data.

65K color: 16-bit/pixel (RGB 5-6-5 bits input)

One pixel (3 sub-pixels) display data is sent by once transfer when DBI [2:0] bits of 3Ah register are set to "101".

| Count | 0 | 1 | 2 | 3 | ... | 238 | 239 | 240 |
|-------|----|-----|-----|-----|-----|-------|-------|-------|
| DCX | 0 | 1 | 1 | 1 | ... | 1 | 1 | 1 |
| DB17 | | | | | | | | |
| DB16 | | | | | | | | |
| DB15 | | 0R4 | 1R4 | 2R4 | ... | 237R4 | 238R4 | 239R4 |
| DB14 | | 0R3 | 1R3 | 2R3 | ... | 237R3 | 238R3 | 239R3 |
| DB13 | | 0R2 | 1R2 | 2R2 | ... | 237R2 | 238R2 | 239R2 |
| DB12 | | 0R1 | 1R1 | 2R1 | ... | 237R1 | 238R1 | 239R1 |
| DB11 | | 0R0 | 1R0 | 2R0 | ... | 237R0 | 238R0 | 239R0 |
| DB10 | | 0G5 | 1G5 | 2G5 | ... | 237G5 | 238G5 | 239G5 |
| DB9 | | 0G4 | 1G4 | 2G4 | ... | 237G4 | 238G4 | 239G4 |
| DB8 | C7 | 0G3 | 1G3 | 2G3 | ... | 237G3 | 238G3 | 239G3 |
| DB7 | C6 | 0G2 | 1G2 | 2G2 | ... | 237G2 | 238G2 | 239G2 |
| DB6 | C5 | 0G1 | 1G1 | 2G1 | ... | 237G1 | 238G1 | 239G1 |
| DB5 | C4 | 0G0 | 1G0 | 2G0 | ... | 237G0 | 238G0 | 239G0 |
| DB4 | C3 | 0B4 | 1B4 | 2B4 | ... | 237B4 | 238B4 | 239B4 |
| DB3 | C2 | 0B3 | 1B3 | 2B3 | ... | 237B3 | 238B3 | 239B3 |
| DB2 | C1 | 0B2 | 1B2 | 2B2 | ... | 237B2 | 238B2 | 239B2 |
| DB1 | C0 | 0B1 | 1B1 | 2B1 | ... | 237B1 | 238B1 | 239B1 |
| DB0 | | 0B0 | 1B0 | 2B0 | ... | 237B0 | 238B0 | 239B0 |

262K color: 18-bit/pixel (RGB 6-6-6 bits input)

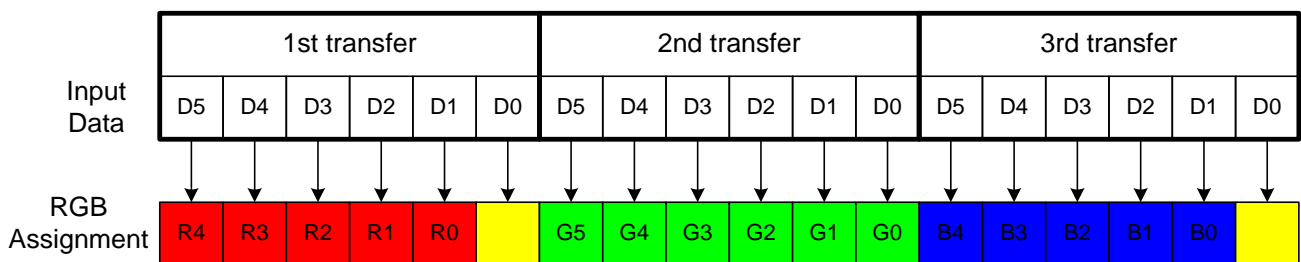
One pixel (3 sub-pixels) display data is sent by once transfer when DBI [2:0] bits of 3Ah register are set to "110".

| Count | 0 | 1 | 2 | 3 | ... | 238 | 239 | 240 |
|-------|----|-----|-----|-----|-----|-------|-------|-------|
| DCX | 0 | 1 | 1 | 1 | ... | 1 | 1 | 1 |
| DB17 | | 0R5 | 1R5 | 2R5 | ... | 237R5 | 238R5 | 239R5 |
| DB16 | | 0R4 | 1R4 | 2R4 | ... | 237R4 | 238R4 | 239R4 |
| DB15 | | 0R3 | 1R3 | 2R3 | ... | 237R3 | 238R3 | 239R3 |
| DB14 | | 0R2 | 1R2 | 2R2 | ... | 237R2 | 238R2 | 239R2 |
| DB13 | | 0R1 | 1R1 | 2R1 | ... | 237R1 | 238R1 | 239R1 |
| DB12 | | 0R0 | 1R0 | 2R0 | ... | 237R0 | 238R0 | 239R0 |
| DB11 | | 0G5 | 1G5 | 2G5 | ... | 237G5 | 238G5 | 239G5 |
| DB10 | | 0G4 | 1G4 | 2G4 | ... | 237G4 | 238G4 | 239G4 |
| DB9 | | 0G3 | 1G3 | 2G3 | ... | 237G3 | 238G3 | 239G3 |
| DB8 | C7 | 0G2 | 1G2 | 2G2 | ... | 237G2 | 238G2 | 239G2 |
| DB7 | C6 | 0G1 | 1G1 | 2G1 | ... | 237G1 | 238G1 | 239G1 |
| DB6 | C5 | 0G0 | 1G0 | 2G0 | ... | 237G0 | 238G0 | 239G0 |
| DB5 | C4 | 0B5 | 1B5 | 2B5 | ... | 237B5 | 238B5 | 239B5 |
| DB4 | C3 | 0B4 | 1B4 | 2B4 | ... | 237B4 | 238B4 | 239B4 |
| DB3 | C2 | 0B3 | 1B3 | 2B3 | ... | 237B3 | 238B3 | 239B3 |
| DB2 | C1 | 0B2 | 1B2 | 2B2 | ... | 237B2 | 238B2 | 239B2 |
| DB1 | C0 | 0B1 | 1B1 | 2B1 | ... | 237B1 | 238B1 | 239B1 |
| DB0 | | 0B0 | 1B0 | 2B0 | ... | 237B0 | 238B0 | 239B0 |

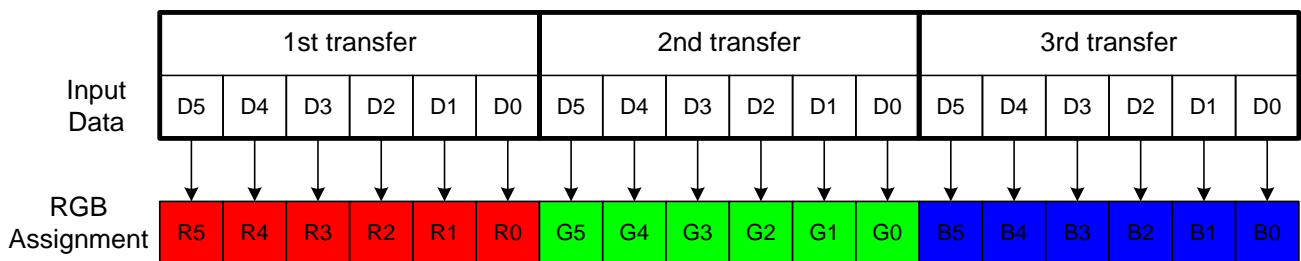
7.5.8. 6-bit Parallel RGB Interface

The 6-bit RGB interface is selected by setting the DPI [2:0] bit to "110". When RCM [1:0] are set to "10" and ENABLE mode is selected, the display operation is synchronized with VSYNC, HSYNC and DOTCLK signals. The display data are transferred to the internal GRAM in synchronization with the display operation via 6-bit RGB data bus (DB[5:0]) according to the ENABLE signal when RCM [1:0] are set to "10". The RGB interface SYNC mode is selected by setting the RCM [1:0] to "11", the valid display data is inputted in pixel unit via DB[5:0] according to the VFP/VBP and HFP/HBP settings. Unused pins must be connected to GND to ensure normally operation. Registers can be set by the SPI system interface.

65K color: 16-bit/pixel (RGB 5-6-5 bits input)



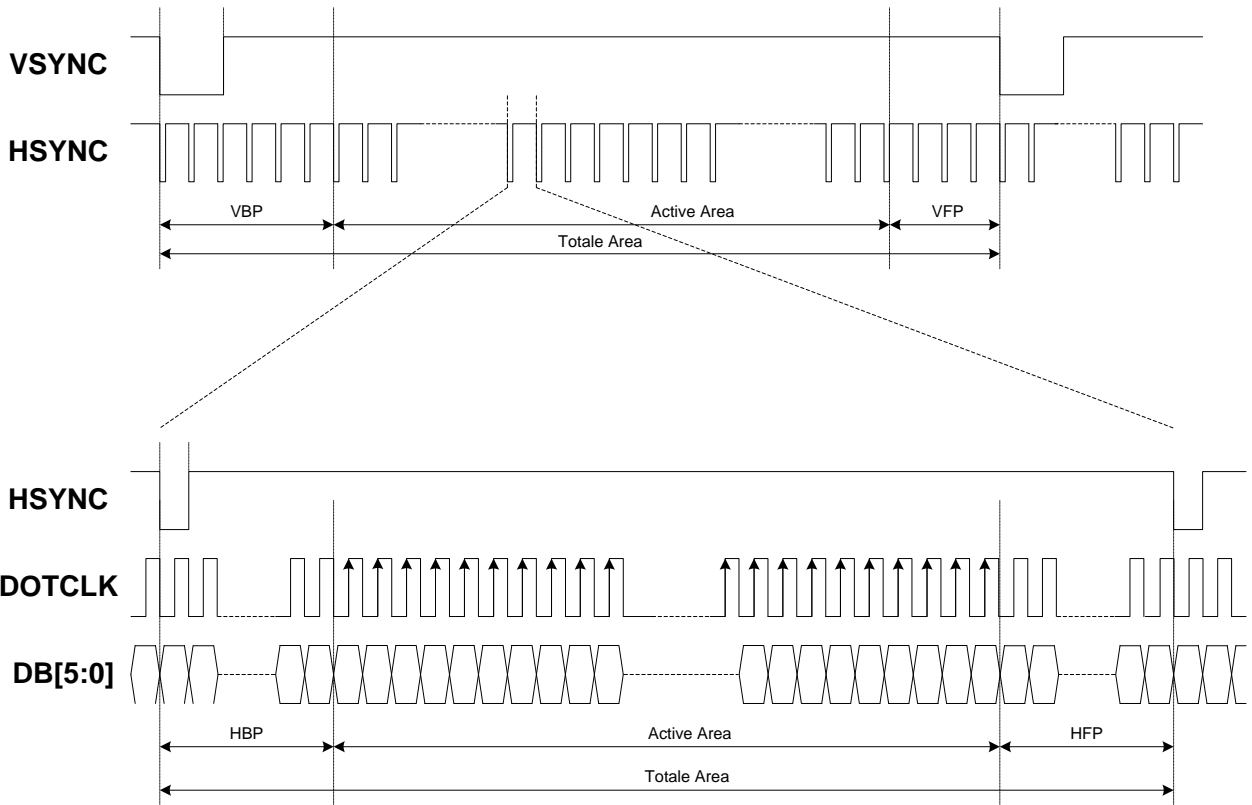
262K color: 18-bit/pixel (RGB 6-6-6 bits input)



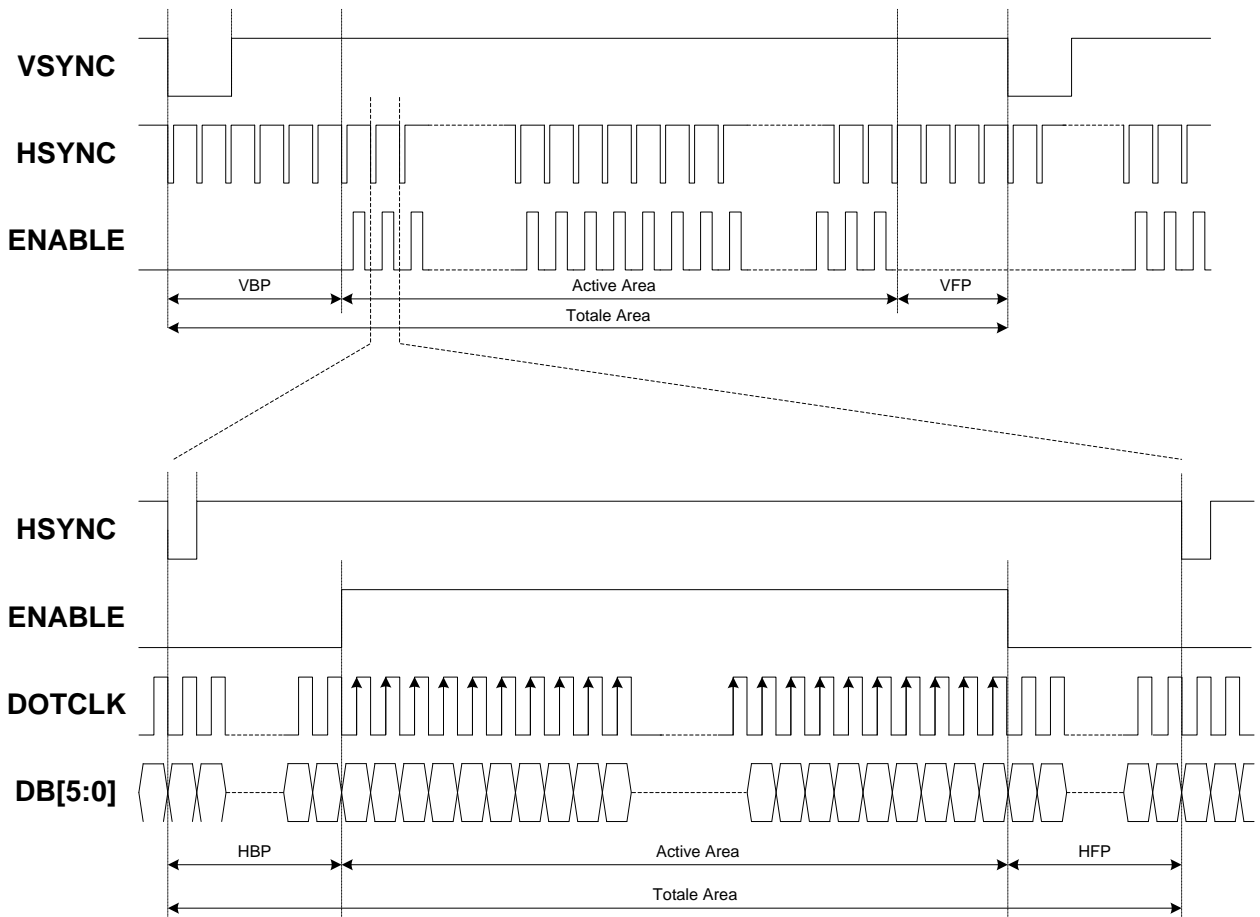
ILI9340X has data transfer counters to count the first, second, third data transfer in 6-bit RGB interface mode. The transfer counter is always reset to the state of first data transfer on the falling edge of VSYNC. If a mismatch arises in the number of each data transfer, the counter is reset to the state of first data transfer at the start of the frame (i.e. on the falling edge of VSYNC) to restart data transfer in the correct order from the next frame. This function is expedient for moving picture display, which requires consecutive data transfer in light of minimizing effects from failed data transfer and enabling the system to return to a normal state.

Note that internal display operation is performed in units of pixels (RGB: taking 3 inputs of DOTCLK). Accordingly, the number of DOTCLK inputs in one frame period must be a multiple of 3 to complete data transfer correctly. Otherwise it will affect the display of that frame as well as the next frame.

SYNC Mode, RCM[1:0]="11"

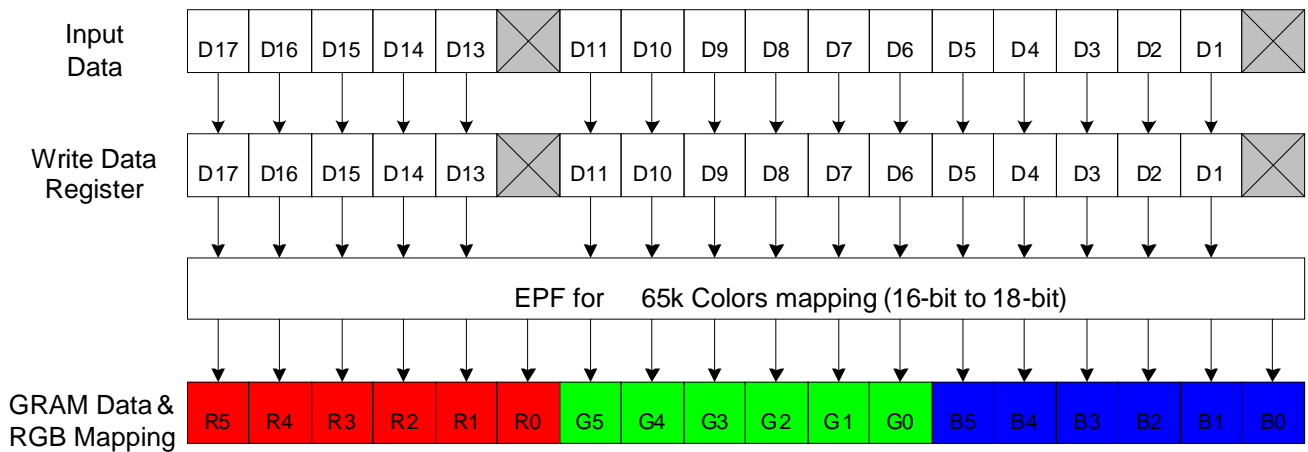


DE Mode, RCM[1:0]="10"



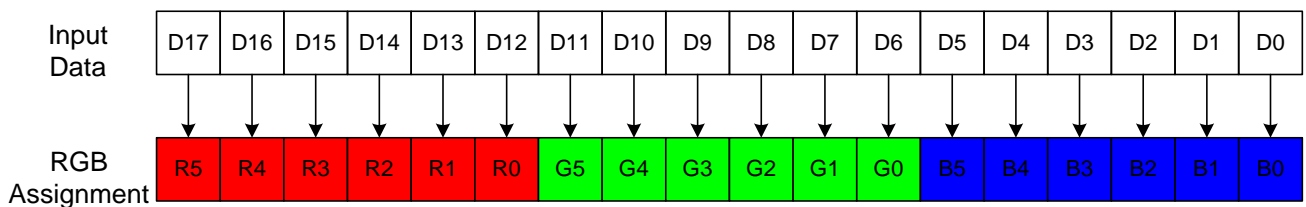
7.5.9. 16-bit Parallel RGB Interface

The 16-bit RGB interface is selected by setting the DPI [2:0] bits to “101”. When RCM [1:0] are set to “10” and DE mode is selected, the display operation is synchronized with VSYNC, HSYNC and DOTCLK signals. The display data is transferred to the internal GRAM in synchronization with the display operation via 16-bit RGB data bus (DB[17:13] & DB[11:1]) according to the ENABLE signal. The RGB interface SYNC mode is selected by setting the RCM [1:0] to “11”, the valid display data is inputted in pixel unit via DB[17:13] and DB[11:1] according to the VFP/VBP and HFP/HBP settings. The unused DB12 and DB0 pins must be connected to GND for ensure normally operation. Registers can be set by the SPI system interface.



7.5.10. 18-bit Parallel RGB Interface

The 18-bit RGB interface is selected by setting the DPI [2:0] bits to “110”. When RCM [1:0] are set to “10” and DE mode is selected, the display operation is synchronized with VSYNC, HSYNC and DOTCLK signals. The display data are transferred to the internal GRAM in synchronization with the display operation via 18-bit RGB data bus (DB[17:0]) according to the ENABLE signal when RCM [1:0] are set to “10”. The RGB interface SYNC mode is selected by setting the RCM [1:0] to “11”, the valid display data is inputted in pixel unit via DB[17:0] according to the VFP/VBP and HFP/HBP settings. Registers can be set by the SPI system interface.



8. Command

8.1. Command List

| Description of Level 1 Command | | | | | | | | | | | | | |
|---|-----|-----|-----|-------|-----------|-----------|------|------|------|-----------|-----|-----|-----|
| Command Function | DCX | RDX | WRX | D17-8 | D7 | D6 | D5 | D4 | D3 | D2 | D1 | D0 | Hex |
| NOP | 0 | 1 | ↑ | XX | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 00h |
| Software Reset | 0 | 1 | ↑ | XX | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 1 | 01h |
| Read Display Identification Information | 0 | 1 | ↑ | XX | 0 | 0 | 0 | 0 | 0 | 1 | 0 | 0 | 04h |
| | 1 | ↑ | 1 | XX | X | X | X | X | X | X | X | X | XX |
| | 1 | ↑ | 1 | XX | ID1 [7:0] | | | | | | | | E3 |
| | 1 | ↑ | 1 | XX | ID2 [7:0] | | | | | | | | 00 |
| | 1 | ↑ | 1 | XX | ID3 [7:0] | | | | | | | | 00 |
| Read Display Status | 0 | 1 | ↑ | XX | 0 | 0 | 0 | 0 | 1 | 0 | 0 | 1 | 09h |
| | 1 | ↑ | 1 | XX | X | X | X | X | X | X | X | X | XX |
| | 1 | ↑ | 1 | XX | D31 | D30 | D29 | D28 | D27 | D26 | D25 | D24 | 00 |
| | 1 | ↑ | 1 | XX | D23 | D22 | D21 | D20 | D19 | D18 | D17 | D16 | 61 |
| | 1 | ↑ | 1 | XX | D15 | D14 | D13 | D12 | D11 | D10 | D9 | D8 | 00 |
| Read Display Power Mode | 1 | ↑ | 1 | XX | D7 | D6 | D5 | D4 | D3 | D2 | D1 | D0 | 00 |
| | 0 | 1 | ↑ | XX | 0 | 0 | 0 | 0 | 1 | 0 | 1 | 0 | 0Ah |
| | 1 | ↑ | 1 | XX | X | X | X | X | X | X | X | X | XX |
| Read Display MADCTL | 1 | ↑ | 1 | XX | D7 | D6 | D5 | D4 | D3 | D2 | 0 | 0 | 08 |
| | 0 | 1 | ↑ | XX | 0 | 0 | 0 | 0 | 1 | 0 | 1 | 1 | 0Bh |
| | 1 | ↑ | 1 | XX | X | X | X | X | X | X | X | X | XX |
| Read Display Pixel Format | 1 | ↑ | 1 | XX | D7 | D6 | D5 | D4 | D3 | D2 | 0 | 0 | 00 |
| | 0 | 1 | ↑ | XX | 0 | 0 | 0 | 0 | 1 | 1 | 0 | 0 | 0Ch |
| | 1 | ↑ | 1 | XX | X | X | X | X | X | X | X | X | XX |
| Read Display Image Format | 1 | ↑ | 1 | XX | 0 | DPI [2:0] | | | 0 | DBI [2:0] | | | 06 |
| | 0 | 1 | ↑ | XX | 0 | 0 | 0 | 0 | 1 | 1 | 0 | 1 | 0Dh |
| | 1 | ↑ | 1 | XX | X | X | X | X | X | X | X | X | XX |
| Read Display Signal Mode | 1 | ↑ | 1 | XX | D7 | 0 | D5 | 0 | 0 | D2 | D1 | D0 | 00 |
| | 0 | 1 | ↑ | XX | 0 | 0 | 0 | 0 | 1 | 1 | 1 | 0 | 0Eh |
| | 1 | ↑ | 1 | XX | X | X | X | X | X | X | X | X | XX |
| Read Display Self-Diagnostic Result | 1 | ↑ | 1 | XX | D7 | D6 | D5 | D4 | D3 | D2 | 0 | 0 | 00 |
| | 0 | 1 | ↑ | XX | 0 | 0 | 0 | 0 | 1 | 1 | 1 | 1 | 0Fh |
| | 1 | ↑ | 1 | XX | X | X | X | X | X | X | X | X | XX |
| Enter Sleep Mode | 1 | ↑ | 1 | XX | D7 | D6 | 0 | 0 | 0 | 0 | 0 | 0 | 00 |
| Enter Sleep Mode | 0 | 1 | ↑ | XX | 0 | 0 | 0 | 1 | 0 | 0 | 0 | 0 | 10h |
| Sleep Out | 0 | 1 | ↑ | XX | 0 | 0 | 0 | 1 | 0 | 0 | 0 | 1 | 11h |
| Partial Mode On | 0 | 1 | ↑ | XX | 0 | 0 | 0 | 1 | 0 | 0 | 1 | 0 | 12h |
| Normal Display Mode On | 0 | 1 | ↑ | XX | 0 | 0 | 0 | 1 | 0 | 0 | 1 | 1 | 13h |
| Display Inversion Off | 0 | 1 | ↑ | XX | 0 | 0 | 1 | 0 | 0 | 0 | 0 | 0 | 20h |
| Display Inversion On | 0 | 1 | ↑ | XX | 0 | 0 | 1 | 0 | 0 | 0 | 0 | 1 | 21h |
| Gamma Set | 0 | 1 | ↑ | XX | 0 | 0 | 1 | 0 | 0 | 1 | 1 | 0 | 26h |
| | 1 | 1 | ↑ | XX | 0 | 0 | 0 | 0 | 0 | 0 | 0 | GC | 01 |
| Display Off | 0 | 1 | ↑ | XX | 0 | 0 | 1 | 0 | 1 | 0 | 0 | 0 | 28h |
| Display On | 0 | 1 | ↑ | XX | 0 | 0 | 1 | 0 | 1 | 0 | 0 | 1 | 29h |
| Column Address Set | 0 | 1 | ↑ | XX | 0 | 0 | 1 | 0 | 1 | 0 | 1 | 0 | 2Ah |
| | 1 | 1 | ↑ | XX | SC15 | SC14 | SC13 | SC12 | SC11 | SC10 | SC9 | SC8 | XX |
| | 1 | 1 | ↑ | XX | SC7 | SC6 | SC5 | SC4 | SC3 | SC2 | SC1 | SC0 | XX |
| | 1 | 1 | ↑ | XX | EC15 | EC14 | EC13 | EC12 | EC11 | EC10 | EC9 | EC8 | XX |
| | 1 | 1 | ↑ | XX | EC7 | EC6 | EC5 | EC4 | EC3 | EC2 | EC1 | EC0 | XX |
| Page Address Set | 0 | 1 | ↑ | XX | 0 | 0 | 1 | 0 | 1 | 0 | 1 | 1 | 2Bh |
| | 1 | 1 | ↑ | XX | SP15 | SP14 | SP13 | SP12 | SP11 | SP10 | SP9 | SP8 | XX |
| | 1 | 1 | ↑ | XX | SP7 | SP6 | SP5 | SP4 | SP3 | SP2 | SP1 | SP0 | XX |
| | 1 | 1 | ↑ | XX | EP15 | EP14 | EP13 | EP12 | EP11 | EP10 | EP9 | EP8 | XX |
| | 1 | 1 | ↑ | XX | EP7 | EP6 | EP5 | EP4 | EP3 | EP2 | EP1 | EP0 | XX |

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| | | | | | | | | | | | | | |
|----------------------------------|---|---|----|-----------|------------|-----------|-------|----|-----|-----------|---|---------|-----|
| Memory Write | 0 | 1 | ↑ | XX | 0 | 0 | 1 | 0 | 1 | 1 | 0 | 0 | 2Ch |
| | 1 | 1 | ↑ | | D1 [17:0] | | | | | | | | XX |
| | 1 | 1 | ↑ | | Dx [17:0] | | | | | | | | XX |
| | 1 | 1 | ↑ | | Dn [17:0] | | | | | | | | XX |
| Memory Read | 0 | 1 | ↑ | XX | 0 | 0 | 1 | 0 | 1 | 1 | 1 | 0 | 2Eh |
| | 1 | ↑ | 1 | XX | X | X | X | X | X | X | X | X | XX |
| | 1 | ↑ | 1 | | D1 [17:0] | | | | | | | | XX |
| | 1 | ↑ | 1 | | Dx [17:0] | | | | | | | | XX |
| Partial Area | 1 | ↑ | 1 | | Dn [17:0] | | | | | | | | XX |
| | 0 | 1 | ↑ | XX | 0 | 0 | 1 | 1 | 0 | 0 | 0 | 0 | 30h |
| | 1 | 1 | ↑ | XX | SR [15:8] | | | | | | | | 00 |
| | 1 | 1 | ↑ | XX | SR [7:0] | | | | | | | | 00 |
| | 1 | 1 | ↑ | XX | ER [15:8] | | | | | | | | 01 |
| Vertical Scrolling Definition | 1 | 1 | ↑ | XX | ER [7:0] | | | | | | | | 3F |
| | 0 | 1 | ↑ | XX | 0 | 0 | 1 | 1 | 0 | 0 | 1 | 1 | 33h |
| | 1 | 1 | ↑ | XX | TFA [15:8] | | | | | | | | 00 |
| | 1 | 1 | ↑ | XX | TFA [7:0] | | | | | | | | 00 |
| | 1 | 1 | ↑ | XX | VSA [15:8] | | | | | | | | 01 |
| | 1 | 1 | ↑ | XX | VSA [7:0] | | | | | | | | 40 |
| | 1 | 1 | ↑ | XX | BFA [15:8] | | | | | | | | 00 |
| 1 | 1 | ↑ | XX | BFA [7:0] | | | | | | | | 00 | |
| Tearing Effect Line Off | 0 | 1 | ↑ | XX | 0 | 0 | 1 | 1 | 0 | 1 | 0 | 0 | 34h |
| Tearing Effect Line On | 0 | 1 | ↑ | XX | 0 | 0 | 1 | 1 | 0 | 1 | 0 | 1 | 35h |
| | 1 | 1 | ↑ | XX | 0 | 0 | 0 | 0 | 0 | 0 | 0 | M | 00 |
| Memory Access Control | 0 | 1 | ↑ | XX | 0 | 0 | 1 | 1 | 0 | 1 | 1 | 0 | 36h |
| | 1 | 1 | ↑ | XX | MY | MX | MV | ML | BGR | MH | 0 | 0 | 00 |
| Vertical Scrolling Start Address | 0 | 1 | ↑ | XX | 0 | 0 | 1 | 1 | 0 | 1 | 1 | 1 | 37h |
| | 1 | 1 | ↑ | XX | VSP [15:8] | | | | | | | | 00 |
| | 1 | 1 | ↑ | XX | VSP [7:0] | | | | | | | | 00 |
| Idle Mode Off | 0 | 1 | ↑ | XX | 0 | 0 | 1 | 1 | 1 | 0 | 0 | 0 | 38h |
| Idle Mode On | 0 | 1 | ↑ | XX | 0 | 0 | 1 | 1 | 1 | 0 | 0 | 1 | 39h |
| Pixel Format Set | 0 | 1 | ↑ | XX | 0 | 0 | 1 | 1 | 1 | 0 | 1 | 0 | 3Ah |
| | 1 | 1 | ↑ | XX | 0 | DPI [2:0] | | | 0 | DBI [2:0] | | | 66 |
| Set Tear Scanline | 0 | 1 | ↑ | XX | 0 | 1 | 0 | 0 | 0 | 1 | 0 | 0 | 44h |
| | 1 | 1 | ↑ | XX | 0 | 0 | 0 | 0 | 0 | 0 | 0 | STS [8] | 00 |
| | 1 | 1 | ↑ | XX | STS[7:0] | | | | | | | | 00 |
| Get Scanline | 0 | 1 | ↑ | XX | 0 | 1 | 0 | 0 | 0 | 1 | 0 | 1 | 45h |
| | 1 | ↑ | 1 | XX | X | X | X | X | X | X | X | X | XX |
| | 1 | ↑ | 1 | XX | 0 | 0 | 0 | 0 | 0 | 0 | 0 | GTS[8] | 00 |
| | 1 | ↑ | 1 | XX | GTS[7:0] | | | | | | | | 00 |
| Write CTRL Display | 0 | 1 | ↑ | XX | 0 | 1 | 0 | 1 | 0 | 0 | 1 | 1 | 53h |
| | 1 | 1 | ↑ | XX | 0 | 0 | BCTRL | 0 | DD | BL | 0 | 0 | 00 |
| Read CTRL Display | 0 | 1 | ↑ | XX | 0 | 1 | 0 | 1 | 0 | 1 | 0 | 0 | 54h |
| | 1 | ↑ | 1 | XX | X | X | X | X | X | X | X | X | XX |
| | 1 | ↑ | 1 | XX | 0 | 0 | BCTRL | 0 | DD | BL | 0 | 0 | 00 |
| Write Color Enhancement Control | 0 | 1 | ↑ | XX | 0 | 1 | 0 | 1 | 0 | 1 | 0 | 1 | 55h |
| | 1 | 1 | ↑ | XX | CE[3:0] | | | | 0 | 0 | 0 | 0 | 00 |
| Read Color Enhancement Control | 0 | 1 | ↑ | XX | 0 | 1 | 0 | 1 | 0 | 1 | 1 | 0 | 56h |
| | 1 | ↑ | 1 | XX | X | X | X | X | X | X | X | X | XX |
| | 1 | ↑ | 1 | XX | CE[3:0] | | | | 0 | 0 | 0 | 0 | 00 |

| | | | | | | | | | | | | | |
|--|---|---|---|----|-----------|----|---|---|---|---|---|---|-----|
| Read Automatic Brightness Control Self-Diagnostic Result | 0 | 1 | ↑ | XX | 0 | 1 | 1 | 0 | 1 | 0 | 0 | 0 | 68H |
| | 1 | ↑ | 1 | XX | X | X | X | X | X | X | X | X | XX |
| | 1 | ↑ | 1 | XX | D7 | D6 | X | X | X | X | X | X | 00 |
| Read ID1 | 0 | 1 | ↑ | XX | 1 | 1 | 0 | 1 | 1 | 0 | 1 | 0 | DAh |
| | 1 | ↑ | 1 | XX | X | X | X | X | X | X | X | X | XX |
| | 1 | ↑ | 1 | XX | ID1 [7:0] | | | | | | | | E3 |
| Read ID2 | 0 | 1 | ↑ | XX | 1 | 1 | 0 | 1 | 1 | 0 | 1 | 1 | DBh |
| | 1 | ↑ | 1 | XX | X | X | X | X | X | X | X | X | XX |
| | 1 | ↑ | 1 | XX | ID2 [7:0] | | | | | | | | 00 |
| Read ID3 | 0 | 1 | ↑ | XX | 1 | 1 | 0 | 1 | 1 | 1 | 0 | 0 | DCh |
| | 1 | ↑ | 1 | XX | X | X | X | X | X | X | X | X | XX |
| | 1 | ↑ | 1 | XX | ID3 [7:0] | | | | | | | | 00 |

| Description of Level 2 Command | | | | | | | | | | | | | |
|--|-----|-----|-----|-------|-------------|-----------|-------------|------------|-----------|-----------|------------|------|-----|
| Command Function | DCX | RDX | WRX | D17-8 | D7 | D6 | D5 | D4 | D3 | D2 | D1 | D0 | Hex |
| RGB Interface Signal Control | 0 | 1 | ↑ | XX | 1 | 0 | 1 | 1 | 0 | 0 | 0 | 0 | B0h |
| | 1 | 1 | ↑ | XX | ByPass_MODE | RCM [1:0] | | 0 | VSPL | HSPL | DPL | EPL | 40 |
| Frame Rate Control (In Normal Mode) | 0 | 1 | ↑ | XX | 1 | 0 | 1 | 1 | 0 | 0 | 0 | 1 | B1h |
| | 1 | 1 | ↑ | XX | 0 | 0 | 0 | 0 | 0 | 0 | DIVA [1:0] | | 00 |
| | 1 | 1 | ↑ | XX | 0 | 0 | 0 | RTNA [4:0] | | | | 1F | |
| Frame Rate Control (In Idle Mode) | 0 | 1 | ↑ | XX | 1 | 0 | 1 | 1 | 0 | 0 | 1 | 0 | B2h |
| | 1 | 1 | ↑ | XX | 0 | 0 | 0 | 0 | 0 | 0 | DIVB [1:0] | | 02 |
| | 1 | 1 | ↑ | XX | 0 | 0 | 0 | RTNB [4:0] | | | | 1F | |
| Frame Rate Control (In Partial Mode) | 0 | 1 | ↑ | XX | 1 | 0 | 1 | 1 | 0 | 0 | 1 | 1 | B3h |
| | 1 | 1 | ↑ | XX | 0 | 0 | 0 | 0 | 0 | 0 | DIVC [1:0] | | 00 |
| | 1 | 1 | ↑ | XX | 0 | 0 | 0 | RTNC [4:0] | | | | 1F | |
| Display Inversion Control | 0 | 1 | ↑ | XX | 1 | 0 | 1 | 1 | 0 | 1 | 0 | 0 | B4h |
| | 1 | 1 | ↑ | XX | DINVA[1:0] | | 0 | 0 | 0 | 0 | 0 | 0 | 80 |
| | 1 | 1 | ↑ | XX | DINVB[1:0] | | 0 | 0 | 0 | 0 | 0 | 0 | 00 |
| Blanking Porch Control | 0 | 1 | ↑ | XX | 1 | 0 | 1 | 1 | 0 | 1 | 0 | 1 | B5h |
| | 1 | 1 | ↑ | XX | VFP [7:0] | | | | | | | | 02 |
| | 1 | 1 | ↑ | XX | VBP [7:0] | | | | | | | | 02 |
| | 1 | 1 | ↑ | XX | 0 | 0 | 0 | HFP [4:0] | | | | 0A | |
| | 1 | 1 | ↑ | XX | HBP [7:0] | | | | | | | | 14 |
| Display Function Control | 0 | 1 | ↑ | XX | 1 | 0 | 1 | 1 | 0 | 1 | 1 | 0 | B6h |
| | 1 | 1 | ↑ | XX | 0 | 0 | 0 | 0 | PTG [1:0] | | PT [1:0] | | 0A |
| | 1 | 1 | ↑ | XX | 1 | GS | SS | SM | ISC [3:0] | | | | 02 |
| | 1 | 1 | ↑ | XX | 0 | 0 | NL [5:0] | | | | | 27 | |
| | 1 | 1 | ↑ | XX | 0 | 0 | PCDIV [5:0] | | | | | 04 | |
| VCOM/VDV/VRH Control (Power Control VREF2) | 0 | 1 | ↑ | XX | 1 | 0 | 1 | 1 | 1 | 0 | 1 | 0 | BAh |
| | 1 | 1 | ↑ | XX | 0 | VCOM[6:0] | | | | | | 30 | |
| | 1 | 1 | ↑ | XX | 0 | 0 | VRH[5:0] | | | | | 0B | |
| | 1 | 1 | ↑ | XX | 0 | 0 | VDV[5:0] | | | | | 20 | |
| VGH/VGL/DDVDH/DDVDL (Power Control 1) | 0 | 1 | ↑ | XX | 1 | 0 | 1 | 1 | 1 | 0 | 1 | 1 | BBh |
| | 1 | 1 | ↑ | XX | 0 | VGH SEL | | | 0 | VGL SEL | | | 33h |
| | 1 | 1 | ↑ | XX | 0 | DDVDH SEL | | | 0 | DDVDL SEL | | | 34h |
| 2 lane SPI selection | 0 | 1 | ↑ | XX | 1 | 1 | 0 | 0 | 0 | 1 | 1 | 0 | C6h |
| | 1 | 1 | ↑ | XX | 0 | 0 | 0 | 0 | 0 | TYPE | SPI2LANE | 0 | 00 |
| Level 3 Command Eable Control | 0 | 1 | ↑ | XX | 1 | 1 | 0 | 0 | 1 | 1 | 1 | 1 | CFh |
| | 1 | 1 | ↑ | XX | 0 | 0 | 0 | 0 | 0 | 1 | 0 | 0 | 04 |
| | 1 | 1 | ↑ | XX | 0 | 0 | 0 | 0 | 0 | 0 | 0 | EXTC | 00 |
| Read ID4 | 0 | ↑ | 1 | XX | 1 | 1 | 0 | 1 | 0 | 1 | 0 | 1 | D5h |
| | 1 | ↑ | 1 | XX | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 00 |
| | 1 | ↑ | 1 | XX | 1 | 0 | 0 | 1 | 0 | 0 | 1 | 1 | 93 |
| | 1 | ↑ | 1 | XX | 0 | 1 | 0 | 0 | 0 | 0 | 0 | 0 | 40 |

| | | | | | | | | | | | | | |
|------------------------------|---|---|---|----|------------------------|------------|------------|------------|-------------------|---|------|-----|-----|
| Entry mode set | 0 | 1 | ↑ | XX | 1 | 1 | 0 | 1 | 0 | 1 | 1 | 0 | D6h |
| | 1 | 1 | ↑ | XX | 0 | 0 | 0 | 0 | 0 | 0 | DSTB | GAS | 00 |
| Get External Register by SPI | 0 | 1 | ↑ | XX | 1 | 1 | 0 | 1 | 1 | 0 | 0 | 1 | D9h |
| | 1 | 1 | ↑ | XX | 0 | 0 | 0 | ENSPI | SPI_EXT_ORD [3:0] | | | | 00 |
| Digital Gamma Control 1 | 0 | 1 | ↑ | XX | 1 | 1 | 1 | 0 | 0 | 0 | 1 | 0 | E2h |
| 1 st Parameter | 1 | 1 | ↑ | XX | RCA0[7:0] | | | | | | | | XX |
| : | 1 | 1 | ↑ | XX | RCA _n [7:0] | | | | | | | | XX |
| 64 th Parameter | 1 | 1 | ↑ | XX | RCA63[7:0] | | | | | | | | XX |
| Digital Gamma Control 2 | 0 | 1 | ↑ | XX | 1 | 1 | 1 | 0 | 0 | 0 | 1 | 1 | E3h |
| 1 st Parameter | 1 | 1 | ↑ | XX | BCA0[7:0] | | | | | | | | XX |
| : | 1 | 1 | ↑ | XX | BCA _n [7:0] | | | | | | | | XX |
| 64 th Parameter | 1 | 1 | ↑ | XX | BCA63[7:0] | | | | | | | | XX |
| Positive Gamma Correction | 0 | 1 | ↑ | XX | 1 | 1 | 1 | 0 | 0 | 1 | 0 | 0 | E4h |
| | 1 | 1 | ↑ | XX | 0 | 0 | 0 | 0 | VP0 [3:0] | | | | 00 |
| | 1 | 1 | ↑ | XX | 0 | 0 | VP1 [5:0] | | | | | 05 | |
| | 1 | 1 | ↑ | XX | 0 | 0 | VP2 [5:0] | | | | | 12 | |
| | 1 | 1 | ↑ | XX | 0 | 0 | 0 | 0 | VP4 [3:0] | | | | 09 |
| | 1 | 1 | ↑ | XX | 0 | 0 | 0 | VP6 [4:0] | | | | | 17 |
| | 1 | 1 | ↑ | XX | 0 | 0 | 0 | 0 | VP13 [3:0] | | | | 08 |
| | 1 | 1 | ↑ | XX | 0 | VP20 [6:0] | | | | | | 40 | |
| | 1 | 1 | ↑ | XX | VP36 [3:0] | | | | VP27 [3:0] | | | | 55 |
| | 1 | 1 | ↑ | XX | 0 | VP43 [6:0] | | | | | | 50 | |
| | 1 | 1 | ↑ | XX | 0 | 0 | 0 | 0 | VP50 [3:0] | | | | 04 |
| | 1 | 1 | ↑ | XX | 0 | 0 | 0 | VP57 [4:0] | | | | | 0A |
| | 1 | 1 | ↑ | XX | 0 | 0 | 0 | 0 | VP59 [3:0] | | | | 07 |
| | 1 | 1 | ↑ | XX | 0 | 0 | VP61 [5:0] | | | | | 21 | |
| | 1 | 1 | ↑ | XX | 0 | 0 | VP62 [5:0] | | | | | 24 | |
| | 1 | 1 | ↑ | XX | 0 | 0 | 0 | 0 | VP63 [3:0] | | | | 0D |

| | | | | | | | | | | | | | |
|---------------------------|---|---|---|----|------------|------------|------------|-------------|-------------|---|----------|-----|-----|
| Negative Gamma Correction | 0 | 1 | ↑ | XX | 1 | 1 | 1 | 0 | 0 | 1 | 0 | 1 | E5h |
| | 1 | 1 | ↑ | XX | 0 | 0 | 0 | 0 | VN0 [3:0] | | | | 00 |
| | 1 | 1 | ↑ | XX | 0 | 0 | VN1 [5:0] | | | | | 05 | |
| | 1 | 1 | ↑ | XX | 0 | 0 | VN2 [5:0] | | | | | 11 | |
| | 1 | 1 | ↑ | XX | 0 | 0 | 0 | 0 | VN4 [3:0] | | | | 09 |
| | 1 | 1 | ↑ | XX | 0 | 0 | 0 | VN6 [4:0] | | | | | 17 |
| | 1 | 1 | ↑ | XX | 0 | 0 | 0 | 0 | VN13 [3:0] | | | | 09 |
| | 1 | 1 | ↑ | XX | 0 | VN20 [6:0] | | | | | | 40 | |
| | 1 | 1 | ↑ | XX | VN36 [3:0] | | | | VN27 [3:0] | | | | 46 |
| | 1 | 1 | ↑ | XX | 0 | VN43 [6:0] | | | | | | 4E | |
| | 1 | 1 | ↑ | XX | 0 | 0 | 0 | 0 | VN50 [3:0] | | | | 08 |
| | 1 | 1 | ↑ | XX | 0 | 0 | 0 | VN57 [4:0] | | | | | 0F |
| | 1 | 1 | ↑ | XX | 0 | 0 | 0 | 0 | VN59 [3:0] | | | | 0C |
| | 1 | 1 | ↑ | XX | 0 | 0 | VN61 [5:0] | | | | | 21 | |
| | 1 | 1 | ↑ | XX | 0 | 0 | VN62 [5:0] | | | | | 25 | |
| | 1 | 1 | ↑ | XX | 0 | 0 | 0 | 0 | VN63 [3:0] | | | | 0D |
| MADCTL EOR | 0 | 1 | ↑ | XX | 1 | 1 | 1 | 0 | 1 | 1 | 0 | 0 | ECh |
| | 1 | 1 | ↑ | XX | MY_EOR | MX_EOR | MV_EOR | ML_EOR | BGR_EOR | 0 | 0 | REV | 49 |
| LED_EN LED_PWM | 0 | 1 | ↑ | XX | 1 | 1 | 1 | 1 | 0 | 0 | 0 | 1 | F1h |
| | 1 | 1 | ↑ | XX | 0 | 1 | 0 | 1 | 0 | 0 | 0 | 0 | 50 |
| Interface Control | 1 | 1 | ↑ | XX | 0 | LED_EN_OEB | LED_EN_OUT | LED_PWM_OEB | LED_PWM_OUT | 0 | 0 | 0 | 00 |
| | 0 | 1 | ↑ | XX | 1 | 1 | 1 | 1 | 0 | 1 | 1 | 0 | F6h |
| | 1 | 1 | ↑ | XX | 0 | 0 | EPF[1:0] | | 0 | 0 | MDT[1:0] | | 00 |
| | 1 | 1 | ↑ | XX | 0 | 0 | ENDIAN | 0 | DM[1:0] | | RM | RIM | 00 |

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| | | | | | | | | | | | | | |
|-------------------------|---|---|---|----|-----------------|---|--------------|---------------|--------------|---------------|-------------|----|-----|
| NV Momory Write | 0 | 1 | ↑ | XX | 1 | 1 | 1 | 1 | 1 | 1 | 0 | 1 | FDh |
| | 1 | 1 | ↑ | XX | PGM_ADR[7:0] | | | | | | | XX | |
| | 1 | 1 | ↑ | XX | PGM_ADR[15:8] | | | | | | | XX | |
| | 1 | 1 | ↑ | XX | PGM_DATA[7:0] | | | | | | | XX | |
| NV Momory Protation Key | 0 | 1 | ↑ | XX | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 0 | FEh |
| | 1 | 1 | ↑ | XX | KEY[23:16] | | | | | | | 55 | |
| | 1 | 1 | ↑ | XX | KEY[15:8] | | | | | | | AA | |
| | 1 | 1 | ↑ | XX | KEY[7:0] | | | | | | | 66 | |
| NV Momory Status Read | 0 | 1 | ↑ | XX | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | FFh |
| | 1 | ↑ | 1 | XX | X | X | X | X | X | X | X | X | XX |
| | 1 | ↑ | 1 | XX | MADCTL_CNT[1:0] | | ID3_CNT[1:0] | | ID2_CNT[1:0] | | ID1CNT[1:0] | | XX |
| | 1 | ↑ | 1 | XX | OTP BUSY | 0 | 0 | GAMMA MARK | 0 | VMF_MARK[2:0] | | XX | |

Note 1: Undefined commands are treated as NOP (00h) command.

Note 2: B0 to CF and D0 to FF are for factory use of display supplier. USER can decide if these commands are available or they are treated as NOP (00h) commands before shipping to USER. Default value is NOP (00h).

Note 3: Commands 10h, 12h, 13h, 26h, 28h, 29h, 30h, 36h (Bit B4 only), 38h and 39h are updated during V-SYNC when ILI9340X is in Sleep Out mode to avoid abnormal visual effects. During Sleep In mode, these commands are updated immediately. Read status (09h), Read display power mode (0Ah), Read display MADCTL (0Bh), Read display pixel format (0Ch), Read display image mode (0Dh), Read display signal mode (0Eh) and Read display self diagnostic result (0Fh) of these commands are updated immediately both in Sleep In mode and Sleep Out mode.

8.2. Description of Level 1 Command

8.2.1. NOP (00h)

| 00h | NOP (No Operation) | | | | | | | | | | | | | | | | | | | | | | | | |
|---|--|-----|-----|-------|----|----|----|----|----|----|----|----|-----|--------|---------------|--|-----|---|-----|---|-----|--|-----|----------|-----|
| | DCX | RDX | WRX | D17-8 | D7 | D6 | D5 | D4 | D3 | D2 | D1 | D0 | HEX | | | | | | | | | | | | |
| Command | 0 | 1 | ↑ | XX | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 00h | | | | | | | | | | | | |
| Parameter | No Parameter. | | | | | | | | | | | | | | | | | | | | | | | | |
| Description | This command is an empty command; it does not have any effect on the display module. However it can be used to terminate Frame Memory Write or Read as described in RAMWR (Memory Write) and RAMRD (Memory Read) Commands. X = Don't care. | | | | | | | | | | | | | | | | | | | | | | | | |
| Restriction | None | | | | | | | | | | | | | | | | | | | | | | | | |
| Register Availability | <table border="1"> <thead> <tr> <th>Status</th> <th>Availability</th> </tr> </thead> <tbody> <tr> <td>Normal Mode On, Idle Mode Off, Sleep Out</td> <td>Yes</td> </tr> <tr> <td>Normal Mode On, Idle Mode On, Sleep Out</td> <td>Yes</td> </tr> <tr> <td>Partial Mode On, Idle Mode Off, Sleep Out</td> <td>Yes</td> </tr> <tr> <td>Partial Mode On, Idle Mode On, Sleep Out</td> <td>Yes</td> </tr> <tr> <td>Sleep In</td> <td>Yes</td> </tr> </tbody> </table> | | | | | | | | | | | | | Status | Availability | Normal Mode On, Idle Mode Off, Sleep Out | Yes | Normal Mode On, Idle Mode On, Sleep Out | Yes | Partial Mode On, Idle Mode Off, Sleep Out | Yes | Partial Mode On, Idle Mode On, Sleep Out | Yes | Sleep In | Yes |
| Status | Availability | | | | | | | | | | | | | | | | | | | | | | | | |
| Normal Mode On, Idle Mode Off, Sleep Out | Yes | | | | | | | | | | | | | | | | | | | | | | | | |
| Normal Mode On, Idle Mode On, Sleep Out | Yes | | | | | | | | | | | | | | | | | | | | | | | | |
| Partial Mode On, Idle Mode Off, Sleep Out | Yes | | | | | | | | | | | | | | | | | | | | | | | | |
| Partial Mode On, Idle Mode On, Sleep Out | Yes | | | | | | | | | | | | | | | | | | | | | | | | |
| Sleep In | Yes | | | | | | | | | | | | | | | | | | | | | | | | |
| Default | <table border="1"> <thead> <tr> <th>Status</th> <th>Default Value</th> </tr> </thead> <tbody> <tr> <td>Power On Sequence</td> <td>N/A</td> </tr> <tr> <td>SW Reset</td> <td>N/A</td> </tr> <tr> <td>HW Reset</td> <td>N/A</td> </tr> </tbody> </table> | | | | | | | | | | | | | Status | Default Value | Power On Sequence | N/A | SW Reset | N/A | HW Reset | N/A | | | | |
| Status | Default Value | | | | | | | | | | | | | | | | | | | | | | | | |
| Power On Sequence | N/A | | | | | | | | | | | | | | | | | | | | | | | | |
| SW Reset | N/A | | | | | | | | | | | | | | | | | | | | | | | | |
| HW Reset | N/A | | | | | | | | | | | | | | | | | | | | | | | | |
| Flow Chart | None | | | | | | | | | | | | | | | | | | | | | | | | |

8.2.2. Software Reset (01h)

| 01h | SWRESET | | | | | | | | | | | | | | | | | | | | | | | | |
|---|--|-----|-----|-------|----|----|----|----|----|----|----|----|-----|--------|---------------|--|-----|---|-----|---|-----|--|-----|----------|-----|
| | DCX | RDX | WRX | D17-8 | D7 | D6 | D5 | D4 | D3 | D2 | D1 | D0 | HEX | | | | | | | | | | | | |
| Command | 0 | 1 | ↑ | XX | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 1 | 01h | | | | | | | | | | | | |
| Parameter | No Parameter. | | | | | | | | | | | | | | | | | | | | | | | | |
| Description | <p>When the Software Reset command is written, it causes a software reset. It resets the commands and parameters to their S/W Reset default values. (See default tables in each command description.)</p> <p>Note: The Frame Memory contents are unaffected by this command</p> <p>X = Don't care.</p> | | | | | | | | | | | | | | | | | | | | | | | | |
| Restriction | <p>It will be necessary to wait 5msec before sending new command following software reset. The display module loads all display supplier factory default values to the registers during this 5msec. If Software Reset is applied during Sleep Out mode, it will be necessary to wait 120msec before sending Sleep out command. Software Reset Command cannot be sent during Sleep Out sequence.</p> | | | | | | | | | | | | | | | | | | | | | | | | |
| Register Availability | <table border="1"> <thead> <tr> <th>Status</th> <th>Availability</th> </tr> </thead> <tbody> <tr> <td>Normal Mode On, Idle Mode Off, Sleep Out</td> <td>Yes</td> </tr> <tr> <td>Normal Mode On, Idle Mode On, Sleep Out</td> <td>Yes</td> </tr> <tr> <td>Partial Mode On, Idle Mode Off, Sleep Out</td> <td>Yes</td> </tr> <tr> <td>Partial Mode On, Idle Mode On, Sleep Out</td> <td>Yes</td> </tr> <tr> <td>Sleep In</td> <td>Yes</td> </tr> </tbody> </table> | | | | | | | | | | | | | Status | Availability | Normal Mode On, Idle Mode Off, Sleep Out | Yes | Normal Mode On, Idle Mode On, Sleep Out | Yes | Partial Mode On, Idle Mode Off, Sleep Out | Yes | Partial Mode On, Idle Mode On, Sleep Out | Yes | Sleep In | Yes |
| Status | Availability | | | | | | | | | | | | | | | | | | | | | | | | |
| Normal Mode On, Idle Mode Off, Sleep Out | Yes | | | | | | | | | | | | | | | | | | | | | | | | |
| Normal Mode On, Idle Mode On, Sleep Out | Yes | | | | | | | | | | | | | | | | | | | | | | | | |
| Partial Mode On, Idle Mode Off, Sleep Out | Yes | | | | | | | | | | | | | | | | | | | | | | | | |
| Partial Mode On, Idle Mode On, Sleep Out | Yes | | | | | | | | | | | | | | | | | | | | | | | | |
| Sleep In | Yes | | | | | | | | | | | | | | | | | | | | | | | | |
| Default | <table border="1"> <thead> <tr> <th>Status</th> <th>Default Value</th> </tr> </thead> <tbody> <tr> <td>Power On Sequence</td> <td>N/A</td> </tr> <tr> <td>SW Reset</td> <td>N/A</td> </tr> <tr> <td>HW Reset</td> <td>N/A</td> </tr> </tbody> </table> | | | | | | | | | | | | | Status | Default Value | Power On Sequence | N/A | SW Reset | N/A | HW Reset | N/A | | | | |
| Status | Default Value | | | | | | | | | | | | | | | | | | | | | | | | |
| Power On Sequence | N/A | | | | | | | | | | | | | | | | | | | | | | | | |
| SW Reset | N/A | | | | | | | | | | | | | | | | | | | | | | | | |
| HW Reset | N/A | | | | | | | | | | | | | | | | | | | | | | | | |
| Flow Chart | <pre> graph TD A[SWRESET(01h)] --> B([Display whole blank screen]) B --> C{{Set Commands to S/W Default Values}} C --> D([Sleep In Mode]) </pre> <p>Legend</p> <ul style="list-style-type: none"> Command: Trapezoid Parameter: Parallelogram Display: Oval Action: Hexagon Mode: Rounded rectangle Sequential transfer: Oval with arrow | | | | | | | | | | | | | | | | | | | | | | | | |

8.2.3. Read display identification information (04h)

| 04h | RDDIDIF (Read Display Identification Information) | | | | | | | | | | | | | | | | | | | | | | | | |
|---|--|-----|-----|-------|-----------|----|----|----|----|----|----|----|-----|--------|---------------|--|-----------|---|-----------|---|-----------|--|-----|----------|-----|
| | DCX | RDX | WRX | D17-8 | D7 | D6 | D5 | D4 | D3 | D2 | D1 | D0 | HEX | | | | | | | | | | | | |
| Command | 0 | 1 | ↑ | XX | 0 | 0 | 0 | 0 | 0 | 1 | 0 | 0 | 04h | | | | | | | | | | | | |
| 1 st Parameter | 1 | ↑ | 1 | XX | X | X | X | X | X | X | X | X | X | | | | | | | | | | | | |
| 2 nd Parameter | 1 | ↑ | 1 | XX | ID1 [7:0] | | | | | | | E3 | | | | | | | | | | | | | |
| 3 rd Parameter | 1 | ↑ | 1 | XX | ID2 [7:0] | | | | | | | 00 | | | | | | | | | | | | | |
| 4 th Parameter | 1 | ↑ | 1 | XX | ID3 [7:0] | | | | | | | 00 | | | | | | | | | | | | | |
| Description | <p>This read byte returns 24 bits display identification information.</p> <p>The 1st parameter is dummy data.</p> <p>The 2nd parameter (ID1 [7:0]): LCD module's manufacturer ID.</p> <p>The 3rd parameter (ID2 [7:0]): LCD module/driver version ID.</p> <p>The 4th parameter (ID3 [7:0]): LCD module/driver ID.</p> | | | | | | | | | | | | | | | | | | | | | | | | |
| Restriction | | | | | | | | | | | | | | | | | | | | | | | | | |
| Register Availability | <table border="1"> <thead> <tr> <th>Status</th> <th>Availability</th> </tr> </thead> <tbody> <tr> <td>Normal Mode On, Idle Mode Off, Sleep Out</td> <td>Yes</td> </tr> <tr> <td>Normal Mode On, Idle Mode On, Sleep Out</td> <td>Yes</td> </tr> <tr> <td>Partial Mode On, Idle Mode Off, Sleep Out</td> <td>Yes</td> </tr> <tr> <td>Partial Mode On, Idle Mode On, Sleep Out</td> <td>Yes</td> </tr> <tr> <td>Sleep In</td> <td>Yes</td> </tr> </tbody> </table> | | | | | | | | | | | | | Status | Availability | Normal Mode On, Idle Mode Off, Sleep Out | Yes | Normal Mode On, Idle Mode On, Sleep Out | Yes | Partial Mode On, Idle Mode Off, Sleep Out | Yes | Partial Mode On, Idle Mode On, Sleep Out | Yes | Sleep In | Yes |
| Status | Availability | | | | | | | | | | | | | | | | | | | | | | | | |
| Normal Mode On, Idle Mode Off, Sleep Out | Yes | | | | | | | | | | | | | | | | | | | | | | | | |
| Normal Mode On, Idle Mode On, Sleep Out | Yes | | | | | | | | | | | | | | | | | | | | | | | | |
| Partial Mode On, Idle Mode Off, Sleep Out | Yes | | | | | | | | | | | | | | | | | | | | | | | | |
| Partial Mode On, Idle Mode On, Sleep Out | Yes | | | | | | | | | | | | | | | | | | | | | | | | |
| Sleep In | Yes | | | | | | | | | | | | | | | | | | | | | | | | |
| Default | <table border="1"> <thead> <tr> <th>Status</th> <th>Default Value</th> </tr> </thead> <tbody> <tr> <td>Power On Sequence</td> <td>OTP Value</td> </tr> <tr> <td>SW Reset</td> <td>OTP Value</td> </tr> <tr> <td>HW Reset</td> <td>OTP Value</td> </tr> </tbody> </table> | | | | | | | | | | | | | Status | Default Value | Power On Sequence | OTP Value | SW Reset | OTP Value | HW Reset | OTP Value | | | | |
| Status | Default Value | | | | | | | | | | | | | | | | | | | | | | | | |
| Power On Sequence | OTP Value | | | | | | | | | | | | | | | | | | | | | | | | |
| SW Reset | OTP Value | | | | | | | | | | | | | | | | | | | | | | | | |
| HW Reset | OTP Value | | | | | | | | | | | | | | | | | | | | | | | | |
| Flow Chart | <p style="text-align: center;">RDDIDIF(04h)</p> <hr style="border-top: 1px dashed black;"/> <p style="text-align: center;">Host ↓ Driver</p> <div style="border: 1px solid black; padding: 5px; margin: 10px auto; width: fit-content;"> <p>1st Parameter: Dummy Read 2nd Parameter: Send LCD module's manufacturer information 3rd Parameter: Send panel type and LCM/driver version information 4th Parameter: Send module/driver information</p> </div> <div style="border: 1px dashed black; padding: 5px; margin: 10px auto; width: fit-content;"> <p>Legend</p> <ul style="list-style-type: none"> Command Parameter Display Action Mode Sequential transfer </div> | | | | | | | | | | | | | | | | | | | | | | | | |

8.2.4. Read Display Status (09h)

| 09h | RDDST (Read Display Status) | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
|---------------------------|---|---|-------------------------|---|-----|-----|--------------|-----|-----|--------------|-----|-----|-----|-----|-------------|-------|--------|-----|------------------------|---|-------------|---|------------|-----|-------------------|---|------------------------------------|---|------------------------------------|-----|----------------------|---|-------------------------------------|---|-------------------------------------|-----|---------------------|---|-----------------------------------|---|------------------------------------|-----|------------------|---|--|---|---|-----|---------------|---|--------------------------|---|--------------------------|-----|--------------------------|---|--|---|--|-----|----------|---|-----|-----|----------|---|-----|-----|---|-----|--------------|-----|-----|--------------|-----|-----|--------------|-----|------------------|---|---------------|---|--------------|-----|---------------------|---|------------------|---|------------------|-----|--------------|---|---------------|---|-----------------|-----|----------------------------|---|--------------------------|---|-------------------------|-----|---------------------------|---|------------|-----|----------|---|-----|-----|------------------|---|-------------|-----|--------------|---|-------------|-----|---------------|---|-------------|-----|----------------|---|----------------|---|---------------|----|----------------------------|---|-------------------------|---|-------------------|--------|-----------------------|-----|-----|-----|-------------|-----|-------------|-----|-------------|-------|-------------|----|--------------------------|---|-------------------------|
| | DCX | RDX | WRX | D17-8 | D7 | D6 | D5 | D4 | D3 | D2 | D1 | D0 | HEX | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| Command | 0 | 1 | ↑ | XX | 0 | 0 | 0 | 0 | 1 | 0 | 0 | 1 | 09h | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| 1 st Parameter | 1 | ↑ | 1 | XX | X | X | X | X | X | X | X | X | X | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| 2 nd Parameter | 1 | ↑ | 1 | XX | D31 | D30 | D29 | D28 | D27 | D26 | D25 | D24 | 00 | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| 3 rd Parameter | 1 | ↑ | 1 | XX | D23 | D22 | D21 | D20 | D19 | D18 | D17 | D16 | 61 | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| 4 th Parameter | 1 | ↑ | 1 | XX | D15 | D14 | D13 | D12 | D11 | D10 | D9 | D8 | 00 | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| 5 th Parameter | 1 | ↑ | 1 | XX | D7 | D6 | D5 | D4 | D3 | D2 | D1 | D0 | 00 | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| Description | This command indicates the current status of the display as described in the table below: | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| | <table border="1"> <thead> <tr> <th>Bit</th> <th>Description</th> <th>Value</th> <th>Status</th> </tr> </thead> <tbody> <tr> <td rowspan="2">D31</td> <td rowspan="2">Booster voltage status</td> <td>0</td> <td>Booster Off</td> </tr> <tr> <td>1</td> <td>Booster On</td> </tr> <tr> <td rowspan="2">D30</td> <td rowspan="2">Row address order</td> <td>0</td> <td>Top to Bottom (When MADCTL D7='0')</td> </tr> <tr> <td>1</td> <td>Bottom to Top (When MADCTL D7='1')</td> </tr> <tr> <td rowspan="2">D29</td> <td rowspan="2">Column address order</td> <td>0</td> <td>Left to Right (When MADCTL D6='0').</td> </tr> <tr> <td>1</td> <td>Right to Left (When MADCTL D6='1').</td> </tr> <tr> <td rowspan="2">D28</td> <td rowspan="2">Row/column exchange</td> <td>0</td> <td>Normal Mode (When MADCTL D5='0').</td> </tr> <tr> <td>1</td> <td>Reverse Mode (When MADCTL D5='1').</td> </tr> <tr> <td rowspan="2">D27</td> <td rowspan="2">Vertical refresh</td> <td>0</td> <td>LCD Refresh Top to Bottom (When MADCTL D4='0')</td> </tr> <tr> <td>1</td> <td>LCD Refresh Bottom to Top (When MADCTL D4='1').</td> </tr> <tr> <td rowspan="2">D26</td> <td rowspan="2">RGB/BGR order</td> <td>0</td> <td>RGB (When MADCTL D3='0')</td> </tr> <tr> <td>1</td> <td>BGR (When MADCTL D3='1')</td> </tr> <tr> <td rowspan="2">D25</td> <td rowspan="2">Horizontal refresh order</td> <td>0</td> <td>LCD Refresh Left to Right (When MADCTL D2='0')</td> </tr> <tr> <td>1</td> <td>LCD Refresh Right to Left (When MADCTL D2='1')</td> </tr> <tr> <td>D24</td> <td>Not used</td> <td>0</td> <td>---</td> </tr> <tr> <td>D23</td> <td>Not used</td> <td>0</td> <td>---</td> </tr> <tr> <td rowspan="3">D22</td> <td rowspan="3">Interface color pixel format definition</td> <td rowspan="3">101</td> <td rowspan="3">16-bit/pixel</td> </tr> <tr> <td rowspan="2">D21</td> <td rowspan="2">110</td> <td rowspan="2">18-bit/pixel</td> </tr> <tr> <td>D20</td> <td>110</td> <td>18-bit/pixel</td> </tr> <tr> <td rowspan="2">D19</td> <td rowspan="2">Idle mode On/Off</td> <td>0</td> <td>Idle Mode Off</td> </tr> <tr> <td>1</td> <td>Idle Mode On</td> </tr> <tr> <td rowspan="2">D18</td> <td rowspan="2">Partial mode On/Off</td> <td>0</td> <td>Partial Mode Off</td> </tr> <tr> <td>1</td> <td>Partial Mode On.</td> </tr> <tr> <td rowspan="2">D17</td> <td rowspan="2">Sleep In/Out</td> <td>0</td> <td>Sleep In Mode</td> </tr> <tr> <td>1</td> <td>Sleep Out Mode.</td> </tr> <tr> <td rowspan="2">D16</td> <td rowspan="2">Display normal mode On/Off</td> <td>0</td> <td>Display Normal Mode Off.</td> </tr> <tr> <td>1</td> <td>Display Normal Mode On.</td> </tr> <tr> <td>D15</td> <td>Vertical scrolling status</td> <td>0</td> <td>Scroll Off</td> </tr> <tr> <td>D14</td> <td>Not used</td> <td>0</td> <td>---</td> </tr> <tr> <td>D13</td> <td>Inversion status</td> <td>0</td> <td>Not defined</td> </tr> <tr> <td>D12</td> <td>All pixel On</td> <td>0</td> <td>Not defined</td> </tr> <tr> <td>D11</td> <td>All pixel Off</td> <td>0</td> <td>Not defined</td> </tr> <tr> <td rowspan="2">D10</td> <td rowspan="2">Display On/Off</td> <td>0</td> <td>Display is Off</td> </tr> <tr> <td>1</td> <td>Display is On</td> </tr> <tr> <td rowspan="2">D9</td> <td rowspan="2">Tearing effect line On/Off</td> <td>0</td> <td>Tearing Effect Line Off</td> </tr> <tr> <td>1</td> <td>Tearing Effect On</td> </tr> <tr> <td rowspan="5">D[8:6]</td> <td rowspan="5">Gamma curve selection</td> <td>000</td> <td>GC0</td> </tr> <tr> <td>001</td> <td>Not defined</td> </tr> <tr> <td>010</td> <td>Not defined</td> </tr> <tr> <td>011</td> <td>Not defined</td> </tr> <tr> <td>other</td> <td>Not defined</td> </tr> <tr> <td>D5</td> <td>Tearing effect line mode</td> <td>0</td> <td>Mode 1, V-Blanking only</td> </tr> </tbody> </table> | | | | | | | | | | | | | Bit | Description | Value | Status | D31 | Booster voltage status | 0 | Booster Off | 1 | Booster On | D30 | Row address order | 0 | Top to Bottom (When MADCTL D7='0') | 1 | Bottom to Top (When MADCTL D7='1') | D29 | Column address order | 0 | Left to Right (When MADCTL D6='0'). | 1 | Right to Left (When MADCTL D6='1'). | D28 | Row/column exchange | 0 | Normal Mode (When MADCTL D5='0'). | 1 | Reverse Mode (When MADCTL D5='1'). | D27 | Vertical refresh | 0 | LCD Refresh Top to Bottom (When MADCTL D4='0') | 1 | LCD Refresh Bottom to Top (When MADCTL D4='1'). | D26 | RGB/BGR order | 0 | RGB (When MADCTL D3='0') | 1 | BGR (When MADCTL D3='1') | D25 | Horizontal refresh order | 0 | LCD Refresh Left to Right (When MADCTL D2='0') | 1 | LCD Refresh Right to Left (When MADCTL D2='1') | D24 | Not used | 0 | --- | D23 | Not used | 0 | --- | D22 | Interface color pixel format definition | 101 | 16-bit/pixel | D21 | 110 | 18-bit/pixel | D20 | 110 | 18-bit/pixel | D19 | Idle mode On/Off | 0 | Idle Mode Off | 1 | Idle Mode On | D18 | Partial mode On/Off | 0 | Partial Mode Off | 1 | Partial Mode On. | D17 | Sleep In/Out | 0 | Sleep In Mode | 1 | Sleep Out Mode. | D16 | Display normal mode On/Off | 0 | Display Normal Mode Off. | 1 | Display Normal Mode On. | D15 | Vertical scrolling status | 0 | Scroll Off | D14 | Not used | 0 | --- | D13 | Inversion status | 0 | Not defined | D12 | All pixel On | 0 | Not defined | D11 | All pixel Off | 0 | Not defined | D10 | Display On/Off | 0 | Display is Off | 1 | Display is On | D9 | Tearing effect line On/Off | 0 | Tearing Effect Line Off | 1 | Tearing Effect On | D[8:6] | Gamma curve selection | 000 | GC0 | 001 | Not defined | 010 | Not defined | 011 | Not defined | other | Not defined | D5 | Tearing effect line mode | 0 | Mode 1, V-Blanking only |
| | Bit | Description | Value | Status | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| | D31 | Booster voltage status | 0 | Booster Off | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| | | | 1 | Booster On | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| | D30 | Row address order | 0 | Top to Bottom (When MADCTL D7='0') | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| | | | 1 | Bottom to Top (When MADCTL D7='1') | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| | D29 | Column address order | 0 | Left to Right (When MADCTL D6='0'). | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| | | | 1 | Right to Left (When MADCTL D6='1'). | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| | D28 | Row/column exchange | 0 | Normal Mode (When MADCTL D5='0'). | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| | | | 1 | Reverse Mode (When MADCTL D5='1'). | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| | D27 | Vertical refresh | 0 | LCD Refresh Top to Bottom (When MADCTL D4='0') | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| | | | 1 | LCD Refresh Bottom to Top (When MADCTL D4='1'). | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| | D26 | RGB/BGR order | 0 | RGB (When MADCTL D3='0') | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| | | | 1 | BGR (When MADCTL D3='1') | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| | D25 | Horizontal refresh order | 0 | LCD Refresh Left to Right (When MADCTL D2='0') | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| | | | 1 | LCD Refresh Right to Left (When MADCTL D2='1') | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| | D24 | Not used | 0 | --- | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| | D23 | Not used | 0 | --- | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| | D22 | Interface color pixel format definition | 101 | 16-bit/pixel | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| | | | | | D21 | 110 | 18-bit/pixel | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| | | | | | | | | D20 | 110 | 18-bit/pixel | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| | D19 | Idle mode On/Off | 0 | Idle Mode Off | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| | | | 1 | Idle Mode On | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| | D18 | Partial mode On/Off | 0 | Partial Mode Off | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| | | | 1 | Partial Mode On. | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| | D17 | Sleep In/Out | 0 | Sleep In Mode | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| | | | 1 | Sleep Out Mode. | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| | D16 | Display normal mode On/Off | 0 | Display Normal Mode Off. | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| | | | 1 | Display Normal Mode On. | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| | D15 | Vertical scrolling status | 0 | Scroll Off | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| | D14 | Not used | 0 | --- | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| D13 | Inversion status | 0 | Not defined | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| D12 | All pixel On | 0 | Not defined | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| D11 | All pixel Off | 0 | Not defined | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| D10 | Display On/Off | 0 | Display is Off | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| | | 1 | Display is On | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| D9 | Tearing effect line On/Off | 0 | Tearing Effect Line Off | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| | | 1 | Tearing Effect On | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| D[8:6] | Gamma curve selection | 000 | GC0 | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| | | 001 | Not defined | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| | | 010 | Not defined | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| | | 011 | Not defined | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| | | other | Not defined | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| D5 | Tearing effect line mode | 0 | Mode 1, V-Blanking only | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |

| | | | 1 | Mode 2, both H-Blanking and V-Blanking. | | | | | | | | | | | | |
|---|--|----------|---|---|--------|---------------|--|---------------|---|---------------|---|---------------|--|-----|----------|-----|
| | D4 | Not used | 0 | --- | | | | | | | | | | | | |
| | D3 | Not used | 0 | --- | | | | | | | | | | | | |
| | D2 | Not used | 0 | --- | | | | | | | | | | | | |
| | D1 | Not used | 0 | --- | | | | | | | | | | | | |
| | D0 | Not used | 0 | --- | | | | | | | | | | | | |
| X = Don't care | | | | | | | | | | | | | | | | |
| Restriction | | | | | | | | | | | | | | | | |
| Register Availability | <table border="1"> <thead> <tr> <th>Status</th> <th>Availability</th> </tr> </thead> <tbody> <tr> <td>Normal Mode On, Idle Mode Off, Sleep Out</td> <td>Yes</td> </tr> <tr> <td>Normal Mode On, Idle Mode On, Sleep Out</td> <td>Yes</td> </tr> <tr> <td>Partial Mode On, Idle Mode Off, Sleep Out</td> <td>Yes</td> </tr> <tr> <td>Partial Mode On, Idle Mode On, Sleep Out</td> <td>Yes</td> </tr> <tr> <td>Sleep In</td> <td>Yes</td> </tr> </tbody> </table> | | | | Status | Availability | Normal Mode On, Idle Mode Off, Sleep Out | Yes | Normal Mode On, Idle Mode On, Sleep Out | Yes | Partial Mode On, Idle Mode Off, Sleep Out | Yes | Partial Mode On, Idle Mode On, Sleep Out | Yes | Sleep In | Yes |
| Status | Availability | | | | | | | | | | | | | | | |
| Normal Mode On, Idle Mode Off, Sleep Out | Yes | | | | | | | | | | | | | | | |
| Normal Mode On, Idle Mode On, Sleep Out | Yes | | | | | | | | | | | | | | | |
| Partial Mode On, Idle Mode Off, Sleep Out | Yes | | | | | | | | | | | | | | | |
| Partial Mode On, Idle Mode On, Sleep Out | Yes | | | | | | | | | | | | | | | |
| Sleep In | Yes | | | | | | | | | | | | | | | |
| Default | <table border="1"> <thead> <tr> <th>Status</th> <th>Default Value</th> </tr> </thead> <tbody> <tr> <td>Power On Sequence</td> <td>32'h00610000h</td> </tr> <tr> <td>SW Reset</td> <td>32'h00610000h</td> </tr> <tr> <td>HW Reset</td> <td>32'h00610000h</td> </tr> </tbody> </table> | | | | Status | Default Value | Power On Sequence | 32'h00610000h | SW Reset | 32'h00610000h | HW Reset | 32'h00610000h | | | | |
| Status | Default Value | | | | | | | | | | | | | | | |
| Power On Sequence | 32'h00610000h | | | | | | | | | | | | | | | |
| SW Reset | 32'h00610000h | | | | | | | | | | | | | | | |
| HW Reset | 32'h00610000h | | | | | | | | | | | | | | | |
| Flow Chart | <p>Legend</p> <ul style="list-style-type: none"> Command Parameter Display Action Mode Sequential transfer | | | | | | | | | | | | | | | |

8.2.5. Read Display Power Mode (0Ah)

| 0Ah | RDDPM (Read Display Power Mode) | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
|--|---|---------------|-----------------------------|---------|----|----|----|----|----|----|----|----|-----|--------|---------------|--|---------|---|--------|---|--------|--|---------------------------|----------|-----|---|----------------|-----|---|---------------|-----|----|---|-------------------|-----|---|------------------|-----|----|---|---------------|-----|---|----------------|-----|----|---|--------------------------|-----|---|------------------------|-----|----|---|-----------------|-----|---|---------------|-----|----|----|-------------|------------|----|----|-------------|------------|
| | DCX | RDX | WRX | D17-8 | D7 | D6 | D5 | D4 | D3 | D2 | D1 | D0 | HEX | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| Command | 0 | 1 | ↑ | XX | 0 | 0 | 0 | 0 | 1 | 0 | 1 | 0 | 0Ah | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| 1 st Parameter | 1 | ↑ | 1 | XX | X | X | X | X | X | X | X | X | X | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| 2 nd Parameter | 1 | ↑ | 1 | XX | D7 | D6 | D5 | D4 | D3 | D2 | 0 | 0 | 08 | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| Description | This command indicates the current status of the display as described in the table below:: | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| | <table border="1"> <thead> <tr> <th>Bit</th> <th>Value</th> <th>Description</th> <th>Comment</th> </tr> </thead> <tbody> <tr> <td rowspan="2">D7</td> <td>0</td> <td>Booster Off or has a fault.</td> <td>---</td> </tr> <tr> <td>1</td> <td>Booster On and working OK</td> <td>---</td> </tr> <tr> <td rowspan="2">D6</td> <td>0</td> <td>Idle Mode Off.</td> <td>---</td> </tr> <tr> <td>1</td> <td>Idle Mode On.</td> <td>---</td> </tr> <tr> <td rowspan="2">D5</td> <td>0</td> <td>Partial Mode Off.</td> <td>---</td> </tr> <tr> <td>1</td> <td>Partial Mode On.</td> <td>---</td> </tr> <tr> <td rowspan="2">D4</td> <td>0</td> <td>Sleep In Mode</td> <td>---</td> </tr> <tr> <td>1</td> <td>Sleep Out Mode</td> <td>---</td> </tr> <tr> <td rowspan="2">D3</td> <td>0</td> <td>Display Normal Mode Off.</td> <td>---</td> </tr> <tr> <td>1</td> <td>Display Normal Mode On</td> <td>---</td> </tr> <tr> <td rowspan="2">D2</td> <td>0</td> <td>Display is Off.</td> <td>---</td> </tr> <tr> <td>1</td> <td>Display is On</td> <td>---</td> </tr> <tr> <td>D1</td> <td>--</td> <td>Not Defined</td> <td>Set to '0'</td> </tr> <tr> <td>D0</td> <td>--</td> <td>Not Defined</td> <td>Set to '0'</td> </tr> </tbody> </table> | | | | | | | | | | | | | Bit | Value | Description | Comment | D7 | 0 | Booster Off or has a fault. | --- | 1 | Booster On and working OK | --- | D6 | 0 | Idle Mode Off. | --- | 1 | Idle Mode On. | --- | D5 | 0 | Partial Mode Off. | --- | 1 | Partial Mode On. | --- | D4 | 0 | Sleep In Mode | --- | 1 | Sleep Out Mode | --- | D3 | 0 | Display Normal Mode Off. | --- | 1 | Display Normal Mode On | --- | D2 | 0 | Display is Off. | --- | 1 | Display is On | --- | D1 | -- | Not Defined | Set to '0' | D0 | -- | Not Defined | Set to '0' |
| | Bit | Value | Description | Comment | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| | D7 | 0 | Booster Off or has a fault. | --- | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| | | 1 | Booster On and working OK | --- | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| | D6 | 0 | Idle Mode Off. | --- | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| | | 1 | Idle Mode On. | --- | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| | D5 | 0 | Partial Mode Off. | --- | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| | | 1 | Partial Mode On. | --- | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| | D4 | 0 | Sleep In Mode | --- | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| | | 1 | Sleep Out Mode | --- | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| | D3 | 0 | Display Normal Mode Off. | --- | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| | | 1 | Display Normal Mode On | --- | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| | D2 | 0 | Display is Off. | --- | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| | | 1 | Display is On | --- | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| D1 | -- | Not Defined | Set to '0' | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| D0 | -- | Not Defined | Set to '0' | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| X = Don't care | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| Restriction | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| Register Availability | <table border="1"> <thead> <tr> <th>Status</th> <th>Availability</th> </tr> </thead> <tbody> <tr> <td>Normal Mode On, Idle Mode Off, Sleep Out</td> <td>Yes</td> </tr> <tr> <td>Normal Mode On, Idle Mode On, Sleep Out</td> <td>Yes</td> </tr> <tr> <td>Partial Mode On, Idle Mode Off, Sleep Out</td> <td>Yes</td> </tr> <tr> <td>Partial Mode On, Idle Mode On, Sleep Out</td> <td>Yes</td> </tr> <tr> <td>Sleep In</td> <td>Yes</td> </tr> </tbody> </table> | | | | | | | | | | | | | Status | Availability | Normal Mode On, Idle Mode Off, Sleep Out | Yes | Normal Mode On, Idle Mode On, Sleep Out | Yes | Partial Mode On, Idle Mode Off, Sleep Out | Yes | Partial Mode On, Idle Mode On, Sleep Out | Yes | Sleep In | Yes | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| | Status | Availability | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| | Normal Mode On, Idle Mode Off, Sleep Out | Yes | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| | Normal Mode On, Idle Mode On, Sleep Out | Yes | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| | Partial Mode On, Idle Mode Off, Sleep Out | Yes | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| Partial Mode On, Idle Mode On, Sleep Out | Yes | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| Sleep In | Yes | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| Default | <table border="1"> <thead> <tr> <th>Status</th> <th>Default Value</th> </tr> </thead> <tbody> <tr> <td>Power On Sequence</td> <td>8'h08h</td> </tr> <tr> <td>SW Reset</td> <td>8'h08h</td> </tr> <tr> <td>HW Reset</td> <td>8'h08h</td> </tr> </tbody> </table> | | | | | | | | | | | | | Status | Default Value | Power On Sequence | 8'h08h | SW Reset | 8'h08h | HW Reset | 8'h08h | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| | Status | Default Value | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| | Power On Sequence | 8'h08h | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| SW Reset | 8'h08h | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| HW Reset | 8'h08h | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| Flow Chart | <pre> sequenceDiagram participant Host participant Driver Host->>Driver: RDDPM(0Ah) Driver-->>Host: 1st Parameter: Dummy Read Driver-->>Host: 2nd Parameter: Send D[7:2] display power mode status </pre> | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| | <div style="border: 1px dashed black; padding: 5px;"> <p>Legend</p> <ul style="list-style-type: none"> Command Parameter Display Action Mode Sequential transfer </div> | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |

8.2.6. Read Display MADCTL (0Bh)

| 0Bh | RDDMADCTL (Read Display MADCTL) | | | | | | | | | | | | HEX | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
|--|---|-------------|---|---------|----|----|----|----|----|----|----|----|--------|--------|---------------|--|---------|---|-----------|---|--------|--|-------------------------------------|----------|-----|---------------------|-------------------------------------|-----|---|-------------------------------------|-----|----|---|-----------------------------------|-----|---|------------------------------------|-----|----|---|---|-----|---|---|-----|----|---|---------------------------|-----|---|---------------------------|-----|----|---|---|-----|---|---|-----|----|----|-------------|------------|----|----|-------------|------------|
| | DCX | RDX | WRX | D17-8 | D7 | D6 | D5 | D4 | D3 | D2 | D1 | D0 | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| Command | 0 | 1 | ↑ | XX | 0 | 0 | 0 | 0 | 1 | 0 | 1 | 1 | 0Bh | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| 1 st Parameter | 1 | ↑ | 1 | XX | X | X | X | X | X | X | X | X | X | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| 2 nd Parameter | 1 | ↑ | 1 | XX | D7 | D6 | D5 | D4 | D3 | D2 | 0 | 0 | 00 | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| Description | This command indicates the current status of the display as described in the table below: | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| | <table border="1"> <thead> <tr> <th>Bit</th> <th>Value</th> <th>Description</th> <th>Comment</th> </tr> </thead> <tbody> <tr> <td rowspan="2">D7</td> <td>0</td> <td>Top to Bottom (When MADCTL D7='0').</td> <td>---</td> </tr> <tr> <td>1</td> <td>Bottom to Top (When MADCTL D7='1').</td> <td>---</td> </tr> <tr> <td rowspan="2">D6</td> <td>0</td> <td>Left to Right (When MADCTL D6='0').</td> <td>---</td> </tr> <tr> <td>1</td> <td>Right to Left (When MADCTL D6='1').</td> <td>---</td> </tr> <tr> <td rowspan="2">D5</td> <td>0</td> <td>Normal Mode (When MADCTL D5='0').</td> <td>---</td> </tr> <tr> <td>1</td> <td>Reverse Mode (When MADCTL D5='1').</td> <td>---</td> </tr> <tr> <td rowspan="2">D4</td> <td>0</td> <td>LCD Refresh Top to Bottom (When MADCTL D4='0').</td> <td>---</td> </tr> <tr> <td>1</td> <td>LCD Refresh Bottom to Top (When MADCTL D4='1').</td> <td>---</td> </tr> <tr> <td rowspan="2">D3</td> <td>0</td> <td>RGB (When MADCTL D3='0').</td> <td>---</td> </tr> <tr> <td>1</td> <td>BGR (When MADCTL D3='1').</td> <td>---</td> </tr> <tr> <td rowspan="2">D2</td> <td>0</td> <td>LCD Refresh Left to Right (When MADCTL D2='0').</td> <td>---</td> </tr> <tr> <td>1</td> <td>LCD Refresh Right to Left (When MADCTL D2='1').</td> <td>---</td> </tr> <tr> <td>D1</td> <td>--</td> <td>Not Defined</td> <td>Set to '0'</td> </tr> <tr> <td>D0</td> <td>--</td> <td>Not Defined</td> <td>Set to '0'</td> </tr> </tbody> </table> | | | | | | | | | | | | | Bit | Value | Description | Comment | D7 | 0 | Top to Bottom (When MADCTL D7='0'). | --- | 1 | Bottom to Top (When MADCTL D7='1'). | --- | D6 | 0 | Left to Right (When MADCTL D6='0'). | --- | 1 | Right to Left (When MADCTL D6='1'). | --- | D5 | 0 | Normal Mode (When MADCTL D5='0'). | --- | 1 | Reverse Mode (When MADCTL D5='1'). | --- | D4 | 0 | LCD Refresh Top to Bottom (When MADCTL D4='0'). | --- | 1 | LCD Refresh Bottom to Top (When MADCTL D4='1'). | --- | D3 | 0 | RGB (When MADCTL D3='0'). | --- | 1 | BGR (When MADCTL D3='1'). | --- | D2 | 0 | LCD Refresh Left to Right (When MADCTL D2='0'). | --- | 1 | LCD Refresh Right to Left (When MADCTL D2='1'). | --- | D1 | -- | Not Defined | Set to '0' | D0 | -- | Not Defined | Set to '0' |
| | Bit | Value | Description | Comment | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| | D7 | 0 | Top to Bottom (When MADCTL D7='0'). | --- | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| | | 1 | Bottom to Top (When MADCTL D7='1'). | --- | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| | D6 | 0 | Left to Right (When MADCTL D6='0'). | --- | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| | | 1 | Right to Left (When MADCTL D6='1'). | --- | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| | D5 | 0 | Normal Mode (When MADCTL D5='0'). | --- | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| | | 1 | Reverse Mode (When MADCTL D5='1'). | --- | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| | D4 | 0 | LCD Refresh Top to Bottom (When MADCTL D4='0'). | --- | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| | | 1 | LCD Refresh Bottom to Top (When MADCTL D4='1'). | --- | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| | D3 | 0 | RGB (When MADCTL D3='0'). | --- | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| | | 1 | BGR (When MADCTL D3='1'). | --- | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| | D2 | 0 | LCD Refresh Left to Right (When MADCTL D2='0'). | --- | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| | | 1 | LCD Refresh Right to Left (When MADCTL D2='1'). | --- | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| D1 | -- | Not Defined | Set to '0' | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| D0 | -- | Not Defined | Set to '0' | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| X = Don't care | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| Restriction | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| Register Availability | <table border="1"> <thead> <tr> <th>Status</th> <th>Availability</th> </tr> </thead> <tbody> <tr> <td>Normal Mode On, Idle Mode Off, Sleep Out</td> <td>Yes</td> </tr> <tr> <td>Normal Mode On, Idle Mode On, Sleep Out</td> <td>Yes</td> </tr> <tr> <td>Partial Mode On, Idle Mode Off, Sleep Out</td> <td>Yes</td> </tr> <tr> <td>Partial Mode On, Idle Mode On, Sleep Out</td> <td>Yes</td> </tr> <tr> <td>Sleep In</td> <td>Yes</td> </tr> </tbody> </table> | | | | | | | | | | | | | Status | Availability | Normal Mode On, Idle Mode Off, Sleep Out | Yes | Normal Mode On, Idle Mode On, Sleep Out | Yes | Partial Mode On, Idle Mode Off, Sleep Out | Yes | Partial Mode On, Idle Mode On, Sleep Out | Yes | Sleep In | Yes | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| Status | Availability | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| Normal Mode On, Idle Mode Off, Sleep Out | Yes | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| Normal Mode On, Idle Mode On, Sleep Out | Yes | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| Partial Mode On, Idle Mode Off, Sleep Out | Yes | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| Partial Mode On, Idle Mode On, Sleep Out | Yes | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| Sleep In | Yes | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| Default | <table border="1"> <thead> <tr> <th>Status</th> <th>Default Value</th> </tr> </thead> <tbody> <tr> <td>Power On Sequence</td> <td>8'h00h</td> </tr> <tr> <td>SW Reset</td> <td>No Change</td> </tr> <tr> <td>HW Reset</td> <td>8'h00h</td> </tr> </tbody> </table> | | | | | | | | | | | | | Status | Default Value | Power On Sequence | 8'h00h | SW Reset | No Change | HW Reset | 8'h00h | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| Status | Default Value | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| Power On Sequence | 8'h00h | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| SW Reset | No Change | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| HW Reset | 8'h00h | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| Flow Chart | <p>The flow chart illustrates the communication between the Host and the Driver. The Host sends the RDDMADCTL(0Bh) command to the Driver. The Driver then performs a Dummy Read (1st Parameter) and sends the D[7:2] display power mode status (2nd Parameter).</p> | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| <table border="1"> <thead> <tr> <th colspan="2">Legend</th> </tr> </thead> <tbody> <tr> <td></td> <td>Command</td> </tr> <tr> <td></td> <td>Parameter</td> </tr> <tr> <td></td> <td>Display</td> </tr> <tr> <td></td> <td>Action</td> </tr> <tr> <td></td> <td>Mode</td> </tr> <tr> <td></td> <td>Sequential transfer</td> </tr> </tbody> </table> | | | | | | | | | | | | | Legend | | | Command | | Parameter | | Display | | Action | | Mode | | Sequential transfer | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| Legend | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| | Command | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| | Parameter | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| | Display | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| | Action | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| | Mode | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| | Sequential transfer | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |

8.2.7. Read Display Pixel Format (0Ch)

| 0Ch | RDDCOLMOD (Read Display Pixel Format) | | | | | | | | | | | | | | | | | | | | | | | | | | |
|--|--|---------------|-----------|----------------------|----|-----------|-----------|----|----|----------------------|----|----|-----|--------|---------------|--|-----------|---|-------------------|---|--------|--|-----------|-----------|----------|--------|--------|
| | DCX | RDX | WRX | D17-8 | D7 | D6 | D5 | D4 | D3 | D2 | D1 | D0 | HEX | | | | | | | | | | | | | | |
| Command | 0 | 1 | ↑ | XX | 0 | 0 | 0 | 0 | 1 | 1 | 0 | 0 | 0Ch | | | | | | | | | | | | | | |
| 1 st Parameter | 1 | ↑ | 1 | XX | X | X | X | X | X | X | X | X | X | | | | | | | | | | | | | | |
| 2 nd Parameter | 1 | ↑ | 1 | XX | 0 | DPI [2:0] | | | 0 | DBI [2:0] | | | 06 | | | | | | | | | | | | | | |
| Description | This command indicates the current status of the display as described in the table below: | | | | | | | | | | | | | | | | | | | | | | | | | | |
| | DPI [2:0] | | | RGB Interface Format | | | DBI [2:0] | | | MCU Interface Format | | | | | | | | | | | | | | | | | |
| | 0 | 0 | 0 | Reserved | | | 0 | 0 | 0 | Reserved | | | | | | | | | | | | | | | | | |
| | 0 | | 1 | Reserved | | | 0 | 0 | 1 | Reserved | | | | | | | | | | | | | | | | | |
| | 0 | 1 | 0 | Reserved | | | 0 | 1 | 0 | Reserved | | | | | | | | | | | | | | | | | |
| | 0 | 1 | 1 | Reserved | | | 0 | 1 | 1 | Reserved | | | | | | | | | | | | | | | | | |
| | 1 | 0 | 0 | Reserved | | | 1 | 0 | 0 | Reserved | | | | | | | | | | | | | | | | | |
| | 1 | 0 | 1 | 16 bits / pixel | | | 1 | 0 | 1 | 16 bits / pixel | | | | | | | | | | | | | | | | | |
| | 1 | 1 | 0 | 18 bits / pixel | | | 1 | 1 | 0 | 18 bits / pixel | | | | | | | | | | | | | | | | | |
| | 1 | 1 | 1 | Reserved | | | 1 | 1 | 1 | Reserved | | | | | | | | | | | | | | | | | |
| X = Don't care | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| Restriction | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| Register Availability | <table border="1"> <thead> <tr> <th>Status</th> <th>Availability</th> </tr> </thead> <tbody> <tr> <td>Normal Mode On, Idle Mode Off, Sleep Out</td> <td>Yes</td> </tr> <tr> <td>Normal Mode On, Idle Mode On, Sleep Out</td> <td>Yes</td> </tr> <tr> <td>Partial Mode On, Idle Mode Off, Sleep Out</td> <td>Yes</td> </tr> <tr> <td>Partial Mode On, Idle Mode On, Sleep Out</td> <td>Yes</td> </tr> <tr> <td>Sleep In</td> <td>Yes</td> </tr> </tbody> </table> | | | | | | | | | | | | | Status | Availability | Normal Mode On, Idle Mode Off, Sleep Out | Yes | Normal Mode On, Idle Mode On, Sleep Out | Yes | Partial Mode On, Idle Mode Off, Sleep Out | Yes | Partial Mode On, Idle Mode On, Sleep Out | Yes | Sleep In | Yes | | |
| | Status | Availability | | | | | | | | | | | | | | | | | | | | | | | | | |
| | Normal Mode On, Idle Mode Off, Sleep Out | Yes | | | | | | | | | | | | | | | | | | | | | | | | | |
| | Normal Mode On, Idle Mode On, Sleep Out | Yes | | | | | | | | | | | | | | | | | | | | | | | | | |
| | Partial Mode On, Idle Mode Off, Sleep Out | Yes | | | | | | | | | | | | | | | | | | | | | | | | | |
| Partial Mode On, Idle Mode On, Sleep Out | Yes | | | | | | | | | | | | | | | | | | | | | | | | | | |
| Sleep In | Yes | | | | | | | | | | | | | | | | | | | | | | | | | | |
| Default | <table border="1"> <thead> <tr> <th rowspan="2">Status</th> <th colspan="2">Default Value</th> </tr> <tr> <th>DPI [2:0]</th> <th>DBI [2:0]</th> </tr> </thead> <tbody> <tr> <td>Power On Sequence</td> <td>3'b000</td> <td>3'b110</td> </tr> <tr> <td>SW Reset</td> <td>No Change</td> <td>No Change</td> </tr> <tr> <td>HW Reset</td> <td>3'b000</td> <td>3'b110</td> </tr> </tbody> </table> | | | | | | | | | | | | | Status | Default Value | | DPI [2:0] | DBI [2:0] | Power On Sequence | 3'b000 | 3'b110 | SW Reset | No Change | No Change | HW Reset | 3'b000 | 3'b110 |
| | Status | Default Value | | | | | | | | | | | | | | | | | | | | | | | | | |
| | | DPI [2:0] | DBI [2:0] | | | | | | | | | | | | | | | | | | | | | | | | |
| | Power On Sequence | 3'b000 | 3'b110 | | | | | | | | | | | | | | | | | | | | | | | | |
| SW Reset | No Change | No Change | | | | | | | | | | | | | | | | | | | | | | | | | |
| HW Reset | 3'b000 | 3'b110 | | | | | | | | | | | | | | | | | | | | | | | | | |
| Flow Chart | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| | <div style="border: 1px dashed black; padding: 5px;"> <p>Legend</p> <ul style="list-style-type: none"> Command Parameter Display Action Mode Sequential transfer </div> | | | | | | | | | | | | | | | | | | | | | | | | | | |

8.2.8. Read Display Image Format (0Dh)

| 0Dh | RDDIM (Read Display Image Mode) | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
|--|---|---------------------------|-----|-------|----|----|----|----|----|----|----|----|-----|--------|---------------|--|--------|---|---------------------------|---|--------------------------|--|-----|-------------------|-----|------------------|----|---|----------------------|----|---|----|
| | DCX | RDX | WRX | D17-8 | D7 | D6 | D5 | D4 | D3 | D2 | D1 | D0 | HEX | | | | | | | | | | | | | | | | | | | |
| Command | 0 | 1 | ↑ | XX | 0 | 0 | 0 | 0 | 1 | 1 | 0 | 1 | 0Dh | | | | | | | | | | | | | | | | | | | |
| 1 st Parameter | 1 | ↑ | 1 | XX | X | X | X | X | X | X | X | X | X | | | | | | | | | | | | | | | | | | | |
| 2 nd Parameter | 1 | ↑ | 1 | XX | D7 | 0 | D5 | 0 | 0 | D2 | D1 | D0 | 00 | | | | | | | | | | | | | | | | | | | |
| Description | This command indicates the current status of the display as described in the table below: | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| | <table border="1"> <thead> <tr> <th>Bit</th> <th>Value</th> <th>Description</th> </tr> </thead> <tbody> <tr> <td rowspan="2">D7</td> <td>0</td> <td>Vertical Scrolling is Off</td> </tr> <tr> <td>1</td> <td>Vertical Scrolling is On</td> </tr> <tr> <td rowspan="2">D5</td> <td>0</td> <td>Inversion is Off.</td> </tr> <tr> <td>1</td> <td>Inversion is On.</td> </tr> <tr> <td>D2</td> <td>0</td> <td rowspan="3">Gamma curve 1 (G2.2)</td> </tr> <tr> <td>D1</td> <td>0</td> </tr> <tr> <td>D0</td> <td>0</td> </tr> </tbody> </table> | | | | | | | | | | | | | Bit | Value | Description | D7 | 0 | Vertical Scrolling is Off | 1 | Vertical Scrolling is On | D5 | 0 | Inversion is Off. | 1 | Inversion is On. | D2 | 0 | Gamma curve 1 (G2.2) | D1 | 0 | D0 |
| Bit | Value | Description | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| D7 | 0 | Vertical Scrolling is Off | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| | 1 | Vertical Scrolling is On | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| D5 | 0 | Inversion is Off. | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| | 1 | Inversion is On. | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| D2 | 0 | Gamma curve 1 (G2.2) | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| D1 | 0 | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| D0 | 0 | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| X = Don't care | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| Restriction | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| Register Availability | <table border="1"> <thead> <tr> <th>Status</th> <th>Availability</th> </tr> </thead> <tbody> <tr> <td>Normal Mode On, Idle Mode Off, Sleep Out</td> <td>Yes</td> </tr> <tr> <td>Normal Mode On, Idle Mode On, Sleep Out</td> <td>Yes</td> </tr> <tr> <td>Partial Mode On, Idle Mode Off, Sleep Out</td> <td>Yes</td> </tr> <tr> <td>Partial Mode On, Idle Mode On, Sleep Out</td> <td>Yes</td> </tr> <tr> <td>Sleep In</td> <td>Yes</td> </tr> </tbody> </table> | | | | | | | | | | | | | Status | Availability | Normal Mode On, Idle Mode Off, Sleep Out | Yes | Normal Mode On, Idle Mode On, Sleep Out | Yes | Partial Mode On, Idle Mode Off, Sleep Out | Yes | Partial Mode On, Idle Mode On, Sleep Out | Yes | Sleep In | Yes | | | | | | | |
| | Status | Availability | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| Normal Mode On, Idle Mode Off, Sleep Out | Yes | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| Normal Mode On, Idle Mode On, Sleep Out | Yes | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| Partial Mode On, Idle Mode Off, Sleep Out | Yes | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| Partial Mode On, Idle Mode On, Sleep Out | Yes | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| Sleep In | Yes | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| Default | <table border="1"> <thead> <tr> <th>Status</th> <th>Default Value</th> </tr> </thead> <tbody> <tr> <td>Power On Sequence</td> <td>8'h00h</td> </tr> <tr> <td>SW Reset</td> <td>8'h00h</td> </tr> <tr> <td>HW Reset</td> <td>8'h00h</td> </tr> </tbody> </table> | | | | | | | | | | | | | Status | Default Value | Power On Sequence | 8'h00h | SW Reset | 8'h00h | HW Reset | 8'h00h | | | | | | | | | | | |
| Status | Default Value | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| Power On Sequence | 8'h00h | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| SW Reset | 8'h00h | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| HW Reset | 8'h00h | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| Flow Chart | <pre> sequenceDiagram participant Host participant Driver Host->>Driver: RDDIM(0Dh) Driver-->>Host: 1st Parameter: Dummy Read Driver-->>Host: 2nd Parameter: Send D[7:0] display image mode status </pre> | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| <div style="border: 1px dashed black; padding: 5px;"> <p>Legend</p> <ul style="list-style-type: none"> Command Parameter Display Action Mode Sequential transfer </div> | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |

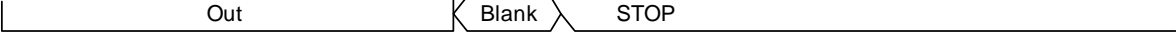
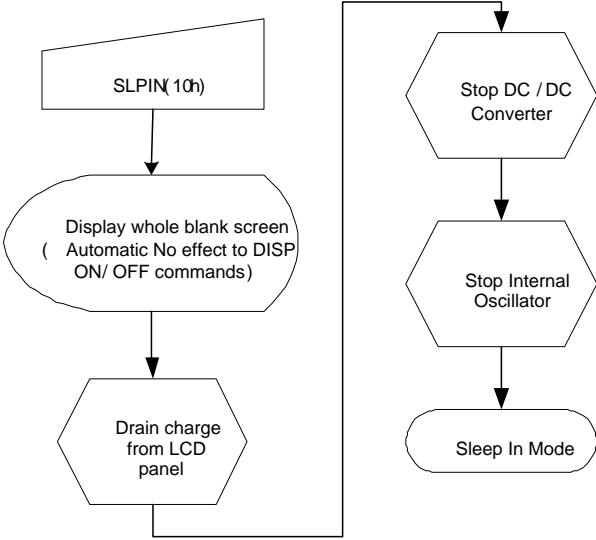

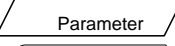
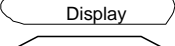
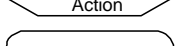
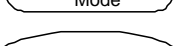
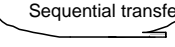
8.2.9. Read Display Signal Mode (0Eh)

| 0Eh | RDDSM (Read Display Signal Mode) | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
|--|--|---------------|---|-------|----|----|----|----|----|----|----|----|-----|--------|---------------|--|--------|---|-------------------------|---|------------------------|--|-----|----------------------------|-----|----------------------------|----|---|--------------------------------------|---|-------------------------------------|----|---|------------------------------------|---|-----------------------------------|----|---|---|---|--|----|---|-------------------------------------|---|------------------------------------|----|---|----------|----|---|----------|
| | DCX | RDX | WRX | D17-8 | D7 | D6 | D5 | D4 | D3 | D2 | D1 | D0 | HEX | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| Command | 0 | 1 | ↑ | XX | 0 | 0 | 0 | 0 | 1 | 1 | 1 | 0 | 0Eh | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| 1 st Parameter | 1 | ↑ | 1 | XX | X | X | X | X | X | X | X | X | X | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| 2 nd Parameter | 1 | ↑ | 1 | XX | D7 | D6 | D5 | D4 | D3 | D2 | 0 | 0 | 00 | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| Description | This command indicates the current status of the display as described in the table below: | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| | <table border="1"> <thead> <tr> <th>Bit</th> <th>Value</th> <th>Description</th> </tr> </thead> <tbody> <tr> <td rowspan="2">D7</td> <td>0</td> <td>Tearing effect line Off</td> </tr> <tr> <td>1</td> <td>Tearing effect line On</td> </tr> <tr> <td rowspan="2">D6</td> <td>0</td> <td>Tearing effect line mode 1</td> </tr> <tr> <td>1</td> <td>Tearing effect line mode 2</td> </tr> <tr> <td rowspan="2">D5</td> <td>0</td> <td>Horizontal sync. (RGB interface) Off</td> </tr> <tr> <td>1</td> <td>Horizontal sync. (RGB interface) On</td> </tr> <tr> <td rowspan="2">D4</td> <td>0</td> <td>Vertical sync. (RGB interface) Off</td> </tr> <tr> <td>1</td> <td>Vertical sync. (RGB interface) On</td> </tr> <tr> <td rowspan="2">D3</td> <td>0</td> <td>Pixel clock (DOTCLK, RGB interface) Off</td> </tr> <tr> <td>1</td> <td>Pixel clock (DOTCLK, RGB interface) On</td> </tr> <tr> <td rowspan="2">D2</td> <td>0</td> <td>Data enable (DE, RGB interface) Off</td> </tr> <tr> <td>1</td> <td>Data enable (DE, RGB interface) On</td> </tr> <tr> <td>D1</td> <td>0</td> <td>Reserved</td> </tr> <tr> <td>D0</td> <td>0</td> <td>Reserved</td> </tr> </tbody> </table> | | | | | | | | | | | | | Bit | Value | Description | D7 | 0 | Tearing effect line Off | 1 | Tearing effect line On | D6 | 0 | Tearing effect line mode 1 | 1 | Tearing effect line mode 2 | D5 | 0 | Horizontal sync. (RGB interface) Off | 1 | Horizontal sync. (RGB interface) On | D4 | 0 | Vertical sync. (RGB interface) Off | 1 | Vertical sync. (RGB interface) On | D3 | 0 | Pixel clock (DOTCLK, RGB interface) Off | 1 | Pixel clock (DOTCLK, RGB interface) On | D2 | 0 | Data enable (DE, RGB interface) Off | 1 | Data enable (DE, RGB interface) On | D1 | 0 | Reserved | D0 | 0 | Reserved |
| | Bit | Value | Description | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| | D7 | 0 | Tearing effect line Off | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| | | 1 | Tearing effect line On | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| | D6 | 0 | Tearing effect line mode 1 | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| | | 1 | Tearing effect line mode 2 | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| | D5 | 0 | Horizontal sync. (RGB interface) Off | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| | | 1 | Horizontal sync. (RGB interface) On | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| | D4 | 0 | Vertical sync. (RGB interface) Off | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| | | 1 | Vertical sync. (RGB interface) On | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| | D3 | 0 | Pixel clock (DOTCLK, RGB interface) Off | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| | | 1 | Pixel clock (DOTCLK, RGB interface) On | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| | D2 | 0 | Data enable (DE, RGB interface) Off | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| | | 1 | Data enable (DE, RGB interface) On | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| D1 | 0 | Reserved | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| D0 | 0 | Reserved | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| X = Don't care | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| Restriction | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| Register Availability | <table border="1"> <thead> <tr> <th>Status</th> <th>Availability</th> </tr> </thead> <tbody> <tr> <td>Normal Mode On, Idle Mode Off, Sleep Out</td> <td>Yes</td> </tr> <tr> <td>Normal Mode On, Idle Mode On, Sleep Out</td> <td>Yes</td> </tr> <tr> <td>Partial Mode On, Idle Mode Off, Sleep Out</td> <td>Yes</td> </tr> <tr> <td>Partial Mode On, Idle Mode On, Sleep Out</td> <td>Yes</td> </tr> <tr> <td>Sleep In</td> <td>Yes</td> </tr> </tbody> </table> | | | | | | | | | | | | | Status | Availability | Normal Mode On, Idle Mode Off, Sleep Out | Yes | Normal Mode On, Idle Mode On, Sleep Out | Yes | Partial Mode On, Idle Mode Off, Sleep Out | Yes | Partial Mode On, Idle Mode On, Sleep Out | Yes | Sleep In | Yes | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| | Status | Availability | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| | Normal Mode On, Idle Mode Off, Sleep Out | Yes | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| | Normal Mode On, Idle Mode On, Sleep Out | Yes | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| | Partial Mode On, Idle Mode Off, Sleep Out | Yes | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| Partial Mode On, Idle Mode On, Sleep Out | Yes | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| Sleep In | Yes | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| Default | <table border="1"> <thead> <tr> <th>Status</th> <th>Default Value</th> </tr> </thead> <tbody> <tr> <td>Power On Sequence</td> <td>8'h00h</td> </tr> <tr> <td>SW Reset</td> <td>8'h00h</td> </tr> <tr> <td>HW Reset</td> <td>8'h00h</td> </tr> </tbody> </table> | | | | | | | | | | | | | Status | Default Value | Power On Sequence | 8'h00h | SW Reset | 8'h00h | HW Reset | 8'h00h | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| | Status | Default Value | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| | Power On Sequence | 8'h00h | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| | SW Reset | 8'h00h | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| HW Reset | 8'h00h | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| Flow Chart | <pre> graph TD Host[Host] -- RDDSM(0Eh) --> Driver[Driver] Driver -- "1st Parameter: Dummy Read 2nd Parameter: Send D[7:0] display signal mode status" --> Host </pre> | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| | <div style="border: 1px dashed black; padding: 5px;"> <p>Legend</p> <ul style="list-style-type: none"> Command Parameter Display Action Mode Sequential transfer </div> | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |

8.2.10. Read Display Self-Diagnostic Result (0Fh)

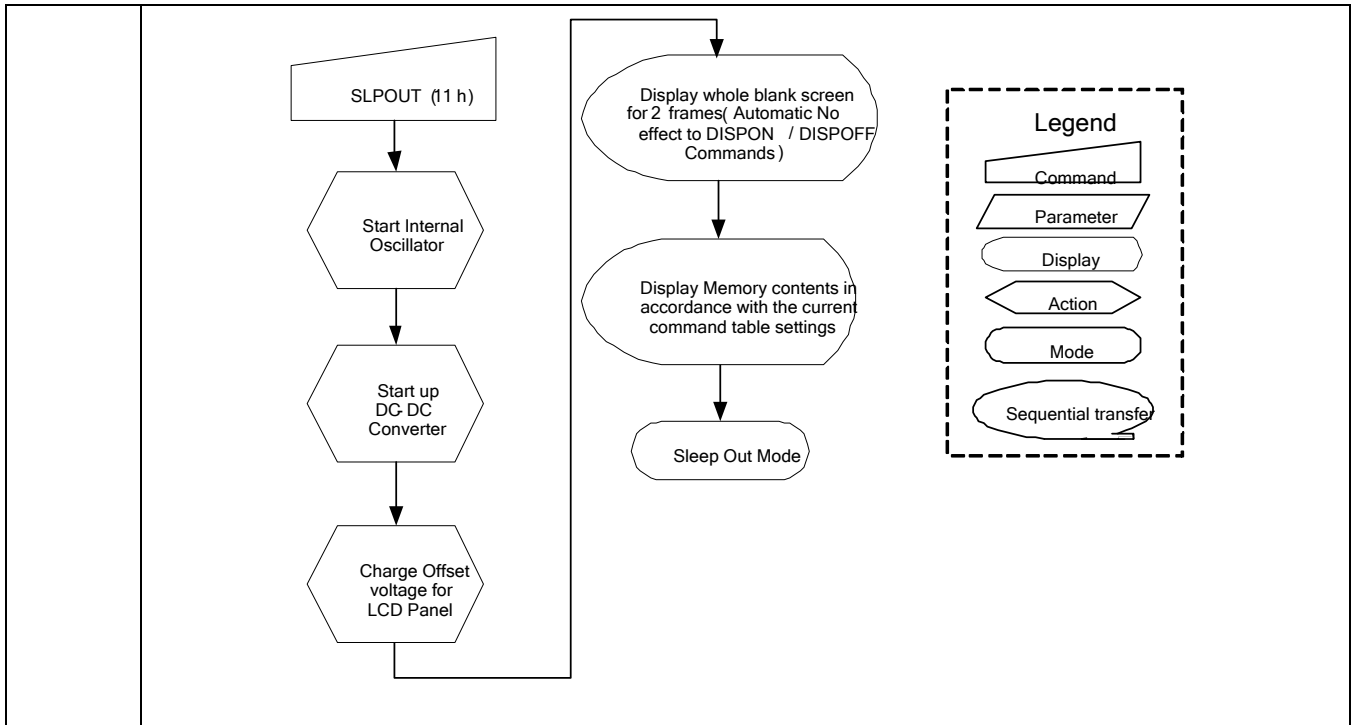
| 0Fh | RDDSDR (Read Display Self-Diagnostic Result) | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
|--|---|----------------------------|---|--------|---------------|--|--------|---|---|---|-------------------------|---|-----|----------|-----|----|----------|-----|----|----------|-----|----|----------|-----|----|----------|-----|----|----------|-----|
| | DCX | RDX | WRX | D17-8 | D7 | D6 | D5 | D4 | D3 | D2 | D1 | D0 | HEX | | | | | | | | | | | | | | | | | |
| Command | 0 | 1 | ↑ | XX | 0 | 0 | 0 | 0 | 1 | 1 | 1 | 1 | 0Fh | | | | | | | | | | | | | | | | | |
| 1 st Parameter | 1 | ↑ | 1 | XX | X | X | X | X | X | X | X | X | X | | | | | | | | | | | | | | | | | |
| 2 nd Parameter | 1 | ↑ | 1 | XX | D7 | D6 | 0 | 0 | 0 | 0 | 0 | 0 | 00 | | | | | | | | | | | | | | | | | |
| Description | <table border="1"> <thead> <tr> <th>Bit</th> <th>Description</th> <th>Action</th> </tr> </thead> <tbody> <tr> <td>D7</td> <td>Register Loading Detection</td> <td>Invert the D7 bit if register values loading work properly.</td> </tr> <tr> <td>D6</td> <td>Functionality Detection</td> <td>Invert the D6 bit if the display is functionality</td> </tr> <tr> <td>D5</td> <td>Not Used</td> <td>'0'</td> </tr> <tr> <td>D4</td> <td>Not Used</td> <td>'0'</td> </tr> <tr> <td>D3</td> <td>Not Used</td> <td>'0'</td> </tr> <tr> <td>D2</td> <td>Not Used</td> <td>'0'</td> </tr> <tr> <td>D1</td> <td>Not Used</td> <td>'0'</td> </tr> <tr> <td>D0</td> <td>Not Used</td> <td>'0'</td> </tr> </tbody> </table> | | | Bit | Description | Action | D7 | Register Loading Detection | Invert the D7 bit if register values loading work properly. | D6 | Functionality Detection | Invert the D6 bit if the display is functionality | D5 | Not Used | '0' | D4 | Not Used | '0' | D3 | Not Used | '0' | D2 | Not Used | '0' | D1 | Not Used | '0' | D0 | Not Used | '0' |
| | Bit | Description | Action | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| | D7 | Register Loading Detection | Invert the D7 bit if register values loading work properly. | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| | D6 | Functionality Detection | Invert the D6 bit if the display is functionality | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| | D5 | Not Used | '0' | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| | D4 | Not Used | '0' | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| | D3 | Not Used | '0' | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| | D2 | Not Used | '0' | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| | D1 | Not Used | '0' | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| D0 | Not Used | '0' | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| Restriction | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| Register Availability | <table border="1"> <thead> <tr> <th>Status</th> <th>Availability</th> </tr> </thead> <tbody> <tr> <td>Normal Mode On, Idle Mode Off, Sleep Out</td> <td>Yes</td> </tr> <tr> <td>Normal Mode On, Idle Mode On, Sleep Out</td> <td>Yes</td> </tr> <tr> <td>Partial Mode On, Idle Mode Off, Sleep Out</td> <td>Yes</td> </tr> <tr> <td>Partial Mode On, Idle Mode On, Sleep Out</td> <td>Yes</td> </tr> <tr> <td>Sleep In</td> <td>Yes</td> </tr> </tbody> </table> | | | Status | Availability | Normal Mode On, Idle Mode Off, Sleep Out | Yes | Normal Mode On, Idle Mode On, Sleep Out | Yes | Partial Mode On, Idle Mode Off, Sleep Out | Yes | Partial Mode On, Idle Mode On, Sleep Out | Yes | Sleep In | Yes | | | | | | | | | | | | | | | |
| | Status | Availability | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| | Normal Mode On, Idle Mode Off, Sleep Out | Yes | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| | Normal Mode On, Idle Mode On, Sleep Out | Yes | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| | Partial Mode On, Idle Mode Off, Sleep Out | Yes | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| Partial Mode On, Idle Mode On, Sleep Out | Yes | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| Sleep In | Yes | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| Default | <table border="1"> <thead> <tr> <th>Status</th> <th>Default Value</th> </tr> </thead> <tbody> <tr> <td>Power On Sequence</td> <td>8'h00h</td> </tr> <tr> <td>SW Reset</td> <td>8'h00h</td> </tr> <tr> <td>HW Reset</td> <td>8'h00h</td> </tr> </tbody> </table> | | | Status | Default Value | Power On Sequence | 8'h00h | SW Reset | 8'h00h | HW Reset | 8'h00h | | | | | | | | | | | | | | | | | | | |
| | Status | Default Value | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| | Power On Sequence | 8'h00h | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| | SW Reset | 8'h00h | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| HW Reset | 8'h00h | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| Flow Chart | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |

8.2.11. Enter Sleep Mode (10h)

| 10h | SLPIN (Enter Sleep Mode) | | | | | | | | | | | | | | | | | | | | | | | | |
|---|--|-----|-----|-------|----|----|----|----|----|----|----|----|-----|--------|---------------|--|---------------|---|---------------|---|---------------|--|-----|----------|-----|
| | DCX | RDX | WRX | D17-8 | D7 | D6 | D5 | D4 | D3 | D2 | D1 | D0 | HEX | | | | | | | | | | | | |
| Command | 0 | 1 | ↑ | XX | 0 | 0 | 0 | 1 | 0 | 0 | 0 | 0 | 10h | | | | | | | | | | | | |
| Parameter | No Parameter | | | | | | | | | | | | | | | | | | | | | | | | |
| Description | <p>This command causes the LCD module to enter the minimum power consumption mode. In this mode e.g. the DC/DC converter is stopped, Internal oscillator is stopped, and panel scanning is stopped.</p>  <p>MCU interface and memory are still working and the memory keeps its contents. X = Don't care</p> | | | | | | | | | | | | | | | | | | | | | | | | |
| Restriction | <p>This command has no effect when module is already in sleep in mode. Sleep In Mode can only be left by the Sleep Out Command (11h). It will be necessary to wait 5msec before sending next to command, this is to allow time for the supply voltages and clock circuits to stabilize. It will be necessary to wait 120msec after sending Sleep Out command (when in Sleep In Mode) before Sleep In command can be sent.</p> | | | | | | | | | | | | | | | | | | | | | | | | |
| Register Availability | <table border="1"> <thead> <tr> <th>Status</th> <th>Availability</th> </tr> </thead> <tbody> <tr> <td>Normal Mode On, Idle Mode Off, Sleep Out</td> <td>Yes</td> </tr> <tr> <td>Normal Mode On, Idle Mode On, Sleep Out</td> <td>Yes</td> </tr> <tr> <td>Partial Mode On, Idle Mode Off, Sleep Out</td> <td>Yes</td> </tr> <tr> <td>Partial Mode On, Idle Mode On, Sleep Out</td> <td>Yes</td> </tr> <tr> <td>Sleep In</td> <td>Yes</td> </tr> </tbody> </table> | | | | | | | | | | | | | Status | Availability | Normal Mode On, Idle Mode Off, Sleep Out | Yes | Normal Mode On, Idle Mode On, Sleep Out | Yes | Partial Mode On, Idle Mode Off, Sleep Out | Yes | Partial Mode On, Idle Mode On, Sleep Out | Yes | Sleep In | Yes |
| Status | Availability | | | | | | | | | | | | | | | | | | | | | | | | |
| Normal Mode On, Idle Mode Off, Sleep Out | Yes | | | | | | | | | | | | | | | | | | | | | | | | |
| Normal Mode On, Idle Mode On, Sleep Out | Yes | | | | | | | | | | | | | | | | | | | | | | | | |
| Partial Mode On, Idle Mode Off, Sleep Out | Yes | | | | | | | | | | | | | | | | | | | | | | | | |
| Partial Mode On, Idle Mode On, Sleep Out | Yes | | | | | | | | | | | | | | | | | | | | | | | | |
| Sleep In | Yes | | | | | | | | | | | | | | | | | | | | | | | | |
| Default | <table border="1"> <thead> <tr> <th>Status</th> <th>Default Value</th> </tr> </thead> <tbody> <tr> <td>Power On Sequence</td> <td>Sleep In Mode</td> </tr> <tr> <td>SW Reset</td> <td>Sleep In Mode</td> </tr> <tr> <td>HW Reset</td> <td>Sleep In Mode</td> </tr> </tbody> </table> | | | | | | | | | | | | | Status | Default Value | Power On Sequence | Sleep In Mode | SW Reset | Sleep In Mode | HW Reset | Sleep In Mode | | | | |
| Status | Default Value | | | | | | | | | | | | | | | | | | | | | | | | |
| Power On Sequence | Sleep In Mode | | | | | | | | | | | | | | | | | | | | | | | | |
| SW Reset | Sleep In Mode | | | | | | | | | | | | | | | | | | | | | | | | |
| HW Reset | Sleep In Mode | | | | | | | | | | | | | | | | | | | | | | | | |
| Flow Chart | <p>It takes 120msec to get into Sleep In mode after SLPIN command issued.</p>  <div style="border: 1px dashed black; padding: 5px; margin-top: 10px;"> <p>Legend</p> <ul style="list-style-type: none">  Command  Parameter  Display  Action  Mode  Sequential transfer </div> | | | | | | | | | | | | | | | | | | | | | | | | |

8.2.12. Sleep Out (11h)

| 11h | SLPOUT (Sleep Out) | | | | | | | | | | | | | | | | | | | | | | | | |
|---|---|-----|-----|-------|----|----|----|----|----|----|----|----|-----|--------|---------------|--|---------------|---|---------------|---|---------------|--|-----|----------|-----|
| | DCX | RDX | WRX | D17-8 | D7 | D6 | D5 | D4 | D3 | D2 | D1 | D0 | HEX | | | | | | | | | | | | |
| Command | 0 | 1 | ↑ | XX | 0 | 0 | 0 | 1 | 0 | 0 | 0 | 1 | 11h | | | | | | | | | | | | |
| Parameter | No Parameter | | | | | | | | | | | | | | | | | | | | | | | | |
| Description | <p>This command turns off sleep mode.</p> <p>In this mode e.g. the DC/DC converter is enabled, Internal oscillator is started, and panel scanning is started.</p> <p>The diagram shows the following signal transitions:</p> <ul style="list-style-type: none"> IOVCC: Constant at 1.65V ~ 3.3V. VCI: Constant at 2.5V ~ 3.3V. Internal Oscillator: Starts at the beginning of the command and continues through the end of the command. DDVDH: Starts at the beginning of the command and rises to VCI level. VGL: Starts at the beginning of the command and falls to 0V. VGH: Starts at the beginning of the command and rises to VCI level. <p>X = Don't care</p> | | | | | | | | | | | | | | | | | | | | | | | | |
| Restriction | <p>This command has no effect when module is already in sleep out mode. Sleep Out Mode can only be left by the Sleep In Command (10h). It will be necessary to wait 5msec before sending next command, this is to allow time for the clock circuits stabilize. The display module loads all display supplier's factory default values to the registers during this 120msec and there cannot be any abnormal visual effect on the display image if factory default and register values are same when this load is done and when the display module is already Sleep Out –mode. The display module is doing self-diagnostic functions during this 5msec. It will be necessary to wait 120msec after sending Sleep In command (when in Sleep Out mode) before Sleep Out command can be sent.</p> | | | | | | | | | | | | | | | | | | | | | | | | |
| Register Availability | <table border="1"> <thead> <tr> <th>Status</th> <th>Availability</th> </tr> </thead> <tbody> <tr> <td>Normal Mode On, Idle Mode Off, Sleep Out</td> <td>Yes</td> </tr> <tr> <td>Normal Mode On, Idle Mode On, Sleep Out</td> <td>Yes</td> </tr> <tr> <td>Partial Mode On, Idle Mode Off, Sleep Out</td> <td>Yes</td> </tr> <tr> <td>Partial Mode On, Idle Mode On, Sleep Out</td> <td>Yes</td> </tr> <tr> <td>Sleep In</td> <td>Yes</td> </tr> </tbody> </table> | | | | | | | | | | | | | Status | Availability | Normal Mode On, Idle Mode Off, Sleep Out | Yes | Normal Mode On, Idle Mode On, Sleep Out | Yes | Partial Mode On, Idle Mode Off, Sleep Out | Yes | Partial Mode On, Idle Mode On, Sleep Out | Yes | Sleep In | Yes |
| Status | Availability | | | | | | | | | | | | | | | | | | | | | | | | |
| Normal Mode On, Idle Mode Off, Sleep Out | Yes | | | | | | | | | | | | | | | | | | | | | | | | |
| Normal Mode On, Idle Mode On, Sleep Out | Yes | | | | | | | | | | | | | | | | | | | | | | | | |
| Partial Mode On, Idle Mode Off, Sleep Out | Yes | | | | | | | | | | | | | | | | | | | | | | | | |
| Partial Mode On, Idle Mode On, Sleep Out | Yes | | | | | | | | | | | | | | | | | | | | | | | | |
| Sleep In | Yes | | | | | | | | | | | | | | | | | | | | | | | | |
| Default | <table border="1"> <thead> <tr> <th>Status</th> <th>Default Value</th> </tr> </thead> <tbody> <tr> <td>Power On Sequence</td> <td>Sleep In Mode</td> </tr> <tr> <td>SW Reset</td> <td>Sleep In Mode</td> </tr> <tr> <td>HW Reset</td> <td>Sleep In Mode</td> </tr> </tbody> </table> | | | | | | | | | | | | | Status | Default Value | Power On Sequence | Sleep In Mode | SW Reset | Sleep In Mode | HW Reset | Sleep In Mode | | | | |
| Status | Default Value | | | | | | | | | | | | | | | | | | | | | | | | |
| Power On Sequence | Sleep In Mode | | | | | | | | | | | | | | | | | | | | | | | | |
| SW Reset | Sleep In Mode | | | | | | | | | | | | | | | | | | | | | | | | |
| HW Reset | Sleep In Mode | | | | | | | | | | | | | | | | | | | | | | | | |
| Flow Chart | It takes 120msec to become Sleep Out mode after SLPOUT command issued. | | | | | | | | | | | | | | | | | | | | | | | | |



8.2.13. Partial Mode On (12h)

| 12h | PTLOn (Partial Mode On) | | | | | | | | | | | | | | | | | | | | | | | | |
|---|--|-----|-----|-------|----|----|----|----|----|----|----|----|-----|--------|---------------|--|------------------------|---|------------------------|---|------------------------|--|-----|----------|-----|
| | DCX | RDX | WRX | D17-8 | D7 | D6 | D5 | D4 | D3 | D2 | D1 | D0 | HEX | | | | | | | | | | | | |
| Command | 0 | 1 | ↑ | XX | 0 | 0 | 0 | 1 | 0 | 0 | 1 | 0 | 12h | | | | | | | | | | | | |
| Parameter | No Parameter | | | | | | | | | | | | | | | | | | | | | | | | |
| Description | <p>This command turns on partial mode. The partial mode window is described by the Partial Area command (30H). To leave Partial mode, the Normal Display Mode On command (13H) should be written.</p> <p>X = Don't care</p> | | | | | | | | | | | | | | | | | | | | | | | | |
| Restriction | This command has no effect when Partial mode is active. | | | | | | | | | | | | | | | | | | | | | | | | |
| Register Availability | <table border="1"> <thead> <tr> <th>Status</th> <th>Availability</th> </tr> </thead> <tbody> <tr> <td>Normal Mode On, Idle Mode Off, Sleep Out</td> <td>Yes</td> </tr> <tr> <td>Normal Mode On, Idle Mode On, Sleep Out</td> <td>Yes</td> </tr> <tr> <td>Partial Mode On, Idle Mode Off, Sleep Out</td> <td>Yes</td> </tr> <tr> <td>Partial Mode On, Idle Mode On, Sleep Out</td> <td>Yes</td> </tr> <tr> <td>Sleep In</td> <td>Yes</td> </tr> </tbody> </table> | | | | | | | | | | | | | Status | Availability | Normal Mode On, Idle Mode Off, Sleep Out | Yes | Normal Mode On, Idle Mode On, Sleep Out | Yes | Partial Mode On, Idle Mode Off, Sleep Out | Yes | Partial Mode On, Idle Mode On, Sleep Out | Yes | Sleep In | Yes |
| Status | Availability | | | | | | | | | | | | | | | | | | | | | | | | |
| Normal Mode On, Idle Mode Off, Sleep Out | Yes | | | | | | | | | | | | | | | | | | | | | | | | |
| Normal Mode On, Idle Mode On, Sleep Out | Yes | | | | | | | | | | | | | | | | | | | | | | | | |
| Partial Mode On, Idle Mode Off, Sleep Out | Yes | | | | | | | | | | | | | | | | | | | | | | | | |
| Partial Mode On, Idle Mode On, Sleep Out | Yes | | | | | | | | | | | | | | | | | | | | | | | | |
| Sleep In | Yes | | | | | | | | | | | | | | | | | | | | | | | | |
| Default | <table border="1"> <thead> <tr> <th>Status</th> <th>Default Value</th> </tr> </thead> <tbody> <tr> <td>Power On Sequence</td> <td>Normal Display Mode On</td> </tr> <tr> <td>SW Reset</td> <td>Normal Display Mode On</td> </tr> <tr> <td>HW Reset</td> <td>Normal Display Mode On</td> </tr> </tbody> </table> | | | | | | | | | | | | | Status | Default Value | Power On Sequence | Normal Display Mode On | SW Reset | Normal Display Mode On | HW Reset | Normal Display Mode On | | | | |
| Status | Default Value | | | | | | | | | | | | | | | | | | | | | | | | |
| Power On Sequence | Normal Display Mode On | | | | | | | | | | | | | | | | | | | | | | | | |
| SW Reset | Normal Display Mode On | | | | | | | | | | | | | | | | | | | | | | | | |
| HW Reset | Normal Display Mode On | | | | | | | | | | | | | | | | | | | | | | | | |
| Flow Chart | See Partial Area (30h) | | | | | | | | | | | | | | | | | | | | | | | | |

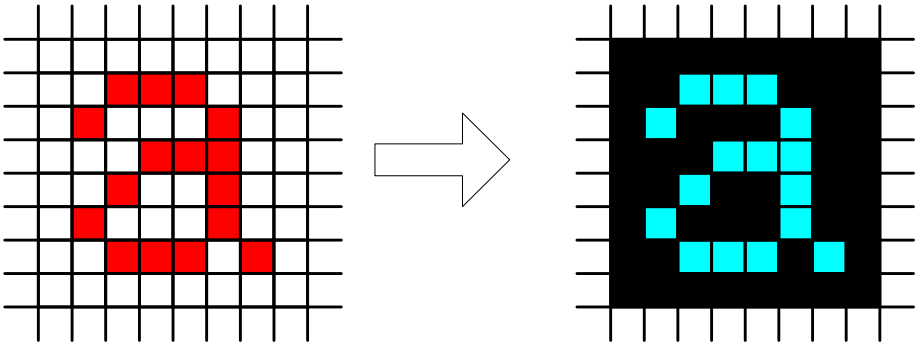
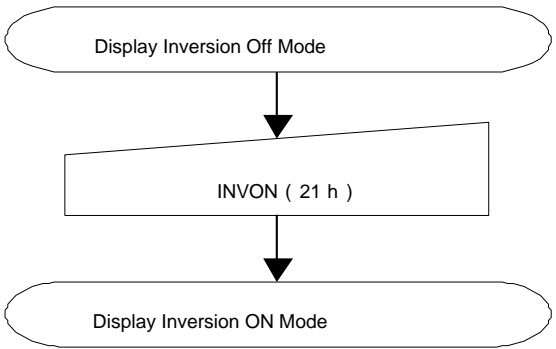
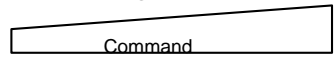
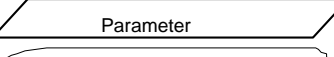
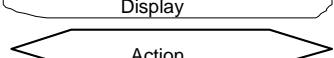
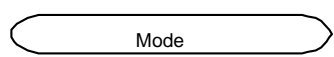
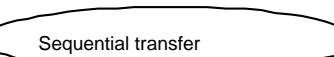
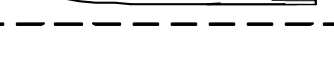
8.2.14. Normal Display Mode On (13h)

| 13h | NORON (Normal Display Mode On) | | | | | | | | | | | | | | | | | | | | | | | | |
|---|--|-----|-----|-------|----|----|----|----|----|----|----|----|-----|--------|---------------|--|------------------------|---|------------------------|---|------------------------|--|-----|----------|-----|
| | DCX | RDX | WRX | D17-8 | D7 | D6 | D5 | D4 | D3 | D2 | D1 | D0 | HEX | | | | | | | | | | | | |
| Command | 0 | 1 | ↑ | XX | 0 | 0 | 0 | 1 | 0 | 0 | 1 | 1 | 13h | | | | | | | | | | | | |
| Parameter | No Parameter | | | | | | | | | | | | | | | | | | | | | | | | |
| Description | <p>This command returns the display to normal mode.</p> <p>Normal display mode on means Partial mode off.</p> <p>Exit from NORON by the Partial mode On command (12h)</p> <p>X = Don't care</p> | | | | | | | | | | | | | | | | | | | | | | | | |
| Restriction | This command has no effect when Normal Display mode is active. | | | | | | | | | | | | | | | | | | | | | | | | |
| Register Availability | <table border="1"> <thead> <tr> <th>Status</th> <th>Availability</th> </tr> </thead> <tbody> <tr> <td>Normal Mode On, Idle Mode Off, Sleep Out</td> <td>Yes</td> </tr> <tr> <td>Normal Mode On, Idle Mode On, Sleep Out</td> <td>Yes</td> </tr> <tr> <td>Partial Mode On, Idle Mode Off, Sleep Out</td> <td>Yes</td> </tr> <tr> <td>Partial Mode On, Idle Mode On, Sleep Out</td> <td>Yes</td> </tr> <tr> <td>Sleep In</td> <td>Yes</td> </tr> </tbody> </table> | | | | | | | | | | | | | Status | Availability | Normal Mode On, Idle Mode Off, Sleep Out | Yes | Normal Mode On, Idle Mode On, Sleep Out | Yes | Partial Mode On, Idle Mode Off, Sleep Out | Yes | Partial Mode On, Idle Mode On, Sleep Out | Yes | Sleep In | Yes |
| Status | Availability | | | | | | | | | | | | | | | | | | | | | | | | |
| Normal Mode On, Idle Mode Off, Sleep Out | Yes | | | | | | | | | | | | | | | | | | | | | | | | |
| Normal Mode On, Idle Mode On, Sleep Out | Yes | | | | | | | | | | | | | | | | | | | | | | | | |
| Partial Mode On, Idle Mode Off, Sleep Out | Yes | | | | | | | | | | | | | | | | | | | | | | | | |
| Partial Mode On, Idle Mode On, Sleep Out | Yes | | | | | | | | | | | | | | | | | | | | | | | | |
| Sleep In | Yes | | | | | | | | | | | | | | | | | | | | | | | | |
| Default | <table border="1"> <thead> <tr> <th>Status</th> <th>Default Value</th> </tr> </thead> <tbody> <tr> <td>Power On Sequence</td> <td>Normal Display Mode On</td> </tr> <tr> <td>SW Reset</td> <td>Normal Display Mode On</td> </tr> <tr> <td>HW Reset</td> <td>Normal Display Mode On</td> </tr> </tbody> </table> | | | | | | | | | | | | | Status | Default Value | Power On Sequence | Normal Display Mode On | SW Reset | Normal Display Mode On | HW Reset | Normal Display Mode On | | | | |
| Status | Default Value | | | | | | | | | | | | | | | | | | | | | | | | |
| Power On Sequence | Normal Display Mode On | | | | | | | | | | | | | | | | | | | | | | | | |
| SW Reset | Normal Display Mode On | | | | | | | | | | | | | | | | | | | | | | | | |
| HW Reset | Normal Display Mode On | | | | | | | | | | | | | | | | | | | | | | | | |
| Flow Chart | See Partial Area (30h) | | | | | | | | | | | | | | | | | | | | | | | | |

8.2.15. Display Inversion Off (20h)

| 20h | DINVOFF (Display Inversion Off) | | | | | | | | | | | | | | | | | | | | | | | | |
|---|--|-----|-----|-------|----|----|----|----|----|----|----|----|-----|--------|---------------|--|-----------------------|---|-----------------------|---|-----------------------|--|-----|----------|-----|
| | DCX | RDX | WRX | D17-8 | D7 | D6 | D5 | D4 | D3 | D2 | D1 | D0 | HEX | | | | | | | | | | | | |
| Command | 0 | 1 | ↑ | XX | 0 | 0 | 1 | 0 | 0 | 0 | 0 | 0 | 20h | | | | | | | | | | | | |
| Parameter | No Parameter | | | | | | | | | | | | | | | | | | | | | | | | |
| Description | <p>This command is used to recover from display inversion mode.</p> <p>This command makes no change of the content of frame memory.</p> <p>This command doesn't change any other status.</p> <div style="display: flex; justify-content: space-around; align-items: center;"> <div style="text-align: center;"> <p>Memory</p> </div> <div style="text-align: center;"> <p>Display Panel</p> </div> </div> <p>X = Don't care</p> | | | | | | | | | | | | | | | | | | | | | | | | |
| Restriction | This command has no effect when module is already in Display Inversion Off mode. | | | | | | | | | | | | | | | | | | | | | | | | |
| Register Availability | <table border="1" style="width: 100%; border-collapse: collapse;"> <thead> <tr> <th>Status</th> <th>Availability</th> </tr> </thead> <tbody> <tr> <td>Normal Mode On, Idle Mode Off, Sleep Out</td> <td>Yes</td> </tr> <tr> <td>Normal Mode On, Idle Mode On, Sleep Out</td> <td>Yes</td> </tr> <tr> <td>Partial Mode On, Idle Mode Off, Sleep Out</td> <td>Yes</td> </tr> <tr> <td>Partial Mode On, Idle Mode On, Sleep Out</td> <td>Yes</td> </tr> <tr> <td>Sleep In</td> <td>Yes</td> </tr> </tbody> </table> | | | | | | | | | | | | | Status | Availability | Normal Mode On, Idle Mode Off, Sleep Out | Yes | Normal Mode On, Idle Mode On, Sleep Out | Yes | Partial Mode On, Idle Mode Off, Sleep Out | Yes | Partial Mode On, Idle Mode On, Sleep Out | Yes | Sleep In | Yes |
| Status | Availability | | | | | | | | | | | | | | | | | | | | | | | | |
| Normal Mode On, Idle Mode Off, Sleep Out | Yes | | | | | | | | | | | | | | | | | | | | | | | | |
| Normal Mode On, Idle Mode On, Sleep Out | Yes | | | | | | | | | | | | | | | | | | | | | | | | |
| Partial Mode On, Idle Mode Off, Sleep Out | Yes | | | | | | | | | | | | | | | | | | | | | | | | |
| Partial Mode On, Idle Mode On, Sleep Out | Yes | | | | | | | | | | | | | | | | | | | | | | | | |
| Sleep In | Yes | | | | | | | | | | | | | | | | | | | | | | | | |
| Default | <table border="1" style="width: 100%; border-collapse: collapse;"> <thead> <tr> <th>Status</th> <th>Default Value</th> </tr> </thead> <tbody> <tr> <td>Power On Sequence</td> <td>Display Inversion Off</td> </tr> <tr> <td>SW Reset</td> <td>Display Inversion Off</td> </tr> <tr> <td>HW Reset</td> <td>Display Inversion Off</td> </tr> </tbody> </table> | | | | | | | | | | | | | Status | Default Value | Power On Sequence | Display Inversion Off | SW Reset | Display Inversion Off | HW Reset | Display Inversion Off | | | | |
| Status | Default Value | | | | | | | | | | | | | | | | | | | | | | | | |
| Power On Sequence | Display Inversion Off | | | | | | | | | | | | | | | | | | | | | | | | |
| SW Reset | Display Inversion Off | | | | | | | | | | | | | | | | | | | | | | | | |
| HW Reset | Display Inversion Off | | | | | | | | | | | | | | | | | | | | | | | | |
| Flow Chart | <div style="display: flex; align-items: center;"> <div style="flex: 1;"> <pre> graph TD A([Display Inversion On Mode]) --> B[/INVOFF(20h)/] B --> C([Display Inversion Off Mode]) </pre> </div> <div style="flex: 1; border: 1px dashed black; padding: 5px;"> <p>Legend</p> <ul style="list-style-type: none"> Command Parameter Display Action Mode Sequential transfer </div> </div> | | | | | | | | | | | | | | | | | | | | | | | | |

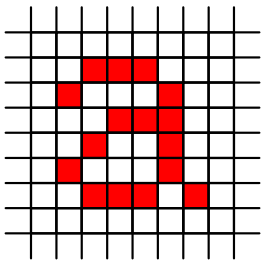
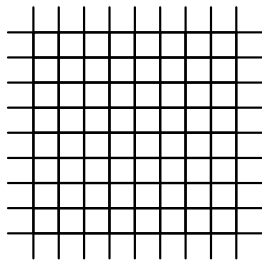
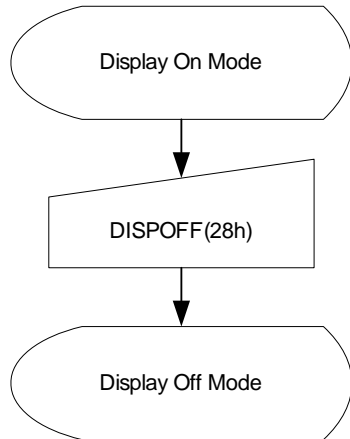
8.2.16. Display Inversion On (21h)

| 21h | DINVON (Display Inversion On) | | | | | | | | | | | | | | | | | | | | | | | | |
|---|---|-----|-----|-------|----|----|----|----|----|----|----|----|-----|--------|---------------|--|-----------------------|---|-----------------------|---|-----------------------|--|-----|----------|-----|
| | DCX | RDX | WRX | D17-8 | D7 | D6 | D5 | D4 | D3 | D2 | D1 | D0 | HEX | | | | | | | | | | | | |
| Command | 0 | 1 | ↑ | XX | 0 | 0 | 1 | 0 | 0 | 0 | 0 | 1 | 21h | | | | | | | | | | | | |
| Parameter | No Parameter | | | | | | | | | | | | | | | | | | | | | | | | |
| Description | <p>This command is used to enter into display inversion mode.</p> <p>This command makes no change of the content of frame memory. Every bit is inverted from the frame memory to the display.</p> <p>This command doesn't change any other status.</p> <p>To exit Display inversion mode, the Display inversion Off command (20h) should be written.</p>  <p>X = Don't care</p> | | | | | | | | | | | | | | | | | | | | | | | | |
| Restriction | This command has no effect when module is already in Display Inversion ON mode | | | | | | | | | | | | | | | | | | | | | | | | |
| Register Availability | <table border="1"> <thead> <tr> <th>Status</th> <th>Availability</th> </tr> </thead> <tbody> <tr> <td>Normal Mode On, Idle Mode Off, Sleep Out</td> <td>Yes</td> </tr> <tr> <td>Normal Mode On, Idle Mode On, Sleep Out</td> <td>Yes</td> </tr> <tr> <td>Partial Mode On, Idle Mode Off, Sleep Out</td> <td>Yes</td> </tr> <tr> <td>Partial Mode On, Idle Mode On, Sleep Out</td> <td>Yes</td> </tr> <tr> <td>Sleep In</td> <td>Yes</td> </tr> </tbody> </table> | | | | | | | | | | | | | Status | Availability | Normal Mode On, Idle Mode Off, Sleep Out | Yes | Normal Mode On, Idle Mode On, Sleep Out | Yes | Partial Mode On, Idle Mode Off, Sleep Out | Yes | Partial Mode On, Idle Mode On, Sleep Out | Yes | Sleep In | Yes |
| Status | Availability | | | | | | | | | | | | | | | | | | | | | | | | |
| Normal Mode On, Idle Mode Off, Sleep Out | Yes | | | | | | | | | | | | | | | | | | | | | | | | |
| Normal Mode On, Idle Mode On, Sleep Out | Yes | | | | | | | | | | | | | | | | | | | | | | | | |
| Partial Mode On, Idle Mode Off, Sleep Out | Yes | | | | | | | | | | | | | | | | | | | | | | | | |
| Partial Mode On, Idle Mode On, Sleep Out | Yes | | | | | | | | | | | | | | | | | | | | | | | | |
| Sleep In | Yes | | | | | | | | | | | | | | | | | | | | | | | | |
| Default | <table border="1"> <thead> <tr> <th>Status</th> <th>Default Value</th> </tr> </thead> <tbody> <tr> <td>Power On Sequence</td> <td>Display Inversion Off</td> </tr> <tr> <td>SW Reset</td> <td>Display Inversion Off</td> </tr> <tr> <td>HW Reset</td> <td>Display Inversion Off</td> </tr> </tbody> </table> | | | | | | | | | | | | | Status | Default Value | Power On Sequence | Display Inversion Off | SW Reset | Display Inversion Off | HW Reset | Display Inversion Off | | | | |
| Status | Default Value | | | | | | | | | | | | | | | | | | | | | | | | |
| Power On Sequence | Display Inversion Off | | | | | | | | | | | | | | | | | | | | | | | | |
| SW Reset | Display Inversion Off | | | | | | | | | | | | | | | | | | | | | | | | |
| HW Reset | Display Inversion Off | | | | | | | | | | | | | | | | | | | | | | | | |
| Flow Chart |  <div style="border: 1px dashed black; padding: 10px; margin-left: 400px;"> <p>Legend</p> <ul style="list-style-type: none">  Command  Parameter  Display  Action  Mode  Sequential transfer </div> | | | | | | | | | | | | | | | | | | | | | | | | |

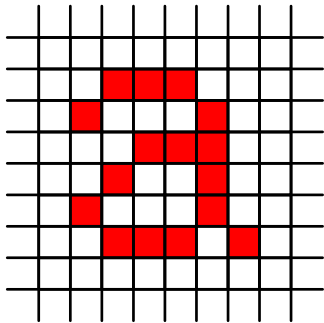
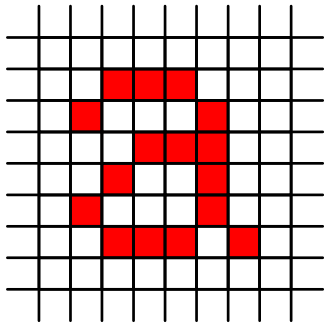
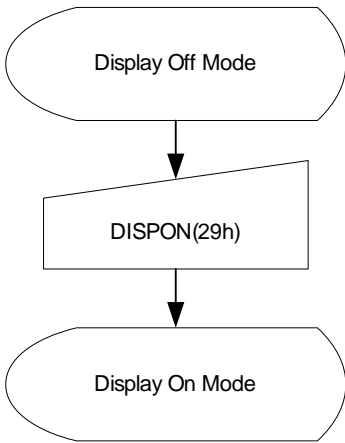
8.2.17. Gamma Set (26h)

| 26h | GAMSET (Gamma Set) | | | | | | | | | | | | | | | | | | | | | | | | |
|---|--|-----|-----|-------|----|----|----|----|----|----|----|-------|-----|--------|----------------|--|----------------------|---|--------|---|--------|--|-----|----------|-----|
| | DCX | RDX | WRX | D17-8 | D7 | D6 | D5 | D4 | D3 | D2 | D1 | D0 | HEX | | | | | | | | | | | | |
| Command | 0 | 1 | ↑ | XX | 0 | 0 | 1 | 0 | 0 | 1 | 1 | 0 | 26h | | | | | | | | | | | | |
| Parameter | 1 | 1 | ↑ | XX | 0 | 0 | 0 | 0 | 0 | 0 | 0 | GC[0] | 01 | | | | | | | | | | | | |
| Description | <p>This command is used to select the desired Gamma curve for the current display. Just one gamma curves can be selected.</p> <p>The curve is selected by setting the appropriate bit in the parameter as described in the Table:</p> <table border="1" style="margin-left: auto; margin-right: auto;"> <thead> <tr> <th>GC[0]</th> <th>Curve Selected</th> </tr> </thead> <tbody> <tr> <td>1h</td> <td>Gamma curve 1 (G2.2)</td> </tr> </tbody> </table> <p>Note: All other values are undefined.</p> <p>X = Don't care</p> | | | | | | | | | | | | | GC[0] | Curve Selected | 1h | Gamma curve 1 (G2.2) | | | | | | | | |
| GC[0] | Curve Selected | | | | | | | | | | | | | | | | | | | | | | | | |
| 1h | Gamma curve 1 (G2.2) | | | | | | | | | | | | | | | | | | | | | | | | |
| Restriction | <p>Values of GC [0] not shown in table above are invalid and will not change the current selected Gamma curve until valid value is received.</p> | | | | | | | | | | | | | | | | | | | | | | | | |
| Register Availability | <table border="1" style="margin-left: auto; margin-right: auto;"> <thead> <tr> <th>Status</th> <th>Availability</th> </tr> </thead> <tbody> <tr> <td>Normal Mode On, Idle Mode Off, Sleep Out</td> <td>Yes</td> </tr> <tr> <td>Normal Mode On, Idle Mode On, Sleep Out</td> <td>Yes</td> </tr> <tr> <td>Partial Mode On, Idle Mode Off, Sleep Out</td> <td>Yes</td> </tr> <tr> <td>Partial Mode On, Idle Mode On, Sleep Out</td> <td>Yes</td> </tr> <tr> <td>Sleep In</td> <td>Yes</td> </tr> </tbody> </table> | | | | | | | | | | | | | Status | Availability | Normal Mode On, Idle Mode Off, Sleep Out | Yes | Normal Mode On, Idle Mode On, Sleep Out | Yes | Partial Mode On, Idle Mode Off, Sleep Out | Yes | Partial Mode On, Idle Mode On, Sleep Out | Yes | Sleep In | Yes |
| Status | Availability | | | | | | | | | | | | | | | | | | | | | | | | |
| Normal Mode On, Idle Mode Off, Sleep Out | Yes | | | | | | | | | | | | | | | | | | | | | | | | |
| Normal Mode On, Idle Mode On, Sleep Out | Yes | | | | | | | | | | | | | | | | | | | | | | | | |
| Partial Mode On, Idle Mode Off, Sleep Out | Yes | | | | | | | | | | | | | | | | | | | | | | | | |
| Partial Mode On, Idle Mode On, Sleep Out | Yes | | | | | | | | | | | | | | | | | | | | | | | | |
| Sleep In | Yes | | | | | | | | | | | | | | | | | | | | | | | | |
| Default | <table border="1" style="margin-left: auto; margin-right: auto;"> <thead> <tr> <th>Status</th> <th>Default Value</th> </tr> </thead> <tbody> <tr> <td>Power On Sequence</td> <td>8'h01h</td> </tr> <tr> <td>SW Reset</td> <td>8'h01h</td> </tr> <tr> <td>HW Reset</td> <td>8'h01h</td> </tr> </tbody> </table> | | | | | | | | | | | | | Status | Default Value | Power On Sequence | 8'h01h | SW Reset | 8'h01h | HW Reset | 8'h01h | | | | |
| Status | Default Value | | | | | | | | | | | | | | | | | | | | | | | | |
| Power On Sequence | 8'h01h | | | | | | | | | | | | | | | | | | | | | | | | |
| SW Reset | 8'h01h | | | | | | | | | | | | | | | | | | | | | | | | |
| HW Reset | 8'h01h | | | | | | | | | | | | | | | | | | | | | | | | |
| Flow Chart | <div style="display: flex; align-items: center;"> <div style="flex: 1;"> <pre> graph TD A[GAMSET (26h)] --> B[/1st Parameter: GC[0]/] B --> C{{New Gamma Curve Loaded}} </pre> </div> <div style="flex: 1; border: 1px dashed black; padding: 5px;"> <p>Legend</p> <ul style="list-style-type: none"> Command Parameter Display Action Mode Sequential transfer </div> </div> | | | | | | | | | | | | | | | | | | | | | | | | |

8.2.18. Display Off (28h)

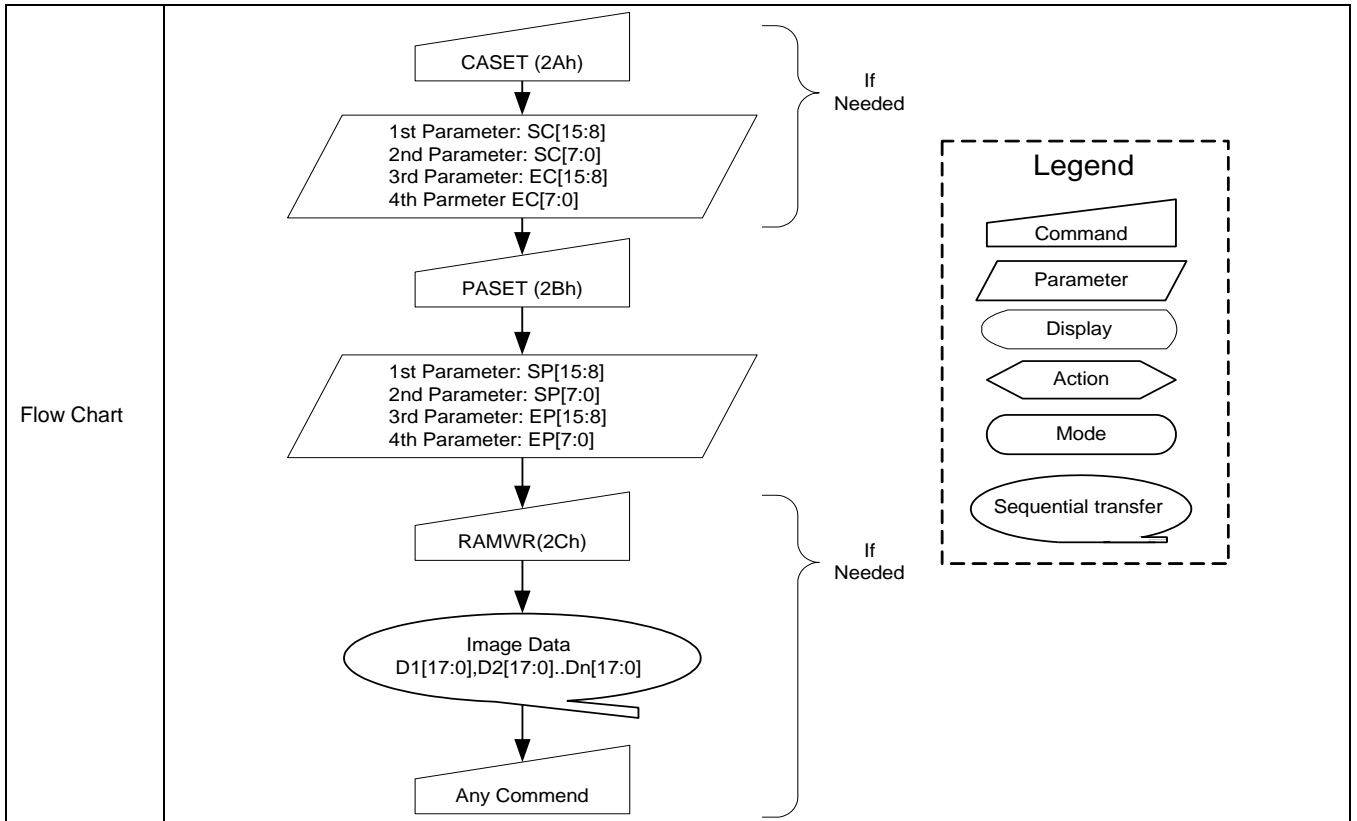
| 28h | DISPOFF (Display Off) | | | | | | | | | | | | | | | | | | | | | | | | |
|---|--|-----|-----|-------|----|----|----|----|----|----|----|----|-----|--------|---------------|--|-------------|---|-------------|---|-------------|--|-----|----------|-----|
| | DCX | RDX | WRX | D17-8 | D7 | D6 | D5 | D4 | D3 | D2 | D1 | D0 | HEX | | | | | | | | | | | | |
| Command | 0 | 1 | ↑ | XX | 0 | 0 | 1 | 0 | 1 | 0 | 0 | 0 | 28h | | | | | | | | | | | | |
| Parameter | No Parameter | | | | | | | | | | | | | | | | | | | | | | | | |
| Description | <p>This command is used to enter into Display Off mode. In this mode, the output from Frame Memory is disabled and blank page inserted.</p> <p>This command makes no change of contents of frame memory.</p> <p>This command does not change any other status.</p> <p>There will be no abnormal visible effect on the display.</p> <div style="display: flex; justify-content: space-around; align-items: center;"> <div style="text-align: center;"> <p>Memory</p>  </div> <div style="font-size: 2em;">→</div> <div style="text-align: center;"> <p>Display Panel</p>  </div> </div> <p>X = Don't care.</p> | | | | | | | | | | | | | | | | | | | | | | | | |
| Restriction | This command has no effect when module is already in Display Off mode. | | | | | | | | | | | | | | | | | | | | | | | | |
| Register Availability | <table border="1" style="width: 100%; border-collapse: collapse;"> <thead> <tr> <th>Status</th> <th>Availability</th> </tr> </thead> <tbody> <tr> <td>Normal Mode On, Idle Mode Off, Sleep Out</td> <td>Yes</td> </tr> <tr> <td>Normal Mode On, Idle Mode On, Sleep Out</td> <td>Yes</td> </tr> <tr> <td>Partial Mode On, Idle Mode Off, Sleep Out</td> <td>Yes</td> </tr> <tr> <td>Partial Mode On, Idle Mode On, Sleep Out</td> <td>Yes</td> </tr> <tr> <td>Sleep In</td> <td>Yes</td> </tr> </tbody> </table> | | | | | | | | | | | | | Status | Availability | Normal Mode On, Idle Mode Off, Sleep Out | Yes | Normal Mode On, Idle Mode On, Sleep Out | Yes | Partial Mode On, Idle Mode Off, Sleep Out | Yes | Partial Mode On, Idle Mode On, Sleep Out | Yes | Sleep In | Yes |
| Status | Availability | | | | | | | | | | | | | | | | | | | | | | | | |
| Normal Mode On, Idle Mode Off, Sleep Out | Yes | | | | | | | | | | | | | | | | | | | | | | | | |
| Normal Mode On, Idle Mode On, Sleep Out | Yes | | | | | | | | | | | | | | | | | | | | | | | | |
| Partial Mode On, Idle Mode Off, Sleep Out | Yes | | | | | | | | | | | | | | | | | | | | | | | | |
| Partial Mode On, Idle Mode On, Sleep Out | Yes | | | | | | | | | | | | | | | | | | | | | | | | |
| Sleep In | Yes | | | | | | | | | | | | | | | | | | | | | | | | |
| Default | <table border="1" style="width: 100%; border-collapse: collapse;"> <thead> <tr> <th>Status</th> <th>Default Value</th> </tr> </thead> <tbody> <tr> <td>Power On Sequence</td> <td>Display Off</td> </tr> <tr> <td>SW Reset</td> <td>Display Off</td> </tr> <tr> <td>HW Reset</td> <td>Display Off</td> </tr> </tbody> </table> | | | | | | | | | | | | | Status | Default Value | Power On Sequence | Display Off | SW Reset | Display Off | HW Reset | Display Off | | | | |
| Status | Default Value | | | | | | | | | | | | | | | | | | | | | | | | |
| Power On Sequence | Display Off | | | | | | | | | | | | | | | | | | | | | | | | |
| SW Reset | Display Off | | | | | | | | | | | | | | | | | | | | | | | | |
| HW Reset | Display Off | | | | | | | | | | | | | | | | | | | | | | | | |
| Flow Chart | <div style="display: flex; align-items: center; justify-content: center;"> <div style="text-align: center; margin-right: 20px;">  </div> <div style="border: 1px dashed black; padding: 10px;"> <p>Legend</p> <ul style="list-style-type: none"> Command Parameter Display Action Mode Sequential transfer </div> </div> | | | | | | | | | | | | | | | | | | | | | | | | |

8.2.19. Display On (29h)

| 29h | DISPON (Display On) | | | | | | | | | | | | | | | | | | | | | | | | |
|---|--|-----|-----|-------|----|----|----|----|----|----|----|----|-----|--------|---------------|--|-------------|---|-------------|---|-------------|--|-----|----------|-----|
| | DCX | RDX | WRX | D17-8 | D7 | D6 | D5 | D4 | D3 | D2 | D1 | D0 | HEX | | | | | | | | | | | | |
| Command | 0 | 1 | ↑ | XX | 0 | 0 | 1 | 0 | 1 | 0 | 0 | 1 | 29h | | | | | | | | | | | | |
| Parameter | No Parameter | | | | | | | | | | | | | | | | | | | | | | | | |
| Description | <p>This command is used to recover from Display Off mode. Output from the Frame Memory is enabled.</p> <p>This command makes no change of contents of frame memory.</p> <p>This command does not change any other status</p> <div style="display: flex; justify-content: space-around; align-items: center;"> <div style="text-align: center;"> <p>Memory</p>  </div> <div style="font-size: 2em;">→</div> <div style="text-align: center;"> <p>Display Panel</p>  </div> </div> <p>X = Don't care.</p> | | | | | | | | | | | | | | | | | | | | | | | | |
| Restriction | This command has no effect when module is already in Display On mode. | | | | | | | | | | | | | | | | | | | | | | | | |
| Register Availability | <table border="1" style="margin-left: auto; margin-right: auto;"> <thead> <tr> <th>Status</th> <th>Availability</th> </tr> </thead> <tbody> <tr> <td>Normal Mode On, Idle Mode Off, Sleep Out</td> <td>Yes</td> </tr> <tr> <td>Normal Mode On, Idle Mode On, Sleep Out</td> <td>Yes</td> </tr> <tr> <td>Partial Mode On, Idle Mode Off, Sleep Out</td> <td>Yes</td> </tr> <tr> <td>Partial Mode On, Idle Mode On, Sleep Out</td> <td>Yes</td> </tr> <tr> <td>Sleep In</td> <td>Yes</td> </tr> </tbody> </table> | | | | | | | | | | | | | Status | Availability | Normal Mode On, Idle Mode Off, Sleep Out | Yes | Normal Mode On, Idle Mode On, Sleep Out | Yes | Partial Mode On, Idle Mode Off, Sleep Out | Yes | Partial Mode On, Idle Mode On, Sleep Out | Yes | Sleep In | Yes |
| Status | Availability | | | | | | | | | | | | | | | | | | | | | | | | |
| Normal Mode On, Idle Mode Off, Sleep Out | Yes | | | | | | | | | | | | | | | | | | | | | | | | |
| Normal Mode On, Idle Mode On, Sleep Out | Yes | | | | | | | | | | | | | | | | | | | | | | | | |
| Partial Mode On, Idle Mode Off, Sleep Out | Yes | | | | | | | | | | | | | | | | | | | | | | | | |
| Partial Mode On, Idle Mode On, Sleep Out | Yes | | | | | | | | | | | | | | | | | | | | | | | | |
| Sleep In | Yes | | | | | | | | | | | | | | | | | | | | | | | | |
| Default | <table border="1" style="margin-left: auto; margin-right: auto;"> <thead> <tr> <th>Status</th> <th>Default Value</th> </tr> </thead> <tbody> <tr> <td>Power On Sequence</td> <td>Display Off</td> </tr> <tr> <td>SW Reset</td> <td>Display Off</td> </tr> <tr> <td>HW Reset</td> <td>Display Off</td> </tr> </tbody> </table> | | | | | | | | | | | | | Status | Default Value | Power On Sequence | Display Off | SW Reset | Display Off | HW Reset | Display Off | | | | |
| Status | Default Value | | | | | | | | | | | | | | | | | | | | | | | | |
| Power On Sequence | Display Off | | | | | | | | | | | | | | | | | | | | | | | | |
| SW Reset | Display Off | | | | | | | | | | | | | | | | | | | | | | | | |
| HW Reset | Display Off | | | | | | | | | | | | | | | | | | | | | | | | |
| Flow Chart | <div style="display: flex; align-items: center;"> <div style="flex: 1;">  <pre> graph TD A([Display Off Mode]) --> B[/DISPON(29h)/] B --> C([Display On Mode]) </pre> </div> <div style="flex: 1; border: 1px dashed black; padding: 5px;"> <p style="text-align: center;">Legend</p> <ul style="list-style-type: none"> Command Parameter Display Action Mode Sequential transfer </div> </div> | | | | | | | | | | | | | | | | | | | | | | | | |

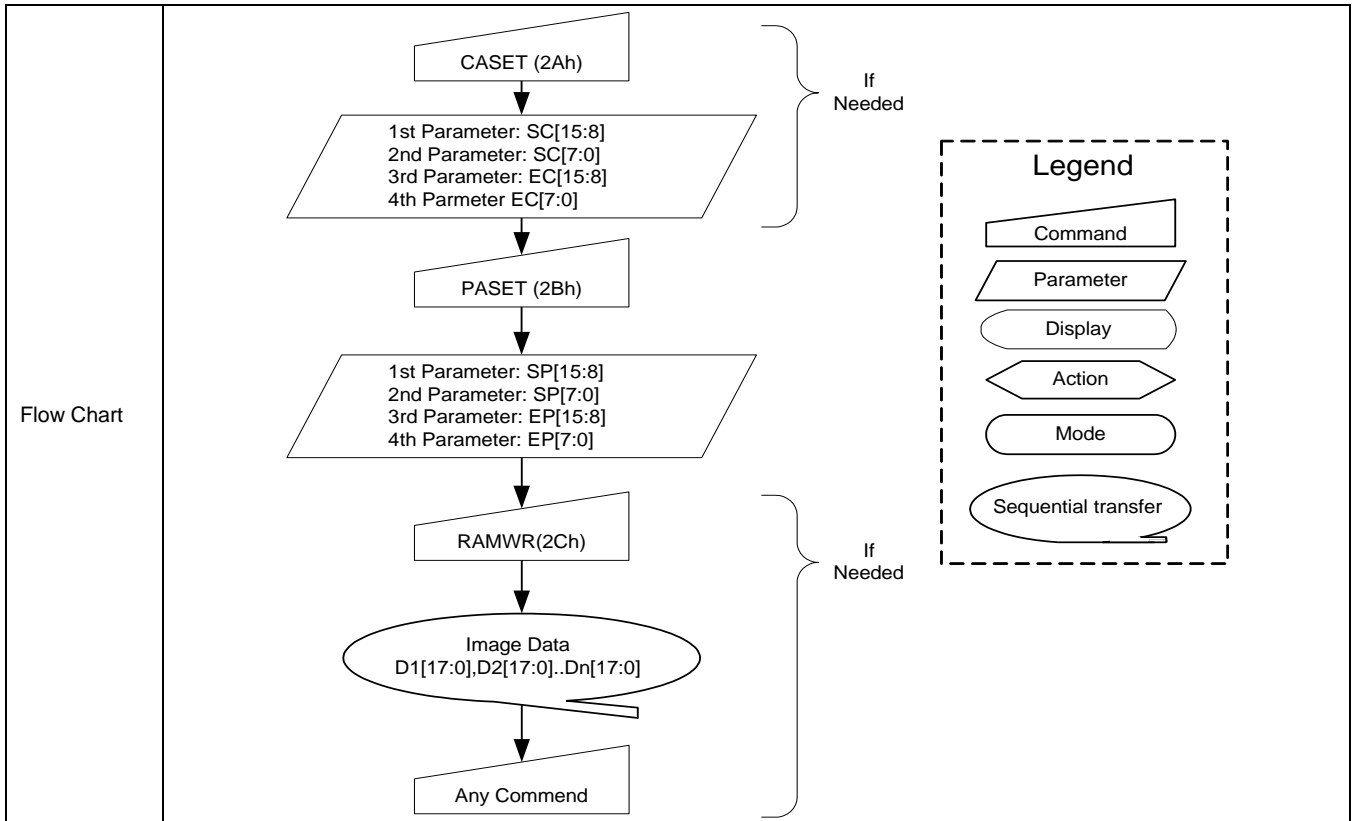
8.2.20. Column Address Set (2Ah)

| 2Ah | CASET (Column Address Set) | | | | | | | | | | | | | | | | | | | | | | | | |
|---|---|--|-----|-------|------|------|------|------|------|------|-----|-----|-------|--------|---------------|--|-------------------|---|-----------------|---|-----------------|--|----------|-----------------|-----------------|
| | DCX | RDX | WRX | D17-8 | D7 | D6 | D5 | D4 | D3 | D2 | D1 | D0 | HEX | | | | | | | | | | | | |
| Command | 0 | 1 | ↑ | XX | 0 | 0 | 1 | 0 | 1 | 0 | 1 | 0 | 2Ah | | | | | | | | | | | | |
| 1 st Parameter | 1 | 1 | ↑ | XX | SC15 | SC14 | SC13 | SC12 | SC11 | SC10 | SC9 | SC8 | Note1 | | | | | | | | | | | | |
| 2 nd Parameter | 1 | 1 | ↑ | XX | SC7 | SC6 | SC5 | SC4 | SC3 | SC2 | SC1 | SC0 | | | | | | | | | | | | | |
| 3 rd Parameter | 1 | 1 | ↑ | XX | EC15 | EC14 | EC13 | EC12 | EC11 | EC10 | EC9 | EC8 | Note1 | | | | | | | | | | | | |
| 4 th Parameter | 1 | 1 | ↑ | XX | EC7 | EC6 | EC5 | EC4 | EC3 | EC2 | EC1 | EC0 | | | | | | | | | | | | | |
| Description | <p>This command is used to define area of frame memory where MCU can access. This command makes no change on the other driver status. The values of SC [15:0] and EC [15:0] are referred when RAMWR command comes. Each value represents one column line in the Frame Memory.</p> <div style="text-align: center;"> </div> <p>X = Don't care</p> | | | | | | | | | | | | | | | | | | | | | | | | |
| Restriction | <p>SC [15:0] always must be equal to or less than EC [15:0].</p> <p>Note 1: When SC [15:0] or EC [15:0] is greater than 00EFh (When MADCTL's D5 = 0) or 013Fh (When MADCTL's D5 = 1), data of out of range will be ignored</p> | | | | | | | | | | | | | | | | | | | | | | | | |
| Register Availability | <table border="1" style="margin-left: auto; margin-right: auto;"> <thead> <tr> <th>Status</th> <th>Availability</th> </tr> </thead> <tbody> <tr> <td>Normal Mode On, Idle Mode Off, Sleep Out</td> <td>Yes</td> </tr> <tr> <td>Normal Mode On, Idle Mode On, Sleep Out</td> <td>Yes</td> </tr> <tr> <td>Partial Mode On, Idle Mode Off, Sleep Out</td> <td>Yes</td> </tr> <tr> <td>Partial Mode On, Idle Mode On, Sleep Out</td> <td>Yes</td> </tr> <tr> <td>Sleep In</td> <td>Yes</td> </tr> </tbody> </table> | | | | | | | | | | | | | Status | Availability | Normal Mode On, Idle Mode Off, Sleep Out | Yes | Normal Mode On, Idle Mode On, Sleep Out | Yes | Partial Mode On, Idle Mode Off, Sleep Out | Yes | Partial Mode On, Idle Mode On, Sleep Out | Yes | Sleep In | Yes |
| Status | Availability | | | | | | | | | | | | | | | | | | | | | | | | |
| Normal Mode On, Idle Mode Off, Sleep Out | Yes | | | | | | | | | | | | | | | | | | | | | | | | |
| Normal Mode On, Idle Mode On, Sleep Out | Yes | | | | | | | | | | | | | | | | | | | | | | | | |
| Partial Mode On, Idle Mode Off, Sleep Out | Yes | | | | | | | | | | | | | | | | | | | | | | | | |
| Partial Mode On, Idle Mode On, Sleep Out | Yes | | | | | | | | | | | | | | | | | | | | | | | | |
| Sleep In | Yes | | | | | | | | | | | | | | | | | | | | | | | | |
| Default | <table border="1" style="margin-left: auto; margin-right: auto;"> <thead> <tr> <th>Status</th> <th colspan="2">Default Value</th> </tr> </thead> <tbody> <tr> <td>Power On Sequence</td> <td>SC [15:0]=0000h</td> <td>EC [15:0]=00EFh</td> </tr> <tr> <td>SW Reset</td> <td>SC [15:0]=0000h</td> <td>If MADCTL's D5 = 0: EC [15:0]=00EFh If MADCTL's D5 = 1: EC [15:0]=013Fh</td> </tr> <tr> <td>HW Reset</td> <td>SC [15:0]=0000h</td> <td>EC [15:0]=00EFh</td> </tr> </tbody> </table> | | | | | | | | | | | | | Status | Default Value | | Power On Sequence | SC [15:0]=0000h | EC [15:0]=00EFh | SW Reset | SC [15:0]=0000h | If MADCTL's D5 = 0: EC [15:0]=00EFh If MADCTL's D5 = 1: EC [15:0]=013Fh | HW Reset | SC [15:0]=0000h | EC [15:0]=00EFh |
| Status | Default Value | | | | | | | | | | | | | | | | | | | | | | | | |
| Power On Sequence | SC [15:0]=0000h | EC [15:0]=00EFh | | | | | | | | | | | | | | | | | | | | | | | |
| SW Reset | SC [15:0]=0000h | If MADCTL's D5 = 0: EC [15:0]=00EFh If MADCTL's D5 = 1: EC [15:0]=013Fh | | | | | | | | | | | | | | | | | | | | | | | |
| HW Reset | SC [15:0]=0000h | EC [15:0]=00EFh | | | | | | | | | | | | | | | | | | | | | | | |



8.2.21. Page Address Set (2Bh)

| 2Bh | PASET (Page Address Set) | | | | | | | | | | | | | | | | | | | | | | | | |
|---|---|--|-----|-------|------|------|------|------|------|------|-----|-----|-------|--------|---------------|--|-------------------|---|-----------------|---|-----------------|--|----------|-----------------|-----------------|
| | DCX | RDX | WRX | D17-8 | D7 | D6 | D5 | D4 | D3 | D2 | D1 | D0 | HEX | | | | | | | | | | | | |
| Command | 0 | 1 | ↑ | XX | 0 | 0 | 1 | 0 | 1 | 0 | 1 | 1 | 2Bh | | | | | | | | | | | | |
| 1 st Parameter | 1 | 1 | ↑ | XX | SP15 | SP14 | SP13 | SP12 | SP11 | SP10 | SP9 | SP8 | Note1 | | | | | | | | | | | | |
| 2 nd Parameter | 1 | 1 | ↑ | XX | SP7 | SP6 | SP5 | SP4 | SP3 | SP2 | SP1 | SP0 | | | | | | | | | | | | | |
| 3 rd Parameter | 1 | 1 | ↑ | XX | EP15 | EP14 | EP13 | EP12 | EP11 | EP10 | EP9 | EP8 | Note1 | | | | | | | | | | | | |
| 4 th Parameter | 1 | 1 | ↑ | XX | EP7 | EP6 | EP5 | EP4 | EP3 | EP2 | EP1 | EP0 | | | | | | | | | | | | | |
| Description | <p>This command is used to define area of frame memory where MCU can access. This command makes no change on the other driver status. The values of SP [15:0] and EP [15:0] are referred when RAMWR command comes. Each value represents one Page line in the Frame Memory.</p> <div style="text-align: center;"> </div> <p>X = Don't care</p> | | | | | | | | | | | | | | | | | | | | | | | | |
| Restriction | <p>SP [15:0] always must be equal to or less than EP [15:0]</p> <p>Note 1: When SP [15:0] or EP [15:0] is greater than 013Fh (When MADCTL's D5 = 0) or 00EFh (When MADCTL's D5 = 1), data of out of range will be ignored.</p> | | | | | | | | | | | | | | | | | | | | | | | | |
| Register Availability | <table border="1" style="margin-left: auto; margin-right: auto;"> <thead> <tr> <th>Status</th> <th>Availability</th> </tr> </thead> <tbody> <tr> <td>Normal Mode On, Idle Mode Off, Sleep Out</td> <td>Yes</td> </tr> <tr> <td>Normal Mode On, Idle Mode On, Sleep Out</td> <td>Yes</td> </tr> <tr> <td>Partial Mode On, Idle Mode Off, Sleep Out</td> <td>Yes</td> </tr> <tr> <td>Partial Mode On, Idle Mode On, Sleep Out</td> <td>Yes</td> </tr> <tr> <td>Sleep In</td> <td>Yes</td> </tr> </tbody> </table> | | | | | | | | | | | | | Status | Availability | Normal Mode On, Idle Mode Off, Sleep Out | Yes | Normal Mode On, Idle Mode On, Sleep Out | Yes | Partial Mode On, Idle Mode Off, Sleep Out | Yes | Partial Mode On, Idle Mode On, Sleep Out | Yes | Sleep In | Yes |
| Status | Availability | | | | | | | | | | | | | | | | | | | | | | | | |
| Normal Mode On, Idle Mode Off, Sleep Out | Yes | | | | | | | | | | | | | | | | | | | | | | | | |
| Normal Mode On, Idle Mode On, Sleep Out | Yes | | | | | | | | | | | | | | | | | | | | | | | | |
| Partial Mode On, Idle Mode Off, Sleep Out | Yes | | | | | | | | | | | | | | | | | | | | | | | | |
| Partial Mode On, Idle Mode On, Sleep Out | Yes | | | | | | | | | | | | | | | | | | | | | | | | |
| Sleep In | Yes | | | | | | | | | | | | | | | | | | | | | | | | |
| Default | <table border="1" style="margin-left: auto; margin-right: auto;"> <thead> <tr> <th>Status</th> <th colspan="2">Default Value</th> </tr> </thead> <tbody> <tr> <td>Power On Sequence</td> <td>SP [15:0]=0000h</td> <td>EP [15:0]=013Fh</td> </tr> <tr> <td>SW Reset</td> <td>SP [15:0]=0000h</td> <td>If MADCTL's D5 = 0: EP [15:0]=013Fh If MADCTL's D5 = 1: EP [15:0]=00EFh</td> </tr> <tr> <td>HW Reset</td> <td>SP [15:0]=0000h</td> <td>EP [15:0]=013Fh</td> </tr> </tbody> </table> | | | | | | | | | | | | | Status | Default Value | | Power On Sequence | SP [15:0]=0000h | EP [15:0]=013Fh | SW Reset | SP [15:0]=0000h | If MADCTL's D5 = 0: EP [15:0]=013Fh If MADCTL's D5 = 1: EP [15:0]=00EFh | HW Reset | SP [15:0]=0000h | EP [15:0]=013Fh |
| Status | Default Value | | | | | | | | | | | | | | | | | | | | | | | | |
| Power On Sequence | SP [15:0]=0000h | EP [15:0]=013Fh | | | | | | | | | | | | | | | | | | | | | | | |
| SW Reset | SP [15:0]=0000h | If MADCTL's D5 = 0: EP [15:0]=013Fh If MADCTL's D5 = 1: EP [15:0]=00EFh | | | | | | | | | | | | | | | | | | | | | | | |
| HW Reset | SP [15:0]=0000h | EP [15:0]=013Fh | | | | | | | | | | | | | | | | | | | | | | | |

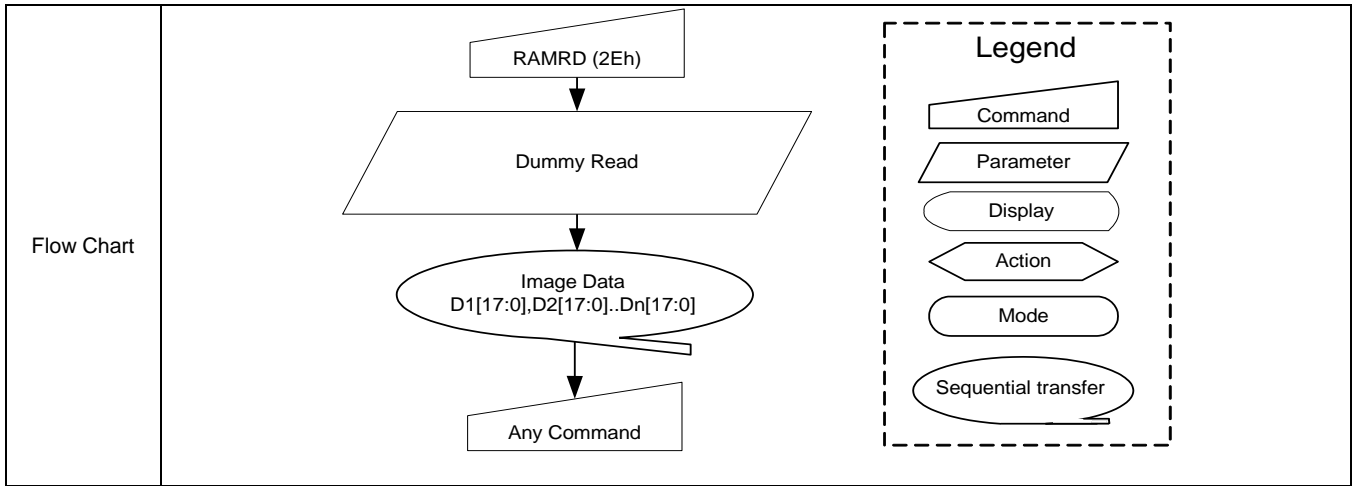


8.2.22. Memory Write (2Ch)

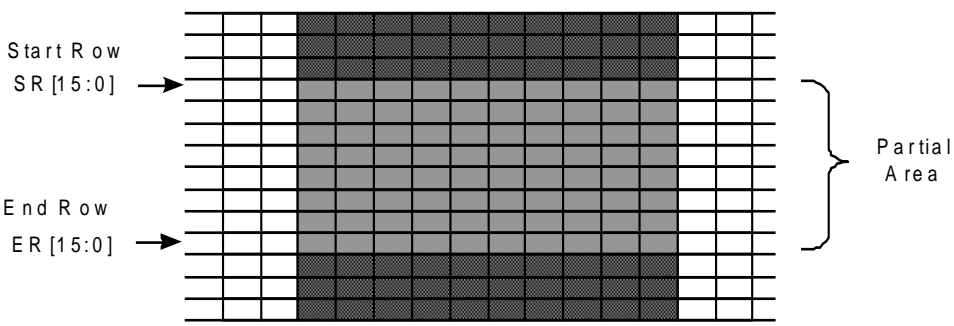
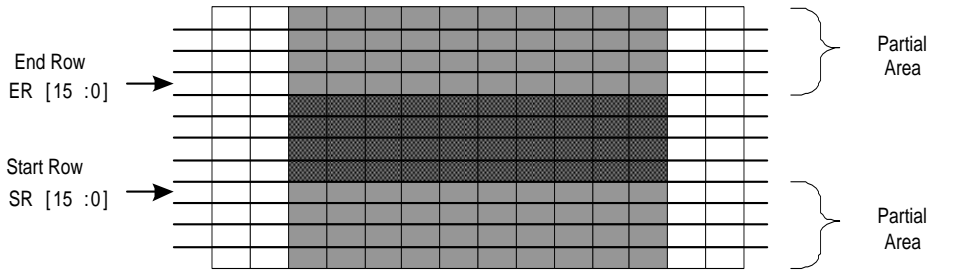
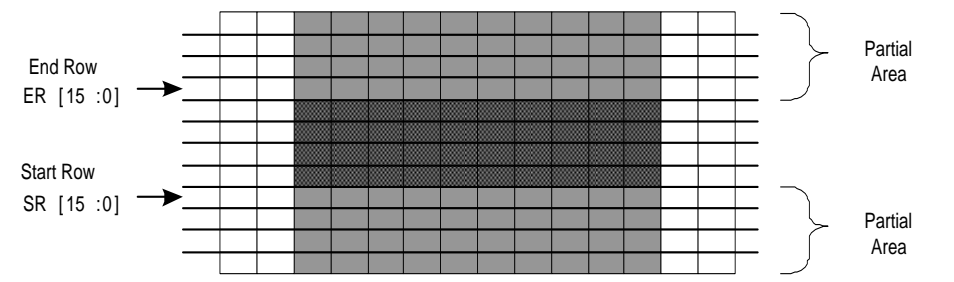
| 2Ch | RAMWR (Memory Write) | | | | | | | | | | | | | | | | | | | | | | | | |
|---|--|-----|-----|-----------|----|----|----|----|----|----|----|----|-----|--------|---------------|--|------------------------------------|---|-----------------------------------|---|-----------------------------------|--|-----|----------|-----|
| | DCX | RDX | WRX | D17-8 | D7 | D6 | D5 | D4 | D3 | D2 | D1 | D0 | HEX | | | | | | | | | | | | |
| Command | 0 | 1 | ↑ | XX | 0 | 0 | 1 | 0 | 1 | 1 | 0 | 0 | 2Ch | | | | | | | | | | | | |
| 1 st Parameter | 1 | 1 | ↑ | D1 [17:0] | | | | | | | | | XX | | | | | | | | | | | | |
| : | 1 | 1 | ↑ | Dx [17:0] | | | | | | | | | XX | | | | | | | | | | | | |
| N th Parameter | 1 | 1 | ↑ | Dn [17:0] | | | | | | | | | XX | | | | | | | | | | | | |
| Description | <p>This command is used to transfer data from MCU to frame memory. This command makes no change to the other driver status. When this command is accepted, the column register and the page register are reset to the Start Column/Start Page positions. The Start Column/Start Page positions are different in accordance with MADCTL setting. Then D [17:0] is stored in frame memory and the column register and the page register incremented. Sending any other command can stop frame Write. X = Don't care.</p> | | | | | | | | | | | | | | | | | | | | | | | | |
| Restriction | In all color modes, there is no restriction on length of parameters. | | | | | | | | | | | | | | | | | | | | | | | | |
| Register Availability | <table border="1"> <thead> <tr> <th>Status</th> <th>Availability</th> </tr> </thead> <tbody> <tr> <td>Normal Mode On, Idle Mode Off, Sleep Out</td> <td>Yes</td> </tr> <tr> <td>Normal Mode On, Idle Mode On, Sleep Out</td> <td>Yes</td> </tr> <tr> <td>Partial Mode On, Idle Mode Off, Sleep Out</td> <td>Yes</td> </tr> <tr> <td>Partial Mode On, Idle Mode On, Sleep Out</td> <td>Yes</td> </tr> <tr> <td>Sleep In</td> <td>Yes</td> </tr> </tbody> </table> | | | | | | | | | | | | | Status | Availability | Normal Mode On, Idle Mode Off, Sleep Out | Yes | Normal Mode On, Idle Mode On, Sleep Out | Yes | Partial Mode On, Idle Mode Off, Sleep Out | Yes | Partial Mode On, Idle Mode On, Sleep Out | Yes | Sleep In | Yes |
| Status | Availability | | | | | | | | | | | | | | | | | | | | | | | | |
| Normal Mode On, Idle Mode Off, Sleep Out | Yes | | | | | | | | | | | | | | | | | | | | | | | | |
| Normal Mode On, Idle Mode On, Sleep Out | Yes | | | | | | | | | | | | | | | | | | | | | | | | |
| Partial Mode On, Idle Mode Off, Sleep Out | Yes | | | | | | | | | | | | | | | | | | | | | | | | |
| Partial Mode On, Idle Mode On, Sleep Out | Yes | | | | | | | | | | | | | | | | | | | | | | | | |
| Sleep In | Yes | | | | | | | | | | | | | | | | | | | | | | | | |
| Default | <table border="1"> <thead> <tr> <th>Status</th> <th>Default Value</th> </tr> </thead> <tbody> <tr> <td>Power On Sequence</td> <td>Contents of memory is set randomly</td> </tr> <tr> <td>SW Reset</td> <td>Contents of memory is not cleared</td> </tr> <tr> <td>HW Reset</td> <td>Contents of memory is not cleared</td> </tr> </tbody> </table> | | | | | | | | | | | | | Status | Default Value | Power On Sequence | Contents of memory is set randomly | SW Reset | Contents of memory is not cleared | HW Reset | Contents of memory is not cleared | | | | |
| Status | Default Value | | | | | | | | | | | | | | | | | | | | | | | | |
| Power On Sequence | Contents of memory is set randomly | | | | | | | | | | | | | | | | | | | | | | | | |
| SW Reset | Contents of memory is not cleared | | | | | | | | | | | | | | | | | | | | | | | | |
| HW Reset | Contents of memory is not cleared | | | | | | | | | | | | | | | | | | | | | | | | |
| Flow Chart | <pre> graph TD CASET[/CASET (2Ah)/] --> P1[/1st Parameter: SC[15:8] 2nd Parameter: SC[7:0] 3rd Parameter: EC[15:8] 4th Parameter EC[7:0]/] P1 --> PASET[/PASET (2Bh)/] PASET --> P2[/1st Parameter: SP[15:8] 2nd Parameter: SP[7:0] 3rd Parameter: EP[15:8] 4th Parameter: EP[7:0]/] P2 --> RAMWR[/RAMWR(2Ch)/] RAMWR --> ID[/Image Data D1[17:0],D2[17:0]..Dn[17:0]/] ID --> AC[/Any Command/] subgraph Legend C[Command] P[/Parameter/] D([Display]) A[/Action/] M([Mode]) ST([Sequential transfer]) end </pre> <p>The flowchart illustrates the sequence of commands for memory writing. It starts with CASET (2Ah), followed by PASET (2Bh), then RAMWR(2Ch), then Image Data (D1[17:0], D2[17:0]..Dn[17:0]), and finally Any Command. Parameters for CASET and PASET are detailed. A legend defines the symbols used in the flowchart.</p> | | | | | | | | | | | | | | | | | | | | | | | | |

8.2.23. Memory Read (2Eh)

| 2Eh | RAMRD (Memory Read) | | | | | | | | | | | | | | | | | | | | | | | | |
|---|---|-----|-----|-----------|----|----|----|----|----|----|----|----|-----|--------|---------------|--|------------------------------------|---|------------------------------------|---|------------------------------------|--|-----|----------|-----|
| | DCX | RDX | WRX | D17-8 | D7 | D6 | D5 | D4 | D3 | D2 | D1 | D0 | HEX | | | | | | | | | | | | |
| Command | 0 | 1 | ↑ | XX | 0 | 0 | 1 | 0 | 1 | 1 | 1 | 0 | 2Eh | | | | | | | | | | | | |
| 1 st Parameter | 1 | 1 | ↑ | XX | X | X | X | X | X | X | X | X | XX | | | | | | | | | | | | |
| 2 nd Parameter | 1 | 1 | ↑ | D1 [17:0] | | | | | | | | | XX | | | | | | | | | | | | |
| : | 1 | 1 | ↑ | Dx [17:0] | | | | | | | | | XX | | | | | | | | | | | | |
| (N+1) th Parameter | 1 | 1 | ↑ | Dn [17:0] | | | | | | | | | XX | | | | | | | | | | | | |
| Description | <p>This command transfers image data from ILI9340X's frame memory to the host processor starting at the pixel location specified by preceding set_column_address and set_page_address commands.</p> <p>If Memory Access control D5 = 0:</p> <p>The column and page registers are reset to the Start Column (SC) and Start Page (SP), respectively. Pixels are read from frame memory at (SC, SP). The column register is then incremented and pixels read from the frame memory until the column register equals the End Column (EC) value. The column register is then reset to SC and the page register is incremented. Pixels are read from the frame memory until the page register equals the End Page (EP) value or the host processor sends another command.</p> <p>If Memory Access Control D5 = 1:</p> <p>The column and page registers are reset to the Start Column (SC) and Start Page (SP), respectively. Pixels are read from frame memory at (SC, SP). The page register is then incremented and pixels read from the frame memory until the page register equals the End Page (EP) value. The page register is then reset to SP and the column register is incremented. Pixels are read from the frame memory until the column register equals the End Column (EC) value or the host processor sends another command.</p> | | | | | | | | | | | | | | | | | | | | | | | | |
| Restriction | There is no restriction on length of parameters. | | | | | | | | | | | | | | | | | | | | | | | | |
| Register Availability | <table border="1"> <thead> <tr> <th>Status</th> <th>Availability</th> </tr> </thead> <tbody> <tr> <td>Normal Mode On, Idle Mode Off, Sleep Out</td> <td>Yes</td> </tr> <tr> <td>Normal Mode On, Idle Mode On, Sleep Out</td> <td>Yes</td> </tr> <tr> <td>Partial Mode On, Idle Mode Off, Sleep Out</td> <td>Yes</td> </tr> <tr> <td>Partial Mode On, Idle Mode On, Sleep Out</td> <td>Yes</td> </tr> <tr> <td>Sleep In</td> <td>Yes</td> </tr> </tbody> </table> | | | | | | | | | | | | | Status | Availability | Normal Mode On, Idle Mode Off, Sleep Out | Yes | Normal Mode On, Idle Mode On, Sleep Out | Yes | Partial Mode On, Idle Mode Off, Sleep Out | Yes | Partial Mode On, Idle Mode On, Sleep Out | Yes | Sleep In | Yes |
| Status | Availability | | | | | | | | | | | | | | | | | | | | | | | | |
| Normal Mode On, Idle Mode Off, Sleep Out | Yes | | | | | | | | | | | | | | | | | | | | | | | | |
| Normal Mode On, Idle Mode On, Sleep Out | Yes | | | | | | | | | | | | | | | | | | | | | | | | |
| Partial Mode On, Idle Mode Off, Sleep Out | Yes | | | | | | | | | | | | | | | | | | | | | | | | |
| Partial Mode On, Idle Mode On, Sleep Out | Yes | | | | | | | | | | | | | | | | | | | | | | | | |
| Sleep In | Yes | | | | | | | | | | | | | | | | | | | | | | | | |
| Default | <table border="1"> <thead> <tr> <th>Status</th> <th>Default Value</th> </tr> </thead> <tbody> <tr> <td>Power On Sequence</td> <td>Contents of memory is set randomly</td> </tr> <tr> <td>SW Reset</td> <td>Contents of memory is set randomly</td> </tr> <tr> <td>HW Reset</td> <td>Contents of memory is set randomly</td> </tr> </tbody> </table> | | | | | | | | | | | | | Status | Default Value | Power On Sequence | Contents of memory is set randomly | SW Reset | Contents of memory is set randomly | HW Reset | Contents of memory is set randomly | | | | |
| Status | Default Value | | | | | | | | | | | | | | | | | | | | | | | | |
| Power On Sequence | Contents of memory is set randomly | | | | | | | | | | | | | | | | | | | | | | | | |
| SW Reset | Contents of memory is set randomly | | | | | | | | | | | | | | | | | | | | | | | | |
| HW Reset | Contents of memory is set randomly | | | | | | | | | | | | | | | | | | | | | | | | |



8.2.24. Partial Area (30h)

| 30h | PLTAR (Partial Area) | | | | | | | | | | | | | |
|---------------------------|--|---|-----|-------|----------|----|----|----|----|----|----|----|-----|--|
| | DCX | RDX | WRX | D17-8 | D7 | D6 | D5 | D4 | D3 | D2 | D1 | D0 | HEX | |
| Command | 0 | 1 | ↑ | XX | 0 | 0 | 1 | 1 | 0 | 0 | 0 | 0 | 30h | |
| 1 st Parameter | 1 | 1 | ↑ | XX | SR[15:8] | | | | | | | | 00 | |
| 2 nd Parameter | 1 | 1 | ↑ | XX | SR[7:0] | | | | | | | | 00 | |
| 3 rd Parameter | 1 | 1 | ↑ | XX | ER[15:8] | | | | | | | | 01 | |
| 4 th Parameter | 1 | 1 | ↑ | XX | ER[7:0] | | | | | | | | 3F | |
| Description | <p>This command defines the partial mode's display area. There are 2 parameters associated with this command, the first defines the Start Row (SR) and the second the End Row (ER), as illustrated in the figures below. SR and ER refer to the Frame Memory Line Pointer.</p> <p>If End Row > Start Row when MADCTL D4=0:-</p>  <p>If End Row > Start Row when MADCTL D4=1:-</p>  <p>If End Row < Start Row when MADCTL D4=0:-</p>  <p>If End Row = Start Row then the Partial Area will be one row deep. X = Don't care.</p> | | | | | | | | | | | | | |
| | Restriction | SR [15...0] and ER [15...0] cannot be 0000h nor exceed 013Fh. | | | | | | | | | | | | |

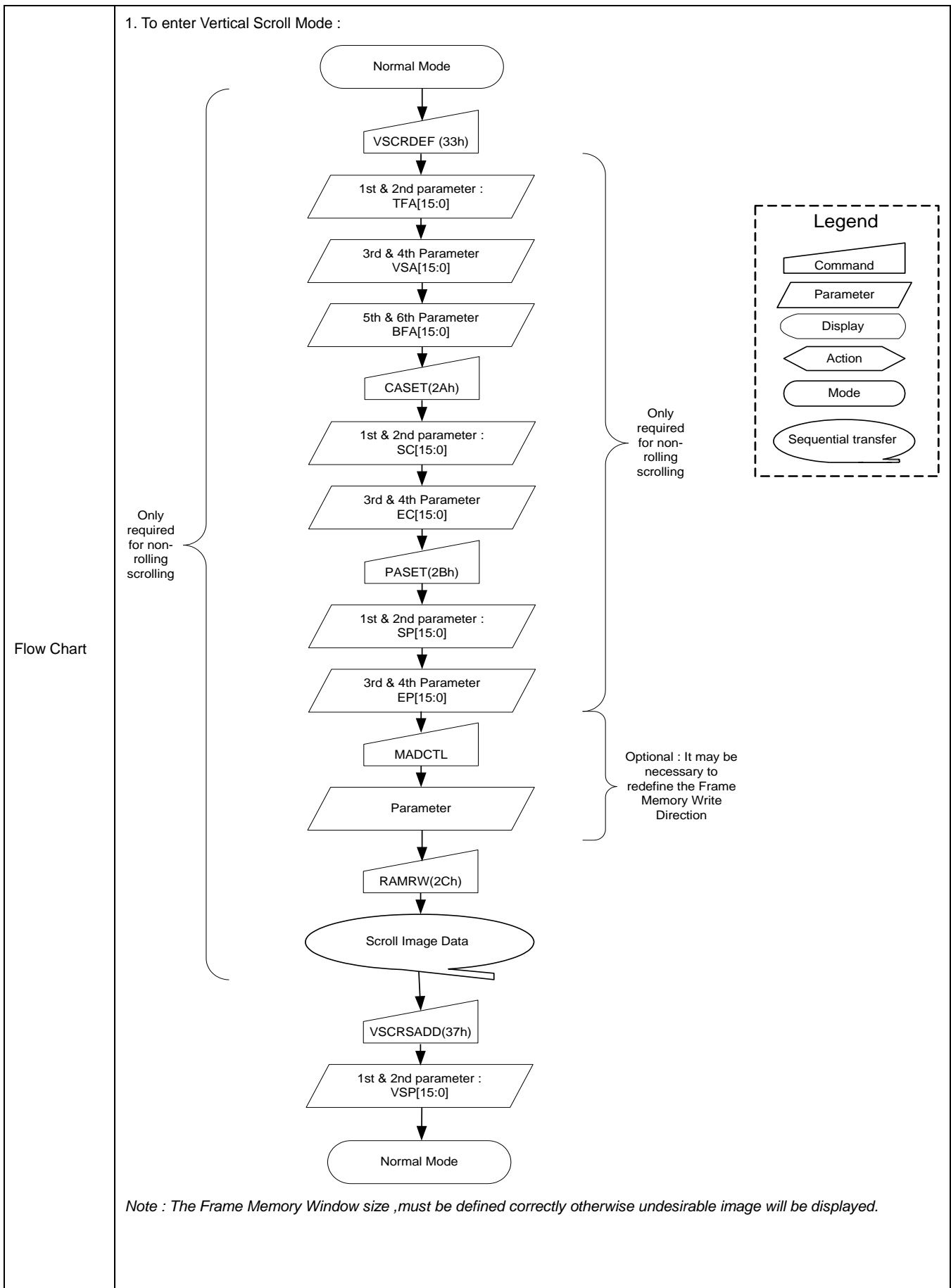
| <p>Register Availability</p> | <table border="1"> <thead> <tr> <th>Status</th> <th>Availability</th> </tr> </thead> <tbody> <tr> <td>Normal Mode On, Idle Mode Off, Sleep Out</td> <td>Yes</td> </tr> <tr> <td>Normal Mode On, Idle Mode On, Sleep Out</td> <td>Yes</td> </tr> <tr> <td>Partial Mode On, Idle Mode Off, Sleep Out</td> <td>Yes</td> </tr> <tr> <td>Partial Mode On, Idle Mode On, Sleep Out</td> <td>Yes</td> </tr> <tr> <td>Sleep In</td> <td>Yes</td> </tr> </tbody> </table> | Status | Availability | Normal Mode On, Idle Mode Off, Sleep Out | Yes | Normal Mode On, Idle Mode On, Sleep Out | Yes | Partial Mode On, Idle Mode Off, Sleep Out | Yes | Partial Mode On, Idle Mode On, Sleep Out | Yes | Sleep In | Yes | | |
|---|---|------------|---------------|--|-----------|---|-------------------|---|-----------|--|------------|------------|----------|------------|------------|
| Status | Availability | | | | | | | | | | | | | | |
| Normal Mode On, Idle Mode Off, Sleep Out | Yes | | | | | | | | | | | | | | |
| Normal Mode On, Idle Mode On, Sleep Out | Yes | | | | | | | | | | | | | | |
| Partial Mode On, Idle Mode Off, Sleep Out | Yes | | | | | | | | | | | | | | |
| Partial Mode On, Idle Mode On, Sleep Out | Yes | | | | | | | | | | | | | | |
| Sleep In | Yes | | | | | | | | | | | | | | |
| <p>Default</p> | <table border="1"> <thead> <tr> <th rowspan="2">Status</th> <th colspan="2">Default Value</th> </tr> <tr> <th>SR [15:0]</th> <th>ER [15:0]</th> </tr> </thead> <tbody> <tr> <td>Power On Sequence</td> <td>16'h0000h</td> <td>16'h013Fh</td> </tr> <tr> <td>SW Reset</td> <td>16'h 0000h</td> <td>16'h 013Fh</td> </tr> <tr> <td>HW Reset</td> <td>16'h 0000h</td> <td>16'h 013Fh</td> </tr> </tbody> </table> | Status | Default Value | | SR [15:0] | ER [15:0] | Power On Sequence | 16'h0000h | 16'h013Fh | SW Reset | 16'h 0000h | 16'h 013Fh | HW Reset | 16'h 0000h | 16'h 013Fh |
| Status | Default Value | | | | | | | | | | | | | | |
| | SR [15:0] | ER [15:0] | | | | | | | | | | | | | |
| Power On Sequence | 16'h0000h | 16'h013Fh | | | | | | | | | | | | | |
| SW Reset | 16'h 0000h | 16'h 013Fh | | | | | | | | | | | | | |
| HW Reset | 16'h 0000h | 16'h 013Fh | | | | | | | | | | | | | |
| <p>Flow Chart</p> | <p>1. To Enter Partial Mode</p> <pre> graph TD A[/PLTAR(30h)/] --> B[/1st Parameter: SR[15:8] 2nd Parameter: SR[7:0]/] B --> C[/3rd Parameter: ER[15:8] 4th Parameter: ER[7:0]/] C --> D[/PTLON(12h)/] D --> E([Partial Mode]) </pre> <p>2. To Leave Partial Mode</p> <pre> graph TD A([Partial Mode]) --> B[/DISPOFF(28h)/] B --> C[/NORON(13h)/] C --> D([Partial Mode OFF]) D --> E[/RAMRW(2Ch)/] E --> F([Image Data D1[17:0], D2[17:0]..Dn[17:0]]) F --> G[/DISPON(29h)/] </pre> <p>Legend</p> <ul style="list-style-type: none"> Command: trapezoid Parameter: parallelogram Display: rounded rectangle Action: chevron Mode: rounded rectangle Sequential transfer: oval with arrow | | | | | | | | | | | | | | |

8.2.25. Vertical Scrolling Definition (33h)

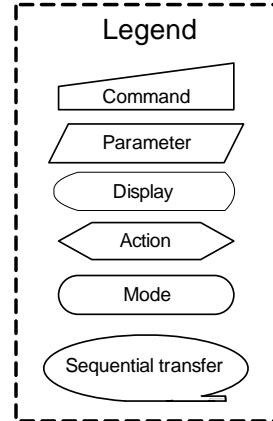
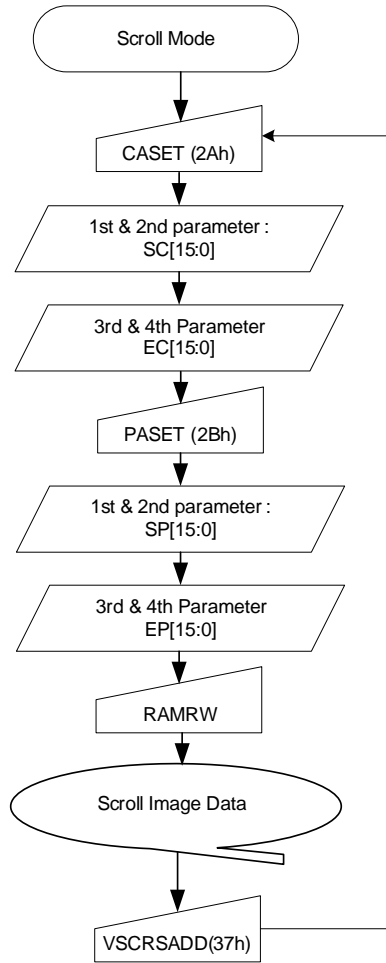
| 33h | VSCRDEF (Vertical Scrolling Definition) | | | | | | | | | | | | |
|---------------------------|--|-----|-----|-------|------------|----|----|----|----|----|----|----|-----|
| | DCX | RDX | WRX | D17-8 | D7 | D6 | D5 | D4 | D3 | D2 | D1 | D0 | HEX |
| Command | 0 | 1 | ↑ | XX | 0 | 0 | 1 | 1 | 0 | 0 | 1 | 1 | 33h |
| 1 st Parameter | 1 | 1 | ↑ | XX | TFA [15:8] | | | | | | | 00 | |
| 2 nd Parameter | 1 | 1 | ↑ | XX | TFA [7:0] | | | | | | | 00 | |
| 3 rd Parameter | 1 | 1 | ↑ | XX | VSA [15:8] | | | | | | | 01 | |
| 4 th Parameter | 1 | 1 | ↑ | XX | VSA [7:0] | | | | | | | 40 | |
| 5 th Parameter | 1 | 1 | ↑ | XX | BFA [15:8] | | | | | | | 00 | |
| 6 th Parameter | 1 | 1 | ↑ | XX | BFA [7:0] | | | | | | | 00 | |
| Description | <p>This command defines the display vertical scrolling area.</p> <p>Memory Access Control (36h) D4 = 0: The 1st & 2nd parameter, TFA[15:0], describe the Top Fixed Area in number of lines from the top of the Frame Memory. The top of the Frame Memory and top of the display device are aligned. The 3rd & 4th parameter, VSA[15:0], describe the height of the Vertical Scrolling Area in number of lines of the Frame Memory from the Vertical Scrolling Start Address. The first line of the Vertical Scrolling Area starts immediately after the bottom most line of the Top Fixed Area. The last line of the Vertical Scrolling Area ends immediately before the top most line of the Bottom Fixed Area. The 5th & 6th parameter, BFA[15:0], describe the Bottom Fixed Area in number of lines from the bottom of the Frame Memory. The bottom of the Frame Memory and bottom of the display device are aligned. TFA, VSA and BFA refer to the Frame Memory Line Pointer.</p> | | | | | | | | | | | | |
| | <p>Memory Access Control (36h) D4 = 1: The 1st & 2nd parameter, TFA[15:0], describe the Top Fixed Area in number of lines from the bottom of the Frame Memory. The bottom of the Frame Memory and bottom of the display device are aligned. The 3rd & 4th parameter, VSA[15:0], describe the height of the Vertical Scrolling Area in number of lines of the Frame Memory from the Vertical Scrolling Start Address. The first line of the Vertical Scrolling Area starts immediately after the top most line of the Top Fixed Area. The last line of the Vertical Scrolling Area ends immediately before the bottom most line of the Bottom Fixed Area. The 5th & 6th parameter, BFA[15:0], describe the Bottom Fixed Area in number of lines from the top of the Frame Memory. The top of the Frame Memory and top of the display device are aligned. TFA, VSA and BFA refer to the Frame Memory Line Pointer.</p> | | | | | | | | | | | | |
| Restriction | | | | | | | | | | | | | |

| Register Availability | <table border="1"> <thead> <tr> <th>Status</th> <th>Availability</th> </tr> </thead> <tbody> <tr> <td>Normal Mode On, Idle Mode Off, Sleep Out</td> <td>Yes</td> </tr> <tr> <td>Normal Mode On, Idle Mode On, Sleep Out</td> <td>Yes</td> </tr> <tr> <td>Partial Mode On, Idle Mode Off, Sleep Out</td> <td>Yes</td> </tr> <tr> <td>Partial Mode On, Idle Mode On, Sleep Out</td> <td>Yes</td> </tr> <tr> <td>Sleep In</td> <td>Yes</td> </tr> </tbody> </table> | | Status | Availability | Normal Mode On, Idle Mode Off, Sleep Out | Yes | Normal Mode On, Idle Mode On, Sleep Out | Yes | Partial Mode On, Idle Mode Off, Sleep Out | Yes | Partial Mode On, Idle Mode On, Sleep Out | Yes | Sleep In | Yes | | | | | | | | |
|--------------------------|---|---------------|------------|--------------|--|-----|---|------------|---|------------|--|-----------|-----------|-----------|----------|-----------|-----------|-----------|----------|-----------|-----------|-----------|
| | Status | Availability | | | | | | | | | | | | | | | | | | | | |
| | Normal Mode On, Idle Mode Off, Sleep Out | Yes | | | | | | | | | | | | | | | | | | | | |
| | Normal Mode On, Idle Mode On, Sleep Out | Yes | | | | | | | | | | | | | | | | | | | | |
| | Partial Mode On, Idle Mode Off, Sleep Out | Yes | | | | | | | | | | | | | | | | | | | | |
| | Partial Mode On, Idle Mode On, Sleep Out | Yes | | | | | | | | | | | | | | | | | | | | |
| Sleep In | Yes | | | | | | | | | | | | | | | | | | | | | |
| Default | <table border="1"> <thead> <tr> <th rowspan="2">Status</th> <th colspan="3">Default Value</th> </tr> <tr> <th>TFA [15:0]</th> <th>VSA [15:0]</th> <th>BFA [15:0]</th> </tr> </thead> <tbody> <tr> <td>Power On Sequence</td> <td>16'h0000h</td> <td>16'h0140h</td> <td>16'h0000h</td> </tr> <tr> <td>SW Reset</td> <td>16'h0000h</td> <td>16'h0140h</td> <td>16'h0000h</td> </tr> <tr> <td>HW Reset</td> <td>16'h0000h</td> <td>16'h0140h</td> <td>16'h0000h</td> </tr> </tbody> </table> | | | Status | Default Value | | | TFA [15:0] | VSA [15:0] | BFA [15:0] | Power On Sequence | 16'h0000h | 16'h0140h | 16'h0000h | SW Reset | 16'h0000h | 16'h0140h | 16'h0000h | HW Reset | 16'h0000h | 16'h0140h | 16'h0000h |
| | Status | Default Value | | | | | | | | | | | | | | | | | | | | |
| | | TFA [15:0] | VSA [15:0] | BFA [15:0] | | | | | | | | | | | | | | | | | | |
| | Power On Sequence | 16'h0000h | 16'h0140h | 16'h0000h | | | | | | | | | | | | | | | | | | |
| SW Reset | 16'h0000h | 16'h0140h | 16'h0000h | | | | | | | | | | | | | | | | | | | |
| HW Reset | 16'h0000h | 16'h0140h | 16'h0000h | | | | | | | | | | | | | | | | | | | |

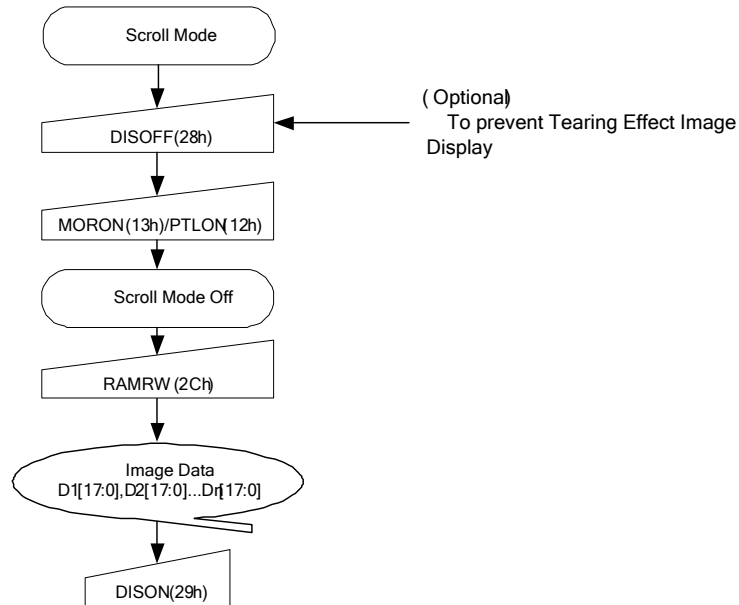
1. To enter Vertical Scroll Mode :



2. Continuous Scroll :



3.To Leave Vertical Scroll Mode:

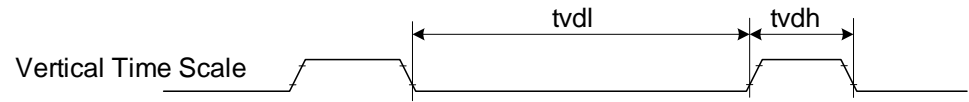



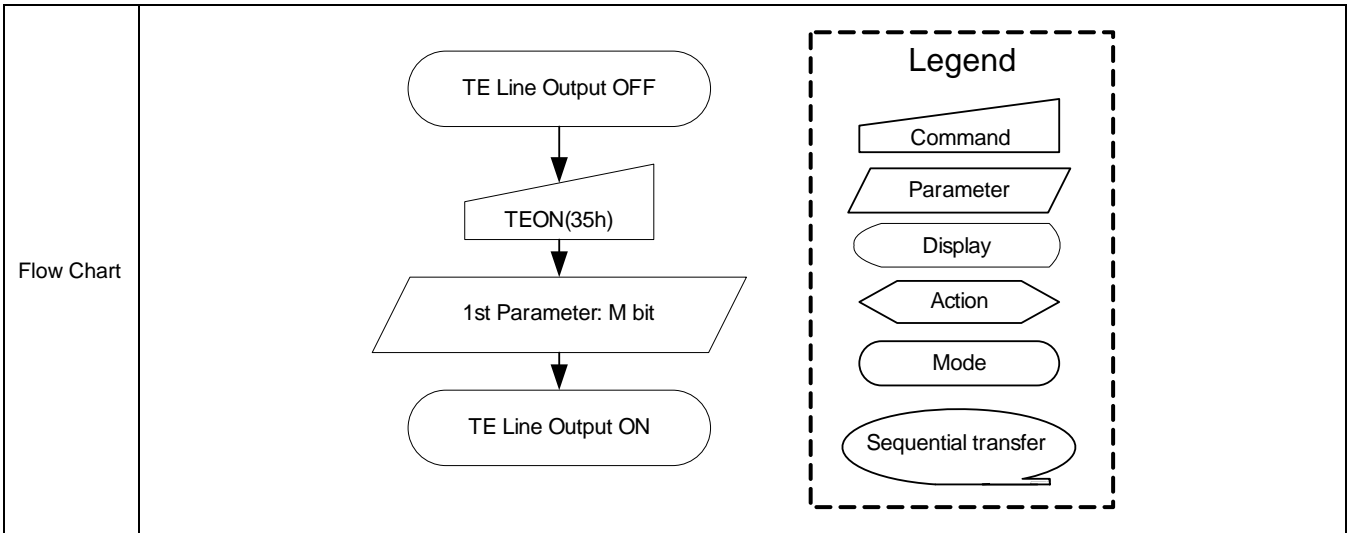
Note: Scroll Mode can be left by both the Normal Display Mode On (13h) and Partial Mode On (12h) commands.

8.2.26. Tearing Effect Line Off (34h)

| 34h | TEOFF (Tearing Effect Line Off) | | | | | | | | | | | | | | | | | | | | | | | | |
|---|--|-----|-----|-------|----|----|----|----|----|----|----|----|-----|--------|---------------|--|-----|---|-----|---|-----|--|-----|----------|-----|
| | DCX | RDX | WRX | D17-8 | D7 | D6 | D5 | D4 | D3 | D2 | D1 | D0 | HEX | | | | | | | | | | | | |
| Command | 0 | 1 | ↑ | XX | 0 | 0 | 1 | 1 | 0 | 1 | 0 | 0 | 34h | | | | | | | | | | | | |
| Parameter | No Parameter | | | | | | | | | | | | | | | | | | | | | | | | |
| Description | This command is used to turn Off (Active Low) the Tearing Effect output signal from the TE signal line. X = Don't care. | | | | | | | | | | | | | | | | | | | | | | | | |
| Restriction | This command has no effect when Tearing Effect output is already Off. | | | | | | | | | | | | | | | | | | | | | | | | |
| Register Availability | <table border="1"> <thead> <tr> <th>Status</th> <th>Availability</th> </tr> </thead> <tbody> <tr> <td>Normal Mode On, Idle Mode Off, Sleep Out</td> <td>Yes</td> </tr> <tr> <td>Normal Mode On, Idle Mode On, Sleep Out</td> <td>Yes</td> </tr> <tr> <td>Partial Mode On, Idle Mode Off, Sleep Out</td> <td>Yes</td> </tr> <tr> <td>Partial Mode On, Idle Mode On, Sleep Out</td> <td>Yes</td> </tr> <tr> <td>Sleep In</td> <td>Yes</td> </tr> </tbody> </table> | | | | | | | | | | | | | Status | Availability | Normal Mode On, Idle Mode Off, Sleep Out | Yes | Normal Mode On, Idle Mode On, Sleep Out | Yes | Partial Mode On, Idle Mode Off, Sleep Out | Yes | Partial Mode On, Idle Mode On, Sleep Out | Yes | Sleep In | Yes |
| Status | Availability | | | | | | | | | | | | | | | | | | | | | | | | |
| Normal Mode On, Idle Mode Off, Sleep Out | Yes | | | | | | | | | | | | | | | | | | | | | | | | |
| Normal Mode On, Idle Mode On, Sleep Out | Yes | | | | | | | | | | | | | | | | | | | | | | | | |
| Partial Mode On, Idle Mode Off, Sleep Out | Yes | | | | | | | | | | | | | | | | | | | | | | | | |
| Partial Mode On, Idle Mode On, Sleep Out | Yes | | | | | | | | | | | | | | | | | | | | | | | | |
| Sleep In | Yes | | | | | | | | | | | | | | | | | | | | | | | | |
| Default | <table border="1"> <thead> <tr> <th>Status</th> <th>Default Value</th> </tr> </thead> <tbody> <tr> <td>Power On Sequence</td> <td>Off</td> </tr> <tr> <td>SW Reset</td> <td>Off</td> </tr> <tr> <td>HW Reset</td> <td>Off</td> </tr> </tbody> </table> | | | | | | | | | | | | | Status | Default Value | Power On Sequence | Off | SW Reset | Off | HW Reset | Off | | | | |
| Status | Default Value | | | | | | | | | | | | | | | | | | | | | | | | |
| Power On Sequence | Off | | | | | | | | | | | | | | | | | | | | | | | | |
| SW Reset | Off | | | | | | | | | | | | | | | | | | | | | | | | |
| HW Reset | Off | | | | | | | | | | | | | | | | | | | | | | | | |
| Flow Chart | <pre> graph TD A([TE Line Output ON]) --> B[/TEOFF(34h)/] B --> C([TE Line Output OFF]) </pre> <p>Legend</p> <ul style="list-style-type: none"> Command: trapezoid Parameter: parallelogram Display: rounded rectangle Action: arrowhead Mode: rounded rectangle Sequential transfer: oval with arrow | | | | | | | | | | | | | | | | | | | | | | | | |

8.2.27. Tearing Effect Line On (35h)

| 35h | TEON (Tearing Effect Line On) | | | | | | | | | | | | | | | | | | | | | | | | |
|---|---|--|-----|-------|----|----|----|----|----|----|----|----|-----|--------|---------------|--|-----|---|-----|---|-----|--|-----|----------|-----|
| | DCX | RDX | WRX | D17-8 | D7 | D6 | D5 | D4 | D3 | D2 | D1 | D0 | HEX | | | | | | | | | | | | |
| Command | 0 | 1 | ↑ | XX | 0 | 0 | 1 | 1 | 0 | 1 | 0 | 1 | 35h | | | | | | | | | | | | |
| Parameter | 1 | 1 | ↑ | XX | 0 | 0 | 0 | 0 | 0 | 0 | 0 | M | 00 | | | | | | | | | | | | |
| Description | <p>This command is used to turn on the Tearing Effect output signal from the TE signal line. This output is not affected by changing MADCTL bit D4. The Tearing Effect Line On has one parameter which describes the mode of the Tearing Effect Output Line.</p> <p>When M=0:</p> <p>The Tearing Effect Output line consists of V-Blanking information only:</p>  <p>Vertical Time Scale</p> <p>When M=1:</p> <p>The Tearing Effect Output Line consists of both V-Blanking and H-Blanking information:</p>  <p>Vertical Time Scale</p> <p>Note: During Sleep In Mode with Tearing Effect Line On, Tearing Effect Output pin will be active Low. X = Don't care.</p> | | | | | | | | | | | | | | | | | | | | | | | | |
| | Restriction | This command has no effect when Tearing Effect output is already on. | | | | | | | | | | | | | | | | | | | | | | | |
| Register Availability | <table border="1"> <thead> <tr> <th>Status</th> <th>Availability</th> </tr> </thead> <tbody> <tr> <td>Normal Mode On, Idle Mode Off, Sleep Out</td> <td>Yes</td> </tr> <tr> <td>Normal Mode On, Idle Mode On, Sleep Out</td> <td>Yes</td> </tr> <tr> <td>Partial Mode On, Idle Mode Off, Sleep Out</td> <td>Yes</td> </tr> <tr> <td>Partial Mode On, Idle Mode On, Sleep Out</td> <td>Yes</td> </tr> <tr> <td>Sleep In</td> <td>Yes</td> </tr> </tbody> </table> | | | | | | | | | | | | | Status | Availability | Normal Mode On, Idle Mode Off, Sleep Out | Yes | Normal Mode On, Idle Mode On, Sleep Out | Yes | Partial Mode On, Idle Mode Off, Sleep Out | Yes | Partial Mode On, Idle Mode On, Sleep Out | Yes | Sleep In | Yes |
| Status | Availability | | | | | | | | | | | | | | | | | | | | | | | | |
| Normal Mode On, Idle Mode Off, Sleep Out | Yes | | | | | | | | | | | | | | | | | | | | | | | | |
| Normal Mode On, Idle Mode On, Sleep Out | Yes | | | | | | | | | | | | | | | | | | | | | | | | |
| Partial Mode On, Idle Mode Off, Sleep Out | Yes | | | | | | | | | | | | | | | | | | | | | | | | |
| Partial Mode On, Idle Mode On, Sleep Out | Yes | | | | | | | | | | | | | | | | | | | | | | | | |
| Sleep In | Yes | | | | | | | | | | | | | | | | | | | | | | | | |
| Default | <table border="1"> <thead> <tr> <th>Status</th> <th>Default Value</th> </tr> </thead> <tbody> <tr> <td>Power On Sequence</td> <td>Off</td> </tr> <tr> <td>SW Reset</td> <td>Off</td> </tr> <tr> <td>HW Reset</td> <td>Off</td> </tr> </tbody> </table> | | | | | | | | | | | | | Status | Default Value | Power On Sequence | Off | SW Reset | Off | HW Reset | Off | | | | |
| Status | Default Value | | | | | | | | | | | | | | | | | | | | | | | | |
| Power On Sequence | Off | | | | | | | | | | | | | | | | | | | | | | | | |
| SW Reset | Off | | | | | | | | | | | | | | | | | | | | | | | | |
| HW Reset | Off | | | | | | | | | | | | | | | | | | | | | | | | |



8.2.28. Memory Access Control (36h)

| 36h | MADCTL (Memory Access Control) | | | | | | | | | | | | HEX |
|-----------|--------------------------------|-----|-----|-------|----|----|----|----|-----|----|----|----|-----|
| | DCX | RDX | WRX | D17-8 | D7 | D6 | D5 | D4 | D3 | D2 | D1 | D0 | |
| Command | 0 | 1 | ↑ | XX | 0 | 0 | 1 | 1 | 0 | 1 | 1 | 0 | 36h |
| Parameter | 1 | 1 | ↑ | XX | MY | MX | MV | ML | BGR | MH | 0 | 0 | 00 |

This command defines read/write scanning direction of frame memory.

This command makes no change on the other driver status.

| Bit | Name | Description |
|-----|--------------------------|---|
| MY | Row Address Order | These 3 bits control MCU to memory write/read direction. |
| MX | Column Address Order | |
| MV | Row / Column Exchange | |
| ML | Vertical Refresh Order | LCD vertical refresh direction control. |
| BGR | RGB-BGR Order | Color selector switch control (0=RGB color filter panel, 1=BGR color filter panel) |
| MH | Horizontal Refresh ORDER | LCD horizontal refreshing direction control. |

Note: When BGR bit is changed, the new setting is active immediately without update the content in Frame Memory again.

X = Don't care.

Description

MY (Page Address Order)="0"

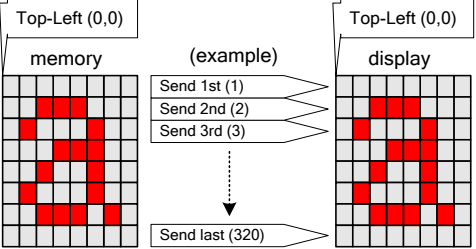
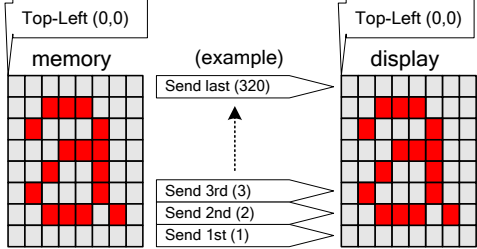
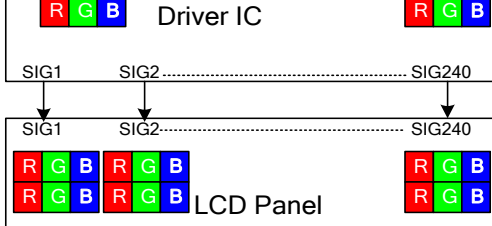
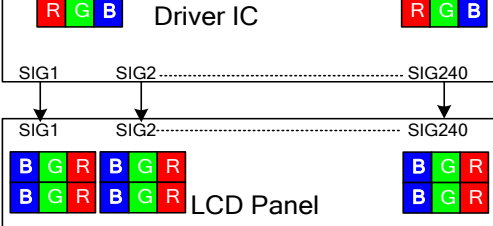
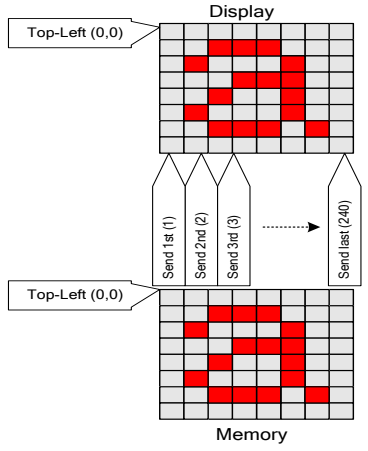
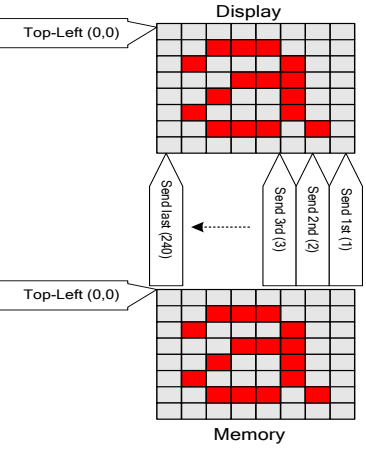
MY (Page Address Order)="1"

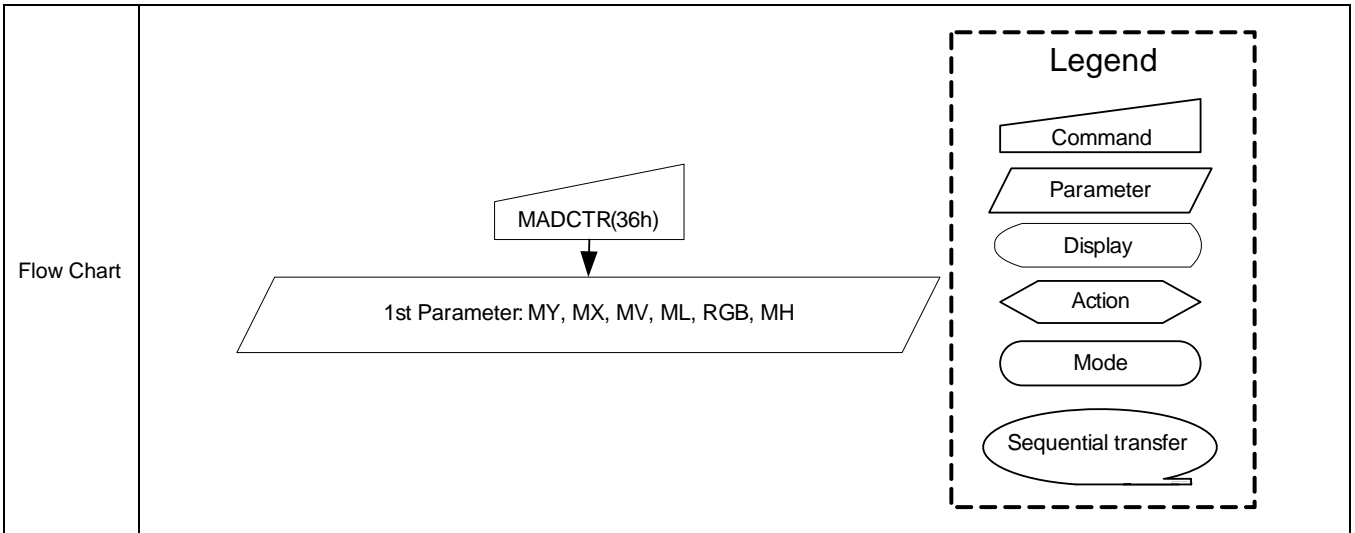
MX (Column Address Order)="0"

MX (Column Address Order)="1"

MV (Vertical Refresh Order bit)="0"

MV (Vertical Refresh Order bit)="1"

| | <div style="display: flex; justify-content: space-around;"> <div style="width: 45%;"> <p>ML (Vertical refresh order bit)="0"</p>  </div> <div style="width: 45%;"> <p>ML (Vertical refresh order bit)="1"</p>  </div> </div> <div style="display: flex; justify-content: space-around; margin-top: 20px;"> <div style="width: 45%;"> <p>BGR (RGB-BGR Order control bit)="0"</p>  </div> <div style="width: 45%;"> <p>BGR (RGB-BGR Order control bit)="1"</p>  </div> </div> <div style="display: flex; justify-content: space-around; margin-top: 20px;"> <div style="width: 45%;"> <p>MH (Horizontal refresh order control bit)="0"</p>  </div> <div style="width: 45%;"> <p>MH (Horizontal refresh order control bit)="1"</p>  </div> </div> <p>Note: Top-Left (0,0) means a physical memory location.</p> | | | | | | | | | | | | |
|---|---|--------|---------------|--|--------|---|-----------|---|--------|--|-----|----------|-----|
| Restriction | | | | | | | | | | | | | |
| Register Availability | <table border="1" style="width: 100%; text-align: center;"> <thead> <tr> <th>Status</th> <th>Availability</th> </tr> </thead> <tbody> <tr> <td>Normal Mode On, Idle Mode Off, Sleep Out</td> <td>Yes</td> </tr> <tr> <td>Normal Mode On, Idle Mode On, Sleep Out</td> <td>Yes</td> </tr> <tr> <td>Partial Mode On, Idle Mode Off, Sleep Out</td> <td>Yes</td> </tr> <tr> <td>Partial Mode On, Idle Mode On, Sleep Out</td> <td>Yes</td> </tr> <tr> <td>Sleep In</td> <td>Yes</td> </tr> </tbody> </table> | Status | Availability | Normal Mode On, Idle Mode Off, Sleep Out | Yes | Normal Mode On, Idle Mode On, Sleep Out | Yes | Partial Mode On, Idle Mode Off, Sleep Out | Yes | Partial Mode On, Idle Mode On, Sleep Out | Yes | Sleep In | Yes |
| Status | Availability | | | | | | | | | | | | |
| Normal Mode On, Idle Mode Off, Sleep Out | Yes | | | | | | | | | | | | |
| Normal Mode On, Idle Mode On, Sleep Out | Yes | | | | | | | | | | | | |
| Partial Mode On, Idle Mode Off, Sleep Out | Yes | | | | | | | | | | | | |
| Partial Mode On, Idle Mode On, Sleep Out | Yes | | | | | | | | | | | | |
| Sleep In | Yes | | | | | | | | | | | | |
| Default | <table border="1" style="width: 100%; text-align: center;"> <thead> <tr> <th>Status</th> <th>Default Value</th> </tr> </thead> <tbody> <tr> <td>Power On Sequence</td> <td>8'h00h</td> </tr> <tr> <td>SW Reset</td> <td>No change</td> </tr> <tr> <td>HW Reset</td> <td>8'h00h</td> </tr> </tbody> </table> | Status | Default Value | Power On Sequence | 8'h00h | SW Reset | No change | HW Reset | 8'h00h | | | | |
| Status | Default Value | | | | | | | | | | | | |
| Power On Sequence | 8'h00h | | | | | | | | | | | | |
| SW Reset | No change | | | | | | | | | | | | |
| HW Reset | 8'h00h | | | | | | | | | | | | |



8.2.29. Vertical Scrolling Start Address (37h)

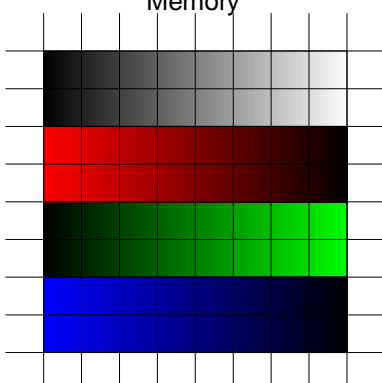
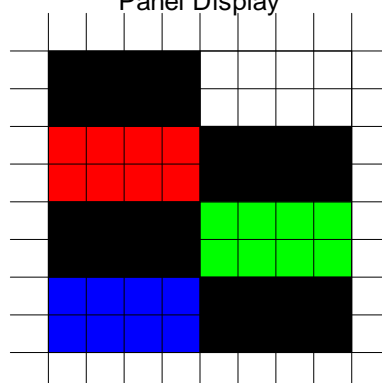
| 37h | VSCRSADD (Vertical Scrolling Start Address) | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
|---------------------------|---|-----|-----|-------|------------|----|----|----|----|----|----|----|-----|---|---|---|---|---|----|----|-----|-----|-----|-----|-----|-----|----|----|---|---|---|---|---|
| | DCX | RDX | WRX | D17-8 | D7 | D6 | D5 | D4 | D3 | D2 | D1 | D0 | HEX | | | | | | | | | | | | | | | | | | | | |
| Command | 0 | 1 | ↑ | XX | 0 | 0 | 1 | 1 | 0 | 1 | 1 | 1 | 37h | | | | | | | | | | | | | | | | | | | | |
| 1 st Parameter | 1 | ↑ | 1 | XX | VSP [15:8] | | | | | | | 00 | | | | | | | | | | | | | | | | | | | | | |
| 2 nd Parameter | 1 | ↑ | 1 | XX | VSP [7:0] | | | | | | | 00 | | | | | | | | | | | | | | | | | | | | | |
| Description | <p>This command is used together with Vertical Scrolling Definition (33h). These two commands describe the scrolling area and the scrolling mode. The Vertical Scrolling Start Address command has one parameter which describes the address of the line in the Frame Memory that will be written as the first line after the last line of the Top Fixed Area on the display as illustrated below:-</p> <p>on the display as illustrated below:-</p> <p>When MADCTL D4=0</p> <p>Example:</p> <p>When Top Fixed Area = Bottom Fixed Area = 00, Vertical Scrolling Area = 320 and VSP='3'.</p> <div style="display: flex; justify-content: space-around; align-items: center;"> <div style="text-align: center;"> <p>Frame Memory</p> </div> <div style="text-align: center;"> <p>Pointer D4=0</p> <table border="1"> <tr><td>0</td></tr> <tr><td>1</td></tr> <tr><td>2</td></tr> <tr><td>3</td></tr> <tr><td>4</td></tr> <tr><td>..</td></tr> <tr><td>..</td></tr> <tr><td>317</td></tr> <tr><td>318</td></tr> <tr><td>319</td></tr> </table> </div> <div style="text-align: center;"> <p>Display</p> </div> </div> <p>When MADCTL D4=1</p> <p>Example:</p> <p>When Top Fixed Area = Bottom Fixed Area = 00, Vertical Scrolling Area = 320 and VSP='3'.</p> <div style="display: flex; justify-content: space-around; align-items: center;"> <div style="text-align: center;"> <p>Frame Memory</p> </div> <div style="text-align: center;"> <p>Pointer D4=1</p> <table border="1"> <tr><td>319</td></tr> <tr><td>318</td></tr> <tr><td>317</td></tr> <tr><td>..</td></tr> <tr><td>..</td></tr> <tr><td>4</td></tr> <tr><td>3</td></tr> <tr><td>2</td></tr> <tr><td>1</td></tr> <tr><td>0</td></tr> </table> </div> <div style="text-align: center;"> <p>Display</p> </div> </div> <p>Note: (1) When new Pointer position and Picture Data are sent, the result on the display will happen at the next Panel Scan to avoid tearing effect. VSP refers to the Frame Memory line Pointer.</p> <p>(2) This command is ignored when the ILI9340X enters Partial mode.</p> <p>X = Don't care</p> | | | | | | | | | | | | | 0 | 1 | 2 | 3 | 4 | .. | .. | 317 | 318 | 319 | 319 | 318 | 317 | .. | .. | 4 | 3 | 2 | 1 | 0 |
| | 0 | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| 1 | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| 2 | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| 3 | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| 4 | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| .. | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| .. | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| 317 | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| 318 | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| 319 | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| 319 | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| 318 | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| 317 | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| .. | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| .. | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| 4 | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| 3 | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| 2 | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| 1 | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| 0 | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| Restriction | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |

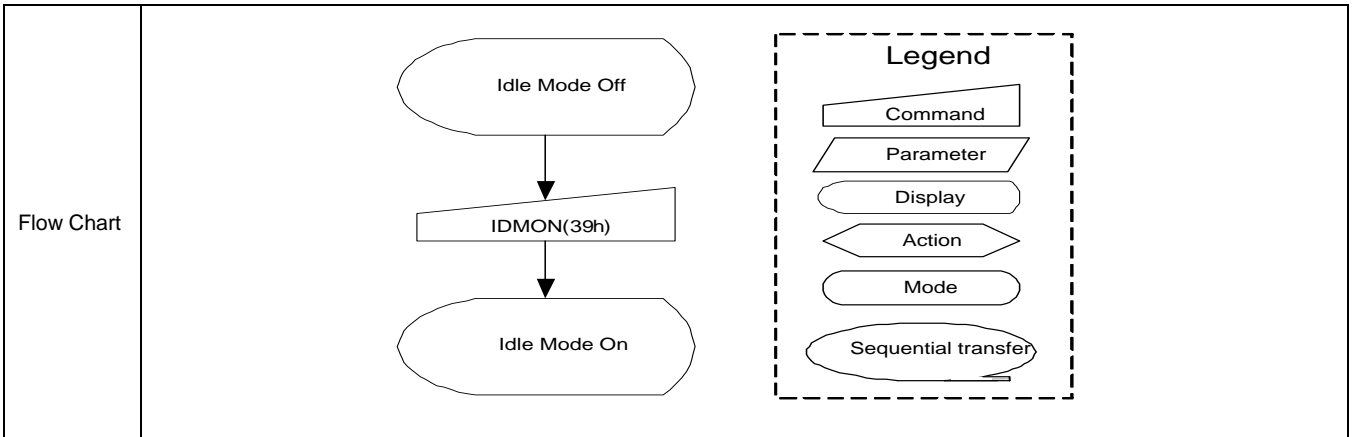
| Register Availability | <table border="1"> <thead> <tr> <th>Status</th> <th>Availability</th> </tr> </thead> <tbody> <tr> <td>Normal Mode On, Idle Mode Off, Sleep Out</td> <td>Yes</td> </tr> <tr> <td>Normal Mode On, Idle Mode On, Sleep Out</td> <td>Yes</td> </tr> <tr> <td>Partial Mode On, Idle Mode Off, Sleep Out</td> <td>No</td> </tr> <tr> <td>Partial Mode On, Idle Mode On, Sleep Out</td> <td>No</td> </tr> <tr> <td>Sleep In</td> <td>Yes</td> </tr> </tbody> </table> | | Status | Availability | Normal Mode On, Idle Mode Off, Sleep Out | Yes | Normal Mode On, Idle Mode On, Sleep Out | Yes | Partial Mode On, Idle Mode Off, Sleep Out | No | Partial Mode On, Idle Mode On, Sleep Out | No | Sleep In | Yes |
|--------------------------|--|---------------|--------|---------------|--|-------------------|---|----------|---|----------|--|----|----------|-----|
| | Status | Availability | | | | | | | | | | | | |
| | Normal Mode On, Idle Mode Off, Sleep Out | Yes | | | | | | | | | | | | |
| | Normal Mode On, Idle Mode On, Sleep Out | Yes | | | | | | | | | | | | |
| | Partial Mode On, Idle Mode Off, Sleep Out | No | | | | | | | | | | | | |
| | Partial Mode On, Idle Mode On, Sleep Out | No | | | | | | | | | | | | |
| Sleep In | Yes | | | | | | | | | | | | | |
| Default | <table border="1"> <thead> <tr> <th rowspan="2">Status</th> <th>Default Value</th> </tr> <tr> <th>VSP [15:0]</th> </tr> </thead> <tbody> <tr> <td>Power On Sequence</td> <td>16'h0000h</td> </tr> <tr> <td>SW Reset</td> <td>16'h0000h</td> </tr> <tr> <td>HW Reset</td> <td>16'h0000h</td> </tr> </tbody> </table> | | Status | Default Value | VSP [15:0] | Power On Sequence | 16'h0000h | SW Reset | 16'h0000h | HW Reset | 16'h0000h | | | |
| | Status | Default Value | | | | | | | | | | | | |
| | | VSP [15:0] | | | | | | | | | | | | |
| | Power On Sequence | 16'h0000h | | | | | | | | | | | | |
| SW Reset | 16'h0000h | | | | | | | | | | | | | |
| HW Reset | 16'h0000h | | | | | | | | | | | | | |
| Flow Chart | See Vertical Scrolling Definition (33h) description. | | | | | | | | | | | | | |

8.2.30. Idle Mode Off (38h)

| 38h | IDMOFF (Idle Mode Off) | | | | | | | | | | | | | | | | | | | | | | | |
|---|--|-----|-----|-------|----|----|----|----|----|----|----|----|--------|---------------|--|---------------|---|---------------|---|---------------|--|-----|----------|-----|
| | DCX | RDX | WRX | D17-8 | D7 | D6 | D5 | D4 | D3 | D2 | D1 | D0 | HEX | | | | | | | | | | | |
| Command | 0 | 1 | ↑ | XX | 0 | 0 | 1 | 1 | 1 | 0 | 0 | 0 | 38h | | | | | | | | | | | |
| Parameter | No Parameter | | | | | | | | | | | | | | | | | | | | | | | |
| Description | <p>This command is used to recover from Idle Mode On.</p> <p>In the Idle Mode Off, LCD can display maximum 262,144 colors.</p> <p>X = Don't care.</p> | | | | | | | | | | | | | | | | | | | | | | | |
| Restriction | This command has no effect when module is already in Idle Mode Off. | | | | | | | | | | | | | | | | | | | | | | | |
| Register Availability | <table border="1"> <thead> <tr> <th>Status</th> <th>Availability</th> </tr> </thead> <tbody> <tr> <td>Normal Mode On, Idle Mode Off, Sleep Out</td> <td>Yes</td> </tr> <tr> <td>Normal Mode On, Idle Mode On, Sleep Out</td> <td>Yes</td> </tr> <tr> <td>Partial Mode On, Idle Mode Off, Sleep Out</td> <td>Yes</td> </tr> <tr> <td>Partial Mode On, Idle Mode On, Sleep Out</td> <td>Yes</td> </tr> <tr> <td>Sleep In</td> <td>Yes</td> </tr> </tbody> </table> | | | | | | | | | | | | Status | Availability | Normal Mode On, Idle Mode Off, Sleep Out | Yes | Normal Mode On, Idle Mode On, Sleep Out | Yes | Partial Mode On, Idle Mode Off, Sleep Out | Yes | Partial Mode On, Idle Mode On, Sleep Out | Yes | Sleep In | Yes |
| Status | Availability | | | | | | | | | | | | | | | | | | | | | | | |
| Normal Mode On, Idle Mode Off, Sleep Out | Yes | | | | | | | | | | | | | | | | | | | | | | | |
| Normal Mode On, Idle Mode On, Sleep Out | Yes | | | | | | | | | | | | | | | | | | | | | | | |
| Partial Mode On, Idle Mode Off, Sleep Out | Yes | | | | | | | | | | | | | | | | | | | | | | | |
| Partial Mode On, Idle Mode On, Sleep Out | Yes | | | | | | | | | | | | | | | | | | | | | | | |
| Sleep In | Yes | | | | | | | | | | | | | | | | | | | | | | | |
| Default | <table border="1"> <thead> <tr> <th>Status</th> <th>Default Value</th> </tr> </thead> <tbody> <tr> <td>Power On Sequence</td> <td>Idle Mode Off</td> </tr> <tr> <td>SW Reset</td> <td>Idle Mode Off</td> </tr> <tr> <td>HW Reset</td> <td>Idle Mode Off</td> </tr> </tbody> </table> | | | | | | | | | | | | Status | Default Value | Power On Sequence | Idle Mode Off | SW Reset | Idle Mode Off | HW Reset | Idle Mode Off | | | | |
| Status | Default Value | | | | | | | | | | | | | | | | | | | | | | | |
| Power On Sequence | Idle Mode Off | | | | | | | | | | | | | | | | | | | | | | | |
| SW Reset | Idle Mode Off | | | | | | | | | | | | | | | | | | | | | | | |
| HW Reset | Idle Mode Off | | | | | | | | | | | | | | | | | | | | | | | |
| Flow Chart | <pre> graph TD A([Idle Mode On]) --> B[/IDMOFF (38h)/] B --> C([Idle Mode Off]) </pre> <p>Legend</p> <ul style="list-style-type: none"> Command: Trapezoid Parameter: Parallelogram Display: Rounded rectangle Action: Arrowhead Mode: Rounded rectangle Sequential transfer: Oval with arrow | | | | | | | | | | | | | | | | | | | | | | | |

8.2.31. Idle Mode On (39h)

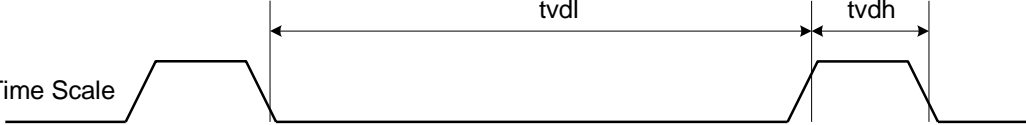
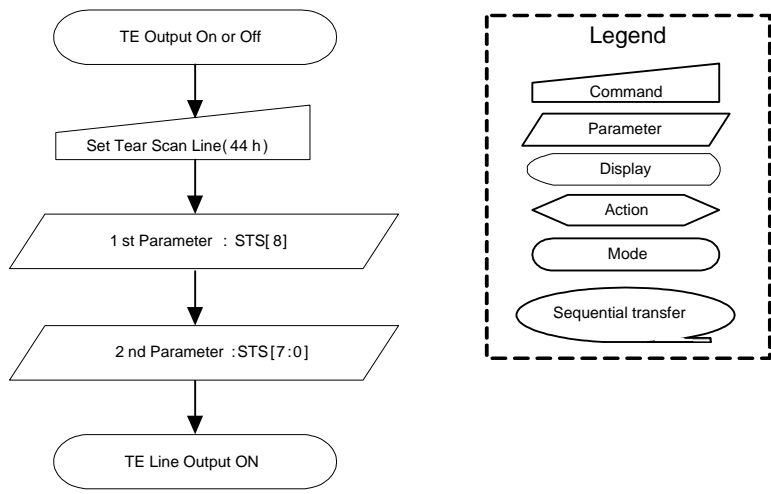
| 39h | IDMON (Idle Mode On) | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
|---|---|---|---|-------|----|----|----|----|----|----|----|----|-----|-----------------------------------|---------------|--|---------------|---|---|---|---|--|--------|----------|--------|------|--------|--------|--------|-----|--------|--------|--------|---------|--------|--------|--------|-------|--------|--------|--------|------|--------|--------|--------|--------|--------|--------|--------|-------|--------|--------|
| | DCX | RDX | WRX | D17-8 | D7 | D6 | D5 | D4 | D3 | D2 | D1 | D0 | HEX | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| Command | 0 | 1 | ↑ | XX | 0 | 0 | 1 | 1 | 1 | 0 | 0 | 1 | 39h | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| Parameter | No Parameter | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| Description | <p>This command is used to enter into Idle Mode On.</p> <p>In the Idle Mode On, color expression is reduced. The primary and the secondary colors using MSB of each R, G and B in the Frame Memory, 8 color depth data is displayed.</p> | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| | <div style="display: flex; justify-content: space-around; align-items: center;"> <div style="text-align: center;"> <p>Memory</p>  </div> <div style="font-size: 2em; margin: 0 20px;">→</div> <div style="text-align: center;"> <p>Panel Display</p>  </div> </div> <table border="1" style="margin: 10px auto; width: 80%;"> <thead> <tr> <th colspan="4">Memory Contents vs. Display Color</th> </tr> <tr> <th></th> <th>R₅ R₄ R₃ R₂ R₁ R₀</th> <th>G₅ G₄ G₃ G₂ G₁ G₀</th> <th>B₅ B₄ B₃ B₂ B₁ B₀</th> </tr> </thead> <tbody> <tr> <td>Black</td> <td>0XXXXX</td> <td>0XXXXX</td> <td>0XXXXX</td> </tr> <tr> <td>Blue</td> <td>0XXXXX</td> <td>0XXXXX</td> <td>1XXXXX</td> </tr> <tr> <td>Red</td> <td>1XXXXX</td> <td>0XXXXX</td> <td>0XXXXX</td> </tr> <tr> <td>Magenta</td> <td>1XXXXX</td> <td>0XXXXX</td> <td>1XXXXX</td> </tr> <tr> <td>Green</td> <td>0XXXXX</td> <td>1XXXXX</td> <td>0XXXXX</td> </tr> <tr> <td>Cyan</td> <td>0XXXXX</td> <td>1XXXXX</td> <td>1XXXXX</td> </tr> <tr> <td>Yellow</td> <td>1XXXXX</td> <td>1XXXXX</td> <td>0XXXXX</td> </tr> <tr> <td>White</td> <td>1XXXXX</td> <td>1XXXXX</td> <td>1XXXXX</td> </tr> </tbody> </table> <p>X = Don't care.</p> | | | | | | | | | | | | | Memory Contents vs. Display Color | | | | | R ₅ R ₄ R ₃ R ₂ R ₁ R ₀ | G ₅ G ₄ G ₃ G ₂ G ₁ G ₀ | B ₅ B ₄ B ₃ B ₂ B ₁ B ₀ | Black | 0XXXXX | 0XXXXX | 0XXXXX | Blue | 0XXXXX | 0XXXXX | 1XXXXX | Red | 1XXXXX | 0XXXXX | 0XXXXX | Magenta | 1XXXXX | 0XXXXX | 1XXXXX | Green | 0XXXXX | 1XXXXX | 0XXXXX | Cyan | 0XXXXX | 1XXXXX | 1XXXXX | Yellow | 1XXXXX | 1XXXXX | 0XXXXX | White | 1XXXXX | 1XXXXX |
| Memory Contents vs. Display Color | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| | R ₅ R ₄ R ₃ R ₂ R ₁ R ₀ | G ₅ G ₄ G ₃ G ₂ G ₁ G ₀ | B ₅ B ₄ B ₃ B ₂ B ₁ B ₀ | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| Black | 0XXXXX | 0XXXXX | 0XXXXX | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| Blue | 0XXXXX | 0XXXXX | 1XXXXX | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| Red | 1XXXXX | 0XXXXX | 0XXXXX | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| Magenta | 1XXXXX | 0XXXXX | 1XXXXX | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| Green | 0XXXXX | 1XXXXX | 0XXXXX | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| Cyan | 0XXXXX | 1XXXXX | 1XXXXX | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| Yellow | 1XXXXX | 1XXXXX | 0XXXXX | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| White | 1XXXXX | 1XXXXX | 1XXXXX | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| Restriction | This command has no effect when module is already in Idle Mode On. | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| Register Availability | <table border="1" style="width: 100%; text-align: center;"> <thead> <tr> <th>Status</th> <th>Availability</th> </tr> </thead> <tbody> <tr> <td>Normal Mode On, Idle Mode Off, Sleep Out</td> <td>Yes</td> </tr> <tr> <td>Normal Mode On, Idle Mode On, Sleep Out</td> <td>Yes</td> </tr> <tr> <td>Partial Mode On, Idle Mode Off, Sleep Out</td> <td>Yes</td> </tr> <tr> <td>Partial Mode On, Idle Mode On, Sleep Out</td> <td>Yes</td> </tr> <tr> <td>Sleep In</td> <td>Yes</td> </tr> </tbody> </table> | | | | | | | | | | | | | Status | Availability | Normal Mode On, Idle Mode Off, Sleep Out | Yes | Normal Mode On, Idle Mode On, Sleep Out | Yes | Partial Mode On, Idle Mode Off, Sleep Out | Yes | Partial Mode On, Idle Mode On, Sleep Out | Yes | Sleep In | Yes | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| Status | Availability | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| Normal Mode On, Idle Mode Off, Sleep Out | Yes | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| Normal Mode On, Idle Mode On, Sleep Out | Yes | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| Partial Mode On, Idle Mode Off, Sleep Out | Yes | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| Partial Mode On, Idle Mode On, Sleep Out | Yes | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| Sleep In | Yes | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| Default | <table border="1" style="width: 100%; text-align: center;"> <thead> <tr> <th>Status</th> <th>Default Value</th> </tr> </thead> <tbody> <tr> <td>Power On Sequence</td> <td>Idle Mode Off</td> </tr> <tr> <td>SW Reset</td> <td>Idle Mode Off</td> </tr> <tr> <td>HW Reset</td> <td>Idle Mode Off</td> </tr> </tbody> </table> | | | | | | | | | | | | | Status | Default Value | Power On Sequence | Idle Mode Off | SW Reset | Idle Mode Off | HW Reset | Idle Mode Off | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| Status | Default Value | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| Power On Sequence | Idle Mode Off | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| SW Reset | Idle Mode Off | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| HW Reset | Idle Mode Off | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |



8.2.32. COLMOD: Pixel Format Set (3Ah)

| 3Ah | PIXSET (Pixel Format Set) | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
|---|--|--------------|-----------------|----------------------|-----------|-----------|-----------------|----------------------|----|-----------|----|----|-----|-----------|---------------|--|----------------------|---|-------------------|---|----------------------|--|-----------|-----------|----------|--------|--------|---|----------|---|---|---|----------|---|---|---|----------|---|---|---|----------|---|---|---|----------|---|---|---|----------|---|---|---|----------|---|---|---|----------|---|---|---|----------|---|---|---|-----------------|---|---|---|-----------------|---|---|---|-----------------|---|---|---|-----------------|---|---|---|----------|---|---|---|----------|
| | DCX | RDX | WRX | D17-8 | D7 | D6 | D5 | D4 | D3 | D2 | D1 | D0 | HEX | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| Command | 0 | 1 | ↑ | XX | 0 | 0 | 1 | 1 | 1 | 0 | 1 | 0 | 3Ah | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| Parameter | 1 | 1 | ↑ | XX | 0 | DPI [2:0] | | | 0 | DBI [2:0] | | | 66 | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| Description | <p>This command sets the pixel format for the RGB image data used by the interface. DPI [2:0] is the pixel format select of RGB interface and DBI [2:0] is the pixel format of MCU interface. If a particular interface, either RGB interface or MCU interface, is not used then the corresponding bits in the parameter are ignored. The pixel format is shown in the table below.</p> <table border="1" style="margin-left: auto; margin-right: auto;"> <thead> <tr> <th colspan="3">DPI [2:0]</th> <th>RGB Interface Format</th> <th colspan="3">DBI [2:0]</th> <th>MCU Interface Format</th> </tr> </thead> <tbody> <tr><td>0</td><td>0</td><td>0</td><td>Reserved</td><td>0</td><td>0</td><td>0</td><td>Reserved</td></tr> <tr><td>0</td><td>0</td><td>1</td><td>Reserved</td><td>0</td><td>0</td><td>1</td><td>Reserved</td></tr> <tr><td>0</td><td>1</td><td>0</td><td>Reserved</td><td>0</td><td>1</td><td>0</td><td>Reserved</td></tr> <tr><td>0</td><td>1</td><td>1</td><td>Reserved</td><td>0</td><td>1</td><td>1</td><td>Reserved</td></tr> <tr><td>1</td><td>0</td><td>0</td><td>Reserved</td><td>1</td><td>0</td><td>0</td><td>Reserved</td></tr> <tr><td>1</td><td>0</td><td>1</td><td>16 bits / pixel</td><td>1</td><td>0</td><td>1</td><td>16 bits / pixel</td></tr> <tr><td>1</td><td>1</td><td>0</td><td>18 bits / pixel</td><td>1</td><td>1</td><td>0</td><td>18 bits / pixel</td></tr> <tr><td>1</td><td>1</td><td>1</td><td>Reserved</td><td>1</td><td>1</td><td>1</td><td>Reserved</td></tr> </tbody> </table> <p>If using RGB Interface must selection serial interface . X = Don't care</p> | | | | | | | | | | | | | DPI [2:0] | | | RGB Interface Format | DBI [2:0] | | | MCU Interface Format | 0 | 0 | 0 | Reserved | 0 | 0 | 0 | Reserved | 0 | 0 | 1 | Reserved | 0 | 0 | 1 | Reserved | 0 | 1 | 0 | Reserved | 0 | 1 | 0 | Reserved | 0 | 1 | 1 | Reserved | 0 | 1 | 1 | Reserved | 1 | 0 | 0 | Reserved | 1 | 0 | 0 | Reserved | 1 | 0 | 1 | 16 bits / pixel | 1 | 0 | 1 | 16 bits / pixel | 1 | 1 | 0 | 18 bits / pixel | 1 | 1 | 0 | 18 bits / pixel | 1 | 1 | 1 | Reserved | 1 | 1 | 1 | Reserved |
| | DPI [2:0] | | | RGB Interface Format | DBI [2:0] | | | MCU Interface Format | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| 0 | 0 | 0 | Reserved | 0 | 0 | 0 | Reserved | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| 0 | 0 | 1 | Reserved | 0 | 0 | 1 | Reserved | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| 0 | 1 | 0 | Reserved | 0 | 1 | 0 | Reserved | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| 0 | 1 | 1 | Reserved | 0 | 1 | 1 | Reserved | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| 1 | 0 | 0 | Reserved | 1 | 0 | 0 | Reserved | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| 1 | 0 | 1 | 16 bits / pixel | 1 | 0 | 1 | 16 bits / pixel | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| 1 | 1 | 0 | 18 bits / pixel | 1 | 1 | 0 | 18 bits / pixel | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| 1 | 1 | 1 | Reserved | 1 | 1 | 1 | Reserved | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| Restriction | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| Register Availability | <table border="1" style="margin-left: auto; margin-right: auto;"> <thead> <tr> <th>Status</th> <th>Availability</th> </tr> </thead> <tbody> <tr><td>Normal Mode On, Idle Mode Off, Sleep Out</td><td>Yes</td></tr> <tr><td>Normal Mode On, Idle Mode On, Sleep Out</td><td>Yes</td></tr> <tr><td>Partial Mode On, Idle Mode Off, Sleep Out</td><td>Yes</td></tr> <tr><td>Partial Mode On, Idle Mode On, Sleep Out</td><td>Yes</td></tr> <tr><td>Sleep In</td><td>Yes</td></tr> </tbody> </table> | | | | | | | | | | | | | Status | Availability | Normal Mode On, Idle Mode Off, Sleep Out | Yes | Normal Mode On, Idle Mode On, Sleep Out | Yes | Partial Mode On, Idle Mode Off, Sleep Out | Yes | Partial Mode On, Idle Mode On, Sleep Out | Yes | Sleep In | Yes | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| | Status | Availability | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| Normal Mode On, Idle Mode Off, Sleep Out | Yes | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| Normal Mode On, Idle Mode On, Sleep Out | Yes | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| Partial Mode On, Idle Mode Off, Sleep Out | Yes | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| Partial Mode On, Idle Mode On, Sleep Out | Yes | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| Sleep In | Yes | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| Default | <table border="1" style="margin-left: auto; margin-right: auto;"> <thead> <tr> <th rowspan="2">Status</th> <th colspan="2">Default Value</th> </tr> <tr> <th>DPI [2:0]</th> <th>DBI [2:0]</th> </tr> </thead> <tbody> <tr><td>Power On Sequence</td><td>3'b110</td><td>3'b110</td></tr> <tr><td>SW Reset</td><td>No Change</td><td>No Change</td></tr> <tr><td>HW Reset</td><td>3'b110</td><td>3'b110</td></tr> </tbody> </table> | | | | | | | | | | | | | Status | Default Value | | DPI [2:0] | DBI [2:0] | Power On Sequence | 3'b110 | 3'b110 | SW Reset | No Change | No Change | HW Reset | 3'b110 | 3'b110 | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| Status | Default Value | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| | DPI [2:0] | DBI [2:0] | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| Power On Sequence | 3'b110 | 3'b110 | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| SW Reset | No Change | No Change | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| HW Reset | 3'b110 | 3'b110 | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| Flow Chart | <div style="display: flex; justify-content: space-around; align-items: center;"> <div style="text-align: center;"> <pre> graph TD A[COLMOD (3Ah)] --> B[/DPI[2:0] RGB pixel format DBI[2:0] MCU pixel format/] B --> C[Any Command] </pre> </div> <div style="border: 1px dashed black; padding: 5px;"> <p>Legend</p> <ul style="list-style-type: none"> Command Parameter Display Action Mode Sequential transfer </div> </div> | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |

8.2.33. Set Tear Scan Line (44h)

| 44h | Set Tear Scanline | | | | | | | | | | | | | | | | | | | | | | | | |
|---|--|-----|-----|-------|---------|---------|---------|---------|---------|---------|---------|---------|-----|--------|---------------|--|-----------------|---|-----------------|---|-----------------|--|-----|----------|-----|
| | DCX | RDX | WRX | D17-8 | D7 | D6 | D5 | D4 | D3 | D2 | D1 | D0 | HEX | | | | | | | | | | | | |
| Command | 0 | 1 | ↑ | XX | 0 | 1 | 0 | 0 | 0 | 1 | 0 | 0 | 44h | | | | | | | | | | | | |
| 1 st Parameter | 1 | 1 | ↑ | XX | 0 | 0 | 0 | 0 | 0 | 0 | 0 | STS [8] | 00 | | | | | | | | | | | | |
| 2 nd Parameter | 1 | 1 | ↑ | XX | STS [7] | STS [6] | STS [5] | STS [4] | STS [3] | STS [2] | STS [1] | STS [0] | 00 | | | | | | | | | | | | |
| Description | <p>This command turns on the display Tearing Effect output signal on the TE signal line when the display reaches line STS. The TE signal is not affected by changing Memory Access Control bit D4. The Tearing Effect Line On has one parameter that describes the Tearing Effect Output Line mode.</p>  <p>Note that Set Tear Scan Line with STS = 0 is equivalent to Tearing Effect Line On with M = 0. The Tearing Effect Output line shall be active low when the display module is in Sleep mode.</p> | | | | | | | | | | | | | | | | | | | | | | | | |
| Restriction | - | | | | | | | | | | | | | | | | | | | | | | | | |
| Register Availability | <table border="1"> <thead> <tr> <th>Status</th> <th>Availability</th> </tr> </thead> <tbody> <tr> <td>Normal Mode On, Idle Mode Off, Sleep Out</td> <td>Yes</td> </tr> <tr> <td>Normal Mode On, Idle Mode On, Sleep Out</td> <td>Yes</td> </tr> <tr> <td>Partial Mode On, Idle Mode Off, Sleep Out</td> <td>Yes</td> </tr> <tr> <td>Partial Mode On, Idle Mode On, Sleep Out</td> <td>Yes</td> </tr> <tr> <td>Sleep In</td> <td>Yes</td> </tr> </tbody> </table> | | | | | | | | | | | | | Status | Availability | Normal Mode On, Idle Mode Off, Sleep Out | Yes | Normal Mode On, Idle Mode On, Sleep Out | Yes | Partial Mode On, Idle Mode Off, Sleep Out | Yes | Partial Mode On, Idle Mode On, Sleep Out | Yes | Sleep In | Yes |
| Status | Availability | | | | | | | | | | | | | | | | | | | | | | | | |
| Normal Mode On, Idle Mode Off, Sleep Out | Yes | | | | | | | | | | | | | | | | | | | | | | | | |
| Normal Mode On, Idle Mode On, Sleep Out | Yes | | | | | | | | | | | | | | | | | | | | | | | | |
| Partial Mode On, Idle Mode Off, Sleep Out | Yes | | | | | | | | | | | | | | | | | | | | | | | | |
| Partial Mode On, Idle Mode On, Sleep Out | Yes | | | | | | | | | | | | | | | | | | | | | | | | |
| Sleep In | Yes | | | | | | | | | | | | | | | | | | | | | | | | |
| Default | <table border="1"> <thead> <tr> <th>Status</th> <th>Default Value</th> </tr> </thead> <tbody> <tr> <td>Power On Sequence</td> <td>STS [8:0]=0000h</td> </tr> <tr> <td>SW Reset</td> <td>STS [8:0]=0000h</td> </tr> <tr> <td>HW Reset</td> <td>STS [8:0]=0000h</td> </tr> </tbody> </table> | | | | | | | | | | | | | Status | Default Value | Power On Sequence | STS [8:0]=0000h | SW Reset | STS [8:0]=0000h | HW Reset | STS [8:0]=0000h | | | | |
| Status | Default Value | | | | | | | | | | | | | | | | | | | | | | | | |
| Power On Sequence | STS [8:0]=0000h | | | | | | | | | | | | | | | | | | | | | | | | |
| SW Reset | STS [8:0]=0000h | | | | | | | | | | | | | | | | | | | | | | | | |
| HW Reset | STS [8:0]=0000h | | | | | | | | | | | | | | | | | | | | | | | | |
| Flow Chart |  | | | | | | | | | | | | | | | | | | | | | | | | |

8.2.34. Get Scan Line (45h)

| 45h | Get Scanline | | | | | | | | | | | | | | | | | | | | | | | | |
|---|--|-----|-----|-------|---------|---------|---------|---------|---------|---------|---------|---------|-----|--------|---------------|--|-------------------|---|----------|---|----------|--|-----|----------|-----|
| | DCX | RDX | WRX | D17-8 | D7 | D6 | D5 | D4 | D3 | D2 | D1 | D0 | HEX | | | | | | | | | | | | |
| Command | 0 | 1 | ↑ | XX | 0 | 1 | 0 | 0 | 0 | 1 | 0 | 1 | 45h | | | | | | | | | | | | |
| 1 st Parameter | 1 | ↑ | 1 | XX | X | X | X | X | X | X | X | X | X | | | | | | | | | | | | |
| 2 nd Parameter | 1 | ↑ | 1 | XX | 0 | 0 | 0 | 0 | 0 | 0 | 0 | GTS [8] | 00 | | | | | | | | | | | | |
| 3 rd Parameter | 1 | ↑ | 1 | XX | GTS [7] | GTS [6] | GTS [5] | GTS [4] | GTS [3] | GTS [2] | GTS [1] | GTS [0] | 00 | | | | | | | | | | | | |
| Description | <p>The display returns the current scan line, GTS, used to update the display device. The total number of scan lines on a display device is defined as VSYNC + VBP + VACT + VFP. The first scan line is defined as the first line of V-Sync and is denoted as Line 0.</p> <p>When in Sleep Mode, the value returned by Get Scan Line is undefined.</p> | | | | | | | | | | | | | | | | | | | | | | | | |
| Restriction | None | | | | | | | | | | | | | | | | | | | | | | | | |
| Register Availability | <table border="1"> <thead> <tr> <th>Status</th> <th>Availability</th> </tr> </thead> <tbody> <tr> <td>Normal Mode On, Idle Mode Off, Sleep Out</td> <td>Yes</td> </tr> <tr> <td>Normal Mode On, Idle Mode On, Sleep Out</td> <td>Yes</td> </tr> <tr> <td>Partial Mode On, Idle Mode Off, Sleep Out</td> <td>Yes</td> </tr> <tr> <td>Partial Mode On, Idle Mode On, Sleep Out</td> <td>Yes</td> </tr> <tr> <td>Sleep In</td> <td>Yes</td> </tr> </tbody> </table> | | | | | | | | | | | | | Status | Availability | Normal Mode On, Idle Mode Off, Sleep Out | Yes | Normal Mode On, Idle Mode On, Sleep Out | Yes | Partial Mode On, Idle Mode Off, Sleep Out | Yes | Partial Mode On, Idle Mode On, Sleep Out | Yes | Sleep In | Yes |
| Status | Availability | | | | | | | | | | | | | | | | | | | | | | | | |
| Normal Mode On, Idle Mode Off, Sleep Out | Yes | | | | | | | | | | | | | | | | | | | | | | | | |
| Normal Mode On, Idle Mode On, Sleep Out | Yes | | | | | | | | | | | | | | | | | | | | | | | | |
| Partial Mode On, Idle Mode Off, Sleep Out | Yes | | | | | | | | | | | | | | | | | | | | | | | | |
| Partial Mode On, Idle Mode On, Sleep Out | Yes | | | | | | | | | | | | | | | | | | | | | | | | |
| Sleep In | Yes | | | | | | | | | | | | | | | | | | | | | | | | |
| Default | <table border="1"> <thead> <tr> <th rowspan="2">Status</th> <th>Default Value</th> </tr> <tr> <th>GTS [8:0]</th> </tr> </thead> <tbody> <tr> <td>Power On Sequence</td> <td>GTS [8:0]=0000h</td> </tr> <tr> <td>SW Reset</td> <td>GTS [8:0]=0000h</td> </tr> <tr> <td>HW Reset</td> <td>GTS [8:0]=0000h</td> </tr> </tbody> </table> | | | | | | | | | | | | | Status | Default Value | GTS [8:0] | Power On Sequence | GTS [8:0]=0000h | SW Reset | GTS [8:0]=0000h | HW Reset | GTS [8:0]=0000h | | | |
| Status | Default Value | | | | | | | | | | | | | | | | | | | | | | | | |
| | GTS [8:0] | | | | | | | | | | | | | | | | | | | | | | | | |
| Power On Sequence | GTS [8:0]=0000h | | | | | | | | | | | | | | | | | | | | | | | | |
| SW Reset | GTS [8:0]=0000h | | | | | | | | | | | | | | | | | | | | | | | | |
| HW Reset | GTS [8:0]=0000h | | | | | | | | | | | | | | | | | | | | | | | | |
| Flow Chart | <pre> graph TD subgraph Host C[Get Scan Line (45h)] end subgraph Driver DR1[/Dummy Read/] DR2[/2nd Parameter: GTS [8]/] DR3[/3rd Parameter: GTS [7:0]/] end C --> DR1 DR1 --> DR2 DR2 --> DR3 </pre> <p>Legend</p> <ul style="list-style-type: none"> Command: Trapezoid Parameter: Parallelogram Display: Rounded rectangle Action: Arrow Mode: Oval Sequential transfer: Oval with arrow | | | | | | | | | | | | | | | | | | | | | | | | |

8.2.35. Write Color Enhancement Control (55h)

| 55h | WRCEC (Write Color Enhancement Control) | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
|-----------------------|--|---------------|-----|-------------------------|---------------------------|----------------|----|----|----|----|----|----|--------|---------------|--|-------------------|---|-------------|---|----------|--|-----|----------|--------|---|---|---|---|---|------------------------|-------------|---|---|---|---|---------------------------|-------------|---|---|---|---|-------------------------|-------------|
| | DCX | RDX | WRX | D17-8 | D7 | D6 | D5 | D4 | D3 | D2 | D1 | D0 | HEX | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| Command | 0 | 1 | ↑ | XX | 0 | 1 | 0 | 1 | 0 | 1 | 0 | 1 | 55h | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| Parameter | 1 | 1 | ↑ | XX | CE[3:0] | | | | 0 | 0 | 0 | 0 | 00 | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| Description | <p>This command is used to set parameters for image content based adaptive brightness control functionality and Color boosting functionality.</p> <p>The first 4 different modes are for content adaptive image functionality, which are defined in the table below.</p> <p>CE[3:0]: Color Enhancement select.</p> <table border="1"> <thead> <tr> <th colspan="4">CE[3:0]</th> <th>Description</th> <th>CE Ratio Range</th> </tr> </thead> <tbody> <tr> <td>0</td> <td>0</td> <td>0</td> <td>0</td> <td>CE Off</td> <td>-</td> </tr> <tr> <td>1</td> <td>0</td> <td>0</td> <td>0</td> <td>CE On: Low enhancement</td> <td>1.75 ~ 2.00</td> </tr> <tr> <td>1</td> <td>0</td> <td>0</td> <td>1</td> <td>CE On: Medium enhancement</td> <td>2.25 ~ 2.75</td> </tr> <tr> <td>1</td> <td>0</td> <td>1</td> <td>1</td> <td>CE On: High enhancement</td> <td>3.00 ~ 3.25</td> </tr> </tbody> </table> | | | | | | | | | | | | | CE[3:0] | | | | Description | CE Ratio Range | 0 | 0 | 0 | 0 | CE Off | - | 1 | 0 | 0 | 0 | CE On: Low enhancement | 1.75 ~ 2.00 | 1 | 0 | 0 | 1 | CE On: Medium enhancement | 2.25 ~ 2.75 | 1 | 0 | 1 | 1 | CE On: High enhancement | 3.00 ~ 3.25 |
| | CE[3:0] | | | | Description | CE Ratio Range | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| | 0 | 0 | 0 | 0 | CE Off | - | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| | 1 | 0 | 0 | 0 | CE On: Low enhancement | 1.75 ~ 2.00 | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| | 1 | 0 | 0 | 1 | CE On: Medium enhancement | 2.25 ~ 2.75 | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| 1 | 0 | 1 | 1 | CE On: High enhancement | 3.00 ~ 3.25 | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| Restriction | None | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| Register Availability | <table border="1"> <thead> <tr> <th>Status</th> <th>Availability</th> </tr> </thead> <tbody> <tr> <td>Normal Mode On, Idle Mode Off, Sleep Out</td> <td>Yes</td> </tr> <tr> <td>Normal Mode On, Idle Mode On, Sleep Out</td> <td>Yes</td> </tr> <tr> <td>Partial Mode On, Idle Mode Off, Sleep Out</td> <td>Yes</td> </tr> <tr> <td>Partial Mode On, Idle Mode On, Sleep Out</td> <td>Yes</td> </tr> <tr> <td>Sleep In</td> <td>Yes</td> </tr> </tbody> </table> | | | | | | | | | | | | Status | Availability | Normal Mode On, Idle Mode Off, Sleep Out | Yes | Normal Mode On, Idle Mode On, Sleep Out | Yes | Partial Mode On, Idle Mode Off, Sleep Out | Yes | Partial Mode On, Idle Mode On, Sleep Out | Yes | Sleep In | Yes | | | | | | | | | | | | | | | | | | | |
| | Status | Availability | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| | Normal Mode On, Idle Mode Off, Sleep Out | Yes | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| | Normal Mode On, Idle Mode On, Sleep Out | Yes | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| | Partial Mode On, Idle Mode Off, Sleep Out | Yes | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| | Partial Mode On, Idle Mode On, Sleep Out | Yes | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| Sleep In | Yes | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| Default | <table border="1"> <thead> <tr> <th rowspan="2">Status</th> <th>Default Value</th> </tr> <tr> <th>CE[3:0]</th> </tr> </thead> <tbody> <tr> <td>Power On Sequence</td> <td>4'b0000</td> </tr> <tr> <td>SW Reset</td> <td>4'b0000</td> </tr> <tr> <td>HW Reset</td> <td>4'b0000</td> </tr> </tbody> </table> | | | | | | | | | | | | Status | Default Value | CE[3:0] | Power On Sequence | 4'b0000 | SW Reset | 4'b0000 | HW Reset | 4'b0000 | | | | | | | | | | | | | | | | | | | | | | |
| | Status | Default Value | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| | | CE[3:0] | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| | Power On Sequence | 4'b0000 | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| SW Reset | 4'b0000 | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| HW Reset | 4'b0000 | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| Flow Chart | <pre> graph TD A[WRCABC (55h)] --> B[/1st Parameter : CE[3:0] or CABC[1:0]/] B --> C([New Adaptive Image Mode]) </pre> | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| | <div style="border: 1px dashed black; padding: 5px;"> <p>Legend</p> <ul style="list-style-type: none"> Command Parameter Display Action Mode Sequential transfer </div> | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |

8.2.36. Read Color Enhancement Control (56h)

| 56h | RDCEC (Read Color Enhancement Control) | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
|---|---|-----|-----|---------------------------|----------------|----|----|----|----|----|----|----|-----|---------|---------------|--|-------------------|---|----------------|---|----------|--|-----|----------|-----|---|---|---|---|------------------------|-------------|---|---|---|---|---------------------------|-------------|---|---|---|---|-------------------------|-------------|
| | DCX | RDX | WRX | D17-8 | D7 | D6 | D5 | D4 | D3 | D2 | D1 | D0 | HEX | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| Command | 0 | 1 | ↑ | XX | 0 | 1 | 0 | 1 | 0 | 1 | 1 | 0 | 56h | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| 1 st Parameter | 1 | ↑ | 1 | XX | X | X | X | X | X | X | X | X | XX | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| 2 nd Parameter | 1 | ↑ | 1 | XX | CE[3:0] | | | | 0 | 0 | 0 | 0 | 00 | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| Description | <p>This command is used to read the settings for image content based adaptive brightness control functionality. It is possible to use 4 different modes for content adaptive image functionality, which are defined on a table below.</p> <p>CE[3:0]: Color Enhancement select.</p> <table border="1"> <thead> <tr> <th colspan="4">CE[3:0]</th> <th>Description</th> <th>CE Ratio Range</th> </tr> </thead> <tbody> <tr> <td>0</td> <td>0</td> <td>0</td> <td>0</td> <td>CE Off</td> <td>-</td> </tr> <tr> <td>1</td> <td>0</td> <td>0</td> <td>0</td> <td>CE On: Low enhancement</td> <td>1.75 ~ 2.00</td> </tr> <tr> <td>1</td> <td>0</td> <td>0</td> <td>1</td> <td>CE On: Medium enhancement</td> <td>2.25 ~ 2.75</td> </tr> <tr> <td>1</td> <td>0</td> <td>1</td> <td>1</td> <td>CE On: High enhancement</td> <td>3.00 ~ 3.25</td> </tr> </tbody> </table> | | | | | | | | | | | | | CE[3:0] | | | | Description | CE Ratio Range | 0 | 0 | 0 | 0 | CE Off | - | 1 | 0 | 0 | 0 | CE On: Low enhancement | 1.75 ~ 2.00 | 1 | 0 | 0 | 1 | CE On: Medium enhancement | 2.25 ~ 2.75 | 1 | 0 | 1 | 1 | CE On: High enhancement | 3.00 ~ 3.25 |
| CE[3:0] | | | | Description | CE Ratio Range | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| 0 | 0 | 0 | 0 | CE Off | - | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| 1 | 0 | 0 | 0 | CE On: Low enhancement | 1.75 ~ 2.00 | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| 1 | 0 | 0 | 1 | CE On: Medium enhancement | 2.25 ~ 2.75 | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| 1 | 0 | 1 | 1 | CE On: High enhancement | 3.00 ~ 3.25 | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| Restriction | The display module is sending 2nd parameter value on the data lines if the MCU wants to read more than one parameter (= more than 2 RDX cycle) on DBI. | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| Register Availability | <table border="1"> <thead> <tr> <th>Status</th> <th>Availability</th> </tr> </thead> <tbody> <tr> <td>Normal Mode On, Idle Mode Off, Sleep Out</td> <td>Yes</td> </tr> <tr> <td>Normal Mode On, Idle Mode On, Sleep Out</td> <td>Yes</td> </tr> <tr> <td>Partial Mode On, Idle Mode Off, Sleep Out</td> <td>Yes</td> </tr> <tr> <td>Partial Mode On, Idle Mode On, Sleep Out</td> <td>Yes</td> </tr> <tr> <td>Sleep In</td> <td>Yes</td> </tr> </tbody> </table> | | | | | | | | | | | | | Status | Availability | Normal Mode On, Idle Mode Off, Sleep Out | Yes | Normal Mode On, Idle Mode On, Sleep Out | Yes | Partial Mode On, Idle Mode Off, Sleep Out | Yes | Partial Mode On, Idle Mode On, Sleep Out | Yes | Sleep In | Yes | | | | | | | | | | | | | | | | | | |
| Status | Availability | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| Normal Mode On, Idle Mode Off, Sleep Out | Yes | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| Normal Mode On, Idle Mode On, Sleep Out | Yes | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| Partial Mode On, Idle Mode Off, Sleep Out | Yes | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| Partial Mode On, Idle Mode On, Sleep Out | Yes | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| Sleep In | Yes | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| Default | <table border="1"> <thead> <tr> <th rowspan="2">Status</th> <th>Default Value</th> </tr> <tr> <th>CE[3:0]</th> </tr> </thead> <tbody> <tr> <td>Power On Sequence</td> <td>4'b0000</td> </tr> <tr> <td>SW Reset</td> <td>4'b0000</td> </tr> <tr> <td>HW Reset</td> <td>4'b0000</td> </tr> </tbody> </table> | | | | | | | | | | | | | Status | Default Value | CE[3:0] | Power On Sequence | 4'b0000 | SW Reset | 4'b0000 | HW Reset | 4'b0000 | | | | | | | | | | | | | | | | | | | | | |
| Status | Default Value | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| | CE[3:0] | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| Power On Sequence | 4'b0000 | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| SW Reset | 4'b0000 | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| HW Reset | 4'b0000 | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| Flow Chart | <pre> graph TD subgraph Host C[Read RDCABC] end subgraph Display P1[/Send 1st Parameter/] P2[/Send 2nd Parameter/] end C --> P1 P1 --> P2 </pre> <p>Legend:</p> <ul style="list-style-type: none"> Command: Rectangle Parameter: Parallelogram Display: Oval Action: Arrow Mode: Rounded Rectangle Sequential transfer: Dashed line | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |

8.2.37. Read Automatic Brightness Control Self-Diagnostic Result (68h)

| 68h | RDABCSDR (Read Automatic Brightness Control Self-Diagnostic Result) | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
|--|---|----------------------------|---|-------|----|----|----|----|----|----|----|----|-----|--------|---------------|--|--------|---|---|---|-------------------------|---|-----|----------|-----|----|----------|-----|----|----------|-----|----|----------|-----|----|----------|-----|----|----------|-----|
| | DCX | RDX | WRX | D17-8 | D7 | D6 | D5 | D4 | D3 | D2 | D1 | D0 | HEX | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| Command | 0 | 1 | ↑ | XX | 0 | 1 | 1 | 0 | 1 | 0 | 0 | 0 | 68h | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| 1 st Parameter | 1 | ↑ | 1 | XX | X | X | X | X | X | X | X | X | XX | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| 2 nd Parameter | 1 | ↑ | 1 | XX | D7 | D6 | 0 | 0 | 0 | 0 | 0 | 0 | 00 | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| Description | <table border="1"> <thead> <tr> <th>Bit</th> <th>Description</th> <th>Action</th> </tr> </thead> <tbody> <tr> <td>D7</td> <td>Register Loading Detection</td> <td>Invert the D7 bit if register values loading work properly.</td> </tr> <tr> <td>D6</td> <td>Functionality Detection</td> <td>Invert the D6 bit if the display is functionality</td> </tr> <tr> <td>D5</td> <td>Not Used</td> <td>'0'</td> </tr> <tr> <td>D4</td> <td>Not Used</td> <td>'0'</td> </tr> <tr> <td>D3</td> <td>Not Used</td> <td>'0'</td> </tr> <tr> <td>D2</td> <td>Not Used</td> <td>'0'</td> </tr> <tr> <td>D1</td> <td>Not Used</td> <td>'0'</td> </tr> <tr> <td>D0</td> <td>Not Used</td> <td>'0'</td> </tr> </tbody> </table> | | | | | | | | | | | | | Bit | Description | Action | D7 | Register Loading Detection | Invert the D7 bit if register values loading work properly. | D6 | Functionality Detection | Invert the D6 bit if the display is functionality | D5 | Not Used | '0' | D4 | Not Used | '0' | D3 | Not Used | '0' | D2 | Not Used | '0' | D1 | Not Used | '0' | D0 | Not Used | '0' |
| | Bit | Description | Action | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| | D7 | Register Loading Detection | Invert the D7 bit if register values loading work properly. | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| | D6 | Functionality Detection | Invert the D6 bit if the display is functionality | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| | D5 | Not Used | '0' | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| | D4 | Not Used | '0' | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| | D3 | Not Used | '0' | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| | D2 | Not Used | '0' | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| D1 | Not Used | '0' | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| D0 | Not Used | '0' | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| Restriction | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| Register Availability | <table border="1"> <thead> <tr> <th>Status</th> <th>Availability</th> </tr> </thead> <tbody> <tr> <td>Normal Mode On, Idle Mode Off, Sleep Out</td> <td>Yes</td> </tr> <tr> <td>Normal Mode On, Idle Mode On, Sleep Out</td> <td>Yes</td> </tr> <tr> <td>Partial Mode On, Idle Mode Off, Sleep Out</td> <td>Yes</td> </tr> <tr> <td>Partial Mode On, Idle Mode On, Sleep Out</td> <td>Yes</td> </tr> <tr> <td>Sleep In</td> <td>Yes</td> </tr> </tbody> </table> | | | | | | | | | | | | | Status | Availability | Normal Mode On, Idle Mode Off, Sleep Out | Yes | Normal Mode On, Idle Mode On, Sleep Out | Yes | Partial Mode On, Idle Mode Off, Sleep Out | Yes | Partial Mode On, Idle Mode On, Sleep Out | Yes | Sleep In | Yes | | | | | | | | | | | | | | | |
| | Status | Availability | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| | Normal Mode On, Idle Mode Off, Sleep Out | Yes | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| | Normal Mode On, Idle Mode On, Sleep Out | Yes | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| | Partial Mode On, Idle Mode Off, Sleep Out | Yes | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| Partial Mode On, Idle Mode On, Sleep Out | Yes | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| Sleep In | Yes | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| Default | <table border="1"> <thead> <tr> <th>Status</th> <th>Default Value</th> </tr> </thead> <tbody> <tr> <td>Power On Sequence</td> <td>8'h00h</td> </tr> <tr> <td>SW Reset</td> <td>8'h00h</td> </tr> <tr> <td>HW Reset</td> <td>8'h00h</td> </tr> </tbody> </table> | | | | | | | | | | | | | Status | Default Value | Power On Sequence | 8'h00h | SW Reset | 8'h00h | HW Reset | 8'h00h | | | | | | | | | | | | | | | | | | | |
| | Status | Default Value | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| | Power On Sequence | 8'h00h | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| | SW Reset | 8'h00h | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| HW Reset | 8'h00h | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| Flow Chart | <p>The flow chart illustrates the communication between the Host and the Driver. The Host sends the command RDDSDR(0Fh) to the Driver. The Driver then performs a Dummy Read (1st Parameter) and sends the D[7:6] display self-diagnostic status (2nd Parameter). A legend defines the symbols used: Command (trapezoid), Parameter (parallelogram), Display (rounded rectangle), Action (arrow), Mode (oval), and Sequential transfer (oval with arrow).</p> | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |

8.2.38. Read ID1 (DAh)

| DAh | RDID1 (Read ID1) | | | | | | | | | | | | | | | | | | | | | | | | |
|---|--|-----------------------------------|-----|-------|-----------|----|----|----|----|----|----|----|-----|--------|------------------------------------|--|-------------------|---|-----------|---|--------|--|----------|----------|-----------|
| | DCX | RDX | WRX | D17-8 | D7 | D6 | D5 | D4 | D3 | D2 | D1 | D0 | HEX | | | | | | | | | | | | |
| Command | 0 | 1 | ↑ | XX | 1 | 1 | 0 | 1 | 1 | 0 | 1 | 0 | DAh | | | | | | | | | | | | |
| 1 st Parameter | 1 | ↑ | 1 | XX | X | X | X | X | X | X | X | X | XX | | | | | | | | | | | | |
| 2 nd Parameter | 1 | ↑ | 1 | XX | ID1 [7:0] | | | | | | | E3 | | | | | | | | | | | | | |
| Description | <p>This read byte identifies the LCD module's manufacturer ID and it is specified by User</p> <p>The 1st parameter is dummy data.</p> <p>The 2nd parameter is LCD module's manufacturer ID.</p> <p>X = Don't care</p> | | | | | | | | | | | | | | | | | | | | | | | | |
| Restriction | | | | | | | | | | | | | | | | | | | | | | | | | |
| Register Availability | <table border="1"> <thead> <tr> <th>Status</th> <th>Availability</th> </tr> </thead> <tbody> <tr> <td>Normal Mode On, Idle Mode Off, Sleep Out</td> <td>Yes</td> </tr> <tr> <td>Normal Mode On, Idle Mode On, Sleep Out</td> <td>Yes</td> </tr> <tr> <td>Partial Mode On, Idle Mode Off, Sleep Out</td> <td>Yes</td> </tr> <tr> <td>Partial Mode On, Idle Mode On, Sleep Out</td> <td>Yes</td> </tr> <tr> <td>Sleep In</td> <td>Yes</td> </tr> </tbody> </table> | | | | | | | | | | | | | Status | Availability | Normal Mode On, Idle Mode Off, Sleep Out | Yes | Normal Mode On, Idle Mode On, Sleep Out | Yes | Partial Mode On, Idle Mode Off, Sleep Out | Yes | Partial Mode On, Idle Mode On, Sleep Out | Yes | Sleep In | Yes |
| Status | Availability | | | | | | | | | | | | | | | | | | | | | | | | |
| Normal Mode On, Idle Mode Off, Sleep Out | Yes | | | | | | | | | | | | | | | | | | | | | | | | |
| Normal Mode On, Idle Mode On, Sleep Out | Yes | | | | | | | | | | | | | | | | | | | | | | | | |
| Partial Mode On, Idle Mode Off, Sleep Out | Yes | | | | | | | | | | | | | | | | | | | | | | | | |
| Partial Mode On, Idle Mode On, Sleep Out | Yes | | | | | | | | | | | | | | | | | | | | | | | | |
| Sleep In | Yes | | | | | | | | | | | | | | | | | | | | | | | | |
| Default | <table border="1"> <thead> <tr> <th>Status</th> <th>Default Value (Before OTP program)</th> <th>Default Value (After OTP program)</th> </tr> </thead> <tbody> <tr> <td>Power On Sequence</td> <td>8'hE3h</td> <td>OTP value</td> </tr> <tr> <td>SW Reset</td> <td>8'hE3h</td> <td>OTP value</td> </tr> <tr> <td>HW Reset</td> <td>8'hE3h</td> <td>OTP value</td> </tr> </tbody> </table> | | | | | | | | | | | | | Status | Default Value (Before OTP program) | Default Value (After OTP program) | Power On Sequence | 8'hE3h | OTP value | SW Reset | 8'hE3h | OTP value | HW Reset | 8'hE3h | OTP value |
| Status | Default Value (Before OTP program) | Default Value (After OTP program) | | | | | | | | | | | | | | | | | | | | | | | |
| Power On Sequence | 8'hE3h | OTP value | | | | | | | | | | | | | | | | | | | | | | | |
| SW Reset | 8'hE3h | OTP value | | | | | | | | | | | | | | | | | | | | | | | |
| HW Reset | 8'hE3h | OTP value | | | | | | | | | | | | | | | | | | | | | | | |
| Flow Chart | <p>The flow chart illustrates the communication between the Host and the Driver. The Host sends the RDID1(DAh) command to the Driver. The Driver then performs a dummy read for the 1st parameter and sends the ID1[7:0] for the 2nd parameter. A legend defines symbols for Command, Parameter, Display, Action, Mode, and Sequential transfer.</p> | | | | | | | | | | | | | | | | | | | | | | | | |

8.2.39. Read ID2 (DBh)

| DBh | RDID2 (Read ID2) | | | | | | | | | | | | HEX | | | | | | | | | | | | |
|---|---|-----------------------------------|-----|-------|-----------|----|----|----|----|----|----|----|-----|--------|------------------------------------|--|-------------------|---|-----------|---|--------|--|----------|----------|-----------|
| | DCX | RDX | WRX | D17-8 | D7 | D6 | D5 | D4 | D3 | D2 | D1 | D0 | | | | | | | | | | | | | |
| Command | 0 | 1 | ↑ | XX | 1 | 1 | 0 | 1 | 1 | 0 | 1 | 1 | DBh | | | | | | | | | | | | |
| 1 st Parameter | 1 | ↑ | 1 | XX | X | X | X | X | X | X | X | X | XX | | | | | | | | | | | | |
| 2 nd Parameter | 1 | ↑ | 1 | XX | ID2 [7:0] | | | | | | | 00 | | | | | | | | | | | | | |
| Description | <p>This read byte is used to track the LCD module/driver version. It is defined by display supplier (with User's agreement) and changes each time a revision is made to the display, material or construction specifications.</p> <p>The 1st parameter is dummy data.</p> <p>The 2nd parameter is LCD module/driver version ID and the ID parameter range is from 00h to FFh.</p> <p>The ID2 can be programmed by MTP function.</p> <p>X = Don't care</p> | | | | | | | | | | | | | | | | | | | | | | | | |
| Restriction | | | | | | | | | | | | | | | | | | | | | | | | | |
| Register Availability | <table border="1"> <thead> <tr> <th>Status</th> <th>Availability</th> </tr> </thead> <tbody> <tr> <td>Normal Mode On, Idle Mode Off, Sleep Out</td> <td>Yes</td> </tr> <tr> <td>Normal Mode On, Idle Mode On, Sleep Out</td> <td>Yes</td> </tr> <tr> <td>Partial Mode On, Idle Mode Off, Sleep Out</td> <td>Yes</td> </tr> <tr> <td>Partial Mode On, Idle Mode On, Sleep Out</td> <td>Yes</td> </tr> <tr> <td>Sleep In</td> <td>Yes</td> </tr> </tbody> </table> | | | | | | | | | | | | | Status | Availability | Normal Mode On, Idle Mode Off, Sleep Out | Yes | Normal Mode On, Idle Mode On, Sleep Out | Yes | Partial Mode On, Idle Mode Off, Sleep Out | Yes | Partial Mode On, Idle Mode On, Sleep Out | Yes | Sleep In | Yes |
| Status | Availability | | | | | | | | | | | | | | | | | | | | | | | | |
| Normal Mode On, Idle Mode Off, Sleep Out | Yes | | | | | | | | | | | | | | | | | | | | | | | | |
| Normal Mode On, Idle Mode On, Sleep Out | Yes | | | | | | | | | | | | | | | | | | | | | | | | |
| Partial Mode On, Idle Mode Off, Sleep Out | Yes | | | | | | | | | | | | | | | | | | | | | | | | |
| Partial Mode On, Idle Mode On, Sleep Out | Yes | | | | | | | | | | | | | | | | | | | | | | | | |
| Sleep In | Yes | | | | | | | | | | | | | | | | | | | | | | | | |
| Default | <table border="1"> <thead> <tr> <th>Status</th> <th>Default Value (Before OTP program)</th> <th>Default Value (After OTP program)</th> </tr> </thead> <tbody> <tr> <td>Power On Sequence</td> <td>8'h00h</td> <td>OTP value</td> </tr> <tr> <td>SW Reset</td> <td>8'h00h</td> <td>OTP value</td> </tr> <tr> <td>HW Reset</td> <td>8'h00h</td> <td>OTP value</td> </tr> </tbody> </table> | | | | | | | | | | | | | Status | Default Value (Before OTP program) | Default Value (After OTP program) | Power On Sequence | 8'h00h | OTP value | SW Reset | 8'h00h | OTP value | HW Reset | 8'h00h | OTP value |
| Status | Default Value (Before OTP program) | Default Value (After OTP program) | | | | | | | | | | | | | | | | | | | | | | | |
| Power On Sequence | 8'h00h | OTP value | | | | | | | | | | | | | | | | | | | | | | | |
| SW Reset | 8'h00h | OTP value | | | | | | | | | | | | | | | | | | | | | | | |
| HW Reset | 8'h00h | OTP value | | | | | | | | | | | | | | | | | | | | | | | |
| Flow Chart | <p>The flow chart illustrates the RDID2(DBh) command sequence. A Host sends the RDID2(DBh) command to the Driver. The Driver responds with two parameters: the 1st parameter is a Dummy Read, and the 2nd parameter is the Send ID2[7:0]. A legend on the right defines the symbols used in the flow chart: a trapezoid for Command, a parallelogram for Parameter, a rounded rectangle for Display, a diamond for Action, a rounded rectangle for Mode, and a rounded rectangle with a curved arrow for Sequential transfer.</p> | | | | | | | | | | | | | | | | | | | | | | | | |

8.2.40. Read ID3 (DCh)

| DCh | RDID3 (Read ID3) | | | | | | | | | | | | | | | | | | | | | | | | |
|---|--|-----------------------------------|-----|-------|-----------|----|----|----|----|----|----|----|-----|--------|------------------------------------|--|-------------------|---|-----------|---|--------|--|----------|----------|-----------|
| | DCX | RDX | WRX | D17-8 | D7 | D6 | D5 | D4 | D3 | D2 | D1 | D0 | HEX | | | | | | | | | | | | |
| Command | 0 | 1 | ↑ | XX | 1 | 1 | 0 | 1 | 1 | 1 | 0 | 0 | DCh | | | | | | | | | | | | |
| 1 st Parameter | 1 | ↑ | 1 | XX | X | X | X | X | X | X | X | X | XX | | | | | | | | | | | | |
| 2 nd Parameter | 1 | ↑ | 1 | XX | ID3 [7:0] | | | | | | | 00 | | | | | | | | | | | | | |
| Description | <p>This read byte identifies the LCD module/driver and It is specified by User.</p> <p>The 1st parameter is dummy data.</p> <p>The 2nd parameter is LCD module/driver ID.</p> <p>The ID3 can be programmed by MTP function.</p> <p>X = Don't care</p> | | | | | | | | | | | | | | | | | | | | | | | | |
| Restriction | | | | | | | | | | | | | | | | | | | | | | | | | |
| Register Availability | <table border="1"> <thead> <tr> <th>Status</th> <th>Availability</th> </tr> </thead> <tbody> <tr> <td>Normal Mode On, Idle Mode Off, Sleep Out</td> <td>Yes</td> </tr> <tr> <td>Normal Mode On, Idle Mode On, Sleep Out</td> <td>Yes</td> </tr> <tr> <td>Partial Mode On, Idle Mode Off, Sleep Out</td> <td>Yes</td> </tr> <tr> <td>Partial Mode On, Idle Mode On, Sleep Out</td> <td>Yes</td> </tr> <tr> <td>Sleep In</td> <td>Yes</td> </tr> </tbody> </table> | | | | | | | | | | | | | Status | Availability | Normal Mode On, Idle Mode Off, Sleep Out | Yes | Normal Mode On, Idle Mode On, Sleep Out | Yes | Partial Mode On, Idle Mode Off, Sleep Out | Yes | Partial Mode On, Idle Mode On, Sleep Out | Yes | Sleep In | Yes |
| Status | Availability | | | | | | | | | | | | | | | | | | | | | | | | |
| Normal Mode On, Idle Mode Off, Sleep Out | Yes | | | | | | | | | | | | | | | | | | | | | | | | |
| Normal Mode On, Idle Mode On, Sleep Out | Yes | | | | | | | | | | | | | | | | | | | | | | | | |
| Partial Mode On, Idle Mode Off, Sleep Out | Yes | | | | | | | | | | | | | | | | | | | | | | | | |
| Partial Mode On, Idle Mode On, Sleep Out | Yes | | | | | | | | | | | | | | | | | | | | | | | | |
| Sleep In | Yes | | | | | | | | | | | | | | | | | | | | | | | | |
| Default | <table border="1"> <thead> <tr> <th>Status</th> <th>Default Value (Before OTP program)</th> <th>Default Value (After OTP program)</th> </tr> </thead> <tbody> <tr> <td>Power On Sequence</td> <td>8'h00h</td> <td>OTP value</td> </tr> <tr> <td>SW Reset</td> <td>8'h00h</td> <td>OTP value</td> </tr> <tr> <td>HW Reset</td> <td>8'h00h</td> <td>OTP value</td> </tr> </tbody> </table> | | | | | | | | | | | | | Status | Default Value (Before OTP program) | Default Value (After OTP program) | Power On Sequence | 8'h00h | OTP value | SW Reset | 8'h00h | OTP value | HW Reset | 8'h00h | OTP value |
| Status | Default Value (Before OTP program) | Default Value (After OTP program) | | | | | | | | | | | | | | | | | | | | | | | |
| Power On Sequence | 8'h00h | OTP value | | | | | | | | | | | | | | | | | | | | | | | |
| SW Reset | 8'h00h | OTP value | | | | | | | | | | | | | | | | | | | | | | | |
| HW Reset | 8'h00h | OTP value | | | | | | | | | | | | | | | | | | | | | | | |
| Flow Chart | <p>The flow chart illustrates the RDID3(DCh) command sequence. A Host sends the RDID3(DCh) command (represented by a trapezoid) to the Driver. The Driver responds with two parameters: the 1st Parameter is a Dummy Read, and the 2nd Parameter is the Send ID3[7:0] data (represented by a parallelogram). A legend on the right defines the symbols used: a trapezoid for Command, a parallelogram for Parameter, a rounded rectangle for Display, a diamond for Action, a rounded rectangle for Mode, and a rounded rectangle with a curved arrow for Sequential transfer.</p> | | | | | | | | | | | | | | | | | | | | | | | | |

8.3. Description of Level 2 Command

8.3.1. RGB Interface Signal Control (B0h)

| B0h | IFMODE (Interface Mode Control) | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
|---|--|-----------|-------------|-------|-------------|-----------|----|----|------|------|-----|-----|-----|----------|---------------|--|-----|---|---------|---|-------------|--|-------------|-------------------|-----|---|-------------------|--------|-------|------|------|------|------|----------|------|-------|------|------|------|------|----------|------|-------|------|------|------|------|
| | DCX | RDX | WRX | D17-8 | D7 | D6 | D5 | D4 | D3 | D2 | D1 | D0 | HEX | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| Command | 0 | 1 | ↑ | XX | 1 | 0 | 1 | 1 | 0 | 0 | 0 | 0 | B0h | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| Parameter | 1 | 1 | ↑ | XX | ByPass_MODE | RCM [1:0] | | 0 | VSPL | HSPL | DPL | EPL | 40 | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| Description | <p>Sets the operation status of the display interface. The setting becomes effective as soon as the command is received.</p> <p>EPL: ENABLE polarity ("0"= High enable for RGB interface, "1"= Low enable for RGB interface)</p> <p>DPL: DOTCLK polarity set ("0"= data fetched at the rising time, "1"= data fetched at the falling time)</p> <p>HSPL: HSYNC polarity ("0"= Low level sync clock, "1"= High level sync clock)</p> <p>VSPL: VSYNC polarity ("0"= Low level sync clock, "1"= High level sync clock)</p> <p>RCM [1:0]: RGB interface selection (refer to the RGB interface section).</p> <table border="1" style="margin-left: auto; margin-right: auto;"> <thead> <tr> <th colspan="2">RCM[1:0]</th> <th>Description</th> </tr> </thead> <tbody> <tr> <td>1</td> <td>0</td> <td>DE Mode</td> </tr> <tr> <td>1</td> <td>1</td> <td>SYNC Mode</td> </tr> </tbody> </table> <p>ByPass_MODE: Select display data path whether Memory or Direct to Shift register when RGB Interface is used.</p> <table border="1" style="margin-left: auto; margin-right: auto;"> <thead> <tr> <th>ByPass_MODE</th> <th>Display Data Path</th> </tr> </thead> <tbody> <tr> <td>0</td> <td>Direct to Shift Register (default)</td> </tr> <tr> <td>1</td> <td>Memory</td> </tr> </tbody> </table> | | | | | | | | | | | | | RCM[1:0] | | Description | 1 | 0 | DE Mode | 1 | 1 | SYNC Mode | ByPass_MODE | Display Data Path | 0 | Direct to Shift Register (default) | 1 | Memory | | | | | | | | | | | | | | | | | | | |
| | RCM[1:0] | | Description | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| 1 | 0 | DE Mode | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| 1 | 1 | SYNC Mode | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| ByPass_MODE | Display Data Path | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| 0 | Direct to Shift Register (default) | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| 1 | Memory | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| Restriction | EXTC should be high to enable this command | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| Register Availability | <table border="1" style="margin-left: auto; margin-right: auto;"> <thead> <tr> <th>Status</th> <th>Availability</th> </tr> </thead> <tbody> <tr> <td>Normal Mode On, Idle Mode Off, Sleep Out</td> <td>Yes</td> </tr> <tr> <td>Normal Mode On, Idle Mode On, Sleep Out</td> <td>Yes</td> </tr> <tr> <td>Partial Mode On, Idle Mode Off, Sleep Out</td> <td>Yes</td> </tr> <tr> <td>Partial Mode On, Idle Mode On, Sleep Out</td> <td>Yes</td> </tr> <tr> <td>Sleep In</td> <td>Yes</td> </tr> </tbody> </table> | | | | | | | | | | | | | Status | Availability | Normal Mode On, Idle Mode Off, Sleep Out | Yes | Normal Mode On, Idle Mode On, Sleep Out | Yes | Partial Mode On, Idle Mode Off, Sleep Out | Yes | Partial Mode On, Idle Mode On, Sleep Out | Yes | Sleep In | Yes | | | | | | | | | | | | | | | | | | | | | | |
| Status | Availability | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| Normal Mode On, Idle Mode Off, Sleep Out | Yes | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| Normal Mode On, Idle Mode On, Sleep Out | Yes | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| Partial Mode On, Idle Mode Off, Sleep Out | Yes | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| Partial Mode On, Idle Mode On, Sleep Out | Yes | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| Sleep In | Yes | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| Default | <table border="1" style="margin-left: auto; margin-right: auto;"> <thead> <tr> <th rowspan="2">Status</th> <th colspan="6">Default Value</th> </tr> <tr> <th>ByPass_MODE</th> <th>RCM [1:0]</th> <th>VSPL</th> <th>HSPL</th> <th>DPL</th> <th>EPL</th> </tr> </thead> <tbody> <tr> <td>Power On Sequence</td> <td>1'b0</td> <td>2'b10</td> <td>1'b0</td> <td>1'b0</td> <td>1'b0</td> <td>1'b0</td> </tr> <tr> <td>SW Reset</td> <td>1'b0</td> <td>2'b10</td> <td>1'b0</td> <td>1'b0</td> <td>1'b0</td> <td>1'b0</td> </tr> <tr> <td>HW Reset</td> <td>1'b0</td> <td>2'b10</td> <td>1'b0</td> <td>1'b0</td> <td>1'b0</td> <td>1'b0</td> </tr> </tbody> </table> | | | | | | | | | | | | | Status | Default Value | | | | | | ByPass_MODE | RCM [1:0] | VSPL | HSPL | DPL | EPL | Power On Sequence | 1'b0 | 2'b10 | 1'b0 | 1'b0 | 1'b0 | 1'b0 | SW Reset | 1'b0 | 2'b10 | 1'b0 | 1'b0 | 1'b0 | 1'b0 | HW Reset | 1'b0 | 2'b10 | 1'b0 | 1'b0 | 1'b0 | 1'b0 |
| Status | Default Value | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| | ByPass_MODE | RCM [1:0] | VSPL | HSPL | DPL | EPL | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| Power On Sequence | 1'b0 | 2'b10 | 1'b0 | 1'b0 | 1'b0 | 1'b0 | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| SW Reset | 1'b0 | 2'b10 | 1'b0 | 1'b0 | 1'b0 | 1'b0 | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| HW Reset | 1'b0 | 2'b10 | 1'b0 | 1'b0 | 1'b0 | 1'b0 | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |

8.3.2. Frame Rate Control (In Normal Mode/Full Colors) (B1h)

| B1h | FRMCTR1 (Frame Rate Control (In Normal Mode / Full colors)) | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
|--|--|----------------|-----|--|--------------------|---------|------------|------------|----|----|-----------------|----|------------|---|----------------|---|---------|----------------|---|---|----------|---|---------|--------------------|---|---|---|---|---------|--------------------|---|---|---|---|---------|--------------------|---|---|---|---|---------|--------------------|---|---|---|---|---------|--------------------|---|---|---|---|---------|--------------------|---|---|---|---|----|--------------------|---|---|---|---|---|--------------------|---|---|---|-----------------|---|--------------------|---|---|---|----|---|--------------------|---|---|---|----|---|--------------------|---|---|---|----|---|--------------------|------------|---|---|----|---|----------------|---|---|---|----|---|--------------------|---|---|---|----|---|--------------------|---|---|---|----|---|--------------------|---|---|---|----|---|--------------------|---|---|---|---|---|--------------------|---|---|---|---|---|-----------|---|---|---|---|---|-----------|---|---|---|---|---|-----------|---|---|---|---|---|-----------|---|---|---|---|---|-----------|---|---|---|---|---|-----------|------------|--|--|--|--|----------------|---|---|---|---|---|-----------|---|---|---|---|---|-----------|---|---|---|---|---|-----------|---|---|---|---|---|-----------|---|---|---|---|---|-----------|---|---|---|---|---|-----------|---|---|---|---|---|-----------|---|---|---|---|---|-----------|---|---|---|---|---|-----------|---|---|---|---|---|-----------|
| | DCX | RDX | WRX | D17-8 | D7 | D6 | D5 | D4 | D3 | D2 | D1 | D0 | HEX | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| Command | 0 | 1 | ↑ | XX | 1 | 0 | 1 | 1 | 0 | 0 | 0 | 1 | B1h | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| 1 st Parameter | 1 | 1 | ↑ | XX | 0 | 0 | 0 | 0 | 0 | 0 | DIVA [1:0] | | 00 | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| 2 nd Parameter | 1 | 1 | ↑ | XX | 0 | 0 | 0 | RTNA [4:0] | | | | | 1F | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| Description | Formula to calculate frame frequency: $\text{Frame Rate} = \frac{\text{fosc}}{\text{Clocks per line} \times \text{Division ratio} \times (\text{Lines} + \text{VBP} + \text{VFP})}$ <p>fosc : internal oscillator frequency(Oscillator/26)</p> <p>Clocks per line : RTNA setting</p> <p>Division ratio : DIVA setting</p> <p>Lines : total driving line number</p> <p>VBP : back porch line number</p> <p>VFP : front porch line number</p> | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| | | | | <table border="1"> <thead> <tr> <th colspan="4">RTNA [4:0]</th> <th>Frame Rate (Hz)</th> </tr> </thead> <tbody> <tr><td>1</td><td>0</td><td>0</td><td>0</td><td>0</td><td>inhibit</td></tr> <tr><td>1</td><td>0</td><td>0</td><td>0</td><td>1</td><td>inhibit</td></tr> <tr><td>1</td><td>0</td><td>0</td><td>1</td><td>0</td><td>inhibit</td></tr> <tr><td>1</td><td>0</td><td>0</td><td>1</td><td>1</td><td>inhibit</td></tr> <tr><td>1</td><td>0</td><td>1</td><td>0</td><td>0</td><td>inhibit</td></tr> <tr><td>1</td><td>0</td><td>1</td><td>0</td><td>1</td><td>inhibit</td></tr> <tr><td>1</td><td>0</td><td>1</td><td>1</td><td>0</td><td>inhibit</td></tr> <tr><td>1</td><td>0</td><td>1</td><td>1</td><td>1</td><td>81</td></tr> </tbody> </table> | | | RTNA [4:0] | | | | Frame Rate (Hz) | 1 | 0 | 0 | 0 | 0 | inhibit | 1 | 0 | 0 | 0 | 1 | inhibit | 1 | 0 | 0 | 1 | 0 | inhibit | 1 | 0 | 0 | 1 | 1 | inhibit | 1 | 0 | 1 | 0 | 0 | inhibit | 1 | 0 | 1 | 0 | 1 | inhibit | 1 | 0 | 1 | 1 | 0 | inhibit | 1 | 0 | 1 | 1 | 1 | 81 | | | | <table border="1"> <thead> <tr> <th colspan="4">RTNA [4:0]</th> <th>Frame Rate (Hz)</th> </tr> </thead> <tbody> <tr><td>1</td><td>1</td><td>0</td><td>0</td><td>0</td><td>78</td></tr> <tr><td>1</td><td>1</td><td>0</td><td>0</td><td>1</td><td>75</td></tr> <tr><td>1</td><td>1</td><td>0</td><td>1</td><td>0</td><td>72</td></tr> <tr><td>1</td><td>1</td><td>0</td><td>1</td><td>1</td><td>69</td></tr> <tr><td>1</td><td>1</td><td>1</td><td>0</td><td>0</td><td>67</td></tr> <tr><td>1</td><td>1</td><td>1</td><td>0</td><td>1</td><td>64</td></tr> <tr><td>1</td><td>1</td><td>1</td><td>1</td><td>0</td><td>62</td></tr> <tr><td>1</td><td>1</td><td>1</td><td>1</td><td>1</td><td>60</td></tr> </tbody> </table> | | | RTNA [4:0] | | | | Frame Rate (Hz) | 1 | 1 | 0 | 0 | 0 | 78 | 1 | 1 | 0 | 0 | 1 | 75 | 1 | 1 | 0 | 1 | 0 | 72 | 1 | 1 | 0 | 1 | 1 | 69 | 1 | 1 | 1 | 0 | 0 | 67 | 1 | 1 | 1 | 0 | 1 | 64 | 1 | 1 | 1 | 1 | 0 | 62 | 1 | 1 | 1 | 1 | 1 | 60 | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| | RTNA [4:0] | | | | Frame Rate (Hz) | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| | 1 | 0 | 0 | 0 | 0 | inhibit | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| | 1 | 0 | 0 | 0 | 1 | inhibit | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| | 1 | 0 | 0 | 1 | 0 | inhibit | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| | 1 | 0 | 0 | 1 | 1 | inhibit | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| | 1 | 0 | 1 | 0 | 0 | inhibit | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| | 1 | 0 | 1 | 0 | 1 | inhibit | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
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| | 1 | 0 | 1 | 1 | 1 | 81 | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| | RTNA [4:0] | | | | Frame Rate (Hz) | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
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| <p>DIVA [1:0] : division ratio for internal clocks for Normal Display Mode On..</p> <table border="1"> <thead> <tr> <th colspan="2">DIVA [1:0]</th> <th>Division Ratio</th> </tr> </thead> <tbody> <tr> <td>0</td> <td>0</td> <td>fosc</td> </tr> <tr> <td>0</td> <td>1</td> <td>fosc / 2</td> </tr> </tbody> </table> | | | | | | | | | | | | | DIVA [1:0] | | Division Ratio | 0 | 0 | fosc | 0 | 1 | fosc / 2 | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| DIVA [1:0] | | Division Ratio | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
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| <p>RTNA [4:0] :It is used to set 1H (line) period for Normal Display Mode On.</p> <table border="1"> <thead> <tr> <th colspan="5">RTNA [4:0]</th> <th>Clock per Line</th> </tr> </thead> <tbody> <tr><td>0</td><td>0</td><td>0</td><td>0</td><td>0</td><td>Setting prohibited</td></tr> <tr><td>0</td><td>0</td><td>0</td><td>0</td><td>1</td><td>Setting prohibited</td></tr> <tr><td>0</td><td>0</td><td>0</td><td>1</td><td>0</td><td>Setting prohibited</td></tr> <tr><td>0</td><td>0</td><td>0</td><td>1</td><td>1</td><td>Setting prohibited</td></tr> <tr><td>0</td><td>0</td><td>1</td><td>0</td><td>0</td><td>Setting prohibited</td></tr> <tr><td>0</td><td>0</td><td>1</td><td>0</td><td>1</td><td>Setting prohibited</td></tr> <tr><td>0</td><td>0</td><td>1</td><td>1</td><td>0</td><td>Setting prohibited</td></tr> <tr><td>0</td><td>0</td><td>1</td><td>1</td><td>1</td><td>Setting prohibited</td></tr> <tr><td>0</td><td>1</td><td>0</td><td>0</td><td>0</td><td>Setting prohibited</td></tr> <tr><td>0</td><td>1</td><td>0</td><td>0</td><td>1</td><td>Setting prohibited</td></tr> <tr><td>0</td><td>1</td><td>0</td><td>1</td><td>0</td><td>Setting prohibited</td></tr> <tr><td>0</td><td>1</td><td>0</td><td>1</td><td>1</td><td>Setting prohibited</td></tr> </tbody> </table> <table border="1"> <thead> <tr> <th colspan="5">RTNA [4:0]</th> <th>Clock per Line</th> </tr> </thead> <tbody> <tr><td>0</td><td>1</td><td>0</td><td>1</td><td>1</td><td>Setting prohibited</td></tr> <tr><td>0</td><td>1</td><td>1</td><td>0</td><td>0</td><td>Setting prohibited</td></tr> <tr><td>0</td><td>1</td><td>1</td><td>0</td><td>1</td><td>Setting prohibited</td></tr> <tr><td>0</td><td>1</td><td>1</td><td>1</td><td>0</td><td>Setting prohibited</td></tr> <tr><td>0</td><td>1</td><td>1</td><td>1</td><td>1</td><td>Setting prohibited</td></tr> <tr><td>1</td><td>0</td><td>0</td><td>0</td><td>0</td><td>16 clocks</td></tr> <tr><td>1</td><td>0</td><td>0</td><td>0</td><td>1</td><td>17 clocks</td></tr> <tr><td>1</td><td>0</td><td>0</td><td>1</td><td>0</td><td>18 clocks</td></tr> <tr><td>1</td><td>0</td><td>0</td><td>1</td><td>1</td><td>19 clocks</td></tr> <tr><td>1</td><td>0</td><td>1</td><td>0</td><td>0</td><td>20 clocks</td></tr> <tr><td>1</td><td>0</td><td>1</td><td>0</td><td>1</td><td>21 clocks</td></tr> </tbody> </table> <table border="1"> <thead> <tr> <th colspan="5">RTNA [4:0]</th> <th>Clock per Line</th> </tr> </thead> <tbody> <tr><td>1</td><td>0</td><td>1</td><td>1</td><td>0</td><td>22 clocks</td></tr> <tr><td>1</td><td>0</td><td>1</td><td>1</td><td>1</td><td>23 clocks</td></tr> <tr><td>1</td><td>1</td><td>0</td><td>0</td><td>0</td><td>24 clocks</td></tr> <tr><td>1</td><td>1</td><td>0</td><td>0</td><td>1</td><td>25 clocks</td></tr> <tr><td>1</td><td>1</td><td>0</td><td>1</td><td>0</td><td>26 clocks</td></tr> <tr><td>1</td><td>1</td><td>0</td><td>1</td><td>1</td><td>27 clocks</td></tr> <tr><td>1</td><td>1</td><td>1</td><td>0</td><td>0</td><td>28 clocks</td></tr> <tr><td>1</td><td>1</td><td>1</td><td>0</td><td>1</td><td>29 clocks</td></tr> <tr><td>1</td><td>1</td><td>1</td><td>1</td><td>0</td><td>30 clocks</td></tr> <tr><td>1</td><td>1</td><td>1</td><td>1</td><td>1</td><td>31 clocks</td></tr> </tbody> </table> | | | | | | | | | | | | | RTNA [4:0] | | | | | Clock per Line | 0 | 0 | 0 | 0 | 0 | Setting prohibited | 0 | 0 | 0 | 0 | 1 | Setting prohibited | 0 | 0 | 0 | 1 | 0 | Setting prohibited | 0 | 0 | 0 | 1 | 1 | Setting prohibited | 0 | 0 | 1 | 0 | 0 | Setting prohibited | 0 | 0 | 1 | 0 | 1 | Setting prohibited | 0 | 0 | 1 | 1 | 0 | Setting prohibited | 0 | 0 | 1 | 1 | 1 | Setting prohibited | 0 | 1 | 0 | 0 | 0 | Setting prohibited | 0 | 1 | 0 | 0 | 1 | Setting prohibited | 0 | 1 | 0 | 1 | 0 | Setting prohibited | 0 | 1 | 0 | 1 | 1 | Setting prohibited | RTNA [4:0] | | | | | Clock per Line | 0 | 1 | 0 | 1 | 1 | Setting prohibited | 0 | 1 | 1 | 0 | 0 | Setting prohibited | 0 | 1 | 1 | 0 | 1 | Setting prohibited | 0 | 1 | 1 | 1 | 0 | Setting prohibited | 0 | 1 | 1 | 1 | 1 | Setting prohibited | 1 | 0 | 0 | 0 | 0 | 16 clocks | 1 | 0 | 0 | 0 | 1 | 17 clocks | 1 | 0 | 0 | 1 | 0 | 18 clocks | 1 | 0 | 0 | 1 | 1 | 19 clocks | 1 | 0 | 1 | 0 | 0 | 20 clocks | 1 | 0 | 1 | 0 | 1 | 21 clocks | RTNA [4:0] | | | | | Clock per Line | 1 | 0 | 1 | 1 | 0 | 22 clocks | 1 | 0 | 1 | 1 | 1 | 23 clocks | 1 | 1 | 0 | 0 | 0 | 24 clocks | 1 | 1 | 0 | 0 | 1 | 25 clocks | 1 | 1 | 0 | 1 | 0 | 26 clocks | 1 | 1 | 0 | 1 | 1 | 27 clocks | 1 | 1 | 1 | 0 | 0 | 28 clocks | 1 | 1 | 1 | 0 | 1 | 29 clocks | 1 | 1 | 1 | 1 | 0 | 30 clocks | 1 | 1 | 1 | 1 | 1 | 31 clocks |
| RTNA [4:0] | | | | | Clock per Line | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
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| 0 | 1 | 0 | 0 | 0 | Setting prohibited | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| 0 | 1 | 0 | 0 | 1 | Setting prohibited | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| 0 | 1 | 0 | 1 | 0 | Setting prohibited | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| 0 | 1 | 0 | 1 | 1 | Setting prohibited | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| RTNA [4:0] | | | | | Clock per Line | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| 0 | 1 | 0 | 1 | 1 | Setting prohibited | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| 0 | 1 | 1 | 0 | 0 | Setting prohibited | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| 0 | 1 | 1 | 0 | 1 | Setting prohibited | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| 0 | 1 | 1 | 1 | 0 | Setting prohibited | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
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| 1 | 0 | 0 | 0 | 0 | 16 clocks | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| 1 | 0 | 0 | 0 | 1 | 17 clocks | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| 1 | 0 | 0 | 1 | 0 | 18 clocks | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| 1 | 0 | 0 | 1 | 1 | 19 clocks | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| 1 | 0 | 1 | 0 | 0 | 20 clocks | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| 1 | 0 | 1 | 0 | 1 | 21 clocks | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| RTNA [4:0] | | | | | Clock per Line | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| 1 | 0 | 1 | 1 | 0 | 22 clocks | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| 1 | 0 | 1 | 1 | 1 | 23 clocks | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| 1 | 1 | 0 | 0 | 0 | 24 clocks | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| 1 | 1 | 0 | 0 | 1 | 25 clocks | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| 1 | 1 | 0 | 1 | 0 | 26 clocks | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| 1 | 1 | 0 | 1 | 1 | 27 clocks | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| 1 | 1 | 1 | 0 | 0 | 28 clocks | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| 1 | 1 | 1 | 0 | 1 | 29 clocks | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| 1 | 1 | 1 | 1 | 0 | 30 clocks | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| 1 | 1 | 1 | 1 | 1 | 31 clocks | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| Restriction | EXTC should be high to enable this command | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |

| Register Availability | <table border="1"> <thead> <tr> <th>Status</th> <th colspan="2">Availability</th> </tr> </thead> <tbody> <tr> <td>Normal Mode On, Idle Mode Off, Sleep Out</td> <td colspan="2">Yes</td> </tr> <tr> <td>Normal Mode On, Idle Mode On, Sleep Out</td> <td colspan="2">Yes</td> </tr> <tr> <td>Partial Mode On, Idle Mode Off, Sleep Out</td> <td colspan="2">Yes</td> </tr> <tr> <td>Partial Mode On, Idle Mode On, Sleep Out</td> <td colspan="2">Yes</td> </tr> <tr> <td></td> <td>Sleep In</td> <td colspan="2">Yes</td> </tr> </tbody> </table> | | | Status | Availability | | Normal Mode On, Idle Mode Off, Sleep Out | Yes | | Normal Mode On, Idle Mode On, Sleep Out | Yes | | Partial Mode On, Idle Mode Off, Sleep Out | Yes | | Partial Mode On, Idle Mode On, Sleep Out | Yes | | | Sleep In | Yes | |
|--|--|---------------|------------|--------|---------------|--|--|------------|-------------------|---|--------|----------|---|--------|----------|--|--------|--|--|----------|-----|--|
| | Status | Availability | | | | | | | | | | | | | | | | | | | | |
| | Normal Mode On, Idle Mode Off, Sleep Out | Yes | | | | | | | | | | | | | | | | | | | | |
| | Normal Mode On, Idle Mode On, Sleep Out | Yes | | | | | | | | | | | | | | | | | | | | |
| | Partial Mode On, Idle Mode Off, Sleep Out | Yes | | | | | | | | | | | | | | | | | | | | |
| Partial Mode On, Idle Mode On, Sleep Out | Yes | | | | | | | | | | | | | | | | | | | | | |
| | Sleep In | Yes | | | | | | | | | | | | | | | | | | | | |
| Default | <table border="1"> <thead> <tr> <th rowspan="2">Status</th> <th colspan="2">Default Value</th> </tr> <tr> <th>DIVA [1:0]</th> <th>RTNA [4:0]</th> </tr> </thead> <tbody> <tr> <td>Power On Sequence</td> <td>2'h00h</td> <td>5'h1Fh</td> </tr> <tr> <td>SW Reset</td> <td>2'h00h</td> <td>5'h1Fh</td> </tr> <tr> <td>HW Reset</td> <td>2'h00h</td> <td>5'h1Fh</td> </tr> </tbody> </table> | | | Status | Default Value | | DIVA [1:0] | RTNA [4:0] | Power On Sequence | 2'h00h | 5'h1Fh | SW Reset | 2'h00h | 5'h1Fh | HW Reset | 2'h00h | 5'h1Fh | | | | | |
| | Status | Default Value | | | | | | | | | | | | | | | | | | | | |
| | | DIVA [1:0] | RTNA [4:0] | | | | | | | | | | | | | | | | | | | |
| | Power On Sequence | 2'h00h | 5'h1Fh | | | | | | | | | | | | | | | | | | | |
| SW Reset | 2'h00h | 5'h1Fh | | | | | | | | | | | | | | | | | | | | |
| HW Reset | 2'h00h | 5'h1Fh | | | | | | | | | | | | | | | | | | | | |

8.3.3. Frame Rate Control (In Idle Mode/8 colors) (B2h)

| B2h | FRMCTR2 (Frame Rate Control (In Idle Mode / 8 colors)) | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
|--|--|----------|----------------|-------|--------------------|-----------------|------------|------------|----|----|--------------------|-----------------|------------|------------|---|----------------|----------------|----------------|-----------------|------------|---|----------|---|----------------|-----------------|---|---|---|---|----------------|---------|---|---|---|---|--------------------|----|---|---|---|---|--------------------|---------|---|---|---|---|-----------|----|---|---|---|---|--------------------|---------|---|---|---|---|--------------------|----|---|---|---|---|-----------|---------|---|---|---|---|--------------------|----|---|---|---|---|--------------------|---------|---|---|---|---|-----------|----|---|---|---|---|--------------------|---------|---|---|---|---|--------------------|----|---|---|---|---|-----------|---------|---|---|---|---|--------------------|----|---|---|---|---|--------------------|----|---|---|---|---|-----------|----|---|---|---|---|--------------------|---|---|---|---|---|-----------|---|---|---|---|---|-----------|---|---|---|---|---|--------------------|---|---|---|---|---|-----------|---|---|---|---|---|-----------|---|---|---|---|---|--------------------|---|---|---|---|---|-----------|---|---|---|---|---|-----------|---|---|---|---|---|--------------------|---|---|---|---|---|-----------|---|---|---|---|---|-----------|---|---|---|---|---|--------------------|---|---|---|---|---|-----------|---|---|---|---|---|-----------|---|---|---|---|---|--------------------|---|---|---|---|---|-----------|--|--|--|--|--|--|
| | DCX | RDX | WRX | D17-8 | D7 | D6 | D5 | D4 | D3 | D2 | D1 | D0 | HEX | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| Command | 0 | 1 | ↑ | XX | 1 | 0 | 1 | 1 | 0 | 0 | 1 | 0 | B2h | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| 1 st Parameter | 1 | 1 | ↑ | XX | 0 | 0 | 0 | 0 | 0 | 0 | DIVB [1:0] | | 02 | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| 2 nd Parameter | 1 | 1 | ↑ | XX | 0 | 0 | 0 | RTNB [4:0] | | | | | 1F | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| Description | <p>Formula to calculate frame frequency</p> $\text{Frame Rate} = \frac{\text{fosc}}{\text{Clocks per line} \times \text{Division ratio} \times (\text{Lines} + \text{VBP} + \text{VFP})}$ <p>fosc : internal oscillator frequency(Oscillator/26)</p> <p>Clocks per line : RTNB setting</p> <p>Division ratio : DIVB setting</p> <p>Lines : total driving line number</p> <p>VBP : back porch line number</p> <p>VFP : front porch line number</p> | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| | <table border="1" style="margin-bottom: 10px;"> <thead> <tr> <th colspan="5">RTNB [4:0]</th> <th>Frame Rate (Hz)</th> <th colspan="5">RTNB [4:0]</th> <th>Frame Rate (Hz)</th> </tr> </thead> <tbody> <tr><td>1</td><td>0</td><td>0</td><td>0</td><td>0</td><td>inhibit</td><td>1</td><td>1</td><td>0</td><td>0</td><td>0</td><td>20</td></tr> <tr><td>1</td><td>0</td><td>0</td><td>0</td><td>1</td><td>inhibit</td><td>1</td><td>1</td><td>0</td><td>0</td><td>1</td><td>19</td></tr> <tr><td>1</td><td>0</td><td>0</td><td>1</td><td>0</td><td>inhibit</td><td>1</td><td>1</td><td>0</td><td>1</td><td>0</td><td>18</td></tr> <tr><td>1</td><td>0</td><td>0</td><td>1</td><td>1</td><td>inhibit</td><td>1</td><td>1</td><td>0</td><td>1</td><td>1</td><td>17</td></tr> <tr><td>1</td><td>0</td><td>1</td><td>0</td><td>0</td><td>inhibit</td><td>1</td><td>1</td><td>1</td><td>0</td><td>0</td><td>17</td></tr> <tr><td>1</td><td>0</td><td>1</td><td>0</td><td>1</td><td>inhibit</td><td>1</td><td>1</td><td>1</td><td>0</td><td>1</td><td>16</td></tr> <tr><td>1</td><td>0</td><td>1</td><td>1</td><td>0</td><td>inhibit</td><td>1</td><td>1</td><td>1</td><td>1</td><td>0</td><td>16</td></tr> <tr><td>1</td><td>0</td><td>1</td><td>1</td><td>1</td><td>20</td><td>1</td><td>1</td><td>1</td><td>1</td><td>1</td><td>15</td></tr> </tbody> </table> | | | | | | | | | | | | | RTNB [4:0] | | | | | Frame Rate (Hz) | RTNB [4:0] | | | | | Frame Rate (Hz) | 1 | 0 | 0 | 0 | 0 | inhibit | 1 | 1 | 0 | 0 | 0 | 20 | 1 | 0 | 0 | 0 | 1 | inhibit | 1 | 1 | 0 | 0 | 1 | 19 | 1 | 0 | 0 | 1 | 0 | inhibit | 1 | 1 | 0 | 1 | 0 | 18 | 1 | 0 | 0 | 1 | 1 | inhibit | 1 | 1 | 0 | 1 | 1 | 17 | 1 | 0 | 1 | 0 | 0 | inhibit | 1 | 1 | 1 | 0 | 0 | 17 | 1 | 0 | 1 | 0 | 1 | inhibit | 1 | 1 | 1 | 0 | 1 | 16 | 1 | 0 | 1 | 1 | 0 | inhibit | 1 | 1 | 1 | 1 | 0 | 16 | 1 | 0 | 1 | 1 | 1 | 20 | 1 | 1 | 1 | 1 | 1 | 15 | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| | RTNB [4:0] | | | | | Frame Rate (Hz) | RTNB [4:0] | | | | | Frame Rate (Hz) | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| | 1 | 0 | 0 | 0 | 0 | inhibit | 1 | 1 | 0 | 0 | 0 | 20 | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| | 1 | 0 | 0 | 0 | 1 | inhibit | 1 | 1 | 0 | 0 | 1 | 19 | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| | 1 | 0 | 0 | 1 | 0 | inhibit | 1 | 1 | 0 | 1 | 0 | 18 | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| | 1 | 0 | 0 | 1 | 1 | inhibit | 1 | 1 | 0 | 1 | 1 | 17 | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| | 1 | 0 | 1 | 0 | 0 | inhibit | 1 | 1 | 1 | 0 | 0 | 17 | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| | 1 | 0 | 1 | 0 | 1 | inhibit | 1 | 1 | 1 | 0 | 1 | 16 | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| | 1 | 0 | 1 | 1 | 0 | inhibit | 1 | 1 | 1 | 1 | 0 | 16 | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| | 1 | 0 | 1 | 1 | 1 | 20 | 1 | 1 | 1 | 1 | 1 | 15 | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| | <p>DIVB [1:0]: division ratio for internal clocks for Idle Mode On.</p> <table border="1" style="margin-left: auto; margin-right: auto;"> <thead> <tr> <th colspan="2">DIVB [1:0]</th> <th>Division Ratio</th> </tr> </thead> <tbody> <tr><td>0</td><td>0</td><td>fosc</td></tr> <tr><td>0</td><td>1</td><td>fosc / 2</td></tr> <tr><td>1</td><td>0</td><td>fosc / 4</td></tr> </tbody> </table> | | | | | | | | | | | | | DIVB [1:0] | | Division Ratio | 0 | 0 | fosc | 0 | 1 | fosc / 2 | 1 | 0 | fosc / 4 | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| | DIVB [1:0] | | Division Ratio | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| | 0 | 0 | fosc | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| | 0 | 1 | fosc / 2 | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| 1 | 0 | fosc / 4 | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| <p>RTNB [4:0]: It is used to set 1H (line) period for Idle Mode On.</p> <table border="1" style="width: 100%; text-align: center;"> <thead> <tr> <th colspan="5">RTNB [4:0]</th> <th>Clock per Line</th> <th colspan="5">RTNB [4:0]</th> <th>Clock per Line</th> <th colspan="5">RTNB [4:0]</th> <th>Clock per Line</th> </tr> </thead> <tbody> <tr><td>0</td><td>0</td><td>0</td><td>0</td><td>0</td><td>Setting prohibited</td><td>0</td><td>1</td><td>0</td><td>1</td><td>1</td><td>Setting prohibited</td><td>1</td><td>0</td><td>1</td><td>1</td><td>0</td><td>22 clocks</td></tr> <tr><td>0</td><td>0</td><td>0</td><td>0</td><td>1</td><td>Setting prohibited</td><td>0</td><td>1</td><td>1</td><td>0</td><td>0</td><td>Setting prohibited</td><td>1</td><td>0</td><td>1</td><td>1</td><td>1</td><td>23 clocks</td></tr> <tr><td>0</td><td>0</td><td>0</td><td>1</td><td>0</td><td>Setting prohibited</td><td>0</td><td>1</td><td>1</td><td>0</td><td>1</td><td>Setting prohibited</td><td>1</td><td>1</td><td>0</td><td>0</td><td>0</td><td>24 clocks</td></tr> <tr><td>0</td><td>0</td><td>0</td><td>1</td><td>1</td><td>Setting prohibited</td><td>0</td><td>1</td><td>1</td><td>1</td><td>0</td><td>Setting prohibited</td><td>1</td><td>1</td><td>0</td><td>0</td><td>1</td><td>25 clocks</td></tr> <tr><td>0</td><td>0</td><td>1</td><td>0</td><td>0</td><td>Setting prohibited</td><td>0</td><td>1</td><td>1</td><td>1</td><td>1</td><td>Setting prohibited</td><td>1</td><td>1</td><td>0</td><td>1</td><td>0</td><td>26 clocks</td></tr> <tr><td>0</td><td>0</td><td>1</td><td>0</td><td>1</td><td>Setting prohibited</td><td>1</td><td>0</td><td>0</td><td>0</td><td>0</td><td>16 clocks</td><td>1</td><td>1</td><td>0</td><td>1</td><td>1</td><td>27 clocks</td></tr> <tr><td>0</td><td>0</td><td>1</td><td>1</td><td>0</td><td>Setting prohibited</td><td>1</td><td>0</td><td>0</td><td>0</td><td>1</td><td>17 clocks</td><td>1</td><td>1</td><td>1</td><td>0</td><td>0</td><td>28 clocks</td></tr> <tr><td>0</td><td>0</td><td>1</td><td>1</td><td>1</td><td>Setting prohibited</td><td>1</td><td>0</td><td>0</td><td>1</td><td>0</td><td>18 clocks</td><td>1</td><td>1</td><td>1</td><td>0</td><td>1</td><td>29 clocks</td></tr> <tr><td>0</td><td>1</td><td>0</td><td>0</td><td>0</td><td>Setting prohibited</td><td>1</td><td>0</td><td>0</td><td>1</td><td>1</td><td>19 clocks</td><td>1</td><td>1</td><td>1</td><td>1</td><td>0</td><td>30 clocks</td></tr> <tr><td>0</td><td>1</td><td>0</td><td>0</td><td>1</td><td>Setting prohibited</td><td>1</td><td>0</td><td>1</td><td>0</td><td>0</td><td>20 clocks</td><td>1</td><td>1</td><td>1</td><td>1</td><td>1</td><td>31 clocks</td></tr> <tr><td>0</td><td>1</td><td>0</td><td>1</td><td>0</td><td>Setting prohibited</td><td>1</td><td>0</td><td>1</td><td>0</td><td>1</td><td>21 clocks</td><td></td><td></td><td></td><td></td><td></td><td></td></tr> </tbody> </table> | | | | | | | | | | | | | RTNB [4:0] | | | | | Clock per Line | RTNB [4:0] | | | | | Clock per Line | RTNB [4:0] | | | | | Clock per Line | 0 | 0 | 0 | 0 | 0 | Setting prohibited | 0 | 1 | 0 | 1 | 1 | Setting prohibited | 1 | 0 | 1 | 1 | 0 | 22 clocks | 0 | 0 | 0 | 0 | 1 | Setting prohibited | 0 | 1 | 1 | 0 | 0 | Setting prohibited | 1 | 0 | 1 | 1 | 1 | 23 clocks | 0 | 0 | 0 | 1 | 0 | Setting prohibited | 0 | 1 | 1 | 0 | 1 | Setting prohibited | 1 | 1 | 0 | 0 | 0 | 24 clocks | 0 | 0 | 0 | 1 | 1 | Setting prohibited | 0 | 1 | 1 | 1 | 0 | Setting prohibited | 1 | 1 | 0 | 0 | 1 | 25 clocks | 0 | 0 | 1 | 0 | 0 | Setting prohibited | 0 | 1 | 1 | 1 | 1 | Setting prohibited | 1 | 1 | 0 | 1 | 0 | 26 clocks | 0 | 0 | 1 | 0 | 1 | Setting prohibited | 1 | 0 | 0 | 0 | 0 | 16 clocks | 1 | 1 | 0 | 1 | 1 | 27 clocks | 0 | 0 | 1 | 1 | 0 | Setting prohibited | 1 | 0 | 0 | 0 | 1 | 17 clocks | 1 | 1 | 1 | 0 | 0 | 28 clocks | 0 | 0 | 1 | 1 | 1 | Setting prohibited | 1 | 0 | 0 | 1 | 0 | 18 clocks | 1 | 1 | 1 | 0 | 1 | 29 clocks | 0 | 1 | 0 | 0 | 0 | Setting prohibited | 1 | 0 | 0 | 1 | 1 | 19 clocks | 1 | 1 | 1 | 1 | 0 | 30 clocks | 0 | 1 | 0 | 0 | 1 | Setting prohibited | 1 | 0 | 1 | 0 | 0 | 20 clocks | 1 | 1 | 1 | 1 | 1 | 31 clocks | 0 | 1 | 0 | 1 | 0 | Setting prohibited | 1 | 0 | 1 | 0 | 1 | 21 clocks | | | | | | |
| RTNB [4:0] | | | | | Clock per Line | RTNB [4:0] | | | | | Clock per Line | RTNB [4:0] | | | | | Clock per Line | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| 0 | 0 | 0 | 0 | 0 | Setting prohibited | 0 | 1 | 0 | 1 | 1 | Setting prohibited | 1 | 0 | 1 | 1 | 0 | 22 clocks | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| 0 | 0 | 0 | 0 | 1 | Setting prohibited | 0 | 1 | 1 | 0 | 0 | Setting prohibited | 1 | 0 | 1 | 1 | 1 | 23 clocks | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| 0 | 0 | 0 | 1 | 0 | Setting prohibited | 0 | 1 | 1 | 0 | 1 | Setting prohibited | 1 | 1 | 0 | 0 | 0 | 24 clocks | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| 0 | 0 | 0 | 1 | 1 | Setting prohibited | 0 | 1 | 1 | 1 | 0 | Setting prohibited | 1 | 1 | 0 | 0 | 1 | 25 clocks | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| 0 | 0 | 1 | 0 | 0 | Setting prohibited | 0 | 1 | 1 | 1 | 1 | Setting prohibited | 1 | 1 | 0 | 1 | 0 | 26 clocks | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| 0 | 0 | 1 | 0 | 1 | Setting prohibited | 1 | 0 | 0 | 0 | 0 | 16 clocks | 1 | 1 | 0 | 1 | 1 | 27 clocks | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| 0 | 0 | 1 | 1 | 0 | Setting prohibited | 1 | 0 | 0 | 0 | 1 | 17 clocks | 1 | 1 | 1 | 0 | 0 | 28 clocks | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| 0 | 0 | 1 | 1 | 1 | Setting prohibited | 1 | 0 | 0 | 1 | 0 | 18 clocks | 1 | 1 | 1 | 0 | 1 | 29 clocks | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| 0 | 1 | 0 | 0 | 0 | Setting prohibited | 1 | 0 | 0 | 1 | 1 | 19 clocks | 1 | 1 | 1 | 1 | 0 | 30 clocks | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| 0 | 1 | 0 | 0 | 1 | Setting prohibited | 1 | 0 | 1 | 0 | 0 | 20 clocks | 1 | 1 | 1 | 1 | 1 | 31 clocks | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| 0 | 1 | 0 | 1 | 0 | Setting prohibited | 1 | 0 | 1 | 0 | 1 | 21 clocks | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| Restriction | EXTC should be high to enable this command | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |

| Register Availability | <table border="1"> <thead> <tr> <th>Status</th> <th colspan="2">Availability</th> </tr> </thead> <tbody> <tr> <td>Normal Mode On, Idle Mode Off, Sleep Out</td> <td colspan="2">Yes</td> </tr> <tr> <td>Normal Mode On, Idle Mode On, Sleep Out</td> <td colspan="2">Yes</td> </tr> <tr> <td>Partial Mode On, Idle Mode Off, Sleep Out</td> <td colspan="2">Yes</td> </tr> <tr> <td>Partial Mode On, Idle Mode On, Sleep Out</td> <td colspan="2">Yes</td> </tr> <tr> <td></td> <td>Sleep In</td> <td colspan="2">Yes</td> </tr> </tbody> </table> | | | Status | Availability | | Normal Mode On, Idle Mode Off, Sleep Out | Yes | | Normal Mode On, Idle Mode On, Sleep Out | Yes | | Partial Mode On, Idle Mode Off, Sleep Out | Yes | | Partial Mode On, Idle Mode On, Sleep Out | Yes | | | Sleep In | Yes | |
|--|--|---------------|------------|--------|---------------|--|--|------------|-------------------|---|--------|----------|---|--------|----------|--|--------|--|--|----------|-----|--|
| | Status | Availability | | | | | | | | | | | | | | | | | | | | |
| | Normal Mode On, Idle Mode Off, Sleep Out | Yes | | | | | | | | | | | | | | | | | | | | |
| | Normal Mode On, Idle Mode On, Sleep Out | Yes | | | | | | | | | | | | | | | | | | | | |
| | Partial Mode On, Idle Mode Off, Sleep Out | Yes | | | | | | | | | | | | | | | | | | | | |
| Partial Mode On, Idle Mode On, Sleep Out | Yes | | | | | | | | | | | | | | | | | | | | | |
| | Sleep In | Yes | | | | | | | | | | | | | | | | | | | | |
| Default | <table border="1"> <thead> <tr> <th rowspan="2">Status</th> <th colspan="2">Default Value</th> </tr> <tr> <th>DIVB [1:0]</th> <th>RTNB [4:0]</th> </tr> </thead> <tbody> <tr> <td>Power On Sequence</td> <td>2'h02h</td> <td>5'h1Fh</td> </tr> <tr> <td>SW Reset</td> <td>2'h02h</td> <td>5'h1Fh</td> </tr> <tr> <td>HW Reset</td> <td>2'h02h</td> <td>5'h1Fh</td> </tr> </tbody> </table> | | | Status | Default Value | | DIVB [1:0] | RTNB [4:0] | Power On Sequence | 2'h02h | 5'h1Fh | SW Reset | 2'h02h | 5'h1Fh | HW Reset | 2'h02h | 5'h1Fh | | | | | |
| | Status | Default Value | | | | | | | | | | | | | | | | | | | | |
| | | DIVB [1:0] | RTNB [4:0] | | | | | | | | | | | | | | | | | | | |
| | Power On Sequence | 2'h02h | 5'h1Fh | | | | | | | | | | | | | | | | | | | |
| SW Reset | 2'h02h | 5'h1Fh | | | | | | | | | | | | | | | | | | | | |
| HW Reset | 2'h02h | 5'h1Fh | | | | | | | | | | | | | | | | | | | | |

8.3.4. Frame Rate control (In Partial Mode/Full Colors) (B3h)

| B3h | FRMCTR3 (Frame Rate Control (In Partial Mode / Full colors)) | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
|---|--|------------|--------------------|------------|----------------|-----------------|------------|------------|----|----|------------|-----------------|------------|----------------|------------|----------------|------------|----------------|-----------------|--------------------|-----------|--------------------|-----------|-----------|-----------------|--------------------|-----------|--------------------|-----------|-----------|-----------|--------------------|-----------|--------------------|-----------|-----------|-----------|--------------------|-----------|--------------------|-----------|-----------|-----------|--------------------|-----------|--------------------|-----------|-----------|-----------|--------------------|-----------|-----------|-----------|-----------|-----------|--------------------|-----------|-----------|-----------|-----------|-----------|--------------------|-----------|-----------|-----------|-----------|-----------|--------------------|-----------|-----------|-----------|-----------|-----------|--------------------|-----------|-----------|-----------|-----------|-----------|--------------------|-----------|-----------|---|---|----|---|---|---|---|---|---------|---|---|---|---|---|----|---|---|---|---|---|---------|---|---|---|---|---|----|---|---|---|---|---|----|---|---|---|---|---|----|
| | DCX | RDX | WRX | D17-8 | D7 | D6 | D5 | D4 | D3 | D2 | D1 | D0 | HEX | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| Command | 0 | 1 | ↑ | XX | 1 | 0 | 1 | 1 | 0 | 0 | 1 | 1 | B3h | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| 1 st Parameter | 1 | 1 | ↑ | XX | 0 | 0 | 0 | 0 | 0 | 0 | DIVC [1:0] | | 00 | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| 2 nd Parameter | 1 | 1 | ↑ | XX | 0 | 0 | 0 | RTNC [4:0] | | | | | 1F | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| Description | Formula to calculate frame frequency: $\text{Frame Rate} = \frac{\text{fosc}}{\text{Clocks per line} \times \text{Division ratio} \times (\text{Lines} + \text{VBP} + \text{VFP})}$ fosc : internal oscillator frequency(Oscillator/26) Clocks per line : RTNC setting Division ratio : DIVC setting Lines : total driving line number VBP : back porch line number VFP : front porch line number | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| | <table border="1" style="width: 100%; text-align: center;"> <thead> <tr> <th colspan="5">RTNC [4:0]</th> <th>Frame Rate (Hz)</th> <th colspan="5">RTNC [4:0]</th> <th>Frame Rate (Hz)</th> </tr> </thead> <tbody> <tr> <td>1</td><td>0</td><td>0</td><td>0</td><td>0</td> <td>inhibit</td> <td>1</td><td>1</td><td>0</td><td>0</td><td>0</td> <td>78</td> </tr> <tr> <td>1</td><td>0</td><td>0</td><td>0</td><td>1</td> <td>inhibit</td> <td>1</td><td>1</td><td>0</td><td>0</td><td>1</td> <td>75</td> </tr> <tr> <td>1</td><td>0</td><td>0</td><td>1</td><td>0</td> <td>inhibit</td> <td>1</td><td>1</td><td>0</td><td>1</td><td>0</td> <td>72</td> </tr> <tr> <td>1</td><td>0</td><td>0</td><td>1</td><td>1</td> <td>inhibit</td> <td>1</td><td>1</td><td>0</td><td>1</td><td>1</td> <td>69</td> </tr> <tr> <td>1</td><td>0</td><td>1</td><td>0</td><td>0</td> <td>inhibit</td> <td>1</td><td>1</td><td>1</td><td>0</td><td>0</td> <td>67</td> </tr> <tr> <td>1</td><td>0</td><td>1</td><td>0</td><td>1</td> <td>inhibit</td> <td>1</td><td>1</td><td>1</td><td>0</td><td>1</td> <td>64</td> </tr> <tr> <td>1</td><td>0</td><td>1</td><td>1</td><td>0</td> <td>inhibit</td> <td>1</td><td>1</td><td>1</td><td>1</td><td>0</td> <td>62</td> </tr> <tr> <td>1</td><td>0</td><td>1</td><td>1</td><td>1</td> <td>81</td> <td>1</td><td>1</td><td>1</td><td>1</td><td>1</td> <td>60</td> </tr> </tbody> </table> | | | | | | | | | | | | | RTNC [4:0] | | | | | Frame Rate (Hz) | RTNC [4:0] | | | | | Frame Rate (Hz) | 1 | 0 | 0 | 0 | 0 | inhibit | 1 | 1 | 0 | 0 | 0 | 78 | 1 | 0 | 0 | 0 | 1 | inhibit | 1 | 1 | 0 | 0 | 1 | 75 | 1 | 0 | 0 | 1 | 0 | inhibit | 1 | 1 | 0 | 1 | 0 | 72 | 1 | 0 | 0 | 1 | 1 | inhibit | 1 | 1 | 0 | 1 | 1 | 69 | 1 | 0 | 1 | 0 | 0 | inhibit | 1 | 1 | 1 | 0 | 0 | 67 | 1 | 0 | 1 | 0 | 1 | inhibit | 1 | 1 | 1 | 0 | 1 | 64 | 1 | 0 | 1 | 1 | 0 | inhibit | 1 | 1 | 1 | 1 | 0 | 62 | 1 | 0 | 1 | 1 | 1 | 81 | 1 | 1 | 1 | 1 | 1 | 60 |
| | RTNC [4:0] | | | | | Frame Rate (Hz) | RTNC [4:0] | | | | | Frame Rate (Hz) | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| | 1 | 0 | 0 | 0 | 0 | inhibit | 1 | 1 | 0 | 0 | 0 | 78 | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| | 1 | 0 | 0 | 0 | 1 | inhibit | 1 | 1 | 0 | 0 | 1 | 75 | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| | 1 | 0 | 0 | 1 | 0 | inhibit | 1 | 1 | 0 | 1 | 0 | 72 | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| | 1 | 0 | 0 | 1 | 1 | inhibit | 1 | 1 | 0 | 1 | 1 | 69 | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| | 1 | 0 | 1 | 0 | 0 | inhibit | 1 | 1 | 1 | 0 | 0 | 67 | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| | 1 | 0 | 1 | 0 | 1 | inhibit | 1 | 1 | 1 | 0 | 1 | 64 | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| | 1 | 0 | 1 | 1 | 0 | inhibit | 1 | 1 | 1 | 1 | 0 | 62 | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| | 1 | 0 | 1 | 1 | 1 | 81 | 1 | 1 | 1 | 1 | 1 | 60 | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| | DIVC [1:0]: division ratio for internal clocks for Partial Mode On. <table border="1" style="margin-left: auto; margin-right: auto; text-align: center;"> <thead> <tr> <th colspan="2">DIVC [1:0]</th> <th>Division Ratio</th> </tr> </thead> <tbody> <tr> <td>0</td><td>0</td> <td>fosc</td> </tr> <tr> <td>0</td><td>1</td> <td>fosc / 2</td> </tr> </tbody> </table> | | | | | | | | | | | | | DIVC [1:0] | | Division Ratio | 0 | 0 | fosc | 0 | 1 | fosc / 2 | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| | DIVC [1:0] | | Division Ratio | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| | 0 | 0 | fosc | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| | 0 | 1 | fosc / 2 | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| RTNC [4:0]: It is used to set 1H (line) period for Partial Mode On. <table border="1" style="width: 100%; text-align: center;"> <thead> <tr> <th>RTNC [4:0]</th> <th>Clock per Line</th> <th>RTNC [4:0]</th> <th>Clock per Line</th> <th>RTNC [4:0]</th> <th>Clock per Line</th> </tr> </thead> <tbody> <tr> <td>0 0 0 0 0</td> <td>Setting prohibited</td> <td>0 1 0 1 1</td> <td>Setting prohibited</td> <td>1 0 1 1 0</td> <td>22 clocks</td> </tr> <tr> <td>0 0 0 0 1</td> <td>Setting prohibited</td> <td>0 1 1 0 0</td> <td>Setting prohibited</td> <td>1 0 1 1 1</td> <td>23 clocks</td> </tr> <tr> <td>0 0 0 1 0</td> <td>Setting prohibited</td> <td>0 1 1 0 1</td> <td>Setting prohibited</td> <td>1 1 0 0 0</td> <td>24 clocks</td> </tr> <tr> <td>0 0 0 1 1</td> <td>Setting prohibited</td> <td>0 1 1 1 0</td> <td>Setting prohibited</td> <td>1 1 0 0 1</td> <td>25 clocks</td> </tr> <tr> <td>0 0 1 0 0</td> <td>Setting prohibited</td> <td>0 1 1 1 1</td> <td>Setting prohibited</td> <td>1 1 0 1 0</td> <td>26 clocks</td> </tr> <tr> <td>0 0 1 0 1</td> <td>Setting prohibited</td> <td>1 0 0 0 0</td> <td>16 clocks</td> <td>1 1 0 1 1</td> <td>27 clocks</td> </tr> <tr> <td>0 0 1 1 0</td> <td>Setting prohibited</td> <td>1 0 0 0 1</td> <td>17 clocks</td> <td>1 1 1 0 0</td> <td>28 clocks</td> </tr> <tr> <td>0 0 1 1 1</td> <td>Setting prohibited</td> <td>1 0 0 1 0</td> <td>18 clocks</td> <td>1 1 1 0 1</td> <td>29 clocks</td> </tr> <tr> <td>0 1 0 0 0</td> <td>Setting prohibited</td> <td>1 0 0 1 1</td> <td>19 clocks</td> <td>1 1 1 1 0</td> <td>30 clocks</td> </tr> <tr> <td>0 1 0 0 1</td> <td>Setting prohibited</td> <td>1 0 1 0 0</td> <td>20 clocks</td> <td>1 1 1 1 1</td> <td>31 clocks</td> </tr> <tr> <td>0 1 0 1 0</td> <td>Setting prohibited</td> <td>1 0 1 0 1</td> <td>21 clocks</td> <td></td> <td></td> </tr> </tbody> </table> | | | | | | | | | | | | | RTNC [4:0] | Clock per Line | RTNC [4:0] | Clock per Line | RTNC [4:0] | Clock per Line | 0 0 0 0 0 | Setting prohibited | 0 1 0 1 1 | Setting prohibited | 1 0 1 1 0 | 22 clocks | 0 0 0 0 1 | Setting prohibited | 0 1 1 0 0 | Setting prohibited | 1 0 1 1 1 | 23 clocks | 0 0 0 1 0 | Setting prohibited | 0 1 1 0 1 | Setting prohibited | 1 1 0 0 0 | 24 clocks | 0 0 0 1 1 | Setting prohibited | 0 1 1 1 0 | Setting prohibited | 1 1 0 0 1 | 25 clocks | 0 0 1 0 0 | Setting prohibited | 0 1 1 1 1 | Setting prohibited | 1 1 0 1 0 | 26 clocks | 0 0 1 0 1 | Setting prohibited | 1 0 0 0 0 | 16 clocks | 1 1 0 1 1 | 27 clocks | 0 0 1 1 0 | Setting prohibited | 1 0 0 0 1 | 17 clocks | 1 1 1 0 0 | 28 clocks | 0 0 1 1 1 | Setting prohibited | 1 0 0 1 0 | 18 clocks | 1 1 1 0 1 | 29 clocks | 0 1 0 0 0 | Setting prohibited | 1 0 0 1 1 | 19 clocks | 1 1 1 1 0 | 30 clocks | 0 1 0 0 1 | Setting prohibited | 1 0 1 0 0 | 20 clocks | 1 1 1 1 1 | 31 clocks | 0 1 0 1 0 | Setting prohibited | 1 0 1 0 1 | 21 clocks | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| RTNC [4:0] | Clock per Line | RTNC [4:0] | Clock per Line | RTNC [4:0] | Clock per Line | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| 0 0 0 0 0 | Setting prohibited | 0 1 0 1 1 | Setting prohibited | 1 0 1 1 0 | 22 clocks | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| 0 0 0 0 1 | Setting prohibited | 0 1 1 0 0 | Setting prohibited | 1 0 1 1 1 | 23 clocks | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| 0 0 0 1 0 | Setting prohibited | 0 1 1 0 1 | Setting prohibited | 1 1 0 0 0 | 24 clocks | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| 0 0 0 1 1 | Setting prohibited | 0 1 1 1 0 | Setting prohibited | 1 1 0 0 1 | 25 clocks | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| 0 0 1 0 0 | Setting prohibited | 0 1 1 1 1 | Setting prohibited | 1 1 0 1 0 | 26 clocks | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| 0 0 1 0 1 | Setting prohibited | 1 0 0 0 0 | 16 clocks | 1 1 0 1 1 | 27 clocks | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| 0 0 1 1 0 | Setting prohibited | 1 0 0 0 1 | 17 clocks | 1 1 1 0 0 | 28 clocks | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| 0 0 1 1 1 | Setting prohibited | 1 0 0 1 0 | 18 clocks | 1 1 1 0 1 | 29 clocks | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| 0 1 0 0 0 | Setting prohibited | 1 0 0 1 1 | 19 clocks | 1 1 1 1 0 | 30 clocks | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| 0 1 0 0 1 | Setting prohibited | 1 0 1 0 0 | 20 clocks | 1 1 1 1 1 | 31 clocks | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| 0 1 0 1 0 | Setting prohibited | 1 0 1 0 1 | 21 clocks | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| Restriction | EXTC should be high to enable this command | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |

| Register Availability | <table border="1"> <thead> <tr> <th>Status</th> <th colspan="2">Availability</th> </tr> </thead> <tbody> <tr> <td>Normal Mode On, Idle Mode Off, Sleep Out</td> <td colspan="2">Yes</td> </tr> <tr> <td>Normal Mode On, Idle Mode On, Sleep Out</td> <td colspan="2">Yes</td> </tr> <tr> <td>Partial Mode On, Idle Mode Off, Sleep Out</td> <td colspan="2">Yes</td> </tr> <tr> <td>Partial Mode On, Idle Mode On, Sleep Out</td> <td colspan="2">Yes</td> </tr> <tr> <td></td> <td>Sleep In</td> <td colspan="2">Yes</td> </tr> </tbody> </table> | | | Status | Availability | | Normal Mode On, Idle Mode Off, Sleep Out | Yes | | Normal Mode On, Idle Mode On, Sleep Out | Yes | | Partial Mode On, Idle Mode Off, Sleep Out | Yes | | Partial Mode On, Idle Mode On, Sleep Out | Yes | | | Sleep In | Yes | |
|--|--|---------------|------------|--------|---------------|--|--|------------|-------------------|---|--------|----------|---|--------|----------|--|--------|--|--|----------|-----|--|
| | Status | Availability | | | | | | | | | | | | | | | | | | | | |
| | Normal Mode On, Idle Mode Off, Sleep Out | Yes | | | | | | | | | | | | | | | | | | | | |
| | Normal Mode On, Idle Mode On, Sleep Out | Yes | | | | | | | | | | | | | | | | | | | | |
| | Partial Mode On, Idle Mode Off, Sleep Out | Yes | | | | | | | | | | | | | | | | | | | | |
| Partial Mode On, Idle Mode On, Sleep Out | Yes | | | | | | | | | | | | | | | | | | | | | |
| | Sleep In | Yes | | | | | | | | | | | | | | | | | | | | |
| Default | <table border="1"> <thead> <tr> <th rowspan="2">Status</th> <th colspan="2">Default Value</th> </tr> <tr> <th>DIVC [1:0]</th> <th>RTNC [4:0]</th> </tr> </thead> <tbody> <tr> <td>Power On Sequence</td> <td>2'h00h</td> <td>5'h1Fh</td> </tr> <tr> <td>SW Reset</td> <td>2'h00h</td> <td>5'h1Fh</td> </tr> <tr> <td>HW Reset</td> <td>2'h00h</td> <td>5'h1Fh</td> </tr> </tbody> </table> | | | Status | Default Value | | DIVC [1:0] | RTNC [4:0] | Power On Sequence | 2'h00h | 5'h1Fh | SW Reset | 2'h00h | 5'h1Fh | HW Reset | 2'h00h | 5'h1Fh | | | | | |
| | Status | Default Value | | | | | | | | | | | | | | | | | | | | |
| | | DIVC [1:0] | RTNC [4:0] | | | | | | | | | | | | | | | | | | | |
| | Power On Sequence | 2'h00h | 5'h1Fh | | | | | | | | | | | | | | | | | | | |
| SW Reset | 2'h00h | 5'h1Fh | | | | | | | | | | | | | | | | | | | | |
| HW Reset | 2'h00h | 5'h1Fh | | | | | | | | | | | | | | | | | | | | |

8.3.5. Display Inversion Control (B4h)

| B4h | INVTR (Display Inversion Control) | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
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| | DCX | RDX | WRX | D17-8 | D7 | D6 | D5 | D4 | D3 | D2 | D1 | D0 | HEX | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| Command | 0 | 1 | ↑ | XX | 1 | 0 | 1 | 1 | 0 | 1 | 0 | 0 | B4h | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| 1 st Parameter | 1 | 1 | ↑ | XX | DINVA[1:0] | | 0 | 0 | 0 | 0 | 0 | 0 | 80 | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| 2 nd Parameter | 1 | 1 | ↑ | XX | DINVB[1:0] | | 0 | 0 | 0 | 0 | 0 | 0 | 00 | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| Description | <p>DINVA[1:0] : Set the inversion mode in normal mode.</p> <p>DINVB[1:0] : Set the inversion mode in Idle mode.</p> | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| | <table border="1" style="width:100%; border-collapse: collapse;"> <thead> <tr> <th style="width:10%;">DINV [1:0]</th> <th style="width:10%;">Inversion mode</th> <th colspan="4"></th> </tr> </thead> <tbody> <tr> <td rowspan="2">2'b00</td> <td rowspan="2">Column inversion</td> <td style="text-align:center;">1st frame</td> <td style="text-align:center;">2nd frame</td> <td colspan="4"></td> </tr> <tr> <td> <table border="1" style="font-size: small;"> <tr><td>1 line</td><td>+</td><td>-</td><td>+</td><td>-</td><td>+</td><td>-</td></tr> <tr><td>2 line</td><td>+</td><td>-</td><td>+</td><td>-</td><td>+</td><td>-</td></tr> <tr><td>3 line</td><td>+</td><td>-</td><td>+</td><td>-</td><td>+</td><td>-</td></tr> <tr><td>4 line</td><td>+</td><td>-</td><td>+</td><td>-</td><td>+</td><td>-</td></tr> </table> </td> <td> <table border="1" style="font-size: small;"> <tr><td>1 line</td><td>-</td><td>+</td><td>-</td><td>+</td><td>-</td><td>+</td></tr> <tr><td>2 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| <p>Register Availability</p> | <table border="1" data-bbox="604 295 1176 499"> <thead> <tr> <th>Status</th> <th>Availability</th> </tr> </thead> <tbody> <tr> <td>Normal Mode On, Idle Mode Off, Sleep Out</td> <td>Yes</td> </tr> <tr> <td>Normal Mode On, Idle Mode On, Sleep Out</td> <td>Yes</td> </tr> <tr> <td>Partial Mode On, Idle Mode Off, Sleep Out</td> <td>Yes</td> </tr> <tr> <td>Partial Mode On, Idle Mode On, Sleep Out</td> <td>Yes</td> </tr> <tr> <td>Sleep In</td> <td>Yes</td> </tr> </tbody> </table> | Status | Availability | Normal Mode On, Idle Mode Off, Sleep Out | Yes | Normal Mode On, Idle Mode On, Sleep Out | Yes | Partial Mode On, Idle Mode Off, Sleep Out | Yes | Partial Mode On, Idle Mode On, Sleep Out | Yes | Sleep In | Yes | | |
|---|---|------------|---------------|--|------------|---|-------------------|---|-------|--|-------|----------|-----------|-------|-------|
| Status | Availability | | | | | | | | | | | | | | |
| Normal Mode On, Idle Mode Off, Sleep Out | Yes | | | | | | | | | | | | | | |
| Normal Mode On, Idle Mode On, Sleep Out | Yes | | | | | | | | | | | | | | |
| Partial Mode On, Idle Mode Off, Sleep Out | Yes | | | | | | | | | | | | | | |
| Partial Mode On, Idle Mode On, Sleep Out | Yes | | | | | | | | | | | | | | |
| Sleep In | Yes | | | | | | | | | | | | | | |
| <p>Default</p> | <table border="1" data-bbox="639 622 1141 790"> <thead> <tr> <th rowspan="2">Status</th> <th colspan="2">Default Value</th> </tr> <tr> <th>DINVA[1:0]</th> <th>DINVB[1:0]</th> </tr> </thead> <tbody> <tr> <td>Power On Sequence</td> <td>2'b10</td> <td>2'b00</td> </tr> <tr> <td>SW Reset</td> <td>2'b10</td> <td>2'b00</td> </tr> <tr> <td>H/W Reset</td> <td>2'b10</td> <td>2'b00</td> </tr> </tbody> </table> | Status | Default Value | | DINVA[1:0] | DINVB[1:0] | Power On Sequence | 2'b10 | 2'b00 | SW Reset | 2'b10 | 2'b00 | H/W Reset | 2'b10 | 2'b00 |
| Status | Default Value | | | | | | | | | | | | | | |
| | DINVA[1:0] | DINVB[1:0] | | | | | | | | | | | | | |
| Power On Sequence | 2'b10 | 2'b00 | | | | | | | | | | | | | |
| SW Reset | 2'b10 | 2'b00 | | | | | | | | | | | | | |
| H/W Reset | 2'b10 | 2'b00 | | | | | | | | | | | | | |

8.3.6. Blanking Porch Control (B5h)

| B5h | PRCTR (Blanking Porch) | | | | | | | | | | | | HEX | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
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| | DCX | RDX | WRX | D17-8 | D7 | D6 | D5 | D4 | D3 | D2 | D1 | D0 | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| Command | 0 | 1 | ↑ | XX | 1 | 0 | 1 | 1 | 0 | 1 | 0 | 1 | B5h | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| 1 st Parameter | 1 | 1 | ↑ | XX | VFP [7:0] | | | | | | | 02 | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| 2 nd Parameter | 1 | 1 | ↑ | XX | VBP [7:0] | | | | | | | 02 | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| 3 rd Parameter | 1 | 1 | ↑ | XX | 0 | 0 | 0 | HFP [4:0] | | | | 0A | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| 4 th Parameter | 1 | 1 | ↑ | XX | HBP [7:0] | | | | | | | 14 | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| Description | <p>VFP [7:0] / VBP [7:0]: The VFP [7:0] and VBP [7:0] bits specify the line number of vertical front and back porch period respectively.</p> <table border="1"> <thead> <tr> <th>VFP [7:0] VBP [7:0]</th> <th>Number of front/back porch (unit:HSYNC)</th> <th>VFP [7:0] VBP [7:0]</th> <th>Number of front/back porch (unit:HSYNC)</th> </tr> </thead> <tbody> <tr><td>0000000</td><td>Setting inhibited</td><td>1000000</td><td>64</td></tr> <tr><td>0000001</td><td>Setting inhibited</td><td>1000001</td><td>65</td></tr> <tr><td>0000010</td><td>2</td><td>1000010</td><td>66</td></tr> <tr><td>0000011</td><td>3</td><td>1000011</td><td>67</td></tr> <tr><td>0000100</td><td>4</td><td>1000100</td><td>68</td></tr> <tr><td>0000101</td><td>5</td><td>1000101</td><td>69</td></tr> <tr><td>0000110</td><td>6</td><td>1000110</td><td>70</td></tr> <tr><td>0000111</td><td>7</td><td>1000111</td><td>71</td></tr> <tr><td>0001000</td><td>8</td><td>1001000</td><td>72</td></tr> <tr><td>0001001</td><td>9</td><td>1001001</td><td>73</td></tr> <tr><td>0001010</td><td>10</td><td>1001010</td><td>74</td></tr> <tr><td>0001011</td><td>11</td><td>1001011</td><td>75</td></tr> <tr><td>0001100</td><td>12</td><td>1001100</td><td>76</td></tr> <tr><td>0001101</td><td>13</td><td>1001101</td><td>77</td></tr> <tr><td>:</td><td>:</td><td>:</td><td>:</td></tr> <tr><td>:</td><td>:</td><td>:</td><td>:</td></tr> <tr><td>0111101</td><td>61</td><td>1111101</td><td>125</td></tr> <tr><td>0111110</td><td>62</td><td>1111110</td><td>126</td></tr> <tr><td>0111111</td><td>63</td><td>1111111</td><td>127</td></tr> </tbody> </table> <p><i>Note: VFP + VBP ≤ 254 HSYNC signals</i></p> <p>HFP [4:0] / HBP [7:0]: The HFP [4:0] and HBP [7:0] bits specify the line number of horizontal front and back porch period respectively.</p> <table border="1"> <thead> <tr> <th>HFP [4:0] HBP [7:0]</th> <th>Number of the front/back porch (unit:DOTCLK)</th> <th>HFP [4:0] HBP [7:0]</th> <th>Number of the front/back porch (unit:DOTCLK)</th> </tr> </thead> <tbody> <tr><td>00000</td><td>Setting prohibited</td><td>10000</td><td>16</td></tr> <tr><td>00001</td><td>Setting prohibited</td><td>10001</td><td>17</td></tr> <tr><td>00010</td><td>2</td><td>10010</td><td>18</td></tr> <tr><td>00011</td><td>3</td><td>10011</td><td>19</td></tr> <tr><td>00100</td><td>4</td><td>10100</td><td>20</td></tr> <tr><td>00101</td><td>5</td><td>10101</td><td>21</td></tr> <tr><td>00110</td><td>6</td><td>10110</td><td>22</td></tr> <tr><td>00111</td><td>7</td><td>10111</td><td>23</td></tr> <tr><td>01000</td><td>8</td><td>11000</td><td>24</td></tr> <tr><td>01001</td><td>9</td><td>11001</td><td>25</td></tr> <tr><td>01010</td><td>10</td><td>11010</td><td>26</td></tr> <tr><td>01011</td><td>11</td><td>11011</td><td>27</td></tr> <tr><td>01100</td><td>12</td><td>11100</td><td>28</td></tr> <tr><td>01101</td><td>13</td><td>11101</td><td>29</td></tr> <tr><td>01110</td><td>14</td><td>:</td><td>:</td></tr> <tr><td>01111</td><td>15</td><td>1111111</td><td>255</td></tr> </tbody> </table> <p><i>*HBP need to setting more than 58 clock and less than 200 clocks in By-pass mode. There is 8 bit setting in HBP register.</i></p> | | | | | | | | | | | | | VFP [7:0] VBP [7:0] | Number of front/back porch (unit:HSYNC) | VFP [7:0] VBP [7:0] | Number of front/back porch (unit:HSYNC) | 0000000 | Setting inhibited | 1000000 | 64 | 0000001 | Setting inhibited | 1000001 | 65 | 0000010 | 2 | 1000010 | 66 | 0000011 | 3 | 1000011 | 67 | 0000100 | 4 | 1000100 | 68 | 0000101 | 5 | 1000101 | 69 | 0000110 | 6 | 1000110 | 70 | 0000111 | 7 | 1000111 | 71 | 0001000 | 8 | 1001000 | 72 | 0001001 | 9 | 1001001 | 73 | 0001010 | 10 | 1001010 | 74 | 0001011 | 11 | 1001011 | 75 | 0001100 | 12 | 1001100 | 76 | 0001101 | 13 | 1001101 | 77 | : | : | : | : | : | : | : | : | 0111101 | 61 | 1111101 | 125 | 0111110 | 62 | 1111110 | 126 | 0111111 | 63 | 1111111 | 127 | HFP [4:0] HBP [7:0] | Number of the front/back porch (unit:DOTCLK) | HFP [4:0] HBP [7:0] | Number of the front/back porch (unit:DOTCLK) | 00000 | Setting prohibited | 10000 | 16 | 00001 | Setting prohibited | 10001 | 17 | 00010 | 2 | 10010 | 18 | 00011 | 3 | 10011 | 19 | 00100 | 4 | 10100 | 20 | 00101 | 5 | 10101 | 21 | 00110 | 6 | 10110 | 22 | 00111 | 7 | 10111 | 23 | 01000 | 8 | 11000 | 24 | 01001 | 9 | 11001 | 25 | 01010 | 10 | 11010 | 26 | 01011 | 11 | 11011 | 27 | 01100 | 12 | 11100 | 28 | 01101 | 13 | 11101 | 29 | 01110 | 14 | : | : | 01111 | 15 | 1111111 | 255 |
| | VFP [7:0] VBP [7:0] | Number of front/back porch (unit:HSYNC) | VFP [7:0] VBP [7:0] | Number of front/back porch (unit:HSYNC) | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| | 0000000 | Setting inhibited | 1000000 | 64 | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| | 0000001 | Setting inhibited | 1000001 | 65 | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| | 0000010 | 2 | 1000010 | 66 | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| | 0000011 | 3 | 1000011 | 67 | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| | 0000100 | 4 | 1000100 | 68 | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| | 0000101 | 5 | 1000101 | 69 | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| | 0000110 | 6 | 1000110 | 70 | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| | 0000111 | 7 | 1000111 | 71 | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| | 0001000 | 8 | 1001000 | 72 | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| | 0001001 | 9 | 1001001 | 73 | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| | 0001010 | 10 | 1001010 | 74 | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| | 0001011 | 11 | 1001011 | 75 | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| | 0001100 | 12 | 1001100 | 76 | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| | 0001101 | 13 | 1001101 | 77 | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
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| | 0111101 | 61 | 1111101 | 125 | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| | 0111110 | 62 | 1111110 | 126 | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| 0111111 | 63 | 1111111 | 127 | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| HFP [4:0] HBP [7:0] | Number of the front/back porch (unit:DOTCLK) | HFP [4:0] HBP [7:0] | Number of the front/back porch (unit:DOTCLK) | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| 00000 | Setting prohibited | 10000 | 16 | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| 00001 | Setting prohibited | 10001 | 17 | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| 00010 | 2 | 10010 | 18 | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| 00011 | 3 | 10011 | 19 | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| 00100 | 4 | 10100 | 20 | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| 00101 | 5 | 10101 | 21 | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| 00110 | 6 | 10110 | 22 | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| 00111 | 7 | 10111 | 23 | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| 01000 | 8 | 11000 | 24 | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| 01001 | 9 | 11001 | 25 | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| 01010 | 10 | 11010 | 26 | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| 01011 | 11 | 11011 | 27 | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| 01100 | 12 | 11100 | 28 | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| 01101 | 13 | 11101 | 29 | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| 01110 | 14 | : | : | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| 01111 | 15 | 1111111 | 255 | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |

| Restriction | EXTC should be high to enable this command | | | | | | | | | | | | | | | | | | | | | | | | | | | |
|---|--|-----------|-----------|-----------|--------|---------------|--|-----|---|-----------|---|-----------|--|-------------------|----------|--------|--------|--------|----------|--------|--------|--------|--------|----------|--------|--------|--------|--------|
| Register Availability | <table border="1"> <thead> <tr> <th>Status</th> <th>Availability</th> </tr> </thead> <tbody> <tr> <td>Normal Mode On, Idle Mode Off, Sleep Out</td> <td>Yes</td> </tr> <tr> <td>Normal Mode On, Idle Mode On, Sleep Out</td> <td>Yes</td> </tr> <tr> <td>Partial Mode On, Idle Mode Off, Sleep Out</td> <td>Yes</td> </tr> <tr> <td>Partial Mode On, Idle Mode On, Sleep Out</td> <td>Yes</td> </tr> <tr> <td>Sleep In</td> <td>Yes</td> </tr> </tbody> </table> | | | | Status | Availability | Normal Mode On, Idle Mode Off, Sleep Out | Yes | Normal Mode On, Idle Mode On, Sleep Out | Yes | Partial Mode On, Idle Mode Off, Sleep Out | Yes | Partial Mode On, Idle Mode On, Sleep Out | Yes | Sleep In | Yes | | | | | | | | | | | | |
| Status | Availability | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| Normal Mode On, Idle Mode Off, Sleep Out | Yes | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| Normal Mode On, Idle Mode On, Sleep Out | Yes | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| Partial Mode On, Idle Mode Off, Sleep Out | Yes | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| Partial Mode On, Idle Mode On, Sleep Out | Yes | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| Sleep In | Yes | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| Default | <table border="1"> <thead> <tr> <th rowspan="2">Status</th> <th colspan="4">Default Value</th> </tr> <tr> <th>VFP [7:0]</th> <th>VBP [7:0]</th> <th>HFP [4:0]</th> <th>HBP [7:0]</th> </tr> </thead> <tbody> <tr> <td>Power On Sequence</td> <td>8'h02h</td> <td>8'h02h</td> <td>5'h0Ah</td> <td>8'h14h</td> </tr> <tr> <td>SW Reset</td> <td>8'h02h</td> <td>8'h02h</td> <td>5'h0Ah</td> <td>8'h14h</td> </tr> <tr> <td>HW Reset</td> <td>8'h02h</td> <td>8'h02h</td> <td>5'h0Ah</td> <td>8'h14h</td> </tr> </tbody> </table> | | | | Status | Default Value | | | | VFP [7:0] | VBP [7:0] | HFP [4:0] | HBP [7:0] | Power On Sequence | 8'h02h | 8'h02h | 5'h0Ah | 8'h14h | SW Reset | 8'h02h | 8'h02h | 5'h0Ah | 8'h14h | HW Reset | 8'h02h | 8'h02h | 5'h0Ah | 8'h14h |
| Status | Default Value | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| | VFP [7:0] | VBP [7:0] | HFP [4:0] | HBP [7:0] | | | | | | | | | | | | | | | | | | | | | | | | |
| Power On Sequence | 8'h02h | 8'h02h | 5'h0Ah | 8'h14h | | | | | | | | | | | | | | | | | | | | | | | | |
| SW Reset | 8'h02h | 8'h02h | 5'h0Ah | 8'h14h | | | | | | | | | | | | | | | | | | | | | | | | |
| HW Reset | 8'h02h | 8'h02h | 5'h0Ah | 8'h14h | | | | | | | | | | | | | | | | | | | | | | | | |

8.3.7. Display Function Control (B6h)

| B6h | DISCTRL (Display Function Control) | | | | | | | | | | | | HEX | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
|---------------------------|---|------------------------------|-----------------------------------|------------------------------------|----|----|-------------|----|-----------|----|----------|----|-----|------|-----|----------------------------------|------------------------------------|---|---|-------------|----------------------------|---|---|--------------------|-----|---|---|---------------|----------------------------|---|---|--------------------|-----|----------|--|-----------------------------------|---|---|-----|---|---|----|---|---|------|---|---|------|----|------------------------------|---|-----------|---|-----------|-----------|------------|-------------------------|------|---------|------|------|----------|------|------|----------|------|------|----------|-------|------|----------|-------|------|-----------|-------|------|-----------|-------|------|-----------|-------|------|-----------|-------|------|-----------|-------|------|-----------|-------|------|-----------|-------|------|-----------|-------|------|-----------|-------|------|-----------|-------|------|-----------|-------|----|----------------------------|---|-----------|---|-----------|
| | DCX | RDX | WRX | D17-8 | D7 | D6 | D5 | D4 | D3 | D2 | D1 | D0 | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| Command | 0 | 1 | ↑ | XX | 1 | 0 | 1 | 1 | 0 | 1 | 1 | 0 | B6h | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| 1 st Parameter | 1 | 1 | ↑ | XX | 0 | 0 | 0 | 0 | PTG [1:0] | | PT [1:0] | | 0A | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| 2 nd Parameter | 1 | 1 | ↑ | XX | 1 | GS | SS | SM | ISC [3:0] | | | | 02 | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| 3 rd Parameter | 1 | 1 | ↑ | XX | 0 | 0 | NL [5:0] | | | | | 27 | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| 4 th Parameter | 1 | 1 | ↑ | XX | 0 | 0 | PCDIV [5:0] | | | | | 04 | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| Description | <p>PTG [1:0]: Set the scan mode in non-display area.</p> <table border="1"> <thead> <tr> <th>PTG1</th> <th>TG0</th> <th>Gate outputs in non-display area</th> <th>Source outputs in non-display area</th> </tr> </thead> <tbody> <tr> <td>0</td> <td>0</td> <td>Normal scan</td> <td>Set with the PT [1:0] bits</td> </tr> <tr> <td>0</td> <td>1</td> <td>Setting prohibited</td> <td>---</td> </tr> <tr> <td>1</td> <td>0</td> <td>Interval scan</td> <td>Set with the PT [1:0] bits</td> </tr> <tr> <td>1</td> <td>1</td> <td>Setting prohibited</td> <td>---</td> </tr> </tbody> </table> <p>PT [1:0]: Determine source/VCOM output in a non-display area in the partial display mode.</p> <table border="1"> <thead> <tr> <th colspan="2">PT [1:0]</th> <th>Source output on non-display area</th> </tr> </thead> <tbody> <tr> <td>0</td> <td>0</td> <td>V63</td> </tr> <tr> <td>0</td> <td>1</td> <td>V0</td> </tr> <tr> <td>1</td> <td>0</td> <td>AGND</td> </tr> <tr> <td>1</td> <td>1</td> <td>Hi-Z</td> </tr> </tbody> </table> <p>SS: This bit controls MPU to memory write/read direction by column address order.</p> <table border="1"> <thead> <tr> <th>SS</th> <th>Source Output Scan Direction</th> </tr> </thead> <tbody> <tr> <td>0</td> <td>S1 → S720</td> </tr> <tr> <td>1</td> <td>S720 → S1</td> </tr> </tbody> </table> <p>ISC [3:0]: Specify the scan cycle interval of gate driver in non-display area when PTG [1:0] = "10" to select interval scan. Then scan cycle is set as odd number from 1~31 frame periods. The polarity is inverted every scan cycle.</p> <table border="1"> <thead> <tr> <th>ISC [3:0]</th> <th>Scan Cycle</th> <th>f_{FLM} = 60Hz</th> </tr> </thead> <tbody> <tr><td>0000</td><td>1 frame</td><td>17ms</td></tr> <tr><td>0001</td><td>3 frames</td><td>51ms</td></tr> <tr><td>0010</td><td>5 frames</td><td>85ms</td></tr> <tr><td>0011</td><td>7 frames</td><td>119ms</td></tr> <tr><td>0100</td><td>9 frames</td><td>153ms</td></tr> <tr><td>0101</td><td>11 frames</td><td>187ms</td></tr> <tr><td>0110</td><td>13 frames</td><td>221ms</td></tr> <tr><td>0111</td><td>15 frames</td><td>255ms</td></tr> <tr><td>1000</td><td>17 frames</td><td>289ms</td></tr> <tr><td>1001</td><td>19 frames</td><td>323ms</td></tr> <tr><td>1010</td><td>21 frames</td><td>357ms</td></tr> <tr><td>1011</td><td>23 frames</td><td>391ms</td></tr> <tr><td>1100</td><td>25 frames</td><td>425ms</td></tr> <tr><td>1101</td><td>27 frames</td><td>459ms</td></tr> <tr><td>1110</td><td>29 frames</td><td>493ms</td></tr> <tr><td>1111</td><td>31 frames</td><td>527ms</td></tr> </tbody> </table> <p>GS: Sets the direction of scan by the gate driver in the range determined by NL [5:0]. The scan direction determined by GS = 0 can be reversed by setting GS = 1.</p> <table border="1"> <thead> <tr> <th>GS</th> <th>Gate Output Scan Direction</th> </tr> </thead> <tbody> <tr> <td>0</td> <td>G1 → G320</td> </tr> <tr> <td>1</td> <td>G320 → G1</td> </tr> </tbody> </table> | | | | | | | | | | | | | PTG1 | TG0 | Gate outputs in non-display area | Source outputs in non-display area | 0 | 0 | Normal scan | Set with the PT [1:0] bits | 0 | 1 | Setting prohibited | --- | 1 | 0 | Interval scan | Set with the PT [1:0] bits | 1 | 1 | Setting prohibited | --- | PT [1:0] | | Source output on non-display area | 0 | 0 | V63 | 0 | 1 | V0 | 1 | 0 | AGND | 1 | 1 | Hi-Z | SS | Source Output Scan Direction | 0 | S1 → S720 | 1 | S720 → S1 | ISC [3:0] | Scan Cycle | f _{FLM} = 60Hz | 0000 | 1 frame | 17ms | 0001 | 3 frames | 51ms | 0010 | 5 frames | 85ms | 0011 | 7 frames | 119ms | 0100 | 9 frames | 153ms | 0101 | 11 frames | 187ms | 0110 | 13 frames | 221ms | 0111 | 15 frames | 255ms | 1000 | 17 frames | 289ms | 1001 | 19 frames | 323ms | 1010 | 21 frames | 357ms | 1011 | 23 frames | 391ms | 1100 | 25 frames | 425ms | 1101 | 27 frames | 459ms | 1110 | 29 frames | 493ms | 1111 | 31 frames | 527ms | GS | Gate Output Scan Direction | 0 | G1 → G320 | 1 | G320 → G1 |
| | PTG1 | TG0 | Gate outputs in non-display area | Source outputs in non-display area | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| | 0 | 0 | Normal scan | Set with the PT [1:0] bits | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| | 0 | 1 | Setting prohibited | --- | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| | 1 | 0 | Interval scan | Set with the PT [1:0] bits | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| | 1 | 1 | Setting prohibited | --- | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| | PT [1:0] | | Source output on non-display area | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| | 0 | 0 | V63 | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| | 0 | 1 | V0 | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| | 1 | 0 | AGND | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| | 1 | 1 | Hi-Z | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| | SS | Source Output Scan Direction | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| | 0 | S1 → S720 | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| | 1 | S720 → S1 | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| | ISC [3:0] | Scan Cycle | f _{FLM} = 60Hz | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| 0000 | 1 frame | 17ms | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| 0001 | 3 frames | 51ms | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| 0010 | 5 frames | 85ms | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| 0011 | 7 frames | 119ms | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| 0100 | 9 frames | 153ms | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| 0101 | 11 frames | 187ms | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| 0110 | 13 frames | 221ms | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| 0111 | 15 frames | 255ms | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| 1000 | 17 frames | 289ms | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| 1001 | 19 frames | 323ms | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| 1010 | 21 frames | 357ms | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| 1011 | 23 frames | 391ms | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| 1100 | 25 frames | 425ms | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| 1101 | 27 frames | 459ms | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| 1110 | 29 frames | 493ms | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| 1111 | 31 frames | 527ms | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| GS | Gate Output Scan Direction | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| 0 | G1 → G320 | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| 1 | G320 → G1 | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |

SM: Sets the gate driver pin arrangement in combination with the GS bit to select the optimal scan mode for the module.

| SM | GS | Scan Direction | Gate Output Sequence |
|----|----|----------------|--|
| 0 | 0 | | <p>G1→G2→G3→G4→</p> <p>....→G317→G318→G319→G320</p> |
| 0 | 1 | | <p>G320→G319→G318→G317→.....</p> <p>....→G4→G3→G2→G1</p> |
| 1 | 0 | | <p>G1→G3→.....→G317→G319→</p> <p>G2→G4→.....→G318→G320</p> |
| 1 | 1 | | <p>G320→G318→.....→G4→G2→</p> <p>G319→G317→.....→G3→G1</p> |

NL [5:0]: Sets the number of lines to drive the LCD at an interval of 8 lines. The GRAM address mapping is not affected by the number of lines set by NL [5:0]. The number of lines must be the same or more than the number of lines necessary for the size of the liquid crystal panel.

| NL [5:0] | | | | | | LCD Drive Line |
|----------|---|---|---|---|---|--------------------|
| 0 | 0 | 0 | 0 | 0 | 0 | Setting prohibited |
| 0 | 0 | 0 | 0 | 0 | 1 | 16 lines |
| 0 | 0 | 0 | 0 | 1 | 0 | 24 lines |
| 0 | 0 | 0 | 0 | 1 | 1 | 32 lines |
| 0 | 0 | 0 | 1 | 0 | 0 | 40 lines |
| 0 | 0 | 0 | 1 | 0 | 1 | 48 lines |
| 0 | 0 | 0 | 1 | 1 | 0 | 56 lines |
| 0 | 0 | 0 | 1 | 1 | 1 | 64 lines |
| 0 | 0 | 1 | 0 | 0 | 0 | 72 lines |
| 0 | 0 | 1 | 0 | 0 | 1 | 80 lines |
| 0 | 0 | 1 | 0 | 1 | 0 | 88 lines |
| 0 | 0 | 1 | 0 | 1 | 1 | 96 lines |
| 0 | 0 | 1 | 1 | 0 | 0 | 104 lines |
| 0 | 0 | 1 | 1 | 0 | 1 | 112 lines |
| 0 | 0 | 1 | 1 | 1 | 0 | 120 lines |
| 0 | 0 | 1 | 1 | 1 | 1 | 128 lines |
| 0 | 1 | 0 | 0 | 0 | 0 | 136 lines |
| 0 | 1 | 0 | 0 | 0 | 1 | 144 lines |
| 0 | 1 | 0 | 0 | 1 | 0 | 152 lines |
| 0 | 1 | 0 | 0 | 1 | 1 | 160 lines |
| 0 | 1 | 0 | 1 | 0 | 0 | 168 lines |

| NL [5:0] | | | | | | LCD Driver Line |
|----------|---|---|---|---|---|-------------------|
| 0 | 1 | 0 | 1 | 0 | 1 | 176 lines |
| 0 | 1 | 0 | 1 | 1 | 0 | 184 lines |
| 0 | 1 | 0 | 1 | 1 | 1 | 192 lines |
| 0 | 1 | 1 | 0 | 0 | 0 | 200 lines |
| 0 | 1 | 1 | 0 | 0 | 1 | 208 lines |
| 0 | 1 | 1 | 0 | 1 | 0 | 216 lines |
| 0 | 1 | 1 | 0 | 1 | 1 | 224 lines |
| 0 | 1 | 1 | 1 | 0 | 0 | 232 lines |
| 0 | 1 | 1 | 1 | 0 | 1 | 240 lines |
| 0 | 1 | 1 | 1 | 1 | 0 | 248 lines |
| 0 | 1 | 1 | 1 | 1 | 1 | 256 lines |
| 1 | 0 | 0 | 0 | 0 | 0 | 264 lines |
| 1 | 0 | 0 | 0 | 0 | 1 | 272 lines |
| 1 | 0 | 0 | 0 | 1 | 0 | 280 lines |
| 1 | 0 | 0 | 0 | 1 | 1 | 288 lines |
| 1 | 0 | 0 | 1 | 0 | 0 | 296 lines |
| 1 | 0 | 0 | 1 | 0 | 1 | 304 lines |
| 1 | 0 | 0 | 1 | 1 | 0 | 312 lines |
| 1 | 0 | 0 | 1 | 1 | 1 | 320 lines |
| Others | | | | | | Setting inhibited |

PCDIV [5:0]: Number of DOTCLK during internal clock PCLKD's high / low period. In units of 1 clock. PCDIV specifying DOTCLK's division ratio, are determined so that difference between PCLKD's frequency and internal oscillation clock 615KHz is the smallest. Set PCDIV follow the restriction.

$$(\text{Number of PCLK in 1H}) \geq (\text{Number of RTN clock}) \times \text{Division ratio (DIV)} \times \text{PCDIV.}$$

$$\text{external fosc} = \frac{\text{DOTCLK}}{2 \times (\text{PCDIV} + 1)}$$

Restriction EXTTC should be high to enable this command

Register Availability

| Status | Availability |
|---|--------------|
| Normal Mode On, Idle Mode Off, Sleep Out | Yes |
| Normal Mode On, Idle Mode On, Sleep Out | Yes |
| Partial Mode On, Idle Mode Off, Sleep Out | Yes |
| Partial Mode On, Idle Mode On, Sleep Out | Yes |
| Sleep In | Yes |

Default

| Status | Default Value | | | | | | | |
|-------------------|---------------|----------|------|------|------|-----------|----------|-------------|
| | PTG [1:0] | PT [1:0] | GS | SS | SM | ISC [3:0] | NL [5:0] | PCDIV [5:0] |
| Power On Sequence | 2'b10 | 2'b10 | 1'b0 | 1'b0 | 1'b0 | 4'b0010 | 6'h27 | 6'h04 |
| SW Reset | 2'b10 | 2'b10 | 1'b0 | 1'b0 | 1'b0 | 4'b0010 | 6'h27 | 6'h04 |
| HW Reset | 2'b10 | 2'b10 | 1'b0 | 1'b0 | 1'b0 | 4'b0010 | 6'h27 | 6'h04 |

8.3.8. Power Control (BAh)

| BBh | PWCTRL (VCOM/VRH/VDV Control) | | | | | | | | | | | | HEX | | | |
|---------------------------|-------------------------------|----------|------------|----------|------------|-----------|------------|----------|------------|----------|------------|----------|------------|----------|------------|--------|
| | DCX | RDX | WRX | D17-8 | D7 | D6 | D5 | D4 | D3 | D2 | D1 | D0 | | | | |
| Command | 0 | 1 | ↑ | XX | 1 | 0 | 1 | 1 | 1 | 1 | 0 | 1 | 1 | BAh | | |
| 1 st Parameter | 1 | 1 | ↑ | XX | 1 | VCOM[6:0] | | | | | | 30 | | | | |
| 2 nd Parameter | 1 | 1 | ↑ | XX | 1 | 0 | VRH[5:0] | | | | | | 0B | | | |
| 3 rd Parameter | 1 | 1 | ↑ | XX | 1 | 0 | VDV[5:0] | | | | | | 20 | | | |
| Description | VCOM [6:0] | | | | | | | | | | | | | | | |
| | VCOM [6:0] | VCOM (V) | VCOM [6:0] | VCOM (V) | VCOM [6:0] | VCOM (V) | VCOM [6:0] | VCOM (V) | VCOM [6:0] | VCOM (V) | VCOM [6:0] | VCOM (V) | VCOM [6:0] | VCOM (V) | VCOM [6:0] | |
| | 00h | 0.3 | 10h | 0.5 | 20h | 0.7 | 30h | 0.9 | 40h | 1.1 | 50h | 1.3 | 60h | 1.5 | 70h | 1.7 |
| | 01h | 0.3125 | 11h | 0.5125 | 21h | 0.7125 | 31h | 0.9125 | 41h | 1.1125 | 51h | 1.3125 | 61h | 1.5125 | 71h | 1.7125 |
| | 02h | 0.325 | 12h | 0.525 | 22h | 0.725 | 32h | 0.925 | 42h | 1.125 | 52h | 1.325 | 62h | 1.525 | 72h | 1.725 |
| | 03h | 0.3375 | 13h | 0.5375 | 23h | 0.7375 | 33h | 0.9375 | 43h | 1.1375 | 53h | 1.3375 | 63h | 1.5375 | 73h | 1.7375 |
| | 04h | 0.35 | 14h | 0.55 | 24h | 0.75 | 34h | 0.95 | 44h | 1.15 | 54h | 1.35 | 64h | 1.55 | 74h | 1.75 |
| | 05h | 0.3625 | 15h | 0.5625 | 25h | 0.7625 | 35h | 0.9625 | 45h | 1.1625 | 55h | 1.3625 | 65h | 1.5625 | 75h | 1.7625 |
| | 06h | 0.375 | 16h | 0.575 | 26h | 0.775 | 36h | 0.975 | 46h | 1.175 | 56h | 1.375 | 66h | 1.575 | 76h | 1.775 |
| | 07h | 0.3875 | 17h | 0.5875 | 27h | 0.7875 | 37h | 0.9875 | 47h | 1.1875 | 57h | 1.3875 | 67h | 1.5875 | 77h | 1.7875 |
| | 08h | 0.4 | 18h | 0.6 | 28h | 0.8 | 38h | 1 | 48h | 1.2 | 58h | 1.4 | 68h | 1.6 | 78h | 1.8 |
| | 09h | 0.4125 | 19h | 0.6125 | 29h | 0.8125 | 39h | 1.0125 | 49h | 1.2125 | 59h | 1.4125 | 69h | 1.6125 | 79h | 1.8125 |
| | 0Ah | 0.425 | 1Ah | 0.625 | 2Ah | 0.825 | 3Ah | 1.025 | 4Ah | 1.225 | 5Ah | 1.425 | 6Ah | 1.625 | 7Ah | 1.825 |
| | 0Bh | 0.4375 | 1Bh | 0.6375 | 2Bh | 0.8375 | 3Bh | 1.0375 | 4Bh | 1.2375 | 5Bh | 1.4375 | 6Bh | 1.6375 | 7Bh | 1.8375 |
| | 0Ch | 0.45 | 1Ch | 0.65 | 2Ch | 0.85 | 3Ch | 1.05 | 4Ch | 1.25 | 5Ch | 1.45 | 6Ch | 1.65 | 7Ch | 1.85 |
| | 0Dh | 0.4625 | 1Dh | 0.6625 | 2Dh | 0.8625 | 3Dh | 1.0625 | 4Dh | 1.2625 | 5Dh | 1.4625 | 6Dh | 1.6625 | 7Dh | 1.8625 |
| | 0Eh | 0.475 | 1Eh | 0.675 | 2Eh | 0.875 | 3Eh | 1.075 | 4Eh | 1.275 | 5Eh | 1.475 | 6Eh | 1.675 | 7Eh | 1.875 |
| | 0Fh | 0.4875 | 1Fh | 0.6875 | 2Fh | 0.8875 | 3Fh | 1.0875 | 4Fh | 1.2875 | 5Fh | 1.4875 | 6Fh | 1.6875 | 7Fh | 1.8875 |
| | VDV [5:0] | | | | | | | | | | | | | | | |
| | VDV[5:0] | VDV(V) | VDV[5:0] | VDV(V) | VDV[5:0] | VDV(V) | VDV[5:0] | VDV(V) | VDV[5:0] | VDV(V) | VDV[5:0] | VDV(V) | VDV[5:0] | VDV(V) | VDV[5:0] | VDV(V) |
| | 00h | -0.8 | 10h | -0.4 | 20h | 0 | 30h | 0.4 | 40h | 0.8 | 50h | 1.2 | 60h | 1.6 | 70h | 2.0 |
| | 01h | -0.775 | 11h | -0.375 | 21h | 0.025 | 31h | 0.425 | 41h | 0.85 | 51h | 1.25 | 61h | 1.65 | 71h | 2.05 |
| | 02h | -0.75 | 12h | -0.35 | 22h | 0.05 | 32h | 0.45 | 42h | 0.9 | 52h | 1.3 | 62h | 1.7 | 72h | 2.1 |
| | 03h | -0.725 | 13h | -0.325 | 23h | 0.075 | 33h | 0.475 | 43h | 0.95 | 53h | 1.35 | 63h | 1.75 | 73h | 2.15 |
| | 04h | -0.7 | 14h | -0.3 | 24h | 0.1 | 34h | 0.5 | 44h | 1.0 | 54h | 1.4 | 64h | 1.8 | 74h | 2.2 |
| | 05h | -0.675 | 15h | -0.275 | 25h | 0.125 | 35h | 0.525 | 45h | 1.05 | 55h | 1.45 | 65h | 1.85 | 75h | 2.25 |
| | 06h | -0.65 | 16h | -0.25 | 26h | 0.15 | 36h | 0.55 | 46h | 1.1 | 56h | 1.5 | 66h | 1.9 | 76h | 2.3 |
| | 07h | -0.625 | 17h | -0.225 | 27h | 0.175 | 37h | 0.575 | 47h | 1.15 | 57h | 1.55 | 67h | 1.95 | 77h | 2.35 |
| 08h | -0.6 | 18h | -0.2 | 28h | 0.2 | 38h | 0.6 | 48h | 1.2 | 58h | 1.6 | 68h | 2.0 | 78h | 2.4 | |
| 09h | -0.575 | 19h | -0.175 | 29h | 0.225 | 39h | 0.625 | 49h | 1.25 | 59h | 1.65 | 69h | 2.05 | 79h | 2.45 | |

| | | | | | | | |
|-----|--------|-----|--------|-----|-------|-----|-------|
| 0Ah | -0.55 | 1Ah | -0.15 | 2Ah | 0.25 | 3Ah | 0.65 |
| 0Bh | -0.525 | 1Bh | -0.125 | 2Bh | 0.275 | 3Bh | 0.675 |
| 0Ch | -0.5 | 1Ch | -0.1 | 2Ch | 0.3 | 3Ch | 0.7 |
| 0Dh | -0.475 | 1Dh | -0.075 | 2Dh | 0.325 | 3Dh | 0.725 |
| 0Eh | -0.45 | 1Eh | -0.05 | 2Eh | 0.35 | 3Eh | 0.75 |
| 0Fh | -0.425 | 1Fh | -0.025 | 2Fh | 0.375 | 3Fh | 0.775 |

VRH [5:0] Setting for VREG1OUT

| VRH[5:0] | VREG1OUT(V) | VRH[5:0] | VREG1OUT (V) |
|----------|--------------------|----------|--------------------|
| 00h | 3.55+(VCOM+0.5VDV) | 15h | 4.6+(VCOM+0.5VDV) |
| 01h | 3.6+(VCOM+0.5VDV) | 1 h | 4.65+(VCOM+0.5VDV) |
| 02h | 3.65+(VCOM+0.5VDV) | 17h | 4.7+(VCOM+0.5VDV) |
| 03h | 3.7+(VCOM+0.5VDV) | 18h | 4.75+(VCOM+0.5VDV) |
| 04h | 3.75+(VCOM+0.5VDV) | 19h | 4.8+(VCOM+0.5VDV) |
| 05h | 3.8+(VCOM+0.5VDV) | 1Ah | 4.85+(VCOM+0.5VDV) |
| 06h | 3.85+(VCOM+0.5VDV) | 1Bh | 4.9+(VCOM+0.5VDV) |
| 07h | 3.9+(VCOM+0.5VDV) | 1Ch | 4.95+(VCOM+0.5VDV) |
| 08h | 3.95+(VCOM+0.5VDV) | 1Dh | 5+(VCOM+0.5VDV) |
| 09h | 4+(VCOM+0.5VDV) | 1Eh | 5.05+(VCOM+0.5VDV) |
| 0Ah | 4.05+(VCOM+0.5VDV) | 1Fh | 5.1+(VCOM+0.5VDV) |
| 0Bh | 4.1+(VCOM+0.5VDV) | 20h | 5.15+(VCOM+0.5VDV) |
| 0Ch | 4.15+(VCOM+0.5VDV) | 21h | 5.2+(VCOM+0.5VDV) |
| 0Dh | 4.2+(VCOM+0.5VDV) | 22h | 5.25+(VCOM+0.5VDV) |
| 0Eh | 4.25+(VCOM+0.5VDV) | 23h | 5.3+(VCOM+0.5VDV) |
| 0Fh | 4.3+(VCOM+0.5VDV) | 24h | 5.35+(VCOM+0.5VDV) |
| 10h | 4.35+(VCOM+0.5VDV) | 25h | 5.4+(VCOM+0.5VDV) |
| 11h | 4.4+(VCOM+0.5VDV) | 26h | 5.45+(VCOM+0.5VDV) |
| 12h | 4.45+(VCOM+0.5VDV) | 27h | 5.5+(VCOM+0.5VDV) |
| 13h | 4.5+(VCOM+0.5VDV) | 28h~3Fh | Reserved |
| 14h | 4.55+(VCOM+0.5VDV) | -- | -- |

| VRH [5:0] Setting for VREG2OUT | | | |
|--------------------------------|---------------------|----------|---------------------|
| VRH[5:0] | VREG2OUT (V) | VRH[5:0] | VREG2OUT (V) |
| 00h | -3.55+(VCOM-0.5VDV) | 15h | -4.6+(VCOM-0.5VDV) |
| 01h | -3.6+(VCOM-0.5VDV) | 16h | -4.65+(VCOM-0.5VDV) |
| 02h | -3.65+(VCOM-0.5VDV) | 17h | -4.7+(VCOM-0.5VDV) |
| 03h | -3.7+(VCOM-0.5VDV) | 18h | -4.75+(VCOM-0.5VDV) |
| 04h | -3.75+(VCOM-0.5VDV) | 19h | -4.8+(VCOM-0.5VDV) |
| 05h | -3.8+(VCOM-0.5VDV) | 1Ah | -4.85+(VCOM-0.5VDV) |
| 06h | -3.85+(VCOM-0.5VDV) | 1Bh | -4.9+(VCOM-0.5VDV) |
| 07h | -3.9+(VCOM-0.5VDV) | 1Ch | -4.95+(VCOM-0.5VDV) |
| 08h | -3.95+(VCOM-0.5VDV) | 1Dh | -5+(VCOM-0.5VDV) |
| 09h | -4+(VCOM-0.5VDV) | 1Eh | -5.05+(VCOM-0.5VDV) |
| 0Ah | -4.05+(VCOM-0.5VDV) | 1Fh | -5.1+(VCOM-0.5VDV) |
| 0Bh | -4.1+(VCOM-0.5VDV) | 20h | -5.15+(VCOM-0.5VDV) |
| 0Ch | -4.15+(VCOM-0.5VDV) | 21h | -5.2+(VCOM-0.5VDV) |
| 0Dh | -4.2+(VCOM-0.5VDV) | 22h | -5.25+(VCOM-0.5VDV) |
| 0Eh | -4.25+(VCOM-0.5VDV) | 23h | -5.3+(VCOM-0.5VDV) |
| 0Fh | -4.3+(VCOM-0.5VDV) | 24h | -5.35+(VCOM-0.5VDV) |
| 10h | -4.35+(VCOM-0.5VDV) | 25h | -5.4+(VCOM-0.5VDV) |
| 11h | -4.4+(VCOM-0.5VDV) | 26h | -5.45+(VCOM-0.5VDV) |
| 12h | -4.45+(VCOM-0.5VDV) | 27h | -5.5+(VCOM-0.5VDV) |
| 13h | -4.5+(VCOM-0.5VDV) | 28h~3Fh | Reserved |
| 14h | -4.55+(VCOM-0.5VDV) | -- | -- |

| | |
|-------------|--|
| Restriction | EXTC should be high to enable this command |
|-------------|--|

| Register Availability | Status | Availability |
|-----------------------|---|--------------|
| | Normal Mode On, Idle Mode Off, Sleep Out | Yes |
| | Normal Mode On, Idle Mode On, Sleep Out | Yes |
| | Partial Mode On, Idle Mode Off, Sleep Out | Yes |
| | Partial Mode On, Idle Mode On, Sleep Out | Yes |
| | Sleep In | Yes |

| Default | Status | Default Value | | |
|---------|-------------------|---------------|----------|----------|
| | | VCOM[6:0] | VRH[5:0] | VDV[5:0] |
| | Power On Sequence | 7'h30 | 5'h0B | 5'h20 |
| | S/W Reset | 7'h30 | 5'h0B | 5'h20 |
| | HW Reset | 7'h30 | 5'h0B | 5'h20 |

8.3.9. Power Control 2 (BBh)

| BBh | Power Control 2 | | | | | | | | | | | | HEX | | |
|---------------------------|-----------------------|-----|-----|-------|----|----------------|------------------------|-----|------------------------|----------------|----|----|-----|--|--|
| | DCX | RDX | WRX | D17-8 | D7 | D6 | D5 | D4 | D3 | D2 | D1 | D0 | | | |
| Command | 0 | 1 | ↑ | XX | 1 | 0 | 1 | 1 | 1 | 0 | 1 | 1 | BBh | | |
| 1 st Parameter | 1 | 1 | ↑ | XX | 0 | VGH_SEL[2:0] | | | 0 | VGL_SEL[2:0] | | | 34 | | |
| 2 nd Parameter | 1 | 1 | ↑ | XX | 0 | DDVDH_SEL[2:0] | | | 0 | DDVDL_SEL[2:0] | | | 33 | | |
| Description | VGH Voltage: | | | | | | | | | | | | | | |
| | | | | | | | VGH_SEL[2:0] | | VGH (Voltage) | | | | | | |
| | | | | | | | 000 | | 12.2 | | | | | | |
| | | | | | | | 001 | | 12.6 | | | | | | |
| | | | | | | | 010 | | 13.0 | | | | | | |
| | | | | | | | 011 | | 13.4 | | | | | | |
| | | | | | | | 100 | | 13.8 | | | | | | |
| | | | | | | | 101 | | 14.2 | | | | | | |
| | | | | | | | 110 | | 14.6 | | | | | | |
| | | | | | | | 11 | | 15.0 | | | | | | |
| | VGL Voltage: | | | | | | | | | | | | | | |
| | | | | | | | VGL_SEL [2:0] | | VGL (Voltage) | | | | | | |
| | | | | | | | 000 | | -7.0 | | | | | | |
| | | | | | | | 001 | | -7.8 | | | | | | |
| | | | | | | | 010 | | -8.6 | | | | | | |
| | | | | | | | 011 | | -9.4 | | | | | | |
| | | | | | | | 100 | | -10.2 | | | | | | |
| | | | | | | | 101 | | -11.0 | | | | | | |
| | | | | | | | 110 | | -11.8 | | | | | | |
| | | | | | | | 111 | | -12.6 | | | | | | |
| | DDVDH Voltage: | | | | | | | | | | | | | | |
| | | | | | | | DDVDH_SEL [2:0] | | DDVDH (Voltage) | | | | | | |
| | | | | | | | 000 | | 6.1 | | | | | | |
| | | | | | | | 001 | | 6.2 | | | | | | |
| | | | | | | | 010 | | 6.3 | | | | | | |
| | | | | | | | 011 | | 6.4 | | | | | | |
| | | | | | | | 100 | | 6.5 | | | | | | |
| | | | | | | | 101 | | 6.6 | | | | | | |
| | | | | | | 110 | | 6.7 | | | | | | | |
| | | | | | | 111 | | 6.8 | | | | | | | |

| | <p>DDVDL Voltage:</p> <table border="1" data-bbox="512 255 1235 698"> <thead> <tr> <th>DDVDL_SEL [2:0]</th> <th>DDVDL (Voltage)</th> </tr> </thead> <tbody> <tr><td>000</td><td>-4.3</td></tr> <tr><td>001</td><td>-4.4</td></tr> <tr><td>010</td><td>-4.5</td></tr> <tr><td>011</td><td>-4.6</td></tr> <tr><td>100</td><td>-4.7</td></tr> <tr><td>101</td><td>-4.8</td></tr> <tr><td>110</td><td>-4.9</td></tr> <tr><td>111</td><td>-5.0</td></tr> </tbody> </table> | DDVDL_SEL [2:0] | DDVDL (Voltage) | 000 | -4.3 | 001 | -4.4 | 010 | -4.5 | 011 | -4.6 | 100 | -4.7 | 101 | -4.8 | 110 | -4.9 | 111 | -5.0 | | | | | | |
|---|---|-----------------|-----------------|--|------|---|---------|---|-----------|--|-------------------|----------|------|------|------|----------|------|------|------|------|----------|------|------|------|------|
| DDVDL_SEL [2:0] | DDVDL (Voltage) | | | | | | | | | | | | | | | | | | | | | | | | |
| 000 | -4.3 | | | | | | | | | | | | | | | | | | | | | | | | |
| 001 | -4.4 | | | | | | | | | | | | | | | | | | | | | | | | |
| 010 | -4.5 | | | | | | | | | | | | | | | | | | | | | | | | |
| 011 | -4.6 | | | | | | | | | | | | | | | | | | | | | | | | |
| 100 | -4.7 | | | | | | | | | | | | | | | | | | | | | | | | |
| 101 | -4.8 | | | | | | | | | | | | | | | | | | | | | | | | |
| 110 | -4.9 | | | | | | | | | | | | | | | | | | | | | | | | |
| 111 | -5.0 | | | | | | | | | | | | | | | | | | | | | | | | |
| Restriction | EXTC should be high to enable this command | | | | | | | | | | | | | | | | | | | | | | | | |
| Register Availability | <table border="1" data-bbox="608 1010 1177 1205"> <thead> <tr> <th>Status</th> <th>Availability</th> </tr> </thead> <tbody> <tr><td>Normal Mode On, Idle Mode Off, Sleep Out</td><td>Yes</td></tr> <tr><td>Normal Mode On, Idle Mode On, Sleep Out</td><td>Yes</td></tr> <tr><td>Partial Mode On, Idle Mode Off, Sleep Out</td><td>Yes</td></tr> <tr><td>Partial Mode On, Idle Mode On, Sleep Out</td><td>Yes</td></tr> <tr><td>Sleep In</td><td>Yes</td></tr> </tbody> </table> | Status | Availability | Normal Mode On, Idle Mode Off, Sleep Out | Yes | Normal Mode On, Idle Mode On, Sleep Out | Yes | Partial Mode On, Idle Mode Off, Sleep Out | Yes | Partial Mode On, Idle Mode On, Sleep Out | Yes | Sleep In | Yes | | | | | | | | | | | | |
| Status | Availability | | | | | | | | | | | | | | | | | | | | | | | | |
| Normal Mode On, Idle Mode Off, Sleep Out | Yes | | | | | | | | | | | | | | | | | | | | | | | | |
| Normal Mode On, Idle Mode On, Sleep Out | Yes | | | | | | | | | | | | | | | | | | | | | | | | |
| Partial Mode On, Idle Mode Off, Sleep Out | Yes | | | | | | | | | | | | | | | | | | | | | | | | |
| Partial Mode On, Idle Mode On, Sleep Out | Yes | | | | | | | | | | | | | | | | | | | | | | | | |
| Sleep In | Yes | | | | | | | | | | | | | | | | | | | | | | | | |
| Default | <table border="1" data-bbox="483 1245 1299 1413"> <thead> <tr> <th rowspan="2">Status</th> <th colspan="4">Default Value</th> </tr> <tr> <th>VGH_SEL</th> <th>VGL_SEL</th> <th>DDVDH_SEL</th> <th>DDVDL_SEL</th> </tr> </thead> <tbody> <tr><td>Power On Sequence</td><td>3'h3</td><td>3'h4</td><td>3'h3</td><td>3'h3</td></tr> <tr><td>SW Reset</td><td>3'h3</td><td>3'h4</td><td>3'h3</td><td>3'h3</td></tr> <tr><td>HW Reset</td><td>3'h3</td><td>3'h4</td><td>3'h3</td><td>3'h3</td></tr> </tbody> </table> | Status | Default Value | | | | VGH_SEL | VGL_SEL | DDVDH_SEL | DDVDL_SEL | Power On Sequence | 3'h3 | 3'h4 | 3'h3 | 3'h3 | SW Reset | 3'h3 | 3'h4 | 3'h3 | 3'h3 | HW Reset | 3'h3 | 3'h4 | 3'h3 | 3'h3 |
| Status | Default Value | | | | | | | | | | | | | | | | | | | | | | | | |
| | VGH_SEL | VGL_SEL | DDVDH_SEL | DDVDL_SEL | | | | | | | | | | | | | | | | | | | | | |
| Power On Sequence | 3'h3 | 3'h4 | 3'h3 | 3'h3 | | | | | | | | | | | | | | | | | | | | | |
| SW Reset | 3'h3 | 3'h4 | 3'h3 | 3'h3 | | | | | | | | | | | | | | | | | | | | | |
| HW Reset | 3'h3 | 3'h4 | 3'h3 | 3'h3 | | | | | | | | | | | | | | | | | | | | | |

8.3.10. 2 Lane SPI Selection (C6h)

| C6h | 2 Lane SPI Mode Selection | | | | | | | | | | | | | | | | | | | | | | | | | | |
|---|--|----------|-----|-------|----|----|----|----|----|------|----------|----|-----|--------|---------------|--|------|---|-------------------|---|------|--|------|----------|----------|------|------|
| | DCX | RDX | WRX | D17-8 | D7 | D6 | D5 | D4 | D3 | D2 | D1 | D0 | HEX | | | | | | | | | | | | | | |
| Command | 0 | 1 | ↑ | XX | 1 | 1 | 0 | 0 | 0 | 1 | 1 | 0 | C6h | | | | | | | | | | | | | | |
| 1 st Parameter | 1 | 1 | ↑ | XX | 0 | 0 | 0 | 0 | 0 | TYPE | SPI2LANE | 0 | 00 | | | | | | | | | | | | | | |
| Description | <p>The command turns on the SPI 2 Lane mode when writes pixel data to frame memory, SPI2LANE: When this bit is high level, the mode enables. TYPE: This bit sets the pixel format . When type = 0: One pixel display data is sent by 1 time transfers. When type = 1: Two pixels display data is sent by 3 time transfers.</p> | | | | | | | | | | | | | | | | | | | | | | | | | | |
| Restriction | EXTC should be high to enable this command | | | | | | | | | | | | | | | | | | | | | | | | | | |
| Register Availability | <table border="1"> <thead> <tr> <th>Status</th> <th>Availability</th> </tr> </thead> <tbody> <tr> <td>Normal Mode On, Idle Mode Off, Sleep Out</td> <td>Yes</td> </tr> <tr> <td>Normal Mode On, Idle Mode On, Sleep Out</td> <td>Yes</td> </tr> <tr> <td>Partial Mode On, Idle Mode Off, Sleep Out</td> <td>Yes</td> </tr> <tr> <td>Partial Mode On, Idle Mode On, Sleep Out</td> <td>Yes</td> </tr> <tr> <td>Sleep In</td> <td>Yes</td> </tr> </tbody> </table> | | | | | | | | | | | | | Status | Availability | Normal Mode On, Idle Mode Off, Sleep Out | Yes | Normal Mode On, Idle Mode On, Sleep Out | Yes | Partial Mode On, Idle Mode Off, Sleep Out | Yes | Partial Mode On, Idle Mode On, Sleep Out | Yes | Sleep In | Yes | | |
| Status | Availability | | | | | | | | | | | | | | | | | | | | | | | | | | |
| Normal Mode On, Idle Mode Off, Sleep Out | Yes | | | | | | | | | | | | | | | | | | | | | | | | | | |
| Normal Mode On, Idle Mode On, Sleep Out | Yes | | | | | | | | | | | | | | | | | | | | | | | | | | |
| Partial Mode On, Idle Mode Off, Sleep Out | Yes | | | | | | | | | | | | | | | | | | | | | | | | | | |
| Partial Mode On, Idle Mode On, Sleep Out | Yes | | | | | | | | | | | | | | | | | | | | | | | | | | |
| Sleep In | Yes | | | | | | | | | | | | | | | | | | | | | | | | | | |
| Default | <table border="1"> <thead> <tr> <th rowspan="2">Status</th> <th colspan="2">Default Value</th> </tr> <tr> <th>TYPE</th> <th>SPI2LANE</th> </tr> </thead> <tbody> <tr> <td>Power On Sequence</td> <td>1'b0</td> <td>1'b0</td> </tr> <tr> <td>SW Reset</td> <td>1'b0</td> <td>1'b0</td> </tr> <tr> <td>HW Reset</td> <td>1'b0</td> <td>1'b0</td> </tr> </tbody> </table> | | | | | | | | | | | | | Status | Default Value | | TYPE | SPI2LANE | Power On Sequence | 1'b0 | 1'b0 | SW Reset | 1'b0 | 1'b0 | HW Reset | 1'b0 | 1'b0 |
| Status | Default Value | | | | | | | | | | | | | | | | | | | | | | | | | | |
| | TYPE | SPI2LANE | | | | | | | | | | | | | | | | | | | | | | | | | |
| Power On Sequence | 1'b0 | 1'b0 | | | | | | | | | | | | | | | | | | | | | | | | | |
| SW Reset | 1'b0 | 1'b0 | | | | | | | | | | | | | | | | | | | | | | | | | |
| HW Reset | 1'b0 | 1'b0 | | | | | | | | | | | | | | | | | | | | | | | | | |

8.3.11. Level 3 Command Eable Control (CFh)

| CFh | L3CMDEC (Level 3 Command Eable Control) | | | | | | | | | | | | | | | | | | | | | | | | |
|---|--|-----|-----|-------|----|----|----|----|----|----|----|------|-----|--------|---------------|--|-------------------|---|----------|---|----------|--|-----|----------|-----|
| | DCX | RDX | WRX | D17-8 | D7 | D6 | D5 | D4 | D3 | D2 | D1 | D0 | HEX | | | | | | | | | | | | |
| Command | 0 | 1 | ↑ | XX | 1 | 1 | 0 | 0 | 1 | 1 | 1 | 1 | CFh | | | | | | | | | | | | |
| 1 st Parameter | 1 | 1 | ↑ | XX | 0 | 0 | 0 | 0 | 0 | 1 | 0 | 0 | 04 | | | | | | | | | | | | |
| 2 nd Parameter | 1 | 1 | ↑ | XX | 0 | 0 | 0 | 0 | 0 | 0 | 0 | EXTC | 00 | | | | | | | | | | | | |
| Description | <p>EXTC=0 Disable all command function which need EXTC</p> <p>EXTC=1 Enable all command function which need EXTC</p> | | | | | | | | | | | | | | | | | | | | | | | | |
| Restriction | | | | | | | | | | | | | | | | | | | | | | | | | |
| Register Availability | <table border="1"> <thead> <tr> <th>Status</th> <th>Availability</th> </tr> </thead> <tbody> <tr> <td>Normal Mode On, Idle Mode Off, Sleep Out</td> <td>Yes</td> </tr> <tr> <td>Normal Mode On, Idle Mode On, Sleep Out</td> <td>Yes</td> </tr> <tr> <td>Partial Mode On, Idle Mode Off, Sleep Out</td> <td>Yes</td> </tr> <tr> <td>Partial Mode On, Idle Mode On, Sleep Out</td> <td>Yes</td> </tr> <tr> <td>Sleep In</td> <td>Yes</td> </tr> </tbody> </table> | | | | | | | | | | | | | Status | Availability | Normal Mode On, Idle Mode Off, Sleep Out | Yes | Normal Mode On, Idle Mode On, Sleep Out | Yes | Partial Mode On, Idle Mode Off, Sleep Out | Yes | Partial Mode On, Idle Mode On, Sleep Out | Yes | Sleep In | Yes |
| Status | Availability | | | | | | | | | | | | | | | | | | | | | | | | |
| Normal Mode On, Idle Mode Off, Sleep Out | Yes | | | | | | | | | | | | | | | | | | | | | | | | |
| Normal Mode On, Idle Mode On, Sleep Out | Yes | | | | | | | | | | | | | | | | | | | | | | | | |
| Partial Mode On, Idle Mode Off, Sleep Out | Yes | | | | | | | | | | | | | | | | | | | | | | | | |
| Partial Mode On, Idle Mode On, Sleep Out | Yes | | | | | | | | | | | | | | | | | | | | | | | | |
| Sleep In | Yes | | | | | | | | | | | | | | | | | | | | | | | | |
| Default | <table border="1"> <thead> <tr> <th rowspan="2">Status</th> <th>Default Value</th> </tr> <tr> <th>EXTC</th> </tr> </thead> <tbody> <tr> <td>Power On Sequence</td> <td>1'b0</td> </tr> <tr> <td>SW Reset</td> <td>1'b0</td> </tr> <tr> <td>HW Reset</td> <td>1'b0</td> </tr> </tbody> </table> | | | | | | | | | | | | | Status | Default Value | EXTC | Power On Sequence | 1'b0 | SW Reset | 1'b0 | HW Reset | 1'b0 | | | |
| Status | Default Value | | | | | | | | | | | | | | | | | | | | | | | | |
| | EXTC | | | | | | | | | | | | | | | | | | | | | | | | |
| Power On Sequence | 1'b0 | | | | | | | | | | | | | | | | | | | | | | | | |
| SW Reset | 1'b0 | | | | | | | | | | | | | | | | | | | | | | | | |
| HW Reset | 1'b0 | | | | | | | | | | | | | | | | | | | | | | | | |

8.3.12. Read ID4 (D5h)

| D5h | RDID4 (Read ID4) | | | | | | | | | | | | | | | | | | | | | | | | |
|---|--|-----|-----|-------|----|----|----|----|----|----|----|----|-----|--------|---------------|--|-------------|---|-------------|---|-------------|--|-----|----------|-----|
| | DCX | RDX | WRX | D17-8 | D7 | D6 | D5 | D4 | D3 | D2 | D1 | D0 | HEX | | | | | | | | | | | | |
| Command | 0 | 1 | ↑ | XX | 1 | 1 | 0 | 1 | 0 | 1 | 0 | 1 | D5h | | | | | | | | | | | | |
| 1 st Parameter | 1 | ↑ | 1 | XX | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 00h | | | | | | | | | | | | |
| 2 nd Parameter | 1 | ↑ | 1 | XX | 1 | 0 | 0 | 1 | 0 | 0 | 1 | 1 | 93h | | | | | | | | | | | | |
| 3 rd Parameter | 1 | ↑ | 1 | XX | 0 | 1 | 0 | 0 | 0 | 0 | 0 | 0 | 40h | | | | | | | | | | | | |
| Description | Read IC device code. The 3 parameters mean the IC model name. | | | | | | | | | | | | | | | | | | | | | | | | |
| Restriction | EXTC should be high to enable this command | | | | | | | | | | | | | | | | | | | | | | | | |
| Register Availability | <table border="1"> <thead> <tr> <th>Status</th> <th>Availability</th> </tr> </thead> <tbody> <tr> <td>Normal Mode On, Idle Mode Off, Sleep Out</td> <td>Yes</td> </tr> <tr> <td>Normal Mode On, Idle Mode On, Sleep Out</td> <td>Yes</td> </tr> <tr> <td>Partial Mode On, Idle Mode Off, Sleep Out</td> <td>Yes</td> </tr> <tr> <td>Partial Mode On, Idle Mode On, Sleep Out</td> <td>Yes</td> </tr> <tr> <td>Sleep In</td> <td>Yes</td> </tr> </tbody> </table> | | | | | | | | | | | | | Status | Availability | Normal Mode On, Idle Mode Off, Sleep Out | Yes | Normal Mode On, Idle Mode On, Sleep Out | Yes | Partial Mode On, Idle Mode Off, Sleep Out | Yes | Partial Mode On, Idle Mode On, Sleep Out | Yes | Sleep In | Yes |
| Status | Availability | | | | | | | | | | | | | | | | | | | | | | | | |
| Normal Mode On, Idle Mode Off, Sleep Out | Yes | | | | | | | | | | | | | | | | | | | | | | | | |
| Normal Mode On, Idle Mode On, Sleep Out | Yes | | | | | | | | | | | | | | | | | | | | | | | | |
| Partial Mode On, Idle Mode Off, Sleep Out | Yes | | | | | | | | | | | | | | | | | | | | | | | | |
| Partial Mode On, Idle Mode On, Sleep Out | Yes | | | | | | | | | | | | | | | | | | | | | | | | |
| Sleep In | Yes | | | | | | | | | | | | | | | | | | | | | | | | |
| Default | <table border="1"> <thead> <tr> <th>Status</th> <th>Default Value</th> </tr> </thead> <tbody> <tr> <td>Power On Sequence</td> <td>24'h009340h</td> </tr> <tr> <td>SW Reset</td> <td>24'h009340h</td> </tr> <tr> <td>HW Reset</td> <td>24'h009340h</td> </tr> </tbody> </table> | | | | | | | | | | | | | Status | Default Value | Power On Sequence | 24'h009340h | SW Reset | 24'h009340h | HW Reset | 24'h009340h | | | | |
| Status | Default Value | | | | | | | | | | | | | | | | | | | | | | | | |
| Power On Sequence | 24'h009340h | | | | | | | | | | | | | | | | | | | | | | | | |
| SW Reset | 24'h009340h | | | | | | | | | | | | | | | | | | | | | | | | |
| HW Reset | 24'h009340h | | | | | | | | | | | | | | | | | | | | | | | | |

8.3.13. Entry Mode Set (D6h)

| D6h | ETMOD (Entry Mode Set) | | | | | | | | | | | | |
|-----------|------------------------|-----|-----|-------|----|----|----|----|----|----|------|-----|-----|
| | DCX | RDX | WRX | D17-8 | D7 | D6 | D5 | D4 | D3 | D2 | D1 | D0 | HEX |
| Command | 0 | 1 | ↑ | XX | 1 | 1 | 0 | 1 | 0 | 1 | 1 | 0 | D6h |
| Parameter | 1 | 1 | ↑ | XX | 0 | 0 | 0 | 0 | 0 | 0 | DSTB | GAS | 00 |

GAS: Low voltage detection (LVD) control.

| GAS | Low voltage detection |
|-----|-----------------------|
| 0 | Enable |
| 1 | Disable |

DSTB: Deep Standby control.

| DSTB | Deep Standby |
|------|--------------|
| 1 | Enable |
| 0 | Disable |

Deep Standby Mode Entry/Exit Flow

```

graph TD
    A([Display Off Sequence]) --> B[Set RD6h:DSTB = 1]
    B --> C[Wait >150ms]
    C --> D[Set CSX pin = Low, then set CSX pin = High]
    D --> E[Set CSX pin = Low, then set CSX pin = High]
    E --> F[Set CSX pin = Low, then set CSX pin = High]
    F --> G[Set CSX pin = Low, then set CSX pin = High]
    G --> H[Set CSX pin = Low, then set CSX pin = High]
    H --> I[Set CSX pin = Low, then set CSX pin = High]
    I --> J[Registers set as default value]
    J --> K[ILI's register setting GRAM data setting]
    K --> L([Display On Sequence])
  
```

| | <p>Note : The ILI9340X provides two ways to exit the Deep Standby Mode :</p> <p>(1) Exit Deep Standby Mode by pull down CSX to low ("0") 6 times.</p> <p>(2) Input a RESX pulse with effective low level duration to start up the inside logic regulator and makes a transition to the initial state.</p> | | | | | | | | | | | | | | |
|---|---|--------|---------------|--|-----|---|-------------------|---|------|--|------|----------|----------|------|------|
| Restriction | EXTC should be high to enable this command | | | | | | | | | | | | | | |
| Register Availability | <table border="1" data-bbox="604 577 1174 779"> <thead> <tr> <th>Status</th> <th>Availability</th> </tr> </thead> <tbody> <tr> <td>Normal Mode On, Idle Mode Off, Sleep Out</td> <td>Yes</td> </tr> <tr> <td>Normal Mode On, Idle Mode On, Sleep Out</td> <td>Yes</td> </tr> <tr> <td>Partial Mode On, Idle Mode Off, Sleep Out</td> <td>Yes</td> </tr> <tr> <td>Partial Mode On, Idle Mode On, Sleep Out</td> <td>Yes</td> </tr> <tr> <td>Sleep In</td> <td>Yes</td> </tr> </tbody> </table> | Status | Availability | Normal Mode On, Idle Mode Off, Sleep Out | Yes | Normal Mode On, Idle Mode On, Sleep Out | Yes | Partial Mode On, Idle Mode Off, Sleep Out | Yes | Partial Mode On, Idle Mode On, Sleep Out | Yes | Sleep In | Yes | | |
| Status | Availability | | | | | | | | | | | | | | |
| Normal Mode On, Idle Mode Off, Sleep Out | Yes | | | | | | | | | | | | | | |
| Normal Mode On, Idle Mode On, Sleep Out | Yes | | | | | | | | | | | | | | |
| Partial Mode On, Idle Mode Off, Sleep Out | Yes | | | | | | | | | | | | | | |
| Partial Mode On, Idle Mode On, Sleep Out | Yes | | | | | | | | | | | | | | |
| Sleep In | Yes | | | | | | | | | | | | | | |
| Default | <table border="1" data-bbox="600 826 1179 996"> <thead> <tr> <th rowspan="2">Status</th> <th colspan="2">Default Value</th> </tr> <tr> <th>GAS</th> <th>DSTB</th> </tr> </thead> <tbody> <tr> <td>Power On Sequence</td> <td>1'b0</td> <td>1'b0</td> </tr> <tr> <td>SW Reset</td> <td>1'b0</td> <td>1'b0</td> </tr> <tr> <td>HW Reset</td> <td>1'b0</td> <td>1'b0</td> </tr> </tbody> </table> | Status | Default Value | | GAS | DSTB | Power On Sequence | 1'b0 | 1'b0 | SW Reset | 1'b0 | 1'b0 | HW Reset | 1'b0 | 1'b0 |
| Status | Default Value | | | | | | | | | | | | | | |
| | GAS | DSTB | | | | | | | | | | | | | |
| Power On Sequence | 1'b0 | 1'b0 | | | | | | | | | | | | | |
| SW Reset | 1'b0 | 1'b0 | | | | | | | | | | | | | |
| HW Reset | 1'b0 | 1'b0 | | | | | | | | | | | | | |

8.3.14. Get External Register by SPI (D9h)

| D9h | XREG (Get External Register) | | | | | | | | | | | | | | | | | | | | | | | | | | |
|---|--|-------------------|-----|-------|----|----|----|-------|-------------------|----|----|----|-----|--------|---------------|--|-------|---|-------------------|---|---------|--|------|----------|----------|------|---------|
| | DCX | RDX | WRX | D17-8 | D7 | D6 | D5 | D4 | D3 | D2 | D1 | D0 | HEX | | | | | | | | | | | | | | |
| Command | 0 | 1 | ↑ | XX | 1 | 1 | 0 | 1 | 1 | 0 | 0 | 1 | D9h | | | | | | | | | | | | | | |
| 1 st Parameter | 1 | 1 | ↑ | XX | 0 | 0 | 0 | ENSPI | SPI_EXT_ORD [3:0] | | | 00 | | | | | | | | | | | | | | | |
| Description | <p>ENSPI : This command is used to enable the SPI interface to access the level 2 commands.</p> <p>SPI_EXT_ORD [3:0]: Th SPI will get the one desired parameter of the external register by setting this ordinal number.</p> | | | | | | | | | | | | | | | | | | | | | | | | | | |
| | <pre> graph TD A[Read the level 2 command by SPI RXXh Nth Parameter] --> B{Set RD9h = 0x1Nh 1. ENABLE SPI Read External Register 2. Set Ordinal number N for RXXh Nth parameter} B --> C{Set RXXh SPI Read Command The first one parameter read out is RXXh Nth Parameter} C --> D([END]) </pre> | | | | | | | | | | | | | | | | | | | | | | | | | | |
| Restriction | EXTC should be high to enable this command | | | | | | | | | | | | | | | | | | | | | | | | | | |
| Register Availability | <table border="1"> <thead> <tr> <th>Status</th> <th>Availability</th> </tr> </thead> <tbody> <tr> <td>Normal Mode On, Idle Mode Off, Sleep Out</td> <td>Yes</td> </tr> <tr> <td>Normal Mode On, Idle Mode On, Sleep Out</td> <td>Yes</td> </tr> <tr> <td>Partial Mode On, Idle Mode Off, Sleep Out</td> <td>Yes</td> </tr> <tr> <td>Partial Mode On, Idle Mode On, Sleep Out</td> <td>Yes</td> </tr> <tr> <td>Sleep In</td> <td>Yes</td> </tr> </tbody> </table> | | | | | | | | | | | | | Status | Availability | Normal Mode On, Idle Mode Off, Sleep Out | Yes | Normal Mode On, Idle Mode On, Sleep Out | Yes | Partial Mode On, Idle Mode Off, Sleep Out | Yes | Partial Mode On, Idle Mode On, Sleep Out | Yes | Sleep In | Yes | | |
| Status | Availability | | | | | | | | | | | | | | | | | | | | | | | | | | |
| Normal Mode On, Idle Mode Off, Sleep Out | Yes | | | | | | | | | | | | | | | | | | | | | | | | | | |
| Normal Mode On, Idle Mode On, Sleep Out | Yes | | | | | | | | | | | | | | | | | | | | | | | | | | |
| Partial Mode On, Idle Mode Off, Sleep Out | Yes | | | | | | | | | | | | | | | | | | | | | | | | | | |
| Partial Mode On, Idle Mode On, Sleep Out | Yes | | | | | | | | | | | | | | | | | | | | | | | | | | |
| Sleep In | Yes | | | | | | | | | | | | | | | | | | | | | | | | | | |
| Default | <table border="1"> <thead> <tr> <th rowspan="2">Status</th> <th colspan="2">Default Value</th> </tr> <tr> <th>ENSPI</th> <th>SPI_EXT_ORD [3:0]</th> </tr> </thead> <tbody> <tr> <td>Power On Sequence</td> <td>1'b0</td> <td>4'b0000</td> </tr> <tr> <td>SW Reset</td> <td>1'b0</td> <td>4'b0000</td> </tr> <tr> <td>HW Reset</td> <td>1'b0</td> <td>4'b0000</td> </tr> </tbody> </table> | | | | | | | | | | | | | Status | Default Value | | ENSPI | SPI_EXT_ORD [3:0] | Power On Sequence | 1'b0 | 4'b0000 | SW Reset | 1'b0 | 4'b0000 | HW Reset | 1'b0 | 4'b0000 |
| Status | Default Value | | | | | | | | | | | | | | | | | | | | | | | | | | |
| | ENSPI | SPI_EXT_ORD [3:0] | | | | | | | | | | | | | | | | | | | | | | | | | |
| Power On Sequence | 1'b0 | 4'b0000 | | | | | | | | | | | | | | | | | | | | | | | | | |
| SW Reset | 1'b0 | 4'b0000 | | | | | | | | | | | | | | | | | | | | | | | | | |
| HW Reset | 1'b0 | 4'b0000 | | | | | | | | | | | | | | | | | | | | | | | | | |

8.3.15. Digital Gamma Control 1 (E2h)

| E2h | DGAMCTRL (Digital Gamma Control 1) | | | | | | | | | | | | | | | | | | | | | | | | |
|---|--|-----|-----|-------|------------------------|----|----|----|----|----|----|----|-----|--------|---------------|--|-------------------|---|----------|---|----------|--|-----|----------|-----|
| | DCX | RDX | WRX | D17-8 | D7 | D6 | D5 | D4 | D3 | D2 | D1 | D0 | HEX | | | | | | | | | | | | |
| Command | 0 | 1 | ↑ | XX | 1 | 1 | 1 | 0 | 0 | 0 | 1 | 0 | E2h | | | | | | | | | | | | |
| 1 st Parameter | 1 | 1 | ↑ | XX | RCA0 [7:0] | | | | | | | XX | | | | | | | | | | | | | |
| : | 1 | 1 | ↑ | XX | RCA _n [7:0] | | | | | | | XX | | | | | | | | | | | | | |
| 64 th Parameter | 1 | 1 | ↑ | XX | RCA63 [7:0] | | | | | | | XX | | | | | | | | | | | | | |
| Description | RCAx [7:0] : Gamma Macro-adjustment registers for red gamma curve. | | | | | | | | | | | | | | | | | | | | | | | | |
| Restriction | EXTC should be high to enable this command | | | | | | | | | | | | | | | | | | | | | | | | |
| Register Availability | <table border="1"> <thead> <tr> <th>Status</th> <th>Availability</th> </tr> </thead> <tbody> <tr> <td>Normal Mode On, Idle Mode Off, Sleep Out</td> <td>Yes</td> </tr> <tr> <td>Normal Mode On, Idle Mode On, Sleep Out</td> <td>Yes</td> </tr> <tr> <td>Partial Mode On, Idle Mode Off, Sleep Out</td> <td>Yes</td> </tr> <tr> <td>Partial Mode On, Idle Mode On, Sleep Out</td> <td>Yes</td> </tr> <tr> <td>Sleep In</td> <td>Yes</td> </tr> </tbody> </table> | | | | | | | | | | | | | Status | Availability | Normal Mode On, Idle Mode Off, Sleep Out | Yes | Normal Mode On, Idle Mode On, Sleep Out | Yes | Partial Mode On, Idle Mode Off, Sleep Out | Yes | Partial Mode On, Idle Mode On, Sleep Out | Yes | Sleep In | Yes |
| Status | Availability | | | | | | | | | | | | | | | | | | | | | | | | |
| Normal Mode On, Idle Mode Off, Sleep Out | Yes | | | | | | | | | | | | | | | | | | | | | | | | |
| Normal Mode On, Idle Mode On, Sleep Out | Yes | | | | | | | | | | | | | | | | | | | | | | | | |
| Partial Mode On, Idle Mode Off, Sleep Out | Yes | | | | | | | | | | | | | | | | | | | | | | | | |
| Partial Mode On, Idle Mode On, Sleep Out | Yes | | | | | | | | | | | | | | | | | | | | | | | | |
| Sleep In | Yes | | | | | | | | | | | | | | | | | | | | | | | | |
| Default | <table border="1"> <thead> <tr> <th rowspan="2">Status</th> <th>Default Value</th> </tr> <tr> <th>RCAx [7:0]</th> </tr> </thead> <tbody> <tr> <td>Power On Sequence</td> <td>Contents of memory is set randomly</td> </tr> <tr> <td>SW Reset</td> <td>Contents of memory is not cleared</td> </tr> <tr> <td>HW Reset</td> <td>Contents of memory is not cleared</td> </tr> </tbody> </table> | | | | | | | | | | | | | Status | Default Value | RCAx [7:0] | Power On Sequence | Contents of memory is set randomly | SW Reset | Contents of memory is not cleared | HW Reset | Contents of memory is not cleared | | | |
| Status | Default Value | | | | | | | | | | | | | | | | | | | | | | | | |
| | RCAx [7:0] | | | | | | | | | | | | | | | | | | | | | | | | |
| Power On Sequence | Contents of memory is set randomly | | | | | | | | | | | | | | | | | | | | | | | | |
| SW Reset | Contents of memory is not cleared | | | | | | | | | | | | | | | | | | | | | | | | |
| HW Reset | Contents of memory is not cleared | | | | | | | | | | | | | | | | | | | | | | | | |

8.3.16. Digital Gamma Control 1 (E3h)

| E3h | DGAMCTRL (Digital Gamma Control 2) | | | | | | | | | | | | | | | | | | | | | | | | |
|---|--|-----|-----|-------|-------------|----|----|----|----|----|----|----|-----|--------|---------------|--|-------------------|---|----------|---|----------|--|-----|----------|-----|
| | DCX | RDX | WRX | D17-8 | D7 | D6 | D5 | D4 | D3 | D2 | D1 | D0 | HEX | | | | | | | | | | | | |
| Command | 0 | 1 | ↑ | XX | 1 | 1 | 1 | 0 | 0 | 0 | 1 | 1 | E3h | | | | | | | | | | | | |
| 1 st Parameter | 1 | 1 | ↑ | XX | BCA0 [7:0] | | | | | | | | XX | | | | | | | | | | | | |
| : | 1 | 1 | ↑ | XX | BCAn [7:0] | | | | | | | | XX | | | | | | | | | | | | |
| 64 th Parameter | 1 | 1 | ↑ | XX | BCA63 [7:0] | | | | | | | | XX | | | | | | | | | | | | |
| Description | BCAx [7:0]: Gamma Macro-adjustment registers for blue gamma curve. | | | | | | | | | | | | | | | | | | | | | | | | |
| Restriction | EXTC should be high to enable this command | | | | | | | | | | | | | | | | | | | | | | | | |
| Register Availability | <table border="1"> <thead> <tr> <th>Status</th> <th>Availability</th> </tr> </thead> <tbody> <tr> <td>Normal Mode On, Idle Mode Off, Sleep Out</td> <td>Yes</td> </tr> <tr> <td>Normal Mode On, Idle Mode On, Sleep Out</td> <td>Yes</td> </tr> <tr> <td>Partial Mode On, Idle Mode Off, Sleep Out</td> <td>Yes</td> </tr> <tr> <td>Partial Mode On, Idle Mode On, Sleep Out</td> <td>Yes</td> </tr> <tr> <td>Sleep In</td> <td>Yes</td> </tr> </tbody> </table> | | | | | | | | | | | | | Status | Availability | Normal Mode On, Idle Mode Off, Sleep Out | Yes | Normal Mode On, Idle Mode On, Sleep Out | Yes | Partial Mode On, Idle Mode Off, Sleep Out | Yes | Partial Mode On, Idle Mode On, Sleep Out | Yes | Sleep In | Yes |
| Status | Availability | | | | | | | | | | | | | | | | | | | | | | | | |
| Normal Mode On, Idle Mode Off, Sleep Out | Yes | | | | | | | | | | | | | | | | | | | | | | | | |
| Normal Mode On, Idle Mode On, Sleep Out | Yes | | | | | | | | | | | | | | | | | | | | | | | | |
| Partial Mode On, Idle Mode Off, Sleep Out | Yes | | | | | | | | | | | | | | | | | | | | | | | | |
| Partial Mode On, Idle Mode On, Sleep Out | Yes | | | | | | | | | | | | | | | | | | | | | | | | |
| Sleep In | Yes | | | | | | | | | | | | | | | | | | | | | | | | |
| Default | <table border="1"> <thead> <tr> <th rowspan="2">Status</th> <th>Default Value</th> </tr> <tr> <th>BCAx [7:0]</th> </tr> </thead> <tbody> <tr> <td>Power On Sequence</td> <td>Contents of memory is set randomly</td> </tr> <tr> <td>SW Reset</td> <td>Contents of memory is not cleared</td> </tr> <tr> <td>HW Reset</td> <td>Contents of memory is not cleared</td> </tr> </tbody> </table> | | | | | | | | | | | | | Status | Default Value | BCAx [7:0] | Power On Sequence | Contents of memory is set randomly | SW Reset | Contents of memory is not cleared | HW Reset | Contents of memory is not cleared | | | |
| Status | Default Value | | | | | | | | | | | | | | | | | | | | | | | | |
| | BCAx [7:0] | | | | | | | | | | | | | | | | | | | | | | | | |
| Power On Sequence | Contents of memory is set randomly | | | | | | | | | | | | | | | | | | | | | | | | |
| SW Reset | Contents of memory is not cleared | | | | | | | | | | | | | | | | | | | | | | | | |
| HW Reset | Contents of memory is not cleared | | | | | | | | | | | | | | | | | | | | | | | | |

8.3.17. Positive Gamma Correction (E4h)

| E4h | PGAMCTRL (Positive Gamma Control) | | | | | | | | | | | | | | | | | | | | | | | | |
|---|--|-----|-----|-------|------------|------------|------------|------------|------------|----|----|----|-----|--------|--------------|--|-----|---|-----|---|-----|--|-----|----------|-----|
| | DCX | RDX | WRX | D17-8 | D7 | D6 | D5 | D4 | D3 | D2 | D1 | D0 | HEX | | | | | | | | | | | | |
| Command | 0 | 1 | ↑ | XX | 1 | 1 | 1 | 0 | 0 | 1 | 0 | 0 | E4h | | | | | | | | | | | | |
| 1 st Parameter | 1 | 1 | ↑ | XX | 0 | 0 | 0 | 0 | VP0 [3:0] | | | 00 | | | | | | | | | | | | | |
| 2 nd Parameter | 1 | 1 | ↑ | XX | 0 | 0 | VP1 [5:0] | | | | | 05 | | | | | | | | | | | | | |
| 3 rd Parameter | 1 | 1 | ↑ | XX | 0 | 0 | VP2 [5:0] | | | | | 12 | | | | | | | | | | | | | |
| 4 th Parameter | 1 | 1 | ↑ | XX | 0 | 0 | 0 | 0 | VP4 [3:0] | | | 09 | | | | | | | | | | | | | |
| 5 th Parameter | 1 | 1 | ↑ | XX | 0 | 0 | 0 | VP6 [4:0] | | | | 17 | | | | | | | | | | | | | |
| 6 th Parameter | 1 | 1 | ↑ | XX | 0 | 0 | 0 | 0 | VP13 [3:0] | | | 08 | | | | | | | | | | | | | |
| 7 th Parameter | 1 | 1 | ↑ | XX | 0 | VP20 [6:0] | | | | | 40 | | | | | | | | | | | | | | |
| 8 th Parameter | 1 | 1 | ↑ | XX | VP36 [3:0] | | | VP27 [3:0] | | | 55 | | | | | | | | | | | | | | |
| 9 th Parameter | 1 | 1 | ↑ | XX | 0 | VP43 [6:0] | | | | | 50 | | | | | | | | | | | | | | |
| 10 th Parameter | 1 | 1 | ↑ | XX | 0 | 0 | 0 | 0 | VP50 [3:0] | | | 04 | | | | | | | | | | | | | |
| 11 th Parameter | 1 | 1 | ↑ | XX | 0 | 0 | 0 | VP57 [4:0] | | | | 0A | | | | | | | | | | | | | |
| 12 th Parameter | 1 | 1 | ↑ | XX | 0 | 0 | 0 | 0 | VP59 [3:0] | | | 07 | | | | | | | | | | | | | |
| 13 th Parameter | 1 | 1 | ↑ | XX | 0 | 0 | VP61 [5:0] | | | | | 21 | | | | | | | | | | | | | |
| 14 th Parameter | 1 | 1 | ↑ | XX | 0 | 0 | VP62 [5:0] | | | | | 24 | | | | | | | | | | | | | |
| 15 th Parameter | 1 | 1 | ↑ | XX | 0 | 0 | 0 | 0 | VP63 [3:0] | | | 0D | | | | | | | | | | | | | |
| Description | Set the gray scale voltage to adjust the gamma characteristics of the TFT panel. | | | | | | | | | | | | | | | | | | | | | | | | |
| Restriction | EXTC should be high to enable this command | | | | | | | | | | | | | | | | | | | | | | | | |
| Note | | | | | | | | | | | | | | | | | | | | | | | | | |
| Register Availability | <table border="1"> <thead> <tr> <th>Status</th> <th>Availability</th> </tr> </thead> <tbody> <tr> <td>Normal Mode On, Idle Mode Off, Sleep Out</td> <td>Yes</td> </tr> <tr> <td>Normal Mode On, Idle Mode On, Sleep Out</td> <td>Yes</td> </tr> <tr> <td>Partial Mode On, Idle Mode Off, Sleep Out</td> <td>Yes</td> </tr> <tr> <td>Partial Mode On, Idle Mode On, Sleep Out</td> <td>Yes</td> </tr> <tr> <td>Sleep In</td> <td>Yes</td> </tr> </tbody> </table> | | | | | | | | | | | | | Status | Availability | Normal Mode On, Idle Mode Off, Sleep Out | Yes | Normal Mode On, Idle Mode On, Sleep Out | Yes | Partial Mode On, Idle Mode Off, Sleep Out | Yes | Partial Mode On, Idle Mode On, Sleep Out | Yes | Sleep In | Yes |
| Status | Availability | | | | | | | | | | | | | | | | | | | | | | | | |
| Normal Mode On, Idle Mode Off, Sleep Out | Yes | | | | | | | | | | | | | | | | | | | | | | | | |
| Normal Mode On, Idle Mode On, Sleep Out | Yes | | | | | | | | | | | | | | | | | | | | | | | | |
| Partial Mode On, Idle Mode Off, Sleep Out | Yes | | | | | | | | | | | | | | | | | | | | | | | | |
| Partial Mode On, Idle Mode On, Sleep Out | Yes | | | | | | | | | | | | | | | | | | | | | | | | |
| Sleep In | Yes | | | | | | | | | | | | | | | | | | | | | | | | |
| Default | | | | | | | | | | | | | | | | | | | | | | | | | |

8.3.18. Negative Gamma Correction (E5h)

| E5h | NGAMCTRL (Negative Gamma Correction) | | | | | | | | | | | | | | | | | | | | | | | | |
|---|--|-----|-----|-------|------------|------------|------------|------------|------------|----|----|----|-----|--------|--------------|--|-----|---|-----|---|-----|--|-----|----------|-----|
| | DCX | RDX | WRX | D17-8 | D7 | D6 | D5 | D4 | D3 | D2 | D1 | D0 | HEX | | | | | | | | | | | | |
| Command | 0 | 1 | ↑ | XX | 1 | 1 | 1 | 0 | 0 | 1 | 0 | 1 | E5h | | | | | | | | | | | | |
| 1 st Parameter | 1 | 1 | ↑ | XX | 0 | 0 | 0 | 0 | VN0 [3:0] | | | 00 | | | | | | | | | | | | | |
| 2 nd Parameter | 1 | 1 | ↑ | XX | 0 | 0 | VN1 [5:0] | | | | | 05 | | | | | | | | | | | | | |
| 3 rd Parameter | 1 | 1 | ↑ | XX | 0 | 0 | VN2 [5:0] | | | | | 11 | | | | | | | | | | | | | |
| 4 th Parameter | 1 | 1 | ↑ | XX | 0 | 0 | 0 | 0 | VN4 [3:0] | | | 09 | | | | | | | | | | | | | |
| 5 th Parameter | 1 | 1 | ↑ | XX | 0 | 0 | 0 | VN6 [4:0] | | | | 17 | | | | | | | | | | | | | |
| 6 th Parameter | 1 | 1 | ↑ | XX | 0 | 0 | 0 | 0 | VN13 [3:0] | | | 09 | | | | | | | | | | | | | |
| 7 th Parameter | 1 | 1 | ↑ | XX | 0 | VN20 [6:0] | | | | | 40 | | | | | | | | | | | | | | |
| 8 th Parameter | 1 | 1 | ↑ | XX | VN36 [3:0] | | | VN27 [3:0] | | | 46 | | | | | | | | | | | | | | |
| 9 th Parameter | 1 | 1 | ↑ | XX | 0 | VN43 [6:0] | | | | | 4E | | | | | | | | | | | | | | |
| 10 th Parameter | 1 | 1 | ↑ | XX | 0 | 0 | 0 | 0 | VN50 [3:0] | | | 08 | | | | | | | | | | | | | |
| 11 th Parameter | 1 | 1 | ↑ | XX | 0 | 0 | 0 | VN57 [4:0] | | | | 0F | | | | | | | | | | | | | |
| 12 th Parameter | 1 | 1 | ↑ | XX | 0 | 0 | 0 | 0 | VN59 [3:0] | | | 0C | | | | | | | | | | | | | |
| 13 th Parameter | 1 | 1 | ↑ | XX | 0 | 0 | VN61 [5:0] | | | | | 21 | | | | | | | | | | | | | |
| 14 th Parameter | 1 | 1 | ↑ | XX | 0 | 0 | VN62 [5:0] | | | | | 25 | | | | | | | | | | | | | |
| 15 th Parameter | 1 | 1 | ↑ | XX | 0 | 0 | 0 | 0 | VN63 [3:0] | | | 0D | | | | | | | | | | | | | |
| Description | Set the gray scale voltage to adjust the gamma characteristics of the TFT panel. | | | | | | | | | | | | | | | | | | | | | | | | |
| Restriction | EXTC should be high to enable this command | | | | | | | | | | | | | | | | | | | | | | | | |
| Note | | | | | | | | | | | | | | | | | | | | | | | | | |
| Register Availability | <table border="1"> <thead> <tr> <th>Status</th> <th>Availability</th> </tr> </thead> <tbody> <tr> <td>Normal Mode On, Idle Mode Off, Sleep Out</td> <td>Yes</td> </tr> <tr> <td>Normal Mode On, Idle Mode On, Sleep Out</td> <td>Yes</td> </tr> <tr> <td>Partial Mode On, Idle Mode Off, Sleep Out</td> <td>Yes</td> </tr> <tr> <td>Partial Mode On, Idle Mode On, Sleep Out</td> <td>Yes</td> </tr> <tr> <td>Sleep In</td> <td>Yes</td> </tr> </tbody> </table> | | | | | | | | | | | | | Status | Availability | Normal Mode On, Idle Mode Off, Sleep Out | Yes | Normal Mode On, Idle Mode On, Sleep Out | Yes | Partial Mode On, Idle Mode Off, Sleep Out | Yes | Partial Mode On, Idle Mode On, Sleep Out | Yes | Sleep In | Yes |
| Status | Availability | | | | | | | | | | | | | | | | | | | | | | | | |
| Normal Mode On, Idle Mode Off, Sleep Out | Yes | | | | | | | | | | | | | | | | | | | | | | | | |
| Normal Mode On, Idle Mode On, Sleep Out | Yes | | | | | | | | | | | | | | | | | | | | | | | | |
| Partial Mode On, Idle Mode Off, Sleep Out | Yes | | | | | | | | | | | | | | | | | | | | | | | | |
| Partial Mode On, Idle Mode On, Sleep Out | Yes | | | | | | | | | | | | | | | | | | | | | | | | |
| Sleep In | Yes | | | | | | | | | | | | | | | | | | | | | | | | |
| Default | | | | | | | | | | | | | | | | | | | | | | | | | |

8.3.19. MADCTL EOR (ECh)

| ECh | MADCTL EOR | | | | | | | | | | | | HEX | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
|---|--|---------------------|--------|--------|---------|--------|--------|--------|---------|----|----|-----|--------|---------------------|--|----------------|---|----------------|---|--------|--|--------|----------|---------|-----|-------------------|------|------|------|------|------|------|----------|------|------|------|------|------|------|----------|------|------|------|------|------|------|
| | DCX | RDX | WRX | D17-8 | D7 | D6 | D5 | D4 | D3 | D2 | D1 | D0 | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| Command | 0 | 1 | ↑ | XX | 1 | 1 | 1 | 0 | 1 | 1 | 0 | 0 | ECh | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| 1 st Parameter | 1 | 1 | ↑ | XX | MY_EOR | MX_EOR | MV_EOR | ML_EOR | BGR_EOR | 0 | 0 | REV | 49 | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| Description | <p>MY_EOR / MX_EOR / MV_EOR / ML_EOR / BGR_EOR:</p> <p>The set value of MADCTL is used in the IC is derived as exclusive OR between 1st Parameter of MADCTL Parameter.</p> <p>REV: Select whether the liquid crystal type is normally white type or normally black type.</p> <table border="1"> <thead> <tr> <th>REV</th> <th>Liquid crystal type</th> </tr> </thead> <tbody> <tr> <td>0</td> <td>Normally black</td> </tr> <tr> <td>1</td> <td>Normally white</td> </tr> </tbody> </table> | | | | | | | | | | | | REV | Liquid crystal type | 0 | Normally black | 1 | Normally white | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| | REV | Liquid crystal type | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| 0 | Normally black | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| 1 | Normally white | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| Restriction | EXTC should be high to enable this command | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| Register Availability | <table border="1"> <thead> <tr> <th>Status</th> <th>Availability</th> </tr> </thead> <tbody> <tr> <td>Normal Mode On, Idle Mode Off, Sleep Out</td> <td>Yes</td> </tr> <tr> <td>Normal Mode On, Idle Mode On, Sleep Out</td> <td>Yes</td> </tr> <tr> <td>Partial Mode On, Idle Mode Off, Sleep Out</td> <td>Yes</td> </tr> <tr> <td>Partial Mode On, Idle Mode On, Sleep Out</td> <td>Yes</td> </tr> <tr> <td>Sleep In</td> <td>Yes</td> </tr> </tbody> </table> | | | | | | | | | | | | Status | Availability | Normal Mode On, Idle Mode Off, Sleep Out | Yes | Normal Mode On, Idle Mode On, Sleep Out | Yes | Partial Mode On, Idle Mode Off, Sleep Out | Yes | Partial Mode On, Idle Mode On, Sleep Out | Yes | Sleep In | Yes | | | | | | | | | | | | | | | | | | | | | | |
| Status | Availability | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| Normal Mode On, Idle Mode Off, Sleep Out | Yes | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| Normal Mode On, Idle Mode On, Sleep Out | Yes | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| Partial Mode On, Idle Mode Off, Sleep Out | Yes | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| Partial Mode On, Idle Mode On, Sleep Out | Yes | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| Sleep In | Yes | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| Default | <table border="1"> <thead> <tr> <th rowspan="2">Status</th> <th colspan="6">Default Value</th> </tr> <tr> <th>MY_EOR</th> <th>MX_EOR</th> <th>MV_EOR</th> <th>ML_EOR</th> <th>BGR_EOR</th> <th>REV</th> </tr> </thead> <tbody> <tr> <td>Power On Sequence</td> <td>1'b0</td> <td>1'b1</td> <td>1'b0</td> <td>1'b0</td> <td>1'b1</td> <td>1'b1</td> </tr> <tr> <td>SW Reset</td> <td>1'b0</td> <td>1'b1</td> <td>1'b0</td> <td>1'b0</td> <td>1'b1</td> <td>1'b1</td> </tr> <tr> <td>HW Reset</td> <td>1'b0</td> <td>1'b1</td> <td>1'b0</td> <td>1'b0</td> <td>1'b1</td> <td>1'b1</td> </tr> </tbody> </table> | | | | | | | | | | | | Status | Default Value | | | | | | MY_EOR | MX_EOR | MV_EOR | ML_EOR | BGR_EOR | REV | Power On Sequence | 1'b0 | 1'b1 | 1'b0 | 1'b0 | 1'b1 | 1'b1 | SW Reset | 1'b0 | 1'b1 | 1'b0 | 1'b0 | 1'b1 | 1'b1 | HW Reset | 1'b0 | 1'b1 | 1'b0 | 1'b0 | 1'b1 | 1'b1 |
| Status | Default Value | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| | MY_EOR | MX_EOR | MV_EOR | ML_EOR | BGR_EOR | REV | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| Power On Sequence | 1'b0 | 1'b1 | 1'b0 | 1'b0 | 1'b1 | 1'b1 | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| SW Reset | 1'b0 | 1'b1 | 1'b0 | 1'b0 | 1'b1 | 1'b1 | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| HW Reset | 1'b0 | 1'b1 | 1'b0 | 1'b0 | 1'b1 | 1'b1 | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |

8.3.20. LED_EN/LED_PWM Control (F1h)

| ECh | MADCTL EOR | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
|---|---|------------|-------------|-------------|----|------------|------------|-------------|-------------|----|----|----|-----|-------------|---------------|--|-----|---|------------|---|-------------|--|-------------------|----------|-------|------|------|----------|------|------|------|------|----------|------|------|------|------|
| | DCX | RDX | WRX | D17-8 | D7 | D6 | D5 | D4 | D3 | D2 | D1 | D0 | HEX | | | | | | | | | | | | | | | | | | | | | | | | |
| Command | 0 | 1 | ↑ | XX | 1 | 1 | 1 | 1 | 0 | 0 | 0 | 1 | F1h | | | | | | | | | | | | | | | | | | | | | | | | |
| 1 st Parameter | 1 | 1 | ↑ | XX | 0 | 1 | 0 | 1 | 0 | 0 | 0 | 0 | 50h | | | | | | | | | | | | | | | | | | | | | | | | |
| 2 nd Parameter | 1 | 1 | ↑ | XX | 0 | LED_EN_OEB | LED_EN_OUT | LED_PWM_OEB | LED_PWM_OUT | 0 | 0 | 0 | 00h | | | | | | | | | | | | | | | | | | | | | | | | |
| Description | LED_EN (Output Pin) Control: <table border="1" style="margin-left: 40px;"> <thead> <tr> <th>LED_EN_OEB</th> <th>LED_EN_OUT</th> <th>LED_EN</th> </tr> </thead> <tbody> <tr> <td>1</td> <td>X</td> <td>Hi-Z</td> </tr> <tr> <td>0</td> <td>0</td> <td>GND</td> </tr> <tr> <td>0</td> <td>1</td> <td>IOVCC</td> </tr> </tbody> </table> | | | | | | | | | | | | | LED_EN_OEB | LED_EN_OUT | LED_EN | 1 | X | Hi-Z | 0 | 0 | GND | 0 | 1 | IOVCC | | | | | | | | | | | | |
| | LED_EN_OEB | LED_EN_OUT | LED_EN | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| 1 | X | Hi-Z | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| 0 | 0 | GND | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| 0 | 1 | IOVCC | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| | LED_PWM (Output Pin) Control: <table border="1" style="margin-left: 40px;"> <thead> <tr> <th>LED_PWM_OEB</th> <th>LED_PWM_OUT</th> <th>LED_PWM</th> </tr> </thead> <tbody> <tr> <td>1</td> <td>X</td> <td>Hi-Z</td> </tr> <tr> <td>0</td> <td>0</td> <td>GND</td> </tr> <tr> <td>0</td> <td>1</td> <td>IOVCC</td> </tr> </tbody> </table> | | | | | | | | | | | | | LED_PWM_OEB | LED_PWM_OUT | LED_PWM | 1 | X | Hi-Z | 0 | 0 | GND | 0 | 1 | IOVCC | | | | | | | | | | | | |
| LED_PWM_OEB | LED_PWM_OUT | LED_PWM | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| 1 | X | Hi-Z | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| 0 | 0 | GND | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| 0 | 1 | IOVCC | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| Restriction | EXTC should be high to enable this command | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| Register Availability | <table border="1" style="margin-left: 40px;"> <thead> <tr> <th>Status</th> <th>Availability</th> </tr> </thead> <tbody> <tr> <td>Normal Mode On, Idle Mode Off, Sleep Out</td> <td>Yes</td> </tr> <tr> <td>Normal Mode On, Idle Mode On, Sleep Out</td> <td>Yes</td> </tr> <tr> <td>Partial Mode On, Idle Mode Off, Sleep Out</td> <td>Yes</td> </tr> <tr> <td>Partial Mode On, Idle Mode On, Sleep Out</td> <td>Yes</td> </tr> <tr> <td>Sleep In</td> <td>No</td> </tr> </tbody> </table> | | | | | | | | | | | | | Status | Availability | Normal Mode On, Idle Mode Off, Sleep Out | Yes | Normal Mode On, Idle Mode On, Sleep Out | Yes | Partial Mode On, Idle Mode Off, Sleep Out | Yes | Partial Mode On, Idle Mode On, Sleep Out | Yes | Sleep In | No | | | | | | | | | | | | |
| Status | Availability | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| Normal Mode On, Idle Mode Off, Sleep Out | Yes | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| Normal Mode On, Idle Mode On, Sleep Out | Yes | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| Partial Mode On, Idle Mode Off, Sleep Out | Yes | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| Partial Mode On, Idle Mode On, Sleep Out | Yes | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| Sleep In | No | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| Default | <table border="1" style="margin-left: 40px;"> <thead> <tr> <th rowspan="2">Status</th> <th colspan="4">Default Value</th> </tr> <tr> <th>LED_EN_OEB</th> <th>LED_EN_OUT</th> <th>LED_PWM_OEB</th> <th>LED_PWM_OUT</th> </tr> </thead> <tbody> <tr> <td>Power On Sequence</td> <td>1'b0</td> <td>1'b0</td> <td>1'b0</td> <td>1'b0</td> </tr> <tr> <td>SW Reset</td> <td>1'b0</td> <td>1'b0</td> <td>1'b0</td> <td>1'b0</td> </tr> <tr> <td>HW Reset</td> <td>1'b0</td> <td>1'b0</td> <td>1'b0</td> <td>1'b0</td> </tr> </tbody> </table> | | | | | | | | | | | | | Status | Default Value | | | | LED_EN_OEB | LED_EN_OUT | LED_PWM_OEB | LED_PWM_OUT | Power On Sequence | 1'b0 | 1'b0 | 1'b0 | 1'b0 | SW Reset | 1'b0 | 1'b0 | 1'b0 | 1'b0 | HW Reset | 1'b0 | 1'b0 | 1'b0 | 1'b0 |
| Status | Default Value | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| | LED_EN_OEB | LED_EN_OUT | LED_PWM_OEB | LED_PWM_OUT | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| Power On Sequence | 1'b0 | 1'b0 | 1'b0 | 1'b0 | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| SW Reset | 1'b0 | 1'b0 | 1'b0 | 1'b0 | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| HW Reset | 1'b0 | 1'b0 | 1'b0 | 1'b0 | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |

8.3.21. Interface Control (F6h)

| F6h | IFCTL (Data Format Selection) | | | | | | | | | | | | |
|---------------------------|-------------------------------|-----|-----|-------|----|----|-----------|----|----------|----|-----------|-----|-----|
| | DCX | RDX | WRX | D17-8 | D7 | D6 | D5 | D4 | D3 | D2 | D1 | D0 | HEX |
| Command | 0 | 1 | ↑ | XX | 1 | 1 | 1 | 1 | 0 | 1 | 1 | 0 | F6h |
| 1 st Parameter | 1 | 1 | ↑ | XX | 0 | 0 | EPF [1:0] | | 0 | 0 | MDT [1:0] | | 00 |
| 2 nd Parameter | 1 | 1 | ↑ | XX | 0 | 0 | ENDIAN | 0 | DM [1:0] | | RM | RIM | 00 |

MDT [1:0]: Select the method of display data transferring.

ENDIAN: Select Little Endian Interface bit. At Little Endian mode, the host sends LSB data first.

| ENDIAN | Data transfer Mode |
|--------|-----------------------------|
| 0 | Normal (MSB first, default) |
| 1 | Little Endian (LSB first) |

Note: Little Endian is valid on only 65K 8-bit and 9-bit MCU interface mode.

The diagram illustrates the bit mapping of input data to display data. It shows two 8-bit data bytes (DB[7:0]) being transferred. The 1st transfer (Lower byte) and 2nd transfer (Upper byte) are shown. The 16-bit display data (before expanding to 18 bits) is mapped to R4-R0, G5-G3, G2-G0, and B4-B0.

DM [1:0]: Select the display operation mode.

| DM [1] | DM [0] | Display Operation Mode |
|--------|--------|--------------------------|
| 0 | 0 | Internal clock operation |
| 0 | 1 | RGB Interface Mode |
| 1 | 0 | VSYNC interface mode |
| 1 | 1 | Setting disabled |

The DM [1:0] setting allows switching between internal clock operation mode and external display interface operation mode. However, switching between the RGB interface operation mode and the VSYNC interface operation mode is prohibited.

RM: Select the interface to access the GRAM.

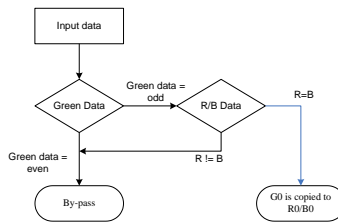
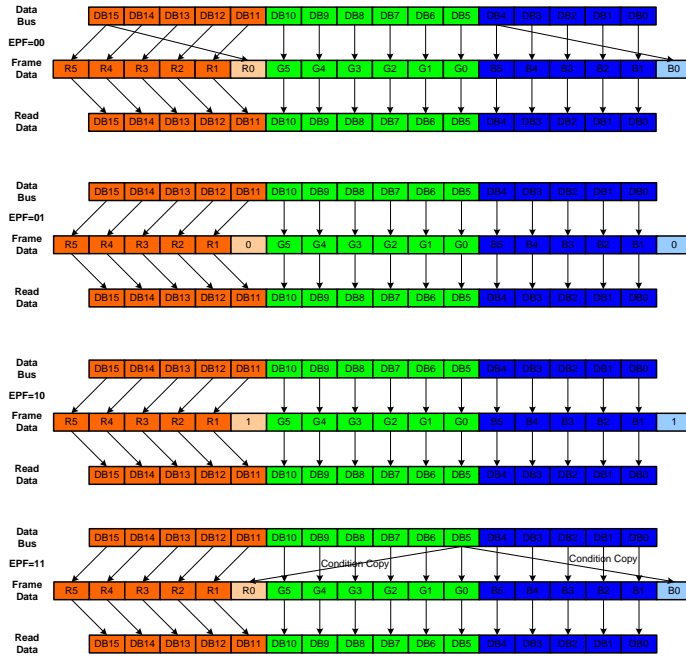
Set RM to "1" when writing display data by the RGB interface.

| RM | Interface for RAM Access |
|----|----------------------------------|
| 0 | System interface/VSYNC interface |
| 1 | RGB interface |

RIM: Specify the RGB interface mode when the RGB interface is used. These bits should be set before display operation through the RGB interface and should not be set during operation.

| RIM | COLMOD [6:4] | RGB Interface Mode |
|-----|------------------|---|
| 0 | 110 (262K color) | 18-bit RGB interface (1 transfer/pixel) |
| | 101 (65K color) | 16-bit RGB interface (1 transfer/pixel) |
| 1 | 110 (262K color) | 6-bit RGB interface (3 transfer/pixel) |
| | 101 (65K color) | 6-bit RGB interface (3 transfer/pixel) |

EPF [1:0]: 65K color mode data format.



| EPF [1:0] | Expand 16 bbp (R,G,B) to 18bbp (R,G,B) |
|-----------|--|
| 00 | MSB is inputted to LSB $r[5:0] = \{R[4:0], R[4]\}$ $g[5:0] = \{G[5:0]\}$ $b[5:0] = \{B[4:0], B[4]\}$ |
| 01 | "0" is inputted to LSB $r[5:0] = \{R[4:0], 0\}$ $g[5:0] = \{G[5:0]\}$ $b[5:0] = \{B[4:0], 0\}$ Exception: $R[4:0], B[4:0] = 5'h1F \rightarrow r[5:0], [5:] = 6'h3F$ |
| 10 | "1" is inputted to LSB $r[5:0] = \{R[4:0], 1\}$ $g[5:0] = \{G[5:0]\}$ $b[5:0] = \{B[4:0], 1\}$ Exception: $R[4:0], B[4:0] = 5'h00 \rightarrow r[5:0], b[5:0] = 6'h00$ |
| 11 | Compare R [4:0], G [5:1], B [4:0] case: Case 1: $R=G=B \rightarrow r[5:0] = \{R[4:0], G[0]\}, g[5:0] = \{G[5:0]\}, b[5:0] = \{B[4:0], G[0]\}$ Case 2: $R=B \neq G \rightarrow r[5:0] = \{R[4:0], R[4]\}, g[5:0] = \{G[5:0]\}, b[5:0] = \{B[4:0], B[0]\}$ Case 3: $R=G \neq B \rightarrow r[5:0] = \{R[4:0], G[0]\}, g[5:0] = \{G[5:0]\}, b[5:0] = \{B[4:0], B[0]\}$ Case 4: $B=G \neq R \rightarrow r[5:0] = \{R[4:0], R[4]\}, g[5:0] = \{G[5:0]\}, b[5:0] = \{B[4:0], G[0]\}$ |

Restriction EXTc should be high to enable this command

| Register Availability | <table border="1"> <thead> <tr> <th>Status</th> <th>Availability</th> </tr> </thead> <tbody> <tr> <td>Normal Mode On, Idle Mode Off, Sleep Out</td> <td>Yes</td> </tr> <tr> <td>Normal Mode On, Idle Mode On, Sleep Out</td> <td>Yes</td> </tr> <tr> <td>Partial Mode On, Idle Mode Off, Sleep Out</td> <td>Yes</td> </tr> <tr> <td>Partial Mode On, Idle Mode On, Sleep Out</td> <td>Yes</td> </tr> <tr> <td>Sleep In</td> <td>Yes</td> </tr> </tbody> </table> | | Status | Availability | Normal Mode On, Idle Mode Off, Sleep Out | Yes | Normal Mode On, Idle Mode On, Sleep Out | Yes | Partial Mode On, Idle Mode Off, Sleep Out | Yes | Partial Mode On, Idle Mode On, Sleep Out | Yes | Sleep In | Yes | | | | | | | | | | | | | | | | | | | | | | | | | | |
|--|--|---------------|-----------|--------------|--|------|---|---------------|---|-----|--|-----|----------|-----------|-----------|--------|----------|----|-----|-------------------|-------|-------|------|-------|------|------|----------|-------|-------|------|-------|------|------|----------|-------|-------|------|-------|------|------|
| | Status | Availability | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| | Normal Mode On, Idle Mode Off, Sleep Out | Yes | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| | Normal Mode On, Idle Mode On, Sleep Out | Yes | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| | Partial Mode On, Idle Mode Off, Sleep Out | Yes | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| Partial Mode On, Idle Mode On, Sleep Out | Yes | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| Sleep In | Yes | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| Default | <table border="1"> <thead> <tr> <th rowspan="2">Status</th> <th colspan="6">Default Value</th> </tr> <tr> <th>EPF [1:0]</th> <th>MDT [1:0]</th> <th>ENDIAN</th> <th>DM [1:0]</th> <th>RM</th> <th>RIM</th> </tr> </thead> <tbody> <tr> <td>Power On Sequence</td> <td>2'b00</td> <td>2'b00</td> <td>1'b0</td> <td>2'b00</td> <td>1'b0</td> <td>1'b0</td> </tr> <tr> <td>SW Reset</td> <td>2'b00</td> <td>2'b00</td> <td>1'b0</td> <td>2'b00</td> <td>1'b0</td> <td>1'b0</td> </tr> <tr> <td>HW Reset</td> <td>2'b00</td> <td>2'b00</td> <td>1'b0</td> <td>2'b00</td> <td>1'b0</td> <td>1'b0</td> </tr> </tbody> </table> | | | | | | Status | Default Value | | | | | | EPF [1:0] | MDT [1:0] | ENDIAN | DM [1:0] | RM | RIM | Power On Sequence | 2'b00 | 2'b00 | 1'b0 | 2'b00 | 1'b0 | 1'b0 | SW Reset | 2'b00 | 2'b00 | 1'b0 | 2'b00 | 1'b0 | 1'b0 | HW Reset | 2'b00 | 2'b00 | 1'b0 | 2'b00 | 1'b0 | 1'b0 |
| | Status | Default Value | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| | | EPF [1:0] | MDT [1:0] | ENDIAN | DM [1:0] | RM | RIM | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| | Power On Sequence | 2'b00 | 2'b00 | 1'b0 | 2'b00 | 1'b0 | 1'b0 | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| SW Reset | 2'b00 | 2'b00 | 1'b0 | 2'b00 | 1'b0 | 1'b0 | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| HW Reset | 2'b00 | 2'b00 | 1'b0 | 2'b00 | 1'b0 | 1'b0 | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |

8.3.22. NV Memory Write (FDh)

| FDh | NVMWR (NV Memory Write) | | | | | | | | | | | | |
|---------------------------|---|-------------------------|-----------|-------------------------|----------------|-----------|-----------|------|-------|-------|---|---------------------------------------|-------------------|
| | DCX | RDX | WRX | D17-8 | D7 | D6 | D5 | D4 | D3 | D2 | D1 | D0 | HEX |
| Command | 0 | 1 | ↑ | XX | 1 | 1 | 1 | 1 | 1 | 1 | 0 | 1 | FDh |
| 1 st Parameter | 1 | 1 | ↑ | XX | PGM_ADR [7:0] | | | | | | | | XX |
| 2 nd Parameter | 1 | 1 | ↑ | XX | PGM_ADR [15:8] | | | | | | | | XX |
| 3 rd Parameter | 1 | 1 | ↑ | XX | PGM_DATA [7:0] | | | | | | | | XX |
| Description | This command is used to program the NV memory data. After a successful MTP operation, the information of PGM_DATA [7:0] will programmed to NV memory. | | | | | | | | | | | | |
| | PGM_ADR [15:0]: The select bits of ID1, ID2, ID3 ,VCOM , MADCTL and Gamma OTP programming. | | | | | | | | | | | | |
| | PGM_DATA [7:0]: The programmed data. | | | | | | | | | | | | |
| | | PGM_ADR [15 : 0] | | PGM_DATA [7 : 0] | | | | | | | | Programmed NV Memory Selection | Check ADDR |
| | | 0001h | | ID1 | | | | | | | | ID1 programming | EBP1 |
| | | 0002h | | ID2 | | | | | | | | ID2 programming | EBP2 |
| | | 0003h | | ID3 | | | | | | | | ID3 programming | EBP3 |
| | | 0005h | | VCOM | | | | | | | | VCOM programming | BAP1 |
| | | 0004h | MY | MX | MV | ML | BGR | 0 | 0 | REV | MADCTL programming | ECP1 | |
| | | 0043h | 0 | 0 | 0 | 0 | VP0[3:0] | | | | PGAMCTRL (Positive Gamma Control) programming | E4P1 | |
| | | 0044h | 0 | 0 | VP1[5:0] | | | | E4P2 | | | | |
| | | 0045h | 0 | 0 | VP2[5:0] | | | | E4P3 | | | | |
| | | 0046h | 0 | 0 | 0 | 0 | VP4[3:0] | | | | | E4P4 | |
| | | 0047h | 0 | 0 | 0 | VP6[4:0] | | | | E4P5 | | | |
| | | 0048h | 0 | 0 | 0 | 0 | VP13[3:0] | | | | | E4P6 | |
| | | 0049h | 0 | VP20[6:0] | | | | E4P7 | | | | | |
| | | 004Ah | VP36[3:0] | | | | VP27[3:0] | | | | | E4P8 | |
| | | 004Bh | 0 | VP43[6:0] | | | | E4P9 | | | | | |
| | | 004Ch | 0 | 0 | 0 | 0 | VP50[3:0] | | | | | E4P10 | |
| | | 004Dh | 0 | 0 | 0 | VP57[4:0] | | | | E4P11 | | | |
| | | 00C7h | 0 | 0 | 0 | 0 | VP59[3:0] | | | | | E4P12 | |
| | | 00C8h | 0 | 0 | VP61[5:0] | | | | E4P13 | | | | |
| | | 00C9h | 0 | 0 | VP62[5:0] | | | | E4P14 | | | | |
| | | 00CAh | 0 | 0 | 0 | 0 | VP63[3:0] | | | | | E4P15 | |
| | | 00CB | 0 | 0 | 0 | 0 | VN0[3:0] | | | | NGAMCTRL (Negative Gamma Control) programming | E5P1 | |
| | | 00CC | 0 | 0 | VN1[5:0] | | | | E5P2 | | | | |
| | | 00CD | 0 | 0 | VN2[5:0] | | | | E5P3 | | | | |
| | | 00CE | 0 | 0 | 0 | 0 | VN4[3:0] | | | | | E5P4 | |
| | | 00CF | 0 | 0 | 0 | VN6[4:0] | | | | E5P5 | | | |
| | | 00D0 | 0 | 0 | 0 | 0 | VN13[3:0] | | | | | E5P6 | |
| | 00D1 | 0 | VN20[6:0] | | | | E5P7 | | | | | | |
| | 00D2 | VN36[3:0] | | | | VN27[3:0] | | | | E5P8 | | | |
| | 00D3 | 0 | VN43[6:0] | | | | E5P9 | | | | | | |
| | 00D4 | 0 | 0 | 0 | 0 | VN50[3:0] | | | | E5P10 | | | |
| | 00D5 | 0 | 0 | 0 | VN57[4:0] | | | | E5P11 | | | | |

| | 00D6 | 0 | 0 | 0 | 0 | VN59[3:0] | E5P12 | | | | | | | | | | | | | | |
|---|--|----------------|---|-----------|---|-----------|-------|--------|---------------|--|----------------|---|-------------------|---|-----------|--|----------|-----------|----------|----------|-----------|
| | 00D7 | 0 | 0 | VN61[5:0] | | | E5P13 | | | | | | | | | | | | | | |
| | 00D8 | 0 | 0 | VN62[5:0] | | | E5P14 | | | | | | | | | | | | | | |
| | 00D9 | 0 | 0 | 0 | 0 | VN63[3:0] | E5P15 | | | | | | | | | | | | | | |
| Restriction | EXTC should be high to enable this command | | | | | | | | | | | | | | | | | | | | |
| Register Availability | <table border="1"> <thead> <tr> <th>Status</th> <th>Availability</th> </tr> </thead> <tbody> <tr> <td>Normal Mode On, Idle Mode Off, Sleep Out</td> <td>Yes</td> </tr> <tr> <td>Normal Mode On, Idle Mode On, Sleep Out</td> <td>Yes</td> </tr> <tr> <td>Partial Mode On, Idle Mode Off, Sleep Out</td> <td>Yes</td> </tr> <tr> <td>Partial Mode On, Idle Mode On, Sleep Out</td> <td>Yes</td> </tr> <tr> <td>Sleep In</td> <td>Yes</td> </tr> </tbody> </table> | | | | | | | Status | Availability | Normal Mode On, Idle Mode Off, Sleep Out | Yes | Normal Mode On, Idle Mode On, Sleep Out | Yes | Partial Mode On, Idle Mode Off, Sleep Out | Yes | Partial Mode On, Idle Mode On, Sleep Out | Yes | Sleep In | Yes | | |
| Status | Availability | | | | | | | | | | | | | | | | | | | | |
| Normal Mode On, Idle Mode Off, Sleep Out | Yes | | | | | | | | | | | | | | | | | | | | |
| Normal Mode On, Idle Mode On, Sleep Out | Yes | | | | | | | | | | | | | | | | | | | | |
| Partial Mode On, Idle Mode Off, Sleep Out | Yes | | | | | | | | | | | | | | | | | | | | |
| Partial Mode On, Idle Mode On, Sleep Out | Yes | | | | | | | | | | | | | | | | | | | | |
| Sleep In | Yes | | | | | | | | | | | | | | | | | | | | |
| Default | <table border="1"> <thead> <tr> <th rowspan="2">Status</th> <th colspan="2">Default Value</th> </tr> <tr> <th>PGM_ADR [15:0]</th> <th>PGM_DATA [7:0]</th> </tr> </thead> <tbody> <tr> <td>Power On Sequence</td> <td>16'h0000</td> <td>MTP value</td> </tr> <tr> <td>SW Reset</td> <td>16'h0000</td> <td>MTP value</td> </tr> <tr> <td>HW Reset</td> <td>16'h0000</td> <td>MTP value</td> </tr> </tbody> </table> | | | | | | | Status | Default Value | | PGM_ADR [15:0] | PGM_DATA [7:0] | Power On Sequence | 16'h0000 | MTP value | SW Reset | 16'h0000 | MTP value | HW Reset | 16'h0000 | MTP value |
| Status | Default Value | | | | | | | | | | | | | | | | | | | | |
| | PGM_ADR [15:0] | PGM_DATA [7:0] | | | | | | | | | | | | | | | | | | | |
| Power On Sequence | 16'h0000 | MTP value | | | | | | | | | | | | | | | | | | | |
| SW Reset | 16'h0000 | MTP value | | | | | | | | | | | | | | | | | | | |
| HW Reset | 16'h0000 | MTP value | | | | | | | | | | | | | | | | | | | |

8.3.23. NV Memory Protection Key (FEh)

| FEh | NVMPKEY (NV Memory Protection Key) | | | | | | | | | | | | | | | | | | | | | | | | |
|---|--|-----|-----|-------|-------------|----|----|----|----|----|----|----|-----|--------|---------------|--|--------------------|---|--------------------|---|--------------------|--|-----|----------|-----|
| | DCX | RDX | WRX | D17-8 | D7 | D6 | D5 | D4 | D3 | D2 | D1 | D0 | HEX | | | | | | | | | | | | |
| Command | 0 | 1 | ↑ | XX | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 0 | FEh | | | | | | | | | | | | |
| 1 st Parameter | 1 | 1 | ↑ | XX | KEY [23:16] | | | | | | | 55 | | | | | | | | | | | | | |
| 2 nd Parameter | 1 | 1 | ↑ | XX | KEY [15:8] | | | | | | | AA | | | | | | | | | | | | | |
| 3 rd Parameter | 1 | 1 | ↑ | XX | KEY [7:0] | | | | | | | 66 | | | | | | | | | | | | | |
| Description | <p>KEY [23:0]: NV memory programming protection key. When writing MTP data to D1h, this register must be set to 0x55AA66h to enable MTP programming. If D1h register is not written with 0x55AA66h, then NV memory programming will be aborted.</p> | | | | | | | | | | | | | | | | | | | | | | | | |
| Restriction | EXTC should be high to enable this command | | | | | | | | | | | | | | | | | | | | | | | | |
| Register Availability | <table border="1"> <thead> <tr> <th>Status</th> <th>Availability</th> </tr> </thead> <tbody> <tr> <td>Normal Mode On, Idle Mode Off, Sleep Out</td> <td>Yes</td> </tr> <tr> <td>Normal Mode On, Idle Mode On, Sleep Out</td> <td>Yes</td> </tr> <tr> <td>Partial Mode On, Idle Mode Off, Sleep Out</td> <td>Yes</td> </tr> <tr> <td>Partial Mode On, Idle Mode On, Sleep Out</td> <td>Yes</td> </tr> <tr> <td>Sleep In</td> <td>Yes</td> </tr> </tbody> </table> | | | | | | | | | | | | | Status | Availability | Normal Mode On, Idle Mode Off, Sleep Out | Yes | Normal Mode On, Idle Mode On, Sleep Out | Yes | Partial Mode On, Idle Mode Off, Sleep Out | Yes | Partial Mode On, Idle Mode On, Sleep Out | Yes | Sleep In | Yes |
| Status | Availability | | | | | | | | | | | | | | | | | | | | | | | | |
| Normal Mode On, Idle Mode Off, Sleep Out | Yes | | | | | | | | | | | | | | | | | | | | | | | | |
| Normal Mode On, Idle Mode On, Sleep Out | Yes | | | | | | | | | | | | | | | | | | | | | | | | |
| Partial Mode On, Idle Mode Off, Sleep Out | Yes | | | | | | | | | | | | | | | | | | | | | | | | |
| Partial Mode On, Idle Mode On, Sleep Out | Yes | | | | | | | | | | | | | | | | | | | | | | | | |
| Sleep In | Yes | | | | | | | | | | | | | | | | | | | | | | | | |
| Default | <table border="1"> <thead> <tr> <th>Status</th> <th>Default Value</th> </tr> </thead> <tbody> <tr> <td>Power On Sequence</td> <td>KEY [23:0]=55AA66h</td> </tr> <tr> <td>SW Reset</td> <td>KEY [23:0]=55AA66h</td> </tr> <tr> <td>HW Reset</td> <td>KEY [23:0]=55AA66h</td> </tr> </tbody> </table> | | | | | | | | | | | | | Status | Default Value | Power On Sequence | KEY [23:0]=55AA66h | SW Reset | KEY [23:0]=55AA66h | HW Reset | KEY [23:0]=55AA66h | | | | |
| Status | Default Value | | | | | | | | | | | | | | | | | | | | | | | | |
| Power On Sequence | KEY [23:0]=55AA66h | | | | | | | | | | | | | | | | | | | | | | | | |
| SW Reset | KEY [23:0]=55AA66h | | | | | | | | | | | | | | | | | | | | | | | | |
| HW Reset | KEY [23:0]=55AA66h | | | | | | | | | | | | | | | | | | | | | | | | |

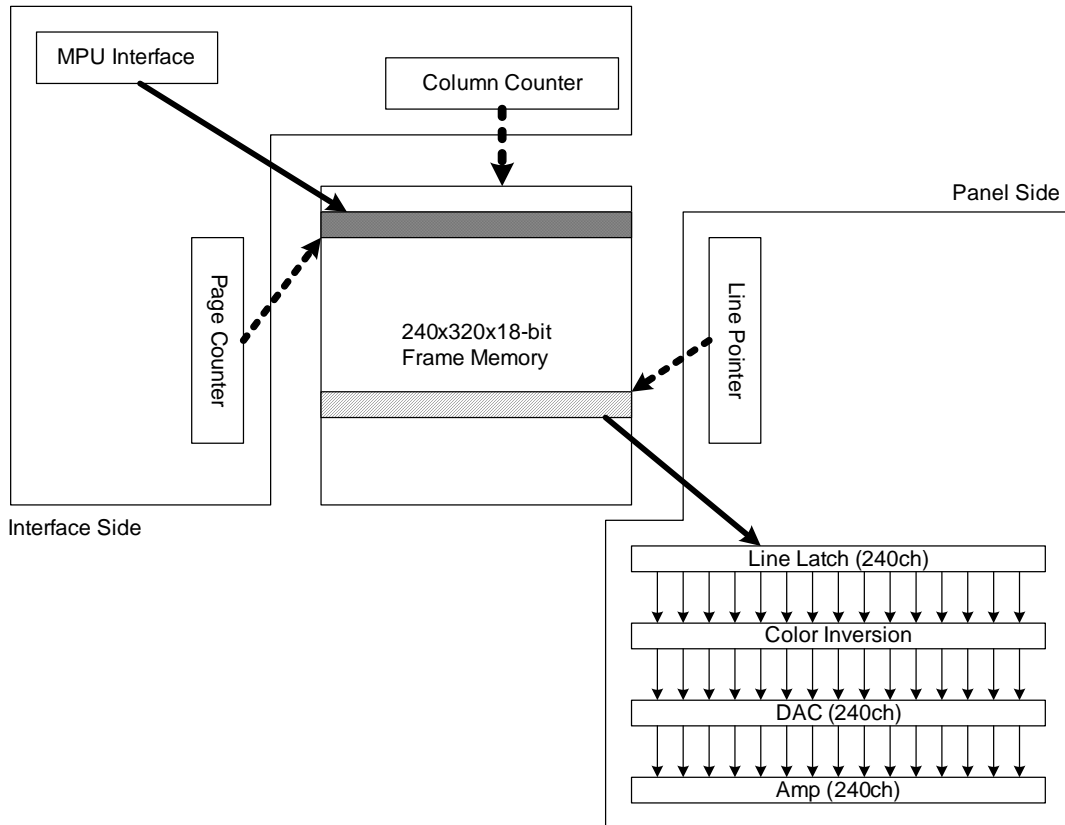
8.3.24. NV Memory Status Read (FFh)

| D2h | RDNVM (NV Memory Status Read) | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
|---|--|--------------------|--------------------|-------|------------------|----|---------------|------------|---------------|----------------|---------------|----|-----|---|--------------|--|--------|---|--------------|---|-----|--|-----|----------|-------------------|---|---|--------------------|----------------|--|--|-------------|--------|--|--|--------------|---|---|---|---------------|---|---|---|-------------------|---|---|---|--------------------|---|---|---|--------------------|------|-------------------------|---|------|---|------|
| | DCX | RDX | WRX | D17-8 | D7 | D6 | D5 | D4 | D3 | D2 | D1 | D0 | HEX | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| Command | 0 | 1 | ↑ | XX | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | FFh | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| 1 st Parameter | 1 | ↑ | 1 | XX | X | X | X | X | X | X | X | X | XX | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| 2 nd Parameter | 1 | ↑ | 1 | XX | MADCTL_CNT [1:0] | | ID3_CNT [1:0] | | ID2_CNT [1:0] | | ID1_CNT [1:0] | | XX | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| 3 rd Parameter | 1 | ↑ | 1 | XX | OTP_BUSY | 0 | 0 | GAMMA_MARK | 0 | VMF_MARK [2:0] | | XX | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| Description | <p>ID1_CNT [1:0] / ID2_CNT [1:0] / ID3_CNT [1:0] / MADCTL_CNT [1:0]: NV memory program record. The bits will increase “+1” automatically after writing the PGM_DATA [7:0] to NV memory.</p> <table border="1"> <thead> <tr> <th colspan="2">ID1_CNT [1:0] / ID2_CNT [1:0] ID3_CNT [1:0] / MADCTL_CNT [1:0]</th> <th>Description</th> </tr> <tr> <th colspan="2">Status</th> <th>Availability</th> </tr> </thead> <tbody> <tr> <td>0</td> <td>0</td> <td>No Programmed</td> </tr> <tr> <td>0</td> <td>1</td> <td>Programmed 1 time</td> </tr> <tr> <td>1</td> <td>1</td> <td>Programmed 2 times</td> </tr> </tbody> </table> <p>VMF_MARK [2:0]: NV memory program record. The bits will increase “+1” automatically after writing the PGM_DATA [7:0] to NV memory.</p> <table border="1"> <thead> <tr> <th colspan="3">VMF_MARK [2:0]</th> <th>Description</th> </tr> <tr> <th colspan="3">Status</th> <th>Availability</th> </tr> </thead> <tbody> <tr> <td>0</td> <td>0</td> <td>0</td> <td>No Programmed</td> </tr> <tr> <td>0</td> <td>0</td> <td>1</td> <td>Programmed 1 time</td> </tr> <tr> <td>0</td> <td>1</td> <td>1</td> <td>Programmed 2 times</td> </tr> <tr> <td>1</td> <td>1</td> <td>1</td> <td>Programmed 3 times</td> </tr> </tbody> </table> <p>OTP_BUSY: The status bit of NV memory programming.</p> <table border="1"> <thead> <tr> <th>BUSY</th> <th>The Status of NV Memory</th> </tr> </thead> <tbody> <tr> <td>0</td> <td>Idle</td> </tr> <tr> <td>1</td> <td>Busy</td> </tr> </tbody> </table> <p>GAMMA_MARK: NV memory program record. The bits will increase “+1” automatically after writing the PGM_DATA [7:0] to NV memory.</p> | | | | | | | | | | | | | ID1_CNT [1:0] / ID2_CNT [1:0] ID3_CNT [1:0] / MADCTL_CNT [1:0] | | Description | Status | | Availability | 0 | 0 | No Programmed | 0 | 1 | Programmed 1 time | 1 | 1 | Programmed 2 times | VMF_MARK [2:0] | | | Description | Status | | | Availability | 0 | 0 | 0 | No Programmed | 0 | 0 | 1 | Programmed 1 time | 0 | 1 | 1 | Programmed 2 times | 1 | 1 | 1 | Programmed 3 times | BUSY | The Status of NV Memory | 0 | Idle | 1 | Busy |
| | ID1_CNT [1:0] / ID2_CNT [1:0] ID3_CNT [1:0] / MADCTL_CNT [1:0] | | Description | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| Status | | Availability | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| 0 | 0 | No Programmed | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| 0 | 1 | Programmed 1 time | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| 1 | 1 | Programmed 2 times | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| VMF_MARK [2:0] | | | Description | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| Status | | | Availability | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| 0 | 0 | 0 | No Programmed | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| 0 | 0 | 1 | Programmed 1 time | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| 0 | 1 | 1 | Programmed 2 times | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| 1 | 1 | 1 | Programmed 3 times | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| BUSY | The Status of NV Memory | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| 0 | Idle | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| 1 | Busy | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| Restriction | EXTC should be high to enable this command | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| Register Availability | <table border="1"> <thead> <tr> <th>Status</th> <th>Availability</th> </tr> </thead> <tbody> <tr> <td>Normal Mode On, Idle Mode Off, Sleep Out</td> <td>Yes</td> </tr> <tr> <td>Normal Mode On, Idle Mode On, Sleep Out</td> <td>Yes</td> </tr> <tr> <td>Partial Mode On, Idle Mode Off, Sleep Out</td> <td>Yes</td> </tr> <tr> <td>Partial Mode On, Idle Mode On, Sleep Out</td> <td>Yes</td> </tr> <tr> <td>Sleep In</td> <td>Yes</td> </tr> </tbody> </table> | | | | | | | | | | | | | Status | Availability | Normal Mode On, Idle Mode Off, Sleep Out | Yes | Normal Mode On, Idle Mode On, Sleep Out | Yes | Partial Mode On, Idle Mode Off, Sleep Out | Yes | Partial Mode On, Idle Mode On, Sleep Out | Yes | Sleep In | Yes | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| Status | Availability | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| Normal Mode On, Idle Mode Off, Sleep Out | Yes | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| Normal Mode On, Idle Mode On, Sleep Out | Yes | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| Partial Mode On, Idle Mode Off, Sleep Out | Yes | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| Partial Mode On, Idle Mode On, Sleep Out | Yes | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| Sleep In | Yes | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |

9. Display Data RAM

9.1. Configuration

The display data RAM stores display dots and consists of 1,382,400 bits (240x18x320 bits). There is no restriction on access to the RAM even when the display data on the same address is loaded to DAC. There will be no abnormal visible effect on the display when there is a simultaneous panel read and interface read or write display data to the same location of the frame memory.

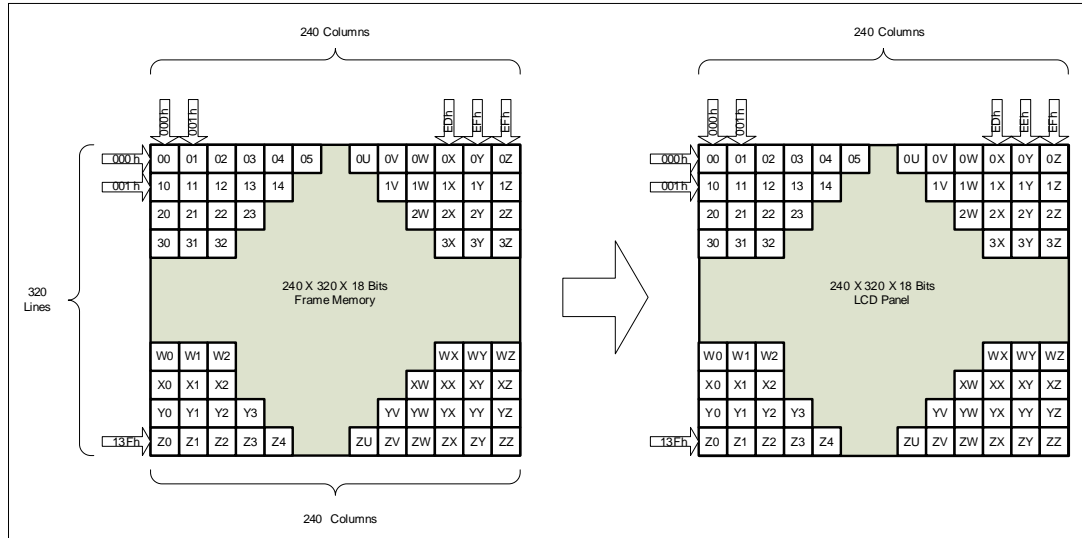


9.2. Memory to Display Address Mapping

9.2.1. Normal Display On or Partial Mode On, Vertical Scroll Mode Off

In this mode, the content of frame memory within an area where column pointer is 0000h to 00Efh and page pointer is 0000h to 013Fh is displayed.

To display a dot on leftmost top corner, store the dot data at (column pointer, page pointer) = (0, 0)

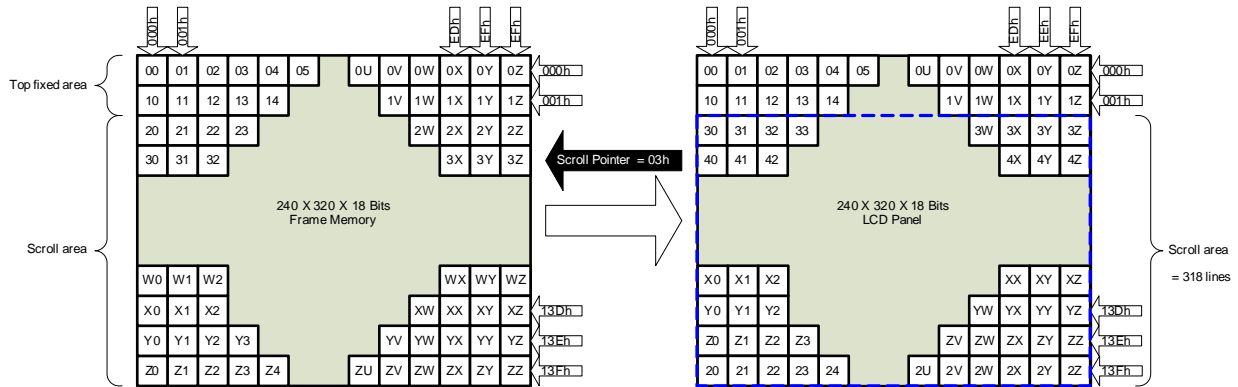


9.2.2. Vertical Scroll Mode

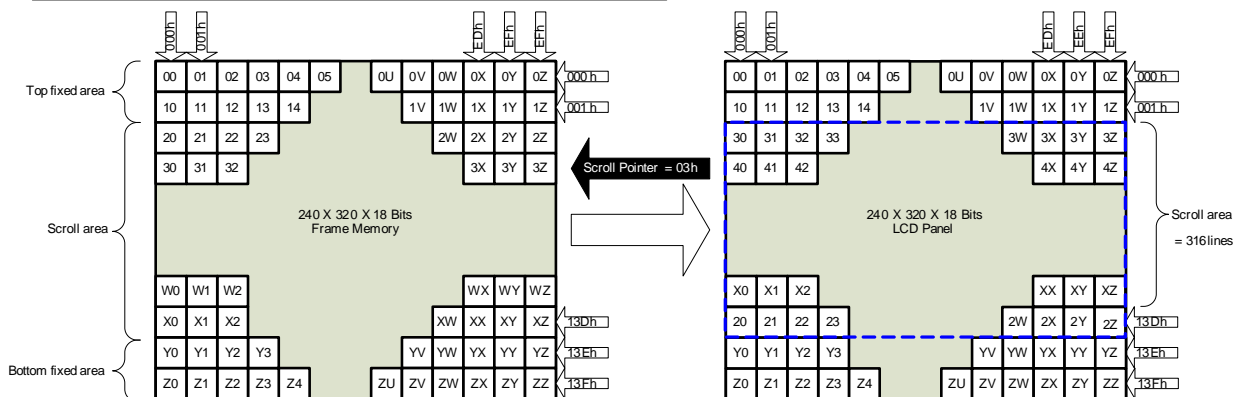
There is a vertical scrolling mode, which is determined by the commands “Vertical Scrolling Definition” (33h) and “Vertical Scrolling Start Address” (37h).

The Vertical Scroll Mode function is explained by these examples in the following.

TFA=2, VSA=318, BFA=0 when MADCTL ML bit = 0



TFA=2, VSA=316, BFA=2 when MADCTL ML bit = 0



Note: When Vertical Scrolling Definition Parameters (TFA+VSA+BFA) ≠ 320, Scrolling Mode is undefined.

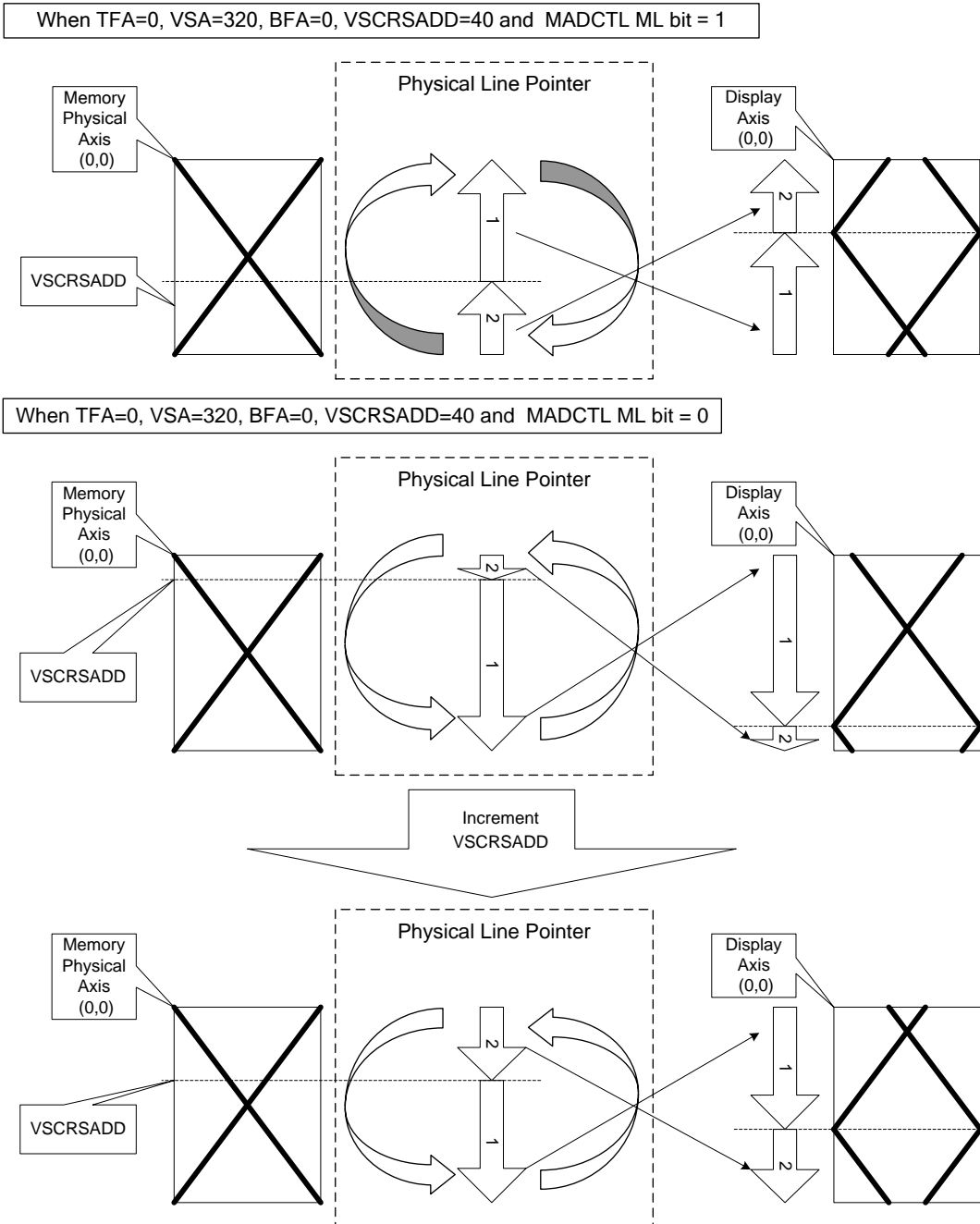
9.2.3. Vertical Scroll Example

9.2.4. Case1: TFA+VSA+BFA < 320

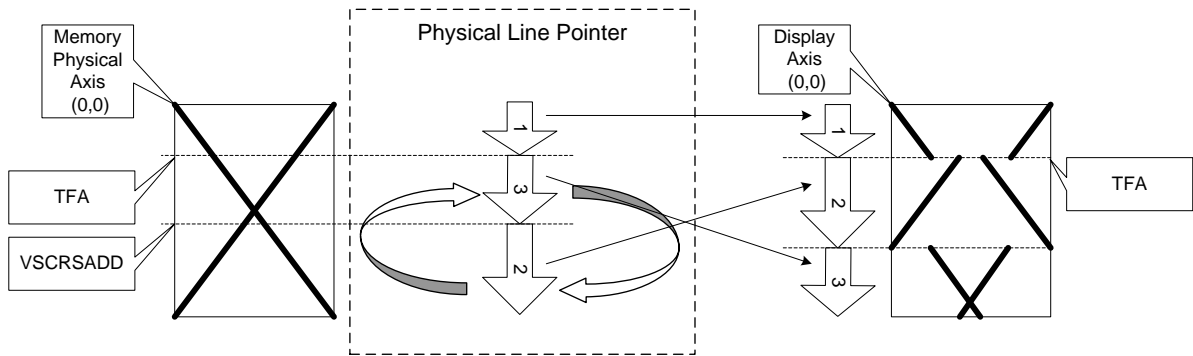
This setting is prohibited, unless unexpected picture will be shown.

9.2.5. Case2: TFA+VSA+BFA = 320 (Rolling Scrolling)

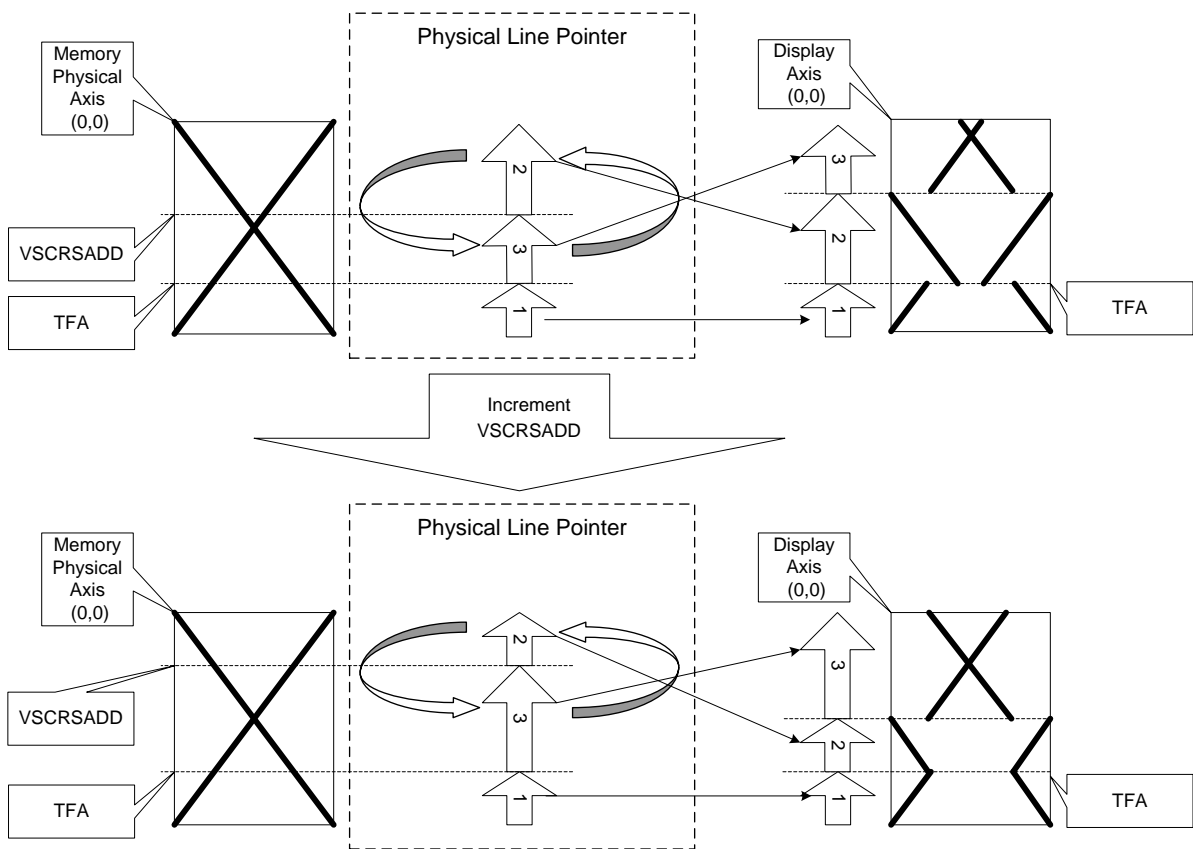
The operation of Rolling Scrolling is explained by these examples in the following.



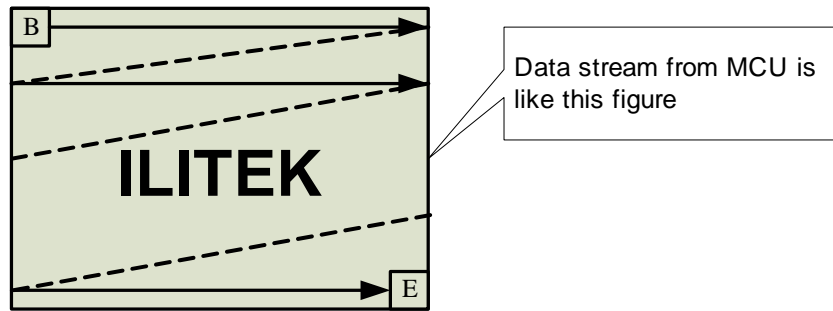
When TFA=30, VSA=290, BFA=0, VSCRSADD=80 and MADCTL ML bit = 0



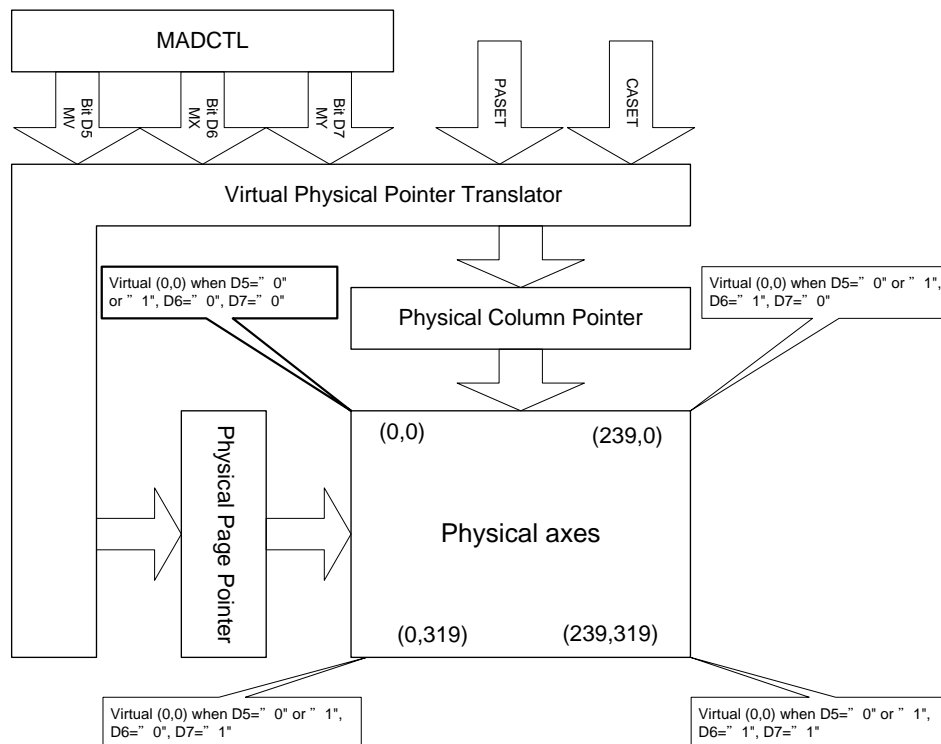
When TFA=30, VSA=290, BFA=0, VSCRSADD=80 and MADCTL ML bit = 1



9.3. MCU to memory write/read direction



The data is written in the order illustrated above. The Counter which dictates where in the physical memory the data is to be written is controlled by “Memory Data Access Control” Command, Bits D5, D6, and D7 as described below.



| D5 | D6 | D7 | CASET | PASET |
|----|----|----|---|---|
| 0 | 0 | 0 | Direct to Physical Column Pointer | Direct to Physical Page Pointer |
| 0 | 0 | 1 | Direct to Physical Column Pointer | Direct to (319-Physical Page Pointer) |
| 0 | 1 | 0 | Direct to (239-Physical Column Pointer) | Direct to Physical Page Pointer |
| 0 | 1 | 1 | Direct to (239-Physical Column Pointer) | Direct to (319-Physical Page Pointer) |
| 1 | 0 | 0 | Direct to Physical Page Pointer | Direct to Physical Column Pointer |
| 1 | 0 | 1 | Direct to (319-Physical Page Pointer) | Direct to Physical Column Pointer |
| 1 | 1 | 0 | Direct to Physical Page Pointer | Direct to (239-Physical Column Pointer) |
| 1 | 1 | 1 | Direct to (319-Physical Page Pointer) | Direct to (239-Physical Column Pointer) |

| Condition | Column Counter | Page counter |
|--|--------------------------|------------------------|
| When RAMWR/RAMRD command is accepted | Return to “Start column” | Return to “Start Page” |
| Complete Pixel Read/Write action | Increment by 1 | No change |
| The Column values is large than “End Column” | Return to “Start column” | Increment by 1 |
| The Page counter is large than “End Page” | Return to “Start column” | Return to “Start Page” |

Note: Data is always written to the Frame Memory in the same order, regardless of the Memory Write Direction set by MADCTL bits D7, D6 and D5.

The write order for each pixel unit is

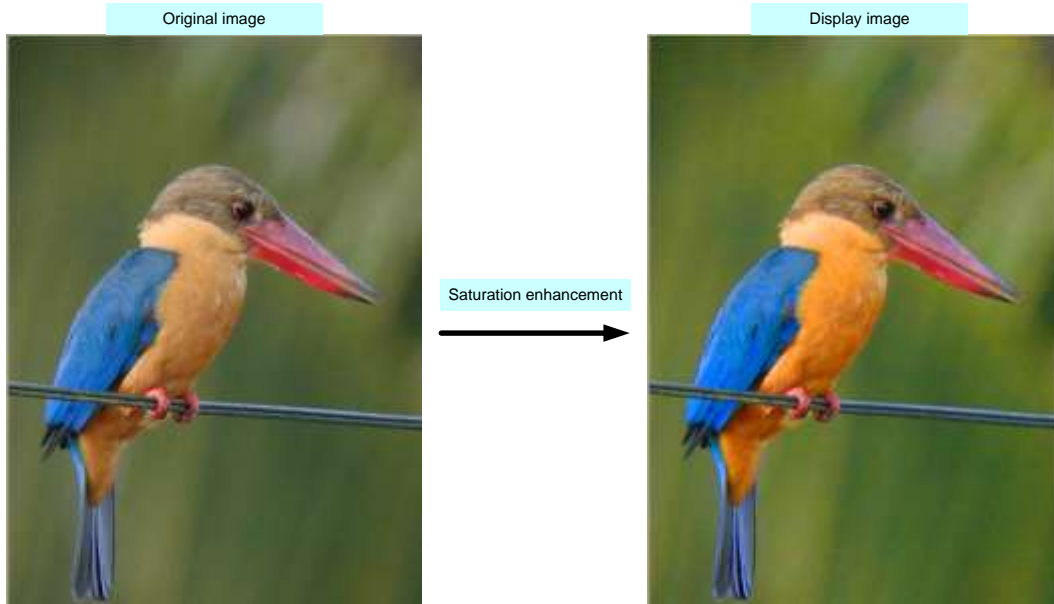
| | | | | | | | | | | | | | | | | | |
|-----|-----|-----|-----|-----|-----|-----|-----|----|----|----|----|----|----|----|----|----|----|
| D17 | D16 | D15 | D14 | D13 | D12 | D11 | D10 | D9 | D8 | D7 | D6 | D5 | D4 | D3 | D2 | D1 | D0 |
| R5 | R4 | R3 | R2 | R1 | R0 | G5 | G4 | G3 | G2 | G1 | G0 | B5 | B4 | B3 | B2 | B1 | B0 |

One pixel unit represents 1 column and 1 page counter value on the Frame Memory.

| Display Data Direction | MADCTR Parameter | | | Image in the Memory (MPU) | Image in the Driver (Frame Memory) |
|------------------------|------------------|----|----|---------------------------|------------------------------------|
| | MV | MX | MY | | |
| Normal | 0 | 0 | 0 | | |
| Y-Mirror | 0 | 0 | 1 | | |
| X-Mirror | 0 | 1 | 0 | | |
| X-Mirror Y-Mirror | 0 | 1 | 1 | | |
| X-Y Exchange | 1 | 0 | 0 | | |
| X-Y Exchange Y-Mirror | 1 | 0 | 1 | | |
| XY Exchange X-Mirror | 1 | 1 | 0 | | |
| XY Exchange XY-Mirror | 1 | 1 | 1 | | |

10. Color Enhancement function

The Color Enhancement Function enhances saturation by calculating image data of the displayed on the liquid crystal panel . The saturation enhancement coefficients of red, yellow, green, cyan, blue, magenta..., are set independently. The function enhances color and makes pixel colors more vivid.



Saturation Enhancement image

The display image with color enhanced is generated when the saturation enhancement coefficients of the input image are 1.0 or more. See the saturation diagram, the colors of the input image are enhanced.

The both colors green and magenta keep the original gray value without enhanced.

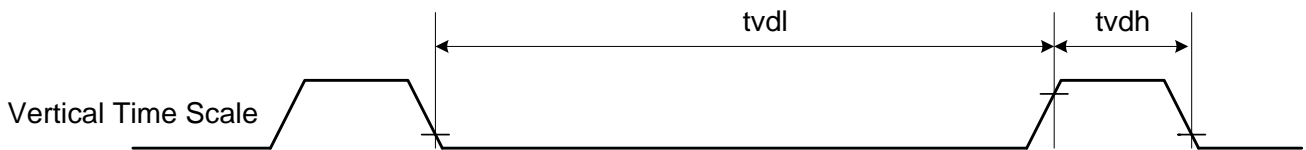
11. Tearing Effect Output

The Tearing Effect output line supplies to the MCU a Panel synchronization signal. This signal can be enabled or disabled by the Tearing Effect Line Off & On commands. The mode of the Tearing Effect Signal is defined by the parameter of the Tearing Effect Line Off & On commands.

The signal can be used by the MCU to synchronize Frame Memory Writing when displaying video images.

11.1. Tearing Effect Line Modes

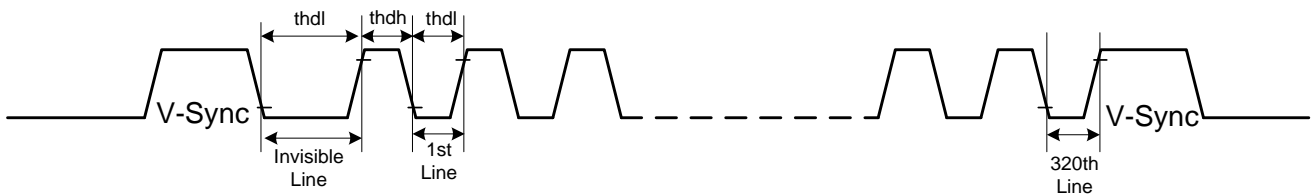
Mode 1, the Tearing Effect Output signal consists of V-Sync information only:



tvdh = The LCD display is not updated from the Frame Memory.

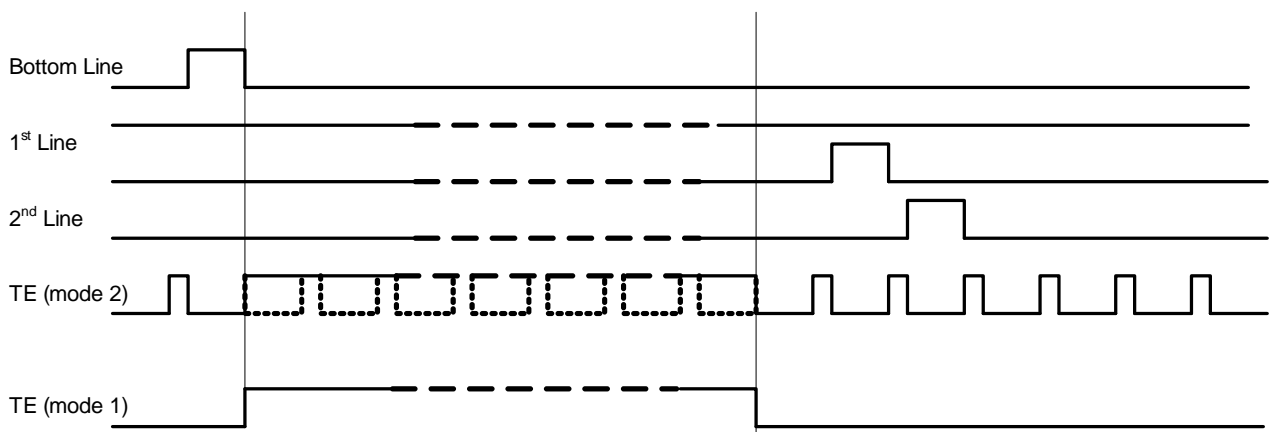
Tvdl = The LCD display is updated from the Frame Memory (except Invisible Line – see below).

Mode 2, the tearing effect output signal consists of V-Sync and H-Sync information; there is one V-sync and 320 H-sync pulses per field:



thdh = The LCD display is not updated from the Frame Memory.

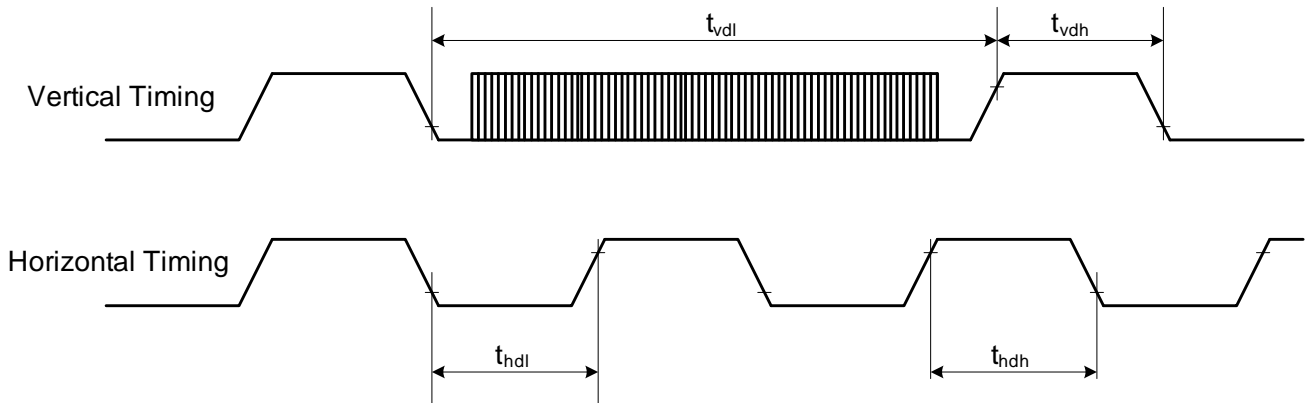
Thdl = The LCD display is updated from the Frame Memory (except Invisible Line – see above).



Note: During Sleep In Mode, the Tearing Effect Output Pin is active Low.

11.2. Tearing Effect Line Timings

The tearing effect signal is described below:

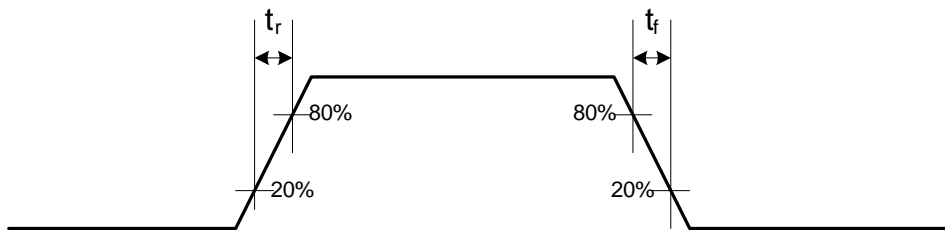


AC characteristics of Tearing Effect Signal (Frame Rate = 60Hz)

| Symbol | Parameter | Min. | Typ. | Max. | Unit | Description |
|-----------|---------------------------------|------|------|------|------|-------------|
| t_{vdl} | Vertical timing low duration | -- | -- | -- | ms | |
| t_{vdh} | Vertical timing high duration | 1000 | -- | -- | us | |
| t_{hdl} | Horizontal timing low duration | -- | -- | -- | us | |
| t_{hdh} | Horizontal timing high duration | -- | -- | 500 | us | |

Note:

1. The timings in Table as above apply when MADCTL D4=0 and D4=1
2. The signal's rise and fall times (t_f , t_r) are stipulated to be equal to or less than 15ns.



The Tearing Effect Output Line is fed back to the MCU and should be used to avoid Tearing Effect.

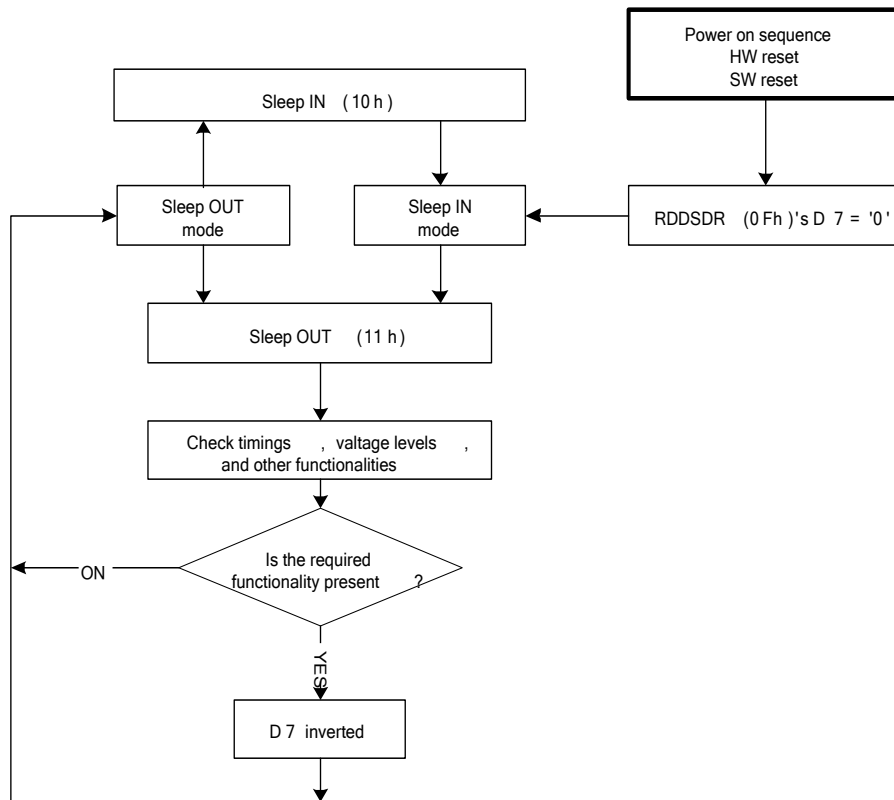
12. Sleep Out – Command and Self-Diagnostic Functions of the Display Module

12.1. Register loading Detection

The Sleep Out command (Command “Sleep Out (11h)”) is a trigger for an internal function of the display module, which indicates, if the display module loading function of factory default values from NV Memory(or similar device) to registers of the display controller is working properly.

If the register loading detection is successfully, there is inverted (= increased by 1) a bit, which is defined in command “Read Display Self-Diagnostic Result (0Fh)” (= RDDSDR) (The used bit of this command is D7). If it is failure, this bit (D7) is not inverted (= not increased by 1).

The flow chart for this internal function is following:

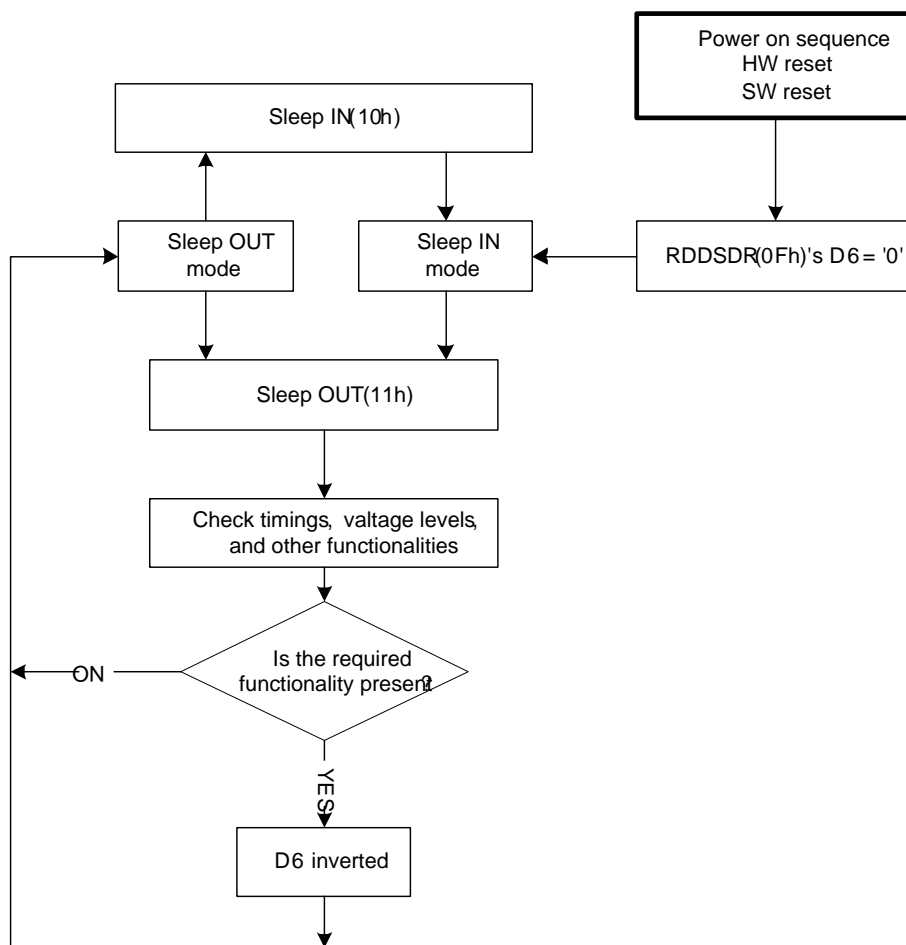


12.2. Functionality Detection

The Sleep Out command (Command “Sleep Out (11h)”) is a trigger for an internal function of the display module, which indicates, if the display module is still running and meets functionality requirements.

The internal function (= the display controller) is comparing, if the display module is still meeting functionality requirements (e.g. booster voltage levels, timings, etc.) If functionality requirement is met, there is an inverted (= increased by 1) bit, which defined in command “Read Display Self- Diagnostic Result (0Fh)” (= RDDSDR) (The used bit of this command is D6). If functionality requirement is not same, this bit (D6) is not inverted (= increased by 1). The flow chart for this internal function is shown as below.

The flow chart for this internal function is following:



Note 1: There is needed 120msec after Sleep Out command, when there is changing from Sleep In mode to Sleep Out mode, before there is possible to check if User's functionality requirements are met and a value of RDDSDR's D6 is valid. Otherwise, there is 5msec delay for D6's value, when Sleep Out command is sent in Sleep Out mode.

13. Power On/Off Sequence

IOVCC and VCI can be applied in any order. During power off, if LCD is in the Sleep Out mode, VCI and IOVCC must be powered down minimum 120msec after RESX has been released. CSX can be applied at any timing or can be permanently grounded. RESX has priority over CSX.

Note 1: There will be no damage to the display module if the power sequences are not met.

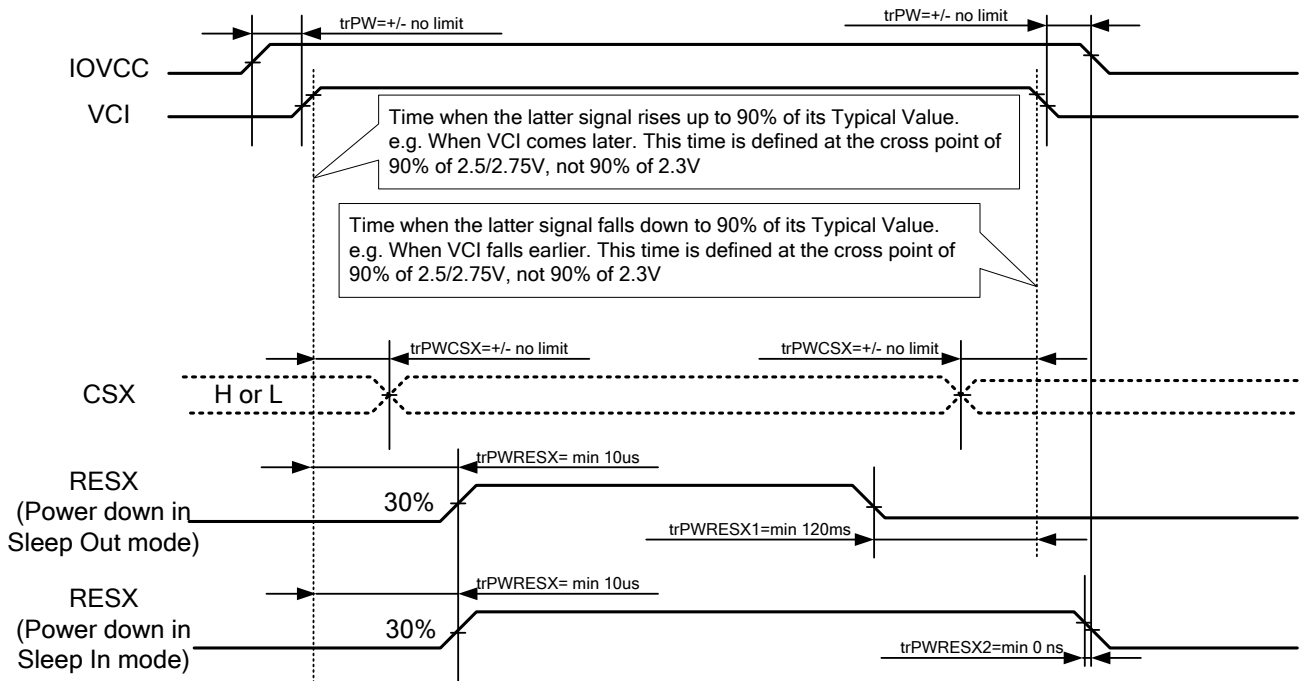
Note 2: There will be no abnormal visible effects on the display panel during the Power On/Off Sequences.

Note 3: There will be no abnormal visible effects on the display between end of Power On Sequence and before receiving Sleep Out command. Also between receiving Sleep In command and Power Off Sequence.

Note 4: If RESX line is not held stable by host during Power On Sequence as defined in Sections 13.1 and 13.2, then it will be necessary to apply a Hardware Reset (RESX) after Host Power On Sequence is complete to ensure correct operation. Otherwise function is not guaranteed.

13.1. RESX line is held Low by Host at Power On

If RESX line is held Low (and stable) by the host during Power On, then the RESX must be held low for minimum 10µsec after both VCI and IOVCC have been applied.



$trPWRESX1$ is applied to RESX falling in the Sleep Out Mode
 $trPWRESX2$ is applied to RESX falling in the Sleep In Mode

Note 1: Unless otherwise specified, timings herein show cross point at 50% of signal power level.

13.2. Uncontrolled Power Off

The uncontrolled power off means a situation when e.g. there is removed a battery without the controlled power off sequence. There will not be any damages for the display module or the display module will not cause any damages for the host or lines of the interface. At an uncontrolled power off event, ILI9340X will force the display to blank and will not be any abnormal visible effects with in 1 second on the display and remains blank until "Power On Sequence" actives.

14. Power Level Definition

14.1. Power Levels

6 level modes are defined they are in order of Maximum Power consumption to Minimum Power Consumption:

1. Normal Mode On (full display), Idle Mode Off, Sleep Out.

In this mode, the display is able to show maximum 262,144 colors.

2. Partial Mode On, Idle Mode Off, Sleep Out.

In this mode part of the display is used with maximum 262,144 colors.

3. Normal Mode On (full display), Idle Mode On, Sleep Out.

In this mode, the full display area is used but with 8 colors.

4. Partial Mode On, Idle Mode On, Sleep Out.

In this mode, part of the display is used but with 8 colors.

5. Sleep In Mode.

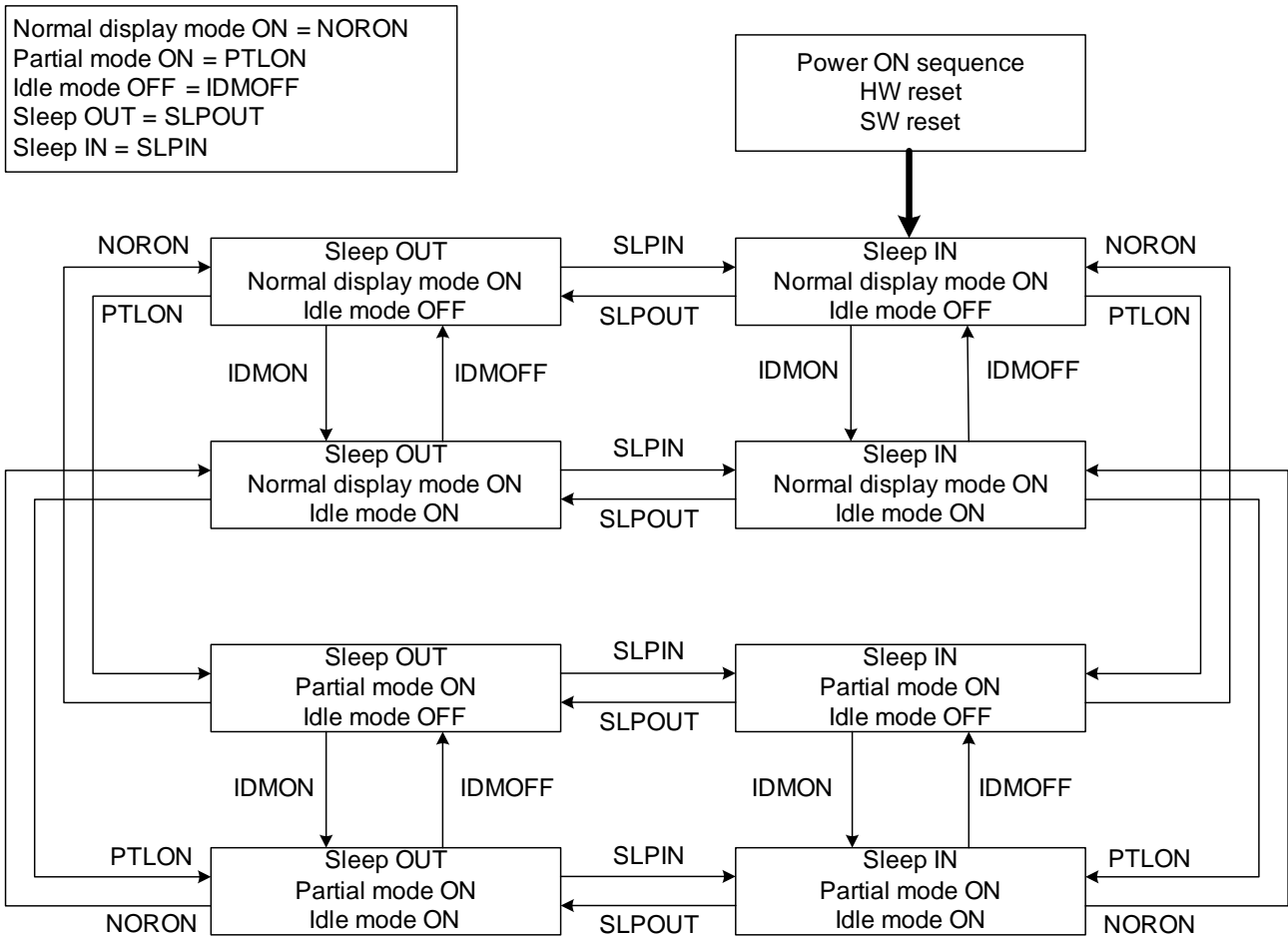
In this mode, the DC : DC converter, Internal oscillator and panel driver circuit are stopped. Only the MCU interface and memory works with IOVCC power supply. Contents of the memory are safe.

6. Power Off Mode.

In this mode, both VCI and IOVCC are removed.

Note1: Transition between modes 1-5 is controllable by MCU commands. Mode 6 is entered only when both Power supplies are removed.

14.2. Power Flow Chart



Note 1: There is not any abnormal visual effect when there is changing from one power mode to another power mode.

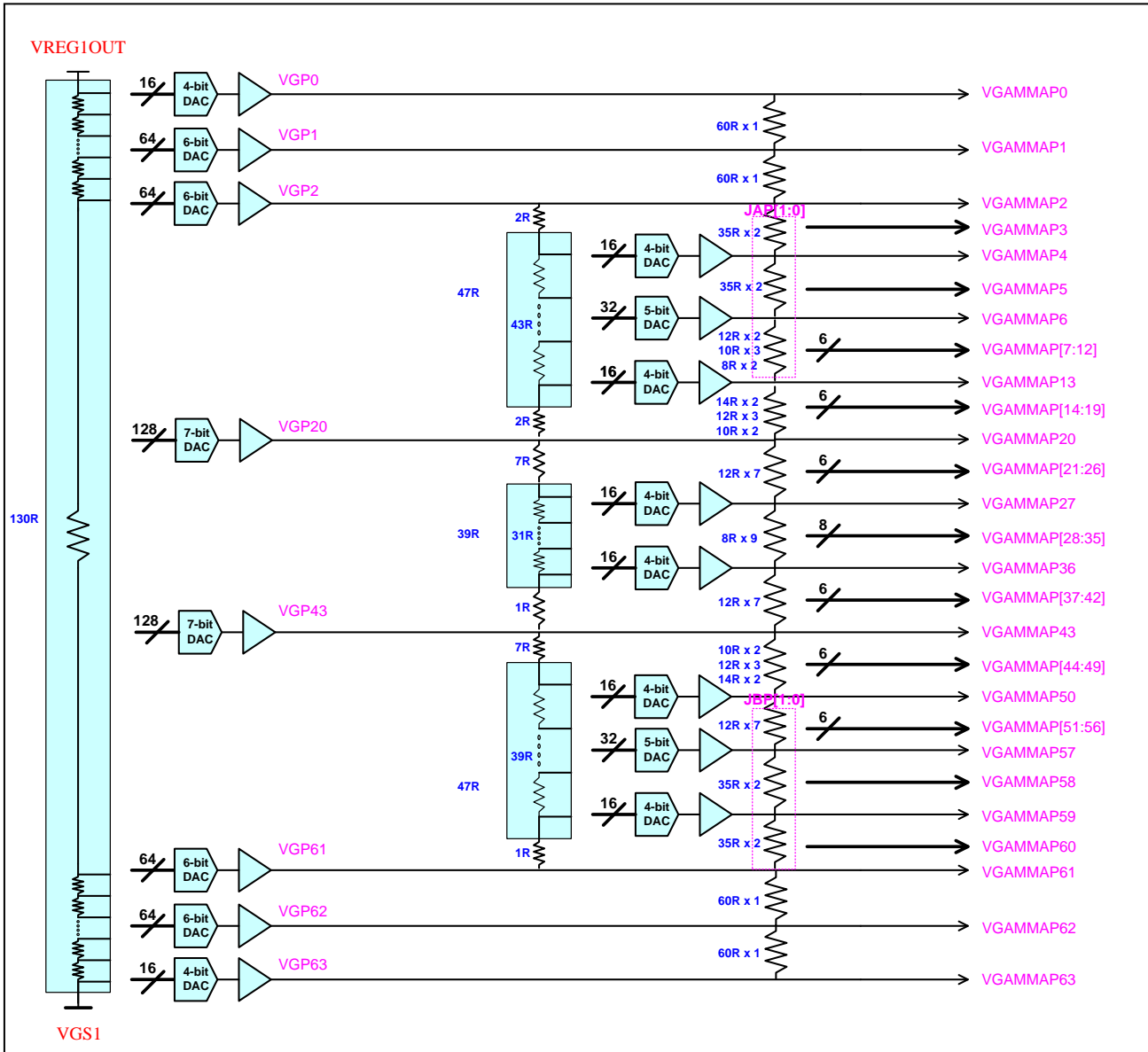
Note 2: There is not any limitation, which is not specified by User, when there is changing from one power mode to another power mode.

15. Gamma Curves Selection

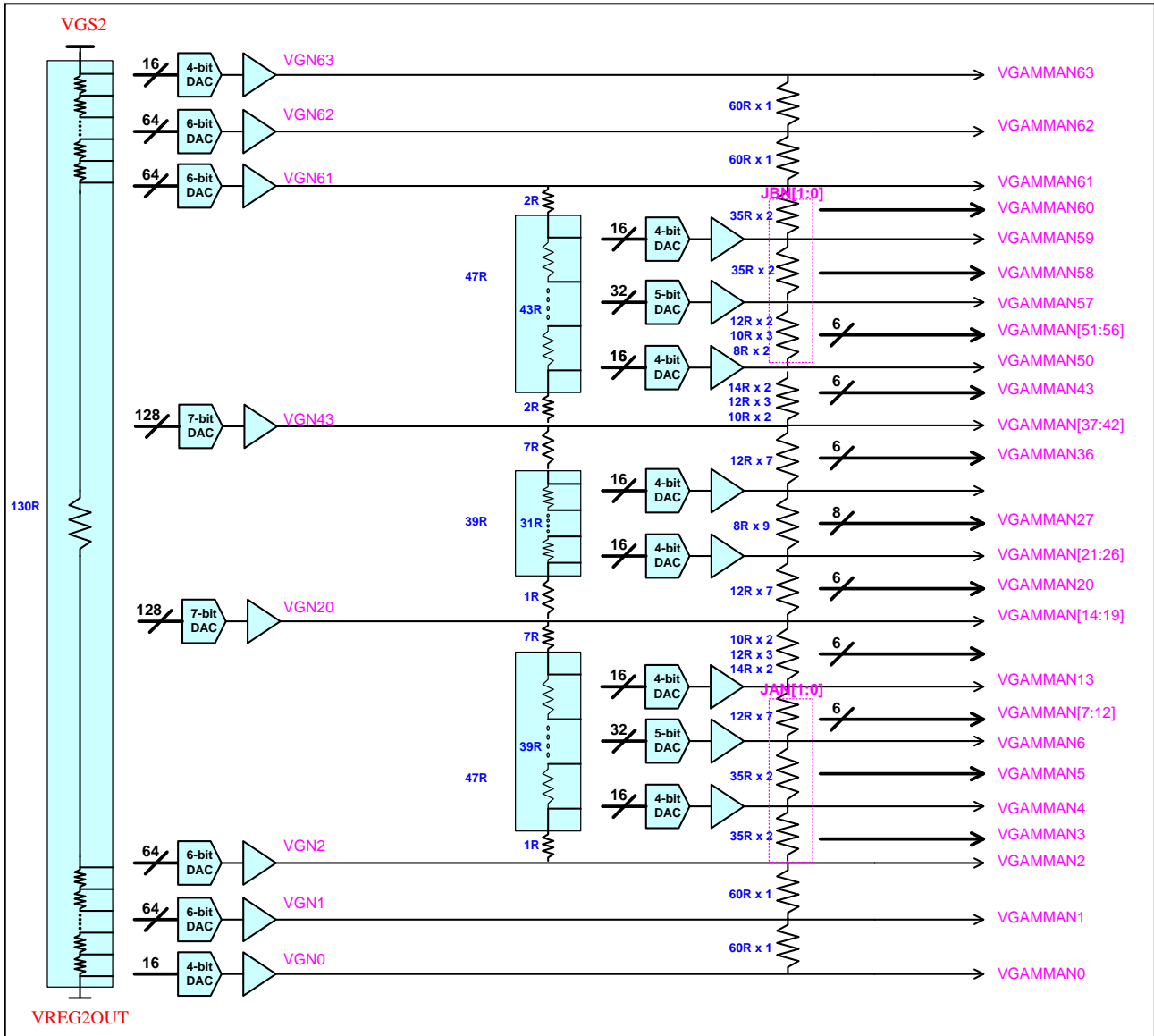
ILI9340X provide one gamma curves (Gamma2.2).

15.1. Gamma Default Values

Positive Gamma Control (E4h)



Negative Gamma Control (E5h)



| Positive polarity | Resister stream | Gamma 64 grayscale voltage calculation formula |
|-------------------|-----------------|--|
| VGAMMAP0 | non | $VGS1 + \Delta VDHP(130R - 1R * VP0[3:0]) / 130R$ |
| VGAMMAP1 | non | $VGS1 + \Delta VDHP(130R - 1R * VP0[5:0]) / 130R$ |
| VGAMMAP2 | non | $VGS1 + \Delta VDHP(130R - 1R * VP0[5:0]) / 130R$ |
| VGAMMAP3 | variable | $VGAMMAP4 + (VGAMMP2 - VGAMMAP4) * JAP[1:0]$ |
| VGAMMAP4 | variable | $VGAMMAP20 + (VGAMMAP2 - VGAMMAP20) * ((40R - 1R * VP4[3:0]) / 47R)$ |
| VGAMMAP5 | variable | $VGAMMAP6 + (VGAMMP4 - VGAMMAP6) * JAP[1:0]$ |
| VGAMMAP6 | variable | $VGAMMAP20 + (VGAMMAP2 - VGAMMAP20) * ((45R - 1R * VP6[4:0]) / 47R)$ |
| VGAMMAP7 | variable | $VGAMMAP13 + (VGAMMP6 - VGAMMAP13) * JAP[1:0]$ |
| VGAMMAP8 | variable | $VGAMMAP13 + (VGAMMP6 - VGAMMAP13) * JAP[1:0]$ |
| VGAMMAP9 | variable | $VGAMMAP13 + (VGAMMP6 - VGAMMAP13) * JAP[1:0]$ |
| VGAMMAP10 | variable | $VGAMMAP13 + (VGAMMP6 - VGAMMAP13) * JAP[1:0]$ |
| VGAMMAP11 | variable | $VGAMMAP13 + (VGAMMP6 - VGAMMAP13) * JAP[1:0]$ |
| VGAMMAP12 | variable | $VGAMMAP13 + (VGAMMP6 - VGAMMAP13) * JAP[1:0]$ |
| VGAMMAP13 | variable | $VGAMMAP20 + (VGAMMAP2 - VGAMMAP20) * ((17R - 1R * VP13[3:0]) / 47R)$ |
| VGAMMAP14 | 1.4R | $VGAMMAP20 + (VGAMMP13 - VGAMMAP20) * (7R) / (8.4R)$ |
| VGAMMAP15 | 1.4R | $VGAMMAP20 + (VGAMMP13 - VGAMMAP20) * (5.6R) / (8.4R)$ |
| VGAMMAP16 | 1.2R | $VGAMMAP20 + (VGAMMP13 - VGAMMAP20) * (4.4R) / (8.4R)$ |
| VGAMMAP17 | 1.2R | $VGAMMAP20 + (VGAMMP13 - VGAMMAP20) * (3.2R) / (8.4R)$ |
| VGAMMAP18 | 1.2R | $VGAMMAP20 + (VGAMMP13 - VGAMMAP20) * (2R) / (8.4R)$ |
| VGAMMAP19 | 1R | $VGAMMAP20 + (VGAMMP13 - VGAMMAP20) * (1R) / (8.4R)$ |
| VGAMMAP20 | 1R | $VGS1 + \Delta VDHP(130R - 1R * VP20 [6:0]) / 130R : VP20 [6:0] = 0 \sim 63$ $VGS1 + \Delta VDHP(129R - 1R * VP20 [6:0]) / 130R : VP20 [6:0] = 64 \sim 127$ |
| VGAMMAP21 | 1.2R | $VGAMMAP27 + (VGAMMP20 - VGAMMAP27) * (7.2R) / (8.4R)$ |
| VGAMMAP22 | 1.2R | $VGAMMAP27 + (VGAMMP20 - VGAMMAP27) * (6R) / (8.4R)$ |
| VGAMMAP23 | 1.2R | $VGAMMAP27 + (VGAMMP20 - VGAMMAP27) * (4.8R) / (8.4R)$ |
| VGAMMAP24 | 1.2R | $VGAMMAP27 + (VGAMMP20 - VGAMMAP27) * (3.6R) / (8.4R)$ |
| VGAMMAP25 | 1.2R | $VGAMMAP27 + (VGAMMP20 - VGAMMAP27) * (2.4R) / (8.4R)$ |
| VGAMMAP26 | 1.2R | $VGAMMAP27 + (VGAMMP20 - VGAMMAP27) * (1.2R) / (8.4R)$ |
| VGAMMAP27 | 1.2R | $VGAMMAP43 + (VGAMMAP20 - VGAMMAP43) * ((32R - 1R * VP27[3:0]) / 39R)$ |
| VGAMMAP28 | 1.2R | $VGAMMAP36 + (VGAMMP27 - VGAMMAP36) * (9.6R) / (10.8R)$ |
| VGAMMAP29 | 1.2R | $VGAMMAP36 + (VGAMMP27 - VGAMMAP36) * (8.4R) / (10.8R)$ |
| VGAMMAP30 | 1.2R | $VGAMMAP36 + (VGAMMP27 - VGAMMAP36) * (7.2R) / (10.8R)$ |
| VGAMMAP31 | 1.2R | $VGAMMAP36 + (VGAMMP27 - VGAMMAP36) * (6R) / (10.8R)$ |
| VGAMMAP31 | 1.2R | $VGAMMAP36 + (VGAMMP27 - VGAMMAP36) * (4.8R) / (10.8R)$ |
| VGAMMAP33 | 1.2R | $VGAMMAP36 + (VGAMMP27 - VGAMMAP36) * (3.6R) / (10.8R)$ |
| VGAMMAP34 | 1.2R | $VGAMMAP36 + (VGAMMP27 - VGAMMAP36) * (2.4R) / (10.8R)$ |

| | | |
|-----------|----------|--|
| VGAMMAP35 | 1.2R | $VGAMMAP36+(VGAMMP27-VGAMMAP36)*(1.2R)/(10.8R)$ |
| VGAMMAP36 | 1.2R | $VGAMMAP43+(VGAMMAP20-VGAMMAP43)*((16R-1R*VP36[3:0])/39R)$ |
| VGAMMAP31 | 1.2R | $VGAMMAP43+(VGAMMP36-VGAMMAP43)*(7.2R)/(8.4R)$ |
| VGAMMAP38 | 1.2R | $VGAMMAP43+(VGAMMP36-VGAMMAP43)*(6R)/(8.4R)$ |
| VGAMMAP39 | 1.2R | $VGAMMAP43+(VGAMMP36-VGAMMAP43)*(4.8R)/(8.4R)$ |
| VGAMMAP40 | 1.2R | $VGAMMAP43+(VGAMMP36-VGAMMAP43)*(3.6R)/(8.4R)$ |
| VGAMMAP41 | 1.2R | $VGAMMAP43+(VGAMMP36-VGAMMAP43)*(2.4R)/(8.4R)$ |
| VGAMMAP42 | 1.2R | $VGAMMAP43+(VGAMMP36-VGAMMAP43)*(1.2R)/(8.4R)$ |
| VGAMMAP43 | 1.2R | $VGS1+\Delta VDHP(130R-1R*VP43 [6:0])/130R : VP43 [6:0] = 0-63$ $VGS1+\Delta VDHP(129R-1R*VP43 [6:0])/130R : VP43 [6:0] = 64-127$ |
| VGAMMAP44 | 1R | $VGAMMAP50+(VGAMMP43-VGAMMAP50)*(7.4R)/(8.4R)$ |
| VGAMMAP45 | 1R | $VGAMMAP50+(VGAMMP43-VGAMMAP50)*(6.4R)/(8.4R)$ |
| VGAMMAP46 | 1.2R | $VGAMMAP50+(VGAMMP43-VGAMMAP50)*(5.2R)/(8.4R)$ |
| VGAMMAP47 | 1.2R | $VGAMMAP50+(VGAMMP43-VGAMMAP50)*(4R)/(8.4R)$ |
| VGAMMAP48 | 1.2R | $VGAMMAP50+(VGAMMP43-VGAMMAP50)*(2.8R)/(8.4R)$ |
| VGAMMAP49 | 1.4R | $VGAMMAP50+(VGAMMP43-VGAMMAP50)*(1.4R)/(8.4R)$ |
| VGAMMAP50 | 1.4R | $VGAMMAP61+(VGAMMAP43-VGAMMAP61)*((40R-1R*VP50[3:0])/47R)$ |
| VGAMMAP51 | variable | $VGAMMAP57+(VGAMMP50-VGAMMAP57)*JBP[1:0]$ |
| VGAMMAP52 | variable | $VGAMMAP57+(VGAMMP50-VGAMMAP57)*JBP[1:0]$ |
| VGAMMAP53 | variable | $VGAMMAP57+(VGAMMP50-VGAMMAP57)*JBP[1:0]$ |
| VGAMMAP54 | variable | $VGAMMAP57+(VGAMMP50-VGAMMAP57)*JBP[1:0]$ |
| VGAMMAP55 | variable | $VGAMMAP57+(VGAMMP50-VGAMMAP57)*JBP[1:0]$ |
| VGAMMAP56 | variable | $VGAMMAP57+(VGAMMP50-VGAMMAP57)*JBP[1:0]$ |
| VGAMMAP57 | variable | $VGAMMAP61+(VGAMMAP43-VGAMMAP61)*((31R-1R*VP57[3:0])/47R)$ |
| VGAMMAP58 | variable | $VGAMMAP59+(VGAMMP57-VGAMMAP59)*JBP[1:0]$ |
| VGAMMAP59 | variable | $VGAMMAP61+(VGAMMAP43-VGAMMAP61)*((21R-1R*VP59[3:0])/47R)$ |
| VGAMMAP60 | variable | $VGAMMAP61+(VGAMMP59-VGAMMAP61)*JBP[1:0]$ |
| VGAMMAP61 | variable | $VGS1+\Delta VDHP(65R-1R*VP61[5:0])/130R$ |
| VGAMMAP62 | non | $VGS1+\Delta VDHP(65R-1R*VP62[5:0])/130R$ |
| VGAMMAP63 | non | $VGS1+\Delta VDHP(23R-1R*VP63[3:0])/130R$ |

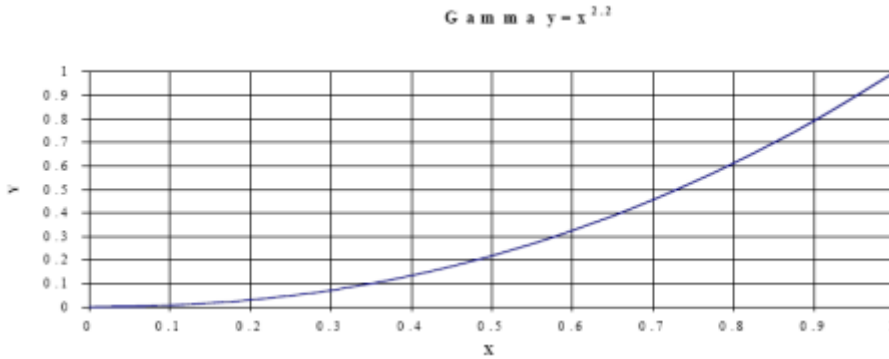
| Negative polarity | Resister stream | Gamma 64 grayscale voltage calculation formula |
|-------------------|-----------------|--|
| VGAMMAN0 | non | $VGS2+\Delta VDHN(130R-1R*VN0[3:0])/130R$ |
| VGAMMAN1 | non | $VGS2+\Delta VDHN(130R-1R*VN0[5:0])/130R$ |
| VGAMMAN2 | non | $VGS2+\Delta VDHN(130R-1R*VN0[5:0])/130R$ |
| VGAMMAN3 | variable | $VGAMMAN4+(VGAMMN2-VGAMMAN4)*JAN[1:0]$ |
| VGAMMAN4 | variable | $VGAMMAN20+(VGAMMAN2-VGAMMAN20)*((40R-1R*VN4[3:0])/47R)$ |
| VGAMMAN5 | variable | $VGAMMAN6+(VGAMMN4-VGAMMAN6)*JAN[1:0]$ |

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| | | |
|-----------|----------|--|
| VGAMMAN6 | variable | $VGAMMAN20+(VGAMMAN2-VGAMMAN20)*((45R-1R*VN6[4:0])/47R)$ |
| VGAMMAN7 | variable | $VGAMMAN13+(VGAMMAN6-VGAMMAN13)*JAN[1:0]$ |
| VGAMMAN8 | variable | $VGAMMAN13+(VGAMMAN6-VGAMMAN13)*JAN[1:0]$ |
| VGAMMAN9 | variable | $VGAMMAN13+(VGAMMAN6-VGAMMAN13)*JAN[1:0]$ |
| VGAMMAN10 | variable | $VGAMMAN13+(VGAMMAN6-VGAMMAN13)*JAN[1:0]$ |
| VGAMMAN11 | variable | $VGAMMAN13+(VGAMMAN6-VGAMMAN13)*JAN[1:0]$ |
| VGAMMAN12 | variable | $VGAMMAN13+(VGAMMAN6-VGAMMAN13)*JAN[1:0]$ |
| VGAMMAN13 | variable | $VGAMMAN20+(VGAMMAN2-VGAMMAN20)*((17R-1R*VN13[3:0])/47R)$ |
| VGAMMAN14 | 1.4R | $VGAMMAN20+(VGAMMAN13-VGAMMAN20)*(7R)/(8.4R)$ |
| VGAMMAN15 | 1.4R | $VGAMMAN20+(VGAMMAN13-VGAMMAN20)*(5.6R)/(8.4R)$ |
| VGAMMAN16 | 1.2R | $VGAMMAN20+(VGAMMAN13-VGAMMAN20)*(4.4R)/(8.4R)$ |
| VGAMMAN17 | 1.2R | $VGAMMAN20+(VGAMMAN13-VGAMMAN20)*(3.2R)/(8.4R)$ |
| VGAMMAN18 | 1.2R | $VGAMMAN20+(VGAMMAN13-VGAMMAN20)*(2R)/(8.4R)$ |
| VGAMMAN19 | 1R | $VGAMMAN20+(VGAMMAN13-VGAMMAN20)*(1R)/(8.4R)$ |
| VGAMMAN20 | 1R | $VGS2+\Delta VDHN(130R-1R*VN20 [6:0])/130R : VN20 [6:0] = 0\sim 63$ $VGS2+\Delta VDHN(129R-1R*VN20 [6:0])/130R : VN20 [6:0] = 64\sim 127$ |
| VGAMMAN21 | 1.2R | $VGAMMAN27+(VGAMMAN20-VGAMMAN27)*(7.2R)/(8.4R)$ |
| VGAMMAN22 | 1.2R | $VGAMMAN27+(VGAMMAN20-VGAMMAN27)*(6R)/(8.4R)$ |
| VGAMMAN23 | 1.2R | $VGAMMAN27+(VGAMMAN20-VGAMMAN27)*(4.8R)/(8.4R)$ |
| VGAMMAN24 | 1.2R | $VGAMMAN27+(VGAMMAN20-VGAMMAN27)*(3.6R)/(8.4R)$ |
| VGAMMAN25 | 1.2R | $VGAMMAN27+(VGAMMAN20-VGAMMAN27)*(2.4R)/(8.4R)$ |
| VGAMMAN26 | 1.2R | $VGAMMAN27+(VGAMMAN20-VGAMMAN27)*(1.2R)/(8.4R)$ |
| VGAMMAN27 | 1.2R | $VGAMMAN43+(VGAMMAN20-VGAMMAN43)*((32R-1R*VN27[3:0])/39R)$ |
| VGAMMAN28 | 1.2R | $VGAMMAN36+(VGAMMAN27-VGAMMAN36)*(9.6R)/(10.8R)$ |
| VGAMMAN29 | 1.2R | $VGAMMAN36+(VGAMMAN27-VGAMMAN36)*(8.4R)/(10.8R)$ |
| VGAMMAN30 | 1.2R | $VGAMMAN36+(VGAMMAN27-VGAMMAN36)*(7.2R)/(10.8R)$ |
| VGAMMAN31 | 1.2R | $VGAMMAN36+(VGAMMAN27-VGAMMAN36)*(6R)/(10.8R)$ |
| VGAMMAN31 | 1.2R | $VGAMMAN36+(VGAMMAN27-VGAMMAN36)*(4.8R)/(10.8R)$ |
| VGAMMAN33 | 1.2R | $VGAMMAN36+(VGAMMAN27-VGAMMAN36)*(3.6R)/(10.8R)$ |
| VGAMMAN34 | 1.2R | $VGAMMAN36+(VGAMMAN27-VGAMMAN36)*(2.4R)/(10.8R)$ |
| VGAMMAN35 | 1.2R | $VGAMMAN36+(VGAMMAN27-VGAMMAN36)*(1.2R)/(10.8R)$ |
| VGAMMAN36 | 1.2R | $VGAMMAN43+(VGAMMAN20-VGAMMAN43)*((16R-1R*VN36[3:0])/39R)$ |
| VGAMMAN31 | 1.2R | $VGAMMAN43+(VGAMMAN36-VGAMMAN43)*(7.2R)/(8.4R)$ |
| VGAMMAN38 | 1.2R | $VGAMMAN43+(VGAMMAN36-VGAMMAN43)*(6R)/(8.4R)$ |
| VGAMMAN39 | 1.2R | $VGAMMAN43+(VGAMMAN36-VGAMMAN43)*(4.8R)/(8.4R)$ |
| VGAMMAN40 | 1.2R | $VGAMMAN43+(VGAMMAN36-VGAMMAN43)*(3.6R)/(8.4R)$ |
| VGAMMAN41 | 1.2R | $VGAMMAN43+(VGAMMAN36-VGAMMAN43)*(2.4R)/(8.4R)$ |
| VGAMMAN42 | 1.2R | $VGAMMAN43+(VGAMMAN36-VGAMMAN43)*(1.2R)/(8.4R)$ |

| | | |
|-----------|----------|--|
| VGAMMAN43 | 1.2R | $VGS2 + \Delta V_{DHN}(130R - 1R * VN43 [6:0]) / 130R : VN43 [6:0] = 0 \sim 63$ $VGS2 + \Delta V_{DHN}(129R - 1R * VN43 [6:0]) / 130R : VN43 [6:0] = 64 \sim 127$ |
| VGAMMAN44 | 1R | $VGAMMAN50 + (VGAMMN43 - VGAMMAN50) * (7.4R) / (8.4R)$ |
| VGAMMAN45 | 1R | $VGAMMAN50 + (VGAMMN43 - VGAMMAN50) * (6.4R) / (8.4R)$ |
| VGAMMAN46 | 1.2R | $VGAMMAN50 + (VGAMMN43 - VGAMMAN50) * (5.2R) / (8.4R)$ |
| VGAMMAN47 | 1.2R | $VGAMMAN50 + (VGAMMN43 - VGAMMAN50) * (4R) / (8.4R)$ |
| VGAMMAN48 | 1.2R | $VGAMMAN50 + (VGAMMN43 - VGAMMAN50) * (2.8R) / (8.4R)$ |
| VGAMMAN49 | 1.4R | $VGAMMAN50 + (VGAMMN43 - VGAMMAN50) * (1.4R) / (8.4R)$ |
| VGAMMAN50 | 1.4R | $VGAMMAN61 + (VGAMMAN43 - VGAMMAN61) * ((40R - 1R * VN50[3:0]) / 47R)$ |
| VGAMMAN51 | variable | $VGAMMAN57 + (VGAMMN50 - VGAMMAN57) * JBN[1:0]$ |
| VGAMMAN52 | variable | $VGAMMAN57 + (VGAMMN50 - VGAMMAN57) * JBN[1:0]$ |
| VGAMMAN53 | variable | $VGAMMAN57 + (VGAMMN50 - VGAMMAN57) * JBN[1:0]$ |
| VGAMMAN54 | variable | $VGAMMAN57 + (VGAMMN50 - VGAMMAN57) * JBN[1:0]$ |
| VGAMMAN55 | variable | $VGAMMAN57 + (VGAMMN50 - VGAMMAN57) * JBN[1:0]$ |
| VGAMMAN56 | variable | $VGAMMAN57 + (VGAMMN50 - VGAMMAN57) * JBN[1:0]$ |
| VGAMMAN57 | variable | $VGAMMAN61 + (VGAMMAN43 - VGAMMAN61) * ((31R - 1R * VN57[3:0]) / 47R)$ |
| VGAMMAN58 | variable | $VGAMMAN59 + (VGAMMN57 - VGAMMAN59) * JBN[1:0]$ |
| VGAMMAN59 | variable | $VGAMMAN61 + (VGAMMAN43 - VGAMMAN61) * ((21R - 1R * VN59[3:0]) / 47R)$ |
| VGAMMAN60 | variable | $VGAMMAN61 + (VGAMMN59 - VGAMMAN61) * JBN[1:0]$ |
| VGAMMAN61 | variable | $VGS2 + \Delta V_{DHN}(65R - 1R * VN61[5:0]) / 130R$ |
| VGAMMAN62 | non | $VGS2 + \Delta V_{DHN}(65R - 1R * VN62[5:0]) / 130R$ |
| VGAMMAN63 | non | $VGS2 + \Delta V_{DHN}(23R - 1R * VN63[3:0]) / 130R$ |

15.1.1. Gamma Curve 1 (GC0), applies the function $y=x^{2.2}$



16. Reset

16.1. Registers

The registers that are initialized are listed as below:

| | After Powered On | After Hardware Reset | After Software Reset |
|----------------------------|------------------|----------------------|--|
| Frame Memory | Random | No Change | No Change |
| Sleep | In | In | In |
| Display Mode | Normal | Normal | Normal |
| Display | Off | Off | Off |
| Idle | Off | Off | Off |
| Column Start Address | 0000 h | 0000 h | 0000 h |
| Column End Address | 00EF h | 00EF h | If MADCTL's D5=0:00EF h If MADCTL's D5=1:013F h |
| Page Start Address | 0000 h | 0000 h | 0000 h |
| Page End Address | 013F h | 013F h | If MADCTL's D5 = 0:013F h If MADCTL's D5=1:00EF h |
| Gamma Setting | GC0 | GC0 | GC0 |
| Partial Area Start | 0000 h | 0000 h | 0000 h |
| Partial Area End | 013F h | 013F h | 013F h |
| Memory Data Access Control | 00 h | 00 h | No Change |
| RDDPM | 08 h | 08 h | 08 h |
| RDDMADCTL | 00 h | 00 h | No Change |
| RDDCOLMOD | 06 h | 06 h | 06 h |
| RDDIM | 00 h | 00 h | 00 h |
| RDDSM | 00 h | 00 h | 00 h |
| RDDSDR | 00 h | 00 h | 00 h |
| TE Output Line | Off | Off | Off |
| TE Line Mode | Mode 1 (Note 3) | Mode 1 (Note 3) | Mode 1 (Note 3) |

Note 1: There will be no abnormal visible effects on the display when S/W or H/W Resets are applied.

Note 2: After Powered-On Reset finishes within 10μs after both VCI & IOVCC are applied.

Note 3: Mode 1 means Tearing Effect Output Line consists of V-Blanking Information only.

16.2. Output Pins, I/O Pins

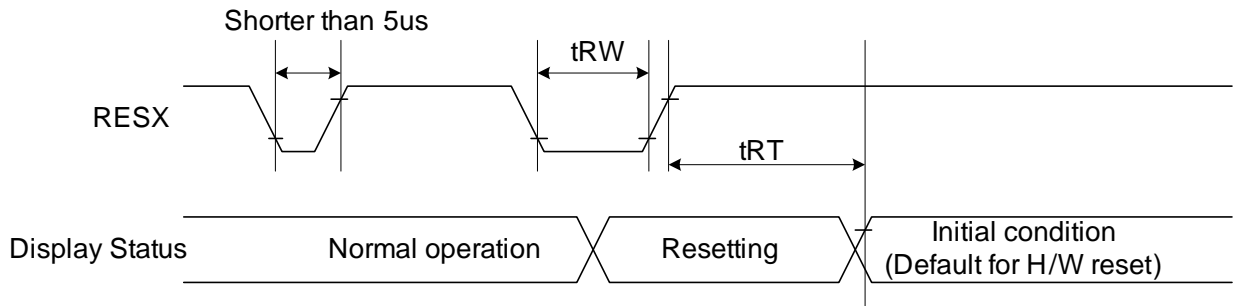
| | After Power On | After Hardware Reset | After Software Reset |
|--------------------------|-----------------|----------------------|----------------------|
| TE line | Low | Low | Low |
| DB[17:0] (output driver) | Hi-Z (Inactive) | Hi-Z (Inactive) | Hi-Z (Inactive) |

Note 1: There will be no output from DB [17:0] during Power On/Off sequence, hardware reset and software reset.

16.3. Input Pins

| | During Power On Process | After Power On | After Hardware Reset | After Software Reset | During Power Off Process |
|-------------------------|-------------------------|----------------|----------------------|----------------------|--------------------------|
| RESX | See Chapter 13 | Input valid | Input valid | Input valid | See Chapter 13 |
| CSX | Input invalid | Input valid | Input valid | Input valid | Input invalid |
| DCX | Input invalid | Input valid | Input valid | Input valid | Input invalid |
| WRX | Input invalid | Input valid | Input valid | Input valid | Input invalid |
| RDX | Input invalid | Input valid | Input valid | Input valid | Input invalid |
| DB[17:0] (input driver) | Input invalid | Input valid | Input valid | Input valid | Input invalid |

16.4. Reset Timing



| Signal | Symbol | Parameter | Min | Max | Unit |
|--------|--------|----------------------|-----|---------------------|------|
| RESX | tRW | Reset pulse duration | 10 | | uS |
| | tRT | Reset cancel | | 5 (note 1,5) | mS |
| | | | | 120 (note 1,6,7) | mS |

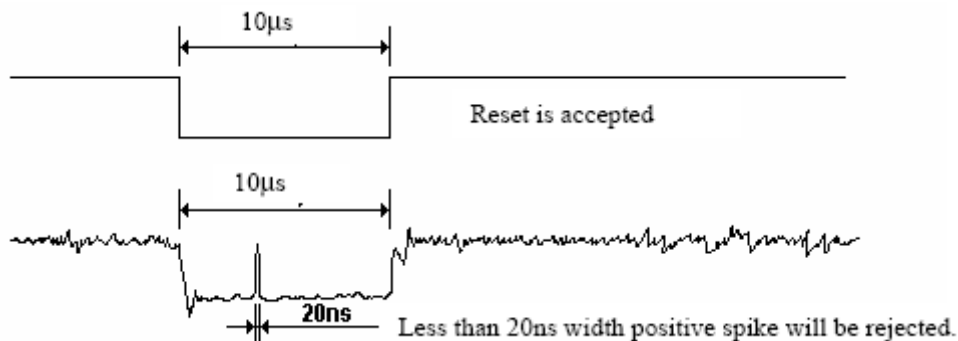
Note 1: The reset cancel includes also required time for loading ID bytes, VCOM setting and other settings from NV memory to registers. This loading is done every time when there is HW reset cancel time (tRT) within 5 ms after a rising edge of RESX.

Note 2: Spike due to an electrostatic discharge on RESX line does not cause irregular system reset according to the table below: -

| RESX Pulse | Action |
|----------------------|----------------|
| Shorter than 5us | Reset Rejected |
| Longer than 10us | Reset |
| Between 5us and 10us | Reset starts |

Note 3: During the Resetting period, the display will be blanked (The display is entering blanking sequence, which maximum time is 120 ms, when Reset Starts in Sleep Out –mode. The display remains the blank state in Sleep In –mode.) And then return to Default condition for Hardware Reset.

Note 4: Spike Rejection also applies during a valid reset pulse as shown below:

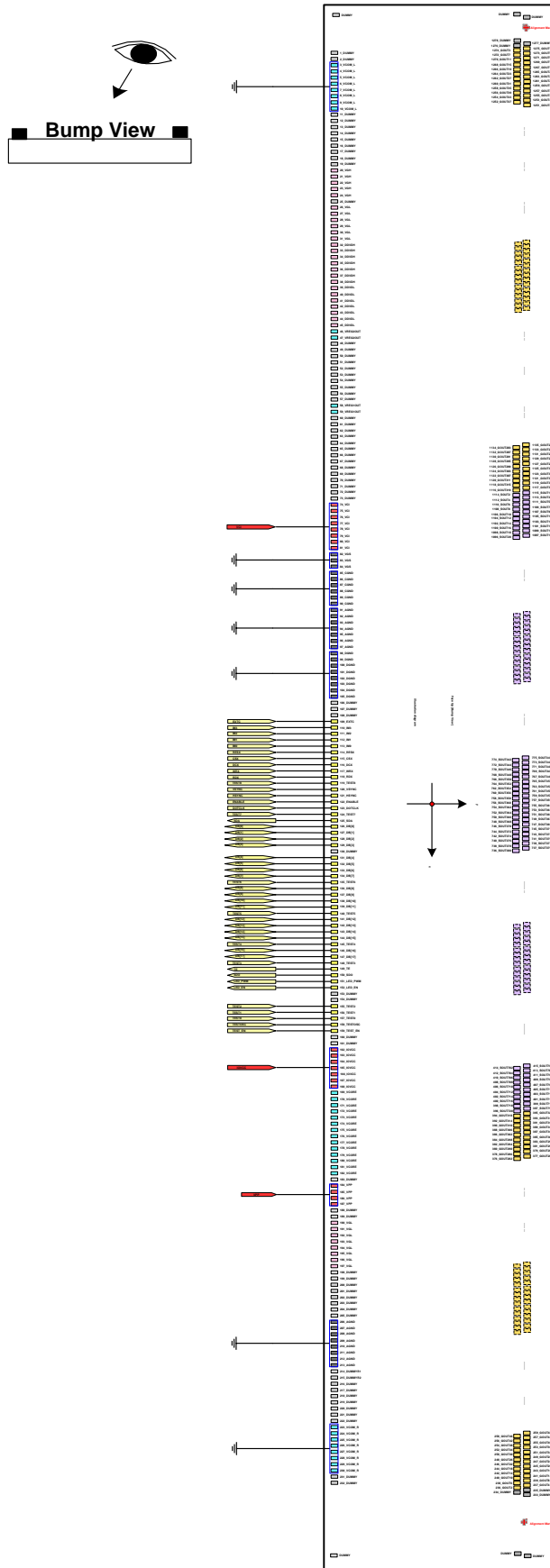


Note 5: When Reset applied during Sleep In Mode.

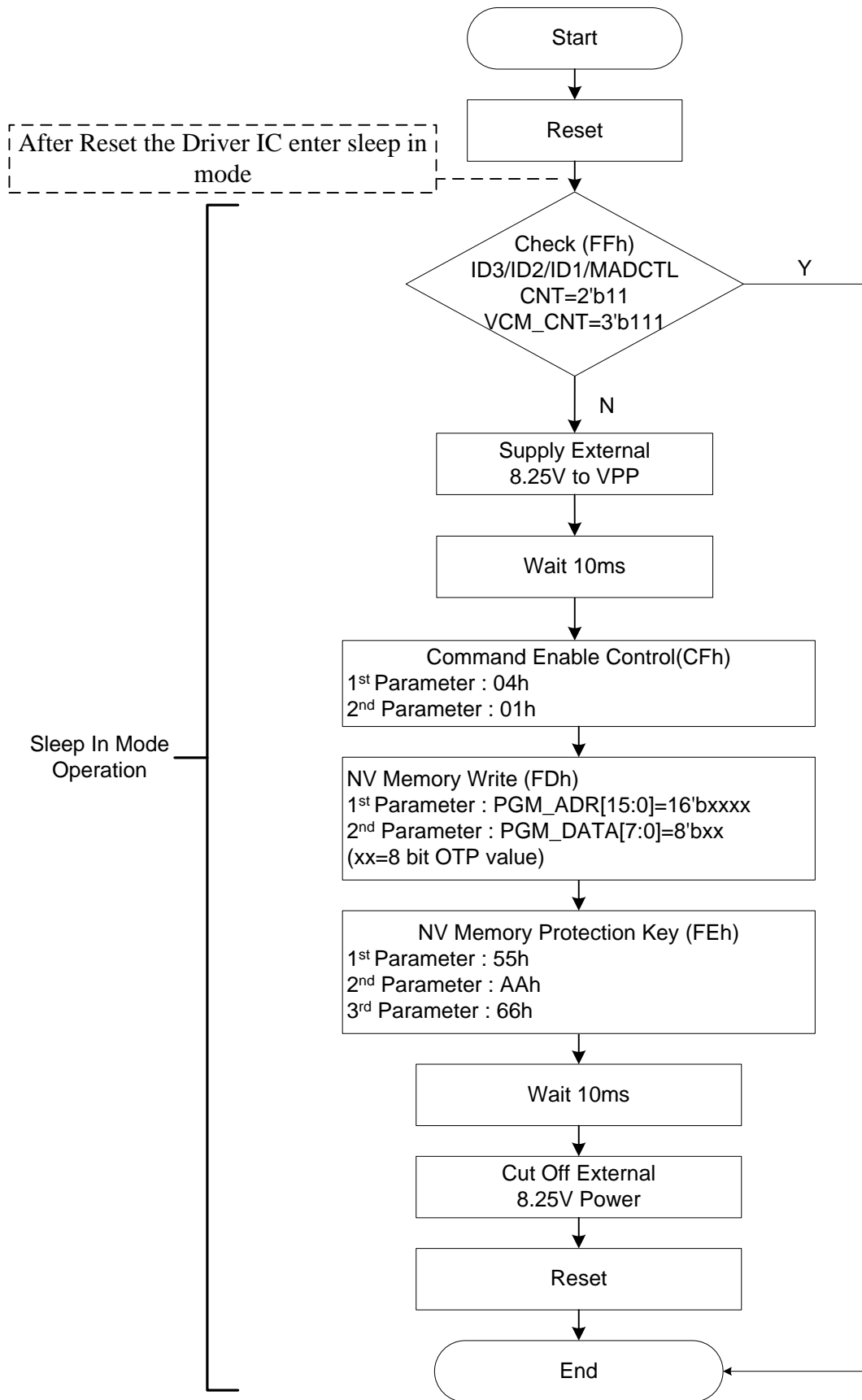
Note 6: When Reset applied during Sleep Out Mode.

Note 7: It is necessary to wait 5msec after releasing RESX before sending commands. Also Sleep Out command cannot be sent for 120msec.

17. Configuration of Power Supply Circuit



18. NV Memory Programming Flow



19. Electrical Characteristics

19.1. Absolute Maximum Ratings

The absolute maximum rating is listed on following table. When ILI9340X is used out of the absolute maximum ratings, ILI9340X may be permanently damaged. To use ILI9340X within the following electrical characteristics limitation is strongly recommended for normal operation. If these electrical characteristic conditions are exceeded during normal operation, ILI9340X will malfunction and cause poor reliability.

| Item | Symbol | Unit | Value |
|----------------------------|---------|------|--------------------|
| Supply voltage | VCI | V | -0.3 ~ +4.0 |
| Supply voltage (Logic) | IOVCC | V | -0.3 ~ +4.0 |
| Supply voltage (Digital) | VCORE | V | -0.3 ~ +2.0 |
| Driver supply voltage | VGH-VGL | V | -0.3 ~ +30.0 |
| Logic input voltage range | VIN | V | -0.3 ~ IOVCC + 0.5 |
| Logic output voltage range | VO | V | -0.3 ~ IOVCC + 0.5 |
| Operating temperature | Topr | °C | -40 ~ +85 |
| Storage temperature | Tstg | °C | -40 ~ +110 |

Note: If the absolute maximum rating of even is one of the above parameters is exceeded even momentarily, the quality of the product may be degraded. Absolute maximum ratings, therefore, specify the values exceeding which the product may be physically damaged. Be sure to use the product within the range of the absolute maximum ratings.

19.2. DC Characteristics

19.2.1. General DC Characteristics

| Item | Symbol | Unit | Condition | Min. | Typ. | Max. | Note |
|---------------------------------|--------|------|------------------------|-----------|------|-----------|-----------|
| Power and Operation Voltage | | | | | | | |
| Analog Operating Voltage | VCI | V | Operating voltage | 2.5 | 2.8 | 3.3 | Note2 |
| Logic Operating Voltage | IOVCC | V | I/O supply voltage | 1.65 | 1.8 | 3.3 | Note2 |
| Digital Operating voltage | VCORE | V | Digital supply voltage | - | 1.5 | - | Note2 |
| Gate Driver High Voltage | VGH | V | - | 10.0 | - | 15.0 | Note3 |
| Gate Driver Low Voltage | VGL | V | - | -12.6 | - | -7.0 | Note3 |
| Driver Supply Voltage | - | V | VGH-VGL | 19 | - | 27.6 | Note3 |
| Input and Output | | | | | | | |
| Logic High Level Input Voltage | VIH | V | - | 0.7*IOVCC | - | IOVCC | Note1,2,3 |
| Logic Low Level Input Voltage | VIL | V | - | GND | - | 0.3*IOVCC | Note1,2,3 |
| Logic High Level Output Voltage | VOH | V | IOL=-1.0mA | 0.8*IOVCC | - | IOVCC | Note1,2,3 |
| Logic Low Level Output Voltage | VOL | V | IOL=1.0mA | GND | - | 0.2*IOVCC | Note1,2,3 |
| Logic Input Leakage Current | ILEA | uA | VIN=IOVCC or GND | -0.1 | - | +0.1 | Note1,2,3 |
| VCOM Operation | | | | | | | |
| VCOM Amplitude | VCOMA | V | | | GND | | Note3 |
| Source Driver | | | | | | | |
| Source Output Range | Vsout | V | - | VREG2OUT | - | VREG1OUT | Note4 |

Note 1: IOVCC=1.65 to 3.3V, VCI=2.5 to 3.3V, AGND=GND=0V, Ta=-30 to 80 °C.

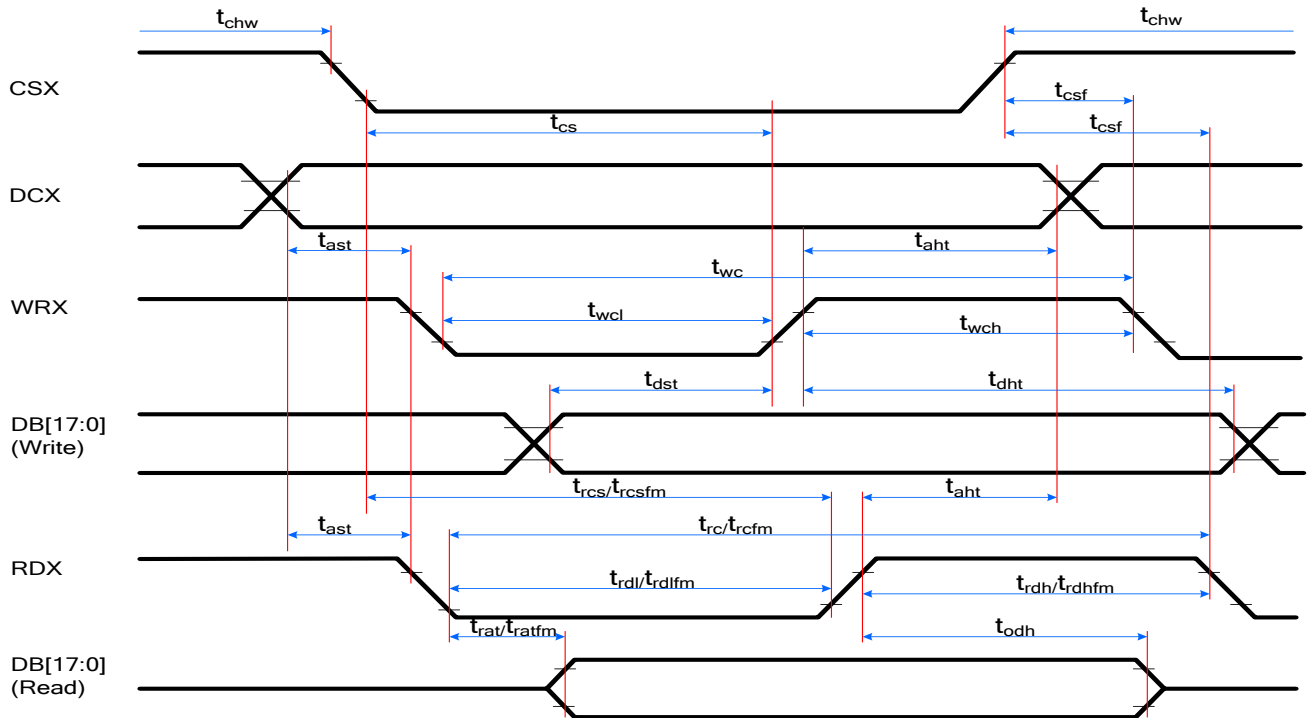
Note2: Please supply digital IOVCC voltage equal or less than analog VCI voltage.

Note3: CSX, RDX, WRX, DB[17:0], DCX, RESX, TE, DOTCLK, VSYNC, HSYNC, ENABLE, SDA, SCL, IM3, IM2, IM1, IM0, and Test pins.

Note4: When the measurements are performed with LCD module. Measurement Points are like Note3.

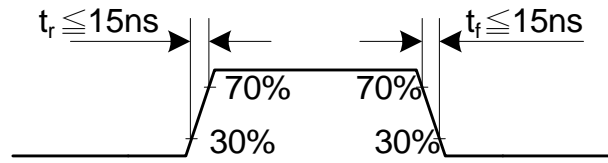
19.3. AC Characteristics

19.3.1. Display Parallel 18/16/9/8-bit Interface Timing Characteristics (8080- I /II system)

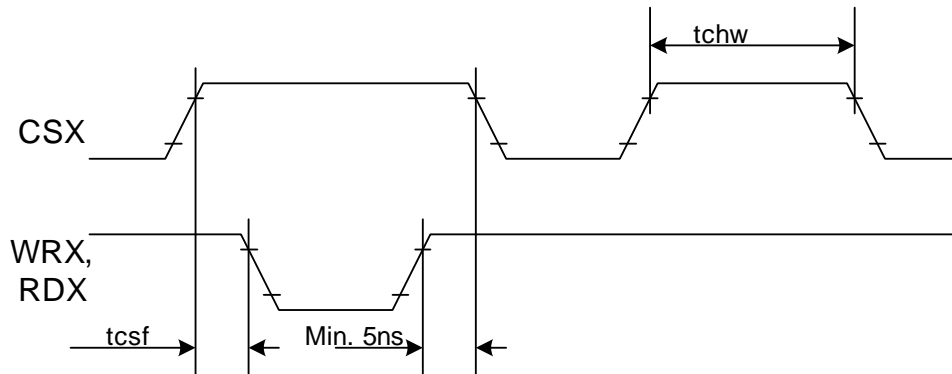


| Signal | Symbol | Parameter | min | max | Unit | Description |
|---|----------|------------------------------------|-----------------|-----|------|---|
| DCX | tast | Address setup time | 0 | - | ns | |
| | taht | Address hold time (Write/Read) | 10 | - | ns | |
| CSX | tchw | CSX "H" pulse width | 0 | - | ns | |
| | tcs | Chip Select setup time (Write) | 15 | - | ns | |
| | trcs | Chip Select setup time (Read ID) | 45 | - | ns | |
| | trcsfm | Chip Select setup time (Read FM) | 355 | - | ns | |
| WRX | tcsf | Chip Select Wait time (Write/Read) | 10 | - | ns | |
| | twc | Write cycle | 66 | - | ns | |
| | twrh | Write Control pulse H duration | 15 | - | ns | |
| WRX | twrl | Write Control pulse L duration | 15 | - | ns | |
| | RDX (FM) | trcfm | Read Cycle (FM) | 450 | - | ns |
| trdhfm | | Read Control H duration (FM) | 90 | - | ns | |
| trdlfm | | Read Control L duration (FM) | 355 | - | ns | |
| RDX (ID) | trc | Read cycle (ID) | 160 | - | ns | |
| | trdh | Read Control pulse H duration | 90 | - | ns | |
| | trdl | Read Control pulse L duration | 45 | - | ns | |
| DB[17:0], DB[15:0], DB[8:0], DB[7:0] DB[17:10], DB[8:1] DB[17:9] | tdst | Write data setup time | 10 | - | ns | For maximum CL=30pF For minimum CL=8pF |
| | tdht | Write data hold time | 10 | - | ns | |
| | trat | Read access time | - | 40 | ns | |
| | tratfm | Read access time | - | 340 | ns | |
| | todh | Read output disable time | 20 | 80 | ns | |

Note: $T_a = -30$ to 80 °C, $IOVCC=1.65V$ to $3.3V$, $VCI=2.5V$ to $3.3V$, $GND=0V$

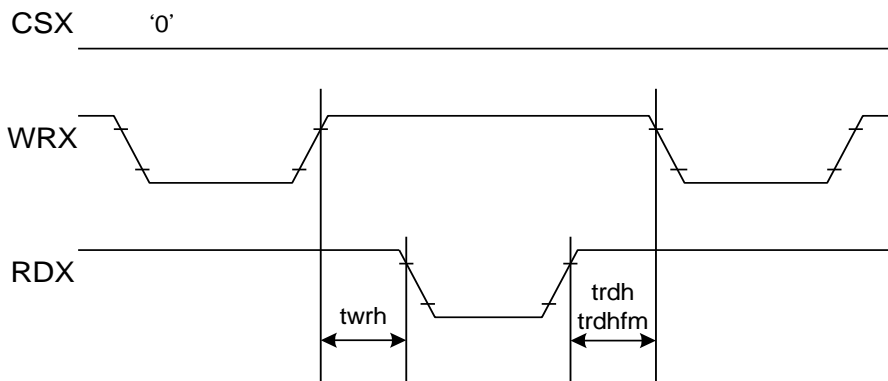


CSX timings :



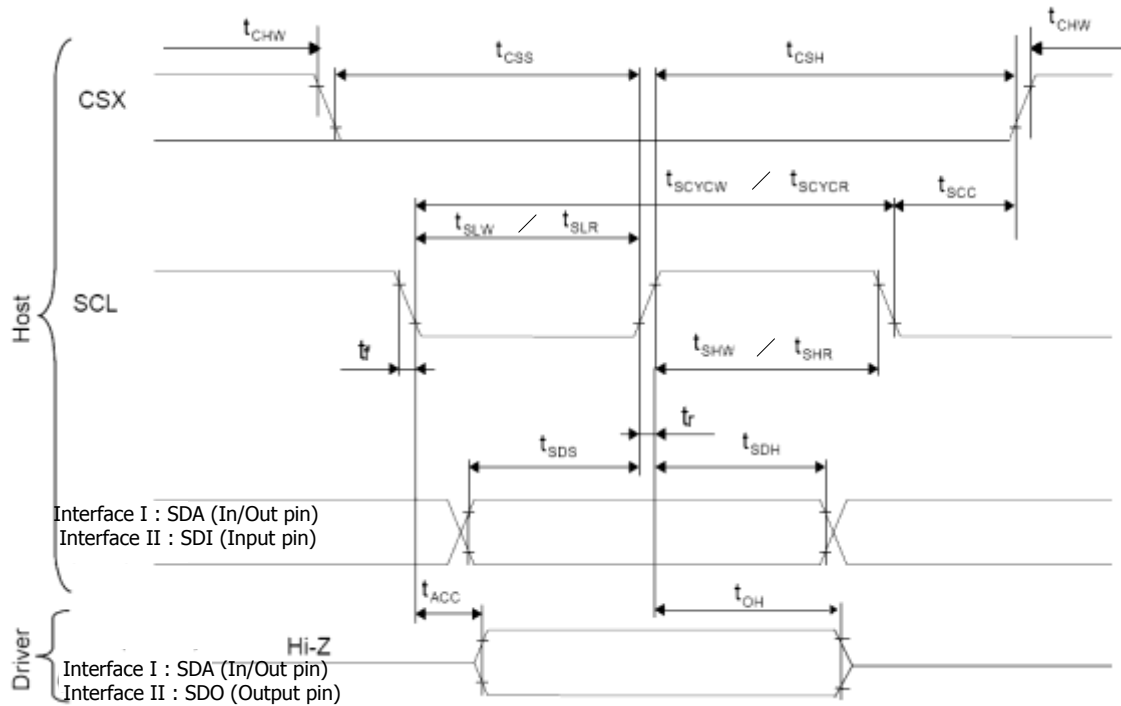
Note: Logic high and low levels are specified as 30% and 70% of IOVCC for Input signals.

Write to read or read to write timings:



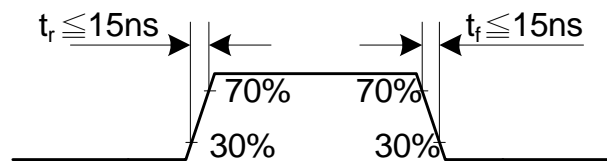
Note: Logic high and low levels are specified as 30% and 70% of IOVCC for Input signals.

19.3.2. Display Serial Interface Timing Characteristics (3-line SPI system)

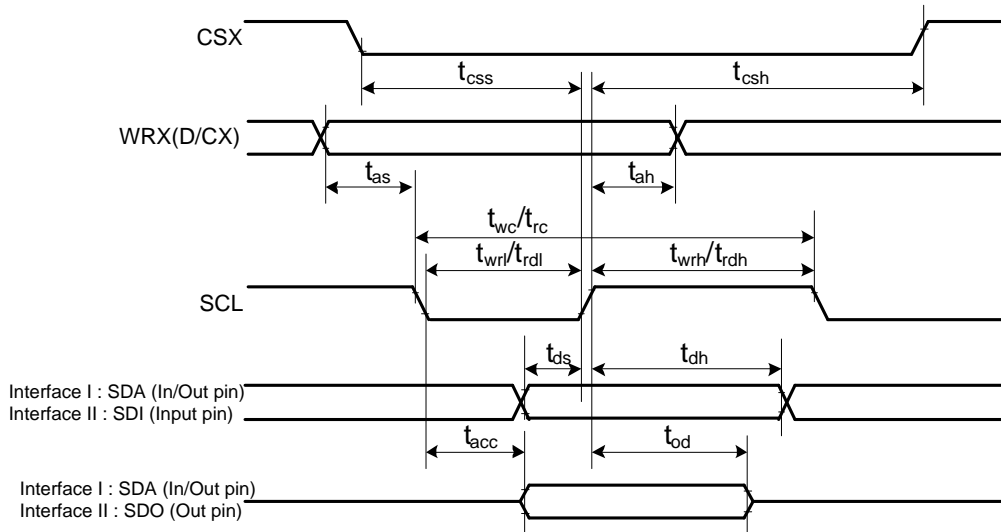


| Signal | Symbol | Parameter | min | max | Unit | Description |
|--------------------|-------------|--------------------------------------|-----|-----|------|----------------------|
| SCL | t_{SCYCW} | Serial Clock Cycle (Write) | 66 | - | ns | |
| | t_{SHW} | SCL "H" Pulse Width (Write) | 33 | - | ns | |
| | t_{SLW} | SCL "L" Pulse Width (Write) | 33 | - | ns | |
| | t_{SCYCW} | Serial Clock Cycle (Write RGB data) | 15 | - | ns | MTK-2 lane mode only |
| | t_{SHW} | SCL "H" Pulse Width (Write RGB data) | 4 | - | ns | MTK-2 lane mode only |
| | t_{SLW} | SCL "L" Pulse Width (Write RGB data) | 4 | - | ns | MTK-2 lane mode only |
| | t_{SCYCR} | Serial Clock Cycle (Read) | 150 | - | ns | |
| | t_{SHR} | SCL "H" Pulse Width (Read) | 75 | - | ns | |
| | t_{SLR} | SCL "L" Pulse Width (Read) | 75 | - | ns | |
| SDA / SDI (Input) | t_{SDS} | Data setup time (Write) | 30 | - | ns | |
| | t_{SDH} | Data hold time (Write) | 30 | - | ns | |
| SDA / SDO (Output) | t_{ACC} | Access time (Read) | 10 | - | ns | |
| | t_{OH} | Output disable time (Read) | 10 | 70 | ns | |
| CSX | t_{SCC} | SCL-CSX | 20 | - | ns | |
| | t_{CHW} | CSX "H" Pulse Width | 40 | - | ns | |
| | t_{CSS} | CSX-SCL Time(write) | 15 | - | ns | |
| | t_{CSH} | | 15 | - | ns | |

Note: $T_a = 25\text{ }^\circ\text{C}$, $IOVCC=1.65\text{V to }3.3\text{V}$, $VCI=2.5\text{V to }3.3\text{V}$, $AGND=GND=0\text{V}$

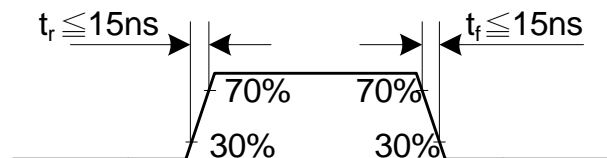


19.3.3. Display Serial Interface Timing Characteristics (4-line SPI system)

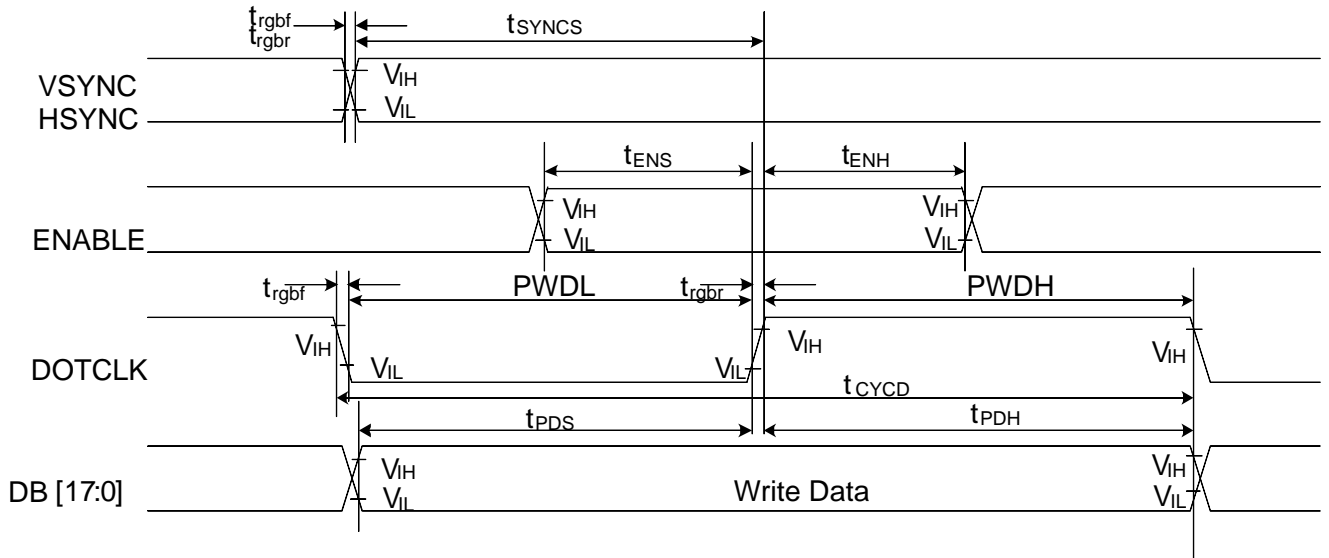


| Signal | Symbol | Parameter | min | max | Unit | Description |
|--------------------|-----------|--------------------------------------|-----|-----|------|---|
| CSX | t_{css} | Chip select time (Write) | 15 | - | ns | |
| | t_{csh} | Chip select hold time (write) | 15 | - | ns | |
| SCL | t_{wc} | Serial clock cycle (Write) | 66 | - | ns | |
| | t_{wrh} | SCL "H" pulse width (Write) | 33 | - | ns | |
| | t_{wrl} | SCL "L" pulse width (Write) | 33 | - | ns | |
| | t_{wc} | Serial clock cycle (Write RGB data) | 15 | - | ns | MTK-2 lane mode only |
| | t_{wrh} | SCL "H" pulse width (Write RGB data) | 4 | - | ns | MTK-2 lane mode only |
| | t_{wrl} | SCL "L" pulse width (Write RGB data) | 4 | - | ns | MTK-2 lane mode only |
| | t_{rc} | Serial clock cycle (Read) | 150 | - | ns | |
| | t_{rdh} | SCL "H" pulse width (Read) | 75 | - | ns | |
| D/CX | t_{as} | D/CX setup time | 10 | - | ns | |
| | t_{ah} | D/CX hold time (Write / Read) | 10 | - | ns | |
| SDA / SDI (Input) | t_{ds} | Data setup time (Write) | 30 | - | ns | |
| | t_{dh} | Data hold time (Write) | 30 | - | ns | |
| SDA / SDO (Output) | t_{acc} | Access time (Read) | 10 | - | ns | For maximum CL=30pF For minimum CL=8pF |
| | t_{od} | Output disable time (Read) | 10 | 70 | ns | |

Note: $T_a = 25\text{ }^\circ\text{C}$, $IOVCC=1.65\text{V to }3.3\text{V}$, $VCI=2.5\text{V to }3.3\text{V}$, $AGND=GND=0\text{V}$



19.3.4. Parallel 18/16/6-bit RGB Interface Timing Characteristics



| Signal | Symbol | Parameter | min | max | Unit | Description |
|---------------|--------------|-----------------------------------|-----|-----|------|----------------------------------|
| VSYNC / HSYNC | tSYNCS | VSYNC/HSYNC setup time | 15 | - | ns | 18/16-bit bus RGB interface mode |
| | tSYNCH | VSYNC/HSYNC hold time | 15 | - | ns | |
| ENABLE | tENS | ENABLE setup time | 15 | - | ns | |
| | tENH | ENABLE hold time | 15 | - | ns | |
| DB[17:0] | tPDS | Data setup time | 15 | - | ns | |
| | tPDH | Data hold time | 15 | - | ns | |
| DOTCLK | PWDH | DOTCLK high-level period | 33 | - | ns | |
| | PWDL | DOTCLK low-level period | 33 | - | ns | |
| | tCYCD | DOTCLK cycle time(18 bit) | 66 | - | ns | |
| | tRGBR, tRGBF | DOTCLK,HSYNC,VSYNC rise/fall time | - | 15 | ns | |
| VSYNC / HSYNC | tSYNCS | VSYNC/HSYNC setup time | 15 | - | ns | 6-bit bus RGB interface mode |
| | tSYNCH | VSYNC/HSYNC hold time | 15 | - | ns | |
| ENABLE | tENS | ENABLE setup time | 15 | - | ns | |
| | tENH | ENABLE hold time | 15 | - | ns | |
| DB[17:0] | tPDS | Data setup time | 15 | - | ns | |
| | tPDH | Data hold time | 15 | - | ns | |
| DOTCLK | PWDH | DOTCLK high-level pulse period | 25 | - | ns | |
| | PWDL | DOTCLK low-level pulse period | 25 | - | ns | |
| | tCYCD | DOTCLK cycle time (6 bit) | 50 | - | ns | |
| | tRGBR, tRGBF | DOTCLK,HSYNC,VSYNC rise/fall time | - | 15 | ns | |

Note: Ta = -30 to 80 °C, IOVCC=1.65V to 3.3V, VCI=2.5V to 3.3V, AGND=GND=0V

