



Reference Program for LCD Modules

Version No.

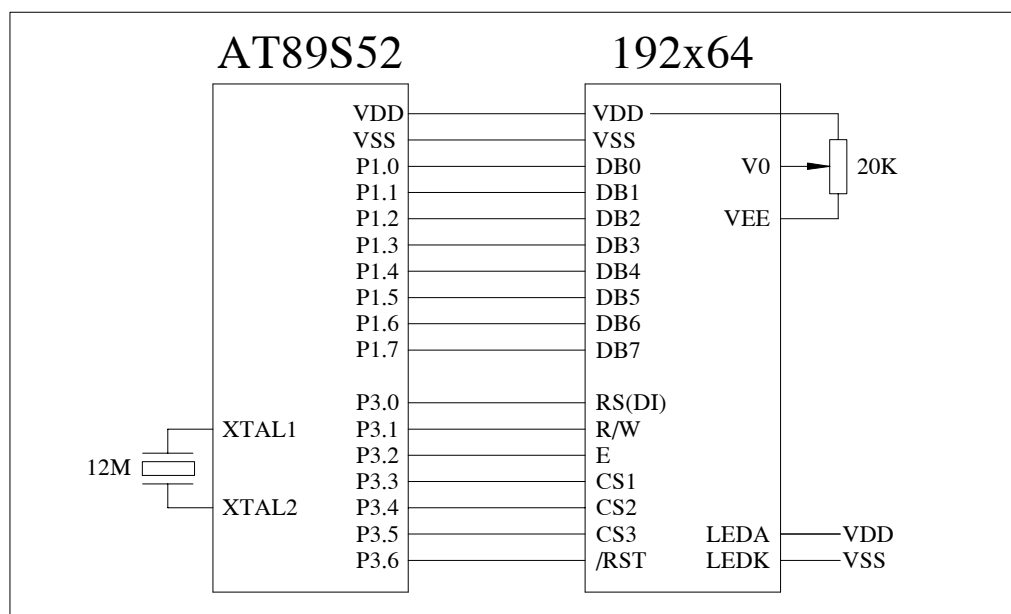
A00

Type

COB

Remark 192x64 dot matrix series, with S6B0108 or compatible IC

1. Interface



2. Instruction Code

Instruction	RS	R/W	DB7	DB6	DB5	DB4	DB3	DB2	DB1	DB0	Function	
Display ON/OFF	L	L	L	L	H	H	H	H	H	L/H	Controls the display on or off. Internal status and display RAM data is not affected. L:OFF, H:ON	
Set Address (Y address)	L	L	L	H	Y address (0~63)						Sets the Y address in the Y address counter.	
Set Page (X address)	L	L	H	L	H	H	H	Page (0~7)			Sets the X address at the X address register.	
Display Start Line (Z address)	L	L	H	H	Display start line (0~63)						Indicates the display data RAM displayed at the top of the screen.	
Status Read	L	H	B U S Y	L	O N / O F F	R E S E T	L	L	L	L	Read status. BUSY L: Ready H: In operation ON/OFF L: Display ON H: Display OFF RESET L: Normal H: Reset	
Write Display Data	H	L	Write Data									Writes data (DB0:7) into display data RAM. After writing instruction, Y address is increased by 1 automatically.
Read Display Data	H	H	Read Data									Reads data (DB0:7) from display data RAM to the data bus.

Remark: For the detail instruction for the control function, please refer to the related manual data book for controller IC.

```
//===== 89S52 MCU, 12M Oscillator =====
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```
sbit RS    = P3^0;
sbit WRR   = P3^1;
sbit E     = P3^2;
sbit CS1   = P3^3;
sbit CS2   = P3^4;
sbit CS3   = P3^5;
sbit RST   = P3^6;
sbit BF    = ACC^7;
```

[illegible]

[illegible]


```

{
    CS1=1;CS2=0;CS3=0;RS=0;
    rbusy();
    RS=1;WRR=0;P1=wd1;E=1;delayms(4);E=0;
}
//-----
void wcomd_2(uchar wc2)
{
    CS1=0;CS2=1;CS3=0;RS=0;
    rbusy();
    WRR=0;P1=wc2;E=1;delayms(4);E=0;
}
//-----
void wdata_2(uchar wd2)
{
    CS1=0;CS2=1;CS3=0;RS=0;
    rbusy();
    RS=1;WRR=0;P1=wd2;E=1;delayms(4);E=0;
}
//-----
void wcomd_3(uchar wc2)
{
    CS1=0;CS2=0;CS3=1;RS=0;
    rbusy();
    WRR=0;P1=wc2;E=1;delayms(4);E=0;
}
//-----
void wdata_3(uchar wd2)
{
    CS1=0;CS2=0;CS3=1;RS=0;
    rbusy();
    RS=1;WRR=0;P1=wd2;E=1;delayms(4);E=0;
}
//-----
void initial()
{
    wcomd_1(0xc0);wcomd_2(0xc0);wcomd_3(0xc0);
    wcomd_1(0x3f);wcomd_2(0x3f);wcomd_3(0x3f);
}
//-----
void disp_all(uchar ch1,uchar ch2)
{
    uchar i,j;
    for(j=0;j<8;j++)
    {
        wcomd_1(0xb8+j);wcomd_2(0xb8+j);wcomd_3(0xb8+j);
        wcomd_1(0x40);wcomd_2(0x40);wcomd_3(0x40);
        for(i=0;i<32;i++)
        {

```

```

        wdata_1(ch1);wdata_2(ch1);wdata_3(ch1);
        wdata_1(ch2);wdata_2(ch2);wdata_3(ch2);
    }
}
//-----
void disp_bmp(xchar *str)
{
    uchar i, j;
    for(j=0;j<8;j++)
    {
        wcomd_1(0xb8+j);wcomd_2(0xb8+j);wcomd_3(0xb8+j);
        wcomd_1(0x40);wcomd_2(0x40);wcomd_3(0x40);
        for(i=0;i<64;i++)
        {
            wdata_1(str[i+j*192]);
            wdata_2(str[i+64+j*192]);
            wdata_3(str[i+128+j*192]);
        }
    }
}
//-----
////////// main //////////
void main(void)
{
    RST=0;delay(10);
    RST=1;delay(2);
    initial();
    while(1)
    {
        disp_bmp(xshm);      delay(100);
        disp_all(0xff, 0xff); delay(100);
        disp_all(0x00, 0x00); delay(100);
        disp_all(0x55, 0xaa); delay(100);
        disp_all(0xaa, 0x55); delay(100);
        disp_all(0xff, 0x00); delay(100);
        disp_all(0x00, 0xff); delay(100);
    }
}

```