

- **Dragon12 LCD Displays**
- Hantronix\_CLD.PDF data sheet (Dragon12 CD-ROM)
  - Using the Dragon12 LCD display

### **Dragon12 LCD Display**

- The Dragon12 board has a 16 character x 2 line display
- Each character is a 5x7 bit matrix
- A controller chip (Hitachi HD44780) converts ASCII characters to 5x7 bit image
- The controller chip is connected to **Port K** of the MC9S12
  - Bit 0 of Port K (PK0) selects command (0) or data (1)
  - Bit 1 of Port K (PK1) enables the data transfer
  - Bits 5 through 2 Port K (PK5-2) contain the data
  - Bit 7 of Port K (PK7) can be used to select read or write. The LCD on the Dragon12 board is set up for write only; you need to cut a trace to be able to read from the LCD.
- Use of the display is discussed in the **Hantronix\_LCD2.pdf** datasheet which is on the CD-ROM which came with the Dragon12 board.

Port K	Signal	LCD pin	Pin function
0	RS	4	Reg select: 0=instruction, 1=data
1	Transfer	6	Enable data transfer
2	DB4	11	Data bus
3	DB5	12	Data bus
4	DB6	13	Data bus
5	DB7	14	Data bus
6	-	-	Not used
7	Write	-	Select read/write

CHARACTER FONT TABLE

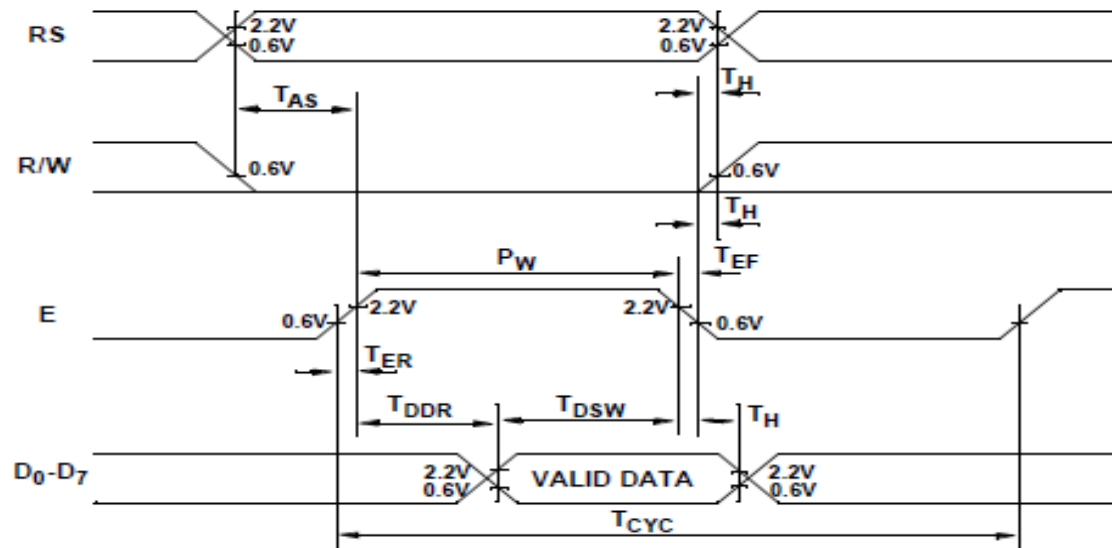
LOWER 4 BITS	UPPER 4 BITS	0000	0010	0011	0100	0101	0110	0111	1010	1011	1100	1101	1110	1111
0000	CG RAM (1)		0	@P	`P		-	9	3	α	p			
0001	(2)	!	1	AQ	a q	□	ア	チ	△	ä	q			
0010	(3)	"	2	BR	b r	┌	イ	ツ	×	β	θ			
0011	(4)	#	3	CS	c s	└	ウ	テ	ε	e	*			
0100	(5)	\$	4	DT	d t	,	エ	ト	φ	μ	Ω			
0101	(6)	%	5	EU	e u	•	オ	ナ	1	ö	ü			
0110	(7)	&	6	FV	f v	ヲ	カ	ニ	ヨ	ρ	Σ			
0111	(8)	'	7	GW	g w	ヲ	キ	ヌ	ラ	g	π			
1000	(1)	<	8	HX	h x	イ	ク	ネ	リ	5	×			
1001	(2)	>	9	IY	i y	ウ	ケ	ル	ニ	y				
1010	(3)	*	:	JZ	j z	エ	コ	ハ	レ	j	≠			
1011	(4)	+	;	K[	k {	オ	サ	ヒ	ロ	°	π			
1100	(5)	,	<	L¥	l	ハ	シ	フ	ワ	φ	π			
1101	(6)	-	=	M]m	}	ユ	ズ	ハ	ン	ε	÷			
1110	(7)	.	>	N^	n ÷	ヨ	セ	ホ	°	ñ				
1111	(8)	/	?	O_	o €	ツ	ソ	マ	°	ö	■			

- You can send commands or data to the controller chip to control the LCD display.
- These commands and data are detailed in the Hantronix\_LCD2.pdf datasheet.
- The commands are:
  - Clear display and return cursor to home (upper left)
  - Cursor home (don't clear display)
  - Entry mode (move cursor left or write)
  - Display on/off – turns display on or off, cursor on or off, cursor blink
  - Cursor/display shift – move cursor or shift display, which direction
  - Function set – bus data width (8 or 4), number of display lines (1 or 2), font size 6x8 or 5x7)
  - Set CG RAM address – set address of CG (Character Generation) RAM to generate your own characters
  - Set DD RAM Address – set address of DD (Data Display) RAM to display characters
  - Read busy flag and address (we can't use)
  - Write data to DD RAM or CG RAM
  - Read data from DD RAM or CG RAM (we can't use)

## **Dragon12 LCD Display**

- The LCD display can use either 8-bit or 4-bit data bus. The Dragon12 board uses a **4-bit bus, so it takes two transfers to send one command**
- The Dragon12 board is set so that you cannot read from the display; you can only write to it.
- When you write a command, you need to wait until the command has been executed by the LCD controller. The Busy Flag (from Read Busy Flag command) tells when the command is done. **We cannot read Busy Flag, so we have to wait specified time before proceeding.**
- To write to the controller, we need to:
  1. Set RS (PK0) to 0 for command, 1 for data
  2. Set  $R/\hat{W}$  (On Dragon12,  $R/\hat{W}$  tied low for write only)
  3. Put 4 MSB on Port K bits 5-2
  4. Bring E (PK1) high for at least 230 ns
  5. Bring E (PK1) low
  6. Put 4 LSB on Port K bits 5-2
  7. Bring E (PK1) high for at least 230 ns
  8. Bring E (PK1) low
  9. Wait specified amount of time for execution to complete

### DATA WRITE



### TIMING CHARACTERISTICS

ITEM	SYMBOL	MAX.	MIN.	UNIT
ENABLE CYCLE TIME	T <sub>CYC</sub>		500	nS
ENABLE PULSE WIDTH	P <sub>W</sub>		230	nS
ENABLE RISE/FALL TIME	T <sub>ER</sub> , T <sub>EF</sub>	20		nS
RS, R/W SET UP TIME	T <sub>AS</sub>		40	nS
DATA DELAY TIME	T <sub>DDR</sub>	360		nS
DATA SETUP TIME	T <sub>DSW</sub>		60	nS
HOLD TIME	T <sub>H</sub>		10	nS

## **Dragon12 LCD Display**

- To use LCD display
  1. Give command **0x28**: Tell controller our display uses 4-bit data, 2-line display, 5x7 font
  2. Give command **0x0F**: Turn on display, use cursor, blink cursor
  3. Give command **0x06**: Move cursor to right after writing a character
  4. Give command **0x01**: Clear screen, move cursor to home (upper left character)
  5. Wait for at least **1.64 ms**
- After display is set up, you can write characters to display

## **Handling LCD's & LCD Modules**

- Do not touch display with bare hands
- Do not touch exposed polarizer with hard objects
- Do not expose the CMOS IC's to static electricity
- Avoid exposing the module to excessive shock or pressure
- Do not allow the storage temperature to exceed the specified range

## **File lcd.h:**

```
#define LCD_DAT PORTK      /*Port K drives LCD data pins, E, and RS */
#define LCD_DIR DDRK      /*Direction of LCD port */
#define LCD_E 0x02        /*LCD E signal */
#define LCD_RS 0x01       /*LCD Register Select signal */

#define CMD 0             /*Command type for put2lcd */
#define DATA 1          /*Data type for put2lcd */
```

### **/\* Prototypes for functions in lcd.c \*/**

```
void openlcd(void);      /* Initialize LCD display */
void put2lcd(char c, char type); /*Write command or data to LCD */
void puts2lcd (char *ptr); /* Write a string to the LCD display */
void delay_50us(int n);  /* Delay n 50 microsecond intervals */
void delay_1ms(int n) ;  /* Delay n 1 millisecond intervals */
```

## File lcd.c:

```
#include "derivative.h"
#include "lcd.h"

void openlcd(void)
{
    LCD_DIR = 0xFF;      /* configure LCD_DAT port for output */
    delay_1ms(100);     /* Wait for LCD to be ready */
    put2lcd(0x28,CMD);  /* set 4-bit data, 2-line display, 5x7 font */
    put2lcd(0x0F,CMD); /* turn on display, cursor, blinking */
    put2lcd(0x06,CMD); /* move cursor right */
    put2lcd(0x01,CMD); /* clear screen, move cursor to home */
    delay_1ms(2);      /* wait until "clear display" command */
                       /* complete */
}

void puts2lcd (char *ptr)
{
    while (*ptr) {      /* While character to send */
        put2lcd(*ptr,DATA); /* Write data to LCD */
        delay_50us(1);   /* Wait for data to be written */
        ptr++;           /* Go to next character */
    }
}

void put2lcd(char c, char type)
{
    char c_lo, c_hi;

    c_hi = (c & 0xF0) >> 2; /* Upper 4 bits of c */
    c_lo = (c & 0x0F) << 2; /* Lower 4 bits of c */
    if (type == DATA) LCD_DAT |= LCD_RS; /* select LCD data */
                                       /*register */
}
```



```

else LCD_DAT &= (~LCD_RS);    /* select LCD command */
                               /* register */
if (type == DATA)
    LCD_DAT = c_hi|LCD_E|LCD_RS; /* output upper 4 bits, */
                               /* E, RS high */
else
    LCD_DAT = c_hi|LCD_E;     /* output upper 4 bits, E, */
                               /* RS low */
LCD_DAT |= LCD_E;           /* pull E signal to high */
__asm(nop);                 /* Lengthen E */
__asm(nop);
__asm(nop);
LCD_DAT &= (~LCD_E);        /* pull E to low */
if (type == DATA)
    LCD_DAT = c_lo|LCD_E|LCD_RS; /* output lower 4 bits, E,
                               RS high */
else
    LCD_DAT = c_lo|LCD_E; /* output lower 4 bits, E, RS low */

LCD_DAT |= LCD_E;           /* pull E to high */
__asm(nop);                 /* Lengthen E */
__asm(nop);
__asm(nop);
LCD_DAT &= (~LCD_E); /* pull E to low */
delay_50us(1);              /* Wait for command to */
                               /* execute */
}

#define D50US 133           /* Inner loop takes 9 cycles; */
void delay_50us(int n)     /* need 50x24 = 1200 cycles */
{
    volatile int c;

    for (;n>0;n--)
        for (c=D50US;c>0;c--);
}

```

```
void delay_1ms(int n)
{
    for (;n>0;n--) delay_50us(200);
}
```

**File main.c:**

```
#include <hidef.h>           /* common defines and macros */
#include "derivative.h"     /* derivative-specific definitions */
#include "lcd.h"

void main(void) {
    char *msg1 = "Hello, World!";
    char *msg2 = "From Bill";
    openlcd();              // Initialize LCD display
    puts2lcd(msg1);         // Send first line
    put2lcd(0xC0,CMD);     // move cursor to 2nd row, 1st column
    puts2lcd(msg2);        // Send second line
    __asm(swi);
}
```