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# HD66760

104 × 80-dot Graphics LCD Controller/Driver for 256 Colors

## HITACHI

ADE-207-335A(Z)

Rev.2.0

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### Description

The HD66760, color-graphics LCD controller and driver LSI, displays 104-by-80-dot graphics for 256 STN colors. The HD66760's bit-operation functions and a 16-bit high-speed bus interface enable efficient data transfer and high-speed rewriting of data to the graphics RAM.

The HD66760 has various functions for reducing the power consumption of an LCD system, such as low-voltage operation of 2.2 V/min., a step-up circuit to generate a maximum of six-times the LCD drive voltage from the supplied voltage, and voltage-followers to decrease the direct current flow in the LCD drive bleeder-resistors. Combining these hardware functions with software functions, such as a partial display with low-duty drive and standby and sleep modes, allows precise power control. The HD66760 is suitable for any mid-sized or small portable battery-driven product requiring long-term driving capabilities, such as digital cellular phones supporting a WWW browser, bidirectional pagers, and small PDAs.

### Features

- 104 × 80-dot graphics display LCD controller/driver for 256 STN colors
- Display mode change between 256 colors (8 bits per pixel) and four colors (2-bit per pixel)
- 16/8-bit high-speed bus interface
- I2C bus interface
- Clock synchronized serial interface
- Bit-operation functions for graphics processing:
  - Write-data mask function in bit units
  - Swap function of upper and lower bytes
  - Logical operation in pixel unit and conditional write function
- Various color-display control functions:
  - 256 of the 4,096 possible colors can be displayed at the same time (grayscale palette incorporated)
  - Vertical scroll display function in raster-row units
  - Color window cursor display supported by hardware
- Low-power operation supports:

Preliminary: The specifications of this device are subject to change without notice. Please contact your nearest Hitachi's Sales Dept. regarding specification.

- $V_{CC} = 2.2$  to  $3.6$  V (low voltage)
- $V_{LCD} (= V_{LPS} - GND) = 5$  to  $15.5$  V (liquid crystal drive voltage)
- Three-, four-, five-, or six-times step-up circuit for liquid crystal drive voltage
- 128-step contrast adjuster and voltage followers to decrease direct current flow in the LCD drive bleeder-resistors
- Power-save functions such as the standby mode and sleep mode
- Partial LCD drive of two screens in any position
- Programmable drive duty ratios (1/16-1/80) and bias values (1/4-1/10) displayed on LCD
- Internal RAM capacity: 8,320 bytes
- 312-segment  $\times$  80-common liquid crystal display driver
- n-raster-row AC liquid-crystal drive (C-pattern waveform drive)
- Internal oscillation, hardware reset and software reset
- Shift change of segment and common drivers

**Total Current Consumption Characteristics (Vcc = 3.0 V, TYP Conditions, LCD Drive Power Current Included)**

Character Display Dot Size	Duty Ratio	R-C Oscillation Frequency	Frame Frequency	Total Power Consumption			
				Internal Logic	LCD Power	Total*	Standby Mode
104 × 16 dots	1/16	180 kHz	70 Hz	(50 μA)	(25 μA)	Four-times (150 μA)	0.2 μA
104 × 24 dots	1/24	180 kHz	70 Hz	(60 μA)	(25 μA)	Four-times (160 μA)	
104 × 56 dots	1/56	180 kHz	70 Hz	(100 μA)	(25 μA)	Five-times (225 μA)	
104 × 64 dots	1/64	180 kHz	70 Hz	(110 μA)	(25 μA)	Five-times (235 μA)	
104 × 72 dots	1/72	180 kHz	70 Hz	(120 μA)	(25 μA)	Six-times (270 μA)	
104 × 80 dots	1/80	180 kHz	70 Hz	(130 μA)	(25 μA)	Six-times (280 μA)	

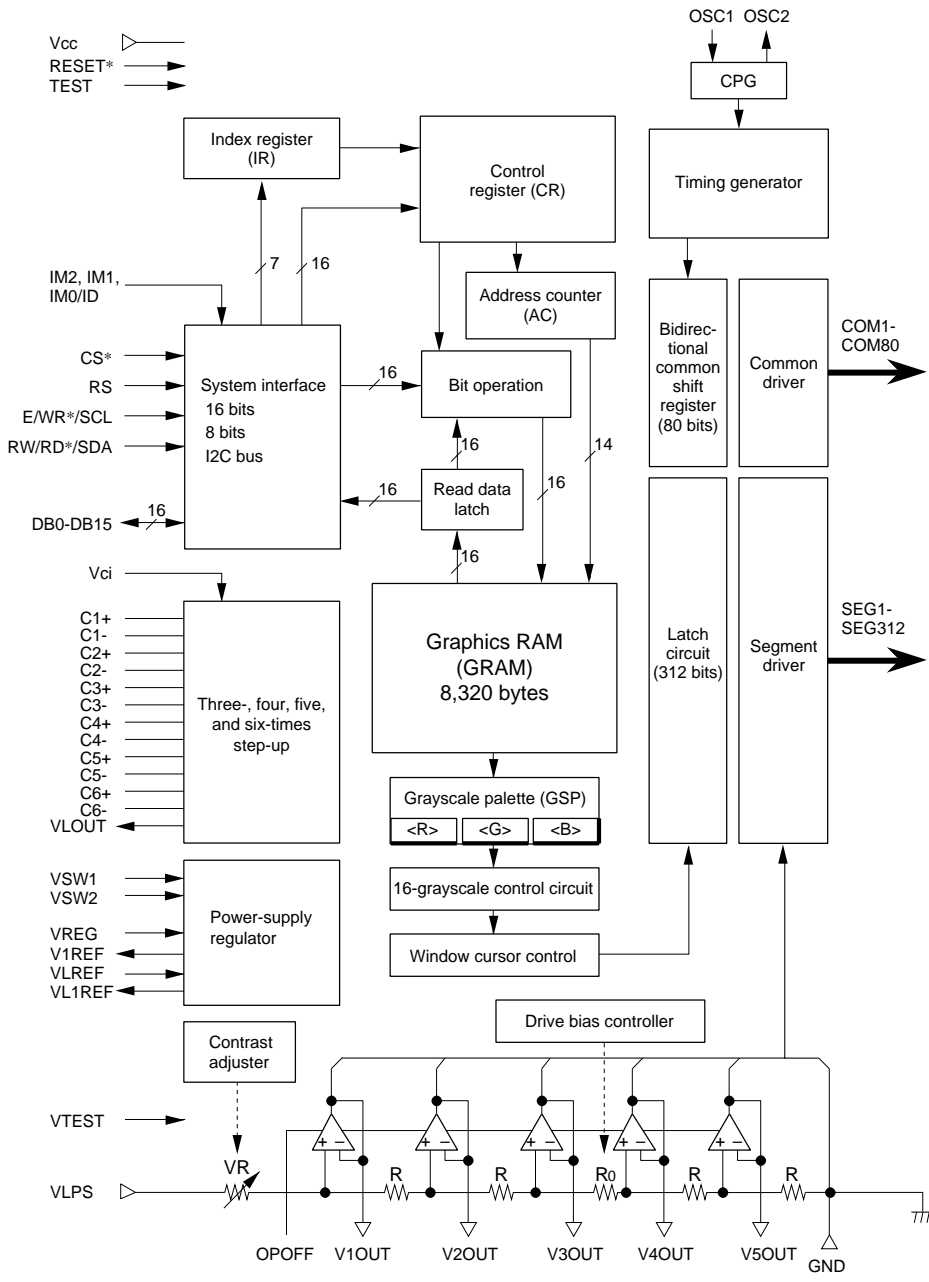
Note : When a three-, four-, five-, or six-times step-up is used:  
the total power consumption = internal logic current + LCD power current x 3 (three-times step-up),  
the total power consumption = internal logic current + LCD power current x 4 (four-times step-up),  
the total power consumption = internal logic current + LCD power current x 5 (five-times step-up), and  
the total power consumption = internal logic current + LCD power current x 6 (six-times step-up)

**Type Name**

Types	External Dimensions	Interface
HD66760TB0	Bending TCP	Parallel and clock synchronized serial interface
HD66760WTxx	Bending TCP	Parallel and I2C interface
HCD66760BP	Au-bumped chip	Parallel and clock synchronized serial interface
HCD66760WBP	Au-bumped chip	Parallel and I2C interface

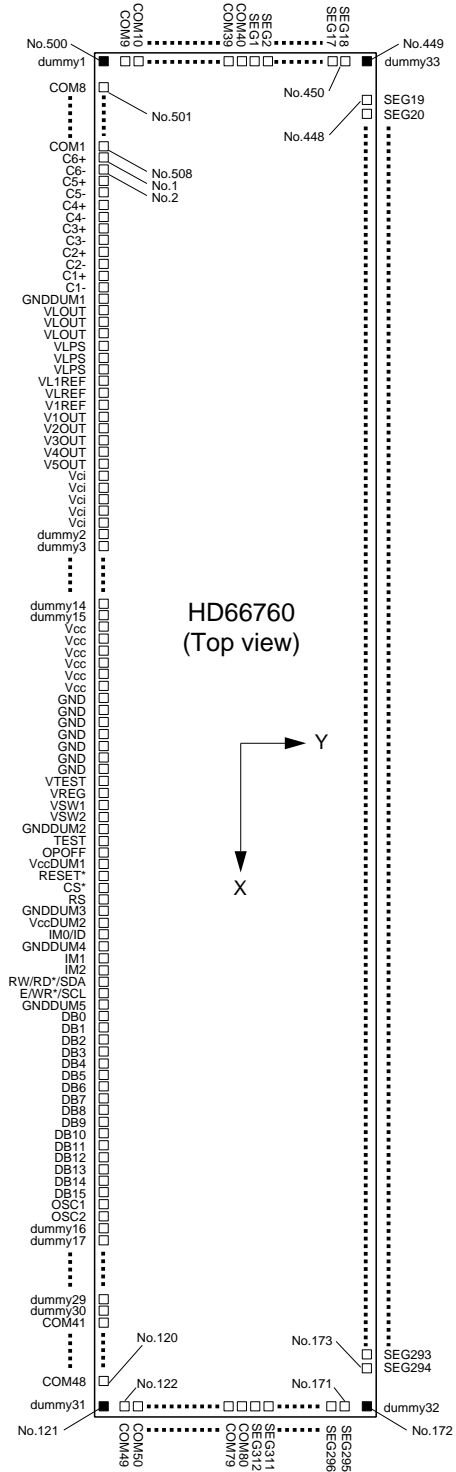
# HD66760

## HD66760 Block Diagram



HD66760 Pad Arrangement

- Chip size: 14.4 mm × 3.1 mm
- Chip thickness: 550 μm (typ.)
- PAD coordinates: PAD center
- Coordinate origin: Chip center
- Au bump size (pin number is shown in the bracket)
  - (1) 80 μm × 80 μm  
dummy1 (500), dummy31 (121), dummy32 (172) and dummy33 (449) from C6 + (1) to dummy30 (112)
  - (2) 35 μm × 80 μm  
from SEG294 (173) to SEG19 (448)
  - (3) 80 μm × 35 μm  
from COM49 (122) to SEG295 (171) from SEG18 (450) to COM9 (499)
  - (4) 45 μm × 80 μm  
from COM8 (501) to COM1 (508) from COM41 (113) to COM48 (120)
- Au bump pitch: Refer PAD coordinate
- Au bump height: 15 μm (typ.)

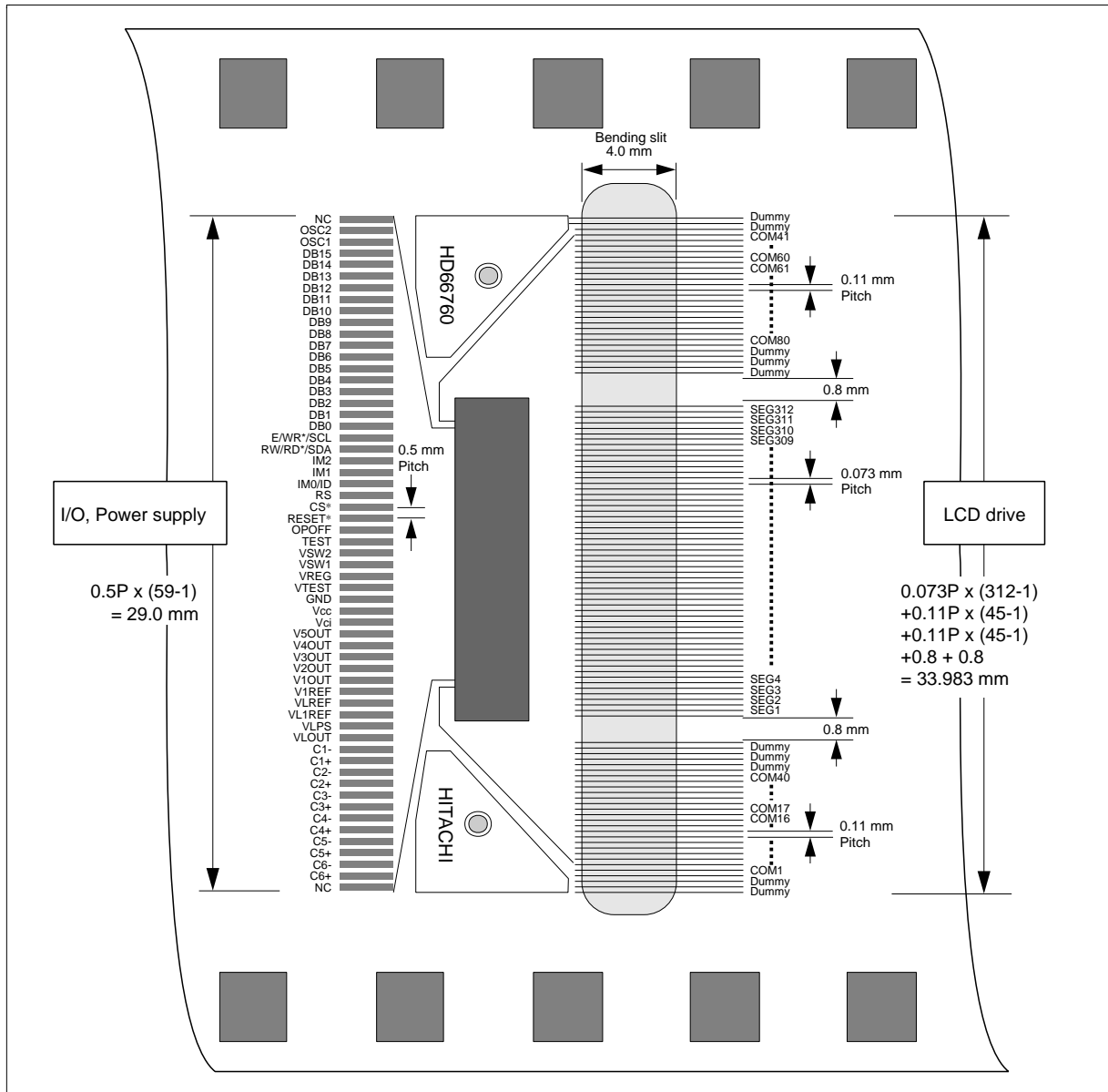


## HD66760 Pad Coordinates

(Unit : um)

No.	PAD NAME	X	Y	No.	PAD NAME	X	Y	No.	PAD NAME	X	Y	No.	PAD NAME	X	Y
1	CG-	-6285	-1387	103	dummy21	5385	-1387	205	SEG262	5295	1418	307	SEG160	176	1418
2	CE-	-6185	-1387	104	dummy22	5485	-1387	206	SEG261	5245	1418	308	SEG159	125	1418
3	CG+	-6085	-1387	105	dummy23	5585	-1387	207	SEG260	5195	1418	309	SEG148	75	1418
4	CS-	-5985	-1387	106	dummy24	5685	-1387	208	SEG259	5145	1418	310	SEG137	25	1418
5	C4+	-5885	-1387	107	dummy25	5785	-1387	209	SEG258	5095	1418	311	SEG126	-25	1418
6	C4-	-5785	-1387	108	dummy26	5885	-1387	210	SEG257	5045	1418	312	SEG115	-75	1418
7	C3+	-5685	-1387	109	dummy27	5985	-1387	211	SEG256	4995	1418	313	SEG104	-125	1418
8	C3-	-5585	-1387	110	dummy28	6085	-1387	212	SEG255	4945	1418	314	SEG153	-176	1418
9	C2+	-5485	-1387	111	dummy29	6185	-1387	213	SEG254	4895	1418	315	SEG152	-226	1418
10	C2-	-5385	-1387	112	dummy30	6285	-1387	214	SEG253	4845	1418	316	SEG151	-276	1418
11	C1+	-5285	-1387	113	COM14	6475	-1387	215	SEG252	4795	1418	317	SEG150	-326	1418
12	C1-	-5185	-1387	114	COM42	6536	-1387	216	SEG251	4745	1418	318	SEG149	-376	1418
13	GND/DUM1	-5078	-1387	115	COM43	6596	-1387	217	SEG250	4695	1418	319	SEG148	-427	1418
14	VLOUT	-4971	-1387	116	COM44	6656	-1387	218	SEG249	4645	1418	320	SEG147	-477	1418
15	VLOUT	-4871	-1387	117	COM45	6716	-1387	219	SEG248	4595	1418	321	SEG146	-527	1418
16	VLOUT	-4771	-1387	118	COM46	6776	-1387	220	SEG247	4545	1418	322	SEG145	-577	1418
17	VLP5	-4671	-1387	119	COM47	6837	-1387	221	SEG246	4495	1418	323	SEG144	-627	1418
18	VLP5	-4571	-1387	120	COM48	6897	-1387	222	SEG245	4445	1418	324	SEG143	-676	1418
19	VLP5	-4471	-1387	121	dummy31	7066	-1387	223	SEG244	4395	1418	325	SEG142	-726	1418
20	VLPREF	-4329	-1387	122	COM49	7066	-1215	224	SEG243	4345	1418	326	SEG141	-776	1418
21	VLPREF	-4229	-1387	123	COM50	7066	-1165	225	SEG242	4295	1418	327	SEG140	-826	1418
22	VLPREF	-4129	-1387	124	COM51	7066	-1115	226	SEG241	4245	1418	328	SEG139	-876	1418
23	V1OUT	-4029	-1387	125	COM52	7066	-1064	227	SEG240	4195	1418	329	SEG138	-926	1418
24	V2OUT	-3929	-1387	126	COM53	7066	-1014	228	SEG239	4145	1418	330	SEG137	-976	1418
25	V3OUT	-3829	-1387	127	COM54	7066	-964	229	SEG238	4095	1418	331	SEG136	-1026	1418
26	V4OUT	-3729	-1387	128	COM55	7066	-914	230	SEG237	4045	1418	332	SEG135	-1076	1418
27	V5OUT	-3629	-1387	129	COM56	7066	-864	231	SEG236	3995	1418	333	SEG134	-1126	1418
28	VCI	-3486	-1387	130	COM57	7066	-813	232	SEG235	3945	1418	334	SEG133	-1176	1418
29	VCI	-3386	-1387	131	COM58	7066	-763	233	SEG234	3895	1418	335	SEG132	-1226	1418
30	VCI	-3286	-1387	132	COM59	7066	-713	234	SEG233	3845	1418	336	SEG131	-1276	1418
31	VCI	-3186	-1387	133	COM60	7066	-663	235	SEG232	3795	1418	337	SEG130	-1326	1418
32	VCI	-3086	-1387	134	COM61	7066	-613	236	SEG231	3745	1418	338	SEG129	-1376	1418
33	dummy2	-2908	-1387	135	COM62	7066	-562	237	SEG230	3695	1418	339	SEG128	-1426	1418
34	dummy3	-2808	-1387	136	COM63	7066	-512	238	SEG229	3645	1418	340	SEG127	-1476	1418
35	dummy4	-2708	-1387	137	COM64	7066	-462	239	SEG228	3595	1418	341	SEG126	-1526	1418
36	dummy5	-2608	-1387	138	COM65	7066	-412	240	SEG227	3545	1418	342	SEG125	-1576	1418
37	dummy6	-2508	-1387	139	COM66	7066	-362	241	SEG226	3495	1418	343	SEG124	-1626	1418
38	dummy7	-2408	-1387	140	COM67	7066	-311	242	SEG225	3445	1418	344	SEG123	-1676	1418
39	dummy8	-2308	-1387	141	COM68	7066	-261	243	SEG224	3395	1418	345	SEG122	-1726	1418
40	dummy9	-2208	-1387	142	COM69	7066	-211	244	SEG223	3345	1418	346	SEG121	-1776	1418
41	dummy10	-2108	-1387	143	COM70	7066	-161	245	SEG222	3295	1418	347	SEG120	-1826	1418
42	dummy11	-2008	-1387	144	COM71	7066	-111	246	SEG221	3245	1418	348	SEG119	-1876	1418
43	dummy12	-1908	-1387	145	COM72	7066	-60	247	SEG220	3195	1418	349	SEG118	-1926	1418
44	dummy13	-1808	-1387	146	COM73	7066	-10	248	SEG219	3145	1418	350	SEG117	-1976	1418
45	dummy14	-1708	-1387	147	COM74	7066	40	249	SEG218	3095	1418	351	SEG116	-2026	1418
46	dummy15	-1608	-1387	148	COM75	7066	90	250	SEG217	3045	1418	352	SEG115	-2076	1418
47	VCC	-1465	-1387	149	COM76	7066	140	251	SEG216	2995	1418	353	SEG114	-2126	1418
48	VCC	-1365	-1387	150	COM77	7066	191	252	SEG215	2945	1418	354	SEG113	-2176	1418
49	VCC	-1265	-1387	151	COM78	7066	241	253	SEG214	2895	1418	355	SEG112	-2226	1418
50	VCC	-1165	-1387	152	COM79	7066	291	254	SEG213	2845	1418	356	SEG111	-2276	1418
51	VCC	-1065	-1387	153	COM80	7066	341	255	SEG212	2795	1418	357	SEG110	-2326	1418
52	VCC	-965	-1387	154	SEG312	7066	391	256	SEG211	2745	1418	358	SEG109	-2376	1418
53	GND	-822	-1387	155	SEG311	7066	442	257	SEG210	2695	1418	359	SEG108	-2426	1418
54	GND	-722	-1387	156	SEG310	7066	492	258	SEG209	2645	1418	360	SEG107	-2476	1418
55	GND	-622	-1387	157	SEG309	7066	542	259	SEG208	2595	1418	361	SEG106	-2526	1418
56	GND	-522	-1387	158	SEG308	7066	592	260	SEG207	2545	1418	362	SEG105	-2576	1418
57	GND	-422	-1387	159	SEG307	7066	642	261	SEG206	2495	1418	363	SEG104	-2626	1418
58	GND	-322	-1387	160	SEG306	7066	692	262	SEG205	2445	1418	364	SEG103	-2676	1418
59	GND	-222	-1387	161	SEG305	7066	743	263	SEG204	2395	1418	365	SEG102	-2726	1418
60	VTEST	-80	-1387	162	SEG304	7066	793	264	SEG203	2345	1418	366	SEG101	-2776	1418
61	VREG	65	-1387	163	SEG303	7066	843	265	SEG202	2295	1418	367	SEG100	-2826	1418
62	VSW1	210	-1387	164	SEG302	7066	893	266	SEG201	2245	1418	368	SEG99	-2876	1418
63	VSW2	355	-1387	165	SEG301	7066	943	267	SEG200	2195	1418	369	SEG98	-2926	1418
64	GND/DUM2	455	-1387	166	COM30	7066	994	268	SEG199	2145	1418	370	SEG97	-2976	1418
65	TEST	555	-1387	167	SEG298	7066	1044	269	SEG198	2095	1418	371	SEG96	-3026	1418
66	OPPOFF	655	-1387	168	SEG299	7066	1094	270	SEG197	2045	1418	372	SEG95	-3076	1418
67	VCCDUM1	755	-1387	169	SEG297	7066	1144	271	SEG196	1995	1418	373	SEG94	-3126	1418
68	RESET	855	-1387	170	SEG296	7066	1194	272	SEG195	1945	1418	374	SEG93	-3176	1418
69	CS	1093	-1387	171	SEG295	7066	1245	273	SEG194	1895	1418	375	SEG92	-3226	1418
70	RS	1144	-1387	172	dummy32	7066	1418	274	SEG193	1845	1418	376	SEG91	-3276	1418
71	GND/DUM3	1244	-1387	173	SEG294	692	1418	275	SEG192	1795	1418	377	SEG90	-3326	1418
72	VCC/DUM2	1344	-1387	174	SEG293	682	1418	276	SEG191	1745	1418	378	SEG89	-3376	1418
73	IMD1/D	1444	-1387	175	SEG292	680	1418	277	SEG190	1695	1418	379	SEG88	-3426	1418
74	GND/DUM4	1544	-1387	176	SEG291	675	1418	278	SEG189	1645	1418	380	SEG87	-3476	1418
75	IM1	1644	-1387	177	SEG290	670	1418	279	SEG188	1595	1418	381	SEG86	-3526	1418
76	IM2	1789	-1387	178	SEG289	665	1418	280	SEG187	1545	1418	382	SEG85	-3576	1418
77	RW/RD*/SDA	1934	-1387	179	SEG288	660	1418	281	SEG186	1495	1418	383	SEG84	-3626	1418
78	EW/R*/SCL	2079	-1387	180	SEG287	655	1418	282	SEG185	1445	1418	384	SEG83	-3676	1418
79	GND/DUM5	2179	-1387	181	SEG286	650	1418	283	SEG184	1395	1418	385	SEG82	-3726	1418
80	DB0	2279	-1387	182	SEG285	645	1418	284	SEG183	1345	1418	386	SEG81	-3776	1418
81	DB1	2424	-1387	183	SEG284	640	1418	285	SEG182	1295	1418	387	SEG80	-3826	1418
82	DB2	2569	-1387	184	SEG283	635	1418	286	SEG181	1245	1418	388	SEG79	-3876	1418
83	DB3	2713	-1387	185	SEG282	629	1418	287	SEG180	1195	1418	389	SEG78	-3926	1418
84	DB4	2858	-1387	186	SEG281	624	1418	288	SEG179	1145	1418	390	SEG77	-3976	1418
85	DB5	3003	-1387	187	SEG280	619	1418	289	SEG178	1095	1418	391	SEG76	-4026	1418
86	DB6	3148	-1387	188	SEG279	614	1418	290	SEG177	1045	1418	392	SEG75	-4076	1418
87	DB7	3292	-1387	189	SEG278	609	141								

TCP Dimensions (HD66760TB0)



## Pin Functions

**Table 1 Pin Functional Description**

Signals	Number of Pins	I/O	Connected to	Functions			
IM2, IM1, IM0/ID	3	I	GND or V <sub>cc</sub>	Selects the MPU interface mode:			
				IM2	IM1	IM0/ID	MPU interface mode
				GND	GND	GND	68-system 16-bit bus interface
				GND	GND	V <sub>cc</sub>	68-system 8-bit bus interface
				GND	V <sub>cc</sub>	GND	80-system 16-bit bus interface
				GND	V <sub>cc</sub>	V <sub>cc</sub>	80-system 8-bit bus interface
				V <sub>cc</sub>	GND	ID	Clock synchronized serial interface
V <sub>cc</sub>	V <sub>cc</sub>	ID	I2C bus interface				
				Inputs the ID of the device ID code for an I2C bus and clock synchronized serial interface.			
CS*	1	I	MPU	Low: HD66760 is selected and can be accessed High: HD66760 is not selected and cannot be accessed Must be fixed at GND level when not in use.			
RS	1	I	MPU	Selects the register. (Low: Index/status, High: Control) Must be fixed at GND level when not in use.			
E/WR*/SCL	1	I	MPU	For a 68-system bus interface, serves as an enable signal to activate data read/write operation. For an 80-system bus interface, serves as a write strobe signal and writes data at the low level.  For an I2C bus or clock synchronized serial interface, inputs the serial transfer clock.			
RW/RD*/SDA	1	I	MPU	For a 68-system bus interface, serves as a signal to select data read/write operation. (Low: Write, High: Read) For an 80-system bus interface, serves as a read strobe signal and reads data at the low level.  For an I2C bus or clock synchronized serial interface, serves as the bi-directional serial transfer data. Sends/Receives data.			
DB0-DB15	16	I/O	MPU	Serves as a 16-bit bidirectional data bus. For an 8-bit bus interface, data transfer uses DB15-DB8; fix unused DB7-DB0 to the V <sub>cc</sub> or GND level.  When I2C or clock synchronized serial interface is used, fix DB0-DB15 to the V <sub>cc</sub> or GND level.			



Table 1 Pin Functional Description (cont)

Signals	Number of Pins	I/O	Connected to	Functions
COM1– COM80	80	O	LCD	Output signals for common drive: All the unused pins output unselected waveforms. In the display-off period (D1-0 = 00, 01), sleep mode (SLP = 1), or standby mode (STB = 1), all pins output GND level. The CMS bit can change the shift direction of the common signal. For example, if CMS = 0, COM1 shifts to COM80. If CMS = 1, COM80 shifts to COM1.  Note that the start position of the common output is shifted by screen-division driving.
SEG1– SEG312	312	O	LCD	Output signals for segment drive. In the display-off period (D1-0 = 00, 01), sleep mode (SLP = 1), or standby mode (STB = 1), all pins output GND level. The SGS bit can change the shift direction of the segment signal. For example, if SGS = 0, RAM address 0000 is output from SEG1. If SGS = 1, it is output from SEG312. SEG1, SEG4, ... display red (R), SEG2, SEG5, ... display green (G), and SEG3, SEG6, ... display blue (B) (SGS = 0).
V1OUT– V5OUT	5	I/O	Capacitor	Used for output from the internal operational amplifiers when they are used (OPOFF = GND); attach a capacitor to stabilize the output. When the amplifiers are not used (OPOFF = V <sub>CC</sub> ), V1 to V5 voltages can be supplied to these pins from outside. Adjust the contrast for $V1OUT \geq V_{CC}, V_{CI}$ .
V <sub>LPS</sub>	1	—	Power supply	Power supply for LCD drive. $V_{LCD} (= V_{LPS} - GND) = 15.5 \text{ V max.}$
V <sub>CC</sub> , GND	1	—	Power supply	Power supply for logic circuit
OSC1, OSC2	2	I	Oscillation-resistor	Connect an external resistor for R-C oscillation.
V <sub>ci</sub>	1	I	Power supply	Inputs a reference voltage and supplies power to the step-up circuit; generates the liquid crystal display drive voltage from the operating voltage. The step-up output voltage must not be larger than the absolute maximum ratings. Must be left disconnected when the step-up circuit is not used.
V <sub>L</sub> OUT	1	O	V <sub>LPS</sub> pin/step-up capacitance	Potential difference between V <sub>ci</sub> and GND is three- to six-times-stepped up and then output. Magnitude of step-up is selected by instruction.
C1+, C1–	2	—	Step-up capacitance	External capacitance should be connected here for step-up.
C2+, C2–	2	—	Step-up capacitance	External capacitance should be connected here for step-up.

**Table 1 Pin Functional Description (cont)**

Signals	Number of Pins	I/O	Connected to	Functions
C3+, C3-	2	—	Step-up capacitance	External capacitance should be connected here for step-up.
C4+, C4-	2	—	Step-up capacitance	External capacitance should be connected here for step-up.
C5+, C5-	2	—	Step-up capacitance	External capacitance should be connected here for step-up.
C6+, C6-	2	—	Step-up capacitance	External capacitance should be connected here for step-up.
RESET*	1	I	MPU or external R-C circuit	Reset pin. Initializes the LSI when low. Must be reset after power-on.
OPOFF	1	I	V <sub>cc</sub> or GND	Turns the internal operational amplifier off when OPOFF = V <sub>cc</sub> , and turns it on when OPOFF = GND. When internal amplifier is not used, supply V1 to V5 voltage level to the V1OUT to V5OUT pins.
VSW1, VSW2	2	I	GND	Test pins. Must be VSW1, VSW2 = GND.
VREG	1	I	Input pin	This pin is used when the reference voltage of the internal power-supply regulator is externally supplied. When the internal reference voltage (1/2 V <sub>ci</sub> ) is used, VREG must be opened since the 1/2-V <sub>ci</sub> level is output.
VLREF	1	I	Input pin	Use this pin when the LCD drive voltage is externally supplied. When the internal power-supply regulator is used, short VLREF with the V1REF pin.
V1REF	1	O	Output pin	Outputs the LCD drive voltage generated in the internal power-supply regulator. Insert this pin when the external temperature-compensation circuit is used between V1REF and VLREF. If the circuit is not used, short V1REF and VLREF.
V <sub>cc</sub> DUM	2	O	Input pins	Outputs the internal V <sub>cc</sub> level; shorting this pin sets the adjacent input pin to the V <sub>cc</sub> level.
GNDDUM	4	O	Input pins	Outputs the internal GND level; shorting this pin sets the adjacent input pin to the GND level.
Dummy	4	—	—	Dummy pad. Must be left disconnected.
TEST	1	I	GND	Test pin. Must be fixed at GND level.
VTEST	1	—	—	Test pin. Must be left disconnected.
VL1REF	1	O	—	Test pin. Must be left disconnected.

## Block Function Description

### System Interface

The HD66760 has four high-speed system interfaces: an 80-system 16-bit/8-bit bus, a 68-system 16-bit/8-bit bus, an I2C bus interface and a clock synchronized serial interface. The interface mode is selected by the IM2-0 pins.

The HD66760 has three 16-bit registers: an index register (IR), a write data register (WDR), and a read data register (RDR). The IR stores index information from the control registers and the GRAM. The WDR temporarily stores data to be written into control registers and the GRAM, and the RDR temporarily stores data read from the GRAM. Data written into the GRAM from the MPU is first written into the WDR and then is automatically written into the GRAM by internal operation. Data is read through the RDR when reading from the GRAM, and the first read data is invalid and the second and the following data are normal. When a logic operation is performed inside of the HD66760 by using the display data set in the GRAM and the data written from the MPU, the data read through the RDR is used. Accordingly, the MPU does not need to read data twice nor to fetch the read data into the MPU. This enables high-speed processing.

Execution time for instruction excluding oscillation start is 0 clock cycle and instructions can be written in succession.

**Table 2 Register Selection**

80-series Bus		68- series Bus	RS Bits	Operations
WR Bits	RD Bits	R/W Bits		
0	1	0	0	Writes indexes into IR
1	0	1	0	Reads internal status
0	1	0	1	Writes into control registers and GRAM through WDR
1	0	1	1	Reads from GRAM through RDR

### Bit Operation

The HD66760 supports the following functions: a swap function that writes the data written from the MPU into the GRAM by reversing the display position vertically in byte units, a write data mask function that selects and writes data into the GRAM in bit units, and a logic operation function that performs logic operations or conditional determination on the display data set in the GRAM and writes into the GRAM. With the 16-bit bus interface, these functions can greatly reduce the processing loads of the MPU graphics software and can rewrite the display data in the GRAM at high speed. For details, see the Graphics Operation Function section.

## Address Counter (AC)

The address counter (AC) assigns addresses to the GRAM. When an address set instruction is written into the IR, the address information is sent from the IR to the AC.

After writing into the GRAM, the AC is automatically incremented by 1 (or decremented by 1). After reading from the data, the AC is not updated.

## Graphics RAM (GRAM)

The graphics RAM (GRAM) has eight bits/pixel and stores the bit-pattern data of  $104 \times 80$  bytes.

## Grayscale Palette (GSP)

The grayscale palette (GSP) is a palette table that converts the information (three bits for each color: two bits for B) read from the GRAM to 4-bit grayscale data. Any 256 of the 4,096 possible colors can be displayed at the same time. For details, see the Grayscale Palette section.

## Grayscale Control Circuit

The grayscale control circuit performs 16-grayscale control with the frame rate control (FRC) method for grayscale display for each color. For details, see the Grayscale Palette section.

## Timing Generator

The timing generator generates timing signals for the operation of internal circuits such as the GRAM. The RAM read timing for display and internal operation timing by MPU access are generated separately to avoid interference with one another.

## Oscillation Circuit (OSC)

The HD66760 can provide R-C oscillation simply through the addition of an external oscillation-resistor between the OSC1 and OSC2 pins. The appropriate oscillation frequency for operating voltage, display size, and frame frequency can be obtained by adjusting the external-resistor value. Clock pulses can also be supplied externally. Since R-C oscillation stops during the standby mode, current consumption can be reduced. For details, see the Oscillation Circuit section.

## Liquid Crystal Display Driver Circuit

The liquid crystal display driver circuit consists of 80 common signal drivers (COM1 to COM80) and 312 segment signal drivers (SEG1 to SEG312). When the number of lines are selected by a program, the required common signal drivers automatically output drive waveforms, while the other common signal drivers continue to output unselected waveforms.

Display pattern data is latched when 312-bit data has arrived. The latched data then enables the segment signal drivers to generate drive waveform outputs. The shift direction of 312-bit data can be changed by the

SGS bit. The shift direction for the common driver can also be changed by the CMS bit by selecting an appropriate direction for the device mounting configuration.

When multiplexing drive is not used, or during the standby or sleep mode, all the above common and segment signal drivers output the GND level, halting the display.

### **Step-up Circuit (DC-DC Converter)**

The step-up generates three-, four-, five-, or six-times voltage input to the Vci pin. With this, both the internal logic units and LCD drivers can be controlled with a single power supply. Step-up output level from three-times to six-times step-up can be selected by software. For details, see the Power Supply for Liquid Crystal Display Drive section.

### **V-Pin Voltage Follower**

A voltage follower for each voltage level (V1 to V5) reduces current consumption by the LCD drive power supply circuit. No external resistors are required because of the internal bleeder-resistor, which generates different levels of LCD drive voltage. This internal bleeder-resistor can be software-specified from 1/4 bias to 1/10 bias, according to the liquid crystal display drive duty value. For details, see the Power Supply for Liquid Crystal Display Drive section.

### **Contrast Adjuster**

The contrast adjuster can be used to adjust LCD contrast in 128 steps by varying the LCD drive voltage by software. This can be used to select an appropriate LCD brightness or to compensate for temperature.

### **Power-supply Regulator**

The power-supply regulator generates the LCD drive voltage from the reference voltage, which does not depend on the LCD load current. The fluctuating LCD drive voltage can be controlled for the fluctuating LCD load current. For details, see the Liquid Crystal Display Voltage Generator section.

## GRAM Address Map (HD66760)

**Table 3 Relationship between Display Position and GRAM Address (GS = 0, SGS = 0)**

SEG/COM Pin		SEG1	SEG2	SEG3	SEG4	SEG5	SEG6	SEG7	SEG8	SEG9	SEG10	SEG11	SEG12	.....	SEG301	SEG302	SEG303	SEG304	SEG305	SEG306	SEG307	SEG308	SEG309	SEG310	SEG311	SEG312
CMS=0	CMS=1	DB 15	DB 8	DB 7	DB 0	DB 15	DB 8	DB 7	DB 0	DB 15	DB 8	DB 7	DB 0		DB 15	DB 8	DB 7	DB 0	DB 15	DB 8	DB 7	DB 0	DB 15	DB 8	DB 7	DB 0
COM1	COM80	"0000"H				"0001"H				.....	"0032"H				"0033"H											
COM2	COM79	"0100"H				"0101"H				.....	"0132"H				"0133"H											
COM3	COM78	"0200"H				"0201"H				.....	"0232"H				"0233"H											
COM4	COM77	"0300"H				"0301"H				.....	"0332"H				"0333"H											
COM5	COM76	"0400"H				"0401"H				.....	"0432"H				"0433"H											
COM6	COM75	"0500"H				"0501"H				.....	"0532"H				"0533"H											
COM7	COM74	"0600"H				"0601"H				.....	"0632"H				"0633"H											
COM8	COM73	"0700"H				"0701"H				.....	"0732"H				"0733"H											
COM9	COM72	"0800"H				"0801"H				.....	"0832"H				"0833"H											
COM10	COM71	"0900"H				"0901"H				.....	"0932"H				"0933"H											
COM11	COM70	"0A00"H				"0A01"H				.....	"0A32"H				"0A33"H											
COM12	COM69	"0B00"H				"0B01"H				.....	"0B32"H				"0B33"H											
COM13	COM68	"0C00"H				"0C01"H				.....	"0C32"H				"0C33"H											
COM14	COM67	"0D00"H				"0D01"H				.....	"0D32"H				"0D33"H											
COM15	COM66	"0E00"H				"0E01"H				.....	"0E32"H				"0E33"H											
COM16	COM65	"0F00"H				"0F01"H				.....	"0F32"H				"0F33"H											
COM17	COM64	"1000"H				"1001"H				.....	"1032"H				"1033"H											
COM18	COM63	"1100"H				"1101"H				.....	"1132"H				"1133"H											
COM19	COM62	"1200"H				"1201"H				.....	"1232"H				"1233"H											
COM20	COM61	"1300"H				"1301"H				.....	"1332"H				"1333"H											
⋮	⋮	⋮				⋮					⋮				⋮											
COM73	COM8	"4800"H				"4801"H				.....	"4832"H				"4833"H											
COM74	COM7	"4900"H				"4901"H				.....	"4932"H				"4933"H											
COM75	COM6	"4A00"H				"4A01"H				.....	"4A32"H				"4A33"H											
COM76	COM5	"4B00"H				"4B01"H				.....	"4B32"H				"4B33"H											
COM77	COM4	"4C00"H				"4C01"H				.....	"4C32"H				"4C33"H											
COM78	COM3	"4D00"H				"4D01"H				.....	"4D32"H				"4D33"H											
COM79	COM2	"4E00"H				"4E01"H				.....	"4E32"H				"4E33"H											
COM80	COM1	"4F00"H				"4F01"H				.....	"4F32"H				"4F33"H											

**Table 4 Relationship between GRAM Data and Display Contents**

GRAM Data	DB 15	DB 14	DB 13	DB 12	DB 11	DB 10	DB 9	DB 8	DB 7	DB 6	DB 5	DB 4	DB 3	DB 2	DB 1	DB 0
Selection Palette	RK palette			GK palette			BK palette		RK palette			GK palette			BK palette	
Output Pin	SEG (6n+1)			SEG (6n+2)			SEG (6n+3)		SEG (6n+4)			SEG (6n+5)			SEG (6n+6)	

Note: n = Lower 7-bit address (0 to 51)

Table 5 Relationship between Display Position and GRAM Address (GS = 0, SGS = 1)

SEG/COM Pin		SEG1	SEG2	SEG3	SEG4	SEG5	SEG6	SEG7	SEG8	SEG9	SEG10	SEG11	SEG12	.....	SEG301	SEG302	SEG303	SEG304	SEG305	SEG306	SEG307	SEG308	SEG309	SEG310	SEG311	SEG312
CMS=0	CMS=1	DB 0	DB 7	DB 8	DB 15	DB 0	DB 7	DB 8	DB 15	DB 0	DB 7	DB 8	DB 15		DB 0	DB 7	DB 8	DB 15	DB 0	DB 7	DB 8	DB 15	DB 0	DB 7	DB 8	DB 15
COM1	COM80	"0033"H				"0032"H				.....	"0001"H				"0000"H											
COM2	COM79	"0133"H				"0132"H				.....	"0101"H				"0100"H											
COM3	COM78	"0233"H				"0232"H				.....	"0201"H				"0200"H											
COM4	COM77	"0333"H				"0332"H				.....	"0301"H				"0300"H											
COM5	COM76	"0433"H				"0432"H				.....	"0401"H				"0400"H											
COM6	COM75	"0533"H				"0532"H				.....	"0501"H				"0500"H											
COM7	COM74	"0633"H				"0632"H				.....	"0601"H				"0600"H											
COM8	COM73	"0733"H				"0732"H				.....	"0701"H				"0700"H											
COM9	COM72	"0833"H				"0832"H				.....	"0801"H				"0800"H											
COM10	COM71	"0933"H				"0932"H				.....	"0901"H				"0900"H											
COM11	COM70	"0A33"H				"0A32"H				.....	"0A01"H				"0A00"H											
COM12	COM69	"0B33"H				"0B32"H				.....	"0B01"H				"0B00"H											
COM13	COM68	"0C33"H				"0C32"H				.....	"0C01"H				"0C00"H											
COM14	COM67	"0D33"H				"0D32"H				.....	"0D01"H				"0D00"H											
COM15	COM66	"0E33"H				"0E32"H				.....	"0E01"H				"0E00"H											
COM16	COM65	"0F33"H				"0F32"H				.....	"0F01"H				"0F00"H											
COM17	COM64	"1033"H				"1032"H				.....	"1001"H				"1000"H											
COM18	COM63	"1133"H				"1132"H				.....	"1101"H				"1100"H											
COM19	COM62	"1233"H				"1232"H				.....	"1201"H				"1200"H											
COM20	COM61	"1333"H				"1332"H				.....	"1301"H				"1300"H											
⋮	⋮	⋮				⋮					⋮				⋮											
COM73	COM8	"4833"H				"4832"H				.....	"4801"H				"4800"H											
COM74	COM7	"4933"H				"4932"H				.....	"4901"H				"4900"H											
COM75	COM6	"4A33"H				"4A32"H				.....	"4A01"H				"4A00"H											
COM76	COM5	"4B33"H				"4B32"H				.....	"4B01"H				"4B00"H											
COM77	COM4	"4C33"H				"4C32"H				.....	"4C01"H				"4C00"H											
COM78	COM3	"4D33"H				"4D32"H				.....	"4D01"H				"4D00"H											
COM79	COM2	"4E33"H				"4E32"H				.....	"4E01"H				"4E00"H											
COM80	COM1	"4F33"H				"4F32"H				.....	"4F01"H				"4F00"H											

Table 6 Relationship between GRAM Data and Display Contents

GRAM Data	DB 15	DB 14	DB 13	DB 12	DB 11	DB 10	DB 9	DB 8	DB 7	DB 6	DB 5	DB 4	DB 3	DB 2	DB 1	DB 0		
Selection Palette	RK palette			GK palette			BK palette			RK palette			GK palette			BK palette		
Output Pin	SEG (312-6n)			SEG (311-6n)			SEG (310-6n)			SEG (309-6n)			SEG (308-6n)			SEG (307-6n)		

Note: n = Lower 7-bit address (0 to 51)

**Table 7 Relationship between Display Position and GRAM Address (GS = 1, SGS = 0)**

SEG/COM Pin		SEG1	...	SEG12	SEG13	...	SEG24	SEG25	...	SEG36	SEG37	...	SEG48	.....	SEG265	...	SEG276	SEG277	...	SEG288	SEG289	...	SEG300	SEG301	...	SEG312
CMS=0	CMS=1	DB 15	...	DB 8	DB 7	...	DB 0	DB 15	...	DB 8	DB 7	...	DB 0		DB 15	...	DB 8	DB 7	...	DB 0	DB 15	...	DB 8	DB 7	...	DB 0
COM1	COM80	"0000"H				"0001"H				.....				"000B"H				"000C"H								
COM2	COM79	"0100"H				"0101"H				.....				"010B"H				"010C"H								
COM3	COM78	"0200"H				"0201"H				.....				"020B"H				"020C"H								
COM4	COM77	"0300"H				"0301"H				.....				"030B"H				"030C"H								
COM5	COM76	"0400"H				"0401"H				.....				"040B"H				"040C"H								
COM6	COM75	"0500"H				"0501"H				.....				"050B"H				"050C"H								
COM7	COM74	"0600"H				"0601"H				.....				"060B"H				"060C"H								
COM8	COM73	"0700"H				"0701"H				.....				"070B"H				"070C"H								
COM9	COM72	"0800"H				"0801"H				.....				"080B"H				"080C"H								
COM10	COM71	"0900"H				"0901"H				.....				"090B"H				"090C"H								
COM11	COM70	"0A00"H				"0A01"H				.....				"0A0B"H				"0A0C"H								
COM12	COM69	"0B00"H				"0B01"H				.....				"0B0B"H				"0B0C"H								
COM13	COM68	"0C00"H				"0C01"H				.....				"0C0B"H				"0C0C"H								
COM14	COM67	"0D00"H				"0D01"H				.....				"0D0B"H				"0D0C"H								
COM15	COM66	"0E00"H				"0E01"H				.....				"0E0B"H				"0E0C"H								
COM16	COM65	"0F00"H				"0F01"H				.....				"0F0B"H				"0F0C"H								
COM17	COM64	"1000"H				"1001"H				.....				"100B"H				"100C"H								
COM18	COM63	"1100"H				"1101"H				.....				"110B"H				"110C"H								
COM19	COM62	"1200"H				"1201"H				.....				"120B"H				"120C"H								
COM20	COM61	"1300"H				"1301"H				.....				"130B"H				"130C"H								
⋮	⋮	⋮				⋮				.....				⋮				⋮								
COM73	COM8	"4800"H				"4801"H				.....				"480B"H				"480C"H								
COM74	COM7	"4900"H				"4901"H				.....				"490B"H				"490C"H								
COM75	COM6	"4A00"H				"4A01"H				.....				"4A0B"H				"4A0C"H								
COM76	COM5	"4B00"H				"4B01"H				.....				"4B0B"H				"4B0C"H								
COM77	COM4	"4C00"H				"4C01"H				.....				"4C0B"H				"4C0C"H								
COM78	COM3	"4D00"H				"4D01"H				.....				"4D0B"H				"4D0C"H								
COM79	COM2	"4E00"H				"4E01"H				.....				"4E0B"H				"4E0C"H								
COM80	COM1	"4F00"H				"4F01"H				.....				"4F0B"H				"4F0C"H								

Note: When the GS bit is updated, the RAM data must be rewritten.

**Table 8 Relationship between GRAM Data and Display Contents**

GRAM Data	DB 15	DB 14	DB 13	DB 12	DB 11	DB 10	DB 9	DB 8	DB 7	DB 6	DB 5	DB 4	DB 3	DB 2	DB 1	DB 0
Selection Palette	RK, GK, BK		RK, GK, BK		RK, GK, BK		RK, GK, BK		RK, GK, BK		RK, GK, BK		RK, GK, BK		RK, GK, BK	
Output Pin	SEG (24n+1)	SEG (24n+2)	SEG (24n+3)	SEG (24n+4)	SEG (24n+5)	SEG (24n+6)	SEG (24n+7)	SEG (24n+8)	SEG (24n+9)	SEG (24n+10)	SEG (24n+11)	SEG (24n+12)	SEG (24n+13)	SEG (24n+14)	SEG (24n+15)	SEG (24n+16)
	⋮	⋮	⋮	⋮	⋮	⋮	⋮	⋮	⋮	⋮	⋮	⋮	⋮	⋮	⋮	⋮
	SEG (24n+3)	SEG (24n+4)	SEG (24n+5)	SEG (24n+6)	SEG (24n+7)	SEG (24n+8)	SEG (24n+9)	SEG (24n+10)	SEG (24n+11)	SEG (24n+12)	SEG (24n+13)	SEG (24n+14)	SEG (24n+15)	SEG (24n+16)	SEG (24n+17)	SEG (24n+18)

Note: n = Lower 4-bit address (0 to 12)



Table 9 Relationship between Display Position and GRAM Address (GS = 1, SGS = 1)

SEG/COM Pin		SEG1	...	SEG12	...	SEG13	...	SEG24	...	SEG25	...	SEG36	...	SEG37	...	SEG48	.....	SEG265	...	SEG276	...	SEG277	...	SEG288	...	SEG289	...	SEG300	...	SEG301	...	SEG312
CMS=0	CMS=1	DB 0	...	DB 7	DB 8	...	DB 15	DB 0	...	DB 7	DB 8	...	DB 15	DB 0	...	DB 7	DB 8	...	DB 15	DB 0	...	DB 7	DB 8	...	DB 15	DB 0	...	DB 7	DB 8	...	DB 15	
COM1	COM80	"000C"H				"000B"H				.....	"0001"H				"0000"H																	
COM2	COM79	"010C"H				"010B"H				.....	"0101"H				"0100"H																	
COM3	COM78	"020C"H				"020B"H				.....	"0201"H				"0200"H																	
COM4	COM77	"030C"H				"030B"H				.....	"0301"H				"0300"H																	
COM5	COM76	"040C"H				"040B"H				.....	"0401"H				"0400"H																	
COM6	COM75	"050C"H				"050B"H				.....	"0501"H				"0500"H																	
COM7	COM74	"060C"H				"060B"H				.....	"0601"H				"0600"H																	
COM8	COM73	"070C"H				"070B"H				.....	"0701"H				"0700"H																	
COM9	COM72	"080C"H				"080B"H				.....	"0801"H				"0800"H																	
COM10	COM71	"090C"H				"090B"H				.....	"0901"H				"0900"H																	
COM11	COM70	"0A0C"H				"0A0B"H				.....	"0A01"H				"0A00"H																	
COM12	COM69	"0B0C"H				"0B0B"H				.....	"0B01"H				"0B00"H																	
COM13	COM68	"0C0C"H				"0C0B"H				.....	"0C01"H				"0C00"H																	
COM14	COM67	"0D0C"H				"0D0B"H				.....	"0D01"H				"0D00"H																	
COM15	COM66	"0E0C"H				"0E0B"H				.....	"0E01"H				"0E00"H																	
COM16	COM65	"0F0C"H				"0F0B"H				.....	"0F01"H				"0F00"H																	
COM17	COM64	"100C"H				"100B"H				.....	"1001"H				"1000"H																	
COM18	COM63	"110C"H				"110B"H				.....	"1101"H				"1100"H																	
COM19	COM62	"120C"H				"120B"H				.....	"1201"H				"1200"H																	
COM20	COM61	"130C"H				"130B"H				.....	"1301"H				"1300"H																	
⋮	⋮	⋮				⋮					⋮				⋮																	
COM73	COM8	"480C"H				"480B"H				.....	"4801"H				"4800"H																	
COM74	COM7	"490C"H				"490B"H				.....	"4901"H				"4900"H																	
COM75	COM6	"4A0C"H				"4A0B"H				.....	"4A01"H				"4A00"H																	
COM76	COM5	"4B0C"H				"4B0B"H				.....	"4B01"H				"4B00"H																	
COM77	COM4	"4C0C"H				"4C0B"H				.....	"4C01"H				"4C00"H																	
COM78	COM3	"4D0C"H				"4D0B"H				.....	"4D01"H				"4D00"H																	
COM79	COM2	"4E0C"H				"4E0B"H				.....	"4E01"H				"4E00"H																	
COM80	COM1	"4F0C"H				"4F0B"H				.....	"4F01"H				"4F00"H																	

Note: When the GS bit is updated, the RAM data must be rewritten.

Table 10 Relationship between GRAM Data and Display Contents

GRAM Data	DB 15	DB 14	DB 13	DB 12	DB 11	DB 10	DB 9	DB 8	DB 7	DB 6	DB 5	DB 4	DB 3	DB 2	DB 1	DB 0
Selection Palette	RK, GK, BK		RK, GK, BK		RK, GK, BK		RK, GK, BK		RK, GK, BK		RK, GK, BK		RK, GK, BK		RK, GK, BK	
Output Pin	SEG (312-24n)		SEG (309-24n)		SEG (306-24n)		SEG (303-24n)		SEG (300-24n)		SEG (297-24n)		SEG (294-24n)		SEG (291-24n)	
	⋮		⋮		⋮		⋮		⋮		⋮		⋮		⋮	
	SEG (310-24n)		SEG (307-24n)		SEG (304-24n)		SEG (301-24n)		SEG (298-24n)		SEG (295-24n)		SEG (292-24n)		SEG (289-24n)	

Note: n = Lower 4-bit address (0 to 12)

## Instructions

### Outline

The HD66760 uses the 16-bit bus architecture. Before the internal operation of the HD66760 starts, control information is temporarily stored in the registers described below to allow high-speed interfacing with a high-performance microcomputer. The internal operation of the HD66760 is determined by signals sent from the microcomputer. These signals, which include the register selection signal (RS), the read/write signal (R/W), and the data bus signals (DB15 to DB0), make up the HD66760 instructions. There are eight categories of instructions that:

- Specify the index
- Read the status
- Control the display
- Control power management
- Process the graphics data
- Set internal GRAM addresses
- Transfer data to and from the internal GRAM
- Set grayscale level for the internal grayscale palette table

Normally, instructions that write data are used the most. However, an auto-update of internal GRAM addresses after each data write can lighten the microcomputer program load.

Because instructions are executed in 0 cycles, they can be written in succession.

## Instruction Descriptions

### Index

The index instruction specifies the RAM control indexes (R00h to R39h). It sets the register number in the range of 000000 to 111001 in binary form. However, R40h to R44h are disabled since they are test registers.

R/W	RS	DB15	DB14	DB13	DB12	DB11	DB10	DB9	DB8	DB7	DB6	DB5	DB4	DB3	DB2	DB1	DB0
W	0	*	*	*	*	*	*	*	*	*	ID6	ID5	ID4	ID3	ID2	ID1	ID0

Figure 1 Index Instruction

### Status Read

The status read instruction reads the internal status of the HD66760.

**L7-0:** Indicate the driving raster-row position where the liquid crystal display is being driven.

**C6-0:** Read the contrast setting values (CT6-0).

R/W	RS	DB15	DB14	DB13	DB12	DB11	DB10	DB9	DB8	DB7	DB6	DB5	DB4	DB3	DB2	DB1	DB0
R	0	0	L6	L5	L4	L3	L2	L1	L0	0	C6	C5	C4	C3	C2	C1	C0

Figure 2 Status Read Instruction

### Start Oscillation (R00h)

The start oscillation instruction restarts the oscillator from the halt state in the standby mode. After issuing this instruction, wait at least 10 ms for oscillation to stabilize before issuing the next instruction. (See the Standby Mode section.)

If this register is read forcibly, 8760H is read.

R/W	RS	DB15	DB14	DB13	DB12	DB11	DB10	DB9	DB8	DB7	DB6	DB5	DB4	DB3	DB2	DB1	DB0
W	1	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	1
R	1	1	0	0	0	0	1	1	1	0	1	1	0	0	0	0	0

Figure 3 Start Oscillation Instruction

# HD66760

## Driver Output Control (R01h)

**CMS:** Selects the output shift direction of a common driver. When CMS = 0, COM1 shifts to COM80. When CMS = 1, COM80 shifts to COM1.

**SGS:** Selects the output shift direction of a segment driver. When SGS = 0, SEG1 shifts to SEG312. When SGS = 1, SEG312 shifts to SEG1. When SGS = 0, the SEG1 pin assigns the color display to R, G, or B. When SGS = 1, the SEG312 pin assigns R, G, or B to the color display.

**NL3–0:** Specify the LCD drive duty ratio. The duty ratio can be adjusted for every eight raster-rows. GRAM address mapping does not depend on the setting value of the drive duty ratio.

R/W	RS	DB15	DB14	DB13	DB12	DB11	DB10	DB9	DB8	DB7	DB6	DB5	DB4	DB3	DB2	DB1	DB0
W	1	0	0	0	0	0	0	CMS	SGS	0	0	0	0	NL3	NL2	NL1	NL0

**Figure 4 Driver Output Control Instruction**

**Table 11 NL Bits and Drive Duty**

NL3	NL2	NL1	NL0	Display Size	LCD Drive Duty	Common Driver Used
0	0	0	0	Setting disabled	Setting disabled	Setting disabled
0	0	0	1	312 x 16 dots	1/16 Duty	COM1–COM16
0	0	1	0	312 x 24 dots	1/24 Duty	COM1–COM24
0	0	1	1	312 x 32 dots	1/32 Duty	COM1–COM32
0	1	0	0	312 x 40 dots	1/40 Duty	COM1–COM40
0	1	0	1	312 x 48 dots	1/48 Duty	COM1–COM48
0	1	1	0	312 x 56 dots	1/56 Duty	COM1–COM56
0	1	1	1	312 x 64 dots	1/64 Duty	COM1–COM64
1	0	0	0	312 x 72 dots	1/72 Duty	COM1–COM72
1	0	0	1	312 x 80 dots	1/80 Duty	COM1–COM80

**LCD-Driving-Waveform Control (R02h)**

**RST:** When RST = 1, software function is started. This function is same as hardware RESET\* pin. It takes 10 clock cycle period. The RST will be automatically cleared. Therefore, after 10 clock cycle other instruction can be issued. Do not set the RST during stand-by mode.

**B/C:** When B/C = 0, a B-pattern waveform is generated and alternates in every frame for LCD drive. When B/C = 1, a C-pattern waveform is generated and alternates in each raster-row specified by bits EOR and NW4-NW0 in the LCD-driving-waveform control register. For details, see the n-raster-row Reversed AC Drive section.

**EOR:** When the C-pattern waveform is set (B/C = 1) and EOR = 1, the odd/even frame-select signals and the n-raster-row reversed signals are EORed for alternating drive. EOR is used when the LCD is not alternated by combining the set values of the LCD drive duty ratio and the n raster-row. For details, see the n-raster-row Reversed AC Drive section.

**NW4-0:** Specify the number of raster-rows n that will alternate at the C-pattern waveform setting (B/C = 1). NW4-NW0 alternate for every set value + 1 raster-row, and the first to the 32nd raster-rows can be selected.

R/W	RS	DB15	DB14	DB13	DB12	DB11	DB10	DB9	DB8	DB7	DB6	DB5	DB4	DB3	DB2	DB1	DB0
W	1	0	0	0	0	0	0	0	RST	0	B/C	EOR	NW4	NW3	NW2	NW1	NW0

**Figure 5 LCD-Driving-Waveform Control Instruction**

**Power Control (R03h)**

**BS2-0:** The LCD drive bias value is set within the range of a 1/4 to 1/10 bias. The LCD drive bias value can be selected according to its drive duty ratio and voltage. For details, see the Liquid-crystal-display Drive-bias Selector section.

**BT1-0:** The output factor of VLOUT between three-times, four-times, five-times, and six-times step-up is switched. The LCD drive voltage level can be selected according to its drive duty ratio and bias. Lower amplification of the step-up circuit consumes less current.

**PS1-0:** The internal or external power supply is selected as the reference power supply for the LCD drive-voltage generator.

**DC1-0:** The operating frequency in the step-up circuit is selected. When the step-up operating frequency is high, the driving ability of the step-up circuit and the display quality become high, but the current consumption is increased. Adjust the frequency considering the display quality and the current consumption.

**AP1-0:** The amount of fixed current from the fixed current source in the operational amplifier for V pins (V1 to V5) is adjusted. When the amount of fixed current is large, the LCD driving ability and the display quality become high, but the current consumption is increased. Adjust the fixed current considering the display quality and the current consumption.

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## HD66760

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During no display, when AP1-0 = 00, the current consumption can be reduced by ending the operational amplifier and step-up circuit operation.

**SLP:** When SLP = 1, the HD66760 enters the sleep mode, where the internal display operations are halted except for the R-C oscillator, thus reducing current consumption. For details, see the Sleep Mode section. Only the following instructions can be executed during the sleep mode.

- a. Power control (BS2-0, BT1-0, DC1-0, AP1-0, SLP, and STB bits)
- b. Software reset (RST = 1)

During the sleep mode, the other GRAM data and instructions cannot be updated although they are retained.

**STB:** When STB = 1, the HD66760 enters the standby mode, where display operation completely stops, halting all the internal operations including the internal R-C oscillator. Further, no external clock pulses are supplied. For details, see the Standby Mode section.

Only the following instructions can be executed during the standby mode.

- a. Standby mode cancel (STB = 0)
- b. Start oscillation
- c. Power control (BS2-0, BT1-0, DC1-0, AP1-0, SLP, and STB bits)

During the standby mode, the GRAM data and instructions may be lost. To prevent this, they must be set again after the standby mode is canceled.

**Table 12 BS Bits and LCD Drive Bias Value**

BS2	BS1	BS0	LCD Drive Bias Value
0	0	0	Setting disabled
0	0	1	1/10 bias drive
0	1	0	1/9 bias drive
0	1	1	1/8 bias drive
1	0	0	1/7 bias drive
1	0	1	1/6 bias drive
1	1	0	1/5 bias drive
1	1	1	1/4 bias drive

**Table 13 BS Bits and Output Level**

BT1	BT0	VLOUT Output Level
0	0	Three-times step-up
0	1	Four-times step-up
1	0	Five-times step-up
1	1	Six-times step-up

**Table 14 DC Bits and Operating Clock Frequency**

DC1	DC0	Operating Clock Frequency in the Step-up Circuit
0	0	32-divided clock
0	1	16-divided clock
1	0	128-divided clock
1	1	64-divided clock

**Table 15 AP Bits and Amount of Fixed Current**

AP1	AP0	Amount of Fixed Current in the Operational Amplifier
0	0	Operational amplifier and booster do not operate.
0	1	Small
1	0	Middle
1	1	Large

**Table 16 Switching Reference Power Supply**

PS1	PS0	VREG Pin	V1REF Pin	VLREF Pin	VLREF Regulator
0	0	Output (1/2Vci)	Output (1/2Vci $\neq$ N-times)	Input (from V1REF pin)	Unused
0	1	Output (1/2Vci)	Output (1/2Vci $\neq$ N-times)	Input (from V1REF pin)	Used
1	0	Input (Vreg)	Output (Vreg $\neq$ N-times)	Input (from V1REF pin)	Unused
1	1	Open (High-Z)	Open (High-Z)	Input (Vlcd: LCD voltage)	Unused

R/W	RS	DB15	DB14	DB13	DB12	DB11	DB10	DB9	DB8	DB7	DB6	DB5	DB4	DB3	DB2	DB1	DB0
W	1	0	0	0	BS2	BS1	BS0	BT1	BT0	PS1	PS0	DC1	DC0	AP1	AP0	SLP	STB

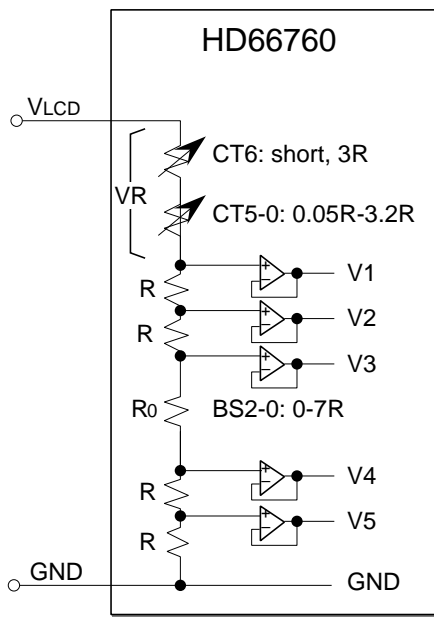
**Figure 6 Power Control Instruction**

## Contrast Control (R04h)

**CT6-0:** These bits control the LCD drive voltage (potential difference between V1 and GND) to adjust 128-step contrast. For details, see the Contrast Adjuster section.

R/W	RS	DB15	DB14	DB13	DB12	DB11	DB10	DB9	DB8	DB7	DB6	DB5	DB4	DB3	DB2	DB1	DB0
W	1	0	0	0	0	0	VR2	VR1	VR0	0	CT6	CT5	CT4	CT3	CT2	CT1	CT0

**Figure 7 Contrast Control Instruction**



**Figure 8 Contrast Adjuster**



Table 17 G Bits and Variable Register Value of Contrast Adjuster

CT Set Value						Variable Resistor (VR)	
CT5	CT4	CT3	CT2	CT1	CT0	CT6 = 0	CT6 = 1
0	0	0	0	0	0	$6.20 \times R$	$3.20 \times R$
0	0	0	0	0	1	$6.15 \times R$	$3.15 \times R$
0	0	0	0	1	0	$6.10 \times R$	$3.10 \times R$
0	0	0	0	1	1	$6.05 \times R$	$3.05 \times R$
0	0	0	1	0	0	$6.00 \times R$	$3.00 \times R$
			•			•	•
			•			•	•
1	1	1	1	0	1	$3.15 \times R$	$0.15 \times R$
1	1	1	1	1	0	$3.10 \times R$	$0.10 \times R$
1	1	1	1	1	1	$3.05 \times R$	$0.05 \times R$

**VR2–0:** These bits adjust the output voltage (V1REF) in the LCD drive reference generator in the range of four- to 11-times of Vreg (1/2Vci or VREG pin input voltage).

Table 18 VR Bits and V1REF Voltage

VR2	VR1	VR0	V1REF Voltage Setting
0	0	0	Vreg $\times$ 4-times
0	0	1	Vreg $\times$ 5-times
0	1	0	Vreg $\times$ 6-times
0	1	1	Vreg $\times$ 7-times
1	0	0	Vreg $\times$ 8-times
1	0	1	Vreg $\times$ 9-times
1	1	0	Vreg $\times$ 10-times
1	1	1	Vreg $\times$ 11-times

# HD66760

## Entry Mode (R05h)

## Compare Register (R06h)

The write data sent from the microcomputer is modified in the HD66760 and written to the GRAM. The display data in the GRAM can be quickly rewritten to reduce the load of the microcomputer software processing. For details, see the Graphics Operation Function section.

**SWP:** When SWP = 1, the upper and lower bytes in the two-byte data sent from the microcomputer are swapped and written to the GRAM. When SWP = 0, this bit directly writes the two-byte data sent from the microcomputer to the GRAM. This swap processing is performed only for the data sent from the microcomputer before logical operation. When SWP = 1, the upper and lower bytes in the write data mask (WM15-0) are swapped to be executed with the write data.

**I/D:** When I/D = 1, the address counter (AC) is automatically incremented by 1 after the data is written to the GRAM. When I/D = 0, the AC is automatically decremented by 1 after the data is written to the GRAM.

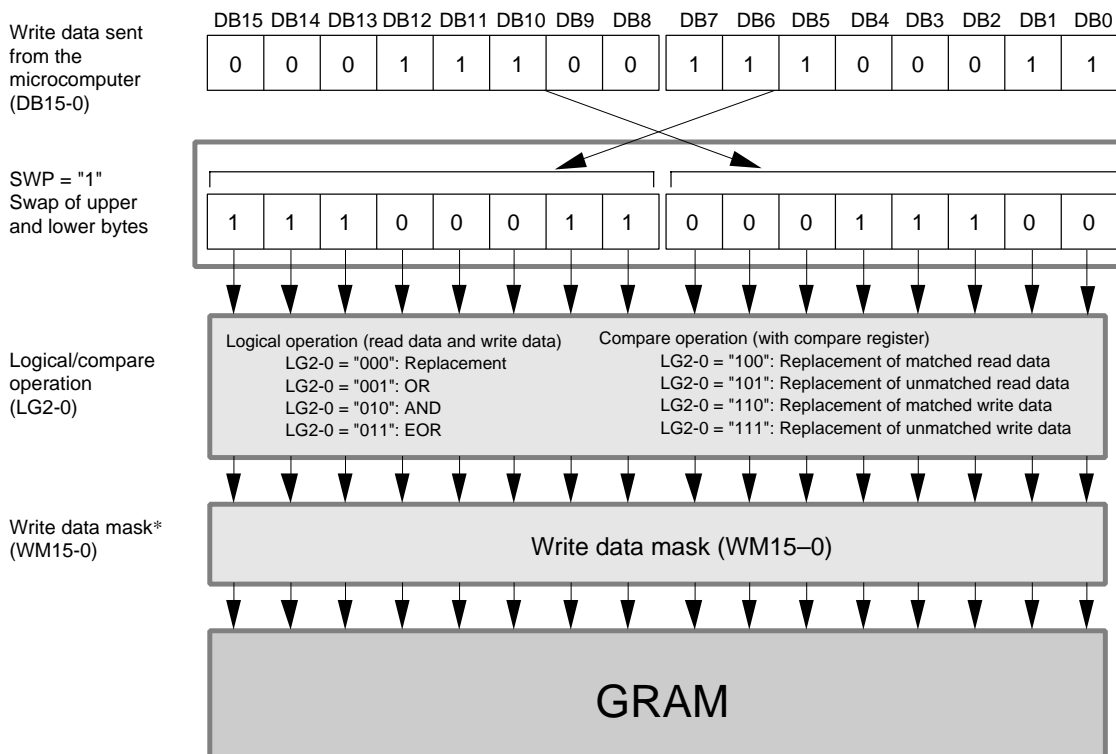
**AM:** Set the automatic update method of the AC after the data is written to the GRAM. When AM = 0, the data is continuously written in parallel. When AM = 1, the data is continuously written vertically.

**LG2-0:** Compare the data read from the GRAM by the microcomputer with the compare registers (CP7-0) by a compare/logical operation and write the results to GRAM. For details, see the Logical/Compare Operation Function.

**CP7-0:** Set the compare register for the compare operation with the data read from the GRAM or written by the microcomputer.

R/W	RS	DB15	DB14	DB13	DB12	DB11	DB10	DB9	DB8	DB7	DB6	DB5	DB4	DB3	DB2	DB1	DB0
W	1	0	0	0	0	0	0	0	SWP	0	0	0	I/D	AM	LG2	LG1	LG0
W	1	0	0	0	0	0	0	0	0	CP7	CP6	CP5	CP4	CP3	CP2	CP1	CP0

**Figure 9 Entry Mode and Compare Register**



- Notes: 1. The write data mask (WM15-0) is set by the register in the RAM Write Data Mask section.  
 2. When SWP = 1, the upper and lower bytes in the write data mask are swapped to be executed with the write data.

Figure 10 Logical/Compare Operation and Swapping for the GRAM

### Display Control (R07h)

**VLE2-1:** When VLE1 = 1, a vertical scroll is performed in the 1st screen. When VLE2 = 1, a vertical scroll is performed in the 2nd screen. Vertical scrolling on the two screens can be independently controlled.

**SPT:** When SPT = 1, the 2-division LCD drive is performed. For details, see the Screen-division Driving Function section.

**E:** When E = 1, "pixel on/off" mode is enabled. Displayed pixel can be "all on" or "all off" regardless GRAM contents. The "all on" or "all off" can be selected B/W bit setting. When the "pixel on/off" mode is enabled (E=1), the D0 and D1 should be 1 and REV should be 0 (display on and no reverse mode).

**B/W:** When E = 1 and B/W = 0, displayed pixel is "all off" regardless GRAM contents. When E = 1 and B/W = 1, displayed pixel is "all on" regardless GRAM contents.

**GS:** When GS = 0, the display is in eight grayscale mode and displays 256 colors by selecting eight grayscales from 16 grayscale levels. When GS = 1, the display is in four grayscales and displays 256 colors by selecting four grayscales from 16 grayscale levels. In four-grayscale mode, four colors can be displayed with two bits per pixel (RGB). GRAM data must be rewritten when the GS bit is swapped.

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When GS = 1, the GRAM address increments or decrements addresses from 0000H to 4F0CH. For details, see the Grayscale Palette and Four-color Display Mode sections.

**REV:** Displays all character and graphics display sections with reversal when REV = 1. For details, see the Reversed Display Function section. Since the grayscale level can be reversed, display of the same data is enabled on normally-white and normally-black panels.

**D1-0:** Display is on when D1 = 1 and off when D1 = 0. When off, the display data remains in the GRAM, and can be displayed instantly by setting D1 = 1. When D1 is 0, the display is off with the SEG1 to SEG312 outputs and COM1 to COM80 outputs set to the GND level. Because of this, the HD66760 can control the charging current for the LCD with AC driving.

When D1-0 = 01, the internal display of the HD66760 is performed although the display is off. When D1-0 = 00, the internal display operation halts and the display is off.

**Table 19 D Bits and Operation**

D1	D0	SEG/COM Output	HD66760 Internal Display Operation
0	0	GND	Halt
0	1	GND	Operate
1	0	Unlit display	Operate
1	1	Display	Operate

- Notes:
1. The internal power supply can operate independently from D1-0.
  2. Writing from the microcomputer to the GRAM is independent from D1-0.
  3. In the sleep and standby modes, D1-0 = 00. However, the register contents of D1-0 are not modified.

R/W	RS	DB15	DB14	DB13	DB12	DB11	DB10	DB9	DB8	DB7	DB6	DB5	DB4	DB3	DB2	DB1	DB0
W	1	0	0	0	0	0	VLE2	VLE1	SPT	0	0	E	B/W	GS	REV	D1	D0

**Figure 11 Display Control Instruction**

### Cursor Control (R08h)

**C:** When C = 1, the window cursor display is started. The display mode is selected by the CM1-0 bits, and the display area is specified in a pixel unit by the horizontal cursor position register (HS6-0 and HE6-0 bits) and vertical cursor position register (VS6-0 and VE6-0 bits). The cursor color (CR, CG, or CB) can be set to any of eight colors in the window cursor. However, the cursor color cannot be controlled by the grayscale. For details, see the Color Window Cursor Control section.

**CM1-0:** The display mode of the window cursor is selected. These bits can display a eight-color cursor, reversed cursor, eight-color blink cursor, and reversed blink cursor.

**CR/CB/CG:** The window cursor color can be specified. Red, blue, green, white, black, or any combination color can be displayed. However, the cursor color cannot be controlled by the grayscale. For details, see the Color Window Cursor Control section.

R/W	RS	DB15	DB14	DB13	DB12	DB11	DB10	DB9	DB8	DB7	DB6	DB5	DB4	DB3	DB2	DB1	DB0
W	1	0	0	0	0	0	CR	CG	CB	0	0	0	C	0	0	CM1	CM0

Figure 12 Cursor Control Instruction

Table 20 CM Bits and Window Cursor Display Mode

D1	D0	Window Cursor Display Mode
0	0	Eight-color cursor (displaying the window cursor with the color specified by CR, CG, or CB)
0	1	Reversed cursor (displaying reversed grayscale data in the window cursor)
1	0	Eight-color blink cursor (alternately blinking normal and eight-color display of CR, CG, or CB in the window cursor)
1	1	Reversed blink cursor (alternately blinking normal and reversed display of the grayscale data in the window cursor)

### Grayscale and Blink Synchronization (R09h)

Initializes the blink and frame counters, which control the blink cycle and grayscale generation, respectively.

R/W	RS	DB15	DB14	DB13	DB12	DB11	DB10	DB9	DB8	DB7	DB6	DB5	DB4	DB3	DB2	DB1	DB0
W	1	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0

Figure 13 Grayscale and Blink Synchronization Instructions

### Vertical Scroll Control (R11h)

**VL16–11:** Specify the display-start raster-row at the 1st screen display for vertical smooth scrolling. Any raster-row from the first to 80th can be selected. After the 80th raster-row is displayed, the display restarts from the first raster-row. The display-start raster-row (VL16-10) is valid only when VLE1 = 1. The raster-row display is fixed when VLE1 = 0. (VLE1 is the 1st-screen vertical-scroll enable bit.)

**VL26–20:** Specify the display-start raster-row at the 2nd screen display. The display-start raster-row (VL26-20) is valid only when VLE2 = 1. The raster-row display is fixed when VLE2 = 0. (VLE2 is the 2nd-screen vertical-scroll enable bit.) The vertical scroll for the 1st and 2nd screens can be independently set.

R/W	RS	DB15	DB14	DB13	DB12	DB11	DB10	DB9	DB8	DB7	DB6	DB5	DB4	DB3	DB2	DB1	DB0
W	1	0	VL26	VL25	VL24	VL23	VL22	VL21	VL20	0	VL16	VL15	VL14	VL13	VL12	VL11	VL10

**Figure 14 Vertical Scroll Control Instruction**

**Table 21 VL Bits and Display-start Raster-row**

VL26 VL16	VL25 VL15	VL24 VL14	VL23 VL13	VL22 VL12	VL21 VL11	VL20 VL10	Display-start Raster-row
0	0	0	0	0	0	0	1st raster-row
0	0	0	0	0	0	1	2nd raster-row
0	0	0	0	0	1	0	3rd raster-row
0	0	0	0	0	1	1	4th raster-row
0	0	0	0	1	0	0	5th raster-row
:	:	:	:	:	:	:	:
1	0	0	1	1	1	0	79th raster-row
1	0	0	1	1	1	1	80th raster-row

Note: Do not set over the 80th (4FH) raster-row.

## Horizontal Cursor Position (R12h)

## Vertical Cursor Position (R13h)

**HS6-0:** Specify the start position for horizontally displaying the window cursor in a pixel unit. The cursor is displayed from the 'set value + 1' pixel. Ensure that  $HS6-0 \leq HE6-0$ .

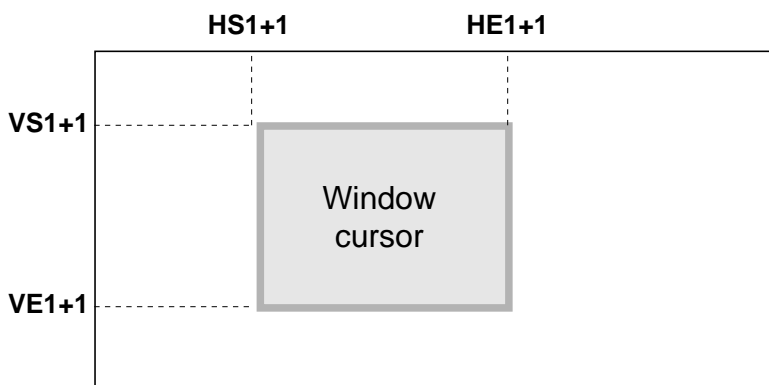
**HE6-0:** Specify the end position for horizontally displaying the window cursor in a pixel unit. The cursor is displayed to the 'set value + 1' pixel. Ensure that  $HS6-0 \leq HE6-0$ .

**VS6-0:** Specify the start position for vertically displaying the window cursor in a raster-row unit. The cursor is displayed from the 'set value + 1' raster-row. Ensure that  $VS6-0 \leq VE6-0$ .

**VE6-0:** Specify the end position for vertically displaying the window cursor in a raster-row unit. The cursor is displayed to the 'set value + 1' raster-row. Ensure that  $VS6-0 \leq VE6-0$ .

R/W	RS	DB15	DB14	DB13	DB12	DB11	DB10	DB9	DB8	DB7	DB6	DB5	DB4	DB3	DB2	DB1	DB0
W	1	0	HE6	HE5	HE4	HE3	HE2	HE1	HE0	0	HS6	HS5	HS4	HS3	HS2	HS1	HS0
W	1	0	VE6	VE5	VE4	VE3	VE2	VE1	VE0	0	VS6	VS5	VS4	VS3	VS2	VS1	VS0

**Figure 15 Horizontal Cursor Position and Vertical Cursor Position Instructions**



**Note:** The cursor position must be included in the display area.

**Figure 16 Window Cursor Position**

**1st Screen Driving Position (R14h)**

**2nd Screen Driving Position (R15h)**

**SS16-0:** Specify the driving start position for the first screen in a line unit. The LCD driving starts from the 'set value + 1' common driver.

**SE16-0:** Specify the driving end position for the first screen in a line unit. The LCD driving is performed to the 'set value + 1' common driver. For instance, when SS16-10 = 07H and SE16-10 = 10H are set, the LCD driving is performed from COM8 to COM17, and non-selection driving is performed for COM1 to COM7, COM18, and others. Ensure that SS16-10 ≤ SE16-10 ≤ 4FH. For details, see the Screen-division Driving Function section.

**SS26-0:** Specify the driving start position for the second screen in a line unit. The LCD driving starts from the 'set value + 1' common driver. The second screen is driven when SPT = 1.

**SE26-0:** Specify the driving end position for the second screen in a line unit. The LCD driving is performed to the 'set value + 1' common driver. For instance, when SPT = 1, SS26-20 = 20H, and SE26-20 = 4FH are set, the LCD driving is performed from COM33 to COM80. Ensure that SS16-10 ≤ SE16-10 < SS26-20 ≤ SE26-20 ≤ 4FH. For details, see the Screen-division Driving Function section.

R/W	RS	DB15	DB14	DB13	DB12	DB11	DB10	DB9	DB8	DB7	DB6	DB5	DB4	DB3	DB2	DB1	DB0
W	1	0	SE16	SE15	SE14	SE13	SE12	SE11	SE10	0	SS16	SS15	SS14	SS13	SS12	SS11	SS10
W	1	0	SE26	SE25	SE24	SE23	SE22	SE21	SE20	0	SS26	SS25	SS24	SS23	SS22	SS21	SS20

**Figure 17 1st Screen Driving Position and 2nd Screen Driving Position**

## RAM Write Data Mask (R20h)

**WM15–0:** In writing to the GRAM, these bits mask writing in a bit unit. When WM15 = 1, this bit masks the write data of DB15 and does not write to the GRAM. Similarly, the WM14-0 bits mask the write data of DB14-0 in a bit unit. When SWP = 1, the upper and lower bytes in the write data mask are swapped. For details, see the Graphics Operation Function section.

R/W	RS	DB15	DB14	DB13	DB12	DB11	DB10	DB9	DB8	DB7	DB6	DB5	DB4	DB3	DB2	DB1	DB0
W	1	WM15	WM14	WM13	WM12	WM11	WM10	WM9	WM8	WM7	WM6	WM5	WM4	WM3	WM2	WM1	WM0

**Figure 18 RAM Write Data Mask Instruction**

## RAM Address Set (R21h)

**AD14–0:** Initially set GRAM addresses to the address counter (AC). Once the GRAM data is written, the AC is automatically updated according to the AM and I/D bit settings. This allows consecutive accesses without resetting addresses. Address update range is 0000H-4F33H (GS=0) and 0000H-4F0CH (GS=1). Once the GRAM data is read, the AC is not automatically updated. GRAM address setting is not allowed in the sleep mode or standby mode.

R/W	RS	DB15	DB14	DB13	DB12	DB11	DB10	DB9	DB8	DB7	DB6	DB5	DB4	DB3	DB2	DB1	DB0
W	1	0	AD14	AD13	AD12	AD11	AD10	AD9	AD8	0	0	AD5	AD4	AD3	AD2	AD1	AD0

**Figure 19 RAM Address Set Instruction**

**Table 22 GRAM Address Range in Eight-grayscale Mode (GS = 0)**

AD14–AD0	GRAM Setting
"0000"H–"0033"H	Bitmap data for COM1
"0100"H–"0133"H	Bitmap data for COM2
"0200"H–"0233"H	Bitmap data for COM3
"0300"H–"0333"H	Bitmap data for COM4
:	:
"AC00"H–"4C33"H	Bitmap data for COM77
"AD00"H–"4D33"H	Bitmap data for COM78
"AE00"H–"4E33"H	Bitmap data for COM79
"AF00"H–"4F33"H	Bitmap data for COM80



**Table 23 GRAM Address Range in Four-grayscale Mode (GS = 1)**

AD14-AD0	GRAM Setting
"0000"H-"000C"H	Bitmap data for COM1
"0100"H-"010C"H	Bitmap data for COM2
"0200"H-"020C"H	Bitmap data for COM3
"0300"H-"030C"H	Bitmap data for COM4
:	:
"AC00"H-"4C0C"H	Bitmap data for COM77
"AD00"H-"4D0C"H	Bitmap data for COM78
"AE00"H-"4E0C"H	Bitmap data for COM79
"AF00"H-"4F0C"H	Bitmap data for COM80

**Write Data to GRAM (R22h)**

**WD15-0** : Write 16-bit data to the GRAM. This data calls each grayscale palette. After a write, the address is automatically updated according to the AM and I/D bit settings. During the sleep and standby modes, the GRAM cannot be accessed.

R/W	RS	DB15	DB14	DB13	DB12	DB11	DB10	DB9	DB8	DB7	DB6	DB5	DB4	DB3	DB2	DB1	DB0
W	1	WD15	WD14	WD13	WD12	WD11	WD10	WD9	WD8	WD7	WD6	WD5	WD4	WD3	WD2	WD1	WD0

**Figure 20 Write Data to GRAM Instruction**

	DB15	DB14	DB13	DB12	DB11	DB10	DB9	DB8	DB7	DB6	DB5	DB4	DB3	DB2	DB1	DB0
[GRAM write data]	WD 15	WD 14	WD 13	WD 12	WD 11	WD 10	WD 9	WD 8	WD 7	WD 6	WD 5	WD 4	WD 3	WD 2	WD 1	WD 0
[Eight-grayscale mode]	R2	R1	R0	G2	G1	G0	B1	B0	R2	R1	R0	G2	G1	G0	B1	B0
	1 pixel															
[Four-grayscale mode]	C1	C0	C1	C0	C1	C0	C1	C0	C1	C0	C1	C0	C1	C0	C1	C0
	1 pixel															

**Figure 21 GRAM Write Data**

**Table 24 GRAM Data and R Grayscale Palette in the Eight-grayscale Mode (GS = 0)****GRAM Data Setting**

<b>R2</b>	<b>R1</b>	<b>R0</b>	<b>&lt;R&gt; Grayscale Palette</b>			
0	0	0	RK03	RK02	RK01	RK00
0	0	1	RK13	RK12	RK11	RK10
0	1	0	RK23	RK22	RK21	RK20
0	1	1	RK33	RK32	RK31	RK30
1	0	0	RK43	RK42	RK41	RK40
1	0	1	RK53	RK52	RK51	RK50
1	1	0	RK63	RK62	RK61	RK60
1	1	1	RK73	RK72	RK71	RK70

**Table 25 GRAM Data and G Grayscale Palette in the Eight-grayscale Mode (GS = 0)****GRAM Data Setting**

<b>G2</b>	<b>G1</b>	<b>G0</b>	<b>&lt;G&gt; Grayscale Palette</b>			
0	0	0	GK03	GK02	GK01	GK00
0	0	1	GK13	GK12	GK11	GK10
0	1	0	GK23	GK22	GK21	GK20
0	1	1	GK33	GK32	GK31	GK30
1	0	0	GK43	GK42	GK41	GK40
1	0	1	GK53	GK52	GK51	GK50
1	1	0	GK63	GK62	GK61	GK60
1	1	1	GK73	GK72	GK71	GK70

**Table 26 GRAM Data and B Grayscale Palette in the Eight-grayscale Mode (GS = 0)****GRAM Data Setting**

<b>B1</b>	<b>B0</b>	<b>&lt;B&gt; Grayscale Palette</b>			
0	0	BK03	BK02	BK01	BK00
0	1	BK13	BK12	BK11	BK10
1	0	BK23	BK22	BK21	BK20
1	1	BK33	BK32	BK31	BK30

Table 27 GRAM Data and Grayscale Palette in the Four-grayscale Mode (GS = 1)

GRAM Data Setting

C1	C0	<R> Grayscale Palette				<G> Grayscale Palette				<B> Grayscale Palette			
0	0	RK03	RK02	RK01	RK00	GK03	GK02	GK01	GK00	BK03	BK02	BK01	BK00
0	1	RK13	RK12	RK11	RK10	GK13	GK12	GK11	GK10	BK13	BK12	BK11	BK10
1	0	RK23	RK22	RK21	RK20	GK23	GK22	GK21	GK20	BK23	BK22	BK21	BK20
1	1	RK33	RK32	RK31	RK30	GK33	GK32	GK31	GK30	BK33	BK32	BK31	BK30

Read Data from GRAM (R22h)

**RD15-0:** Read 16-bit data from the GRAM. When the data is read to the microcomputer, the first-word read immediately after the GRAM address setting is latched from the GRAM to the internal read-data latch. The data on the data bus (DB15-0) becomes invalid and the second-word read is normal.

When bit processing, such as a logical operation, is performed within the HD66760, only one read can be processed since the latched data in the first word is used.

R/W	RS	DB15	DB14	DB13	DB12	DB11	DB10	DB9	DB8	DB7	DB6	DB5	DB4	DB3	DB2	DB1	DB0
R	1	RD 15	RD 14	RD 13	RD 12	RD 11	RD 10	RD 9	RD 8	RD 7	RD 6	RD 5	RD 4	RD 3	RD 2	RD 1	RD 0

Figure 22 Read Data from GRAM Instruction

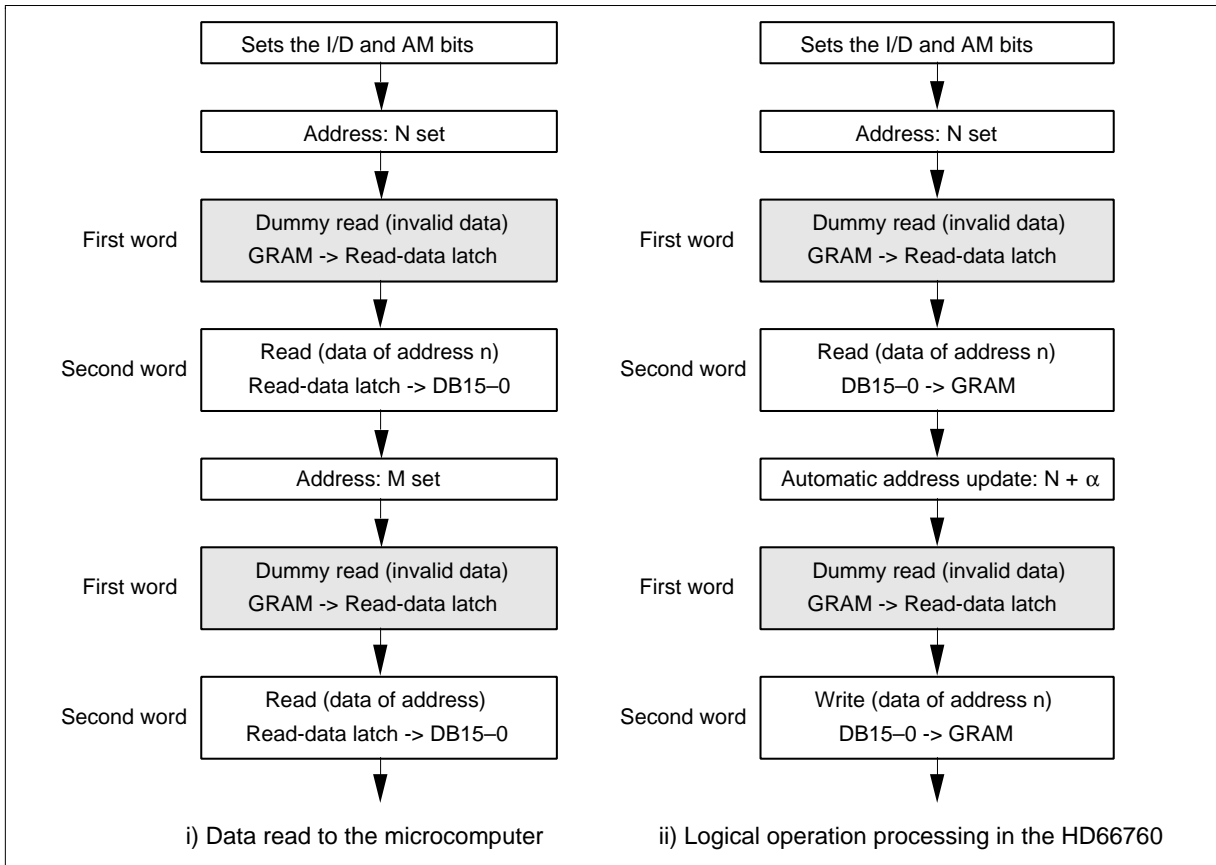


Figure 23 GRAM Read Sequence

**Grayscale Palette Control (R30h to R39h)**

**RK73-00:** Specify the R-grayscale level for eight palettes from the 16-grayscale level. For details, see the Grayscale Palette and Grayscale Palette Table sections.

In four-grayscale display mode, the number of palettes to be used is four. For details, see the Four-grayscale Display Mode section.

**GK73-00:** Specify the G-grayscale level for eight palettes from the 16-grayscale level. For details, see the Grayscale Palette and Grayscale Palette Table sections.

In four-grayscale display mode, the number of palettes to be used is four. For details, see the Four-grayscale Display Mode section.

**BK33-00:** Specify the B-grayscale level for four palettes from the 16-grayscale level. For details, see the Grayscale Palette and Grayscale Palette Table sections.

In four-grayscale display mode, the number of palettes to be used is four. For details, see the Four-grayscale Display Mode section.

	R/W	RS	DB15	DB14	DB13	DB12	DB11	DB10	DB9	DB8	DB7	DB6	DB5	DB4	DB3	DB2	DB1	DB0
R30	W	1	0	0	0	0	RK 13	RK 12	RK 11	RK 10	0	0	0	0	RK 03	RK 02	RK 01	RK 00
R31	W	1	0	0	0	0	RK 33	RK 32	RK 31	RK 30	0	0	0	0	RK 23	RK 22	RK 21	RK 20
R32	W	1	0	0	0	0	RK 53	RK 52	RK 51	RK 50	0	0	0	0	RK 43	RK 42	RK 41	RK 40
R33	W	1	0	0	0	0	RK 73	RK 72	RK 71	RK 70	0	0	0	0	RK 63	RK 62	RK 61	RK 60
R34	W	1	0	0	0	0	GK 13	GK 12	GK 11	GK 10	0	0	0	0	GK 03	GK 02	GK 01	GK 00
R35	W	1	0	0	0	0	GK 33	GK 32	GK 31	GK 30	0	0	0	0	GK 23	GK 22	GK 21	GK 20
R36	W	1	0	0	0	0	GK 53	GK 52	GK 51	GK 50	0	0	0	0	GK 43	GK 42	GK 41	GK 40
R37	W	1	0	0	0	0	GK 73	GK 72	GK 71	GK 70	0	0	0	0	GK 63	GK 62	GK 61	GK 60
R38	W	1	0	0	0	0	BK 13	BK 12	BK 11	BK 10	0	0	0	0	BK 03	BK 02	BK 01	BK 00
R39	W	1	0	0	0	0	BK 33	BK 32	BK 31	BK 30	0	0	0	0	BK 23	BK 22	BK 21	BK 20

Figure 24 Grayscale Palette Control Instruction

**Test Register (R40h to R44h)**

Index registers R40h-R44h cannot be used or set since they are test registers. Do not change the contents of the instruction bits in these registers.

R/W	RS	DB15	DB14	DB13	DB12	DB11	DB10	DB9	DB8	DB7	DB6	DB5	DB4	DB3	DB2	DB1	DB0
W	1	Test register															

Figure 25 Test Register Instruction

## Table 28 Instruction List

Reg. No.	Register Name	R/W	RS	Upper Code										Lower Code							Description	Execution Cycle	
				DB 15	DB 14	DB 13	DB 12	DB 11	DB 10	DB 9	DB 8	DB 7	DB 6	DB 5	DB 4	DB 3	DB 2	DB 1	DB 0				
IR	Index	0	0	*	*	*	*	*	*	*	*	*	*	ID6	ID5	ID4	ID3	ID2	ID1	ID0	Sets the index register value.	0	
SR	Status read	1	0	0	L6	L5	L4	L3	L2	L1	L0	0	C6	C5	C4	C3	C2	C1	C0	Reads the driving raster-row position (L7–0) and contrast setting (C6–0).	0		
R00h	Start oscillation	0	1	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	1	Starts the oscillation mode.	10 ms
	Device code read	1	1	1	0	0	0	0	0	1	1	1	0	1	1	0	0	0	0	0	Reads 8760h	0	
R01h	Driver output control	0	1	0	0	0	0	0	0	CMS	SGS	0	0	0	0	NL3	NL2	NL1	NL0	Sets the common driver shift direction (CMS), segment driver shift direction (SGS), and driving duty ratio (NL3–0).	0		
R02h	LCD-driving-waveform control	0	1	0	0	0	0	0	0	0	RST	0	B/C	EOR	NW4	NW3	NW2	NW1	NW0	Software reset (RST), LCD drive AC waveform (B/C), EOR output (EOR), and the number of n-raster-rows (NW4–0) at C-pattern AC drive.	10 tcy		
R03h	Power control	0	1	0	0	0	BS2	BS1	BS0	BT1	BT0	PS1	PS0	DC1	DC0	AP1	AP0	SLP	STB	Sets the sleep mode (SLP), standby mode (STB), LCD power on (AP1–0), boosting cycle (DC1–0), boosting output multiplying factor (BT1–0), and LCD drive bias value (BS2–0).	0		
R04h	Contrast control	0	1	0	0	0	0	0	VR2	VR1	VR0	0	CT6	CT5	CT4	CT3	CT2	CT1	CT0	Sets the contrast adjustment (CT6–0) and regulator adjustment (VR2–0).	0		
R05h	Entry mode	0	1	0	0	0	0	0	0	0	SWP	0	0	0	I/D	AM	LG2	LG1	LG0	Specifies the logical operation (LG2–0), AC counter mode (AM), increment/decrement mode (I/D), and swap (SWP).	0		
R06h	Compare register	0	1	0	0	0	0	0	0	0	0	CP7	CP6	CP5	CP4	CP3	CP2	CP1	CP0	Sets the compare register (CP7–0).	0		
R07h	Display control	0	1	0	0	0	0	0	VLE 2	VLE 1	SPT	0	0	E	B/W	GS	REV	D1	D0	Specifies display on (D1–0), reversed display (REV), 4-/16-grayscale mode (GS), pixel mode enable (E), pixel on/off (B/W), screen division driving (SPT), and vertical scroll (VLE2–1).	0		
R08h	Cursor control	0	1	0	0	0	0	0	CR	CG	CB	0	0	0	C	0	0	CM1	CM0	Specifies cursor display on (C), cursor display mode (CM1–0), and cursor color (CR, CG, or CB).	0		
R09h	Grayscale and blink synchronization	0	1	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	Synchronizes the grayscale with the blink cycle.	0		
R11h	Vertical scroll control	0	1	0	VL26	VL25	VL24	VL23	VL22	VL21	VL20	0	VL16	VL15	VL14	VL13	VL12	VL11	VL10	Specifies the 1st-screen display-start raster-row (VL16–10) and 2nd-screen display-start raster-row (VL26–20).	0		
R12h	Horizontal cursor position	0	1	0	HE6	HE5	HE4	HE3	HE2	HE1	HE0	0	HS6	HS5	HS4	HS3	HS2	HS1	HS0	Sets horizontal cursor start (HS6–0) and end (HE6–0).	0		
R13h	Vertical cursor position	0	1	0	VE6	VE5	VE4	VE3	VE2	VE1	VE0	0	VS6	VS5	VS4	VS3	VS2	VS1	VS0	Sets vertical cursor start (VS6–0) and end (VE6–0).	0		
R14h	1st screen driving position	0	1	0	SE 16	SE 15	SE 14	SE 13	SE 12	SE 11	SE 10	0	SS 16	SS 15	SS 14	SS 13	SS 12	SS 11	SS 10	Sets 1st-screen driving start (SS16–10) and end (SE16–10).	0		
R15h	2nd screen driving position	0	1	0	SE 26	SE 25	SE 24	SE 23	SE 22	SE 21	SE 20	0	SS 26	SS 25	SS 24	SS 23	SS 22	SS 21	SS 20	Sets 2nd-screen driving start (SS26–20) and end (SE26–20).	0		
R20h	RAM write data mask	0	1	WM 15	WM 14	WM 13	WM 12	WM 11	WM 10	WM 9	WM 8	WM 7	WM 6	WM 5	WM 4	WM 3	WM 2	WM 1	WM 0	Specifies write data mask (WM15–0) at RAM write.	0		

Table 28 Instruction List (cont)

Reg. No.	Register Name	R/W	RS	Upper Code								Lower Code								Description	Execution Cycle									
				DB 15	DB 14	DB 13	DB 12	DB 11	DB 10	DB 9	DB 8	DB 7	DB 6	DB 5	DB 4	DB 3	DB 2	DB 1	DB 0											
R21h	RAM address set	0	1	0															AD14-8 (upper)	0	0							AD5-0 (lower)	Initially set the RAM address to the address counter (AC).	0
R22h	Write data to GRAM	0	1																Write Data (upper)								Write Data (lower)	Writes data to the RAM.	0	
	Read data from GRAM	1	1																Read Data (upper)								Read Data (lower)	Reads data from the RAM.	0	
R30h	R-grayscale palette control (1)	0	1	0	0	0	0	RK 13	RK 12	RK 11	RK 10	0	0	0	0	RK 03	RK 02	RK 01	RK 00										Specifies the R-grayscale palette.	0
R31h	R-grayscale palette control (2)	0	1	0	0	0	0	RK 33	RK 32	RK 31	RK 30	0	0	0	0	RK 23	RK 22	RK 21	RK 20										Specifies the R-grayscale palette.	0
R32h	R-grayscale palette control (3)	0	1	0	0	0	0	RK 53	RK 52	RK 51	RK 50	0	0	0	0	RK 43	RK 42	RK 41	RK 40										Specifies the R-grayscale palette.	0
R33h	R-grayscale palette control (4)	0	1	0	0	0	0	RK 73	RK 72	RK 71	RK 70	0	0	0	0	RK 63	RK 62	RK 61	RK 60										Specifies the R-grayscale palette.	0
R34h	G-grayscale palette control (1)	0	1	0	0	0	0	GK 13	GK 12	GK 11	GK 10	0	0	0	0	GK 03	GK 02	GK 01	GK 00										Specifies the G-grayscale palette.	0
R35h	G-grayscale palette control (2)	0	1	0	0	0	0	GK 33	GK 32	GK 31	GK 30	0	0	0	0	GK 23	GK 22	GK 21	GK 20										Specifies the G-grayscale palette.	0
R36h	G-grayscale palette control (3)	0	1	0	0	0	0	GK 53	GK 52	GK 51	GK 50	0	0	0	0	GK 43	GK 42	GK 41	GK 40										Specifies the G-grayscale palette.	0
R37h	G-grayscale palette control (4)	0	1	0	0	0	0	GK 73	GK 72	GK 71	GK 70	0	0	0	0	GK 63	GK 62	GK 61	GK 60										Specifies the G-grayscale palette.	0
R38h	B-grayscale palette control (1)	0	1	0	0	0	0	BK 13	BK 12	BK 11	BK 10	0	0	0	0	BK 03	BK 02	BK 01	BK 00										Specifies the B-grayscale palette.	0
R39h	B-grayscale palette control (2)	0	1	0	0	0	0	BK 33	BK 32	BK 31	BK 30	0	0	0	0	BK 23	BK 22	BK 21	BK 20										Specifies the B-grayscale palette.	0
R40h	Test register (1)	0	1																									Test register (disabled)	Disables the use or setting of this register since this is the test register.	0
R41h	Test register (2)	0	1																									Test register (disabled)	Disables the use or setting of this register since this is the test register.	0
R42h	Test register (3)	0	1																									Test register (disabled)	Disables the use or setting of this register since this is the test register.	0
R43h	Test register (4)	0	1																									Test register (disabled)	Disables the use or setting of this register since this is the test register.	0
R44h	Test register (5)	0	1																									Test register (disabled)	Disables the use or setting of this register since this is the test register.	0

Note: ‘\*’ means ‘doesn’t matter’.

## Reset Function

The HD66760 is internally initialized by RESET input. Because the busy flag (BF) indicates a busy state (BF = 1) during the reset period, no instruction or GRAM data access from the MPU is accepted. The reset input must be held for at least 1 ms. Do not access the GRAM or initially set the instructions until the R-C oscillation frequency is stable after power has been supplied (10 ms).

### Instruction Set Initialization:

1. Start oscillation executed
2. Driver output control (NL3-0 = 1001, SGS = 0, CMS = 0)
3. B-pattern waveform AC drive (RST = 0, B/C = 0, ECR = 0, NW4-0 = 00000)
4. Power control (PS1-0 = 00, DC1-0 = 00, AP1-0 = 00: LCD power off, SLP = 0: Sleep mode off, STB = 0: Standby mode off)
5. 1/10 bias drive (BS2-0 = 001), Three-times step-up (BT1-0 = 00), Weak contrast (CT6-0 = 0000000)
6. Entry mode set (SWP = 0, I/D = 1: Increment by 1, AM = 0: Horizontal move, LG2-0 = 000: Replace mode)
7. Compare register (CP7-0: 00000000)
8. Display control (VLE2-1 = 00: No vertical scroll, SPT = 0, E = 0, B/W = 0, GS = 0: Eight-grayscale mode, REV = 0, D1-0 = 00: Display off)
9. Cursor control (CR/CG/CB = 000, C = 0: Cursor display off, CM1-0 = 00)
10. Vertical scroll (VL26-20 = 000000, VL16-10 = 000000)
11. Window cursor display position (HS6-0 = HE6-0 = VS6-0 = VE6-0 = 00000000)
12. 1st screen division (SS16-10 = 00000000, SE16-10 = 11111111)
13. 2nd screen division (SS26-20 = 00000000, SE26-20 = 11111111)
14. RAM write data mask (WM15-0 = 0000H: No mask)
15. RAM address set (AD14-0 = 0000H)
16. Grayscale palette  
(RK03-00 = 0000, RK13-10 = 0011, RK23-20 = 0101, RK33-30 = 0111,  
RK43-40 = 1001, RK53-50 = 1011, RK63-60 = 1101, RK73-70 = 1111,  
GK03-00 = 0000, GK13-10 = 0011, GK23-20 = 0101, GK33-30 = 0111,  
GK43-40 = 1001, GK53-50 = 1011, GK63-60 = 1101, GK73-70 = 1111,  
BK03-00 = 0000, BK13-10 = 0101, BK23-20 = 1001, BK33-30 = 1111)

### GRAM Data Initialization:

This is not automatically initialized by reset input but must be initialized by software while display is off (D1-0 = 00).

### Output Pin Initialization:

1. LCD driver output pins (SEG/COM): Output GND level
2. Step-up circuit output pin (VLOUT): Outputs Vcc level
3. Oscillator output pin (OSC2): Outputs oscillation signal



## Parallel Data Transfer

### 16-bit Bus Interface

Setting the IM2-0 (interface mode) to the GND/GND/GND level allows 68-system E-clock-synchronized 16-bit parallel data transfer. Setting the IM2-0 to the GND/Vcc/GND level allows 80-system 16-bit parallel data transfer. When the number of buses or the mounting area is limited, use an 8-bit bus interface.

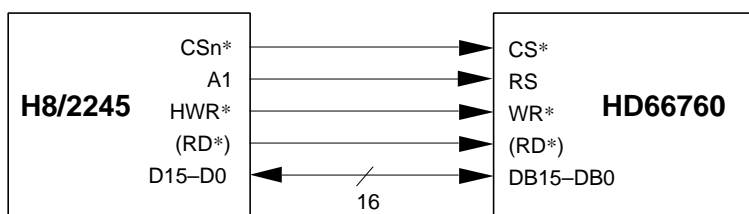


Figure 26 Interface to 16-bit Microcomputer

### 8-bit Bus Interface

Setting the IM2-0 (interface mode) to the GND/GND/Vcc level allows 68-system E-clock-synchronized 8-bit parallel data transfer using pins DB15-DB8. Setting the IM2-0 to the GND/Vcc/Vcc level allows 80-system 8-bit parallel data transfer. The 16-bit instructions and RAM data are divided into eight upper/lower bits and the transfer starts from the upper eight bits. Fix unused pins DB7-DB0 to the Vcc or GND level. Note that the upper bytes must also be written when the index register is written to.

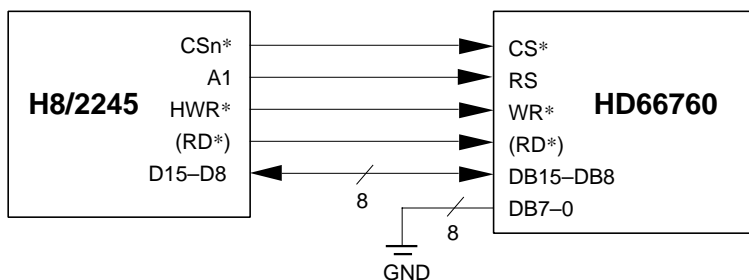
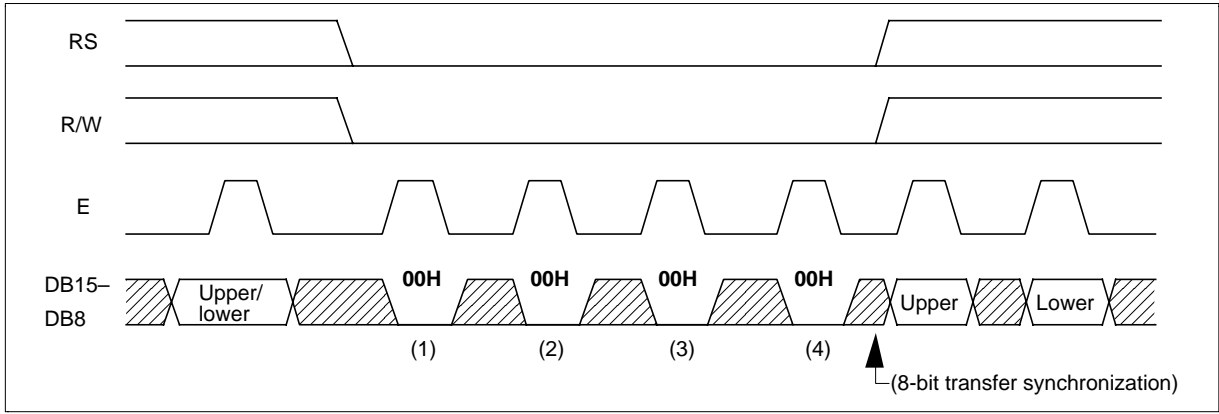


Figure 27 Interface to 8-bit Microcomputer

Note: Transfer synchronization function for an 8-bit bus interface

The HD66760 supports the transfer synchronization function which resets the upper/lower counter to count upper/lower 8-bit data transfer in the 8-bit bus interface. Noise causing transfer mismatch between the eight upper and lower bits can be corrected by a reset triggered by consecutively writing a 00H instruction four times. The next transfer starts from the upper eight bits. Executing synchronization function periodically can recover any runaway in the display system.



**Figure 28 8-bit Transfer Synchronization**

## Serial Data Transfer (I2C bus interface)

Setting the IM2=Vcc and IM1=Vcc level allows I2C bus interface, using the serial data line (SDA) and serial transfer clock line (SCL). For the I2C bus interface, the IM0/ID pin function uses an ID pin.

The HD66760W is initiated serial data transfer by transferring the first byte when a high SCL level at the falling edge of the SDA input is sampled; it ends serial data transfer when a high SCL level at the rising edge of the SDA input is sampled.

Table 29 illustrates the start byte of I2C bus interface data and Figure 29 and 30 show the I2C bus interface timing sequence.

The HD66760W is selected when the higher 6-bit slave address in the first byte transferred from the master device match the 6-bits device identification code assigned to the HD66760W. The HD66760W, when selected, receive the subsequent data string. The lower 1-bit of the device identification code can be determined by the ID pin; select an appropriate code that is not assigned to any other slave device. The upper five bits are fixed to 01110. One slave address is assigned to a single HD66760W.

The ninth bit of the first byte is a receive-data acknowledge bit (ACK). When the received slave address matches the device ID code, HD66760W pulls down the ACK bit to a low level. Therefore, the ACK output buffer is an open-drain structure, only allowing low-level output. However, the ACK bit is undermined immediately after power-on; make sure to initialize the LSI using the RESET\* input.

After identifying the address in the first byte, the HD66760W receives the subsequent data as an HD66760W index or as RAM data. Having received 8-bit data normally, HD66760W pulls down the ninth bit (ACK) to a low level. The index register or RAM data is 16-bits data format. Therefore data transfer has to be two 8-bit access cycles after first byte transfer.

Five bytes of GRAM read data after the start byte are invalid. The HD66760W start to read correct GRAM data from sixth byte.

**Table 29 Start Byte Format**

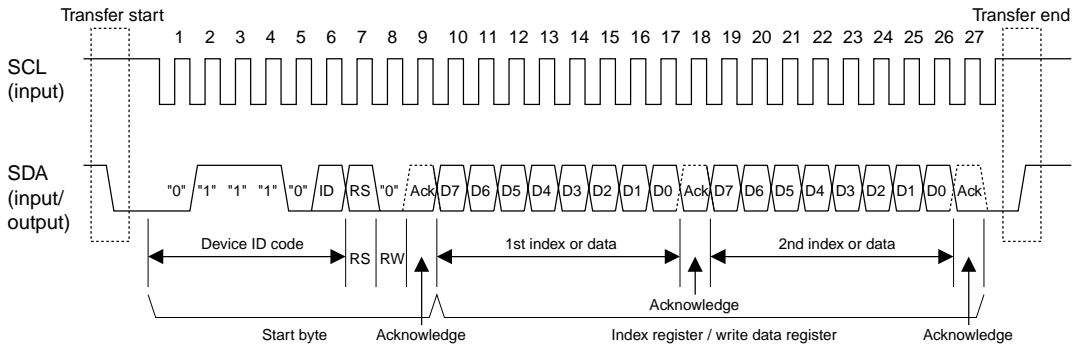
Transfer Bit	S	1	2	3	4	5	6	7	8	9	
Start byte format	Transfer start	Device ID code					RS	R/W	ACK		
		0	1	1	1	0	ID				

Note: ID bit is selected by the IM0/ID pin.

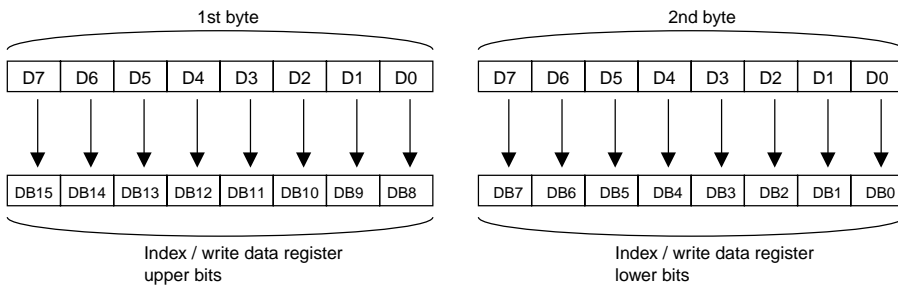
**Table 30 RS and R/W bit function**

RS	R/W	Function
0	0	Write index register to index
0	1	Reads status
1	0	Write control register or GRAM via write data register
1	1	Read GRAM via read data register

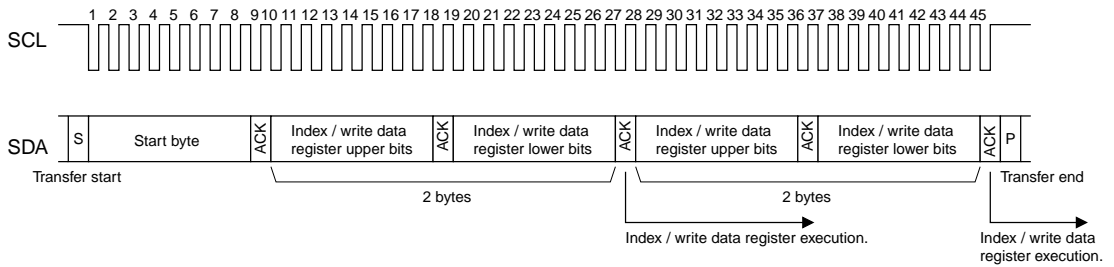
## a) Basic data-receive timing through the I<sup>2</sup>C bus interface



## b) 1st and 2nd byte assignment



## c) Consecutive data-receive timing through the I<sup>2</sup>C bus interface

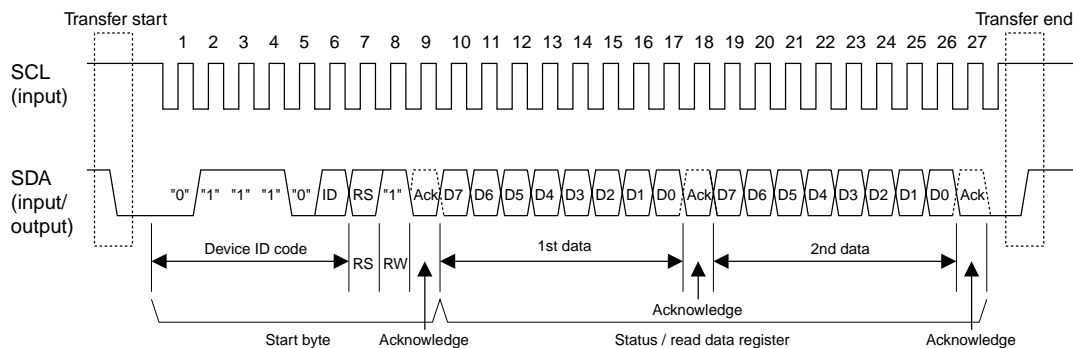


note:

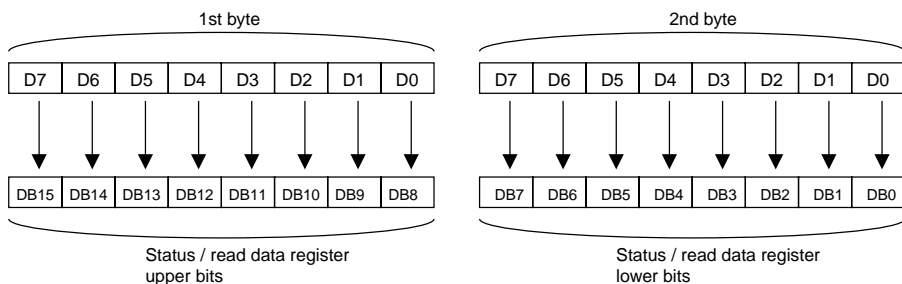
- After start byte transfer, upper bits of the index or write data register should be written first.
- Start byte should be transferred just after start (S).
- Index or write data register is executed when upper and lower bits are written. Therefore, data transfer unit has to be twice byte access cycle.

**Figure 29 I<sup>2</sup>C bus interface data-receive sequence**

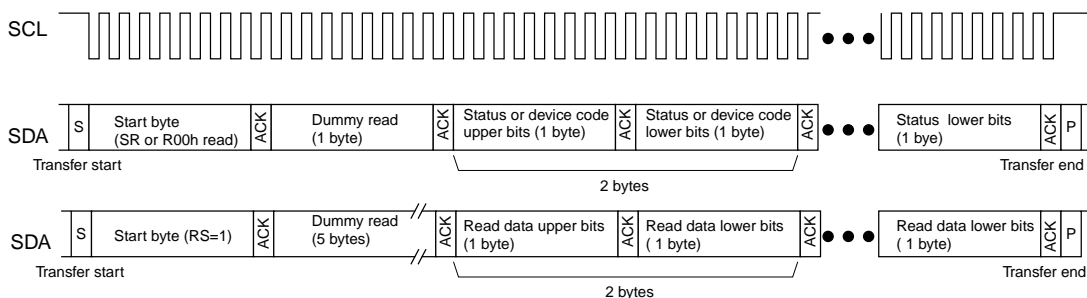
a) Basic data-send timing through the I<sup>2</sup>C bus interface



b) 1st and 2nd byte assignment



c) Consecutive data-send timing through the I<sup>2</sup>C bus interface



note:

- After start byte transfer, upper bits of the status or read data register should be read first.
- Start byte should be transferred just after start (S).

Figure 30 I<sup>2</sup>C bus interface data-send sequence

**Serial Data Transfer (Clock synchronized serial interface)**

Setting the IM2=Vcc and IM1=GND level allows standard clock synchronized serial data transfer, using the chip select line (CS\*), serial data line (SDA) and serial transfer clock line (SCL). For the clock synchronized serial interface, the IM0/ID pin function uses an ID pin.

The HD66760 initiates clock synchronized serial data transfer by transferring the first byte at the falling edge of CS\* input. It ends clock synchronized serial data transfer the rising edge of CS\* input.

The HD66760 is selected when the higher 6-bit slave address in the first byte transferred from the transmitting device match the 6-bits device identification code assigned to the HD66760. The HD66760, when selected, receive the subsequent data string. The lower 1-bit of the device identification code can be determined by the ID pin. The upper five bits are fixed to 01110. Two different chip address must be assigned to a single HD66760 because the seventh bit of the start byte is used as a register select bit (RS); that is, when RS=0, an index can be written, and when RS=1, control register and GRAM data can be written or read from GRAM. Read or write is selected according to the eighth bit of the start byte (R/W bit). The data is received when the R/W bit is 0, and is transmitted when the R/W bit is 1.

After receiving the start byte, the HD66760 receives the subsequent data as an HD66760 index or as GRAM data.

Five bytes of GRAM read data after the start byte are invalid. The HD66760 start to read correct GRAM data from sixth byte.

**Table 30a Start Byte Format**

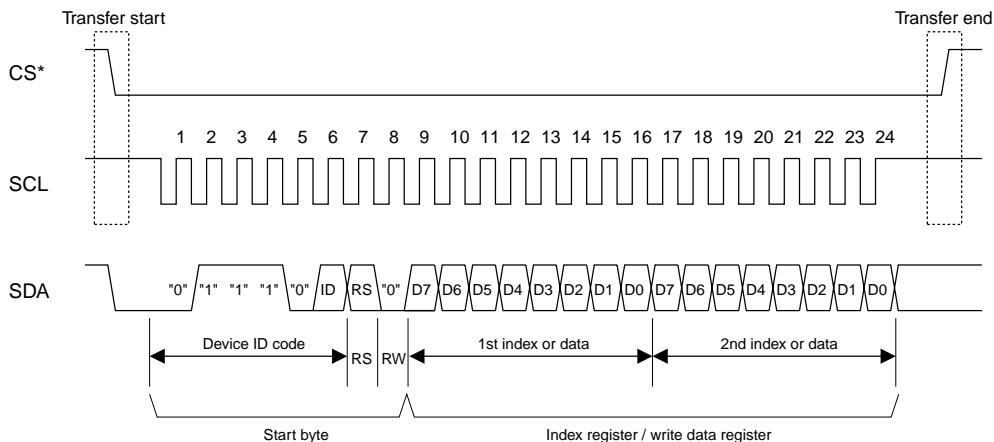
Transfer Bit	S	1	2	3	4	5	6	7	8	
Start byte format	Transfer start	Device ID code							RS	R/W
		0	1	1	1	0	ID			

Note: ID bit is selected by the IM0/ID pin.

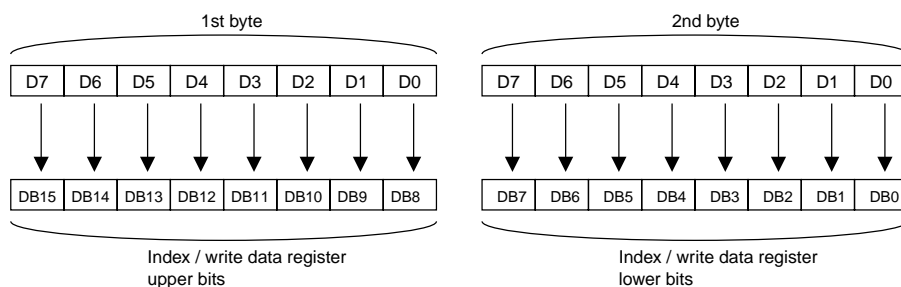
**Table 30b RS and R/W bit function**

RS	R/W	Function
0	0	Write index register to index
0	1	Reads status
1	0	Write control register or GRAM via write data register
1	1	Read GRAM via read data register

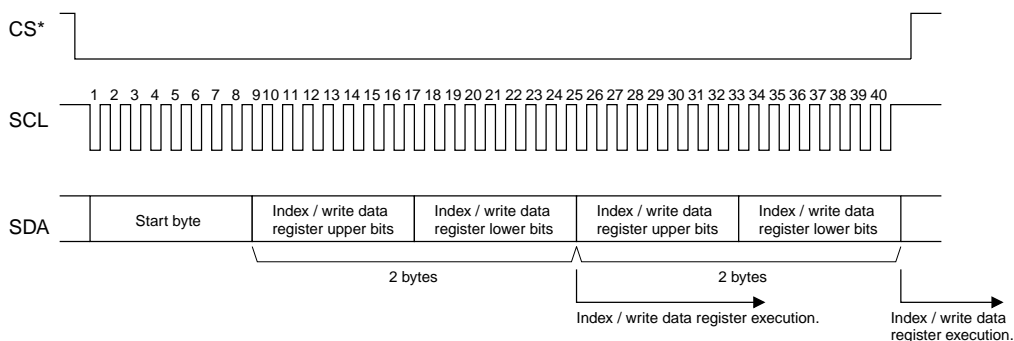
a) Basic data-receive timing through the clock synchronized serial interface



b) 1st and 2nd byte assignment



c) Consecutive data-receive timing through the clock synchronized serial interface

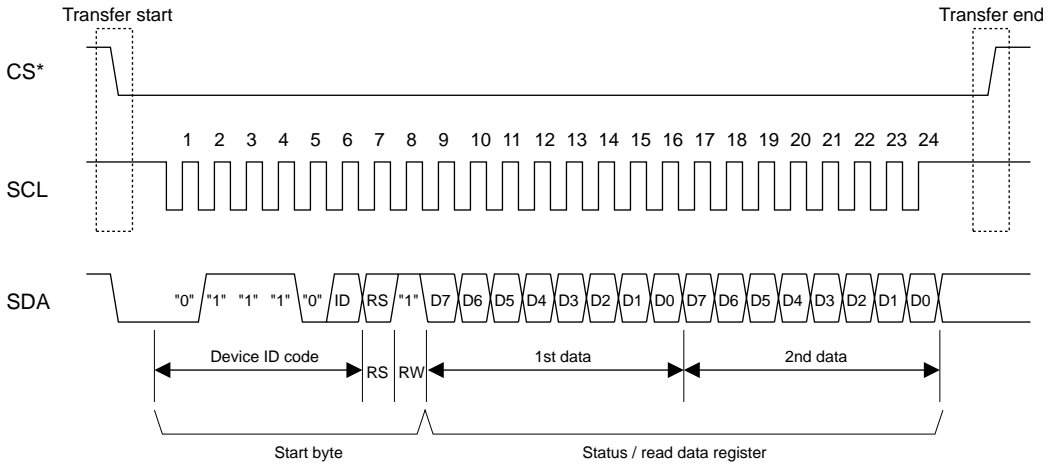


note:

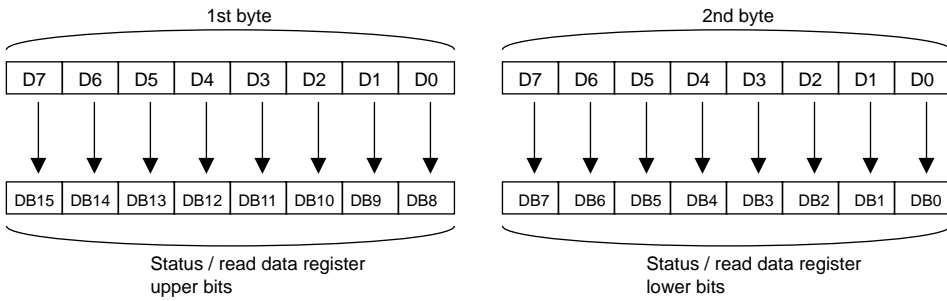
- After start byte transfer, upper bits of the index or write data register should be written first.
  - Start byte should be transferred first.
  - Index or write data register is executed when upper and lower bits are written.
- Therefore, data transfer unit has to be twice byte access cycle.

Figure 30a Clock synchronized serial interface data-receive sequence

a) Basic data-send timing through the clock synchronized serial interface



b) 1st and 2nd byte assignment



c) Consecutive data-send timing through the clock synchronized serial interface

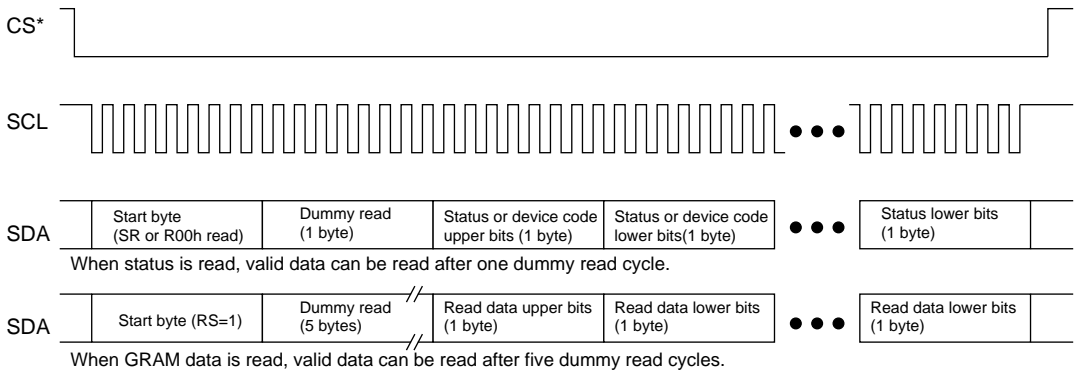


Figure 30b Clock synchronized serial interface data-send sequence



## Graphics Operation Function

The HD66760 can greatly reduce the load of the microcomputer graphics software processing through the 16-bit bus architecture and internal graphics-bit operation function. This function supports the following:

1. A swap function that exchanges the upper and lower bytes in the 16-bit data sent from the microcomputer.
2. A write data mask function that selectively rewrites some of the bits in the 16-bit write data.
3. A logical operation write function that writes the data sent from the microcomputer and the original RAM data by a logical operation.
4. A conditional write function that compares the original RAM data or write data and the compare-bit data and writes the data sent from the microcomputer only when the conditions match.

Even if the display size is large, the display data in the graphics RAM (GRAM) can be quickly rewritten.

The graphics bit operation can be controlled by combining the entry mode register, the bit set value of the RAM-write-data mask register, and the read/write from the microcomputer.

**Table 31 Graphics Operation**

Operation Mode	Bit Setting			Operation and Usage
	I/D	AM	LG2-0	
Write mode 1	0/1	0	000	Horizontal data replacement, horizontal-border drawing
Write mode 2	0/1	1	000	Vertical data replacement, vertical-border drawing
Write mode 3	0/1	0	110 111	Conditional horizontal data replacement, horizontal-border drawing
Write mode 4	0/1	1	110 111	Conditional vertical data replacement, vertical-border drawing
Read/write mode 1	0/1	0	001 010 011	Horizontal data write with logical operation, horizontal-border drawing
Read/write mode 2	0/1	1	001 010 011	Vertical data write with logical operation, vertical-border drawing
Read/write mode 3	0/1	0	100 101	Conditional horizontal data replacement, horizontal-border drawing
Read/write mode 4	0/1	1	100 101	Conditional vertical data replacement, vertical-border drawing

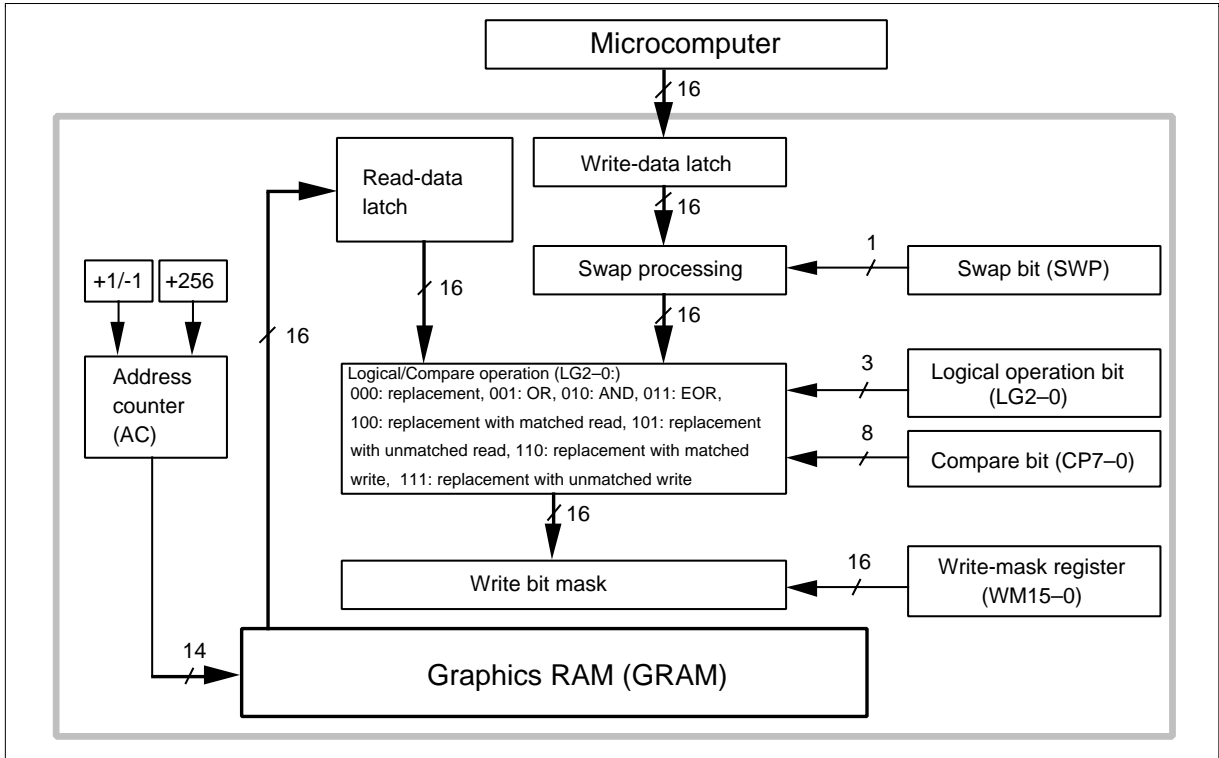


Figure 31 Data Processing Flow of the Graphics Bit Operation

## Swap Function

The HD66760 has a byte-wise swap function that exchanges the upper and lower bytes in the two-byte data sent from the microcomputer. When  $SWP = 0$ , the data written by the microcomputer is directly transferred to the inside. When  $SWP = 1$ , the data written by the microcomputer is internally transferred by exchanging the upper and lower bytes.

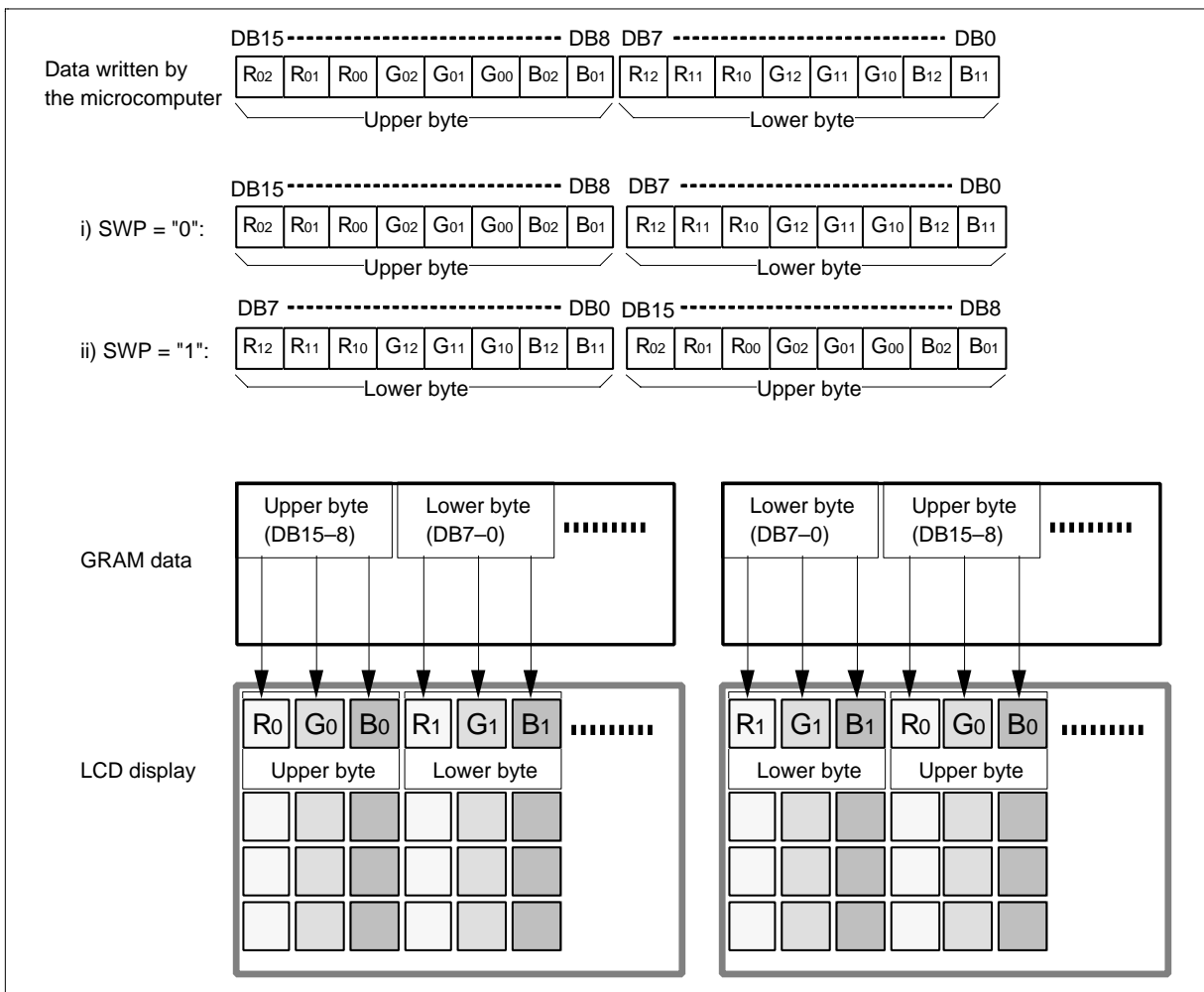
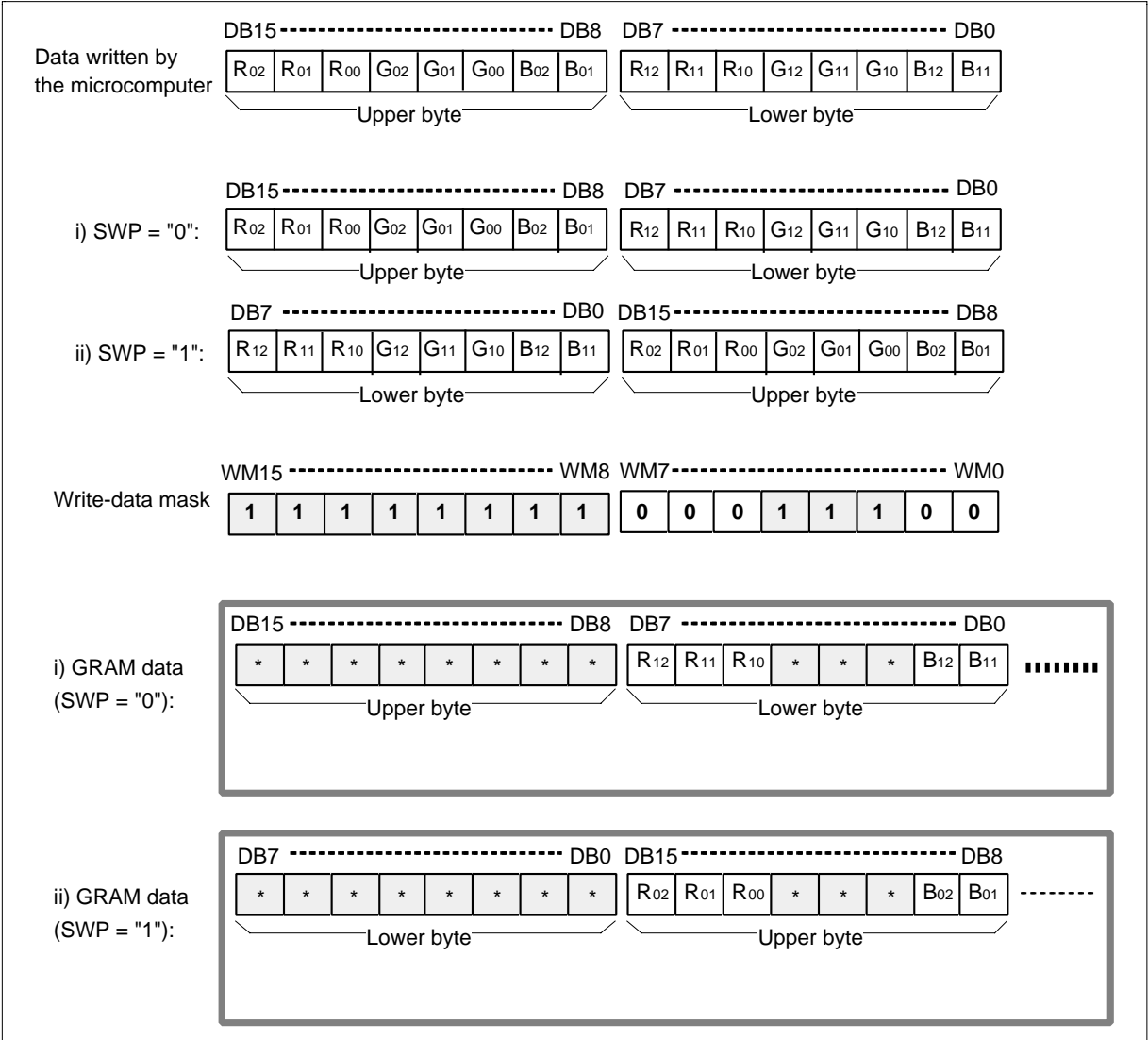


Figure 32 Example of Swap Function Operation

**Write-data Mask Function**

The HD66760 has a bit-wise write-data mask function that controls writing the two-byte data from the microcomputer to the GRAM. Bits that are 0 in the write-data mask register (WM15-0) cause the corresponding DB bit to be written to the GRAM. Bits that are 1 prevent writing to the corresponding GRAM bit to the GRAM; the data in the GRAM is retained. This function can be used when only one-pixel data is rewritten or the particular display color is selectively rewritten.



**Figure 33 Example of Write-data Mask Function Operation**

## Logical/Compare Operation Function

The HD66760 performs a logical operation or conditional replacement between the two-byte write data sent from the microcomputer and the read data from the GRAM. The logical operation function has four types: replacement, OR, AND, and EOR. The conditional replacement performs a compare operation for the set value of the compare register (CP7-0) and the read data value from the GRAM, and rewrites only the pixel data in the GRAM that satisfies the conditions (in a byte unit). This function can be used when a particular color is selectively rewritten. The swap function or write-data mask function can be effectively used.

**Table 32 Logical/Compare Operation**

Bit Setting			Description of Logical/Compare Operation Function
LG2	LG1	LG0	
0	0	0	Writes the data written from the microcomputer directly to the GRAM. Only write processing is performed since the data in the read-data latch is not used.
0	0	1	ORs the data in the read-data latch and the data written by the microcomputer. Writes the result to GRAM. Read, modify, or write processing is performed.
0	1	0	ANDs the data in the read-data latch and the data written by the microcomputer. Writes the result to GRAM.
0	1	1	EORs the data in the read-data latch and the data written by the microcomputer. Writes the result to GRAM.
1	0	0	Compares the data in the read-data latch and the set value of the compare register (CP7-0). When the read data matches CP7-0, the data from the microcomputer is written to the GRAM. Only the particular color specified in the compare register can be rewritten. Read, modify, or write processing is performed.
1	0	1	Compares the data in the read-data latch and the set value of the compare register (CP7-0). When the read data does not match CP7-0, the data from the microcomputer is written to the GRAM. Colors other than the particular one specified in the compare register can be rewritten. Read, modify, or write processing is performed.
1	1	0	Compares the data written to the GRAM by the microcomputer and the set value of the compare register (CP7-0). When the write data matches CP7-0, the data from the microcomputer is written to the GRAM. Only write processing is performed.
1	1	1	Compares the data written to the GRAM by the microcomputer and the set value of the compare register (CP7-0). When the write data does not match CP7-0, the data from the microcomputer is written to the GRAM. Only write processing is performed.

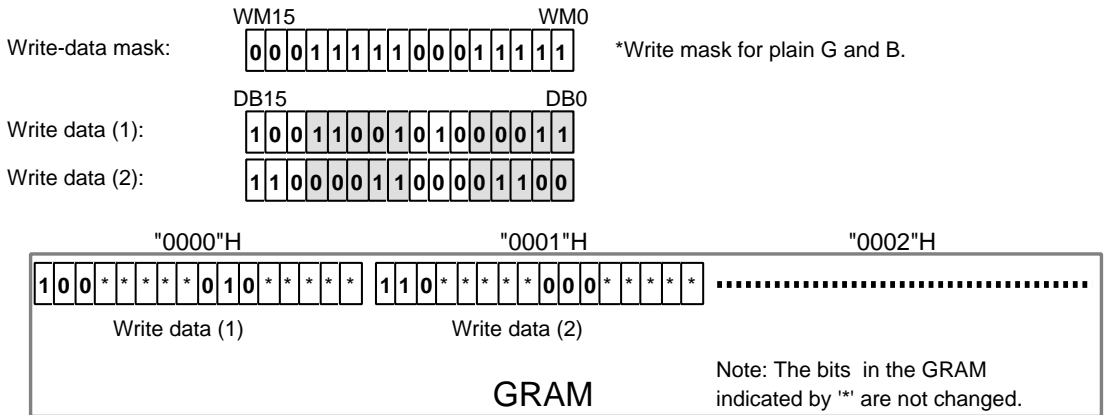
## Graphics Operation Processing

### 1. Write mode 1: AM = 0, LG2-0 = 000

This mode is used when the data is horizontally written at high speed. It can also be used to initialize the graphics RAM (GRAM) or to draw borders. The swap function (SWP) and write-data mask function (WM15-0) are also enabled in these operations. After writing, the address counter (AC) automatically increments by 1 (I/D = 1) or decrements by 1 (I/D = 0), and automatically jumps to the counter edge one-raster-row below after it has reached the left or right edge of the GRAM.

#### Operation Examples:

- 1) I/D = "1", AM = "0", LG2-0 = "000", SWP = "0"
- 2) WM15-0 = "1F1F"H
- 3) AC = "000"H



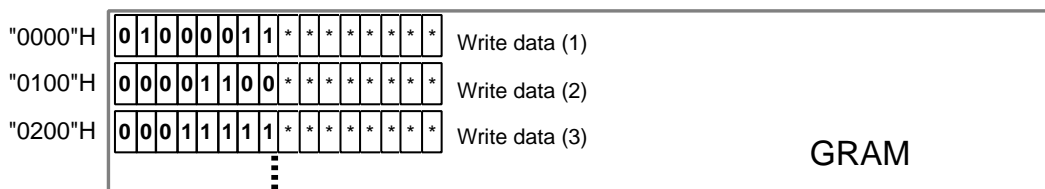
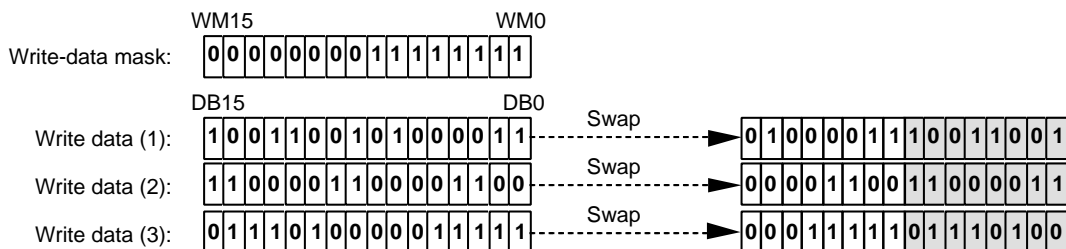
**Figure 34 Writing Operation of Write Mode 1**

2. Write mode 2: AM = 1, LG2-0 = 000

This mode is used when the data is vertically written at high speed. It can also be used to initialize the GRAM, develop the font pattern in the vertical direction, or draw borders. The swap function (SWP) and write-data mask function (WM15-0) are also enabled in these operations. After writing, the address counter (AC) automatically increments by 256, and automatically jumps to the upper-right edge (I/D = 1) or upper-left edge (I/D = 0) following the I/D bit after it has reached the lower edge of the GRAM.

Operation Examples:

- 1) I/D = "1", AM = "1", LG2-0 = "000", SWP = "1"
- 2) WM15-0 = "00FF"H
- 3) AC = "000"H



- Notes: 1. The bit area data in the GRAM indicated by '\*' is not changed.  
 2. After writing to address 4F00H, the AC jumps to 0001H.

Figure 35 Writing Operation of Write Mode 2

## 3. Write mode 3: AM = 0, LG2-0 = 110/111

This mode is used when the data is horizontally written by comparing the write data and the set value of the compare register (CP7-0). When the result of the comparison in a byte unit satisfies the condition, the write data sent from the microcomputer is written to the GRAM. In this operation, the swap function (SWP) and write-data mask function (WM15-0) are also enabled. After writing, the address counter (AC) automatically increments by 1 (I/D = 1) or decrements by 1 (I/D = 0), and automatically jumps to the counter edge one-raster-row below after it has reached the left or right edge of the GRAM.

### Operation Examples:

- 1) I/D = "1", AM = "0", LG2-0 = "110" (matched write), SWP = "0"
- 2) CP7-0 = "53H"
- 3) WM15-0 = "0000"H
- 4) AC = "000"H

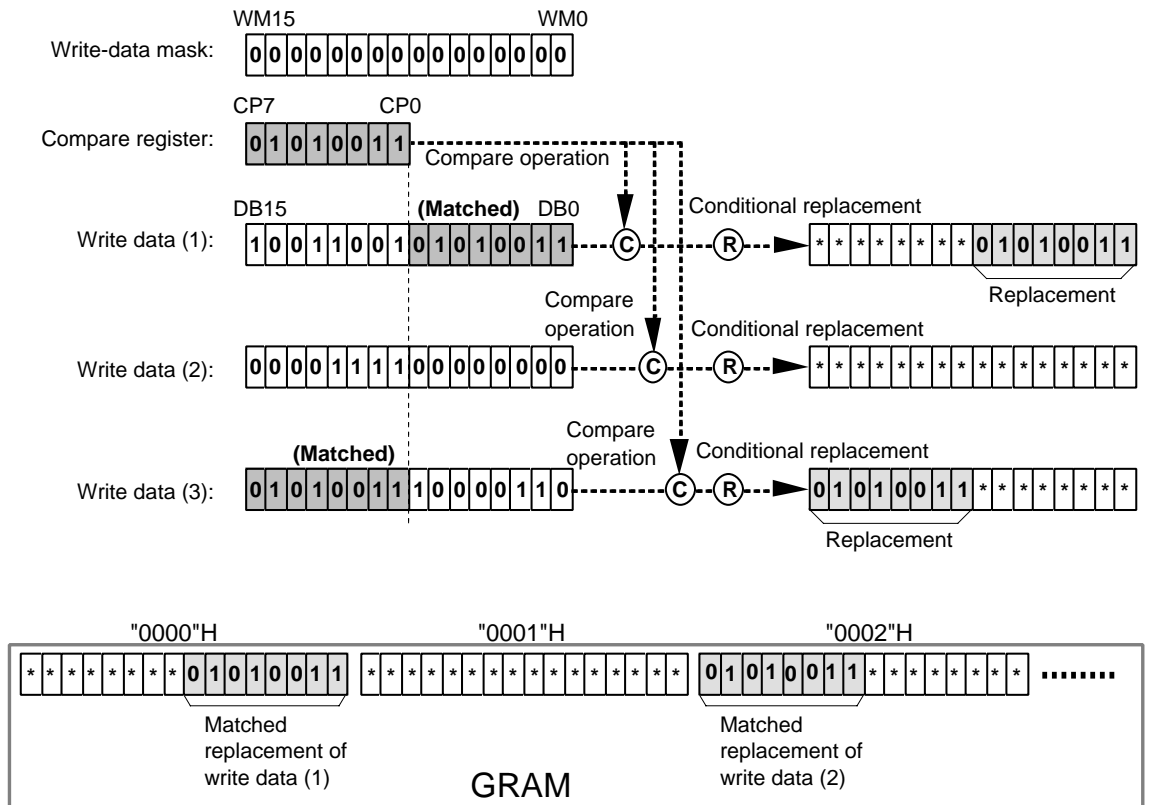


Figure 36 Writing Operation of Write Mode 3

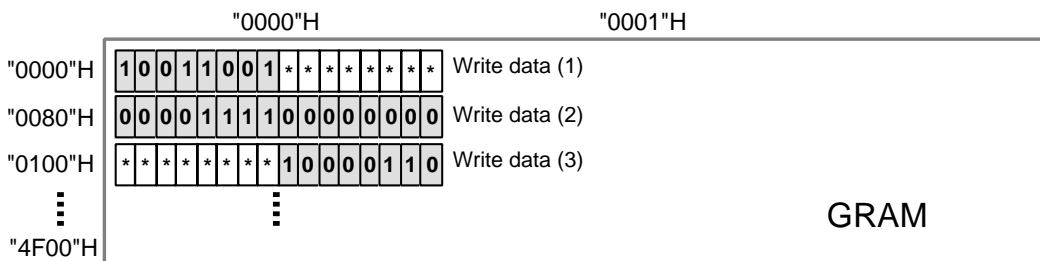
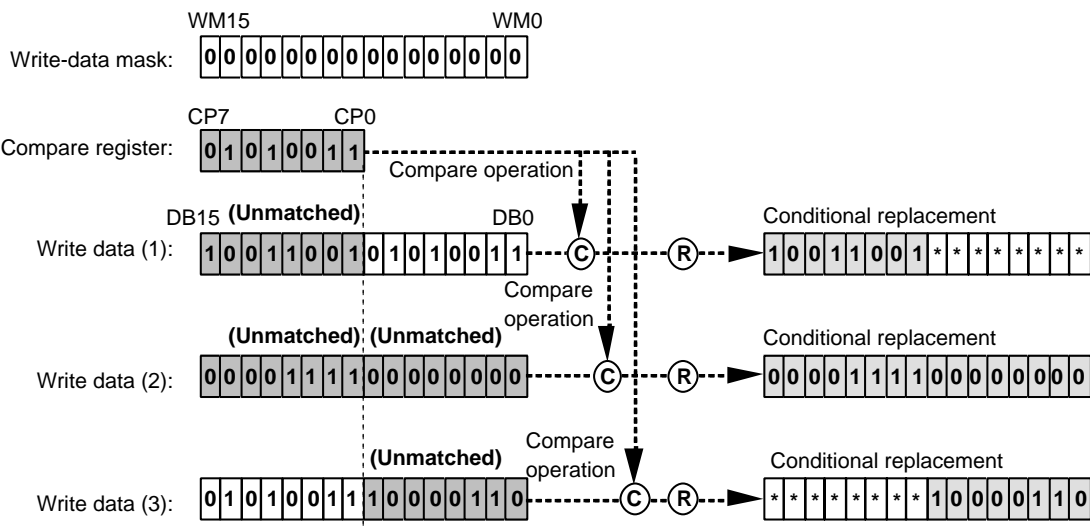


4. Write mode 4: AM = 1, LG2-0 = 110/111

This mode is used when a vertical comparison is performed between the write data and the set value of the compare register (CP7-0) to write the data. When the result by the comparison in a byte unit satisfies the condition, the write data sent from the microcomputer is written to the GRAM. In this operation, the swap function (SWP) and write-data mask function (WM15-0) are also enabled. After writing, the address counter (AC) automatically increments by 256, and automatically jumps to the upper-right edge (I/D = 1) or upper-left edge (I/D = 0) following the I/D bit after it has reached lower edge of the GRAM.

Operation Examples:

- 1) I/D = "1", AM = "1", LG2-0 = "111" (unmatched write), SWP = "0"
- 2) CP7-0 = "53H"
- 3) WM15-0 = "0000"H
- 4) AC = "000"H



- Notes: 1. The bits in the GRAM indicated by "\*" are not changed.  
2. After writing to address 4F00H, the AC jumps to 0001H.

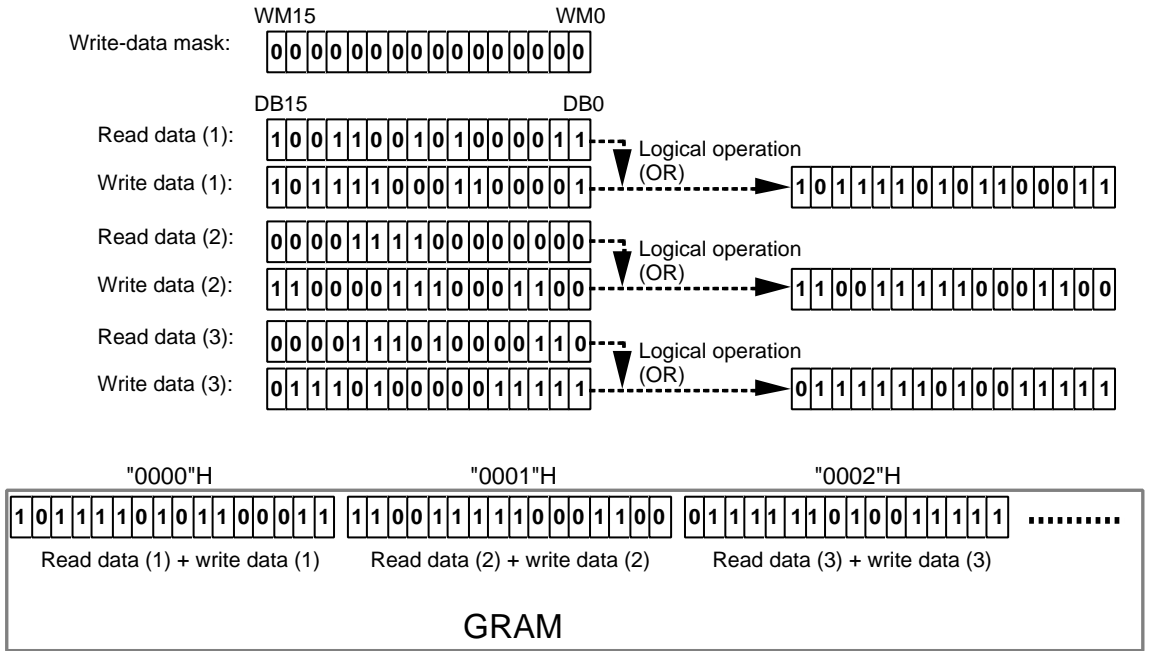
Figure 37 Writing Operation of Write Mode 4

## 5. Read/Write mode 1: AM = 0, LG2-0 = 001/010/011

This mode is used when the data is horizontally written at high speed by performing a logical operation with the original data. It reads the display data (original data), which has already been written in the GRAM, performs a logical operation with the write data sent from the microcomputer, and rewrites the data to the GRAM. This mode reads the data during the same access-pulse width (68-system: enabled high level, 80-system: RD\* low level) as the write operation since reading the original data does not latch the read data into the microcomputer but temporarily holds it in the read-data latch. However, the bus cycle requires the same time as the read operation. The swap function (SWP) or write-data mask function (WM15-0) are also enabled in these operations. After writing, the address counter (AC) automatically increments by 1 (I/D = 1) or decrements by 1 (I/D = 0), and automatically jumps to the counter edge one-raster-row below after it has reached the left or right edges of the GRAM.

### Operation Examples:

- 1) I/D = "1", AM = "0", LG2-0 = "001" (OR), SWP = "0"
- 2) WM15-0 = "0000"H
- 3) AC = "000"H



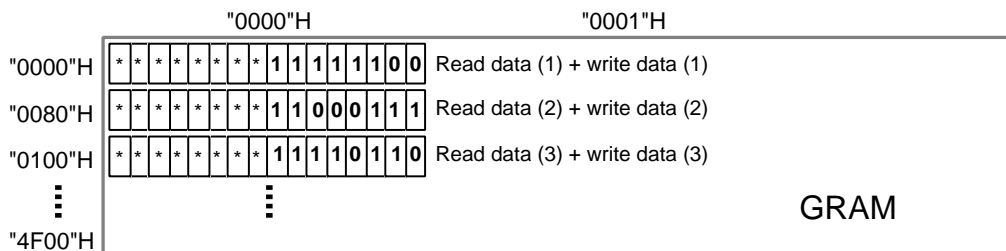
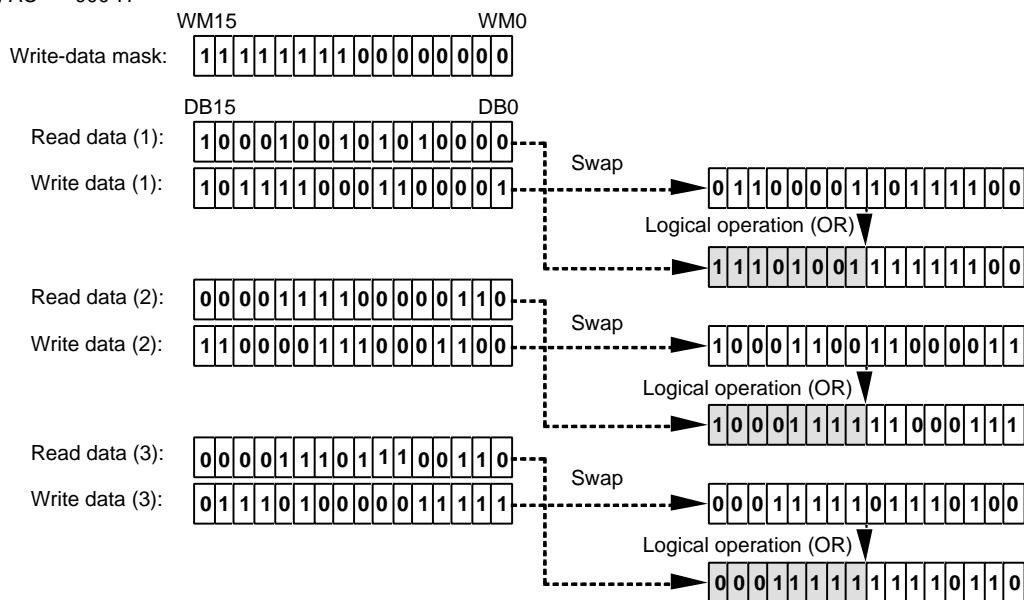
**Figure 38 Writing Operation of Read/Write Mode 1**

6. Read/Write mode 2: AM = 1, LG1-0 = 001/010/011

This mode is used when the data is vertically written at high speed by performing a logical operation with the original data. It reads the display data (original data), which has already been written in the GRAM, performs a logical operation with the write data sent from the microcomputer, and rewrites the data to the GRAM. This mode can read the data during the same access-pulse width (68-system: enabled high level, 80-system: RD\* low level) as for the write operation since the read operation of the original data does not latch the read data into the microcomputer and temporarily holds it in the read-data latch. However, the bus cycle requires the same time as the read operation. The swap function (SWP) or write-data mask function (WM15-0) are also enabled in these operations. After writing, the address counter (AC) automatically increments by 256, and automatically jumps to the upper-right edge (I/D = 1) or upper-left edge (I/D = 0) following the I/D bit after it has reached the lower edge of the GRAM.

Operation Examples:

- 1) I/D = "1", AM = "1", LG2-0 = "001" (OR), SWP = "1"
- 2) WM15-0 = "FF00"H
- 3) AC = "000"H



- Notes: 1. The bits in the GRAM indicated by "\*" are not changed.  
 2. After writing to address 4F00H, the AC jumps to 0001H.

Figure 39 Writing Operation of Read/Write Mode 2

## 7. Read/Write mode 3: AM = 0, LG2-0 = 100/101

This mode is used when the data is horizontally written by comparing the original data and the set value of compare register (CP7-0). It reads the display data (original data), which has already been written in the GRAM, compares the original data and the set value of the compare register in byte units, and writes the data sent from the microcomputer to the GRAM only when the result of the comparison satisfies the condition. This mode reads the data during the same access-pulse width (68-system: enabled high level, 80-system: RD\* low level) as write operation since reading the original data does not latch the read data into the microcomputer but temporarily holds it in the read-data latch. However, the bus cycle requires the same time as the read operation. The swap function (SWP) and write-data mask function (WM15-0) are also enabled in these operations. After writing, the address counter (AC) automatically increments by 1 (I/D = 1) or decrements by 1 (I/D = 0), and automatically jumps to the counter edge one-raster-row below after it has reached the left or right edges of the GRAM.

### Operation Examples:

- 1) I/D = "1", AM = "0", LG2-0 = "100" (matched write), SWP = "0"
- 2) CP7-0 = "53H"
- 3) WM15-0 = "0000"H
- 4) AC = "000"H

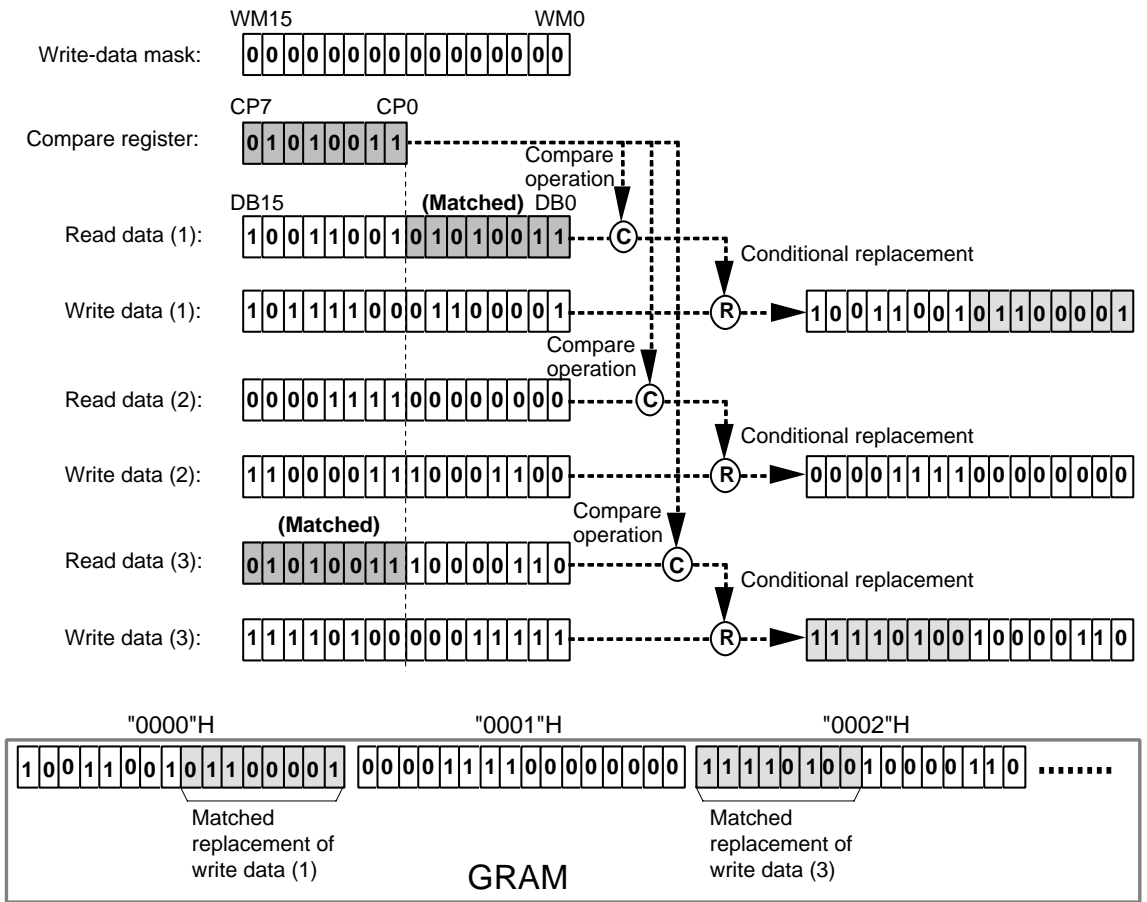


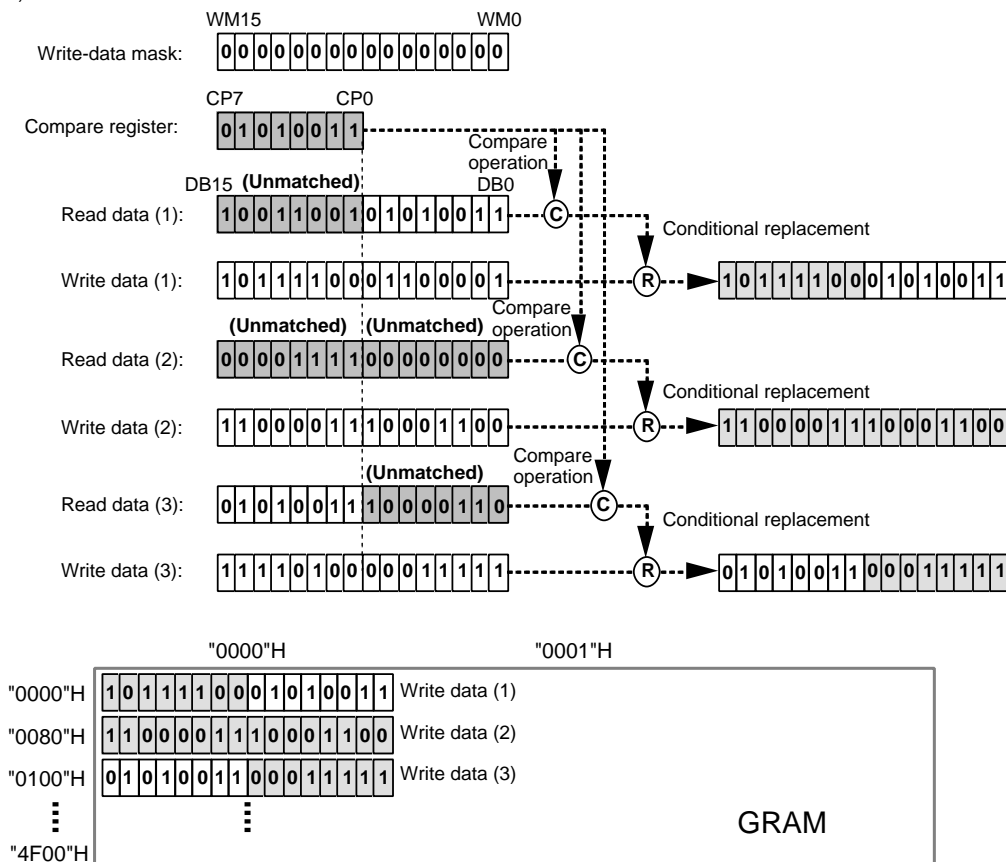
Figure 40 Writing Operation of Read/Write Mode 3

8. Read/Write mode 4: AM = 1, LG2-0 = 100/101

This mode is used when the data is vertically written by comparing the original data and the set value of the compare register (CP7-0). It reads the display data (original data), which has already been written in the GRAM, compares the original data and the set value of the compare register in byte units, and writes the data sent from the microcomputer to the GRAM only when the result of the compare operation satisfies the condition. This mode reads the data during the same access-pulse width (68-system: enabled high level, 80-system: RD\* low level) as the write operation since reading the original data does not latch the read data into the microcomputer but temporarily holds it in the read-data latch. However, the bus cycle requires the same time as the read operation. The swap function (SWP) and write-data mask function (WM15-0) are also enabled in these operations. After writing, the address counter (AC) automatically increments by 256, and automatically jumps to the upper-right edge (I/D = 1) or upper-left edge (I/D = 0) following the I/D bit after it has reached the lower edge of the GRAM.

Operation Examples:

- 1) I/D = "1", AM = "1", LG2-0 = "101" (unmatched write), SWP = "0"
- 2) CP7-0 = "53H"
- 3) WM15-0 = "0000"H
- 4) AC = "000"H



- Notes: 1. The bits in the GRAM indicated by "\*" are not changed.  
2. After writing to address 4F00H, the AC jumps to 0001H.

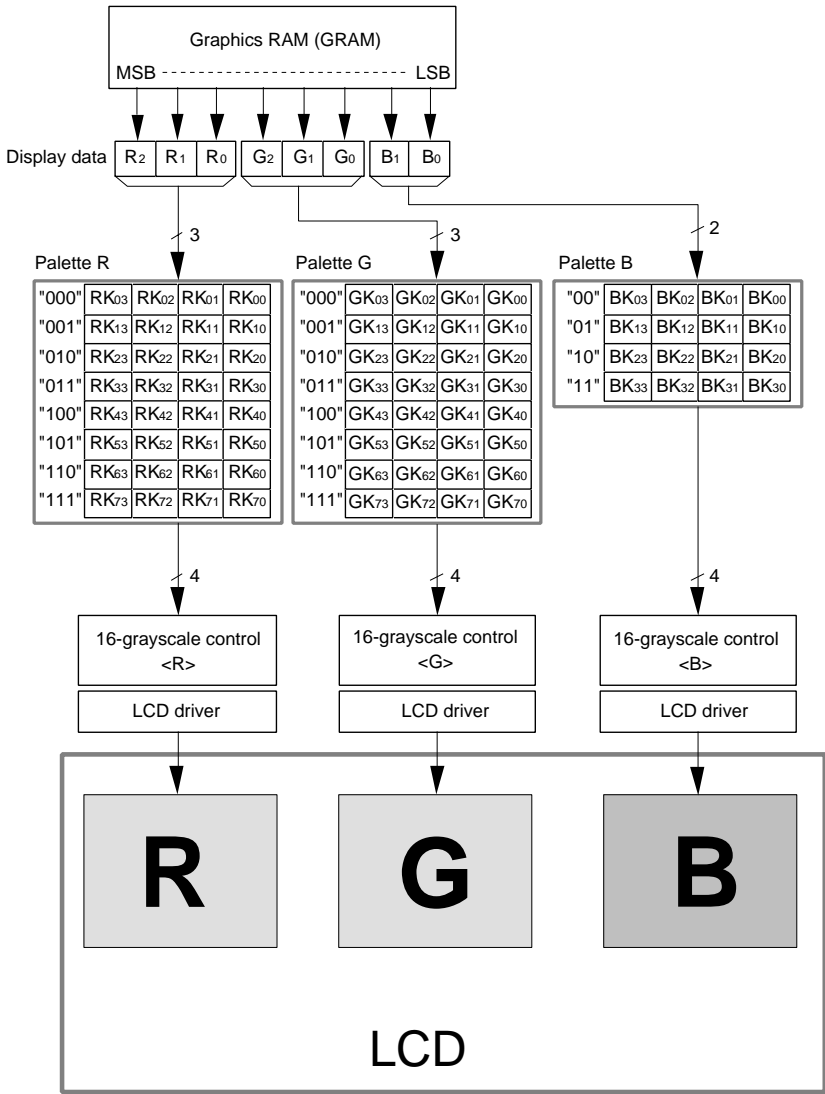
Figure 41 Writing Operation of Read/Write Mode 4

**Grayscale Palette**

The HD66760 incorporates a grayscale palette to simultaneously display 256 of the 4,096 possible colors. The R and G grayscale consist of eight four-bit palettes, and the B grayscale consists of four four-bit palettes. The 16-stage grayscale levels can be selected from the four-bit palette data.

For the display data of R and G, the three-bit data in the GRAM written from the microcomputer is used. For the display data of B, the two-bit data in the GRAM is used.

In this palette, a curtailed frame grayscale system, which has low charging current in the LCD panel, is used. Although the system is the same for each color, the curtailed frame timing is adjusted between adjacent dots to reduce flickering.



**Figure 42 Grayscale Palette Control**

## Grayscale Palette Table

The grayscale register that is set for each palette register (RK, GK, or BK) can be set to any level. 16-grayscale lighting levels can be set according to palette values (0000 to 1111).

**Table 33 Grayscale Control Level**

Palette Register Value (RK, GK, or BK)				Grayscale Control Level
0	0	0	0	Unlit level* <sup>1</sup>
0	0	0	1	2/16 level
0	0	1	0	3/16 level
0	0	1	1	4/16 level
0	1	0	0	5/16 level
0	1	0	1	6/16 level
0	1	1	0	7/16 level
0	1	1	1	8/16 level
1	0	0	0	9/16 level
1	0	0	1	10/16 level
1	0	1	0	11/16 level
1	0	1	1	12/16 level
1	1	0	0	13/16 level
1	1	0	1	14/16 level
1	1	1	0	15/16 level
1	1	1	1	All-lit level* <sup>2</sup>

Notes: 1. The unlit level corresponds to a black display when a normally-black color-LCD panel is used, and a white display when a normally-white color-LCD panel is used.

2. The all-lit level corresponds to a white display when a normally-black color-LCD panel is used, and a black display when a normally-white color-LCD panel is used.

Four-color Display Mode

The HD66760 has the four-color display mode consisting of two-bit-per-pixel data. Since the byte-wise processing of four-pixel display data is enabled, the processing performance is four times that of the normal 256-color display. When the internal grayscale palette is used, four colors of the possible 4,096 colors can be displayed at the same time. The two-bit display data in the GRAM written from the microcomputer is assigned to the lower two bits of R and G; one of these bits, always 0, synthesizes the three-bit data. Therefore, this display mode uses 000, 001, 010, 011 in grayscale palettes R and G.

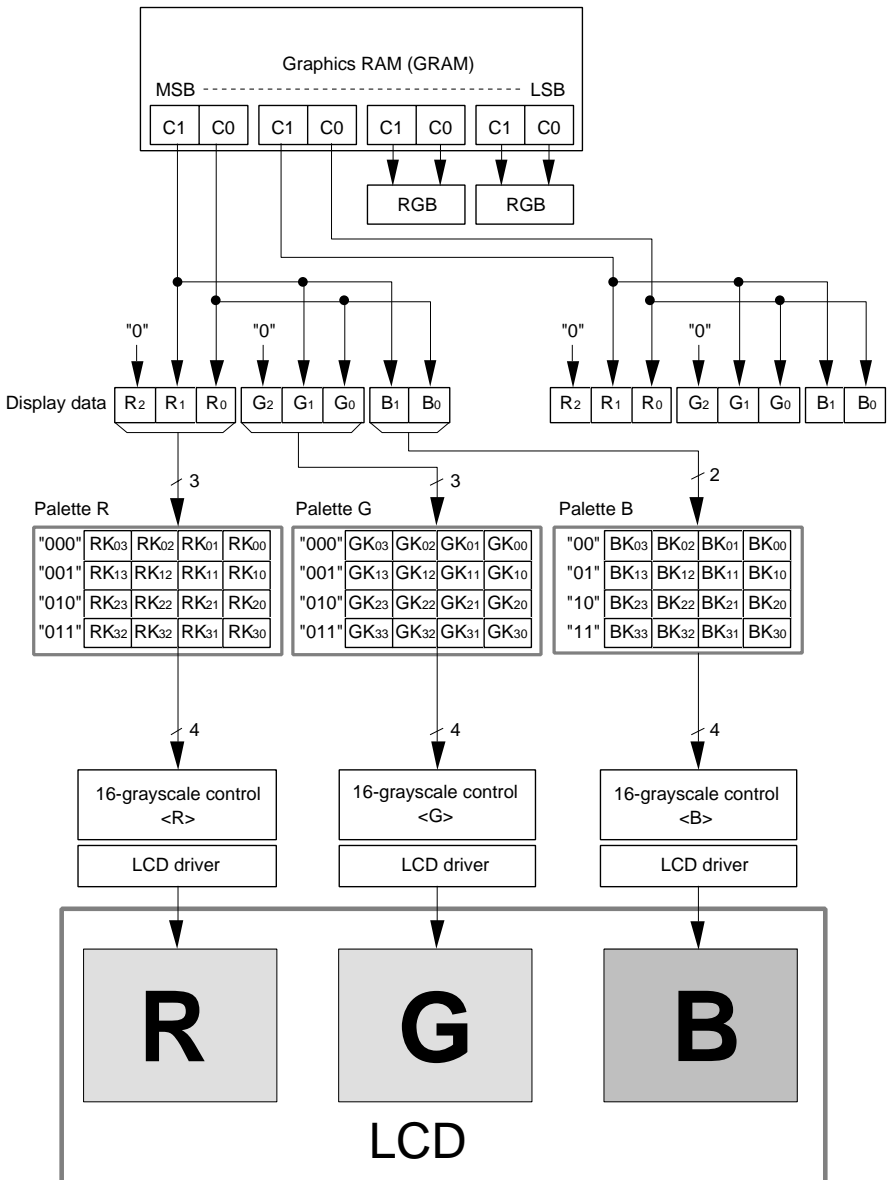


Figure 43 Four-color Display Control



## Color Window Cursor Control

A cursor is displayed in the window area specified by the cursor-start position register (CSX or CSY) and cursor-end position register (CEX or CEY). The cursor display mode can be selected from four types in table 34 by changing cursor-mode bit (CM1–0).

The eight-color cursor display can be selected by the cursor-color bit (CR, CG, or CB) and displays red, blue, green, white, black or a combined color. However, the grayscale of the cursor color cannot be controlled.

**Table 34 Cursor Display Control**

Register Setting			
C	CM1	CM0	Cursor Display Control
0	*	*	Displays no cursor.
1	0	0	Displays eight colors specified by the cursor-color bit (CR, CG, or CB) in the window area.
1	0	1	Reverses and displays the four-bit grayscale data of each color in the window area.
1	1	0	Alternately repeats the normal display in the window area and the eight-color display specified by the cursor-color bit (CR, CG, or CB) every 32 frame for blinking display.
1	1	1	Alternately repeats the normal display in the window area and the reversal display of the four-bit grayscale data every 32 frame for blinking display.

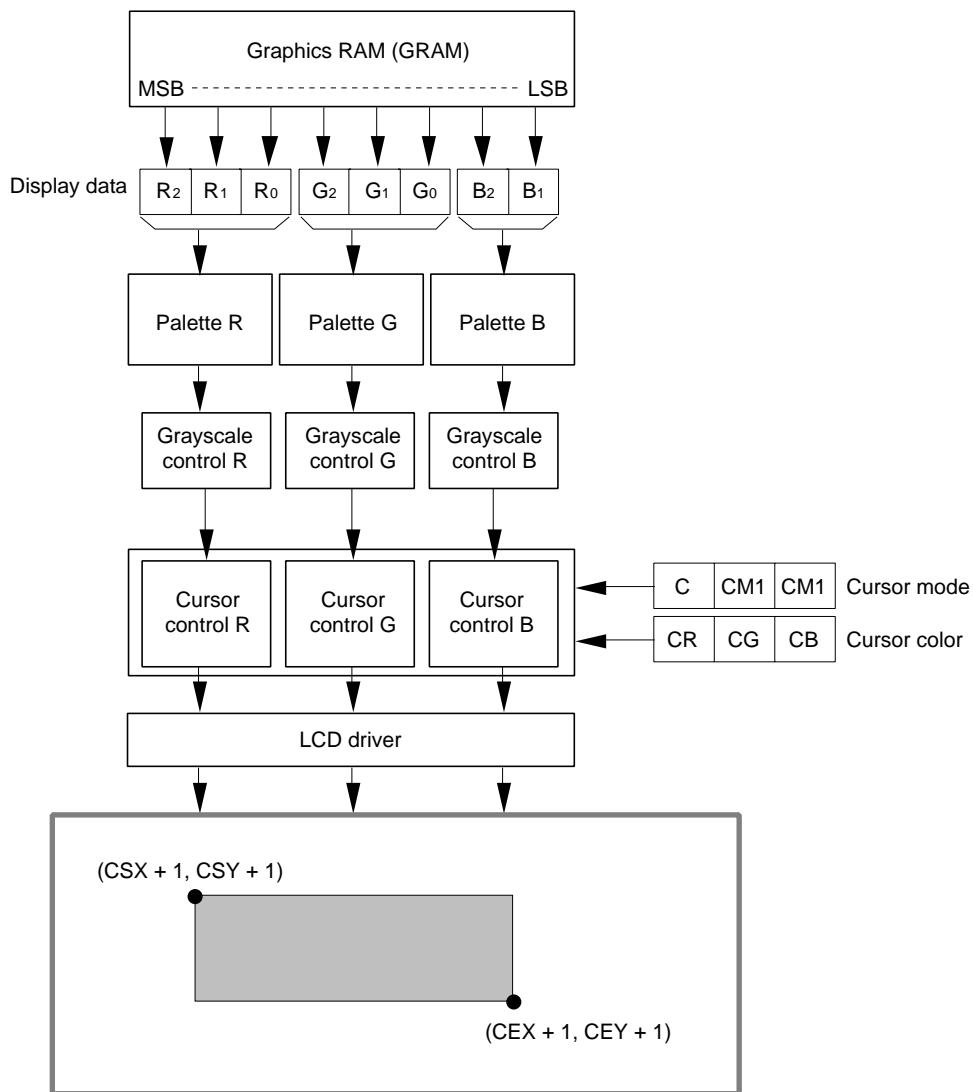
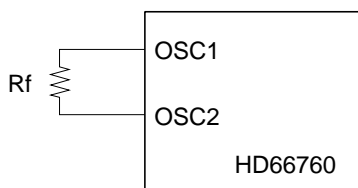


Figure 44 Color-cursor Display

## Oscillation Circuit

The HD66760 can oscillate between the OSC1 and OSC2 pins using an internal R-C oscillator with an external oscillation resistor. Note that in R-C oscillation, the oscillation frequency is changed according to the external resistance value, wiring length, or operating power-supply voltage. If  $R_f$  is increased or power supply voltage is decrease, the oscillation frequency decreases. For the relationship between  $R_f$  resistor value and oscillation frequency, see the Electric Characteristics Notes section.



Note: Put the  $R_f$  resistor as close as possible to the OSC1 and OSC2 pins.

Figure 45 Oscillation Circuits

Table 35 Relationship between Liquid Crystal Drive Duty Ratio and Frame Frequency

LCD Duty	NL4-0 Set Value	Recommended Drive Bias Value	Frame Frequency	One-frame Clock
1/16	01H	1/5	70 Hz	2560
1/24	02H	1/6	70 Hz	2560
1/32	03H	1/6	70 Hz	2568
1/40	04H	1/7	70 Hz	2560
1/48	05H	1/8	71 Hz	2544
1/56	06H	1/8	70 Hz	2576
1/64	07H	1/9	70 Hz	2560
1/72	08H	1/9.5	71 Hz	2520
1/80	09H	1/10	70 Hz	2560

Note: The frame frequency above is for 180-kHz operation and proportions the oscillation frequency ( $f_{osc}$ ).

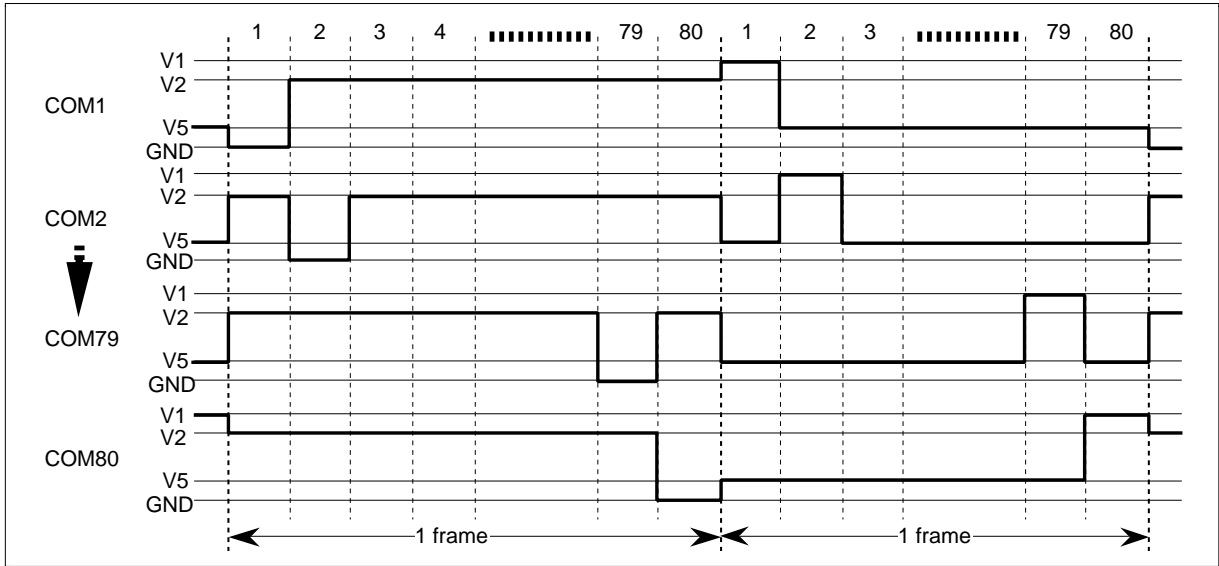


Figure 46 LCD Drive Output Waveform (B-pattern AC Drive with 1/80 Multiplexing Duty Ratio)

### n-raster-row Reversed AC Drive

The HD66760 supports not only the LCD reversed AC drive in a one-frame unit (B-pattern waveform) but also the n-raster-row reversed AC drive which alternates in an n-raster-row unit from one to 32 raster-rows (C-pattern waveform). When a problem affecting display quality occurs, such as crosstalk at high-duty driving of more than 1/64 duty, the n-raster-row reversed AC drive (C-pattern waveform) can improve the quality.

Determine the number of raster-rows n (NW bit set value + 1) for alternating after confirmation of the display quality with the actual LCD panel. However, if the number of AC raster-rows is reduced, the LCD alternating frequency becomes high. Because of this, the charge or discharge current is increased in the LCD cells.

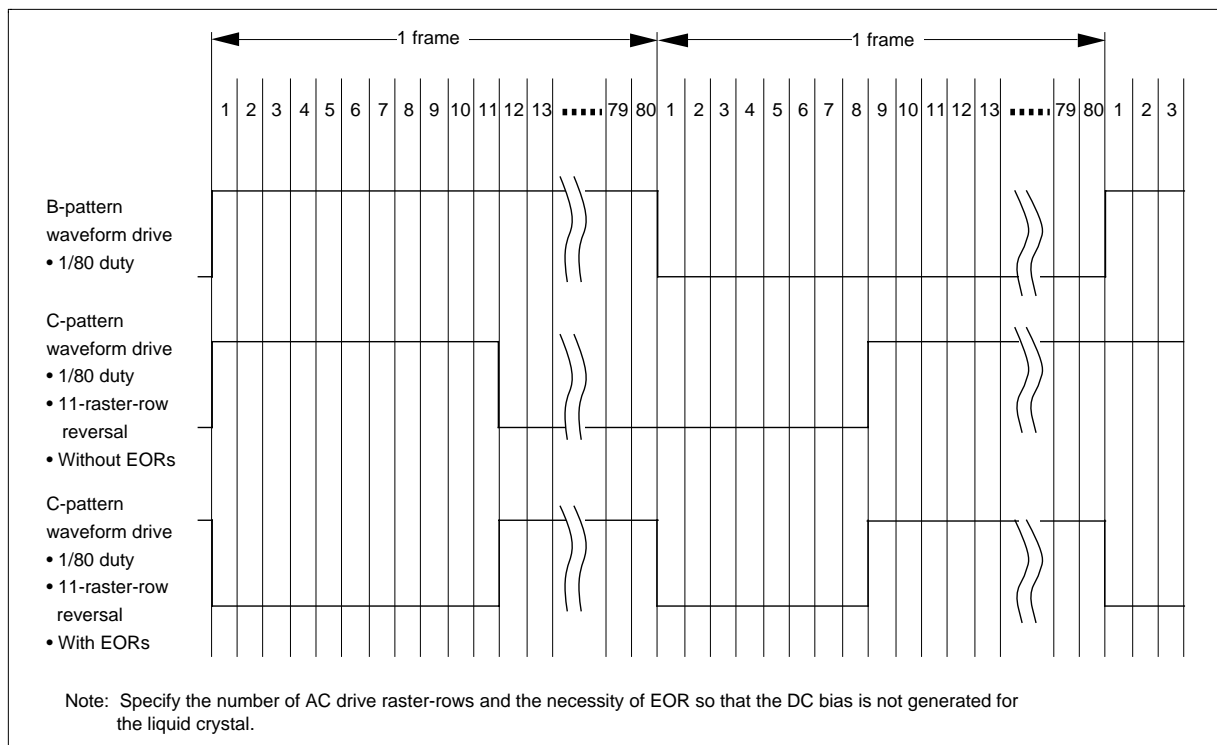


Figure 47 Example of an AC Signal under n-raster-row Reversed AC Drive

## Liquid-crystal-display Drive-bias Selector

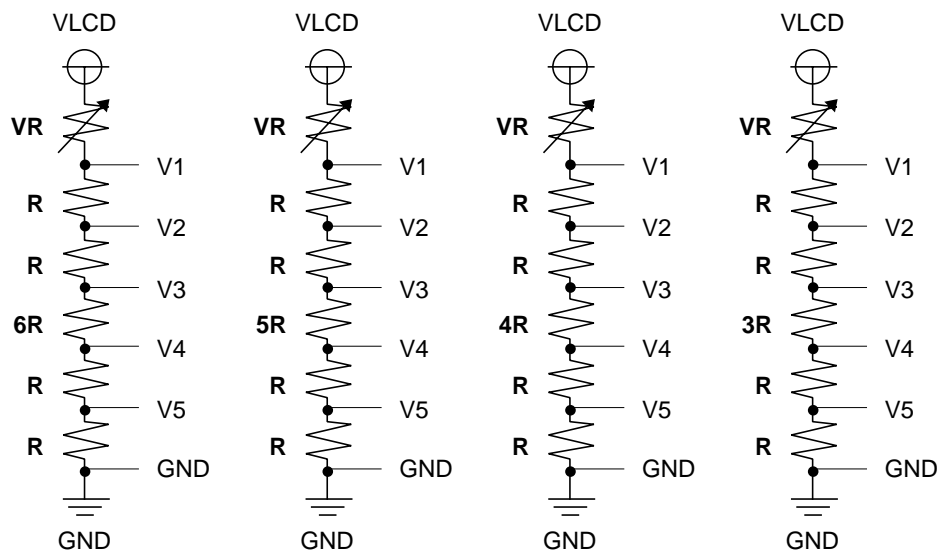
An optimum liquid-crystal-display bias value can be selected using the BS2-0 bits, according to the liquid crystal drive duty ratio setting (NL3-0 bits). The liquid-crystal-display drive duty ratio and bias value can be displayed while switching software applications to match the LCD panel display status. The optimum bias value calculated using the following expression is a logical optimum value. Driving by using a lower value than the optimum bias value provides lower logical contrast and lower liquid-crystal-display voltage (the potential difference between V1 and GND), which results in better image quality. When the liquid-crystal-display voltage is insufficient even if a six-times step-up circuit is used, when the step-up driving ability is lowered by setting a high factor for the step-up circuit, or when the output voltage is lowered because the battery life has been reached, the display can be made easier to see by lowering the liquid-crystal-display bias.

The liquid crystal display can be adjusted by using the contrast adjustment register (CT6-0 bits) and selecting the step-up output level (BT1/0 bits).

$$\text{Optimum bias value for } 1/N \text{ duty ratio drive voltage} = \frac{1}{\sqrt{N+1}}$$

**Table 36 Optimum Drive Bias Values**

LCD drive duty ratio (NL3-0 set value)	1/80	1/72	1/64	1/56	1/48	1/40	1/32	1/24	1/16
Optimum drive bias value (BS2-0 set value)	1/10	1/9	1/9	1/8	1/8	1/7	1/6	1/6	1/5
	001	010	010	011	011	100	101	101	110

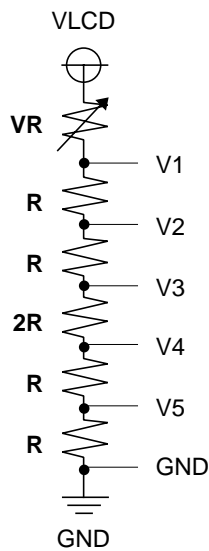


i) 1/10 bias  
(BS2-0 = 001)

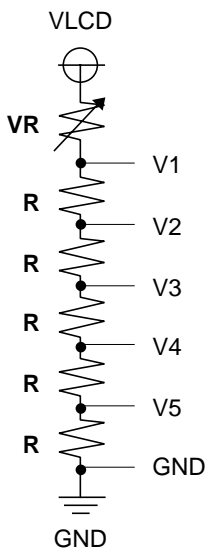
ii) 1/9 bias  
(BS2-0 = 010)

iii) 1/8 bias  
(BS2-0 = 011)

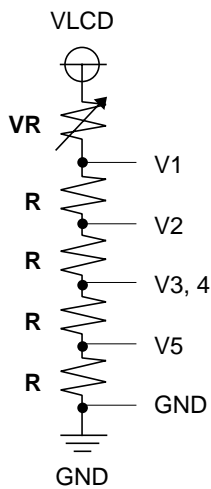
iv) 1/7 bias  
(BS2-0 = 100)



v) 1/6 bias  
(BS2-0 = 101)



vi) 1/5 bias  
(BS2-0 = 110)



vii) 1/4 bias  
(BS2-0 = 111)

Note: R = Reference resistor

Figure 48 Liquid Crystal Display Drive Bias Circuit

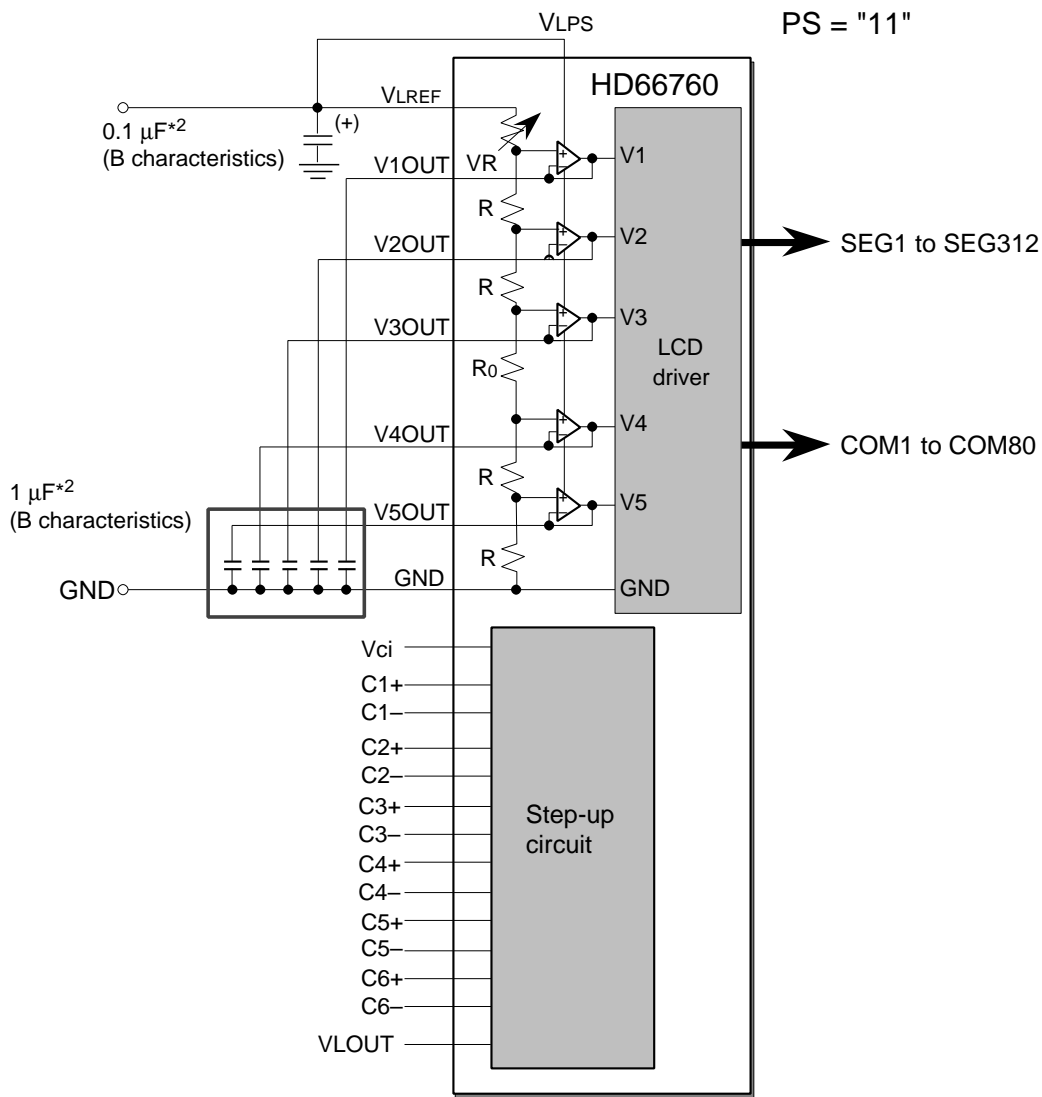
## Liquid Crystal Display Voltage Generator

### When External Power Supply and Internal Operational Amplifiers are Used

To supply LCD drive voltage directly from the external power supply without using the internal step-up circuit, circuits should be connected as shown in figure 49. Here, contrast can be adjusted by software through the CT bits of the contrast adjustment register. Minimize the voltage variation since the VLREF input is a reference voltage that determines the LCD drive voltage.

The HD66760 incorporates a voltage-follower operational amplifier for each V1 to V5 to reduce current flowing through the internal bleeder-resistors, which generate different levels of liquid-crystal drive voltages. Thus, potential difference between  $V_{LPS}$  and V1 must be 0.1 V or higher, and that between V4 and GND must be 1.4 V or higher. Note that the OPOFF pin must be grounded when using the operational amplifiers. Place a capacitor of about 1  $\mu\text{F}$  (B characteristics) between each internal operational amplifier (V1OUT to V5OUT outputs) and GND and stabilize the output level of the operational amplifier. Adjust the capacitance value of the stabilized capacitor after the LCD panel has been mounted and the screen quality has been confirmed.





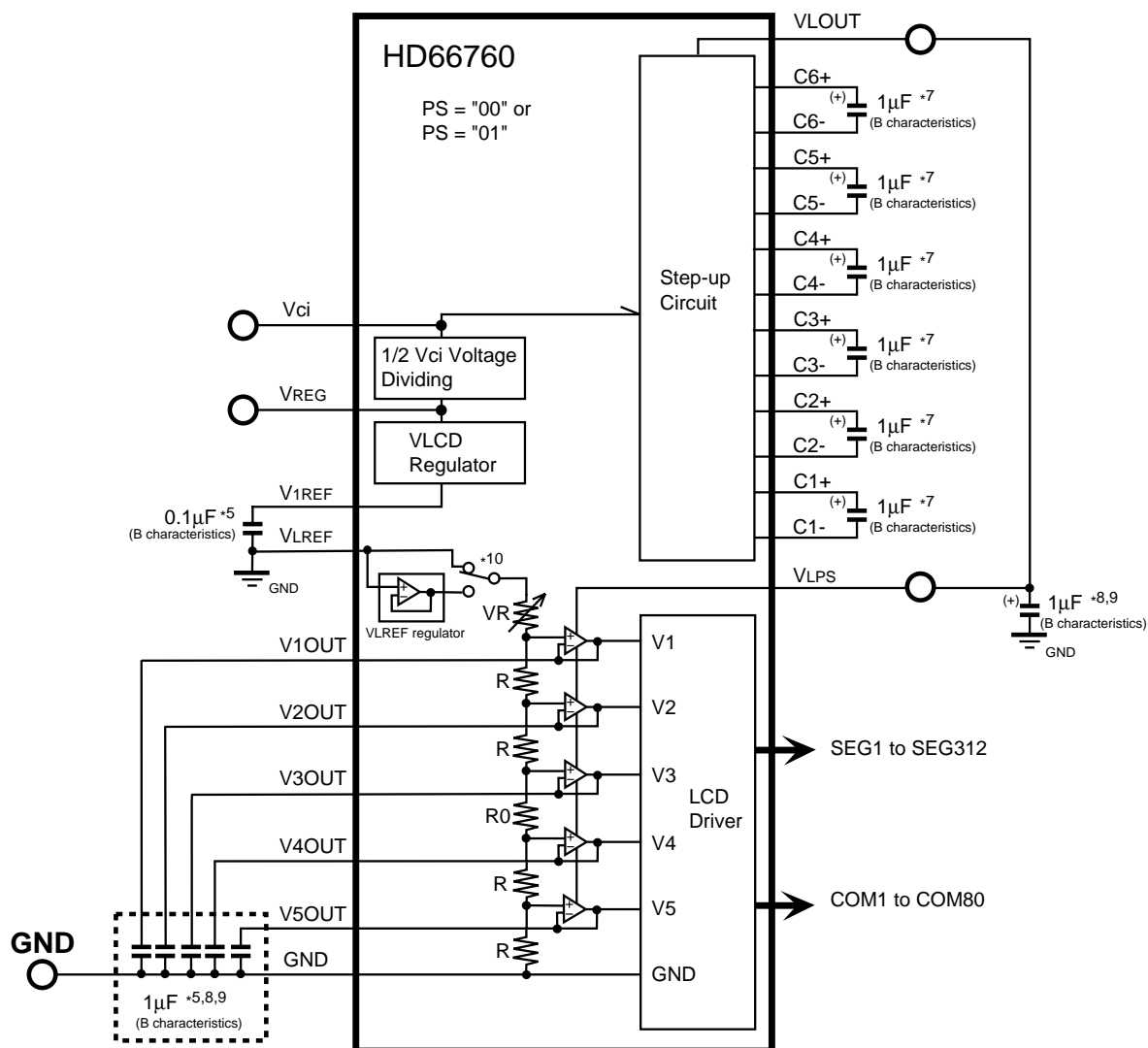
- Notes: 1. Adjust the capacitance value of the capacitor after the LCD panel has been mounted.  
 2. Use the capacitors with breakdown voltages equal to or higher than the VLCD (= VLPS-GND) voltage for connecting to VLPS and V1OUT through V5OUT. Determine the capacitor breakdown voltages by checking VLCD voltage fluctuation.

Figure 49 External Power Supply Circuit for LCD Drive Voltage Generation

**When an Internal Booster and Internal Operational Amplifiers are Used**

To supply LCD drive voltage using the internal VLCD regulator and step-up circuit, an internal booster and internal operational amplifiers should be connected as shown in figure 50. Keep the power-supply voltage (VLPS) of the operational amplifier higher than the output voltage (V1REF) of the VLCD regulator. Contrast can be adjusted through the CT bits of the contrast control instruction.

The HD66760 incorporates a voltage-follower operational amplifier for each of V1 to V5 to reduce current flowing through the internal bleeder-resistors, which generate different liquid-crystal drive voltages. Thus, potential difference between  $V_{LPS}$  and V1 must be 0.1 V or higher, and that between V4 and GND must be 1.4 V or higher. Note that the OPOFF pin must be grounded when using the operational amplifiers. Place a capacitor of about 1  $\mu$ F (B characteristics) between each internal operational amplifier (V1OUT to V5OUT outputs) and GND and stabilize the output level of the operational amplifier. Adjust the capacitance value of the stabilized capacitor after the LCD panel has been mounted and the screen quality has been confirmed.



- Notes:
1. The reference voltage input ( $V_{ci}$ ) must be adjusted so that the output voltage after boosting will not exceed the absolute maximum rating for the liquid-crystal power supply voltage (16.5 V).
  2.  $V_{ci}$  is both a reference voltage and power supply for the step-up circuit; the sufficient current must be obtained.
  3. Polarized capacitors must be connected correctly.
  4. Circuits for temperature compensation should be based on the sample circuits in figures 51 and 52.
  5. Adjust the capacitance value of the stabilized capacitor after the LCD panel has been mounted.
  6. The breakdown voltages of the capacitors connected to C3+/C3- and C6+/C6- should be three times or higher than the  $V_{ci}$  voltage.
  7. The breakdown voltages of the capacitors connected to C1+/C1-, C2+/C2-, C4+/C4-, and C5+/C5- should be equal to or higher than the  $V_{ci}$  voltage.
  8. The breakdown voltages of the capacitors connected to VLOUT and V1OUT through V5OUT should be  $n$  times or higher than the  $V_{ci}$  voltage ( $n$ : step-up magnification).
  9. Determine the breakdown voltages of the capacitors in 6 to 8 above by checking  $V_{ci}$  voltage fluctuation.
  10. VLREF regulator is not used when PS = "00". VLREF regulator is used when PS = "01".

Figure 50 Internal Step-up Circuit for LCD Drive Voltage Generation

# HD66760

Temperature can be compensated either through the CT bits, by controlling the reference input voltage for the VLCD regulator (VREG pin) using a thermistor, or by controlling the reference output voltage of the VLCD regulator (V1REF pin).

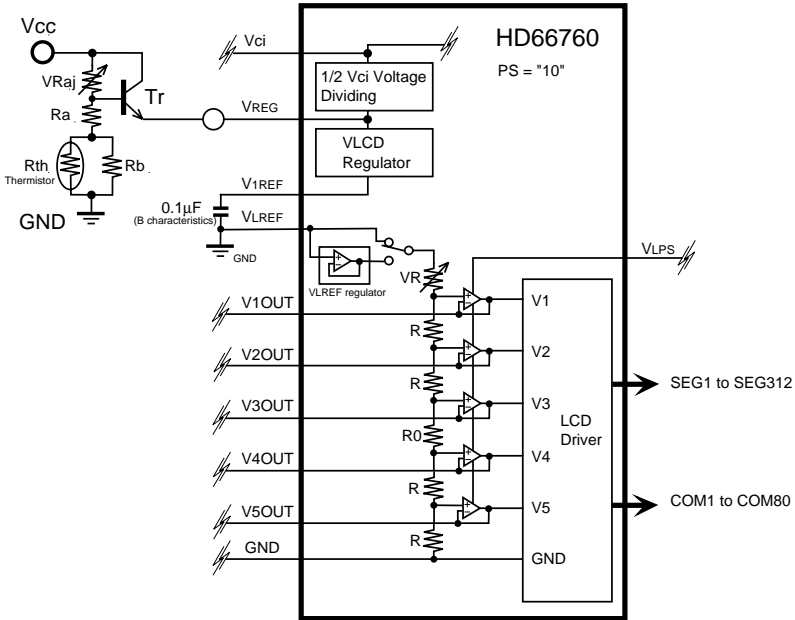


Figure 51 Temperature Compensation Circuits (1)

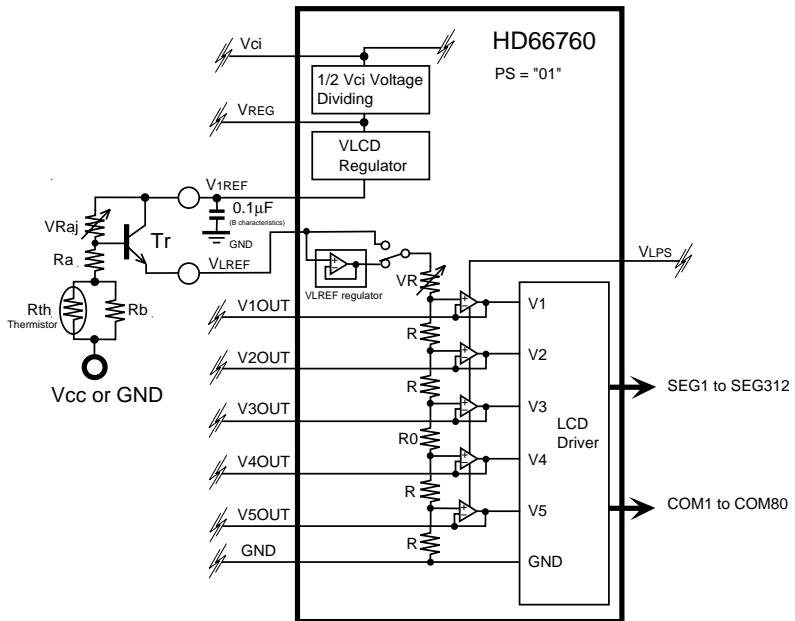


Figure 52 Temperature Compensation Circuits (2)

### Switching the Step-up Factor

Instruction bits (BT1/0 bits) can optionally select the step-up factor of the internal step-up circuit. According to the display status, power consumption can be reduced by changing the LCD drive duty and the LCD drive bias, and by controlling the step-up factor for the minimum requirements. For details, see the Partial-display-on Function section.

According to the maximum step-up factor, external capacitors need to be connected. For example, when the maximum step-up is five times, capacitors between C6+ and C6- or between C5+ and C5- are needed as in the case of the six-times step-up.

Place a capacitor with a breakdown voltage of three times or more the Vci-GND voltage between C6+ and C6- and between C3+ and C3-, a capacitor with a breakdown voltage larger than the Vci-GND voltage between C1+ and C1-, C2+ and C2-, C4+ and C4-, and C5+ and C5-, and a capacitor with a breakdown voltage of n times or more the Vci-GND voltage to VLOUT (n: step-up factor) (see figure 53).

Note: Determine the capacitor breakdown voltages by checking Vci voltage fluctuation.

**Table 37 VLOUT Output Status**

<b>BT1</b>	<b>BT0</b>	<b>VLOUT Output Status</b>
0	0	Three-times step-up output
0	1	Four-times step-up output
1	0	Five-times step-up output
1	1	Six-times step-up output

Maximum six-, five-, four-, and three-times step-up

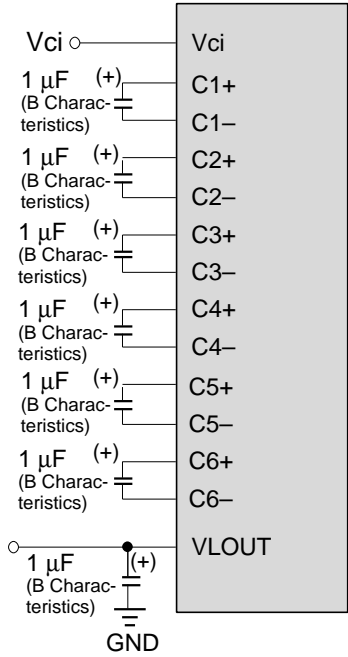
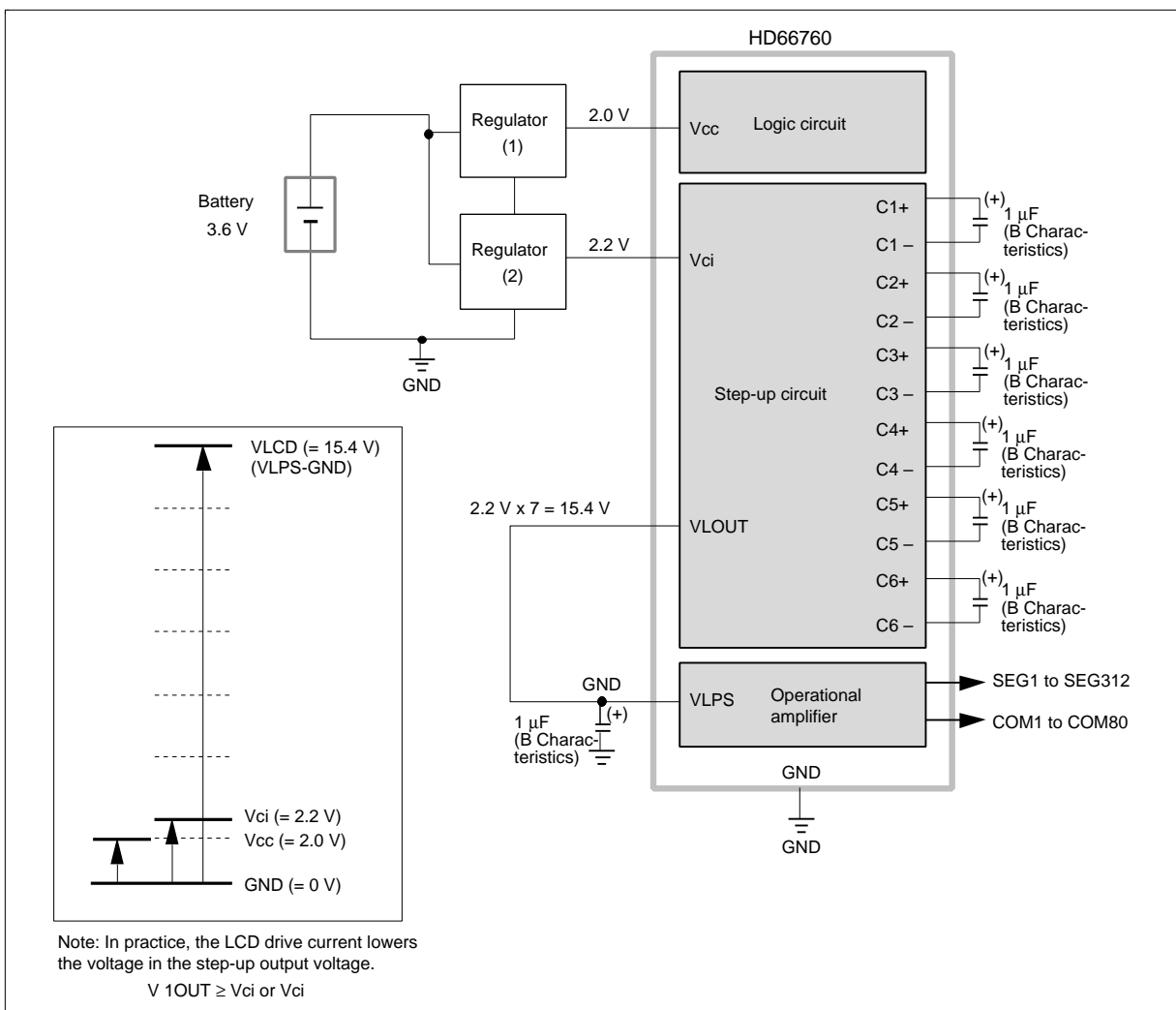


Figure 53 Step-up Circuit Output Factor Switching

**Example of Power-supply Voltage Generator for More Than Seven-times Step-up Output**

The HD66760 incorporates a step-up circuit for up to six-times step-up. However, the LCD drive voltage (VLCD) will not be enough for six-times step-up from Vcc when the power-supply voltage of Vcc is low or when the LCD drive voltage is high for the high-contrast LCD display. In this case, the reference voltage (Vci) for step-up can be set higher than the power-supply voltage of Vcc.

Set the Vci input voltage for the step-up circuit to 3.6 V or less within the range of Vcc + 1.0 V. Control the Vci voltage so that the step-up output voltage (VLOUT) should be less than the absolute maximum ratings (16.5 V).



**Figure 54 Usage Example of Step-up Circuit at Vci > Vcc**

## Restrictions on the 1st/2nd Screen Driving Position Register Settings

The following restrictions must be satisfied when setting the start line (SS16–10) and end line (SE16–10) of the 1st screen driving position register (R14h) and the start line (SS26–20) and end line (SE26–20) of the 2nd screen driving position register (R15h) for the HD66760. Note that incorrect display may occur if the restrictions are not satisfied.

**Table 38 Restrictions on the 1st/2nd Screen Driving Position Register Settings**

	<b>1st Screen Driving (STP = 0)</b>	<b>2nd Screen Driving (STP = 1)</b>
Register setting	$SS16-10 \leq SE16-0 \leq 4FH$	$SS16-10 \leq SE16-10 < SS26-20 \leq SE26-20 \leq 4FH$
Display operation	<ul style="list-style-type: none"><li>• Time-sharing driving for COM pins (SS1+1) to (SE1+1)</li><li>• Non-selection level driving for others</li></ul>	<ul style="list-style-type: none"><li>• Time-sharing driving for COM pins (SS1+1) to (SE1+1) and (SS2+1) to (SE2+1)</li><li>• Non-selection level driving for others</li></ul>

- Notes:
1. When the total line count in screen division driving settings is less than the duty setting, non-selection level driving is performed without the screen division driving setting range.
  2. When the total line count in screen division driving settings is larger than the duty setting, the start line, the duty-setting line, and the lines between them are displayed and non-selection level driving is performed for other lines.
  3. For the 1st screen driving, the SS26-20 and SE26-20 settings are ignored.



## Sleep Mode

Setting the sleep mode bit (SLP) to 1 puts the HD66760 in the sleep mode, where the device stops all internal display operations, thus reducing current consumption. Specifically, LCD operation is completely halted. Here, all the SEG (SEG1 to SEG312) and COM (COM1 to COM80) pins output the GND level, resulting in no display. If the AP1–0 bits in the power control register are set to 00 in the sleep mode, the LCD drive power supply can be turned off, reducing the total current consumption of the LCD module.

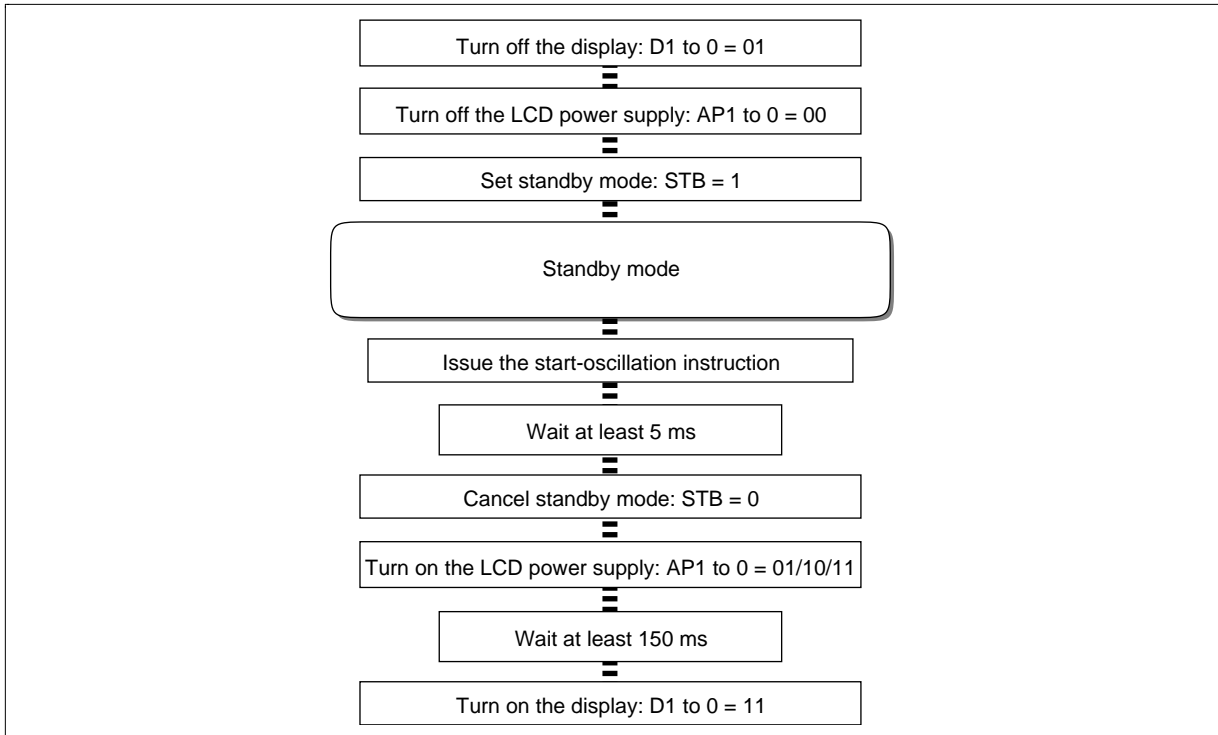
**Table 39 Comparison of Sleep Mode and Standby Mode**

<b>Function</b>	<b>Sleep Mode (SLP = 1)</b>	<b>Standby Mode (STB = 1)</b>
LCD control	Turned off	Turned off
R-C oscillation circuit	Operates normally	Operation stopped

## Standby Mode

Setting the standby mode bit (STB) to 1 puts the HD66760 in the standby mode, where the device stops completely, halting all internal operations including the R-C oscillation circuit, thus further reducing current consumption compared to that in the sleep mode. Specifically, all the SEG (SEG1 to SEG312) and COM (COM1 to COM80) pins for the time-sharing drive output the GND level, resulting in no display. If the AP1–0 bits are set to 00 in the standby mode, the LCD drive power supply can be turned off.

During the standby mode, no instructions can be accepted other than the start-oscillation instruction. To cancel the standby mode, issue the start-oscillation instruction to stabilize R-C oscillation before setting the STB bit to 0.

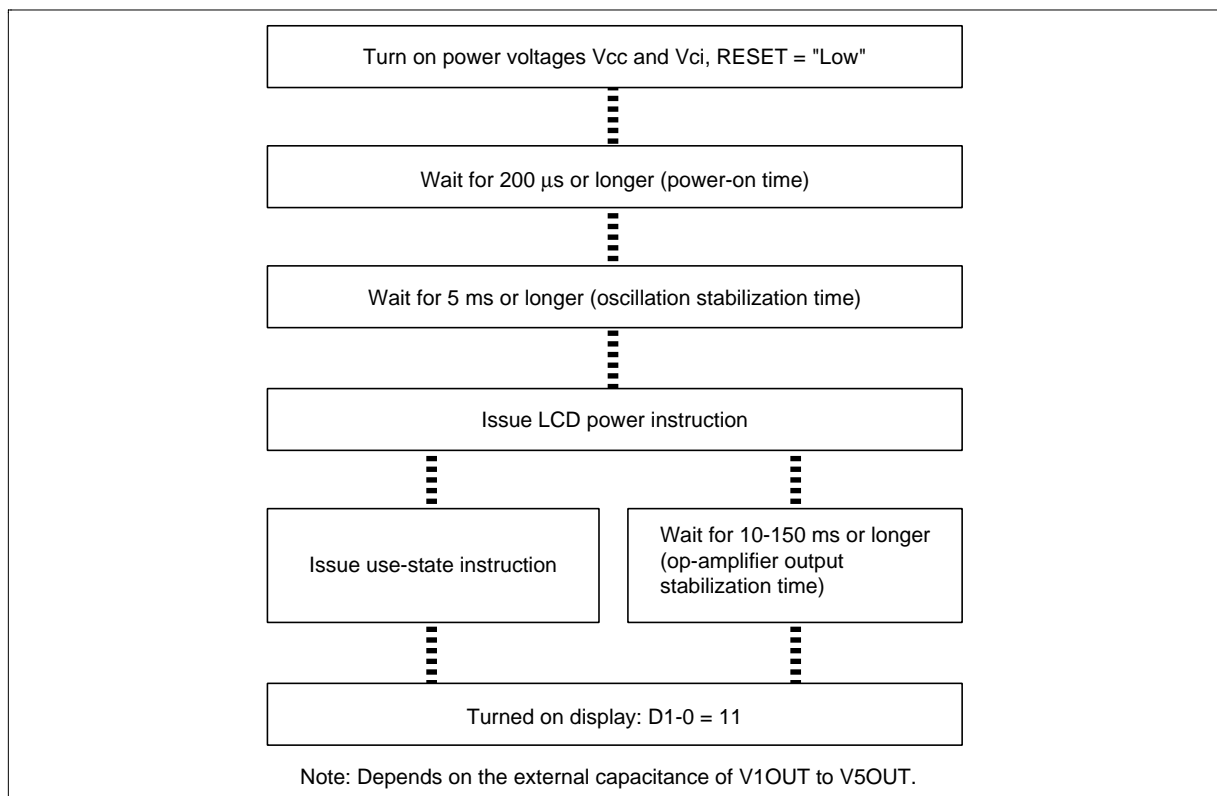


**Figure 55 Procedure for Setting and Canceling Standby Mode**

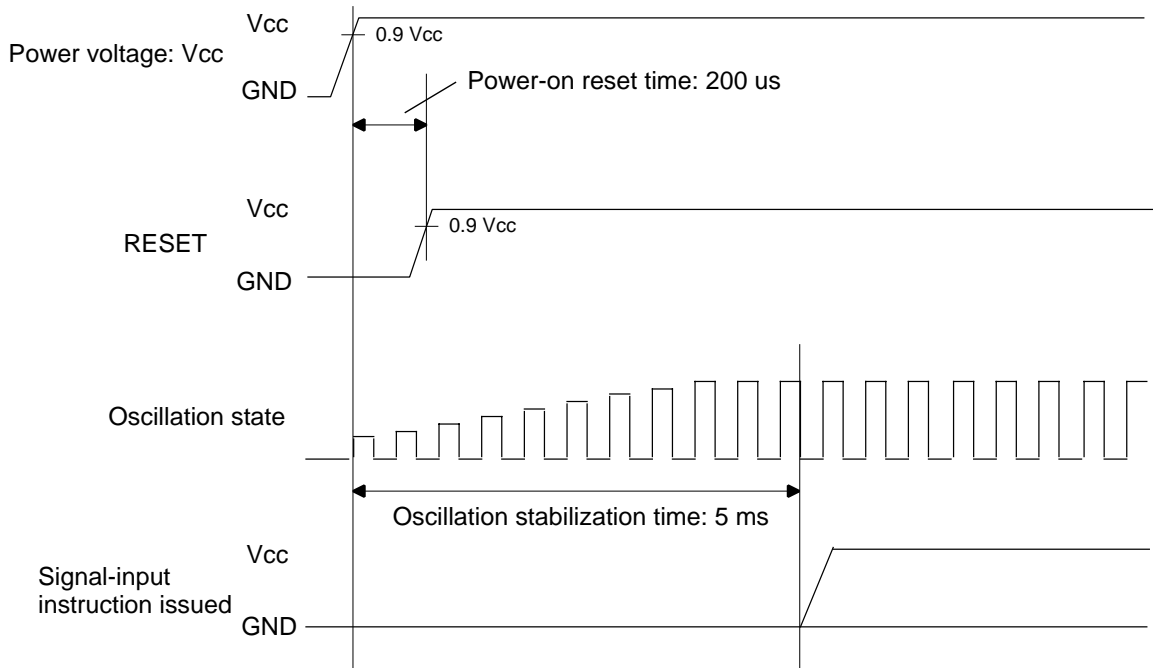
## Power-on/off Sequence

To prevent pulse lighting of LCD screens at power-on/off, the power-on/off sequence is activated as shown below. However, since the sequence depends on LCD materials to be used, confirm the conditions by using your own system.

### Power-on Sequence



**Figure 56 Power-on Sequence**



Note: R-C oscillation starts by power-on and input reset.  
The standby mode is cleared by input reset.

**Figure 57 Power-on Timing**

Power-off Sequence

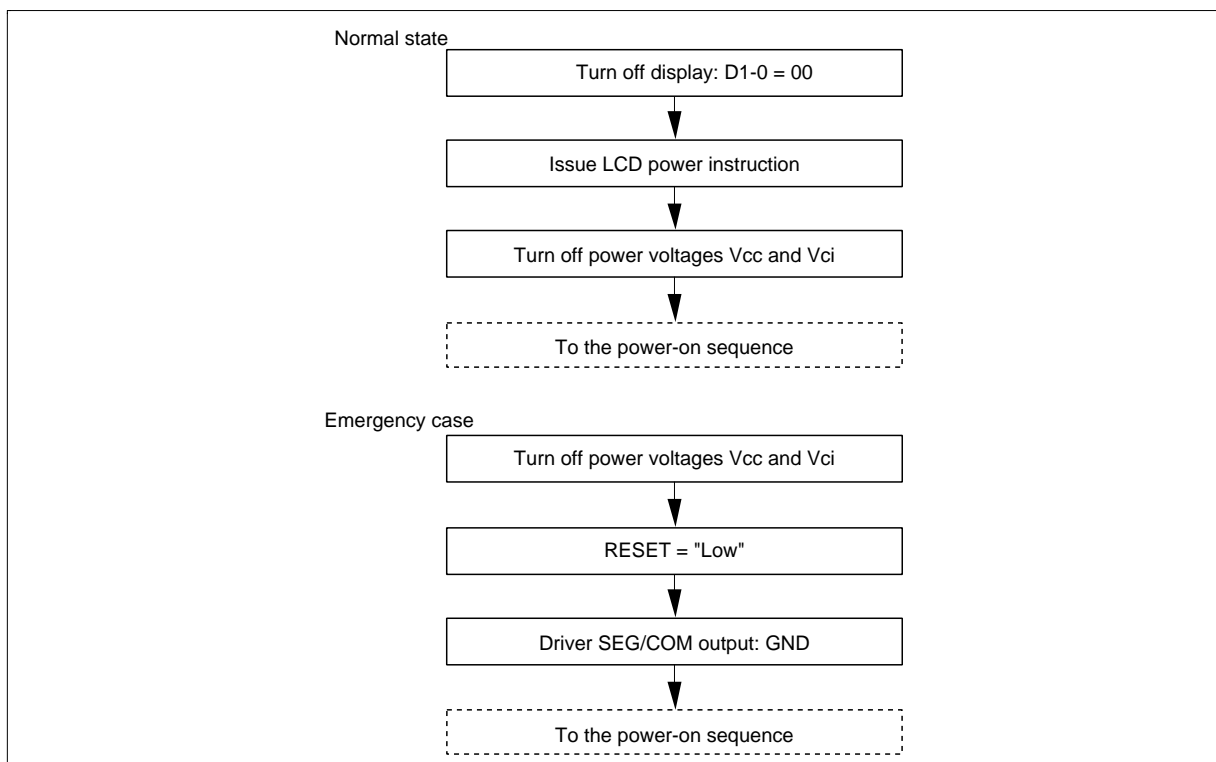
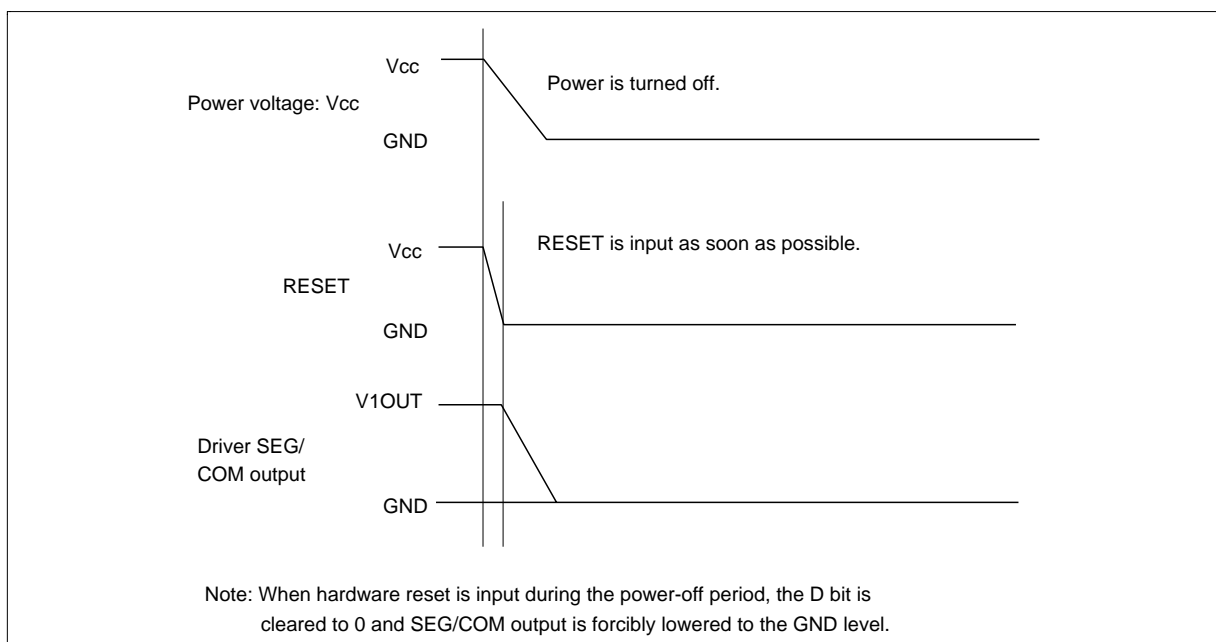


Figure 58 Power-off Sequence



Note: When hardware reset is input during the power-off period, the D bit is cleared to 0 and SEG/COM output is forcibly lowered to the GND level.

Figure 59 Power-off Timing

**Absolute Maximum Ratings**

Item	Symbol	Unit	Value	Notes*
Power supply voltage (1)	$V_{CC}$	V	-0.3 to +4.6	1, 2
Power supply voltage (2)	$V_{LCD} - GND$	V	-0.3 to +16.5	1, 3
Input voltage	$V_t$	V	-0.3 to $V_{CC} + 0.3$	1
Operating temperature	$T_{opr}$	°C	-40 to +85	1, 4
Storage temperature	$T_{stg}$	°C	-55 to +110	1, 5

- Notes: 1. If the LSI is used above these absolute maximum ratings, it may become permanently damaged. Using the LSI within the following electrical characteristics limits is strongly recommended for normal operation. If these electrical characteristic conditions are also exceeded, the LSI will malfunction and cause poor reliability.
2.  $V_{CC} \geq GND$  must be maintained.
  3.  $V_{LCD} \geq GND$  must be maintained.
  4. For die and wafer products, specified up to 85°C.
  5. This temperature specifications apply to the TCP package.

**DC Characteristics ( $V_{CC} = 2.2$  to  $3.6$  V,  $T_a = -40$  to  $+85^\circ\text{C}^{*1}$ )**

Item	Symbol	Min	Typ	Max	Unit	Test Condition	Notes
Input high voltage	$V_{IH}$	$0.7 V_{CC}$	—	$V_{CC}$	V	$V_{CC} = 2.2$ to $3.6$ V	2, 3
Input low voltage (1) (Except I <sup>2</sup> C bus I/F pins)	$V_{IL1}$	-0.3	—	$0.15 V_{CC}$	V	$V_{CC} = 2.2$ to $3.6$ V	2, 3
Input low voltage (2) (SDA and SCL : I <sup>2</sup> C bus interface pins)	$V_{IL2}$	-0.3	—	$0.3 V_{CC}$	V	$V_{CC} = 2.2$ to $3.6$ V	2, 3
Output high voltage (1) (DB0-15 pins, SDA : Clock synchronized serial I/F)	$V_{OH1}$	$0.75 V_{CC}$	—	—	V	$I_{OH} = -0.1$ mA	2
Output low voltage (1) (DB0-15 pins)	$V_{OL1}$	—	—	$0.2 V_{CC}$	V	$V_{CC} = 2.2$ to $2.4$ V, $I_{OL} = 0.1$ mA	2
				$0.15 V_{CC}$	V	$V_{CC} = 2.4$ to $3.6$ V, $I_{OL} = 0.1$ mA	2
Output low voltage (2) (SDA : I <sup>2</sup> C bus I/F)	$V_{OL2}$	—	—	$0.2 V_{CC}$	V	$I_{OL} = 0.4$ mA	2
Output low voltage (3) (SDA : I <sup>2</sup> C bus I/F)	$V_{OL3}$	—	—	0.4	V	$I_{OL} = 3$ mA	2
Driver ON resistance (COM pins)	$R_{COM}$	—	3	10	k $\Omega$	$\pm I_d = 0.05$ mA, $V_{LCD} = 10$ V	4
Driver ON resistance (SEG pins)	$R_{SEG}$	—	3	10	k $\Omega$	$\pm I_d = 0.05$ mA, $V_{LCD} = 10$ V	4
I/O leakage current	$I_{Li}$	-1	—	1	$\mu$ A	$V_{in} = 0$ to $V_{CC}$	5
Current consumption during normal operation ( $V_{CC} - \text{GND}$ )	$I_{OP}$	—	130	180	$\mu$ A	CR oscillation, $V_{CC} = 3.0$ V, $T_a = 25^\circ\text{C}$ , $f_{OSC} = 180$ kHz (1/80 duty), display all 1	6, 7
Current consumption during standby mode ( $V_{CC} - \text{GND}$ )	$I_{ST}$	—	0.2	5	$\mu$ A	$V_{CC} = 3$ V, $T_a = 25^\circ\text{C}$	6, 7
LCD drive power supply current ( $V_{LPS} - \text{GND}$ )	$I_{LCD}$	—	27	60	$\mu$ A	$V_{CC} = 3.0$ V, $V_{LCD} = 15$ V, 1/10 bias, CR oscillation, $f_{OSC} = 180$ kHz (1/80 duty), AP1-0 = "01", $T_a = 25^\circ\text{C}$ , display all 1	7

Note: For the numbered notes, refer to the Electrical Characteristics Notes section following these tables.





**AC Characteristics ( $V_{CC} = 2.2$  to  $3.6$  V,  $T_a = -40$  to  $+85^\circ\text{C}^{*1}$ )**
**Clock Characteristics ( $V_{CC} = 2.2$  to  $3.6$  V)**

Item	Symbol	Min	Typ	Max	Unit	Test Condition	Notes
External clock frequency	f <sub>cp</sub>	120	180	240	kHz		9
External clock duty ratio	Duty	45	50	55	%		9
External clock rise time	trcp	—	—	0.2	μs		9
External clock fall time	tfcp	—	—	0.2	μs		9
R-C oscillation clock	f <sub>osc</sub>	144	180	216	kHz	Rf = 200 kΩ, V <sub>CC</sub> = 3 V	10

Note: For the numbered notes, refer to the Electrical Characteristics Notes section following these tables.

# HD66760

## 68-system Bus Interface Timing Characteristics

(V<sub>CC</sub> = 2.2 to 2.4 V)

Item	Symbol	Min	Typ	Max	Unit	Test Condition
Enable cycle time	Write $t_{CYCE}$	600	—	—	ns	Figure 67
	Read $t_{CYCE}$	800	—	—		
Enable high-level pulse width	Write $PW_{EH}$	120	—	—	ns	Figure 67
	Read $PW_{EH}$	350	—	—		
Enable low-level pulse width	Write $PW_{EL}$	300	—	—	ns	Figure 67
	Read $PW_{EL}$	400	—	—		
Enable rise/fall time	$t_{Er}, t_{Ef}$	—	—	25	ns	Figure 67
Setup time (RS, R/W to E, CS*)	$t_{ASE}$	10	—	—	ns	Figure 67
Address hold time	$t_{AHE}$	20	—	—	ns	Figure 67
Write data setup time	$t_{DSWE}$	60	—	—	ns	Figure 67
Write data hold time	$t_{HE}$	20	—	—	ns	Figure 67
Read data delay time	$t_{DDRE}$	—	—	300	ns	Figure 67
Read data hold time	$t_{DHRE}$	5	—	—	ns	Figure 67

(V<sub>CC</sub> = 2.4 to 3.6 V)

Item	Symbol	Min	Typ	Max	Unit	Test Condition
Enable cycle time	Write $t_{CYCE}$	300	—	—	ns	Figure 67
	Read $t_{CYCE}$	500	—	—		
Enable high-level pulse width	Write $PW_{EH}$	70	—	—	ns	Figure 67
	Read $PW_{EH}$	250	—	—		
Enable low-level pulse width	Write $PW_{EL}$	100	—	—	ns	Figure 67
	Read $PW_{EL}$	200	—	—		
Enable rise/fall time	$t_{Er}, t_{Ef}$	—	—	25	ns	Figure 67
Setup time (RS, R/W to E, CS*)	$t_{ASE}$	10	—	—	ns	Figure 67
Address hold time	$t_{AHE}$	5	—	—	ns	Figure 67
Write data setup time	$t_{DSWE}$	60	—	—	ns	Figure 67
Write data hold time	$t_{HE}$	15	—	—	ns	Figure 67
Read data delay time	$t_{DDRE}$	—	—	200	ns	Figure 67
Read data hold time	$t_{DHRE}$	5	—	—	ns	Figure 67

## 80-system Bus Interface Timing Characteristics

(V<sub>CC</sub> = 2.2 to 2.4 V)

Item	Symbol	Min	Typ	Max	Unit	Test Condition
Bus cycle time	Write $t_{CYCW}$	600	—	—	ns	Figure 68
	Read $t_{CYCR}$	800	—	—	ns	Figure 68
Write low-level pulse width	$PW_{LW}$	120	—	—	ns	Figure 68
Read low-level pulse width	$PW_{LR}$	350	—	—	ns	Figure 68
Write high-level pulse width	$PW_{HW}$	300	—	—	ns	Figure 68
Read high-level pulse width	$PW_{HR}$	400	—	—	ns	Figure 68
Write/Read rise/fall time	$t_{WRr, WRf}$	—	—	25	ns	Figure 68
Setup time (RS to CS*, WR*, RD*)	$t_{AS}$	10	—	—	ns	Figure 68
Address hold time	$t_{AH}$	20	—	—	ns	Figure 68
Write data setup time	$t_{DSW}$	60	—	—	ns	Figure 68
Write data hold time	$t_{HWR}$	20	—	—	ns	Figure 68
Read data delay time	$t_{DDR}$	—	—	300	ns	Figure 68
Read data hold time	$t_{DHR}$	5	—	—	ns	Figure 68

(V<sub>CC</sub> = 2.4 to 3.6 V)

Item	Symbol	Min	Typ	Max	Unit	Test Condition
Bus cycle time	Write $t_{CYCW}$	300	—	—	ns	Figure 68
	Read $t_{CYCR}$	500	—	—	ns	Figure 68
Write low-level pulse width	$PW_{LW}$	70	—	—	ns	Figure 68
Read low-level pulse width	$PW_{LR}$	250	—	—	ns	Figure 68
Write high-level pulse width	$PW_{HW}$	100	—	—	ns	Figure 68
Read high-level pulse width	$PW_{HR}$	200	—	—	ns	Figure 68
Write/Read rise/fall time	$t_{WRr, WRf}$	—	—	25	ns	Figure 68
Setup time (RS to CS*, WR*, RD*)	$t_{AS}$	10	—	—	ns	Figure 68
Address hold time	$t_{AH}$	5	—	—	ns	Figure 68
Write data setup time	$t_{DSW}$	60	—	—	ns	Figure 68
Write data hold time	$t_{HWR}$	15	—	—	ns	Figure 68
Read data delay time	$t_{DDR}$	—	—	200	ns	Figure 68
Read data hold time	$t_{DHR}$	5	—	—	ns	Figure 68

# HD66760

## Clock Synchronized Serial Interface Timing Characteristics

(V<sub>CC</sub> = 2.2 to 3.6 V)

Item	Symbol	Min	Typ	Max	Unit	Test Condition
Serial clock cycle time	t <sub>SCYC</sub>	142	—	—	ns	Figure 70
		330	—	—	ns	Figure 71
Serial clock high-level pulse width	t <sub>SCH</sub>	50	—	—	ns	Figure 70
		130	—	—	ns	Figure 71
Serial clock low-level pulse width	t <sub>SCL</sub>	50	—	—	ns	Figure 70
		130	—	—	ns	Figure 71
Serial clock rise/fall time	t <sub>SCr</sub> , t <sub>SCf</sub>	—	—	25	ns	Figure 70, 71
CS* Setup time	t <sub>CSU</sub>	20	—	—	ns	Figure 70
		60	—	—	ns	Figure 71
CS* hold time	t <sub>CH</sub>	100	—	—	ns	Figure 70
		60	—	—	ns	Figure 71
Serial input data setup time	t <sub>SISU</sub>	40	—	—	ns	Figure 70
Serial input data hold time	t <sub>SIH</sub>	40	—	—	ns	Figure 70
Serial output data delay time	t <sub>SOD</sub>	—	—	130	ns	Figure 71
Serial output data hold time	t <sub>SOH</sub>	0	—	—	ns	Figure 71

## I<sup>2</sup>C Bus Interface Timing Characteristics

(V<sub>CC</sub> = 2.2 to 3.6 V)

Item	Symbol	Min	Typ	Max	Unit	Test Condition
SCL clock frequency	f <sub>SCL</sub>	0	—	1300	kHz	Figure 72
SCL clock high-level pulse width	t <sub>SCLH</sub>	120	—	—	ns	Figure 72
SCL clock low-level pulse width	t <sub>SCLL</sub>	240	—	—	ns	Figure 72
SCL/SDA rise time	t <sub>Sr</sub>	10	—	160	ns	Figure 72
SCL/SDA fall time	t <sub>Sf</sub>	10	—	70	ns	Figure 72
Bus free time	t <sub>BUF</sub>	240	—	—	ns	Figure 72
Start condition hold time	t <sub>STAH</sub>	320	—	—	ns	Figure 72
Setup time for a repeated START condition	t <sub>STAS</sub>	320	—	—	ns	Figure 72
Setup time for STOP condition	t <sub>STOS</sub>	320	—	—	ns	Figure 72
SDA data setup time	t <sub>SDAS</sub>	40	—	—	ns	Figure 72
SDA data hold time	t <sub>SDAH</sub>	0	—	—	ns	Figure 72
SCL/SDA spike pulse width	t <sub>SP</sub>	0	—	10	ns	Figure 72

**Reset Timing Characteristics ( $V_{CC} = 2.2$  to  $3.6$  V)**

<b>Item</b>	<b>Symbol</b>	<b>Min</b>	<b>Typ</b>	<b>Max</b>	<b>Unit</b>	<b>Test Condition</b>
Reset low-level width	$t_{RES}$	200	—	—	$\mu$ s	Figure 69

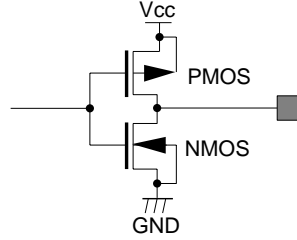
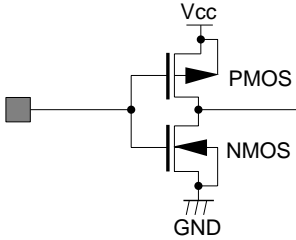
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Electrical Characteristics Notes

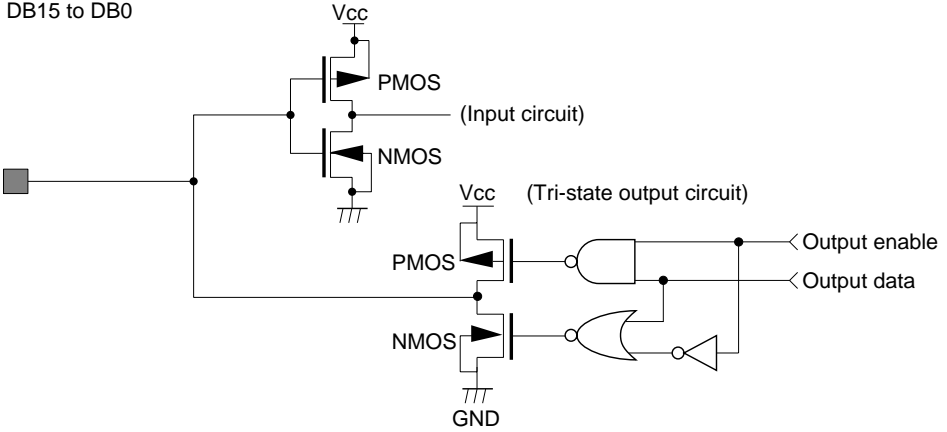
1. For bare die and wafer products, specified up to 85°C.
2. The following three circuits are I/O pin configurations (figure 60).

Pins: RESET\*, CS\*, E/WR/SCL, RS, OSC1,  
OPOFF, IM2-0, TEST, VSW1, VSW2

Pin: OSC2



Pins: DB15 to DB0



Pins: RW/RD\*/SDA

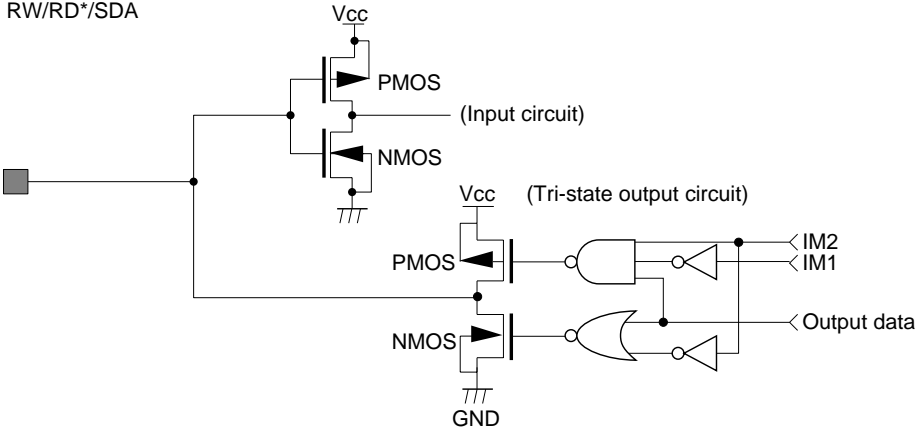
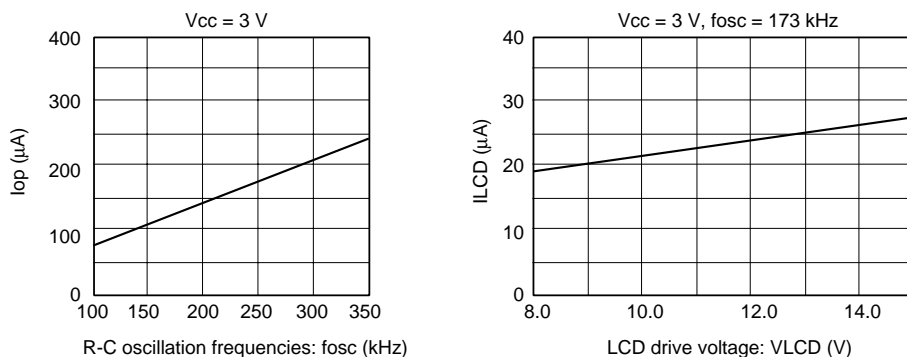


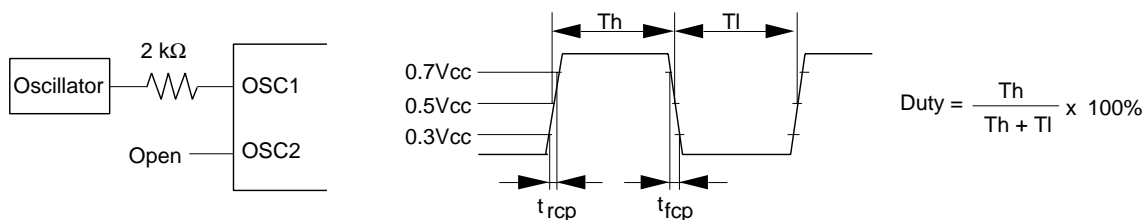
Figure 60 I/O Pin Configuration

3. The TEST, VSW1, and VSW2 pins must be grounded and the IM2-0 and OPOFF pins must be grounded or connected to Vcc.
4. Applies to the resistor value (RCOM) between power supply pins V1OUT, V2OUT, V5OUT, GND and common signal pins, and resistor value (RSEG) between power supply pins V1OUT, V3OUT, V4OUT, GND and segment signal pins.
5. This excludes the current flowing through output drive MOSs.
6. This excludes the current flowing through the input/output units. The input level must be fixed high or low because through current increases if the CMOS input is left floating. Even if the CS pin is low or high when an access with the interface pin is not performed, current consumption does not change.
7. The following shows the relationship between the operation frequency (fosc) and current consumption (Icc) (figure 61).



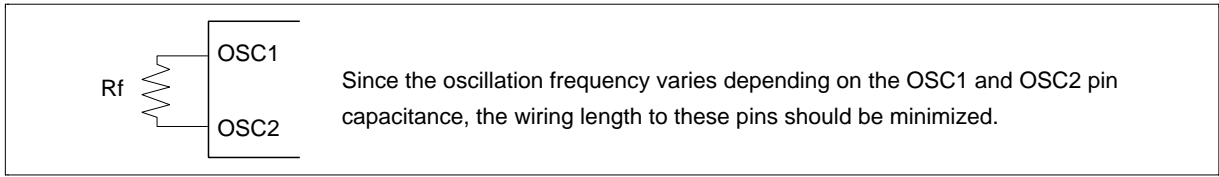
**Figure 61 Relationship between the Operation Frequency and Current Consumption**

8. Each COM and SEG output voltage is within  $\pm 0.15$  V of the LCD voltage (Vcc, V1, V2, V3, V4, V5) when there is no load.
9. Applies to the external clock input (figure 62).



**Figure 62 External Clock Supply**

10. Applies to the internal oscillator operations using external oscillation resistor Rf (figure 63 and table 40).

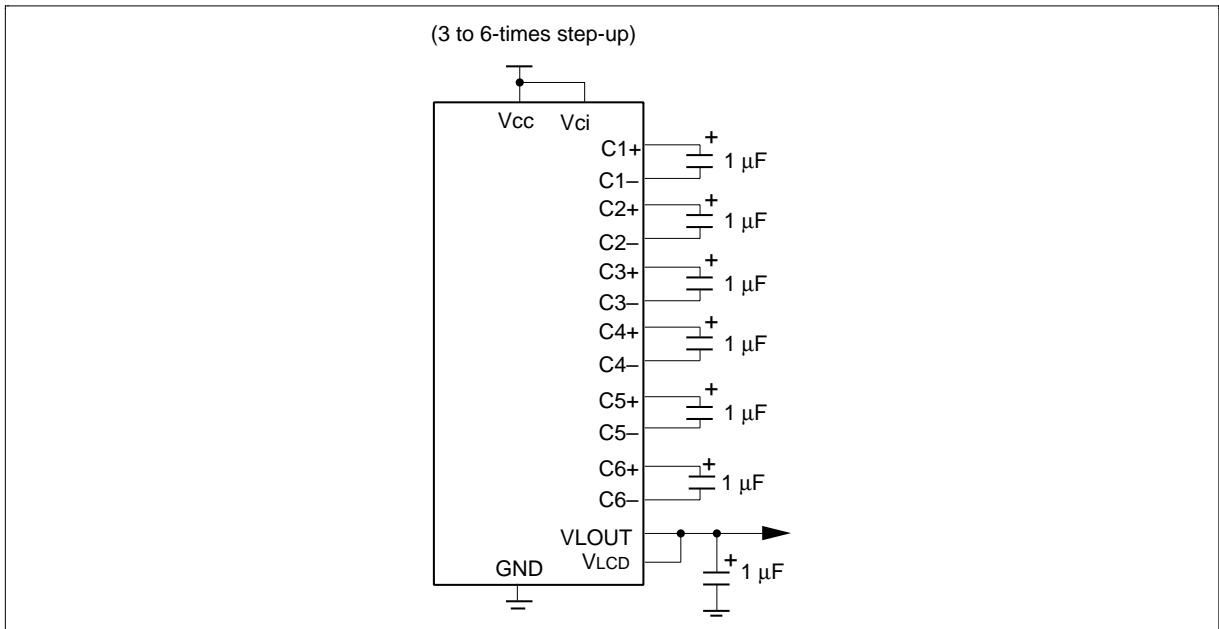


**Figure 63 Internal Oscillation**

**Table 40 External Resistance Value and R-C Oscillation Frequency (Referential Data)**

External Resistance (Rf)	R-C Oscillation Frequency: fosc (kHz)		
	Vcc = 2.2 V	Vcc = 3.0 V	Vcc = 3.6 V
91 kΩ	283	337	359
110 kΩ	243	287	304
130 kΩ	212	249	263
160 kΩ	180	209	220
200 kΩ	151	173	181
240 kΩ	131	148	155
330 kΩ	101	113	117
470 kΩ	76	84	86

11. The step-up characteristics test circuit is shown in figure 64.



**Figure 64 Step-up Characteristics Test Circuit**

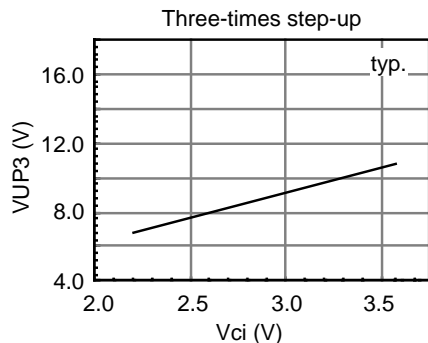


Referential data

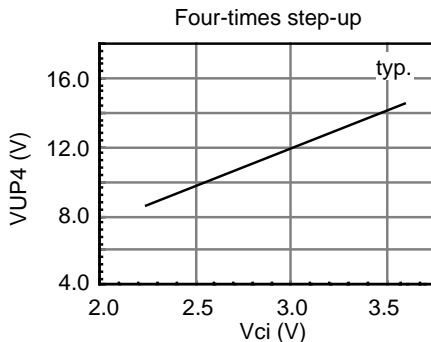
VUP3 = VLCD - GND (x3 times boost), VUP4 = VLCD - GND (x4 times boost)

VUP5 = VLCD - GND (x5 times boost), VUP6 = VLCD - GND (x6 times boost)

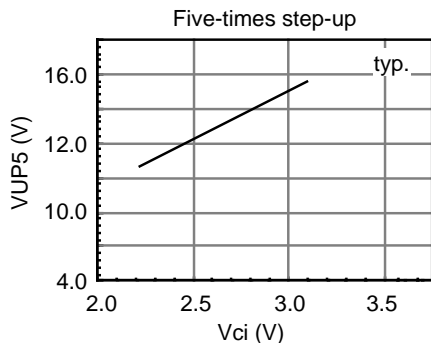
(i) Relation between the obtained voltage and input voltage



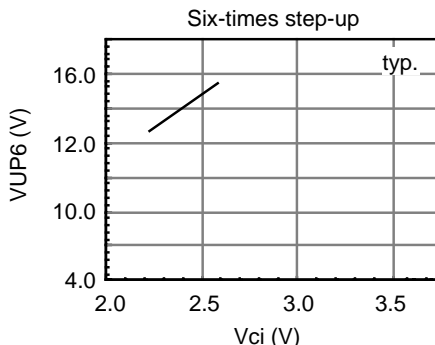
Vci = Vcc, fosc = 180 kHz, Ta = 25°C, DC1/0 = 11



Vci = Vcc, fosc = 180 kHz, Ta = 25°C, DC1/0 = 11



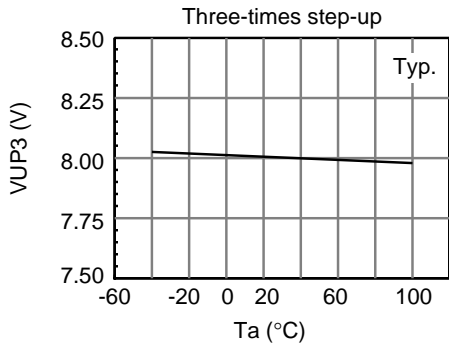
Vci = Vcc, fosc = 180 kHz, Ta = 25°C, DC1/0 = 11



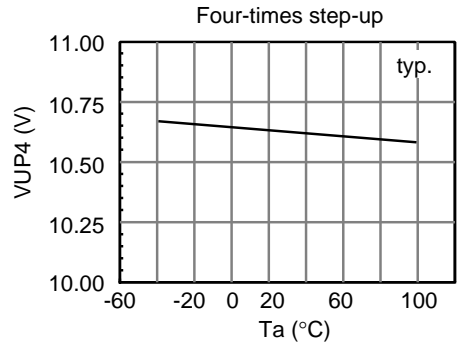
Vci = Vcc, fosc = 180 kHz, Ta = 25°C, DC1/0 = 11

Figure 65 Step-up

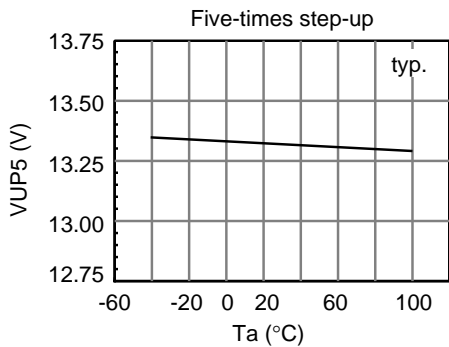
(ii) Relation between the obtained voltage and temperature



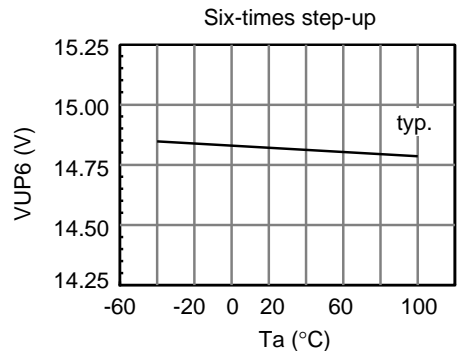
Vci = 2.7 V, fosc = 180 kHz, Io = 30  $\mu$ A, DC1/0 = 11



Vci = 2.7 V, fosc = 180 kHz, Io = 30  $\mu$ A, DC1/0 = 11



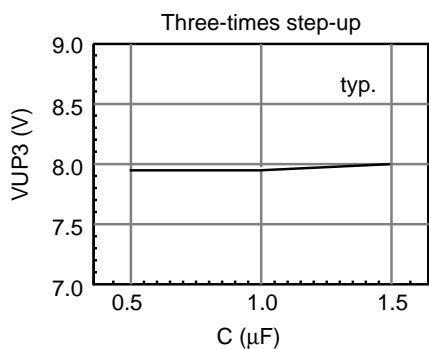
Vci = 2.7 V, fosc = 180 kHz, Io = 30  $\mu$ A, DC1/0 = 11



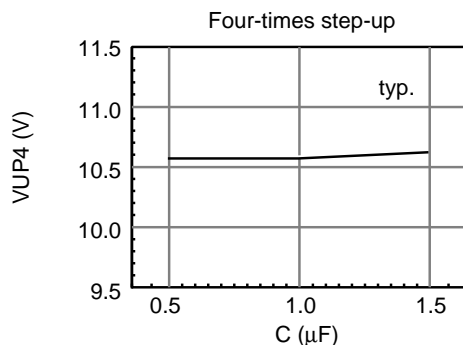
Vci = 2.5 V, fosc = 180 kHz, Io = 30  $\mu$ A, DC1/0 = 11

Figure 65 Step-up (cont)

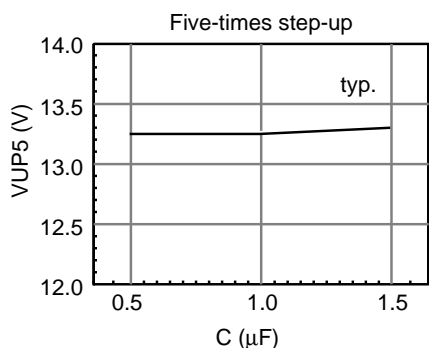
(iii) Relation between the obtained voltage and capacity



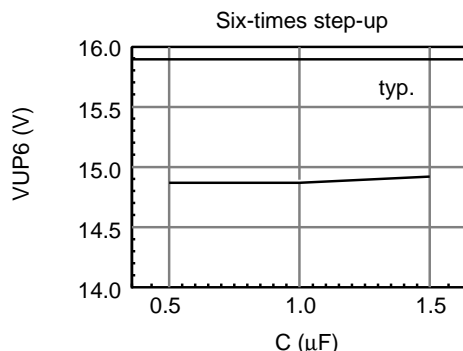
Vci = 2.7 V, fosc = 180 kHz, Io = 30 μA, DC1/0 = 11



Vci = 2.7 V, fosc = 180 kHz, Io = 30 μA, DC1/0 = 11



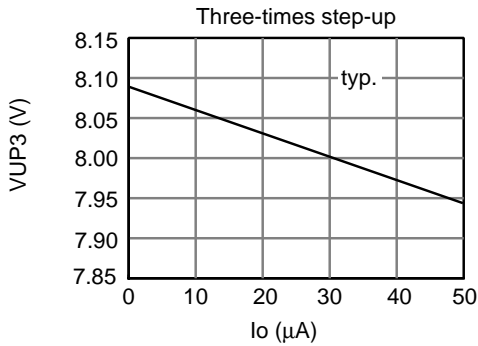
Vci = 2.7 V, fosc = 180 kHz, Io = 30 μA, DC1/0 = 11



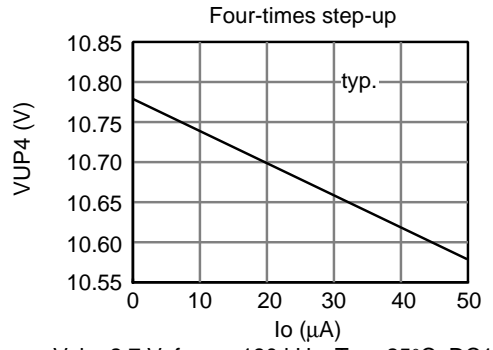
Vci = 2.5 V, fosc = 180 kHz, Io = 30 μA, DC1/0 = 11

Figure 65 Step-up (cont)

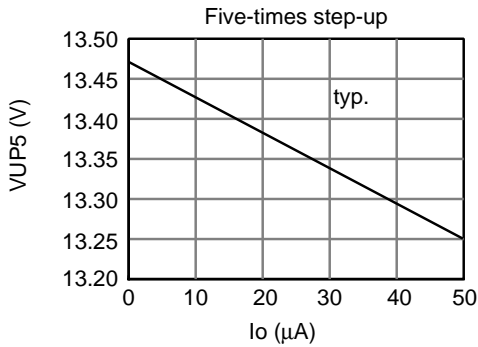
(iv) Relation between the obtained voltage and current



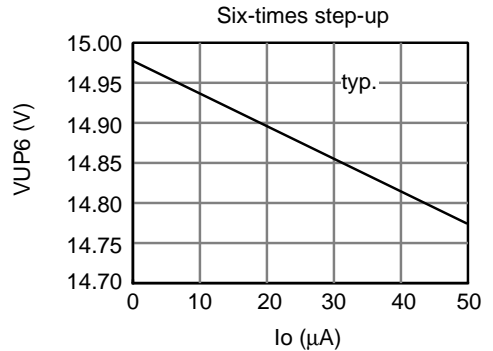
$V_{ci} = 2.7\text{ V}$ ,  $f_{osc} = 180\text{ kHz}$ ,  $T_a = 25^\circ\text{C}$ ,  $DC1/0 = 11$



$V_{ci} = 2.7\text{ V}$ ,  $f_{osc} = 180\text{ kHz}$ ,  $T_a = 25^\circ\text{C}$ ,  $DC1/0 = 11$



$V_{ci} = 2.7\text{ V}$ ,  $f_{osc} = 180\text{ kHz}$ ,  $T_a = 25^\circ\text{C}$ ,  $DC1/0 = 11$



$V_{ci} = 2.5\text{ V}$ ,  $f_{osc} = 180\text{ kHz}$ ,  $T_a = 25^\circ\text{C}$ ,  $DC1/0 = 11$

Figure 65 Step-up (cont)

## Load Circuits

### AC Characteristics Test Load Circuits

Data bus: DB15 to DB0, SDA

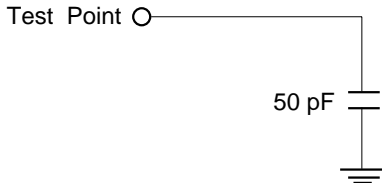


Figure 66 Load Circuit

Timing Characteristics

68-system Bus Operation

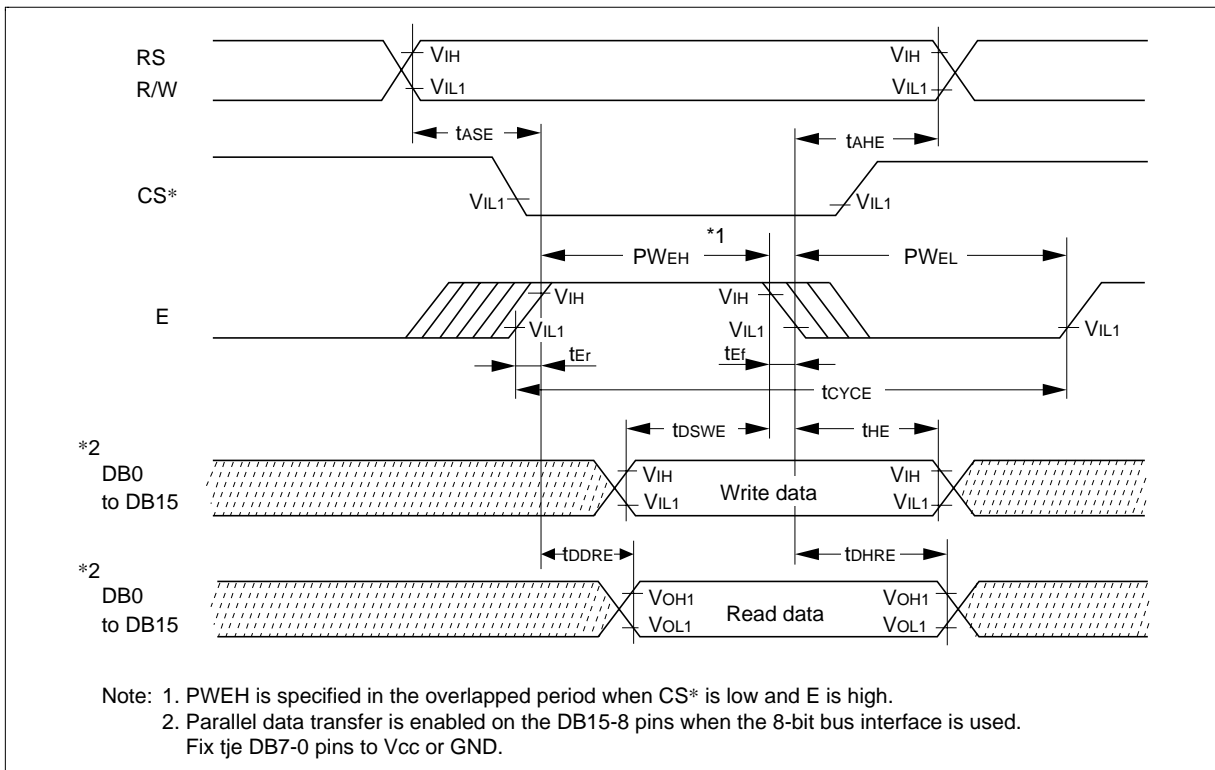
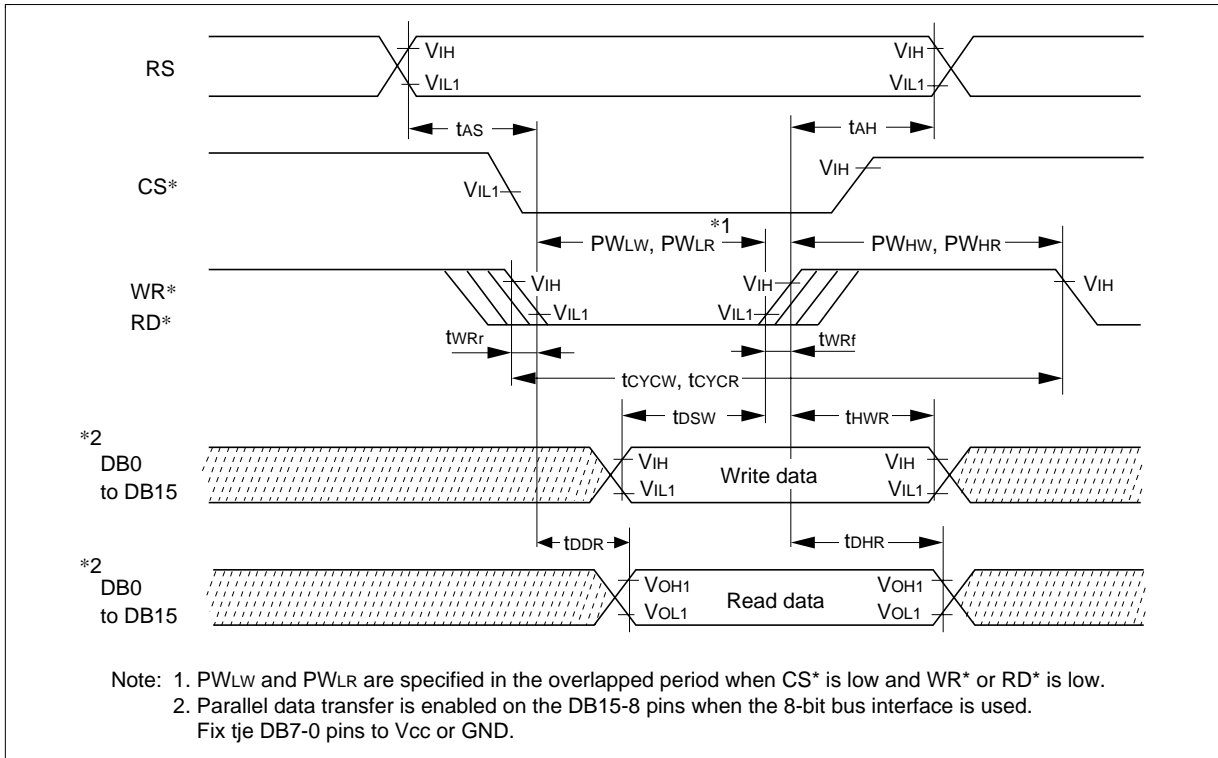


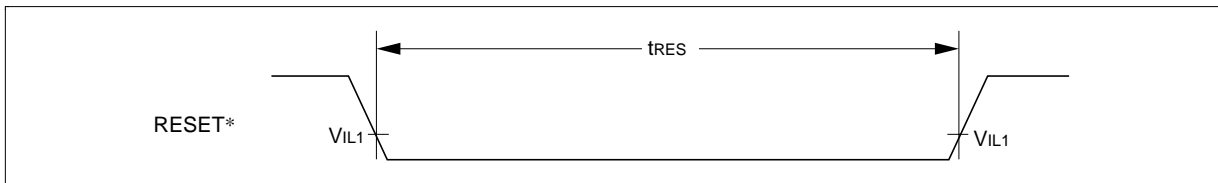
Figure 67 68-system Bus Timing

## 80-system Bus Operation



**Figure 68 80-system Bus Timing**

## Reset Operation



**Figure 69 Reset Timing**

Clock Synchronized Serial Interface Operation

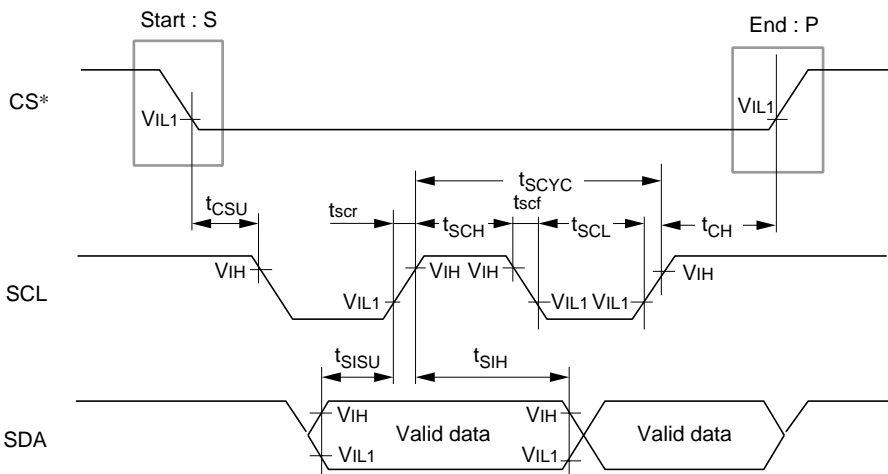


Figure 70 Clock Synchronized Serial Interface Input Timing

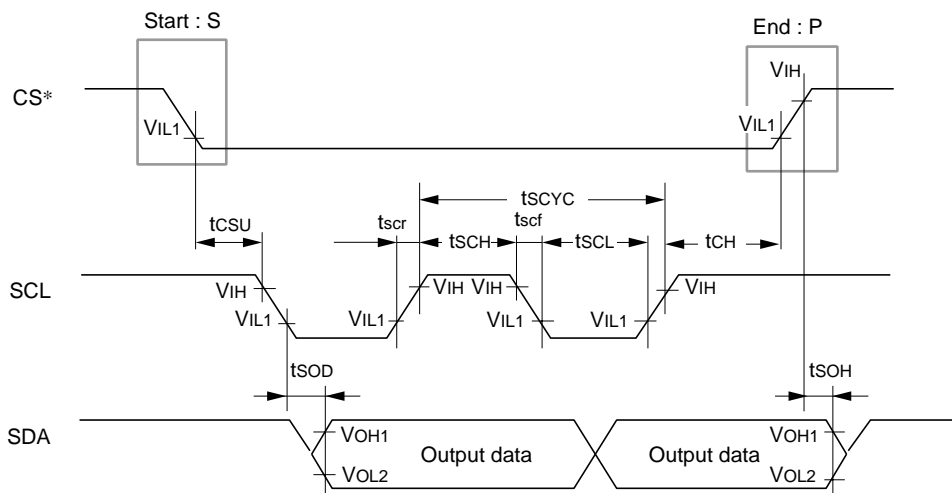


Figure 71 Clock Synchronized Serial Interface Output Timing

## I2C Bus Interface Operation

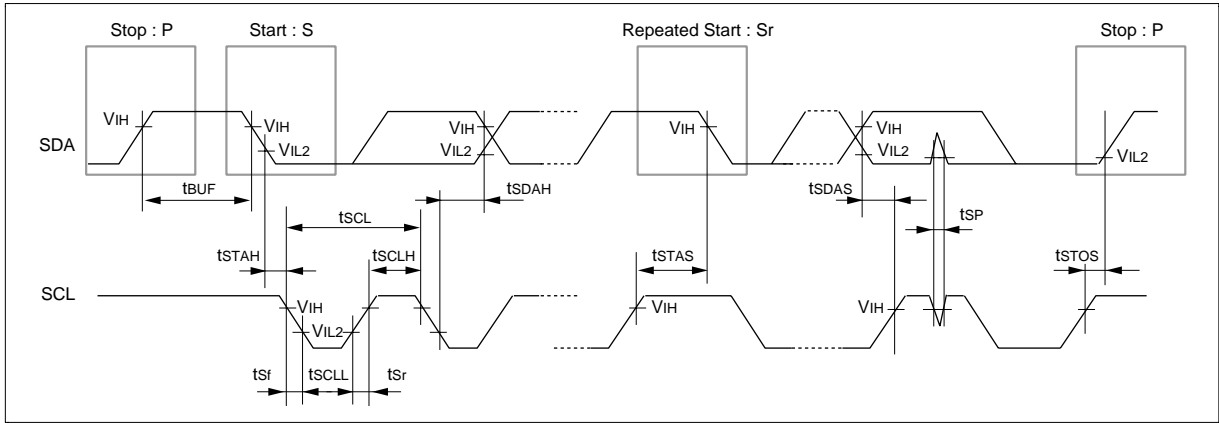


Figure 72 I2C Bus Interface Timing



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