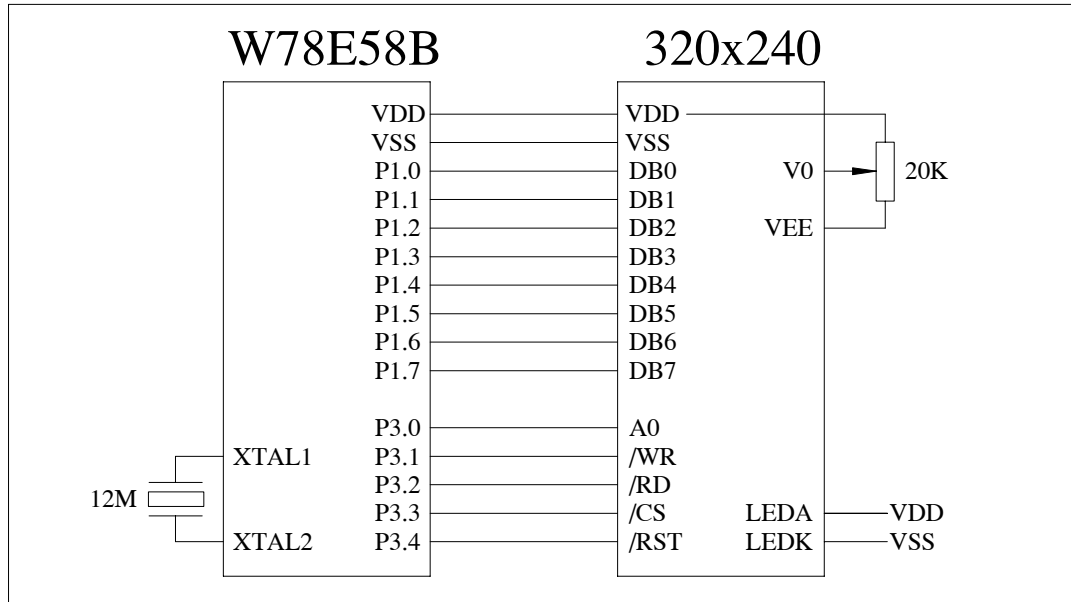




Remark: 240x128 graphic dot matrix series, with SED1335 or compatible IC

1. Interface



2. Instruction Code

The Command Set

Class	Command	Code											Hex	Command Description	Command Read Parameters		
		R \bar{D}	W \bar{R}	A0	D7	D6	D5	D4	D3	D2	D1	D0			No. of Bytes	Section	
System control	SYSTEM SET	1	0	1	0	1	0	0	0	0	0	0	0	40	Initialize device and display	8	3.2.1
	SLEEP IN	1	0	1	0	1	0	1	0	0	1	1	53	Enter standby mode	0	3.2.2	
Display control	DISP ON/OFF	1	0	1	0	1	0	1	1	0	0	D	58, 59	Enable and disable display and display flashing	1	3.3.1	
	SCROLL	1	0	1	0	1	0	0	0	1	0	0	44	Set display start address and display regions	10	3.3.2	
	CSRFORM	1	0	1	0	1	0	1	1	1	0	1	5D	Set cursor type	2	3.3.3	
	CGRAM ADR	1	0	1	0	1	0	1	1	1	0	0	5C	Set start address of character generator RAM	2	3.3.6	
	CSRDIR	1	0	1	0	1	0	0	1	1	CD	CD	4C to 4F	Set direction of cursor movement	0	3.3.4	
	HDOT SCR	1	0	1	0	1	0	1	1	0	1	0	5A	Set horizontal scroll position	1	3.3.7	
OVLAY	1	0	1	0	1	0	1	1	0	1	1	5B	Set display overlay format	1	3.3.5		


```

};

//-----
void delaysms(uint v)
{ while(v!=0)v--;}
//-----
void delay(uint nn)
{
    uint mm;
    while(nn-->0)
        for(mm=0;mm<1000;mm++) { };
}
//-----
void busy()
{
    CS=0;A0=0;
    do
        { P0=0xff;RDD=0;delaysms(1);ACC=P0;RDD=1;}
    while(BF==1);
}
//-----
void wcomd(uint cdat)
{
    busy();
    A0=1;RDD=1;P0=cdat;WRR=0;WRR=1;CS=1;
}
//-----
void wdata(uint ddat)
{
    busy();
    A0=0;RDD=1;P0=ddat;WRR=0;WRR=1;CS=1;
}
//-----
void wcode(uint csrl, uint csrh)
{
    uint temdat1=0,temdat2=0;
    temdat1=csrl+40*csrh;
    temdat2=temdat1/256;
    temdat1=temdat1%256;
    wcomd(0x46);
    wdata(temdat1);
    wdata(temdat2);
    wcomd(0x42);
}
//-----
void initial()
{
    uint i=0;
    wcomd(0x40);
}

```

```

wdata(0x30);
wdata(0x87);
wdata(0x07);
wdata(39);
wdata(66);
wdata(240);
wdata(40);
wdata(0);
delayms(0x9);
wcomd(0x44);
wdata(0x00);
wdata(0x00);
wdata(240);
wdata(0x80);
wdata(0x25);
wdata(240);
wdata(0x00);
wdata(0x4b);
wdata(0x00);
wdata(0x00);

delayms(0x9);
wcomd(0x5a);
wdata(0x00);
delayms(0x9);
wcomd(0x5b);
wdata(0x1c);
delayms(0x9);
wcomd(0x59);
wdata(0x04);
delayms(0x9);
wcomd(0x4c);
delayms(0x9);
wcomd(0x46);
wdata(0);
wdata(0);
delayms(0x9);
wcomd(0x42);
for(i=0;i<32760;i++)
{ wdata(0x00);}
}
//-----
void disp_all(uchar zf1,uchar zf2)
{
uint i=0, j=0;
wcode(0x00, 0x00);
for(i=0;i<120;i++)
{
for(j=0;j<40;j++)

```

```

    { wdata(zf1);}
    for(j=0;j<40;j++)
    { wdata(zf2);}
}
}
//-----
void disp_bmp(xchar *str)
{
    uint i=0;
    wcode(0,0);
    for(i=0;i<9600;i++)
    { wdata(str[i]);}
}
//-----
////////////////// MAIN //////////////////////////////////
//////////////////
void main(void)
{
    RES=0; delay(20);RES=1;delay(2);
    initial();
    while(1)
    {
        disp_bmp(xshm);    delay(200);
        disp_all(0xff,0xff);delay(150);
        disp_all(0x00,0x00);delay(150);
        disp_all(0xaa,0x55);delay(150);
        disp_all(0x55,0xaa);delay(150);
        disp_all(0xaa,0xaa);delay(150);
        disp_all(0x55,0x55);delay(150);
    }
}
}

```