EPSON®

S1D13504 Color Graphics LCD/CRT Controller

S1D13504
TECHNICAL MANUAL

Document Number: X19A-Q-002-14

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S1D13504 COLOR GRAPHICS LCD/CRT CONTROLLER

February 2001

■ DESCRIPTION

The S1D13504 is a low cost, low power, color/monochrome LCD/CRT controller interfacing to a wide range of CPUs and LCDs. The S1D13504 architecture is designed to meet the requirements of embedded markets such as Office Automation equipment, Mobile Communications devices and Hand-Held PCs where Windows® CE may serve as a primary operating system.

The S1D13504 supports LCD interfaces with data widths up to 16-bits. Using Frame Rate Modulation (FRM), it can display 16 shades of gray on monochrome LCD panels, up to 4096 colors on passive color LCD, and 64K colors on active matrix TFT LCD panels. CRT support is handled through the use of an external RAMDAC interface allowing simultaneous display of both the CRT and LCD panel. A 16-bit memory interface supports up to 2M bytes of FPM-DRAM or EDO-DRAM. Supports flexible operating voltages from 2.7V to 5.5V.

■ FEATURES

Memory Interface

- 16-bit EDO-DRAM or FPM-DRAM interface.
- Memory size options:
  512K bytes using one 256K×16 device.
  2M bytes using one 1M×16 device.
- Addressable as a single linear address space.

CPU Interface

- Supports the following interfaces:
  Hitachi SH-3.
  Motorola M68K.
  ISA bus.
  MPU bus interface with programmable READY.
  i386/486 bus.
  Philips MIPS PR31500/31700.
  NEC MIPS VR4102.
- CPU write buffer.

Display Support

- 4/8-bit monochrome passive LCD interface.
- 4/8/16-bit color passive LCD interface.
- Single-panel, single-drive displays.
- Dual-panel, dual-drive displays.
- Direct support for 9/12-bit TFT; 18-bit TFT is supported up to 64K color depth (16-bit data).
- External RAMDAC support using the upper byte of the LCD data bus for the RAMDAC pixel data bus.
- Simultaneous display of CRT and 4/8-bit passive or 9-bit TFT panels, regardless of resolution.
- Maximum resolution of 800x600 pixels at a color depth of 16 bpp.

Display Modes

- 1/2/4/8/16 bit-per-pixel (bpp) support on LCD.
- 1/2/4/8 bit-per-pixel (bpp) on CRT.
- Up to 16 shades of gray using FRM on monochrome passive LCD panels.
- Up to 4096 colors on passive LCD panels.
- Up to 64K colors on active matrix TFT LCD in 16 bpp modes.
- Split Screen Display: allows two different images to be simultaneously displayed.
- Virtual Display Support: displays images larger than the panel size through the use of panning.
- Double Buffering/multi-pages: provides smooth animation and instantaneous screen update.
- Acceleration of screen updates by allocating full display buffer bandwidth to CPU.

Clock Source

- Single clock input for both pixel and memory clocks.
- Memory clock can be input clock or (input clock/2), providing flexibility to use CPU bus clock as input.
- Pixel clock can be memory clock or (memory clock/2), (memory clock/3) or (memory clock/4).

Power Down Modes

- Two power down modes: one software / one hardware.
- LCD Power Sequencing.

General Purpose IO pins

- Up to 12 General Purpose IO pins are available.

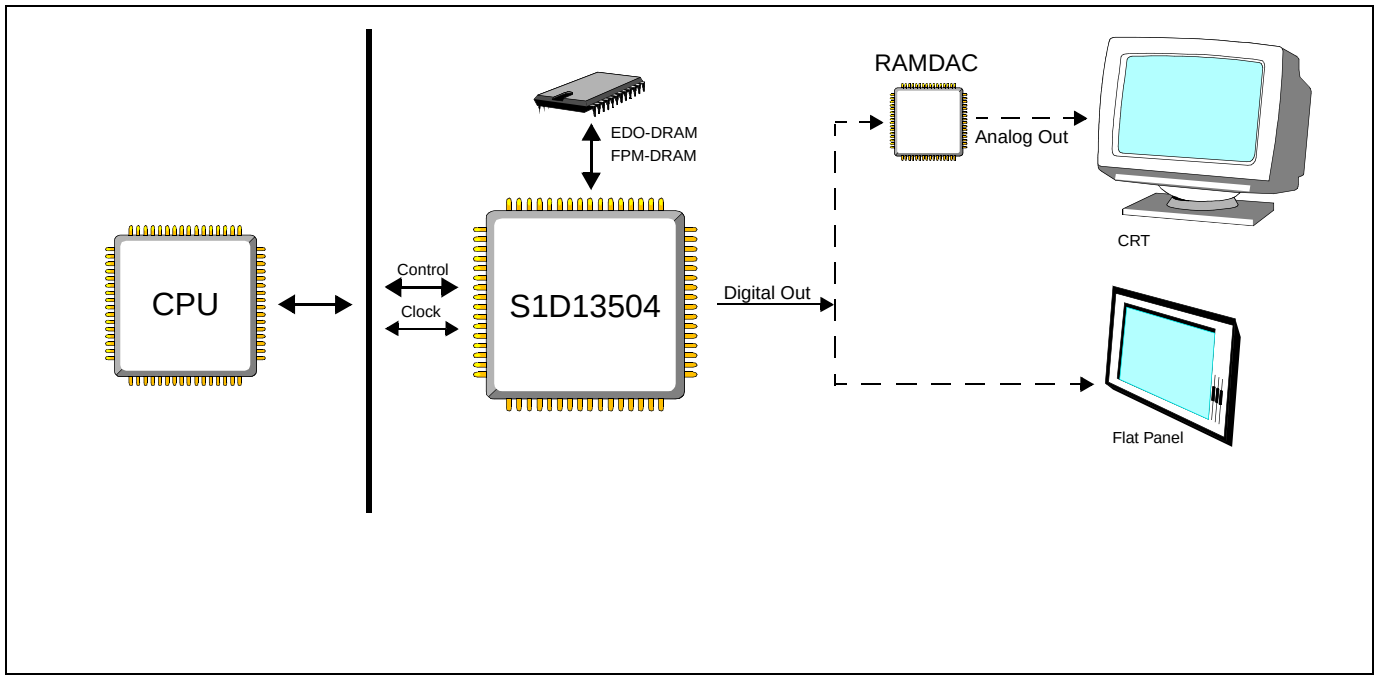
Operating Voltage

- 2.7 volts to 5.5 volts.

Package

- 128-pin QFP15 surface mount package
- 144-pin QFP20 surface mount package

SYSTEM BLOCK DIAGRAM



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S1D13504 Color Graphics LCD/CRT Controller

Hardware Functional Specification

Document Number: X19A-A-002-19

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Table of Contents

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List of Tables

List of Figures

1 Introduction

1.1 Scope

This is the Hardware Functional Specification for the S1D13504 Series Color Graphics LCD/CRT Controller Chip. Included in this document are timing diagrams, AC and DC characteristics, register descriptions, and power management descriptions. This document is intended for two audiences: Video Subsystem Designers and Software Developers.

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We appreciate your comments on our documentation. Please contact us via email at documentation@erd.epson.com.

1.2 Overview Description

The S1D13504 is a low cost, low power color/monochrome LCD/CRT controller interfacing to a wide range of CPUs and LCDs. The S1D13504 architecture is designed to meet the requirements of embedded markets such as Office Automation equipment, Mobile Communications devices and Hand-Held PCs where Windows CE may serve as a primary operating system.

The S1D13504 supports LCD interfaces with data widths up to 16 bits. Using Frame Rate Modulation (FRM), it can display 16 shades of gray on monochrome LCD panels, up to 4096 colors on passive color LCDs, and 64K colors on active matrix TFT LCD panels. CRT support is handled through the use of an external RAMDAC interface allowing simultaneous display of both the CRT and LCD panel. A 16-bit memory interface supports up to 2M bytes of FPM-DRAM or EDO-DRAM. Flexible operating voltages from 2.7V to 5.5V provide for very low power consumption.

2 Features

2.1 Memory Interface

- 16-bit DRAM interface:
  - EDO-DRAM up to 40MHz data rate (80M bytes per second).
  - FPM-DRAM up to 25MHz data rate (50M bytes per second).
- Memory size options:
  - 512K bytes using one 256K×16 device.
  - 2M bytes using one 1M×16 device.
- A configuration register can be programmed to enhance performance by tailoring the memory control output timing to the DRAM device.

2.2 CPU Interface

- Supports the following interfaces:
  - 8/16-bit Hitachi SH-3 bus interface.
  - 16-bit interface to 16/32-bit Motorola MC68K microprocessors/microcontrollers.
  - Philips MIPS PR31500 / PR31700.
  - NEC MIPS VR4102.
  - 8/16-bit generic interface bus.
- One-Stage write buffer for minimum wait-state CPU writes.
- Registers are memory-mapped; M/R# pin selects between memory and register address space.
- The complete 2M byte display buffer address space is directly and contiguously available through the 21-bit address bus.

2.3 Display Support

- 4/8-bit monochrome or 4/8/16-bit color passive LCD interface for single-panel, single-drive displays.
- 8-bit monochrome or 8/16-bit color passive LCD interface for dual-panel, dual-drive displays.
- Direct support for 9/12-bit TFT, 18/24-bit TFT are supported up to 64K color depth (16-bit data).
- External RAMDAC support using the upper byte of the LCD data bus for the RAMDAC pixel data bus.
- Simultaneous display of CRT and 4/8-bit passive panel or 9-bit TFT panel:
  - Normal mode for cases where LCD and CRT image sizes are identical.
  - Line-Doubling mode for simultaneous display of 240-line images on 240-line LCD and 480-line CRT.
  - Even-Scan and interlace modes for simultaneous display of 480-line images on 240-line LCD and 480-line CRT.

2.4 Display Modes

- 1/2/4/8/16 bit-per-pixel modes supported on LCD.
- 1/2/4/8 bit-per-pixel modes supported on CRT.
- Up to 16 shades of gray by FRM on monochrome passive LCD panels; a 16x4 Look-Up Table is used to map 1/2/4 bit-per-pixel modes into these shades.
- Up to 4096 colors on color passive LCD panels; three 16x4 Look-Up Tables are used to map 1/2/4/8 bit-per-pixel modes into these colors, 16 bit-per-pixel mode is mapped directly using the 4 most significant bits of the red, green and blue colors.
- Up to 64K colors in 16 bit-per-pixel mode on TFT panels.
- Split screen mode – allows two different images to be simultaneously displayed.
- Virtual display mode – displays images larger than the panel size through the use of panning and scrolling.
- Double buffering / multi-pages – for smooth animation and instantaneous screen update.
- Fast-Update feature – accelerates screen update by allocating full display buffer bandwidth to CPU (see REG[23h] bit 7).

2.5 Clock Source

- Single clock input for both pixel and memory clocks.
- Memory clock can be input clock or (input clock)/2 – this provides flexibility to use CPU bus clock as input clock.
- Pixel clock can be memory clock, (memory clock)/2, (memory clock)/3 or (memory clock)/4.

2.6 Miscellaneous

- The memory data bus MD[15:0], is used to configure the chip at power-on.
- Up to 12 General Purpose Input/Output pins are available:
  - GPIO0 is always available.
  - GPIO[3:1] are available if upper Memory Address pins are not required for DRAM support.
  - GPIO[11:4] are available if there is no external RAMDAC.
- Suspend power save mode is initiated by hardware or software.
- The SUSPEND# pin is used either as an input to initiate Suspend mode, or as a General Purpose Output that can be used to control the LCD backlight – its power-on polarity is selected by an MD configuration pin.

2.7 Package and Pin

Table 2-1: S1D13504 Series Package list

Name	Package	Pin
S1D13504F00A	QFP15	128
S1D13504F01A	TQFP15	128
S1D13504F02A	QFP20	144

3 Typical System Implementation Diagrams

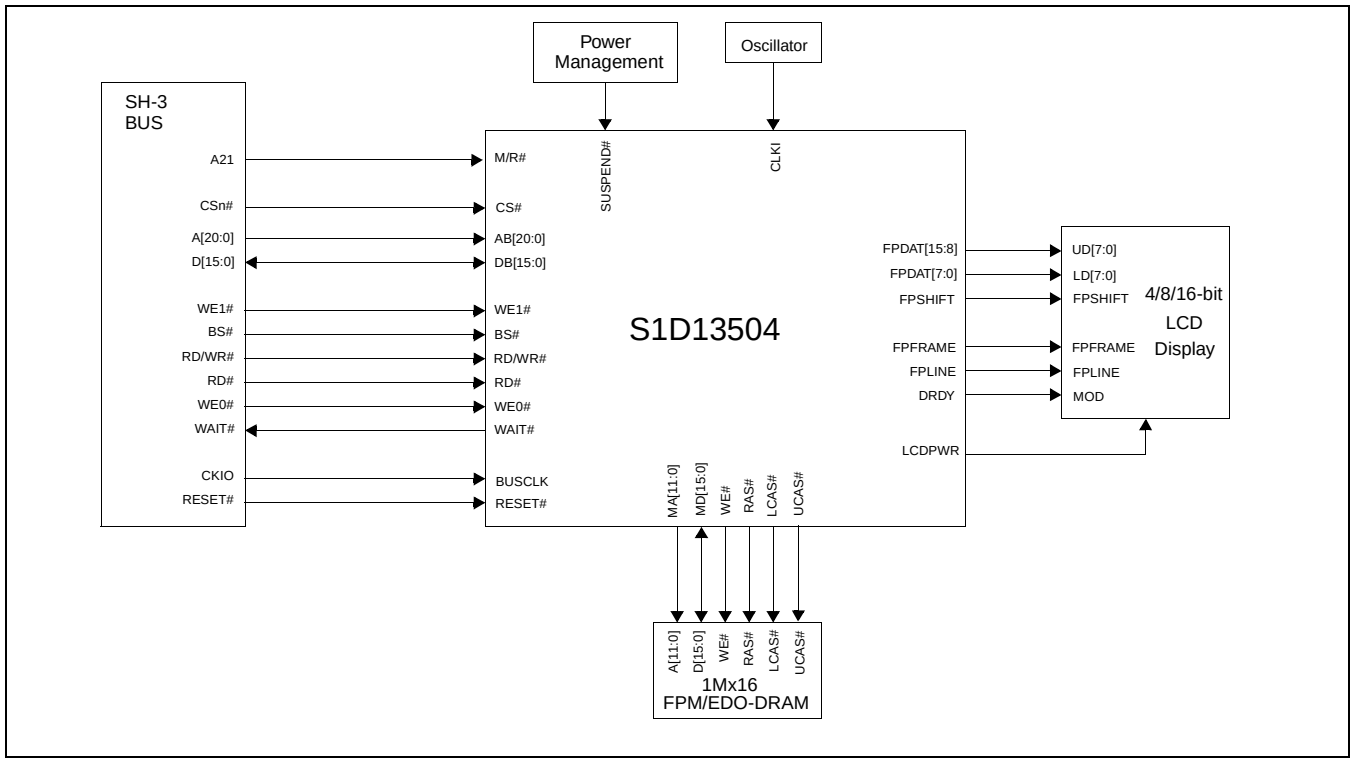


Figure 3-1: Typical System Diagram – SH-3 Bus, 1Mx16 FPM/EDO-DRAM

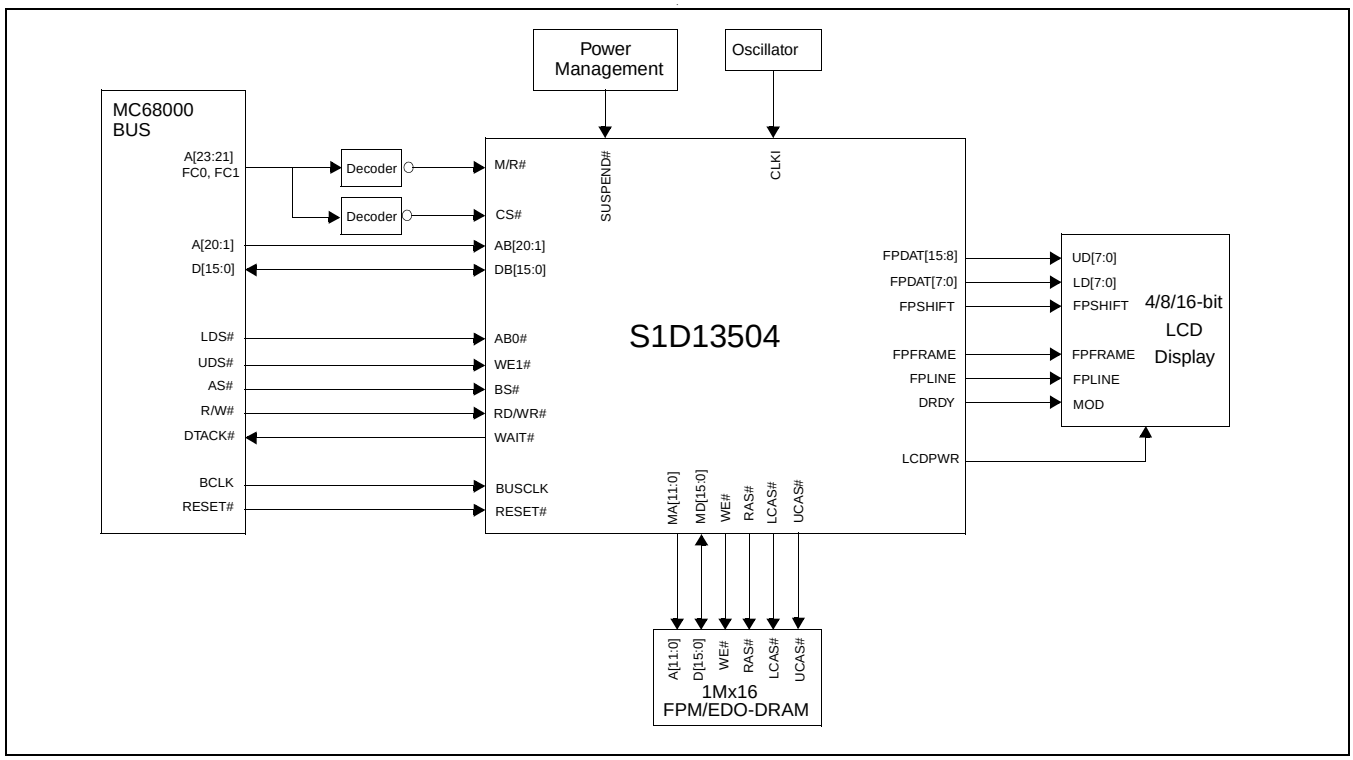


Figure 3-2: Typical System Diagram – MC68K Bus 1, 1Mx16 FPM/EDO-DRAM (16-Bit MC68000)

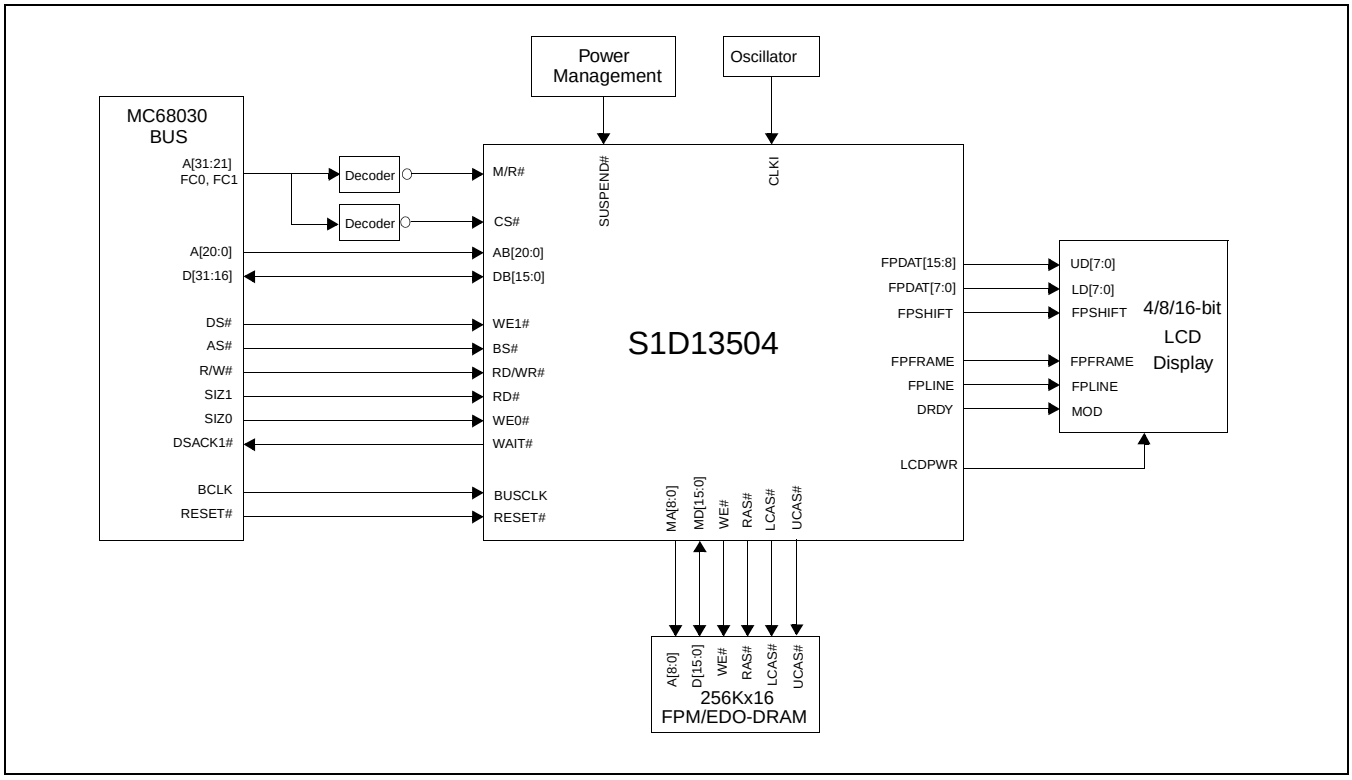


Figure 3-3: Typical System Diagram – MC68K Bus 2, 256Kx16 FPM/EDO-DRAM (32-Bit MC68030)

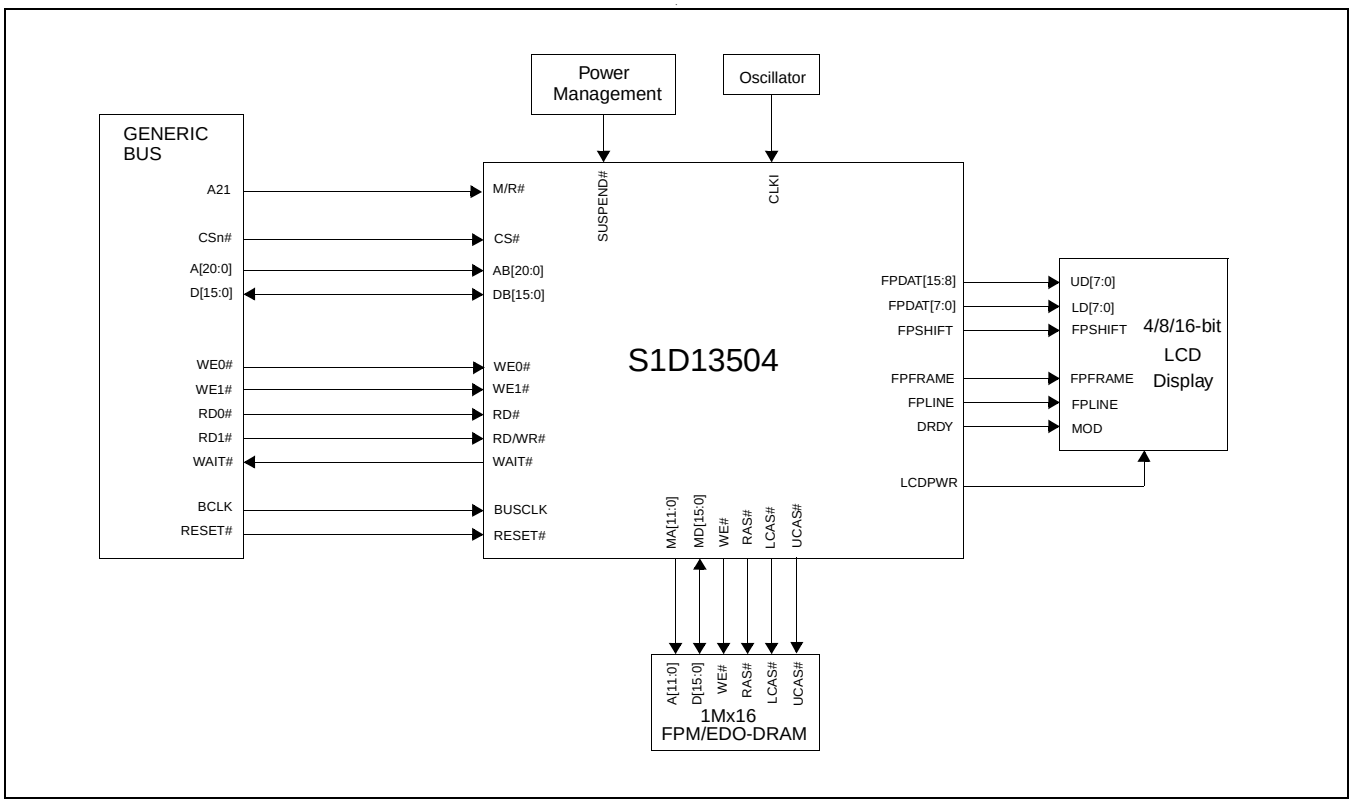


Figure 3-4: Typical System Diagram – Generic Bus, 1Mx16 FPM/EDO-DRAM

4 Block Description

4.1 Functional Block Diagram

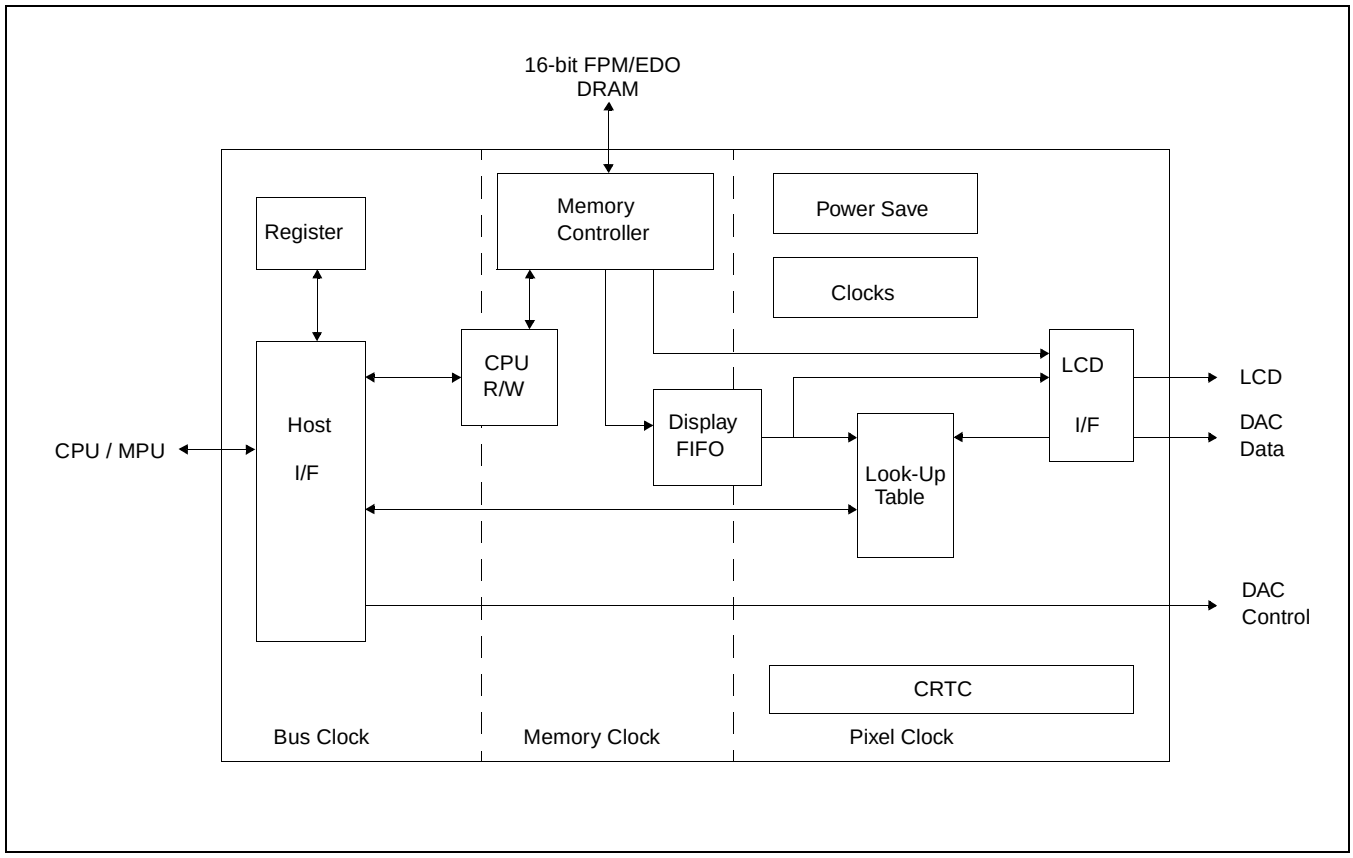


Figure 4-1: System Block Diagram Showing Datapaths

4.2 Functional Block Descriptions

4.2.1 Host Interface

The Host Interface block provides the means for the CPU/MPU to communicate with the display buffer and internal registers, via one of the supported bus interfaces.

4.2.2 Memory Controller

The Memory Controller block arbitrates between CPU accesses and display refresh accesses as well as generates the necessary signals to interface to one of the supported 16-bit memory devices (FPM-DRAM or EDO-DRAM).

4.2.3 Display FIFO

The Display FIFO block fetches display data from the Memory Controller for display refresh.

4.2.4 Look-Up Table

The Look-Up Table block contains three 16x4 Look-Up Tables, one for each primary color. In monochrome mode only one of these Look-Up Tables is selected and used.

4.2.5 LCD Interface

The LCD Interface block performs frame rate modulation for passive LCD panels. It also generates the correct data format and timing control signals for various LCD and TFT panels.

4.2.6 Power Save

The Power Save block contains the power save mode circuitry.

5 Pin Out

5.1 Pinout Diagram for S1D13504F00A

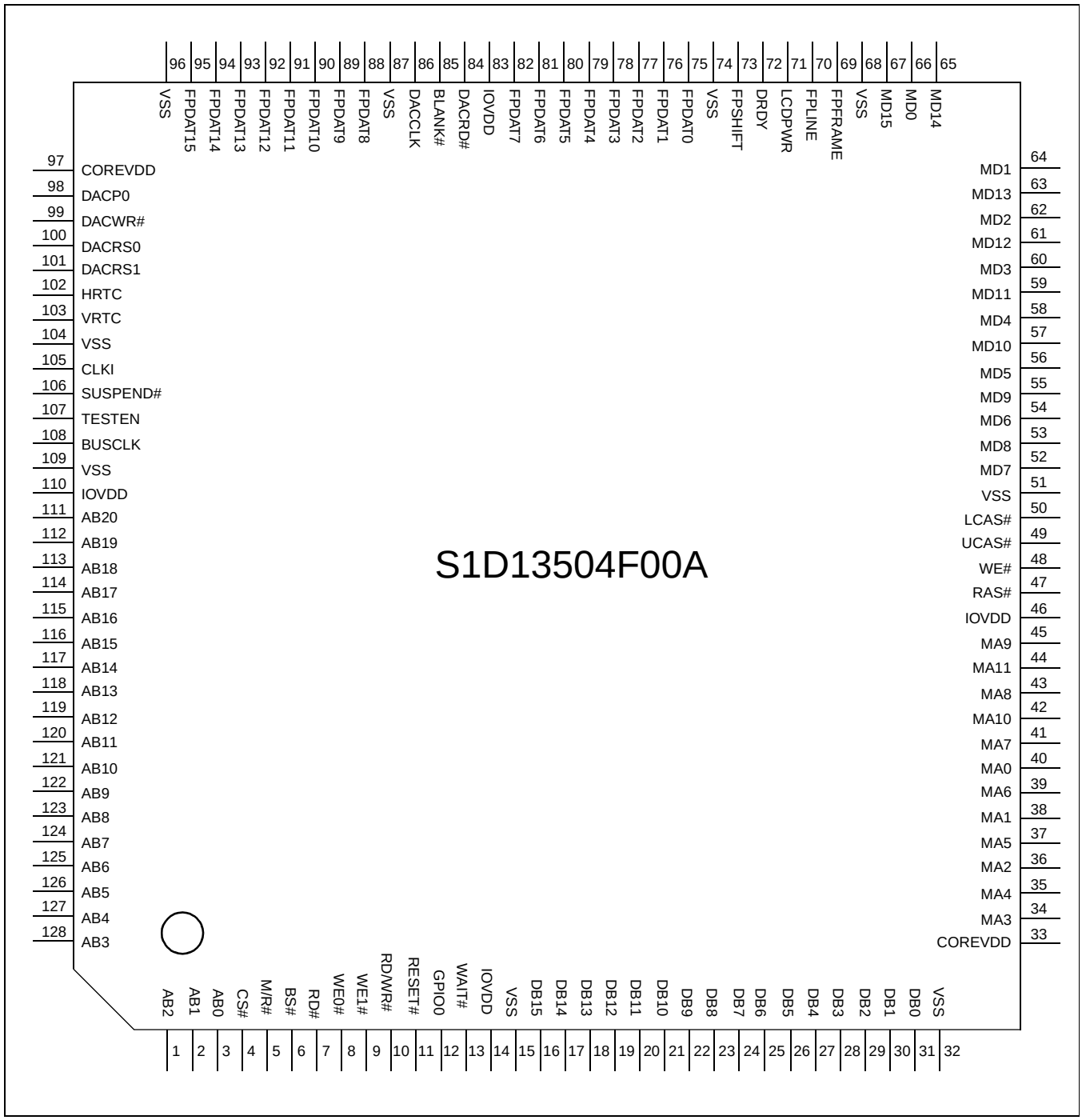


Figure 5-1: Pinout Diagram of F00A

Package type: 128 pin surface mount QFP15

5.2 Pinout Diagram for S1D13504F01A

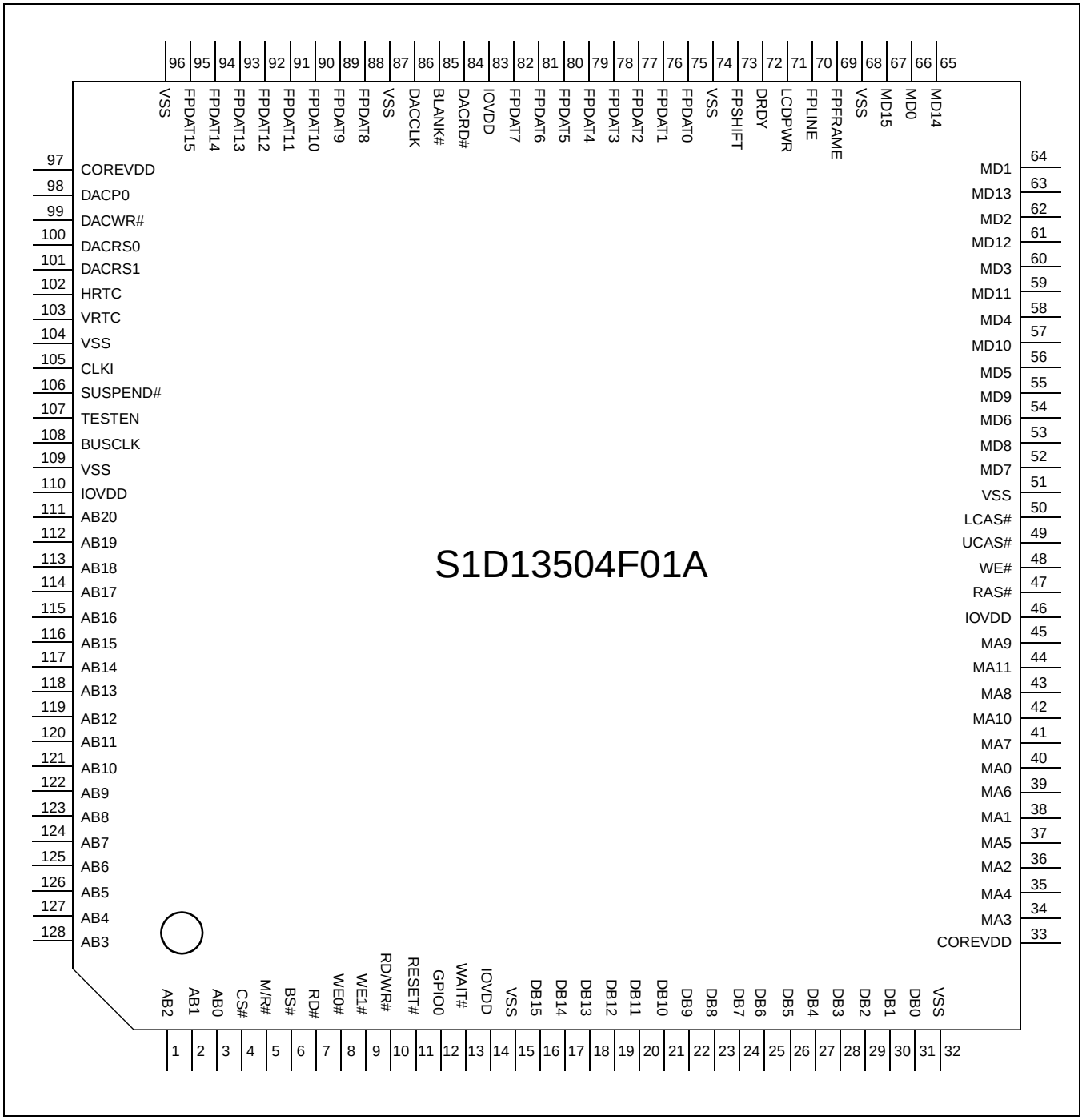


Figure 5-2: Pinout Diagram of F01A

Package type: 128 pin surface mount TQFP15

5.3 Pinout Diagram for S1D13504F02A

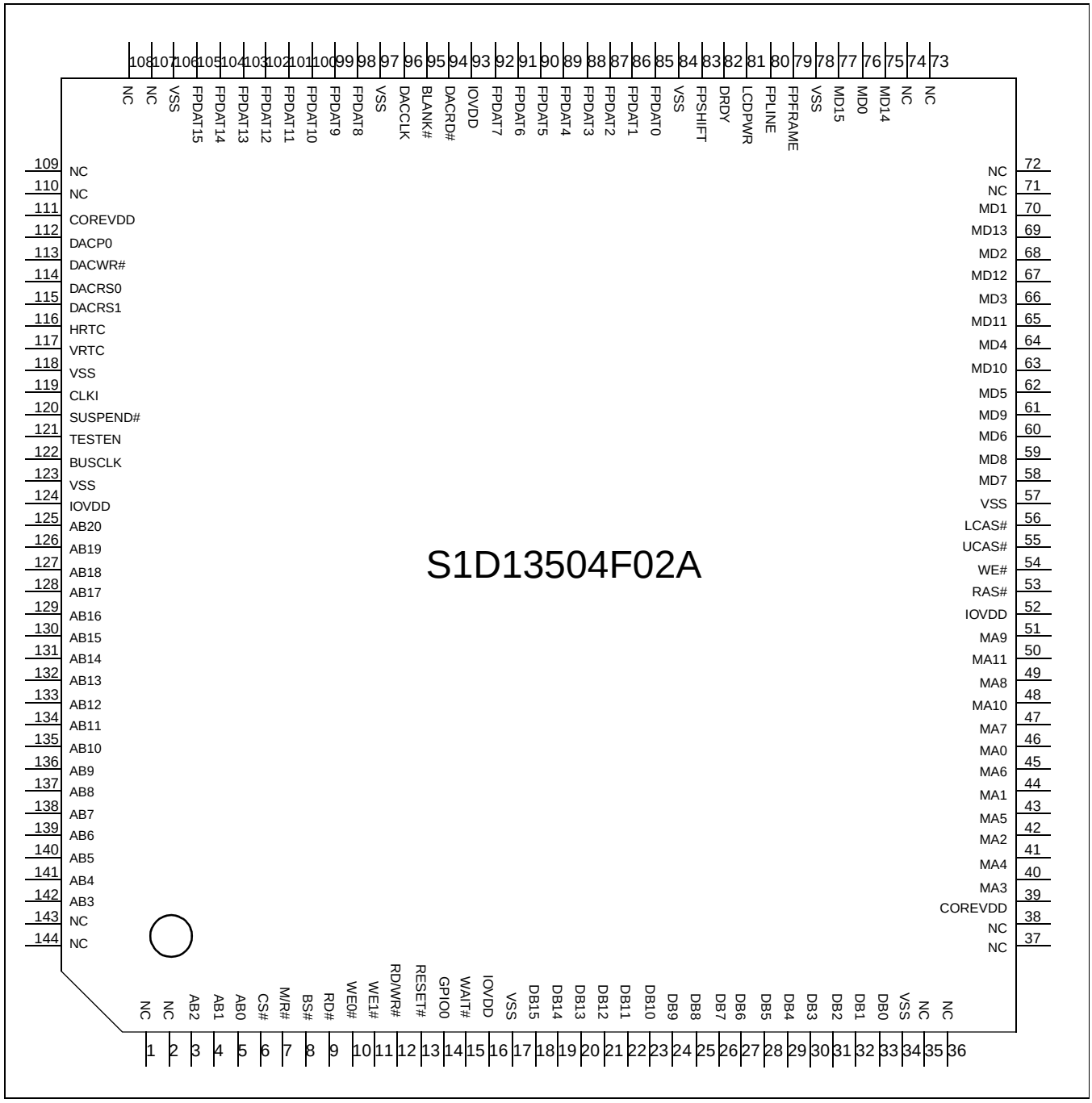


Figure 5-3: Pinout Diagram of F02A

Package type: 144 pin surface mount QFP20

5.4 Pin Description

Key:

I	=	Input
O	=	Output
IO	=	Bi-Directional (Input/Output)
P	=	Power pin
C	=	CMOS level input
CD	=	CMOS level input with pull-down resistor (typical values of 100KΩ/180KΩ at 5V/3.3V respectively)
CS	=	CMOS level Schmitt input
COx	=	CMOS output driver, x denotes driver type (1=3/-1.5mA, 2=6/-3mA, 3=12/-6mA)
TSx	=	Tri-state CMOS output driver, x denotes driver type (1=3/-1.5mA, 2=6/-3mA, 3=12/-6mA)
TSxD	=	Tri-state CMOS output driver with pull-down resistor (typical values of 100KΩ/180KΩ at 5V/3.3V respectively), x denotes driver type (1=3/-1.5mA, 2=6/-3mA, 3=12/-6mA)
CNx	=	CMOS low-noise output driver, x denotes driver type (1=3/-1.5mA, 2=6/-3mA, 3=12/-6mA)

5.4.1 Host Interface

Table 5-1: Host Interface Pin Descriptions

Pin Name	Type	Pin #		Driver	Reset = 0 Value	Description
		F00A F01A	F02A			
AB0	I	3	5	CS	Hi-Z	This pin has multiple functions. • For SH-3 mode, this pin inputs system address bit 0 (A0). • For MC68K Bus 1, this pin inputs the lower data strobe (LDS#). • For MC68K Bus 2, this pin inputs system address bit 0 (A0). • For Generic Bus, this pin inputs system address bit 0 (A0). See Table 5-9: “Host Bus Interface Pin Mapping,” on page 31 for summary.
AB[20:1]	I	111-128 1, 2	125-142 3,4	C	Hi-Z	System address bus bits [20:1].
DB[15:0]	IO	16-31	18-33	C/TS2	Hi-Z	System data bus. Unused data pins should be connected to IO V_{DD}. • For SH-3 mode, these pins are connected to D[15:0]. • For MC68K Bus 1, these pins are connected to D[15:0]. • For MC68K Bus 2, these pins are connected to D[31:16] for 32-bit devices (e.g. MC68030) or D[15:0] for 16-bit devices (e.g. MC68340). • For Generic Bus, these pins are connected to D[15:0]. See Table 5-9: “Host Bus Interface Pin Mapping,” on page 31 for summary.

Table 5-1: Host Interface Pin Descriptions (Continued)

Pin Name	Type	Pin #		Driver	Reset = 0 Value	Description
		F00A F01A	F02A			
WE1#	I	9	11	CS	Hi-Z	This pin has multiple functions. • For SH-3 mode, this pin inputs the write enable signal for the upper data byte (WE1#). • For MC68K Bus 1, this pin inputs the upper data strobe (UDS#). • For MC68K Bus 2, this pin inputs the data strobe (DS#). • For Generic Bus, this pin inputs the write enable signal for the upper data byte (WE1#). See Table 5-9: “Host Bus Interface Pin Mapping,” on page 31.
M/R#	I	5	7	C	Hi-Z	This input pin is used to select between the memory and register address spaces of the S1D13504. M/R# is set high to access the memory and low to access the registers. See Section 8.1, *“Register Mapping”* on page 89. See Table 5-9: “Host Bus Interface Pin Mapping,” on page 31.
CS#	I	4	6	C	Hi-Z	Chip select input. See Table 5-9: “Host Bus Interface Pin Mapping,” on page 31.
BUSCLK	I	108	122	C	Hi-Z	System bus clock. See Table 5-9: “Host Bus Interface Pin Mapping,” on page 31.
BS#	I	6	8	CS	Hi-Z	This pin has multiple functions. • For SH-3 mode, this pin inputs the bus start signal (BS#). • For MC68K Bus 1, this pin inputs the address strobe (AS#). • For MC68K Bus 2, this pin inputs the address strobe (AS#). • For Generic Bus, this pin must be tied to IO V_{DD}. See Table 5-9: “Host Bus Interface Pin Mapping,” on page 31.
RD/WR#	I	10	12	CS	Hi-Z	This pin has multiple functions. • For SH-3 mode, this pin inputs the RD/WR# signal. The S1D13504 needs this signal for early decode of the bus cycle. • For MC68K Bus 1, this pin inputs the R/W# signal. • For MC68K Bus 2, this pin inputs the R/W# signal. • For Generic Bus, this pin inputs the read command for the upper data byte (RD1#). See Table 5-9: “Host Bus Interface Pin Mapping,” on page 31.
RD#	I	7	9	CS	Hi-Z	This pin has multiple functions. • For SH-3 mode, this pin inputs the read signal (RD#). • For MC68K Bus 1, this pin must be tied to IO V_{DD}. • For MC68K Bus 2, this pin inputs the bus size bit 1 (SIZ1). • For Generic Bus, this pin inputs the read command for the lower data byte (RD0#). See Table 5-9: “Host Bus Interface Pin Mapping,” on page 31.

Table 5-1: Host Interface Pin Descriptions (Continued)

Pin Name	Type	Pin #		Driver	Reset = 0 Value	Description
		F00A F01A	F02A			
WE0#	I	8	10	CS	Hi-Z	This pin has multiple functions. • For SH-3 mode, this pin inputs the write enable signal for the lower data byte (WE0#). • For MC68K Bus 1, this pin must be tied to IO V_{DD}. • For MC68K Bus 2, this pin inputs the bus size bit 0 (SIZ0). • For Generic Bus, this pin inputs the write enable signal for the lower data byte (WE0#). See Table 5-9: "Host Bus Interface Pin Mapping," on page 31.
WAIT#	O	13	15	TS2	Hi-Z	The active polarity of the WAIT# output is configurable on the rising edge of RESET# - see Section 5.5, *"Summary of Configuration Options"* on page 30. This pin has multiple functions. • For SH-3 mode, this pin outputs the wait request signal (WAIT#); MD5 must be pulled low during reset by the internal pull-down resistor. • For MC68K Bus 1, this pin outputs the data transfer acknowledge signal (DTACK#); MD5 must be pulled high during reset by an external pull-up resistor. • For MC68K Bus 2, this pin outputs the data transfer and size acknowledge bit 1 (DSACK1#); MD5 must be pulled high during reset by an external pull-up resistor. • For Generic Bus, this pin outputs the wait signal (WAIT#); MD5 must be pulled low during reset by the internal pull-down resistor. See Table 5-9: "Host Bus Interface Pin Mapping," on page 31.
RESET#	I	11	13	CS	Input 0	Active low input to clear all internal registers and to force all signals to their inactive states.

5.4.2 Memory Interface

Table 5-2: Memory Interface Pin Descriptions

Pin Name	Type	Pin #		Driver	Reset = 0 Value	Description
		F00A F01A	F02A			
LCAS#	O	50	56	CO1	Output 1	This pin has multiple functions. • For dual CAS# DRAM, this is the column address strobe for the lower byte (LCAS#). • For single CAS# DRAM, this is the column address strobe (CAS#). See Table 5-10: “Memory Interface Pin Mapping,” on page 32 for summary.
UCAS#	O	49	55	CO1	Output 1	This pin has multiple functions. • For dual CAS# DRAM, this is the column address strobe for the upper byte (UCAS#). • For single CAS# DRAM, this is the write enable signal for the upper byte (UWE#). See Table 5-10: “Memory Interface Pin Mapping,” on page 32 for summary.
WE#	O	48	54	CO1	Output 1	This pin has multiple functions. • For dual CAS# DRAM, this is the write enable signal (WE#). • For single CAS# DRAM, this is the write enable signal for the lower byte (LWE#). See Table 5-10: “Memory Interface Pin Mapping,” on page 32 for summary.
RAS#	O	47	53	CO1	Output 1	Row address strobe.
MD[15:0]	IO	67, 65, 63, 61, 59, 57, 55, 53, 52, 54, 56, 58, 60, 62, 64, 66	76, 70, 68, 66, 64, 62, 60, 58, 59, 61, 63, 65, 67, 69, 75, 77	CD2/TS1	Hi-Z (pulled 0)	These pins have multiple functions. • Bi-directional memory data bus. • During reset, these pins are inputs and their states at the rising edge of RESET# are used to configure the chip. Internal pull-down resistors (typical values of 100KΩ/100KΩ/120KΩ at 5.0V/3.3V/3.0V respectively) pull the reset states to 0. External pull-up resistors can be used to pull the reset states to 1. See Section 5.5, *“Summary of Configuration Options”* on page 30.

Table 5-2: Memory Interface Pin Descriptions (Continued)

Pin Name	Type	Pin #		Driver	Reset = 0 Value	Description
		F00A F01A	F02A			
MA[8:0]	O	43, 41, 39, 37, 35, 34, 36, 38, 40	46, 44, 42, 40, 41, 43, 45, 47, 49	CO1	Output 0	Multiplexed memory address.
MA9	IO	45	51	C/TS1	Hi-Z / Output 0[1]	This pin has multiple functions. • For 2M byte DRAM, this is memory address bit 9 (MA9). • For asymmetrical 512K byte DRAM, this is memory address bit 9 (MA9). • For symmetrical 512K byte DRAM, this pin can be used as general purpose IO (GPIO3). See Table 5-10: “Memory Interface Pin Mapping,” on page 32 for summary.
MA10	IO	42	48	C/TS1	Hi-Z / Output 0[1]	This pin has multiple functions. • For asymmetrical 2M byte DRAM, this is memory address bit 10 (MA10). • For symmetrical 2M byte DRAM and all 512K byte DRAM, this pin can be used as general purpose IO (GPIO1). See Table 5-10: “Memory Interface Pin Mapping,” on page 32 for summary.
MA11	IO	44	50	C/TS1	Hi-Z / Output 0[1]	This pin has multiple functions. • For asymmetrical 2M byte DRAM, this is memory address bit 11 (MA11). • For symmetrical 2M byte DRAM and all 512K byte DRAM, this pin can be used as general purpose IO (GPIO2). See Table 5-10: “Memory Interface Pin Mapping,” on page 32 for summary.

1 When configured as IO pins.

5.4.3 LCD Interface

Table 5-3: LCD Interface Pin Descriptions

Pin Name	Type	Pin #		Driver	Reset = 0 Value	Description
		F00A F!A	F02A			
FPDAT[8:0]	O	88, 82-75	98, 92-85	CN3	Output 0	Panel Data
FPDAT[15:9]	O	95-89	105-99	CN3	Output 0	These pins have multiple functions. • Panel Data for 16-bit panels. • Pixel Data for external RAMDAC support. See Table 5-11: “LCD, CRT, RAMDAC Interface Pin Mapping,” on page 33.
FPFRAME	O	69	79	CN3	Output 0	Frame Pulse
FPLINE	O	70	80	CN3	Output 0	Line Pulse
FPSHIFT	O	73	83	CN3	Output 0	Shift Clock Pulse
LCDPWR	O	71	81	CO1	Output[1]	LCD power control output. The active polarity of this output is selected by the state of MD10 at the rising edge of RESET# - see Section 5.5, *“Summary of Configuration Options”* on page 30. This output is controlled by the power save mode circuitry - see Section 13, *“Power Save Modes”* on page 127 for details.
DRDY	O	72	82	CN3	Output 0	This pin has multiple functions which are automatically selected depending on panel type used. • For TFT panels, this is the display enable output (DRDY). • For passive LCDs with Format 1 interfaces, this is the 2nd Shift Clock (FPSHIFT2). • For all other LCD panels, this is the LCD backplane bias signal (MOD). See Table 5-11: “LCD, CRT, RAMDAC Interface Pin Mapping,” on page 33 and REG[02h] for details.

1 Output may be 1 or 0.

5.4.4 Clock Input

Table 5-4: Clock Input Pin Description

Pin Name	Type	Pin #		Driver	Reset = 0 Value	Description
		F00A F01A	F02A			
CLKI	I	105	119	C	Hi-Z	Input clock for the internal pixel clock (PCLK) and memory clock (MCLK). PCLK and MCLK are derived from CLKI – see REG[19h] for details.

5.4.5 CRT and External RAMDAC Interface

Table 5-5: CRT and RAMDAC Interface Pin Descriptions

Pin Name	Type	Pin #		Driver	Reset = 0 Value	Description
		F00A F01A	F02A			
DACRD#	IO	84	94	C/TS1	Hi-Z / Output 1[1]	This pin has multiple functions. • Read signal for external RAMDAC support. • General Purpose IO (GPIO4). See Table 5-11: "LCD, CRT, RAMDAC Interface Pin Mapping," on page 33.
DACWR#	IO	99	113	C/TS1	Hi-Z / Output 1[1]	This pin has multiple functions. • Write signal for external RAMDAC support. • General Purpose IO (GPIO7). See Table 5-11: "LCD, CRT, RAMDAC Interface Pin Mapping," on page 33.
DACRS1	IO	101	115	C/TS1	Hi-Z / Output 0[1]	This pin has multiple functions. • Register Select bit 1 for external RAMDAC support. • General Purpose IO (GPIO9). See Table 5-11: "LCD, CRT, RAMDAC Interface Pin Mapping," on page 33.
DACRS0	IO	100	114	C/TS1	Hi-Z / Output 0[1]	This pin has multiple functions. • Register Select bit 0 for external RAMDAC support. • General Purpose IO (GPIO8). See Table 5-11: "LCD, CRT, RAMDAC Interface Pin Mapping," on page 33.
DACP0	IO	98	112	C/CN3	Hi-Z / Output 0[1]	This pin has multiple functions. • Pixel Data bit 0 for external RAMDAC support. • General Purpose IO (GPIO6). See Table 5-11: "LCD, CRT, RAMDAC Interface Pin Mapping," on page 33.

Table 5-5: CRT and RAMDAC Interface Pin Descriptions (Continued)

Pin Name	Type	Pin #		Driver	Reset = 0 Value	Description
		F00A F01A	F02A			
HRTC	IO	102	116	C/CN3	Hi-Z / Output 0[1]	This pin has multiple functions. • Horizontal Retrace signal for CRT. • General Purpose IO (GPIO10). See Table 5-11: “LCD, CRT, RAMDAC Interface Pin Mapping,” on page 33.
VRTC	IO	103	117	C/CN3	Hi-Z / Output 0[1]	This pin has multiple functions. • Vertical Retrace signal for CRT. • General Purpose IO (GPIO11). See Table 5-11: “LCD, CRT, RAMDAC Interface Pin Mapping,” on page 33.
BLANK#	IO	85	95	C/CN3	Hi-Z / Output 0[1]	This pin has multiple functions. • Blanking signal for DAC. • General Purpose IO (GPIO5). See Table 5-11: “LCD, CRT, RAMDAC Interface Pin Mapping,” on page 33.
DACCLK	O	86	96	C/CN3	Output 0	Pixel Clock for RAMDAC.

1 When configured as IO pins

5.4.6 Miscellaneous

Table 5-6: Miscellaneous Pin Descriptions

Pin Name	Type	Pin #		Driver	Reset = 0 Value	Description
		F00A F01A	F02A			
SUSPEND#	IO	106	120	CS/TS1	Hi-Z / Output[1]	This pin has multiple functions. • When MD9 = 0 at rising edge of RESET#, this pin is an active-low input used to place the S1D13504 into suspend mode; see Section 13, *"Power Save Modes"* on page 127 for details. • When MD[10:9] = 01 at rising edge of RESET#, this pin is an output with a reset state of 0. Its state is controlled by REG[21h] bit 7. • When MD[10:9] = 11 at rising edge of RESET#, this pin is an output with a reset state of 1. Its state is controlled by REG[21h] bit 7.
GPIO0	IO	12	14	C/TS1	Hi-Z	General Purpose IO pin 0.
TSTEN	I	107	121	CD	Hi-Z (pulled 0)	Test Enable. This in should be connected to V_{SS} for normal operation.
NC	-	-	1, 2, 35-38, 71-74, 107-110, 143, 144	-	-	No connect

1 When configured as IO pin. Output may be 1 or 0.

5.4.7 Power Supply

Table 5-7: Power Supply Pin Descriptions

Pin Name	Type	Pin #		Driver	Description
		F00A F01A	F02A		
COREVDD	P	33, 97	39, 111	P	Core V_{DD}
IOVDD	P	14, 46, 83, 110	16, 52, 93, 124	P	IO V_{DD}
VSS	P	15, 32, 51, 68, 74, 87, 96, 104, 109	17, 34, 57, 78, 84, 97, 106, 118, 123,	P	Common V_{SS}

5.5 Summary of Configuration Options

Table 5-8: Summary of Power On / Reset Options

Pin Name	value on this pin at rising edge of RESET# is used to configure: (1/0)	
	1	**0**
MD0	8-bit host bus interface	16-bit host bus interface
MD[3:1]	Select host bus interface: 000 = SH-3 bus interface 001 = MC68K bus 1 (e.g. MC68000) 010 = MC68K bus 2 (e.g. MC68030) 011 = Generic bus interface (e.g. Philips MIPS PR31500/PR31700; NEC MIPS VR4102) 1XX = reserved	
MD4	Little Endian	Big Endian
MD5	WAIT# is active high (1 = insert wait state)	WAIT# is active low (0 = insert wait state)
MD[7:6]	Memory Address/GPIO configuration: 00 = symmetrical 256K×16 DRAM. MA[8:0] = DRAM address. MA[11:9] = GPIO[2:1] and GPIO3. 01 = symmetrical 1M×16 DRAM. MA[9:0] = DRAM address. MA[11:10] = GPIO[2:1]. 10 = asymmetrical 256K×16 DRAM. MA[9:0] = DRAM address. MA[11:10] = GPIO[2:1]. 11 = asymmetrical 1M×16 DRAM. MA[11:0] = DRAM address.	
MD8	Configure DACRD#, BLANK#, DACP0, DACWR#, DACRS0, DACRS1, HRTC, VRTC as General Purpose IO (GPIO[11:4]).	Configure DACRD#, BLANK#, DACP0, DACWR#, DACRS0, DACRS1, HRTC, VRTC as DAC and CRT outputs.
MD9	SUSPEND# pin configured as GPO output.	SUSPEND# pin configured as SUSPEND# input.
MD10	Active low LCDPWR or GPO polarities.	Active high LCDPWR or GPO polarities.
MD[15:11]	Not used.	

5.6 Multiple Function Pin Mapping

Table 5-9: Host Bus Interface Pin Mapping

S1D13504 Pin Names	SH-3	MC68K Bus 1	MC68K Bus 2	Generic MPU
AB[20:1]	A[20:1]	A[20:1]	A[20:1]	A[20:1]
AB0	A0	LDS#	A0	A0
DB[15:0]	D[15:0]	D[15:0]	D[31:16]	D[15:0]
WE1#	WE1#	UDS#	DS#	WE1#
M/R#	External Decode	External Decode	External Decode	External Decode
CS#	CSn#	External Decode	External Decode	External Decode
BUSCLK	CKIO	CLK	CLK	BCLK
BS#	BS#	AS#	AS#	Connect to IO V_{DD}
RD/WR#	RD/WR#	R/W#	R/W#	RD1#
RD#	RD#	Connect to IO V_{DD}	SIZ1	RD0#
WE0#	WE0#	Connect to IO V_{DD}	SIZ0	WE0#
WAIT#	WAIT#	DTACK#	DSACK1#	WAIT#
RESET#	RESET#	RESET#	RESET#	RESET#

Table 5-10: Memory Interface Pin Mapping

S1D13504 Pin Names	FPM/EDO-DRAM							
	Sym 256Kx16		Asym 256Kx16		Sym 1Mx16		Asym 1Mx16	
	2-CAS#	2-WE#	2-CAS#	2-WE#	2-CAS#	2-WE#	2-CAS#	2-WE#
MD[15:0]	DQ[15:0]							
MA[8:0]	A[8:0]							
MA9	GPIO3[1]		A9					
MA10	GPIO1[1]						A10	
MA11	GPIO2[1]						A11	
UCAS#	UCAS#	UWE#	UCAS#	UWE#	UCAS#	UWE#	UCAS#	UWE#
LCAS#	LCAS#	CAS#	LCAS#	CAS#	LCAS#	CAS#	LCAS#	CAS#
WE#	WE#	LWE#	WE#	LWE#	WE#	LWE#	WE#	LWE#
RAS#	RAS#							

Note

1. All GPIO pins default to input on reset, and unless programmed otherwise should be connected to either V_{SS} or IO V_{DD} if not used.

Table 5-11: LCD, CRT, RAMDAC Interface Pin Mapping

S1D13504 Pin Names	Monochrome Passive Panel			Color Passive Panel					Color TFT Panel			CRT
	Single		Dual	Single	Single Format 1	Single Format 2	Dual					
	4-bit	8-bit	8-bit	4-bit	8-bit	8-bit	8-bit	16-bit	9-bit	12-bit	18-bit[1]	
FPFRAME	FPFRAME											Note[2]
FPLINE	FPLINE											Note[2]
FPSHIFT	FPSHIFT											Note[2]
DRDY	MOD				FPSHIFT2	MOD			DRDY			Note[2]
FPDAT0	driven 0	D0	LD0	driven 0	D0	D0	LD0	LD0	R2	R3	R5	Note[2]
FPDAT1	driven 0	D1	LD1	driven 0	D1	D1	LD1	LD1	R1	R2	R4	Note[2]
FPDAT2	driven 0	D2	LD2	driven 0	D2	D2	LD2	LD2	R0	R1	R3	Note[2]
FPDAT3	driven 0	D3	LD3	driven 0	D3	D3	LD3	LD3	G2	G3	G5	Note[2]
FPDAT4	D0	D4	UD0	D0	D4	D4	UD0	UD0	G1	G2	G4	Note[2]
FPDAT5	D1	D5	UD1	D1	D5	D5	UD1	UD1	G0	G1	G3	Note[2]
FPDAT6	D2	D6	UD2	D2	D6	D6	UD2	UD2	B2	B3	B5	Note[2]
FPDAT7	D3	D7	UD3	D3	D7	D7	UD3	UD3	B1	B2	B4	Note[2]
FPDAT8	driven 0	driven 0	driven 0	driven 0	driven 0	driven 0	driven 0	LD4	B0	B1	B3	Note[2]
FPDAT9	driven 0	driven 0	driven 0	driven 0	driven 0	driven 0	driven 0	LD5	driven 0	R0	R2	DACP7
FPDAT10	driven 0	driven 0	driven 0	driven 0	driven 0	driven 0	driven 0	LD6	driven 0	driven 0	R1	DACP6
FPDAT11	driven 0	driven 0	driven 0	driven 0	driven 0	driven 0	driven 0	LD7	driven 0	G0	G2	DACP5
FPDAT12	driven 0	driven 0	driven 0	driven 0	driven 0	driven 0	driven 0	UD4	driven 0	driven 0	G1	DACP4
FPDAT13	driven 0	driven 0	driven 0	driven 0	driven 0	driven 0	driven 0	UD5	driven 0	driven 0	G0	DACP3
FPDAT14	driven 0	driven 0	driven 0	driven 0	driven 0	driven 0	driven 0	UD6	driven 0	B0	B2	DACP2
FPDAT15	driven 0	driven 0	driven 0	driven 0	driven 0	driven 0	driven 0	UD7	driven 0	driven 0	B1	DACP1
DACRD#	GPIO4[3]											DACRD#
BLANK#	GPIO5[3]											BLANK#
DACP0	GPIO6[3]											DACP0
DACWR#	GPIO7[3]											DACWR#
DACRS0	GPIO8[3]											DACRS0
DACRS1	GPIO9[3]											DACRS1
HRTC	GPIO10[3]											HRTC
VRTC	GPIO11[3]											VRTC
DACCLK	driven 0											DACCLK

Note

1. Although 18-bit TFT panels are supported only 16 data bits (64K colors) are available - R0 and B0 are not used.
2. If no LCD is active these pins are driven low.
3. All GPIO pins default to input on reset, and unless programmed otherwise should be connected to either V_{SS} or IO V_{DD} if not used.

6 D.C. Characteristics

Table 6-1: Absolute Maximum Ratings

Symbol	Parameter	Rating	Units
Core V_{DD}	Supply Voltage	V_{SS} - 0.3 to 4.6	V
IO V_{DD}	Supply Voltage	V_{SS} - 0.3 to 6.0	V
V_{IN}	Input Voltage	V_{SS} - 0.3 to IO V_{DD} + 0.5	V
V_{OUT}	Output Voltage	V_{SS} - 0.3 to IO V_{DD} + 0.5	V
T_{STG}	Storage Temperature	-65 to 150	° C
T_{SOL}	Solder Temperature/Time	260 for 10 sec. max at lead	° C

Table 6-2: Recommended Operating Conditions

Symbol	Parameter	Condition	Min	Typ	Max	Units
Core V_{DD}	Supply Voltage	V_{SS} = 0 V	2.7	3.0/3.3	3.6	V
IO V_{DD}	Supply Voltage	V_{SS} = 0 V	2.7	3.0/3.3/5.0	5.5	V
V_{IN}	Input Voltage		V_{SS}		IO V_{DD}	V
T_{OPR}	Operating Temperature		-40	25	85	° C

Table 6-3: Input Specifications

Symbol	Parameter	Condition	Min	Typ	Max	Units
V_{IL}	Low Level Input Voltage CMOS inputs	IO V_{DD} = 3.0 3.3 5.0			0.8 0.8 1.0	V V V
V_{IH}	High Level Input Voltage CMOS inputs	IO V_{DD} = 3.0 3.3 5.0	1.9 2.0 3.5			V V V
V_{T+}	Positive-Going Threshold CMOS Schmitt inputs	IO V_{DD} = 3.0 3.3 5.0	1.0 1.1 2.0		2.3 2.4 4.0	V V V
V_{T-}	Negative-Going Threshold CMOS Schmitt inputs	IO V_{DD} = 3.0 3.3 5.0	0.5 0.6 0.8		1.7 1.8 3.1	V V V
I_{IZ}	Input Leakage Current	V_{DD} = Max V_{IH} = IO V_{DD} V_{IL} = V_{SS}	-1		1	µA
C_{IN}	Input Pin Capacitance				10	pF
HR_{PD}	Pull-down Resistance	V_{IN} = V_{DD} = 3.0 = 3.3 = 5.0	60 50 50	120 100 100	300 300 300	kΩ kΩ kΩ

Table 6-4: Output Specifications

Symbol	Parameter	Condition	Min	Typ	Max	Units
V_{OL}	Low Level Output Voltage Type 1 - TS1, CO1, TS1D Type 2 - TS2, CO2 Type 3 - TS3, CO3	 I_{OL} = 3mA I_{OL} = 6mA I_{OL} = 12mA			0.4	V
V_{OH}	High Level Output Voltage Type 1 - TS1, CO1, TS1D Type 2 - TS2, CO2 Type 3 - TS3, CO3	 I_{OL} = -1.5 mA I_{OL} = -3 mA I_{OL} = -6 mA	IO V_{DD} - 0.4			V
I_{OZ}	Output Leakage Current	IO V_{DD} = Max $V_{OH} = V_{DD}$ $V_{OL} = V_{SS}$	-1		1	µA
C_{OUT}	Output Pin Capacitance				10	pF
C_{BID}	Bidirectional Pin Capacitance				10	pF

7 A.C. Characteristics

Conditions: IO V_{DD} = 2.7V to 5.5V unless otherwise specified
T_A = -40° C to 85° C
T_{rise} and T_{fall} for all inputs must be ≤ 5 nsec (10% ~ 90%)
C_L = 50pF (Bus / MPU Interface)
C_L = 100pF (LCD Panel Interface)
C_L = 10pF (Display Buffer Interface)
C_L = 10pF (CRT / DAC Interface)

7.1 CPU Interface Timing

7.1.1 SH-3 Interface Timing

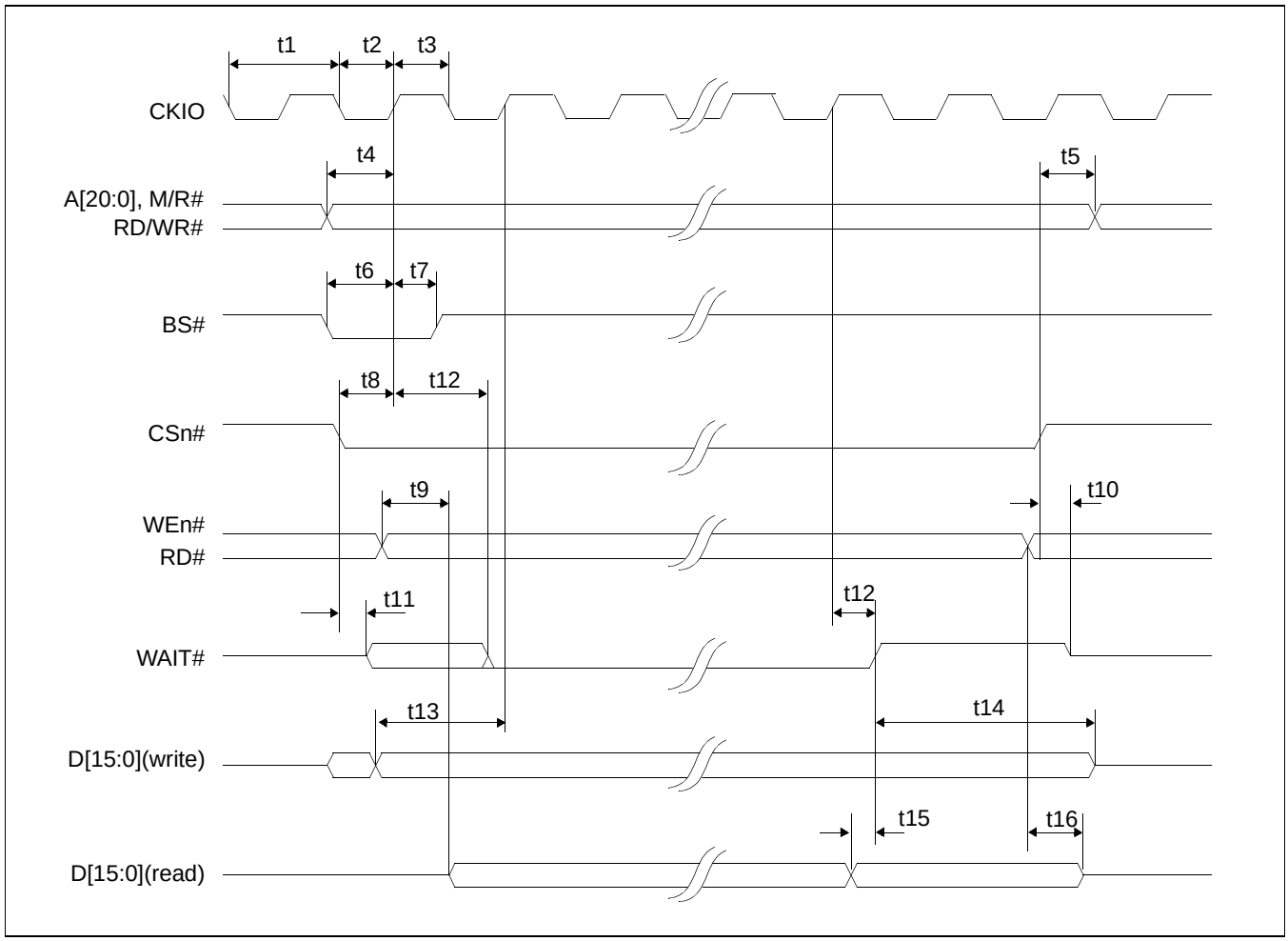


Figure 7-1: SH-3 Interface Timing

Note

The SH-3 Wait State Control Register for the area in which the S1D13504 resides must be set to a non-zero value.

Table 7-1: SH-3 Interface Timing

Symbol	Parameter	Min	Max	Units
t1	Clock period	25		ns
t2	Clock pulse width high	5		ns
t3	Clock pulse width low	5		ns
t4	A[20:0], M/R#, RD/WR# setup to CKIO	4		ns
t5	A[20:0], M/R#, RD/WR# hold from CS#	0		ns
t6	BS# setup	3		ns
t7	BS# hold	0		ns
t8	CSn# setup	0		ns
t9[2]	Falling edge RD# to D[15:0] driven	3		ns
t10	Rising edge CSn# to WAIT# tri-state	0	4	ns
t11[1]	Falling edge CSn# to WAIT# driven	1	11	ns
t12	CKIO to WAIT# delay	3	15	ns
t13	D[15:0] setup to first CKIO after BS# (write cycle)	0		ns
t14	D[15:0] hold (write cycle)	0		ns
t15	D[15:0] valid to WAIT# rising edge (read cycle)	0		ns
t16	Rising edge RD# to D[15:0] tri-state (read cycle)	2	9	ns

1. If the S1D13504 host interface is disabled, the timing for WAIT# driven is relative to the falling edge of CSn# or the first positive edge of CKIO after A[20:0] and M/R# become valid, whichever occurs later.

2. If the S1D13504 host interface is disabled, the timing for D[15:0] driven is relative to the falling edge of RD# or the first positive edge of CKIO after A[20:0] and M/R# become valid, whichever occurs later.

7.1.2 MC68K Bus 1 Interface Timing (e.g. MC68000)

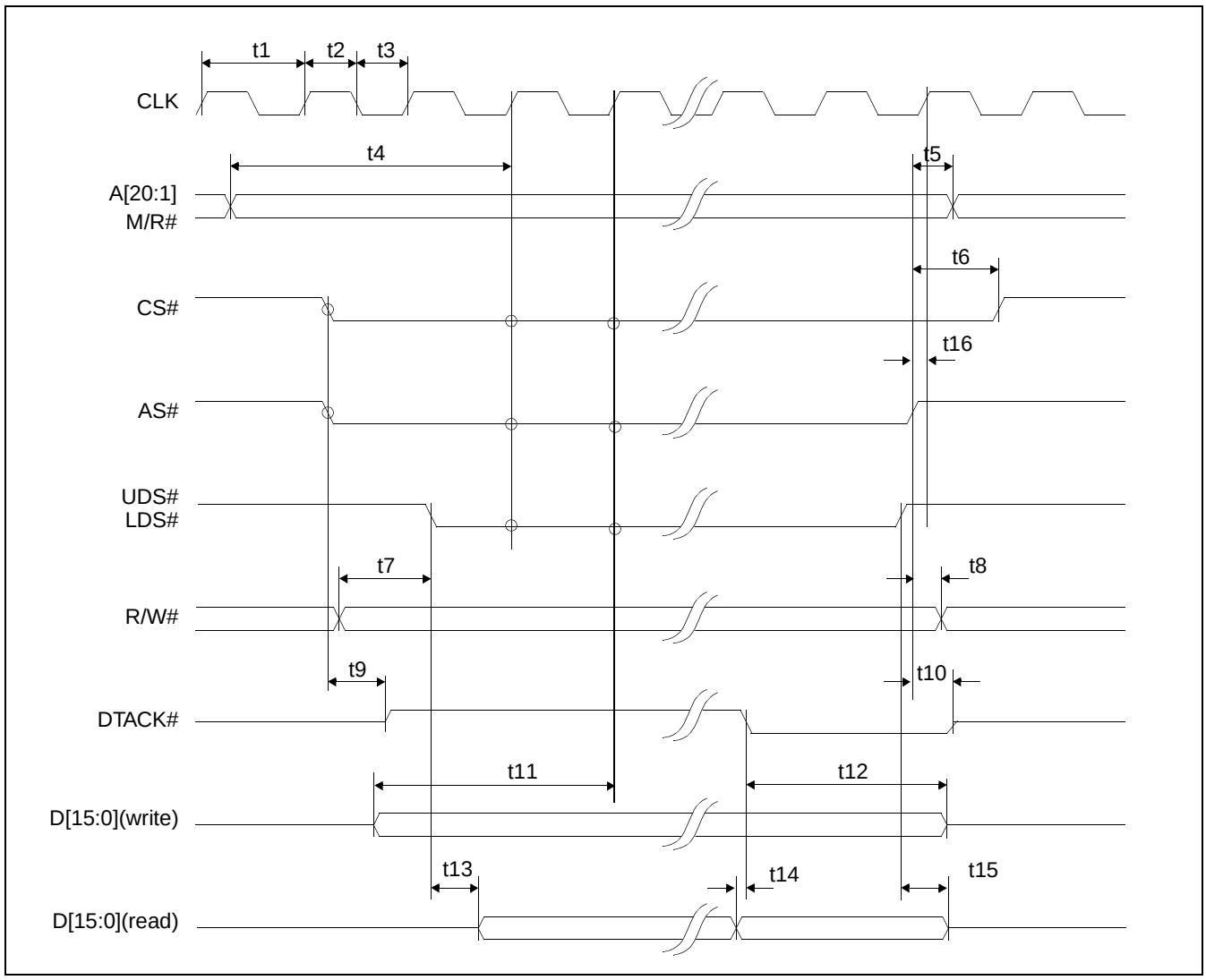


Figure 7-2: MC68K Bus 1 Interface Timing

Table 7-2: MC68K Bus 1 Interface Timing

Symbol	Parameter	Min	Max	Units
t1	Clock period	30		ns
t2	Clock pulse width high	5		ns
t3	Clock pulse width low	5		ns
t4	A[20:1], M/R# setup to first CLK where CS# = 0 AS# = 0, and either UDS#=0 or LDS# = 0	4		ns
t5	A[20:1], M/R# hold from AS#	0		ns
t6	CS# hold from AS#	0		ns
t7	R/W# setup to before to either UDS#=0 or LDS# = 0	5		ns
t8	R/W# hold from AS#	0		ns
t9[1]	AS# = 0 and CS# = 0 to DTACK# driven high	1		ns
t10	AS# high to DTACK# high impedance	1	5	ns
t11	D[15:0] valid to second CLK where CS# = 0 AS# = 0, and either UDS#=0 or LDS# = 0 (write cycle)	0		ns
t12	D[15:0] hold from falling edge of DTACK# (write cycle)	0		ns
t13[2]	Falling edge of UDS#=0 or LDS# = 0 to D[15:0] driven (read cycle)	3		ns
t14	D[15:0] valid to DTACK# falling edge (read cycle)	0		ns
t15	UDS# and LDS# high to D[15:0] invalid/high impedance (read cycle)	2	11	ns
t16	AS# high setup to CLK	3		ns

1. If the S1D13504 host interface is disabled, the timing for DTACK# driven high is relative to the falling edge of AS# or the first positive edge of CLK after A[20:1] and M/R# become valid,
   whichever occurs later.

2. If the S1D13504 host interface is disabled, the timing for D[15:0] driven is relative to the falling edge of UDS#/LDS# or the first positive edge of CLK after A[20:1] and M/R# become valid, whichever occurs later.

7.1.3 MC68K Bus 2 Interface Timing (e.g. MC68030)

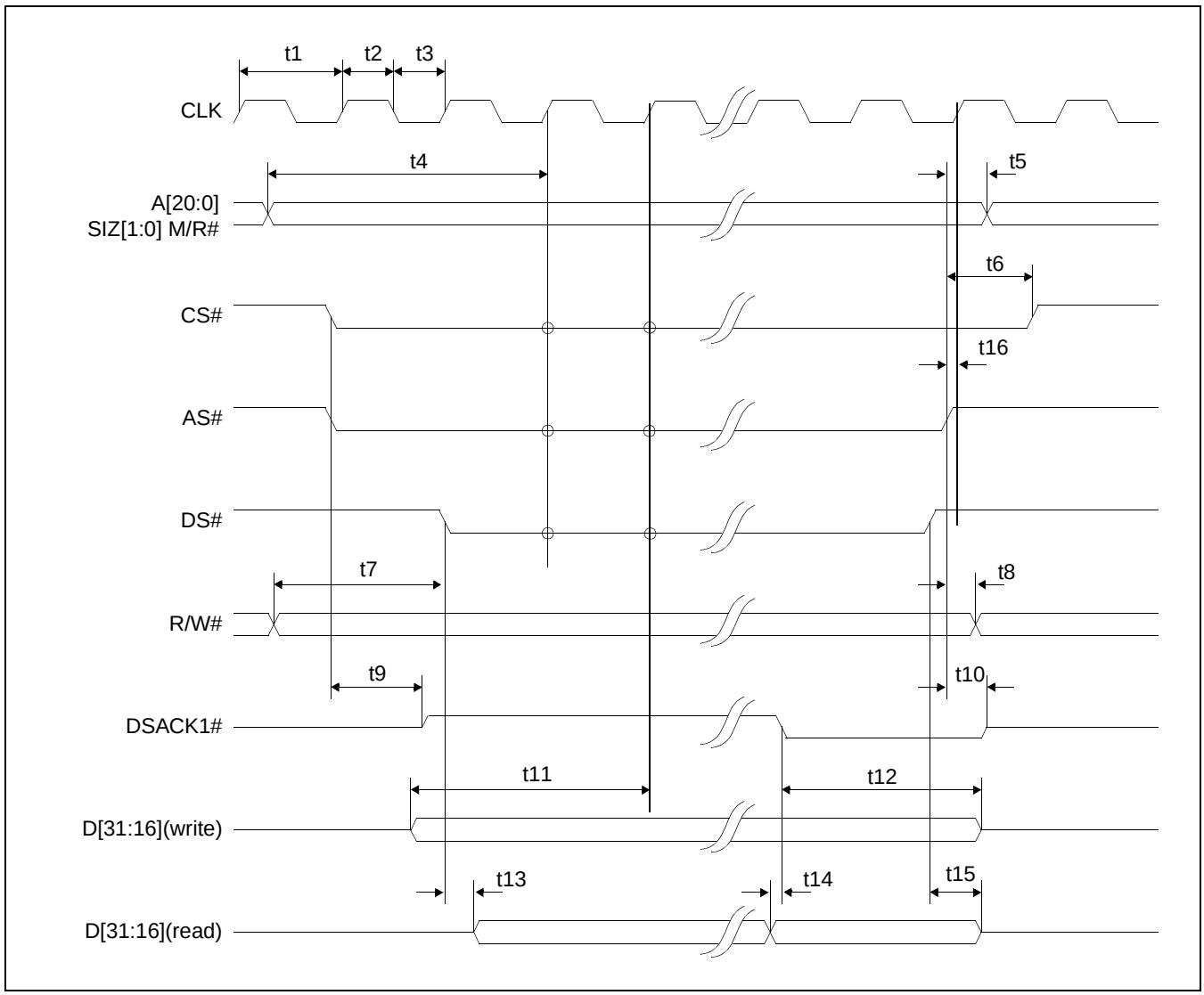


Figure 7-3: MC68K Bus 2 Interface Timing

Table 7-3: MC68K Bus 2 Interface Timing

Symbol	Parameter	Min	Max	Units
t1	Clock period	30		ns
t2	Clock pulse width high	5		ns
t3	Clock pulse width low	5		ns
t4	A[20:0], SIZ[1:0], M/R# setup to first CLK where CS# = 0 AS# = 0, and either UDS#=0 or LDS# = 0	4		ns
t5	A[20:0], SIZ[1:0], M/R# hold from AS#	0		ns
t6	CS# hold from AS#	0		ns
t7	R/W# setup to DS#	5		ns
t8	R/W# hold from AS#	0		ns
t9[1]	AS# = 0 and CS# = 0 to DSACK1# driven high	1		ns
t10	AS# high to DSACK1# high impedance	1	5	ns
t11	D[31:16] valid to second CLK where CS# = 0 AS# = 0, and either UDS#=0 or LDS# = 0 (write cycle)	0		ns
t12	D[31:16] hold from falling edge of DSACK1# (write cycle)	0		ns
t13[2]	Falling edge of UDS# = 0 or LDS# = 0 to D[31:16] driven (read cycle)	3		ns
t14	D[31:16] valid to DSACK1# falling edge (read cycle)	0		ns
t15	UDS# and LDS# high to D[31:16] invalid/high impedance (read cycle)	2	11	ns
t16	AS# high setup to CLK	3		ns

1. If the S1D13504 host interface is disabled, the timing for DSACK1# driven high is relative to the falling edge of AS# or the first positive edge of CLK after A[20:0] and M/R# become valid, whichever occurs later.

2. If the S1D13504 host interface is disabled, the timing for D[15:0] driven is relative to the falling edge of UDS#/LDS# or the first positive edge of CLK after A[20:1] and M/R# becomes valid, whichever occurs later.

7.1.4 Generic MPU Interface Synchronous Timing

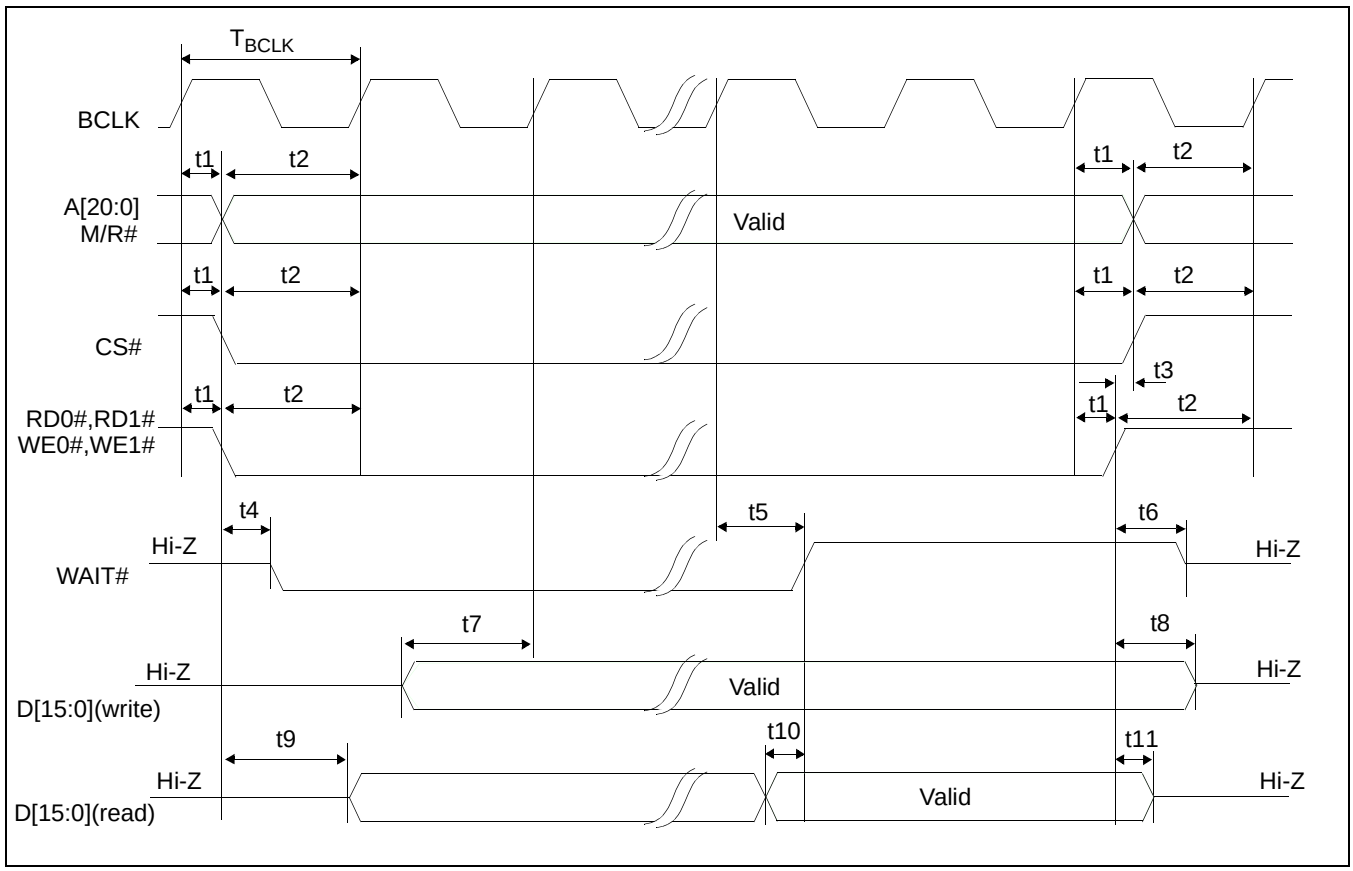


Figure 7-4: Generic MPU Interface Synchronous Timing

Table 7-4: Generic MPU Interface Synchronous Timing

Symbol	Parameter	Min	Max	Units
T_{BCLK}	Bus clock period	25		ns
t1	A[20:0], M/R#, CS#, RD0#,RD1#,WE0#,WE1# hold time	1		ns
t2	A[20:0], M/R#, CS#, RD0#,RD1#,WE0#,WE1# setup time	5		ns
t3	RD0#,RD1#,WE0#,WE1# high to A[20:0], M/R# invalid and CS# high	0		ns
t4[1]	RD0#,RD1#,WE0#,WE1# low and CS# low to WAIT# driven low	1	7	ns
t5	BCLK to WAIT# high	0	15	ns
t6	RD0#,RD1#,WE0#,WE1# high to WAIT# high impedance	1	6	ns
t7	D[15:0] valid to second BCLK where RD0#,RD1#,WE0#,WE1# low and CS# low (write cycle)	5		ns
t8	D[15:0] hold from WE0#, WE1# high (write cycle)	0		ns
t9[2]	RD0#,RD1# low to D[15:0] driven (read cycle)	3	15	ns
t10	D[15:0] valid to WAIT# high (read cycle)	0		
t11	RD0#, RD1# high to D[15:0] high impedance (read cycle)	2	10	

1. If the S1D13504 host interface is disabled, the timing for WAIT# driven low is relative to the falling edge of CS# and RD0#, RD1#, WE0#, WE1# or the first positive edge of BCLK after A[20:0] and M/R# become valid, whichever occurs later.

2. If the S1D13504 host interface is disabled, the timing for D[15:0] driven is relative to the falling edge of RD0#, RD1# or the first positive edge of BCLK after A[20:0] and M/R# become valid, whichever occurs later.

7.1.5 Generic MPU Interface Asynchronous Timing

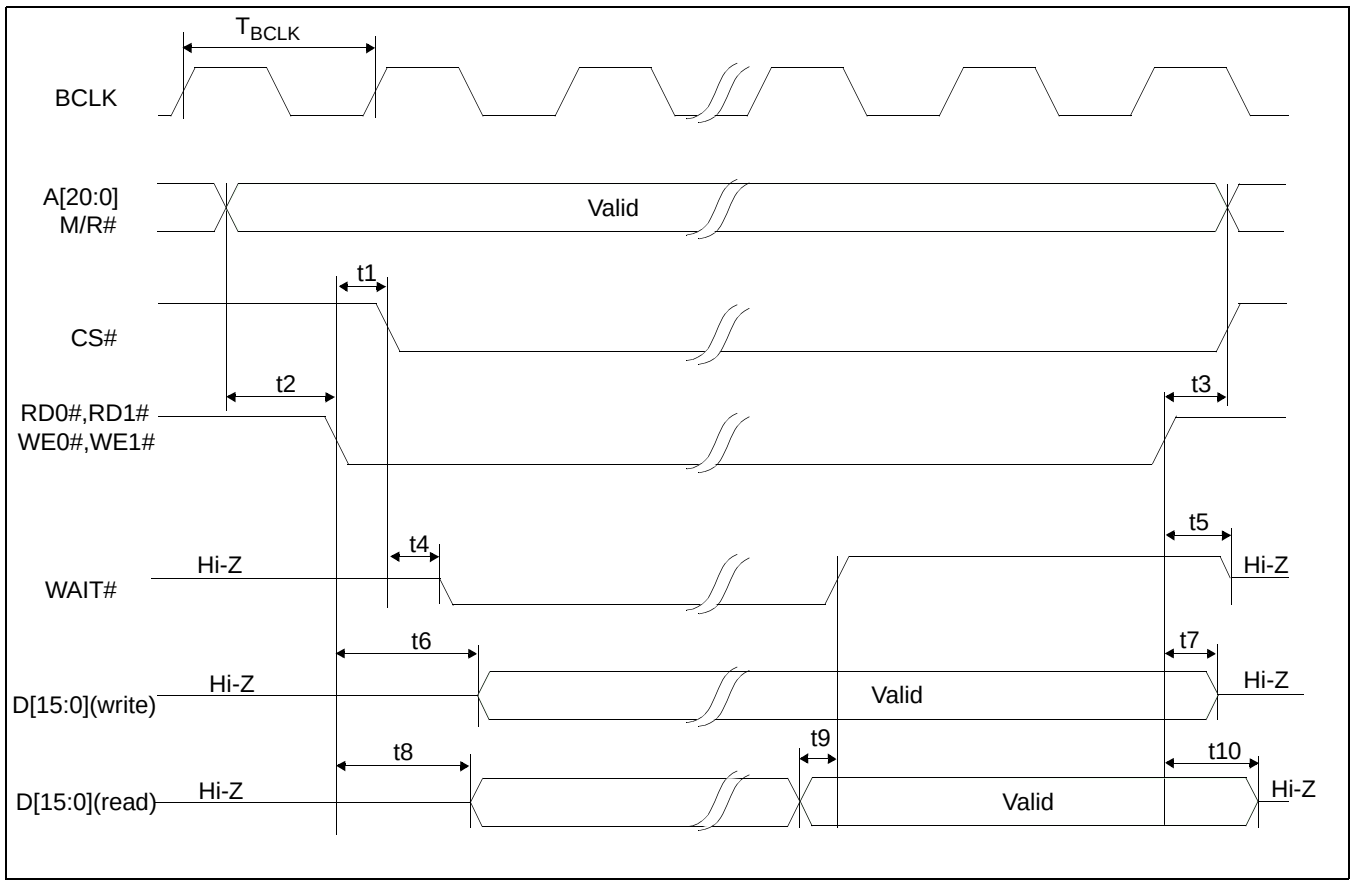


Figure 7-5: Generic MPU Interface Asynchronous Timing

Table 7-5: Generic MPU Interface Asynchronous Timing

Symbol	Parameter	Min	Max	Units
T_{BCLK}	Bus clock period	25		ns
t1	RD0#, RD1#, WE0#, WE1# low to CS# low	4		ns
t2	A[20:0], M/R# valid to RD0#, RD1#, WE0#, WE1# low	0		ns
t3	RD0#, RD1#, WE0#, WE1# high to A[20:0], CS#, M/R# invalid and CS# high	0		ns
t4[1]	CS# low to WAIT# driven low	1	7	ns
t5	RD0#, RD1#, WE0#, WE1# high to WAIT# high impedance	1	6	ns
t6	WE0#, WE1# low to D[15:0] valid (write cycle)		20	ns
t7	D[15:0] hold from WE0#, WE1# high (write cycle)	0		ns
t8[2]	RD0#, RD1# low to D[15:0] driven (read cycle)	3	15	ns
t9	D[15:0] valid to WAIT# high (read cycle)	0		
t10	RD0#, RD1# high to D[15:0] high impedance (read cycle)	2	10	

1. If the S1D13504 host interface is disabled, the timing for WAIT# driven low is relative to the falling edge of CS# or the first positive edge of BCLK after A[20:0] and M/R# become valid, whichever occurs later.

2. If the S1D13504 host interface is disabled, the timing for D[15:0] driven is relative to the falling edge of RD0#, RD1# or the first positive edge of BCLK after A[20:0] and M/R# become valid,
whichever occurs later.

7.2 Clock Input Requirements

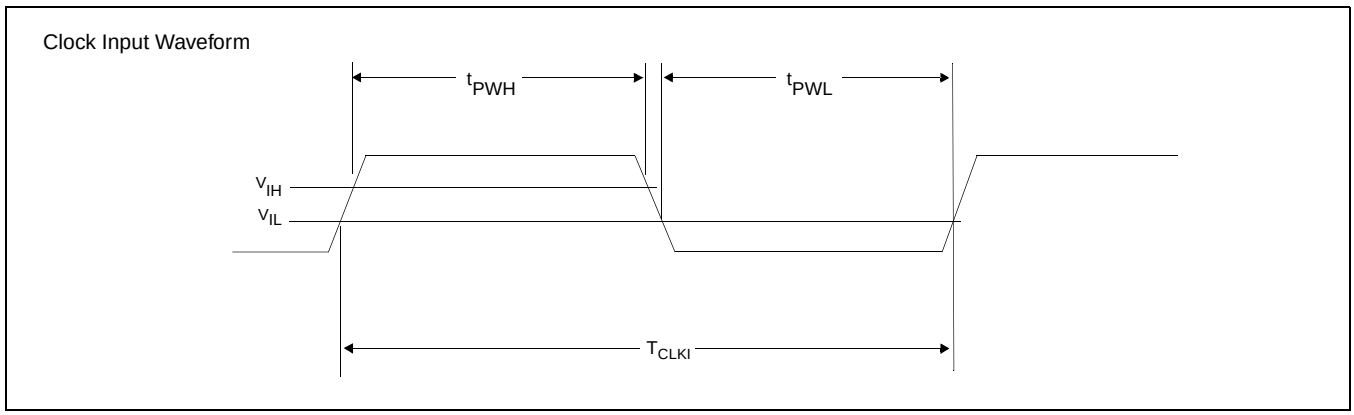


Figure 7-6: Clock Input Requirements

Table 7-6: Clock Input Requirements

Symbol	Parameter	Min	Typ	Max	Units
T_{CLKI}	Input Clock Period (CLKI)	12.5			ns
T_{PCLK}	Pixel Clock Period (PCLK) not shown	25			ns
T_{MCLK}	Memory Clock Period (MCLK) not shown	25			ns
t_{PWH}	Input Clock Pulse Width High (CLKI)	45%		55%	T_{CLKI}
t_{PWL}	Input Clock Pulse Width Low (CLKI)	45%		55%	T_{CLKI}

Note

When CLKI is more than 40MHz, REG[19h] bit 2 must be set to 1 (MCLK = CLKI/2). There is no minimum frequency for CLKI.

7.3 Memory Interface Timing

7.3.1 EDO-DRAM Read Timing

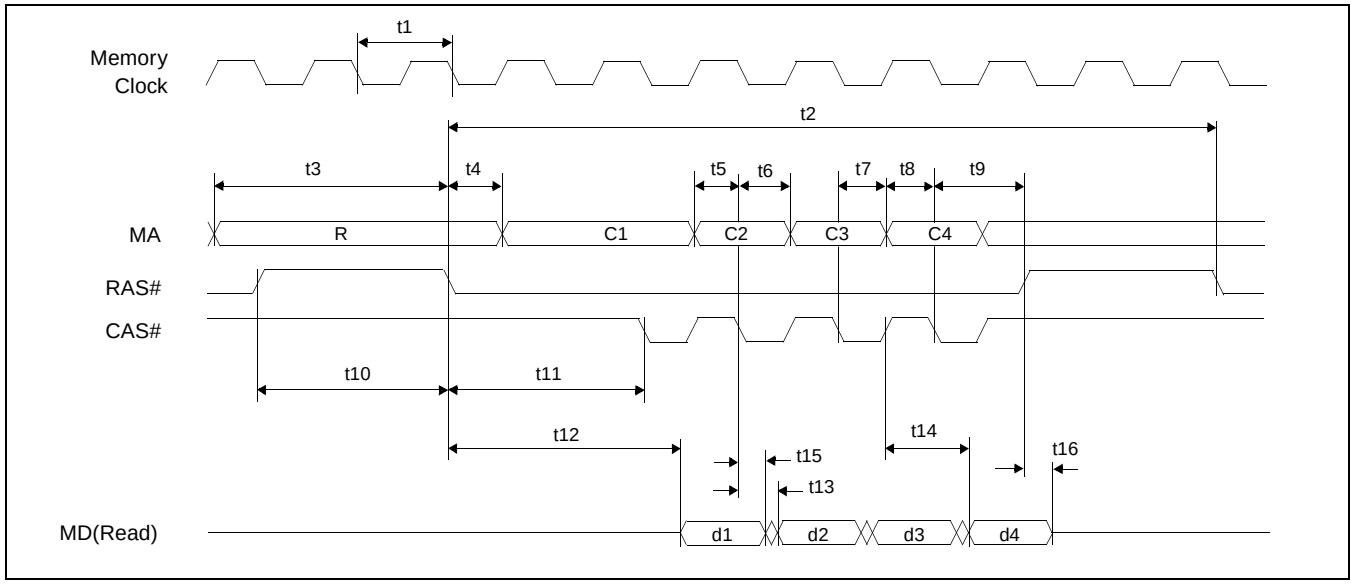


Figure 7-7: EDO-DRAM Read Timing

Table 7-7: EDO DRAM Read Timing

Symbol	Parameter	Min	Typ	Max	Units
t1	Memory clock period	25			ns
t2	Random read or write cycle time (REG[22h] bits [6:5] = 00)	5 t1			ns
	Random read or write cycle time (REG[22h] bits [6:5] = 01)	4 t1			ns
	Random read or write cycle time (REG[22h] bits [6:5] = 10)	3 t1			ns
t3	Row address setup time (REG[22h] bits [3:2] = 00)	2.45 t1			ns
	Row address setup time (REG[22h] bits [3:2] = 01)	2 t1			ns
	Row address setup time (REG[22h] bits [3:2] = 10)	1.45 t1			ns
t4	Row address hold time (REG[22h] bits [3:2] = 00 or 10)	0.45 t1 - 1			ns
	Row address hold time (REG[22h] bits [3:2] = 01)	t1 - 1			ns
t5	Column address setup time	0.45 t1 - 1			ns
t6	Column address hold time	0.45 t1 - 1			ns
t7	CAS# pulse width	0.45 t1		0.55 t1 + 1	ns
t8	CAS# precharge time	0.45 t1 - 1		0.55 t1	ns
t9	RAS# hold time	1 t1			ns
t10	RAS# precharge time (REG[22h] bits [3:2] = 00)	2 t1 - 1			ns
	RAS# precharge time (REG[22h] bits [3:2] = 01)	1.45 t1 - 1			ns
	RAS# precharge time (REG[22h] bits [3:2] = 10)	1 t1 - 1			ns
t11	RAS# to CAS# delay time (REG[22h] bit 4 = 0 and bits [3:2] = 00 or 10)	2 t1 - 2		2 t1	ns
	RAS# to CAS# delay time (REG[22h] bit 4 = 1 and bits [3:2] = 00 or 10)	1 t1 - 2		1 t1	ns
	RAS# to CAS# delay time (REG[22h] bits [3:2] = 01)	1.45 t1 - 2		1.55 t1	ns
t12	Access time from RAS# (REG[22h] bit 4 = 0 and bits [3:2] = 00 or 10)			3 t1 - 11	ns
	Access time from RAS# (REG[22h] bit 4 = 1 and bits [3:2] = 00 or 10)			2 t1 - 11	ns
	Access time from RAS# (REG[22h] bits [3:2] = 01)			2.45 t1 - 12	ns
t13	Access time from CAS#			t1 - 10	ns
t14	Access time from CAS# precharge, column address			1.45 t1 - 6	ns
t15	Read Data hold after CAS# low	2			ns
t16	Read Data turn-off delay from RAS#	2			ns

7.3.2 EDO-DRAM Write Timing

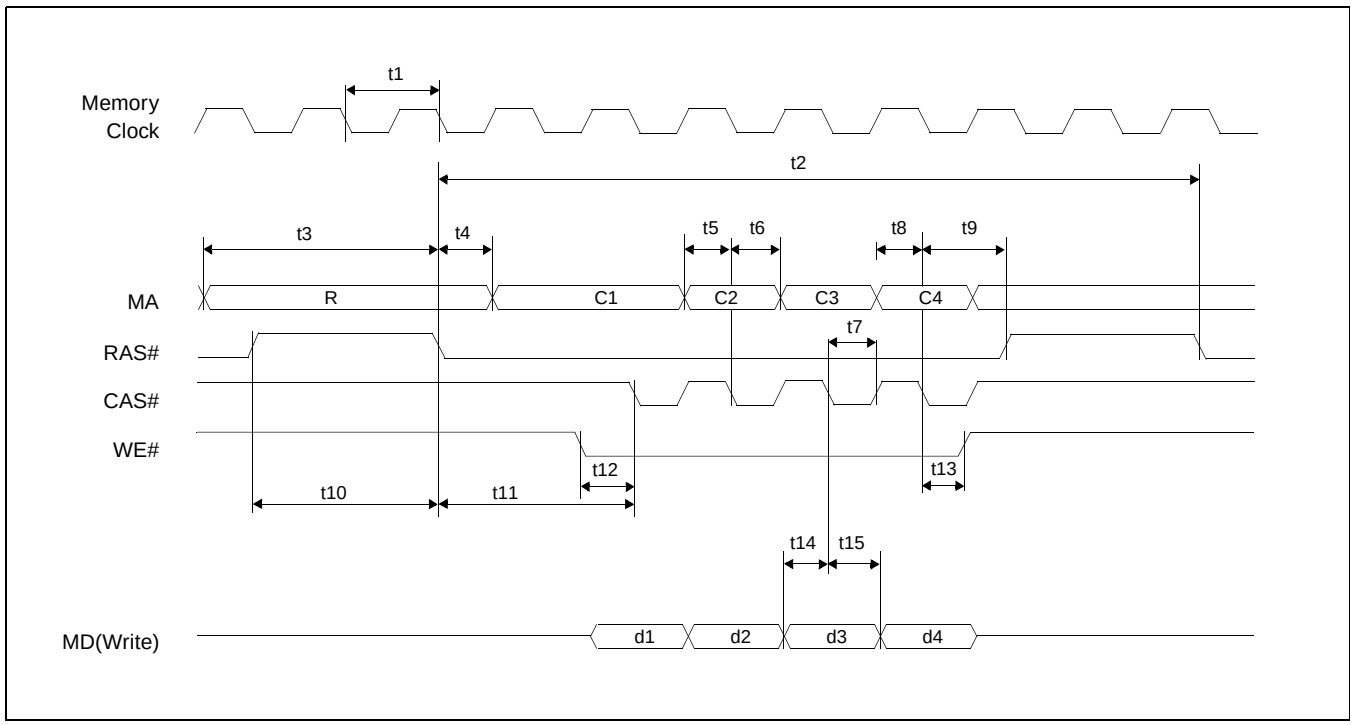


Figure 7-8: EDO-DRAM Write Timing

Table 7-8: EDO DRAM Write Timing

Symbol	Parameter	Min	Typ	Max	Units
t1	Memory clock period	25			ns
t2	Random read or write cycle time (REG[22h] bits [6:5] = 00)	5 t1			ns
	Random read or write cycle time (REG[22h] bits [6:5] = 01)	4 t1			ns
	Random read or write cycle time (REG[22h] bits [6:5] = 10)	3 t1			ns
t3	Row address setup time (REG[22h] bits [3:2] = 00)	2.45 t1			ns
	Row address setup time (REG[22h] bits [3:2] = 01)	2 t1			ns
	Row address setup time (REG[22h] bits [3:2] = 10)	1.45 t1			ns
t4	Row address hold time (REG[22h] bits [3:2] = 00 or 10)	0.45 t1 - 1			ns
	Row address hold time (REG[22h] bits [3:2] = 01)	t1 - 1			ns
t5	Column address setup time	0.45 t1 - 1			ns
t6	Column address hold time	0.45 t1 - 1			ns
t7	CAS# pulse width	0.45 t1		0.55 t1 + 1	ns
t8	CAS# precharge time	0.45 t1 - 1		0.55 t1	ns
t9	RAS# hold time	1 t1			ns
t10	RAS# precharge time (REG[22h] bits [3:2] = 00)	2 t1 - 1			ns
	RAS# precharge time (REG[22h] bits [3:2] = 01)	1.45 t1 - 1			ns
	RAS# precharge time (REG[22h] bits [3:2] = 10)	1 t1 - 1			ns
t11	RAS# to CAS# delay time (REG[22h] bit 4 = 0 and bits [3:2] = 00 or 10)	2 t1 - 2		2 t1	ns
	RAS# to CAS# delay time (REG[22h] bit 4 = 1 and bits [3:2] = 00 or 10)	1 t1 - 2		1 t1	ns
	RAS# to CAS# delay time (REG[22h] bits [3:2] = 01)	1.45 t1 - 2		1.55 t1	ns
t12	Write command setup time	0.45 t1 - 1			ns
t13	Write command hold time	0.45 t1			ns
t14	Write Data setup time	0.45 t1 - 3			ns
t15	Write Data hold time	0.45 t1 - 2			ns

7.3.3 EDO-DRAM Read-Write Timing

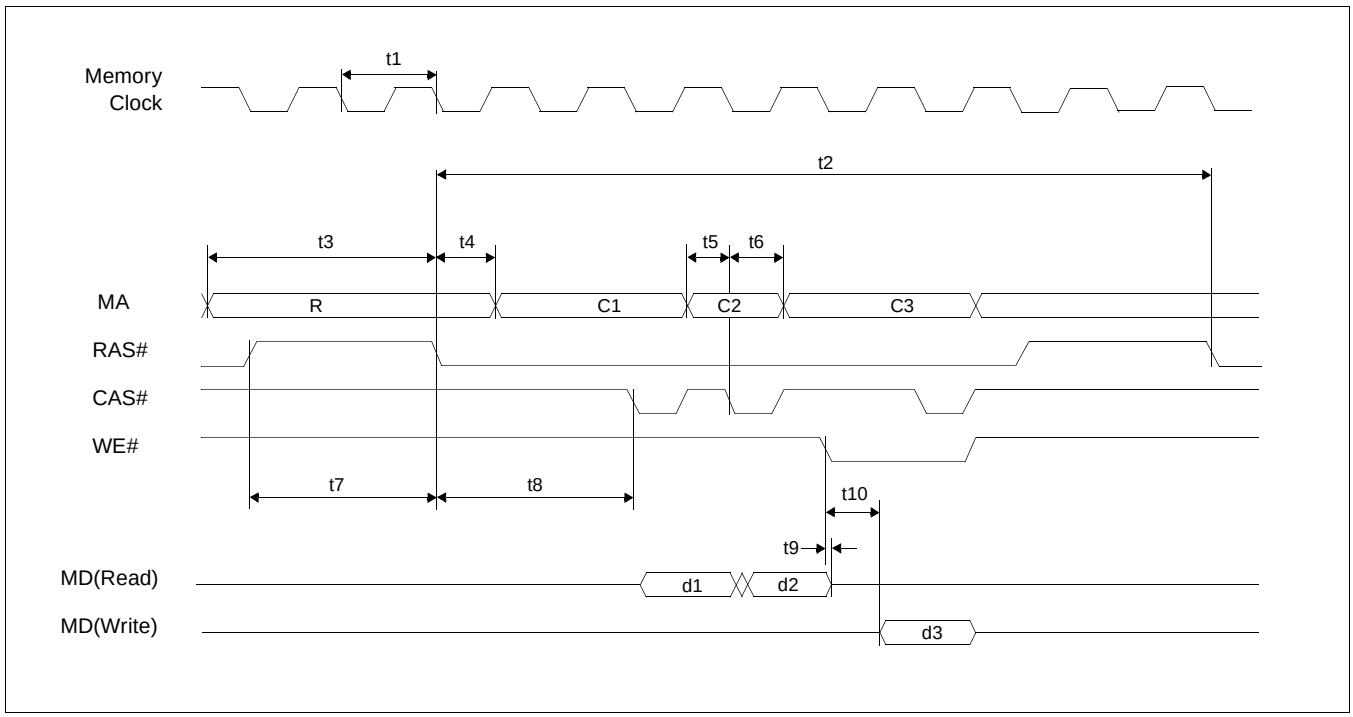


Figure 7-9: EDO-DRAM Read-Write Timing

Table 7-9: EDO DRAM Read-Write Timing

Symbol	Parameter	Min	Typ	Max	Units
t1	Memory clock period	25			ns
t2	Random read or write cycle time (REG[22h] bits [6:5] = 00)	5 t1			ns
	Random read or write cycle time (REG[22h] bits [6:5] = 01)	4 t1			ns
	Random read or write cycle time (REG[22h] bits [6:5] = 10)	3 t1			ns
t3	Row address setup time (REG[22h] bits [3:2] = 00)	2.45 t1			ns
	Row address setup time (REG[22h] bits [3:2] = 01)	2 t1			ns
	Row address setup time (REG[22h] bits [3:2] = 10)	1.45 t1			ns
t4	Row address hold time (REG[22h] bits [3:2] = 00 or 10)	0.45 t1 - 1			ns
	Row address hold time (REG[22h] bits [3:2] = 01)	t1 - 1			ns
t5	Column address setup time	0.45 t1 - 1			ns
t6	Column address hold time	0.45 t1 - 1			ns
t7	RAS# precharge time (REG[22h] bits [3:2] = 00)	2 t1 - 1			ns
	RAS# precharge time (REG[22h] bits [3:2] = 01)	1.45 t1 - 1			ns
	RAS# precharge time (REG[22h] bits [3:2] = 10)	1 t1 - 1			ns
t8	RAS# to CAS# delay time (REG[22h] bit 4 = 0 and bits [3:2] = 00 or 10)	2 t1 - 2		2 t1	ns
	RAS# to CAS# delay time (REG[22h] bit 4 = 1 and bits [3:2] = 00 or 10)	1 t1 - 2		1 t1	ns
	RAS# to CAS# delay time (REG[22h] bits [3:2] = 01)	1.45 t1 - 2		1.55 t1	ns
t9	Read Data turn-off delay from WE#	0			ns
t10	Write Data delay from WE# (REG[22h] bit 7 = 0)	1.45 t1			ns
	Write Data delay from WE# (REG[22h] bit 7 = 1)	0.45 t1			ns

7.3.4 EDO-DRAM CAS Before RAS Refresh Timing

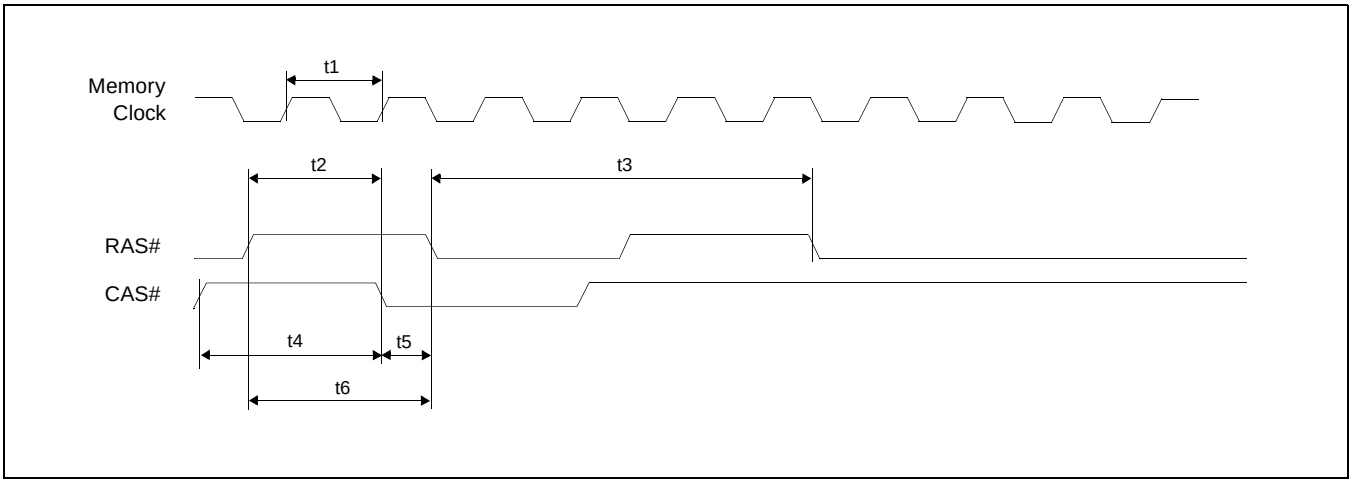


Figure 7-10: EDO-DRAM CAS Before RAS Refresh Timing

Table 7-10: EDO-DRAM CAS Before RAS Refresh Timing

Symbol	Parameter	Min	Typ	Max	Units
t1	Memory clock period	25			ns
t2	RAS# to CAS# precharge time (REG[22h] bits [3:2] = 00)	1.45 t1			ns
	RAS# to CAS# precharge time (REG[22h] bits [3:2] = 01 or 10)	0.45 t1			ns
t3	Random read or write cycle time (REG[22h] bits [6:5] = 00)	5 t1			ns
	Random read or write cycle time (REG[22h] bits [6:5] = 01)	4 t1			ns
	Random read or write cycle time (REG[22h] bits [6:5] = 10)	3 t1			ns
t4	CAS# precharge time (REG[22h] bits [3:2] = 00)	2 t1			ns
	CAS# precharge time (REG[22h] bits [3:2] = 01 or 10)	1 t1			ns
t5	CAS# setup time (REG[22h] bits [3:2] = 00 or 10)	0.45 t1 - 2			ns
	CAS# setup time (REG[22h] bits [3:2] = 01)	1 t1 - 2			ns
t6	RAS# precharge time (REG[22h] bits [3:2] = 00)	2 t1 - 1			ns
	RAS# precharge time (REG[22h] bits [3:2] = 01)	1.45 t1 - 1			ns
	RAS# precharge time (REG[22h] bits [3:2] = 10)	1 t1 - 1			ns

7.3.5 EDO-DRAM Self-Refresh Timing

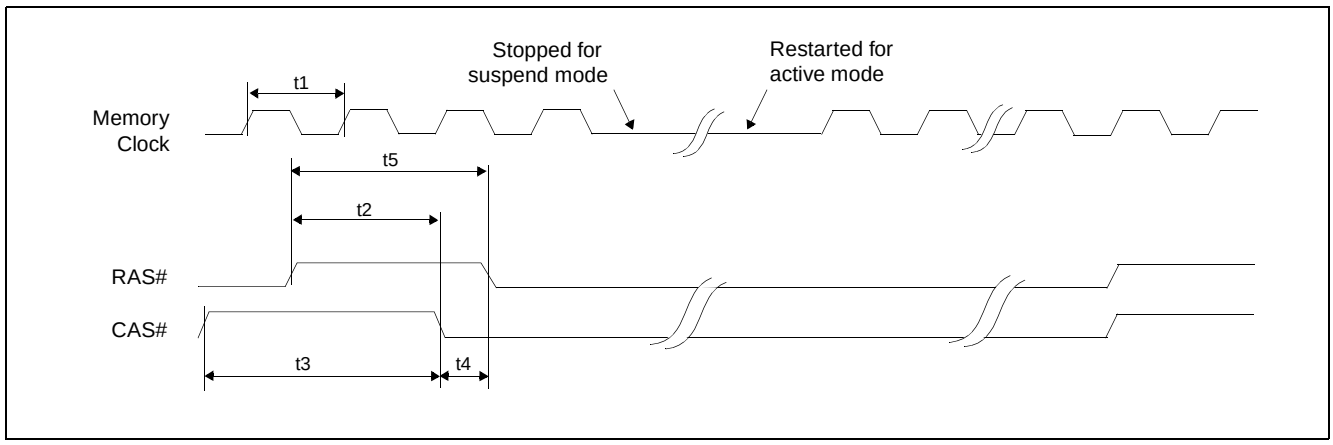


Figure 7-11: EDO-DRAM Self-Refresh Timing

Table 7-11: EDO-DRAM Self-Refresh Timing

Symbol	Parameter	Min	Typ	Max	Units
t1	Memory clock period	25			ns
t2	RAS# to CAS# precharge time (REG[22h] bits [3:2] = 00)	1.45 t1			ns
	RAS# to CAS# precharge time (REG[22h] bits [3:2] = 01 or 10)	0.45 t1			ns
t3	CAS# precharge time (REG[22h] bits [3:2] = 00)	2 t1			ns
	CAS# precharge time (REG[22h] bits [3:2] = 01 or 10)	1 t1			ns
t4	CAS# setup time (REG[22h] bits [3:2] = 00 or 10)	0.45 t1 - 2			ns
	CAS# setup time (REG[22h] bits [3:2] = 01)	1 t1 - 2			ns
t5	RAS# precharge time (REG[22h] bits [3:2] = 00)	2 t1 - 1			ns
	RAS# precharge time (REG[22h] bits [3:2] = 01)	1.45 t1 - 1			ns
	RAS# precharge time (REG[22h] bits [3:2] = 10)	1 t1 - 1			ns

7.3.6 FPM-DRAM Read Timing

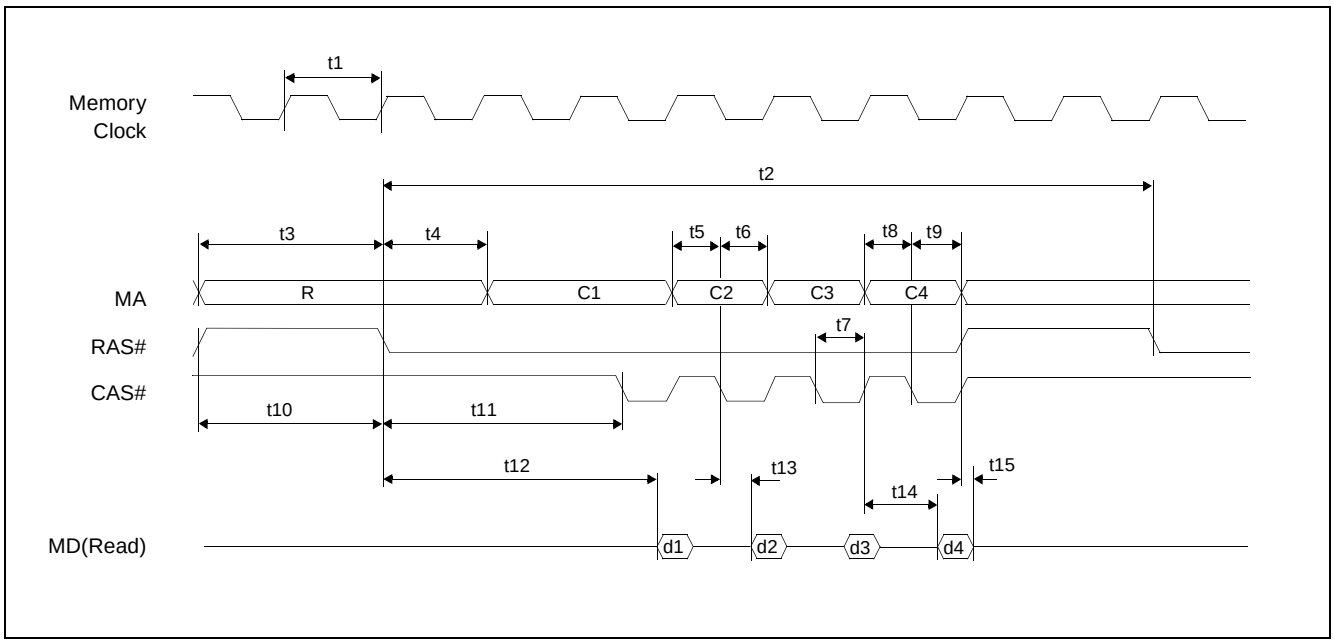


Figure 7-12: FPM-DRAM Read Timing

Table 7-12: FPM DRAM Read Timing

Symbol	Parameter	Min	Typ	Max	Units
t1	Memory clock	40			ns
t2	Random read or write cycle time (REG[22h] bits [6:5] = 00)	5 t1			ns
	Random read or write cycle time (REG[22h] bits [6:5] = 01)	4 t1			ns
	Random read or write cycle time (REG[22h] bits [6:5] = 10)	3 t1			ns
t3	Row address setup time (REG[22h] bits [3:2] = 00)	2 t1			ns
	Row address setup time (REG[22h] bits [3:2] = 01)	1.45 t1			ns
	Row address setup time (REG[22h] bits [3:2] = 10)	1 t1			ns
t4	Row address hold time (REG[22h] bits [3:2] = 00 or 10)	t1 - 1			ns
	Row address hold time (REG[22h] bits [3:2] = 01)	0.45 t1 - 1			ns
t5	Column address set-up time	0.45 t1 - 1			ns
t6	Column address hold time	0.45 t1 - 1			ns
t7	CAS# pulse width	0.45 t1		0.55 t1 + 1	ns
t8	CAS# precharge time	0.45 t1 - 1		0.55 t1	ns
t9	RAS# hold time	0.45 t1			ns
t10	RAS# precharge time (REG[22h] bits [3:2] = 00)	2 t1 - 1			ns
	RAS# precharge time (REG[22h] bits [3:2] = 01)	1.45 t1 - 1			ns
	RAS# precharge time (REG[22h] bits [3:2] = 10)	1 t1 - 1			ns
t11	RAS# to CAS# delay time (REG[22h] bit 4 = 1 and bits [3:2] = 00 or 10)	1.45 t1 - 2		1.55 t1	ns
	RAS# to CAS# delay time (REG[22h] bit 4 = 0 and bits [3:2] = 00 or 10)	2.45 t1 - 2		2.55 t1	ns
	RAS# to CAS# delay time (REG[22h] bit 4 = 1 and bits [3:2] = 01)	1 t1 - 2		1 t1	ns
	RAS# to CAS# delay time (REG[22h] bit 4 = 0 and bits [3:2] = 01)	2 t1 - 2		2 t1	ns
t12	Access time from RAS# (REG[22h] bit 4 = 1 and bits [3:2] = 00 or 10)			2 t1 - 2	ns
	Access time from RAS# (REG[22h] bit 4 = 0 and bits [3:2] = 00 or 10)			3 t1 - 2	ns
	Access time from RAS# (REG[22h] bit 4 = 1 and bits [3:2] = 01)			1.45 t1 - 2	ns
	Access time from RAS# (REG[22h] bit 4 = 0 and bits [3:2] = 01)			2.45 t1 - 2	ns
t13	Access time from CAS#			0.45 t1 - 1	ns
t14	Access time from CAS# precharge			1 t1 - 2	ns
t15	Read Data hold from CAS# or RAS#	2			ns

7.3.7 FPM-DRAM Write Timing

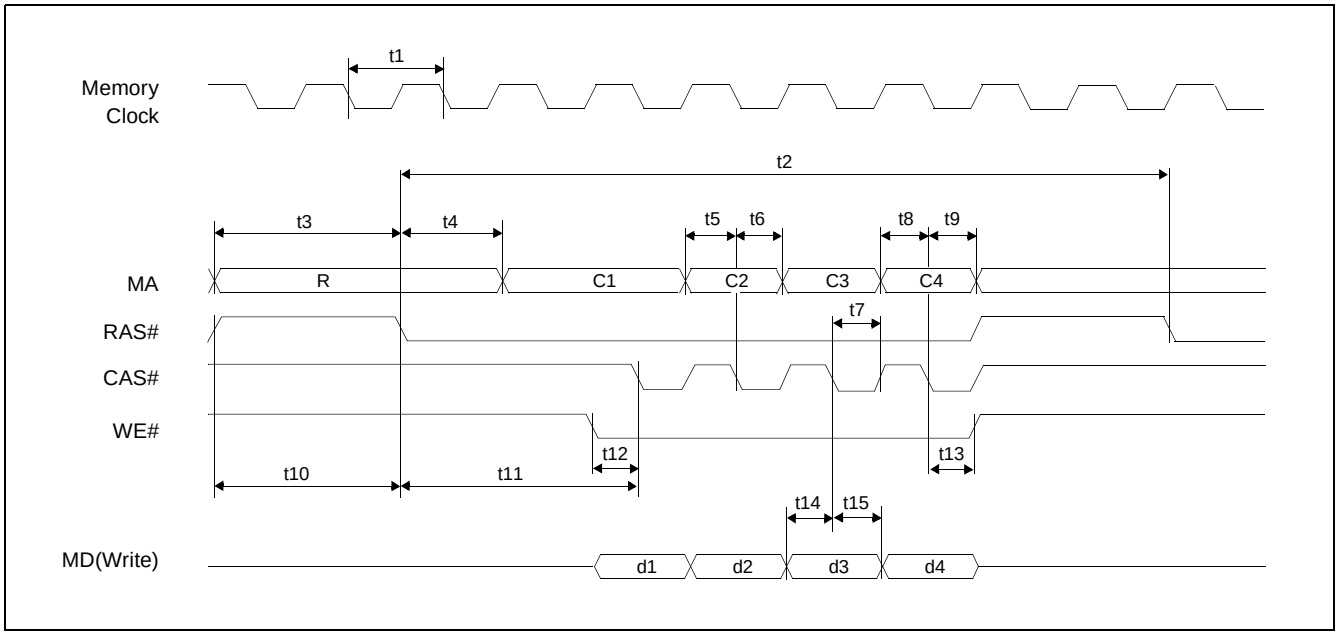


Figure 7-13: FPM-DRAM Write Timing

Table 7-13: FPM-DRAM Write Timing

Symbol	Parameter	Min	Typ	Max	Units
t1	Memory clock	40			ns
t2	Random read or write cycle time (REG[22h] bits [6:5] = 00)	5 t1			ns
	Random read or write cycle time (REG[22h] bits [6:5] = 01)	4 t1			ns
	Random read or write cycle time (REG[22h] bits [6:5] = 10)	3 t1			ns
t3	Row address setup time (REG[22h] bits [3:2] = 00)	2 t1			ns
	Row address setup time (REG[22h] bits [3:2] = 01)	1.45 t1			ns
	Row address setup time (REG[22h] bits [3:2] = 10)	1 t1			ns
t4	Row address hold time (REG[22h] bits [3:2] = 00 or 10)	t1 - 1			ns
	Row address hold time (REG[22h] bits [3:2] = 01)	0.45 t1 - 1			ns
t5	Column address set-up time	0.45 t1 - 1			ns
t6	Column address hold time	0.45 t1 - 1			ns
t7	CAS# pulse width	0.45 t1		0.55 t1 + 1	ns
t8	CAS# precharge time	0.45 t1 - 1		0.55 t1	ns
t9	RAS# hold time	0.45 t1			ns
t10	RAS# precharge time (REG[22h] bits [3:2] = 00)	2 t1 - 1			ns
	RAS# precharge time (REG[22h] bits [3:2] = 01)	1.45 t1 - 1			ns
	RAS# precharge time (REG[22h] bits [3:2] = 10)	1 t1 - 1			ns
t11	RAS# to CAS# delay time (REG[22h] bit 4 = 1 and bits [3:2] = 00 or 10)	1.45 t1 - 2		1.55 t1	ns
	RAS# to CAS# delay time (REG[22h] bit 4 = 0 and bits [3:2] = 00 or 10)	2.45 t1 - 2		2.55 t1	ns
	RAS# to CAS# delay time (REG[22h] bit 4 = 1 and bits [3:2] = 01)	1 t1 - 2		1 t1	ns
	RAS# to CAS# delay time (REG[22h] bit 4 = 0 and bits [3:2] = 01)	2 t1 - 2		2 t1	ns
t12	Write command setup time	0.45 t1 - 1			ns
t13	Write command hold time	0.45 t1			ns
t14	Write Data setup time	0.45 t1 - 3			ns
t15	Write Data hold time	0.45 t1 - 2			ns

7.3.8 FPM-DRAM Read-Write Timing

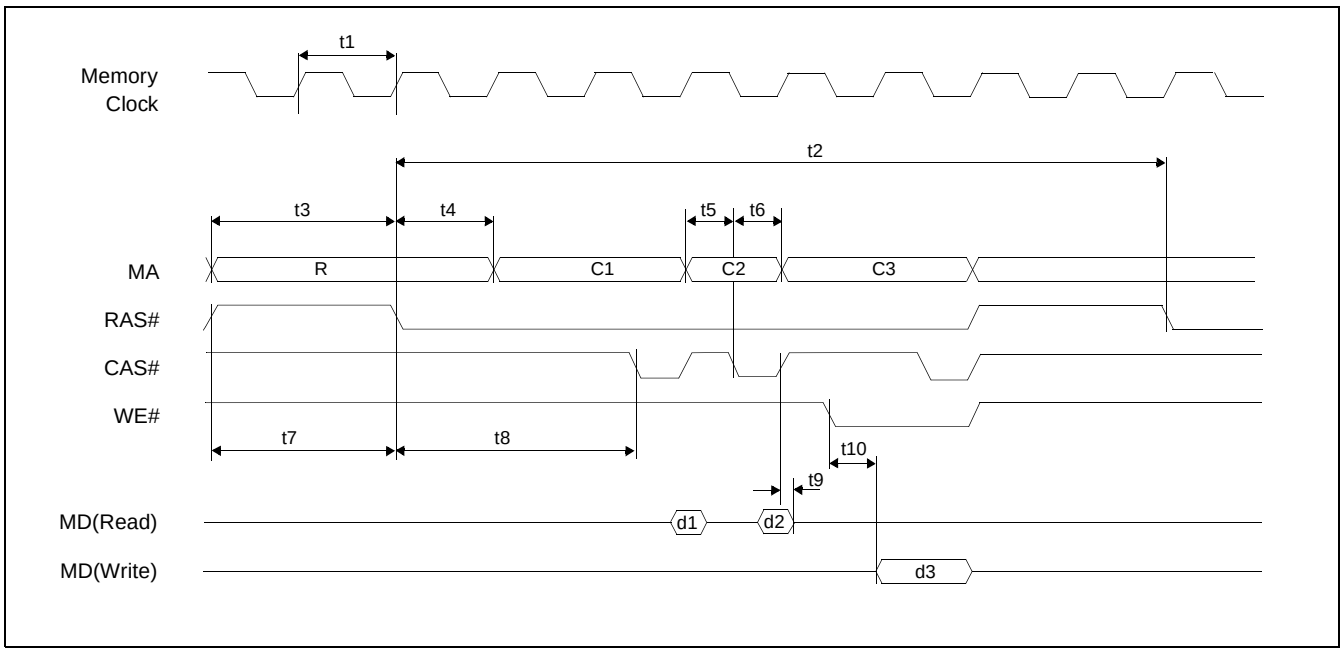


Figure 7-14: FPM-DRAM Read-Write Timing

Table 7-14: FPM-DRAM Read-Write Timing

Symbol	Parameter	Min	Typ	Max	Units
t1	Memory clock	40			ns
t2	Random read or write cycle time (REG[22h] bits [6:5] = 00)	5 t1			ns
	Random read or write cycle time (REG[22h] bits [6:5] = 01)	4 t1			ns
	Random read or write cycle time (REG[22h] bits [6:5] = 10)	3 t1			ns
t3	Row address setup time (REG[22h] bits [3:2] = 00)	2 t1			ns
	Row address setup time (REG[22h] bits [3:2] = 01)	1.45 t1			ns
	Row address setup time (REG[22h] bits [3:2] = 10)	1 t1			ns
t4	Row address hold time (REG[22h] bits [3:2] = 00 or 10)	t1 - 1			ns
	Row address hold time (REG[22h] bits [3:2] = 01)	0.45 t1 - 1			ns
t5	Column address set-up time	0.45 t1 - 1			ns
t6	Column address hold time	0.45 t1 - 1			ns
t7	RAS# precharge time (REG[22h] bits [3:2] = 0)	2 t1 - 1			ns
	RAS# precharge time (REG[22h] bits [3:2] = 01)	1.45 t1 - 1			ns
	RAS# precharge time (REG[22h] bits [3:2] = 10)	1 t1 - 1			ns
t8	RAS# to CAS# delay time (REG[22h] bit 4 = 1 and bits [3:2] = 00 or 10)	1.45 t1 - 2		1.55 t1	ns
	RAS# to CAS# delay time (REG[22h] bit 4 = 0 and bits [3:2] = 00 or 10)	2.45 t1 - 2		2.55 t1	ns
	RAS# to CAS# delay time (REG[22h] bit 4 = 1 and bits [3:2] = 01)	1 t1 - 2		1 t1	ns
	RAS# to CAS# delay time (REG[22h] bit 4 = 0 and bits [3:2] = 01)	2 t1 - 2		2 t1	ns
t9	Read Data turn-off delay from CAS#	2			ns
t10	Write Data enable delay from WE#	0.45 t1			ns

7.3.9 FPM-DRAM CAS# Before RAS# Refresh Timing

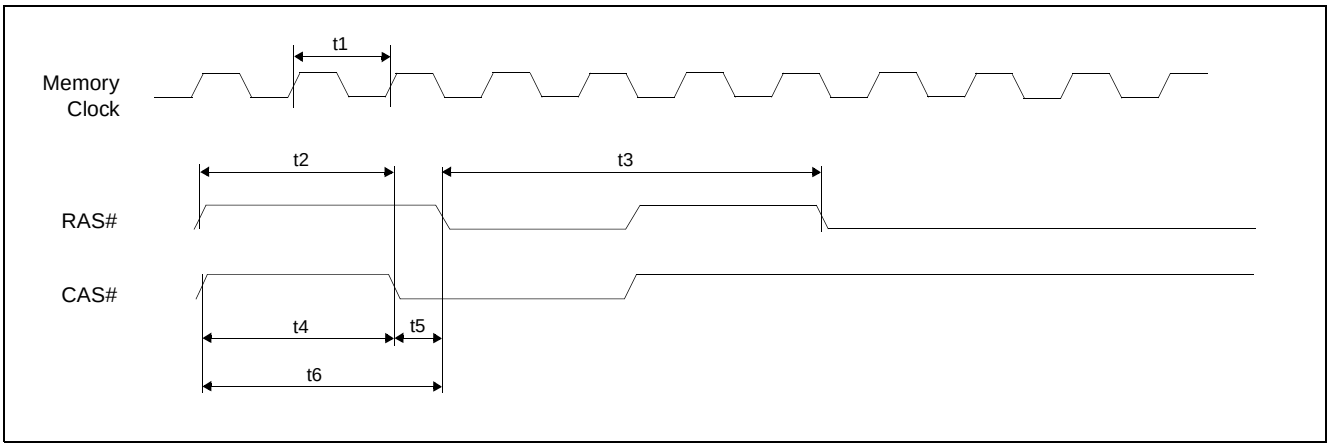


Figure 7-15: FPM-DRAM CAS# Before RAS# Refresh Timing

Table 7-15: FPM-DRAM CAS# Before RAS# Refresh Timing

Symbol	Parameter	Min	Typ	Max	Units
t1	Memory clock	40			ns
t2	RAS# to CAS# precharge time (REG[22h] bits [3:2] = 00)	2 t1			ns
	RAS# to CAS# precharge time (REG[22h] bits [3:2] = 01 or 10)	1 t1			ns
t3	Random read or write cycle time (REG[22h] bits [6:5] = 00)	5 t1			ns
	Random read or write cycle time (REG[22h] bits [6:5] = 01)	4 t1			ns
	Random read or write cycle time (REG[22h] bits [6:5] = 10)	3 t1			ns
t4	CAS# precharge time (REG[22h] bits [3:2] = 00)	2 t1			ns
	CAS# precharge time (REG[22h] bits [3:2] = 01 or 10)	1 t1			ns
t5	CAS# setup time (CAS# before RAS# refresh)	0.45 t1 - 2			ns
t6	RAS# precharge time (REG[22h] bits [3:2] = 00)	2.45 t1 - 1			ns
	RAS# precharge time (REG[22h] bits [3:2] = 01 or 10)	1.45 t1 - 1			ns

7.3.10 FPM-DRAM Self-Refresh Timing

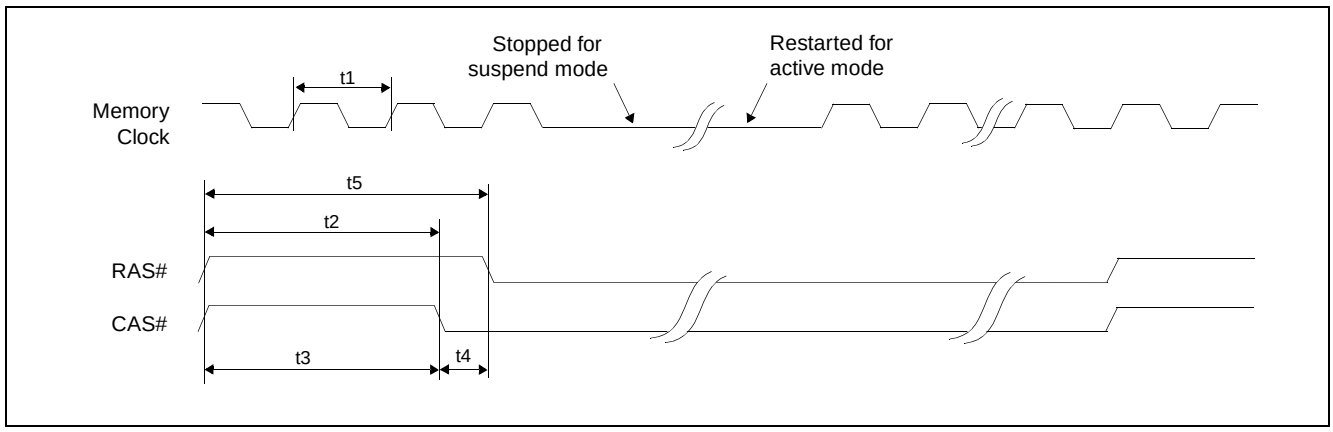


Figure 7-16: FPM-DRAM CBR Self-Refresh Timing

Table 7-16: FPM-DRAM CBR Self-Refresh Timing

Symbol	Parameter	Min	Typ	Max	Units
t1	Memory clock	40			ns
t2	RAS# to CAS# precharge time (REG[22h] bits [3:2] = 00)	2 t1			ns
	RAS# to CAS# precharge time (REG[22h] bits [3:2] = 01 or 10)	1 t1			ns
t3	CAS# precharge time (REG[22h] bits [3:2] = 00)	2 t1			ns
	CAS# precharge time (REG[22h] bits [3:2] = 01 or 10)	1 t1			ns
t4	CAS# setup time (CAS# before RAS# refresh)	0.45 t1 - 2			ns
t5	RAS# precharge time (REG[22h] bits [3:2] = 00)	2.45 t1 - 1			ns
	RAS# precharge time (REG[22h] bits [3:2] = 01 or 10)	1.45 t1 - 1			ns

7.4 Display Interface

7.4.1 Power-On/Reset Timing

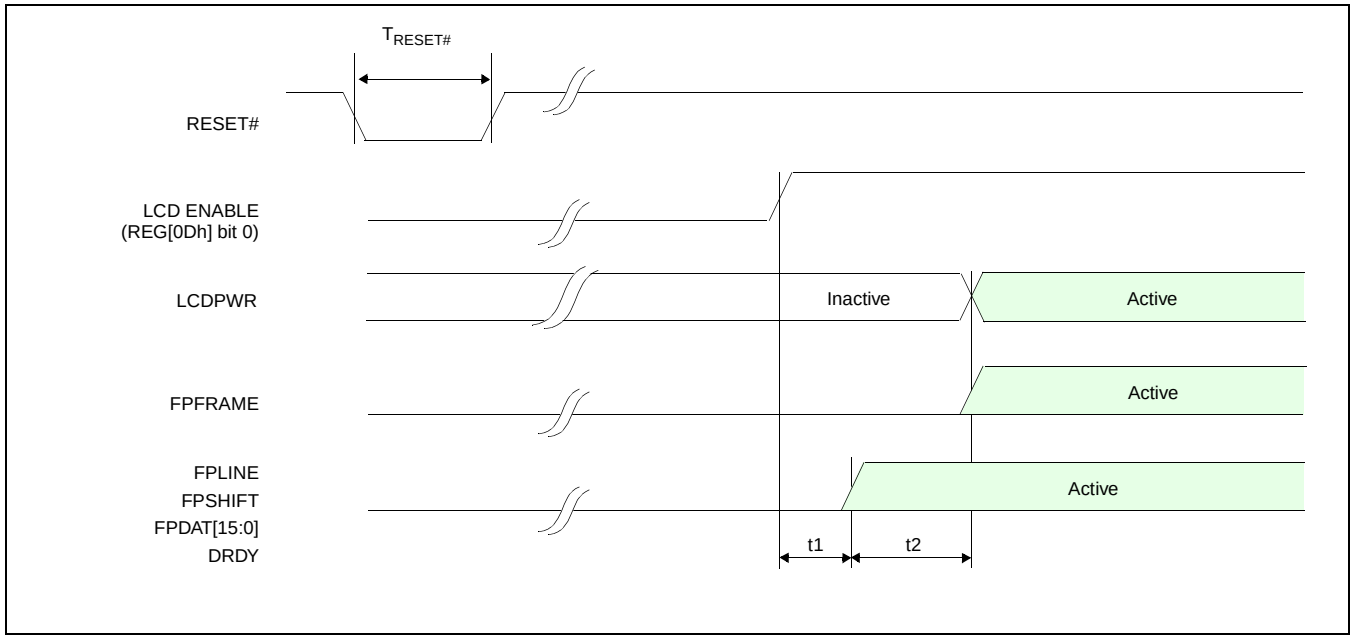


Figure 7-17: LCD Panel Power-On/Reset Timing

Table 7-17: LCD Panel Power-On/Reset Timing

Symbol	Parameter	Min	Typ	Max	Units
$T_{RESET\#}$	RESET# pulse time	100			us
t1	LCD Enable bit high to FPLINE, FPSHIFT, FPDAT[15:0], DRDY active			$T_{FPFRAME} + 6T_{PCLK}$	ns
t2	FPLINE, FPSHIFT, FPDAT[15:0], DRDY active to LCDPWR, on and FPFRAME active		128		Frames

Note

Where $T_{FPFRAME}$ is the period of FPFRAME and T_{PCLK} is the period of the pixel clock.

7.4.2 Suspend Timing

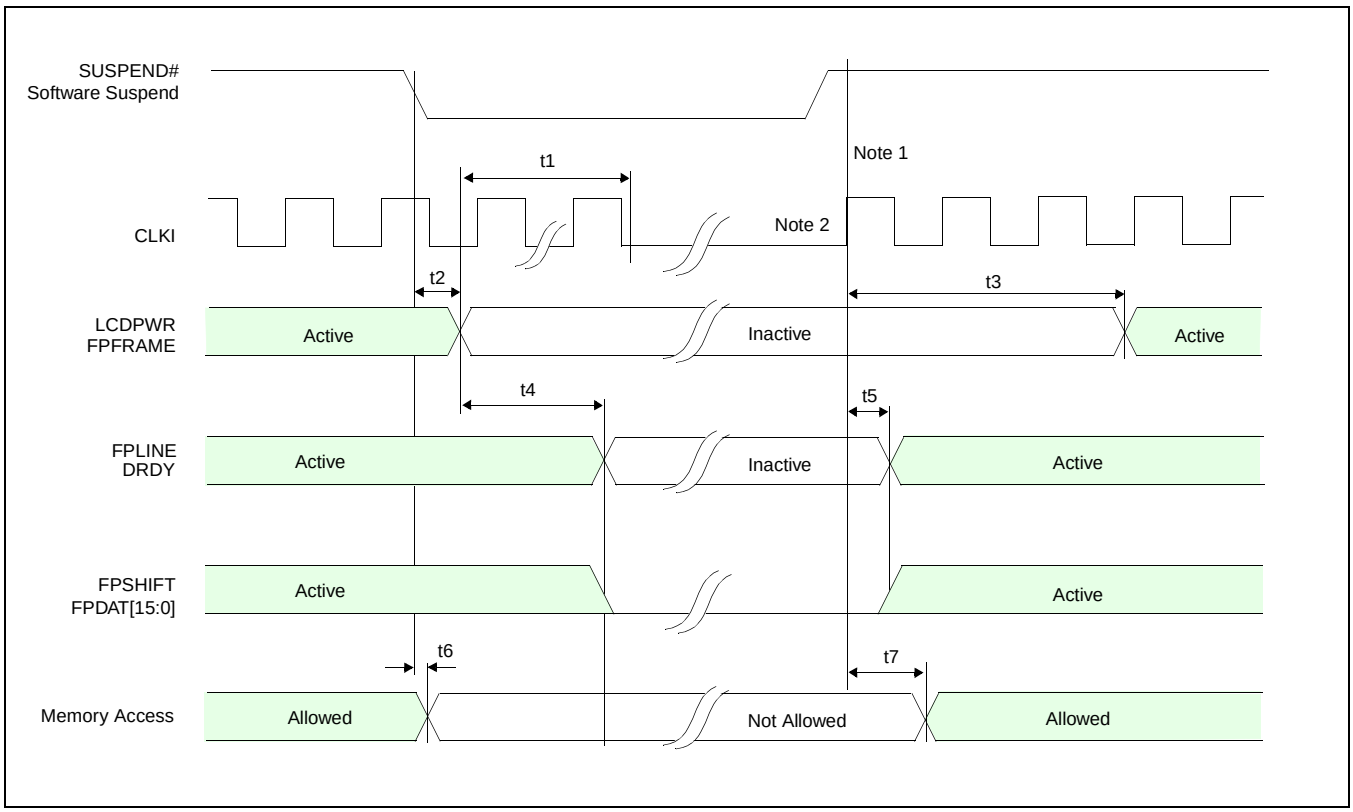


Figure 7-18: LCD Panel Suspend Timing

Table 7-18: LCD Panel Suspend Timing

Symbol	Parameter	Min	Typ	Max	Units
t1	LCDPWR inactive to CLKI inactive	128			Frames
t2	SUSPEND# active to FPFRAME, LCDPWR inactive	0		1	Frames
t3	First CLKI after SUSPEND# inactive to FPFRAME, LCDPWR active			1	Frames
t4	LCDPWR inactive to FPLINE, FPSHIFT, FPDAT[15:0], DRDY active			128	Frames
t5	First CLKI after SUSPEND# inactive to FPLINE, FPSHIFT, FPDAT[15:0], DRDY active	0			Frames
t6	LCDPWR inactive to Memory Access not allowed			8	MCLK
t7	First CLKI after SUSPEND# inactive to Memory Access allowed	0			MCLK

Note

1. t3, t5, and t7 are measured from the first CLKI after SUSPEND# inactive.
2. CLKI may be active throughout SUSPEND# active.
3. Where MCLK is the period of the memory clock.

7.4.3 Single Monochrome 4-Bit Panel Timing

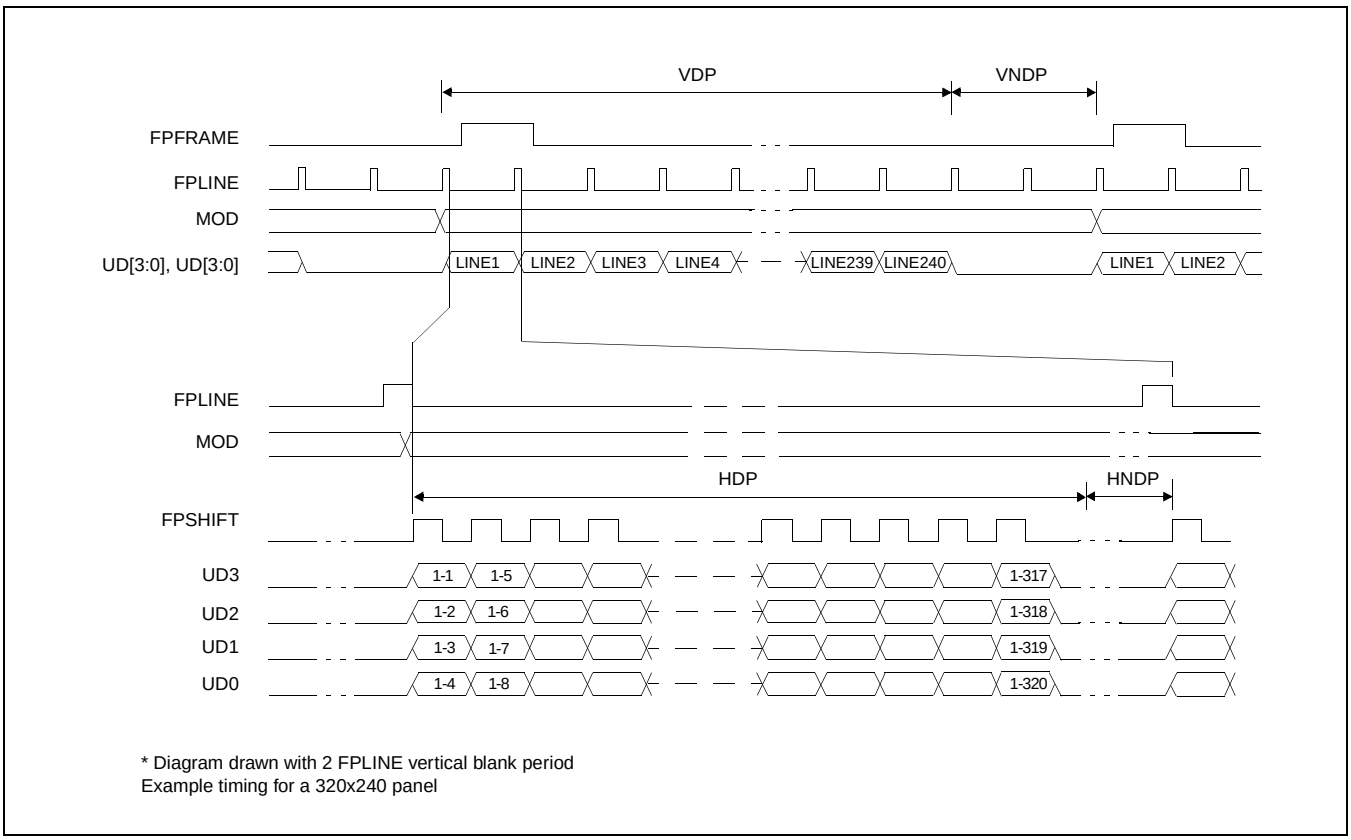


Figure 7-19: Single Monochrome 4-Bit Panel Timing

VDP =	Vertical Display Period	= (REG[09h] bits [1:0], REG[08h] bits [7:0]) + 1
VNDP =	Vertical Non-Display Period	= (REG[0Ah] bits [5:0]) + 1
HDP =	Horizontal Display Period	= ((REG[04h] bits [6:0]) + 1)*8Ts
HNDP =	Horizontal Non-Display Period	= ((REG[05h] bits [4:0]) + 1)*8Ts

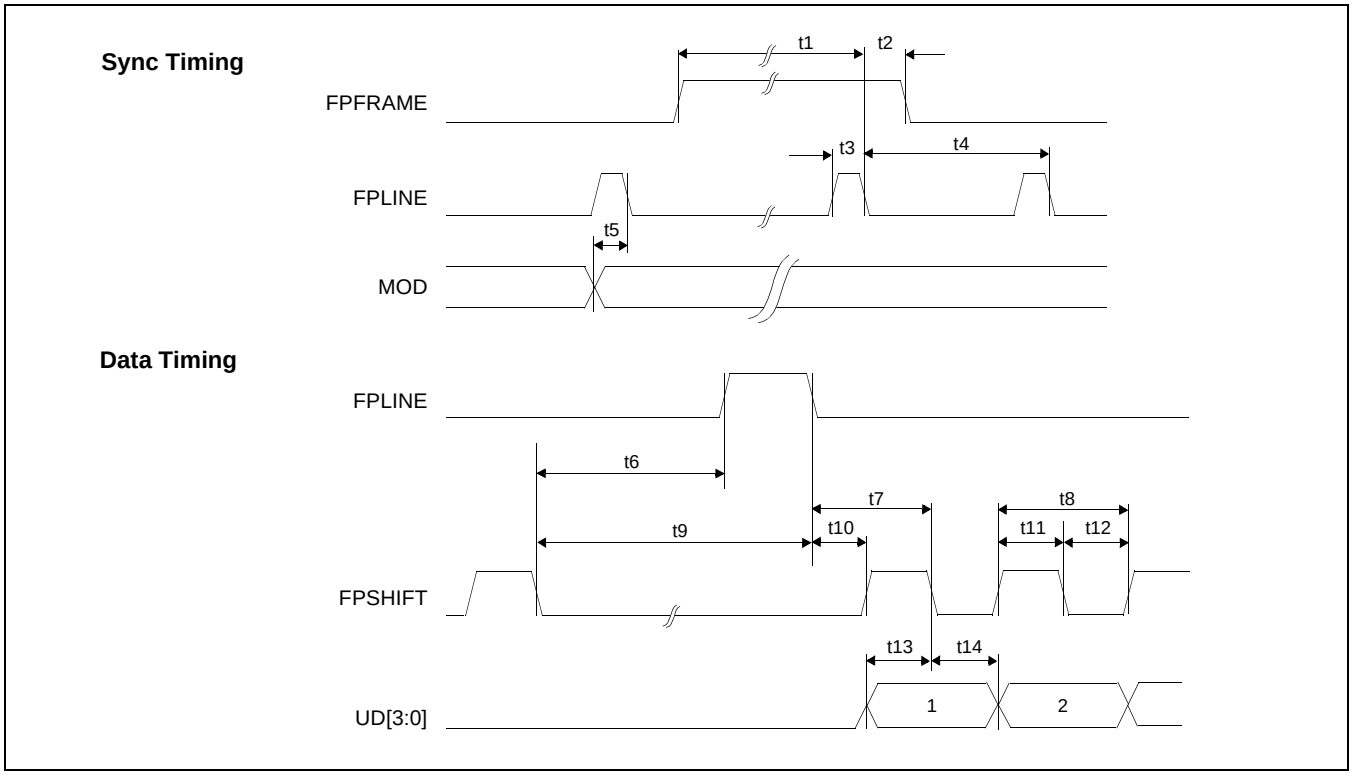


Figure 7-20: Single Monochrome 4-Bit Panel A.C. Timing

Table 7-19: Single Monochrome 4-Bit Panel A.C. Timing

Symbol	Parameter	Min	Typ	Max	Units
t1	FPFRAME setup to FPLINE falling edge	note 2			
t2	FPFRAME hold from FPLINE falling edge	9			Ts (note 1)
t3	FPLINE pulse width	9			Ts
t4	FPLINE period	note 3			
t5	MOD transition to FPLINE falling edge	33		note 4	Ts
t6	FPSHIFT falling edge to FPLINE rising edge	note 5			
t7	FPLINE falling edge to FPSHIFT falling edge	t14 + 2			Ts
t8	FPSHIFT period	4			Ts
t9	FPSHIFT falling edge to FPLINE falling edge	note 6			
t10	FPLINE falling edge to FPSHIFT rising edge	18			Ts
t11	FPSHIFT pulse width high	2			Ts
t12	FPSHIFT pulse width low	2			Ts
t13	UD[3:0] setup to FPSHIFT falling edge	2			Ts
t14	UD[3:0] hold to FPSHIFT falling edge	2			Ts

1. Ts = pixel clock period = memory clock, [memory clock]/2, [memory clock]/3, [memory clock]/4 (see REG[19h] bits [1:0])
2. $t1_{min}$ = $t4_{min}$ - 9Ts
3. $t4_{min}$ = [((REG[04h] bits [6:0])+1)*8 + ((REG[05h] bits [4:0]) + 1)*8] + 33 Ts
4. $t5_{min}$ = [((REG[04h] bits [6:0]) + 1)*8 - 1] Ts
5. $t6_{min}$ = [((REG[05h] bits [4:0]) + 1)*8 - 25] Ts
6. $t9_{min}$ = [((REG[05h] bits [4:0]) + 1)*8 - 16] Ts

7.4.4 Single Monochrome 8-Bit Panel Timing

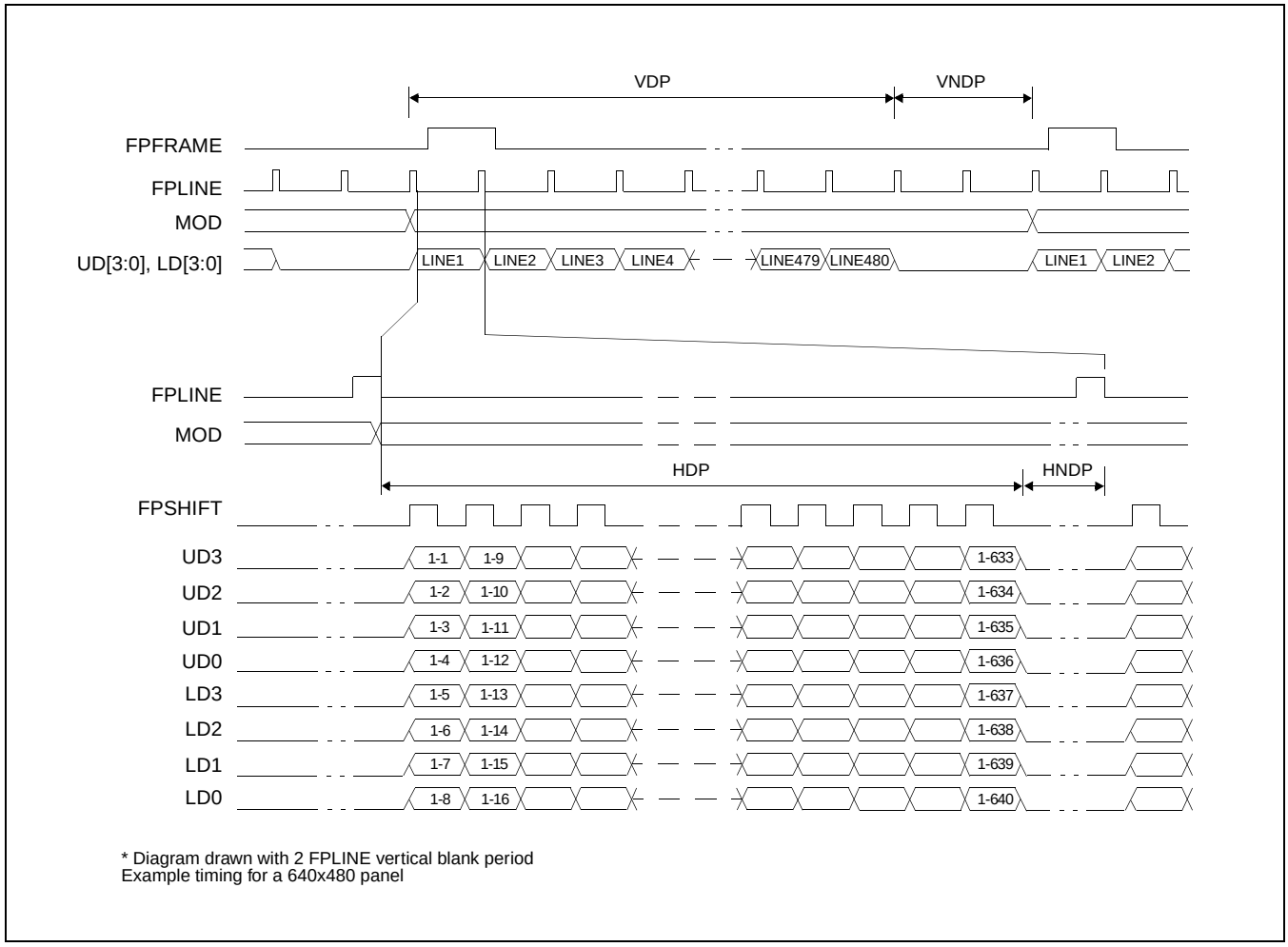


Figure 7-21: Single Monochrome 8-Bit Panel Timing

VDP = Vertical Display Period = (REG[09h] bits [1:0], REG[08h] bits [7:0]) + 1
VNDP = Vertical Non-Display Period = (REG[0Ah] bits [5:0]) + 1
HDP = Horizontal Display Period = ((REG[04h] bits [6:0]) + 1)*8Ts
HNDP = Horizontal Non-Display Period = ((REG[05h] bits [4:0]) + 1)*8Ts

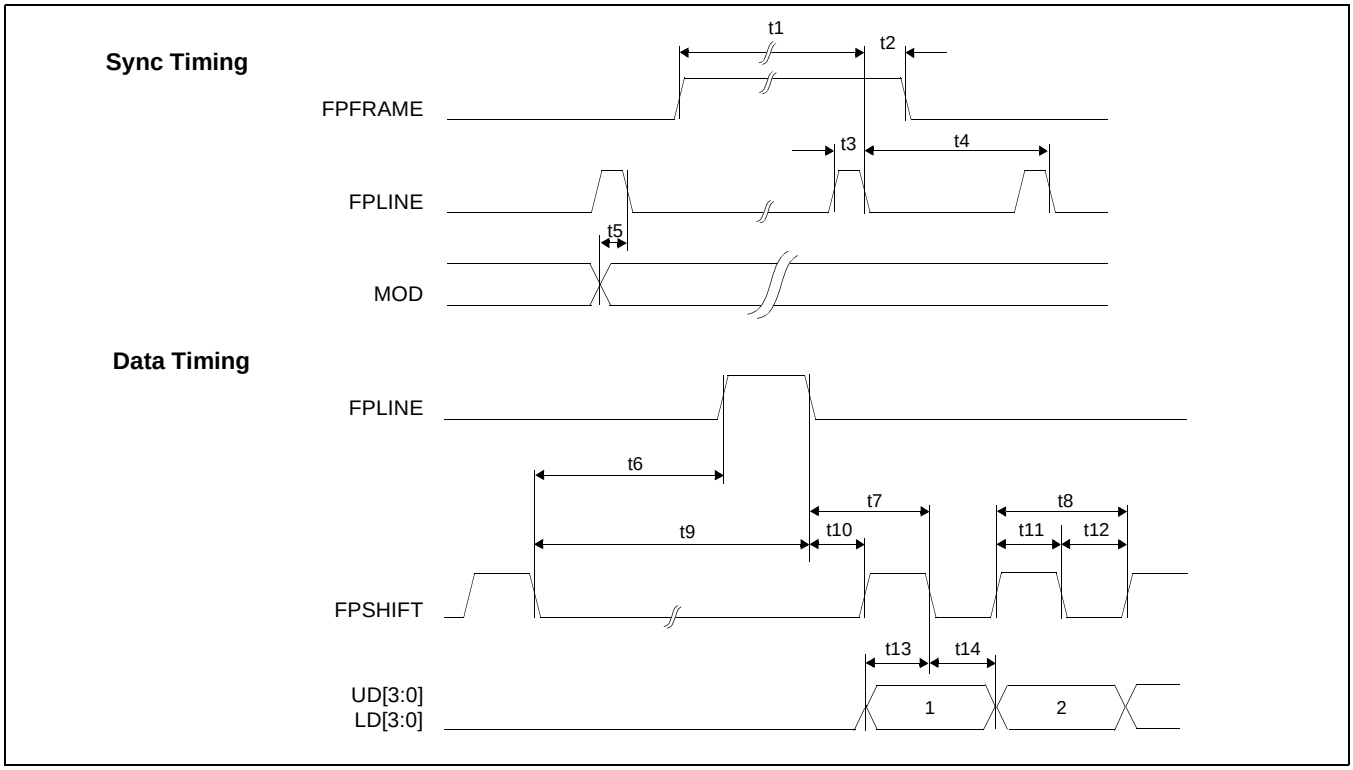


Figure 7-22: Single Monochrome 8-Bit Panel A.C. Timing

Table 7-20: Single Monochrome 8-Bit Panel A.C. Timing

Symbol	Parameter	Min	Typ	Max	Units
t1	FPFRAME setup to FPLINE falling edge	note 2			
t2	FPFRAME hold from FPLINE falling edge	9			Ts (note 1)
t3	FPLINE pulse width	9			Ts
t4	FPLINE period	note 3			
t5	MOD transition to FPLINE falling edge	33		note 4	Ts
t6	FPSHIFT falling edge to FPLINE rising edge	note 5			
t7	FPLINE falling edge to FPSHIFT falling edge	t14 + 4			Ts
t8	FPSHIFT period	8			Ts
t9	FPSHIFT falling edge to FPLINE falling edge	note 6			
t10	FPLINE falling edge to FPSHIFT rising edge	18			Ts
t11	FPSHIFT pulse width high	4			Ts
t12	FPSHIFT pulse width low	4			Ts
t13	UD[3:0], LD[3:0] setup to FPSHIFT falling edge	4			Ts
t14	UD[3:0], LD[3:0] hold to FPSHIFT falling edge	4			Ts

1. Ts = pixel clock period = memory clock, [memory clock]/2, [memory clock]/3, [memory clock]/4 (see REG[19h] bits [1:0])
2. $t1_{min}$ = $t4_{min}$ - 9Ts
3. $t4_{min}$ = [((REG[04h] bits [6:0])+1)*8 + ((REG[05h] bits [4:0]) + 1)*8] + 33 Ts
4. $t5_{min}$ = [((REG[04h] bits [6:0]) + 1)*8 - 1] Ts
5. $t6_{min}$ = [((REG[05h] bits [4:0]) + 1)*8 - 23] Ts
6. $t9_{min}$ = [((REG[05h] bits [4:0]) + 1)*8 - 14] Ts

7.4.5 Single Color 4-Bit Panel Timing

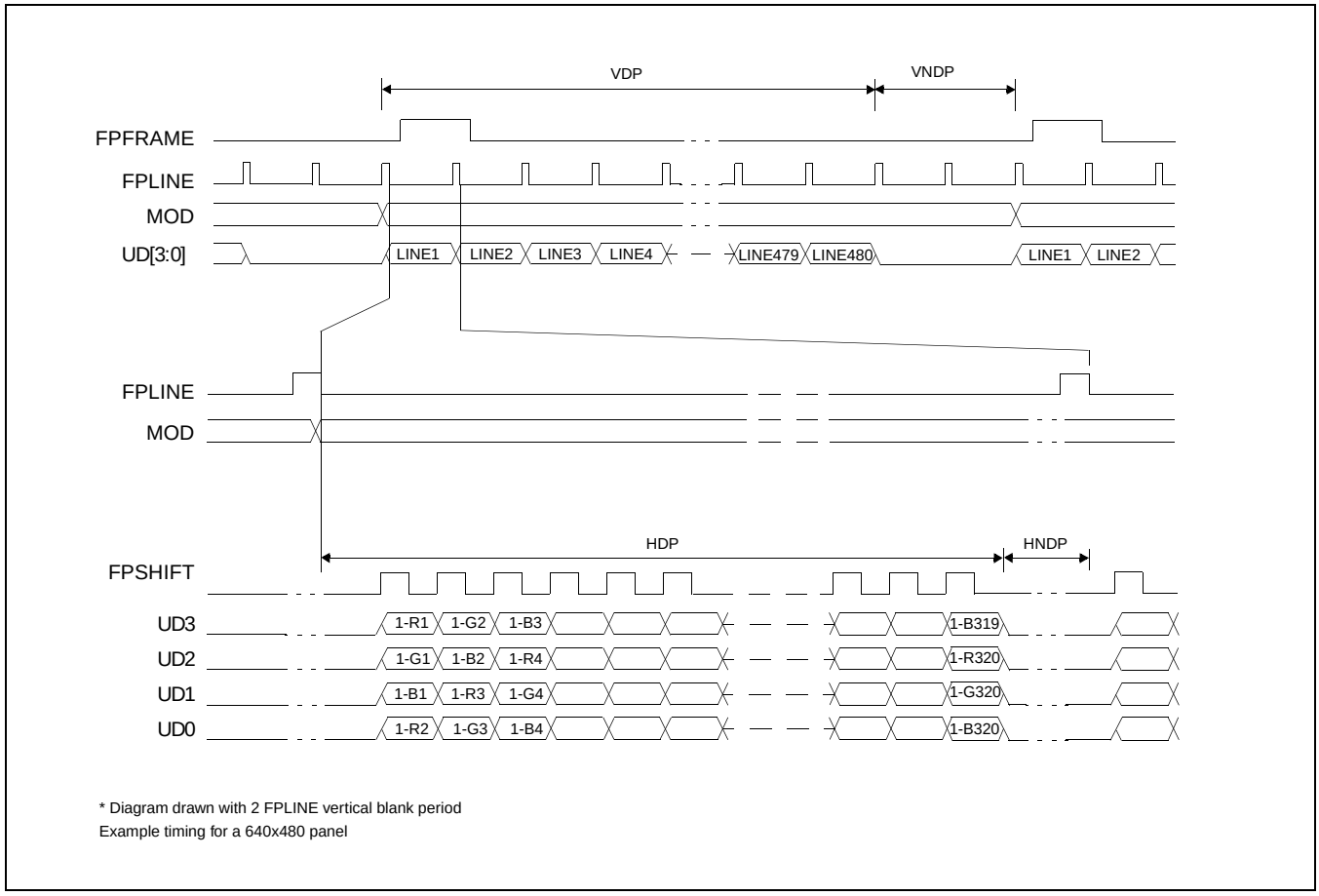


Figure 7-23: Single Color 4-Bit Panel Timing

VDP = Vertical Display Period = (REG[09h] bits [1:0], REG[08h] bits [7:0]) + 1
VNDP = Vertical Non-Display Period = (REG[0Ah] bits [5:0]) + 1
HDP = Horizontal Display Period = ((REG[04h] bits [6:0]) + 1)*8Ts
HNDP = Horizontal Non-Display Period = ((REG[05h] bits [4:0]) + 1)*8Ts

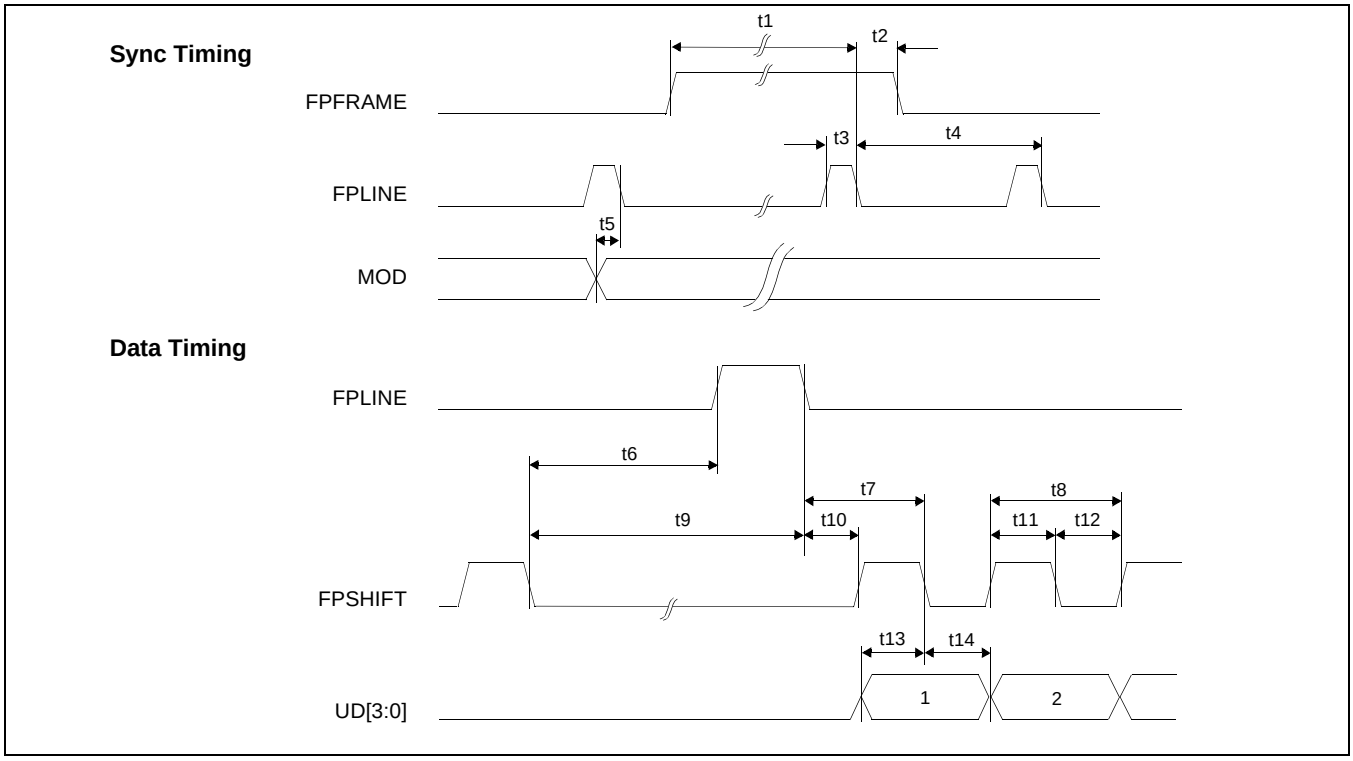


Figure 7-24: Single Color 4-Bit Panel A.C. Timing

Table 7-21: Single Color 4-Bit Panel A.C. Timing

Symbol	Parameter	Min	Typ	Max	Units
t1	FPFRAME setup to FPLINE falling edge	note 2			
t2	FPFRAME hold from FPLINE falling edge	9			Ts (note 1)
t3	FPLINE pulse width	9			Ts
t4	FPLINE period	note 3			
t5	MOD transition to FPLINE falling edge	33		note 4	Ts
t6	FPSHIFT falling edge to FPLINE rising edge	note 5			
t7	FPLINE falling edge to FPSHIFT falling edge	t14 + 0.5			Ts
t8	FPSHIFT period	1			Ts
t9	FPSHIFT falling edge to FPLINE falling edge	note 6			
t10	FPLINE falling edge to FPSHIFT rising edge	19			Ts
t11	FPSHIFT pulse width high	0.45			Ts
t12	FPSHIFT pulse width low	0.45			Ts
t13	UD[3:0], setup to FPSHIFT falling edge	0.45			Ts
t14	UD[3:0], hold from FPSHIFT falling edge	0.45			Ts

1. Ts = pixel clock period = memory clock, [memory clock]/2, [memory clock]/3, [memory clock]/4 (see REG[19h] bits [1:0])
2. $t1_{min}$ = $t4_{min}$ - 9Ts
3. $t4_{min}$ = [((REG[04h] bits [6:0])+1)*8 + ((REG[05h] bits [4:0]) + 1)*8] + 33 Ts
4. $t5_{min}$ = [((REG[04h] bits [6:0])+1)*8 - 1] Ts
5. $t6_{min}$ = [((REG[05h] bits [4:0]) + 1)*8 - 26] Ts
6. $t9_{min}$ = [((REG[05h] bits [4:0]) + 1)*8 - 17] Ts

7.4.6 Single Color 8-Bit Panel Timing (Format 1)

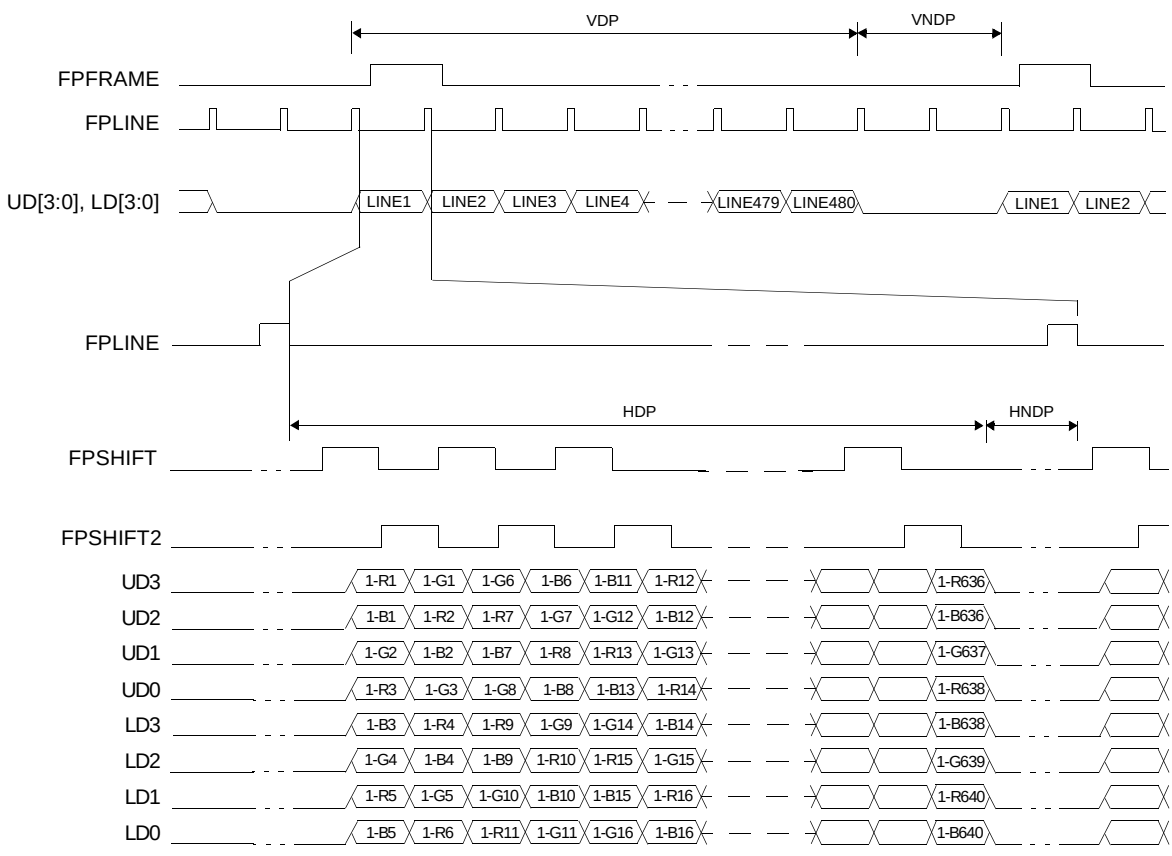


Figure 7-25: Single Color 8-Bit Panel Timing (Format 1)

VDP	= Vertical Display Period	= (REG[09h] bits [1:0], REG[08h] bits [7:0]) + 1
VNDP	= Vertical Non-Display Period	= (REG[0Ah] bits [5:0]) + 1
HDP	= Horizontal Display Period	= ((REG[04h] bits [6:0]) + 1)*8Ts
HNDP	= Horizontal Non-Display Period	= ((REG[05h] bits [4:0]) + 1)*8Ts

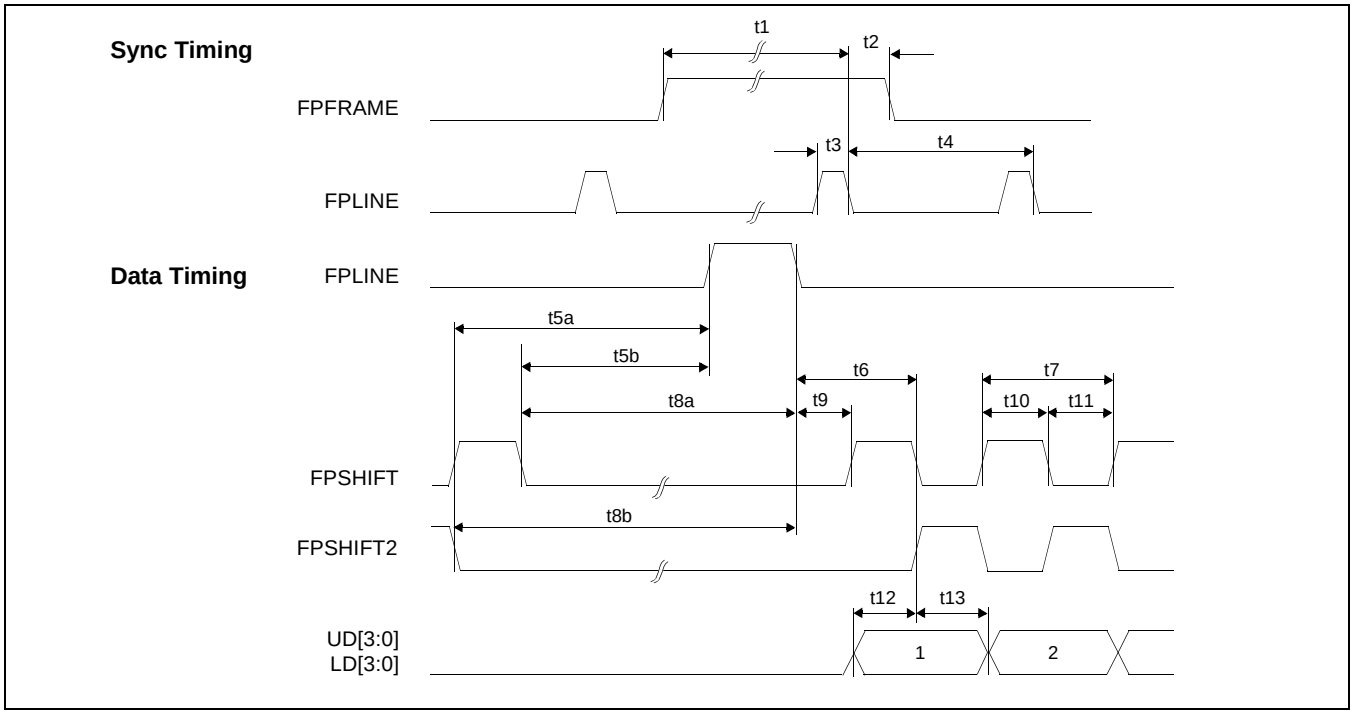


Figure 7-26: Single Color 8-Bit Panel A.C. Timing (Format 1)

Table 7-22: Single Color 8-Bit Panel A.C. Timing (Format 1)

Symbol	Parameter	Min	Typ	Max	Units
t1	FPFRAME setup to FPLINE falling edge	note 2			
t2	FPFRAME hold from FPLINE falling edge	9			Ts (note 1)
t3	FPLINE pulse width	9			Ts
t4	FPLINE period	note 3			
t5a	FPSHIFT2 falling edge to FPLINE rising edge	note 4			
t5b	FPSHIFT falling edge to FPLINE rising edge	note 5			
t6	FPLINE falling edge to FPSHIFT2 rising, FPSHIFT falling edge	t14 + 2			Ts
t7	FPSHIFT2, FPSHIFT period	4			Ts
t8a	FPSHIFT falling edge to FPLINE falling edge	note 6			
t8b	FPSHIFT2 falling edge to FPLINE falling edge	note 7			
t9	FPLINE falling edge to FPSHIFT rising edge	18			Ts
t10	FPSHIFT2, FPSHIFT pulse width high	2			Ts
t11	FPSHIFT2, FPSHIFT pulse width low	2			Ts
t12	UD[3:0], LD[3:0] setup to FPSHIFT2 rising, FPSHIFT falling edge	1			Ts
t13	UD[3:0], LD[3:0] hold from FPSHIFT2 rising, FPSHIFT falling edge	1			Ts

1. Ts = pixel clock period = memory clock, [memory clock]/2, [memory clock]/3, [memory clock]/4 (see REG[19h] bits [1:0])
2. $t1_{min}$ = $t4_{min}$ - 9Ts
3. $t4_{min}$ = [((REG[04h] bits [6:0])+1)*8 + ((REG[05h] bits [4:0]) + 1)*8] Ts
4. $t5_{min}$ = [((REG[05h] bits [4:0]) + 1)*8 - 27]+T11 Ts
5. $t5_{min}$ = [((REG[05h] bits [4:0]) + 1)*8 - 27] Ts
6. $t8_{min}$ = [((REG[05h] bits [4:0]) + 1)*8 - 18] Ts
7. $t8_{min}$ = [((REG[05h] bits [4:0]) + 1)*8 - 18]+T11 Ts

7.4.7 Single Color 8-Bit Panel Timing (Format 2)

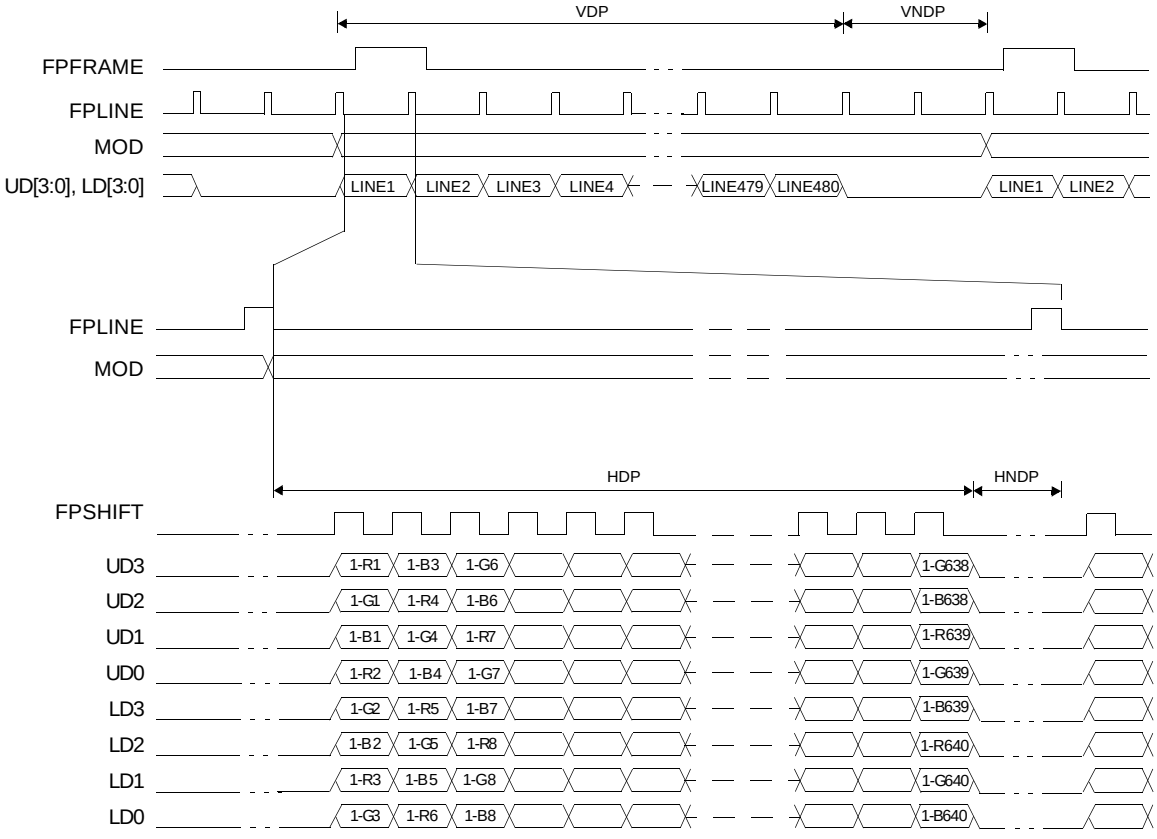


Figure 7-27: Single Color 8-Bit Panel Timing (Format 2)

VDP	= Vertical Display Period	= (REG[09h] bits [1:0], REG[08h] bits [7:0]) + 1
VNDP	= Vertical Non-Display Period	= (REG[0Ah] bits [5:0]) + 1
HDP	= Horizontal Display Period	= ((REG[04h] bits [6:0]) + 1)*8Ts
HNDP	= Horizontal Non-Display Period	= ((REG[05h] bits [4:0]) + 1)*8Ts

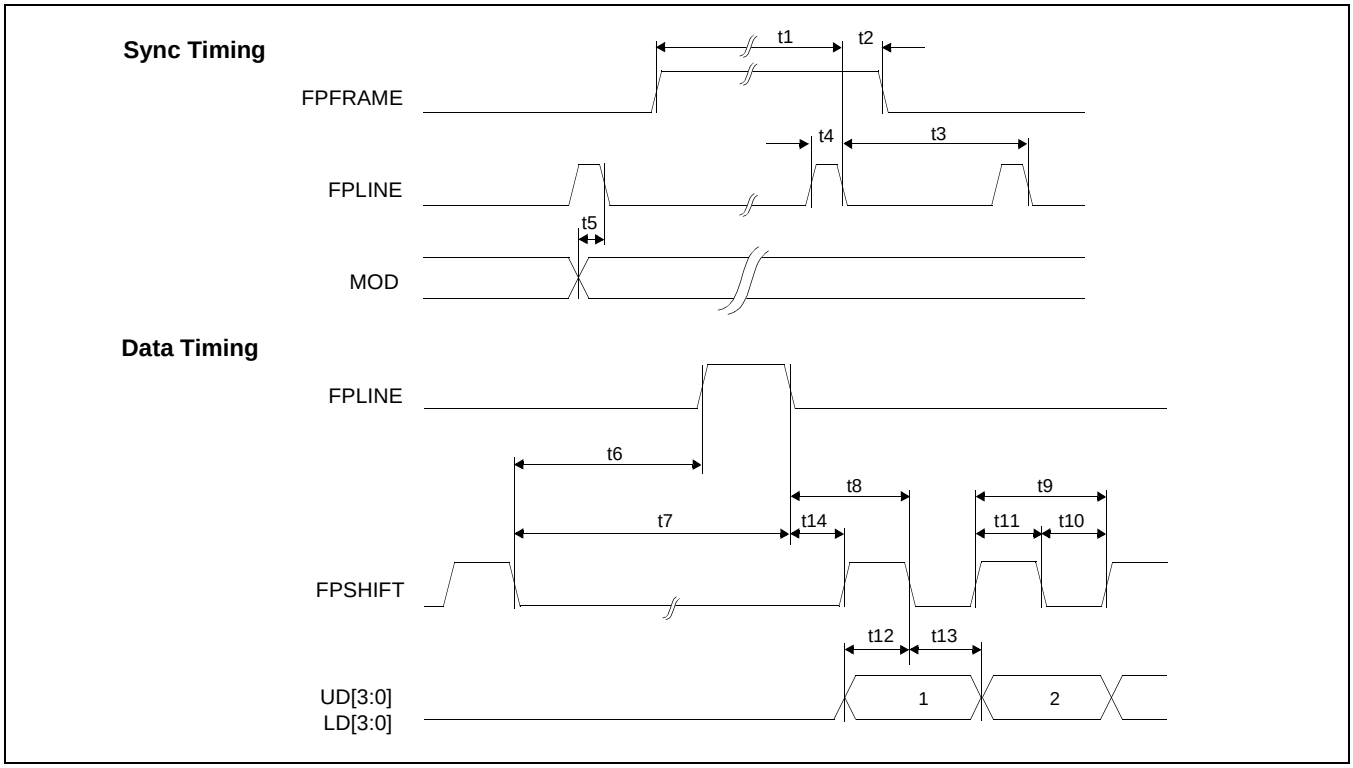


Figure 7-28: Single Color 8-Bit Panel A.C. Timing (Format 2)

Table 7-23: Single Color 8-Bit Panel A.C. Timing (Format 2)

Symbol	Parameter	Min	Typ	Max	Units
t1	FPFRAME setup to FPLINE falling edge	note 2			
t2	FPFRAME hold from FPLINE falling edge	9			Ts (note 1)
t3	FPLINE period	note 3			
t4	FPLINE pulse width	9			Ts
t5	MOD transition to FPLINE falling edge	33		note 4	Ts
t6	FPSHIFT falling edge to FPLINE rising edge	note 5			
t7	FPSHIFT falling edge to FPLINE falling edge	note 6			
t8	FPLINE falling edge to FPSHIFT falling edge	t14 + 2			
t9	FPSHIFT period	2			Ts
t10	FPSHIFT pulse width low	1			Ts
t11	FPSHIFT pulse width high	1			Ts
t12	UD[3:0], LD[3:0] setup to FPSHIFT falling edge	1			Ts
t13	UD[3:0], LD[3:0] hold to FPSHIFT falling edge	1			Ts
t14	FPLINE falling edge to FPSHIFT rising edge	18			Ts

1. Ts = pixel clock period = memory clock, [memory clock]/2, [memory clock]/3, [memory clock]/4 (see REG[19h] bits [1:0])
2. $t1_{min}$ = $t3_{min}$ - 9Ts
3. $t3_{min}$ = [((REG[04h] bits [6:0])+1)*8 + ((REG[05h] bits [4:0]) + 1)*8] + 33 Ts
4. $t5_{min}$ = [((REG[04h] bits [6:0])+1)*8 - 1] Ts
5. $t6_{min}$ = [((REG[05h] bits [4:0]) + 1)*8 - 26] Ts
6. $t7_{min}$ = [((REG[05h] bits [4:0]) + 1)*8 - 17] Ts

7.4.8 Single Color 16-Bit Panel Timing

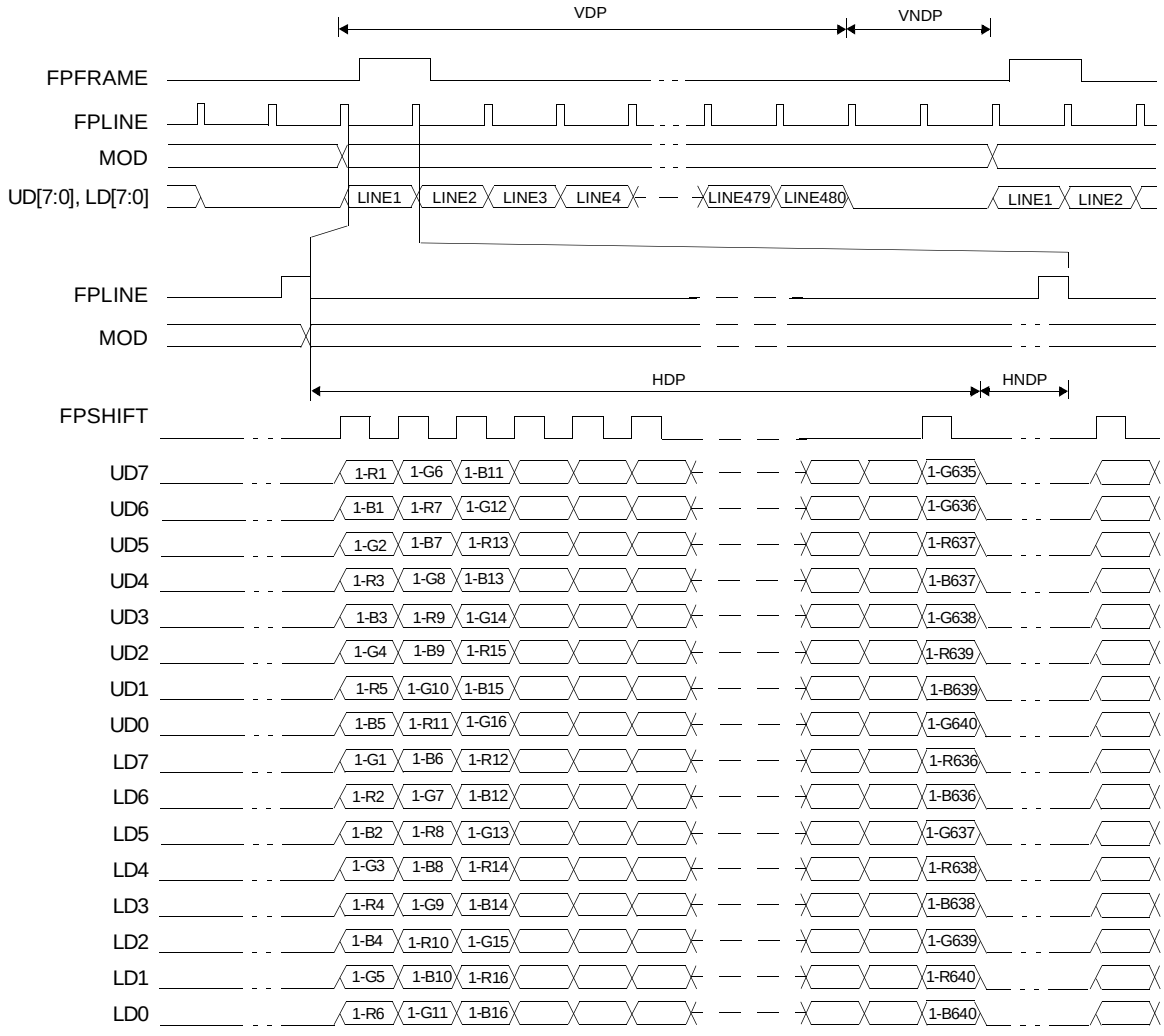


Figure 7-29: Single Color 16-Bit Panel Timing

VDP	= Vertical Display Period	= (REG[09h] bits [1:0], REG[08h] bits [7:0]) + 1
VNDP	= Vertical Non-Display Period	= (REG[0Ah] bits [5:0]) + 1
HDP	= Horizontal Display Period	= ((REG[04h] bits [6:0]) + 1)*8Ts
HNDP	= Horizontal Non-Display Period	= ((REG[05h] bits [4:0]) + 1)*8Ts

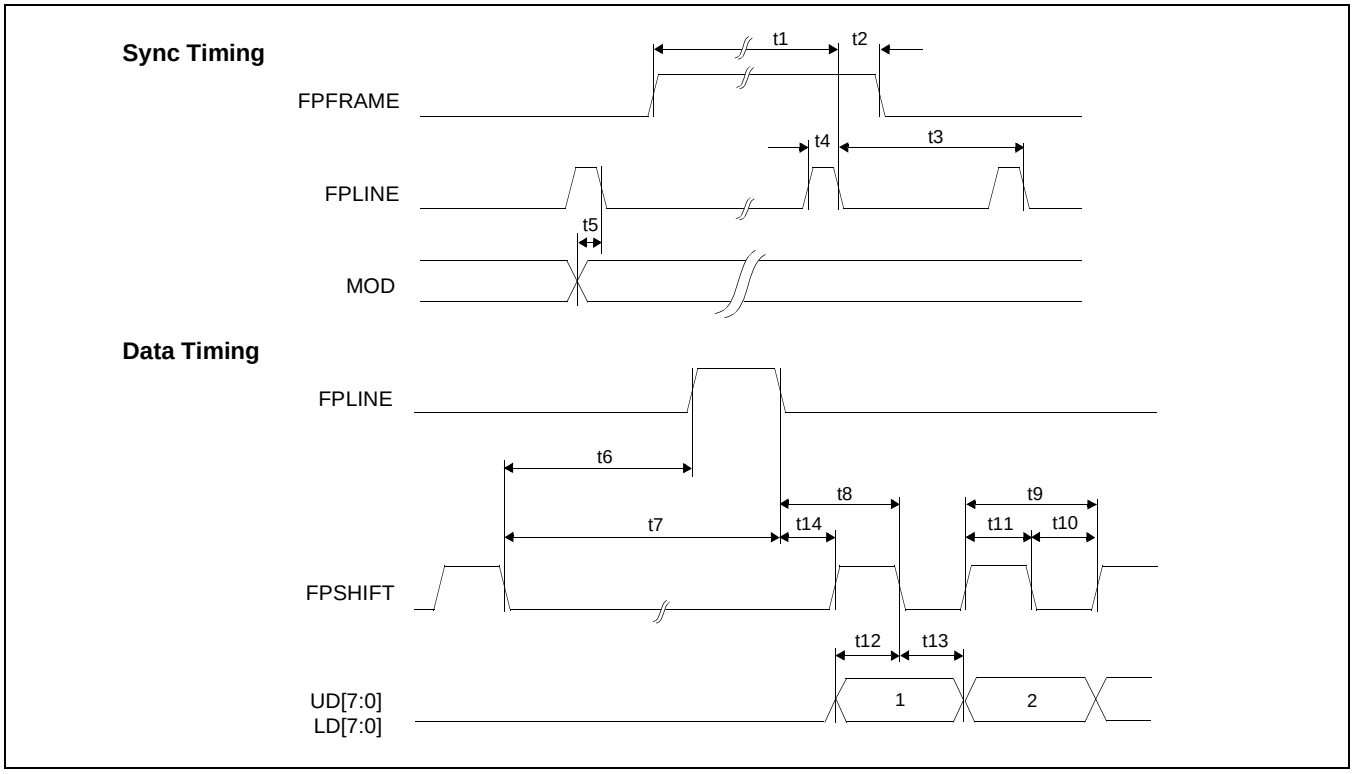


Figure 7-30: Single Color 16-Bit Panel A.C. Timing

Table 7-24: Single Color 16-Bit Panel A.C. Timing

Symbol	Parameter	Min	Typ	Max	Units
t1	FPFRAME setup to FPLINE falling edge	note 2			
t2	FPFRAME hold from FPLINE falling edge	9			Ts (note 1)
t3	FPLINE period	note 3			
t4	FPLINE pulse width	9			Ts
t5	MOD transition to FPLINE falling edge	33		note 4	Ts
t6	FPSHIFT falling edge to FPLINE rising edge	note 5			
t7	FPSHIFT falling edge to FPLINE falling edge	note 6			
t8	FPLINE falling edge to FPSHIFT falling edge	t14 + 3			Ts
t9	FPSHIFT period	5			Ts
t10	FPSHIFT pulse width low	2			Ts
t11	FPSHIFT pulse width high	2			Ts
t12	UD[7:0], LD[7:0] setup to FPSHIFT falling edge	2			Ts
t13	UD[7:0], LD[7:0] hold to FPSHIFT falling edge	2			Ts
t14	FPLINE falling edge to FPSHIFT rising edge	18			Ts

1. Ts = pixel clock period = memory clock, [memory clock]/2, [memory clock]/3, [memory clock]/4 (see REG[19h] bits [1:0])
2. $t1_{min}$ = $t3_{min}$ - 9Ts
3. $t3_{min}$ = [((REG[04h] bits [6:0])+1)*8 + ((REG[05h] bits [4:0]) + 1)*8] + 33 Ts
4. $t5_{min}$ = [((REG[04h] bits [6:0])+1)*8 - 1] Ts
5. $t6_{min}$ = [(REG[05h] bits [4:0]) + 1)*8 - 25] Ts
6. $t7_{min}$ = [((REG[05h] bits [4:0]) + 1)*8 - 16] Ts

7.4.9 Dual Monochrome 8-Bit Panel Timing

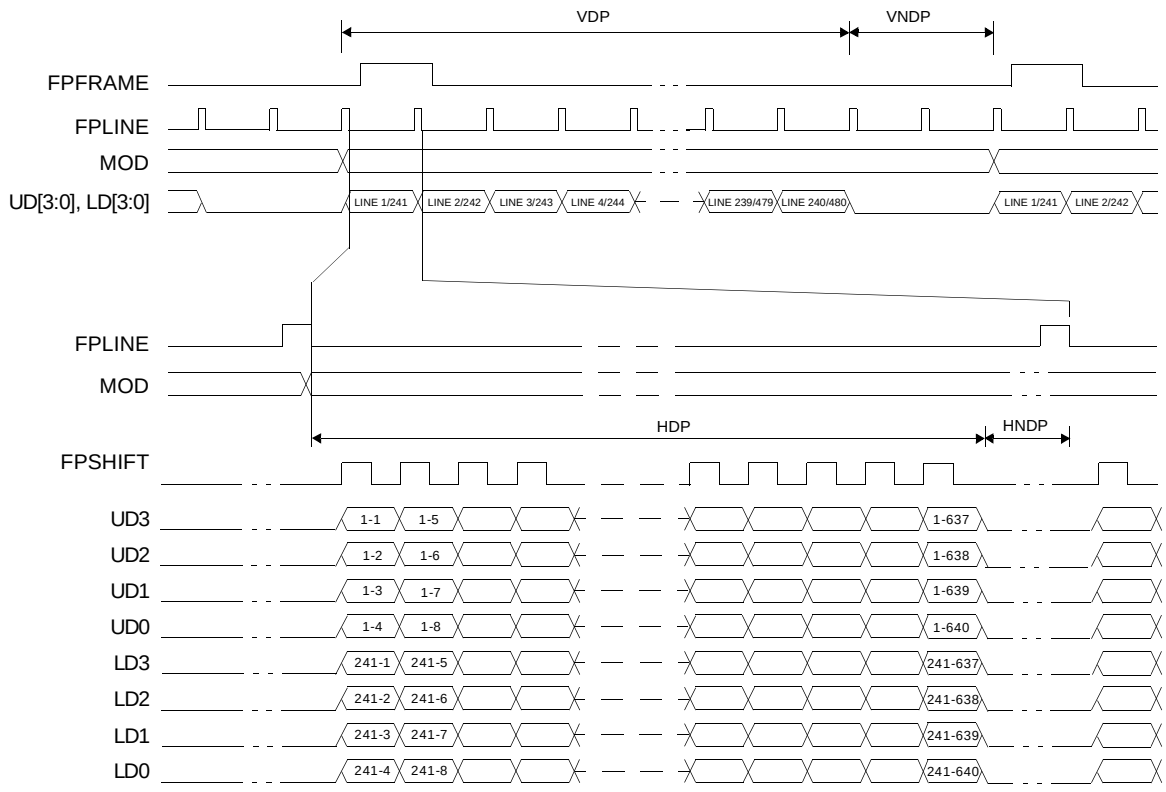


Figure 7-31: Dual Monochrome 8-Bit Panel Timing

VDP	= Vertical Display Period	= (REG[09h] bits [1:0], REG[08h] bits [7:0]) + 1
VNDP	= Vertical Non-Display Period	= (REG[0Ah] bits [5:0]) + 1
HDP	= Horizontal Display Period	= ((REG[04h] bits [6:0]) + 1)*8Ts
HNDP	= Horizontal Non-Display Period	= ((REG[05h] bits [4:0]) + 1)*8Ts

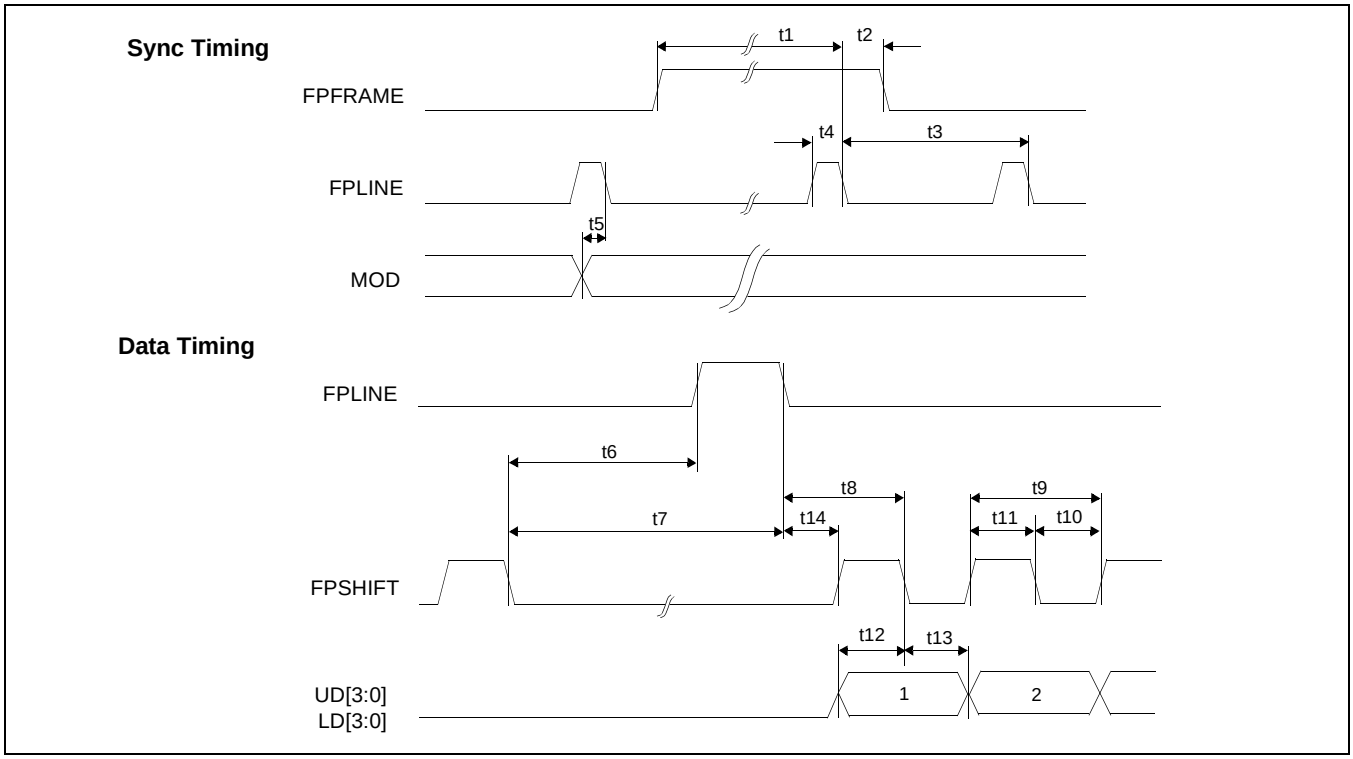


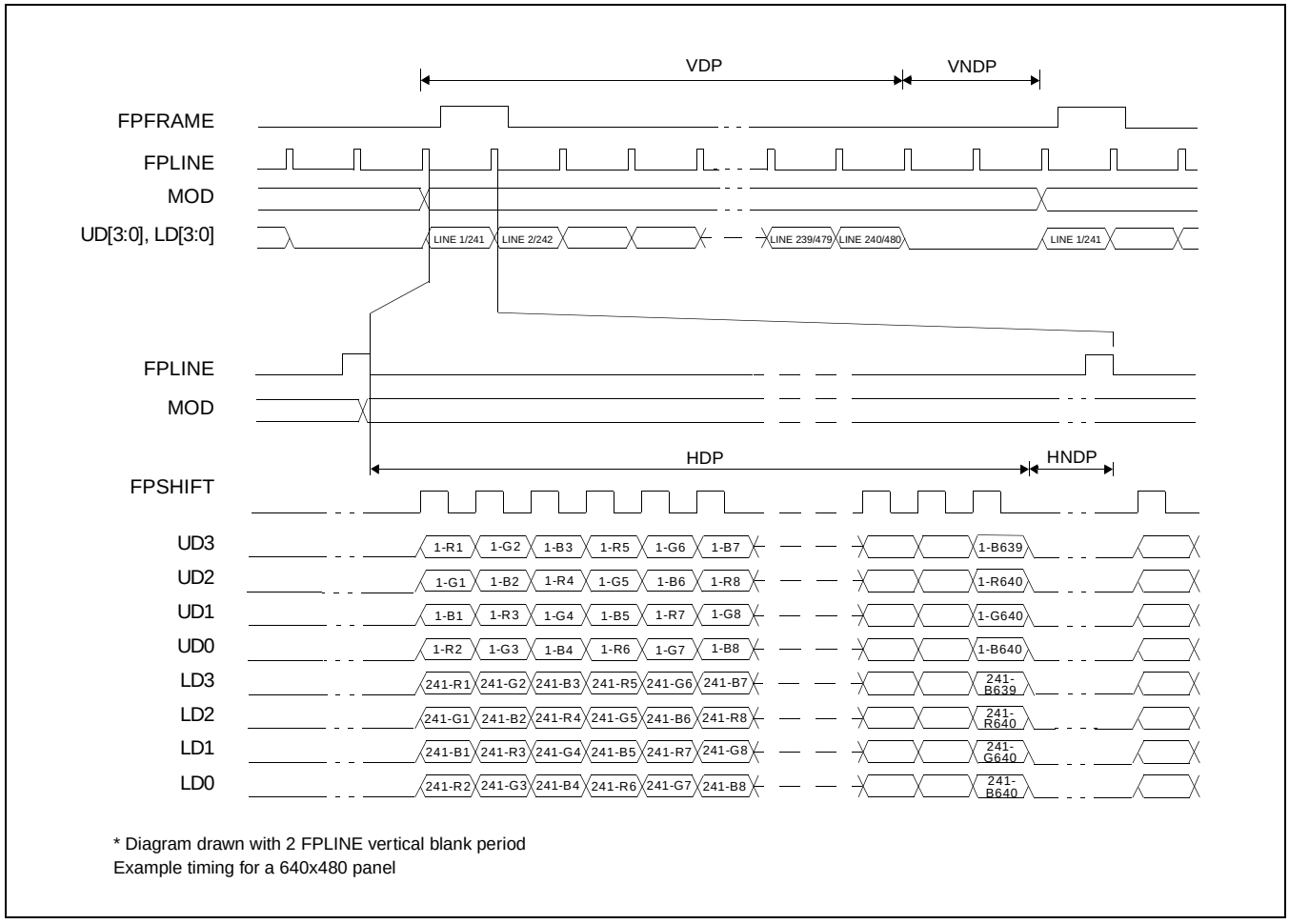
Figure 7-32: Dual Monochrome 8-Bit Panel A.C. Timing

Table 7-25: Dual Monochrome 8-Bit Panel A.C. Timing

Symbol	Parameter	Min	Typ	Max	Units
t1	FPFRAME setup to FPLINE falling edge	note 2			
t2	FPFRAME hold from FPLINE falling edge	9			Ts (note 1)
t3	FPLINE period	note 3			
t4	FPLINE pulse width	9			Ts
t5	MOD transition to FPLINE falling edge	33		note 4	Ts
t6	FPSHIFT falling edge to FPLINE rising edge	note 5			
t7	FPSHIFT falling edge to FPLINE falling edge	note 6			
t8	FPLINE falling edge to FPSHIFT falling edge	t14 + 2			Ts
t9	FPSHIFT period	4			Ts
t10	FPSHIFT pulse width low	2			Ts
t11	FPSHIFT pulse width high	2			Ts
t12	UD[3:0], LD[3:0] setup to FPSHIFT falling edge	2			Ts
t13	UD[3:0], LD[3:0] hold to FPSHIFT falling edge	2			Ts
t14	FPLINE falling edge to FPSHIFT rising edge	10			Ts

1. Ts = pixel clock period = memory clock, [memory clock]/2, [memory clock]/3, [memory clock]/4 (see REG[19h] bits [1:0])
2. $t1_{min}$ = $t3_{min}$ - 9Ts
3. $t3_{min}$ = [((REG[04h] bits [6:0])+1)*8 + ((REG[05h] bits [4:0]) + 1)*8] + 33 Ts
4. $t5_{min}$ = [((REG[04h] bits [6:0])+1)*8 - 1] Ts
5. $t6_{min}$ = [((REG[05h] bits [4:0]) + 1)*8 - 17] Ts
6. $t7_{min}$ = [((REG[05h] bits [4:0]) + 1)*8 - 8] Ts

7.4.10 Dual Color 8-Bit Panel Timing



* Diagram drawn with 2 FPLINE vertical blank period
Example timing for a 640x480 panel

Figure 7-33: Dual Color 8-Bit Panel Timing

VDP	= Vertical Display Period	= (REG[09h] bits [1:0], REG[08h] bits [7:0]) + 1
VNDP	= Vertical Non-Display Period	= (REG[0Ah] bits [5:0]) + 1
HDP	= Horizontal Display Period	= ((REG[04h] bits [6:0]) + 1)*8Ts
HNDP	= Horizontal Non-Display Period	= ((REG[05h] bits [4:0]) + 1)*8Ts

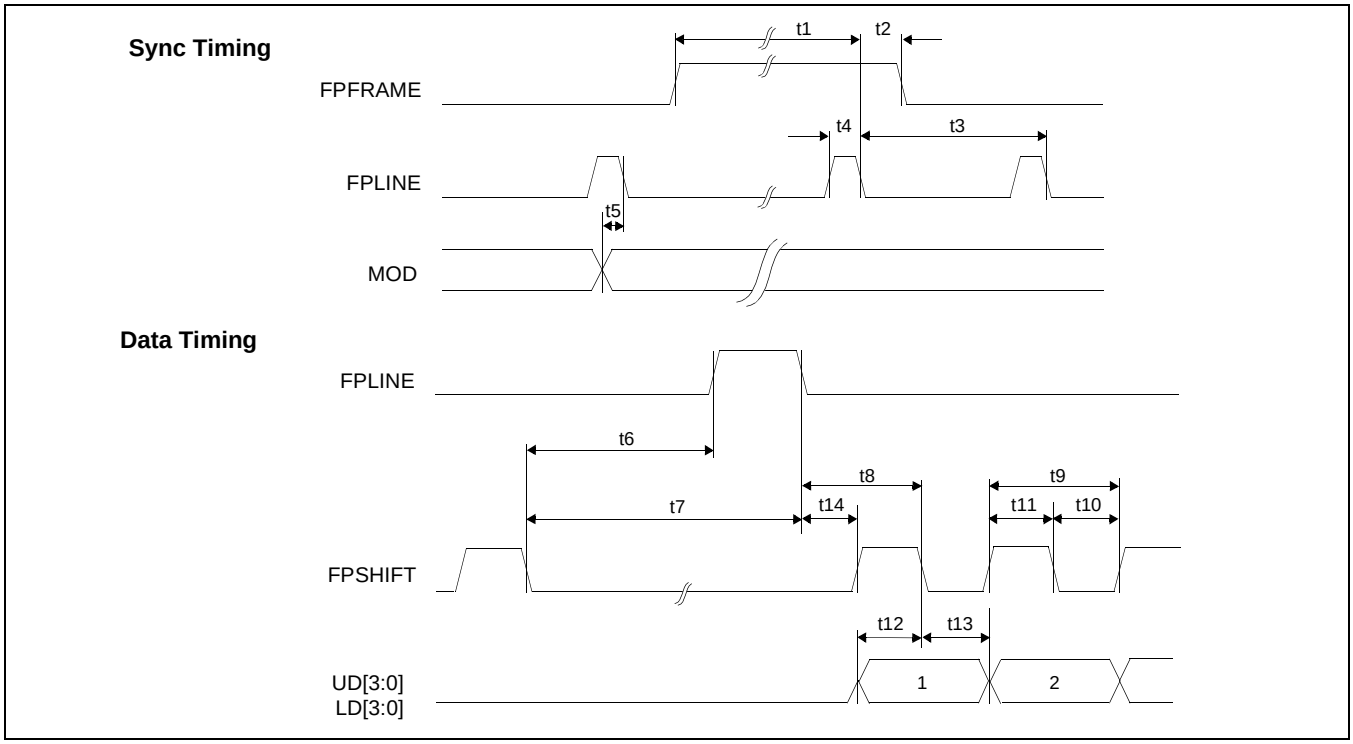


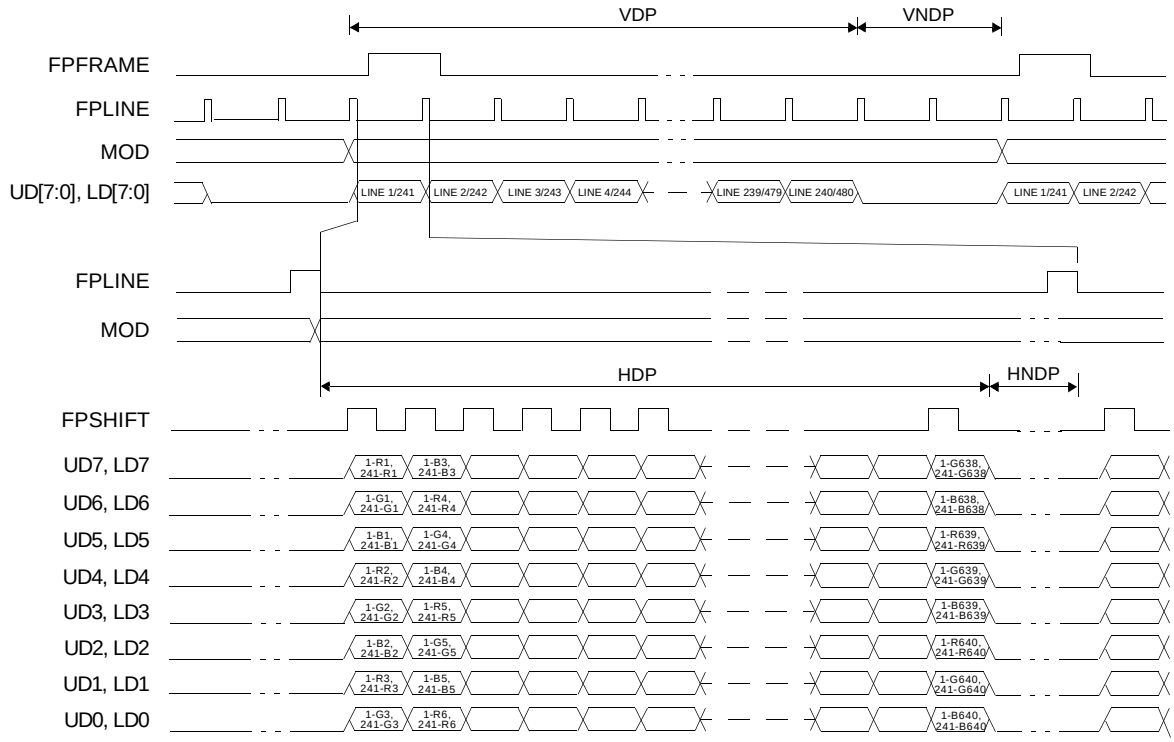
Figure 7-34: Dual Color 8-Bit Panel A.C. Timing

Table 7-26: Dual Color 8-Bit Panel A.C. Timing

Symbol	Parameter	Min	Typ	Max	Units
t1	FPFRAME setup to FPLINE falling edge	note 2			
t2	FPFRAME hold from FPLINE falling edge	9			Ts (note 1)
t3	FPLINE period	note 3			
t4	FPLINE pulse width	9			Ts
t5	MOD transition to FPLINE falling edge	33		note 4	Ts
t6	FPSHIFT falling edge to FPLINE rising edge	note 5			
t7	FPSHIFT falling edge to FPLINE falling edge	note 6			
t8	FPLINE falling edge to FPSHIFT falling edge	t14 + 1			Ts
t9	FPSHIFT period	1			Ts
t10	FPSHIFT pulse width low	0.45			Ts
t11	FPSHIFT pulse width high	0.45			Ts
t12	UD[3:0], LD[3:0] setup to FPSHIFT falling edge	0.45			Ts
t13	UD[3:0], LD[3:0] hold to FPSHIFT falling edge	0.45			Ts
t14	FPLINE falling edge to FPSHIFT rising edge	11			Ts

1. Ts = pixel clock period = memory clock, [memory clock]/2, [memory clock]/3, [memory clock]/4 (see REG[19h] bits [1:0])
2. $t1_{min}$ = $t3_{min}$ - 9Ts
3. $t3_{min}$ = [((REG[04h] bits [6:0])+1)*8 + ((REG[05h] bits [4:0]) + 1)*8] + 33 Ts
4. $t5_{min}$ = [((REG[04h] bits [6:0])+1)*8 - 1] Ts
5. $t6_{min}$ = [((REG[05h] bits [4:0]) + 1)*8 - 18] Ts
6. $t7_{min}$ = [((REG[05h] bits [4:0]) + 1)*8 - 9] Ts

7.4.11 Dual Color 16-Bit Panel Timing



* Diagram drawn with 2 FPLINE vertical blank period
Example timing for a 640x480 panel

Figure 7-35: Dual Color 16-Bit Panel Timing

VDP	= Vertical Display Period	= (REG[09h] bits [1:0], REG[08h] bits [7:0]) + 1
VNDP	= Vertical Non-Display Period	= (REG[0Ah] bits [5:0]) + 1
HDP	= Horizontal Display Period	= ((REG[04h] bits [6:0]) + 1)*8Ts
HNDP	= Horizontal Non-Display Period	= ((REG[05h] bits [4:0]) + 1)*8Ts

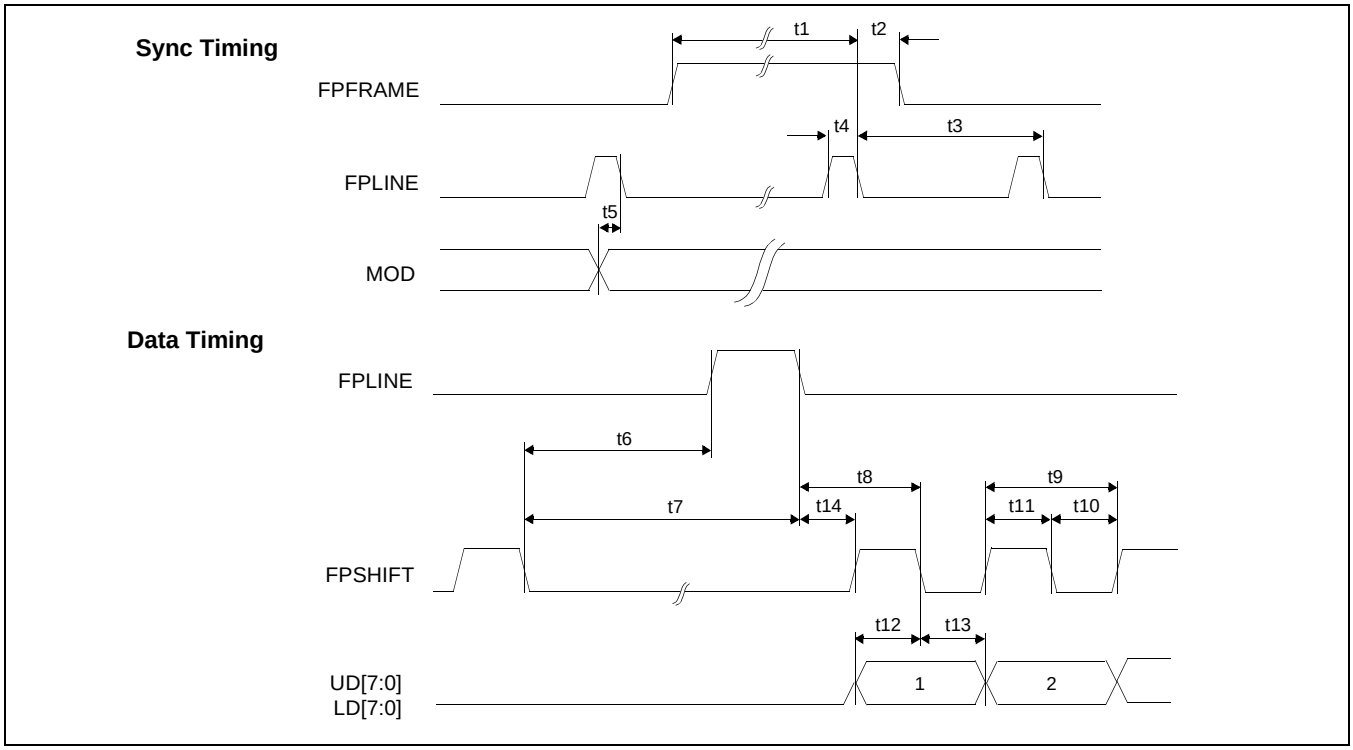


Figure 7-36: Dual Color 16-Bit Panel A.C. Timing

Table 7-27: Dual Color 16-Bit Panel A.C. Timing

Symbol	Parameter	Min	Typ	Max	Units
t1	FPFRAME setup to FPLINE falling edge	note 2			
t2	FPFRAME hold from FPLINE falling edge	9			Ts (note 1)
t3	FPLINE period	note 3			
t4	FPLINE pulse width	9			Ts
t5	MOD transition to FPLINE falling edge	33		note 4	Ts
t6	FPSHIFT falling edge to FPLINE rising edge	note 5			
t7	FPSHIFT falling edge to FPLINE falling edge	note 6			
t8	FPLINE falling edge to FPSHIFT falling edge	t14 + 2			
t9	FPSHIFT period	2			Ts
t10	FPSHIFT pulse width low	1			Ts
t11	FPSHIFT pulse width high	1			Ts
t12	UD[7:0], LD[7:0] setup to FPSHIFT falling edge	1			Ts
t13	UD[7:0], LD[7:0] hold to FPSHIFT falling edge	1			Ts
t14	FPLINE falling edge to FPSHIFT rising edge	10			Ts

1. Ts = pixel clock period = memory clock, [memory clock]/2, [memory clock]/3, [memory clock]/4 (see REG[19h] bits [1:0])
2. $t1_{min}$ = $t3_{min}$ - 9Ts
3. $t3_{min}$ = [((REG[04h] bits [6:0])+1)*8 + ((REG[05h] bits [4:0]) + 1)*8] + 33 Ts
4. $t5_{min}$ = [((REG[04h] bits [6:0])+1)*8 - 1] Ts
5. $t6_{min}$ = [((REG[05h] bits [4:0]) + 1)*8 - 18] Ts
6. $t7_{min}$ = [((REG[05h] bits [4:0]) + 1)*8 - 9] Ts

7.4.12 16-Bit TFT Panel Timing

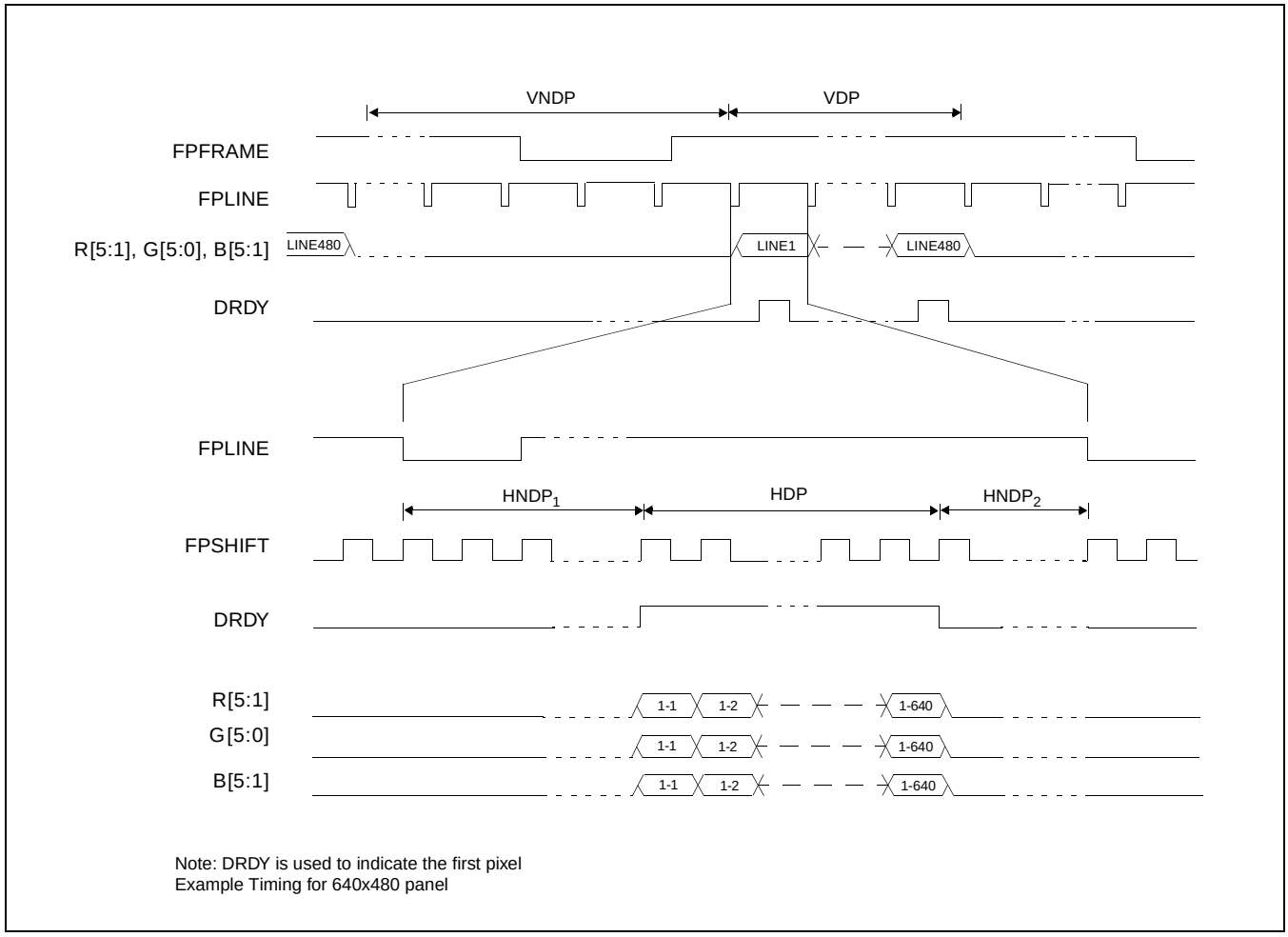


Figure 7-37: 16-Bit TFT Panel Timing

VDP	= Vertical Display Period	= (REG[09h] bits [1:0], REG[08h] bits [7:0]) + 1
VNDP	= Vertical Non-Display Period	= (REG[0Ah] bits [5:0]) + 1
HDP	= Horizontal Display Period	= ((REG[04h] bits [6:0]) + 1)*8Ts
HNDP	= Horizontal Non-Display Period	= $HNDP_1 + HNDP_2$ = ((REG[05h] bits [4:0]) + 1)*8Ts

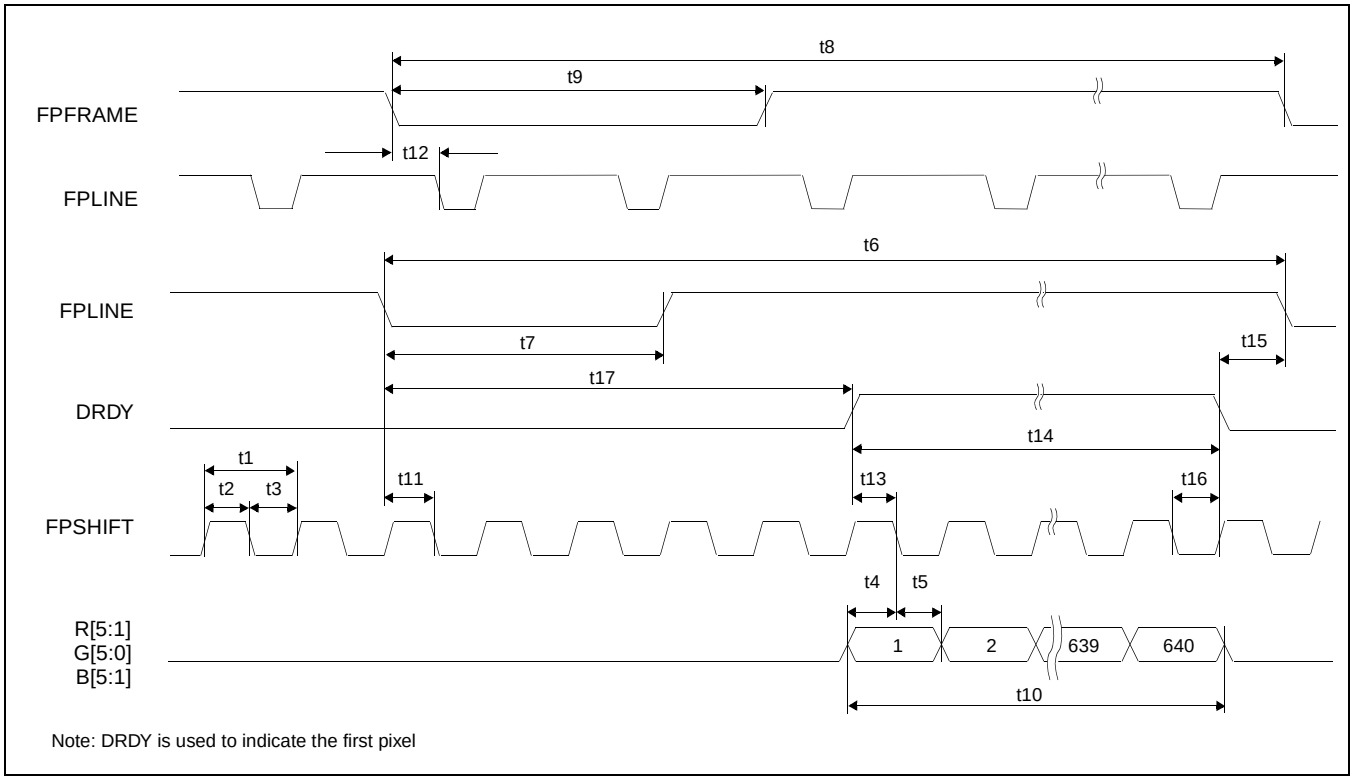


Figure 7-38: TFT A.C. Timing

Table 7-28: TFT A.C. Timing

Symbol	Parameter	Min	Typ	Max	Units
t1	FPSHIFT period	1			Ts (note 1)
t2	FPSHIFT pulse width high	0.45			Ts
t3	FPSHIFT pulse width low	0.45			Ts
t4	data setup to FPSHIFT falling edge	0.45			Ts
t5	data hold from FPSHIFT falling edge	0.45			Ts
t6	FPLINE cycle time	note 2			
t7	FPLINE pulse width low	note 3			
t8	FPFRAME cycle time	note 4			
t9	FPFRAME pulse width low	note 5			
t10	horizontal display period	note 6			
t11	FPLINE setup to FPSHIFT falling edge	0.45			Ts
t12	FPFRAME falling edge to FPLINE falling edge phase difference	note 7			
t13	DRDY to FPSHIFT falling edge setup time	0.45			Ts
t14	DRDY pulse width	note 8			
t15	DRDY falling edge to FPLINE falling edge	note 9			
t16	DRDY hold from FPSHIFT falling edge	0.45			Ts
t17	FPLINE Falling edge to DRDY active	note 10		250	Ts

1. Ts = pixel clock period = memory clock, [memory clock]/2, [memory clock]/3, [memory clock]/4 (see REG[19h] bits [1:0])
2. $t6_{min}$ = [((REG[04h] bits [6:0])+1)*8 + ((REG[05h] bits [4:0])+1)*8] Ts
3. $t7_{min}$ = [((REG[07h] bits [3:0])+1)*8] Ts
4. $t8_{min}$ = [((REG[09h] bits [1:0], REG[08h] bits [7:0])+1) + ((REG[0Ah] bits [5:0])+1)] lines
5. $t9_{min}$ = [((REG[0Ch] bits [2:0])+1)] lines
6. $t10_{min}$ = [((REG[04h] bits [6:0])+1)*8] Ts
7. $t12_{min}$ = [((REG[06h] bits [4:0])+1)*8] Ts
8. $t14_{min}$ = [((REG[04h] bits [6:0])+1)*8] Ts
9. $t15_{min}$ = [((REG[06h] bits [4:0])+1)*8 - 2] Ts
10. $t17_{min}$ = [((REG[05h] bits [4:0])+1)*8 - ((REG[06h] bits [4:0])+1)*8 + 2]

7.4.13 CRT Timing

Example Timing for 640x480 CRT

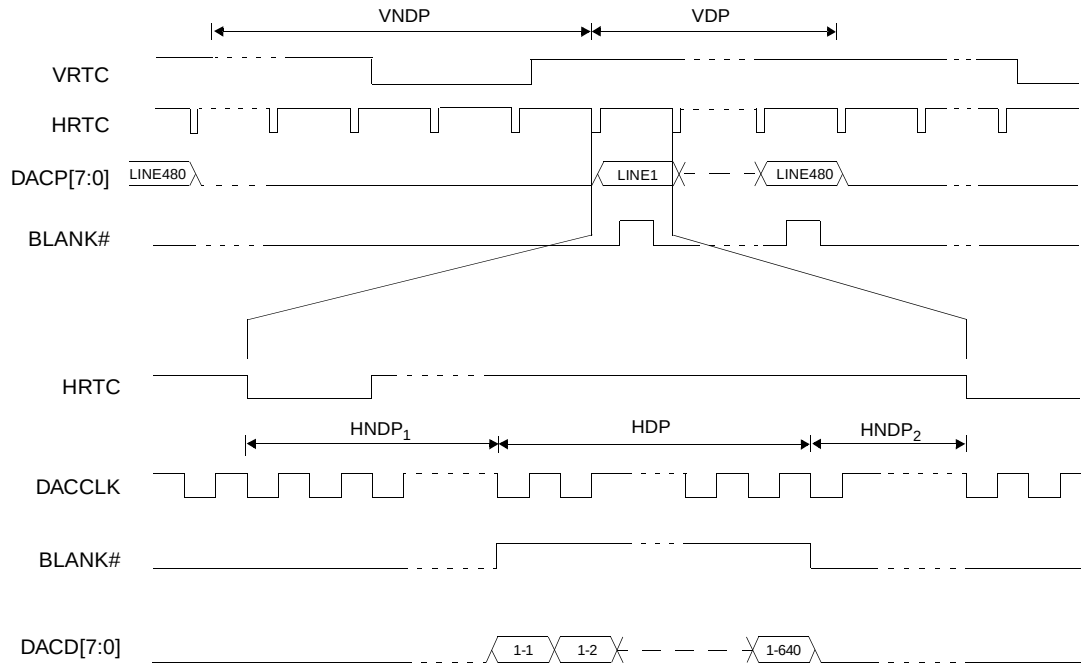


Figure 7-39: CRT Timing

VDP = Vertical Display Period = (REG[09h] bits [1:0], REG[08h] bits [7:0]) + 1
VNDP = Vertical Non-Display Period = (REG[0Ah] bits [5:0]) + 1
HDP = Horizontal Display Period = ((REG[04h] bits [6:0]) + 1)*8Ts
HNDP = Horizontal Non-Display Period = $HNDP_1 + HNDP_2$ = ((REG[05h] bits [4:0]) + 1)*8Ts

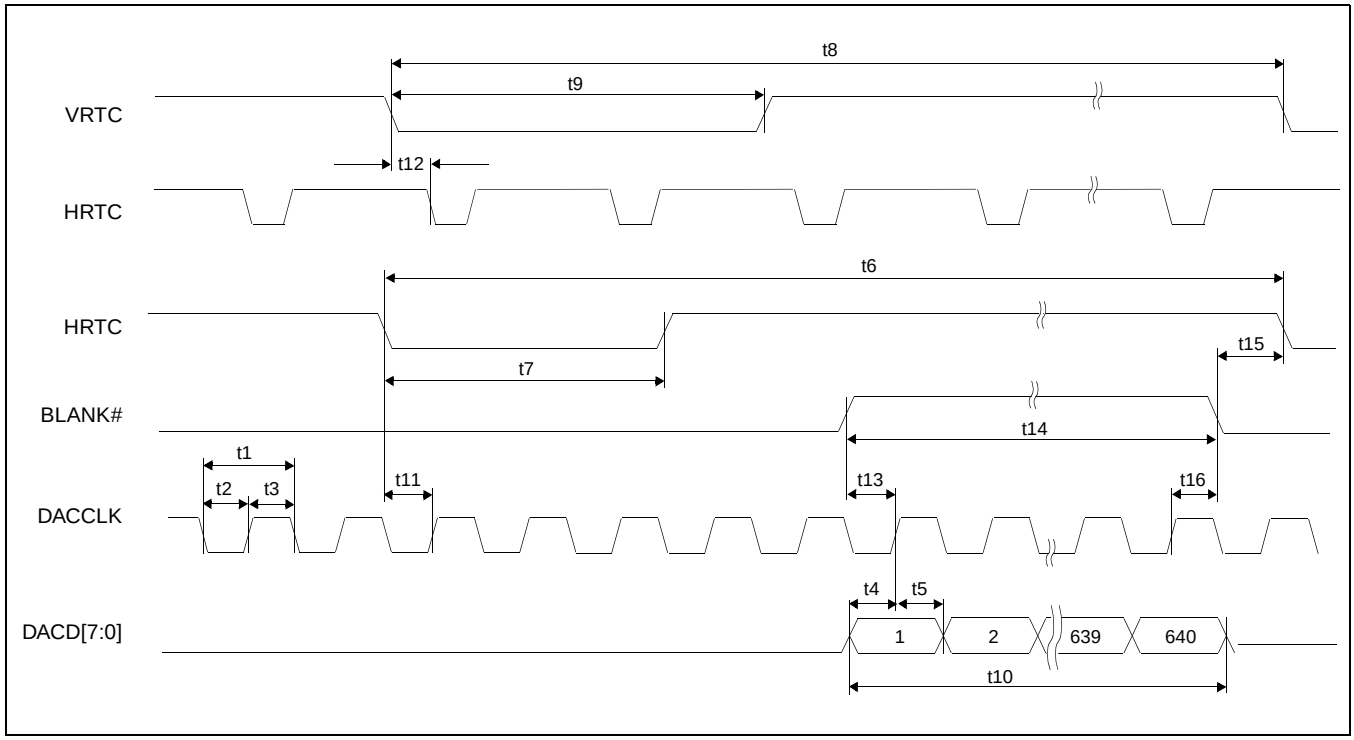


Figure 7-40: CRT A.C. Timing

Table 7-29: CRT A.C. Timing

Symbol	Parameter	Min	Typ	Max	Units
t1	DACCLK period	1			Ts (note 1)
t2	DACCLK pulse width high	0.45			Ts
t3	DACCLK pulse width low	0.45			Ts
t4	data setup to DACCLK rising edge	0.45			Ts
t5	data hold from DACCLK rising edge	0.45			Ts
t6	HRTC cycle time	note 2			
t7	HRTC pulse width (shown active low)	note 3			
t8	VRTC cycle time	note 4			
t9	VRTC pulse width (shown active low)	note 5			
t10	horizontal display period	note 6			
t11	HRTC setup to DACCLK rising edge	0.45			Ts
t12	VRTC falling edge to FPLINE falling edge phase difference	note 7			
t13	BLANK# to DACCLK rising edge setup time	0.45			Ts
t14	BLANK# pulse width	note 8			
t15	BLANK# falling edge to HRTC falling edge	note 9			
t16	BLANK# hold from DACCLK rising edge	0.45			Ts

1. Ts = pixel clock period = memory clock, [memory clock]/2, [memory clock]/3, [memory clock]/4 (see REG[19h] bits [1:0])
2. $t6_{min}$ = [((REG[04h] bits [6:0])+1)*8 + ((REG[05h] bits [4:0])+1)*8] Ts
3. $t7_{min}$ = [((REG[07h] bits [3:0])+1)*8] Ts
4. $t8_{min}$ = [((REG[09h] bits [1:0], REG[08h] bits [7:0])+1) + ((REG[0Ah] bits [6:0])+1)] lines
5. $t9_{min}$ = [((REG[0Ch] bits [2:0])+1)] lines
6. $t10_{min}$ = [((REG[04h] bits [6:0])+1)*8] Ts
7. $t12_{min}$ = [((REG[06h] bits [4:0])+1)*8] Ts
8. $t14_{min}$ = [((REG[04h] bits [6:0])+1)*8] Ts
9. $t15_{min}$ = [((REG[06h] bits [4:0])+1)*8 - 2] Ts

7.4.14 External RAMDAC Read / Write Timing

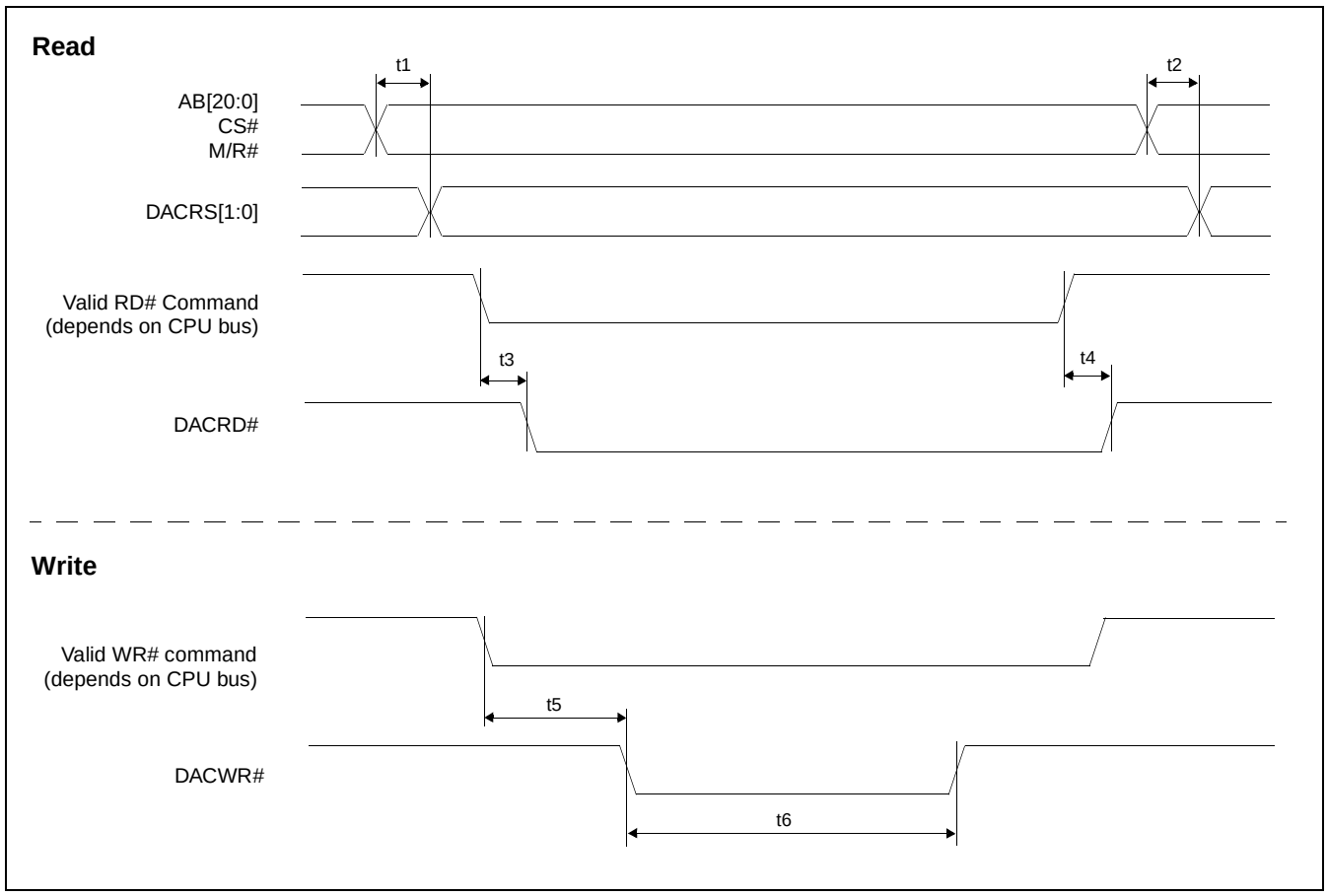


Figure 7-41: Generic Bus RAMDAC Read / Write Timing

Table 7-30: Generic Bus RAMDAC Read / Write Timing

Symbol	Parameter	Min	Typ	Max	Units
T_{BCLK}	Bus clock period	30			ns
t1	AB[20:0], CS#, M/R# delay to DACRS[1:0]			10	ns
t2	DACRS[1:0] hold from AB[20:0], CS#, M/R# negated			10	ns
t3	Valid RD# command to DACRS[1:0] delay	8		33	ns
t4	DACRD# hold from valid RD# command negated	3		14	ns
t5	Valid WR# command to DACWR# delay	2 T_{BCLK}			ns
t6	DACWR# pulse width low	2.45 T_{BCLK}		2.55 T_{BCLK}	ns

8 Registers

8.1 Register Mapping

The S1D13504 registers are all memory mapped. The system must provide the external address decoding through the CS# and M/R# input pins. When CS# = 0 and M/R# = 0, the registers are mapped by address bits AB[5:0], e.g. REG[00h] is mapped to AB[5:0] = 000000, REG[01h] is mapped to AB[5:0] = 000001. See the table below:

Table 8-1: S1D13504 Addressing

CS#	M/R#	Access
0	0	Register access: • REG[00h] is addressed when AB[5:0] = 0 • REG[01h] is addressed when AB[5:0] = 1 • REG[n] is addressed when AB[5:0] = n
0	1	Memory access: the 2M byte display buffer is addressed by AB[20:0]
1	X	S1D13504 not selected

8.2 Register Descriptions

Note

Unless specified otherwise, all register bits are reset to 0 during power up. Reserved bits should be written 0 when programming unless otherwise noted.

8.2.1 Revision Code Register

Revision Code Register REG[00h]							RO
Product Code Bit 5	Product Code Bit 4	Product Code Bit 3	Product Code Bit 2	Product Code Bit 1	Product Code Bit 0	Revision Code Bit 1	Revision Code Bit 0

bits 7-2 Product Code Bits [5:0]
This is a read-only register that indicates the product code of the chip. The product code is 000001.

bits 1-0 Revision Code Bits [1:0]
This is a read-only register that indicates the revision code of the chip. The revision code is 00.

8.2.2 Memory Configuration Registers

Memory Configuration Register REG[01h]							RW
n/a	Refresh Rate Bit 2	Refresh Rate Bit 1	Refresh Rate Bit 0	n/a	WE# Control	n/a	Memory Type

bits 6-4 DRAM Refresh Rate Select Bits [2:0]
These bits specify the amount of divide from the input clock (CLKI) to generate the DRAM refresh clock rate, which is equal to $2^{(ValueOfTheseBits + 6)}$.

Table 8-2: DRAM Refresh Rate Selection

Refresh Rate Bits [2:0]	CLKI Divide Amount	Refresh Rate for 33MHz CLKI	DRAM Refresh Time/256 Cycles
000	64	520 kHz	0.5 ms
001	128	260 kHz	1 ms
010	256	130 kHz	2 ms
011	512	65 kHz	4 ms
100	1024	33 kHz	8 ms
101	2048	16 kHz	16 ms
110	4096	8 kHz	32 ms
111	8192	4 kHz	64 ms

bit 2 WE# Control
When this bit = 1, 2-WE# DRAM is selected. When this bit = 0 2-CAS# DRAM is selected.

bit 0 Memory Type
When this bit = 1, FPM-DRAM is selected. When this bit = 0, EDO-DRAM is selected.
This bit should be changed only when there are no read/write DRAM cycles. This condition occurs when both the Display FIFO is disabled (REG[23h] bit 7 = 1) and the Half Frame Buffer is disabled (REG[1Bh] bit 0 = 1). For programming information, see *S1D13504 Programming Notes and Examples*, document number X19A-G-002-xx.

8.2.3 Panel/Monitor Configuration Registers

Panel Type Register REG[02h]							RW
n/a	n/a	Panel Data Width Bit 1	Panel Data Width Bit 0	Panel Data Format Select	Color/Mono Panel Select	Dual/Single Panel Select	TFT/Passive LCD Panel Select

bits 5-4 Panel Data Width Bits [1:0]
These bits select passive LCD/TFT panel data width size.

Table 8-3: Panel Data Width Selection

Panel Data Width Bits [1:0]	Passive LCD Panel Data Width Size	TFT Panel Data Width Size
00	4-bit	9-bit
01	8-bit	12-bit
10	16-bit	16-bit
11	Reserved	Reserved

bit 3 Panel Data Format Select
When this bit = 1, 8-bit single color passive LCD panel data format 2 is selected. This bit must be set to 0 for all other LCD panel formats.

bit 2 Color/Mono Panel Select
When this bit = 1, color passive LCD panel is selected. When this bit = 0, monochrome passive LCD panel is selected.

bit 1 Dual/Single Panel Select
When this bit = 1, dual passive LCD panel is selected. When this bit = 0, single passive LCD panel is selected.
Setting this bit for single panel mode should be done only when the Half Frame Buffer is idle. The Half Frame Buffer is idle during vertical non-display periods or while in suspend mode. For programming information, see *S1D13504 Programming Notes and Examples*, document number X19A-G-002-xx.

bit 0 TFT/Passive LCD Panel Select
When this bit = 1, TFT panel is selected. When this bit = 0, passive LCD panel is selected.

MOD Rate Register REG[03h]							RW
n/a	n/a	MOD Rate Bit 5	MOD Rate Bit 4	MOD Rate Bit 3	MOD Rate Bit 2	MOD Rate Bit 1	MOD Rate Bit 0

bits 5-0 MOD Rate Bits [5:0]
For a non-zero value these bits specify the number of FPLINE between toggles of the MOD output signal. When these bits are all 0's the MOD output signal toggles every FPFRAME. These bits are for passive LCD panels only.

Horizontal Display Width Register
REG[04h] RW

n/a	Horizontal Display Width Bit 6	Horizontal Display Width Bit 5	Horizontal Display Width Bit 4	Horizontal Display Width Bit 3	Horizontal Display Width Bit 2	Horizontal Display Width Bit 1	Horizontal Display Width Bit 0

bits 6-0 Horizontal Display Width Bits [6:0]
These bits specify the LCD panel and/or the CRT horizontal display width as follows.

Contents of this Register = (Horizontal Display Width ÷ 8) - 1

For passive LCD panels the Horizontal Display Width must be divisible by 16, and for TFT LCD panels/CRTs the Horizontal Display Width must be divisible by 8. The maximum horizontal display width is 1024 pixels.

Note
This register must be programmed such that REG[04h] ≥ 3 (32 pixels)

Horizontal Non-Display Period Register
REG[05h] RW

n/a	n/a	n/a	Horizontal Non-Display Period Bit 4	Horizontal Non-Display Period Bit 3	Horizontal Non-Display Period Bit 2	Horizontal Non-Display Period Bit 1	Horizontal Non-Display Period Bit 0

bits 4-0 Horizontal Non-Display Period Bits [4:0]
These bits specify the horizontal non-display period width in 8-pixel resolution as follows.

Contents of this Register = (Horizontal Non-Display Period ÷ 8) - 1

The minimum value which should be programmed into this register is 3 (32 pixels). The maximum value which can be programmed into this register is 1F, which gives a horizontal non-display period width of 256 pixels.

Note
This register must be programmed such that
REG[05h] ≥ 3 and (REG[05h] + 1) ≥ (REG[06h] + 1) + (REG[07h] bits [3:0] + 1)

HRTC/FPLINE Start Position Register
REG[06h] RW

n/a	n/a	n/a	HRTC/ FPLINE Start Position Bit 4	HRTC/ FPLINE Start Position Bit 3	HRTC/ FPLINE Start Position Bit 2	HRTC/ FPLINE Start Position Bit 1	HRTC/ FPLINE Start Position Bit 0

bits 4-0 HRTC/FPLINE Start Position Bits [4:0]
For CRTs and TFTs, these bits specify the delay from the start of the horizontal non-display period to the leading edge of the HRTC pulse and FPLINE pulse respectively.

Contents of this Register = (HRTC/FPLINE Start Position ÷ 8) - 1

The maximum HRTC start delay is 256 pixels.

Note
This register must be programmed such that
(REG[05h] + 1) ≥ (REG[06h] + 1) + (REG[07h] bits [3:0] + 1)

HRTC/FPLINE Pulse Width Register REG[07h]							RW
HRTC Polarity Select	FPLINE Polarity Select	n/a	n/a	HRTC/ FPLINE Pulse Width Bit 3	HRTC/ FPLINE Pulse Width Bit 2	HRTC/ FPLINE Pulse Width Bit 1	HRTC/ FPLINE Pulse Width Bit 0

bit 7 HRTC Polarity Select

For CRTs, this bit selects the polarity of the HRTC. When this bit = 1, the HRTC pulse is active high. When this bit = 0, the HRTC pulse is active low.

bit 6 FPLINE Polarity Select

This bit selects the polarity of the FPLINE for TFT and passive LCD. When this bit = 1, the FPLINE pulse is active high for TFT and active low for passive LCD. When this bit = 0, the FPLINE pulse is active low for TFT and active high for passive LCD.

Table 8-4: FPLINE Polarity Selection

FPLINE Polarity Select	Passive LCD FPLINE Polarity	TFT FPLINE Polarity
0	active high	active low
1	active low	active high

bits 3-0 HRTC/FPLINE Pulse Width Bits [3:0]

For CRTs and TFTs, these bits specify the pulse width of HRTC and FPLINE respectively. For passive LCDs, FPLINE is automatically created and these bits have no effect.

HRTC/FPLINE pulse width (pixels) = (HRTC/FPLINE Pulse Width Bits [3:0] + 1) × 8.

The maximum HRTC pulse width is 128 pixels.

Note

This register must be programmed such that
(REG[05h] + 1) ≥ (REG[06h] + 1) + (REG[07h] bits [3:0] + 1)

Vertical Display Height Register 0 REG[08h]							RW
Vertical Display Height Bit 7	Vertical Display Height Bit 6	Vertical Display Height Bit 5	Vertical Display Height Bit 4	Vertical Display Height Bit 3	Vertical Display Height Bit 2	Vertical Display Height Bit 1	Vertical Display Height Bit 0

Vertical Display Height Register 1 REG[09h]							RW
n/a	n/a	n/a	n/a	n/a	n/a	Vertical Display Height Bit 9	Vertical Display Height Bit 8

REG[08h] bits 7-0 Vertical Display Height Bits [9:0]
REG[09h] bits 1-0

These bits specify the LCD panel and/or the CRT vertical display height, in 1-line resolution. For a dual LCD panel only configuration, this register should be programmed to half the panel size.

Vertical display height in number of lines = (ContentsOfThisRegister) + 1.
The maximum vertical display height is 1024 lines.

Vertical Non-Display Period Register
REG[0Ah] RW

Vertical Non-Display Period Status (RO)	n/a	Vertical Non-Display Period Bit 5	Vertical Non-Display Period Bit 4	Vertical Non-Display Period Bit 3	Vertical Non-Display Period Bit 2	Vertical Non-Display Period Bit 1	Vertical Non-Display Period Bit 0

bit 7 Vertical Non-Display Period Status

This is a read-only status bit. A “1” indicates that a vertical non-display period is occurring. A “0” indicates that display output is in a vertical display period.

Note

When configured for a dual panel, this bit will toggle at twice the frame rate.

bits 5-0 Vertical Non-Display Period Bits [5:0]

These bits specify the vertical non-display period height in 1-line resolution.

Vertical non-display period height in number of lines = (ContentsOfThisRegister) + 1.

The maximum vertical non-display period height is 64 lines.

Note

This register must be programmed such that
REG[0Ah] ≥ 1 and (REG[0Ah] bits [5:0] + 1) ≥ (REG[0Bh] + 1) + (REG[0Ch] bits [2:0] + 1)

VRTC/FPFRAME Start Position Register
REG[0Bh] RW

n/a	n/a	VRTC/ FPFRAME Start Position Bit 5	VRTC/ FPFRAME Start Position Bit 4	VRTC/ FPFRAME Start Position Bit 3	VRTC/ FPFRAME Start Position Bit 2	VRTC/ FPFRAME Start Position Bit 1	VRTC/ FPFRAME Start Position Bit 0

bits 5-0 VRTC/FPFRAME Start Position Bits [5:0]

For CRTs and TFTs, these bits specify the delay in lines from the start of the vertical non-display period to the leading edge of the VRTC pulse and FPFRAME pulse respectively. For passive LCDs, FPFRAME is automatically created and these bits have no effect.

VRTC/FPFRAME start position (lines) = VRTC/FPFRAME Start Position Bits [5:0] + 1.

The maximum VRTC start delay is 64 lines.

Note

This register must be programmed such that
(REG[0Ah] bits [5:0] + 1) ≥ (REG[0Bh] + 1) + (REG[0Ch] bits [2:0] + 1)

VRTC/FPFRAME Pulse Width Register REG[0Ch]							RW
VRTC Polarity Select	FPFRAME Polarity Select	n/a	n/a	n/a	VRTC/ FPFRAME Pulse Width Bit 2	VRTC/ FPFRAME Pulse Width Bit 1	VRTC/ FPFRAME Pulse Width Bit 0

bit 7 VRTC Polarity Select

For CRTs, this bit selects the polarity of the VRTC. When this bit = 1, the VRTC pulse is active high. When this bit = 0, the VRTC pulse is active low.

bit 6 FPFRAME Polarity Select

This bit selects the polarity of the FPFRAME for TFT and passive LCD. When this bit = 1, the FPFRAME pulse is active high for TFT and active low for passive LCD. When this bit = 0, the FRAME pulse is active low for TFT and active high for passive LCD.

Table 8-5: FPFRAME Polarity Selection

FPFRAME Polarity Select	Passive LCD FPFRAME Polarity	TFT FPFRAME Polarity
0	active high	active low
1	active low	active high

bits 2-0 VRTC/FPFRAME Pulse Width Bits [2:0]

For CRTs and TFTs, these bits specify the pulse width of VRTC and FPFRAME respectively. For passive LCDs, FPFRAME is automatically created and these bits have no effect.

VRTC/FPFRAME pulse width (lines) = VRTC/FPFRAME Pulse Width Bits [2:0] + 1.

The maximum VRTC pulse width is 8 lines.

Note

This register must be programmed such that
(REG[0Ah] bits [5:0] + 1) ≥ (REG[0Bh] + 1) + (REG[0Ch] bits [2:0] + 1)

8.2.4 Display Configuration Registers

Display Mode Register REG[0Dh]							RW
n/a	Simultaneous Display Option Select Bit 1	Simultaneous Display Option Select Bit 0	Number Of Bits/Pixel Select Bit 2	Number Of Bits/Pixel Select Bit 1	Number Of Bits/Pixel Select Bit 0	CRT Enable	LCD Enable

bits 6-5 Simultaneous Display Option Select Bits [1:0]
These bits are used to select one of four different simultaneous display mode options: Normal, Line Doubling, Interlace, or Even Scan Only. The purpose of these modes is to manipulate the vertical resolution of the image so that it fits on both CRT, typically 640 x 480, and LCD. The following gives descriptions of the four modes using a 640x480 CRT as an example:

Table 8-6: Simultaneous Display Option Selection

Simultaneous Display Option Select Bits [1:0]	Simultaneous Display Option
00	Normal
01	Line Doubling
10	Interlace
11	Even Scan Only

Note

1. Line doubling option is not supported with dual panel.
2. Dual Panel Considerations
   When configured for a dual panel LCD and using Simultaneous Display, the Half Frame Buffer Disable, REG[1Bh] bit 0, must be set to 1. This will result in a lower contrast on the LCD panel, which then may require adjustment.

Normal - the image is the same on both displays, i.e. 640x240. CRT parameters determine the LCD image. The LCD image will appear to be washed out due to the 1/525 duty cycle of the CRT.

Line Doubling - each line is sent to the CRT twice, giving a 640x480 image which has a long aspect ratio. The image on the LCD has each line sent twice but only one FPLINE. This gives a duty cycle of 2/525, which is very close to the LCD only mode duty cycle of 1/242, so the image on the LCD will have almost the same contrast as that of a single LCD.

Interlace - odd frames receive odd scan lines and even frames receive even scan lines. The 640x480 image on the CRT will be normal while the image on the 640x240 LCD will appear to be squashed, though text will be readable.

Even Scan Only - the 640x480 image on the CRT is normal. The LCD (640x240) only receives the even scan lines. The image on the LCD does not flicker, but it may be hard to read text.

bits 4-2 Number of Bits-Per-Pixel Select Bits [2:0]
These bits select the number of bits-per-pixel (bpp) for the displayed data.

Note
15 and 16-bpp modes bypass the LUT and are supported as 12-bpp on passive panels and 15/16-bpp on TFT panels. These modes are not supported on CRT. See Figure 10-2: "15/16 Bit-Per-Pixel Format Memory Organization," on page 116 for a description of passive panel support.

Table 8-7: Number of Bits-Per-Pixel Selection

Number Of Bits-Per-Pixel Select Bits [2:0]	Number of Bits-Per-Pixel
000	1
001	2
010	4
011	8
100	15
101	16
110-111	Reserved

bit 1 CRT Enable
This bit enables the CRT control signals.

Note
REG[02h] bit 1 must = 0 when in CRT only mode.

bit 0 LCD Enable
This bit enables the LCD control signals. Programming this bit from a 0 to a 1 starts the LCD power-on sequence. Programming this bit from a 1 to a 0 starts the LCD power-off sequence.

Screen 1 Line Compare Register 0 REG[0Eh]							RW
Screen 1 Line Compare Bit 7	Screen 1 Line Compare Bit 6	Screen 1 Line Compare Bit 5	Screen 1 Line Compare Bit 4	Screen 1 Line Compare Bit 3	Screen 1 Line Compare Bit 2	Screen 1 Line Compare Bit 1	Screen 1 Line Compare Bit 0

Screen 1 Line Compare Register 1 REG[0Fh]							RW
n/a	n/a	n/a	n/a	n/a	n/a	Screen 1 Line Compare Bit 9	Screen 1 Line Compare Bit 8

REG[0Eh] bits 7-0
REG[0Fh] bits 1-0

Screen 1 Line Compare Bits [9:0]

In split screen mode, the panel is divided into screen 1 and screen 2, with screen 1 above screen 2. These registers form a 10-bit value that specify the screen 1 size in 1-line resolution. The maximum screen 1 vertical size is 1024 lines. Screen 2 is visible only if the screen 1 line compare is less than the vertical panel size. The starting address for screen 1 is given by the Screen 1 Display Start Address registers (REG[10h], REG[11h], REG[12h]). The starting address for screen 2 is given by the Screen 2 Display Start Address registers (REG[13h], REG[14h], REG[15h]).

For normal operation (no split screen):

this register must be set greater than the vertical display height REG[08h] and REG[09h] (e.g. set to 3FFh).

For split screen on a single panel:

Split screen 1 vertical size in number of lines = (ContentsOfThisRegister) + 1

For split screen on a dual panel:

Split screen 1 vertical size in number of lines = (ContentsOfThisRegister) + 1,
if (ContentsOfThisRegister) ≤ 00EFh
or
Split screen 1 vertical size in number of lines = (ContentsOfThisRegister) + 2,
if (ContentsOfThisRegister) > 00EFh

Note

For further details, see Section 10.2, *"Image Manipulation"* on page 117 and the *S1D13504 Programming Notes and Examples*, document number X19A-G-002-xx.

Screen 1 Display Start Address Register 0 REG[10h]							RW
Start Address Bit 7	Start Address Bit 6	Start Address Bit 5	Start Address Bit 4	Start Address Bit 3	Start Address Bit 2	Start Address Bit 1	Start Address Bit 0

Screen 1 Display Start Address Register 1 REG[11h]							RW
Start Address Bit 15	Start Address Bit 14	Start Address Bit 13	Start Address Bit 12	Start Address Bit 11	Start Address Bit 10	Start Address Bit 9	Start Address Bit 8

Screen 1 Display Start Address Register 2 REG[12h]							RW
n/a	n/a	n/a	n/a	Start Address Bit 19	Start Address Bit 18	Start Address Bit 17	Start Address Bit 16

REG[10h] bits 7-0 Screen 1 Start Address Bits [19:0]
REG[11h] bits 7-0 This register forms the 20-bit address for the starting word of the screen 1 image in the display
REG[12h] bits 3-0 buffer. Note that this is a word address. An entry of 0000h into these registers represents the first word of display memory, an entry of 0001h represents the second word of display memory, and so on. See Section 10, *"Display Configuration"* on page 115 for details.

Screen 2 Display Start Address Register 0 RW REG[13h]							RW
Start Address Bit 7	Start Address Bit 6	Start Address Bit 5	Start Address Bit 4	Start Address Bit 3	Start Address Bit 2	Start Address Bit 1	Start Address Bit 0

Screen 2 Display Start Address Register 1 REG[14h]							RW
Start Address Bit 15	Start Address Bit 14	Start Address Bit 13	Start Address Bit 12	Start Address Bit 11	Start Address Bit 10	Start Address Bit 9	Start Address Bit 8

Screen 2 Display Start Address Register 2 REG[15h]							RW
n/a	n/a	n/a	n/a	Start Address Bit 19	Start Address Bit 18	Start Address Bit 17	Start Address Bit 16

REG[13h] bits 7-0 Screen 2 Start Address Bits [19:0]
REG[14h] bits 7-0 This register forms the 20-bit address for the starting word of the screen 2 image in the display
REG[15h] bits 3-0 buffer. Note that this is a word address. An entry of 0000h into these registers represents the first word of display memory, an entry of 0001h represents the second word of display memory, and so on. See Section 10, *"Display Configuration"* on page 115 for details.

Memory Address Offset Register 0 REG[16h]							RW
Memory Address Offset Bit 7	Memory Address Offset Bit 6	Memory Address Offset Bit 5	Memory Address Offset Bit 4	Memory Address Offset Bit 3	Memory Address Offset Bit 2	Memory Address Offset Bit 1	Memory Address Offset Bit 0

Memory Address Offset Register 1 REG[17h]							RW
n/a	n/a	n/a	n/a	n/a	n/a	Memory Address Offset Bit 9	Memory Address Offset Bit 8

REG[16] bits 7-0 Memory Address Offset Bits [9:0]
REG[17] bits 1-0 These bits are the 10-bit address offset from the starting word of line "n" to the starting word of line "n + 1". This value is applied to both screen 1 and screen 2.

Note
This value is in words and must be programmed ≥ REG[04h].

A virtual image can be formed by setting this register to a value greater than the width of the display. The displayed image is a window into the larger virtual image.

See Section 10, *"Display Configuration"* on page 115 for details.

Pixel Panning Register REG[18h]							RW
Screen 2 Pixel Panning Bit 3	Screen 2 Pixel Panning Bit 2	Screen 2 Pixel Panning Bit 1	Screen 2 Pixel Panning Bit 0	Screen 1 Pixel Panning Bit 3	Screen 1 Pixel Panning Bit 2	Screen 1 Pixel Panning Bit 1	Screen 1 Pixel Panning Bit 0

This register is used to control the horizontal pixel panning of screen 1 and screen 2. Each screen can be independently panned to the left by programming its respective Pixel Panning Bits to a non-zero value. This value represents the number of pixels panned. The maximum pan value is dependent on the display mode as shown in the table below.

Table 8-8: Pixel Panning Selection

Number of Bits-Per-Pixel	Screen 2 Pixel Panning Bits Used
1	Bits [3:0]
2	Bits [2:0]
4	Bits [1:0]
8	Bit 0
15/16	---

Smooth horizontal panning can be achieved by a combination of this register and the Display Start Address register. See Section 10, *"Display Configuration"* on page 115 and S1D13504 Programming Notes and Examples, document number X19A-G-002-xx, Section 4 for details.

bits 7-4 Screen 2 Pixel Panning Bits [3:0]
Pixel panning bits for screen 2.

bits 3-0 Screen 1 Pixel Panning Bits [3:0]
Pixel panning bits for screen 1.

8.2.5 Clock Configuration Register

Clock Configuration Register REG[19h]							RW
n/a	n/a	n/a	n/a	n/a	MCLK Divide Select	PCLK Divide Select Bit 1	PCLK Divide Select Bit 0

bit 2 MCLK Divide Select
When this bit = 1 the memory clock (MCLK) frequency is half of the input clock frequency. When this bit = 0 the memory clock frequency is equal to the input clock frequency.

bits 1-0 PCLK Divide Select Bits [1:0]
These bits determine the amount of divide from the memory clock to generate the pixel clock (PCLK):

Table 8-9: PCLK Divide Selection

PCLK Divide Select Bits [1:0]	MCLK/PCLK Frequency Ratio
00	1
01	2
10	3
11	4

See Section 11.2, *"Frame Rate Calculation"* on page 119 for selection of PCLK frequency.

8.2.6 Power Save Configuration Registers

Power Save Configuration Register REG[1Ah]							RW
n/a	n/a	n/a	n/a	LCD Power Disable	Suspend Refresh Select Bit 1	Suspend Refresh Select Bit 0	Software Suspend Mode Enable

bit 3 LCD Power Disable
When this bit = 1 the LCDPWR output is directly forced to the Off state. The LCDPWR "On/Off" state is configured by MD10 at the rising edge of RESET#. When this bit = 0 the LCDPWR output is controlled by the panel on/off sequencing logic. See Table 5-8: "Summary of Power On / Reset Options," on page 30.

bits 2-1 Suspend Refresh Select Bits [1:0]
These bits specify the type of DRAM refresh to use in Suspend mode.

Table 8-10: Suspend Refresh Selection

Suspend Refresh Select Bits [1:0]	DRAM Refresh Type
00	CBR Refresh
01	Self-Refresh
1x	No Refresh

Note
These bits should not be changed when suspend mode is enabled.

bit 0 Software Suspend Mode Enable
When this bit = 1 software suspend mode is enabled. When this bit = 0 software suspend mode is disabled.

8.2.7 Miscellaneous Registers

Miscellaneous Disable Register REG[1Bh]							RW
Host Interface Disable	n/a	n/a	n/a	n/a	n/a	n/a	Half Frame Buffer Disable

bit 7 Host Interface Disable

This bit must be programmed to 0 to enable the Host Interface. This bit goes high on reset. When this bit is high, all memory and all registers except REG[1Ah] (read-only), REG[28h] through REG[2Fh], and REG[1Bh] are inaccessible.

bit 0 Half Frame Buffer Disable

This bit is used to disable the Half Frame Buffer.

When this bit = 1, the Half Frame Buffer is disabled. When this bit = 0, the Half Frame Buffer is enabled. When a single panel is selected, the Half Frame Buffer is automatically disabled and this bit has no hardware effect.

The Half Frame Buffer is needed to fully support dual panels. Disabling the Half Frame Buffer reduces memory bandwidth requirements and increases the supportable pixel clock frequency, but results in reduced contrast on the LCD panel. This mode is not normally used except in special circumstances such as simultaneous display on a CRT and dual panel LCD. See Section 11.2 on page 119 for details.

Note

The Half Frame Buffer should be disabled only when idle. The Half Frame Buffer is idle during vertical non-display periods (i.e. when REG[0Ah] bit 7 = 1), or while in suspend mode. For programming information, see *S1D13504 Programming Notes and Examples*, document number X19A-G-002-xx.

MD Configuration Readback Register 0 REG[1Ch]							RO
MD7 Status	MD6 Status	MD5 Status	MD4 Status	MD3 Status	MD2 Status	MD1 Status	MD0 Status

MD Configuration Readback Register 1 REG[1Dh]							RO
MD15 Status	MD14 Status	MD13 Status	MD12 Status	MD11 Status	MD10 Status	MD9 Status	MD8 Status

REG[1Ch] bits 7-0 MD[15:0] Configuration Status
REG[1Dh] bits 7-0

These are read-only status bits for the MD[15:0] pins configuration status at the rising edge of RESET#.

See Table 5-8: “Summary of Power On / Reset Options,” on page 30.

GPIO Configuration Register 0
REG[1Eh] RW

GPIO7 Pin IO Config.	GPIO6 Pin IO Config.	GPIO5 Pin IO Config.	GPIO4 Pin IO Config.	GPIO3 Pin IO Config.	GPIO2 Pin IO Config.	GPIO1 Pin IO Config.	GPIO0 Pin IO Config.

bit 7 GPIO7 Pin IO Configuration
When this bit = 1, GPIO7 is configured as an output. When this bit = 0 (default), GPIO7 is configured as an input. Note the MD8 pin must be high at the rising edge of RESET# to enable GPIO7, otherwise the DACWR# pin is controlled automatically and this bit will have no effect on hardware.

bit 6 GPIO6 Pin IO Configuration
When this bit = 1, GPIO6 is configured as an output. When this bit = 0 (default), GPIO6 is configured as an input. Note the MD8 pin must be high at the rising edge of RESET# to enable GPIO6, otherwise the DACP0 pin is controlled automatically and this bit will have no effect on hardware.

bit 5 GPIO5 Pin IO Configuration
When this bit = 1, GPIO5 is configured as an output. When this bit = 0 (default), GPIO5 is configured as an input. Note the MD8 pin must be high at the rising edge of RESET# to enable GPIO5, otherwise the BLANK# pin is controlled automatically and this bit will have no effect on hardware.

bit 4 GPIO4 Pin IO Configuration
When this bit = 1, GPIO4 is configured as an output. When this bit = 0 (default), GPIO4 is configured as an input. Note the MD8 pin must be high at the rising edge of RESET# to enable GPIO4, otherwise the DACRD# pin is controlled automatically and this bit will have no effect on hardware.

bit 3 GPIO3 Pin IO Configuration
When this bit = 1, GPIO3 is configured as an output. When this bit = 0 (default), GPIO3 is configured as an input. Note the MD[7:6] pins must be properly configured at the rising edge of RESET# to enable GPIO3, otherwise the MA9 pin is controlled automatically and this bit will have no effect on hardware.

bit 2 GPIO2 Pin IO Configuration
When this bit = 1, GPIO2 is configured as an output. When this bit = 0 (default), GPIO2 is configured as an input. Note the MD[7:6] pins must be properly configured at the rising edge of RESET# to enable GPIO2, otherwise the MA11 pin is controlled automatically and this bit will have no effect on hardware.

bit 1 GPIO1 Pin IO Configuration
When this bit = 1, GPIO1 is configured as an output. When this bit = 0 (default), GPIO1 is configured as an input. Note the MD[7:6] pins must be properly configured at the rising edge of RESET# to enable GPIO1, otherwise the MA10 pin is controlled automatically and this bit will have no effect on hardware.

bit 0 GPIO0 Pin IO Configuration
When this bit = 1, GPIO0 is configured as an output. When this bit = 0 (default), GPIO0 is configured as an input.

GPIO Configuration Register 1 REG[1Fh]							RW
n/a	n/a	n/a	n/a	GPIO11 Pin IO Config.	GPIO10 Pin IO Config.	GPIO9 Pin IO Config.	GPIO8 Pin IO Config.

bit 3 GPIO11 Pin IO Configuration
When this bit = 1, GPIO11 is configured as an output. When this bit = 0 (default), GPIO11 is configured as an input. Note the MD8 pin must be high at the rising edge of RESET# to enable GPIO11, otherwise the VRTC pin is controlled automatically and this bit will have no effect on hardware.

bit 2 GPIO10 Pin IO Configuration
When this bit = 1, GPIO10 is configured as an output. When this bit = 0 (default), GPIO10 is configured as an input. Note the MD8 pin must be high at the rising edge of RESET# to enable GPIO10, otherwise the HRTC pin is controlled automatically and this bit will have no effect on hardware.

bit 1 GPIO9 Pin IO Configuration
When this bit = 1, GPIO9 is configured as an output. When this bit = 0 (default), GPIO9 is configured as an input.

Note
GPIO9 and GPIO8 must always be set to the same function (both to input or both to output).

The MD8 pin must be high at the rising edge of RESET# to enable GPIO9, otherwise the DACRS1 pin is controlled automatically and this bit will have no effect on hardware.

bit 0 GPIO8 Pin IO Configuration
When this bit = 1, GPIO8 is configured as an output. When this bit = 0 (default), GPIO8 is configured as an input.

Note
GPIO8 and GPIO9 must always be set to the same function (both to input or both to output).

The MD8 pin must be high at the rising edge of RESET# to enable GPIO8, otherwise the DACRS0 pin is controlled automatically and this bit will have no effect on hardware.

GPIO Status / Control Register 0 REG[20h]							RW
GPIO7 Pin IO Status	GPIO6 Pin IO Status	GPIO5 Pin IO Status	GPIO4 Pin IO Status	GPIO3 Pin IO Status	GPIO2 Pin IO Status	GPIO1 Pin IO Status	GPIO0 Pin IO Status

bit 7 GPIO7 Pin IO Status
When GPIO7 is configured as an output, a “1” in this bit drives GPIO7 to high and a “0” in this bit drives GPIO7 to low. When GPIO7 is configured as an input, a read from this bit returns the status of GPIO7. Note the MD8 pin must be high at the rising edge of RESET# to enable GPIO7, otherwise the DACWR# pin is controlled automatically and this bit will have no effect on hardware.

bit 6 GPIO6 Pin IO Status
When GPIO6 is configured as an output, a “1” in this bit drives GPIO6 to high and a “0” in this bit drives GPIO6 to low. When GPIO6 is configured as an input, a read from this bit returns the status of GPIO6. Note the MD8 pin must be high at the rising edge of RESET# to enable GPIO6, otherwise the DACP0 pin is controlled automatically and this bit will have no effect on hardware.

bit 5 GPIO5 Pin IO Status
When GPIO5 is configured as an output, a “1” in this bit drives GPIO5 to high and a “0” in this bit drives GPIO5 to low. When GPIO5 is configured as an input, a read from this bit returns the status of GPIO5. Note the MD8 pin must be high at the rising edge of RESET# to enable GPIO5, otherwise the BLANK# pin is controlled automatically and this bit will have no effect on hardware.

bit 4 GPIO4 Pin IO Status
When GPIO4 is configured as an output, a “1” in this bit drives GPIO4 to high and a “0” in this bit drives GPIO4 to low. When GPIO4 is configured as an input, a read from this bit returns the status of GPIO4. Note the MD8 pin must be high at the rising edge of RESET# to enable GPIO4, otherwise the DACRD# pin is controlled automatically and this bit will have no effect on hardware.

bit 3 GPIO3 Pin IO Status
When GPIO3 is configured as an output, a “1” in this bit drives GPIO3 to high and a “0” in this bit drives GPIO3 to low. When GPIO3 is configured as an input, a read from this bit returns the status of GPIO3. Note the MD[7:6] pins must be properly configured at the rising edge of RESET# to enable GPIO3, otherwise the MA9 pin is controlled automatically and this bit will have no effect on hardware.

bit 2 GPIO2 Pin IO Status
When GPIO2 is configured as an output, a “1” in this bit drives GPIO2 to high and a “0” in this bit drives GPIO2 to low. When GPIO2 is configured as an input, a read from this bit returns the status of GPIO2. Note the MD[7:6] pins must be properly configured at the rising edge of RESET# to enable GPIO2, otherwise the MA11 pin is controlled automatically and this bit will have no effect on hardware.

bit 1 GPIO1 Pin IO Status
When GPIO1 is configured as an output, a “1” in this bit drives GPIO1 to high and a “0” in this bit drives GPIO1 to low. When GPIO1 is configured as an input, a read from this bit returns the status of GPIO1. Note the MD[7:6] pins must be properly configured at the rising edge of RESET# to enable GPIO1, otherwise the MA10 pin is controlled automatically and this bit will have no effect on hardware.

bit 0 GPIO0 Pin IO Status
When GPIO0 is configured as an output, a “1” in this bit drives GPIO0 to high and a “0” in this bit drives GPIO0 to low. When GPIO0 is configured as an input, a read from this bit returns the status of GPIO0.

GPIO Status / Control Register 1 REG[21h]							RW
GPO Control	n/a	n/a	n/a	GPIO11 Pin IO Status	GPIO10 Pin IO Status	GPIO9 Pin IO Status	GPIO8 Pin IO Status

bit 7 GPO Control

This bit is used to control the state of the SUSPEND# pin when it is configured as GPO. The SUSPEND# pin can be used as a power-down input (SUSPEND#) or as an output (GPO) possibly used for controlling the LCD backlight power:

- When MD9 = 0 at rising edge of RESET#, SUSPEND# is an active-low Schmitt input used to put the S1D13504 into suspend mode - see Section 13, *"Power Save Modes"* on page 127 for details.
- When MD[10:9] = 01 at rising edge of RESET#, SUSPEND# is an output with a reset state of 1.
- When MD[10:9] = 11 at rising edge of RESET#, SUSPEND# is an output with a reset state of 0.

When this bit = 0 the GPO output is set to the reset state. When this bit = 1 the GPO output pin is set to the inverse of the reset state.

bit 3 GPIO11 Pin IO Status

When GPIO11 is configured as an output, a "1" in this bit drives GPIO11 to high and a "0" in this bit drives GPIO11 to low. When GPIO11 is configured as an input, a read from this bit returns the status of GPIO11. Note the MD8 pin must be high at the rising edge of RESET# to enable GPIO11, otherwise the VRTC pin is controlled automatically and this bit will have no effect on hardware.

bit 2 GPIO10 Pin IO Status

When GPIO10 is configured as an output, a "1" in this bit drives GPIO10 to high and a "0" in this bit drives GPIO10 to low. When GPIO10 is configured as an input, a read from this bit returns the status of GPIO10. Note the MD8 pin must be high at the rising edge of RESET# to enable GPIO10, otherwise the HRTC pin is controlled automatically and this bit will have no effect on hardware.

bit 1 GPIO9 Pin IO Status

When GPIO9 is configured as an output, a "1" in this bit drives GPIO9 to high and a "0" in this bit drives GPIO9 to low. When GPIO9 is configured as an input, a read from this bit returns the status of GPIO9. Note the MD8 pin must be high at the rising edge of RESET# to enable GPIO9, otherwise the DACRS1 pin is controlled automatically and this bit will have no effect on hardware.

bit 0 GPIO8 Pin IO Status

When GPIO8 is configured as an output, a "1" in this bit drives GPIO8 to high and a "0" in this bit drives GPIO8 to low. When GPIO8 is configured as an input, a read from this bit returns the status of GPIO8. Note the MD8 pin must be high at the rising edge of RESET# to enable GPIO8, otherwise the DACRS0 pin is controlled automatically and this bit will have no effect on hardware.

Performance Enhancement Register 0 REG[22h]							RW
EDO Read-Write Delay	RC Timing Value Bit 1	RC Timing Value Bit 0	RAS# to CAS# Delay	RAS# Precharge Timing Bit 1	RAS# Precharge Timing Bit 0	n/a	Reserved

Note

Changing this register to non-zero value, or to a different non-zero value, should be done only when there are no read/write DRAM cycles. This condition occurs when both the Display FIFO is disabled (REG[23h] bit 7 = 1) and the Half Frame Buffer is disabled (REG[1Bh] bit 0 = 1). For programming information, see *S1D13504 Programming Notes and Examples*, document number X19A-G-002-xx.

bit 7 EDO Read-Write Delay

This bit is used for EDO-DRAM to select the delay during the read-write transition. A "0" selects 2 MCLK delay for the read-write transition. A "1" selects 1 MCLK delay for the read-write DRAM. This bit has no effect for FPM-DRAM which always uses 1 MCLK delay for the read-write transition. This bit may be programmed to 1 when the MCLK frequency is less than 30MHz.

bits 6-5 RC Timing Value (N_{RC}) Bits [1:0]

These bits select the DRAM random-cycle timing parameter, t_{RC}. These bits specify the number (N_{RC}) of MCLK periods (T_M) used to create t_{RC}. N_{RC} should be chosen to meet t_{RC} as well as t_{RAS}, the RAS pulse width. Use the following two formulae to calculate N_{RC} then choose the larger value. Note, these formulae assume an MCLK duty cycle of 50 +/- 5%.

N_{RC} = Round-Up (t_{RC}/T_M)

N_{RC} = Round-Up ($t_{RAS}/T_M + N_{RP}$) if N_{RP} = 1 or 2
= Round-Up (t_{RAS}/T_M + 1.55) if N_{RP} = 1.5

The resulting t_{RC} is related to N_{RC} as follows:

t_{RC} = (N_{RC}) T_M

Table 8-11: Minimum Memory Timing Selection

REG[22h] Bits [6:5]	N_{RC}	Minimum Random Cycle Width (t_{RC})
00	5	5 T_M
01	4	4 T_M
10	3	3 T_M
11	Reserved	Reserved

bit 4

RAS# to CAS# Delay (N_{RCD})
This bit selects the DRAM RAS# to CAS# delay parameter, t_{RCD}. This bit specifies the number (N_{RCD}) of MCLK periods (T_M) used to create t_{RCD}. N_{RCD} must be chosen to satisfy the RAS# access time, t_{RAC}. Note, these formulae assume an MCLK duty cycle of 50 +/- 5%.

N_{RCD}	= Round-Up((t_{RAC} + 5)/T_M - 1)	if EDO and N_{RP} = 1 or 2
	= 2	if EDO and N_{RP} = 1.5
	= Round-Up(t_{RAC}/T_M - 1)	if FPM and N_{RP} = 1 or 2
	= Round-Up(t_{RAC}/T_M - 0.45)	if FPM and N_{RP} = 1.5

Note that for EDO-DRAM and N_{RP} = 1.5, this bit is automatically forced to 0 to select 2 MCLK for N_{RCD}. This is done to satisfy the CAS# address setup time, t_{ASC}.

The resulting t_{RC} is related to N_{RCD} as follows:

t_{RC}	= (N_{RCD}) T_M	if EDO and N_{RP} = 1 or 2
t_{RC}	= (1.5) T_M	if EDO and N_{RP} = 1.5
t_{RC}	= (N_{RCD} + 0.5) T_M	if FPM and N_{RP} = 1 or 2
t_{RC}	= (N_{RCD}) T_M	if FPM and N_{RP} = 1.5

Table 8-12: RAS-to-CAS Delay Timing Select

REG[22h] Bit 4	N_{RCD}	RAS# to CAS# Delay (t_{RCD})
0	2	2 T_M
1	1	1 T_M

bits 3-2

RAS# Precharge Timing (N_{RP}) Bits [1:0]
Minimum Memory Timing for RAS precharge
These bits select the DRAM RAS# Precharge timing parameter, t_{RP}. These bits specify the number (N_{RP}) of MCLK periods (T_M) used to create t_{RP} - see the following formulae. Note, these formulae assume an MCLK duty cycle of 50 +/- 5%.

N_{RP}	= 1	if (t_{RP}/T_M) < 1
	= 1.5	if 1 ≤ (t_{RP}/T_M) < 1.45
	= 2	if (t_{RP}/T_M) ≥ 1.45

The resulting t_{RC} is related to N_{RP} as follows:

t_{RC}	= (N_{RP} + 0.5) T_M	if FPM refresh cycle and N_{RP} = 1 or 2
t_{RC}	= (N_{RP}) T_M	for all other

Table 8-13: RAS Precharge Timing Select

REG[22h] Bits [3:2]	N_{RP}	RAS# Precharge Width (t_{RP})
00	2	2 T_M
01	1.5	1.5 T_M
10	1	1 T_M
11	Reserved	Reserved

Optimal DRAM Timing

The following table contains the optimally programmed values of N_{RC}, N_{RP}, and N_{RCD} for different DRAM types, at maximum MCLK frequencies.

Table 8-14: Optimal N_{RC}, N_{RP}, and N_{RCD} Values at Maximum MCLK Frequency

DRAM Type	DRAM Speed (ns)	T_M (ns)	N_{RC} (#MCLK)	N_{RP} (#MCLK)	N_{RCD} (#MCLK)
EDO	50	25	4	1.5	2
	60	30	4	1.5	2
	70	33	5	2	2
FPM	60	40	4	1.5	2
	70	50	3	1.5	1

bit 0 Reserved
Must be set to 0.

Performance Enhancement Register 1
REG[23h]

Display FIFO Disable	n/a	n/a	Display FIFO Threshold Bit 4	Display FIFO Threshold Bit 3	Display FIFO Threshold Bit 2	Display FIFO Threshold Bit 1	Display FIFO Threshold Bit 0

bit 7 Display FIFO Disable
When this bit = 1 the display FIFO is disabled and all data outputs are forced to zero (i.e. the screen is blanked). This allows the S1D13504 to be dedicated to service CPU to memory accesses. When this bit = 0 the display FIFO is enabled.

bits 4-0 Display FIFO Threshold Bits [4:0]
These bits should be set to a value of 10h upon initialization as this provides the best overall performance for all display modes.

8.2.8 Look-Up Table Registers

The S1D13504 has three internal 16 position, 4-bit wide Look-Up Tables. The 4-bit value programmed into each table position determines the color weighting of display data; the output gray shade is derived from the Green Look-Up Table. These tables are bypassed in 15/16-bpp mode.

These three 16 position Look-Up Tables can be arranged in many different configurations to accommodate all the gray shade / color display modes.

Look-Up Table Address Register
REG[24h] RW

n/a	n/a	RGB Index Bit 1	RGB Index Bit 0	LUT Address Bit 3	LUT Address Bit 2	LUT Address Bit 1	LUT Address Bit 0

bits 5-4 RGB Index Bits [1:0]
These bits are also used to provide access to the three internal Look-Up Tables (RGB).

Table 8-15: RGB Index Selection

RGB Index Bits [1:0]	Look-Up Table Access	Pointer Sequence
00	Auto-Increment R, G, B LUT	R[n], G[n], B[n], R[n+1], G[n+1] . . .
01	Auto-Increment Red LUT only	R[n], R[n+1], R[n+2] . . .
10	Auto-Increment Green LUT only	G[n], G[n+1], G[n+2] . . .
11	Auto-Increment Blue LUT only	B[n], B[n+1], B[n+2] . . .

A write to this register with RGB Index bits = 00 selected will position the internal pointer to the Red LUT. Each read/write access to the LUT data will increment the counter to point to the next LUT in order (R to G to B to R...). A read/write access to the Blue LUT will also automatically increment the LUT address by 1. This provides an efficient method for sequential writing of RGB data.

When the RGB Index bits = 01, 10, or 11, the internal pointer always points to the respective R, G, or B LUT. A read/write access to the LUT data will increment the LUT address by 1.

bits 3-0 LUT Address Bits [3:0]
These 4 bits provide a pointer into the 16 position Look-Up Table currently selected for CPU read/write access.

The Look-Up Table configuration (e.g. 1/2/4 banks) does not affect the read/write access from the CPU as all 16 positions can be accessed sequentially.

Look-Up Table Data Register
REG[26h] RW

n/a	n/a	n/a	n/a	LUT Data Bit 3	LUT Data Bit 2	LUT Data Bit 1	LUT Data Bit 0

bits 3-0 LUT Data Bits [3:0]
These 4 bits are the gray shade/color values used for display data output. They are programmed into the 4-bit Look-Up Table positions pointed to by LUT Address bits [3:0] and RGB Index bits [1:0] (if in color display modes).

For example: in a 16-level gray shade display mode, a data value of 0001b (4 bits-per-pixel) will point to Look-Up Table position one and display the 4-bit gray shade corresponding to the value programmed into that location.

Look-Up Table Bank Select Register REG[27h]							RW
n/a	n/a	Red Bank Select Bit 1	Red Bank Select Bit 0	Blue Bank Select Bit 1	Blue Bank Select Bit 0	Green Bank Select Bit 1	Green Bank Select Bit 0

bit 5-4 Red Bank Select Bits [1:0]
In 2-bpp mode, the 16 position Red LUT is arranged into four, 4 position "banks." These two bits control which bank is currently selected.

In 8-bpp mode, the 16 position Red LUT is arranged into two, 8 position "banks." Only bit 0 of these two bits controls which bank is currently selected.

These bits have no effect in 1-bpp, 4-bpp, 15/16-bpp mode, or all monochrome modes.

bit 3-2 Blue Bank Select Bits [1:0]
In both 2-bpp and 8-bpp modes, the 16 position Blue LUT is arranged into four 4 position "banks." These two bits control which bank is currently selected.

These bits have no effect in 1-bpp, 4-bpp, 15/16-bpp mode, or all monochrome modes.

bits 1-0 Green Bank Select Bits [1:0]
In 2-bpp mode, the 16 position Green LUT is arranged into four, 4 position "banks." These two bits control which bank is currently selected.

In 8-bpp mode, the 16 position Green LUT is arranged into two, 8 position "banks." Only bit 0 of these two bits controls which bank is currently selected.

These bits have no effect in 1-bpp, 4-bpp, and 15/16-bpp modes.

8.2.9 External RAMDAC Control Registers

Note

1. In a Little-Endian architecture, the RAMDAC should be connected to the low byte of the CPU data bus and the following registers are accessed at the lower address given for each register (28h, 2Ah, 2Ch, and 2Eh).
   In a Big-Endian architecture, the RAMDAC should be connected to the high byte of the CPU data bus and the following registers are accessed at the higher address given for each register (29h, 2Bh, 2Dh, and 2Fh).
2. When accessing the External RAMDAC Control registers with either of the architectures described in note 1, accessing the adjacent unused registers is prohibited.
3. To access the RAMDAC registers the CRT enable bit, REG[0Dh] bit 1, must be set to 1.

RAMDAC Pixel Read Mask Register REG[28h] or REG[29h]							RW
RAMDAC Data Bit 7	RAMDAC Data Bit 6	RAMDAC Data Bit 5	RAMDAC Data Bit 4	RAMDAC Data Bit 3	RAMDAC Data Bit 2	RAMDAC Data Bit 1	RAMDAC Data Bit 0

bits 7-0 RAMDAC Pixel Read Mask Bits [7:0]
A CPU read or write to this register will generate a DACRD# or DACWR# pulse and DACRS1 = 1 and DACRS0 = 0 to the external RAMDAC for a pixel read mask register access. The RAMDAC data must be transferred directly between the system data bus and the external RAMDAC through either data bus bits [7:0] in a Little-Endian system or data bus bits [15:8] in a Big-Endian system.

RAMDAC Read Mode Address Register
REG[2Ah] or REG[2Bh] RW

RAMDAC Address Bit 7	RAMDAC Address Bit 6	RAMDAC Address Bit 5	RAMDAC Address Bit 4	RAMDAC Address Bit 3	RAMDAC Address Bit 2	RAMDAC Address Bit 1	RAMDAC Address Bit 0

bits 7-0 RAMDAC Read Mode Address Bits [7:0]
A CPU read or write to this register will generate a DACRD# or DACWR# pulse and DACRS1 = 1 and DACRS0 = 1 to the external RAMDAC for a read-mode address register access. The RAMDAC address must be transferred directly between the system data bus and the external RAMDAC through either data bus bits [7:0] in a Little-Endian system or data bus bits [15:8] in a Big-Endian system.

RAMDAC Write Mode Address Register
REG[2Ch] or REG[2Dh] RW

RAMDAC Address Bit 7	RAMDAC Address Bit 6	RAMDAC Address Bit 5	RAMDAC Address Bit 4	RAMDAC Address Bit 3	RAMDAC Address Bit 2	RAMDAC Address Bit 1	RAMDAC Address Bit 0

bits 7-0 RAMDAC Write Mode Address Bits [7:0]
A CPU read or write to this register will generate a DACRD# or DACWR# pulse and DACRS1 = 0 and DACRS0 = 0 to the external RAMDAC for a write-mode address register access. The RAMDAC address must be transferred directly between the system data bus and the external RAMDAC through either data bus bits [7:0] in a Little-Endian system or data bus bits [15:8] in a Big-Endian system.

RAMDAC Palette Data Register
REG[2Eh] or REG[2Fh] RW

RAMDAC Data Bit 7	RAMDAC Data Bit 6	RAMDAC Data Bit 5	RAMDAC Data Bit 4	RAMDAC Data Bit 3	RAMDAC Data Bit 2	RAMDAC Data Bit 1	RAMDAC Data Bit 0

bits 7-0 RAMDAC Palette Data Bits [7:0]
A CPU read or write to this register will generate a DACRD# or DACWR# pulse and DACRS1 = 0 and DACRS0 = 1 to the external RAMDAC for a palette data register access. The RAMDAC data must be transferred directly between the system data bus and the external RAMDAC through either data bus bits [7:0] in a Little-Endian system or data bus bits [15:8] in a Big-Endian system.

9 Display Buffer

The system addresses the display buffer through the CS#, M/R#, and AB[20:0] input pins. When CS# = 0 and M/R# = 1, the display buffer is addressed by bits AB[20:0] as shown in the following table.

Table 9-1: S1D13504 Addressing

CS#	M/R#	Access
0	0	Register access: • REG[00h] is addressed when AB[5:0] = 0 • REG[01h] is addressed when AB[5:0] = 1 • REG[n] is addressed when AB[5:0] = n
0	1	Memory access: the 2M byte display buffer is addressed by AB[20:0]
1	X	S1D13504 not selected

The display buffer address space is always 2M bytes. However, the physical display buffer may be either 512K bytes or 2M bytes. See Section 5.5, *"Summary of Configuration Options"* on page 30.

The 512K byte display buffer is replicated in the 2M byte address space as shown below.

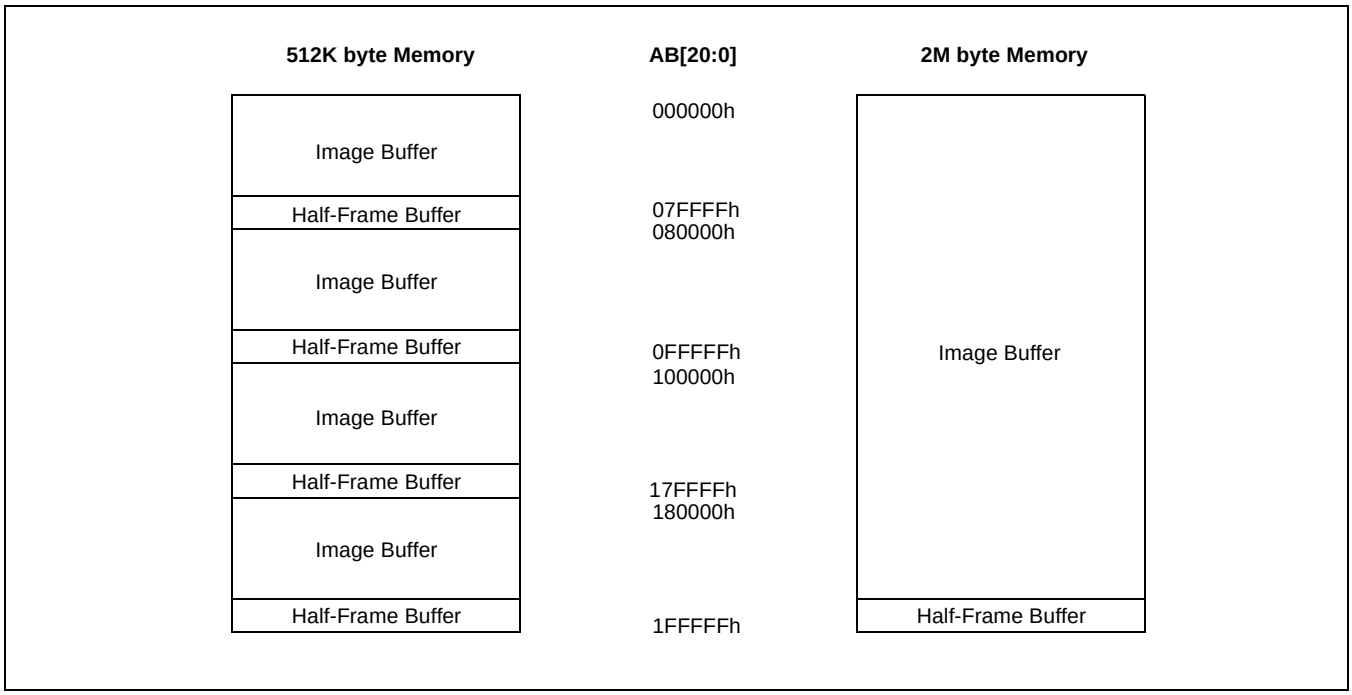


Figure 9-1: Display Buffer Addressing

The display buffer will contain an image buffer and may also contain a half-frame buffer.

9.1 Image Buffer

The image buffer contains the formatted display data - see Section 10.1, *"Display Mode Data Format"* on page 115.

The displayed image(s) may take up only a portion of the image buffer; the remaining area can be used for multiple images - possibly for animation or general storage. See Section 10, *"Display Configuration"* on page 115 for details on the relationship between the image buffer and the display.

9.2 Half Frame Buffer

In dual panel mode, with the half frame buffer enabled, the top of the display buffer is allocated to the half-frame buffer. The size of the half frame buffer is a function of the panel resolution and whether the panel is color or monochrome:

Half Frame Buffer Size (in bytes) = (panel width x panel length) * factor / 16

where factor = 4 for color panel
= 1 for monochrome panel

For example, for a 640x480 8 bpp color panel the half frame buffer size is 75K bytes. In a 512K byte display buffer, the half-frame buffer resides from 6D400h to 7FFFFh. In a 2M byte display buffer, the half-frame buffer resides from 1ED400h to 1FFFFFh.

10 Display Configuration

10.1 Display Mode Data Format

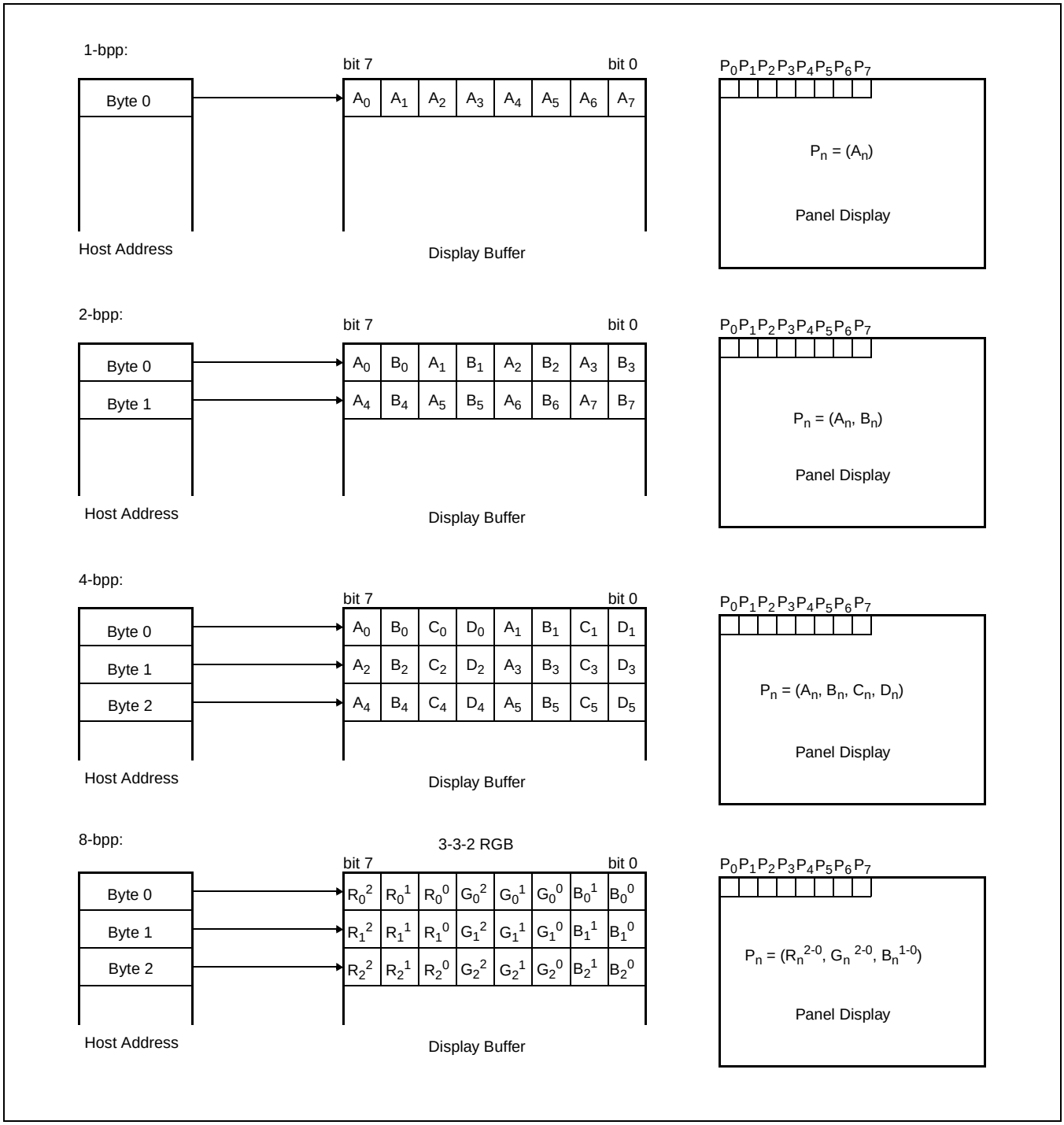


Figure 10-1: 1/2/4/8 Bit-Per-Pixel Format Memory Organization

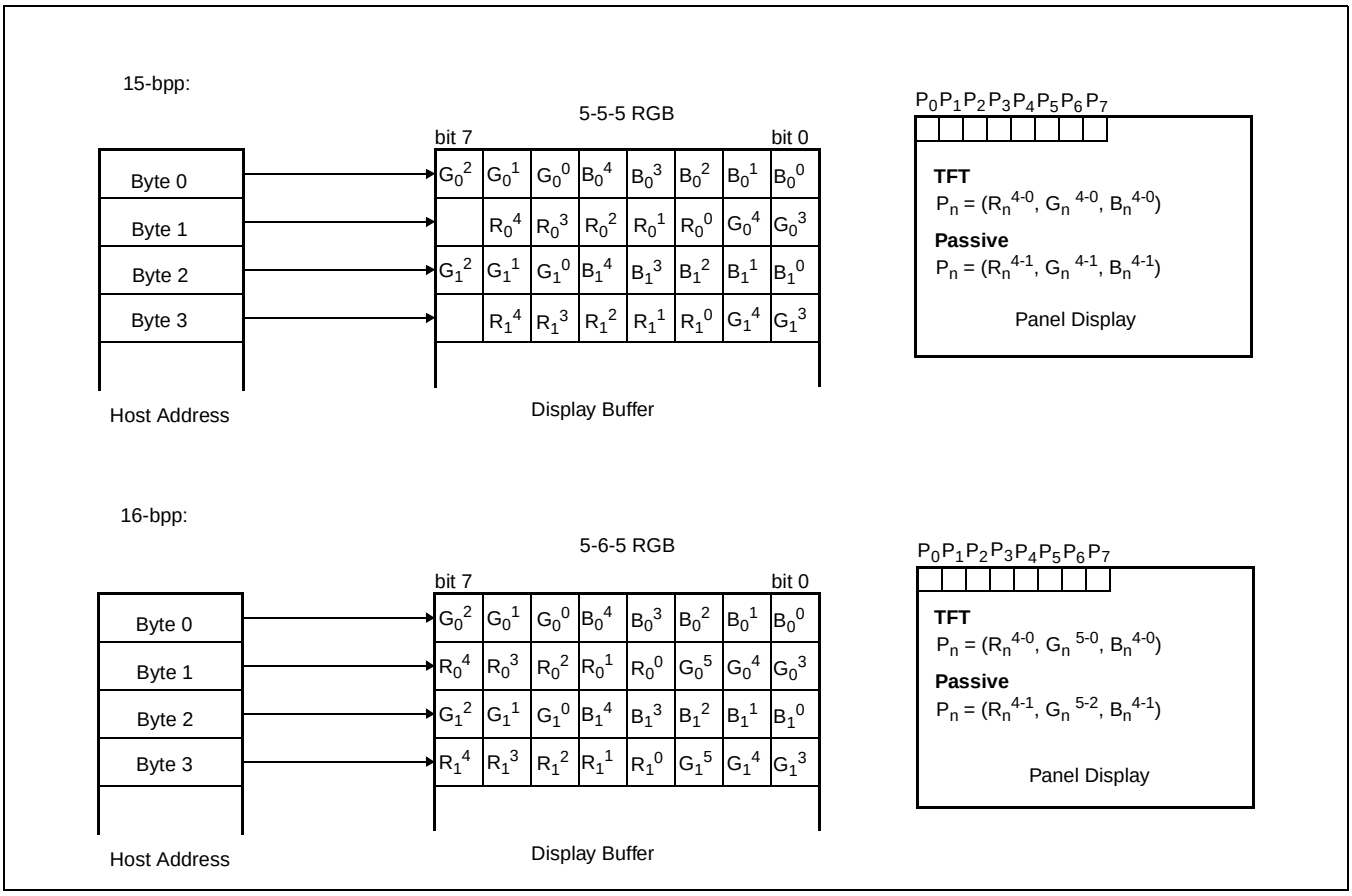


Figure 10-2: 15/16 Bit-Per-Pixel Format Memory Organization

Note

1. The Host-to-Display mapping described here assumes that a Little-Endian interface is being used.
2. For 8/15/16 bit-per-pixel formats, R_n, G_n, B_n represent the red, green, and blue color components.

10.2 Image Manipulation

The figure below shows how screen 1 and screen 2 images stored in the image buffer are positioned on the display. The screen 1 and screen 2 images can be parts of a larger virtual image or images.

- (REG[17h], REG[16h]) defines the width of the virtual image(s).
- (REG[12h], REG[11h], REG[10h]) defines the starting word of the screen 1, (REG[15h], REG[14h], REG[13h]) defines the starting word of the screen 2.
- REG[18h] bits [3:0] define the starting pixel within the starting word for screen 1, REG[18h] bits[7:4] define the starting pixel within the starting word for screen 2.
- (REG[0Fh],REG[0Eh]) define the last line of screen 1, the remainder of the display is taken up by screen 2.

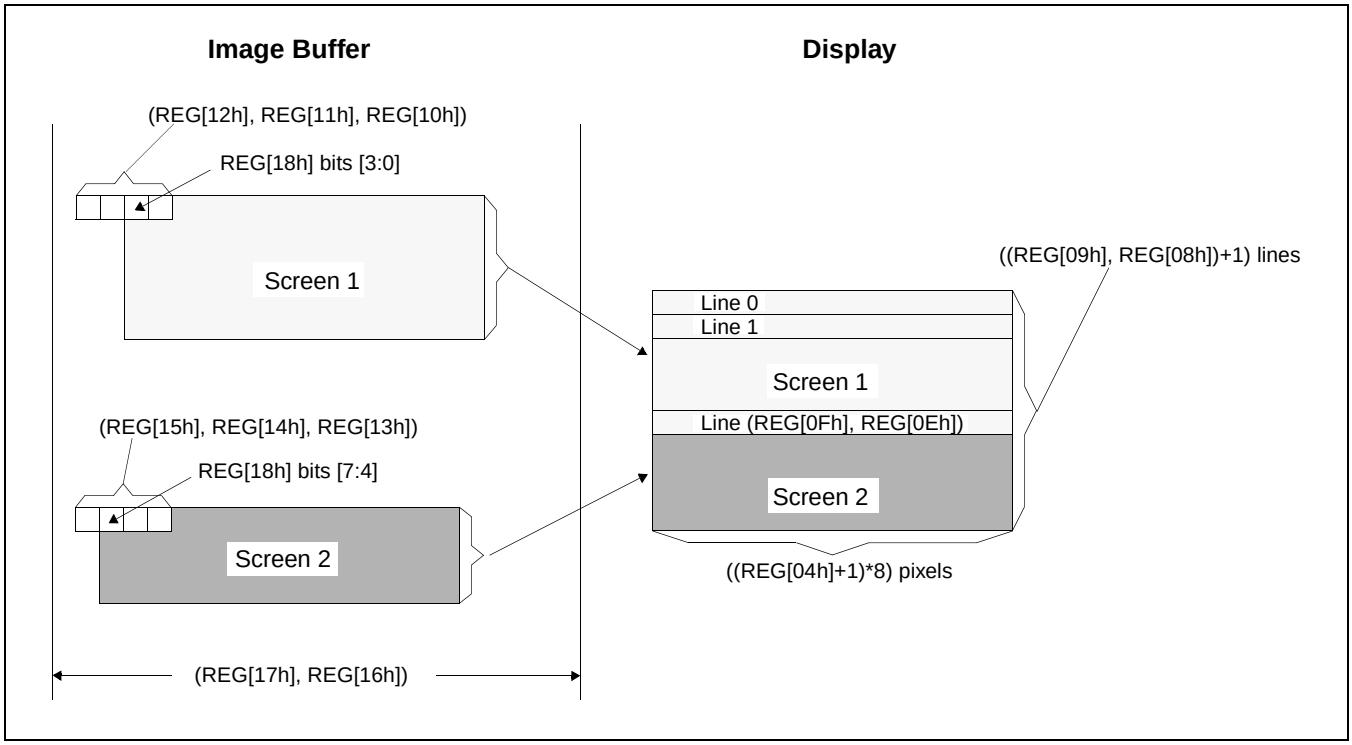


Figure 10-3: Image Manipulation

11 Clocking

11.1 Maximum MCLK: PCLK Ratios

Table 11-1: Maximum PCLK Frequency with EDO-DRAM

Display type	N_{RC}	Maximum PCLK Allowed				
		1 bpp	2 bpp	4 bpp	8 bpp	16 bpp
• Single Panel. • CRT. • Dual Monochrome/Color Panel with Half Frame Buffer Disabled. • Simultaneous CRT + Single Panel. • Simultaneous CRT + Dual Monochrome/Color Panel with Half Frame Buffer Disabled.	5, 4, 3	MCLK				
• Dual Monochrome Panel with Half Frame Buffer Enabled. • Simultaneous CRT + Dual Monochrome Panel with Half Frame Buffer Enable.	5	MCLK/2	MCLK/2	MCLK/2	MCLK/2	MCLK/3
	4	MCLK/2	MCLK/2	MCLK/2	MCLK/2	MCLK/3
	3	MCLK	MCLK	MCLK/2	MCLK/2	MCLK/2
• Dual Color Panel with Half Frame Buffer Enabled. • Simultaneous CRT + Dual Color Panel with Half Frame Buffer Enable.	5	MCLK/2	MCLK/2	MCLK/2	MCLK/3	MCLK/3
	4	MCLK/2	MCLK/2	MCLK/2	MCLK/2	MCLK/3
	3	MCLK/2	MCLK/2	MCLK/2	MCLK/2	MCLK/3

Table 11-2: Maximum PCLK Frequency with FPM-DRAM

Display type	N_{RC}	Maximum PCLK allowed				
		1 bpp	2 bpp	4 bpp	8 bpp	16 bpp
• Single Panel. • CRT. • Dual Monochrome/Color Panel with Half Frame Buffer Disabled. • Simultaneous CRT + Single Panel. • Simultaneous CRT + Dual Monochrome/Color Panel with Half Frame Buffer Disabled.	5, 4, 3	MCLK				
• Dual Monochrome Panel with Half Frame Buffer Enabled. • Simultaneous CRT + Dual Monochrome Panel with Half Frame Buffer Enable.	5	MCLK/2	MCLK/2	MCLK/2	MCLK/2	MCLK/3
	4	MCLK/2	MCLK/2	MCLK/2	MCLK/2	MCLK/2
	3	MCLK	MCLK	MCLK	MCLK/2	MCLK/2
• Dual Color Panel with Half Frame Buffer Enabled. • Simultaneous CRT + Dual Color Panel with Half Frame Buffer Enable.	5	MCLK/2	MCLK/2	MCLK/2	MCLK/2	MCLK/3
	4	MCLK/2	MCLK/2	MCLK/2	MCLK/2	MCLK/3
	3	MCLK/2	MCLK/2	MCLK/2	MCLK/2	MCLK/2

11.2 Frame Rate Calculation

The frame rate is calculated using the following formula:

$$\text{FrameRate} = \frac{\text{PCLK}_{max}}{(\text{HDP} + \text{HNDP}) \times (\text{VDP} + \text{VNDP})}$$

Where:

VDP	= Vertical Display Period	= REG[09h] bits [1:0], REG[08h] bits [7:0] + 1
VNDP	= Vertical Non-Display Period	= REG[0Ah] bits [5:0] + 1 = in table below
HDP	= Horizontal Display Period	= ((REG[04h] bits [6:0]) + 1) * 8Ts
HNDP	= Horizontal Non-Display Period	= ((REG[05h] bits [4:0]) + 1) * 8Ts = given in table below
Ts	= Pixel Clock	= PCLK

Table 11-3: Example Frame Rates

DRAM Type[1] (Speed Grade)	Display	Resolution	Color Depth (bpp)	Maximum Pixel Clock (MHz)	Minimum Panel HNDP(T_S)	Maximum Frame Rate (Hz)	
						Panel[4]	CRT
50ns EDO-DRAM MClk = 40MHz N_{RC} = 4 N_{RP} = 1.5 N_{RCD} = 2	• Single Panel. • CRT. • Dual Monochrome/Color Panel with Half Frame Buffer Disabled.[5] • Simultaneous CRT + Single Panel. • Simultaneous CRT + Dual Monochrome/Color Panel with Half Frame Buffer Disabled.[5]	800x600[2]	1/2/4/8	40	32	80	60
			16		56	78	60
		640x480	1/2/4/8		32	123	85
			16		56	119	85
		640x240	1/2/4/8		32	247	-
			16		56	242	-
		480x320	1/2/4/8		32	243	-
			16		56	232	-
		320x240	1/2/4/8		32	471	-
			16		56	441	-
	• Dual Color with Half Frame Buffer Enabled. • Dual Mono with Half Frame Buffer Enabled.	800x600[2,3]	1/2/4/8	20	32	80	-
			16	13.3	32	53	-
		640x480	1/2/4/8	20	32	123	-
			16	13.3	32	82	-

Table 11-3: Example Frame Rates

DRAM Type[1] (Speed Grade)	Display	Resolution	Color Depth (bpp)	Maximum Pixel Clock (MHz)	Minimum Panel HNDP(T_s)	Maximum Frame Rate (Hz)	
						Panel[4]	CRT
60ns EDO-DRAM MClk = 33MHz N_{RC} = 4 N_{RP} = 1.5 N_{RCD} = 2	• Single Panel. • CRT. • Dual Mono/Color Panel with Half Frame Buffer Disabled.[5] • Simultaneous CRT + Single Panel. • Simultaneous CRT + Dual Mono/Color Panel with Half Frame Buffer Disabled.[5]	800x600[2]	1/2/4/8	33	32	66	55
			16		56	65	55
		640x480	1/2/4/8		32	101	78
			16		56	98	78
		640x240	1/2/4/8		32	203	-
			16		56	200	-
		480x320	1/2/4/8		32	200	-
			16		56	196	-
		320x240	1/2/4/8		32	388	-
			16		56	380	-
	• Dual Color with Half Frame Buffer Enabled. • Dual Mono with Half Frame Buffer Enabled.	800x600[2,3]	1/2/4/8	16.5	32	66	-
			16	11	32	43	-
		640x480	1/2/4/8	16.5	32	103	-
			16	11	32	68	-
60ns FPM-DRAM MClk = 25MHz N_{RC} = 4 N_{RP} = 1.5 N_{RCD} = 2	• Single Panel. • CRT. • Dual Mono/Color Panel with Half Frame Buffer Disabled.[5] • Simultaneous CRT + Single Panel. • Simultaneous CRT + Dual Mono/Color Panel with Half Frame Buffer Disabled.[5]	800x600[2]	1/2/4/8	25	32	50	-
			16		56	48	-
		640x480	1/2/4/8		32	77	60
			16		56	75	60
		640x240	1/2/4/8		32	142	-
			16		56	136	-
		480x320	1/2/4/8		32	152	-
			16		56	145	-
		320x240	1/2/4/8		32	294	-
			16		56	280	-
	• Dual Mono with Half Frame Buffer Enabled.	800x600[2]	1/2/4/8/16	12.5	32	50	-
		640x480	1/2/4/8/16	12.5	32	77	-
		640x400	1/2/4/8/16	12.5	32	92	-
	• Dual Color with Half Frame Buffer Enabled.	800x600[2,3]	1/2/4/8	12.5	32	50	-
			16	8.33	32	33	-
		640x480	1/2/4/8	12.5	32	77	-
			16	8.33	32	51	-

1. Must set N_{RC} = 4MCLK. See REG[22h], “Performance Enhancement Register 0”.
2. 800x600 @ 16 bpp requires 2M bytes of display buffer for all display types.
3. 800x600 @ 8 bpp on a dual color panel requires 2M bytes of display buffer if the half frame buffer is enabled.
4. Optimum frame rates for panels range from 60Hz to 150Hz. If the maximum refresh rate is too high for a panel, MCLK should be reduced or PCLK should be divided down.
5. Half Frame Buffer disabled by REG[1Bh] bit 0.

12 Look-Up Table Architecture

Table 12-1: Look-Up Table Configurations

Display Mode	4-Bit Wide Look-Up Table		
	RED	GREEN	BLUE
Black & White		1 bank of 2 entries	
4-level gray		4 banks of 4 entries	
16-level gray		1 bank of 16 entries	
2 color	1 bank of 2 entries	1 bank of 2 entries	1 bank of 2 entries
4 color	4 banks of 4 entries	4 banks of 4 entries	4 banks of 4 entries
16 color	1 bank of 16 entries	1 bank of 16 entries	1 bank of 16 entries
256 color	2 banks of 8 entries	2 banks of 8 entries	4 banks of 4 entries

Indicates the look-up table is not used for that display mode

The following depictions are intended to show the display data output path only. The CPU R/W access to the individual Look-Up Tables is not affected by the various "banking" configurations.

12.1 Gray Shade Display Modes

1 Bit-Per-Pixel Mode

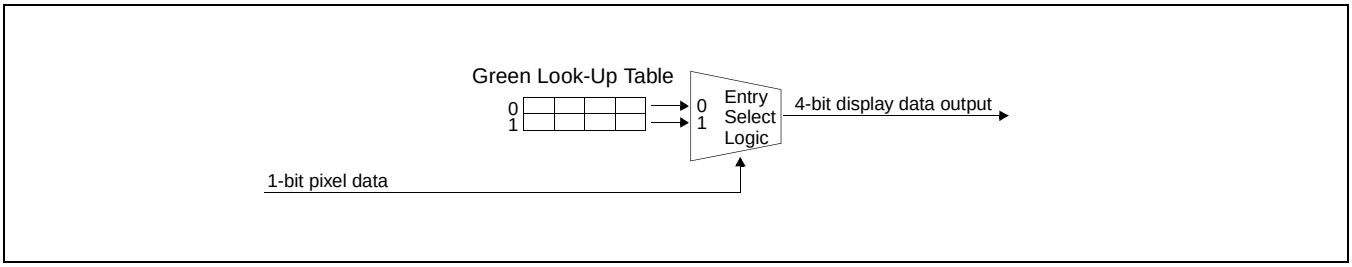
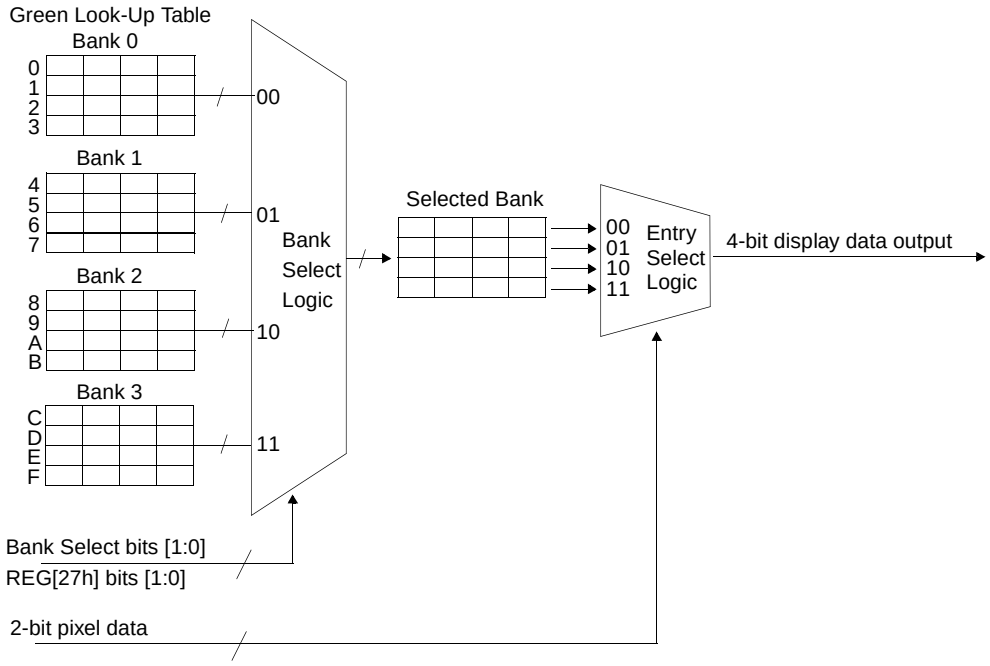


Figure 12-1: 1 Bit-Per-Pixel – 2-Level Gray-Shade Mode Look-Up Table Architecture

2 Bit-Per-Pixel Mode



Note: the above depiction is intended to show the display data output path only. The CPU R/W access to the individual Look-Up Tables is not affected by the various "banking" configurations.

Figure 12-2: 2 Bit-Per-Pixel – 4-Level Gray-Shade Mode Look-Up Table Architecture

4 Bit-Per-Pixel Mode

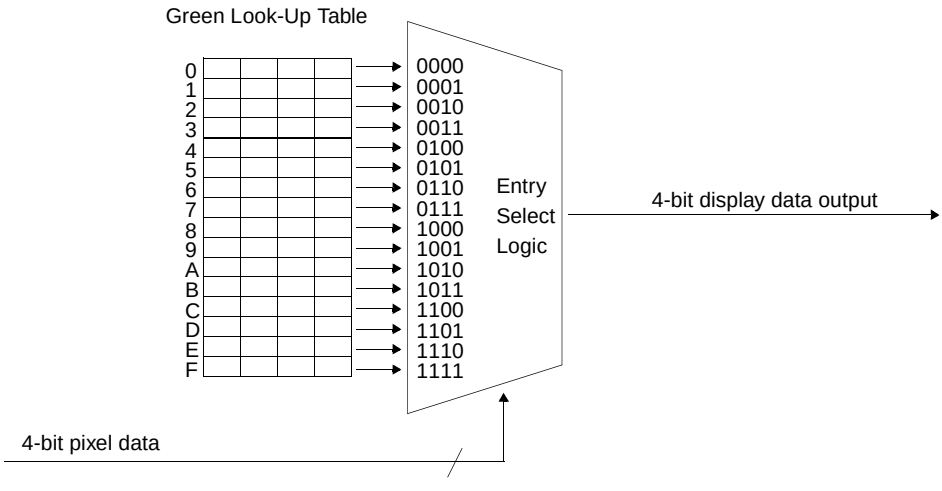


Figure 12-3: 4 Bit-Per-Pixel – 16-Level Gray-Shade Mode Look-Up Table Architecture

12.2 Color Display Modes

1 Bit-Per-Pixel Color Mode

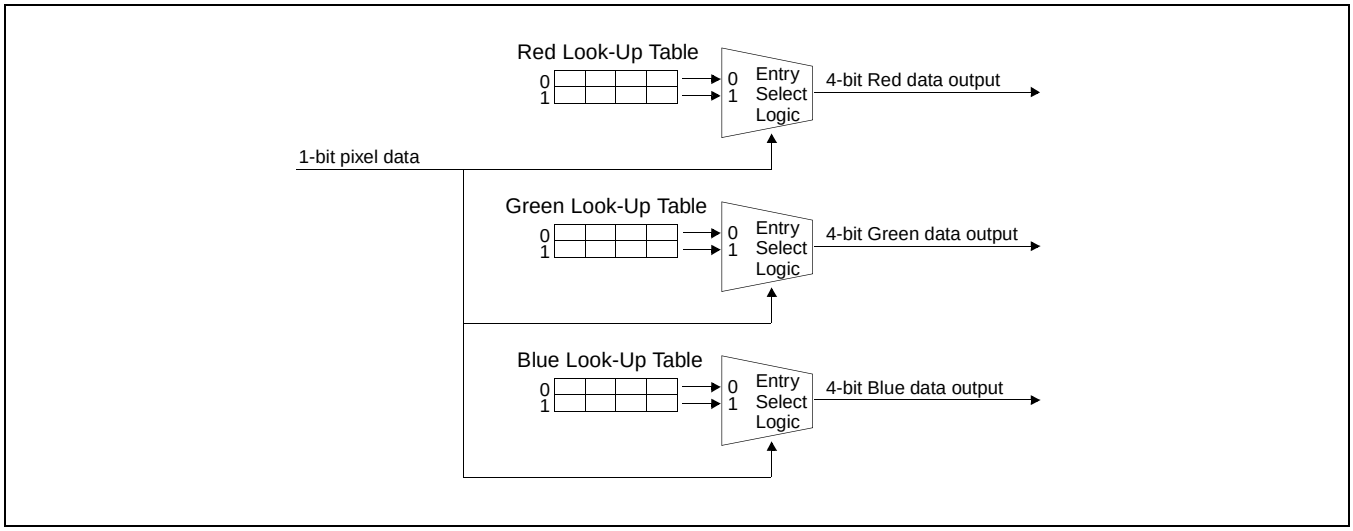


Figure 12-4: 1 Bit-Per-Pixel – 2-Level Color Look-Up Table Architecture

2 Bit-Per-Pixel Color Mode

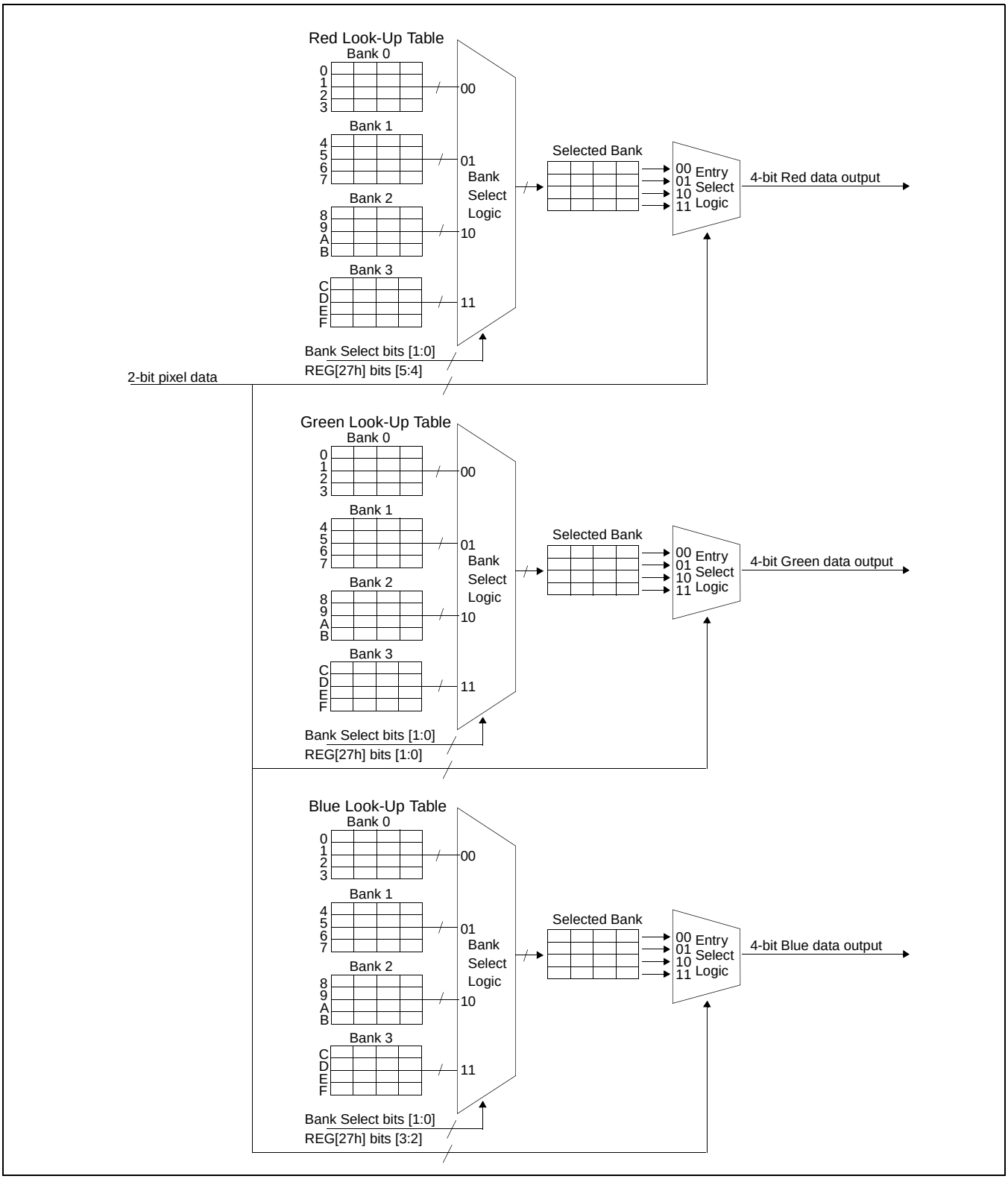


Figure 12-5: 2 Bit-Per-Pixel – 4-Level Color Mode Look-Up Table Architecture

4 Bit-Per-Pixel Color Mode

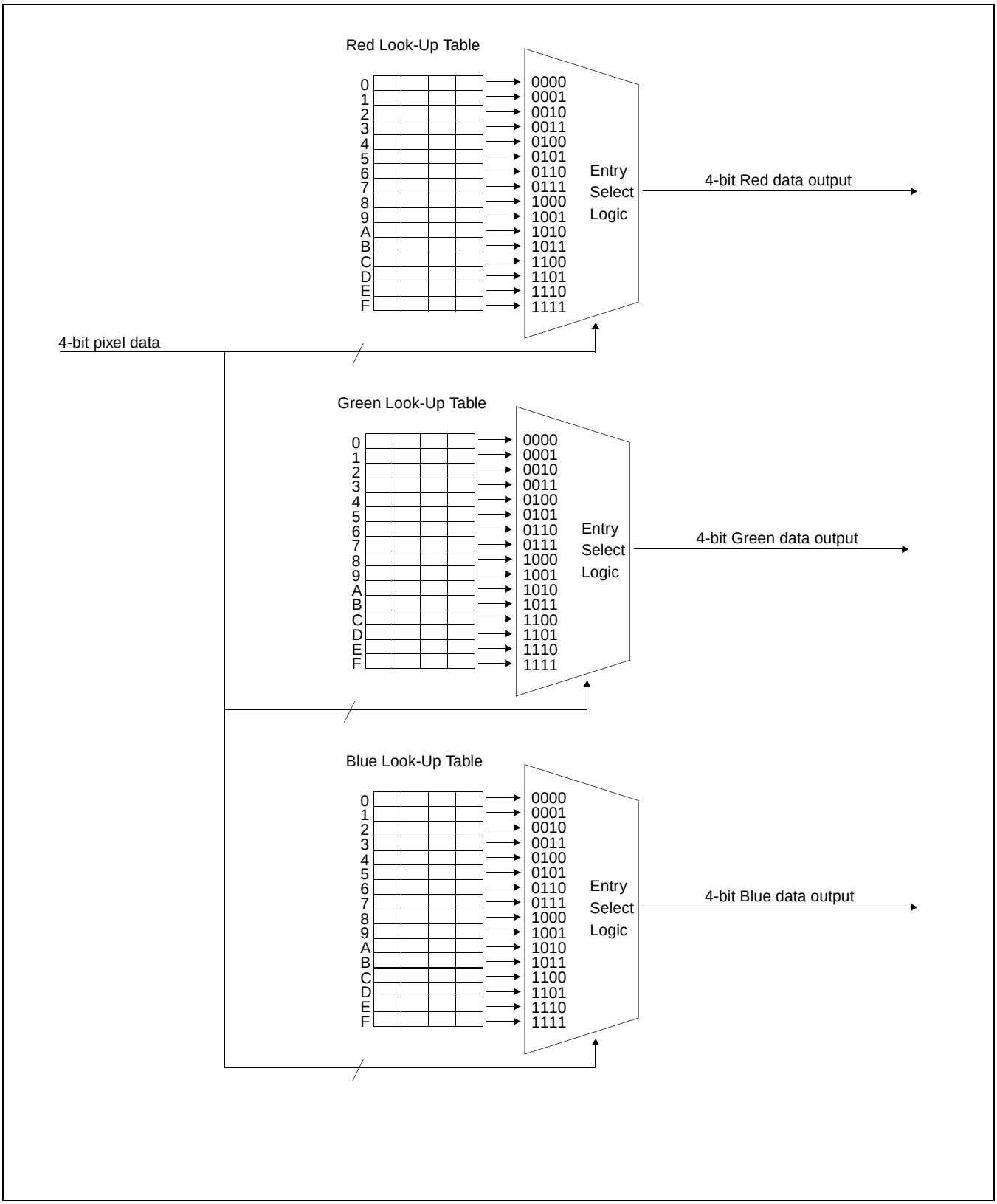


Figure 12-6: 4 Bit-Per-Pixel – 16-Level Color Mode Look-Up Table Architecture

8 Bit-Per-Pixel Color Mode

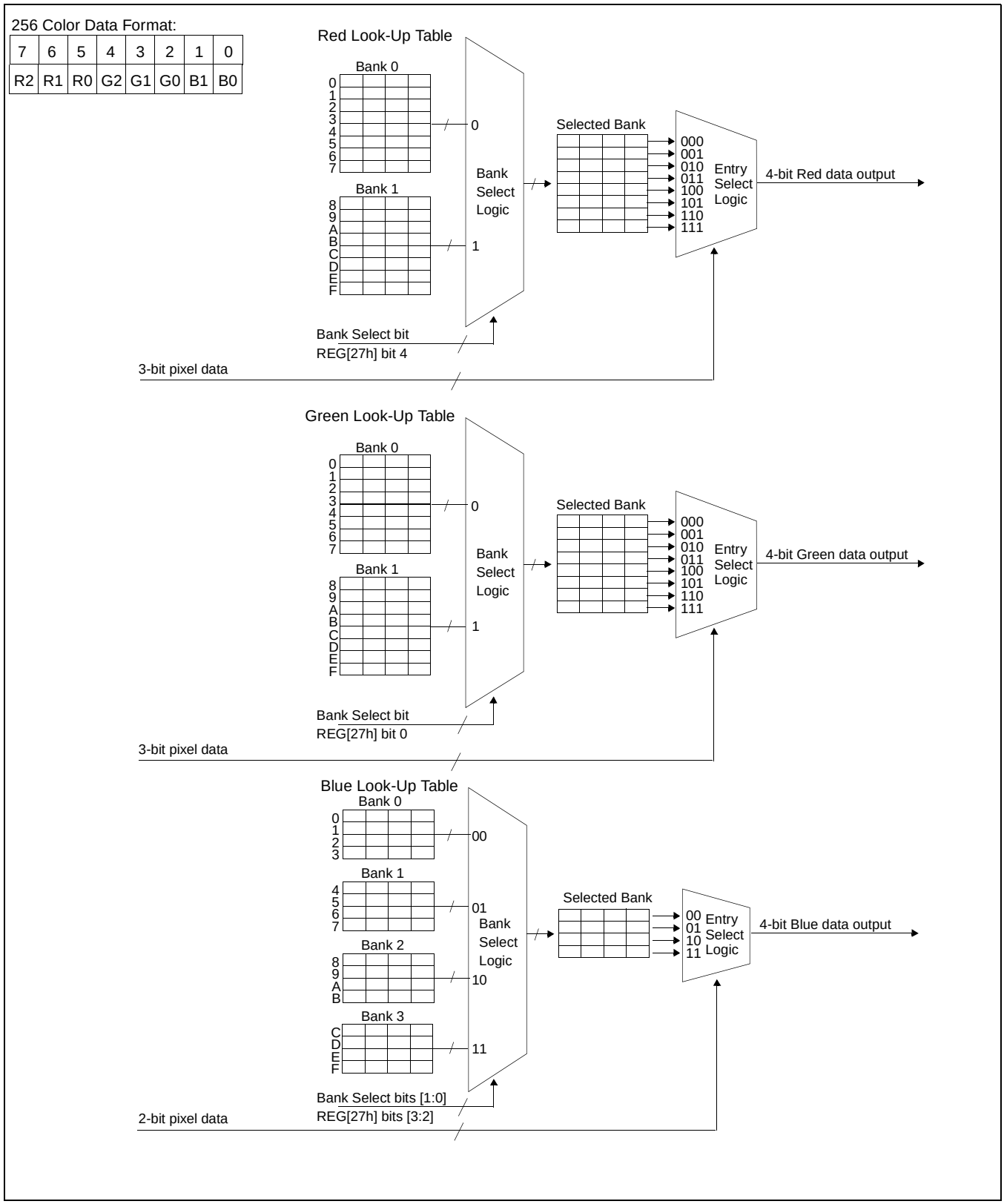


Figure 12-7: 8 Bit-Per-Pixel – 256-Level Color Mode Look-Up Table Architecture

13 Power Save Modes

Two Power Save Modes have been incorporated into the S1D13504 to accommodate the important need for power reduction in the hand-held devices market. These modes are hardware suspend and software suspend.

13.1 Hardware Suspend

- Register read/write disallowed.
- Memory read/write disallowed.
- LCD outputs are forced low (see Note 1 of Section 13.4, *"Pin States in Power Save Modes"* on page 128).
- LCDPWR forced to Off state.
- CRT outputs are disabled.
- If suspend mode CBR refresh is selected, all internal modules and clocks except the Memory I/F are shut down.
- If suspend mode self-refresh or no-refresh is selected, all internal modules and clocks are shut down.

13.2 Software Suspend

- Register read/write allowed except for RAMDAC registers.
- Memory read/write disallowed.
- LCD outputs are forced low (see Note 1 of Section 13.4, *"Pin States in Power Save Modes"* on page 128).
- LCDPWR forced to Off state.
- CRT outputs are disabled.
- If suspend mode CBR refresh is selected, all internal modules and clocks except the Host Bus I/F and the Memory I/F are shut down.
- If suspend mode self-refresh or no-refresh is selected, all internal modules and clocks except the Host Bus I/F are shut down.

13.3 Power Save Mode Function Summary

Table 13-1: Power Save Mode Function Summary

Function	Power Save Mode (PSM)		
	Normal (Active)	Software Suspend	Hardware Suspend
Display Active?	Yes	No	No
Register Access Possible?	Yes	Yes (1)	No
Memory Access Possible?	Yes	No	No
Host Bus Interface Running?	Yes	Yes	No
Memory Interface Running?	Yes	No (2)	No (2)

Note

(1) except for RAMDAC registers.
(2) Yes if CBR suspend mode refresh is selected.

13.4 Pin States in Power Save Modes

Table 13-2: Pin States in Power Save Modes

Pins	Pin State		
	Normal (Active)	Software Suspend	Hardware Suspend
LCD outputs	Active	Forced Low (1)	Forced Low (1)
LCDPWR	On	Off	Off
DRAM outputs	Active	Refresh Only (2)	Refresh Only (2)
CRT / DAC outputs	Active	Disabled (3)	Disabled (3)
Host Interface outputs	Active	Active (4)	Disabled

Note

1. FPFRAME and FPLINE are forced to their inactive states as defined by REG[0Ch] bit 6 and REG[07h] bit 6 respectively.
2. Selectable: may be CBR refresh, self-refresh or no refresh at all.
3. DACWR#, DACRD#, DACRS0, DACRS1 are active but DACCLK is disabled.
4. Active for non-DAC register access only.

14 Mechanical Data

14.1 QFP15-128 (S1D13504F00A)

QFP15 - 128 pin **Unit: mm**

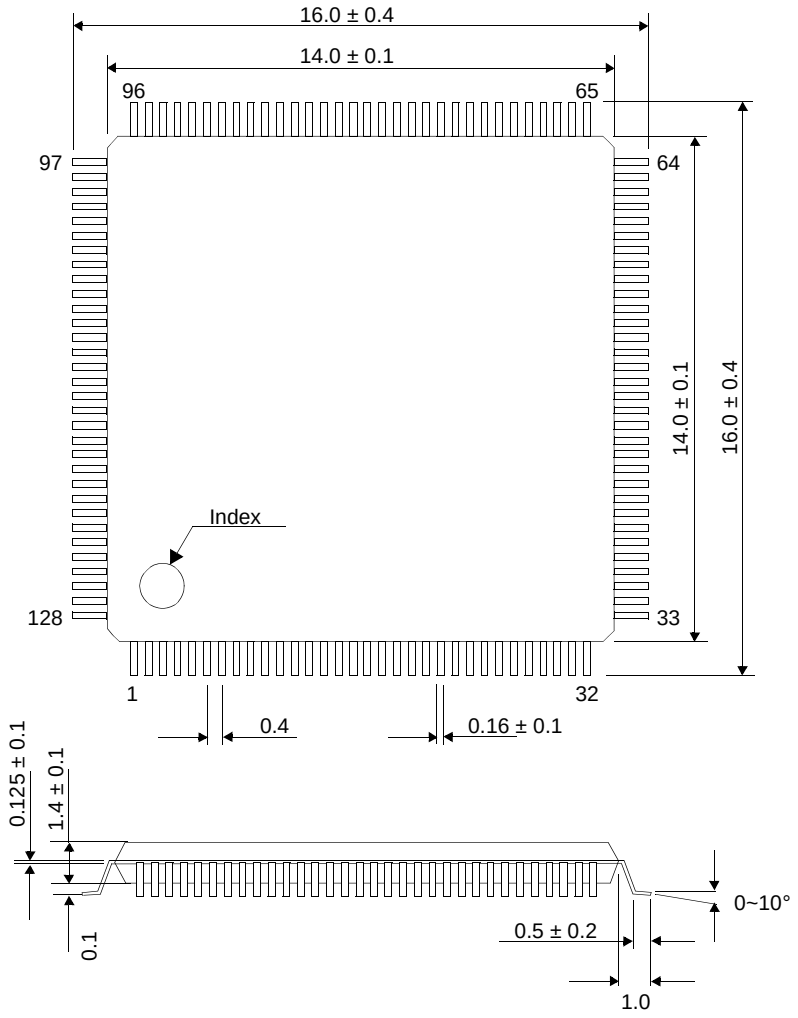


Figure 14-1: Mechanical Drawing QFP15-128

14.2 TQFP15-128 (S1D13504F01A)

TQFP15 - 128 pin **Unit: mm**

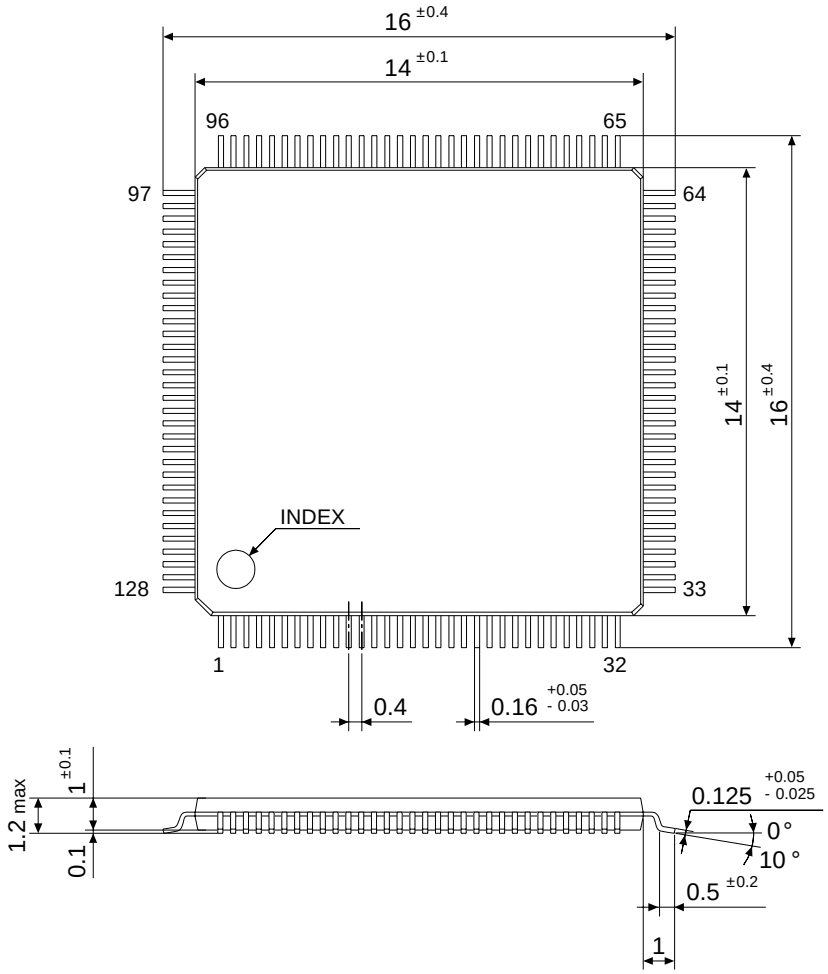


Figure 14-2: Mechanical Drawing TQFP15-128

14.3 QFP20-144 (S1D13504F02A)

QFP20 - 144 pin **Unit: mm**

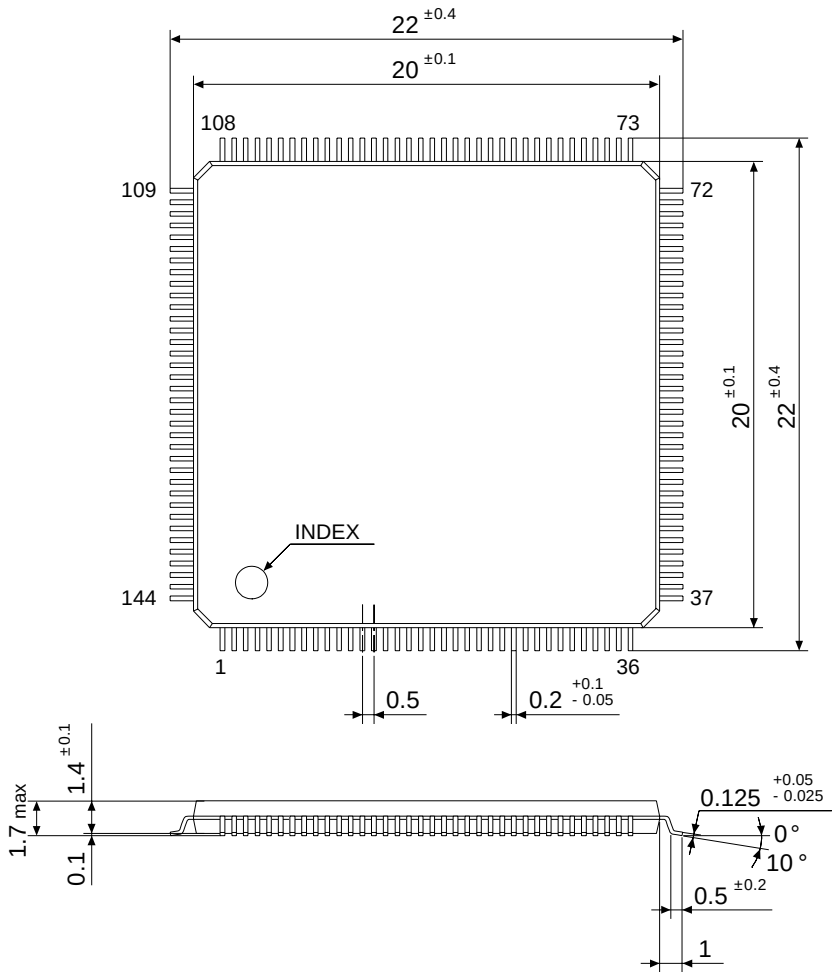


Figure 14-3: Mechanical Drawing QFP20-144

15 References

The following documents contain additional information related to the S1D13504. Document numbers are listed in parenthesis after the document name. All documents can be found at the Epson Research and Development Website at **www.erd.epson.com**.

- S1D13504 Product Brief (X19A-C-002-xx)
- S1D13504 Windows CE v2.x Display Drivers (X19A-E-001-xx)
- S1D13504 Wind River WindML v2.0 Display Drivers (X19A-E-002-xx)
- S1D13504 Wind River UGL v1.2 Display Drivers (X19A-E-003-xx)
- S1D13504 Programming Notes And Examples (X19A-G-002-xx)
- S5U13504B00C Evaluation Board User Manual (X19A-G-004-xx)
- Interfacing to the Philips MIPS PR31500/PR31700 Microprocessor (X19A-G-005-xx)
- S1D13504 Power Consumption (X19A-G-006-xx)
- Interfacing to the NEC VR4102 Microprocessors (X19A-G-007-xx)
- Interfacing to the ODO Display Card Interface (X19A-G-008-xx)
- Interfacing to the PC Card Bus (X19A-G-009-xx)
- Interfacing to the Motorola MPC821 Microprocessor (X19A-G-010-xx)
- Interfacing to the Motorola MCF5307 “Coldfire” Microprocessors (X19A-G-011-xx)
- Interfacing to the Toshiba TX3912 Microprocessor (X19A-G-012-xx)
- Interfacing to the Motorola MC68328 “Dragonball” Microprocessor (X19A-G-013-xx)
- S1D13504 Register Summary (X19A-Q-001-xx)

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EPSON®

S1D13504 Color Graphics LCD/CRT Controller

Programming Notes and Examples

Document Number: X19A-G-002-07

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Table Of Contents

List Of Tables

List of Figures

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1 Introduction

This guide describes how to program the S1D13504 Color Graphics LCD/CRT Controller. The guide presents the basic concepts of the LCD/CRT controller and provides methods to directly program the registers. It explains some of the advanced techniques used and the special features of the S1D13504.

The guide also introduces the hardware Abstraction Layer (HAL), which is designed to simplify the programming of the S1D13504. Most S1D1350x, S1D1370x and S1D1380x products support the HAL allowing OEMs to switch chips with relative ease.

2 Programming the S1D13504 Registers

This section describes how to program the S1D13504 registers that require special consideration. It also provides the correct sequence for initializing the S1D13504 and disabling the half frame buffer.

For further information on the any of the registers described below, refer to the S1D13504 Hardware Functional Specification, document number X19A-A-002-xx.

2.1 Registers Requiring Special Consideration

2.1.1 REG[01] bit 0 - Memory Type

This bit must not be changed during a DRAM R/W access. Configuring this bit during a DRAM Refresh will not cause any problems.

Note
This register should be programmed only during initialization and never changed after that. However, it still must be programmed BEFORE the internal blocks start to R/W the memory (see Register Initialization in Section 2.1.5).

2.1.2 REG[22] bits 7-2 - Performance Enhancement Register 0

This bit must not be changed during a DRAM R/W access. Configuring this bit during a DRAM Refresh will not cause any problems.

Note
This register should be programmed only during initialization and never changed after that. However, it still must be programmed BEFORE the internal blocks start to R/W the memory (see Register Initialization in Section 2.1.5).

2.1.3 REG[02] bit 1 - Dual/Single Panel Type

This bit must not be changed while the Half Frame Buffer (HFB) is active.

Note
This register should be programmed only during initialization and never changed after that. However, it still must be programmed BEFORE the HFB starts to R/W the memory (see Register Initialization in Section 2.1.5).

2.1.4 REG[1B] bit 0 - Half Frame Buffer Disable

This bit must not be changed while the HFB is active.

This register 'might' be disabled during normal operation for two reasons:

1. to increase bandwidth for simultaneous display.
2. to test 'all' available memory.

To disable the HFB see Section 2.3, “Disabling the Half Frame Buffer Sequence:” on page 11.

Note
The HFB is enabled after RESET (default condition). It will start to Read and Write the DRAM if the DUAL bit set + (Horizontal resolution > 0) + HFB enabled (default power-on state).

2.1.5 REG[23] Display FIFO:

This register can be asynchronously enabled/disabled.

Note
The Display FIFO starts to access DRAM after RESET.

2.2 Register Initialization

2.2.1 Initialization Sequence

To initialize the S1D13504 after POWER-ON or a HARDWARE RESET, do the following:

1. Enable the host interface (REG[1Bh] bit 7=0).
2. Disable the display FIFO (REG[23h] bit 7=1) after stopping FIFO accesses to the DRAM.
3. Set memory type (REG[01h] bit 0).
4. Set performance register (REG[22h]).
5. Set dual/single panel (REG[02h] bit 1).
6. Program all other registers as required.
7. Enable the display FIFO (REG[23h] bit 7=0).
8. Enable display.

Note
The Half Frame Buffer does not actually start to access DRAM until step 5, therefore, this initialization sequence will not cause any problems.

2.2.2 Initialization Example

This section presents an example of how to initialize the S1D13504 registers.

Example 1: Initialize the registers for a 16 color 640x480 dual passive LCD using a 16 bit data interface; assume 2M byte of display buffer.

Program the S1D13504 registers in the following order with the data supplied. Note that for this example, it is assumed that the arrays "unsigned char RED[16], GREEN[16], BLUE[16]" are defined and initialized for the required colors. For example, RED[2], GREEN[2], and BLUE[2] refer to the color components of pixel value 2.

In addition, it is assumed that there is no external RAMDAC since only the LCD is being programmed. Consequently, the RAMDAC registers are not programmed.

For code examples, see Section 9, "Sample Code" on page 54.

Table 2-1: Initializing the S1D13504 Registers

Operation	Description
REG[1Bh] = 0x00	Enable Host Interface
REG[23h] = 0x80	Disable the Display FIFO
REG[01h] = 0x30	Set Memory Type
REG[22h] = 0x24	Set Performance Register
REG[02h] = 0x26	Set Dual/Single Panel
REG[03h] = 0x00	MOD Rate
REG[04h] = 0x4F	Horizontal Display Width
REG[05h] = 0x1F	Horizontal Non-Display Period
REG[06h] = 0x00	HSYNC Start Position
REG[07h] = 0x00	HSYNC Pulse Width
REG[08h] = 0xEF REG[09h] = 0x00	Vertical Display Height
REG[0Ah] = 0x01	Vertical Non-Display Period
REG[0Bh] = 0x00	VSYNC Start Position
REG[0Ch] = 0x00	VSYNC Pulse Width
REG[0Eh] = 0xFF REG[0Fh] = 0x03	Screen 1 Line Compare
REG[10h] = 0x00 REG[11h] = 0x00 REG[12h] = 0x00	Screen 1 Display Start Address
REG[13h] = 0x00 REG[14h] = 0x00 REG[15h] = 0x00	Screen 2 Display Start Address
REG[16h] = 0xA0 REG[17h] = 0x00	Memory Address Offset
REG[18h] = 0x00	Pixel Panning
REG[19h] = 0x01	Clock Configuration
REG[1Ah] = 0x00	Power Save Configuration
REG[1Eh] = 0x00 REG[1Fh] = 0x00	General I/O Configuration

Table 2-1: Initializing the S1D13504 Registers (Continued)

REG[20h] = 0x00 REG[21h] = 0x00	General I/O Control
REG[24h] = 0x00	Look-Up Table Address

for (index = 0; index < 16; ++index) {
  REG[26h] = RED[index];
  REG[26h] = GREEN[index];
  REG[26h] = BLUE[index];
}
	Update Look-Up Table based on the RED[16], GREEN[16], and BLUE[16] tables defined earlier in your program.

REG[27h] = 0x00	Look-Up Table Bank Select
REG[23h] = 0x10	Enable the Display FIFO
REG[0Dh] = 0x09	Enable Display

2.2.3 Re-Programming Registers

The only register which may require modification after the initialization sequence is the Half Frame Buffer. The Memory Type, DUAL/SINGLE, and the Performance Register bits should never be modified after initialization.

2.3 Disabling the Half Frame Buffer Sequence:

The Half Frame Buffer can be ENABLED asynchronously.

To DISABLE the Half Frame Buffer, do the following:

1. Disable the display FIFO REG[23] bit 7=1.
2. Set the horizontal resolution to 0 (REG[04]=0).
   Setting the horizontal resolution = 0 will shut-off any Half Frame Buffer DRAM accesses within 1024 PCLK's or less (1024 PCLK’s is the worst case)
3. Wait for VNDP 1->0->1 transitions (REG[0A] bit 7).
   Waiting for 1 FRAME delay will guarantee that the Half Frame Buffer is idle.
4. Disable the Half Frame Buffer (REG[1B] bit 0=1).
5. Re-program the horizontal resolution to your original value.

3 Display Buffer

This section discusses how the S1D13504 stores pixels in the display buffer and where the display buffer is located.

3.1 Display Buffer Location

The S1D13504 requires either a 512K byte or a 2M byte block of memory to be decoded by the system. System logic will determine the location of this memory block; the S5U13504B00C evaluation board decodes the display buffer at the 12M byte location of system memory.

3.2 Display Buffer Organization

3.2.1 Memory Organization for One Bit-per-pixel (2 Colors/Gray Shades)

Eight pixels are grouped into one byte of display buffer as shown below:

Table 3-1: Pixel Storage for 1 bpp (2 Colors/Gray Shades) in One Byte of Display Buffer

Bit 7	**Bit 6**	**Bit 5**	**Bit 4**	**Bit 3**	**Bit 2**	**Bit 1**	**Bit 0**
Pixel 0 Bit 0	Pixel 1 Bit 0	Pixel 2 Bit 0	Pixel 3 Bit 0	Pixel 4 Bit 0	Pixel 5 Bit 0	Pixel 6 Bit 0	Pixel 7 Bit 0

One bit-per-pixel provides two shades of gray by indexing into positions 0 and 1 of the Green Look-Up Table (LUT) and two levels of color by indexing into positions 0 and 1 of the Red/Green/Blue LUTs.

3.2.2 Memory Organization for Two Bit-per-pixel (4 Colors/Gray Shades)

Four pixels are grouped into one byte of display buffer as shown below:

Table 3-2: Pixel Storage for 2 bpp (4 Colors/Gray Shades) in One Byte of Display Buffer

Bit 7	**Bit 6**	**Bit 5**	**Bit 4**	**Bit 3**	**Bit 2**	**Bit 1**	**Bit 0**
Pixel 0 Bit 1	Pixel 0 Bit 0	Pixel 1 Bit 1	Pixel 1 Bit 0	Pixel 2 Bit 1	Pixel 2 Bit 0	Pixel 3 Bit 1	Pixel 3 Bit 0

Two bit-per-pixel provides four shades of gray by indexing into positions 0 through 3 of the Green LUT and four levels of color by indexing into positions 0 through 3 of the Red/Green/Blue LUTs.

3.2.3 Memory Organization for Four Bit-per-pixel (16 Colors/Gray Shades)

Two pixels are grouped into one byte of display buffer as shown below:

Table 3-3: Pixel Storage for 4 bpp (16 Colors/Gray Shades) in One Byte of Display Buffer

Bit 7	Bit 6	Bit 5	Bit 4	Bit 3	Bit 2	Bit 1	Bit 0
Pixel 0 Bit 3	Pixel 0 Bit 2	Pixel 0 Bit 1	Pixel 0 Bit 0	Pixel 1 Bit 3	Pixel 1 Bit 2	Pixel 1 Bit 1	Pixel 1 Bit 0

Four bit-per-pixel provides sixteen shades of gray by indexing into positions 0 through F of the Green LUT and 16 levels of color by indexing into positions 0 through F of the Red/Green/Blue LUTs.

3.2.4 Memory Organization for Eight Bit-per-pixel (256 Colors)

One pixel is stored in one byte of display buffer as shown below:

Table 3-4: Pixel Storage for 8 bpp (256 Colors) in One Byte of Display Buffer

Bit 7	Bit 6	Bit 5	Bit 4	Bit 3	Bit 2	Bit 1	Bit 0
Red Bit 2	Red Bit 1	Red Bit 0	Green Bit 2	Green Bit 1	Green Bit 0	Blue Bit 1	Blue Bit 0

As shown above, the 256 color pixel is divided into three parts: three bits for red, three bits for green, and two bits for blue. The red bits represent an index into the red LUT, the green bits represent an index into the green LUT, and the blue bits represent an index into the blue LUT. Although eight bit-per-pixel only makes sense for a color panel, this memory model can be set on a monochrome panel, however only eight shades of gray will be visible.

3.2.5 Memory Organization for 15 Bit-per-pixel (32768 Colors)

One pixel is stored in two bytes of display buffer as shown below:

Table 3-5: Pixel Storage for 15 bpp (32768 Colors) in Two Bytes of Display Buffer

Bit 15	**Bit 14**	**Bit 13**	**Bit 12**	**Bit 11**	**Bit 10**	**Bit 9**	**Bit 8**
Reserved	Red Bit 4	Red Bit 3	Red Bit 2	Red Bit 1	Red Bit 0	Green Bit 4	Green Bit 3
Bit 7	**Bit 6**	**Bit 5**	**Bit 4**	**Bit 3**	**Bit 2**	**Bit 1**	**Bit 0**
Green Bit 2	Green Bit 1	Green Bit 0	Blue Bit 4	Blue Bit 3	Blue Bit 2	Blue Bit 1	Blue Bit 0

As shown above, the 32768 color pixel is divided into four parts: five bits for red, five bits for green, and five bits for blue and one reserved bit. The output bypasses the LUT and goes directly into the Frame Rate Modulator. Although 15 bit-per-pixel only make sense for a color panel, this memory model can be set on a monochrome panel, however only 16 shades of gray will be visible.

3.2.6 Memory Organization for 16 Bit-per-pixel (65536 Colors)

One pixel is stored in two bytes of display buffer as shown below:

Table 3-6: Pixel Storage for 16 bpp (65536 Colors) in Two Bytes of Display Buffer

Bit 15	**Bit 14**	**Bit 13**	**Bit 12**	**Bit 11**	**Bit 10**	**Bit 9**	**Bit 8**
Red Bit 4	Red Bit 3	Red Bit 2	Red Bit 1	Red Bit 0	Green Bit 5	Green Bit 4	Green Bit 3
Bit 7	**Bit 6**	**Bit 5**	**Bit 4**	**Bit 3**	**Bit 2**	**Bit 1**	**Bit 0**
Green Bit 2	Green Bit 1	Green Bit 0	Blue Bit 4	Blue Bit 3	Blue Bit 2	Blue Bit 1	Blue Bit 0

As shown above, the 65536 color pixel is divided into three parts: five bits for red, six bits for green, and five bits for blue. The output bypasses the LUT and goes directly into the Frame Rate Modulator. Although 16 bit-per-pixel only make sense for a color panel, this memory model can be set on a monochrome panel, however only 16 shades of gray will be visible.

3.3 Look-Up Table (LUT)

This section provides a description of the LUT registers, followed by a description of the color and gray shade LUTs and a discussion of the banks available in the 2 and 8 bit-per-pixel (bpp) modes.

The S1D13504 LUT is only used for the panel interface. The optional RAMDAC is used to determine the colors for the CRT. See Section 6, “CRT Considerations” on page 33.

3.3.1 Look-Up Table Registers

REG[24h] Look-Up Table Address Register							**Read/Write**
n/a	n/a	RGB Index Bit 1	RGB Index Bit 0	LUT Address Bit 3	LUT Address Bit 2	LUT Address Bit 1	LUT Address Bit 0
REG[26h] Look-Up Table Data Register							**Read/Write**
n/a	n/a	n/a	n/a	LUT Data Bit 3	LUT Data Bit 2	LUT Data Bit 1	LUT Data Bit 0
REG[27h] Look-Up Table Bank Register							**Read/Write**
n/a	n/a	Red Bank Select Bit 1	Red Bank Select Bit 0	Blue Bank Select Bit 1	Blue Bank Select Bit 0	Green Bank Select Bit 1	Green Bank Select Bit 0

The S1D13504 LUT Registers are located at offsets 24h, 26h and 27h. They consist of a LUT address register, data register and bank register. Refer to the S1D13504 Hardware Functional Specification document number X19A-A-002-xx for more details.

RGB Index

Selects which LUT to program. If set for Auto-increment, it will start at the Red LUT of the Index selected. Then with consecutive writes/reads it will increment to Green, then Blue of the same index, it will then increment the index and start at the Red LUT again.

Auto-increment algorithm:

1. Set RGB Index to 0 for Auto-increment, set LUT address to 0 (i.e. REG[24h]=00h).
2. While count < or = to (16*3), write data byte to REG[26h].

R, G or B Index select algorithm:

1. Set RGB Index to R(01b), G(10b), or B(11b), set LUT address to 0 (e.g. REG[24h]=10h).
2. While count < or = 16, write data byte to REG[26h], increment LUT address.

LUT Address

Selects start index of the LUT in which to read data from, or write data to. Bank select has no effect on the CPU read/write to the LUT.

LUT Data

4-bit data value to write.

Bank Select Bits

LUT banks are provided to give the application developer a choice of colors/gray shades. While the chosen color depth (bpp) may limit the simultaneous colors available, the panel is capable of storing different combinations of colors in banks. This is useful when an application developer chooses to set Bank 0 to low intensity colors and set Bank 1 to high intensity. The application can easily switch between low intensity output and high intensity output by using one register write.

Only two display modes support these bits: 2 bpp and 8 bpp. All other modes either bypass the LUT or have only Bank 0 starting at Index 00h.

In 2 bpp mode, the 16 entry LUTs are logically split into 4 groups of 4 entries for each of R, G, B.

Bank 0 = Indexes 00-03h

Bank 1 = Indexes 04-07h

Bank 2 = Indexes 08-0Bh

Bank 3 = Indexes 0C-0Fh

In 8 bpp mode, the 16 entry LUTs are logically split into 2 groups of 8 entries for both Red and Green as follows:

Bank 0 = Indexes 00-07h

Bank 1 = Indexes 08-0Fh

For Blue the 16 entry LUT is logically split into 4 groups of 4 entries as follows:

Bank 0 = Indexes 00-03h

Bank 1 = Indexes 04-07h

Bank 2 = Indexes 08-0Bh

Bank 3 = Indexes 0C-0Fh

The bank select bits only affect data output. CPU access to the LUT indexes are done directly as in the example below:

To program index 3 of the current LUT, with Green bank select bits set to 11b and 2 bpp gray shade mode selected, you would program LUT address to [[3(bank select value)*4(entries in LUT]+3(index to modify)-1(to zero-base the value)]=14(0Eh).

3.3.2 Look-Up Table Organization

- The Look-Up Table (LUT) treats the value of a pixel as an index into an array of colors or gray shades. For example, a pixel value of zero would point to the first LUT entry; a pixel value of 7 would point to the eighth LUT entry.
- The value inside each LUT entry represents the intensity of the given color or gray shade. This value ranges between 0 and 0Fh.
- The S1D13504 LUT is linear; increasing the LUT number results in a lighter color or gray shade. For example, a LUT entry of 0Fh into the red Look-Up entry will always result in a bright red output.

Table 3-7: Look-Up Table Configurations

Display Mode	4-Bit Wide Look-Up Table			Effective Grays/Colors on an Passive Panel
	RED	GREEN	BLUE	
1 bpp gray		1 bank of 2		2 gray shades
2 bpp gray		4 banks of 4		4 gray shades
4 bpp gray		1 bank of 16		16 gray shades
8 bpp gray		2 banks of 8		8 gray shades
15 bpp gray				16 gray shades
16 bpp gray				16 gray shades
1 bpp color	1 bank of 2	1 bank of 2	1 bank of 2	2 colors
2 bpp color	4 banks of 4	4 banks of 4	4 banks of 4	4 colors
4 bpp color	1 bank of 16	1 bank of 16	1 bank of 16	16 colors
8 bpp color	2 banks of 8	2 banks of 8	4 banks of 4	256 colors
15 bpp color				4096 colors*
16 bpp color				4096 colors*

* On a TFT panel the effective colors are determined by the interface width. (i.e. 9-bit=512, 12-bit=4096, 18-bit=64K colors) Passive panels are limited to 12-bits (4096) through the frame rate modulator.

Indicates the look-up table is not used for that display mode

Color Modes

In color mode, the S1D13504 supports three, 16 position, 4 bit wide color LUTs (red, green, and blue). Depending on the selected pixel size, these LUTs will provide from 1 to 4 banks.

1 bpp Color

In 1 bpp color mode, the LUT is limited to a single 2 entry bank per color. The LUT bank select bits have no effect in this mode.

The following table shows the recommended values for obtaining a Black-and-White mode while on a color panel.

Table 3-8: Recommended LUT Values for 1 bpp Color Mode

Address	Red	Green	Blue	Address	Red	Green	Blue
00	00	00	00	08	00	00	00
01	0F	0F	0F	09	00	00	00
02	00	00	00	0A	00	00	00
03	00	00	00	0B	00	00	00
04	00	00	00	0C	00	00	00
05	00	00	00	0D	00	00	00
06	00	00	00	0E	00	00	00
07	00	00	00	0F	00	00	00

2 bpp Color

In 2 bpp color mode, the 16 LUT entries are divided into four separate 4 entry banks per color.

The following table demonstrates recommended LUT data values which produce Bank 0 = low intensity, Bank 1 = high intensity, Bank 2 = inverted low intensity, Bank 3 = inverted high intensity.

Table 3-9: Recommended LUT Values for 2 bpp Color Mode

Address	Red	Green	Blue	Address	Red	Green	Blue
00	00	00	00	08	07	07	07
01	03	03	03	09	05	05	05
02	05	05	05	0A	03	03	03
03	07	07	07	0B	00	00	00
04	00	00	00	0C	0F	0F	0F
05	0A	0A	0A	0D	0D	0D	0D
06	0D	0D	0D	0E	0A	0A	0A
07	0F	0F	0F	0F	00	00	00

4 bpp Color

In 4 bpp color mode, the LUT is limited to a single 16 entry bank per color. The LUT bank select bits have no effect in this mode.

The following table is a recommended set of data values to simulate the 16 colors in a VGA. The second recommendation for this mode is to program the register values to data values equalling the register number. (i.e. R[0] = 0, G[0]=0, B[0]=0, R[1]=1 ... R[F]=0Fh ...)

Table 3-10: Recommended LUT Values to Simulate VGA Default 16 Color Palette

Address	Red	Green	Blue	Address	Red	Green	Blue
00	00	00	00	08	00	00	00
01	00	00	0A	09	00	00	0F
02	00	0A	00	0A	00	0F	00
03	00	0A	0A	0B	00	0F	0F
04	0A	00	00	0C	0F	00	00
05	0A	00	0A	0D	0F	00	0F
06	0A	0A	00	0E	0F	0F	00
07	0A	0A	0A	0F	0F	0F	0F

8 bpp Color

In 8 bpp color mode, pixel bits [7:5] represent the red LUT index, bits [4:2] represent the green LUT index, and bits [1:0] represent the blue LUT index. It is recommended that the three LUTs are programmed according to the following format:

Table 3-11: Recommended LUT Values For 8 bpp Color Mode

Address	Red	Green	Blue
00	00	00	00
01	03	03	05
02	05	05	0A
03	07	07	0F
04	09	09	bank 1
05	0B	0B	bank 1
06	0D	0D	bank 1
07	0F	0F	bank 1

This recommended palette assumes that you are using only bank 0 of the three color components. By programming in the above fashion the following colors will result:

Table 3-12: Examples of 256 Pixel Colors Using Linear LUT

Pixel Value (binary)	Color	Pixel Value (binary)	Color
000 000 00	black	000 000 00	black
000 000 10	dark blue	000 000 11	bright blue
000 100 00	dark green	000 111 00	bright green
000 100 10	dark cyan	000 111 11	bright cyan
100 000 00	dark red	111 000 00	bright red
100 000 10	dark magenta	111 000 11	bright magenta
100 100 00	dark yellow	111 111 00	bright yellow
100 100 10	gray	111 111 11	white

15 bpp Color

Since the Look-Up Table is bypassed in this mode, the LUT programming is unimportant. The colors on the display are derived from only the top 4 bits of each color combination. Resulting in a maximum of 2^{12}=4096 colors.

16 bpp Color

Since the Look-Up Table is bypassed in this mode, the LUT programming is unimportant. The colors on the display are derived from only the top 4 bits of each color combination. Resulting in a maximum of 2^{12}=4096 colors.

Gray Shade Modes

In gray shade mode, the S1D13504 treats the Green LUT as a 16 position, 4 bit wide monochrome LUT. Depending on the selected pixel size, this LUT will provide from 1 to 4 banks.

1 bpp Gray Shade

The S1D13504 has no true Black-and-White mode. 1 bpp Gray consists of a single bank of two entries. For Black-and-White mode, the LUT entry must be programmed as such:

.

Table 3-13: Recommended LUT Values for 1 bpp Gray Shades

Index (hex)	Look-Up Table Data (hex)
00	00
01	0F

2 bpp Gray Shade

In 2 bpp gray shade mode, the 16 LUT entries are divided into four separate banks, each having four entries:

Table 3-14: Recommended LUT Values for 2 bpp Gray Shades

Index (hex)	Look-Up Table Data (hex)
00	00
01	05
02	0A
03	0F

4 bpp Gray Shade

In 4 bpp gray shade mode, the pixel value indexes into one of 16 LUT entries. The LUT bank bits are ignored in this mode. The recommendation for this mode is to program the register values to data values equalling the register number (i.e. G[0] = 0, G[1]=1, G[2]=2, ... G[F]=0Fh).

8 bpp Gray Shade

When the S1D13504 is configured for 8 bpp gray shade mode, bits [7:5] are ignored, bits [4:2] represent the green LUT index, and bits [1:0] are ignored. Only 3 bits of the 8 that actually represent any shade value, therefore the maximum gray shade combination is 8 shades. If this limitation is deemed appropriate for your application, it is recommended that the LUTs are programmed according to the following format: Red and Blue LUT entries are not important, Green LUT indexes 0-7 should be programmed 0-F as in the table below:

Table 3-15: Recommended LUT Values for 8 bpp Gray Shade

LUT Address	Green LUT Data
00	00
01	02
02	04
03	06
04	08
05	0A
06	0C
07	0F

This recommended LUT assumes that you are using only bank 0.

15 bpp Gray Shade

Since the Look-Up Table is bypassed in this mode, the LUT programming is unimportant. The gray shades on the display are derived from the 4 most significant bits of the Green component of the pixel data. Resulting in a maximum of 2^4=16 colors.

16 bpp Gray Shade

Since the Look-Up Table is bypassed in this mode, the LUT programming is unimportant. The gray shades on the display are derived from the 4 most significant bits of the Green component of the pixel data. Resulting in a maximum of 2^4=16 colors.

4 Advanced Techniques

This section presents information on the following:

- virtual display
- panning and scrolling
- split screen display

4.1 Virtual Display

A virtual display is when the image to be displayed is larger than the physical display device in either the horizontal dimension, the vertical dimension, or both. To view the image, the physical display is used as a window or viewport into the display buffer, allowing the user to see a portion of the entire image. This viewport can be panned and scrolled, enabling the user to view the entire image.

The size of the virtual display is limited by the amount of available display buffer. In the case of an S1D13504 with 2M byte of display buffer, the maximum virtual width ranges from 16,368 pixels in 1 bpp mode to 1023 pixels in 16 bpp mode. The maximum vertical size at the horizontal maximum is 1025 lines. By trading off horizontal size a greater vertical size can be achieved.

Seldom are the maximum sizes required. Figure 4-1: “Viewport Inside a Virtual Display,” depicts a more typical use of a virtual display. An image of 640x480 pixels can be viewed by navigating a 320x240 pixel viewport around the image using panning and scrolling.

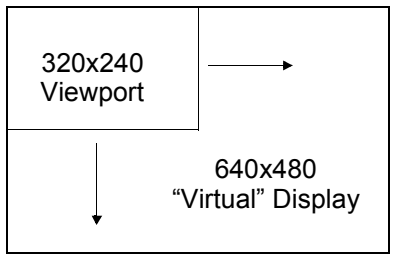

Figure 4-1: Viewport Inside a Virtual Display

4.1.1 Registers

REG[16h] Memory Address Offset Register 0							
Memory Address Offset Bit 7	Memory Address Offset Bit 6	Memory Address Offset Bit 5	Memory Address Offset Bit 4	Memory Address Offset Bit 3	Memory Address Offset Bit 2	Memory Address Offset Bit 1	Memory Address Offset Bit 0

REG[17h] Memory Address Offset Register 1							
n/a	n/a	n/a	n/a	n/a	n/a	Memory Address Offset Bit 9	Memory Address Offset Bit 8

Registers [16h] and [17h] form a ten bit value referred to as the memory offset. This offset is the number of words from the first byte of one line of display buffer to the first byte in the next line. This value takes into account the number of non-displayed pixels on each line.

Different color depths have different numbers of pixels per word. To represent an offset of a given number of pixels the offset registers will contain different values at different color depths. The formula to calculate the offset to write to these registers is:

offset_register = pixels_per_line / pixels_per_word

4.1.2 Examples

Example 2: Determine the offset value required for 800 pixels at a color depth of 8 bpp.

A color depth of 8 bpp means each pixel requires one byte therefore each word contains two pixels.

offset = pixels_per_line / pixels_per_word = 800 / 2 = 400 = 0x190 words

Register [17h] would be set to 0x01 and register [16h] would be set to 0x90.

Example 3: Program the Memory Address Offset Registers to support a 16 color (4 bpp) 640x480 virtual display on a 320x240 LCD panel.

To create a virtual display the offset registers must be programmed to the horizontal size of the larger "virtual" image. After determining the amount of memory used by each line, do a calculation to see if there is enough memory to support the desired number of lines.

1. Initialize the S1D13504 registers for a 320x240 panel. (See Section 2.2, "Register Initialization" on page 9).
2. Determine the number of words required per line (the offset). In this case we want a width of 640 pixels and there are four pixels to every word.

   offset = pixels_per_line / pixels_per_word = 640 / 4 = 160 words = 0xA0 words
3. Check that we have enough memory for the required virtual height.
   Each line uses 160 words and we need 480 lines (160*480) for a total of 76,800 words, less than the minimum supported memory size of 512K bytes. It is safe to continue with these values.

4. Program the Memory Address Offset Registers. Register [17h] will be set to 0 and register [16h] will be set to 0xA0.

4.2 Panning and Scrolling

Panning and scrolling are typically used to navigate within an image which is too large to be shown completely on the display device. Although the image is stored entirely in display buffer, only a portion is actually visible at any given time.

Panning and scrolling refers to the direction the viewport appears to move. Panning describes the action where the viewport moves horizontally. When panning to the right the image in the viewport appears to slide to the left. A pan to the left causes the image to appear as if it's sliding to the right. Scrolling describes the up and down motion of the viewport. Scrolling down causes the image to appear to slide upwards and scrolling up results in an image that appears to slide downwards.

On the S1D13504 panning is performed by setting two components: the start address registers provide a word granularity in movement (more than one pixel) while the pixel panning register allows panning at the pixel level. Scrolling requires changing only the start address registers.

There is an order these registers should be accessed to provide the smoothest apparent movement possible. Understanding the sequence of operations performed by the S1D13504 will make it apparent why the order should be followed.

The start address is latched at the beginning of each frame, the pixel panning value is latched immediately upon being set. Setting the registers in the wrong sequence or at the wrong time will result in a "tearing" or jitter on the display. The correct sequence for programing these registers is:

1. Wait until just after a vertical non-display period (read register [0Ah] and watch bit 7 for the non-display status).
2. Update the start address registers.
3. Wait until the next vertical non-display period.
4. Update the pixel paning register.

Note

The S1D13504 provides a false indication of vertical non-display period when used with a dual panel display. In this case it is impossible to identify the false signal from the true non-display period. The result is that panning operations at less than 15 bpp may exhibit an occasional tear as the result of updating registers in the wrong order. This effect is barely noticeable at 8 bpp but becomes pronounced at 4 bpp, and lower, color depths. Setting the registers out of sequence will make the tear more apparent.

4.2.1 Registers

REG[10h] Screen 1 Display Start Address 0							
Start Address Bit 7	Start Address Bit 6	Start Address Bit 5	Start Address Bit 4	Start Address Bit 3	Start Address Bit 2	Start Address Bit 1	Start Address Bit 0

REG[11h] Screen 1 Display Start Address 1							
Start Address Bit 15	Start Address Bit 14	Start Address Bit 13	Start Address Bit 12	Start Address Bit 11	Start Address Bit 10	Start Address Bit 9	Start Address Bit 8

REG[12h] Screen 1 Display Start Address 2							
n/a	n/a	n/a	n/a	Start Address Bit 19	Start Address Bit 18	Start Address Bit 17	Start Address Bit 16

These three registers form the address of the word in the display buffer where screen 1 will start displaying from. Changing these registers by one will cause a change of 0 to 16 pixels depending on the current color depth. Refer to the following table to see the minimum number of pixels affected by a change of one to these registers.

Table 4-1: Number of Pixels Panned Using Start Address

Color Depth (bpp)	Pixels per Word	Number of Pixels Panned
1	16	16
2	8	8
4	4	4
8	2	2
15	1	1
16	1	1

REG[18h] Pixel Panning Register							
Screen 2 Pixel Pan Bit 3	Screen 2 Pixel Pan Bit 2	Screen 2 Pixel Pan Bit 1	Screen 2 Pixel Pan Bit 0	Screen 1 Pixel Pan Bit 3	Screen 1 Pixel Pan Bit 2	Screen 1 Pixel Pan Bit 1	Screen 1 Pixel Pan Bit 0

The pixel panning register offers finer control over pixel pans than is available with the Start Address Registers. Using this register it is possible to pan the displayed image one pixel at a time. Depending on the current color depth certain bits of the pixel pan register are not used. The following table shows this.

Table 4-2: Active Pixel Pan Bits

Color Depth (bpp)	Pixel Pan bits used
1	bits [3:0]
2	bits [2:0]
4	bits [1:0]
8	bit 0
15/16	---

4.2.2 Examples

For the examples in this section assume that the display system has been set up to view a 640x480 pixel image in a 320x200 viewport. Refer to Section 2.2, “Register Initialization” on page 9 and Section 4.1, “Virtual Display” on page 23 for assistance with these settings.

Example 4: Panning - Right and Left

To pan to the right, increment the pixel pan value. If the pixel pan value is now equal to the current color depth then set the pixel pan value to zero and increment the start address value. To pan to the left decrement the pixel pan value. If the pixel pan value is now less than zero set it to the color depth (bpp) less one and decrement the start address value.

The following pans to the right by one pixel in 4 bpp display mode.

1. It’s better to keep one value (call it pan_value) to track both the pixel panning and start address rather than maintain separate values for each of these.
2. To pan to the right increment pan_value.

   pan_value = pan_value + 1
3. Mask off the values from pan_value for the pixel panning and start address register portions. In this case, 4 bpp, the lower two bits are the pixel panning value and the upper bits are the start address.

   pixel_pan = pan_value AND 3

   start_address = pan_value SHR 3 (shift right by 3 gives words)
4. Write the pixel panning and start address values to their respective registers using the procedure outlined in the registers section.

Example 5: Scrolling - Up and Down

To scroll down, increase the value in the Screen 1 Display Start Address Register by the number of words in one *virtual* scan line. To scroll up, decrease the value in the Screen 1 Display Start Address Register by the number of words in one *virtual* scan line.

Example 6: Scroll down one line for a 16 color 640x480 virtual image using a 320x240 single panel LCD.

1. To scroll down we need to know how many words each line takes up. At sixteen colors (4 bpp) each byte contains two pixels so each word contains 4 pixels.

   words (offset) = pixels_per_line / pixels_per_word = 640 / 4 = 160 = 0xA0

   We now know how much to add to the start address to scroll down one line.
2. Increment the start address by the number of words per virtual line.

   start_address = start_address + words
3. Separate the start address value into three bytes. Write the LSB to register [10h] and the MSB to register [12h].

4.3 Split Screen

Occasionally the need arises to display two distinct images on the display. For example, we may want to write a game where the main play area will be rapidly updated and we want an unchanging status display at the bottom of the screen.

The Split Screen feature of the S1D13504 allows a programmer to set up a display for such an application. The figure below illustrates setting up a 320x240 panel to have Image 1 displaying from scan line 0 to scan line 99 and image 2 displaying from scan line 100 to scan line 239. Although this example picks specific values, image 1 and image 2 can be shown as varying portions of the screen.

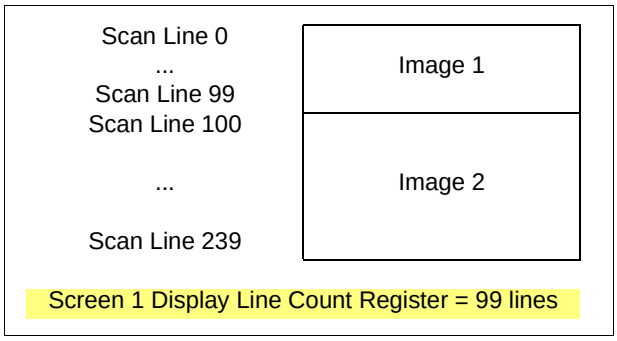

Figure 4-2: 320x240 Single Panel For Split Screen

4.3.1 Registers

The other registers required for split screen operations, [10h] through [12h] (Screen 1 Display Start Address) and [18h] (Pixel Panning Register), are described in section 4.2.1 on page 26.

REG[0E] Screen 1 Line Compare Register 0							
Line Compare Bit 7	Line Compare Bit 6	Line Compare Bit 5	Line Compare Bit 4	Line Compare Bit 3	Line Compare Bit 2	Line Compare Bit 1	Line Compare Bit 0

REG[0F] Screen 1 Line Compare Register 1							
n/a	n/a	n/a	n/a	n/a	n/a	Line Compare Bit 9	Line Compare Bit 8

These two registers form a value known as the line compare. When the line compare value is equal to or greater than the physical number of lines being displayed there is no visible effect on the display. When the line compare value is less than the number of physically displayed lines, display operation works like this:

1. From the end of vertical non-display to the number of lines indicated by line compare the display data will be from the memory pointed to by the Screen 1 Display Start Address.

2. After *line compare* lines have been displayed the display will begin showing data from Screen 2 Display Start Address memory.

REG[13h] Screen 2 Display Start Address Register 0							
Start Address Bit 7	Start Address Bit 6	Start Address Bit 5	Start Address Bit 4	Start Address Bit 3	Start Address Bit 2	Start Address Bit 1	Start Address Bit 0

REG[14h] Screen 2 Display Start Address Register 1							
Start Address Bit 15	Start Address Bit 14	Start Address Bit 13	Start Address Bit 12	Start Address Bit 11	Start Address Bit 10	Start Address Bit 9	Start Address Bit 8

REG[15h] Screen 2 Display Start Address Register 2							
n/a	n/a	n/a	n/a	Start Address Bit 19	Start Address Bit 18	Start Address Bit 17	Start Address Bit 16

These three registers form the twenty bit offset to the first word in display buffer that will be shown in the screen 2 portion of the display.

Screen 1 memory is **always** the first memory displayed at the top of the screen followed by screen 2 memory. However, the start address for the screen 2 image may in fact be lower in memory than that of screen 1 (i.e. screen 2 could be coming from offset 0 in the display buffer while screen 1 was coming from an offset located several thousand bytes into display buffer). While not particularly useful, it is possible to set screen 1 and screen 2 to the same address.

4.3.2 Examples

Example 7: Display 380 scanlines of image 1 and 100 scanlines of image 2. Image 2 is located immediately after image 1 in the display buffer. Assume a 640x480 display and a color depth of 1 bpp.

1. The value for the line compare is not dependent on any other setting so we can set it immediately (380 = 0x17C).

   Write the line compare registers [0Fh] with 0x01 and register [0Eh] with 0x7C.

2. Screen 1 is coming from offset 0 in the display buffer. Although not necessary, ensure that the screen 1 start address is set to zero.

   Write 0x00 to registers [10h], [11h] and [12h].

3. Calculate the size of the screen 1 image (so we know where the screen 2 image is located). This calculation must be performed on the virtual size (offset register). Since a virtual size was not specified assume the virtual size to be the same as the physical size.

   offset = pixels_per_line / pixels_per_word = 640 / 16 = 40 words per line

   screen1_size = offset * lines = 40 * 480 = 19,200 words = 0x4B00 words

4. Set the screen 2 start address to the value we just calculated.

   Write the screen 2 start address registers [13h], [14h] and [15h] with the values 0x00, 0x4B and 0x00 respectively.

5 LCD Power Sequencing and Power Save Modes

5.1 Introduction to LCD Power Sequencing

LCD Power Sequencing allows the LCD power supply to discharge prior to shutting down the LCD signals. Power sequencing is required to prevent long term damage to the panel and to avoid unsightly “lines” on power down and start-up.

LCD Power Sequencing is performed on the S1D13504 through a software procedure even when using hardware power save modes. Most “green” systems today use some sort of software power down procedure in conjunction with external circuitry to set hardware suspend modes. These procedures typically save/restore state information, or provide a timer prior to initiating power down. The S1D13504 requires a timer between the time the LCD power is disabled and the time the LCD signals are shut down. Conversely, the LCD signals must be active prior to the power supply starting up. For simplicity, we have chosen to use the same time value for power up and power down procedures.

The time interval required varies depending on the power supply design. The power supply on the S5U13504B00C Evaluation board requires 0.5 seconds to fully discharge. Your power supply design may vary.

Below are the procedures for all cases in which power sequencing is required.

5.2 Introduction to Power Save Modes

The S1D13504 has two power save modes. One is hardware-initiated via the SUSPEND# pin, the other is software-initiated through REG[1A] bit 0. Both require power sequencing as described above.

5.3 Registers

Register bits discussed in this section are highlighted.

Display Mode Register REG[0D]							
n/a	Simultaneous Display Option Select Bit 1	Simultaneous Display Option Select Bit 0	Number of BPP Select Bit 2	Number of BPP Select Bit 1	Number of BPP Select Bit 0	CRT Enable	LCD Enable

Power Save Configuration Register REG[1A]							
n/a	n/a	n/a	n/a	LCD Power Disable	Suspend Refresh Select Bit 1	Suspend Refresh Select Bit 0	Software Suspend Mode Enable

Suspend Refresh Select bits [1:0] should be set on power up depending on the type of DRAM available. See the Hardware Functional Specification, document number X19A-A-002-xx.

All other bits should be masked into the register on a write. i.e. do a read, modify with mask, and write to set the bits.

5.4 Suspend Sequencing

Care must be taken when enabling Suspend Mode with respect to the external Power Supply used to provide the LCD Drive voltage. The LCD Drive voltage must be 0V before removing the LCD interface signals to prevent panel damage.

Controlling the LCD Drive Power Supply can be done using the S1D13504 LCDPWR# output signal or by 'other' means. The following example assumes that the LCDPWR# pin is being used.

5.4.1 Suspend Enable Sequence

Enable Suspend (Software Suspend= REG[1A] bit 0=1) or (Hardware Suspend enabled by the SUSPEND# input pin (MA9=0)): LCDPWR# will go to its inactive state within one vertical frame, while maintaining the LCD interface signals for 128 Vertical Frames (with the exception of FPFRAME***(#?)*** which goes inactive at the same time as LCDPWR#).

If 128 frames is not enough 'time' to allow the LCD Drive power supply to decay to 0V, LCDPWR# can be controlled manually using REG[1A] bit 3.

After the 128 frame delay, the various clock sources may be disabled (depending on the specific application and DRAM Refresh options). The actual 'time' for the 128 frame delay can be shortened by using the following example.

Shortening the 128 Frame delay using Software Suspend

1. Disable the Display FIFO: blank the screen.

2. Change the Horizontal and Vertical resolution to the minimum values allowed by the registers.

3. Enable Software Suspend: this same 128 frame delay still applies however the actual frame period is now greatly reduced.

4. Restore the Horizontal and Vertical resolution registers to their original values.

5. Disable Software Suspend.

6. Enable the Display FIFO.

Shortening the 128 Frame Delay using Hardware SUSPEND#

Due to the fact that the registers can not be programmed in Hardware Suspend Mode, the following routine must be followed to shorten the delay:

1. Disable the Display FIFO: blank the screen.

2. Change the Horizontal and Vertical resolutions to the minimum values as allowed by the registers.

3. Enable Hardware Suspend: this same 128 frame delay still applies however the actual frame period is now greatly reduced.

4. Disable Hardware Suspend.

5. Restore the Horzontal and Vertical resolution registers to their original values.

6. Enable the Display FIFO.

5.4.2 Suspend Disable Sequence

Disable Suspend (either {REG[1A] bit 0 = 0, or SUSPEND# pin inactive): LCDPWR# and FPFRAME will start within 1 frame, while the remaining LCD interface signals will start immediately.

5.5 LCD Enable/Disable Sequencing (Reg[0D] bit 0)

In an LCD only product, the LCD Enable bit should only be disabled automatically by using a Power Save Mode. In a product having both a CRT and LCD, this bit will need to be controlled manually - examples for both situations are given below.

LCD Enable / Disable using Power Save Modes

In all supported Power Save Modes, the LCD Enable bit and associated functionality is automatically controlled by the internal Power Save circuitry. See above for Power Save sequences.

LCD Enable / Disable using Manual Control

It may become necessary to enable / disable the LCD when switching back and forth to and from the CRT. In this case care must be taken when disabling the LCD with respect to the external Power Supply used to provide the LCD Drive voltage. The LCD Drive voltage must be 0V before removing the LCD interface signals to prevent panel damage.

Enable

Setting REG[0D] bit 0=1: immediately enables the LCD interface signals. Note: FPLINE, FPSHIFT2/DRY signals are always toggling regardless of the state of this bit and are only shutdown completely during Power Save Modes. The LCDPWR# pin will go to its active state immediately after the LCD Enable bit is set.

Disable

Setting REG[0D] bit 0=0: LCDPWR# will go to its inactive state within one vertical frame, while maintaining the LCD interface signals for 128 Vertical Frames (with the exception of FPFRAME which goes inactive at the same time as LCDPWR#).

If 128 frames is not enough 'time' to allow the LCD Drive power supply to decay to 0V, LCDPWR# can be controlled manually using REG[1A] bit 3.

6 CRT Considerations

6.1 Introduction

The CRT timing is based on both the "VESA Monitor Timing Standards Version 1.0" and "Frame Rate Calculation (Chapter 11)" in S1D13504 Hardware Functional Specification. The following sections describe CRT considerations.

6.1.1 CRT Only

For CRT only, the Dual/Single Panel Select bit of Panel Type Register (REG[02h]) must first be set to single passive LCD panel. The monitor configuration registers then need to be set to follow the VESA timing standard.

Note
If only the CRT is used, it is also useful to disable the LCD power (set REG[1Ah] bit 4 = 1). This will reduce power consumption.

To program the external RAMDAC, set the CRT Enable bit in the Display Mode Register (REG[0Dh]) to 1. Once the CRT is enabled, the GPIO registers will be automatically set to access the external RAMDAC. Next, program the RAMDAC Write Mode Address register and the RAMDAC Palette Data register as desired (refer to sample code in 9.1.2 for details).

When programming the RAMDAC control registers, connect the RAMDAC to the low-byte of the CPU data bus for Little-Endian architecture and the high-byte for Big-Endian architecture. The RAMDAC registers are mapped as follows:

Table 6-1: RAMDAC Register Mapping for Little/Big-Endian

Register Name	Little-Endian	Big-Endian
RAMDAC Pixel Read Mask	REG[28h]	REG[29h]
RAMDAC Read Mode Address	REG[2Ah]	REG[2Bh]
RAMDAC Write Mode Address	REG[2Ch]	REG[2Dh]
RAMDAC Palette Data	REG[2Eh]	Reg[2Fh]

Note
When accessing the External RAMDAC Control registers with either of the Little-Endian or Big-Endian architectures described above, accessing the adjacent unused registers is prohibited.

Table 6-2 shows some example register data for setting up CRT only mode for certain combinations of resolutions, frame rates and pixel clocks. All the examples in this chapter are assumed to be for a Little-Endian system, 8 bpp color depth and 2M bytes of 60ns EDO-DRAM.

Table 6-2: Related Register Data for CRT Only

Register	640X480@60Hz PCLK=25.175MHz	640X480@75Hz PCLK=31.500MHz	800X600@56Hz PCLK=36.0 MHz	800X600@60Hz PCLK=40.0 MHz	Notes
REG[04h]	0100 1111	0100 1111	0110 0011	0110 0011	set horizontal display width
REG[05h]	0001 0011	0001 1000	0001 1011	0001 1111	set horizontal non-display period
REG[06h]	0000 0001	0000 0001	0000 0010	0000 0100	set HSYNC start position
REG[07h]	0000 1011	0000 0111	1000 1000	1000 1111	set HSYNC polarity and pulse width
REG[08h]	1101 1111	1101 1111	0101 0111	0101 0111	set vertical display height bits 7-0
REG[09h]	0000 0001	0000 0001	0000 0010	0000 0010	set vertical display height bits 9-8
REG[0Ah]	0010 1100	0001 0011	0001 1000	0001 1011	set vertical non-display period
REG[0Bh]	0000 1001	0000 0000	0000 0000	0000 0000	set VSYNC start position
REG[0Ch]	0000 0001	0000 0010	1000 0001	1000 0011	set VSYNC polarity and pulse width
REG[0Dh]	0000 1110	0000 1110	0000 1110	0000 1110	set 8 bpp and CRT enable
REG[19h]	0000 0000	0000 0000	0000 0000	0000 0000	set MCLK and PCLK divide
REG[2Ch]	0000 0000	0000 0000	0000 0000	0000 0000	set write mode address to 0
REG[2Eh]					load RAMDAC palette data

6.1.2 Simultaneous Display

For Simultaneous Display, only 4/8-bit single passive LCD panels and 9-bit active matrix TFT panels can be used. Simultaneous Display requires that the panel timing be taken from the CRT timing registers and thereby limits the number of useful modes supported.

The configuration of both CRT and panel must not violate the limitations as described in “Frame Rate Calculation” (Chapter 11) of the S1D13504 Hardware Functional Specification. For example, on a 640x480 single panel, the maximum values of both the panel pixel clock and CRT frame rate are 40 MHz and 85 Hz respectively. When pixel depth is less than 8 bpp, the RAMDAC is programmed with the same values as the Look-Up Table. The S1D13504 does not support Simultaneous Display in a color depth greater than 8 bpp.

When color depth is 8 bpp, the RAMDAC should be programmed to mimic the recommended values in the Look-Up Table as described in Section 3.3.2. The recommendation is that the intensities of the three prime colors (RGB) be distributed evenly. Table 6-3 shows the recommended RAMDAC palette data for 8 bpp Simultaneous Display. Table 6-4 shows the related register data for some possible CRT options with an 8-bit Color 640X480 single passive panel.

Table 6-3: 8 bpp Recommended RAMDAC palette data for Simultaneous Display

Address	R	G	B
00	00	00	00
01	00	00	15
02	00	00	2A
03	00	00	3F
04	00	09	00
05	00	09	15
06	00	09	2A
07	00	09	3F
08	00	12	00
09	00	12	15
0A	00	12	2A
0B	00	12	3F
0C	00	1B	00
0D	00	1B	15
0E	00	1B	2A
0F	00	1B	3F
10	00	24	00
11	00	24	15
12	00	24	2A
13	00	24	3F
14	00	2D	00
15	00	2D	15
16	00	2D	2A
17	00	2D	3F
18	00	36	00
19	00	36	15
1A	00	36	2A
1B	00	36	3F
1C	00	3F	00
1D	00	3F	15
1E	00	3F	2A
1F	00	3F	3F

Address	R	G	B
20	09	00	00
21	09	00	15
22	09	00	2A
23	09	00	3F
24	09	09	00
25	09	09	15
26	09	09	2A
27	09	09	3F
28	09	12	00
29	09	12	15
2A	09	12	2A
2B	09	12	3F
2C	09	1B	00
2D	09	1B	15
2E	09	1B	2A
2F	09	1B	3F
30	09	24	00
31	09	24	15
32	09	24	2A
33	09	24	3F
34	09	2D	00
35	09	2D	15
36	09	2D	2A
37	09	2D	3F
38	09	36	00
39	09	36	15
3A	09	36	2A
3B	09	36	3F
3C	09	3F	00
3D	09	3F	15
3E	09	3F	2A
3F	09	3F	3F

Address	R	G	B
40	12	00	00
41	12	00	15
42	12	00	2A
43	12	00	3F
44	12	09	00
45	12	09	15
46	12	09	2A
47	12	09	3F
48	12	12	00
49	12	12	15
4A	12	12	2A
4B	12	12	3F
4C	12	1B	00
4D	12	1B	15
4E	12	1B	2A
4F	12	1B	3F
50	12	24	00
51	12	24	15
52	12	24	2A
53	12	24	3F
54	12	2D	00
55	12	2D	15
56	12	2D	2A
57	12	2D	3F
58	12	36	00
59	12	36	15
5A	12	36	2A
5B	12	36	3F
5C	12	3F	00
5D	12	3F	15
5E	12	3F	2A
5F	12	3F	3F

Address	R	G	B
60	1B	00	00
61	1B	00	15
62	1B	00	2A
63	1B	00	3F
64	1B	09	00
65	1B	09	15
66	1B	09	2A
67	1B	09	3F
68	1B	12	00
69	1B	12	15
6A	1B	12	2A
6B	1B	12	3F
6C	1B	1B	00
6D	1B	1B	15
6E	1B	1B	2A
6F	1B	1B	3F
70	1B	24	00
71	1B	24	15
72	1B	24	2A
73	1B	24	3F
74	1B	2D	00
75	1B	2D	15
76	1B	2D	2A
77	1B	2D	3F
78	1B	36	00
79	1B	36	15
7A	1B	36	2A
7B	1B	36	3F
7C	1B	3F	00
7D	1B	3F	15
7E	1B	3F	2A
7F	1B	3F	3F

Address	R	G	B
80	24	00	00
81	24	00	15
82	24	00	2A
83	24	00	3F
84	24	09	00
85	24	09	15
86	24	09	2A
87	24	09	3F
88	24	12	00
89	24	12	15
8A	24	12	2A
8B	24	12	3F
8C	24	1B	00
8D	24	1B	15
8E	24	1B	2A
8F	24	1B	3F
90	24	24	00
91	24	24	15
92	24	24	2A
93	24	24	3F
94	24	2D	00
95	24	2D	15
96	24	2D	2A
97	24	2D	3F
98	24	36	00
99	24	36	15
9A	24	36	2A
9B	24	36	3F
9C	24	3F	00
9D	24	3F	15
9E	24	3F	2A
9F	24	3F	3F

Address	R	G	B
A0	2D	00	00
A1	2D	00	15
A2	2D	00	2A
A3	2D	00	3F
A4	2D	09	00
A5	2D	09	15
A6	2D	09	2A
A7	2D	09	3F
A8	2D	12	00
A9	2D	12	15
AA	2D	12	2A
AB	2D	12	3F
AC	2D	1B	00
AD	2D	1B	15
AE	2D	1B	2A
AF	2D	1B	3F
B0	2D	24	00
B1	2D	24	15
B2	2D	24	2A
B3	2D	24	3F
B4	2D	2D	00
B5	2D	2D	15
B6	2D	2D	2A
B7	2D	2D	3F
B8	2D	36	00
B9	2D	36	15
BA	2D	36	2A
BB	2D	36	3F
BC	2D	3F	00
BD	2D	3F	15
BE	2D	3F	2A
BF	2D	3F	3F

Address	R	G	B
C0	36	00	00
C1	36	00	15
C2	36	00	2A
C3	36	00	3F
C4	36	09	00
C5	36	09	15
C6	36	09	2A
C7	36	09	3F
C8	36	12	00
C9	36	12	15
CA	36	12	2A
CB	36	12	3F
CC	36	1B	00
CD	36	1B	15
CE	36	1B	2A
CF	36	1B	3F
D0	36	24	00
D1	36	24	15
D2	36	24	2A
D3	36	24	3F
D4	36	2D	00
D5	36	2D	15
D6	36	2D	2A
D7	36	2D	3F
D8	36	36	00
D9	36	36	15
DA	36	36	2A
DB	36	36	3F
DC	36	3F	00
DD	36	3F	15
DE	36	3F	2A
DF	36	3F	3F

Address	R	G	B
E0	3F	00	00
E1	3F	00	15
E2	3F	00	2A
E3	3F	00	3F
E4	3F	09	00
E5	3F	09	15
E6	3F	09	2A
E7	3F	09	3F
E8	3F	12	00
E9	3F	12	15
EA	3F	12	2A
EB	3F	12	3F
EC	3F	1B	00
ED	3F	1B	15
EE	3F	1B	2A
EF	3F	1B	3F
F0	3F	24	00
F1	3F	24	15
F2	3F	24	2A
F3	3F	24	3F
F4	3F	2D	00
F5	3F	2D	15
F6	3F	2D	2A
F7	3F	2D	3F
F8	3F	36	00
F9	3F	36	15
FA	3F	36	2A
FB	3F	36	3F
FC	3F	3F	00
FD	3F	3F	15
FE	3F	3F	2A
FF	3F	3F	3F

Table 6-4: Related register data for Simultaneous Display

Register	640X480@75Hz PCLK=40.0MHz	640X480@60Hz PCLK=40.0MHz	Notes
REG[04h]	0100 1111	0100 1111	set horizontal display width
REG[05h]	0001 1101	0001 0011	set horizontal non-display period
REG[06h]	0000 0011	0000 0001	set HSYNC start position
REG[07h]	0000 0111	0000 1011	set HSYNC polarity and pulse width
REG[08h]	1000 1111	1101 1111	set vertical display height bits 7-0
REG[09h]	0000 0001	0000 0001	set vertical display height bits 9-8
REG[0Ah]	0010 1100	0010 1100	set vertical non-display period
REG[0Bh]	0000 0000	0000 1001	set VSYNC start position
REG[0Ch]	1000 0010	0000 0001	set VSYNC polarity and pulse width
REG[0Dh]	0000 1111	0000 1111	set 8 bpp and CRT enable
REG[19h]	0000 0000	0000 0000	set MCLK and PCLK divide
REG[24h]	0000 0000	0000 0000	set look-up table address to 0
REG[26h]			load look-up table
REG[27h]	0000 0000	0000 0000	set look-up table to bank 0
REG[2Ch]	program RAMDAC	program RAMDAC	set write mode address to 0
REG[2Eh]			load RAMDAC palette data

7 Identifying the S1D13504

Unlike previous generations of S1D1350x products, the S1D13504 can be identified at any time after power-on/reset. The S1D13504 and future S1D1350x products can be identified by reading REG[00h]. The value of this register for the S1D13504F00A is 04h.

8 Hardware Abstraction Layer (HAL)

8.1 Introduction

The HAL is a processor independent programming library provided by Seiko Epson. HAL provides an easy method to program and configure the S1D13504. HAL allows easy porting from one S1D1350x product to another and between system architectures. HAL is included in the utilities provided with the S1D13504 evaluation system.

8.2 API for 13504HAL

The following is a description of the HAL library. Updates and revisions to the HAL may include new functions not included in the following documentation

8.2.1 Initialization

int seDeRegisterDevice(int device)

Description: Removes a device's handle from the HAL library.

Parameter: device - registered device ID

Return Value: ERR_OK - operation completed with no problems
ERR_INVALID_REG_DEVICE - device argument is not valid

void seGetHalVersion(const char **pVersion, const char **pStatus, const char **pStatusRevision)

Description: Gets HAL library version.

Parameter: pVersion - must point to an allocated string of size VER_SIZE
pStatus - must point to an allocated string of size STATUS_SIZE
pStatusRevision - must point to an allocated string of size STAT_REV_SIZE

Return Value: None

int seGetId(int device, BYTE *pId)

Description: Reads the revision code register to determine the ID.

Parameter: device - registered device ID
pId - pointer to allocated byte. The following are the possible values set to *pId:
ID_S1D13504F00A
ID_S1D13703F00A
ID_S1D13505F00A
ID_UNKNOWN

Return Value: ERR_OK - operation completed with no problems
ERR_INVALID_REG_DEVICE - device argument is not valid

Note

seGetId() will disable hardware suspend (on the Intel platform only), and will enable the host interface (on all platforms).

int seInitHal(void)

Description: Initializes HAL library variables. Must be called once when application starts. (see note below).

Parameter: None

Return Value: ERR_OK - operation completed with no problems

Note

For Intel platforms, seRegisterDevice() automatically calls seInitHal() once. Consecutive calls to seRegisterDevice() will not call seInitHal() again. For embedded platforms, the startup code which is linked in addition to the HAL library will call seInitHal(). In this case, seInitHal() is called before main() is called in the application.

int seRegisterDevice(const DeviceInfoDef *pDeviceInfo, const DEVICE_CHIP_DEF *pDeviceChip, int *Device)

Description: Registers a device with the HAL library. The setup for the device is provided in the structures *pDeviceInfo and *pDeviceChip. In addition, it allocates memory addressing space for accessing registers and the display buffer.

Parameter: pDeviceInfo - pointer to HAL library structures
pDeviceChip - pointer to HAL library structure dealing with chip specific features
Device - pointer to an allocated INT. This routine will set *Device to the registered device ID.

Return Value: ERR_OK - operation completed with no problems
ERR_INVALID_STD_DEVICE - device argument is not HAL_STDOUT or HAL_STDIN

Note

No registers are actually changed by calling seRegisterDevice().

int seSetInit(int device)

Description: Sets the system to an operational state by initializing memory size, clocks, panel and CRT parameters,... etc.

Parameter: device - registered device ID

Return Value: ERR_OK - operation completed with no problems
ERR_INVALID_REG_DEVICE - device argument is not valid
ERR_FAILED - unable to complete operation because registers have not been initialized

int seValidRegisteredDevice(int device)

Description: Determines if the device handle is valid.

Parameter: device - registered device ID

Return Value: ERR_OK - operation completed with no problems
ERR_INVALID_REG_DEVICE - device argument is not valid

int seValidStdDevice(int device)

Description: Determines if the device handle is HAL_STDOUT or HAL_STDIN.

Parameter: device - registered device ID

Return Value: ERR_OK - operation completed with no problems
ERR_HAL_DEVICE_ERR - could not find free device handle

8.2.2 Screen Manipulation

int seDisplayEnable(int device, BYTE NewState)

Description: Performs the necessary power sequencing to enable or disable the display.

Parameter: device - registered device ID
NewState - use the predefined definitions ENABLE and DISABLE.

Return Value: ERR_OK - operation completed with no problems
ERR_INVALID_REG_DEVICE - device argument is not valid
ERR_FAILED - unable to complete operation because registers have not been initialized

int seGetBitsPerPixel(int device, BYTE *pBitsPerPixel)

Description: Determines the color depth of current display mode.

Parameter: device - registered device ID
pBitsPerPixel - if ERR_OK, *pBitsPerPixel set

Return Value: ERR_OK - operation completed with no problems
ERR_INVALID_REG_DEVICE - device argument is not valid
ERR_COULD_NOT_GET_VALUE - value read from registers is invalid

int seGetBytesPerScanline(int device, int *pBytes)

Description: Determines the number of bytes per scan line of current display mode. It is assumed that the registers have already been correctly initialized before seGetBytesPer-Scanline() is called.

Parameter: device - registered device ID
pBytes - pointer to an integer which indicates the number of bytes per scan line

Return Value: ERR_OK - operation completed with no problems
ERR_INVALID_REG_DEVICE - device argument is not valid

int seGetLastUsableByte(int device, DWORD *pLastByte)

Description: Determines the address of the last byte in the display buffer which can be used by applications. Addresses following LastByte are reserved for system use (such as the half frame buffer for dual panels). It is assumed that the registers have already been correctly initialized before seGetLastUsableByte() is called.

Parameter: device - registered device ID
pLastByte - pointer to an integer which indicates the number of bytes per scan line

Return Value: ERR_OK - operation completed with no problems
ERR_INVALID_REG_DEVICE - device argument is not valid

int seGetLinearDispAddr(int device, DWORD *pDispLogicalAddr)

Description: Determines the logical address of the start of the display buffer. This address may be used in programs for direct control over the display buffer.

Parameter: device - registered device ID
pDispLogicalAddr - logical address is returned in this variable.

Return Value: ERR_OK - operation completed with no problems.
ERR_INVALID_REG_DEVICE - device argument is not valid.

int seGetScreenSize(int device, int *width, int *height)

Description: Determines the width and height of the active display device (LCD or CRT).

Parameter: device - registered device ID
width - width of display in pixels
height - height of display in pixels

Return Value: ERR_OK - operation completed with no problems.
ERR_INVALID_REG_DEVICE - device argument is not valid.

int seReadDisplayByte(int device, DWORD offset, BYTE *pByte)

Description: Reads a byte from the display buffer.

Parameter: device - registered device ID
offset - offset (in bytes) from start of the display buffer
pByte - returns value of byte.

Return Value: ERR_OK - operation completed with no problems
ERR_INVALID_REG_DEVICE - device argument is not valid.

int seReadDisplayWord(int device, DWORD offset, WORD *pWord)

Description: Reads a word from the display buffer.

Parameter: device - registered device ID
offset - offset (in bytes) from start of the display buffer
pWord - returns value of word.

Return Value: ERR_OK - operation completed with no problems.
ERR_INVALID_REG_DEVICE - device argument is not valid.

int seReadDisplayDword(int device, DWORD offset, DWORD *pDword)

Description: Reads a dword from the display buffer.

Parameter: device - registered device ID
offset - offset from start of the display buffer
pDword - returns value of dword.

Return Value: ERR_OK - operation completed with no problems.
ERR_INVALID_REG_DEVICE - device argument is not valid.

int seSetBitsPerPixel(int device, BYTE BitsPerPixel)

Description: Sets the number of bpp. This function is equivalent to a mode set.

Parameter: device - registered device ID
BitsPerPixel - desired number of bpp

Return Value: ERR_OK - operation completed with no problems
ERR_INVALID_REG_DEVICE - device argument is not valid.
ERR_COULD_NOT_GET_VALUE - value read from registers is invalid.
ERR_HAL_BAD_ARG - argument BitsPerPixel is invalid.

int seSplitInit(int device, DWORD Scrn1Addr, DWORD Scrn2Addr)

Description: Sets the relevant registers for split screen.

Parameter: device - registered device ID
Scrn1Addr - starting address of top image (addr = 0 refers to beginning of the display buffer)
Scrn2Addr - starting address of bottom image (addr = 0 refers to beginning of the display buffer)

Return Value: ERR_OK - operation completed with no problems
ERR_INVALID_REG_DEVICE - device argument is not valid.

Note

seSetInit() must first be called before calling seSplitInit(). This is because the VNDP is used for timing, and this would not be possible if the registers were not first initialized.

int seSplitScreen(int device, BYTE WhichScreen, int VisibleScanlines)

Description: Changes the relevant registers for moving the split screen up or down.

Parameter: device - registered device ID
WhichScreen - Use one of the following definitions: SCREEN1 or SCREEN2. SCREEN1 is the top screen.
VisibleScanlines - number of lines to show for the selected screen

Return Value: ERR_OK - operation completed with no problems
ERR_INVALID_REG_DEVICE - device argument is not valid.
ERR_HAL_BAD_ARG - argument VisibleScanlines is negative or is greater than vertical panel size.

Note

seSplitInit() must have been called once before calling seSplitScreen().

int seVirtInit(int device, int xVirt, long *yVirt)

Description: Creates a virtual display with the given horizontal size and determines the maximum number of available lines.

Parameter: device - registered device ID
xVirt - horizontal size of virtual display in pixels. Must be greater or equal to physical size of display.
yVirt - seVirtInit() calculates the maximum number of lines available for virtual display and returns value in yVirt.

Return Value: ERR_OK - operation completed with no problems
ERR_INVALID_REG_DEVICE - device argument is not valid.
ERR_HAL_BAD_ARG - argument xVirt is too large. Select xVirt such that the Memory Address Offset register does not exceed 0x3ff. The maximum allowable xVirt is 0x3ff * (16 / bpp). If bpp is 15, use the above equation with bpp = 16.

Note

seSetInit() must have been called before calling seVirtInit(). This is because the VNDP is used for timing, and this would not be possible if the registers were not first initialized.

int seVirtMove(int device, BYTE WhichScreen, int x, int y)

Description: Pans or scrolls the virtual display.

Parameter: device - registered device ID
WhichScreen - Use one of the following definitions: SCREEN1 or SCREEN2. SCREEN1 is the top screen.
x - new starting X position in pixels
y - new starting Y position in pixels

Return Value: ERR_OK - operation completed with no problems
ERR_INVALID_REG_DEVICE - device argument is not valid.
ERR_HAL_BAD_ARG - argument WhichScreen is not SCREEN1 or SCREEN2.
- argument Y is too large.
- bpp is invalid in HAL structure (this would occur if the application changed the registers directly instead of calling seSetBitsPerPixel()).

Note

seVirtInit() must have been called once before calling seVirtMove().

int seWriteDisplayBytes(int device, DWORD addr, BYTE val, DWORD count)

Description: Writes one or more bytes to the display buffer.

Parameter: device - registered device ID
addr - offset from start of the display buffer
val - value to write
count - number of bytes to write

Return Value: ERR_OK - operation completed with no problems
ERR_INVALID_REG_DEVICE - device argument is not valid.

int seWriteDisplayWords(int device, DWORD addr, WORD val, DWORD count)

Description: Writes one or more words to the display buffer.

Parameter: device - registered device ID
addr - offset from start of the display buffer
val - value to write
count - number of words to write

Return Value: ERR_OK - operation completed with no problems
ERR_INVALID_REG_DEVICE - device argument is not valid.

int seWriteDisplayDwords(int device, DWORD addr, DWORD val, DWORD count)

Description: Writes one or more dwords to the display buffer.

Parameter: device - registered device ID
addr - offset from start of the display buffer
val - value to write
count - number of dwords to write

Return Value: ERR_OK - operation completed with no problems
ERR_INVALID_REG_DEVICE - device argument is not valid.

8.2.3 Color Manipulation

int seGetDac(int device, BYTE *pDac)

Description: Reads the entire DAC into an array.

Parameter: device - registered device ID
pDac - pointer to an array of BYTE dac[256][3]
dac[x][0] == RED component
dac[x][1] == GREEN component
dac[x][2] == BLUE component

Return Value: ERR_OK - operation completed with no problems
ERR_INVALID_REG_DEVICE - device argument is not valid.

int seGetDacEntry(int device, BYTE index, BYTE *pEntry)

Description: Reads one DAC entry.

Parameter: device - registered device ID
index - index to DAC entry (0 to 255)
pEntry - pointer to an array of BYTE entry[3]
entry[x][0] == RED component
entry[x][1] == GREEN component
entry[x][2] == BLUE component

Return Value: ERR_OK - operation completed with no problems
ERR_INVALID_REG_DEVICE - device argument is not valid.

int seGetLut(int device, BYTE *pLut)

Description: Reads the entire LUT into an array.

Parameter: device - registered device ID
pLut - pointer to an array of BYTE lut[16][3]
lut[x][0] == RED component
lut[x][1] == GREEN component
lut[x][2] == BLUE component

Return Value: ERR_OK - operation completed with no problems
ERR_INVALID_REG_DEVICE - device argument is not valid.

int seGetLutEntry(int device, BYTE index, BYTE *pEntry);

Description: Reads one LUT entry.

Parameter: device - registered device ID
index - index to LUT entry (0 to 15)
pEntry - pointer to an array of BYTE entry[3]
entry[x][0] == RED component
entry[x][1] == GREEN component
entry[x][2] == BLUE component

Return Value: ERR_OK - operation completed with no problems
ERR_INVALID_REG_DEVICE - device argument is not valid.

int seSetDac(int device, BYTE *pDac)

Description: Writes the entire DAC from an array into the DAC registers.

Parameter: device - registered device ID
pDac - pointer to an array of BYTE dac[256][3]
dac[x][0] == RED component
dac[x][1] == GREEN component
dac[x][2] == BLUE component

Return Value: ERR_OK - operation completed with no problems
ERR_INVALID_REG_DEVICE - device argument is not valid.

int seSetDacEntry(int device, BYTE index, BYTE *pEntry)

Description: Writes one DAC entry.

Parameter: device - registered device ID
index - index to DAC entry (0 to 255)
pEntry - pointer to an array of BYTE entry[3]
entry[x][0] == RED component
entry[x][1] == GREEN component
entry[x][2] == BLUE component

Return Value: ERR_OK - operation completed with no problems
ERR_INVALID_REG_DEVICE - device argument is not valid.

int seSetLut(int device, BYTE *pLut)

Description: Writes the entire LUT from an array into the LUT registers.

Parameter: device - registered device ID
pLut - pointer to an array of BYTE lut[16][3]
lut[x][0] == RED component
lut[x][1] == GREEN component
lut[x][2] == BLUE component

Return Value: ERR_OK - operation completed with no problems
ERR_INVALID_REG_DEVICE - device argument is not valid.

int seSetLutEntry(int device, BYTE index, BYTE *pEntry)

Description: Writes one LUT entry.

Parameter: device - registered device ID
index - index to LUT entry (0 to 15)
pEntry - pointer to an array of BYTE entry[3]
entry[x][0] == RED component
entry[x][1] == GREEN component
entry[x][2] == BLUE component

Return Value: ERR_OK - operation completed with no problems
ERR_INVALID_REG_DEVICE - device argument is not valid.

int seGet15BppInfo(int device, unsigned *RedMask, unsigned *GreenMask, unsigned *BlueMask)

Description: Determines the bit fields for the red, green, and blue components of a 15 bpp stored in a WORD.

Parameter: device - registered device ID
RedMask - all bits set to 1 are used by the red component.
GreenMask - all bits set to 1 are used by the green component.
BlueMask - all bits set to 1 are used by the blue component.

Return Value: ERR_OK - operation completed with no problems
ERR_INVALID_REG_DEVICE - device argument is not valid.

8.2.4 Drawing

int seDrawLine(int device, int x1, int y1, int x2, int y2, DWORD color)

Description: Draws a line on the display.

Parameter: device - registered device ID.
(x1, y1) - top left corner of line
(x2, y2) - bottom right corner of line (see note below)
color - color of line
- For 1, 2, 4, and 8 bpp, color refers to the pixel value which points to the respective LUT/DAC entry.

- For 15 and 16 bpp, color refers to the pixel value which stores the red, green, and blue intensities within a WORD.

Return Value: ERR_OK - operation completed with no problems
ERR_INVALID_REG_DEVICE - device argument is not valid.

Note

seDrawLine() only draws horizontal and vertical lines, and that the line drawn does not include the endpoint (x2, y2).

int seDrawText(int device, char *fmt, ...)

Description: For Intel platforms, draws text to standard output. For embedded platforms, draws text to terminal.

Parameter: device - registered device ID.
fmt - identical to printf() formatting strings
... - identical to printf() arguments for formatting strings

Return Value: ERR_OK - operation completed with no problems
ERR_INVALID_REG_DEVICE - device argument is not valid.
ERR_INVALID_STD_DEVICE - device is not HAL_STDOUT or HAL_STDIN (but don't use HAL_STDIN for seDrawText()).

Note

seDrawText() currently doesn't write text to the display buffer.

int seFillRect(int device, int x1, int y1, int x2, int y2, DWORD color)

Description: Draws a solid rectangle on the display.

Parameter: device - registered device ID
(x1, y1) - top left corner of rectangle
(x2, y2) - bottom right corner of rectangle (see note below)
color - color of rectangle
- For 1, 2, 4, and 8 bpp, color refers to the pixel value which points to the respective LUT/DAC entry. For 15 and 16 bpp, color refers to the pixel value which stores the red, green, and blue intensities within a WORD.

Return Value: ERR_OK - operation completed with no problems
ERR_INVALID_REG_DEVICE - device argument is not valid.

Note
seFillRect() does not fill the rectangle's right and bottom sides.

int seGetchar(void)

Description: Gets a character from platform (typically from a terminal).

Parameter: none

Return Value: Character returned from platform.

int sePutchar(int ch)

Description: Writes a character to platform (typically to a terminal).

Parameter: ch - character to send to platform

Return Value: ERR_OK - operation completed with no problems
ERR_FAILED - operation failed

int sePutc(int device, int ch)

Description: Writes a character to platform (typically to a terminal).

Parameter: device - registered device ID
ch - character to send to platform

Return Value: ERR_OK - operation completed with no problems
ERR_FAILED - operation failed

int seSetPixel(int device, int x, int y, DWORD color)

Description: Writes a pixel to the display buffer.

Parameter: device - Registered device ID
x - horizontal coordinate of the pixel (starting from 0)
y - vertical coordinate of the pixel (starting from 0)
color - for 1,2,4,8 BPP: refers to index into LUT/DAC. For 15,16 BPP: defines color directly (not LUT/DAC index)

Return Value: ERR_OK - operation completed with no problems
ERR_INVALID_REG_DEVICE - device argument is not valid.

8.2.5 Register Manipulation

int seGetReg(int device, int index, BYTE *pVal)

Description: Reads a register value.

Parameter: device - registered device ID
index - register index
pVal - returns value of the register

Return Value: ERR_OK - operation completed with no problems
ERR_INVALID_REG_DEVICE - device argument is not valid.

int seSetReg(int device, int index, BYTE val)

Description: Writes a register value.

Parameter: device - registered device ID
index - register index
val - value to write to the register

Return Value: ERR_OK - operation completed with no problems
ERR_INVALID_REG_DEVICE - device argument is not valid.

8.2.6 Miscellaneous

int seDelay(int device, DWORD Seconds)

Description: Delays for the given amount of time. For non-Intel platforms, the 13504 registers must be initialized and the VNDP set active (the VNDP is used as the timer).

Parameter: device - registered device ID
Seconds - delay time in seconds

Return Value: ERR_OK - operation completed with no problems
ERR_INVALID_REG_DEVICE - device argument is not valid.
ERR_FAILED - registers have not been initialized (for non-Intel platforms).

WORD seRotateByteLeft(BYTE val, BYTE bits)

Description: Rotates the bits in “val” left as many times as stated in “bits”.

Parameter: val - value to rotate
bits - how many bits to rotate

Return Value: bits 15-8: non-zero if carry flag set
bits 7-0: rotated byte

WORD seRotateByteRight(BYTE val, BYTE bits)

Description: Rotates the bits in “val” right as many times as stated in “bits”.

Parameter: val - value to rotate bits - how many bits to rotate

Return Value: bits 15-8: non-zero if carry flag set
bits 7-0: rotated byte

9 Sample Code

9.1 Introduction

The following code samples demonstrate two approaches to initializing the S1D13504 color graphics controller with/without using the 13504HAL API. These code samples are for example purposes only.

9.1.1 Sample code using 13504HAL API

```
/*
**-----------------------------------------------------------------------
**
**  Created 1998, Epson Research & Development
**                Vancouver Design Centre
**  Copyright (c) 1998 Epson Research and Development, Inc.
**  All rights reserved.
**
**-----------------------------------------------------------------------
*/

#include <stdio.h>
#include <stdlib.h>
#include <string.h>
#include "hal.h"
#include "appcfg.h"

/*-----------------------------------------------------------------------*/

void main(void)
{
   BYTE ChipId;
   int Device;

   switch (seRegisterDevice(&Cfg.DeviceInfo[0], &Cfg.DeviceChip, &Device))
   {
      case ERR_OK:
         break;

      case HAL_DEVICE_ERR:
         printf("ERROR: Too many devices registered.\n");
         exit(1);

      default:
         printf("ERROR: Could not register S1D13504 device.\n");
         exit(1);
   }
```

```
   seGetId(Device, &ChipId);

   if (ChipId != ID_S1D13504F00A)
   {
      printf("ERROR: Did not detect S1D13504.\n");
      exit(1);
   }

   if (seSetInit(Device) != ERR_OK)
   {
      printf("ERROR: Could not initialize device.\n");
      exit(1);
   }

   /*************************************************************************
   * Fill 2M bytes of memory with 0xffffffff (white)
   * Note that 0x200000 == 2 M bytes. Divide by 4 for number of Dwords to fill
   *************************************************************************/
   seWriteDisplayDwords(Device, 0, 0xffffffff, 0x200000/4);

   exit(0);
}
```

9.1.2 Sample code without using 13504HAL API

```
/*
**========================================================================
**  INIT13504.C - sample code demonstrating the initialization of the S1D13504.
**               Beta release 2.0 98-10-22
**
**  The code in this example will perform initialization to the following
**  specification:
**
**  - 320 x 240 single 8-bit color passive panel.
**  - 75 Hz frame rate.
**  - 8 BPP (256 colors).
**  - 33 MHz input clock.
**  - 2 MB of 60 ns FPM memory.
**
**                   *** This is sample code only! ***
**  This means:
**  1) Generic C is used. I assume that pointers can access the
**     relevant memory addresses (this is not always the case).
**     i.e. using the 13504B00B card on an Intel 16 bit platform will require
**          changes to use a DOS extender to access memory and registers.
**  2) Register setup is done with discreet writes rather than being
**     table driven. This allows for clearer commenting. A real program
**     would probably store the register settings in an array and loop
```

```
**     through the array writing each element to a control register.
**  3) The pointer assignment for the register offset does not work on
**     Intel 16 bit platforms.
**
**-----------------------------------------------------------------------------
**  Created 1998, Epson Research & Development
**                Vancouver Design Centre
**  Copyright (c) 1998 Epson Research and Development, Inc.
**  All rights reserved.
**-----------------------------------------------------------------------------
**
**  $Header:   $
**
**  $Revision: $
**
**  $Log:      $
**
**=============================================================================
*/
unsigned char LUT8[8*3] = {
    0x00, 0x00, 0x00,
    0x02, 0x02, 0x05,
    0x04, 0x04, 0x0A,
    0x06, 0x06, 0x0F,
    0x09, 0x09, 0x00,
    0x0B, 0x0B, 0x00,
    0x0D, 0x0D, 0x00,
    0x0F, 0x0F, 0x00,
};
/*
** REGISTER_OFFSET points to the starting address of the S1D13504 registers
*/
#define REGISTER_OFFSET   ((unsigned char *) 0x1234)
void main(void)
{
   unsigned char * pRegs;
   unsigned char * pLUT;
   int idx;
   int rgb;
   pRegs = REGISTER_OFFSET;
   /*
   ** Initialize the chip.
   */
   /*
   ** Step 1: Enable the host interface.
   **
   ** Register 1B: Miscellaneous Disable - host interface enabled, half frame
   **              buffer enabled.
   */
```

```
*(pRegs + 0x1B) = 0x00;                    /* 0000 0000 */
/*
** Step 2: Disable the display FIFO
*/
*(pRegs + 0x23) = 0x80;
/*
** Step 3: Set the memory type
**
** Register 1: Memory Configuration - 4 ms refresh, EDO
*/
*(pRegs + 0x01) = 0x30;                    /* 0011 0000 */
/*
** Step 4: Set the performance register
**
** Register 22: Performance Enhancement -
*/
*(pRegs + 0x22) = 0x24;                    /* 0010 0100 */
/*
** Step 5: Set dual/single panel
**
** Register 2: Panel Type - 8-bit, format 2, color, single, passive.
*/
*(pRegs + 0x02) = 0x1C;                    /* 0001 1100 */
/*
** Step 6: Set the rest of the registers in order.
*/
/*
** Register 3: Mod Rate -
*/
*(pRegs + 0x03) = 0x00;                    /* 0000 0000 */
/*
** Register 4: Horizontal Display Width (HDP) - 320 pixels
**             (320 / 8) - 1 = 39t = 27h
*/
*(pRegs + 0x04) = 0x27;                    /* 0010 0111 */
/*
** Register 5: Horizontal Non-Display Period (HNDP)
**                                      PCLK
**             Frame Rate = ----------------------------
**                             (HDP + HNDP) * (VDP + VNDP)
**
**                                    8,250,000
**                          = ----------------------------
**                             (320 + HNDP) * (240 + VNDP)
**
** HNDP and VNDP must be calculated such that the desired frame rate
** is achieved.
*/
*(pRegs + 0x05) = 0x0F;                    /* 0000 1111 */
```

```
/*
** Register 6: HRTC/FPLINE Start Position - applicable to CRT/TFT only.
*/
*(pRegs + 0x06) = 0x00;                  /* 0000 0000 */
/*
** Register 7: HRTC/FPLINE Pulse Width - applicable to CRT/TFT only.
*/
*(pRegs + 0x07) = 0x00;                  /* 0000 0000*/
/*
** Registers 8-9: Vertical Display Height (VDP) - 240 lines.
**                240 - 1 = 239t = 0xEF
*/
*(pRegs + 0x08) = 0xEF;                  /* 1110 1111 */
*(pRegs + 0x09) = 0x00;                  /* 0000 0000 */
/*
** Register A: Vertical Non-Display Period (VNDP)
**             This register must be programed with register 5 (HNDP)
**             to arrive at the frame rate closest to the desired
**             frame rate.
*/
*(pRegs + 0x0A) = 0x01;                  /* 0000 0001 */
/*
** Register B: VRTC/FPFRAME Start Position - applicable to CRT/TFT only.
*/
*(pRegs + 0x0B) = 0x00;                  /* 0000 0000 */
/*
** Register C: VRTC/FPFRAME Pulse Width - applicable to CRT/TFT only.
*/
*(pRegs + 0x0C) = 0x00;                  /* 0000 0000 */
/*
** Registers E-F: Screen 1 Line Compare - unless setting up for
**                split screen operation use 0x3FF.
*/
*(pRegs + 0x0E) = 0xFF;                  /* 1111 1111 */
*(pRegs + 0x0F) = 0x03;                  /* 0000 0011 */
/*
** Registers 10-12: Screen 1 Display Start Address - start at the
**                  first byte in display memory.
*/
*(pRegs + 0x10) = 0x00;                  /* 0000 0000 */
*(pRegs + 0x11) = 0x00;                  /* 0000 0000 */
*(pRegs + 0x12) = 0x00;                  /* 0000 0000 */
/*
** Register 13-15: Screen 2 Display Start Address - not applicable
**                 unless setting up for split screen operation.
*/
*(pRegs + 0x13) = 0x00;                  /* 0000 0000 */
*(pRegs + 0x14) = 0x00;                  /* 0000 0000 */
*(pRegs + 0x15) = 0x00;                  /* 0000 0000 */
```

```
/*
** Register 16-17: Memory Address Offset - this address represents the
**                 starting WORD. At 8BPP our 320 pixel width is 160
**                 WORDS
*/
*(pRegs + 0x16) = 0xA0;                  /* 1010 0000 */
*(pRegs + 0x17) = 0x00;                  /* 0000 0000 */
/*
** Register 18: Pixel Panning -
*/
*(pRegs + 0x18) = 0x00;                  /* 0000 0000 */
/*
** Register 19: Clock Configuration - In this case we must divide
**              MCLK by 4 to arrive at the best frequency to set
**              our desired panel frame rate.
*/
*(pRegs + 0x19) = 0x03;                  /* 0000 0011 */
/*
** Register 1A: Power Save Configuration - enable LCD power, CBR refresh,
**              not suspended.
*/
*(pRegs + 0x1A) = 0x00;                  /* 0000 0000 */
/*
** Register 1C-1D: MD Configuration Readback - don't write anything to
**                 these registers.
*/
/*
** Register 1E-1F: General I/O Pins Configuration - these values
**                 may need to be changed according to your system
*/
*(pRegs + 0x1E) = 0x00;                  /* 0000 0000 */
*(pRegs + 0x1F) = 0x00;                  /* 0000 0000 */
/*
** Register 20-21: General I/O Pins Control - these values
**                 may need to be changed according to your system
*/
*(pRegs + 0x20) = 0x00;                  /* 0000 0000 */
*(pRegs + 0x21) = 0x00;                  /* 0000 0000 */
/*
** Registers 24-27: LUT control.
**                  For this example do a typical 8BPP LUT setup.
**                  In 8BPP mode only the first 8 red, first 8 green
**                  and first 4 blue values are used.
**
** Setup the pointer to the LUT data and reset the LUT index register.
** Then, loop writing each of the RGB LUT data elements.
*/
pLUT = LUT8;
*(pRegs + 0x24) = 0;
```

```
   for (idx = 0; idx < 8; idx++)
   {
      for (rgb = 0; rgb < 3; rgb++)
      {
         *(pRegs + 0x26) = *pLUT;
         pLUT++;
      }
   }
   /*
   ** Registers 28-2E: RAMDAC - not used in this example. Programmed very
   **                  similarly to the LUT but all 256 entries are used.
   */
   /*
   ** Register 23: Performance Enhancement - display FIFO enabled, optimum
   **              performance.
   */
   *(pRegs + 0x23) = 0x10;                  /* 0001 0000 */
   /*
   ** Register D: Display Mode - 8 BPP, LCD enable.
   */
   *(pRegs + 0x0D) = 0x0D;                  /* 0000 1101 */
}
```

Appendix A Supported Panel Values

A.1 Supported Panel Values

The following tables show related register data for different panels. All the examples are based on 8 bpp, 40MHz pixel clock and 2M bytes of 60 ns EDO-DRAM.

Table 9-1: Passive Single Panel

Register	**Passive 4-Bit Single** 320X240@60Hz Monochrome	**Passive 8-Bit Single** 320X240@60Hz Color	**Passive 8-Bit Single** 640X480@60Hz Monochrome	**Passive 8-Bit Single** 640X480@60Hz Color	**Passive 16-Bit Single** 640X480@47Hz Color	Notes
REG[02h]	0000 0000	0001 0100	0001 0000	0001 0100	0010 0100	set panel type
REG[03h]	0000 0000	0000 0000	0000 0000	0000 0000	0000 0000	set MOD rate
REG[04h]	0010 0111	0010 0111	0100 1111	0100 1111	0100 1111	set horizontal display width
REG[05h]	0001 0000	0001 0000	0000 0101	0000 0101	0000 0101	set horizontal non-display period
REG[08h]	1110 1111	1110 1111	1101 1111	1101 1111	1101 1111	set vertical display height bits 7-0
REG[09h]	0000 0000	0000 0000	0000 0001	0000 0001	0000 0001	set vertical display height bits 9-8
REG[0Ah]	0000 0001	0000 0001	0000 0001	0000 0001	0000 0001	set vertical non-display period
REG[0Dh]	0000 1101	0000 1101	0000 1101	0000 1101	0000 1101	set 8 bpp and LCD enable
REG[19h]	0000 0110	0000 0110	0000 0001	0000 0001	0000 0001	set MCLK and PCLK divide
REG[24h]	0000 0000	0000 0000	0000 0000	0000 0000	0000 0000	set Look-Up Table address to 0
REG[26h]	load LUT	load LUT	load LUT	load LUT	load LUT	load Look-Up Table
REG[27h]	0000 0000	0000 0000	0000 0000	0000 0000	0000 0000	set Look-Up Table to bank 0

Table 9-2: Passive Dual Panel

Register	**Passive 8-Bit Dual** 640X480@60Hz Monochrome	**Passive 8-Bit Dual** 640X480@60Hz Color	**Passive 16-Bit Dual** 640X480@60Hz Color	Notes
REG[02h]	0001 0010	0001 0110	0010 0110	set panel type
REG[03h]	0000 0000	0000 0000	0000 0000	set MOD rate
REG[04h]	0100 1111	0100 1111	0100 1111	set horizontal display width
REG[05h]	0000 0101	0000 0101	0000 0101	set horizontal non-display period
REG[08h]	1110 1111	1110 1111	1110 1111	set vertical display height bits 7-0
REG[09h]	0000 0000	0000 0000	0000 0000	set vertical display height bits 9-8
REG[0Ah]	0000 0001	0000 0001	0000 0001	set vertical non-display period
REG[0Dh]	0000 1101	0000 1101	0000 1101	set 8 bpp and LCD enable
REG[19h]	0000 0011	0000 0011	0000 0011	set MCLK and PCLK divide
REG[1Bh]	0000 0000	0000 0000	0000 0000	enable half frame buffer
REG[24h]	0000 0000	0000 0000	0000 0000	set Look-Up Table address to 0
REG[26h]	load LUT	load LUT	load LUT	load Look-Up Table
REG[27h]	0000 0000	0000 0000	0000 0000	set Look-Up Table to bank 0

Table 9-3: TFT Panel

Register	TFT 16-Bit Single 640X480@47Hz Color	Notes
REG[02h]	0010 0101	set panel type
REG[03h]	0000 0000	set MOD rate
REG[04h]	0100 1111	set horizontal display width
REG[05h]	0001 0011	set horizontal non-display period
REG[06h]	0000 0110	set HSYNC start position
REG[07h]	0000 0111	set HSYNC polarity and pulse width
REG[08h]	1101 1111	set vertical display height bits 7-0
REG[09h]	0000 0001	set vertical display height bits 9-8
REG[0Ah]	0010 1101	set vertical non-display period
REG[0Bh]	0000 0000	set VSYNC start position
REG[0Ch]	0000 0010	set VSYNC polarity and pulse width
REG[0Dh]	0000 1101	set 8 bpp and LCD enable
REG[19h]	0000 0001	set MCLK and PCLK divide
REG[24h]	0000 0000	set Look-Up Table address to 0
REG[26h]	load LUT	load Look-Up Table
REG[27h]	0000 0000	set Look-Up Table to bank 0

REG[00h] Revision Code Register [2] — R0

Product Code						Revision Code	
0	0	0	0	0	1	0	0

REG[01h] Memory Configuration Register — 1/0 — RW

n/a[1]	Refresh Rate [4]			n/a	WE# Control	n/a	FPM/EDO Memory
	Bit 2	Bit 1	Bit 0				

REG[02h] Panel Type Register — 1/0 — RW

n/a	n/a	Panel Data Width [5]		Panel Data Format Select	Color/Mono Panel Select	Dual/Single Panel Select	TFT/Passive Panel Select
		Bit 1	Bit 0				

REG[03h] Mod Rate Register — RW

n/a	n/a	MOD Rate					
		Bit 5	Bit 4	Bit 3	Bit 2	Bit 1	Bit 0

REG[04h] Horizontal Display Width Register — RW

n/a	Horizontal Display Width = 8(REG + 1)						
	Bit 6	Bit 5	Bit 4	Bit 3	Bit 2	Bit 1	Bit 0

REG[05h] Horizontal Non-Display Period Register — RW

n/a	n/a	n/a	Horizontal Non-Display Period = 8(REG + 1)				
			Bit 4	Bit 3	Bit 2	Bit 1	Bit 0

REG[06h] HRTC/FPLINE Start Position Register — RW

n/a	n/a	n/a	HRTC/FPLINE Start Position = 8(REG + 1)				
			Bit 4	Bit 3	Bit 2	Bit 1	Bit 0

REG[07h] HRTC/FPLINE Pulse Width Register — RW

HRTC Polarity	FPLINE Polarity	n/a	n/a	HRTC/FPLINE Pulse Width = 8(REG + 1)			
				Bit 3	Bit 2	Bit 1	Bit 0

REG[08h] Vertical Display Height Register 0 — RW

Vertical Display Height = (REG + 1)							
Bit 7	Bit 6	Bit 5	Bit 4	Bit 3	Bit 2	Bit 1	Bit 0

REG[09h] Vertical Display Height Register 1 — RW

n/a	n/a	n/a	n/a	n/a	n/a	Vertical Display Height	
						Bit 9	Bit 8

REG[0Ah] Vertical Non-Display Period Register — RW

VNDP Status (RO)	n/a	Vertical Non-Display Period (VNDP) = (REG + 1)					
		Bit 5	Bit 4	Bit 3	Bit 2	Bit 1	Bit 0

REG[0Bh] VRTC/FPFRAME Start Position Register — RW

n/a	n/a	VRTC/FPFRAME Start Position = (REG + 1)					
		Bit 5	Bit 4	Bit 3	Bit 2	Bit 1	Bit 0

REG[0Ch] VRTC/FPFRAME Pulse Width Register — RW

VRTC Polarity	FPFRAME Polarity	n/a	n/a	n/a	VRTC/FPFRAME Pulse Width = (REG + 1)		
					Bit 2	Bit 1	Bit 0

REG[0Dh] Display Mode Register — RW

n/a	Simultaneous Display [6] Option Select		Number Of Bits-Per-Pixel [7]			CRT Enable	LCD Enable
	Bit 1	Bit 0	Bit 2	Bit 1	Bit 0		

REG[0Eh] Screen 1 Line Compare Register 0 — RW

Screen 1 Line Compare							
Bit 7	Bit 6	Bit 5	Bit 4	Bit 3	Bit 2	Bit 1	Bit 0

REG[0Fh] Screen 1 Line Compare Register 1 — RW

n/a	n/a	n/a	n/a	n/a	n/a	Screen 1 Line Compare	
						Bit 9	Bit 8

REG[10h] Screen 1 Display Start Address Register 0 — RW

Screen 1 Display Start Address							
Bit 7	Bit 6	Bit 5	Bit 4	Bit 3	Bit 2	Bit 1	Bit 0

REG[11h] Screen 1 Display Start Address Register 1 — RW

Screen 1 Display Start Address							
Bit 15	Bit 14	Bit 13	Bit 12	Bit 11	Bit 10	Bit 9	Bit 8

REG[12h] Screen 1 Display Start Address Register 2 — RW

n/a	n/a	n/a	n/a	Screen 1 Display Start Address			
				Bit 19	Bit 18	Bit 17	Bit 16

REG[13h] Screen 2 Display Start Address Register 0 — RW

Screen 2 Display Start Address							
Bit 7	Bit 6	Bit 5	Bit 4	Bit 3	Bit 2	Bit 1	Bit 0

REG[14h] Screen 2 Display Start Address Register 1 — RW

Screen 2 Display Start Address							
Bit 15	Bit 14	Bit 13	Bit 12	Bit 11	Bit 10	Bit 9	Bit 8

REG[15h] Screen 2 Display Start Address Register 2 — RW

n/a	n/a	n/a	n/a	Screen 2 Display Start Address			
				Bit 19	Bit 18	Bit 17	Bit 16

REG[16h] Memory Address Offset Register 0 — RW

Memory Address Offset							
Bit 7	Bit 6	Bit 5	Bit 4	Bit 3	Bit 2	Bit 1	Bit 0

REG[17h] Memory Address Offset Register 1 — RW

n/a	n/a	n/a	n/a	n/a	n/a	Memory Address Offset	
						Bit 9	Bit 8

REG[18h] Pixel Panning Register — RW

Screen 2 Pixel Panning				Screen 1 Pixel Panning			
Bit 3	Bit 2	Bit 1	Bit 0	Bit 3	Bit 2	Bit 1	Bit 0

REG[19h] Clock Configuration Register — RW

n/a	n/a	n/a	n/a	n/a	MCLK Divide	PCLK Divide [8]	
						Bit 1	Bit 0

REG[1Ah] Power Save Configuration Register — RW

n/a	n/a	n/a	n/a	LCD Power Disable	Suspend Refresh Select [9]	Software Suspend
					Bit 1	Bit 0

REG[1Bh] Miscellanious Disable Register — RW

Host Interface Disable	n/a	n/a	n/a	n/a	n/a	n/a	Half Frame Buffer Disable

REG[1Ch] MD Configuration Readback Register 0 — RO

MD7 Status	MD6 Status	MD5 Status	MD4 Status	MD3 Status	MD2 Status	MD1 Status	MD0 Status

REG[1Dh] MD Configuration Readback Register 1 — RO

MD15 Status	MD14 Status	MD13 Status	MD12 Status	MD11 Status	MD10 Status	MD9 Status	MD8 Status

REG[1Eh] General IO Pins Configuration Register 0 — RW

GPIO7 Pin IO Config	GPIO6 Pin IO Config	GPIO5 Pin IO Config	GPIO4Pin IO Config	GPIO3 Pin IO Config	GPIO2 Pin IO Config	GPIO1 Pin IO Config	GPIO0 Pin IO Config

REG[1Fh] General IO Pins Configuration Register 1 — RW

n/a	n/a	n/a	n/a	GPIO11 Pin IO Config	GPIO10 Pin IO Config	GPIO9 Pin IO Config	GPIO8 Pin IO Config

REG[20h] General IO Pins Status / Control Register 0 — RW

GPIO7 Pin IO Status	GPIO6 Pin IO Status	GPIO5 Pin IO Status	GPIO4 Pin IO Status	GPIO3 Pin IO Status	GPIO2 Pin IO Status	GPIO1 Pin IO Status	GPIO0 Pin IO Status

REG[21h] General IO Pins Status / Control Register 1 — RW

GPO Control	n/a	n/a	n/a	GPIO11 Pin IO Status	GPIO10 Pin IO Status	GPIO9 Pin IO Status	GPIO8 Pin IO Status

REG[22h] Performance Enhancement Register 0 — 1/0 — RW

EDO Read/ Write Delay	RC Timing [10]		RAS# to CAS# Delay	RAS# Precharge [11] Timing		n/a	reserved
	Bit 1	Bit 0		Bit 1	Bit 0		

REG[23h] Performance Enhancement Register 1 — RW

Display FIFO Disable	n/a	n/a	Display FIFO Threshold				
			Bit 4	Bit 3	Bit 2	Bit 1	Bit 0

REG[24h] Look-Up Table Address Register — RW

n/a	n/a	RGB Index		Look-Up Table Address			
		Bit 1	Bit 0	Bit 3	Bit 2	Bit 1	Bit 0

REG[26h] Look-Up Table Data Register — RW

n/a	n/a	n/a	n/a	Look-Up Table Data			
				Bit 3	Bit 2	Bit 1	Bit 0

REG[27h] Look-Up Table Bank Select Register — RW

n/a	n/a	Red Bank Select		Blue Bank Select		Green Bank Select	
		Bit 1	Bit 0	Bit 1	Bit 0	Bit 1	Bit 0

REG[28h] or REG[29h] [3] RAMDAC Pixel Read Mask Register — RW

RAMDAC Data							
Bit 7	Bit 6	Bit 5	Bit 4	Bit 3	Bit 2	Bit 1	Bit 0

REG[2Ah] or REG[2Bh] [3] RAMDAC Read Mode Address Register — RW

RAMDAC Address							
Bit 7	Bit 6	Bit 5	Bit 4	Bit 3	Bit 2	Bit 1	Bit 0

REG[2Ch] or REG[2Dh] [3] RAMDAC Write Mode Address Register — RW

RAMDAC Address							
Bit 7	Bit 6	Bit 5	Bit 4	Bit 3	Bit 2	Bit 1	Bit 0

REG[2Eh] or REG[2Fh] [3] RAMDAC Palette Data Register — RW

RAMDAC Data							
Bit 7	Bit 6	Bit 5	Bit 4	Bit 3	Bit 2	Bit 1	Bit 0

Notes

1 n/a bits should be written 0.
reserved bits must be written 0

2 These bits are used to identify the S1D13504 at power on / RESET.

3 When using Little-Endian the RAMDAC should be connected to the low byte of the CPU data bus and the lower register address given used. When using Big-Endian the RAMDAC should be connected to the high byte of the CPU data bus and the higher register address given used.

4 DRAM Refresh Rate Select

Refresh Rate Bits [2:0]	CLKI Divide Amount	Refresh Rate for 33MHz CLKI	DRAM Refresh Time/256 cycles
000	64	520 kHz	0.5 ms
001	128	260 kHz	1 ms
010	256	130 kHz	2 ms
011	512	65 kHz	4 ms
100	1024	33 kHz	8 ms
101	2048	16 kHz	16 ms
110	4096	8 kHz	32 ms
111	8192	4 kHz	64 ms

5 Panel Data Width Selection

Panel Data Width Bits [1:0]	Passive LCD Panel Data Width Size	TFT Panel Data Width Size
00	4-bit	9-bit
01	8-bit	12-bit
10	16-bit	16-bit
11	Reserved	Reserved

6 Simultaneous Display Option Selection

Simultaneous Display Option Select Bits [1:0]	Simultaneous Display Option
00	Normal
01	Line Doubling
10	Interlace
11	Even Scan Only

7 Number of Bits per Pixel Selection

Number Of Bits/Pixel Select Bits [2:0]	Number of Bits/Pixel
000	1
001	2
010	4
011	8
100	15
101	16
110-111	Reserved

8 PCLK Divide Selection

PCLK Divide Select Bits [1:0]	MCLK/PCLK Frequency Ratio
00	1
01	2
10	3
11	4

9 Suspend Refresh Selection

Suspend Refresh Select Bits [1:0]	DRAM Refresh Type
00	CBR Refresh
01	Self-Refresh
1x	No Refresh

10 Minimum Memory Timing Selection

RC Timing Bits [1:0]	Minimum Random Cycle Width
00	5 MCLK
01	4 MCLK
10	3 MCLK
11	Reserved

11 RAS Precharge Timing Select

RAS Precharge Timing Bits [1:0]	RAS Precharge Width
00	2 MCLK
01	1.5 MCLK
10	1 MCLK
11	Reserved

EPSON®

S1D13504 Color Graphics LCD/CRT Controller

13504CFG.EXE Configuration Program

Document Number: X19A-B-001-04

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Table of Contents

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List of Figures

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13504CFG.EXE

13504CFG gives a software/hardware developer an easy way to modify panel types, modes, etc. for the S1D13504 utilities without recompiling. Once the correct operating environment has been determined, the software/hardware developer can modify the source code manually for a permanent change. 13504CFG changes the hardware configuration setup for each of the 13504 utilities, as well as any program designed by a software/hardware developer using the Hardware Abstraction Layer (HAL) library.

- 13504CFG runs in two modes: one mode reads script files and the other mode is interactive.
- In the interactive mode, the 13504CFG DOS-based program uses an interface similar to Windows to present one menu for each configuration section. Each section has its own dialog box showing all of the relevant elements for that section.
- 13504CFG reads the configuration from a specific EXE file for Intel platforms, and from a specific S9 file for non-Intel platforms.
- 13504CFG can select all EXE files for configuration writes.
- 13504CFG prints or displays the configuration setup.
- 13504CFG supports scripts to quickly reprogram all files to a given configuration setup. The given configuration is defined in an INI file.
- 13504CFG is designed to work with a given version of the configuration setup structure. If the structure is of a different version, an error message is displayed and the program exits.

Program Requirements

Video Controller	**:**	Any VGA
Display Type	**:**	LCD or CRT
BIOS	**:**	Any manufacturer's VGA BIOS
DOS Program	**:**	Yes
DOS Version	**:**	3.0 or greater
Windows Program	**:**	No
Windows DOS Box	**:**	Yes
Windows DOS Full Screen	**:**	Yes, Windows 3.1x and Windows 95
OS/2 DOS Full Screen	**:**	Yes

Installation

Copy the following files to a directory that is in the DOS path on your hard drive:

13504CFG.EXE
G032.EXE
OBJCOPY.EXE

Note
G032.EXE and OBJCOPY.EXE are called by 13504CFG.EXE for non-Intel platforms. Neither program is intended to run independent of 13504CFG.

Usage

At the DOS Prompt, type **13504cfg**.

```
13504cfg.exe [filename.exe script.ini] [/?]
```

Where:	`filename.exe`	is the 13504 utility to be modified
	`script.ini`	is the list of HAL configuration changes (see See "Script Mode" on page 10)
	`/?`	displays the usage screen
	no argument	runs 13504CFG in the interactive mode

Script Mode

In script mode, a file provides 13504CFG with all the information necessary to reconfigure the selected 13504 utility. Any changes which can be made by the interactive user interface can also be done by the script file.

Note that it is not necessary to list all of the possible items in the script file. For example, if the script is only to change the panel resolution, the script would only have the following lines:

```
;
;File TEST.INI
;
Panel.x = 640
Panel.y = 480
```

To use this script file on the 13504PLAY utility, type the following:

```
13504CFG 13504PLAY.EXE TEST.INI
```

In this example, all of the other panel settings in the 13504 utility remain the same. In general, however, it is necessary to set several more panel parameters before the panel is properly configured. The full list of all the possible parameters to 13504CFG is included in the file 13504.INI.

Interactive Mode

13504CFG Menu Bar

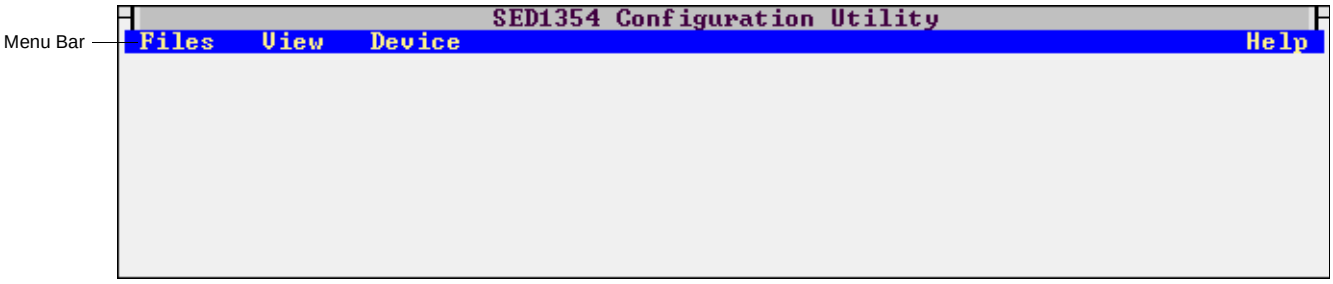

Figure 1: 13504CFG Menu Bar

13504CFG has four main menus: Files, View, Device, and Help. Menu contents can be viewed by using either the mouse or the keyboard.

Viewing 13504CFG Menu Contents

Mouse

Move the on-screen arrow with the mouse and point at the desired menu. Click the left mouse button and the contents of the menu will be displayed.

Keyboard

Press: <Alt> <F> to select the Files menu.

<Alt> <V> to select the View menu.

<Alt> <D> to select the Device menu.

<Alt> <H> to select the Help menu.

<↑>, <↓>, or the highlighted letter in the menu to select a menu item.

Making 13504CFG Menu Selections

In 13504CFG, a selection is made by clicking the left mouse button, or by pressing the tab and arrow keys on the keyboard. In the example below, there are three ways to select and open 13504SHOW.EXE in the Files box in the Open File window (figure 2).

Mouse

- Click the left mouse button on 13504SHOW.EXE to highlight it in the Files box. Then click on the OK button.
- Point to the file 13504SHOW.EXE with the arrow and click the left mouse button twice in rapid succession (double-clicking).

Keyboard

- Press <Tab> to highlight the Files box (or press <Alt><F>). Press <↓> to highlight 13504SHOW.EXE. Press <Enter>.

All selections in 13504CFG can be made in one of the three ways listed above.

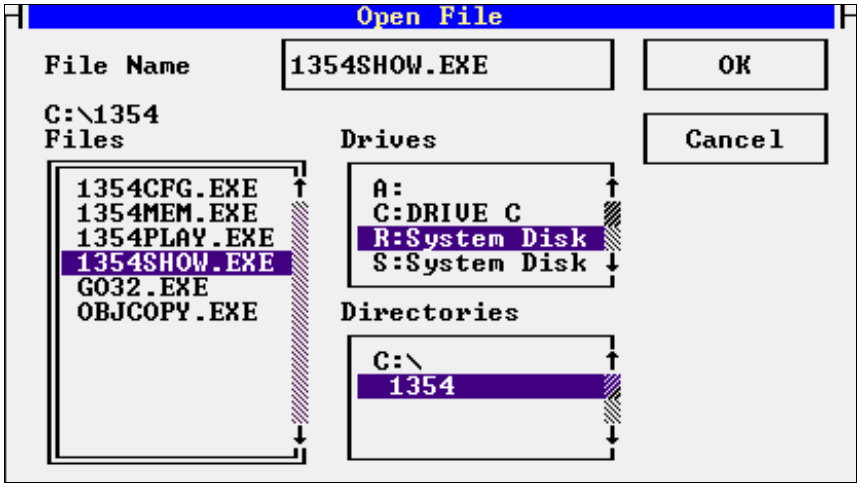

Figure 2: 13504CFG Open File

Files Menu

Figure 3: 13504CFG Files Menu

The Files menu contains these functions:

- Open - reads the HAL configuration for a given utility.

Note
A utility must be opened before any other menu command can be executed.

- Save - saves the current changes to the opened file.
- Save As - saves a file to a different name and/or different location.
- Save All - saves modifications to all 13504 files that are in the same directory as the file being saved. This function ensures that the display parameters are consistent. “Save All” is only available for utilities run on an Intel (EXE) platform.
- Exit - exits the 13504CFG application.

View Menu

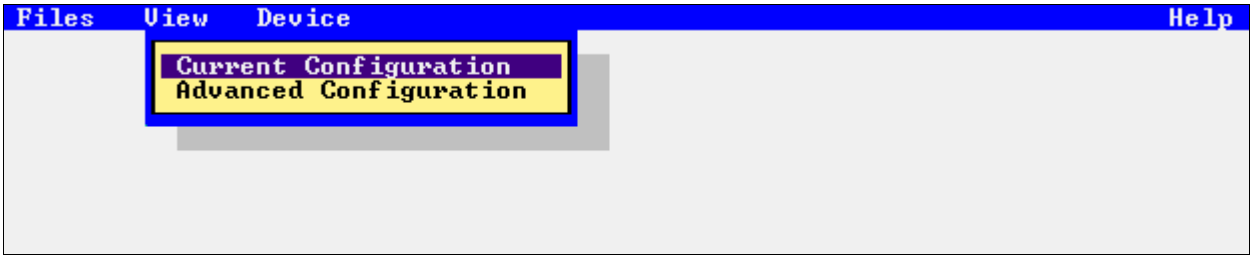

Figure 4: 13504CFG View Menu

The View menu displays the Current Configuration and the Advanced Configuration of an opened utility.

In the Current or Advanced Configuration window, the configuration of an opened file can be viewed only, not edited. Configuration parameters must be edited in the Panel, CRT, Advanced Memory, Power Management, Look-Up Table, and Setup sub-menus in the Device menu.

Some configuration parameters cannot be readily changed as they depend on several factors for consistency (eg. Frame Rate, Clock Divides etc.). Refer to the S1D13504 “Functional Hardware Specification” manual, document number X19A-A-002-xx, and the S1D13504 “Programming Notes and Examples” manual, document number X19A-G-002-xx for formulas and other information.

Note

Epson R&D Inc. cannot be held liable for damage done to the display as a result of software configuration errors.

Cancel and Print commands are available in the Current/Advanced Configuration windows. Help is listed, but is not available for this version of 13504CFG.

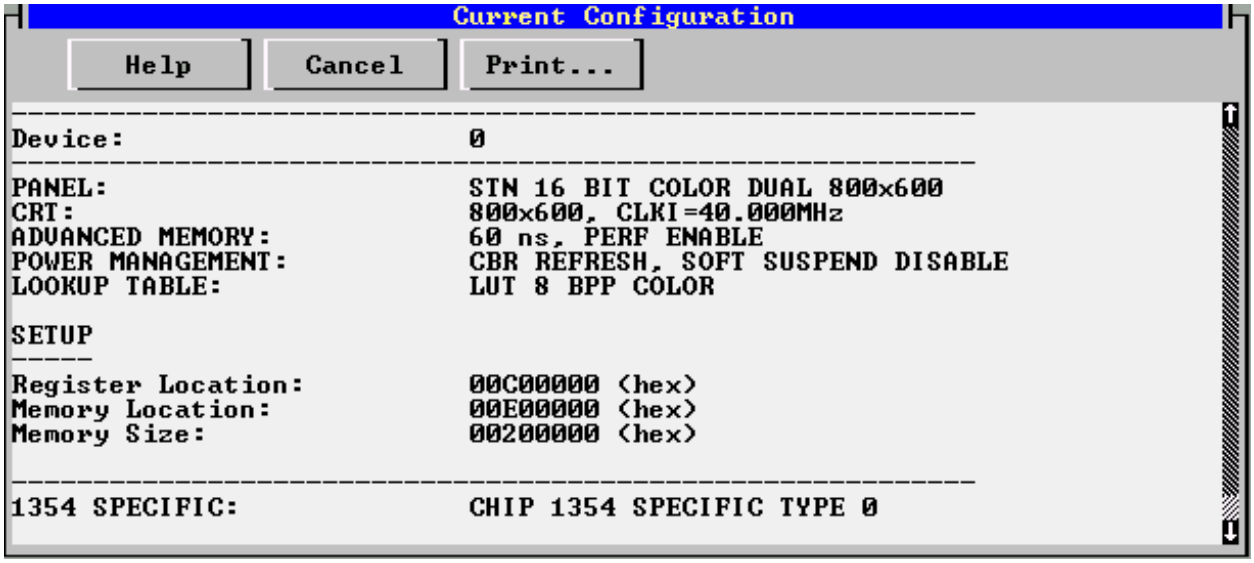

Figure 5: 13504CFG Current Configuration

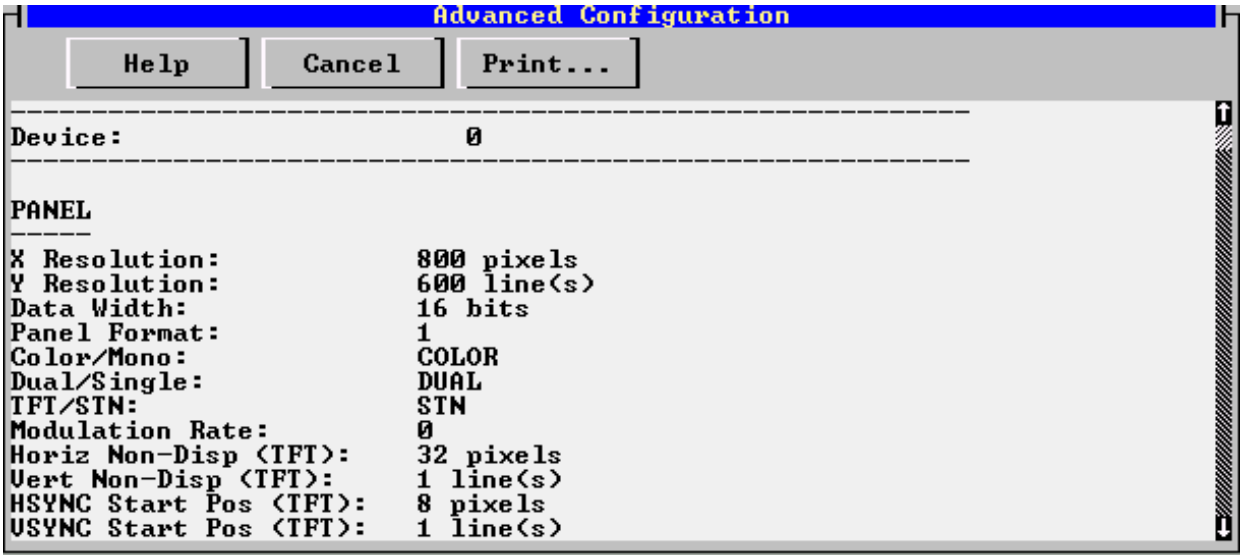

Figure 6: 13504CFG Advanced Configuration (Partial View of Screen)

Device Menu

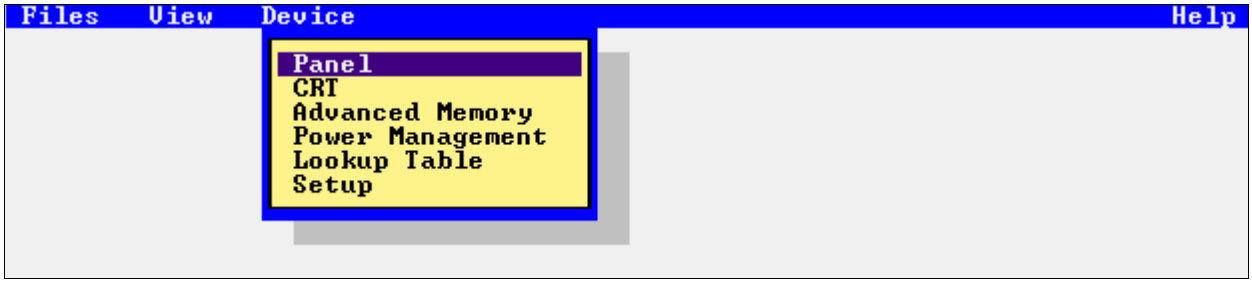

Figure 7: 13504CFG Device Menu

The Device menu contains the following sub-menus where parameters for a S1D13504 utility can be edited:

- Panel
- CRT
- Advanced Memory
- Power Management
- Look-Up Table
- Setup

Panel

Panel Setup

When Panel is selected from the Device menu, the Panel Setup dialog box is displayed. To select a panel assignment, highlight it (in the example window below, “STN 4 Bit Mono Single 320x240” is highlighted) and click OK. If the highlighted panel assignment needs changes, click Edit and see the next section “Edit Panel Setup.”

Whenever a panel assignment is edited or selected in the Panel Setup dialog box, the setup is copied to Current Configuration. The editing is automatically performed on the current configuration.

In addition to OK, Cancel, and Edit commands, a Help command is listed in the Panel Setup windows. In this version of 13504CFG, the Help files are unavailable.

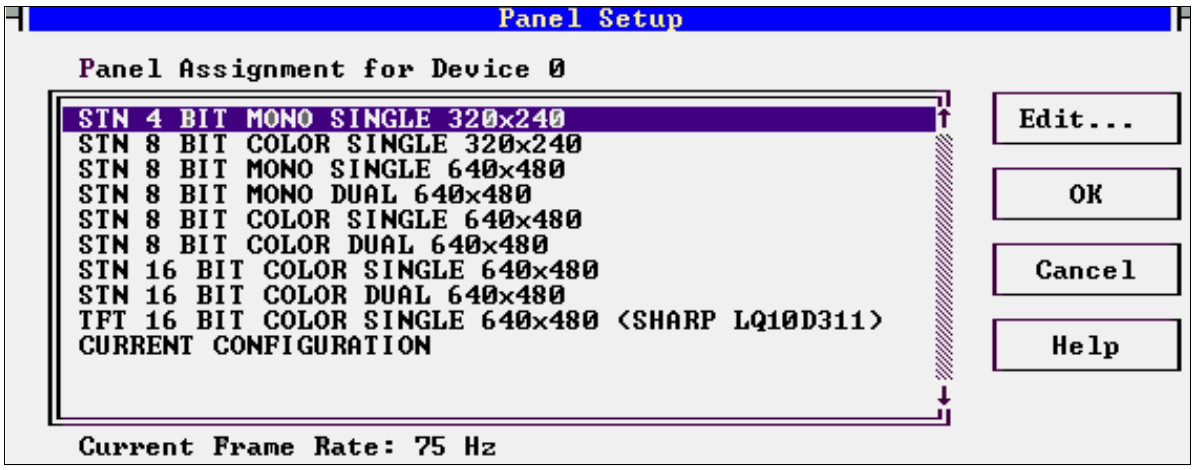

Figure 8: 13504CFG Panel Setup

Edit Panel Setup

When a selection is highlighted in the Panel Setup window and Edit is clicked, the Edit Panel Setup window is displayed. The Edit Panel Setup window lists parameters which can be edited, as shown below in Figure 9, “13504CFG Edit Panel Setup.” In this example window, “X Resolution: 320 pixels” is highlighted.

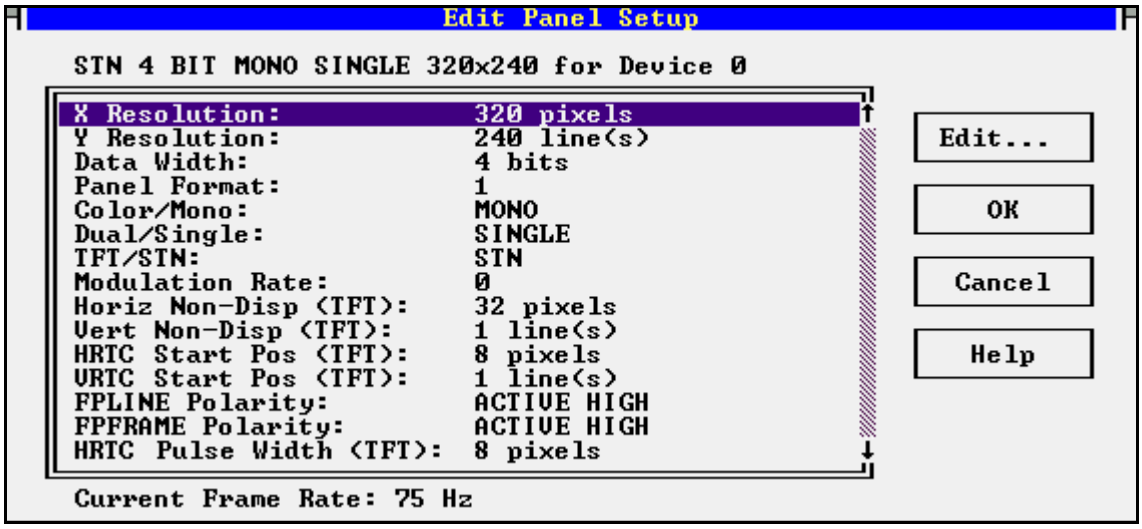

Figure 9: 13504CFG Edit Panel Setup

Panel Parameter Edit

When a selection is highlighted for editing in the Edit Panel Setup window and Edit is clicked, the Panel Parameter Edit window displays for parameter editing. See figure 10, “13504CFG Panel Parameter Edit” below. In this example window, “X Resolution: 320 pixels” can be edited.

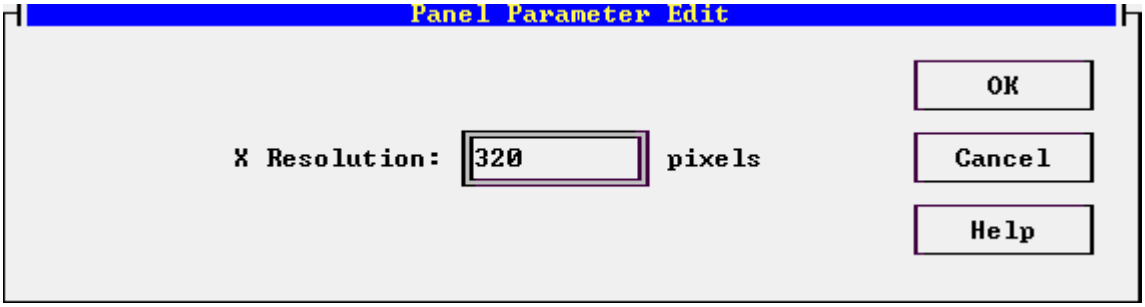

Figure 10: 13504CFG Panel Parameter Edit

CRT

CRT Setup

When CRT is selected from the Device menu, the CRT Setup window is displayed. To select a CRT assignment, highlight it (in the example window below, “CRT 640x400 @ 85Hz, CLKI=33.333MHz” is highlighted) and click OK. If the highlighted CRT assignment needs changes, click Edit and see the next section “Edit CRT Setup.”

Whenever a CRT assignment is edited or selected in the CRT Setup dialog box, the setup is copied to Current Configuration. The editing is automatically performed on the current configuration.

In addition to OK, Cancel, and Edit commands, a Help command is listed in the CRT setup windows. In this version of 13504CFG, the Help files are unavailable.

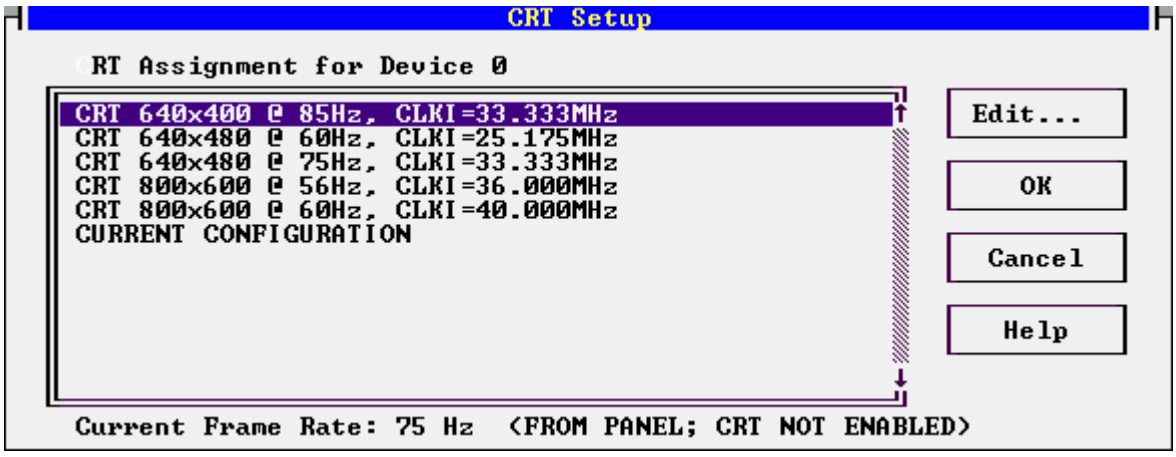

Figure 11: 13504CFG CRT Setup

Edit CRT Setup

When a selection is highlighted in the CRT Setup window and Edit is clicked, the Edit CRT Setup window is displayed. The Edit CRT Setup window lists parameters which can be edited, as shown below in Figure 12, “13504CFG Edit CRT Setup.” In this example window, “Horiz Non-Display: 240 pixels” is highlighted.

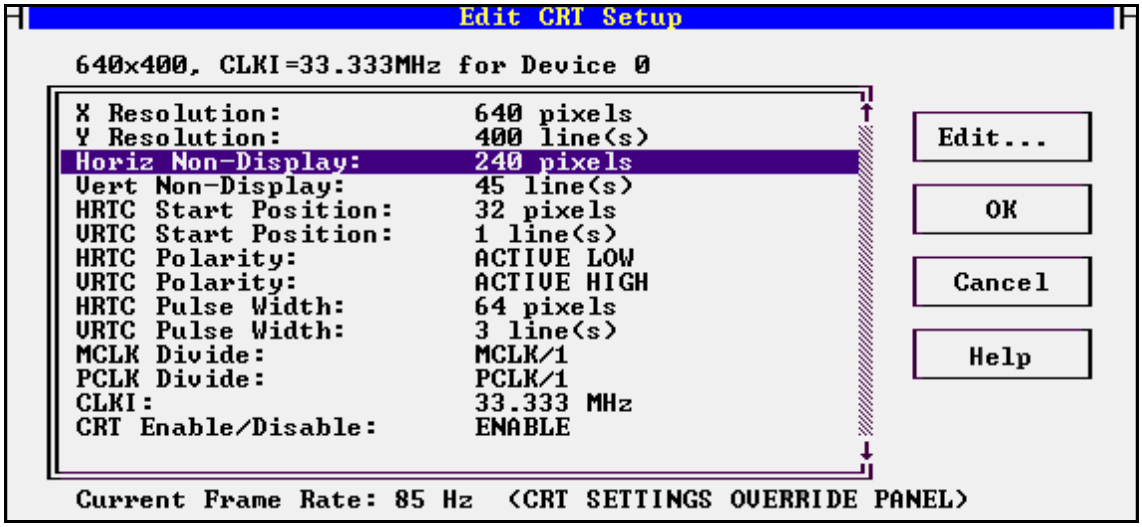

Figure 12: 13504CFG Edit CRT Setup

CRT Parameter Edit

When a selection is highlighted for editing in the Edit CRT Setup window and Edit is clicked, the CRT Parameter Edit window displays for parameter editing. See figure 13, “13504CFG CRT Parameter Edit” below. In this example window, “Horiz Non-Display: 240 pixels” can be edited.

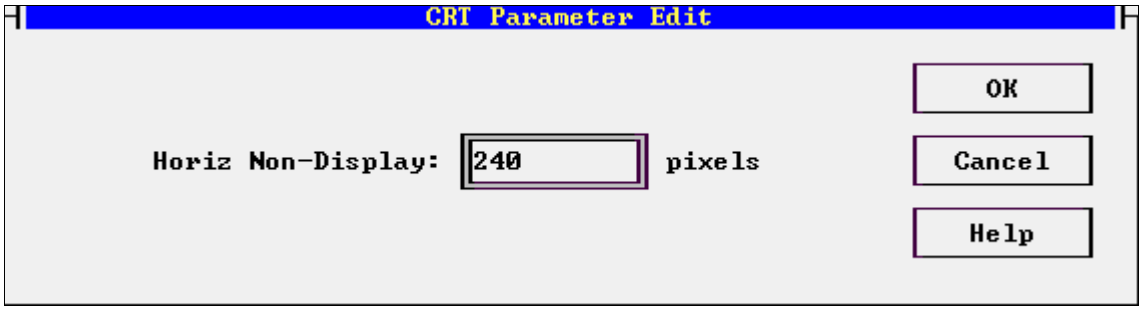

Figure 13: 13504CFG CRT Parameter Edit

Advanced Memory

Memory Setup

When Advanced Memory is selected from the Device menu, the Memory Setup dialog box is displayed. To select a memory assignment, highlight it (in the example window below, “Memory Type 0” is highlighted) and click OK. If the highlighted memory assignment needs changes, click Edit and see the next section “Edit Memory Setup.”

Whenever a memory assignment is edited or selected in the Memory Setup dialog box, the setup is copied to Current Configuration. The editing is automatically performed on the current configuration.

In addition to OK, Cancel, and Edit commands, a Help command is listed in the Memory setup windows. In this version of 13504CFG, the Help files are unavailable.

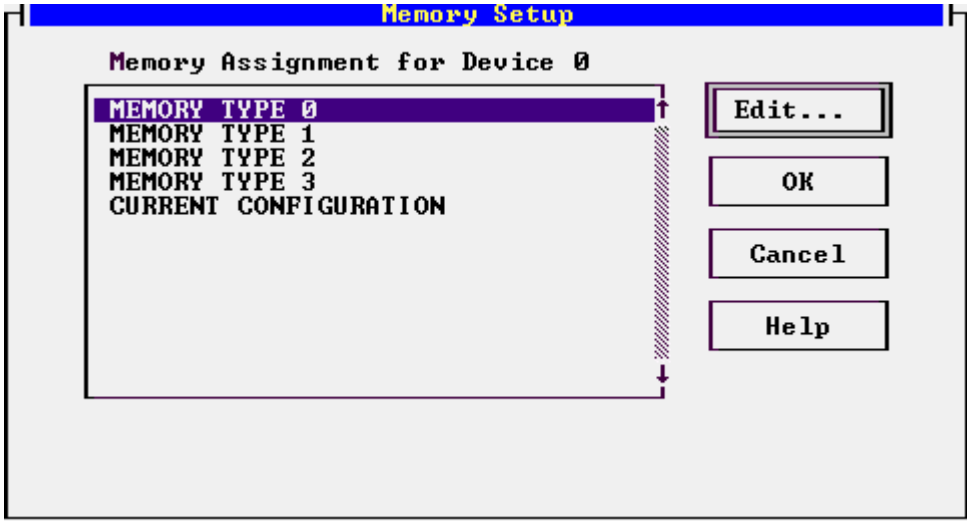

Figure 14: 13504CFG Advanced Memory Setup

Edit Advanced Memory Setup

When a selection is highlighted in the Memory Setup window and Edit is clicked, the Edit Advanced Memory Setup window is displayed. The Edit Advanced Memory window lists parameters which can be edited, as shown below in Figure 15, "13504CFG Edit Advanced Memory Setup." In this example window, "Refresh Time: 4000 Cycles" is highlighted.

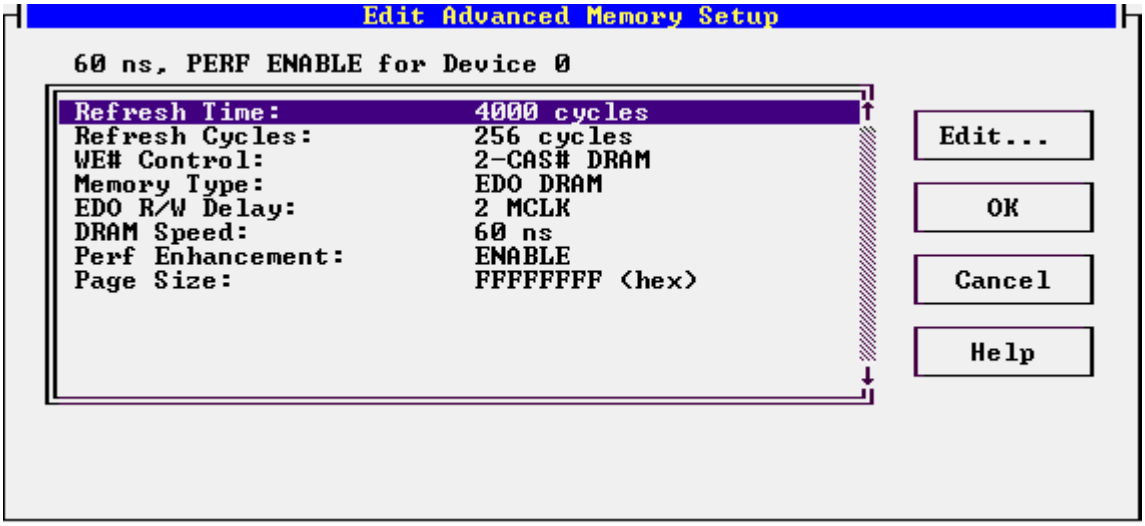

Figure 15: 13504CFG Edit Advanced Memory Setup

Memory Parameter Edit

When a selection is highlighted for editing in the Edit Advanced Memory Setup window and Edit is clicked, the Memory Parameter Edit window is displayed for parameter editing. See figure 16, "13504CFG Memory Parameter Edit" below. In this example window, "Refresh Time: 4000 Cycles" can be edited.

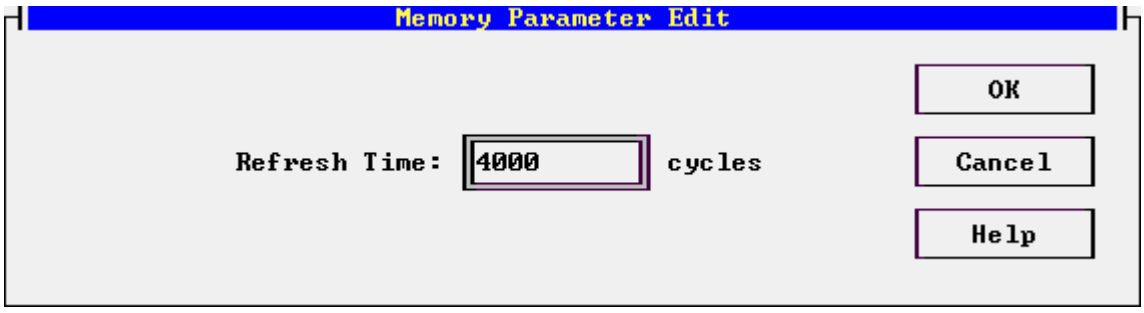

Figure 16: 13504CFG Memory Parameter Edit

Power Management

Power Setup

When Power Management is selected from the Device menu, the Power Setup dialog box is displayed. To select a power assignment, highlight it (in the example window below, “Power Type 0” is highlighted) and click OK. If the highlighted power assignment needs changes, click Edit and see the next section “Edit Power Setup.”

Whenever a power assignment is edited or selected in the Power Setup dialog box, the setup is copied to Current Configuration. The editing is automatically performed on the current configuration.

In addition to OK, Cancel, and Edit commands, a Help command is listed in the Power setup windows. In this version of 13504CFG, the Help files are unavailable.

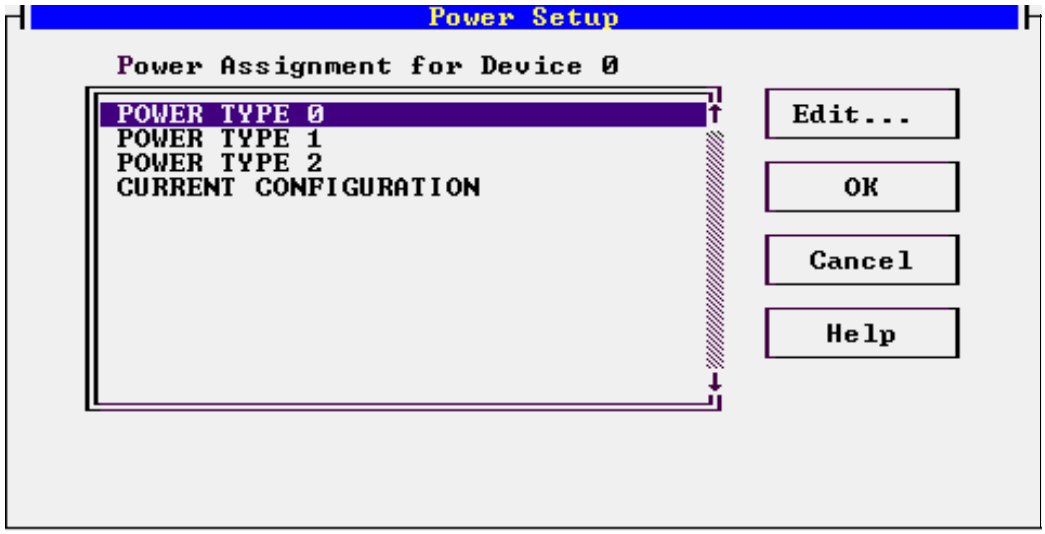

Figure 17: 13504CFG Power Setup

Edit Power Setup

When a selection is highlighted in the Power Setup window and Edit is clicked, the Edit Power Setup window is displayed. The Edit Power Setup window lists parameters which can be edited, as shown below in Figure 18, “13504CFG Edit Power Setup.” In this example window, “Suspend Refresh: CBR Refresh” is highlighted.

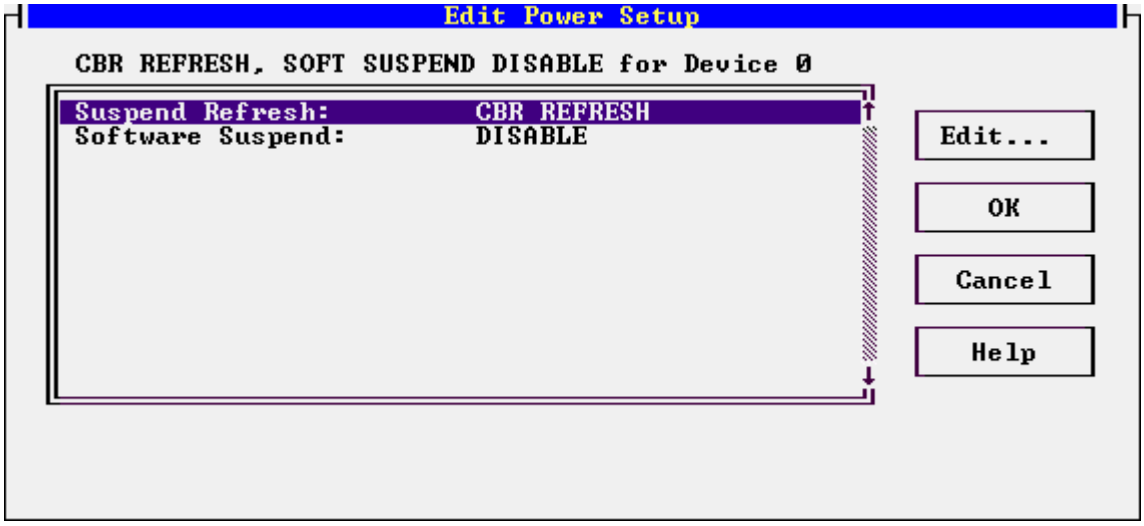

Figure 18: 13504CFG Edit Power Setup

Power Parameter Edit

When a selection is highlighted for editing in the Edit Power Setup window and Edit is clicked, the Power Parameter Edit window displays for parameter editing. See figure 19, “13504CFG Power Parameter Edit” below. In this example window, “Suspend Refresh: CBR Refresh” can be edited.

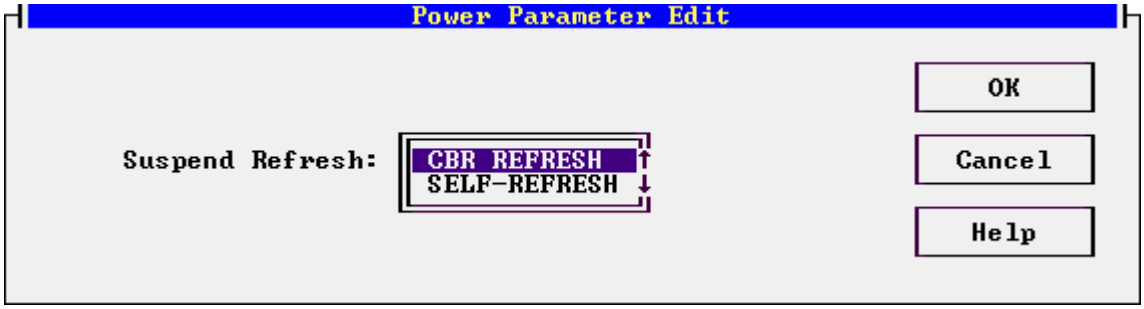

Figure 19: 13504CFG Power Parameter Edit

Lookup Table (LUT)

LUT Setup

When Lookup Table is selected from the Device menu, the LUT Setup dialog box is displayed. To select a LUT assignment, highlight it (in the example window below, “LUT Internal 4 Color” is highlighted) and click OK. If the highlighted LUT assignment needs changes, click Edit and see the next section “Edit LUT Setup.”

Whenever a LUT assignment is edited or selected in the LUT Setup dialog box, the setup is copied to Current Configuration. The editing is automatically performed on the current configuration.

In addition to OK, Cancel, and Edit commands, a Help command is listed in the LUT setup windows. In this version of 13504CFG, the Help files are unavailable.

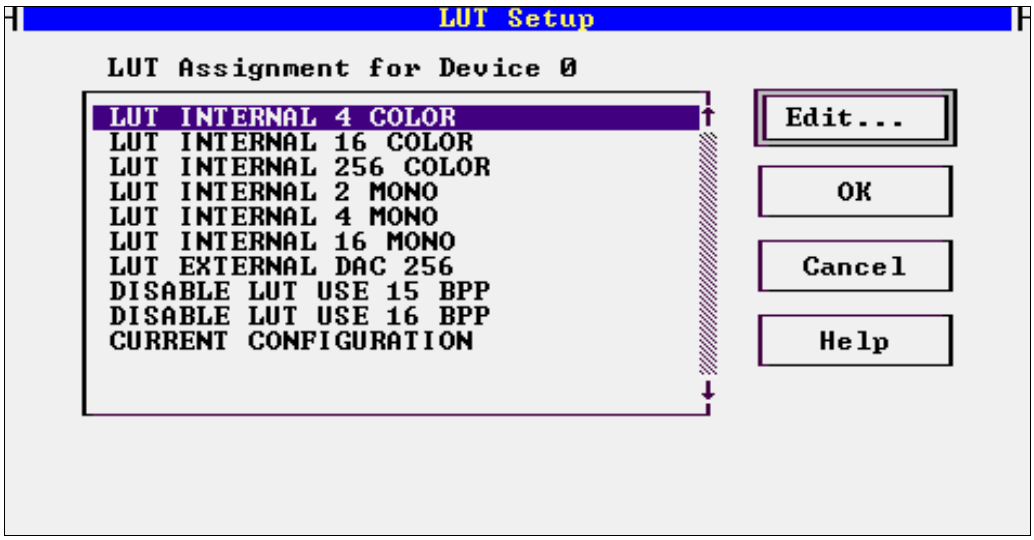

Figure 20: 13504CFG LUT Setup

Edit LUT Setup

When a selection is highlighted in the LUT Setup window and Edit is clicked, the Edit LUT Setup window is displayed. The Edit LUT Setup window lists parameters which can be edited, as shown below in Figure 21, "13504CFG Edit LUT Setup." In this example window, "Bits Per Pixel: 2" is highlighted.

Note

A future release of 13504CFG will enable components in the lookup table palette to be edited. (For example, the red, green, and blue components of LUT palette entry 0Fh could be edited.)

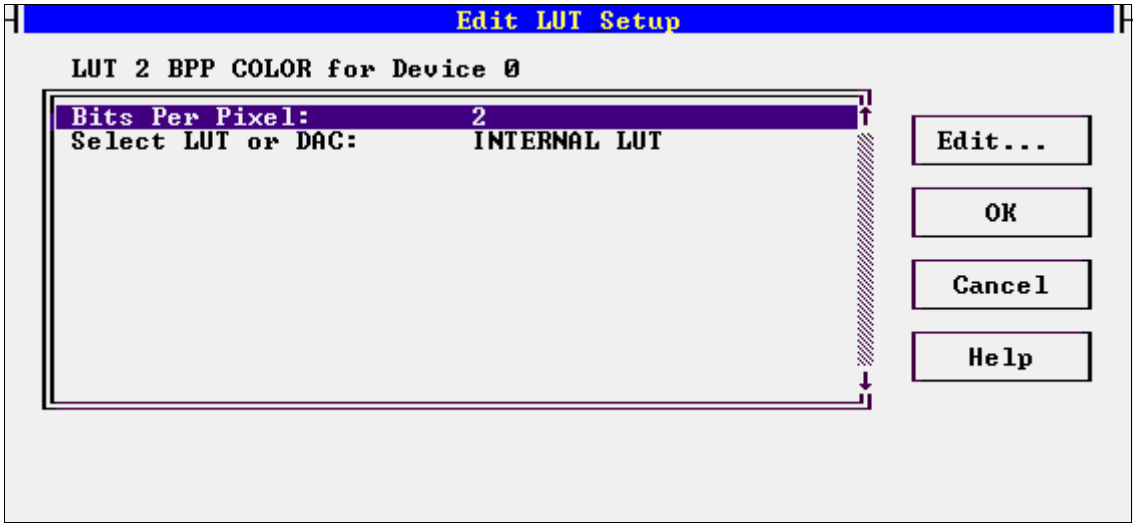

Figure 21: 13504CFG Edit LUT Setup

LUT Parameter Edit

When a selection is highlighted for editing in the Edit LUT Setup window and Edit is clicked, the LUT Parameter Edit window displays for parameter editing. See figure 22, "13504CFG LUT Parameter Edit" below. In this example window, "Bits Per Pixel: 2" can be edited.

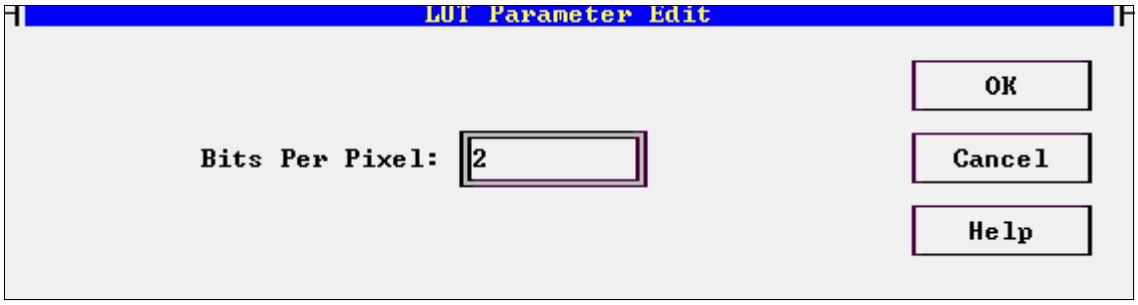

Figure 22: 13504CFG LUT Parameter Edit

Setup

When Setup is selected from the Device menu, the Setup dialog box is displayed. To select either Register Location, Memory Location, or Memory Size, highlight it (in the example window below, “Register Location: 00C00000 (hex)” is highlighted) and click OK. If the highlighted Setup assignment needs changes, click Edit and see the next section “Setup Parameter Edit.”

In addition to OK, Cancel, and Edit commands, a Help command is listed in the Setup windows. In this version of 13504CFG, the Help files are unavailable.

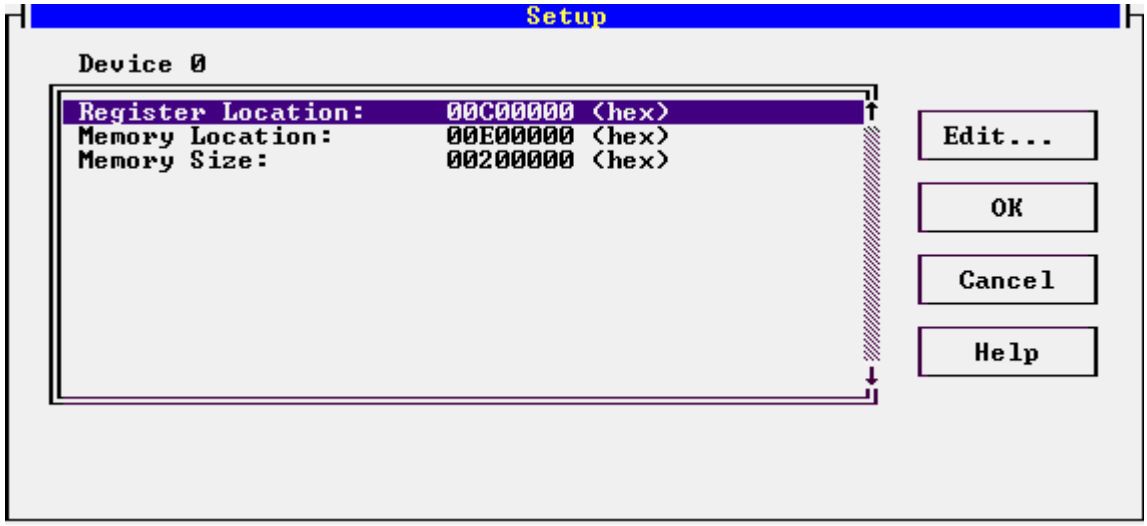

Figure 23: 13504CFG Setup

Setup Parameter Edit

When a selection is highlighted in the Setup window and Edit is clicked, a Setup Parameter Edit window is displayed for parameter editing. The Setup Parameter Edit windows for Register Location, Memory Location, and Memory Size respectively are shown below.

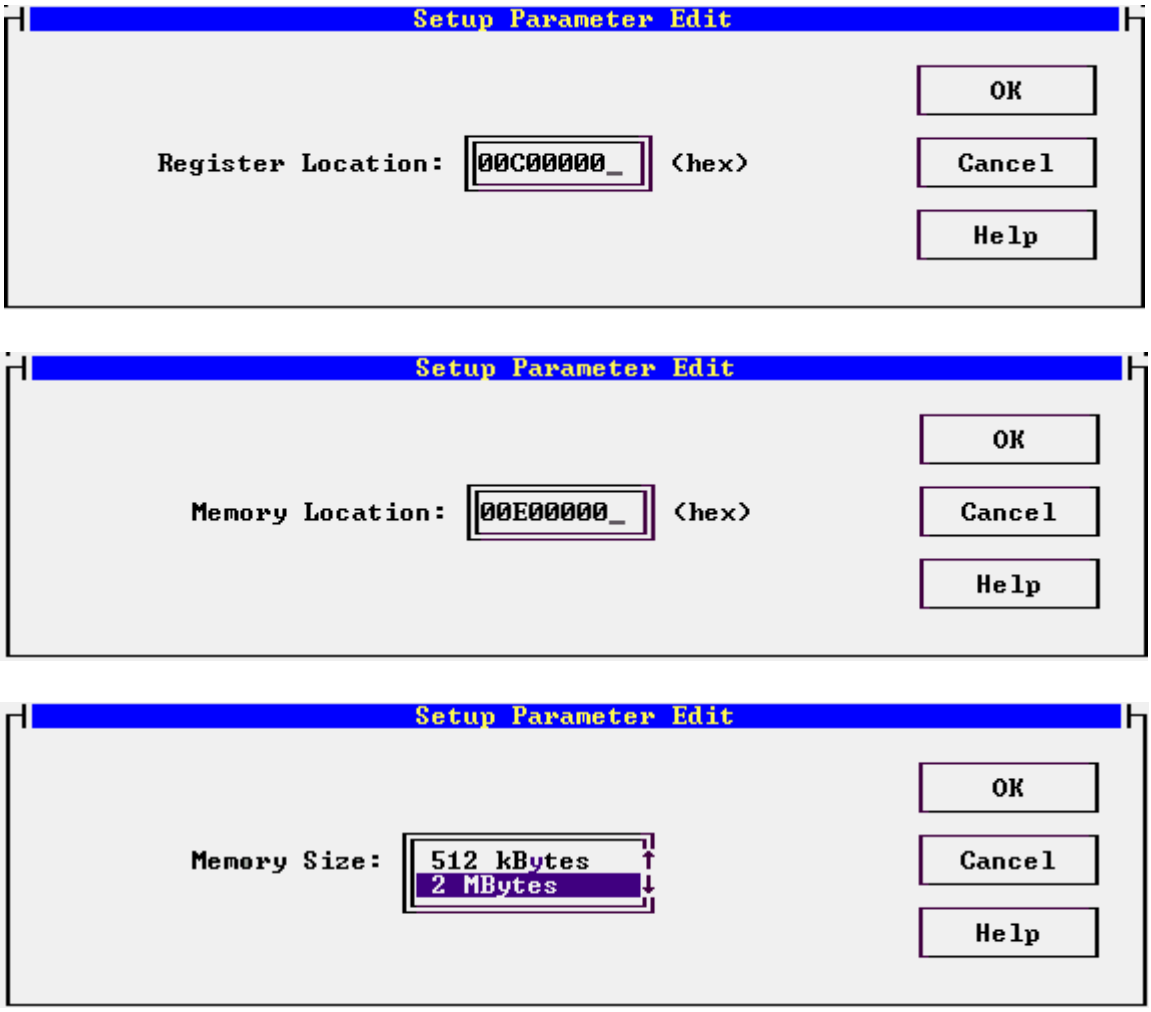

Figure 24: 13504CFG Setup Parameter Edit For Register Location, Memory Location, and Memory Size.

Help Menu

There are three files in the Help menu.

- Help: not available in this version of 13504CFG.
- Help on Help: not available in this version of 13504CFG.
- About: displays copyright and program version information.

Comments

It is assumed that the 13504CFG user is familiar with S1D13504 hardware and software. Refer to the S1D13504 “Functional Hardware Specification,” document number X19A-A-002-xx, and the S1D13504 “Programming Notes and Examples” manual, document number X19A-G-002-xx for information.

In addition, the 13504CFG user must know the hardware setup for the panel and CRT, and the setup for the given hardware platform (such as memory addresses and memory speed).

Sample Program Messages

`ERROR: Could not open <filename>.`

Could not open the 13504 utility called <filename>. This message is generated from the command line: `13504CFG filename script.ini.`

`ILLEGAL VALUE: Choose between 8 and 800, in multiples of 8 pixels.`

The user entered an invalid number when changing the Panel X Resolution.

`ERROR: Failed to open the file!`

The selected program does not have the HAL structure, therefore cannot be opened by 13504CFG.

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EPSON®

S1D13504 Color Graphics LCD/CRT Controller

13504SHOW Demonstration Program

Document Number: X19A-B-002-05

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13504SHOW

13504SHOW demonstrates S1D13504 display capabilities by drawing a pattern image at different pixel depths (i.e. 16 bits-per-pixel, 2 bits-per-pixel, etc.) on the display.

The 13504SHOW display utility must be configured and/or compiled to work with your hardware platform. Consult documentation for the program 13504CFG.EXE which can be used to configure 13504SHOW.

This software is designed to work in both embedded and personal computer (PC) environments. For the embedded environment, it is assumed that the system has a means of downloading software from the PC to the target platform. Typically this is done by serial communications, where the PC uses a terminal program to send control commands and information to the target processor. Alternatively, the PC can program an EPROM, which is then placed in the target platform. Some target platforms can also communicate with the PC via a parallel port connection, or an Ethernet connection.

S1D13504 Supported Evaluation Platforms

13504SHOW has been tested with the following S1D13504 supported evaluation platforms:

- PC system with an Intel 80x86 processor.
- M68332BCC (Business Card Computer) board, revision B, with a Motorola MC68332 processor.
- M68EC000IDP (Integrated Development Platform) board, revision 3.0, with a Motorola M68EC000 processor.
- SH3-LCEVB board, revision B, with an Hitachi SH-3 HD6417780 processor.

If the platform you are using is different from the above, please see the S1D13504 “Programming Notes and Examples” manual, document number X19A-G-002-xx.

Installation

PC platform: copy the file 13504SHOW.EXE to a directory that is in the DOS path on your hard drive.

Embedded platform: download the program 13504SHOW to the system.

Usage

PC platform: at the prompt, type **`13504show [b=??] [/a] [/lcd] [/crt] [/vertical] [/?]`**.

Embedded platform: execute **`13504show`** and at the prompt, type the command line argument.

Where:	`b=??`	starts 13504SHOW at a user specified bits-per-pixel (bpp) level, where ?? can be: 1, 2, 4, 8, 15, or 16
	`/a`	automatically cycles through all video modes
	`/lcd`	displays on the LCD panel
	`/crt`	displays on the CRT
	`/vertical`	displays vertical line pattern
	`/?`	displays the help screen
	`/noinit`	bypasses register initialization

Comments

- 13504SHOW cannot show a greater color depth than the display allows.
- The PC must not have more than 12M bytes of system memory when used with the S5U13504B00C board.
- Follow simultaneous display guidelines for correct simultaneous display operation.
- To determine if the CRT will operate correctly when using a dual panel, refer to the “Maximum Frame Rates” table in the S1D13504 “Functional Hardware Specification,” document number X19A-A-002-xx.
- When editing in 13504CFG with CRT enabled and panel disabled, select “Single Panel” from the “Edit Panel Setup” submenu.
- When a CRT is enabled, the CRT settings will override the panel settings. If a panel is also used, the CRT timing values will have to be changed to more closely match the panel's timing.
- A CRT cannot show 15 or 16 bits-per-pixel.
- Do not attach a panel with a 16-bit interface to the S1D13504 when a CRT is also attached.

Program Messages

`ERROR: Too many devices registered.`

There are too many display devices attached to the HAL. The HAL can only manage 10 devices simultaneously.

`ERROR: Could not register S1D13504 device.`

A 13504 device was not found at the configured addresses. Check the configuration address using the 13504CFG configuration program.

`ERROR: Did not detect S1D13504.`

The HAL was unable to read the revision code register on the S1D13504. Ensure that the S1D13504 hardware is installed and that the hardware platform has been set up correctly.

EPSON®

S1D13504 Color Graphics LCD/CRT Controller

13504SPLT Display Utility

Document Number: X19A-B-003-05

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13504SPLT

13504SPLT demonstrates S1D13504 split screen capability by showing two different areas of display memory on the screen simultaneously. Screen 1 shows horizontal bars, and Screen 2 shows vertical bars.

Screen 1 memory is located at the start of the display buffer. Screen 2 memory is located immediately after Screen 1 in the display buffer. On user input or elapsed time, the line compare register value is changed to adjust the amount of area displayed on either screen.

The 13504SPLT display utility must be configured and/or compiled to work with your hardware platform. Consult documentation for the program 13504CFG.EXE which can be used to configure 13504SPLT.

This software is designed to work in both embedded and personal computer (PC) environments. For the embedded environment, it is assumed that the system has a means of downloading software from the PC to the target platform. Typically this is done by serial communications, where the PC uses a terminal program to send control commands and information to the target processor. Alternatively, the PC can program an EPROM, which is then placed in the target platform. Some target platforms can also communicate with the PC via a parallel port connection, or an Ethernet connection.

S1D13504 Supported Evaluation Platforms

13504SPLT has been tested with the following S1D13504 supported evaluation platforms:

- PC system with an Intel 80x86 processor.
- M68332BCC (Business Card Computer) board, revision B, with a Motorola MC68332 processor.
- M68EC000IDP (Integrated Development Platform) board, revision 3.0, with a Motorola M68EC000 processor.
- SH3-LCEVB board, revision B, with an Hitachi SH-3 HD6417780 processor.

If the platform you are using is different from the above, please see the S1D13504 “Programming Notes and Examples” manual, document number X19A-G-002-xx.

Installation

PC platform: copy the file 13504SPLT.EXE to a directory that is in the DOS path on your hard drive.

Embedded platform: download the program 13504SPLT to the system.

Usage

PC platform: at the prompt, type **`13504splt [/a]`**.

Embedded platform: execute **`13504splt`** and at the prompt, type the command line argument.

Where:	`no argument`	enables manual split screen operation
	`/a`	enables automatic split screen operation

The following keyboard commands are for navigation within the program.

Manual mode:	↑	moves Screen 2 up
	↓	moves Screen 2 down
	`HOME`	covers Screen 1 with Screen 2
	`END`	displays only Screen 1
Automatic mode:	`Z`	changes the direction of split-screen movement
Both modes:	`B`	changes the color depth (bits-per-pixel)
	`ESC`	exits 13504SPLT

13504SPLT Example

1. Type “13504splt /a” to automatically move the split screen.
2. Press "b" to change the bits-per-pixel from 1 bit-per-pixel to 2 bits-per-pixel.
3. Repeat step 2 for the remaining bits-per-pixel colour depths: 1, 2, 4, 8, 15, and 16.
4. Press <ESC> to exit the program.

Comments

- The PC must not have more than 12M bytes of system memory when used with the S5U13504B00C board.
- Follow simultaneous display guidelines for correct simultaneous display operation.
- To determine if the CRT will operate correctly when using a dual panel, refer to the “Maximum Frame Rates” table in the S1D13504 “Functional Hardware Specification,” document number X19A-A-002-xx.
- When editing in 13504CFG with CRT enabled and panel disabled, select “Single Panel” from the “Edit Panel Setup” submenu.
- When a CRT is enabled, the CRT settings will override the panel settings. If a panel is also used, the CRT timing values will have to be changed to more closely match the panel's timing.
- A CRT cannot show 15 or 16 bits-per-pixel.
- Do not attach a panel with a 16-bit interface to the S1D13504 when a CRT is also attached.

Program Messages

`ERROR: Too many devices registered.`

There are too many display devices attached to the HAL. The HAL can only manage 10 devices simultaneously.

`ERROR: Could not register S1D13504 device.`

A 13504 device was not found at the configured addresses. Check the configuration address using the 13504CFG configuration program.

`ERROR: Did not detect S1D13504.`

The HAL was unable to read the revision code register on the S1D13504. Ensure that the S1D13504 hardware is installed and that the hardware platform has been set up correctly.

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S1D13504 Color Graphics LCD/CRT Controller

13504VIRT Display Utility

Document Number: X19A-B-004-05

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13504VIRT

13504VIRT shows the virtual display capability of the S1D13504. A virtual display is where the image to be displayed is larger than the physical display device (CRT or LCD) and can be viewed by panning and scrolling. 13504VIRT allows the display device to be used as a “window” to view the entire image.

The 13504VIRT display utility must be configured and/or compiled to work with your hardware platform. Consult documentation for the program 13504CFG.EXE which can be used to configure 13504VIRT.

This software is designed to work in both embedded and personal computer (PC) environments. For the embedded environment, it is assumed that the system has a means of downloading software from the PC to the target platform. Typically this is done by serial communications, where the PC uses a terminal program to send control commands and information to the target processor. Alternatively, the PC can program an EPROM, which is then placed in the target platform. Some target platforms can also communicate with the PC via a parallel port connection, or an Ethernet connection.

S1D13504 Supported Evaluation Platforms

13504VIRT has been tested with the following S1D13504 supported evaluation platforms:

- PC system with an Intel 80x86 processor.
- M68332BCC (Business Card Computer) board, revision B, with a Motorola MC68332 processor.
- M68EC000IDP (Integrated Development Platform) board, revision 3.0, with a Motorola M68EC000 processor.
- SH3-LCEVB board, revision B, with an Hitachi SH-3 HD6417780 processor.

If the platform you are using is different from the above, please see the S1D13504 “Programming Notes and Examples” manual, document number X19A-G-002-xx.

Installation

PC platform: copy the file 13504VIRT.EXE to a directory that is in the DOS path on your hard drive.

Embedded platform: download the program 13504VIRT to the system.

Usage

PC platform: at the prompt, type **`13504virt [/A] [/W=???]`**.

Embedded platform: execute **`13504virt`** and at the prompt, type the command line argument.

Where:	`no argument`	panning and scrolling is performed manually
	`/a`	panning and scrolling is performed automatically
	`/w=???`	for manual mode, specifies the width of the virtual display which must be a multiple of 8 and less than 1024 (the default width is 1024 pixels); the maximum height is based on the display memory and the width of the virtual display

The following keyboard commands are for navigation within the program.

Manual mode:	↑	scrolls up
	↓	scrolls down
	←	pans to the left
	→	pans to the right
	`HOME`	moves the display screen so that the upper right of the virtual screen shows in the upper right of the display
	`END`	moves the display screen so that the lower left of the virtual screen shows in the lower left of the display
Automatic mode:	`Z`	changes the direction of screen
Both modes:	`B`	changes the color depth (bits-per-pixel)
	`ESC`	exits 13504VIRT

13504VIRT Example

1. Type "13504virt /a" to automatically pan and scroll.
2. Press "b" to change the bits-per-pixel from 1 bit-per-pixel to 2 bits-per-pixel.
3. Repeat steps 1 and 2 for the following bits-per-pixel values:
   1, 2, 4, 8, 15, and 16.
4. Press <ESC> to exit the program.

Comments

- The maximum virtual display width is 1024 pixels, except in 15 and 16 bits-per-pixel mode where the maximum width is 1023 pixels.
- The PC must not have more than 12M bytes of system memory when used with the S5U13504B00C board.
- Follow simultaneous display guidelines for correct simultaneous display operation.
- To determine if the CRT will operate correctly when using a dual panel, refer to the “Maximum Frame Rates” table in the S1D13504 “Functional Hardware Specification,” document number X19A-A-002-xx.
- When editing in 13504CFG with CRT enabled and panel disabled, select “Single Panel” from the “Edit Panel Setup” submenu.
- When a CRT is enabled, the CRT settings will override the panel settings. If a panel is also used, the CRT timing values will have to be changed to more closely match the panel's timing.
- A CRT cannot show 15 or 16 bits-per-pixel.
- Do not attach a panel with a 16-bit interface to the S1D13504 when a CRT is also attached.

Program Messages

`ERROR: Too many devices registered.`

There are too many display devices attached to the HAL. The HAL can only manage 10 devices simultaneously.

`ERROR: Could not register S1D13504 device.`

A 13504 device was not found at the configured addresses. Check the configuration address using the 13504CFG configuration program.

`ERROR: Did not detect S1D13504.`

The HAL was unable to read the revision code register on the S1D13504. Ensure that the S1D13504 hardware is installed and that the hardware platform has been set up correctly.

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S1D13504 Color Graphics LCD/CRT Controller

13504PLAY Diagnostic Utility

Document Number: X19A-B-005-05

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13504PLAY

13504PLAY allows the user to read/write to all S1D13504 registers/look up tables and display memory.

13504PLAY is similar to the DOS DEBUG program; commands are received from the standard input device, and output is sent to the standard output device (console for Intel, terminal for embedded platforms). This utility requires the target platform to support standard IO (stdio).

13504PLAY commands can be entered interactively using a keyboard/monitor or they can be executed from a script file. Scripting is a powerful feature which allows command sequences to be used repeatedly without re-entry.

The 13504PLAY display utility must be configured and/or compiled to work with your hardware platform. Consult documentation for the program 13504CFG.EXE which can be used to configure 13504PLAY.

This software is designed to work in both embedded and personal computer (PC) environments. For the embedded environment, it is assumed that the system has a means of downloading software from the PC to the target platform. Typically this is done by serial communications, where the PC uses a terminal program to send control commands and information to the target processor. Alternatively, the PC can program an EPROM, which is then placed in the target platform. Some target platforms can also communicate with the PC via a parallel port connection, or an Ethernet connection.

S1D13504 Supported Evaluation Platforms

13504PLAY has been tested with the following S1D13504 supported evaluation platforms:

- PC system with an Intel 80x86 processor.
- M68332BCC (Business Card Computer) board, revision B, with a Motorola MC68332 processor.
- M68EC000IDP (Integrated Development Platform) board, revision 3.0, with a Motorola M68EC000 processor.
- SH3-LCEVB board, revision B, with an Hitachi SH-3 HD6417780 processor.

If the platform you are using is different from the above, please see the S1D13504 “Programming Notes and Examples” manual, document number X19A-G-002-xx.

Installation

PC platform: copy the file 13504PLAY.EXE to a directory that is in the DOS path on your hard drive.

Embedded platform: download the program 13504PLAY to the system.

Usage

PC platform: at the prompt, type **`13504play [/?]`**.

Embedded platform: execute **`13504play`** and at the prompt, type the command line argument.

Where: `/?` displays program revision information.

The following commands are valid within the 13504PLAY program.

`X index [data]`	- Reads/writes the registers. - Writes data to the register specified by the index when "data" is specified; otherwise the register is read.
`XA`	- Reads all registers.
`D index [data1 data2 data3]`	- Reads/writes DAC values. - Writes data to the DAC index when "data" is specified; otherwise the register is read. - Data consists of 3 bytes: 1 red, 1 green, 1 blue.
`DA`	- Reads all DAC values.
`L index [data1 data2 data3]`	- Reads/writes Look-Up Table (LUT) values. - Writes data to the LUT index when "data" is specified; otherwise the LUT index is read. - Data consists of 3 bytes: 1 red, 1 green, 1 blue.
`LA`	- Reads all LUT values.
`F[W] addr1 addr2 data . . .`	- Fills bytes or words from address 1 to address 2 with data. - Data can be multiple values (e.g. `F 0 20 1 2 3 4` fills 0 to 0x20 with a repeating pattern of 1 2 3 4).
`R[W] addr [count]`	- Reads number of bytes or words from the address specified by "addr". If "count" is not specified, then 16 bytes/words are read.
`W[W] addr data . . .`	- Writes bytes or words of data to address specified by "addr". - Data can be multiple values (e.g. `W 0 1 2 3 4` writes the byte values 1 2 3 4 starting at address 0).
`I`	- Initializes the chip with user specified configuration.
`M [bpp]`	- Gets current mode information. - If "bpp" is specified then set that pixel depth.

`P 1|0`	- 1 = set/0 = reset hardware suspend (power mode). - This feature only works on the S5U13504B00B ISA evaluation board while operating in the x86 environment. - Do not use with the S5U13504B00C evaluation board.
`H [lines]`	- Halts after lines of display. This feature halts the display during long read operations to prevent data from scrolling off the display. - Set 0 to disable.
`Q`	- Quits this utility.
`?`	- Displays Help information.

13504PLAY Example

1. Type "13504PLAY" to start the program.
2. Type "?" for help.
3. Type "i" to initialize the registers.
4. Type "xa" to display the contents of the registers.
5. Type "x 5" to read register 5.
6. Type "x 3 10" to write 10 hex to register 3.
7. Type "f 0 ffff aa" to fill the first FFFF hex bytes of display memory with AA hex.
8. Type "f 0 1fffff aa" to fill 2M bytes of display memory.
9. Type "r 0 ff" to read the first 100 hex bytes of display memory.
10. Type "q" to exit the program.

Scripting

13504PLAY can be driven by a script file. This is useful when:

- there is no display output and a current register status is required
- various registers must be quickly changed to view results.

A script file is an ASCII text file with one 13504PLAY command per line. All scripts must end with a “q” (quit) command.

On a PC platform, a typical script command line is: “13504PLAY < dumpregs.scr > results.”

This causes the file “dumpregs.scr” to be interpreted and the results to be sent to the file “results.”

Example: Create an ASCII text file that contains the commands `i`, `xa`, and `q`.

```
; This file initializes the S1D13504 and reads the registers
; Note: after a semi-colon (;), all characters on a line are ignored
i
xa
q
```

Comments

- All numeric values are considered to be hexadecimal unless identified otherwise. For example, 10 = 10h = 16 decimal; 10t = 10 decimal; 010b = 2 decimal.
- Redirecting commands from a script file (PC platform) allows those commands to be executed as though they were typed.
- The PC must not have more than 12M bytes of memory when used with the S5U13504B00C board.
- Follow simultaneous display guidelines for correct simultaneous display operation.
- To determine if the CRT will operate correctly when using a dual panel, refer to the “Maximum Frame Rates” table in the S1D13504 “Functional Hardware Specification,” document number X19A-A-002-xx.
- When editing in 13504CFG with CRT enabled and panel disabled, select “Single Panel” from the “Edit Panel Setup” submenu.
- When a CRT is enabled, the CRT settings will override the panel settings. If a panel is also used, the CRT timing values will have to be changed to more closely match the panel's timing.
- A CRT cannot show 15 or 16 bits-per-pixel.
- Do not attach a panel with a 16-bit interface to the S1D13504 when a CRT is also attached.

Program Messages

`ERROR: Too many devices registered.`

There are too many display devices attached to the HAL. The HAL can only manage 10 devices simultaneously.

`ERROR: Could not register S1D13504 device.`

A 13504 device was not found at the configured addresses. Check the configuration address using the 13504CFG configuration program.

EPSON®

S1D13504 Color Graphics LCD/CRT Controller

13504BMP Demonstration Program

Document Number: X19A-B-006-04

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13504BMP

13504BMP demonstrates S1D13504 display capabilities by rendering bitmap images on the display.

The 13504BMP display utility is designed to operate in a personal computer (PC) DOS environment and must be configured to work with your display hardware. Consult documentation for the program 13504CFG.EXE which can be used to configure 13504BMP.

13504BMP is not supported on non-PC platforms.

Installation

Copy the file 13504BMP.EXE to a directory that is in the DOS path on your hard drive.

Usage

At the prompt, type **`13504bmp bmp file [/a] [/lcd] [/crt] [/?]`**.

Where:	**`bmp file`**	displays the bmp format file
	`/a`	automatically exits after 5 seconds
	`/lcd`	displays the image on a LCD
	`/crt`	displays the image on a CRT
	`/?`	displays the Help screen

Comments

- 13504BMP only currently decodes Windows BMP format images.
- The PC must not have more than 12M bytes of memory when used with the S5U13504B00C board.
- Follow simultaneous display guidelines for correct simultaneous display operation.
- To determine if the CRT will operate correctly when using a dual panel, refer to the “Maximum Frame Rates” table in the S1D13504 “Functional Hardware Specification,” document number X19A-A-002-xx.
- When editing in 13504CFG with CRT enabled and panel disabled, select “Single Panel” from the “Edit Panel Setup” submenu.
- When a CRT is enabled, the CRT settings will override the panel settings. If a panel is also used, the CRT timing values will have to be changed to more closely match the panel's timing.
- A CRT cannot show 15 or 16 bits-per-pixel.
- Do not attach a panel with a 16-bit interface to the S1D13504 when a CRT is also attached.

Program Messages

`ERROR: Too many devices registered.`

There are too many display devices attached to the HAL. The HAL can only manage 10 devices simultaneously.

`ERROR: Could not register S1D13504 device.`

A 13504 device was not found at the configured addresses. Check the configuration address using the 13504CFG configuration program.

`ERROR: Did not detect S1D13504.`

The HAL was unable to read the revision code register on the S1D13504. Ensure that the S1D13504 hardware is installed and that the hardware platform has been set up correctly.

EPSON®

S1D13504 Color Graphics LCD/CRT Controller

13504PWR Software Suspend Power Sequencing Utility

Document Number: X19A-B-007-04

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13504PWR

The 13504PWR Software Suspend Power Sequencing Utility enables or disables the S1D13504 software suspend mode and LCD.

Refer to the section titled “LCD Power Sequencing and Power Save Modes” in the S1D13504 “Programming Notes and Examples” manual, document number X19A-G-002-xx. Also, refer to the S1D13504 “Functional Hardware Specification,” document number X19A-A-002-xx for further information.

The 13504PWR display utility must be configured and/or compiled to work with your hardware platform. Consult documentation for the program 13504CFG.EXE which can be used to configure 13504PWR.

This software is designed to work in both embedded and personal computer (PC) environments. For the embedded environment, it is assumed that the system has a means of downloading software from the PC to the target platform. Typically this is done by serial communications, where the PC uses a terminal program to send control commands and information to the target processor. Alternatively, the PC can program an EPROM, which is then placed in the target platform. Some target platforms can also communicate with the PC via a parallel port connection, or an Ethernet connection.

S1D13504 Supported Evaluation Platforms

13504PWR has been tested with the following S1D13504 supported evaluation platforms:

- PC system with an Intel 80x86 processor.
- M68332BCC (Business Card Computer) board, revision B, with a Motorola MC68332 processor.
- M68EC000IDP (Integrated Development Platform) board, revision 3.0, with a Motorola M68EC000 processor.
- SH3-LCEVB board, revision B, with an Hitachi SH-3 HD6417780 processor.

If the platform you are using is different from the above, please see the S1D13504 “Programming Notes and Examples” manual, document number X19A-G-002-xx.

Installation

PC platform: copy the file 13504PWR.EXE to a directory that is in the DOS path on your hard drive.

Embedded platform: download the program 13504PWR to the system.

Usage

PC platform: at the prompt, type **`13504pwr [/software | /lcd] [/enable | /disable] [/i] [/?]`**.

Embedded platform: execute **`13504pwr`** and at the prompt, type the command line argument.

Where:	`/software`	selects software suspend
	`/lcd`	selects the LCD
	`/enable`	activates software suspend or the LCD
	`/disable`	deactivates software suspend or the LCD
	`/i`	initializes registers
	`/?`	displays this usage message

Examples

To enable software suspend mode, use the following arguments:
```
/software /enable
```

To disable software suspend mode, use the following arguments:
```
/software /disable
```

To enable the LCD, use the following arguments:
```
/lcd /enable
```

To disable the LCD, use the following arguments:
```
/lcd /disable
```

Comments

- The `/i` argument is to be used when the registers have not been previously initialized.
- The PC must not have more than 8M bytes of memory when used with the S5U13504B00B board.
- Follow simultaneous display guidelines for correct simultaneous display operation.
- Do not use a dual panel with a CRT. Select “Panel Single” whenever using a CRT, even if a panel is not attached. Also, the panel section of 13504CFG must be programmed to “Single Panel.”
- When a CRT is enabled, the settings for the CRT will override the panel settings. If a panel is also used, the CRT timing values will have to be changed to more closely match the panel's timing.
- A CRT cannot show 15 or 16 bits-per-pixel.
- Do not attach a 16-bit panel when using the CRT.

Program Messages

`ERROR: Unknown command line argument.`

An invalid command line argument was entered. Enter a valid command line argument.

`ERROR: Already selected SOFTWARE.`

Command line argument `/software` was selected more than once. Select `/software` only once.

`ERROR: Already selected HARDWARE.`

Command line argument `/hardware` was selected more than once. Select `/hardware` only once.

`ERROR: Already selected ENABLE.`

Command line argument `/enable` was selected more than once. Select `/enable` only once.

`ERROR: Already selected DISABLE.`

Command line argument `/disable` was selected more than once. Select `/disable` only once.

`ERROR: Select /software or /hardware.`

Neither command line argument `/software` or `/hardware` was selected. Select `/software` or `/hardware`.

`ERROR: Select /enable or /disable.`

Neither command line argument `/enable` or `/disable` was selected. Select `/enable` or `/disable`.

`ERROR: Too many devices registered.`

There are too many display devices attached to the HAL. The HAL can only manage 10 devices simultaneously.

`ERROR: Could not register S1D13504 device.`

A 13504 device was not found at the configured addresses. Check the configuration address using the 13504CFG configuration program.

`ERROR: Did not detect S1D13504.`

The HAL was unable to read the revision code register on the S1D13504. Ensure that the S1D13504 hardware is installed and that the hardware platform has been set up correctly.

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EPSON®

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S1D13504 Color Graphics LCD/CRT Controller

13504DCFG Driver Configuration Program

Document Number: X19A-B-008-03

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Table of Contents

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13504DCFG

13504DCFG is an interactive Windows® 9x/ME/NT/2000 program that generates C header files containing user-specified display configurations. The header files are intended to be used by a software/hardware developer in the development of display drivers.

Note

It is possible to override recommended register settings and select incorrect panel timings using 13504DCFG. Seiko Epson does not assume liability for any damage done to the display device as a result of configuration errors.

Installation

Create a directory for **13504dcfg.exe**. Copy the files **13504dcfg.exe** and **panels.def** to that directory. **Panels.def** contains configuration information for a number of panels and must reside in the same directory as **13504dcfg.exe**.

Usage

13504DCFG can be started from the Windows desktop or from a Windows command prompt.

To start 13504DCFG from the Windows desktop, double click the program icon in the directory which the program was installed.

To start 13504DCFG from a Windows command prompt, change to the directory **13504dcfg.exe** was installed to and type the command **13504dcfg**.

The basic procedure for using 13504DCFG is:

1. Start 13504DCFG as described above.
2. Modify the configuration settings. For specific information on editing the configuration, see “13504DCFG Configuration Tabs” on page 7.
3. Save the configuration.

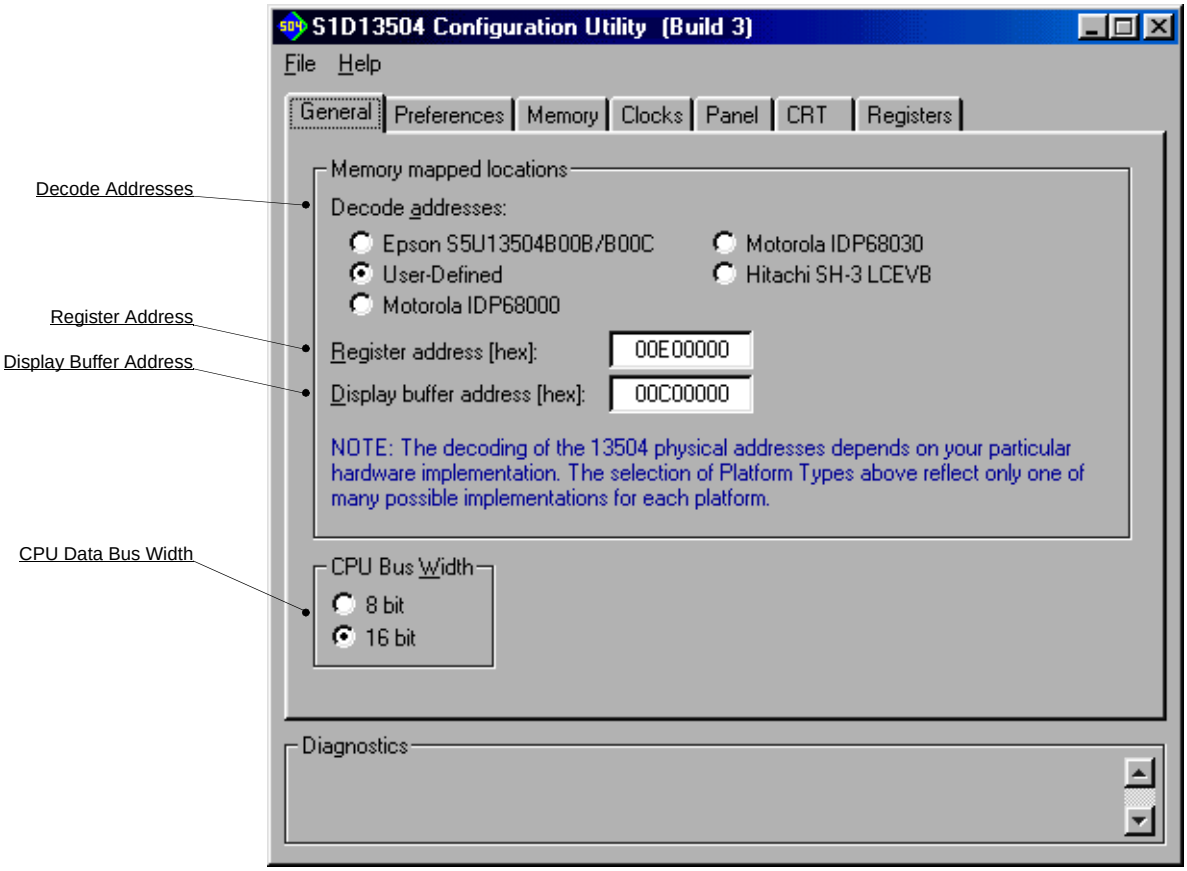
   Several ASCII text file formats are supported. Most are formatted C header files used to build display drivers.

13504DCFG Configuration Tabs

13504DCFG provides a series of tabs at the top of the main window. Each tab configures a specific aspect of S1D13504 operation.

The tabs are labeled “General”, “Preferences”, “Memory”, “Clocks”, “Panel”, “CRT”, and “Registers”. The following sections describe the purpose and use of each of the tabs.

General Tab



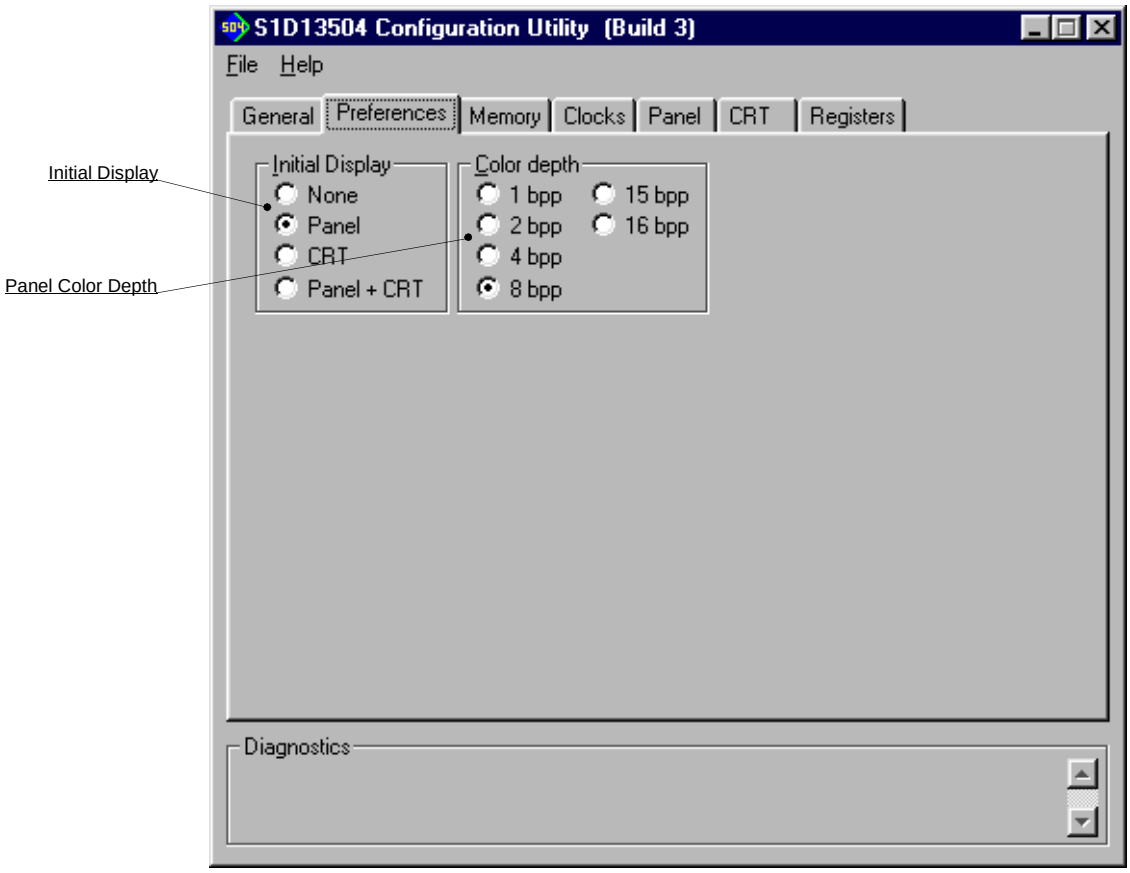
The General tab contains S1D13504 evaluation platform specific information. The values presented are used for configuring HAL based display drivers. The settings on this tab specify where in CPU address space the registers and display buffer are located and the data bus size.

Decode Addresses

Selecting one of the listed evaluation platforms changes the values for the “Register address” and “Display buffer address” fields. The values used for each evaluation platform are examples of possible implementations as used by the Epson S1D13504 evaluation boards. If your hardware implementation differs from

	these addresses select the User-Defined option and enter the correct addresses for “Register address” and “Display buffer address”.
Register Address	The physical address of the start of register decode space (in hexadecimal). This field is automatically set according to the Decode Address unless the “User-Defined” decode address is selected.
Display Buffer Address	The physical address of the start of display buffer decode space (in hexadecimal). This field is automatically set according to the Decode Address unless the “User-Defined” decode address is selected.
CPU Data Bus Width	Selects the Host CPU Data Bus width.

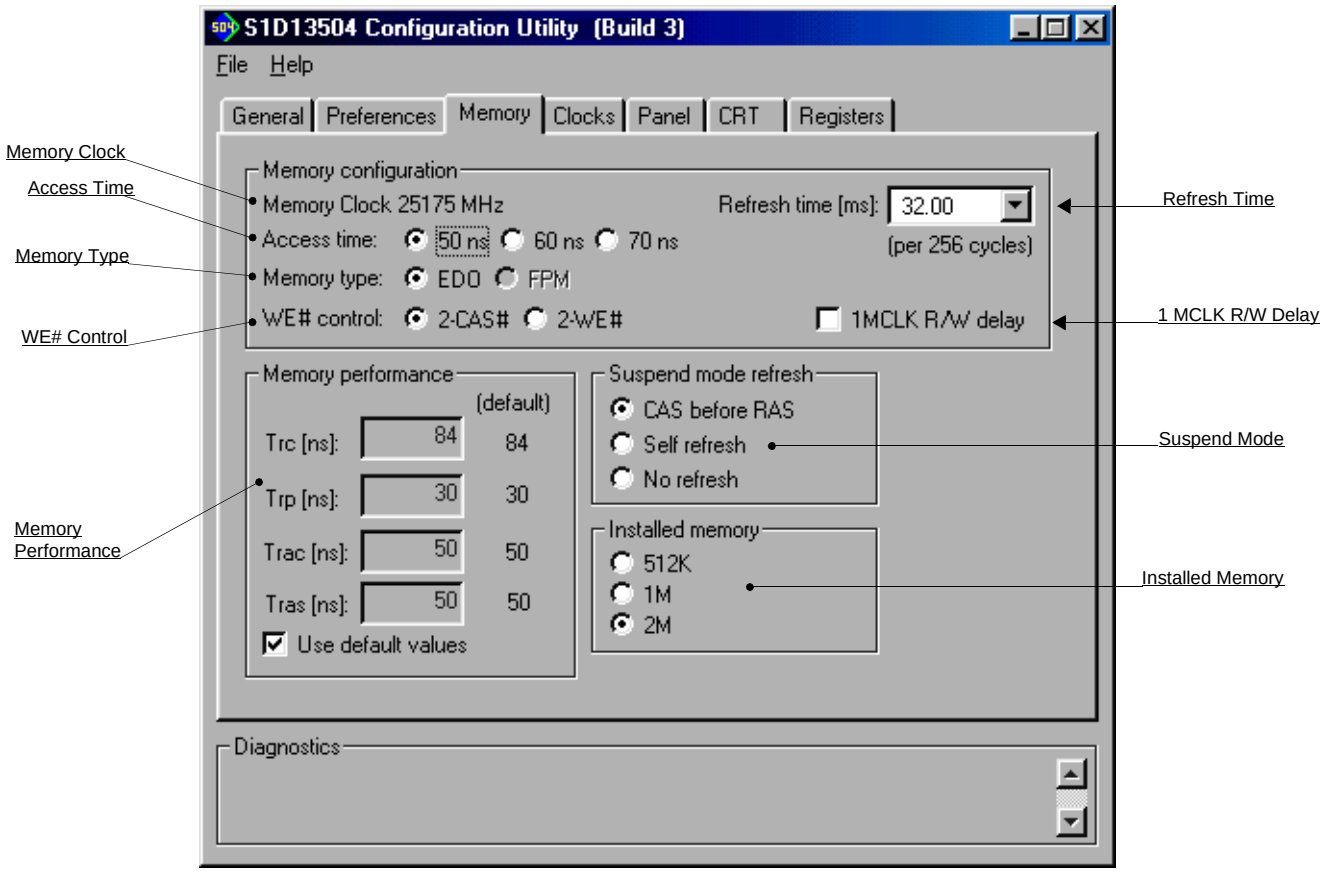
Preferences Tab



The Preference tab contains settings pertaining to the initial display state. During runtime the display surface or color depth may be changed by software.

Initial Display	Sets which display device is used for the initial display. Selections made on the CRT and Panel tabs may cause selections on this tab to be grayed out. The selections "None" and "Panel" are always available.
Panel Color Depth	Sets the initial color depth on the LCD panel.

Memory Tab



The Memory tab contains settings that control the configuration of the DRAM used for the S1D13504 display buffer.

Note

The memory type and access time determines the optimal memory clock.

Memory Configuration

These settings must be configured based on the specification of the DRAM being used. For each of the following settings refer to the DRAM manufacturer's specification unless otherwise noted.

Memory Clock

The current Memory Clock (MCLK) frequency is displayed here.

Access Time

Selects the access time of the DRAM.

The S1D13504 evaluation boards use 50ns DRAM.

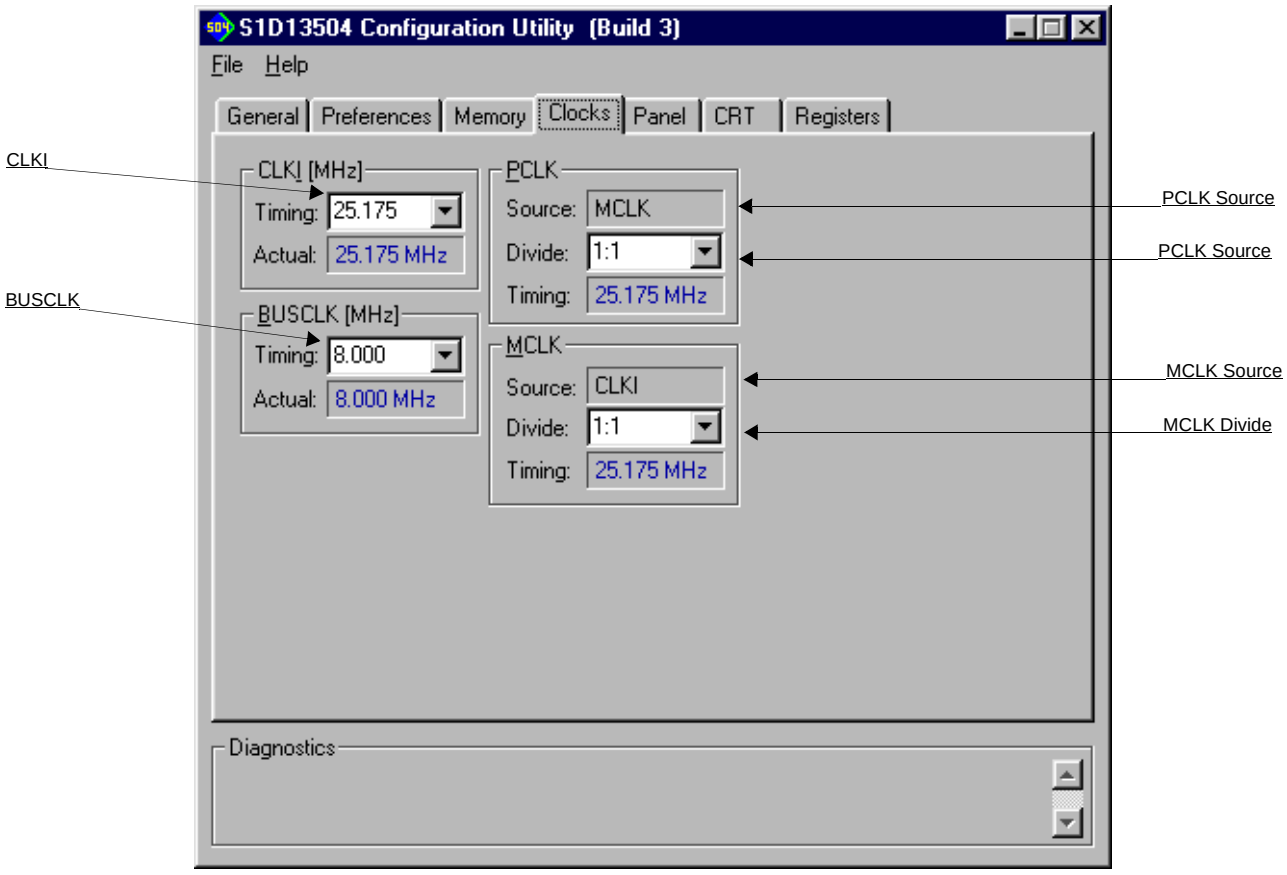
Memory Type	Selects the memory type, either Extended Data Out (EDO) or Fast Page Mode (FPM). The S1D13504 evaluation boards use EDO DRAM.
WE# Control	Selects the WE# control used for the DRAM. DRAM uses one of two methods of control when writing to memory. These methods are referred to as 2-CAS# and 2-WE#. The S5U13504 evaluation boards use DRAM requiring the 2-CAS# method.
Refresh Time	This value represents the number of ms required to refresh 256 rows of DRAM.
1 MCLK R/W Delay	Selects a delay during a read/write transition for EDO DRAM. This setting may be selected when MCLK is less than 30MHz.
Memory Performance	These settings optimize the memory timings for best performance. The default values change based on the memory configuration (access time, memory type, etc.). For further information on configuring these settings, refer to the *S1D13504 Hardware Functional Specification*, document number X19A-B-001-xx and the DRAM manufacturer's specification.
Suspend Mode Refresh	Selects the DRAM refresh method used during power save mode.
CAS before RAS	Select this setting for DRAM that requires timing where the CAS signal occurs before the RAS signal for low power memory refresh.
Self refresh	Select this setting for DRAM that requires no signal from the S1D13504 to maintain memory refresh.
No refresh	This selection does not refresh the memory during power save mode. If this option is selected, the memory contents are lost during power save. The S5U13504 evaluation boards use DRAM requiring Self Refresh. For all other implementations, refer to the manufacturer's specification for DRAM refresh requirements.

Installed Memory

Selects the amount of DRAM available for the display buffer.

The S1D13504 evaluation boards have 2M bytes of DRAM installed.

Clocks Tab



The Clocks tab is intended to simplify the selection of input clock frequencies and the source of internal clocking signals. For further information regarding clocking and clock sources, refer to the *S1D13504 Hardware Functional Specification*, document number X19A-B-001-xx.

Note

Changing clock values may modify or invalidate Panel or CRT settings. Confirm all settings on these two tabs after changing any clock settings.

CLKI

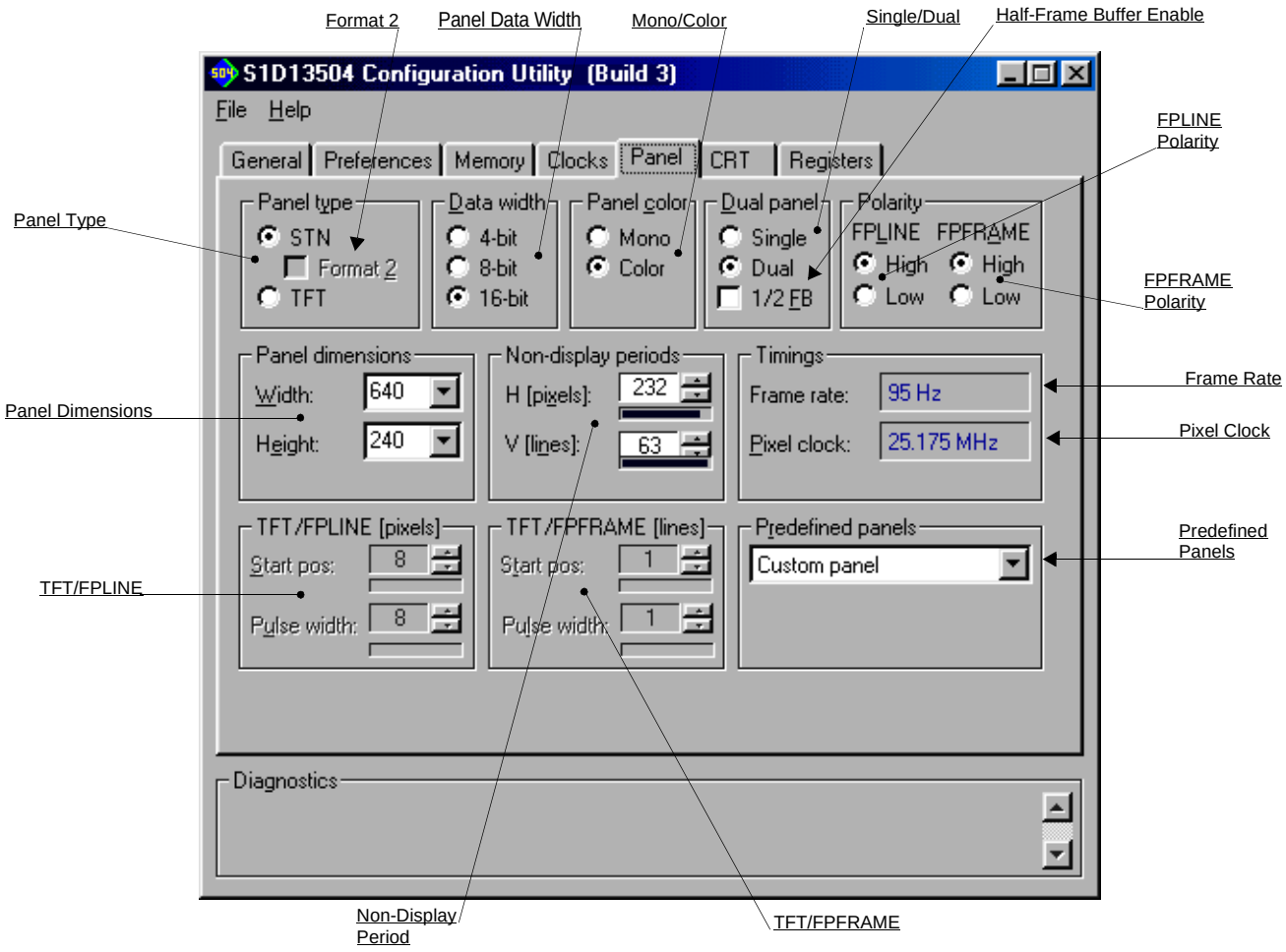
These controls are used to inform 13A04DFGC of the clock frequency attached to CLKI. Setting incorrect values will result in errors in the rest of the configuration process.

Timing

Use this control to set the CLKI frequency by selecting a frequency from the dropdown control. If the dropdown does not contain the exact frequency then the frequency can be typed into the edit box.

Actual	This field displays the CLKI frequency that 13A04DFG will use for configuration calculations.
BUSCLK	These controls are used to inform 13A04DCFG of the clock frequency attached to BUSCLK. Setting incorrect BUSCLK values result in errors in the rest of the configuration process.
Timing	Use this control to set the BUSCLK frequency by selecting a frequency from the dropdown control. If the dropdown does not contain the exact frequency then the frequency can be typed into the edit box.
Actual	This field displays the BUSCLK frequency that 13A04DFG will use for configuration calculations.
PCLK	The PCLK controls allow adjustment of the pixel clock (PCLK) frequency.
Source	PCLK source is always MCLK.
Divide	Set the MCKL divide ratio to derive PCLK.
Timing	Displays the PCLK frequency used by 13A04DCFG for configuration calculations.
MCLK	The MCLK controls allow adjustment of the memory clock (MCLK) frequency.
Source	MCLK source is always CLKI.
Divide	Set the CLKI divide ratio to derive MCLK.
Timing	Displays the MCLK frequency used by 13A04DCFG for configuration calculations.

Panel Tab



The S1D13504 supports many panel types. This tab allows configuration of most panel settings such as panel dimensions, type and timings.

Panel Type

Selects between passive (STN) and active (TFT) panel types.

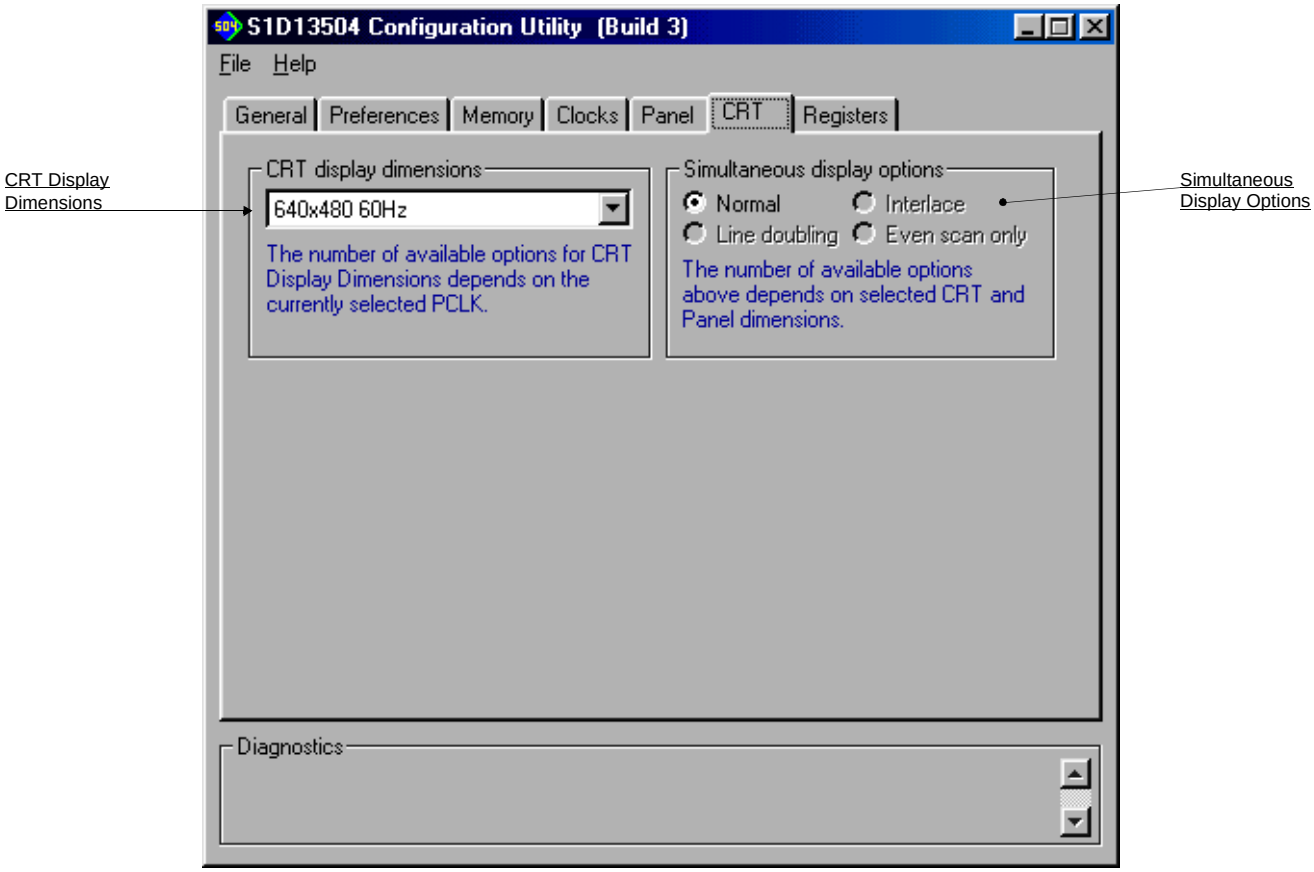
Several options may change or become unavailable when the STN/TFT setting is switched. Therefore, confirm all settings on this tab after the Panel Type is changed.

Format 2	Selects the data format for color STN panel Data Format 2. This option is only available for configuring 8-bit color STN panels. See the *S1D13504 Hardware Functional Specification*, document number X19A-B-001-xx, for description of Data Format 1 / Data Format 2. Most panels use Data Format 2.
Panel Data Width	Selects the panel data width. Panel data width is the number of bits of data transferred to the LCD panel on each clock cycle and shouldn't be confused with color depth which determines the number of displayed colors. When the panel type is STN, the available options are 4 bit, 8 bit, and 16 bit. When the panel type is TFT the available options are 9 bit, 12 bit, and 18 bit.
Mono / Color	Selects between a monochrome or color panel.
Single / Dual	Selects between a single or dual panel. When the panel type is TFT, "Single" is automatically selected and the "Dual" option is grayed out.
Half-Frame Buffer Enable	The Half Frame Buffer is used with dual STN panels to improve image quality by buffering display data in a format directly usable by the panel. This option is primarily intended for testing purposes. It is recommended that the Dual Panel Buffer be enabled or reduced display quality results.
FPLINE Polarity	Selects the polarity of the FPLINE pulse. Refer to the panel specification for the correct polarity of the FPLINE pulse.
FPFRAME Polarity	Selects the polarity of the FPFRAME pulse. Refer to the panel specification for the correct polarity of the FPFRAME pulse.
Panel Dimensions	These fields specify the panel width and height. A number of common widths and heights are available in the selection boxes. If the width/height of your panel is not listed, enter the actual panel dimensions into the edit field.

	Manually entered panel widths must be a multiple of 16 pixels for passive (STN) panels and 8 pixels for TFT panels. If a manually entered panel width does not meet the above restrictions a notification box appears and 13504DCFG rounds up the value to the next allowable width.
Non-display period	It is recommended that these automatically generated non-display values be used without adjustment. However, manual adjustment may be required to fine tune the non-display width and the non-display height. As a general rule passive LCD panels and some CRTs are tolerant of a wide range of non-display times. Active panels and some CRTs are far less tolerant of changes to the non-display period.
Frame Rate	Displays the current Frame Rate based on clock and panel parameters.
Pixel Clock	Displays the current PCLK Frequency as set in the Clocks tab.
TFT/FPLINE (pixels)	These settings allow fine tuning the TFT line pulse parameters and are only available when the selected panel type is TFT. Refer to *S1D13504 Hardware Functional Specification*, document number X19A-B-001-xx for a complete description of the FPLINE pulse settings.
Start pos	Specifies the delay (in pixels) from the start of the horizontal non-display period to the leading edge of the FPLINE pulse.
Pulse width	Specifies the pulse width (in pixels) of the FPLINE output signal.
TFT/FPFRAME (lines)	These settings allow fine tuning the TFT frame pulse parameters and are only available when the selected panel type is TFT. Refer to *S1D13504 Hardware Functional Specification*, document number X19A-B-001-xx, for a complete description of the FPFRAME pulse settings.
Start pos	Specify the delay (in lines) from the start of the vertical non-display period to the leading edge of the FPFRAME pulse.

Pulse width	Specifies the pulse width (in lines) of the FPFRAME output signal.
Predefined Panels	13504DCFG uses a file (**panels.def**) which lists various panel manufacturers recommended settings. If the file **panels.def** is present in the same directory as **13504dcfg.exe**, the settings for a number of predefined panels are available in the drop-down list. If a panel is selected from the list, 13504DCFG loads the predefined settings contained in the file.

CRT Tab



The CRT tab configures settings specific to the CRT display device.

CRT Display Dimensions

Select the CRT resolution and frame rate from the drop-down list. The available options vary based on selections made in the Clocks tab.

If no selections are available, the CRT pixel clock settings on the Clocks tab must be changed.

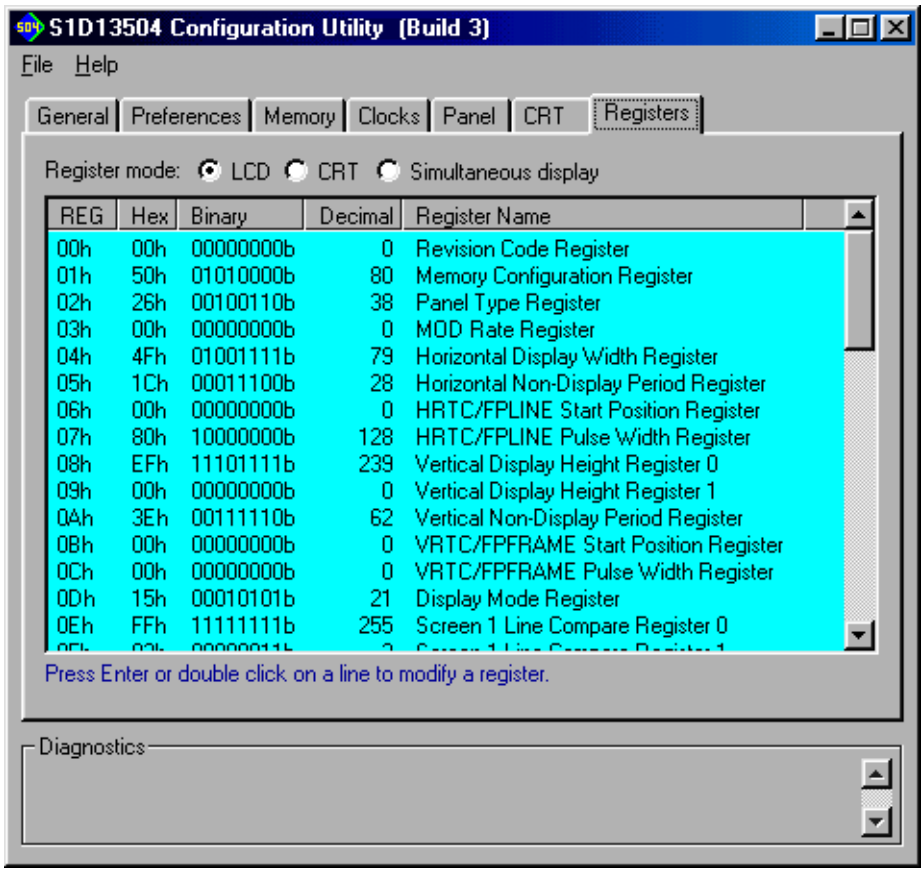
Simultaneous Display Options

When both the LCD and CRT are operating in simultaneous display mode, a method of displaying both images must be selected based on the vertical resolution (height) of the images. If both displays are the same resolution, select "Normal". Otherwise, refer to the *S1D13504 Hardware Functional Specification*, document number X19A-B-001-xx for information on selecting the best option.

Note

For CRT operations, 13504DCFG supports VESA timings only. Overriding these register values on the Registers page may cause the CRT to display incorrectly.

Registers Tab



The Registers tab allows viewing and direct editing the S1D13504 register values.

Scroll up and down the list of registers and view their configured value. Hovering the mouse pointer over a register line will pop up a tooltip containing a breakdown of the contents of that register. Register settings may be changed by double-clicking on the register in the list. **Manual changes to the registers are not checked for errors, so caution is warranted when directly editing these values.** It is strongly recommended that the *S1D13504 Hardware Functional Specification*, document number X19A-B-001-xx be referred to before making an manual register settings.

Manually entered values may be changed by 13504DCFG if further configuration changes are made on the other tabs. In this case, the user is notified of the changes when they return to the registers tab.

Note

Manual changes to the registers may have unpredictable results if incorrect values are entered.

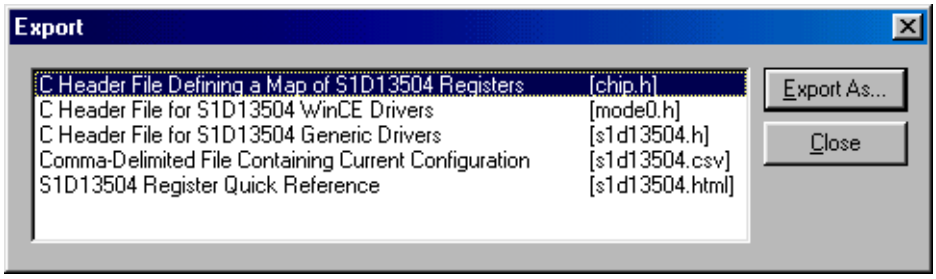
13504DCFG Menus

The following sections describe each of the options in the File and Help menus.

Export

After determining the desired configuration, “Export” permits the user to save the register information as a variety of ASCII text file formats. The following is a list and description of the currently supported output formats:

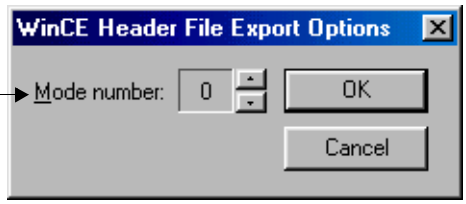
- A C header file which lists each register and the value it should be set to.
- A C header file for use in developing Window CE display drivers.
- A C header file for use in developing display drivers for other operating systems such as Linux, QNX, and VxWorks UGL or WindML.
- A comma delimited text file containing an offset, a value, and a description for each S1D13504 register.
- An HTML file containing a Register Quick Reference.



After selecting the file format, click the “Export As..." button to display the file dialog box which allows the user to enter a filename before saving. Before saving the configuration file, clicking the “Preview” button starts Notepad with a copy of the configuration file about to be saved.

When the **C Header File for S1D13504 WinCE Drivers** option is selected as the export type, additional options are available and can be selected by clicking on the Options button. The options dialog appears as:

Mode Number
selects the mode number for use in the header file



The mode information is used in the WinCE display driver for multi-resolution support.

Enable Tooltips

Tooltips provide useful information about many of the items on the configuration tabs. Placing the mouse pointer over nearly any item on any tab generates a popup window containing helpful advice and hints.

To enable/disable tooltips check/uncheck the “Tooltips” option form the “Help” menu.

Note
Tooltips are enabled by default.

Tooltip Delay

The pop-up menu is used to select the delay before the tooltip appears.

ERD on the Web

This “Help” menu item is a hotlink to the Epson Research and Development website. Selecting “Help” then “ERD on the Web” starts the default web browser and points it to the ERD web site.

The latest software, drivers, and documentation for the S1D13504 is available at this website.

Update Common Controls

Many of the dialog controls used by 13504DGFG require the latest version of the Microsoft Windows Common Controls. Selecting “Help” then “Update Common Controls” starts the process of updating the Microsoft Windows Common Controls.

About 13504DCFG

Selecting the “About 13504DCFG” option from the “Help” menu displays the about dialog box for 13504DCFG. The about dialog box contains version information and the copyright notice for 13504DCFG.

Comments

- It is possible to override recommended register settings and select incorrect timings using 13504DCFG. Seiko Epson does not assume liability for any damage done to the display device as a result of configuration errors.
- On any tab particular options may be grayed out if selecting them would violate the operational specification of the S1D13504. (i.e. Selecting extremely low CLKI frequencies on the Clocks tab may result in no possible CRT options. Selecting TFT or STN on the Panel tab enables/disables options specific to the panel type.)
- The file **panels.def** is a text file containing operational specifications for several supported, and tested, panels. This file can be edited with any text editor.
- 13504DCFG allows manually altering register values. The manual changes may violate memory and LCD timings as specified in the *S1D13504 Hardware Functional Specification*, document number X19A-B-001-xx. If this is done, unpredictable results may occur. Epson Research and Development, Inc. does not assume liability for any damage done to the display device as a result of configuration errors.

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S1D13504 Color Graphics LCD/CRT Controller

Windows® CE 2.x Display Drivers

Document Number: X19A-E-001-05

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WINDOWS® CE 2.x DISPLAY DRIVERS

The Windows CE display driver is designed to support the S1D13504 Color Graphics LCD/CRT Controller running under the Microsoft Windows CE 2.x operating system. The driver is capable of 4, 8 and 16 bit-per-pixel display modes.

This document and the source code for the Windows CE drivers are updated as appropriate. Before beginning any development, please check the Epson Electronics America Website at www.eea.epson.com or the Epson Research and Development Website at www.erd.epson.com for the latest revisions.

We appreciate your comments on our documentation. Please contact us via email at techpubs@erd.epson.com.

Example Driver Builds

The following sections describe how to build the Windows CE display driver for:

1. Windows CE 2.0 using a command-line interface.
2. Windows CE Platform Builder 2.1x using a command-line interface.

In all examples "x:" refers to the drive letter where Platform Builder is installed.

Build for CEPC (X86) on Windows CE 2.0 using a Command-Line Interface

To build a Windows CE v2.0 display driver for the CEPC (X86) platform using a S5U13504B00C evaluation board, follow the instructions below:

1. Install Microsoft Windows NT v4.0 or 2000.
2. Install Microsoft Visual C/C++ version 5.0 or 6.0.
3. Install the Microsoft Windows CE Embedded Toolkit (ETK) by running SETUP.EXE from the ETK compact disc #1.
4. Create a new project by following the procedure documented in "Creating a New Project Directory" from the Windows CE ETK v2.0. Alternately, use the current "DEMO7" project included with the ETK v2.0. Follow the steps below to create a "X86 DEMO7" shortcut on the Windows NT v4.0 desktop which uses the current "DEMO7" project:
    a. Right click on the "Start" menu on the taskbar.
    b. Click on the item "Open All Users" and the "Start Menu" window will come up.
    c. Click on the icon "Programs".
    d. Click on the icon "Windows CE Embedded Development Kit".
    e. Drag the icon "X86 DEMO1" onto the desktop using the right mouse button.
    f. Click on "Copy Here".
    g. Rename the icon "X86 DEMO1" on the desktop to "X86 DEMO7" by right clicking on the icon and choosing "rename".
    h. Right click on the icon "X86 DEMO7" and click on "Properties" to bring up the "X86 DEMO7 Properties" window.
    i. Click on "Shortcut" and replace the string "DEMO1" under the entry "Target" with "DEMO7".
    j. Click on "OK" to finish.
5. Create a sub-directory named S1D13504 under x:\wince\platform\cepc\drivers\display.
6. Copy the source code to the S1D13504 subdirectory.

7. Edit the file x:\wince\platform\cepc\drivers\display\dirs and add S1D13504 into the list of directories.

8. Edit the file PLATFORM.BIB (located in x:\wince\platform\cepc\files) to set the default display driver to the file EPSON.DLL (EPSON.DLL will be created during the build in step 13).

   Replace or comment out the following lines in PLATFORM.BIB:

   ```
   IF CEPC_DDI_VGA2BPP
       ddi.dll     $(_FLATRELEASEDIR)\ddi_vga2.dll     NK SH
   ENDIF
   IF CEPC_DDI_VGA8BPP
       ddi.dll     $(_FLATRELEASEDIR)\ddi_vga8.dll     NK SH
   ENDIF
   IF CEPC_DDI_VGA2BPP !
   IF CEPC_DDI_VGA8BPP !
       ddi.dll     $(_FLATRELEASEDIR)\ddi_s364.dll     NK SH
   ENDIF
   ENDIF
   ```

   with this line:

   ```
       ddi.dll     $(_FLATRELEASEDIR)\EPSON.dll        NK SH
   ```

9. The file MODE0.H (located in x:\wince\platform\cepc\drivers\display\S1D13504) contains the register values required to set the screen resolution, color depth (bpp), display type, active display (LCD/CRT/TV), display rotation, etc.

   Before building the display driver, refer to the descriptions in the file MODE0.H for the default settings of the driver. If the default does not match the configuration you are building for then MODE0.H will have to be regenerated with the correct information.

   Use the program 13504CFG to generate the header file. For information on how to use 13504CFG, refer to the *13504CFG Configuration Program User Manual*, document number X19A-B-001-xx, available at www.erd.epson.com

   After selecting the desired configuration, export the file as a “C Header File for S1D13504 WinCE Drivers”. Save the new configuration as MODE0.H in x:\wince\platform\cepc\drivers\display\S1D13504, replacing the original configuration file.

10. Edit the file PLATFORM.REG to match the screen resolution, color depth (bpp), active display (LCD/CRT/TV) and rotation information in MODE.H. PLATFORM.REG is
    located in x:\wince\platform\cepc\files.

For example, the display driver section of PLATFORM.REG should be as follows when using a 640x480 LCD panel with a color depth of 8 bpp in SwivelView 0° (landscape) mode:

```
; Default for EPSON Display Driver
; 640x480 at 8 bits/pixel, LCD display, no rotation
; Useful Hex Values
; 1024=0x400, 768=0x300 640=0x280 480=0x1E0 320=140 240=0xF0
[HKEY_LOCAL_MACHINE\Drivers\Display\S1D13504]
"Width"=dword:280
"Height"=dword:1E0
"Bpp"=dword:8
“ActiveDisp”=dword:1
“Rotation”=dword:0
```

11. Delete all the files in the x:\wince\release directory, and delete x:\wince\platform\cepc*.bif
12. Generate the proper building environment by double-clicking on the sample project icon (i.e. X86 DEMO7).
13. Type BLDDEMO <ENTER> at the command prompt of the X86 DEMO7 window to generate a Windows CE image file (NK.BIN).

Build for CEPC (X86) on Windows CE Platform Builder 2.1x using a Command-Line Interface

Throughout this section 2.1x refers to either 2.11 or 2.12 as appropriate.

1. Install Microsoft Windows NT v4.0 or 2000.
2. Install Microsoft Visual C/C++ version 5.0 or 6.0.
3. Install Platform Builder 2.1x by running SETUP.EXE from compact disk #1.
4. Follow the steps below to create a “Build Epson for x86” shortcut which uses the current “Minshell” project icon/shortcut on the Windows desktop.
   a. Right click on the “Start” menu on the taskbar.
   b. Click on the item “Explore”, and “Exploring -- Start Menu” window will come up.
   c. Under “x:\winnt\profiles\all users\start menu\programs\microsoft windows ce platform builder\x86 tools”, find the icon “Build Minshell for x86”.
   d. Drag the icon “Build Minshell for x86” onto the desktop using the right mouse button.

e. Choose “Copy Here”.

f. Rename the icon “Build Minshell for x86” to “Build Epson for x86” by right clicking on the icon and choosing “rename”.

g. Right click on the icon “Build Epson for x86” and click on “Properties” to bring up the “Build Epson for x86 Properties” window.

h. Click on “Shortcut” and replace the string “Minshell” under the entry “Target” with “Epson”.

i. Click on “OK” to finish.

5. Create an EPSON project.

   a. Make an Epson directory under x:\wince\public.

   b. Copy MAXALL and its sub-directories (x:\wince\public\maxall) to the Epson directory.

      xcopy /s /e x:**\wince\public\maxall*.* \wince\public\epson**

   c. Rename x:\wince\public\epson\maxall.bat to epson.bat.

   d. Edit EPSON.BAT to add the following lines to the end of the file:

      @echo on

      set CEPC_DDI_S1D13504=1

      @echo off

6. Make an S1D13504 directory under x:\wince\platform\cepc\drivers\display, and copy the S1D13504 driver source code into x:\wince\platform\cepc\drivers\display\S1D13504.

7. Edit the file x:\wince\platform\cepc\drivers\display\dirs and add S1D13504 into the list of directories.

8. Edit the file x:\wince\platform\cepc\files\platform.bib and make the following two changes:

   a. Insert the following text after the line “IF ODO_NODISPLAY !”:

      IF CEPC_DDI_S1D13504

          ddi.dll $(_FLATRELEASEDIR)\epson.dll NK SH

      ENDIF

   b. Find the section shown below, and insert the lines as marked:

      IF CEPC_DDI_S1D13504 ! *Insert this line*

      IF CEPC_DDI_S3VIRGE !

      IF CEPC_DDI_CT655X !

      IF CEPC_DDI_VGA8BPP !

```
        ddi.dll     $(_FLATRELEASEDIR)\ddi_s364.dll       NK  SH
    ENDIF
    ENDIF
    ENDIF
    ENDIF                                          Insert this line
```

9. The file MODE0.H (located in x:\wince\platform\cepc\drivers\display\S1D13504) contains the register values required to set the screen resolution, color depth (bpp), display type, active display (LCD/CRT/TV), display rotation, etc.

   Before building the display driver, refer to the descriptions in the file MODE0.H for the default settings of the driver. If the default does not match the configuration you are building for then MODE0.H will have to be regenerated with the correct information.

   Use the program 13504CFG to generate the header file. For information on how to use 13504CFG, refer to the *13504CFG Configuration Program User Manual*, document number X19A-B-001-xx, available at www.erd.epson.com

   After selecting the desired configuration, export the file as a “C Header File for S1D13504 WinCE Drivers”. Save the new configuration as MODE0.H in x:\wince\platform\cepc\drivers\display\S1D13504, replacing the original configuration file.

10. Edit the file PLATFORM.REG to match the screen resolution, color depth (bpp), active display (LCD/CRT/TV) and rotation information in MODE.H. PLATFORM.REG is located in x:\wince\platform\cepc\files.

    For example, the display driver section of PLATFORM.REG should be as follows when using a 640x480 LCD panel with a color depth of 8 bpp in SwivelView 0° (landscape) mode:

    ```
    ; Default for EPSON Display Driver
    ; 640x480 at 8 bits/pixel, LCD display, no rotation
    ; Useful Hex Values
    ; 1024=0x400, 768=0x300 640=0x280 480=0x1E0 320=140 240=0xF0
    [HKEY_LOCAL_MACHINE\Drivers\Display\S1D13504]
    "Width"=dword:280
    "Height"=dword:1E0
    "Bpp"=dword:8
    “ActiveDisp”=dword:1
    “Rotation”=dword:0
    ```

11. Delete all the files in \wince\release directory and delete x:\wince\platform\cepc*.bif

12. Generate the proper building environment by double-clicking on the Epson project icon --”Build Epson for x86”.

13. Type BLDDEMO <ENTER> at the command prompt of the “Build Epson for x86” window to generate a Windows CE image file (NK.BIN).

Installation for CEPC Environment

Once the NK.BIN file is built, the CEPC environment can be started by booting either from a floppy or hard drive configured with a Windows 9x operating system. The two methods are described below.

1. To start CEPC after booting from a floppy drive:
   a. Create a bootable floppy disk.
   b. Edit CONFIG.SYS on the floppy disk to contain only the following line:

      ```
      device=a:\himem.sys
      ```

   c. Edit AUTOEXEC.BAT on the floppy disk to contain the following lines:

      ```
      mode com1:9600,n,8,1
      loadcepc /B:9600 /C:1 c:\nk.bin
      ```

   d. Copy LOADCEPC.EXE and HIMEM.SYS to the bootable floppy disk. Search for the loadCEPC utility in your Windows CE directories.
   e. Copy NK.BIN to c:\.
   f. Boot the system from the bootable floppy disk.
2. To start CEPC after booting from a hard drive:
   a. Copy LOADCEPC.EXE to C:\. Search for the loadCEPC utility in your Windows CE directories.
   b. Edit CONFIG.SYS on the hard drive to contain only the following line:

      ```
      device=c:\himem.sys
      ```

   c. Edit AUTOEXEC.BAT on the hard drive to contain the following lines:

      ```
      mode com1:9600,n,8,1
      loadcepc /B:9600 /C:1 c:\nk.bin
      ```

   d. Copy NK.BIN and HIMEM.SYS to c:\.
   e. Boot the system.

Configuration

There are several issues to consider when configuring the display driver. The issues cover debugging support, register initialization values and memory allocation. Each of these issues is discussed in the following sections.

Compile Switches

There are several switches, specific to the S1D13504 display driver, which affect the display driver.

The switches are added or removed from the compile options in the file SOURCES.

WINCEVER

This option is automatically set to the numerical version of WinCE for version 2.12 or later. If the environment variable, _WINCEOSVER is not defined, then WINCEVER will default 2.11. The display driver may test against this option to support different WinCE version-specific features.

EpsonMessages

This debugging option enables the display of EPSON-specific debug messages. These debug message are sent to the serial debugging port. This option should be disabled unless you are debugging the display driver, as they will significantly impact the performance of the display driver.

Mode File

A second variable which will affect the finished display driver is the register configurations contained in the mode file.

The MODE tables (contained in files MODE0.H, MODE1.H, MODE2.H . . .) contain register information to control the desired display mode. The MODE tables must be generated by the configuration program 13504CFG.EXE. The display driver comes with example MODE tables.

By default, only MODE0.H is used by the display driver. New mode tables can be created using the 13504CFG program. Edit the #include section of MODE.H to add the new mode table.

If you only support a single display mode, you do not need to add any information to the WinCE registry. If, however, you support more that one display mode, you should create registry values (see below) that will establish the initial display mode. If your display driver contains multiple mode tables, and if you do not add any registry values, the display driver will default to the **first** mode table in your list.

To select which display mode the display driver should use upon boot, add the following lines to your PLATFORM.REG file:

[HKEY_LOCAL_MACHINE\Drivers\Display\S1D13504]

“Width”=dword:280
“Height”=dword:1E0
“Bpp”=dword:8
“Rotation”=dword:0
“RefreshRate”=dword:3C
“Flags”=dword:2

Note that all dword values are in hexadecimal, therefore 280h = 640, 1E0h = 480, and 3Ch = 60. The value for “Flags” should be 1 (LCD), 2 (CRT), or 3 (both LCD and CRT). When the display driver starts, it will read these values in the registry and attempt to match a mode table against them. All values must be present and valid for a match to occur, otherwise the display driver will default to the FIRST mode table in your list.

A WinCE desktop application (or control panel applet) can change these registry values, and the display driver will select a different mode upon warmboot. This allows the display driver to support different display configurations and/or orientations. An example application that controls these registry values will be made available upon the next release of the display driver; preliminary alpha code is available by special request.

Comments

- The display driver is CPU independent, allowing use of the driver for several Windows CE Platform Builder supported platforms.
- When using 13504CFG.EXE to produce multiple MODE tables, make sure you change the Mode Number in the WinCE tab for each mode table you generate. The display driver supports multiple mode tables, but only if each mode table has a unique mode number.
- At this time, the drivers have been tested on the x86 CPUs and have been run with version 2.0 of the ETK, Platform Builder v2.1x.

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S1D13504 Color Graphics LCD/CRT Controller

Wind River WindML v2.0 Display Drivers

Document Number: X19A-E-002-03

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Wind River WindML v2.0 Display Drivers

The Wind River WindML v2.0 display drivers for the S1D13504 Embedded RAMDAC LCD/CRT Controller are intended as "reference" source code for OEMs developing for Wind River's WindML v2.0. The driver package provides support for both 8 and 16 bit-per-pixel color depths. The source code is written for portability and contains functionality for most features of the S1D13504. Source code modification is required to provide a smaller, more efficient driver for mass production (e.g. CRT support may be removed for products not requiring a CRT).

The WindML display drivers are designed around a common configuration include file called **mode0.h** which is generated by the configuration utility 13504DCFG. This design allows for easy customization of display type, clocks, decode addresses, rotation, etc. by OEMs. For further information on 13504DCFG, see the *13504DCFG Configuration Program User Manual*, document number X19A-B-008-xx.

Note

The WindML display drivers are provided as "reference" source code only. They are intended to provide a basis for OEMs to develop their own drivers for WindML v2.0. These drivers are not backwards compatible with UGL v1.2. For information on the UGL v1.2 display drivers, see *Wind River UGL v1.2 Display Drivers*, document number X19A-E-003-xx.

This document and the source code for the WindML display drivers is updated as appropriate. Please check the Epson Electronics America website at http://www.eea.epson.com or the Epson Research and Development website at http://www.erd.epson.com for the latest revisions before beginning any development.

We appreciate your comments on our documentation. Please contact us via email at documentation@erd.epson.com.

Building a WindML v2.0 Display Driver

The following instructions produce a bootable disk that automatically starts the UGL demo program. These instructions assume that Wind River's Tornado platform is already installed.

Note
For the example steps where the drive letter is given as "x:". Substitute "x" with the drive letter that your development environment is on.

1. Create a working directory and unzip the WindML display driver into it.

   From a command prompt or GUI interface create a new directory (e.g. x:\13504).

   Unzip the file **13504windml.zip** to the newly created working directory. The files will be unzipped to the directories "x:\13504\8bpp" and "x:\13504\16bpp".

2. Configure for the target execution model.

   This example build creates a VxWorks image that fits onto and boots from a single floppy diskette. In order for the VxWorks image to fit on the disk certain modifications are required.

   Replace the file "x:\Tornado\target\config\pcPentium\config.h" with the file "x:\13504\8bpp\File\config.h" (or "x:\13504\16bpp\File\config.h"). The new **config.h** file removes networking components and configures the build image for booting from a floppy disk.

Note
Rather than simply replacing the original **config.h** file, rename it so the file can be kept for reference purposes.

3. Build the WindML v2.0 library.

   From a command prompt change to the directory "x:\Tornado\host\x86-win32\bin" and run the batch file **torvars.bat**. Next, change to the directory "x:\Tornado\target\src\ugl" and type the command:
   make CPU=PENTIUM ugl

4. Build a boot ROM image.

   From the Tornado tool bar, select Build -> Build Boot ROM. Select "pcPentium" as the BSP and "bootrom_uncmp" as the image.

5. Create a bootable disk (in drive A:).

   From a command prompt change to the directory "x:\Tornado\host\x86-win32\bin" and run the batch file **torvars.bat**. Next, change to the directory "x:\Tornado\target\config\pcPentium" and type:
   mkboot a: bootrom_uncmp

6. If necessary, generate a new **mode0.h** configuration file.

The file **mode0.h** contains the register values required to set the screen resolution, color depth (bpp), display type, active display (LCD/CRT), rotation, etc. The **mode0.h** file included with the drivers, may not contain applicable values and must be regenerated. The configuration program 13504DCFG can be used to build a new **mode0.h** file. If building for 8 bpp, place the new **mode0.h** file in the directory "x:\13504\8bpp\File". If building for 16 bpp, place the new **mode0.h** file in "x:\13504\16bpp\File".

Note

Mode0.h should be created using the configuration utility 13504DCFG. For more information on 13504DCFG, see the *13504DCFG Configuration Program User Manual*, document number X19A-B-008-xx available at www.erd.epson.com.

7. Open the S1D13504 workspace.

   From the Tornado tool bar, select File->Open Workspace...->Existing->Browse... and select the file "x:\13504\8bpp\13504.wsp" (or "x:\13504\16bpp\13504.wsp").

8. Add support for single line comments.

   The WindML v2.0 display driver source code uses single line comment notation, "//", rather than the ANSI conventional comments, "/*...*/".

   To add support for single line comments follow these steps:

   a. In the Tornado "Workspace Views" window, click on the "Builds" tab.

   b. Expand the "8bpp Builds" (or "16bpp Builds") view by clicking on the "+" next to it. The expanded view will contain the item "default". Right-click on "default" and select "Properties...". A "Properties:" window will appear.

   c. Select the "C/C++ compiler" tab to display the command switches used in the build. Remove the "-ansi" switch from the line that contains "-g -mpentium -ansi -nostdinc -DRW_MULTI_THREAD".
   (Refer to GNU ToolKit user's guide for details)

9. Compile the VxWorks image.

   Select the "Builds" tab in the Tornado "Workspace Views" window.

   Right-click on "8bpp files" (or "16bpp files") and select "Dependencies...". Click on "OK" to regenerate project file dependencies for "All Project files".

   Right-click on "8bpp files" (or "16bpp files") and select "ReBuild All(vxWorks)" to build VxWorks.

10. Copy the VxWorks file to the diskette.

    From a command prompt or through the Windows interface, copy the file "x:\13504\8bpp\default\vxWorks" (or "x:\13504\16bpp\default\vxWorks") to the bootable disk created in step 4.

11. Start the VxWorks demo.

    Boot the target PC with the VxWorks bootable diskette to run the UGLDEMO automatically.

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S1D13540 Color Graphics LCD/CRT Controller

Wind River UGL v1.2 Display Drivers

Document Number: X19A-E-003-02

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Wind River UGL v1.2 Display Drivers

The Wind River UGL v1.2 display drivers for the S1D13504 Color Graphics LCD/CRT Controller are intended as “reference” source code for OEMs developing for Wind River’s UGL v1.2. The drivers provide support for both 8 and 16 bit-per-pixel color depths. The source code is written for portability and contains functionality for most features of the S1D13504. Source code modification is required to provide a smaller, more efficient driver for mass production.

The UGL display drivers are designed around a common configuration include file called **mode0.h** which is generated by the configuration utility 13504DCFG. This design allows for easy customization of display type, clocks, addresses, etc. by OEMs. For further information on 13504DCFG, see the *13504DCFG Configuration Program User Manual*, document number X19A-B-008-xx.

This document and the source code for the UGL display drivers are updated as appropriate. Please check the Epson Electronics America website at http://www.eea.epson.com or the Epson Research and Development website at http://www.erd.epson.com for the latest revisions before beginning any development.

We appreciate your comments on our documentation. Please contact us via e-mail at documentation@erd.epson.com.

Building a UGL v1.2 Display Driver

The following instructions produce a bootable disk that automatically starts the UGL demo software. These instructions assume that the Wind River Tornado platform is correctly installed.

Note
For the example steps where the drive letter is given as "x:". Substitute "x" with the drive letter that your development environment is on.

1. Create a working directory and unzip the UGL display driver into it.

   Using a command prompt or GUI interface create a new directory (e.g. x:\13504).

   Unzip the file **13504ugl.zip** to the newly created working directory. The files will be unzipped to the directories "x:\13504\8bpp" and "x:\13504\16bpp".

2. Configure for the target execution model.

   This example build creates a VxWorks image that fits onto and boots from a single floppy diskette. In order for the VxWorks image to fit on the disk certain modifications are required.

   Replace the file "x:\Tornado\target\config\pcPentium\config.h" with the file "x:\13504\8bpp\File\config.h" (or "x:\13504\16bpp\File\config.h"). The new **config.h** file removes networking components and configures the build image for booting from a floppy disk.

Note
Rather than simply replacing the original **config.h** file, rename it so the file can be kept for reference purposes.

3. Build a boot ROM image.

   From the Tornado tool bar, select Build -> Build Boot ROM. Select "pcPentium" as the BSP and "bootrom_uncmp" as the image.

4. Create a bootable disk (in drive A:).

   From a command prompt in the directory "x:\Tornado\target\config\pcPentium" type
   mkboot a: bootrom_uncmp

5. If necessary, generate a new **mode0.h** configuration file.

   The file **mode0.h** contains the register values required to set the screen resolution, color depth (bpp), display type, active display (LCD/CRT), etc. The **mode0.h**, included with the drivers, sets the display for 640x480 60 Hz output to a CRT display.

   If this setting is inappropriate then **mode0.h** must be regenerated. The configuration program 13504DCFG can be used to build a new **mode0.h** file. If building for 8 bpp, place the new **mode0.h** file in "x:\13504\8bpp\File". If building for 16 bpp, place the new **mode0.h** file in "x:\13504\16bpp\File".

Note

Mode0.h should be created using the configuration utility 13504DCFG. For more information on 13504DCFG, see the *13504DCFG Configuration Program User Manual,* document number X19A-B-008-xx available at www.erd.epson.com.

6. Open the S1D13504 workspace.

   From the Tornado tool bar, select File->Open Workspace...->Existing->Browse... and select the file "x:\13504\8bpp\13504.wsp" (or "x:\13504\16bpp\13504.wsp").

7. Add support for single line comments.

   The UGL v1.2 display driver source code uses single line comment notation, "//", rather than the ANSI conventional comments, "/* . . . */".

   To add support for single line comments follow these steps:

   a. In the Tornado "Workspace" window, click on the "Builds" tab.

   b. Expand the "8bpp Builds" (or "16bpp Builds") view by clicking on the "+" next to it. The expanded view will contain the item "default". Right-click on "default" and select "Properties...". A properties window will appear.

   c. Select the "C/C++ compiler" tab to display the command switches used in the build. Remove the "-ansi" switch from the line that contains "-g -mpentium -ansi -nostdinc -DRW_MULTI_THREAD". (Refer to GNU ToolKit user's guide for details)

8. Compile the VxWorks image.

   Select the "Files" tab in the Tornado "Workspace" window.

   Right-click on "8bpp files" (or "16bpp files") and select "Dependencies...". Click on "OK" to regenerate project file dependencies for "All Project files".

   Right-click on "8bpp files" and select "ReBuild All(vxWorks)" to build VxWorks.

9. Copy the VxWorks file to the diskette.

   From a command prompt or through the Windows interface, copy the file "x:\13504\8bpp\default\vxWorks" (or "x:\13504\16bpp\default\vxWorks") to the bootable disk created in step 4.

10. Start the VxWorks demo.

    Boot the target PC with the VxWorks bootable diskette to run the UGLDEMO automatically.

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S1D13504 Color Graphics LCD/CRT Controller

Linux Console Driver

Document Number: X19A-E-004-01

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Linux Console Driver

The Linux console driver for the S1D13504 Embedded Memory LCD Controller is intended as “reference” source code for OEMs developing for Linux, and supports 4 and 8 bit-per-pixel color depths.

A Graphical User Interface (GUI) such as Gnome can obtain the frame buffer address from this driver allowing the Linux GUI the ability to update the display.

The console driver is designed around a common configuration include file called **s1d13504.h,** which is generated by the configuration utility 13504DCFG. This design allows for easy customization of display type, clocks, decode addresses, rotation, etc. by OEMs. For further information on 13504DCFG, see the *13504DCFG Driver Configuration Program User Manual*, document number X19A-B-008-xx.

Note

The Linux console driver is provided as “reference” source code only. The driver is intended to provide a basis for OEMs to develop their own drivers for Linux.

This document and the source code for the Linux console drivers are updated as appropriate. Please check the Epson Research and Development website at http://www.erd.epson.com for the latest revisions or before beginning any development.

We appreciate your comments on our documentation. Please contact us via e-mail at documentation@erd.epson.com.

Building the Console Driver for Linux Kernel 2.2.x

Follow the steps below to construct a copy of the Linux operating system using the S1D13504 as the console display device. These instructions assume that the GNU development environment is installed and the user is familiar with GNU and the Linux operating system.

1. Acquire the Linux kernel source code.

   You can obtain the Linux kernel source code from your Linux supplier or download the source from: ftp://ftp.kernel.org.

   The S1D13504 reference driver requires Linux kernel 2.2.x or greater. The example S1D13504 reference driver available on www.erd.epson.com was built using Red Hat Linux 6.1, kernel version 2.2.17.

   For information on building the kernel refer to the readme file at:
   ftp://ftp.linuxberg.com/pub/linux/kernel/README

Note
Before continuing with modifications for the S1D13504, you should ensure that you can build and start the Linux operating system.

2. Unzip the console driver files.

   Using a zip file utility, unzip the S1D13504 archive to a temporary directory. (e.g. /tmp)

   When completed the files:
   s1d13xxxfb.c
   s1d13504.h
   Config.in
   fbmem.c
   fbcon-cfb4.c, and
   Makefile
   should be located in the temporary directory.

3. Copy the console driver files to the build directory.

   Copy the files
   /tmp/s1d13xxxfb.c and
   /tmp/s1d13504.h
   to the directory /usr/src/linux/drivers/video.

   Copy the remaining source files
   /tmp/Config.in
   /tmp/fbmem.c
   /tmp/fbcon-cfb4.c, and
   /tmp/Makefile
   into the directory /usr/src/linux/drivers/video replacing the files of the same name.

If your kernel version is not 2.2.17 or you want to retain greater control of the build process then use a text editor and cut and paste the sections dealing with the Epson driver in the corresponding files of the same names.

4. Modify s1d13504.h

   The file s1d13504.h contains the register values required to set the screen resolution, color depth (bpp), display type, display rotation, etc.

   Before building the console driver, refer to the descriptions in the file s1d13504.h for the default settings of the console driver. If the default does not match the configuration you are building for then s1d13504.h will have to be regenerated with the correct information.

   Use the program 13504DCFG to generate the required header file. For information on how to use 13504DCFG, refer to the 13504DCFG Driver Configuration Program User Manual, document number X19A-B-008-xx, available at www.erd.epson.com

   After selecting the desired configuration, choose “File->Export” and select the “C Header File for S1D13504 Generic Drivers” option. Save the new configuration as s1d13504.h in the /usr/src/linux/drivers/video, replacing the original configuration file.

5. Configure the video options.

   From the command prompt in the directory /usr/src/linux run the command:
   make menuconfig

   This command will start a text based interface which allows the selection of build time parameters. From the text interface under “Console drivers” options, select:

   “Support for frame buffer devices”
   “Epson LCD/CRT controllers support”
   “S1D13504 support”
   “Advanced low level driver options”
   “xBpp packed pixels support” *

   * where x is the color depth being compile for.

   Once you have configured the kernel options, save and exit the configuration utility.

6. Compile and install the kernel

   Build the kernel with the following sequence of commands:
   make dep
   make clean
   make bzImage
   /sbin/lilo (if running lilo)

7. Boot to the Linux operating system

   If you are using lilo (Linux Loader), modify the lilo configuration file as discussed in the kernel build README file. If there were no errors during the build, from the command prompt run:

   ```
   lilo
   ```

   and reboot your system.

Note

In order to use the S1D13504 console driver with X server, you need to configure the X server to use the FBDEV device. A good place to look for the necessary files and instructions on this process is on the Internet at www.xfree86.org

Building the Console Driver for Linux Kernel 2.4.x

Follow the steps below to construct a copy of the Linux operating system using the S1D13504 as the console display device. These instructions assume that the GNU development environment is installed and the user is familiar with GNU and the Linux operating system.

1. Acquire the Linux kernel source code.

   You can obtain the Linux kernel source code from your Linux supplier or download the source from: ftp://ftp.kernel.org.

   The S1D13504 reference driver requires Linux kernel 2.4.x or greater. The example S1D13504 reference driver available on www.erd.epson.com was built using Red Hat Linux 6.1, kernel version 2.4.5.

   For information on building the kernel refer to the readme file at:
   ftp://ftp.linuxberg.com/pub/linux/kernel/README

Note
Before continuing with modifications for the S1D13504, you should ensure that you can build and start the Linux operating system.

2. Unzip the console driver files.

   Using a zip file utility, unzip the S1D13504 archive to a temporary directory. (e.g. /tmp)

   When completed the files:
   Config.in
   fbmem.c
   fbcon-cfb4.c
   Makefile
   should be located in the temporary directory (/tmp), and the files:
   Makefile
   s1d13xxxfb.c
   s1d13504.h
   should be located in a sub-directory called epson within the temporary directory (/tmp/epson).

3. Copy the console driver files to the build directory. Make the directory /usr/src/linux/drivers/video/epson.

   Copy the files
   /tmp/epson/s1d13xxxfb.c
   /tmp/epson/s1d13504.h
   /tmp/epson/Makefile
   to the directory /usr/src/linux/drivers/video/epson.

Copy the remaining source files
    /tmp/Config.in
    /tmp/fbmem.c
    /tmp/fbcon-cfb4.c
    /tmp/Makefile
into the directory /usr/src/linux/drivers/video replacing the files of the same name.

If your kernel version is not 2.4.5 or you want to retain greater control of the build process then use a text editor and cut and paste the sections dealing with the Epson driver in the corresponding files of the same names.

4. Modify s1d13504.h

   The file s1d13504.h contains the register values required to set the screen resolution, color depth (bpp), display type, display rotation, etc.

   Before building the console driver, refer to the descriptions in the file s1d13504.h for the default settings of the console driver. If the default does not match the configuration you are building for then s1d13504.h will have to be regenerated with the correct information.

   Use the program 13504DCFG to generate the required header file. For information on how to use 13504DCFG, refer to the 13504DCFG Driver Configuration Program User Manual, document number X19A-B-008-xx, available at www.erd.epson.com

   After selecting the desired configuration, choose “File->Export” and select the “C Header File for S1D13504 Generic Drivers” option. Save the new configuration as s1d13504.h in the /usr/src/linux/drivers/video, replacing the original configuration file.

5. Configure the video options.

   From the command prompt in the directory /usr/src/linux run the command:
       make menuconfig

   This command will start a text based interface which allows the selection of build time parameters. From the options presented select:

       “Code maturity level” options
           “Prompt for development and/or incomplete drivers”
       “Console drivers” options
           “Frame-buffer support”
               “Support for frame buffer devices (EXPERIMENTAL)”
                   “EPSON LCD/CRT/TV controller support”
                       “EPSON S1D13504 Support”
               “Advanced low-level driver options”
                   “xbpp packed pixels support” *

       * where x is the color depth being compile for.

   Once you have configured the kernel options, save and exit the configuration utility.

6. Compile and install the kernel

   Build the kernel with the following sequence of commands:

   ```
   make dep
   make clean
   make bzImage
   /sbin/lilo (if running lilo)
   ```

7. Boot to the Linux operating system

   If you are using lilo (Linux Loader), modify the lilo configuration file as discussed in the kernel build README file. If there were no errors during the build, from the command prompt run:

   ```
   lilo
   ```

   and reboot your system.

Note

In order to use the S1D13504 console driver with X server, you need to configure the X server to use the FBDEV device. A good place to look for the necessary files and instructions on this process is on the Internet at www.xfree86.org

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EPSON®

ENERGY SAVING EPSON

S1D13504 Color Graphics LCD/CRT Controller

Windows® CE 3.x Display Drivers

Document Number: X19A-E-006-01

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WINDOWS® CE 3.x DISPLAY DRIVERS

The Windows CE 3.x display driver is designed to support the S1D13504 Color Graphics LCD/CRT Controller running the Microsoft Windows CE operating system, version 3.0. The driver is capable of: 4, 8 and 16 bit-per-pixel display modes.

This document and the source code for the Windows CE drivers are updated as appropriate. Before beginning any development, please check the Epson Electronics America Website at www.eea.epson.com or the Epson Research and Development Website at www.erd.epson.com for the latest revisions.

We appreciate your comments on our documentation. Please contact us via email at techpubs@erd.epson.com.

Example Driver Builds

The following sections describe how to build the Windows CE display driver for:

1. Windows CE Platform Builder 3.00 using the GUI interface.
2. Windows CE Platform Builder 3.00 using the command-line interface.

In all examples “x:” refers to the drive letter where Platform Builder is installed.

Build for CEPC (X86) on Windows CE Platform Builder 3.00 using the GUI Interface

1. Install Microsoft Windows 2000 Professional, or Windows NT Workstation version 4.0 with Service Pack 5 or later.
2. Install Windows CE Platform Builder 3.00.
3. Start Platform Builder by double-clicking on the Microsoft Windows CE Platform Builder icon.
4. Create a new project.
   a. Select File | New.
   b. In the dialog box, select the Platforms tab.
   c. In the platforms dialog box, select “WCE Platform”, set a location for the project (such as x:\myproject), set the platform name (such as myplatform), and set the Processors to “Win32 (WCE x86)”.
   d. Click the OK button.
   e. In the dialog box “WCE Platform - Step 1 of 2”, select CEPC.
   f. Click the Next button.
   g. In the dialog box “WCE Platform - Step 2 of 2”, select Minimal OS (Minkern).
   h. Click the Finish button.
   i. In the dialog box “New Platform Information”, click the OK button.
5. Set the active configuration to “Win32 (WCE x86) Release”.
   a. From the Build menu, select “Set Active Configuration”.
   b. Select “MYPLATFORM - Win32 (WCE x86) Release”.
   c. Click the OK button.
6. Add the environment variable CEPC_DDI_S1D13X0X.
   a. From the Platform menu, select “Settings”.
   b. Select the “Environment” tab.
   c. In the Variable box, type “CEPC_DDI_S1D13X0X”.

d. In the Value box, type “1”.

e. Click the Set button.

f. Click the OK button.

7. Create a new directory S1D13504, under x:\wince300\platform\cepc\drivers\display, and copy the S1D13504 driver source code into this new directory.

8. Add the S1D13504 driver component.

   a. From the Platform menu, select “Insert | User Component”.

   b. Set “Files of type:” to “All Files (*.*)”.

   c. Select the file x:\wince300\platform\cepc\drivers\display\S1D13504\sources.

   d. In the “User Component Target File” dialog box, select browse and then select the path and the file name of “sources”.

9. Delete the component “ddi_flat”.

   a. In the Workspace window, select the ComponentView tab.

   b. Show the tree for MYPLATFORM components by clicking on the ‘+’ sign at the root of the tree.

   c. Right-click on the ddi_flat component.

   d. Select “Delete”.

   e. From the File menu, select “Save Workspace”.

10. From the Workspace window, click on ParameterView Tab. Show the tree for MY-PLATFORM Parameters by clicking on the ‘+’ sign at the root of the tree. Expand the the WINCE300 tree and then click on “Hardware Specific Files” and then double click on “PLATFORM.BIB”. Edit the file the PLATFORM.BIB file and make the following two changes:

    a. Insert the following text after the line “IF ODO_NODISPLAY !”:

```
IF CEPC_DDI_S1D13X0X
        ddi.dll    $(_FLATRELEASEDIR)\S1D13X0X.dll  NK SH
ENDIF
```

    b. Find the section shown below, and insert the lines as marked:

```
IF CEPC_DDI_FLAT !
IF CEPC_DDI_S1D13X0X!              ;Insert this line
IF CEPC_DDI_S3VIRGE !
IF CEPC_DDI_CT655X !
IF CEPC_DDI_VGA8BPP !
IF CEPC_DDI_S3TRIO64 !
IF CEPC_DDI_ATI !
```

```
        ddi.dll    $(_FLATRELEASEDIR)\ddi_flat.dll      NK SH
    ENDIF
    ENDIF
    ENDIF
    ENDIF
    ENDIF
    ENDIF                                   ;Insert this line
    ENDIF
```

11. Modify MODE0.H.

    The file MODE0.H (located in x:\wince300\platform\cepc\drivers\display\S1D13504) contains the register values required to set the screen resolution, color depth (bpp), display type, active display (LCD/CRT/TV), display rotation, etc.

    Before building the display driver, refer to the descriptions in the file MODE0.H for the default settings of the console driver. If the default does not match the configuration you are building for then MODE0.H will have to be regenerated with the correct information.

    Use the program 13504CFG to generate the header file. For information on how to use 13504CFG, refer to the *13504CFG Configuration Program User Manual*, document number X19A-B-001-xx, available at www.erd.epson.com

    After selecting the desired configuration, export the file as a “C Header File for S1D13504 WinCE Drivers”. Save the new configuration as MODE0.H in the \wince300\platform\cepc\drivers\display, replacing the original configuration file.

12. From the Platform window, click on ParameterView Tab. Show the tree for MY-PLATFORM Parameters by clicking on the ‘+’ sign at the root of the tree. Expand the the WINCE300 tree and click on “Hardware Specific Files”, then double click on “PLATFORM.REG”. Edit the file PLATFORM.REG to match the screen resolution, color depth, and rotation information in MODE.H.

    For example, the display driver section of PLATFORM.REG should be as follows when using a 640x480 LCD panel with a color depth of 8 bpp and a SwivelView mode of 0° (landscape):

    ```
    ; Default for EPSON Display Driver
    ; 640x480 at 8 bits/pixel, LCD display, no rotation
    ; Useful Hex Values
    ; 1024=0x400, 768=0x300 640=0x280 480=0x1E0 320=140 240=0xF0
    [HKEY_LOCAL_MACHINE\Drivers\Display\S1D13504]
    “Width”=dword:280
    “Height”=dword:1E0
    “Bpp”=dword:8
    ```

"ActiveDisp"=dword:1

"Rotation"=dword:0

13. From the Build menu, select "Rebuild Platform" to generate a Windows CE image file (NK.BIN) in the project directory x:\myproject\myplatform\reldir\x86_release\nk.bin.

Build for CEPC (X86) on Windows CE Platform Builder 3.00 using the Command-Line Interface

1. Install Microsoft Windows 2000 Professional, or Windows NT Workstation version 4.0 with Service Pack 5 or later.
2. Install Windows CE Platform Builder 3.00.
3. Create a batch file called x:\wince300\cepath.bat. Put the following in cepath.bat:
   ```
   x:
   cd \wince300\public\common\oak\misc
   call wince x86 i486 CE MINSHELL CEPC
   set IMGNODEBUGGER=1
   set WINCEREL=1
   set CEPC_DDI_S1D13X0X=1
   ```
4. Generate the build environment by calling cepath.bat.
5. Create a new folder called S1D13504 under x:\wince300\platform\cepc\drivers\display, and copy the S1D13504 driver source code into x:\wince300\platform\cepc\drivers\display\S1D13504.
6. Edit the file x:\wince300\platform\cepc\drivers\display\dirs and add S1D13504 into the list of directories.
7. Edit the file x:\wince300\platform\cepc\files\platform.bib and make the following two changes:
   a. Insert the following text after the line "IF ODO_NODISPLAY !":
      ```
      IF CEPC_DDI_S1D13X0X
            ddi.dll    $(_FLATRELEASEDIR)\S1D13X0X.dll  NK SH
      ENDIF
      ```
   b. Find the section shown below, and insert the lines as marked:
      ```
      IF CEPC_DDI_FLAT !
      IF CEPC_DDI_S1D13X0X!            ;Insert this line
      IF CEPC_DDI_S3VIRGE !
      IF CEPC_DDI_CT655X !
      IF CEPC_DDI_VGA8BPP !
      IF CEPC_DDI_S3TRIO64 !
      IF CEPC_DDI_ATI !
      ```

```
        ddi.dll    $(_FLATRELEASEDIR)\ddi_flat.dll      NK SH
    ENDIF
    ENDIF
    ENDIF
    ENDIF
    ENDIF
    ENDIF                                   ;Insert this line
    ENDIF
```

8. Modify MODE0.H.

   The file MODE0.H (located in x:\wince300\platform\cepc\drivers\display\S1D13504) contains the register values required to set the screen resolution, color depth (bpp), display type, active display (LCD/CRT/TV), display rotation, etc.

   Before building the display driver, refer to the descriptions in the file MODE0.H for the default settings of the display driver. If the default does not match the configuration you are building for then MODE0.H will have to be regenerated with the correct information.

   Use the program 13504CFG to generate the header file. For information on how to use 13504CFG, refer to the *13504CFG Configuration Program User Manual*, document number X19A-B-001-xx, available at www.erd.epson.com

   After selecting the desired configuration, export the file as a “C Header File for S1D13504 WinCE Drivers”. Save the new configuration as MODE0.H in the \wince300\platform\cepc\drivers\display, replacing the original configuration file.

9. Edit the file PLATFORM.REG to match the screen resolution, color depth, and rotation information in MODE.H. PLATFORM.REG is located in x:\wince300\platform\cepc\files.

   For example, the display driver section of PLATFORM.REG should be as follows when using a 640x480 LCD panel with a color depth of 8 bpp and a SwivelView mode of 0° (landscape):

```
; Default for EPSON Display Driver
; 640x480 at 8 bits/pixel, LCD display, no rotation
; Useful Hex Values
; 1024=0x400, 768=0x300 640=0x280 480=0x1E0 320=140 240=0xF0
[HKEY_LOCAL_MACHINE\Drivers\Display\S1D13504]
“Width”=dword:280
“Height”=dword:1E0
“Bpp”=dword:8
“ActiveDisp”=dword:1
“Rotation”=dword:0
```

10. Delete all the files in the x:\wince300\release directory and delete the file x:\wince300\platform\cepc*.bif

11. Type BLDDEMO <ENTER> at the command prompt to generate a Windows CE image file. The file generated will be x:\wince300\release\nk.bin.

Installation for CEPC Environment

Once the NK.BIN file is built, the CEPC environment can be started by booting either from a floppy or hard drive configured with a Windows 9x operating system. The two methods are described below.

1. To start CEPC after booting from a floppy drive:
   a. Create a bootable floppy disk.
   b. Edit CONFIG.SYS on the floppy disk to contain only the following line:

      ```
      device=a:\himem.sys
      ```

   c. Edit AUTOEXEC.BAT on the floppy disk to contain the following lines:

      ```
      mode com1:9600,n,8,1
      loadcepc /B:9600 /C:1 c:\nk.bin
      ```

   d. Copy LOADCEPC.EXE and HIMEM.SYS to the bootable floppy disk. Search for the loadCEPC utility in your Windows CE directories.
   e. Copy NK.BIN to c:\.
   f. Boot the system from the bootable floppy disk.
2. To start CEPC after booting from a hard drive:
   a. Copy LOADCEPC.EXE to C:\. Search for the loadCEPC utility in your Windows CE directories.
   b. Edit CONFIG.SYS on the hard drive to contain only the following line:

      ```
      device=c:\himem.sys
      ```

   c. Edit AUTOEXEC.BAT on the hard drive to contain the following lines:

      ```
      mode com1:9600,n,8,1
      loadcepc /B:9600 /C:1 c:\nk.bin
      ```

   d. Copy NK.BIN and HIMEM.SYS to c:\.
   e. Boot the system.

Configuration

There are several issues to consider when configuring the display driver. The issues cover debugging support, register initialization values and memory allocation. Each of these issues is discussed in the following sections.

Compile Switches

There are several switches, specific to the S1D13504 display driver, which affect the display driver.

The switches are added or removed from the compile options in the file SOURCES.

WINCEVER

This option is automatically set to the numerical version of WinCE for version 2.12 or later. If the environment variable, _WINCEOSVER is not defined, then WINCEVER will default 2.11. The S1D display driver may test against this option to support different WinCE version-specific features.

EnablePreferVmem

This option enables the use of off-screen video memory. When this option is enabled, WinCE can optimize some BLT operations by using off-screen video memory to store images. You may need to disable this option for systems with 512K bytes of video memory and VGA (640x480) panels.

ENABLE_ANTIALIASED_FONTS

This option enables the display driver support of antialiased fonts in WinCE. Fonts created with the ANTIALIASED_QUALITY attribute will be drawn with font smoothing.

If you want all fonts to be antialiased by default, add the following line to PLATFORM.REG: [HKEY_LOCAL_MACHINE\SYSTEM\GDI\Fontsmoothing]. This registry option causes WinCE to draw all fonts with smoothing.

Font smoothing is only applicable to 16bpp mode.

EpsonMessages

This debugging option enables the display of EPSON-specific debug messages. These debug message are sent to the serial debugging port. This option should be disabled unless you are debugging the display driver, as they will significantly impact the performance of the display driver.

DEBUG_MONITOR

This option enables the use of the debug monitor. The debug monitor can be invoked when the display driver is first loaded and can be used to view registers, and perform a few debugging tasks. The debug monitor is still under development and is UNTESTED.

This option should remain disabled unless you are performing specific debugging tasks that require the debug monitor.

GrayPalette

This option is intended for the support of monochrome panels only.

The option causes palette colors to be grayscaled for correct display on a mono panel. For use with color panels this option should not be enabled.

Mode File

The MODE tables (contained in files MODE0.H, MODE1.H, MODE2.H . . .) contain register information to control the desired display mode. The MODE tables must be generated by the configuration program 13504CFG.EXE. The display driver comes with example MODE tables.

By default, only MODE0.H is used by the display driver. New mode tables can be created using the 13504CFG program. Edit the #include section of MODE.H to add the new mode table.

If you only support a single display mode, you do not need to add any information to the WinCE registry. If, however, you support more that one display mode, you should create registry values (see below) that will establish the initial display mode. If your display driver contains multiple mode tables, and if you do not add any registry values, the display driver will default to the first mode table in your list.

To select which display mode the display driver should use upon boot, add the following lines to your PLATFORM.REG file:

[HKEY_LOCAL_MACHINE\Drivers\Display\S1D13504]

“Width”=dword:280
“Height”=dword:1E0
“Bpp”=dword:8
“Rotation”=dword:0
“RefreshRate”=dword:3C
“Flags”=dword:2

Note that all dword values are in hexadecimal, therefore 280h = 640, 1E0h = 480, and 3Ch = 60. The value for "Flags" should be 1 (LCD), 2 (CRT), or 3 (both LCD and CRT). When the display driver starts, it will read these values in the registry and attempt to match a mode table against them. All values must be present and valid for a match to occur, otherwise the display driver will default to the first mode table in your list.

A WinCE desktop application (or control panel applet) can change these registry values, and the display driver will select a different mode upon warmboot. This allows the display driver to support different display configurations and/or orientations. An example application that controls these registry values will be made available upon the next release of the display driver; preliminary alpha code is available by special request.

Resource Management Issues

The Windows CE 3.0 OEM must deal with certain display driver issues relevant to Windows CE 3.0. These issues require the OEM balance factors such as: system vs. display memory utilization, video performance, and power off capabilities.

The section "Simple Display Driver Configuration" on page 15 provides a configuration which should work with most Windows CE platforms. This section is only intended as a means of getting started. Once the developer has a functional system, it is recommended to optimize the display driver configuration as described below in "Description of Windows CE Display Driver Issues".

Description of Windows CE Display Driver Issues

The following are some issues to consider when configuring the display driver to work with Windows CE:

1. When Windows CE enters the Suspend state (power-off), the LCD controller and display memory may lose power, depending on how the system is designed. If display memory loses power, all images stored in display memory are lost.

   If power-off/power-on features are required, the OEM has several options:

   - If display memory power is turned off, add code to the display driver to save any images in display memory to system memory before power-off, and add code to restore these images after power-on.
   - If display memory power is turned off, instruct Windows CE to redraw all images upon power-on. Unfortunately it is not possible to instruct Windows CE to redraw any off-screen images, such as icons, slider bars, etc., so in this case the OEM must also configure the display driver to never use off-screen memory.

- Ensure that display memory never loses power.

2. Using off-screen display memory significantly improves display performance. For example, slider bars appear more smooth when using off-screen memory. To enable or disable the use of off-screen memory, edit the file: x:\wince300\platform\cepc\drivers\display\S1D13504\sources. In SOURCES, there is a line which, when uncommented, will instruct Windows CE to use off-screen display memory (if sufficient display memory is available):

   CDEFINES=$(CDEFINES) -DEnablePreferVmem

3. In the file PROJECT.REG under CE 3.0, there is a key called PORepaint (search the Windows CE directories for PROJECT.REG). PORepaint is relevant when the Suspend state is entered or exited. PORepaint can be set to 0, 1, or 2 as described below:

   a. PORepaint=0

      - This mode tells Windows CE not to save or restore display memory on suspend or resume.
      - Since display data is not saved and not repainted, this is the FASTEST mode.
      - Main display data in display memory must NOT be corrupted or lost on suspend. The memory clock must remain running.
      - Off-screen data in display memory must NOT be corrupted or lost on suspend. The memory clock must remain running.
      - This mode cannot be used if power to the display memory is turned off.

   b. PORepaint=1

      - This is the default mode for Windows CE.
      - This mode tells Windows CE to save the main display data to the system memory on suspend.
      - This mode is used if display memory power is going to be turned off when the system is suspended, and there is enough system memory to save the image.
      - Any off-screen data in display memory is LOST when suspended. Therefore off-screen memory usage must either be disabled in the display driver (i.e: EnablePreferVmem not defined in SOURCES file), or new OEM-specific code must be added to the display driver to save off-screen data to system memory when the system is suspended, and restored when resumed.
      - If off-screen data is used (provided that the OEM has provided code to save off-screen data when the system suspends), additional code must be added to the display driver's surface allocation routine to prevent the display driver from allocating the "main memory save region" in display memory. When WinCE OS attempts to allocate a buffer to save the main display data, WinCE OS marks the allocation request as preferring display memory. We believe this is incorrect. Code must be added to prevent this specific allocation from being allocated in display memory - it MUST be allocated from system memory.
      - Since the main display data is copied to system memory on suspend, and then simply copied back on resume, this mode is FAST, but not as fast as mode 0.

c. PORepaint=2

- This mode tells WinCE to not save the main display data on suspend, and causes WinCE to REPAINT the main display on resume.
- This mode is used if display memory power is going to be turned off when the system is suspended, and there is not enough system memory to save the image.
- Any off-screen data in display memory is LOST, and since there is insufficient system memory to save display data, off-screen memory usage MUST be disabled.
- When the system is resumed, WinCE instructs all running applications to repaint themselves. This is the SLOWEST of the three modes.

Simple Display Driver Configuration

The following display driver configuration should work with most platforms running Windows CE. This configuration disables the use of off-screen display memory and forces the system to redraw the main display upon power-on.

1. This step disables the use of off-screen display memory.
   Edit the file x:\wince300\platform\cepc\drivers\display\S1D13504\sources and change the line

   CDEFINES=$(CDEFINES) -DEnablePreferVmem

   to

   #CDEFINES=$(CDEFINES) -DEnablePreferVmem

2. This step causes the system to redraw the main display upon power-on. This step is only required if display memory loses power when Windows CE is shut down. If display memory is kept powered up (set the S1D13504 in powersave mode), then the display data will be maintained and this step can be skipped.

   Search for the file PROJECT.REG in your Windows CE directories, and inside PROJECT.REG find the key PORepaint. Change PORepaint as follows:

   “PORepaint”=dword:2

Comments

- The display driver is CPU independent, allowing use of the driver for several Windows CE Platform Builder supported platforms.
- If you are running 13504CFG.EXE to produce multiple MODE tables, make sure you change the Mode Number in the WinCE tab for each mode table you generate. The display driver supports multiple mode tables, but only if each mode table has a unique mode number.
- At this time, the drivers have been tested on the x86 CPUs and have been built with Platform Builder v3.00.

S1D13XXX 32-Bit Windows Device Driver Installation Guide

Document No. X00A-E-003-04

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S1D13XXX 32-Bit Windows Device Driver Installation Guide

This manual describes the installation of the Windows 9x/ME/NT 4.0/2000 device drivers for the S5U13xxxB00x series of Epson Evaluation Boards.

The file S1D13XXX.VXD is required for using the Epson supplied Intel32 evaluation and test programs for the S1D13xxx family of LCD controllers with Windows 9x/ME.

The file S1D13XXX.SYS is required for using the Epson supplied Intel32 evaluation and test programs for the S1D13xxx family of LCD controllers with Windows NT 4.0/2000.

The file S1D13XXX.INF is the install script.

For updated drivers, ask your Sales Representative or visit Epson Electronics America on the World Wide Web at www.eea.epson.com.

Driver Requirements

Video Controller	:	S1D13xxx
Display Type	:	N/A
BIOS	:	N/A
DOS Program	:	No
Dos Version	:	N/A
Windows Program	:	Yes, Windows 9x/ME/NT 4.0/2000 device driver
Windows DOS Box	:	N/A
Windows Full Screen	:	N/A
OS/2	:	N/A

Installation

Windows NT Version 4.0

All evaluation boards require the driver to be installed as follows.

1. Install the evaluation board in the computer and boot the computer.
2. Copy the files S1D13XXX.INF and S1D13XXX.SYS to a directory on a local hard drive.
3. Right click your mouse on the file S1D13XXX.INF and select INSTALL from the menu.
4. Windows will install the device driver and ask you to restart.

Windows 2000

All PCI Bus Evaluation Cards

1. Install the evaluation board in the computer and boot the computer.
2. Windows will detect the new hardware as a new PCI Device and bring up the FOUND NEW HARDWARE dialog box.
3. Click NEXT.
4. The New Hardware Wizard will bring up the dialog box to search for a suitable driver.
5. Click NEXT.
6. When Windows does not find the driver it will allow you to specify the location of it. Type the driver location or select BROWSE to find it.
7. Click NEXT.
8. Windows 2000 will open the installation file and show the option EPSON PCI Bridge Card. Select this file and click OPEN.
9. Windows then shows the path to the file. Click OK.
10. Click NEXT.
11. Click FINISH.

All ISA Bus Evaluation Cards

1. Install the evaluation board in the computer and boot the computer.
2. Go to the CONTROL PANEL and select ADD/REMOVE HARDWARE, click NEXT.
3. Select ADD/TROUBLESHOOT A DEVICE, and click NEXT. Windows 2000 will attempt to detect any new plug and play device and fail.
4. The CHOOSE HARDWARE DEVICE dialog box appears. Select ADD NEW HARDWARE and click NEXT.
5. Select NO I WANT TO SELECT FROM A LIST and click NEXT.
6. Select OTHER DEVICE from the list and click NEXT.
7. Click HAVE DISK.
8. Specify the location of the driver files, select the S1D13XXX INF file and click OPEN.
9. Click OK.

Windows 98/ME

All PCI Bus Evaluation Cards

1. Install the evaluation board in the computer and boot the computer.
2. Windows will detect the new hardware as a new PCI Device and bring up the ADD NEW HARDWARE dialog box.
3. Click NEXT.
4. Windows will look for the driver. When Windows does not find the driver it will allow you to specify the location of it. Type the driver location or select BROWSE to find it.
5. Click NEXT.
6. Windows will open the installation file and show the option EPSON PCI Bridge Card.
7. Click FINISH.

All ISA Bus Evaluation Cards

1. Install the evaluation board in the computer and boot the computer.
2. Go to the CONTROL PANEL and double-click on ADD NEW HARDWARE to launch the ADD NEW HARDWARE WIZARD. Click NEXT.
3. Windows will attempt to detect any new plug and play device and fail. Click NEXT.
4. Windows will ask you to let it detect the hardware, or allow you to select from a list. Select NO, I WANT TO SELECT THE HARDWARE FROM A LIST and click NEXT.
5. From the list select OTHER DEVICES and click NEXT.
6. Click HAVE DISK and type the path to the driver files, or select browse to find the driver.
7. Click OK.
8. The driver will be identified as EPSON PCI Bridge Card. Click NEXT.
9. Click FINISH.

Windows 95 OSR2

All PCI Bus Evaluation Cards

1. Install the evaluation board in the computer and boot the computer.
2. Windows will detect the card as a new PCI Device and launch the UPDATE DEVICE DRIVER wizard.

If The Driver is on Floppy Disk

3. Place the disk into drive A: and click NEXT.
4. Windows will find the EPSON PCI Bridge Card.
5. Click FINISH to install the driver.
6. Windows will ask you to restart the system.

If The Driver is not on Floppy Disk

3. Click NEXT, Windows will search the floppy drive and fail.
4. Windows will attempt to load the new hardware as a Standard VGA Card.
5. Click CANCEL. The Driver must be loaded from the CONTROL PANEL under ADD/NEW HARDWARE.
6. Select NO for Windows to DETECT NEW HARDWARE.
7. Click NEXT.
8. Select OTHER DEVICES from HARDWARE TYPE and Click NEXT.
9. Click HAVE DISK.
10. Specify the location of the driver and click OK.
11. Click OK.
12. EPSON PCI Bridge Card will appear in the list.
13. Click NEXT.
14. Windows will install the driver.
15. Click FINISH.
16. Windows will ask you to restart the system.
17. Windows will re-detect the card and ask you to restart the system.

All ISA Bus Evaluation Cards

1. Install the evaluation board in the computer and boot the computer.
2. Go to the CONTROL PANEL and select ADD NEW HARDWARE.
3. Click NEXT.
4. Select NO and click NEXT.
5. Select OTHER DEVICES and click NEXT.
6. Click Have Disk.
7. Specify the location of the driver files and click OK.
8. Click Next.
9. Click Finish.

Previous Versions of Windows 95

All PCI Bus Evaluation Cards

1. Install the evaluation board in the computer and boot the computer.
2. Windows will detect the card.
3. Select DRIVER FROM DISK PROVIDED BY MANUFACTURER.
4. Click OK.
5. Specify a path to the location of the driver files.
6. Click OK.
7. Windows will find the S1D13XXX.INF file.
8. Click OK.
9. Click OK and Windows will install the driver.

All ISA Bus Evaluation Cards

1. Install the evaluation board in the computer and boot the computer.
2. Go to the CONTROL PANEL and select ADD NEW HARDWARE.
3. Click NEXT.
4. Select NO and click NEXT.
5. Select OTHER DEVICES from the HARDWARE TYPES list.
6. Click HAVE DISK.
7. Specify the location of the driver files and click OK.
8. Select the file S1D13XXX.INF and click OK.
9. Click OK.
10. The EPSON PCI Bridge Card should be selected in the list window.
11. Click NEXT.
12. Click NEXT.
13. Click Finish.

EPSON®

S1D13504 Color Graphics LCD/CRT Controller

S5U13504B00C Rev. 1.0 ISA Bus Evaluation Board User Manual

Document Number: X19A-G-004-06

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Table of Contents

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List of Tables

List of Figures

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1 Introduction

This manual describes the setup and operation of the S5U13504B00C Rev. 1.0 Evaluation Board when used with the S1D13504 Color Graphics LCD/CRT Controller in the ISA bus environment.

For more information regarding the S1D13504, refer to the S1D13504 Hardware Functional Specification, document number X19A-A-002-xx.

1.1 Features

- 128 pin QFP15 package.
- SMT technology for all appropriate devices.
- 4/8-bit monochrome passive LCD panels support.
- 4/8/16-bit color passive LCD panels support.
- 9/12/18-bit LCD TFT panels support.
- External RAMDAC support.
- 16-bit ISA bus support.
- Oscillator support for CLKI (up to 40.0MHz).
- 5.0V 1M x 16 EDO-DRAM.
- Support for software power save modes.
- 3.3V Core V_{DD} power supply.
- Selectable 3.3V or 5.0V IO V_{DD} power supply (via jumper JP2).
- On-board adjustable LCD BIAS negative power supply (-14V to -24V).
- On-board adjustable LCD BIAS positive power supply (+23V to +40V).
- CPU/Bus interface header strips for non-ISA bus support.

2 Installation and Configuration

The S1D13504 has 16 configuration inputs MD[15:0] which are read on the rising edge of RESET#. S1D13504 configuration inputs MD[5:1] are fully configurable on this evaluation board for different host bus selections; one five-position DIP switch is provided for this purpose. All remaining configuration inputs are hard-wired. See the S1D13504 Hardware Functional Specification, document number X19A-A-002-xx for more information.

When using the S5U13504B00C with the ISA bus, the following are the recommended settings.

Table 2-1: Configuration DIP Switch Settings

Switch	Signal	Closed	Open
SW1-1	MD1	See “Host Bus Selection” table below	See “Host Bus Selection” table below
SW1-2	MD2		
SW1-3	MD3		
SW1-4	MD4	Little Endian	Big Endian
SW1-5	MD5	Wait# signal is active high	Wait# signal is active low

The polarity of the Configuration DIP Switches is **closed = 1 or high; open = 0 or low.**

= required settings for ISA bus support.

Table 2-2: Host Bus Selection

MD3	MD2	MD1	Option	Host Bus Interface
0	0	0	1	SH-3 bus interface
0	0	1	2	MC68K bus 1 interface (e.g. MC68000)
0	1	0	3	MC68K bus 2 interface (e.g. MC68030)
0	1	1	4	Generic bus interface (e.g. ISA bus)
1	x	x	5	Reserved

Closed = 1 or high; open = 0 or low.

= required settings for ISA bus support.

Table 2-3: Jumper Settings

	Description	1-2	2-3
JP1	BS# signal pin 6 selection	Pulled-up to IO V_{DD} for ISA bus	NC, signal may be needed for 68K bus and other bus support
JP2	3.3V/5.0V IO V_{DD} selection	5.0V IO V_{DD}	3.3V IO V_{DD}
JP3	DRDY signal selection	Support for all panels which require MOD/DRDY signal	Support for 8-bit panels which require 2 shift clocks

= default settings for ISA bus and LCD panel support.

3 LCD / RAMDAC Interface Pin Mapping

Table 3-1: LCD Signal Connector (J6)

S1D13504 Pin Names	Connector Pin No.	Color TFT			Color Passive			Mono Passive		External RAMDAC (CRT)
		9-bit	12-bit	18-bit	4-bit	8-bit	16-bit	4-bit	8-bit	
FPDAT0	1	R2	R3	R5		LD0	LD0		LD0	
FPDAT1	3	R1	R2	R4		LD1	LD1		LD1	
FPDAT2	5	R0	R1	R3		LD2	LD2		LD2	
FPDAT3	7	G2	G3	G5		LD3	LD3		LD3	
FPDAT4	9	G1	G2	G4	UD0	UD0	UD0	UD0	UD0	
FPDAT5	11	G0	G1	G3	UD1	UD1	UD1	UD1	UD1	
FPDAT6	13	B2	B3	B5	UD2	UD2	UD2	UD2	UD2	
FPDAT7	15	B1	B2	B4	UD3	UD3	UD3	UD3	UD3	
FPDAT8	17	B0	B1	B3			LD4			
FPDAT9	19		R0	R2			LD5			DACP7
FPDAT10	21			R1			LD6			DACP6
FPDAT11	23		G0	G2			LD7			DACP5
FPDAT12	25			G1			UD4			DACP4
FPDAT13	27			G0			UD5			DACP3
FPDAT14	29		B0	B2			UD6			DACP2
FPDAT15	31			B1			UD7			DACP1
FPSHIFT	33	FPSHIFT	FPSHIFT	FPSHIFT	FPSHIFT	FPSHIFT	FPSHIFT	FPSHIFT	FPSHIFT	
DRDY	35					FPSHIFT2				
FPLINE	37	FPLINE	FPLINE	FPLINE	FPLINE	FPLINE	FPLINE	FPLINE	FPLINE	
FPFRAME	39	FPFRAME	FPFRAME	FPFRAME	FPFRAME	FPFRAME	FPFRAME	FPFRAME	FPFRAME	
DACP0										DACP0
DACRD#										DACRD#
DACWR#										DACWR#
DACRS1										DACRS1
DACRS0										DACRS0
HRTC										HRTC
VRTC										VRTC
BLANK#										BLANK#
DACCLK										PCLK
GND	2-26 (Even Pins)	GND	GND	GND	GND	GND	GND	GND	GND	GND
N/C	28									
VLCD	30						VLCD	VLCD		
VCC	32	+5V	+5V	+5V	+5V	+5V	+5V	+5V	+5V	
+12V	34	+12V	+12V	+12V	+12V	+12V	+12V	+12V	+12V	
VDDH	36				VDDH	VDDH	VDDH			
DRDY	38	DRDY	DRDY	DRDY	MOD	FPSHIFT2	MOD	MOD	MOD	
LCDPWR	40	LCD PWR#	LCD PWR#	LCD PWR#	LCD PWR#	LCD PWR#	LCD PWR#	LCD PWR#	LCD PWR#	LCD PWR#

4 CPU / BUS Interface Connector Pinouts

Table 4-1: CPU/BUS Connector (H1) Pinout

Connector Pin No.	Comments
1	Connected to DB0 of the S1D13504
2	Connected to DB1 of the S1D13504
3	Connected to DB2 of the S1D13504
4	Connected to DB3 of the S1D13504
5	Ground
6	Ground
7	Connected to DB4 of the S1D13504
8	Connected to DB5 of the S1D13504
9	Connected to DB6 of the S1D13504
10	Connected to DB7 of the S1D13504
11	Ground
12	Ground
13	Connected to DB8 of the S1D13504
14	Connected to DB9 of the S1D13504
15	Connected to DB10 of the S1D13504
16	Connected to DB11 of the S1D13504
17	Ground
18	Ground
19	Connected to DB12 of the S1D13504
20	Connected to DB13 of the S1D13504
21	Connected to DB14 of the S1D13504
22	Connected to DB15 of the S1D13504
23	Connected to RESET# of the S1D13504
24	Ground
25	Ground
26	Ground
27	12 volt supply
28	12 volt supply
29	Connected to WE0# of the S1D13504
30	Connected to WAIT# of the S1D13504
31	Connected to CS# of the S1D13504
32	Connected to MR# of the S1D13504
33	Connected to WE#1 of the S1D13504
34	Not connected

Table 4-2: CPU/BUS Connector (H2) Pinout

Connector Pin No.	Comments
1	Connected to AB0 of the S1D13504
2	Connected to AB1 of the S1D13504
3	Connected to AB2 of the S1D13504
4	Connected to AB3 of the S1D13504
5	Connected to AB4 of the S1D13504
6	Connected to AB5 of the S1D13504
7	Connected to AB6 of the S1D13504
8	Connected to AB7 of the S1D13504
9	Ground
10	Ground
11	Connected to AB8 of the S1D13504
12	Connected to AB9 of the S1D13504
13	Connected to AB10 of the S1D13504
14	Connected to AB11 of the S1D13504
15	Connected to AB12 of the S1D13504
16	Connected to AB13 of the S1D13504
17	Ground
18	Ground
19	Connected to AB14 of the S1D13504
20	Connected to AB14 of the S1D13504
21	Connected to AB16 of the S1D13504
22	Connected to AB17 of the S1D13504
23	Connected to AB18 of the S1D13504
24	Connected to AB19 of the S1D13504
25	Ground
26	Ground
27	5 volt supply
28	5 volt supply
29	Connected to RD/WR# of the S1D13504
30	Connected to BS# of the S1D13504
31	Connected to BUSCLK of the S1D13504
32	Connected to RD# of the S1D13504
33	Connected to AB20 of the S1D13504
34	Not connected

5 Host Bus Interface Pin Mapping

Table 5-1: Host Bus Interface Pin Mapping

S1D13504 Pin Names	SH-3	MC68K Bus 1	MC68K Bus 2	Generic MPU
AB[20:1]	A[20:1]	A[20:1]	A[20:1]	A[20:1]
AB0	A0	LDS#	A0	A0
DB[15:0]	D[15:0]	D[15:0]	D[31:16]	D[15:0]
WE1#	WE1#	UDS#	DS#	WE1#
M/R#	External Decode	External Decode	External Decode	External Decode
CS#	CSn#	External Decode	External Decode	External Decode
BUSCLK	CKIO	CLK	CLK	BCLK
BS#	BS#	AS#	AS#	Connect to IO V_{DD}
RD/WR#	RD/WR#	R/W#	R/W#	RD1#
RD#	RD#	Connect to IO V_{DD}	SIZ1	RD0#
WE0#	WE0#	Connect to IO V_{DD}	SIZ0	WE0#
WAIT#	WAIT#	DTACK#	DSACK1#	WAIT#
RESET#	RESET#	RESET#	RESET#	RESET#

6 Technical Description

6.1 ISA Bus Support

The S5U13504B00C directly supports the 16-bit ISA bus environment. All the configuration options [MD15:0] are either hard-wired or selectable through the five-position DIP Switch S1. Refer to Table 2-1 “Configuration DIP Switch Settings,” on page 8 for details.

Note

1. The 8-bit ISA bus is not supported by the S5U13504B00C board design.

2. The S1D13504 is a memory-mapped device with 2M bytes of linear addressed display buffer memory as well as a separate 37 byte register space. On the S5U13504B00C, the S1D13504 registers have been mapped to a start-address of C00000h and the 2M byte display buffer has been mapped to a start-address of E00000h.

3. When using this board in a PC environment, system memory must be limited to 12M bytes as more than this will conflict with the S1D13504 display buffer/register addresses.

Note

Due to backwards compatibility with the S5U13504B00B Evaluation Board, which supports both an 8 and a 16-bit CPU interface, third party software ***must*** perform a write to address D00000h to enable a 16-bit ISA environment. This must be done prior to initializing the S1D13504. Failure to do so will result in the S1D13504 being configured as a 16-bit device (default, power-up), with the ISA Bus interface (supported through the PAL (U4)) configured for an 8-bit interface.

The Epson supplied software performs this function automatically.

6.2 Non-ISA Bus Support

This evaluation board is specifically designed to support the standard 16-bit ISA bus, however, the S1D13504 directly supports many other host bus interfaces. Header strips (H1 and H2) have been provided and contain all the necessary IO pins to interface to these buses. See Section 4, "CPU / BUS Interface Connector Pinouts" on page 10; Table 2-1 "Configuration DIP Switch Settings," on page 8; and Table 2-3 "Jumper Settings," on page 8 for details.

When using the header strips to provide the bus interface observe the following:

- All IO signals on the ISA bus card edge must be isolated from the ISA bus (do not plug the card into a computer). Voltage lines are provided on the header strips.
- U3, a TIBPAL22V10 PAL, is currently used to provide the S1D13504 CS# (pin 4), M/R# (pin 5) and other decode logic signals for ISA bus use. This functionality must now be provided externally; remove the PAL from its socket to eliminate conflicts resulting from two different outputs driving the same input. Refer to Table 5-1: "Host Bus Interface Pin Mapping," on page 12 for connection details.

Note

When using a 3.3V CPU Interface, JP2 must be used to configure the S1D13504 IO V_{DD} to 3.3V. In this configuration *all* S1D13504 IO pins are configured for 3.3V output (e.g. LCD interface, DRAM interface, RAMDAC interface, etc.). Although the DRAM and RAMDAC devices are 5.0V parts, they only require a TTL V_{IH} of 2.4V, therefore they will operate correctly with the CMOS level output drive of the S1D13504.

6.3 DRAM Support

The S1D13504 supports 256K x 16 as well as 1M x 16 DRAM (FPM and EDO) in symmetrical and asymmetrical formats.

The S5U13504B00C board supports 5.0V 1M x 16 EDO-DRAM (42-pin SOJ package) in symmetrical format, providing a 2M byte display buffer.

6.4 Decode Logic

This board design utilizes the Generic MPU Interface of the S5U13504 (see the S1D13504 Hardware Functional Specification, document number X19A-A-002-xx).

All required decode logic between the ISA bus and the S1D13504 is provided through a TIBPAL22V10 PAL (U3, socketed).

6.5 Clock Input Support

The input clock frequency can be up to 40.0MHz for the S1D13504. A 40.0MHz oscillator (U4, socketed) is provided as the clock (CLKI) source.

6.6 Monochrome LCD Panel Support

The S1D13504 supports 4 and 8-bit dual and single, monochrome passive LCD panels. All necessary signals are provided on the 40-pin ribbon cable header J6. The interface signals are alternated with grounds on the cable to reduce cross-talk and noise-related problems.

Refer to Table 3-1 “LCD Signal Connector (J6),” on page 9 for connection information.

6.7 Color Passive LCD Panel Support

The S1D13504 directly supports 4/8/16-bit dual and single, color passive LCD panels. All the necessary signals are provided on the 40-pin ribbon cable header J6. The interface signals are alternated with grounds on the cable to reduce cross-talk and noise-related problems.

The S1D13504 cannot support 12 or 18-bit TFT panels when CRT is enabled. FPDAT [15:8] is used for RAMDAC data and is not available for LCD. Refer to the S1D13504 Hardware Functional Specification, document number X19A-A-002-xx for details.

Refer to Table 3-1 “LCD Signal Connector (J6),” on page 9 for connection information.

6.8 Color TFT LCD Panel Support

The S1D13504 supports 9/12/18-bit active matrix color TFT panels. All the necessary signals can also be found on the 40-pin LCD connector J6. The interface signals are alternated with grounds on the cable to reduce cross-talk and noise-related problems.

When supporting an 18-bit TFT panel, the S1D13504 can display 64K of a possible 262K colors. A maximum 16 of the possible 18-bits of LCD data is available from the S1D13504. Refer to the S1D13504 Hardware Functional Specification, document number X19A-A-002-xx for details.

The S1D13504 cannot support 12 or 18-bit TFT panels when CRT is enabled. FPDAT [15:8] is used for RAMDAC data and is not available for LCD. Refer to the S1D13504 Hardware Functional Specification, document number X19A-A-002-xx for details.

Refer to Table 3-1 “LCD Signal Connector (J6),” on page 9 for connection information.

6.9 External CMOS RAMDAC Support

This evaluation board design provides CRT support with the addition of an external RAMDAC (BrookTree BT481A or equivalent). The presence of an external RAMDAC/CRT can be determined by software once the S1D13504 is properly initialized after power-up.

The BT481A RAMDAC is provided on the board to fully test all of the CRT display modes available. Refer to the section “Display Support” of the S1D13504 Hardware Functional Specification, document number X19A-A-002-xx for details.

The overlay function and sprite/hardware cursor display features are not supported.

6.10 Power Save Modes

The S1D13504F00A supports one hardware and one software suspend Power Save Mode.

The hardware suspend mode is not supported by the S5U13504B00C.

The software suspend mode is controlled by the utility 13504PWR Software Suspend Power Sequencing.

6.11 Core V_{DD} Power Supply

An independent fixed 3.3V power supply for Core V_{DD} is provided. A National LP2960AIN-3.3 voltage regulator is used for the power supply and is capable of supplying 500mA @ 3.3V.

6.12 IO V_{DD} Power Supply

The IO V_{DD} voltage is selectable between 3.3V and 5.0V through jumper JP2. For the 5.0V host bus interface, select IO V_{DD} at 5.0V, and for the 3.3V host bus interface, select IO V_{DD} at 3.3V.

Refer to Table 2-3 “Jumper Settings,” on page 8.

6.13 Adjustable LCD Panel Negative Power Supply

Most monochrome passive LCD panels require a negative power supply to provide between -18V and -23V (I_{out}=45mA). For ease of implementation, such a power supply has been provided as an integral part of this design. The signal VLCD can be adjusted by R37 to supply an output voltage from -14V to -23V and is enabled/disabled by the S1D13504 control signal LCDPWR.

Determine the panel’s specific power requirements and set the potentiometer accordingly before connecting the panel.

6.14 Adjustable LCD Panel Positive Power Supply

Most passive LCD passive color panels and most single monochrome 640x480 passive LCD panels require a positive power supply to supply between +23V and +40V (I_{out}=45mA). For ease of implementation, such a power supply has been provided as an integral part of this design. The signal VDDH can be adjusted by R31 to provide an output voltage from +23V to +40V and is enabled/disabled by the S1D13504 control signal LCDPWR.

Determine the panel’s specific power requirements and set the potentiometer accordingly before connecting the panel.

6.15 CPU/Bus Interface Header Strips

All of the CPU/Bus interface pins of the S1D13504 are connected to the header strips H1 and H2 for easy interface to a CPU/Bus other than the ISA bus.

Refer to Table 4-1 “CPU/BUS Connector (H1) Pinout,” on page 10 and Table 4-2 “CPU/BUS Connector (H2) Pinout,” on page 11 for specific settings.

Note

These headers only provide the CPU/Bus interface signals from the S1D13504. When another host bus interface is selected through [MD3:1] configuration, appropriate external decode logic MUST be used to access the S1D13504. See the section “Host Bus Interface Pin Mapping” of the S1D13504 Hardware Functional Specification, document number X19A-A-002-xx.

6.16 Schematic Notes

The following schematics are for reference only and may not reflect actual implementation. Please request updated information before starting any hardware design.

7 Parts List

Item #	Qty/board	Designation	Part Value	Description
1	4	C13, C14, C19, C28	10uF	10uF/25V Tantalum D-Size
2	16	C1-C12, C15-C18	0.01uF	0.01uF, 1206 package
3	3	C20, C21, C30	0.1uF	0.1uF, 1206 package
4	3	C23-C25	10uF/63V	Electrolytic/Radial (LXF63VB10RM5X11LL)
5	3	C22, C26, C27	56uF/35V	LXF35VB56RM6X11LL
6	1	C29	33uF	33uF/10V Tantalum D-Size
7	1	D7	LM385BZ-1.2	TO-92 PTH Zener Diode 0.1" spc. 3 pin TO-92 package
8	6	D1-D6	1N4148	Signal Diode/PTH
9	3	JP1-JP3	.1 x 3 Male Header	PTH; include 2 pin jumper (shunt)
10	2	H1, H2	CON34A Male Header	0.1" 2 x 17 Male Header
11	1	J5	PS/2 CONNECTOR	Assman A-HDF 15 A KG/T or equivalent
12	1	J6	CON40A	Shrouded Header 40 pin Dual-row, center-key PTH
13	8	L1-L5, L7-L9	Ferrite Bead	Fair-rite 2743001111 PTH
14	1	L6	1uH	Dale Inductor IM-4-1.0uH PTH
15	1	Q1	2N3906	PNP Signal Transistor TO-92 PTH
16	1	Q2	2N3903	NPN Signal Transistor TO-92 PTH
17	9	R10-R16, R18-R19	10K	10K Ohm/1206/5%
18	1	R27	182	182 Ohm/PTH/1%
19	3	R26, R33-R34	1K	1K Ohm/1206/5%
20	6	R17, R20-R22, R28-R29	39	39 Ohm/1206/5%
21	3	R23-R25	150	150 Ohm/1206/5%
22	8	R2-R9	15K	15K Ohm/1206/5%
23	3	R1, R35-R36	100K	100K Ohm/1206/5%
24	1	R37	100K	100K Ohm/Trim POT Spectrol 63S104T607 or equivalent
25	1	R30	470K	470K Ohm/1206/5%
26	1	R31	200K	200K Ohm/Trim POT Spectrol 63S204T607 or equivalent
27	1	R32	14K	14K Ohm/1206/1%
28	1	S1	SW-DIP-5	Switch DIP 5 position
29	1	U1	S1D13504F00A	QFP15-128/128 pin

Item #	Qty/board	Designation	Part Value	Description
30	1	U2	UPD4218S165LE-50	NEC 1Mx16 , EDO, Self-Refresh, DRAM, SOJ package
31	1	U3	TIBPAL22V10-15BCNT	Texas Instrument PAL 24 pin DIP package/socketed
32	1	U4	Osc. -14	Fox 40.0MHz Oscillator or equiv. 14 pin DIP/socketed
33	1	U5	74LS125	14 pin SO-14 package
34	1	U6	BT481A	BrookTree RAMDAC PLCC package, 44-pin PLCC SMT part
35	1	U7	RD-0412	XENTECK - Positive Power Supply
36	1	U8	EPN001	XENTECK - Negative Power Supply
37	1	U9	LP2960AIN-3.3	National 3.3V Fixed Voltage Regulator N16G 16-PIN DIP package

8 Schematic Diagrams

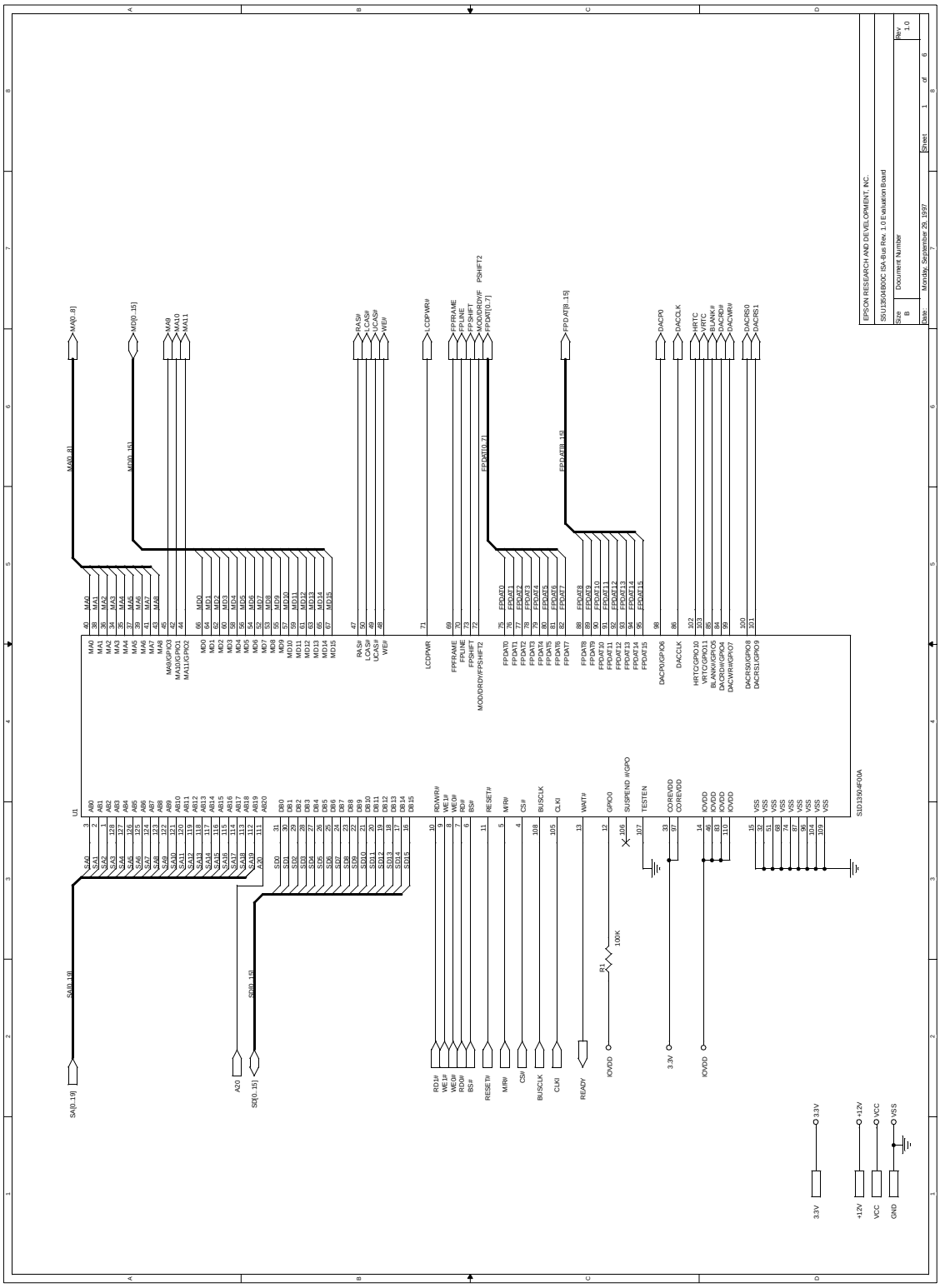

Figure 1: S1D13504B00C Schematic Diagram (1 of 6)

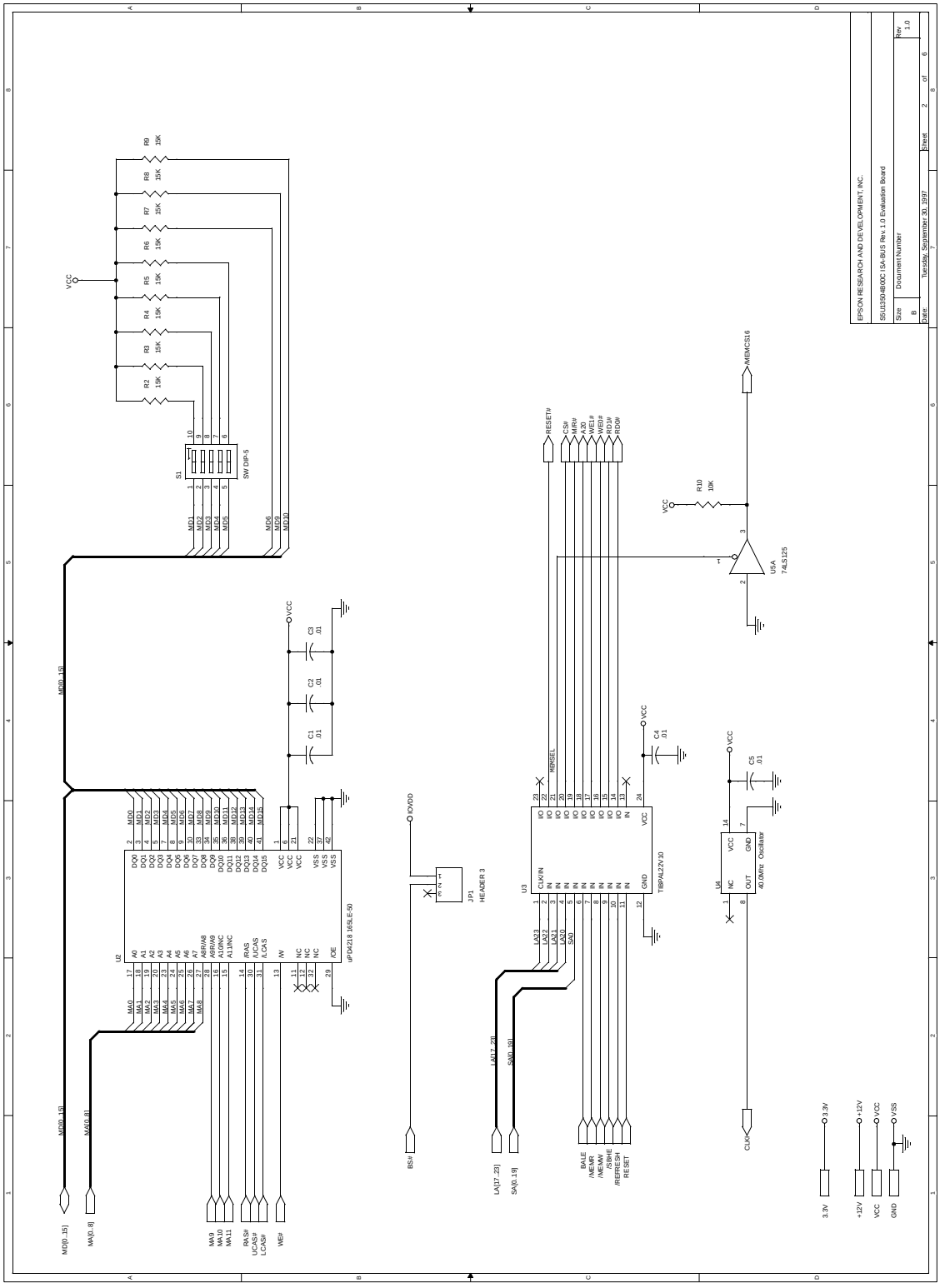

Figure 2: S1D13504B00C Schematic Diagram (2 of 6)

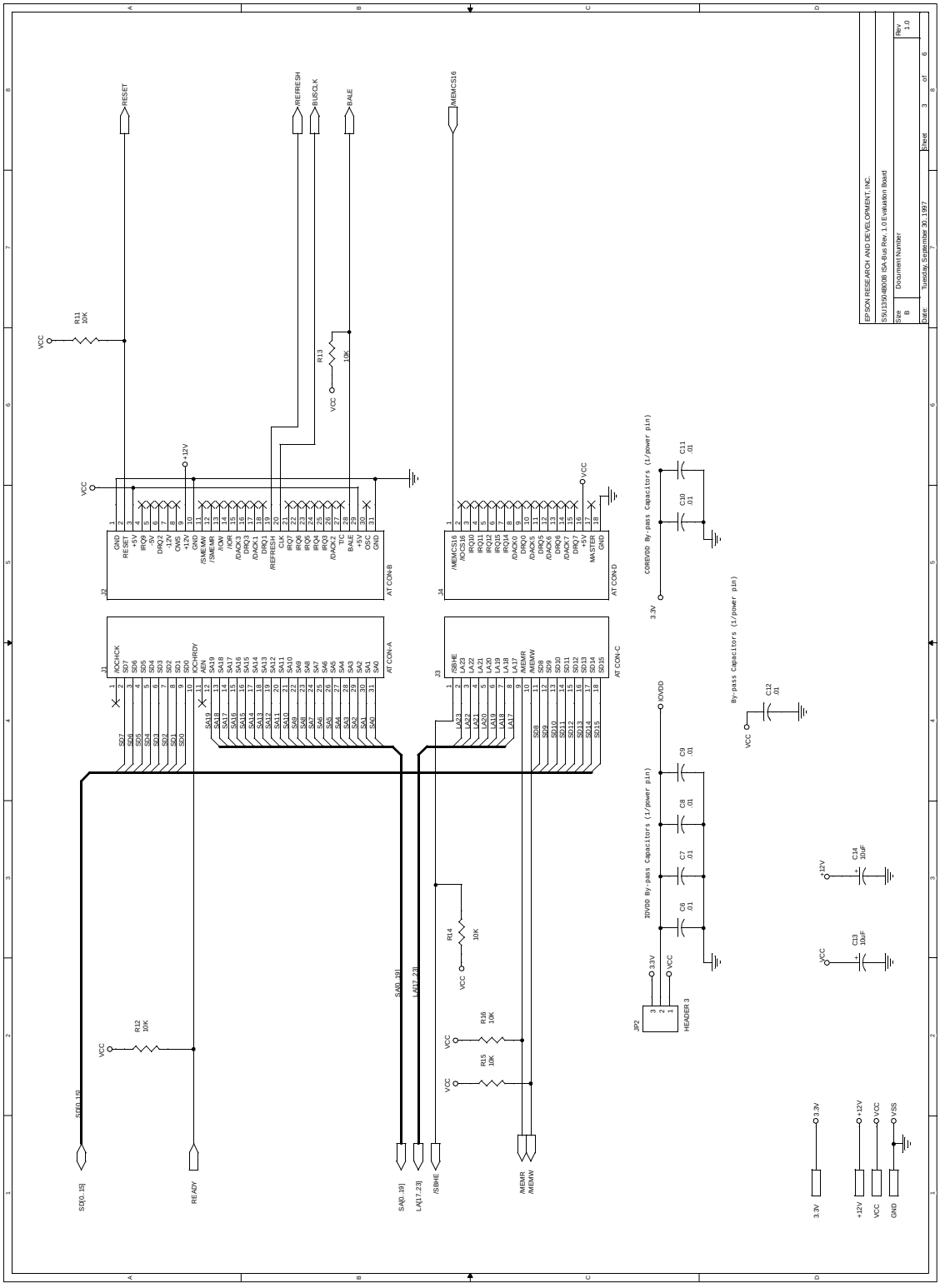

Figure 3: S1D13504B00C Schematic Diagram (3 of 6)

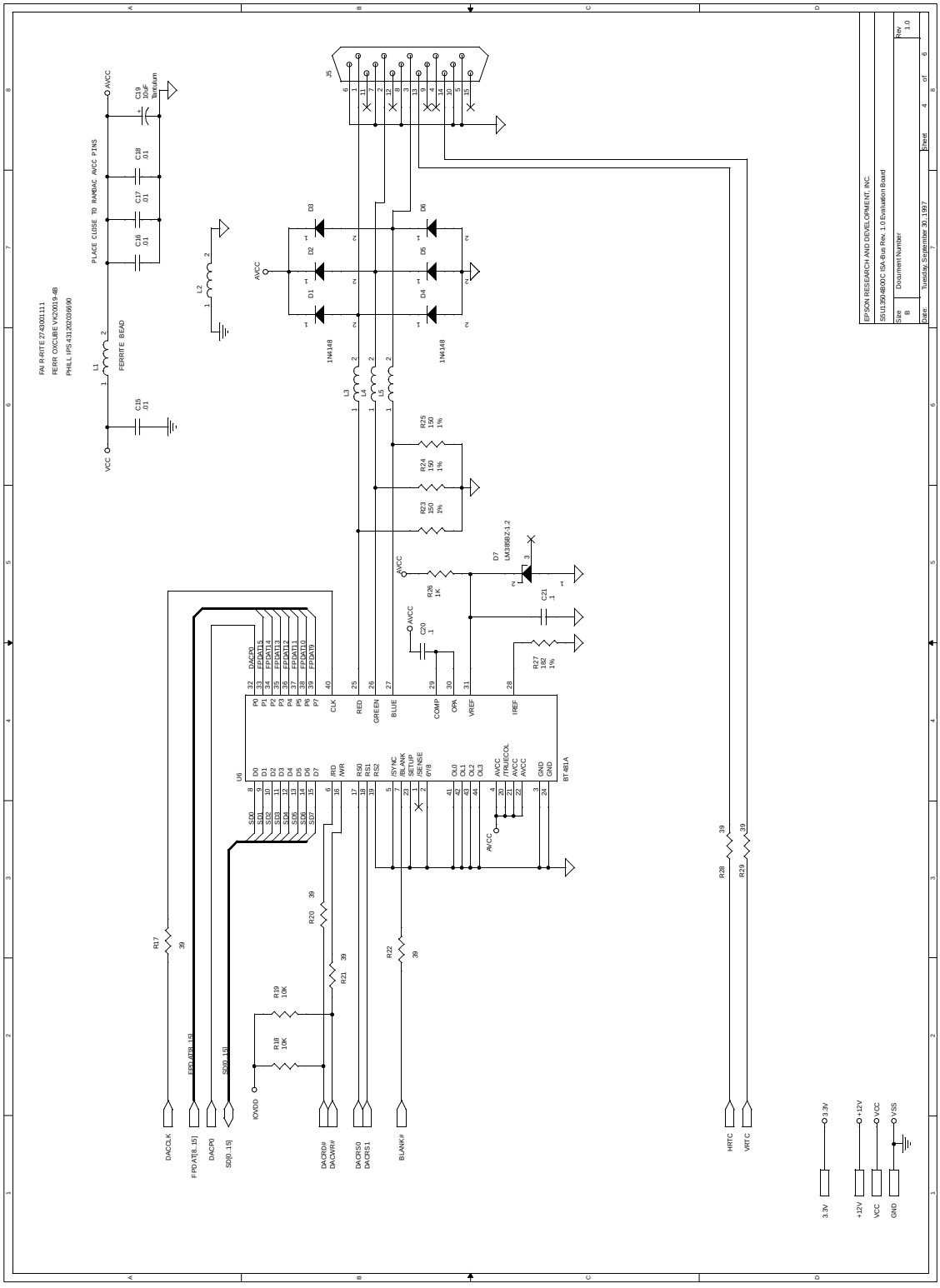

Figure 4: S1D13504B00C Schematic Diagram (4 of 6)

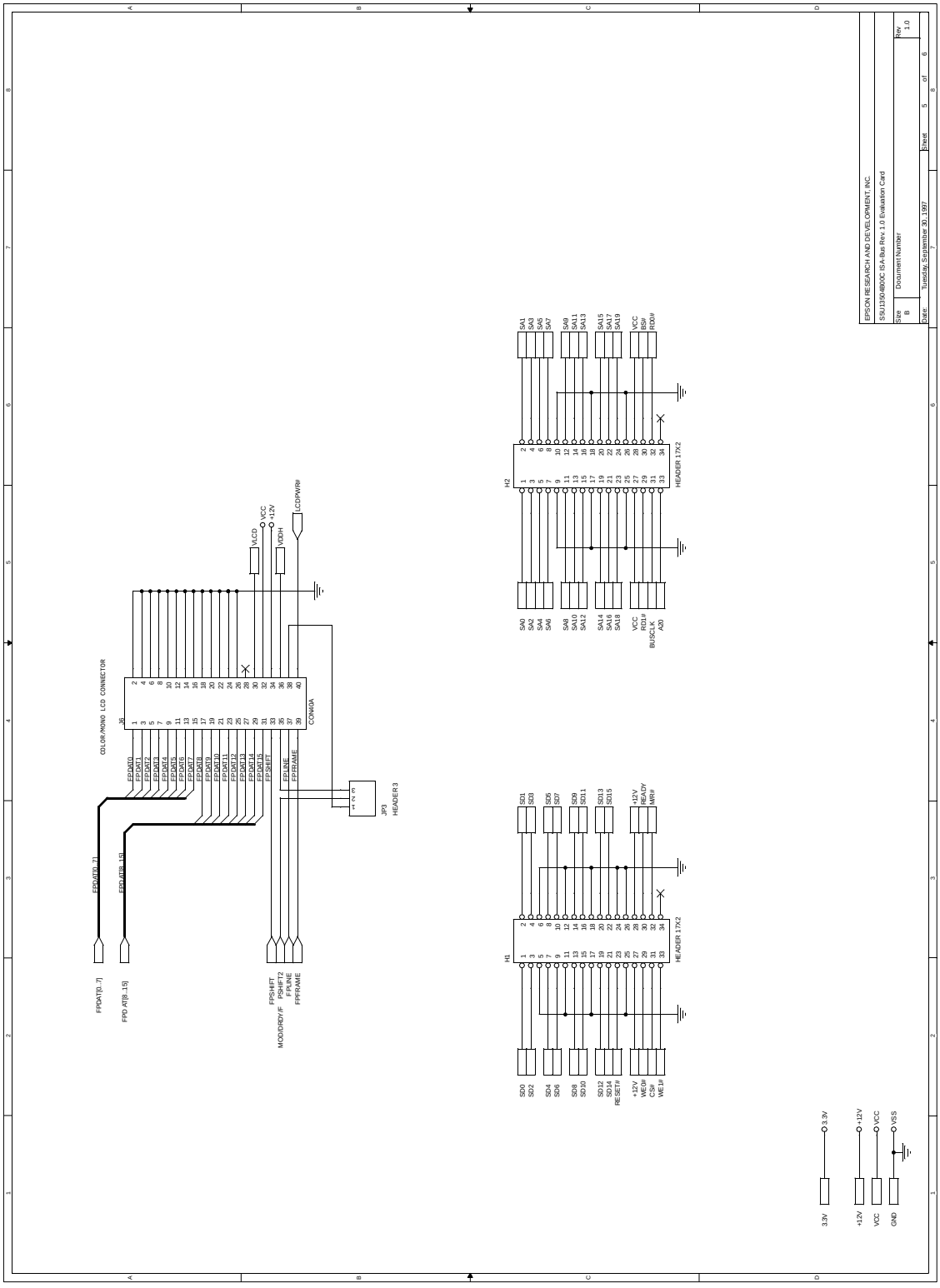

Figure 5: S1D13504B00C Schematic Diagram (5 of 6)

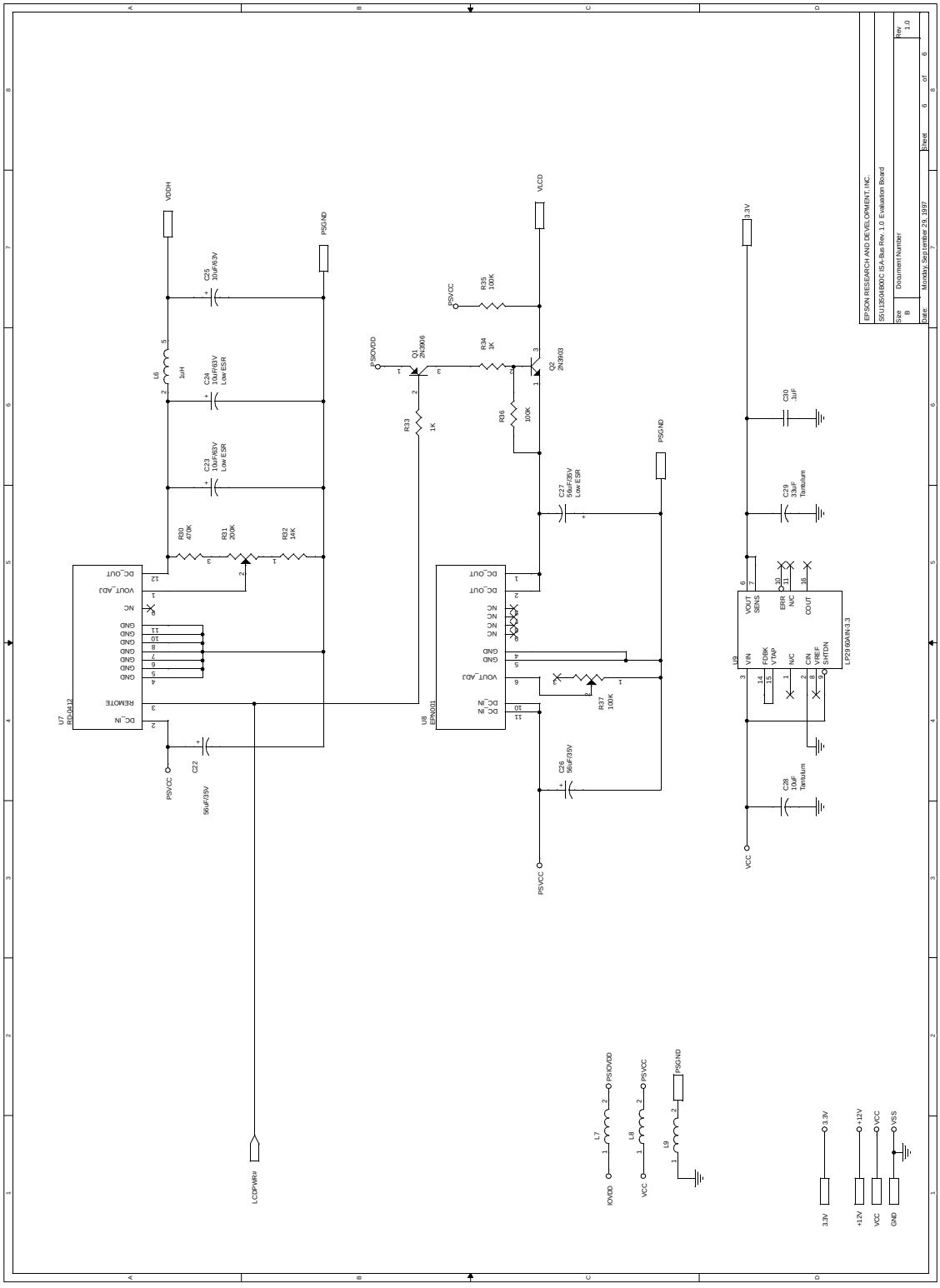

Figure 6: S1D13504B00C Schematic Diagram (6 of 6)

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EPSON®

ENERGY SAVING EPSON

S1D13504 Color LCD Controller

S5U13504B00C Rev. 2.0 PCI Evaluation Board User Manual

Document Number: X19A-G-014-01

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Table of Contents

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List of Tables

List of Figures

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1 Introduction

This manual describes the setup and operation of the S5U13504B00C Rev. 2.0 PCI Evaluation Board. The S5U13504B00C is designed as an evaluation platform for the S1D13504 Color LCD Controller chip.

This document is updated as appropriate. Please check for the latest revision of this document before beginning any development. The latest revision can be downloaded at www.erd.epson.com.

We appreciate your comments on our documentation. Please contact us via email at documentation@erd.epson.com.

2 Features

The S5U13504B00C features the following:

- S1D13504 Color LCD controller chip.
- PCI bus operation using on-board PCI bridge.
- Headers for connecting to a 3.3V host bus interface (5V host bus interface also possible with modifications to the board).
- 1Mx16 EDO DRAM.
- Configuration options.
- Headers for S1D13504 current consumption measurements.
- Adjustable positive LCD bias power supplies from +24V to +40V.
- Adjustable negative LCD bias power supplies from -23V to -14V.
- 4/8-bit 3.3V or 5V monochrome passive LCD panel support.
- 4/8/16-bit 3.3V or 5V color passive LCD panel support.
- 9/12/18-bit 3.3V or 5V TFT/D-TFD LCD panel support.
- Software initiated Power Save Mode.

3 Installation and Configuration

The S5U13504B00C is designed to support as many platforms as possible. The S5U13504B00C incorporates a DIP switch and several jumpers which allow both evaluation board and S1D13504 LCD controller settings to be configured for a specified evaluation platform.

3.1 Configuration DIP Switches

The S1D13504 LCD controller has 16 configuration inputs (MD[15:0]) which are read on the rising edge of RESET#. Where appropriate, the S5U13504B00C hard-wires some of these configuration inputs, but in order to configure the S1D13504 for multiple host bus interfaces, a five-position DIP switch is required. The following figure shows the location of DIP switch S1 on the S5U13504B00C board.

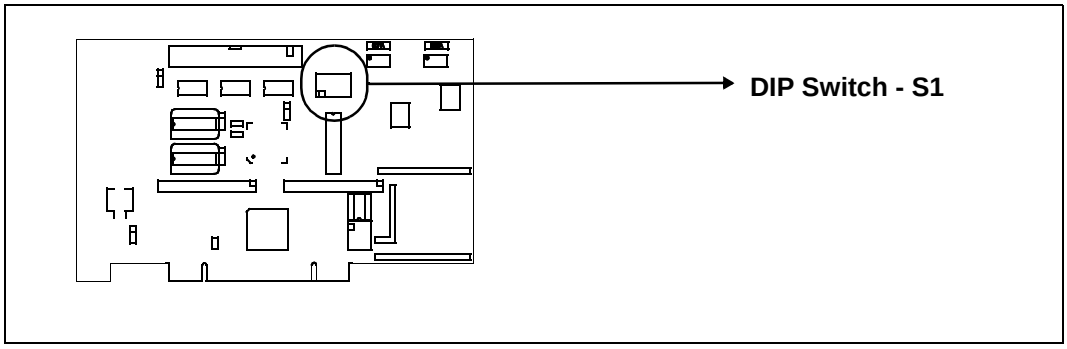

Figure 3-1: Configuration DIP Switch (S1) Location

The following DIP switch settings configure the S1D13504.

Table 3-1: Configuration DIP Switch Settings

Switch	Signal	Value on this pin at rising edge of RESET# is used to configure:	
		Closed/On=1	**Open/Off=0**
S1-1	MD0		
S1-[3:2]	MD[2:1]	Select host bus interface: **MD2** **MD1** **Host Bus Interface** 0 0 SH-3 0 1 MC68K #1 1 0 MC68K #2 1 1 Generic	
S1-4	MD4	Little Endian	Big Endian
S1-5	MD5	WAIT# is active high	WAIT# is active low

= Required configuration when used in a PCI environment

3.2 Configuration Jumpers

The S5U13504B00C has seven jumper blocks which configure various board settings. The jumper positions for each function are shown below.

Table 3-2: Jumper Settings

Jumper	Function	Position 1-2	Position 2-3	Jumper Off
JP1	BUSCLK Selection	BUSCLK from U2 oscillator	BUSCLK from H2 header	n/a
JP2	CLKI Selection	CLKI from U3 oscillator	CLKI is the same as BUSCLK	n/a
JP3	CoreVDD current	Normal operation	n/a	Current measurement for CoreVDD
JP4	IOVDD current	Normal operation	n/a	Current measurement for IOVDD
JP5	LCD Panel Voltage	+5V LCDVCC	+3.3V LCDVCC	n/a
JP6	Panel Enable Polarity	LCDPWR active high	LCDPWR active low	n/a
JP7	PCI FPGA enable	Diable FPGA for non-PCI host	n/a	Enable FPGA for PCI host

= Default configuration

JP1 - BUSCLK Selection

JP1 selects the source for BUSCLK.
When the jumper is at position 1-2, the BUSCLK source is provided by the oscillator at U2 (default setting).
When the jumper is at position 2-3, the BUSCLK source is provided by the non-PCI host system.

Note
When used in a PCI environment, JP1 must be set to the 1-2 position.

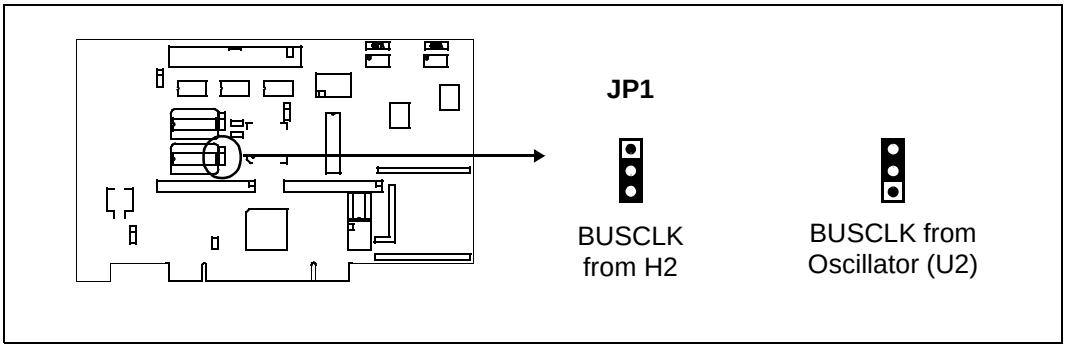

Figure 3-2: Configuration Jumper (JP1) Location

JP2 - CLKI Selection

JP2 selects the source for CLKI.
When the jumper is at position 1-2, the CLKI source is provided by the oscillator at U3 (default setting).
When the jumper is at position 2-3, the CLKI source is the same as BUSCLK (provided by the non-PCI host system).

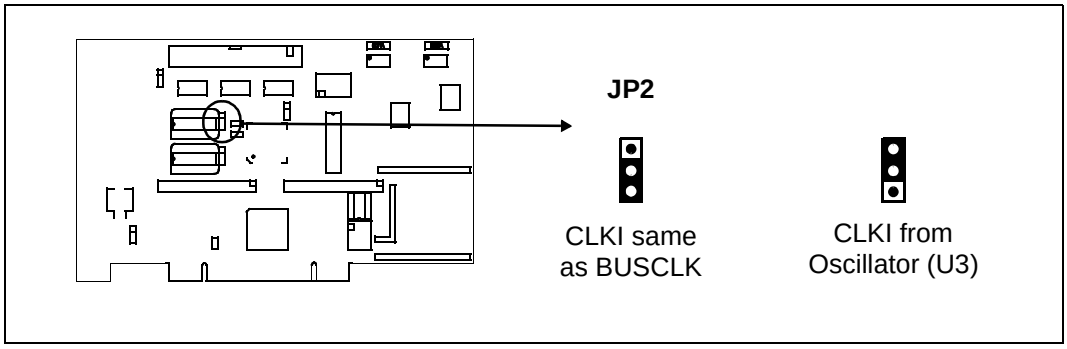

Figure 3-3: Configuration Jumper (JP2) Location

JP3 - CoreVDD Current

JP3 allows the mesurement of S1D13504 CoreVDD current consumption.
When the jumper is at position 1-2, the evaluation board is operating normally (default setting).
When no jumper is installed, CoreVDD current comsumption can be measured by connecting an ampmeter to JP3.

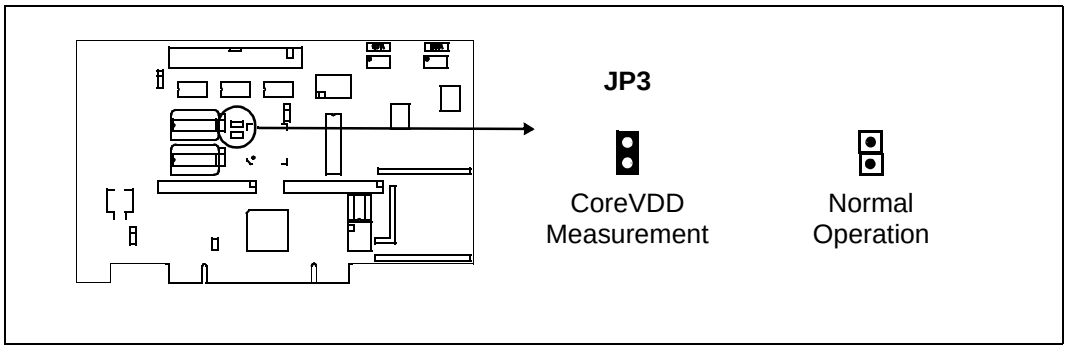

Figure 3-4: Configuration Jumper (JP3) Location

JP4 - IOVDD Current

JP4 allows the mesurement of S1D13504 IOVDD current consumption.
When the jumper is at position 1-2, the evaluation board is operating normally (default setting).
When no jumper is installed, IOVDD current comsumption can be measured by connecting an ampmeter to JP4.

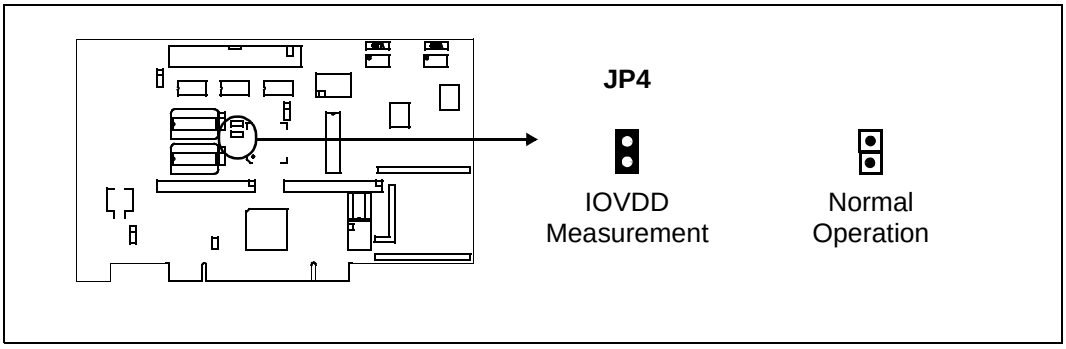

Figure 3-5: Configuration Jumper (JP4) Location

JP5 - LCD Panel Voltage

JP5 selects the voltage level to the LCD panel.
When the jumper is at position 1-2, the LCD panel voltage level is configured for 5.0V.
When the jumper is at position 2-3, the LCD panel voltage level is configured for 3.3V (default setting).

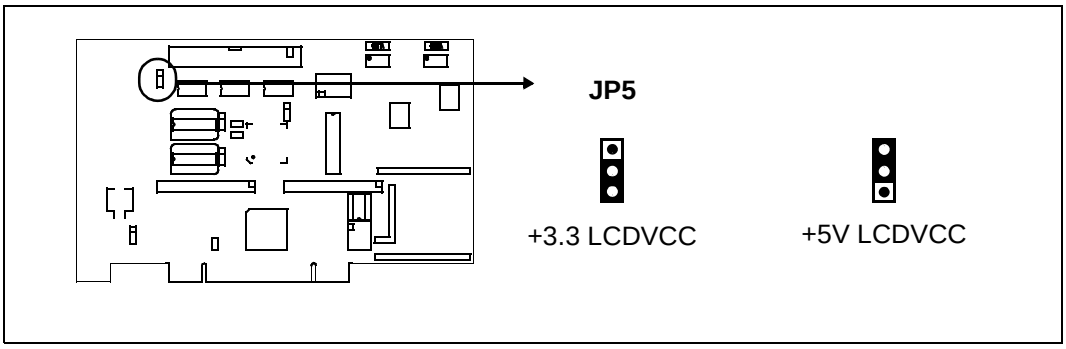

Figure 3-6: Configuration Jumper (JP5) Location

JP6 - Panel Enable Polarity

JP6 selects the polarity of the LCDPWR panel enable signal.
When the jumper is at position 1-2, the LCDPWR signal is active high (default setting).
When the jumper is at position 2-3, the LCDPWR signal is active low.

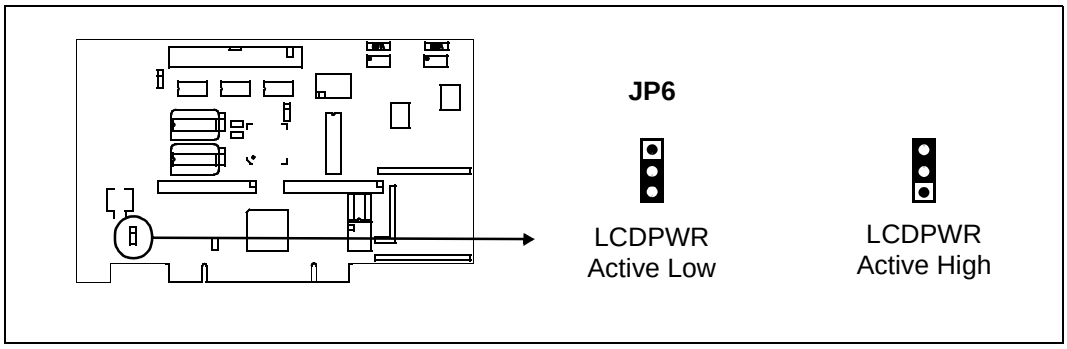

Figure 3-7: Configuration Jumper (JP6) Location

JP7 - PCI FPGA Enable

JP7 controls the PCI FPGA.
When no jumper is installed, the PCI FPGA is enabled and the evaluation board may be used in a PCI environment(default setting).
When the jumper is in position 1-2, the PCI FPGA is disabled and the evaluation board may be used with a non-PCI host system.

Note
Non-PCI host system must be connected to headers H1 and H2.

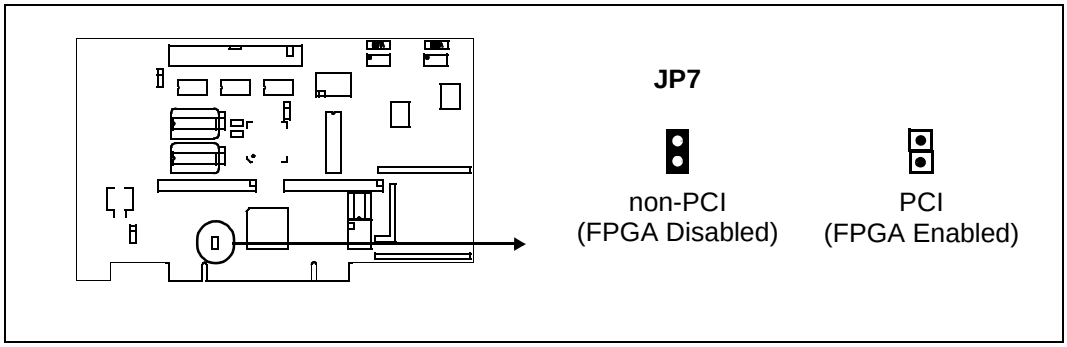

Figure 3-8: Configuration Jumper (JP7) Location

4 Technical Description

The S5U13504B00C operates with both PCI and non-PCI evaluation platforms. It supports passive LCD panels (4/8/16-bit) and TFT/D-TFD panels (9/12/18-bit).

4.1 PCI Bus Support

The S5U13504B00C does not have on-chip PCI bus interface support. The S5U13504B00C uses the PCI FPGA to support the PCI bus.

4.2 Non-PCI Host Interface Support

The S5U13504B00C is specifically designed to support a standard PCI bus environment (using the PCI Bridge Adapter FPGA). However, the S5U13504B00C can directly support many other Host Bus Interfaces. When the FPGA is disabled (using jumper JP7), headers H1 and H2 provide the necessary IO pins to interface to the Host Bus Interfaces listed in Table 4-1:, “CPU Interface Pin Mapping” on page 15.

Note

The S5U13504B00C is designed to work only with 3.3V systems. To use it with a 5V system, some modifications must be done to the board as follows:

a. Replace the 3.3V DRAM (U5) on the board with a 5V DRAM.

b. Cut the trace between JP8-2 and JP8-3 on the solder side of the board.

c. Connect JP8-1 and JP8-2. This will set IOVDD to 5V.

4.2.1 CPU Interface Pin Mapping

The functions of the S1D13504 host interface pins are mapped to each host bus interface according to the following table.

Table 4-1: CPU Interface Pin Mapping

S1D13504 Pin Names	Generic	Hitachi SH-3	Motorola MC68K Bus 1	Motorola MC68K Bus 2
AB20	A20	A20	A20	A20
AB19	A19	A19	A19	A19
AB18	A18	A18	A18	A18
AB17	A17	A17	A17	A17
AB[16:13]	A[16:13]	A[16:13]	A[16:13]	A[16:13]
AB[12:1]	A[12:1]	A[12:1]	A[12:1]	A[12:1]
AB0	A0[1]	A0[1]	LDS#	A0
DB[15:8]	D[15:0]	D[15:8]	D[15:8]	D[31:24]
DB[7:0]	D[7:0]	D[7:0]	D[7:0]	D[23:16]
WE1#	WE1#	WE1#	UDS#	DS#
M/R#	External Decode			
CS#	External Decode			
BUSCLK	BCLK	CKIO	CLK	CLK
BS#	Connected to IOV_{DD}	BS#	AS#	AS#
RD/WR#	RD1#	RD/WR#	R/W#	R/W#
RD#	RD0#	RD#	Connected to IOV_{DD}	SIZ1
WE0#	WE0#	WE0#	Connected to IOV_{DD}	SIZ0
WAIT#	WAIT#	RDY# /WAIT#	DTACK#	DSACK1#
RESET#	RESET#	RESET#	RESET#	RESET#

Note
[1] A0 for these busses is not used internally by the S1D13504.

4.2.2 CPU Bus Connector Pin Mapping

The pinouts for Connector H1 are listed in the following table.

Table 4-2: CPU/BUS Connector (H1) Pinout

Pin No.	Function
1	Connected to DB0 of the S1D13504
2	Connected to DB1 of the S1D13504
3	Connected to DB2 of the S1D13504
4	Connected to DB3 of the S1D13504
5	Ground
6	Ground
7	Connected to DB4 of the S1D13504
8	Connected to DB5 of the S1D13504
9	Connected to DB6 of the S1D13504
10	Connected to DB7 of the S1D13504
11	Ground
12	Ground
13	Connected to DB8 of the S1D13504
14	Connected to DB9 of the S1D13504
15	Connected to DB10 of the S1D13504
16	Connected to DB11 of the S1D13504
17	Ground
18	Ground
19	Connected to DB12 of the S1D13504
20	Connected to DB13 of the S1D13504
21	Connected to DB14 of the S1D13504
22	Connected to DB15 of the S1D13504
23	Connected to RESET# of the S1D13504
24	Ground
25	Ground
26	Ground
27	+12 volt supply, required in non-PCI applications
28	+12 volt supply, required in non-PCI applications
29	Connected to WE0# of the S1D13504
30	Connected to WAIT# of the S1D13504
31	Connected to CS# of the S1D13504
32	Connected to MR# of the S1D13504
33	Connected to WE1# of the S1D13504
34	S1D13504 supply, provided by the S5U13504B00C

The pinouts for Connector H2 are listed in the following table.

Table 4-3: CPU/BUS Connector (H2) Pinout

Pin No.	Function
1	Connected to AB0 of the S1D13504
2	Connected to AB1 of the S1D13504
3	Connected to AB2 of the S1D13504
4	Connected to AB3 of the S1D13504
5	Connected to AB4 of the S1D13504
6	Connected to AB5 of the S1D13504
7	Connected to AB6 of the S1D13504
8	Connected to AB7 of the S1D13504
9	Ground
10	Ground
11	Connected to AB8 of the S1D13504
12	Connected to AB9 of the S1D13504
13	Connected to AB10 of the S1D13504
14	Connected to AB11 of the S1D13504
15	Connected to AB12 of the S1D13504
16	Connected to AB13 of the S1D13504
17	Ground
18	Ground
19	Connected to AB14 of the S1D13504
20	Connected to AB15 of the S1D13504
21	Connected to AB16 of the S1D13504
22	Connected to AB17 of the S1D13504
23	Connected to AB18 of the S1D13504
24	Connected to AB19 of the S1D13504
25	Ground
26	Ground
27	+5 volt supply, required in non-PCI applications
28	+5 volt supply, required in non-PCI applications
29	Connected to RD/WR# of the S1D13504
30	Connected to BS# of the S1D13504
31	Connected to S1D13504 BUSCLK if JP1 is in position 2-3
32	Connected to RD# of the S1D13504
33	Connected to AB20 of the S1D13504
34	Not Connected

4.3 LCD Support

The S1D13504 supports 4/8-bit dual and single passive monochrome panels, 4/8-bit single passive color panels, 8/16-bit dual passive color panels and 9/12/18-bit active matrix color TFT/D-TFD panels. All necessary signals are provided on the 40-pin LCD connector (J1). The interface signals are alternated with grounds on the cable to reduce cross-talk and noise. When supporting an 18-bit TFT/D-TFD panel, the S1D13504 can display 64K of a possible 256K colors because only 16 of the 18 bits of LCD data are available from the S1D13504. For details, refer to the *S1D13504 Hardware Functional Specification*, document number X19A-A-002-xx.

For S1D13504 FPDAT[15:0] pin mapping for various types of panel see Table 4-4:, “LCD Signal Connector (J1)” on page 19.

4.3.1 LCD Interface Pin Mapping

Table 4-4: LCD Signal Connector (J1)

S1D13504 Pin Names	Connector Pin No.	Monochrome Passive Panels			Color Passive Panels					Color TFT/D-TFD Panels		
		Single		Dual	Single	Single Format 1	Single Format 2	Dual				
		4-bit	8-bit	8-bit	4-bit	8-bit	8-bit	8-bit	16-bit	9-bit	12-bit	18-bit
FPDAT0	1 and 6		D0	LD0		D0	D0	LD0	LD0	R2	R3	R5
FPDAT1	3		D1	LD1		D1	D1	LD1	LD1	R1	R2	R4
FPDAT2	5		D2	LD2		D2	D2	LD2	LD2	R0	R1	R3
FPDAT3	7		D3	LD3		D3	D3	LD3	LD3	G2	G3	G5
FPDAT4	9	D0	D4	UD0	D0	D4	D4	UD0	UD0	G1	G2	G4
FPDAT5	11	D1	D5	UD1	D1	D5	D5	UD1	UD1	G0	G1	G3
FPDAT6	13 and 4	D2	D6	UD2	D2	D6	D6	UD2	UD2	B2	B3	B5
FPDAT7	15	D3	D7	UD3	D3	D7	D7	UD3	UD3	B1	B2	B4
FPDAT8	17								LD4	B0	B1	B3
FPDAT9	19								LD5		R0	R2
FPDAT10	21								LD6			R1
FPDAT11	23								LD7		G0	G2
FPDAT12	25								UD4			G1
FPDAT13	27								UD5			G0
FPDAT14	29								UD6		B0	B2
FPDAT15	31								UD7			B1
FPSHIFT	33	FPSHIFT										
DRDY	35 and 38	MOD				FPSHIFT2	MOD			DRDY		
FPLINE	37	FPLINE										
FPFRAME	39	FPFRAME										
GND	2-26 (Even Pins)	GND										
N/C	28	N/C										
VLCD	30	Adjustable -23 to -14V negative LCD bias										
LCDVCC	32	+5V or +3.3V according to JP5										
+12V	34	+12V										
VDDH	36	Adjustable +24 to +40V positive LCD bias										
LCDPWR	40	Panel Enable, active low or active high according to JP6										

= Driven low

Note

[1] For FPDATxx to LCD interface hardware connections refer to the Display Interface AC Timing section of the *S1D13504 Hardware Functional Specification*, document number X19A-A-002-xx.

4.3.2 Buffered LCD Connector

J1 provides the same LCD panel signals as those directly from S1D13504, but with voltage-adapting buffers which can be set to 3.3V or 5V. Pin 32 on this connector provides power for the LCD panel logic at the same voltage as the buffer power supply.

4.3.3 Adjustable LCD Panel Positive Power Supply (VDDH)

Most passive LCD color and passive single monochrome LCD panels require a positive bias voltage between +24V and +40V. The S5U13504B00C uses a Maxim MAX754 LCD Contrast Controller to provide this voltage range. VDDH can be adjusted using RV1 (200Ω potentiometer) to provide an output voltage from +24V to +40V.

To enable the VDDH power supply, the evaluation board uses the LCDPWR# output from the S1D13504, inverted by U6, to control the MAX754 as shown in the following table..

Table 4-5: Controlling the MAX754

S1D13504 Output Signal	Turn MAX754 On	Turn MAX754 Off
LCDPWR#	low	high

Note
When manually adjusting the voltage, set the potentiometer according to the panel's specific power requirements **before connecting the panel.**

4.3.4 Manual/Software Adjustable LCD Panel Negative Power Supply (VLCD)

Most passive monochrome LCD panels require a negative bias voltage between -14V and -24V. The S5U13504B00C uses a Maxim MAX749 Digitally Adjustable LCD Bias Supply to provide this voltage range. VLCD can be adjusted using RV2 (500K potentiometer) to provide an output voltage from -16V to -23V.

To enable the VLCD power supply, the evaluation board uses the LCDPWR# output from the S1D13504, inverted by U6, to control the MAX749 as shown in the following table..

Table 4-6: Controlling the MAX749

S1D13504 Output Signal	Turn MAX749 On	Turn MAX749 Off
LCDPWR#	low	high

Note
When using manual adjust, set the potentiometer according to the panel's specific power requirements **before connecting the panel.**

4.4 Current Consumption Measurement

The evaluation board has 2 headers, JP3 and JP4, which allow the independent measurement of S1D13504 CoreVDD and IOVDD current consumption. To measure the current, remove the appropriate jumper and connect an ammeter to the corresponding header pins.

5 References

5.1 Documents

- Epson Research and Development, Inc., *S1D13504 Hardware Functional Specification*, document number X19A-A-001-xx.
- Epson Research and Development, Inc., *S1D13504 Programming Notes and Examples*, document number X19A-G-002-xx.

5.2 Document Sources

- Epson Research and Development Website: http://www.erd.epson.com.

6 Parts List

Table 6-1: Parts List

Item	Qty	Reference	Part	Description	Manufacturer / Part No. / Assembly Instructions
1	32	C1,C2,C3,C4, C5,C6,C7,C8, C9,C11,C12, C13,C14,C15, C16,C19,C21, C22,C23,C29, C30,C31,C32, C33,C34,C35, C36,C37,C38, C39,C40,C41	C0805	0.1uF	Panasonic ECJ-2VB1C104K (generic)
2	4	C10,C27,C28, C44		68uF/10V/10%	Kemet T491D686K010AS or equivalent
3	1	C17	C6032	10uF 25V T	Kemet T494C106M025AS
4	2	C24,C18	C6032	22uF 10V T	Kemet T494C226K016AS
5	2	C42,C43		33uF/20V/10%	Kemet T491D336K020AS or equivalent
6	2	C20,C26	CAP_PANA_D	10uF 63V T	Panasonic - ECG EEV-FK1J100P
7	2	D1,D2	SOD123	1N5819HW	Diodes Inc. 1N5819HW-7
8	2	H1,H2	HEADER 17x2	HEADER 17X2	Molex 10-88-1341 or equivalent
9	4	JP1,JP2, JP5,JP6	HEADER 3	HEADER 3x1, 0.1” pitch	
10	3	JP3,JP4,JP7	HEADER 2	HEADER 2x1, 0.1” pitch	
11	1	J1	HEADER 20x2	CON40A	Amp103308-8 or equivalent
12	2	L1,L2	INDPM105S	47uH	JW Miller Inc. PM105S-470M
13	1	Q1	SOT23	MMBT3906	Diodes Inc. MMBT3906-7
14	1	Q2	SOT223	NDT3055L	Fairchild Semiconductor NDT3055L
15	2	Q5,Q3	SOT23	MMBT3904	Diodes Inc. MMBT3904-7
16	1	Q4	SOT223	FZT792A	Zetex Inc. FZT792ATA
17	1	RV1		200 POT	Spectrol 63S201 or equivalent
18	1	RV2		500k POT	Spectrol 63S504 or equivalent
19	4	R1,R2,R3,R23	R0805	100K,5%	generic
20	12	R4,R5,R6,R7, R8,R9,R10, R11,R26,R27, R28,R29	R0805	15K,5%	generic
21	1	R12	R0805	301 1%	generic
22	1	R13	R0805	12.4K 1%	generic
23	2	R15,R14	R0805	82K	generic
24	1	R16	R0805	1K	generic
25	1	R17	R0805	0.22 1/4W	generic
26	1	R18	R0805	470	generic

Table 6-1: Parts List

Item	Qty	Reference	Part	Description	Manufacturer / Part No. / Assembly Instructions
27	2	R22,R19	R0805	100K	generic
28	1	R20	R0805	1.2M	generic
29	1	R21	R0805	22K	generic
30	3	R24,R25,R30	R0805	1K,5%	generic
31	1	S1	DIPSW5	S1D13504 Config	Grayhill 76SB05S
32	1	U1	TQFP128	13504F0A	Epson SED1354F0A
33	1	U2	DIP14	Machined socket, 14-pin	
34	1	(U2)	DIP14	40MHz	Epson SG8002DB, 40MHz
35	1	U3	DIP14	Machined socket, 14-pin	
36	1	(U3)	DIP14	25MHz	Epson SG8002DB, 25MHz
37	1	U4	DDPAK-2	LT1117CM-3.3	Linear Technologies LT1117CM-3.3
38	1	U5	SOJ42	DRAM 1Mx16-SOJ	Micron MT4LC1M16E5DJS-5 or ISSI IS41lv16100
39	1	U6	SC70-5	INVERTER SINGLE NC7S04	Fairchild Semiconductor NC7S04P5
40	3	U7,U8,U9	SO20W	74AHC244	TI 74AHC244
41	1	U10	SO16N	MAX754CSE	Maxim Integrated Products MAX754CSE
42	1	U11	SO8N	MAX749CSA	Maxim Integrated Products MAX749CSA
43	1	U12	TQFP144	EPF6016TC144-2	Altera EPF6016TC144-2
44	1	U13	DIP8	Machined socket, 8-pin	
45	1	(U13)	DIP8	EPC1441PC8	Altera EPC1441PC8 (programmed, socketed)

7 Schematics

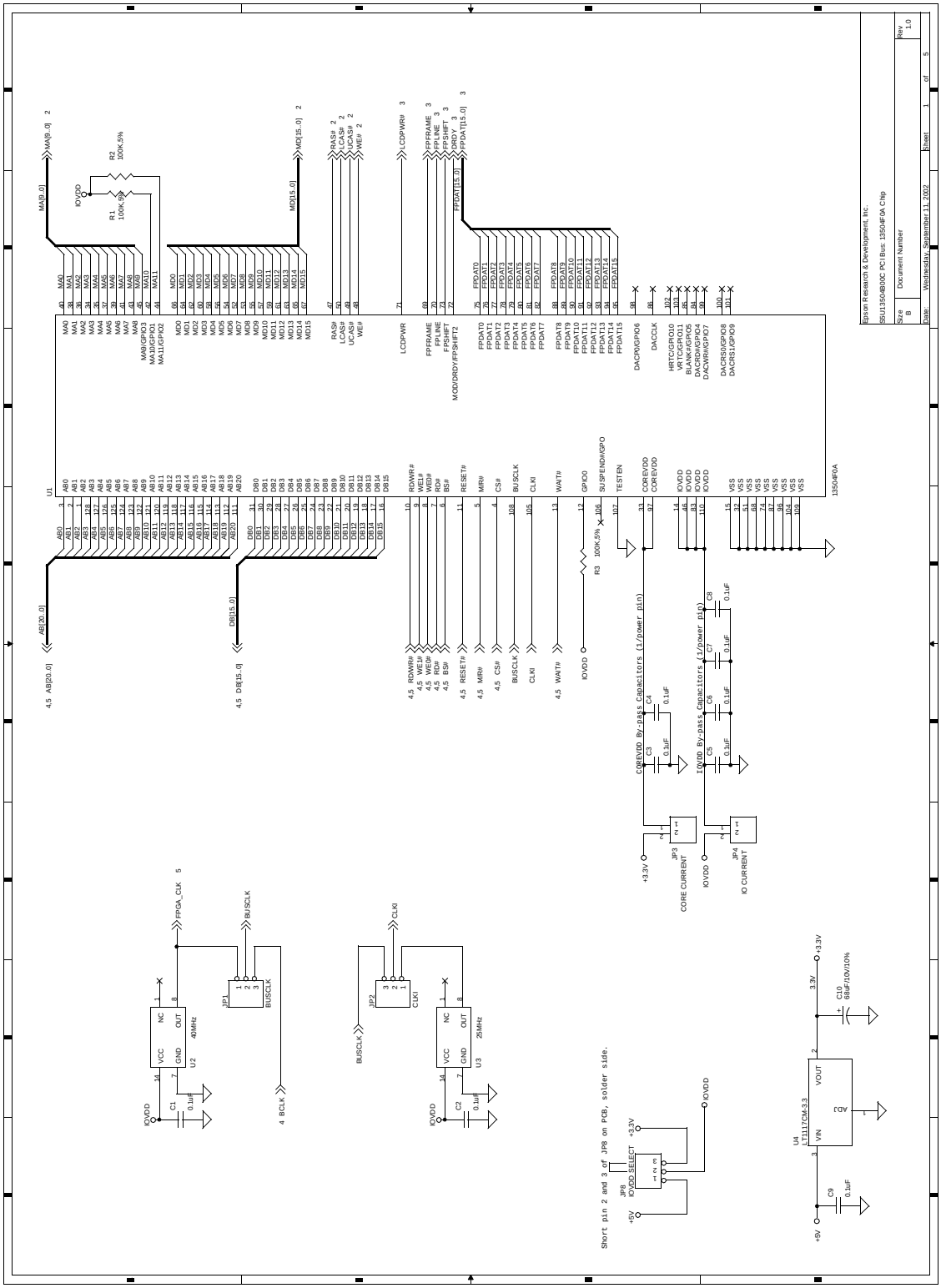

Figure 7-1: S5U13504B00C Rev. 2.0 Evaluation Board Schematics (1 of 5)

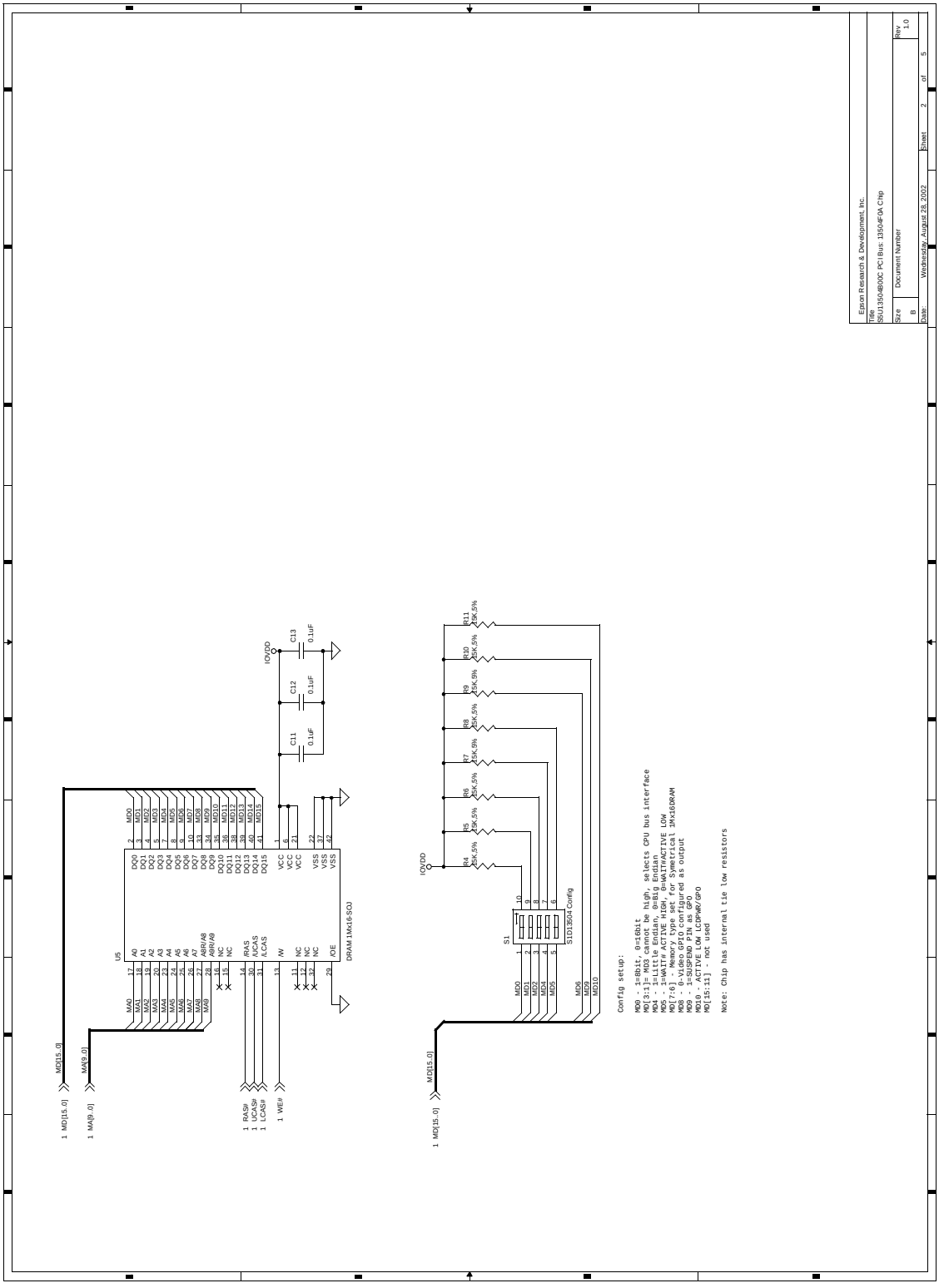

Figure 7-2: S5U13504B00C Rev. 2.0 Evaluation Board Schematics (2 of 5)

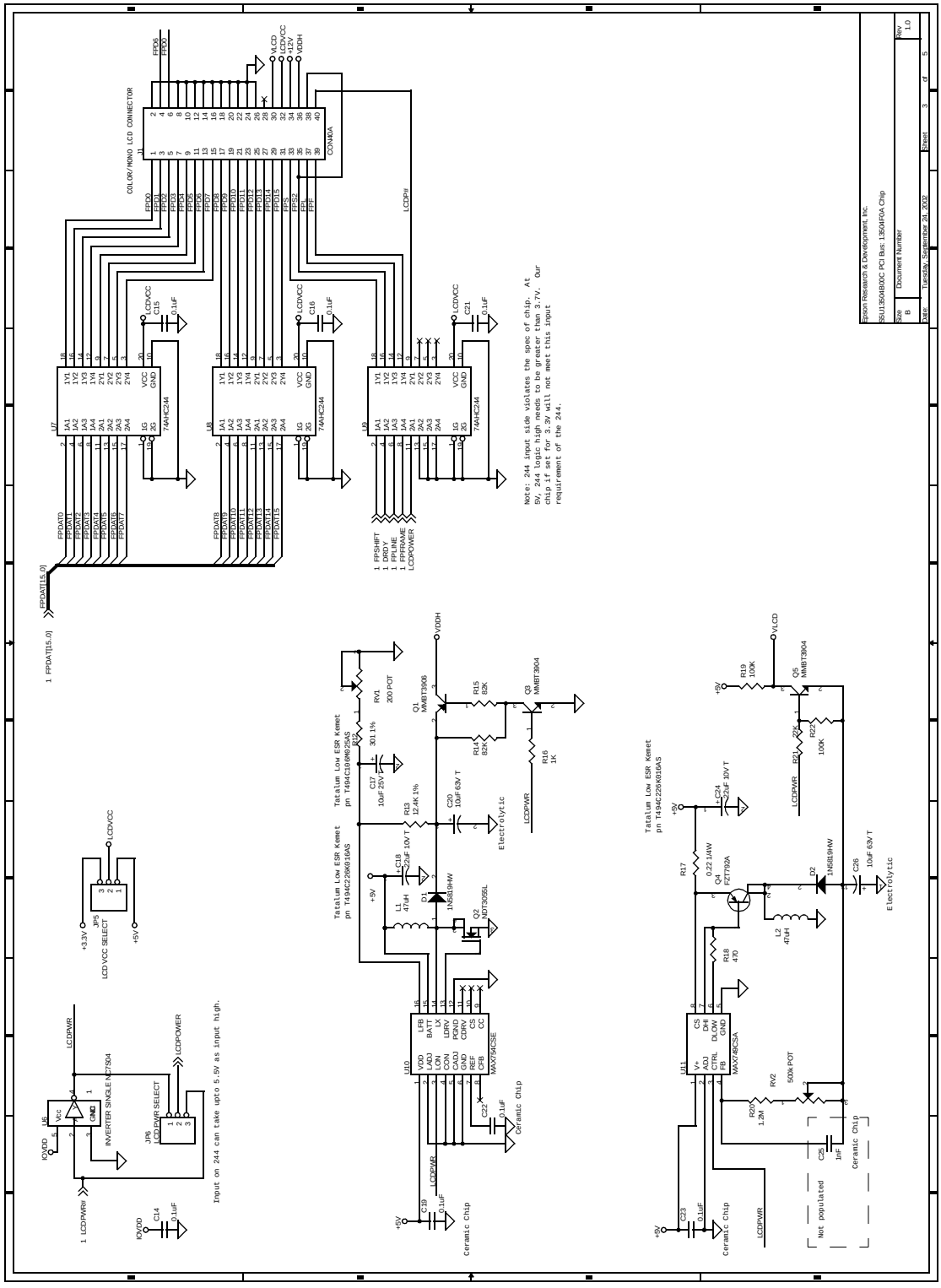

Figure 7-3: S5U13504B00C Rev. 2.0 Evaluation Board Schematics (3 of 5)

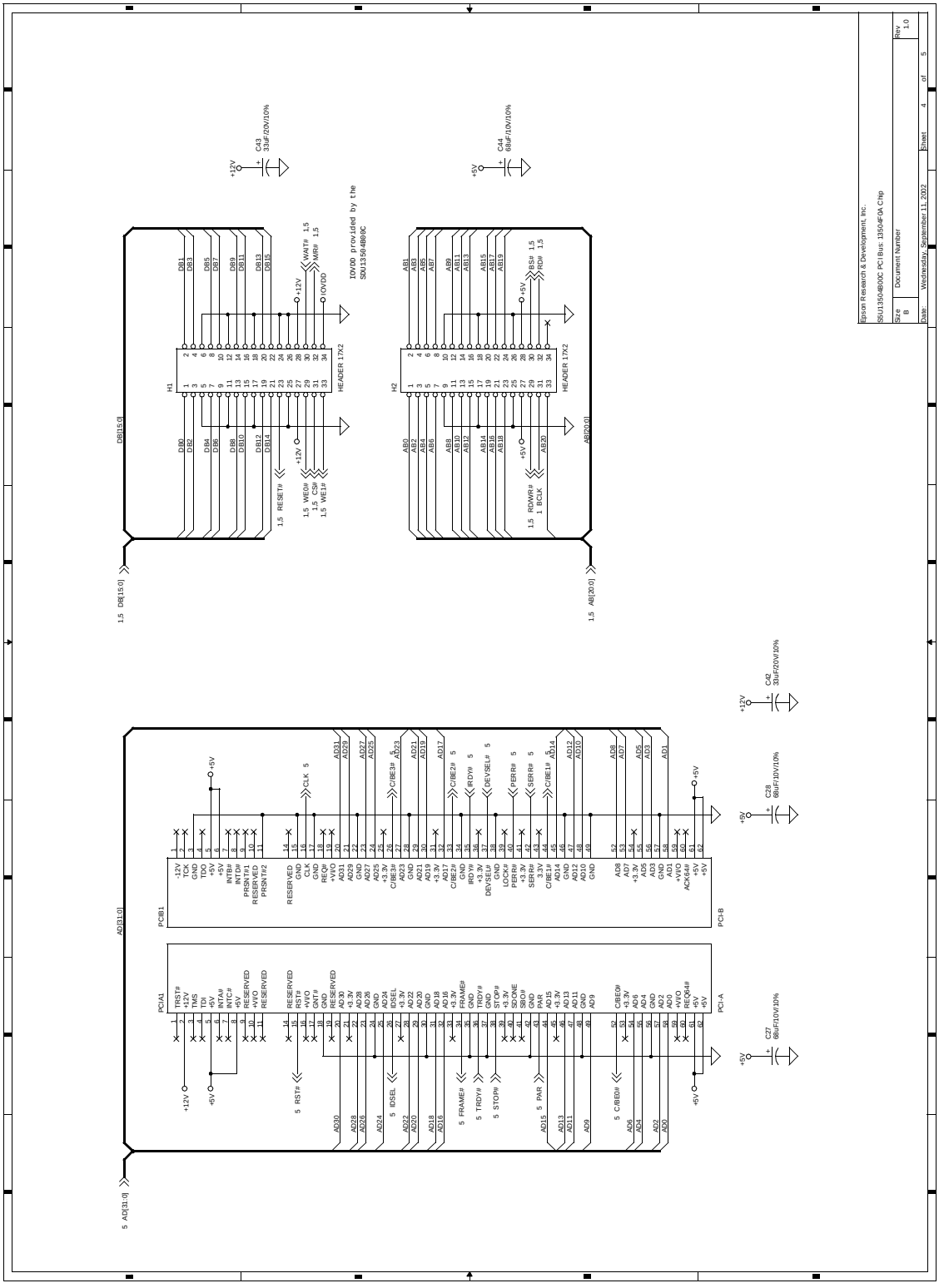

Figure 7-4: S5U13504B00C Rev. 2.0 Evaluation Board Schematics (4 of 5)

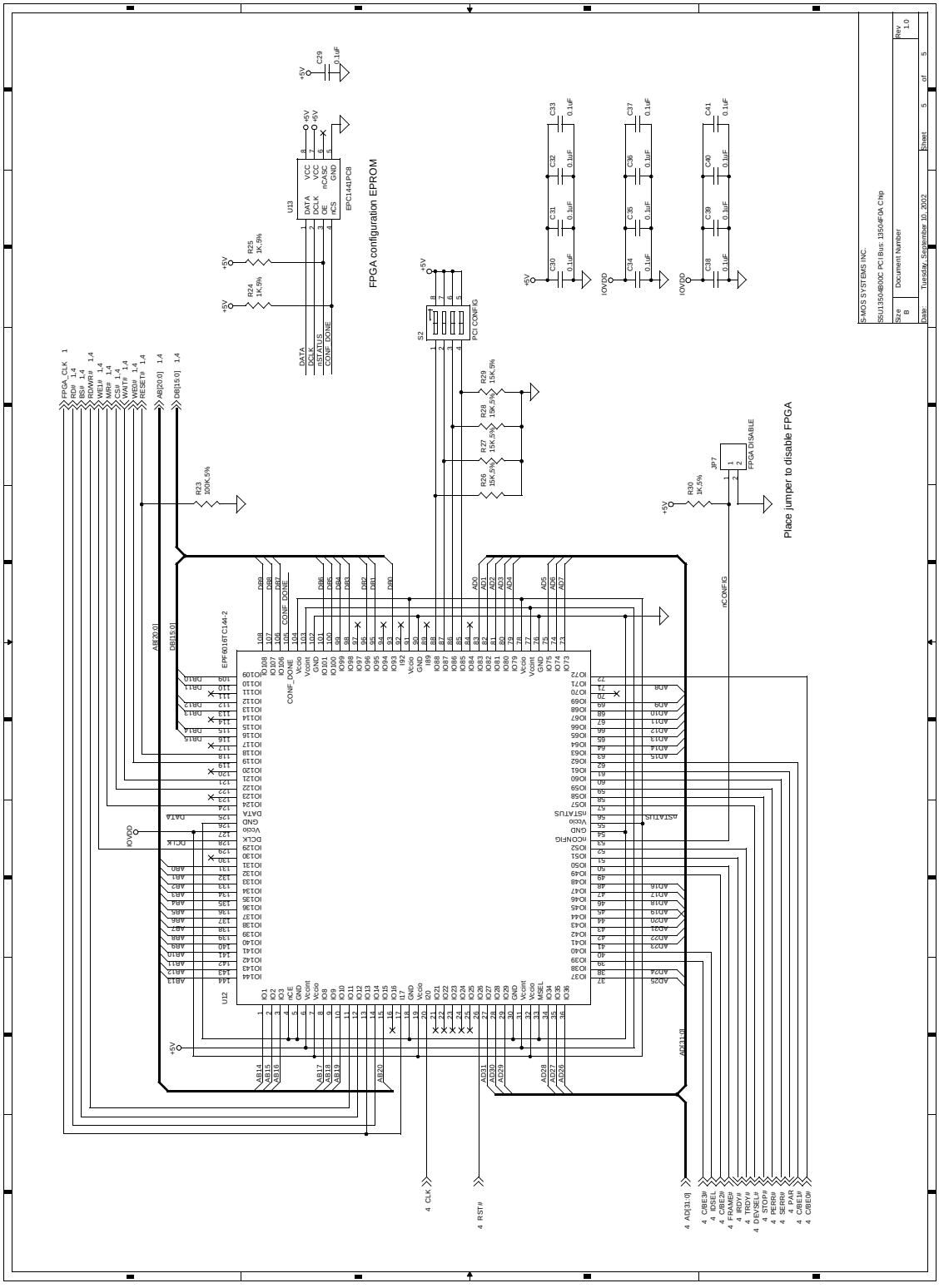

Figure 7-5: S5U13504B00C Rev. 2.0 Evaluation Board Schematics (5 of 5)

8 Board Layout

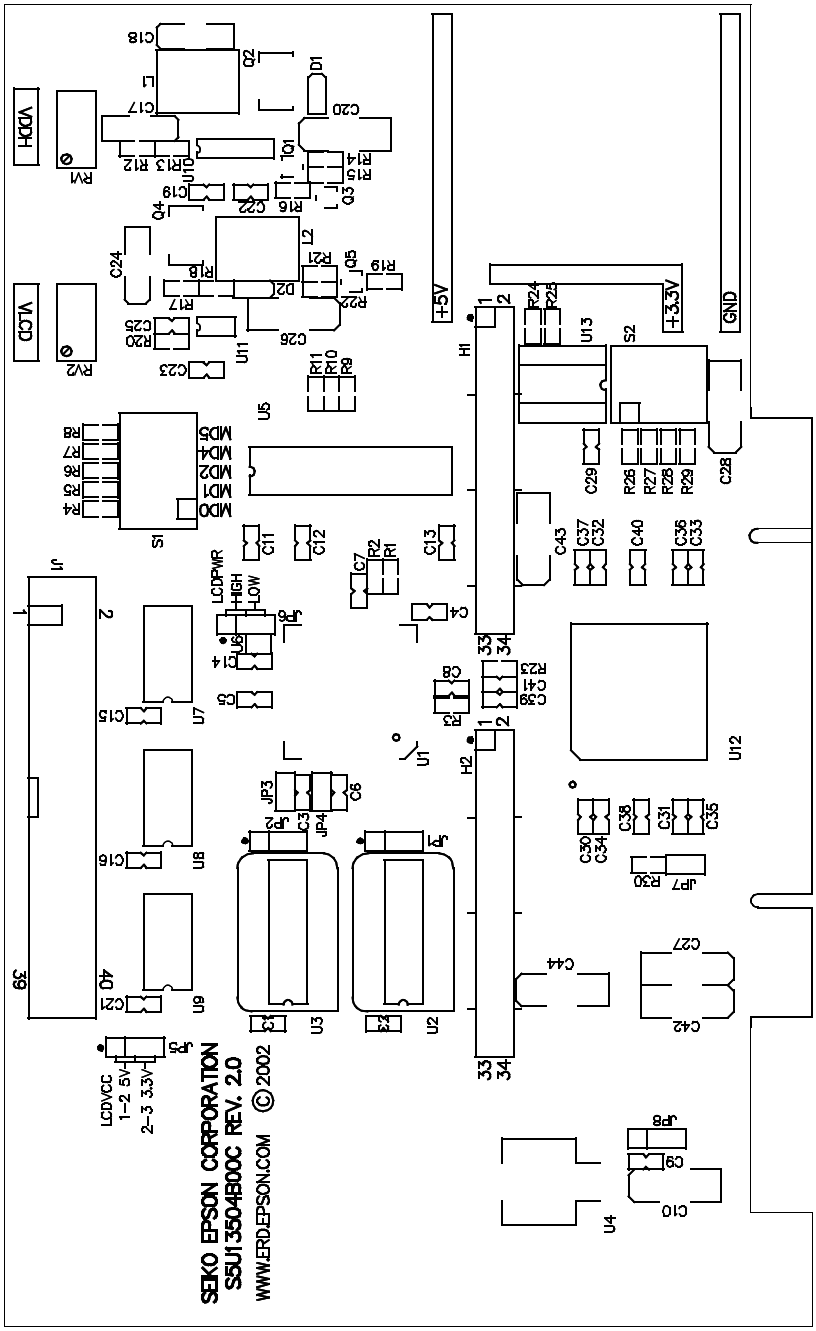

Figure 8-1: S5U13504B00C Rev. 2.0 Evaluation Board Layout

9 Technical Support

9.1 EPSON LCD/CRT Controllers (S1D13504)

Japan
Seiko Epson Corporation
Electronic Devices Marketing Division
421-8, Hino, Hino-shi
Tokyo 191-8501, Japan
Tel: 042-587-5812
Fax: 042-587-5564
http://www.epson.co.jp/

North America
Epson Electronics America, Inc.
150 River Oaks Parkway
San Jose, CA 95134, USA
Tel: (408) 922-0200
Fax: (408) 922-0238
http://www.eea.epson.com/

Taiwan
Epson Taiwan Technology
& Trading Ltd.
10F, No. 287
Nanking East Road
Sec. 3, Taipei, Taiwan
Tel: 02-2717-7360
Fax: 02-2712-9164
http://www.epson.com.tw/

Hong Kong
Epson Hong Kong Ltd.
20/F., Harbour Centre
25 Harbour Road
Wanchai, Hong Kong
Tel: 2585-4600
Fax: 2827-4346
http://www.epson.com.hk/

Europe
Epson Europe Electronics GmbH
Riesstrasse 15
80992 Munich, Germany
Tel: 089-14005-0
Fax: 089-14005-110
http://www.epson-electronics.de/

Singapore
Epson Singapore Pte., Ltd.
No. 1
Temasek Avenue #36-00
Millenia Tower
Singapore, 039192
Tel: 337-7911
Fax: 334-2716
http://www.epson.com.sg/

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EPSON®

S1D13504 Color Graphics LCD/CRT Controller

Interfacing to the Philips MIPS PR31500/PR31700 Processor

Document Number: X19A-G-005-09

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Table of Contents

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List of Tables

List of Figures

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1 Introduction

This application note describes the hardware and software environment required to provide an interface between the S1D13504 Color Graphics LCD/CRT Controller and the Philips MIPS PR31500/PR31700 processor.

The designs described in this document are presented only as examples of how such interfaces might be implemented. This application note will be updated as appropriate. Please check the Epson Research and Development Website at www.erd.epson.com for the latest revision of this document before beginning any development.

We appreciate your comments on our documentation. Please contact us via email at documentation@erd.epson.com.

2 Interfacing to the PR31500/PR31700

The Philips PR31500/PR31700 processor supports up to two PC Card (PCMCIA) slots. It is through this host bus interface that the S1D13504 connects to the PR31500/PR31700 processor.

The S1D13504 can be successfully interfaced using one of three configurations:

- Direct connection to PR31500/PR31700 (see Section 4, *"Direct Connection to the Philips PR31500/PR31700"* on page 11).
- System design using one ITE8368E PC Card/GPIO buffer chip (see Section 5.1, *"Hardware Description—Using One IT8368E"* on page 14).
- System design using two ITE8368E PC Card/GPIO buffer chips (see Section 5.2, *"Hardware Description—Using Two IT8368E's"* on page 17).

3 S1D13504 Host Bus Interface

The S1D13504 implements a 16-bit Generic MPU host bus interface which is used to interface to the Philips PR31500/PR31700 processor. The Generic MPU host bus interface is the least processor-specific interface mode supported by the S1D13504 and was chosen to implement this interface due to the simplicity of its timing.

The Generic MPU host bus interface is selected by the S1D13504 on the rising edge of RESET#. After releasing reset the bus interface signals assume their selected configuration.

Note

After reset, the Host Interface Disable bit in the Miscellaneous Disable Register (REG[1Bh]) will be set to logic '1', meaning that the S1D13504 will not respond to any host accesses until a write to REG[1Bh] clears this bit to 0. When debugging a new hardware design, this can sometimes give the appearance that the interface is not working, so it is important to remember to clear this bit before proceeding with debugging.

3.1 Generic MPU Host Bus Interface Pin Mapping

The following table shows the functions of each host bus interface signal.

Table 3-1: Generic MPU Host Bus Interface Pin Mapping

S1D13504 Pin Names	Generic MPU
AB[20:1]	A[20:1]
AB0	A0
DB[15:0]	D[15:0]
WE1#	WE1#
M/R#	External Decode
CS#	External Decode
BUSCLK	BCLK
BS#	Connect to IO V_{DD}
RD/WR#	RD1#
RD#	RD0#
WE0#	WE0#
WAIT#	WAIT#
RESET#	RESET#

3.2 Generic MPU Host Bus Interface Signals

The interface requires the following signals:

- BUSCLK is a clock input which is required by the S1D13504 host bus interface. It is separate from the input clock (CLKI) and is typically driven by the host CPU system clock.
- The address inputs AB[20:0], and the data bus DB[15:0], connect directly to the CPU address and data bus, respectively. The hardware engineer must ensure that MD4 selects the proper endian mode upon reset.
- M/R# (memory/register) may be considered an address line, allowing system address A21 to be connected to the M/R# line.
- Chip Select (CS#) must be driven low whenever the S1D13504 is accessed by the host CPU.
- WE0# and WE1# are write enables for the low-order and high-order bytes, respectively, to be driven low when the host CPU is writing data to the S1D13504. These signals must be generated by external hardware based on the control outputs from the host CPU.
- RD# (RD0#) and RD/WR# (RD1#) are read enables for the low-order and high-order bytes, respectively, to be driven low when the host CPU is reading data from the S1D13504. These signals must be generated by external hardware based on the control outputs from the host CPU.
- WAIT# is a signal output from the S1D13504 that indicates the host CPU must wait until data is ready (read cycle) or accepted (write cycle) on the host bus. Since host CPU accesses to the S1D13504 may occur asynchronously to the display update, it is possible that contention may occur in accessing the S1D13504 internal registers and/or display buffer. The WAIT# line resolves these contentions by forcing the host to wait until the resource arbitration is complete.
- The Bus Start (BS#) signal is not used for the Generic MPU host bus interface and must be connected to IO V_{DD}.

4 Direct Connection to the Philips PR31500/PR31700

4.1 Hardware Description

The S1D13504 is easily interfaced to the Philips PR31500/PR31700 processor. In the direct connection implementation, the S1D13504 occupies PC Card slot #1 of the PR31500/PR31700. Although the address bus of the PR31500/PR31700 is multiplexed, it can be demultiplexed using an advanced CMOS latch (e.g., 74ACT373). The direct connection implementation makes use of the Generic MPU host bus interface capability of the S1D13504.

The following diagram demonstrates a typical implementation of the PR31500/PR31700 to S1D13504 interface.

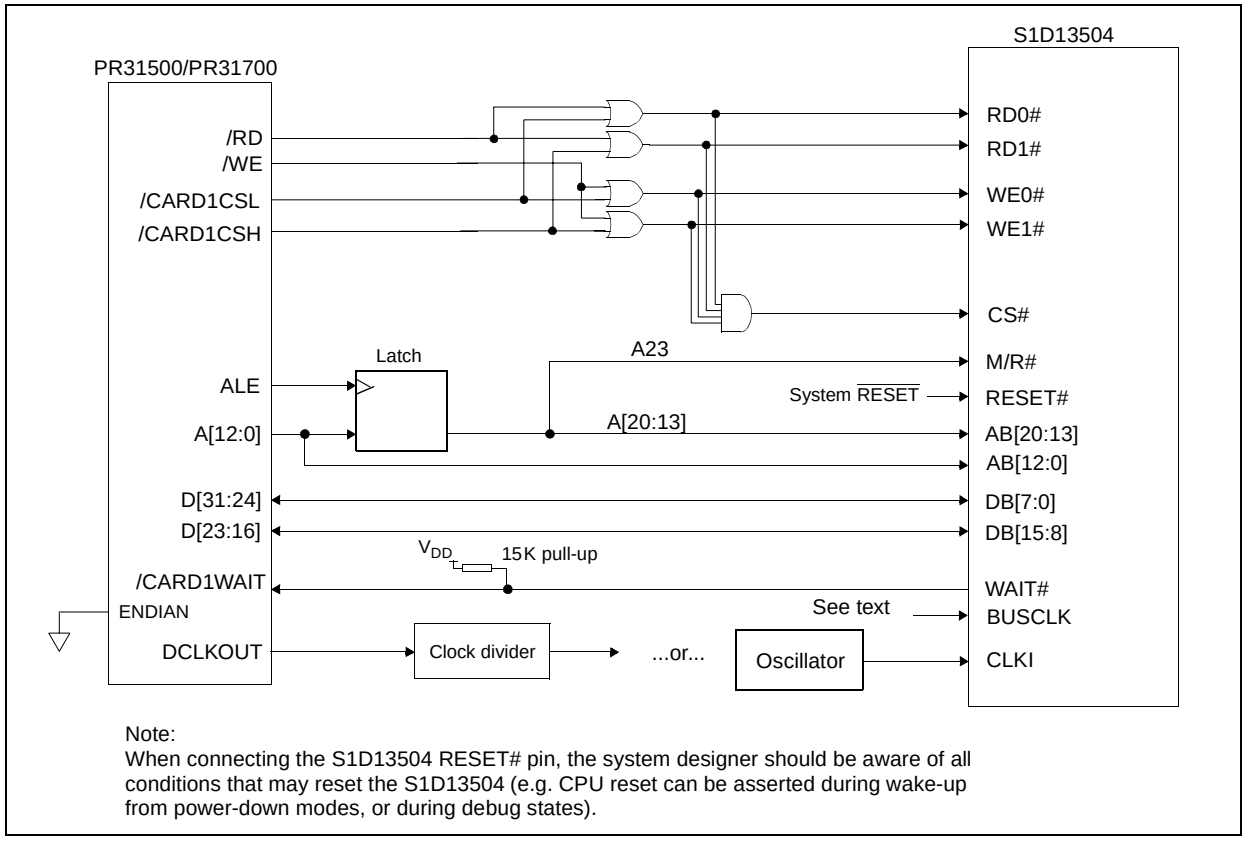


Figure 4-1: Typical Implementation of S1D13504 to PR31500/PR31700 Direct Connection

Note

For pin mapping see Table 3-1:, “Generic MPU Host Bus Interface Pin Mapping”.

The host interface control signals of the S1D13504 are asynchronous with respect to the S1D13504 bus clock. This gives the system designer full flexibility in choosing the appropriate source (or sources) for CLKI and BUSCLK. Deciding whether both clocks should be the same and whether to use DCLKOUT (divided) as the clock source, should be based on the desired:

- pixel and frame rates.
- power budget.
- part count.
- maximum S1D13504 clock frequencies.

The S1D13504 also has internal clock dividers providing additional flexibility.

4.2 Memory Mapping and Aliasing

The S1D13504 requires an addressing space of 2M bytes for the display buffer and 64 bytes for the registers. This is divided into two address ranges by connecting A23 (demultiplexed from the PR31500/PR31700) to the M/R# input of the S1D13504. Using A23 makes this implementation software compatible with the two implementations that use the ITE IT8368E (see Section 5, *"System Design Using the IT8368E PC Card Buffer"* on page 14). All other addresses are ignored.

The S1D13504 address ranges, as seen by the PR31500/PR31700 on the PC Card slot 1 memory space, are as follows:

- 6400 0000h: S1D13504 registers aliased 131,072 times at 64 byte intervals over 8M bytes.
- 6480 0000h: S1D13504 display buffer aliased 4 times at 2M byte intervals over 8M bytes.
- 6500 0000h: S1D13504 registers and display buffer, aliased another 3 times over 48M bytes.

Since the PR31500/PR31700 control signal /CARDREG is ignored, the S1D13504 takes up the entire PC Card slot 1 configuration space. The address range is software compatible with both ITE IT8368E implementations.

- 0900 0000h: S1D13504 registers aliased 131,072 times at 64 byte intervals over 8M bytes.
- 0980 0000h: S1D13504 display buffer aliased 4 times at 2M byte intervals over 8M bytes.

Note

If aliasing is undesirable, additional decoding circuitry must be added.

4.3 S1D13504 Configuration

The S1D13504 latches MD15 through MD0 to allow selection of the bus mode and other configuration data on the rising edge of RESET#. For details on configuration, refer to the *S1D13504 Hardware Specification*, document number X19A-A-002-xx.

The partial table below shows those configuration settings relevant to the direct connection implementation.

Table 4-1: S1D13504 Configuration for Direct Connection

S1D13504 Pin Name	**value on this pin at rising edge of RESET# is used to configure:**(1/0)	
	1	**0**
MD0	8-bit host bus interface	16-bit host bus interface
MD1	See “Host Bus Selection” table below	See “Host Bus Selection” table below
MD2		
MD3		
MD4	Little Endian	Big Endian
MD5	WAIT# signal is active high	WAIT# signal is active low

= required configuration for direct connection with PR31500/PR31700

Table 4-2: S1D13504 Host Bus Selection for Direct Connection

MD3	**MD2**	**MD1**	**Host Bus Interface**
0	0	0	SH-3 bus interface
0	0	1	MC68K bus 1 interface (e.g. MC68000)
0	1	0	MC68K bus 2 interface (e.g. MC68030)
0	1	1	Generic bus interface (e.g. MCF5307, ISA bus interface)
1	x	x	Reserved

= required configuration for direct connection with PR31500/PR31700

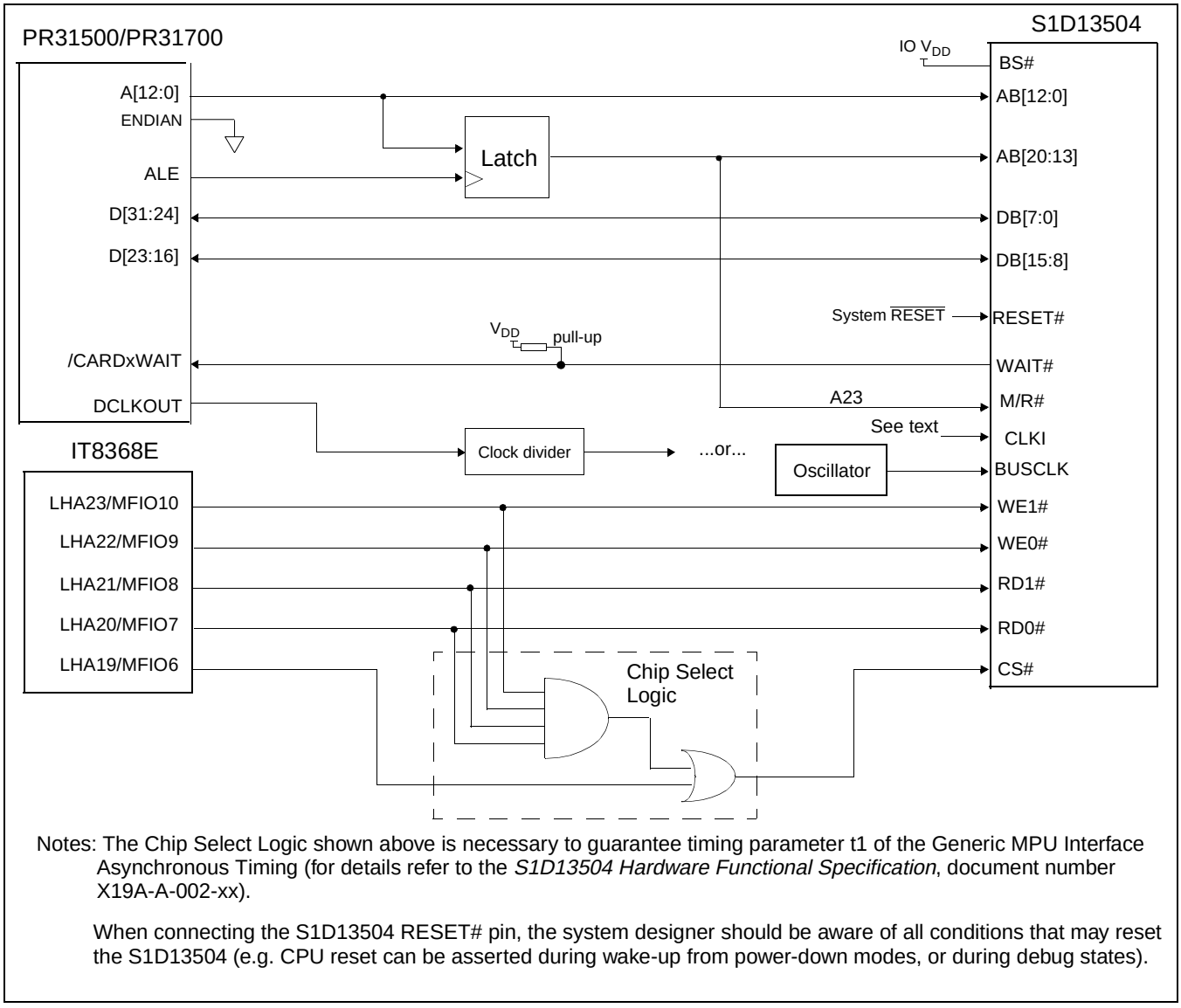
5 System Design Using the IT8368E PC Card Buffer

If the system designer uses an ITE IT8368E PC Card and multiple-function IO buffer, the S1D13504 can be interfaced with the PR31500/PR31700 without using a PC Card slot. Instead, the S1D13504 is mapped to a rarely-used 16M byte portion of the PC Card slot buffered by the IT8368E. This makes the S1D13504 virtually transparent to PC Card devices that use the same slot.

5.1 Hardware Description—Using One IT8368E

The ITE IT8368E has been specifically designed to support EPSON LCD/CRT controllers. The IT8368E provides eleven Multi-Function IO pins (MFIO). Configuration registers can be used to allow these MFIO pins to provide the control signals required to implement the S1D13504 CPU interface.

The Philips PR31500/PR31700 processor only provides addresses A[12:0], therefore devices that occupy more address space must use an external device to latch A[25:13]. The IT8368E's MFIO pins can be configured to provide this latched address. However, when using the S1D13504, five MFIO pins are utilized for S1D13504 control signals and cannot provide latched addresses. In this case, an external latch must be used to provide the high-order address bits. For a solution that does not require a latch, refer to Section 5.2, 'Hardware Description—Using Two IT8368E's".



Notes: The Chip Select Logic shown above is necessary to guarantee timing parameter t1 of the Generic MPU Interface Asynchronous Timing (for details refer to the *S1D13504 Hardware Functional Specification*, document number X19A-A-002-xx).

When connecting the S1D13504 RESET# pin, the system designer should be aware of all conditions that may reset the S1D13504 (e.g. CPU reset can be asserted during wake-up from power-down modes, or during debug states).

Figure 5-1: S1D13504 to PR31500/PR31700 Connection using One IT8368E

Note

For pin mapping see Table 3-1:, “Generic MPU Host Bus Interface Pin Mapping”.

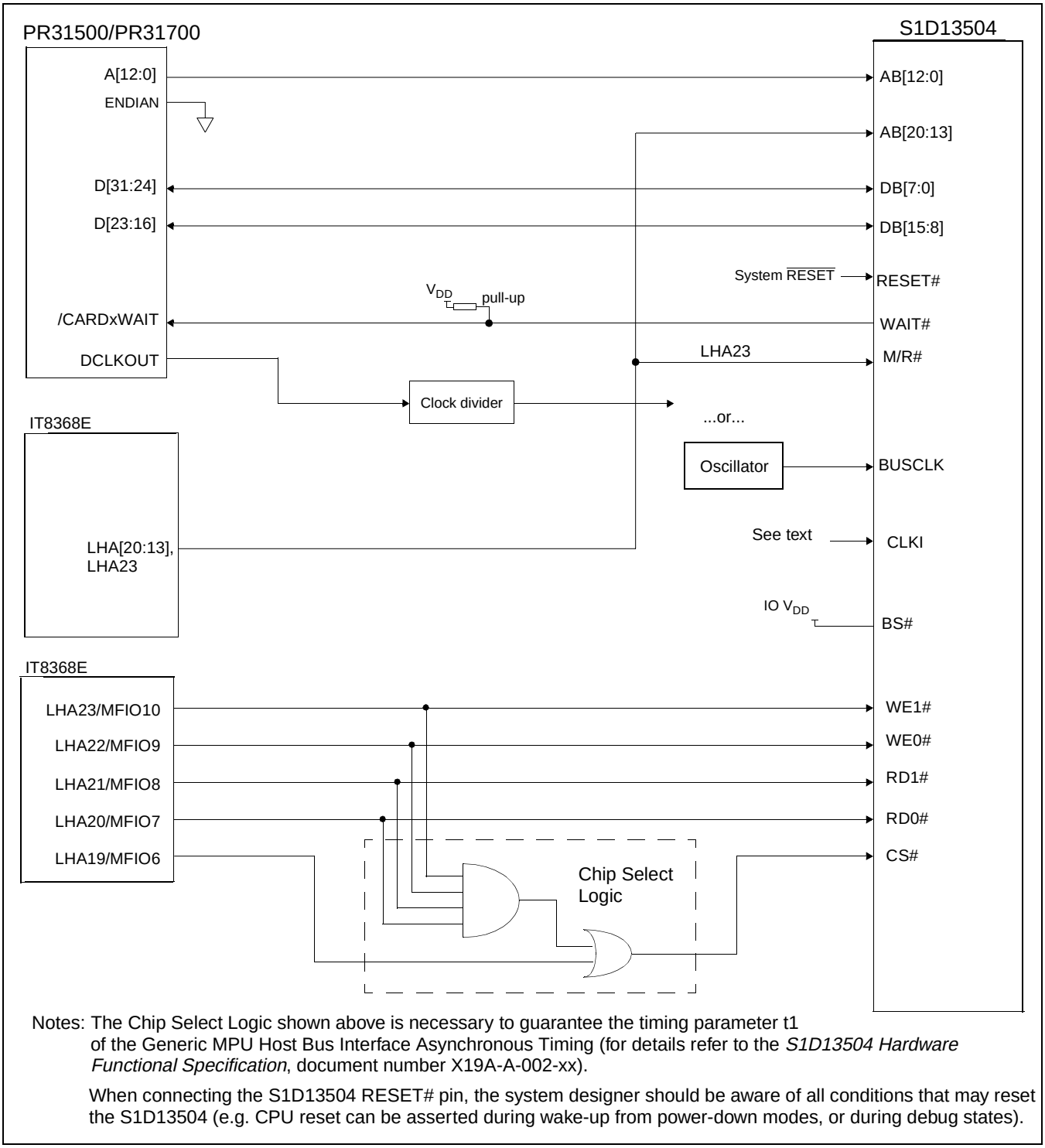
The Generic MPU host interface control signals of the S1D13504 are asynchronous with respect to the S1D13504 bus clock. This gives the system designer full flexibility in choosing the appropriate source (or sources) for CLKI and BUSCLK. Deciding whether both clocks should be the same and whether to use DCLKOUT (divided) as the clock source, should be based on the desired:

- pixel and frame rates.
- power budget.
- part count.
- maximum S1D13504 clock frequencies.

The S1D13504 also has internal clock dividers providing additional flexibility.

5.2 Hardware Description—Using Two IT8368E's

The following implementation uses a second IT8368E, *not* in VGA mode, in place of an address latch. The pins LHA23 and LHA[20:13] provide the latch function instead.



Notes: The Chip Select Logic shown above is necessary to guarantee the timing parameter t1 of the Generic MPU Host Bus Interface Asynchronous Timing (for details refer to the *S1D13504 Hardware Functional Specification*, document number X19A-A-002-xx).

When connecting the S1D13504 RESET# pin, the system designer should be aware of all conditions that may reset the S1D13504 (e.g. CPU reset can be asserted during wake-up from power-down modes, or during debug states).

Figure 5-2: S1D13504 to PR31500/PR31700 Connection using Two IT8368E

Note
For pin mapping see Table 3-1:, “Generic MPU Host Bus Interface Pin Mapping”.

The Generic MPU host interface control signals of the S1D13504 are asynchronous with respect to the S1D13504 bus clock. This gives the system designer full flexibility in choosing the appropriate source (or sources) for CLKI and BUSCLK. Deciding whether both clocks should be the same and whether to use DCLKOUT (divided) as the clock source, should be based on the desired:

- pixel and frame rates.
- power budget.
- part count.
- maximum S1D13504 clock frequencies.

The S1D13504 also has internal clock dividers providing additional flexibility.

5.3 IT8368E Configuration

The IT8368E provides eleven multi-function IO pins (MFIO). The IT8368E (or the first in a two-IT8368E implementation) must have both “Fix Attribute/IO” and “VGA” modes on. When both these modes are enabled, the MFIO pins provide control signals needed by the S1D13504 host bus interface, and a 16M byte portion of the system PC Card attribute and IO space is allocated to address the S1D13504. When accessing the S1D13504 the associated card-side signals are disabled in order to avoid any conflicts.

Note
When a second IT8368E is used, it should not be set in VGA mode.

For mapping details, refer to Section 5.4, ‘Memory Mapping and Aliasing”

For further information on configuring the IT8368E, refer to the *IT8368E PC Card/GPIO Buffer Chip Specification*.

5.4 Memory Mapping and Aliasing

When the PR31500/PR31700 accesses the PC Card slots *without* the ITE IT8368E, its system memory is mapped as in Table 5-1:, “PR31500/PR31700 to Unbuffered PC Card Slots System Address Mapping”.

Note

Bits CARD1IOEN and CARD2IOEN need to be set in the PR31500/PR31700 Memory Configuration Register 3.

Table 5-1: PR31500/PR31700 to Unbuffered PC Card Slots System Address Mapping

TX3912 Address	Size	Function (CARDnIOEN=0)	Function (CARDnIOEN=1)
0800 0000h	64M byte	Card 1 Attribute	Card 1 IO
0C00 0000h	64M byte	Card 2 Attribute	Card 2 IO
6400 0000h	64M byte	Card 1 Memory	
6400 0000h	64M byte	Card 2 Memory	

When the PR31500/PR31700 accesses the PC Card slots buffered through the ITE IT8368E, bits CARD1IOEN and CARD2IOEN are ignored and the attribute/IO space of the PR31500/PR31700 is divided into Attribute, IO and S1D13504 access. Table 5-2:, “PR31500/PR31700 to PC Card Slots Address Remapping using the IT8368E” provides all the details of the Attribute/IO address re-allocation by the IT8368E.

Table 5-2: PR31500/PR31700 to PC Card Slots Address Remapping using the IT8368E

IT8368E Uses PC Card Slot #	Philips Address	Size	Function
1	0800 0000h	16M byte	Card 1 IO
	0900 0000h	8M byte	S1D13504 registers, aliased 131,072 times at 64 byte intervals
	0980 0000h	8M byte	S1D13504 display buffer, aliased 4 times at 2Mb intervals
	0A00 0000h	32M byte	Card 1 Attribute
	6400 0000h	64M byte	Card 1 Memory
2	0C00 0000h	16M byte	Card 2 IO
	0D00 0000h	8M byte	S1D13504 registers, aliased 131,072 times at 64 byte intervals
	0D80 0000h	8M byte	S1D13504 display buffer, aliased 4 times at 2Mb intervals
	0E00 0000h	32M byte	Card 2 Attribute
	6800 0000h	64M byte	Card 2 Memory

5.5 S1D13504 Configuration

The S1D13504 latches MD15 through MD0 to allow selection of the bus mode and other configuration data on the rising edge of RESET#. For details on configuration, refer to the S1D13504 *Hardware Specification*, document number X19A-A-002-xx.

The partial table below only shows those configuration settings relevant to the IT8368E implementation.

Table 5-3: S1D13504 Configuration using the IT8368E

S1D13504 Pin Name	**value on this pin at rising edge of RESET# is used to configure:**(1/0)	
	1	**0**
MD0	8-bit host bus interface	16-bit host bus interface
MD1	See “Host Bus Selection” table below	See “Host Bus Selection” table below
MD2		
MD3		
MD4	Little Endian	Big Endian
MD5	WAIT# signal is active high	WAIT# signal is active low

= required configuration for connection using ITE IT8368E

Table 5-4: S1D13504 Host Bus Selection using the IT8368E

MD3	**MD2**	**MD1**	**Host Bus Interface**
0	0	0	SH-3 bus interface
0	0	1	MC68K bus 1 interface (e.g. MC68000)
0	1	0	MC68K bus 2 interface (e.g. MC68030)
0	1	1	Generic bus interface (e.g. MCF5307, ISA bus interface)
1	x	x	Reserved

= required configuration for connection using ITE IT8368E

6 Software

Test utilities and display drivers are available for the S1D13504. Full source code is available for both the test utilities and the drivers.

The test utilities are configurable for different panel types using a program called 13504CFG, or by directly modifying the source. The display drivers can be customized by the OEM for different panel types, resolutions and color depths only by modifying the source.

The S1D13504 test utilities and display drivers are available from your sales support contact or on the internet at http://www.erd.epson.com.

7 References

7.1 Documents

- Philips Electronics, *PR31500/PR31700 Preliminary Specification*s.
- Epson Research and Development, Inc., *S1D13504 Color Graphics LCD/CRT Controller Hardware Functional Specification*, Document Number X19A-A-002-xx.
- Epson Research and Development, Inc., *S5U13504B00C Rev. 1.0 ISA Bus Evaluation Board User Manual*, Document Number X19A-G-004-xx.
- Epson Research and Development, Inc., *S1D13504 Programming Notes and Examples*, Document Number X19A-G-002-xx.

7.2 Document Sources

- Philips Electronics Website: http://www-us2.semiconductors.philips.com.
- Epson Research and Development Website: http://www.erd.epson.com.

8 Technical Support

8.1 EPSON LCD/CRT Controllers (S1D13504)

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Fax: 02-2712-9164
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Temasek Avenue #36-00
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Fax: 334-2716
http://www.epson.com.sg/

8.2 Philips MIPS PR31500/PR31700 Processor

Philips Semiconductors

Handheld Computing Group
4811 E. Arques Avenue
M/S 42, P.O. Box 3409
Sunnyvale, CA 94088-3409
Tel: (408) 991-2313
http://www.philips.com

8.3 ITE IT8368E

Integrated Technology Express, Inc.
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S1D13504 Color Graphics LCD/CRT Controller

Power Consumption

Document Number: X19A-G-006-04

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1 S1D13504 Power Consumption

S1D13504 power consumption is affected by many system design variables.

- Input clock frequency (CLKI): the CLKI frequency determines the LCD frame-rate, CPU performance to memory, and other functions – the higher the input clock frequency, the higher the frame-rate, performance and power consumption.
- CPU interface: the S1D13504 IO V_{DD} current consumption depends on the BUSCLK frequency, data width, number of toggling pins, and other factors – the higher the BUSCLK, the higher the CPU performance and power consumption.
- Core V_{DD}, IO V_{DD} voltage levels: the voltage levels of the two independent VDD groups (Core, IO) affect power consumption – the higher the voltage, the higher the consumption.
- Display mode: the resolution and color depth affect power consumption – the higher the resolution/color depth, the higher the consumption.
- Internal CLK divide: internal registers allow the input clock to be divided before going to the internal logic blocks – the higher the divide, the lower the power consumption.

There are two power save modes in the S1D13504: Software and Hardware SUSPEND. The power consumption of these modes is also affected by various system design variables.

- DRAM refresh mode, CBR or self-refresh: self-refresh capable DRAM allows the S1D13504 to disable the internal memory clock thereby saving power.
- CPU bus state during SUSPEND: the state of the CPU bus signals during SUSPEND has a substantial effect on power consumption. An inactive bus (e.g. BUSCLK = low, Addr = low etc.) reduces overall system power consumption.
- CLKI state during SUSPEND: disabling the CLKI during SUSPEND has substantial power savings.

1.1 Conditions

The Table 1-1: "S1D13504 Total Power Consumption" below gives an example of a particular environment and its effects on power consumption.

Table 1-1: S1D13504 Total Power Consumption

	Test Condition *Core V_{DD} = 3.3V IO V_{DD} = 5.0V* ISA Bus (8MHz)	**Gray Shades / Colors**	**Total Power Consumption**		
			Active	**Power Save Mode**	
				Software	**Hardware**
1	Input Clock = 6MHz LCD Panel Connected = 320x240 Monochrome	Black-and-White 4 Grays 16 Grays	38.7mW 43.9mW 46.8mW	20mW[1]	7.59uW[2]
2	Input Clock = 6MHz LCD Panel Connected = 320x240 Color	4 Colors 16 Colors 256 Colors	44.4mW 49.7mW 51.2mW	20mW[1]	7.59uW[2]
3	Input Clock = 25MHz LCD Panel Connected = 640x480 Monochrome	Black-and-White 16 Grays	113.3mW 124.6mW	24mW[1]	7.59uW[2]
4	Input Clock = 25MHz LCD Panel Connected = 640x480 Color	16 Colors 256 Colors 64K Colors	145.6mW 150.6mW 150.0mW	24mW[1]	7.59uW[2]

Note

1. Conditions for Software SUSPEND:
   - CPU interface active (signals toggling)
   - CLKI active (6MHz)
   - Self-Refresh DRAM

2. Conditions for Hardware SUSPEND:
   - CPU interface inactive (high impedance)
   - CLKI stopped
   - Self-Refresh DRAM

2 Summary

The system design variables in Section 1, "S1D13504 Power Consumption" and in Table 1-1: "S1D13504 Total Power Consumption" show that S1D13504 power consumption depends on the specific implementation. Active Mode power consumption depends on the desired CPU performance and LCD frame-rate, whereas Power Save Mode consumption depends on the CPU Interface and Input Clock state.

In a typical design environment, the S1D13504 can be configured to be an extremely power-efficient LCD Controller with high performance and flexibility.

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S1D13504 Color Graphics LCD/CRT Controller

Interfacing to the NEC VR4102™ Microprocessor

Document Number: X19A-G-007-08

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Table of Contents

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List of Tables

List of Figures

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1 Introduction

This application note describes the hardware and software environment required to provide an interface between the S1D13504 Color Graphics LCD/CRT Controller and the NEC VR4102™ Microprocessor (*u*PD30102). The NEC VR4102 Microprocessor is specifically designed to support an external LCD controller and the pairing of these two devices results in an embedded system offering impressive display capability with very low power consumption.

The designs described in this document are presented only as examples of how such interfaces might be implemented. This application note will be updated as appropriate. Please check the Epson Research and Development Website at http://www.erd.epson.com for the latest revision of this document before beginning any development.

We appreciate your comments on our documentation. Please contact us via email at documentation@erd.epson.com.

2 Interfacing to the NEC VR4102

2.1 The NEC VR4102 System Bus

The VR-Series family of microprocessors features a high-speed synchronous system bus typical of modern microprocessors. Designed with external LCD controller support and Windows CE-based embedded consumer applications in mind, the VR4102 offers a highly integrated solution for portable systems. This section provides an overview of the operation of the CPU bus in order to establish interface requirements.

2.1.1 Overview

The NEC VR4102 is designed around the RISC architecture developed by MIPS. This microprocessor is based on the 66MHz VR4100 CPU core which supports 64-bit processing. The CPU communicates with the Bus Control Unit (BCU) using its internal SysAD bus. The BCU in turn communicates with external devices using its ADD and DAT buses which can be dynamically sized to 16 or 32-bit operation.

The NEC VR4102 has direct support for an external LCD controller. Specific control signals are assigned for an external LCD controller providing an easy interface to the CPU. A 16M byte block of memory is assigned for the LCD controller and its own chip select and ready signals available. Word or byte accesses are controlled by the system high byte signal (SHB#).

2.1.2 LCD Memory Access Cycles

Once an address in the LCD block of memory is placed on the external address bus (ADD[25:0]), the LCD chip select (LCDCS#) is driven low. The read or write enable signals (RD# or WR#) are driven low for the appropriate cycle and LCDRDY is driven low to insert wait states into the cycle. The high byte enable (SHB#) is driven low for 16-bit transfers and high for 8-bit transfers.

The following figure illustrates typical NEC VR4102 memory read and write cycles to the LCD controller interface.

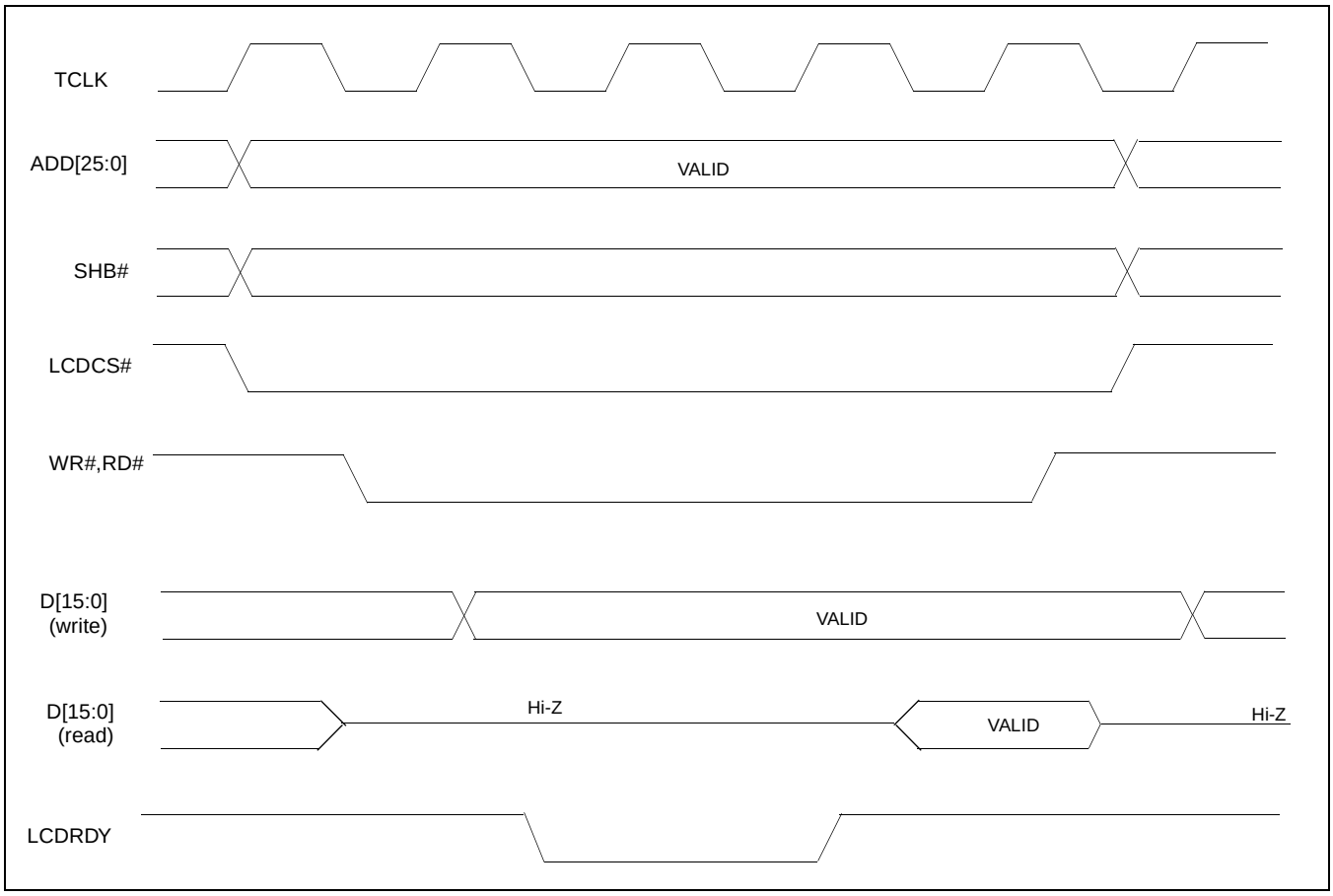


Figure 2-1: NEC VR4102 Read/Write Cycles

3 S1D13504 Host Bus Interface

The S1D13504 implements a 16-bit Generic MPU host bus interface which is used to interface to the VR4102 microprocessor. The Generic MPU host bus interface is the least processor-specific interface mode supported by the S1D13504 and was chosen to implement this interface due to the simplicity of its timing.

The Generic MPU host bus interface is selected by the S1D13504 on the rising edge of RESET#. After releasing reset the bus interface signals assume their selected configuration.

Note

After reset, the Host Interface Disable bit in the Miscellaneous Disable Register (REG[1Bh]) will be set to logic '1', meaning that the S1D13504 will not respond to any host accesses until a write to REG[1Bh] clears this bit to 0. When debugging a new hardware design, this can sometimes give the appearance that the interface is not working, so it is important to remember to clear this bit before proceeding with debugging.

3.1 Generic MPU Host Bus Interface Pin Mapping

The following table shows the functions of each host bus interface signal.

Table 3-1: Generic MPU Host Bus Interface Pin Mapping

S1D13504 Pin Names	Generic MPU
AB[20:1]	A[20:1]
AB0	A0
DB[15:0]	D[15:0]
WE1#	WE1#
M/R#	External Decode
CS#	External Decode
BUSCLK	BCLK
BS#	Connect to IO V_{DD}
RD/WR#	RD1#
RD#	RD0#
WE0#	WE0#
WAIT#	WAIT#
RESET#	RESET#

3.2 Generic MPU Host Bus Interface Signals

The interface requires the following signals:

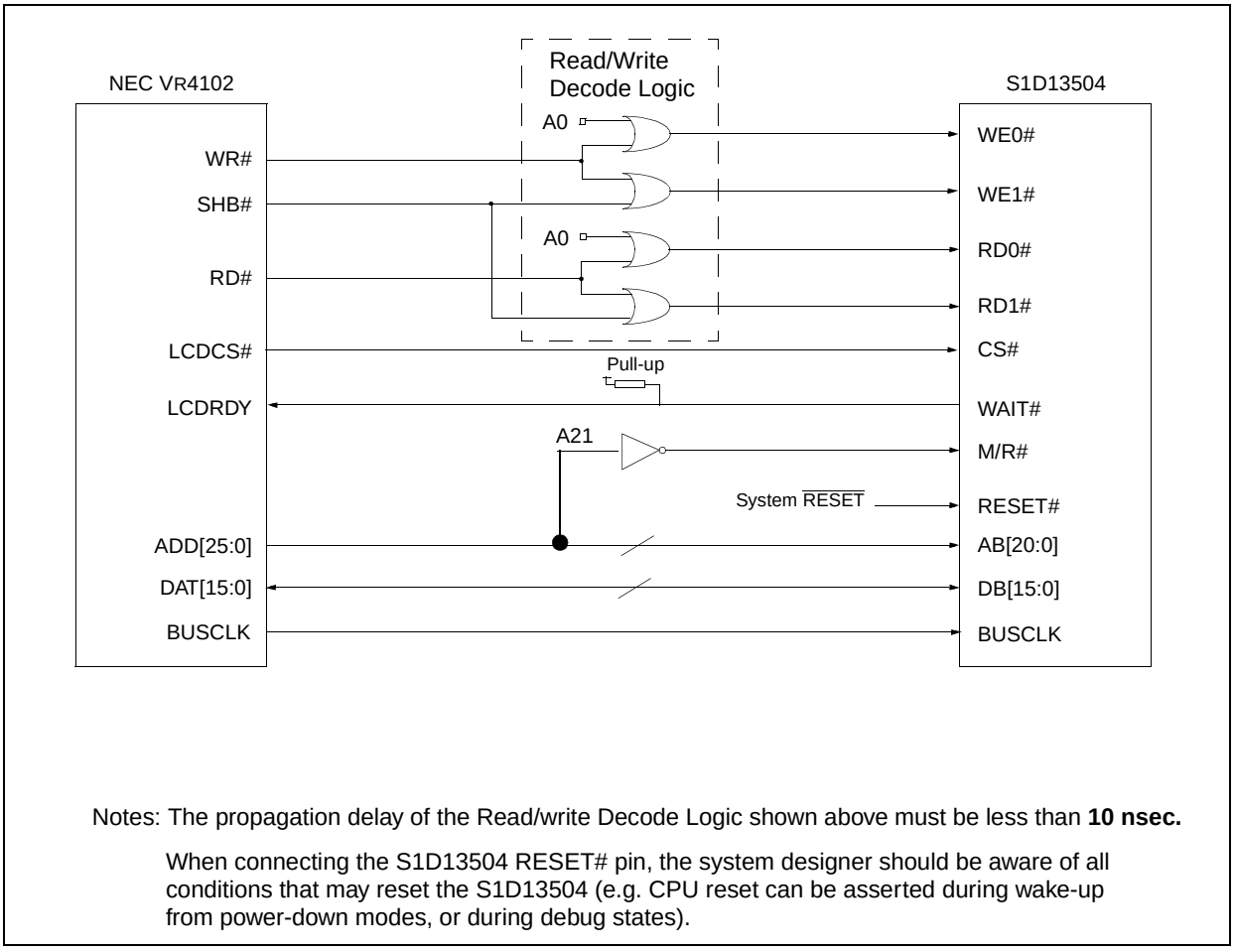
- BUSCLK is a clock input which is required by the S1D13504 host bus interface. It is separate from the input clock (CLKI) and is typically driven by the host CPU system clock.
- The address inputs AB[20:0], and the data bus DB[15:0], connect directly to the CPU address and data bus, respectively. The hardware engineer must ensure that MD4 selects the proper endian mode upon reset.
- M/R# (memory/register) may be considered an address line, allowing system address A21 to be connected to the M/R# line.
- Chip Select (CS#) must be driven low whenever the S1D13504 is accessed by the host CPU.
- WE0# and WE1# are write enables for the low-order and high-order bytes, respectively, to be driven low when the host CPU is writing data to the S1D13504. These signals must be generated by external hardware based on the control outputs from the host CPU.
- RD# (RD0#) and RD/WR# (RD1#) are read enables for the low-order and high-order bytes, respectively, to be driven low when the host CPU is reading data from the S1D13504. These signals must be generated by external hardware based on the control outputs from the host CPU.
- WAIT# is a signal output from the S1D13504 that indicates the host CPU must wait until data is ready (read cycle) or accepted (write cycle) on the host bus. Since host CPU accesses to the S1D13504 may occur asynchronously to the display update, it is possible that contention may occur in accessing the S1D13504 internal registers and/or display buffer. The WAIT# line resolves these contentions by forcing the host to wait until the resource arbitration is complete.
- The Bus Start (BS#) signal is not used for the Generic MPU host bus interface and must be connected to IO V_{DD}.

4 VR4102 to S1D13504 Interface

4.1 Hardware Description

The NEC VR4102™ microprocessor is specifically designed to support an external LCD controller by providing the internal address decoding and control signals necessary. By using this interface only minimal external "glue" logic is necessary.

The diagram below shows a typical implementation of the VR4102 to S1D13504 interface.



Notes: The propagation delay of the Read/write Decode Logic shown above must be less than **10 nsec.**

When connecting the S1D13504 RESET# pin, the system designer should be aware of all conditions that may reset the S1D13504 (e.g. CPU reset can be asserted during wake-up from power-down modes, or during debug states).

Figure 4-1: Typical Implementation of VR4102 to S1D13504 Interface

Note

For pin mapping see Table 3-1:, "Generic MPU Host Bus Interface Pin Mapping".

4.2 S1D13504 Hardware Configuration

The S1D13504 uses MD15 through MD0 to allow selection of the bus mode and other configuration data on the rising edge of RESET#. For details on configuration, refer to the *S1D13504 Hardware Functional Specification*, document number X19A-A-002-xx.

The tables below show only those configuration settings important to the PC Card host bus interface.

Table 4-1: Summary of Power-On/Reset Options

S1D13504 Pin Name	value on this pin at rising edge of RESET# is used to configure: (1/0)	
	1	0
MD0	8-bit host bus interface	16-bit host bus interface
MD1	For host bus interface selection see Table 4-2, “Host Bus Interface Selection”	
MD2		
MD3		
MD4	Little Endian	Big Endian
MD5	WAIT# is active high (1 = insert wait state)	WAIT# is active low (0 = insert wait state)

= configuration for NEC VR4102 interface.

Table 4-2: Host Bus Interface Selection

MD3	MD2	MD1	Host Bus Interface
0	0	0	SH-3 bus interface
0	0	1	MC68K bus 1 interface (e.g. MC68000)
0	1	0	MC68K bus 2 interface (e.g. MC68030)
0	1	1	Generic bus interface (e.g. MPC821, ISA bus interface)
1	x	x	Reserved

= configuration for NEC VR4102 interface.

4.3 NEC VR4102™ Configuration

The NEC VR4102™ provides the internal address decoding necessary to map to an external LCD controller. Physical address 0A00 0000h to 0AFF FFFFh (16M bytes) is reserved for an external LCD controller.

The S1D13504 supports up to 2M bytes of display buffer. The NEC VR4102™ address line A21 is used to select between the S1D13504 display buffer and internal register set.

The VR4102™ uses a read, write and system high-byte enable to interface to an external LCD controller. The S1D13504 uses low and high byte read and write strobes and therefore minimal "glue" logic is necessary.

Table 4-2: NEC/S1D13504 Truth Table

NEC Signals				Cycle	S1D13504 Signals
SHB#	RD#	WR#	A0		
1	0	1	0	8-bit even address Read	RD0# = low RD1# = high
1	0	1	1	8-bit odd address Read	RD0# = high RD1# - low
0	0	1	x	16-bit Read	RD0# = low RD1# - low
1	1	0	0	8-bit even address Write	WR0# = low WR1# = high
1	1	0	1	8-bit odd address Write	WR0# = high WR1# = low
0	1	0	x	16-bit Write	WR0# = low WR1# = low

5 Software

Test utilities and display drivers are available for the S1D13504. Full source code is available for both the test utilities and the drivers.

The test utilities are configurable for different panel types using a program called 13504CFG, or by directly modifying the source. The display drivers can be customized by the OEM for different panel types, resolutions and color depths only by modifying the source.

The S1D13504 test utilities and display drivers are available from your sales support contact or on the internet at http://www.erd.epson.com.

6 References

6.1 Documents

- NEC Electronics Inc., *VR4102 Preliminary User's Manual*, Document Number U12739EJ2V0UM00.
- Epson Research and Development, Inc., *S1D13504 Hardware Functional Specification*, Document Number X19A-A-002-xx.
- Epson Research and Development, Inc., *S5U13504B00C Rev. 1.0 ISA Bus Evaluation Board User Manual*, Document Number X19A-G-004-xx.
- Epson Research and Development, Inc., *S1D13504 Programming Notes and Examples*, Document Number X19A-G-002-xx.

6.2 Document Sources

- NEC Electronics Website: http://www.necel.com.
- Epson Research and Development Website: http://www.erd.epson.com.

7 Technical Support

7.1 EPSON LCD/CRT Controllers (S1D13504)

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S1D13504 Color Graphics LCD / CRT Controller

Interfacing to the Motorola MC68328 "Dragonball" Microprocessor

Document Number: X19A-G-013-03

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Table of Contents

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List of Tables

List of Figures

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1 Introduction

This application note describes the hardware required to implement an interface between the S1D13504 Color Graphics LCD/CRT Controller and the Motorola MC68328 'Dragonball' Microprocessor. By implementing a dedicated display refresh memory, the S1D13504 can reduce system power consumption, improve image quality, and increase system performance as compared to the Dragonball's on-chip LCD controller.

The designs described in this document are presented only as examples of how such interfaces might be implemented. This application note will be updated as appropriate. Please check the Epson Research and Development website at http://www.erd.epson.com for the latest revision of this document before beginning any development.

We appreciate your comments on our documentation. Please contact us via email at documentation@erd.epson.com.

2 Interfacing to the MC68328

2.1 The 68328 System Bus

The 68328 is an integrated controller for handheld products, based upon the MC68EC000 microprocessor core. It implements a 16-bit data bus and a 32-bit address bus. The bus interface consists of all the standard MC68000 bus interface signals, plus some new signals intended to simplify the task of interfacing to typical memory and peripheral devices.

The 68000 bus control signals are well documented in Motorola's user manuals, and will not be described here (see reference 1 for details). A brief summary of the new signals appears below:

- Output Enable ($\overline{OE}$) is asserted when a read cycle is in process; it is intended to connect to the output enable control of a typical static RAM, EPROM, or Flash EPROM device.
- Upper Write Enable and Lower Write Enable ($\overline{UWE/LWE}$) are asserted during memory write cycles for the upper and lower bytes of the 16-bit data bus; they may be directly connected to the write enable inputs of a typical memory device.

The S1D13504 implements the MC68000 bus interface using its MC68000 Bus 1 mode, so this mode may be used to connect the 68328 directly to the S1D13504 with no glue logic. However, several of the 68000 bus control signals are multiplexed with I/O and interrupt signals on the 68328, and in many applications it may be desirable to make these pins available for these alternate functions. This requirement may be accommodated through use of the Generic Bus interface mode on the S1D13504.

2.2 Chip-Select Module

The 68328 can generate up to 16 chip select outputs, organized into four groups "A" through "D".

Each chip select group has a common base address register and address mask register, to set the base address and block size of the entire group. In addition, each chip select within a group has its own address compare and address mask register, to activate the chip select for a subset of the group's address block. Finally, each chip select may be individually programmed to control an 8 or 16-bit device, and each may be individually programmed to generate from 0 through 6 wait states internally, or allow the memory or peripheral device to terminate the cycle externally through use of the standard MC68000 $\overline{DTACK}$ signal.

Groups A and B can have a minimum block size of 64K bytes, so these are typically used to control memory devices. Chip select A0 is active immediately after reset, so it is typically used to control a boot EPROM device. Groups C and D have a minimum block size of 4K bytes, so they are well-suited to controlling peripheral devices. Chip select D3 is associated with the 68328 on-chip PCMCIA control logic.

3 S1D13504 Host Bus Interface

This section is summary of the bus interface modes available on the S1D13504, and offers some detail on the Generic MPU host bus interface used to implement the interface to the MC68328.

The Generic MPU host bus interface is selected by the S1D13504 on the rising edge of RESET#. After releasing reset the bus interface signals assume their selected configuration.

Note

After reset, the Host Interface Disable bit in the Miscellaneous Disable Register (REG[1Bh]) will be set to logic '1', meaning that the S1D13504 will not respond to any host accesses until a write to REG[1Bh] clears this bit to 0. When debugging a new hardware design, this can sometimes give the appearance that the interface is not working, so it is important to remember to clear this bit before proceeding with debugging.

3.1 Generic MPU Host Bus Interface Pin Mapping

The following table shows the functions of each host bus interface signal.

Table 3-1: Generic MPU Host Bus Interface Pin Mapping

S1D13504 Pin Names	Generic MPU
AB[20:1]	A[20:1]
AB0	A0
DB[15:0]	D[15:0]
WE1#	WE1#
M/R#	External Decode
CS#	External Decode
BUSCLK	BCLK
BS#	Connect to IO V_{DD}
RD/WR#	RD1#
RD#	RD0#
WE0#	WE0#
WAIT#	WAIT#
RESET#	RESET#

3.2 Generic MPU Host Bus Interface Signals

The interface requires the following signals:

- BUSCLK is a clock input which is required by the S1D13504 host bus interface. It is separate from the input clock (CLKI) and is typically driven by the host CPU system clock.
- The address inputs AB[20:0], and the data bus DB[15:0], connect directly to the CPU address and data bus, respectively. The hardware engineer must ensure that MD4 selects the proper endian mode upon reset.
- M/R# (memory/register) may be considered an address line, allowing system address A21 to be connected to the M/R# line.
- Chip Select (CS#) must be driven low whenever the S1D13504 is accessed by the host CPU.
- WE0# and WE1# are write enables for the low-order and high-order bytes, respectively, to be driven low when the host CPU is writing data to the S1D13504. These signals must be generated by external hardware based on the control outputs from the host CPU.
- RD# (RD0#) and RD/WR# (RD1#) are read enables for the low-order and high-order bytes, respectively, to be driven low when the host CPU is reading data from the S1D13504. These signals must be generated by external hardware based on the control outputs from the host CPU.
- WAIT# is a signal output from the S1D13504 that indicates the host CPU must wait until data is ready (read cycle) or accepted (write cycle) on the host bus. Since host CPU accesses to the S1D13504 may occur asynchronously to the display update, it is possible that contention may occur in accessing the S1D13504 internal registers and/or display buffer. The WAIT# line resolves these contentions by forcing the host to wait until the resource arbitration is complete.
- The Bus Start (BS#) signal is not used for the Generic MPU host bus interface and must be connected to IO V_{DD}.

4 MC68328 To S1D13504 Interface

4.1 Hardware Description

As mentioned earlier in this application note, the MC68328 multiplexes dual functions on some of its bus control pins, specifically UDS, LDS, and DTACK. If all of these pins are available for use as bus control pins, then the S1D13504 interface is a straightforward implementation of the MC68000 Bus 1 interface mode as described in the *S1D13504 Hardware Functional Specification*, document number X19A-A-002-xx. Following are the electrical connections required for this interface.

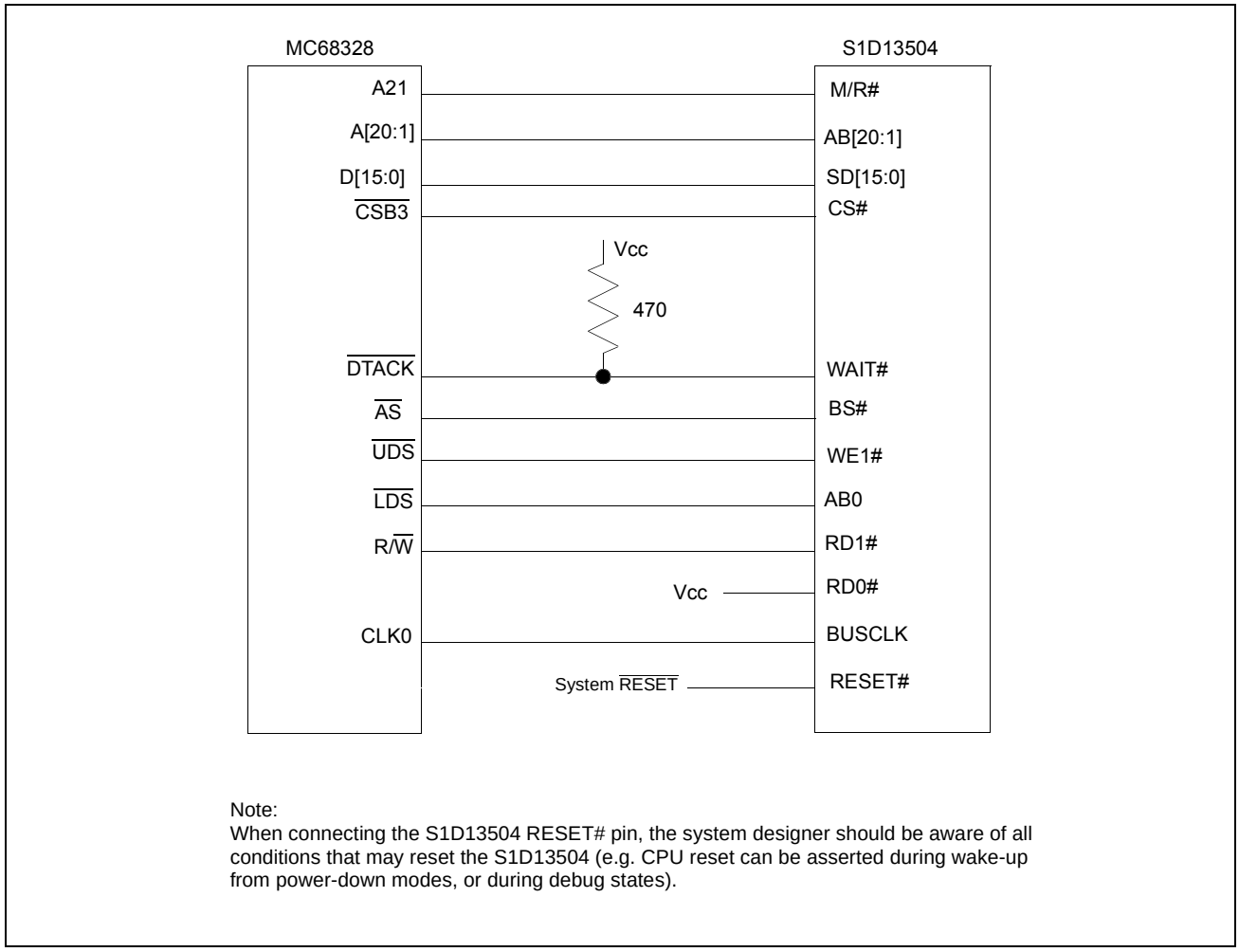

Figure 4-1: Block Diagram of MC68328 to S1D13504 Interface - MC68000 Bus 1 Interface Mode

If UDS and/or LDS are required for their alternate I/O functions, then the 68328 to S1D13504 interface may be realized using the S1D13504 Generic bus interface mode. The electrical connections required for this interface are shown below. Note that in either case, the DTACK signal must be made available for the S1D13504, since it inserts a variable number of wait states depending upon CPU/LCD synchronization and the LCD panel display mode being used. A single resistor is used to speed up the rise time of the WAIT# ($\overline{TA}$) signal when terminating the bus cycle.

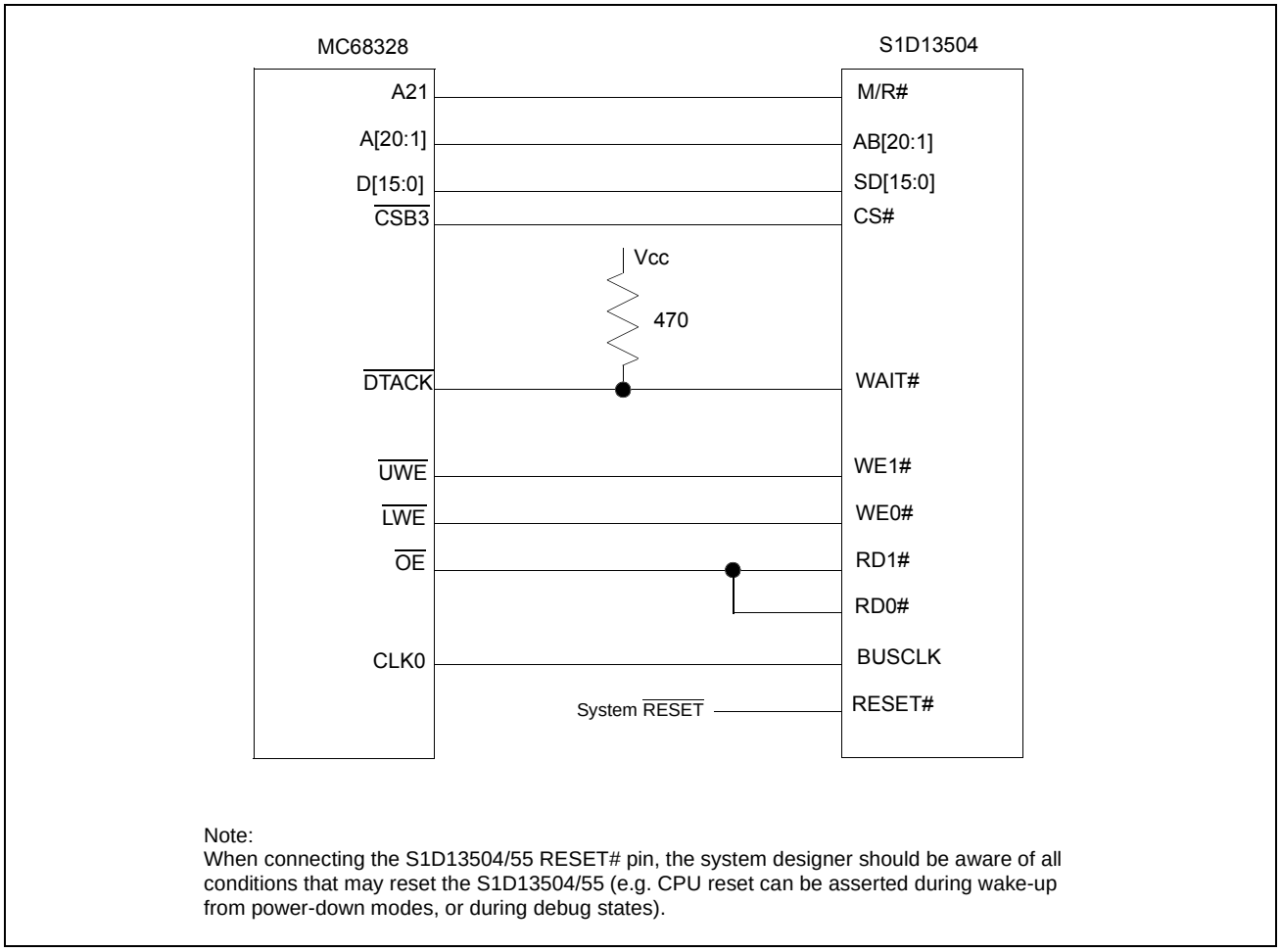

Figure 4-2: Block Diagram of MC68328 to S1D13504 Interface - Generic Interface Mode

The S1D13504 requires a 2M byte address space for the display buffer, plus a few more locations to access its internal registers. To accommodate this relatively large block size, it is preferable to use one of the chip selects from groups A or B, but this is not required. Virtually any chip select other than CSA0 or CSD3 would be suitable for the S1D13504 interface.

4.2 S1D13504 Hardware Configuration

The S1D13504 latches MD15 through MD0 to allow selection of the bus mode and other configuration data on the rising edge of RESET#. Table 4-2 shows the settings used for the S1D13504 in these interfaces. MD1, MD2, and MD3 should be set to select either MC68000 Bus 1 mode or Generic bus mode as desired. The other settings are identical for either bus mode.

Table 4-1: Summary of Power-On/Reset Options

S1D13504 Pin Name	**value on this pin at rising edge of RESET# is used to configure:**(1/0)	
	1	**0**
MD0	8-bit host bus interface	16-bit host bus interface
MD1	See “Host Bus Selection” table below	See “Host Bus Selection” table below
MD2		
MD3		
MD4	Little Endian	Big Endian
MD5	Wait# signal is active high	Wait# signal is active low
MD6	See “Memory Configuration” table below	See “Memory Configuration” table below
MD7		
MD8	Configure DACRD#, BLANK#, DACP0, DACWR#, DACRS0, DACRS1, HRTC, VRTC as GPIO4-11	Configure DACRD#, BLANK#, DACP0, DACWR#, DACRS0, DACRS1, HRTC, VRTC as DAC / CRT outputs
MD9	Configure SUSPEND# pin as GPO output	Configure SUSPEND# pin as Hardware Suspend Enable
MD10	Active low (On) LCDPWR / GPO polarity	Active high (On) LCDPWR / GPO polarity
MD11	Reserved	
MD12	Reserved	
MD13	Reserved	
MD14	Reserved	
MD15	Reserved	

= required settings for MC68328 support.

Table 4-2: S1D13504 Host Bus Selection

MD3	**MD2**	**MD1**	**Option**	**Host Bus Interface**
0	0	0	1	SH-3 bus interface
0	0	1	2	MC68K bus 1 interface (e.g. MC68000)
0	1	0	3	MC68K bus 2 interface (e.g. MC68030)
0	1	1	4	Generic bus interface (e.g. MC68328, ISA bus interface)
1	x	x	5	Reserved

= required settings for MC68328 support.

Table 4-3: Memory Configuration

MD7	MD6	Option	Memory Selection
0	0	1	Symmetrical 256K x 16 DRAM
0	1	2	Symmetrical 1M x 16 DRAM
1	0	3	Asymmetrical 256K x 16 DRAM
1	1	4	Asymmetrical 1M x 16 DRAM

4.3 MC68328 Chip Select Configuration

In the example interface, chip select CSB3 is used to control the S1D13504. A 4M byte address space is used. The S1D13504 control registers are mapped into the bottom half of this address block, while the display buffer is mapped into the top half. The chip select should have its RO (Read Only) bit set to 0, and the WAIT field (Wait states) should be set to 111 to allow the S1D13504 to terminate bus cycles externally.

5 Software

Test utilities and display drivers are available for the S1D13504. Full source code is available for both the test utilities and the drivers.

The test utilities are configurable for different panel types using a program called 13504CFG, or by directly modifying the source. The display drivers can be customized by the OEM for different panel types, resolutions and color depths only by modifying the source.

The S1D13504 test utilities and display drivers are available from your sales support contact or on the internet at http://www.erd.epson.com.

6 References

6.1 Documents

- Motorola Inc., *MC68328 DragonBall® Integrated Microprocessor User's Manual*; Motorola Publication no. MC68328UM/AD.
- Epson Research and Development, Inc., *S1D13504 Hardware Functional Specification*, Document Number X19A-A-002-xx.
- Epson Research and Development, Inc., *S1D13504 Programming Notes and Examples*, Document Number X19A-G-002-xx.
- Epson Research and Development, Inc., *S5U13504B00C Rev. 1.0 ISA Bus Evaluation Board User Manual*, Document Number X19A-G-004-xx.

6.2 Document Sources

- Motorola Inc.: Motorola Literature Distribution Center, (800) 441-2447.
- Epson Research and Development Website: http://www.erd.epson.com.

7 Technical Support

7.1 EPSON LCD/CRT Controllers (S1D13504)

Japan
Seiko Epson Corporation
Electronic Devices Marketing Division
421-8, Hino, Hino-shi
Tokyo 191-8501, Japan
Tel: 042-587-5812
Fax: 042-587-5564
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150 River Oaks Parkway
San Jose, CA 95134, USA
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Fax: (408) 922-0238
http://www.eea.epson.com/

Taiwan
Epson Taiwan Technology
& Trading Ltd.
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Nanking East Road
Sec. 3, Taipei, Taiwan
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Fax: 02-2712-9164
http://www.epson.com.tw/

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Wanchai, Hong Kong
Tel: 2585-4600
Fax: 2827-4346
http://www.epson.com.hk/

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Epson Europe Electronics GmbH
Riesstrasse 15
80992 Munich, Germany
Tel: 089-14005-0
Fax: 089-14005-110
http://www.epson-electronics.de/

Singapore
Epson Singapore Pte., Ltd.
No. 1
Temasek Avenue #36-00
Millenia Tower
Singapore, 039192
Tel: 337-7911
Fax: 334-2716
http://www.epson.com.sg/

7.2 Motorola MC68328 Processor

- Motorola Design Line, (800) 521-6274.
- Local Motorola sales office or authorized distributor.

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EPSON®

S1D13504 Color Graphics LCD/CRT Controller

Interfacing to the PC Card Bus

Document Number: X19A-G-009-05

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Table of Contents

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List of Tables

List of Figures

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1 Introduction

This application note describes the hardware and software environment required to provide an interface between the S1D13504 Color Graphics LCD/CRT Controller and the PC Card (PCMCIA) bus.

The designs described in this document are presented only as examples of how such interfaces might be implemented. This application note will be updated as appropriate. Please check the Epson Electronics America Website at http://www.eea.epson.com for the latest revision of this document before beginning any development.

We appreciate your comments on our documentation. Please contact us via email at techpubs@erd.epson.com.

2 Interfacing to the PC Card Bus

2.1 The PC Card System Bus

PC Card technology has gained wide acceptance in the mobile computing field as well as in other markets due to its portability and ruggedness. This section is an overview of the operation of the 16-bit PC Card interface conforming to the PCMCIA 2.0/JEIDA 4.1 Standard (or later).

2.1.1 PC Card Overview

The 16-bit PC Card provides a 26-bit address bus and additional control lines which allow access to three 64M byte address ranges. These ranges are used for common memory space, IO space, and attribute memory space. Common memory may be accessed by a host system for memory read and write operations. Attribute memory is used for defining card specific information such as configuration registers, card capabilities, and card use. IO space maintains software and hardware compatibility with hosts such as the Intel x86 architecture, which address peripherals independently from memory space.

Bit notation follows the convention used by most micro-processors, the high bit is the most significant. Therefore, signals A25 and D15 are the most significant bits for the address and data bus respectively.

Support is provided for on-chip DMA controllers. To find further information on these topics, refer to Section 6,“References” on page 16.

PC Card bus signals are asynchronous to the host CPU bus signals. Bus cycles are started with the assertion of either the CE1# and/or the CE2# card enable signals. The cycle ends once these signals are de-asserted. Bus cycles can be lengthened using the WAIT# signal.

Note

The PCMCIA 2.0/JEIDA 4.1 (and later) PC Card Standard support the two signals WAIT# and RESET which are not supported in earlier versions of the standard. The WAIT# signal allows for asynchronous data transfers for memory, attribute, and IO access cycles. The RESET signal allows resetting of the card configuration by the reset line of the host CPU.

2.1.2 Memory Access Cycles

A data transfer is initiated when the memory address is placed on the PC Card bus and one, or both, of the card enable signals (CE1# and CE2#) are driven low. REG# must be kept inactive. If only CE1# is driven low, 8-bit data transfers are enabled and A0 specifies whether the even or odd data byte appears on data bus lines D[7:0]. If both CE1# and CE2# are driven low, a 16-bit word transfer takes place. If only CE2# is driven low, an odd byte transfer occurs on data lines D[15:8].

During a read cycle, OE# (output enable) is driven low. A write cycle is specified by driving OE# high and driving the write enable signal (WE#) low. The cycle can be lengthened by driving WAIT# low for the time needed to complete the cycle.

The figure below illustrates a typical memory read cycle on the PC Card bus.

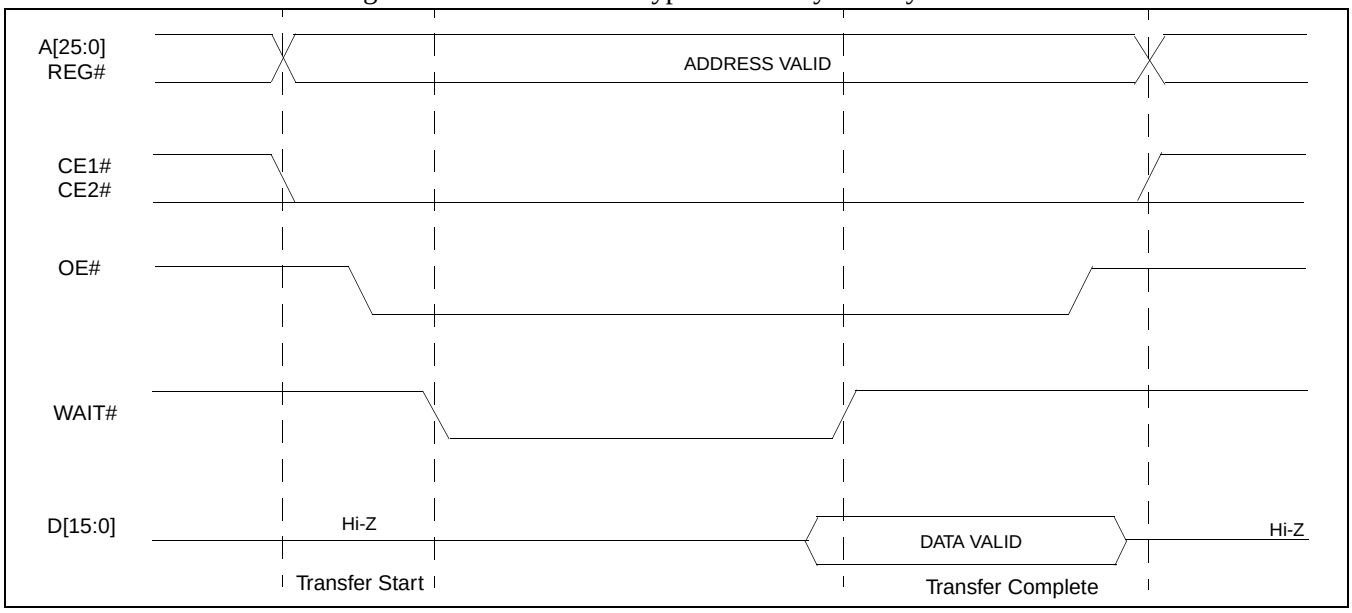

Figure 2-1: PC Card Read Cycle

The figure below illustrates a typical memory write cycle on the PC Card bus.

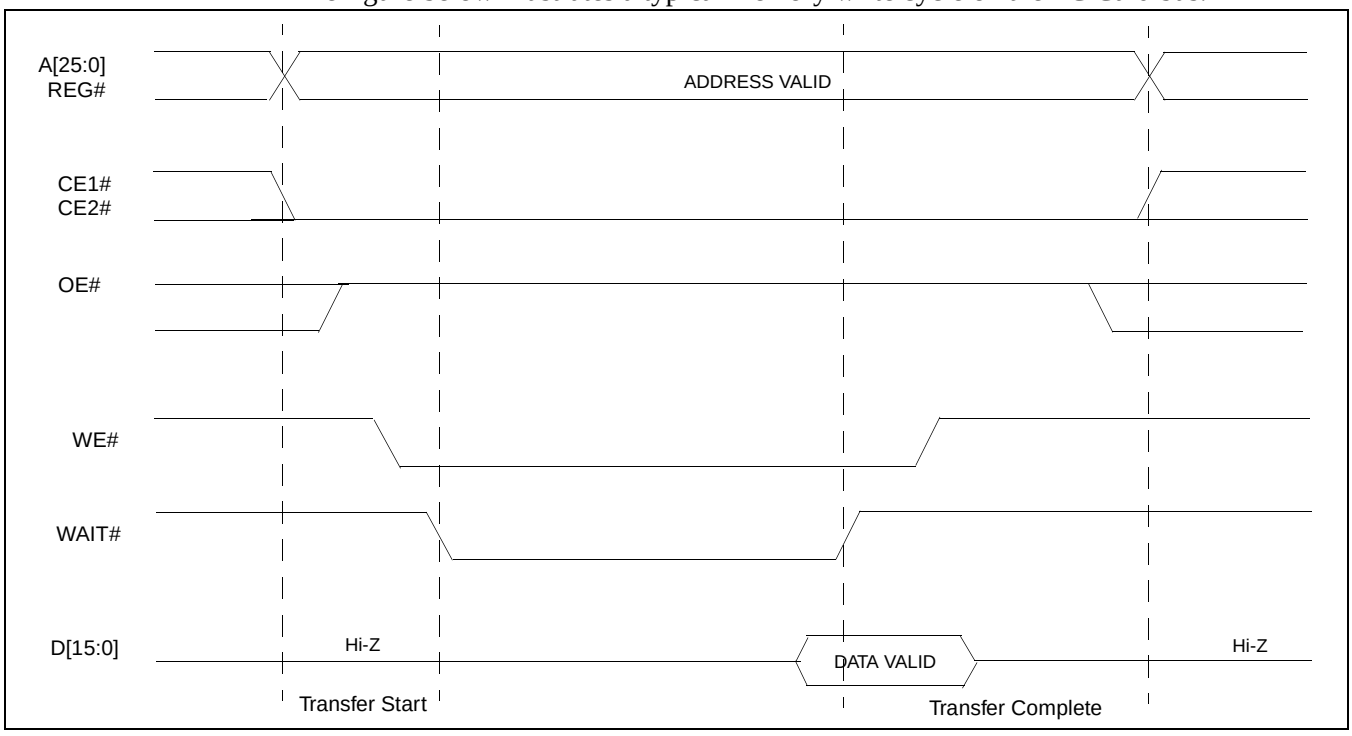

Figure 2-2: PC Card Write Cycle

3 S1D13504 Host Bus Interface

The S1D13504 implements a 16-bit Generic MPU host bus interface which is used to interface to the PC Card bus. The Generic MPU host bus interface is the least processor-specific interface mode supported by the S1D13504 and was chosen to implement this interface due to the simplicity of its timing.

The Generic MPU host bus interface is selected by the S1D13504 on the rising edge of RESET#. After releasing reset the bus interface signals assume their selected configuration.

Note

After reset, the Host Interface Disable bit in the Miscellaneous Disable Register (REG[1Bh]) will be set to logic '1', meaning that the S1D13504 will not respond to any host accesses until a write to REG[1Bh] clears this bit to 0. When debugging a new hardware design, this can sometimes give the appearance that the interface is not working, so it is important to remember to clear this bit before proceeding with debugging.

3.1 Generic MPU Host Bus Interface Pin Mapping

The following table shows the functions of each host bus interface signal.

Table 3-1: Generic MPU Host Bus Interface Pin Mapping

S1D13504 Pin Names	Generic MPU
AB[20:1]	A[20:1]
AB0	A0
DB[15:0]	D[15:0]
WE1#	WE1#
M/R#	External Decode
CS#	External Decode
BUSCLK	BCLK
BS#	Connect to IO V_{DD}
RD/WR#	RD1#
RD#	RD0#
WE0#	WE0#
WAIT#	WAIT#
RESET#	RESET#

3.2 Generic MPU Host Bus Interface Signals

The Generic MPU host bus interface requires the following signals:

- BUSCLK is a clock input which is required by the S1D13504 host bus interface. It is separate from the input clock (CLKI) and is typically driven by the host CPU system clock.
- The address inputs AB[20:0], and the data bus DB[15:0], connect directly to the CPU address and data bus, respectively. The hardware engineer must ensure that MD4 selects the proper endian mode upon reset.
- M/R# (memory/register) may be considered an address line, allowing system address A21 to be connected to the M/R# line.
- Chip Select (CS#) must be driven low whenever the S1D13504 is accessed by the host CPU.
- WE0# and WE1# are write enables for the low-order and high-order bytes, respectively, to be driven low when the host CPU is writing data to the S1D13504. These signals must be generated by external hardware based on the control outputs from the host CPU.
- RD# (RD0#) and RD/WR# (RD1#) are read enables for the low-order and high-order bytes, respectively, to be driven low when the host CPU is reading data from the S1D13504. These signals must be generated by external hardware based on the control outputs from the host CPU.
- WAIT# is a signal output from the S1D13504 that indicates the host CPU must wait until data is ready (read cycle) or accepted (write cycle) on the host bus. Since host CPU accesses to the S1D13504 may occur asynchronously to the display update, it is possible that contention may occur in accessing the S1D13504 internal registers and/or display buffer. The WAIT# line resolves these contentions by forcing the host to wait until the resource arbitration is complete.
- The Bus Start (BS#) signal is not used for the Generic MPU host bus interface and should be tied low (connected to GND).

4 PC Card to S1D13504 Interface

4.1 Hardware Description

The S1D13504 is interfaced to the PC Card bus with a minimal amount of glue logic. A PAL is used to decode the read and write signals of the PC Card bus which generate RD#, RD/WR#, WE0#, WE1#, and CS# for the S1D13504. The PAL also inverts the reset signal of the PC card since it is active high and the S1D13504 uses an active low reset. PAL equations for this implementation are listed in Section 4.3,"PAL Equations" on page 14.

In this implementation, the address inputs (AB[20:0]) and data bus (DB[15:0] connect directly to the CPU address (A[20:0]) and data bus (D[15:0]). M/R# is treated as an address line so that it can be controlled using system address A21. BS# (bus start) is not used and should be tied low (connected to GND).

The PC Card interface does not provide a bus clock, so one must be supplied for the S1D13504. Since the bus clock frequency is not critical, nor does it have to be synchronous to the bus signals, it may be the same as CLKI.

The following diagram shows a typical implementation of the PC Card to S1D13504 interface.

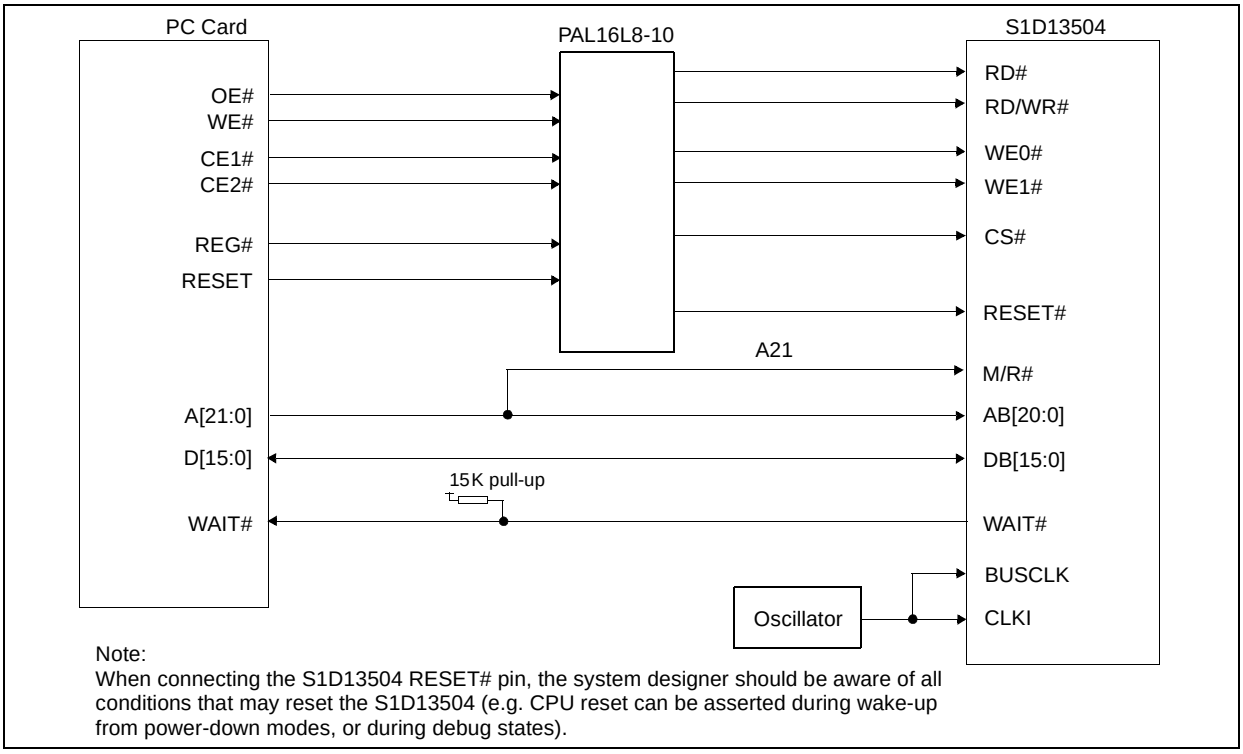

Figure 4-1: Typical Implementation of PC Card to S1D13504 Interface

Note

For pin mapping see Table 3-1: "Generic MPU Host Bus Interface Pin Mapping".

4.2 S1D13504 Hardware Configuration

The S1D13504 uses MD15 through MD0 to allow selection of the bus mode and other configuration data on the rising edge of RESET#. For details on configuration, refer to the *S1D13504 Hardware Functional Specification*, document number X19A-A-002-xx.

The tables below show only those configuration settings important to the PC Card interface.

Table 4-1: Summary of Power-On/Reset Options

S1D13504 Pin Name	value on this pin at rising edge of RESET# is used to configure:(1/0)	
	1	**0**
MD0	8-bit host bus interface	16-bit host bus interface
MD1	For host bus interface selection see Table 4-2: "Host Bus Interface Selection"	
MD2		
MD3		
MD4	Little Endian	Big Endian
MD5	WAIT# is active high (1 = insert wait state)	WAIT# is active low (0 = insert wait state)

= configuration for PC Card interface

Table 4-2: Host Bus Interface Selection

MD3	MD2	MD1	Host Bus Interface
0	0	0	SH-3
0	0	1	MC68K Bus 1 (e.g. MC68000)
0	1	0	MC68K Bus 2 (e.g. MC68030)
0	1	1	Generic MPU
1	X	X	Reserved

= configuration for PC Card interface

4.3 PAL Equations

The PAL equations used for the implementation presented in this document are as follows. Note that PALASM syntax uses positive logic. Active low pins are inverted in the pin declaration section.

```
CHIP  PCCAPP  PAL16L8

PIN   1         /oe     COMBINATORIAL   ; bus read enable
PIN   2         /we     COMBINATORIAL   ; bus write enable
PIN   3         /ce1    COMBINATORIAL   ; bus low byte enable
PIN   4         /ce2    COMBINATORIAL   ; bus high byte enable
PIN   5         /pcreg  COMBINATORIAL   ; bus CIS cycle enable
PIN   6         breset  COMBINATORIAL   ; bus reset (active high)

PIN  12         /we0    COMBINATORIAL   ; S1D13504 low byte write
PIN  13         /we1    COMBINATORIAL   ; S1D13504 high byte write
PIN  14         /cs     COMBINATORIAL   ; S1D13504 chip select
PIN  15         /rd0    COMBINATORIAL   ; S1D13504 low byte read
PIN  16         /rd1    COMBINATORIAL   ; S1D13504 high byte read
PIN  17         /reset  COMBINATORIAL   ; S1D13504 reset

PIN  10         gnd                     ; supply
PIN  20         vcc                     ; supply

EQUATIONS

rd0 = oe * ce1 * /pcreg                 ; /pcreg means disable in attribute mode
rd1 = oe * ce2 * /pcreg                 ; /pcreg means disable in attribute mode
we0 = we * ce1 * /pcreg                 ; /pcreg means disable in attribute mode
we1 = we * ce2 * /pcreg                 ; /pcreg means disable in attribute mode
cs = rd0 + rd1 + we0 + we1
reset = breset                        ; inversion appears in pin declaration section
```

4.4 Register/Memory Mapping

The S1D13504 is a memory mapped device. The internal registers are mapped in the lower PC Card memory address space starting at zero. The display buffer requires 2M bytes and is mapped in the third and fourth megabytes of the PC Card memory address space (ranging from 200000h to 3fffffh).

The PC Card socket provides 64M bytes of address space. Without further resolution on the decoding logic (M/R# connected to A21), the entire register set is aliased for every 64 byte boundary within the specified address range above. Since address bits A[25:22] are ignored, the S1D13505 registers and display buffer are aliased 16 times.

Note

If aliasing is not desirable, the upper addresses must be fully decoded.

5 Software

Test utilities and Windows® CE v2.0 display drivers are available for the S1D13504. Full source code is available for both the test utilities and the drivers.

The test utilities are configurable for different panel types using a program called 13504CFG, or by directly modifying the source. The Windows CE v2.0 display drivers can be customized by the OEM for different panel types, resolutions and color depths only by modifying the source.

The S1D13504 test utilities and Windows CE v2.0 display drivers are available from your sales support contact or on the internet at http://www.eea.epson.com.

6 References

6.1 Documents

- PCMCIA/JEIDA*, PC Card Standard -- March 1997*
- Epson Research and Development, Inc., *S1D13504 Hardware Functional Specification*, Document Number X19A-A-002-xx.
- Epson Research and Development, Inc., *S1D13504 Programming Notes and Examples*, Document Number X19A-G-002-xx.
- Epson Research and Development, Inc., *S5U13504B00C Rev. 1.0 ISA Bus Evaluation Board User Manual*, Document Number X19A-G-004-xx.

6.2 Document Sources

- PC Card Website: http://www.pc-card.com.
- Epson Electronics America Website: http://www.eea.epson.com.

7 Technical Support

7.1 EPSON LCD/CRT Controllers (S1D13504)

Japan
Seiko Epson Corporation
Electronic Devices Marketing Division
421-8, Hino, Hino-shi
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Tel: 042-587-5812
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http://www.epson.co.jp

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Singapore, 039192
Tel: 337-7911
Fax: 334-2716

7.2 PC Card Standard

PCMCIA
(Personal Computer Memory Card International Association)

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San Jose, CA 95134
Tel: (408) 433-2273
Fax: (408) 433-9558
http://www.pc-card.com

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EPSON®

S1D13504 Color Graphics LCD/CRT Controller

Interfacing to the Motorola MPC821 Microprocessor

Document Number: X19A-G-010-06

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Table of Contents

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List of Tables

List of Figures

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1 Introduction

This application note describes the hardware and software environment required to provide an interface between the S1D13504 Color Graphics LCD/CRT Controller and the Motorola MPC821 processor.

The designs described in this document are presented only as examples of how such interfaces might be implemented. This application note will be updated as appropriate. Please check the Epson Research and Development Website at http://www.erd.epson.com for the latest revision of this document before beginning any development.

We appreciate your comments on our documentation. Please contact us via email at documentation@erd.epson.com.

2 Interfacing to the MPC821

2.1 The MPC8xx System Bus

The MPC8xx family of processors feature a high-speed synchronous system bus typical of modern RISC microprocessors. This section provides an overview of the operation of the CPU bus in order to establish interface requirements.

2.2 MPC821 Bus Overview

The MPC8xx microprocessor family uses a synchronous address and data bus. All IO is synchronous to a square-wave reference clock called MCLK (Master Clock). This clock runs at the machine cycle speed of the CPU core (typically 25 to 50 MHz). Most outputs from the processor change state on the rising edge of this clock. Similarly, most inputs to the processor are sampled on the rising edge.

Note
The external bus can run at one-half the CPU core speed using the clock control register. This is typically used when the CPU core is operated above 50 MHz.

The MPC821 can generate up to eight independent chip select outputs, each of which may be controlled by one of two types of timing generators: the General Purpose Chip Select Module (GPCM) or the User-Programmable Machine (UPM). Examples are given using the GPCM.

It should be noted that all Power PC microprocessors, including the MPC8xx family, use bit notation opposite from the convention used by most other microprocessor systems. Bit numbering for the MPC8xx always starts with zero as the most significant bit, and increments in value to the least-significant bit. For example, the most significant bits of the address bus and data bus are A0 and D0, while the least significant bits are A31 and D31.

The MPC8xx uses both a 32-bit address and data bus. A parity bit is supported for each of the four byte lanes on the data bus. Parity checking is done when data is read from external memory or peripherals, and generated by the MPC8xx bus controller on write cycles. All IO accesses are memory-mapped meaning there is no separate IO space in the Power PC architecture.

Support is provided for both on-chip (DMA controllers) and off-chip (other processors and peripheral controllers) bus masters. For further information on this topic, refer to Section 6, “References” on page 23.

The bus can support both normal and burst cycles. Burst memory cycles are used to fill on-chip cache memory, and for certain on-chip DMA operations. Normal cycles are used for all other data transfers.

2.2.1 Normal (Non-Burst) Bus Transactions

A data transfer is initiated by the bus master by placing the memory address on address lines A0 through A31 and driving $\overline{TS}$ (Transfer Start) low for one clock cycle. Several control signals are also provided with the memory address:

- TSIZ[0:1] (Transfer Size) -- indicates whether the bus cycle is 8, 16, or 32-bit.
- RD/$\overline{WR}$ -- set high for read cycles and low for write cycles.
- AT[0:3] (Address Type Signals) -- provides more detail on the type of transfer being attempted.

When the peripheral device being accessed has completed the bus transfer, it asserts $\overline{TA}$ (Transfer Acknowledge) for one clock cycle to complete the bus transaction. Once $\overline{TA}$ has been asserted, the MPC821 will not start another bus cycle until $\overline{TA}$ has been de-asserted. The minimum length of a bus transaction is two bus clocks.

The following figure illustrates a typical memory read cycle on the Power PC system bus.

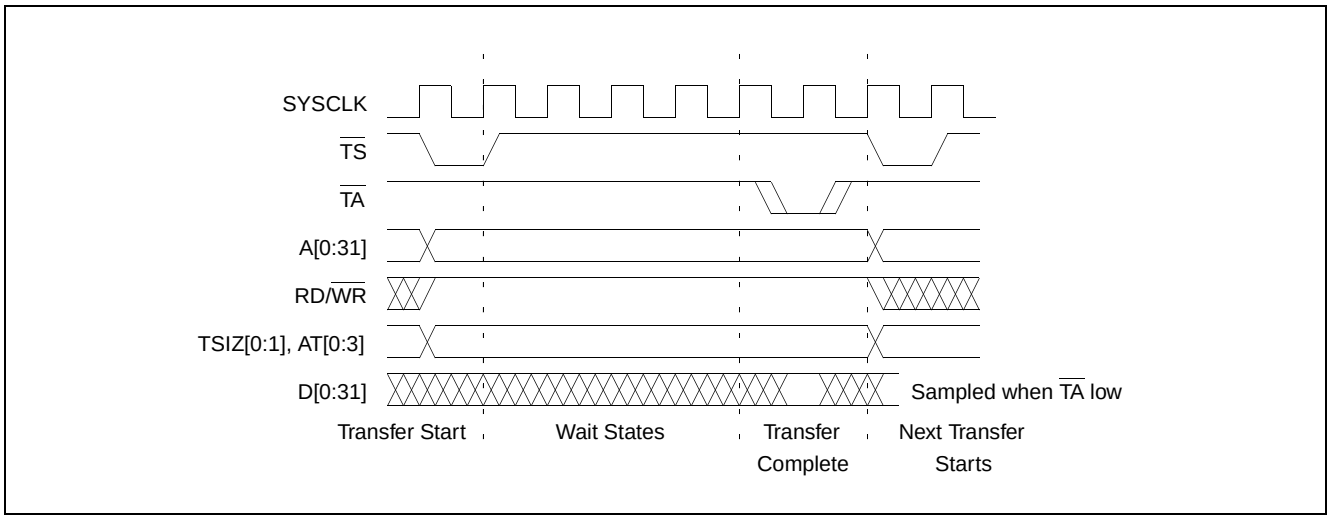

Figure 2-1: Power PC Memory Read Cycle

The following figure illustrates a typical memory write cycle on the Power PC system bus.

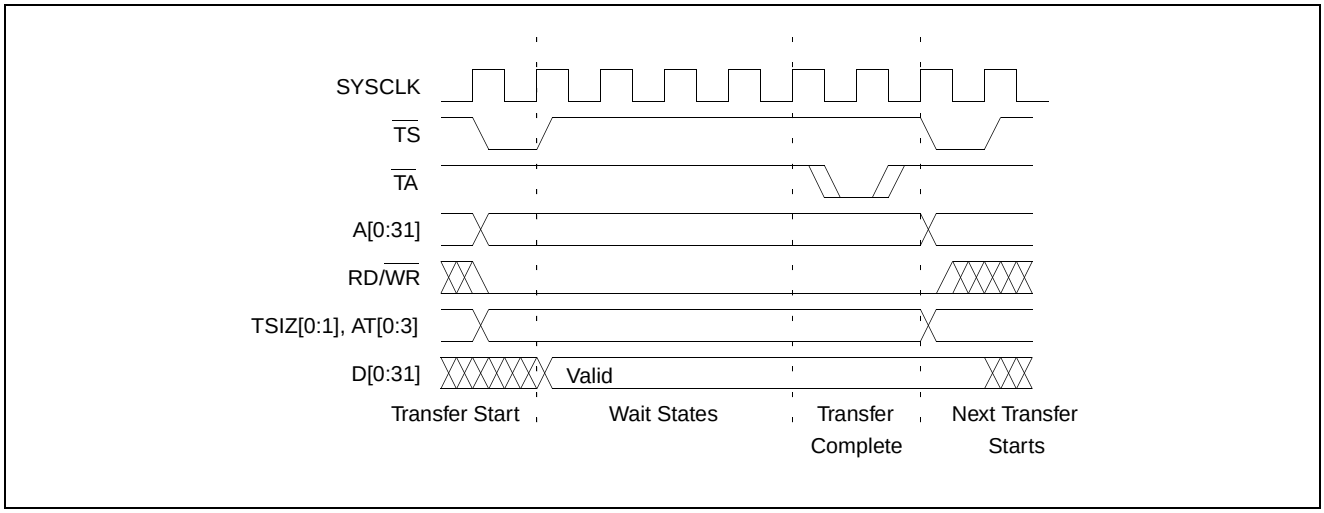

Figure 2-2: Power PC Memory Write Cycle

If an error occurs, TEA (Transfer Error Acknowledge) is asserted and the bus cycle is aborted. For example, a peripheral device may assert TEA if a parity error is detected, or the MPC821 bus controller may assert TEA if no peripheral device responds at the addressed memory location within a bus time-out period.

For 32-bit transfers, all data lines (D[0:31]) are used and the two low-order address lines A30 and A31 are ignored. For 16-bit transfers, data lines D0 through D15 are used and address line A30 is ignored. For 8-bit transfers, data lines D0 through D7 are used and all address lines (A[0:31]) are used.

Note

This assumes that the Power PC core is operating in big endian mode (typically the case for embedded systems).

2.1.3 Burst Cycles

Burst memory cycles are used to fill on-chip cache memory and to carry out certain on-chip DMA operations. They are very similar to normal bus cycles with the following exceptions:

- Always 32-bit.
- Always attempt to transfer four 32-bit words sequentially.
- Always address longword-aligned memory (i.e. A30 and A31 are always 0:0).
- Do not increment address bits A28 and A29 between successive transfers; the addressed device must increment these address bits internally.

If a peripheral is not capable of supporting burst cycles, it can assert Burst Inhibit (BI) simultaneously with TA, and the processor will revert to normal bus cycles for the remaining data transfers.

Burst cycles are mainly intended to facilitate cache line fills from program or data memory. They are normally not used for transfers to/from IO peripheral devices such as the S1D13504, therefore the interfaces described in this document do not attempt to support burst cycles. However, the example interfaces include circuitry to detect the assertion of $\overline{BDIP}$ and respond with $\overline{BI}$ if caching is accidently enabled for the S1D13504 address space.

2.3 Memory Controller Module

2.3.1 General-Purpose Chip Select Module (GPCM)

The General-Purpose Chip Select Module (GPCM) is used to control memory and peripheral devices which do not require special timing or address multiplexing. In addition to the chip select output, it can generate active-low Output Enable ($\overline{OE}$) and Write Enable ($\overline{WE}$) signals compatible with most memory and x86-style peripherals. The MPC821 bus controller also provides a Read/Write (RD/$\overline{WR}$) signal which is compatible with most 68K peripherals.

The GPCM is controlled by the values programmed into the Base Register (BR) and Option Register (OR) of the respective chip select. The Option Register sets the base address, the block size of the chip select, and controls the following timing parameters:

- The ACS bit field allows the chip select assertion to be delayed with respect to the address bus valid, by 0, ¼, or ½ clock cycle.
- The CSNT bit causes chip select and $\overline{WE}$ to be negated ½ clock cycle earlier than normal.
- The TRLX (relaxed timing) bit will insert an additional one clock delay between assertion of the address bus and chip select. This accommodates memory and peripherals with long setup times.
- The EHTR (Extended hold time) bit will insert an additional 1-clock delay on the first access to a chip select.
- Up to 15 wait states may be inserted, or the peripheral can terminate the bus cycle itself by asserting $\overline{TA}$ (Transfer Acknowledge).
- Any chip select may be programmed to assert $\overline{BI}$ (Burst Inhibit) automatically when its memory space is addressed by the processor core.

2.3.2 User-Programmable Machine (UPM)

The UPM is typically used to control memory types, such as Dynamic RAMs, which have complex control or address multiplexing requirements. The UPM is a general purpose RAM-based pattern generator which can control address multiplexing, wait state generation, and five general-purpose output lines on the MPC821. Up to 64 pattern locations are available, each 32 bits wide. Separate patterns may be programmed for normal accesses, burst accesses, refresh (timer) events, and exception conditions. This flexibility allows almost any type of memory or peripheral device to be accommodated by the MPC821.

In this application note, the GPCM is used instead of the UPM, since the GPCM has enough flexibility to accommodate the S1D13504 and it is desirable to leave the UPM free to handle other interfacing duties, such as EDO DRAM.

3 S1D13504 Host Bus Interface

The S1D13504 implements a 16-bit Generic MPU host bus interface which is used to interface to the MPC821 processor. The Generic MPU host bus interface is the least processor-specific interface mode supported by the S1D13504. Although the Power PC bus is similar in many respects to the M68K bus, the Generic MPU host bus interface was chosen for this interface due to the simplicity of its timing and compatibility with the control signals available from the MPC821 General-Purpose Chip Select Module.

The Generic MPU host bus interface is selected by the S1D13504 on the rising edge of RESET#. After releasing reset the bus interface signals assume their selected configuration.

Note

After reset, the Host Interface Disable bit in the Miscellaneous Disable Register (REG[1Bh]) will be set to logic '1', meaning that the S1D13504 will not respond to any host accesses until a write to REG[1Bh] clears this bit to 0. When debugging a new hardware design, this can sometimes give the appearance that the interface is not working, so it is important to remember to clear this bit before proceeding with debugging.

3.1 Generic MPU Host Bus Interface Pin Mapping

The following table shows the functions of each host bus interface signal.

Table 3-1: Generic MPU Host Bus Interface Pin Mapping

S1D13504 Pin Names	Generic MPU
AB[20:1]	A[20:1]
AB0	A0
DB[15:0]	D[15:0]
WE1#	WE1#
M/R#	External Decode
CS#	External Decode
BUSCLK	BCLK
BS#	Connect to IO V_{DD}
RD/WR#	RD1#
RD#	RD0#
WE0#	WE0#
WAIT#	WAIT#
RESET#	RESET#

3.2 Generic MPU Host Bus Interface Signals

The interface requires the following signals:

- BUSCLK is a clock input which is required by the S1D13504 host bus interface. It is separate from the input clock (CLKI) and is typically driven by the host CPU system clock.
- The address inputs AB[20:0], and the data bus DB[15:0], connect directly to the CPU address and data bus, respectively. The hardware engineer must ensure that MD4 selects the proper endian mode upon reset.
- M/R# (memory/register) may be considered an address line, allowing system address A21 to be connected to the M/R# line.
- Chip Select (CS#) must be driven low whenever the S1D13504 is accessed by the host CPU.
- WE0# and WE1# are write enables for the low-order and high-order bytes, respectively, to be driven low when the host CPU is writing data to the S1D13504.
- RD# (RD0#) and RD/WR# (RD1#) are read enables for the low-order and high-order bytes, respectively, to be driven low when the host CPU is reading data from the S1D13504.
- WAIT# is a signal output from the S1D13504 that indicates the host CPU must wait until data is ready (read cycle) or accepted (write cycle) on the host bus. Since host CPU accesses to the S1D13504 may occur asynchronously to the display update, it is possible that contention may occur in accessing the S1D13504 internal registers and/or display buffer. The WAIT# line resolves these contentions by forcing the host to wait until the resource arbitration is complete. This signal is active low and must be inverted using MD5 since the MPC821 wait state signal is active high.
- The Bus Start (BS#) signal is not used for the Generic MPU host bus interface and must be connected to IO V_{DD}.

4 MPC821 to S1D13504 Interface

4.1 Hardware Description

The interface between the S1D13504 and the MPC821 requires no glue logic. All lines are directly connected. A single resistor is used to speed up the rise time of the WAIT# ($\overline{TA}$) signal when terminating the bus cycle.

BS# (bus start) is not used in this implementation and must be connected to IO V_{DD}.

The following diagram shows a typical implementation of the MPC821 to S1D13504 interface.

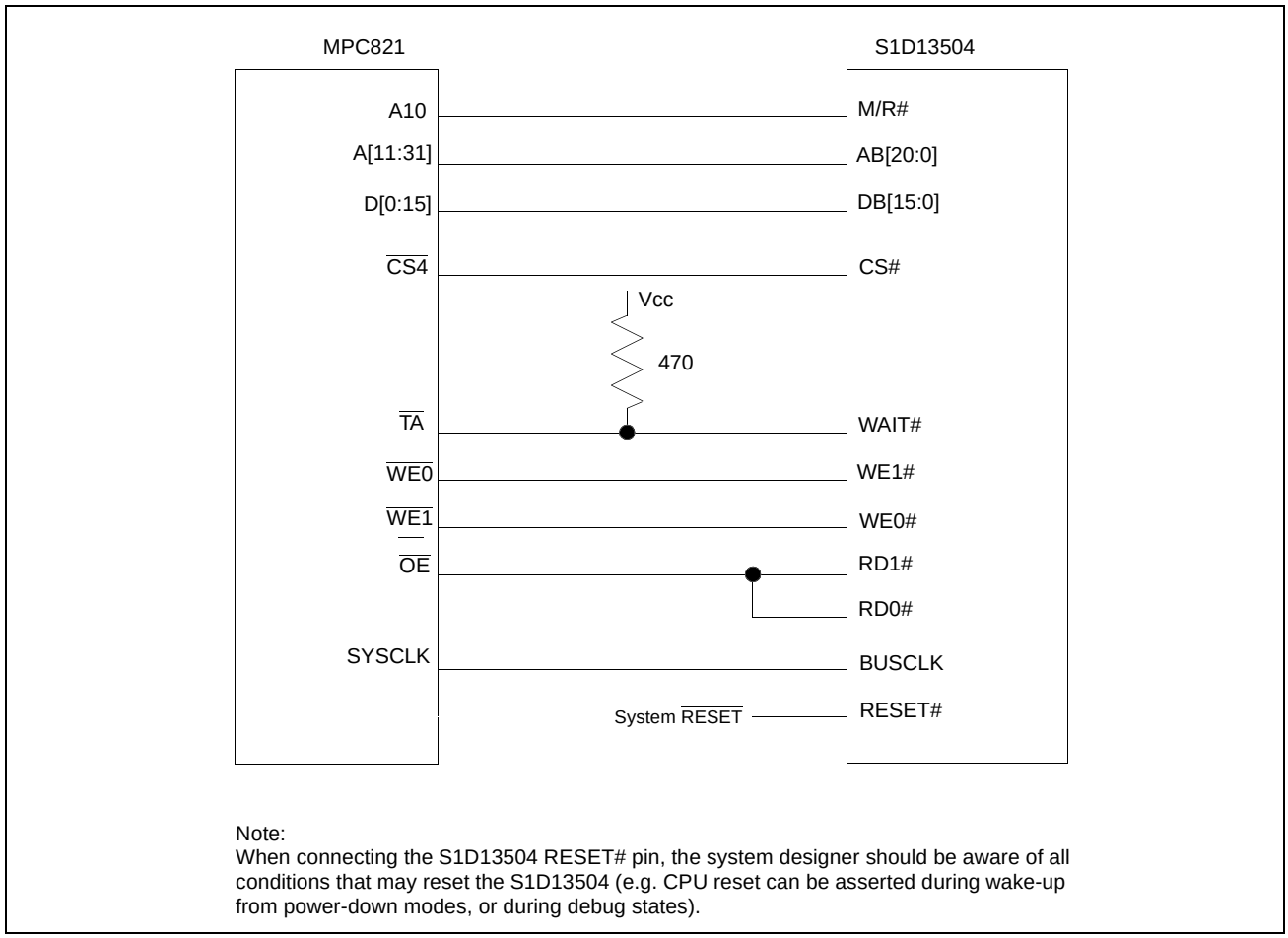

Figure 4-1: Typical Implementation of MPC821 to S1D13504 Interface

Note

For pin mapping see Table 3-1:, “Generic MPU Host Bus Interface Pin Mapping” .

4.2 Hardware Connections

The following table details the connections between the pins and signals of the MPC821 and the S1D13504.

Table 4-1: List of Connections from MPC821ADS to S1D13504

MPC821 Signal Name	MPC821ADS Connector and Pin Name	S1D13504 Signal Name
Vcc	P6-A1, P6-B1	Vcc
A10	P6-C23	M/R#
A11	P6-A22	AB20
A12	P6-B22	AB19
A13	P6-C21	AB18
A14	P6-C20	AB17
A15	P6-D20	AB16
A16	P6-B24	AB15
A17	P6-C24	AB14
A18	P6-D23	AB13
A19	P6-D22	AB12
A20	P6-D19	AB11
A21	P6-A19	AB10
A22	P6-D28	AB9
A23	P6-A28	AB8
A24	P6-C27	AB7
A25	P6-A26	AB6
A26	P6-C26	AB5
A27	P6-A25	AB4
A28	P6-D26	AB3
A29	P6-B25	AB2
A30	P6-B19	AB1
A31	P6-D17	AB0
D0	P12-A9	DB15
D1	P12-C9	DB14
D2	P12-D9	DB13
D3	P12-A8	DB12
D4	P12-B8	DB11
D5	P12-D8	DB10
D6	P12-B7	DB9
D7	P12-C7	DB8
D8	P12-A15	DB7
D9	P12-C15	DB6
D10	P12-D15	DB5
D11	P12-A14	DB4

Table 4-1: List of Connections from MPC821ADS to S1D13504 (Continued)

MPC821 Signal Name	MPC821ADS Connector and Pin Name	S1D13504 Signal Name
D12	P12-B14	DB3
D13	P12-D14	DB2
D14	P12-B13	DB1
D15	P12-C13	DB0
$\overline{\text{SRESET}}$	P9-D15	RESET#
SYSCLK	P9-C2	BUSCLK
$\overline{\text{CS4}}$	P6-D13	CS#
$\overline{\text{TA}}$	P6-B6	WAIT#
$\overline{\text{WE0}}$	P6-B15	WE1#
$\overline{\text{WE1}}$	P6-A14	WE0#
$\overline{\text{OE}}$	P6-B16	RD1#, RD0#
Gnd	P12-A1, P12-B1, P12-A2, P12-B2, P12-A3, P12-B3, P12-A4, P12-B4, P12-A5, P12-B5, P12-A6, P12-B6, P12-A7	Vss

Note

Note that the bit numbering of the Power PC bus signals is reversed from convention, e.g.: the most significant address bit is A0, the next is A1, A2, etc.

4.3 S1D13504 Hardware Configuration

The S1D13504 uses MD15 through MD0 to allow selection of the bus mode and other configuration data on the rising edge of RESET#. For details on configuration, refer to the *S1D13504 Hardware Functional Specification*, document number X19A-A-002-xx.

The tables below show only those configuration settings important to the MPC821 interface.

Table 4-2: Summary of Power-On/Reset Options

S1D13504 Pin Name	value on this pin at rising edge of RESET# is used to configure: (1/0)	
	1	0
MD0	8-bit host bus interface	16-bit host bus interface
MD1	For host bus interface selection see Table 4-2, “Host Bus Interface Selection”	
MD2		
MD3		
MD4	Little Endian	Big Endian
MD5	Wait# signal is active high	Wait# signal is active low
MD9	Reserved	Configure SUSPEND# pin as Hardware Suspend Enable

= configuration for MPC821 interface.

Table 4-2: Host Bus Interface Selection

MD3	MD2	MD1	Host Bus Interface
0	0	0	SH-3 bus interface
0	0	1	MC68K bus 1 interface (e.g. MC68000)
0	1	0	MC68K bus 2 interface (e.g. MC68030)
0	1	1	Generic bus interface (e.g. MPC821, ISA bus interface)
1	x	x	Reserved

= configuration for MPC821 interface.

4.4 Register/Memory Mapping

The S1D13504 is a memory mapped device. The DRAM on the MPC821 ADS board extends from address 0h through 3F FFFFh, so the S1D13504 must be addressed starting at 40 0000h. A total of 4M bytes of address space is used, where the lower 2M bytes (from 40 0000h through 5F FFFFh) is reserved for the S1D13504 on-chip registers and the upper 2M bytes (from 60 0000h through 7F FFFFh) is used for the S1D13504 display buffer.

4.5 MPC821 Chip Select Configuration

Chip select 4 is used to control the S1D13504. The following options are selected in the base address register (BR4):

- BA[0:16] = 0000 0000 0100 0000 0 – set starting address of S1D13504 to 40 0000h.
- AT[0:2] = 0 – ignore address type bits.
- PS[0:1] = 1:0 – memory port size is 16-bit.
- PARE = 0 – disable parity checking.
- WP = 0 – disable write protect.
- MS[0:1] = 0:0 – select General Purpose Chip Select module to control this chip select.
- V = 1 – set valid bit to enable chip select.

The following options were selected in the option register (OR4):

- AM[0:16] = 1111 1111 1100 0000 0 – mask all but upper 10 address bits; S1D13504 consumes 4M byte of address space.
- ATM[0:2] = 0 – ignore address type bits.
- CSNT = 0 – normal $\overline{CS}$/$\overline{WE}$ negation.
- ACS[0:1] = 1:1 – delay $\overline{CS}$ assertion by ½ clock cycle from address lines.
- BI = 1 – assert Burst Inhibit.
- SCY[0:3]= 0 – wait state selection; this field is ignored since external transfer acknowledge is used; see SETA below.
- SETA = 1 – the S1D13504 generates an external transfer acknowledge using the WAIT# line.
- TRLX = 0 – normal timing.
- EHTR = 0 – normal timing.

4.6 Test Software

The test software used to exercise this interface is very simple. It carries out the following functions:

1. Configures chip select 4 on the MPC821 to map the S1D13504 to an unused 4M byte block of address space.

2. Loads the appropriate values into the option register for CS4.

3. Enables the S1D13504 host bus interface by writing the value 0 to REG[1Bh].

At that point the software runs in a tight loop which reads the S1D13504 Revision Code Register REG[00h]. This allows monitoring of the bus timing on a logic analyzer.

This source code for the following test routine was entered into the memory of the MPC821ADS using the line-by-line assembler in MPC8BUG (the debugger provided with the ADS board). It was run on the ADS and a logic analyzer was used to verify operation of the interface hardware.

4.6.1 Source Code

```
BR4             equ       $120              ; CS4 base register
OR4             equ       $124              ; CS4 option register
MemStart        equ       $40               ; upper word of S1D13504 start address
DisableReg      equ       $1b               ; address of S1D13504 Disable Register
RevCodeReg      equ       0                 ; address of Revision Code Register

Start           mfspr     r1,IMMR           ; get base address of internal registers
                andis.    r1,r1,$ffff       ; clear lower 16 bits to 0
                andis.    r2,r0,0           ; clear r2
                oris      r2,r2,MemStart    ; write base address
                ori       r2,r2,$0801       ; port size 16 bits; select GPCM; enable
                stw       r2,BR4(r1)        ; write value to base register
                andis.    r2,r0,0           ; clear r2
                oris      r2,r2,$ffc0       ; address mask – use upper 10 bits
                ori       r2,r2,$0708       ; normal CS negation; delay CS ½ clock;
                                            ; inhibit burst
                stw       r2,OR4(r1)        ; write to option register
                andis.    r1,r0,0           ; clear r1
                oris      r1,r1,MemStart    ; point r1 to start of S1D13504 mem space
                stb       r1,DisableReg(r1) ; write 0 to disable register
Loop            lbz       r0,RevCodeReg(r1) ; read revision code into r1
                b         Loop              ; branch forever

end
```

Note

MPC8BUG does not support comments or symbolic equates; these have been added for clarity.

Note

It is important to note that when the MPC821 comes out of reset, its on-chip caches and MMU are disabled. If the data cache is enabled, the MMU must be setup so the S1D13504 memory block is tagged as non-cacheable. This ensures that accesses to the S1D13504 will occur in proper order, and the MPC821 will not attempt to cache any data read from or written to the S1D13504 or its display buffer.

5 Software

Test utilities and display drivers are available for the S1D13504. Full source code is available for both the test utilities and the drivers.

The test utilities are configurable for different panel types using a program called 13504CFG, or by directly modifying the source. The display drivers can be customized by the OEM for different panel types, resolutions and color depths only by modifying the source.

The S1D13504 test utilities and display drivers are available from your sales support contact or on the internet at http://www.erd.epson.com.

6 References

6.1 Documents

- Motorola Inc., *Power PC MPC821 Portable Systems Microprocessor User's Manual*, Motorola Publication no. MPC821UM/AD.
- Epson Research and Development, Inc., *S1D13504 Color Graphics LCD/CRT Controller Hardware Functional Specification*, Document Number X19A-A-002-xx.
- Epson Research and Development, Inc., *S5U13504B00C Rev. 1.0 ISA Bus Evaluation Board User Manual*, Document Number X19A-G-004-xx.
- Epson Research and Development, Inc., *S1D13504 Programming Notes and Examples*, Document Number X19A-G-002-xx.

6.2 Document Sources

- Motorola Inc.: Motorola Literature Distribution Center, (800) 441-2447.
- Motorola Website: http://www.mot.com.
- Epson Research and Development Website: http://www.erd.epson.com.

7 Technical Support

7.1 EPSON LCD/CRT Controllers (S1D13504)

Japan
Seiko Epson Corporation
Electronic Devices Marketing Division
421-8, Hino, Hino-shi
Tokyo 191-8501, Japan
Tel: 042-587-5812
Fax: 042-587-5564
http://www.epson.co.jp/

North America
Epson Electronics America, Inc.
150 River Oaks Parkway
San Jose, CA 95134, USA
Tel: (408) 922-0200
Fax: (408) 922-0238
http://www.eea.epson.com/

Taiwan
Epson Taiwan Technology
& Trading Ltd.
10F, No. 287
Nanking East Road
Sec. 3, Taipei, Taiwan
Tel: 02-2717-7360
Fax: 02-2712-9164
http://www.epson.com.tw/

Hong Kong
Epson Hong Kong Ltd.
20/F., Harbour Centre
25 Harbour Road
Wanchai, Hong Kong
Tel: 2585-4600
Fax: 2827-4346
http://www.epson.com.hk/

Europe
Epson Europe Electronics GmbH
Riesstrasse 15
80992 Munich, Germany
Tel: 089-14005-0
Fax: 089-14005-110
http://www.epson-electronics.de/

Singapore
Epson Singapore Pte., Ltd.
No. 1
Temasek Avenue #36-00
Millenia Tower
Singapore, 039192
Tel: 337-7911
Fax: 334-2716
http://www.epson.com.sg/

7.2 Motorola MPC821 Processor

- Motorola Design Line, (800) 521-6274.
- Local Motorola sales office or authorized distributor.

EPSON®

S1D13504 Color Graphics LCD/CRT Controller

Interfacing to the Motorola MCF5307 "Coldfire" Microprocessor

Document Number: X19A-G-011-07

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Table of Contents

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List of Tables

List of Figures

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1 Introduction

This application note describes the hardware and software environment required to provide an interface between the S1D13504 Color Graphics LCD/CRT Controller and the Motorola MCF5307 “Coldfire” microprocessor. The pairing of these two devices results in an embedded system offering impressive display capability with very low power consumption.

The designs described in this document are presented only as examples of how such interfaces might be implemented. This application note will be updated as appropriate. Please check the Epson Electronics America Website at http://www.eea.epson.com for the latest revision of this document before beginning any development.

We appreciate your comments on our documentation. Please contact us via email at techpubs@erd.epson.com.

2 Interfacing to the MCF5307

2.1 The MCF5307 System Bus

The MCF5200/5300 family of processors feature a high-speed synchronous system bus typical of modern microprocessors. This section provides an overview of the operation of the MCF5307 bus in order to establish interface requirements.

2.1.1 Overview

The MCF5307 microprocessor family uses a synchronous address and data bus, very similar in architecture to the MC68040 and MPC8xx. All outputs and inputs are timed with respect to a square-wave reference clock called BCLK0 (Master Clock). This clock runs at a software-selectable divisor rate from the machine cycle speed of the CPU core, typically 20 to 33 MHz. Both the address and the data bus are 32 bits in width. All IO accesses are memory-mapped; there is no separate IO space in the MCF5307 architecture.

The bus can support two types of cycle, normal and burst. Burst memory cycles are used to fill on-chip cache memories, and for certain on-chip DMA operations. Normal cycles are used for all other data transfers.

2.1.2 Normal (Non-Burst) Bus Transactions

The bus master initiates a data transfer by placing the memory address on address lines A31 through A0 and driving $\overline{TS}$ (Transfer Start) low for one clock cycle. Several control signals are also provided with the memory address:

- SIZ[1:0] (Transfer Size) -- indicates whether the bus cycle is 8, 16, or 32 bits in width.
- R/$\overline{W}$ -- set high for read cycles and low for write cycles.
- TT[1:0] (Transfer Type Signals) -- provides more detail on the type of transfer being attempted.
- $\overline{TIP}$ (Transfer In Progress) -- asserts whenever a bus cycle is active.

When the peripheral device being accessed has completed the bus transfer, it asserts $\overline{TA}$ (Transfer Acknowledge) for one clock cycle, completing the bus transaction. Once $\overline{TA}$ has been asserted, the MCF5307 will not start another bus cycle until $\overline{TA}$ has been de-asserted. The minimum length of a bus transaction is two bus clocks.

The following figure illustrates a typical memory read cycle on the MCF5307 system bus.

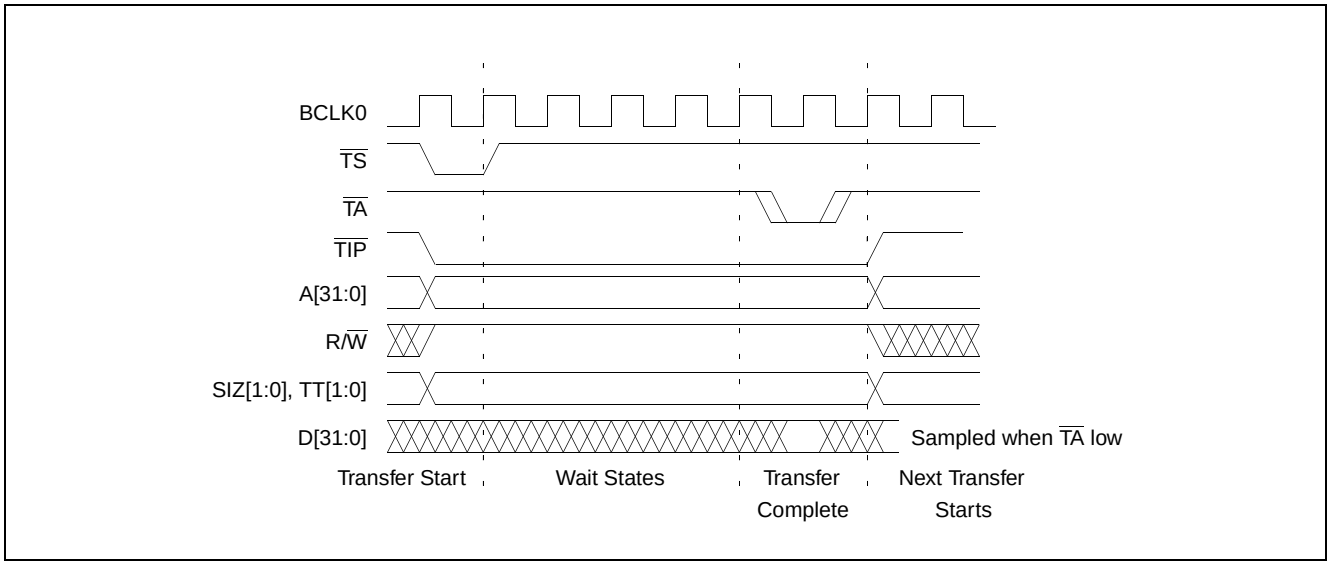

Figure 2-1: MCF5307 Memory Read Cycle

The following figure illustrates a typical memory read cycle on the MCF5307 system bus.

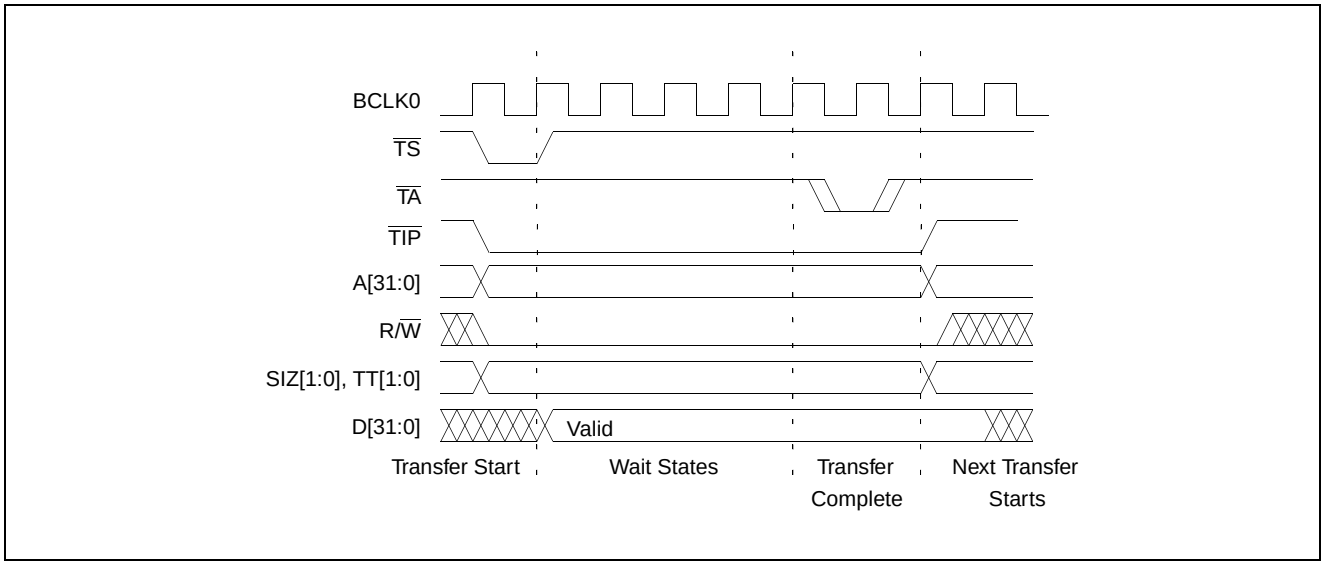

Figure 2-2: MCF5307 Memory Write Cycle

2.1.3 Burst Cycles

Burst cycles are very similar to normal cycles, except they occur as a series of four back-to-back, 32-bit memory reads or writes, with the $\overline{TIP}$ (Transfer In Progress) output asserted continuously through the burst. Burst memory cycles are mainly intended to facilitate cache line fill from program or data memory. They are typically not used for transfers to/from IO peripheral devices such as the S1D13504. The MCF5307 chip selects provide a mechanism to disable burst accesses for peripheral devices which are not able to support them.

2.2 Chip-Select Module

In addition to generating eight independent chip-select outputs, the MCF5307 Chip Select Module can generate active-low Output Enable ($\overline{OE}$) and Write Enable ($\overline{WE}$) signals compatible with most memory and x86-style peripherals. The MCF5307 bus controller also provides a Read/Write (R/$\overline{W}$) signal which is compatible with most 68K peripherals.

Chip selects 0 and 1 can be programmed independently to respond to any base address and block size. Chip select 0 can be active immediately after reset, and is typically used to control a boot ROM. Chip select 1 is typically used to control a large static or dynamic RAM block.

Chip selects 2 through 7 have fixed block sizes of 2M bytes each. Each has a unique, fixed offset from a common, programmable starting address. These chip selects are well-suited to typical IO addressing requirements.

Each chip select may be individually programmed for:

- Port size (8/16/32-bit).
- Number of wait states (0-15) or external acknowledge.
- Address space type.
- Burst or non-burst cycle support.
- Write protect.

3 S1D13504 Bus Interface

The S1D13504 implements a 16-bit Generic MPU host bus interface which is used to interface to the MCF5307 microprocessor. The Generic MPU host bus interface is the least processor-specific interface mode supported by the S1D13504. The Generic MPU host bus interface was chosen to implement this interface due to the simplicity of its timing and compatibility with the control signals available from the MCF5307's General-Purpose Chip Select Module.

The Generic MPU host bus interface is selected by the S1D13504 on the rising edge of RESET#. After releasing reset the bus interface signals assume their selected configuration.

Note

After reset, the Host Interface Disable bit in the Miscellaneous Disable Register (REG[1Bh]) will be set to logic '1', meaning that the S1D13504 will not respond to any host accesses until a write to REG[1Bh] clears this bit to 0. When debugging a new hardware design, this can sometimes give the appearance that the interface is not working, so it is important to remember to clear this bit before proceeding with debugging.

3.1 Generic MPU Host Bus Interface Pin Mapping

The following table shows the functions of each host bus interface signal.

Table 3-1: Generic MPU Host Bus Interface Pin Mapping

S1D13504 Pin Names	Generic MPU
AB[20:1]	A[20:1]
AB0	A0
DB[15:0]	D[15:0]
WE1#	WE1#
M/R#	External Decode
CS#	External Decode
BUSCLK	BCLK
BS#	Connect to IO V_{DD}
RD/WR#	RD1#
RD#	RD0#
WE0#	WE0#
WAIT#	WAIT#
RESET#	RESET#

3.2 Generic MPU Host Bus Interface Signals

The interface requires the following signals:

- BUSCLK is a clock input which synchronizes transfers between the host CPU and the S1D13504. It is separate from the pixel clock (CLKI) and is typically driven by the host CPU system clock.
- The address inputs AB[20:0], and the data bus DB[15:0], connect directly to the CPU address and data bus, respectively. The hardware engineer must ensure that MD4 selects the proper endian mode upon reset.
- Chip Select (CS#) is driven by decoding the high-order address lines to select the proper IO or memory address space.
- M/R# is driven high for memory accesses, or low for S1D13504 register accesses. On CPUs which implement memory-mapped IO, this pin is typically tied to an address line; on CPUs with separate IO spaces, this pin is typically driven by control logic from the CPU.
- WE0# and WE1# are write enables for the low-order and high-order bytes, respectively, to be driven low when the host CPU is writing data to the S1D13504.
- RD# and RD1# are read enables for the low-order and high-order bytes, respectively, to be driven low when the host CPU is reading data from the S1D13504.
- WAIT# is a signal which is output from the S1D13504 to the host CPU which indicates when data is ready (read cycle) or accepted (write cycle) on the host bus. Since host CPU accesses to the S1D13504 may occur asynchronously to the display update, it is possible that contention may occur in access to the 13504 internal registers and/or refresh memory. The WAIT# line resolves these contentions by forcing the host to wait until the resource arbitration is complete. This signal is active low and needs to be inverted using MD5 since the MCF5307 wait state signal is active high.
- The Bus Status (BS#) signal is unused in general purpose bus mode, and should be tied high (connected to IO V_{DD}).

4 MCF5307 To S1D13504 Interface

4.1 Hardware Connections

The interface between the S1D13504 and the MCF5307 requires minimal glue logic. Since the S1D13504 has a single chip select input for both display RAM and registers, a single external gate is required to produce a negative-OR function of the two MCF5307 chip selects. A single resistor is used to speed up the rise time of the WAIT# ($\overline{TA}$) signal when terminating the bus cycle.

BS# (bus start) is not used in this implementation and should be tied low (connected GND).

The following diagram shows a typical implementation of the MCF5307 to S1D13504 interface.

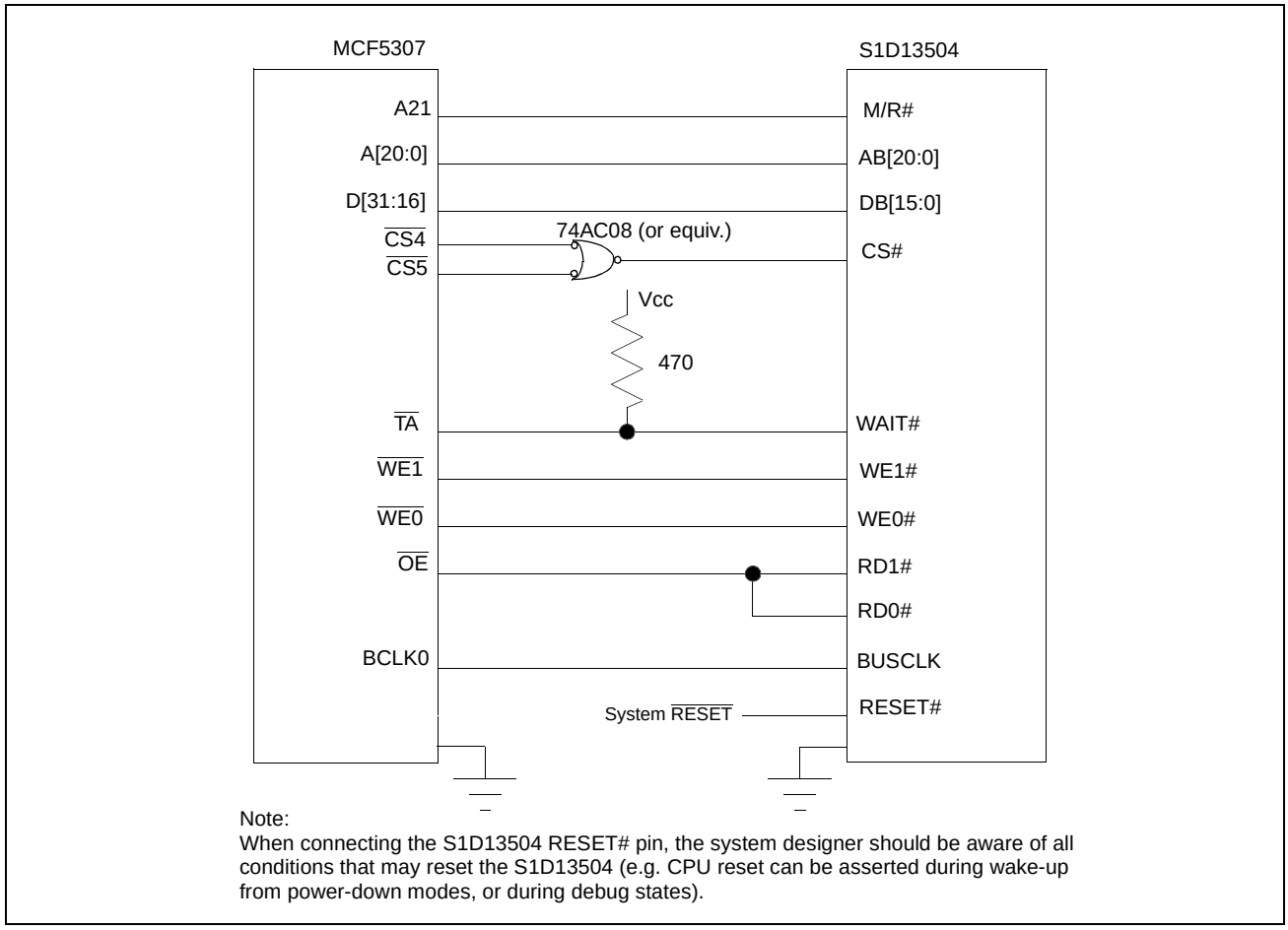

Figure 4-1: Typical Implementation of MCF5307 to S1D13504 Interface

Note

For pin mapping see Table 3-1:, “Generic MPU Host Bus Interface Pin Mapping” .

4.2 S1D13504 Hardware Configuration

The S1D13504 uses MD15 through MD0 to allow selection of the bus mode and other configuration data on the rising edge of RESET#. For details on configuration, refer to the S1D13504 Hardware Functional Specification, document number X19A-A-002-xx.

Table 4-1: S1D13504 Configuration Settings

S1D13504 Pin Name	**value on this pin at rising edge of RESET# is used to configure:**(1/0)	
	1	**0**
MD0	8-bit host bus interface	16-bit host bus interface
MD1	See “Host Bus Selection” table below	See “Host Bus Selection” table below
MD2		
MD3		
MD4	Little Endian	Big Endian
MD5	Wait# signal is active high	Wait# signal is active low
MD9	Configure SUSPEND# pin as GPO output	Configure SUSPEND# pin as Hardware Suspend Enable

= required settings for MCF5307 interface

Table 4-2: S1D13504 Host Bus Selection

MD3	**MD2**	**MD1**	**Host Bus Interface**
0	0	0	SH-3 bus interface
0	0	1	MC68K bus 1 interface (e.g. MC68000)
0	1	0	MC68K bus 2 interface (e.g. MC68030)
0	1	1	Generic bus interface (e.g. MCF5307, ISA bus interface)
1	x	x	Reserved

= required settings for MCF5307 interface.

4.3 Memory/Register Mapping

The S1D13504 is a memory mapped device requiring a 2M byte address space for the display buffer and a few more locations for the internal registers. Chip selects 0 and 1 have programmable block sizes from 64K bytes through 2G bytes, however these chip selects would normally be needed to control system RAM and ROM. Two of the IO chip selects (CS2 through CS7) are required to address the entire address space of the S1D13504, since these chip selects have a fixed 2M byte block size.

4.4 MCF5307 Chip Select Configuration

In the example interface, chip selects 4 and 5 are used to control the S1D13504. CS4 selects a 2M byte address space for the S1D13504 control registers, while CS5 selects the 2M byte display buffer. The CSBAR register should be set to the upper 8 bits of the desired base address.

The following options should be selected in the chip select mask registers (CSMR4/5):

- WP = 0 – disable write protect
- AM = 0 - enable alternate bus master access to the S1D13504
- C/I = 1 - disable CPU space access to the S1D13504
- SC = 1 - disable Supervisor Code space access to the S1D13504
- SD = 0 - enable Supervisor Data space access to the S1D13504
- UC = 1 - disable User Code space access to the S1D13504
- UD = 0 - enable User Data space access to the S1D13504
- V = 1 - global enable (“Valid”) for the chip select

The following options should be selected in the chip select control registers (CSCR4/5):

- WS0-3 = 0 - no internal wait state setting
- AA = 0 - no automatic acknowledgment
- PS (1:0) = 1:0 – memory port size is 16 bits
- BEM = 0 – Byte enable/write enable active on writes only
- BSTR = 0 – disable burst reads
- BSTW = 0 – disable burst writes

5 Software

Test utilities and Windows® CE v2.0 display drivers are available for the S1D13504. Full source code is available for both the test utilities and the drivers.

The test utilities are configurable for different panel types using a program called 13504CFG, or by directly modifying the source. The Windows CE v2.0 display drivers can be customized by the OEM for different panel types, resolutions and color depths only by modifying the source.

The S1D13504 test utilities and Windows CE v2.0 display drivers are available from your sales support contact or on the internet at http://www.eea.epson.com.

6 References

6.1 Documents

- Motorola Inc., *MCF5307 ColdFire® Integrated Microprocessor User's Manual*, Motorola Publication no. MCF5307UM/AD.
- Epson Research and Development, Inc., *S1D13504 Hardware Functional Specification*, Document Number X19A-A-002-xx.
- Epson Research and Development, Inc., *S1U13504B00C Rev. 1.0 ISA Bus Evaluation Board User Manual*, Document Number X19A-G-004-xx.
- Epson Research and Development, Inc., *S1D13504 Programming Notes and Examples*, Document Number X19A-G-002-xx.

6.2 Document Sources

- Motorola Inc.: Motorola Literature Distribution Center, (800) 441-2447.
- Motorola Website: http://www.mot.com.
- Epson Electronics America Website: www.eea.epson.com.

7 Technical Support

7.1 EPSON LCD/CRT Controllers (S1D13504)

Japan
Seiko Epson Corporation
Electronic Devices Marketing Division
421-8, Hino, Hino-shi
Tokyo 191-8501, Japan
Tel: 042-587-5812
Fax: 042-587-5564
http://www.epson.co.jp

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San Jose, CA 95134, USA
Tel: (408) 922-0200
Fax: (408) 922-0238
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Taiwan, R.O.C.
Epson Taiwan Technology
& Trading Ltd.
10F, No. 287
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Sec. 3, Taipei, Taiwan, R.O.C.
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Fax: 02-2712-9164

Hong Kong
Epson Hong Kong Ltd.
20/F., Harbour Centre
25 Harbour Road
Wanchai, Hong Kong
Tel: 2585-4600
Fax: 2827-4346

Europe
Epson Europe Electronics GmbH
Riesstrasse 15
80992 Munich, Germany
Tel: 089-14005-0
Fax: 089-14005-110

Singapore
Epson Singapore Pte., Ltd.
No. 1
Temasek Avenue #36-00
Millenia Tower
Singapore, 039192
Tel: 337-7911
Fax: 334-2716

7.2 Motorola MCF5307 Processor

- Motorola Design Line, (800) 521-6274.
- Local Motorola sales office or authorized distributor.

EPSON®

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S1D13504 Color Graphics LCD/CRT Controller

Interfacing to the Toshiba MIPS TX3912 Processor

Document Number: X19A-G-012-05

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Table of Contents

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List of Tables

List of Figures

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1 Introduction

This application note describes the hardware and software environment required to provide an interface between the S1D13504 Color Graphics LCD/CRT Controller and the Toshiba TX3912 processor.

The designs described in this document are presented only as examples of how such interfaces might be implemented. This application note will be updated as appropriate. Please check the Epson Research and Development Website at http://www.erd.epson.com for the latest revision of this document before beginning any development.

We appreciate your comments on our documentation. Please contact us via email at documentation@erd.epson.com.

2 Interfacing to the TX3912

The Toshiba MIPS TX3912 processor supports up to two PC Card (PCMCIA) slots. It is through this host bus interface that the S1D13504 connects to the TX3912 processor.

The S1D13504 can be successfully interfaced using one of three configurations:

- Direct connection to TX3912 (see Section 4, *"Direct Connection to the Toshiba TX3912"* on page 11).
- System design using one ITE8368E PC Card/GPIO buffer chip (see Section 5.1, *"Hardware Description—Using One IT8368E"* on page 14).
- System design using two ITE8368E PC Card/GPIO buffer chips (see Section 5.2, *"Hardware Description—Using Two IT8368E's"* on page 16).

3 S1D13504 Host Bus Interface

The S1D13504 implements a 16-bit Generic MPU host bus interface which is used to interface to the Toshiba TX3912 processor. The Generic MPU host bus interface is the least processor-specific interface mode supported by the S1D13504 and was chosen to implement this interface due to the simplicity of its timing.

The Generic MPU host bus interface is selected by the S1D13504 on the rising edge of RESET#. After releasing reset the bus interface signals assume their selected configuration.

Note

After reset, the Host Interface Disable bit in the Miscellaneous Disable Register (REG[1Bh]) will be set to logic '1', meaning that the S1D13504 will not respond to any host accesses until a write to REG[1Bh] clears this bit to 0. When debugging a new hardware design, this can sometimes give the appearance that the interface is not working, so it is important to remember to clear this bit before proceeding with debugging.

3.1 Generic MPU Host Bus Interface Pin Mapping

The following table shows the functions of each host bus interface signal.

Table 3-1: Generic MPU Host Bus Interface Pin Mapping

S1D13504 Pin Names	Generic MPU
AB[20:1]	A[20:1]
AB0	A0
DB[15:0]	D[15:0]
WE1#	WE1#
M/R#	External Decode
CS#	External Decode
BUSCLK	BCLK
BS#	Connect to IO V_{DD}
RD/WR#	RD1#
RD#	RD0#
WE0#	WE0#
WAIT#	WAIT#
RESET#	RESET#

3.2 Generic MPU Host Bus Interface Signals

The interface requires the following signals:

- BUSCLK is a clock input which is required by the S1D13504 host bus interface. It is separate from the input clock (CLKI) and is typically driven by the host CPU system clock.
- The address inputs AB[20:0], and the data bus DB[15:0], connect directly to the CPU address and data bus, respectively. The hardware engineer must ensure that MD4 selects the proper endian mode upon reset.
- M/R# (memory/register) may be considered an address line, allowing system address A21 to be connected to the M/R# line.
- Chip Select (CS#) must be driven low whenever the S1D13504 is accessed by the host CPU.
- WE0# and WE1# are write enables for the low-order and high-order bytes, respectively, to be driven low when the host CPU is writing data to the S1D13504. These signals must be generated by external hardware based on the control outputs from the host CPU.
- RD# (RD0#) and RD/WR# (RD1#) are read enables for the low-order and high-order bytes, respectively, to be driven low when the host CPU is reading data from the S1D13504. These signals must be generated by external hardware based on the control outputs from the host CPU.
- WAIT# is a signal output from the S1D13504 that indicates the host CPU must wait until data is ready (read cycle) or accepted (write cycle) on the host bus. Since host CPU accesses to the S1D13504 may occur asynchronously to the display update, it is possible that contention may occur in accessing the S1D13504 internal registers and/or display buffer. The WAIT# line resolves these contentions by forcing the host to wait until the resource arbitration is complete.
- The Bus Start (BS#) signal is not used for the Generic MPU host bus interface and must be connected to IO V_{DD}.

4 Direct Connection to the Toshiba TX3912

4.1 Hardware Description

The S1D13504 is easily interfaced to the Toshiba TX3912 processor. In the direct connection implementation, the S1D13504 occupies PC Card slot #1 of the TX3912. Although the address bus of the TX3912 is multiplexed, it can be demultiplexed using an advanced CMOS latch (e.g., 74ACT373). The direct connection implementation makes use of the Generic MPU host bus interface capability of the S1D13504.

The following diagram demonstrates a typical implementation of the TX3912 to S1D13504 interface.

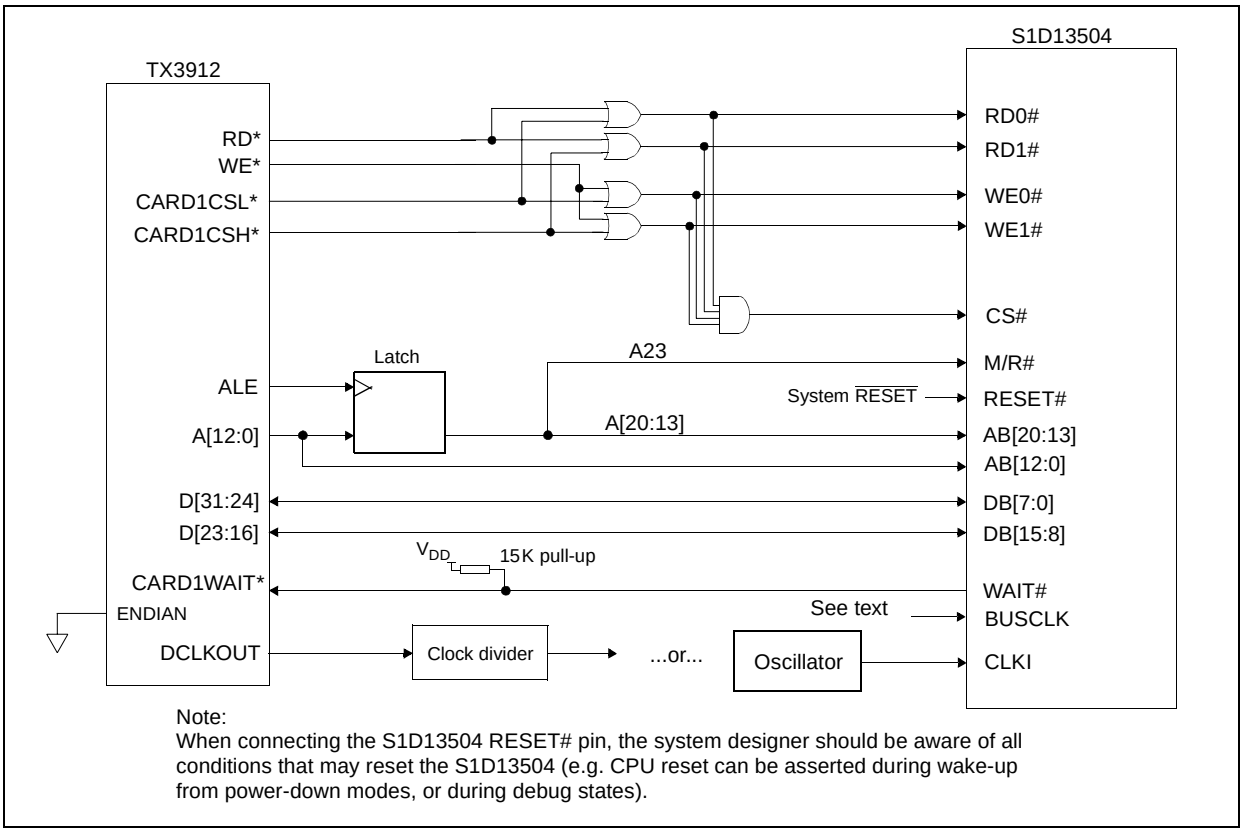


Figure 4-1: Typical Implementation of TX3912 to S1D13504 Direct Connection

Note

For pin mapping see Table 3-1:, “Generic MPU Host Bus Interface Pin Mapping”.

The host interface control signals of the S1D13504 are asynchronous with respect to the S1D13504 bus clock. This gives the system designer full flexibility in choosing the appropriate source (or sources) for CLKI and BUSCLK. Deciding whether both clocks should be the same and whether to use DCLKOUT (divided) as the clock source, should be based on the desired:

- pixel and frame rates.
- power budget.
- part count.
- maximum S1D13504 clock frequencies.

The S1D13504 also has internal clock dividers providing additional flexibility.

4.2 Memory Mapping and Aliasing

The S1D13504 requires an addressing space of 2M bytes for the display buffer and 64 bytes for the registers. This is divided into two address ranges by connecting A23 (demultiplexed from the TX3912) to the M/R# input of the S1D13504. Using A23 makes this implementation software compatible with the two implementations that use the ITE IT8368E (see Section 5, *"System Design Using the IT8368E PC Card Buffer"* on page 14). All other addresses are ignored.

The S1D13504 address ranges, as seen by the TX3912 on the PC Card slot 1 memory space, are as follows:

- 6400 0000h: S1D13504 registers aliased 131,072 times at 64 byte intervals over 8M bytes.
- 6480 0000h: S1D13504 display buffer aliased 4 times at 2M byte intervals over 8M bytes.
- 6500 0000h: S1D13504 registers and display buffer, aliased another 3 times over 48M bytes.

Since the TX3912 control signal CARDREG* is ignored, the S1D13504 takes up the entire PC Card slot 1 configuration space. The address range is software compatible with both ITE IT8368E implementations.

- 0900 0000h: S1D13504 registers aliased 131,072 times at 64 byte intervals over 8M bytes.
- 0980 0000h: S1D13504 display buffer aliased 4 times at 2M byte intervals over 8M bytes.

Note

If aliasing is undesirable, additional decoding circuitry must be added.

4.3 S1D13504 Hardware Configuration

The S1D13504 latches MD15 through MD0 to allow selection of the bus mode and other configuration data on the rising edge of RESET#. For details on configuration, refer to the *S1D13504 Hardware Specification*, document number X19A-A-002-xx.

The partial table below shows those configuration settings relevant to the direct connection implementation.

Table 4-1: S1D13504 Configuration for Direct Connection

S1D13504 Pin Name	value on this pin at rising edge of RESET# is used to configure:(1/0)	
	1	0
MD0	8-bit host bus interface	16-bit host bus interface
MD1	See "Host Bus Selection" table below	See "Host Bus Selection" table below
MD2		
MD3		
MD4	Little Endian	Big Endian
MD5	WAIT# signal is active high	WAIT# signal is active low

= required configuration for direct connection with TX3912

Table 4-2: S1D13504 Host Bus Selection for Direct Connection

MD3	MD2	MD1	Host Bus Interface
0	0	0	SH-3 bus interface
0	0	1	MC68K bus 1 interface (e.g. MC68000)
0	1	0	MC68K bus 2 interface (e.g. MC68030)
0	1	1	Generic bus interface (e.g. MCF5307, ISA bus interface)
1	x	x	Reserved

= required configuration for direct connection with TX3912

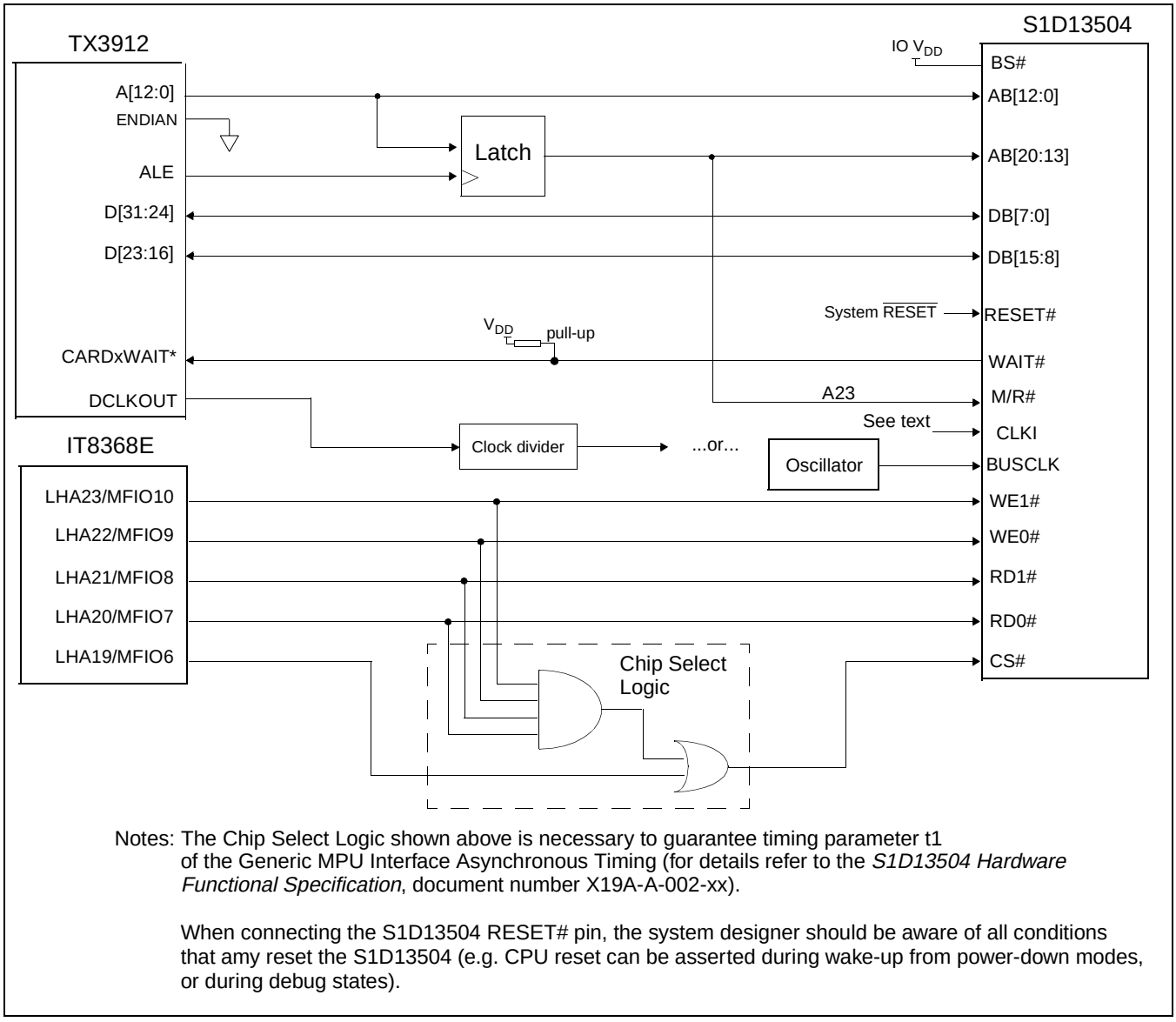
5 System Design Using the IT8368E PC Card Buffer

If the system designer uses an ITE IT8368E PC Card and multiple-function IO buffer, the S1D13504 can be interfaced with the TX3912 without using a PC Card slot. Instead, the S1D13504 is mapped to a rarely-used 16M byte portion of the PC Card slot buffered by the IT8368E. This makes the S1D13504 virtually transparent to PC Card devices that use the same slot.

5.1 Hardware Description—Using One IT8368E

The ITE IT8368E has been specifically designed to support EPSON CRT/LCD controllers. The IT8368E provides eleven Multi-Function IO pins (MFIO). Configuration registers can be used to allow these MFIO pins to provide the control signals required to implement the S1D13504 CPU interface.

The Toshiba TX3912 processor only provides addresses A[12:0], therefore devices that occupy more address space must use an external device to latch A[25:13]. The IT8368E's MFIO pins can be configured to provide this latched address. However, when using the S1D13504, five MFIO pins are utilized for S1D13504 control signals and cannot provide latched addresses. In this case, an external latch must be used to provide the high-order address bits. For a solution that does not require a latch, refer to Section 5.2, 'Hardware Description—Using Two IT8368E's".



Notes: The Chip Select Logic shown above is necessary to guarantee timing parameter t1 of the Generic MPU Interface Asynchronous Timing (for details refer to the *S1D13504 Hardware Functional Specification*, document number X19A-A-002-xx).

When connecting the S1D13504 RESET# pin, the system designer should be aware of all conditions that amy reset the S1D13504 (e.g. CPU reset can be asserted during wake-up from power-down modes, or during debug states).

Figure 5-1: S1D13504 to TX3912 Connection using One IT8368E

Note

For pin mapping see Table 3-1:, “Generic MPU Host Bus Interface Pin Mapping”.

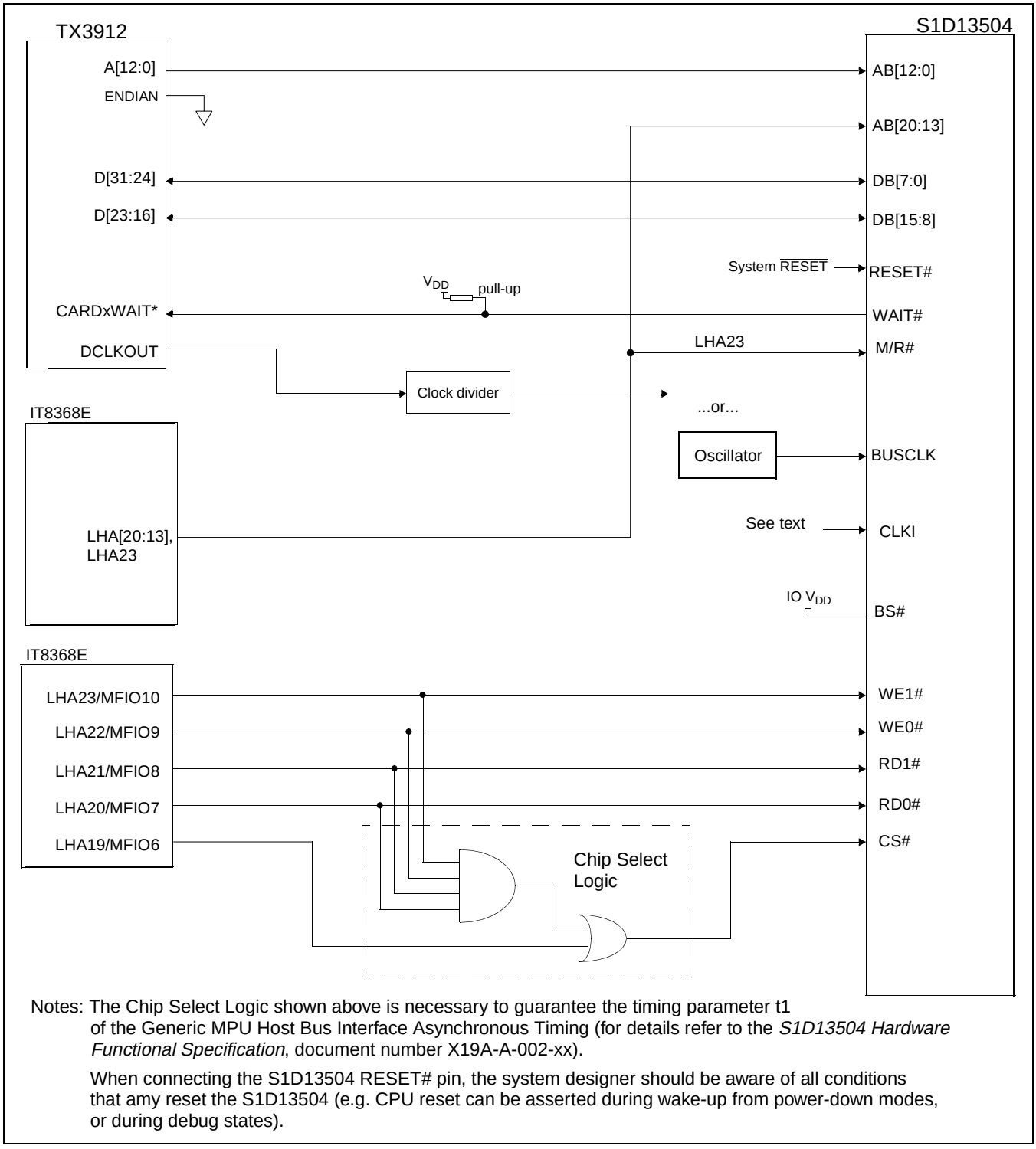
The Generic MPU host interface control signals of the S1D13504 are asynchronous with respect to the S1D13504 bus clock. This gives the system designer full flexibility in choosing the appropriate source (or sources) for CLKI and BUSCLK. Deciding whether both clocks should be the same and whether to use DCLKOUT (divided) as the clock source, should be based on the desired:

- pixel and frame rates.
- power budget.
- part count.
- maximum S1D13504 clock frequencies.

The S1D13504 also has internal clock dividers providing additional flexibility.

5.2 Hardware Description—Using Two IT8368E's

The following implementation uses a second IT8368E, *not* in VGA mode, in place of an address latch. The pins LHA23 and LHA[20:13] provide the latch function instead.



Notes: The Chip Select Logic shown above is necessary to guarantee the timing parameter t1 of the Generic MPU Host Bus Interface Asynchronous Timing (for details refer to the *S1D13504 Hardware Functional Specification*, document number X19A-A-002-xx).

When connecting the S1D13504 RESET# pin, the system designer should be aware of all conditions that amy reset the S1D13504 (e.g. CPU reset can be asserted during wake-up from power-down modes, or during debug states).

Figure 5-2: S1D13504 to TX3912 Connection using Two IT8368E

Note

For pin mapping see Table 3-1:, “Generic MPU Host Bus Interface Pin Mapping”.

The Generic MPU host interface control signals of the S1D13504 are asynchronous with respect to the S1D13504 bus clock. This gives the system designer full flexibility in choosing the appropriate source (or sources) for CLKI and BUSCLK. Deciding whether both clocks should be the same and whether to use DCLKOUT (divided) as the clock source, should be based on the desired:

- pixel and frame rates.
- power budget.
- part count.
- maximum S1D13504 clock frequencies.

The S1D13504 also has internal clock dividers providing additional flexibility.

5.3 IT8368E Configuration

The IT8368E provides eleven multi-function IO pins (MFIO). The IT8368E (or the first in a two-IT8368E implementation) must have both “Fix Attribute/IO” and “VGA” modes on. When both these modes are enabled, the MFIO pins provide control signals needed by the S1D13504 host bus interface, and a 16M byte portion of the system PC Card attribute and IO space is allocated to address the S1D13504. When accessing the S1D13504 the associated card-side signals are disabled in order to avoid any conflicts.

Note
When a second IT8368E is used, it should not be set in VGA mode.

For mapping details, refer to Section 5.4, ‘Memory Mapping and Aliasing” For further information on configuring the IT8368E, refer to the *IT8368E PC Card/GPIO Buffer Chip Specification*.

5.4 Memory Mapping and Aliasing

When the TX3912 accesses the PC Card slots *without* the ITE IT8368E, its system memory is mapped as in Table , "".

Note
Bits CARD1IOEN and CARD2IOEN need to be set in the TX3912 Memory Configuration Register 3.

Table 5-1: TX3912 to Unbuffered PC Card Slots System Address Mapping

TX3912 Address	Size	Function (CARDnIOEN=0)	Function (CARDnIOEN=1)
0800 0000h	64Mb	Card 1 Attribute	Card 1 IO
0C00 0000h	64Mb	Card 2 Attribute	Card 2 IO
6400 0000h	64Mb	Card 1 Memory	
6400 0000h	64Mb	Card 2 Memory	

When the TX3912 accesses the PC Card slots buffered through the ITE IT8368E, bits CARD1IOEN and CARD2IOEN are ignored and the attribute/IO space of the TX3912 is divided into Attribute, IO and S1D13504 access. Table 5-2:, "TX3912 to PC Card Slots Address Remapping using the IT8368E" provides all the details of the Attribute/IO address re-allocation by the IT8368E.

Table 5-2: TX3912 to PC Card Slots Address Remapping using the IT8368E

IT8368E Uses PC Card Slot #	TX3912 Address	Size	Function
1	0800 0000h	16M byte	Card 1 IO
	0900 0000h	8M byte	S1D13504 registers, aliased 131,072 times at 64 byte intervals
	0980 0000h	8M byte	S1D13504 display buffer, aliased 4 times at 2Mb intervals
	0A00 0000h	32M byte	Card 1 Attribute
	6400 0000h	64M byte	Card 1 Memory
2	0C00 0000h	16M byte	Card 2 IO
	0D00 0000h	8M byte	S1D13504 registers, aliased 131,072 times at 64 byte intervals
	0D80 0000h	8M byte	S1D13504 display buffer, aliased 4 times at 2Mb intervals
	0E00 0000h	32M byte	Card 2 Attribute
	6800 0000h	64M byte	Card 2 Memory

5.5 S1D13504 Configuration

The S1D13504 latches MD0 through MD15 to allow selection of the bus mode and other configuration data on the rising edge of RESET#. For details on configuration, refer to the S1D13504 *Hardware Specification*, document number X19A-A-002-xx.

The partial table below only shows those configuration settings relevant to the IT8368E implementation.

Table 5-3: S1D13504 Configuration using the IT8368E

S1D13504 Pin Name	**value on this pin at rising edge of RESET# is used to configure:**(1/0)	
	1	**0**
MD0	8-bit host bus interface	16-bit host bus interface
MD1	See “Host Bus Selection” table below	See “Host Bus Selection” table below
MD2		
MD3		
MD4	Little Endian	Big Endian
MD5	WAIT# signal is active high	WAIT# signal is active low

= required configuration for connection using ITE IT8368E

Table 5-4: S1D13504 Host Bus Selection using the IT8368E

MD3	**MD2**	**MD1**	**Host Bus Interface**
0	0	0	SH-3 bus interface
0	0	1	MC68K bus 1 interface (e.g. MC68000)
0	1	0	MC68K bus 2 interface (e.g. MC68030)
0	1	1	Generic bus interface (e.g. MCF5307, ISA bus interface)
1	x	x	Reserved

= required configuration for connection using ITE IT8368E

6 Software

Test utilities and display drivers are available for the S1D13504. Full source code is available for both the test utilities and the drivers.

The test utilities are configurable for different panel types using a program called 13504CFG, or by directly modifying the source. The display drivers can be customized by the OEM for different panel types, resolutions and color depths only by modifying the source.

The S1D13504 test utilities and display drivers are available from your sales support contact or on the internet at http://www.erd.epson.com.

7 References

7.1 Documents

- Toshiba America Electrical Components, Inc., *TX3905/12 Specification*.
- Epson Research and Development, Inc., *S1D13504 Color Graphics LCD/CRT Controller Hardware Functional Specification*, Document Number X19A-A-002-xx.
- Epson Research and Development, Inc., *S5U13504B00C Rev. 1.0 ISA Bus Evaluation Board User Manual*, Document Number X19A-G-004-xx.
- Epson Research and Development, Inc., *S1D13504 Programming Notes and Examples*, Document Number X19A-G-002-xx.

7.2 Document Sources

- Toshiba America Electrical Components Website: http://www.toshiba.com/taec.
- Epson Research and Development Website: http://www.erd.epson.com.

8 Technical Support

8.1 EPSON LCD/CRT Controllers (S1D13504)

Japan
Seiko Epson Corporation
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421-8, Hino, Hino-shi
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Fax: 089-14005-110
http://www.epson-electronics.de/

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Millenia Tower
Singapore, 039192
Tel: 337-7911
Fax: 334-2716
http://www.epson.com.sg/

8.2 Toshiba MIPS TX3912 Processor

http://www.toshiba.com/taec/nonflash/indexproducts.html

8.3 ITE IT8368E

Integrated Technology Express, Inc.
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Santa Clara, CA 95051, USA
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Fax: (408) 980-9232
http://www.iteusa.com/

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