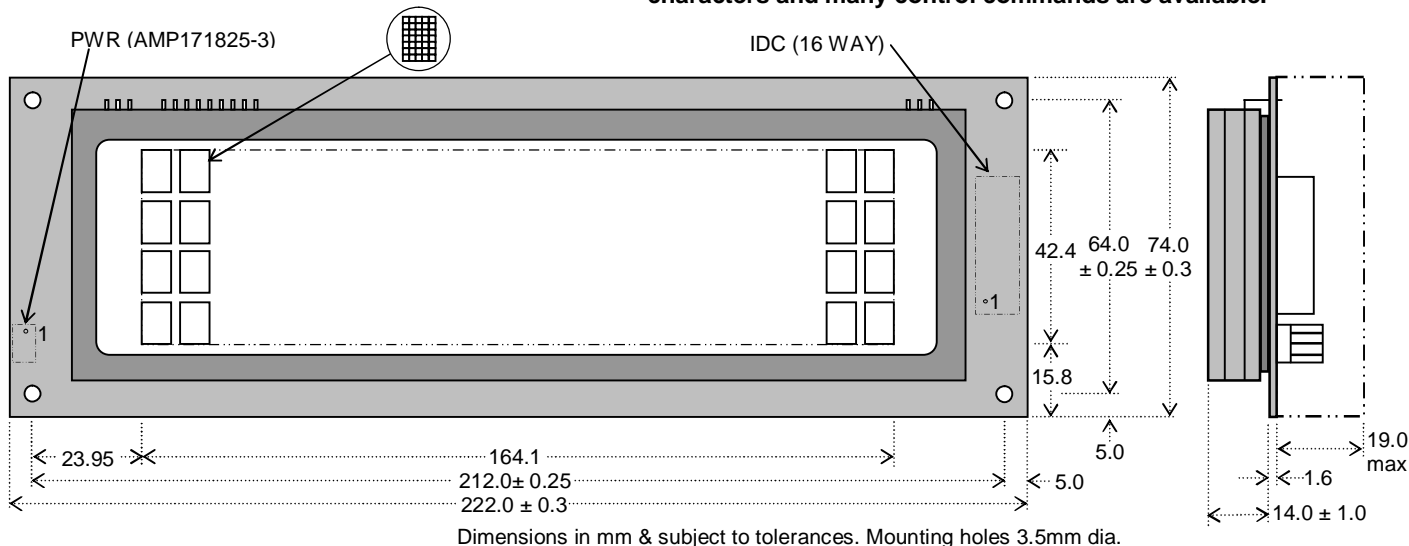


Dot Graphic VFD Module

CU20049-KTW220A

- q 4 Lines of 20 Characters 9mm High
- q High Speed Parallel/TTL Serial Interface
- q Operating Temp -40°C to +85°C
- q Single 5V Supply
- q High Brightness Blue Green Display
- q ASCII, Katakana & Extended Character Font
- q 16 User Definable Character RAM

The module includes the Vacuum Fluorescent Display glass, driver and micro-controller ICs with refresh RAM, character generator and interface logic. The high speed 8 bit parallel interface is 5V CMOS compatible suitable for connection to a host CPU bus. The asynchronous serial interface accepts baud rates up to 19,200 with or without parity. Two character font tables can be hardware or software selected. User defined characters and many control commands are available.



ELECTRICAL SPECIFICATION

Parameter	Symbol	Value	Condition
Power Supply Voltage	V _{CC}	5.0VDC +/- 5%	GND=0V
Power Supply Current	I _{CC}	1100mADC typ.	V _{CC} =5V
Logic High Input	V _{IH}	2.0VDC min.	V _{CC} =5V
Logic Low Input	V _{IL}	0.8VDC max.	V _{CC} =5V
Logic High Output	V _{OH}	2.4VDC min.	I _{OH} = -2.0mA
Logic Low Output	V _{OL}	0.5VDC max.	I _{OL} =2.0mA

The power on rise time should be less than 50ms. The inrush current at power on can be 2 x I_{CC}.

OPTICAL and ENVIRONMENTAL SPECIFICATIONS

Parameter	Value
Character Size/Pitch (XxY mm)	6.4 x 9.1/8.3 x 11.1
Dot Size/Pitch (XxY mm)	1.0 x 1.0/1.35 x 1.35
Luminance	350 cd/m ² min.
Colour of Illumination	Blue-Green (Filter for colours)
Operating Temperature	-40°C to +85°C
Storage Temperature	-40°C to +85°C
Operating Humidity (non condensing)	20 to 80% RH @ 25°C

CHARACTER FONTS

	International Font	Additional Katakana Font
00	00P PEE	00P PEE
01	01P PEE	01P PEE
02	02P PEE	02P PEE
03	03P PEE	03P PEE
04	04P PEE	04P PEE
05	05P PEE	05P PEE
06	06P PEE	06P PEE
07	07P PEE	07P PEE
08	08P PEE	08P PEE
09	09P PEE	09P PEE
0A	0AP PEE	0AP PEE
0B	0BP PEE	0BP PEE
0C	0CP PEE	0CP PEE
0D	0DP PEE	0DP PEE
0E	0EP PEE	0EP PEE
0F	0FP PEE	0FP PEE

International font location ADH (when Euro currency mark is enabled)

SOFTWARE COMMANDS

Instruction	D0-D7	Instruction	D0-D7
Back Space	08H	Katakana Font	19H
Horizontal Tab	09H	Euro Currency Mark	1AH
Line Feed	0AH	Escape	1BH
Form Feed	0CH	© Send User Font	+43H
Carriage Return	0DH	© Position cursor	+48H
Clear Display	0EH	© Software Reset	+49H
Increment Write Mode	11H	© Luminance	+4CH
Vertical Scroll Mode	12H	© Flickerless Write	+53H
5x7 Block Cursor On	15H	© Cursor Blink Speed	+54H
Cursor Off	16H	Character Data	20H-FFH
International Font	18H	User Character Data	00H-FFH

TIMING PARAMETERS (min)

Data Set Up To Write	50ns	Subject to change without notice.
Write Pulse Width	100ns	Detailed specification on request.
Hold After Write	10ns	IUK Doc Ref: 5043 Iss:5 28Feb07

IDC DATA CONNECTOR

Pin	Sig	Pin	Sig
1	D7	9	/WR
2	D6	10	/CS
3	D5	11	SIN/TEST
4	D4	12	BUSY
5	D3	13	GND (0V)
6	D2	14	GND (0V)
7	D1	15	V _{CC} (5V)
8	D0	16	V _{CC} (5V)

3 PIN POWER CONNECTOR

Pin	Sig
1	V _{CC} (5V)
2	SIN/TEST
3	GND (0V)

PCB JUMPERS (O)PEN (L)INK

Baud	J2	J1	J0
19200	O	O	O
9600	O	O	L
4800	O	L	O
2400	O	L	L
1200	L	O	O
Parity	J4	J3	
EVEN	O	O	
ODD	O	L	
NONE	L	L / O	
Font	J4		
International	O		
Katakana	L		

Mates with AMP171822-3
 Defaults: 19200, Even parity,
 International Font.
 Hold Sin/Test to Gnd at Power-up
 for Self-Test mode.

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SOFTWARE COMMANDS

Busy Time 25uS unless stated below

Instruction +busy time	Data Format	Description																																																																																									
Backspace	08H	Moves the cursor left by one character. If the cursor is at the left end of the display the cursor moves to the right end of the line above. If the cursor is at the left end of the top line no cursor movement is made.																																																																																									
Horizontal Tab 75us on scroll	09H	Moves the cursor right by one character. If the cursor is at the right end of the display the cursor moves to the left end of the line below. If the cursor is at the right end of the bottom line the action depends on the write mode currently selected. In DC1 mode the cursor moves to the left end of the top line. In DC2 mode the entire display contents is scrolled up by one line, the bottom line is cleared and the cursor moves to the left end of the bottom line.																																																																																									
Line Feed 75us on scroll	0AH	Moves the cursor down by one line. If the cursor is at the bottom of the display the action depends on the write mode currently selected. In DC1 mode the cursor moves to the top line. In DC2 mode the entire contents of the display is scrolled up by one line and no cursor movement is made.																																																																																									
Form Feed	0CH	Moves the cursor to the top left end of the display.																																																																																									
Carriage Return	0DH	Moves the cursor to the left end of the current line.																																																																																									
Clear 75us	0EH	Clear all displayed characters. No cursor movement is made.																																																																																									
Overwrite mode (DC1)	11H	Specifies character overwrite mode. (default)																																																																																									
Vertical scroll mode (DC2)	12H	Specifies vertical scroll mode.																																																																																									
Cursor off (DC4)	14H	No cursor is displayed. (default)																																																																																									
Cursor on (DC5)	15H	A blinking full block is displayed at the cursor position. The blink rate can be specified using the Blink Speed Control command.																																																																																									
Cursor off (DC6)	16H	No cursor is displayed.																																																																																									
Cursor off (DC7)	17H	No cursor is displayed.																																																																																									
International Font	18H	All subsequent characters displayed will be from the International font. This font can also be selected as the default by using the JA hardware jumper link (OPEN).																																																																																									
KATAKANA Font	19H	All subsequent character displayed will be from the KATAKANA font. This font can also be selected as the default by using the JA hardware jumper link (LINKED).																																																																																									
Euro Symbol 75us on scroll	1AH	This command enables the Euro currency mark at location ADH in the International font. Sending the International Font command (or after a reset) restores the character at location ADH to a blank (this is the default condition). This will affect any existing ADH characters already on the display.																																																																																									
User Defined Font	1BH + 43H + character code + data byte 1 + data byte 2 + data byte 3 + data byte 4 + data byte 5	<div>Define a user character. Up to 16 user characters can be defined and stored by the module. The specified character code can be 00H – FFH. Command codes can be overwritten with a UDF so be aware that doing so will disable that command. All UDF's are lost on power off or reset. If more that 16 UDF's are defined the older definitions are overwritten.</div> <div><div>Bit / Byte assignment</div><table><tr><td></td><td>7</td><td>6</td><td>5</td><td>4</td><td>3</td><td>2</td><td>1</td><td>0</td></tr><tr><td>Byte 1</td><td>P8</td><td>P7</td><td>P6</td><td>P5</td><td>P4</td><td>P3</td><td>P2</td><td>P1</td></tr><tr><td>Byte 2</td><td>P16</td><td>P15</td><td>P14</td><td>P13</td><td>P12</td><td>P11</td><td>P10</td><td>P9</td></tr><tr><td>Byte 3</td><td>P24</td><td>P23</td><td>P22</td><td>P21</td><td>P20</td><td>P19</td><td>P18</td><td>P17</td></tr><tr><td>Byte 4</td><td>P32</td><td>P31</td><td>P30</td><td>P29</td><td>P28</td><td>P27</td><td>P26</td><td>P25</td></tr><tr><td>Byte 5</td><td>-</td><td>-</td><td>-</td><td>-</td><td>-</td><td>P35</td><td>P34</td><td>P33</td></tr></table></div> <div><div>Dot assignment</div><table><tr><td>P1</td><td>P2</td><td>P3</td><td>P4</td><td>P5</td></tr><tr><td>P6</td><td>P7</td><td>P8</td><td>P9</td><td>P10</td></tr><tr><td>P11</td><td>P12</td><td>P13</td><td>P14</td><td>P15</td></tr><tr><td>P16</td><td>P17</td><td>P18</td><td>P19</td><td>P20</td></tr><tr><td>P21</td><td>P22</td><td>P23</td><td>P24</td><td>P25</td></tr><tr><td>P26</td><td>P27</td><td>P28</td><td>P29</td><td>P30</td></tr><tr><td>P31</td><td>P32</td><td>P33</td><td>P34</td><td>P35</td></tr></table></div>		7	6	5	4	3	2	1	0	Byte 1	P8	P7	P6	P5	P4	P3	P2	P1	Byte 2	P16	P15	P14	P13	P12	P11	P10	P9	Byte 3	P24	P23	P22	P21	P20	P19	P18	P17	Byte 4	P32	P31	P30	P29	P28	P27	P26	P25	Byte 5	-	-	-	-	-	P35	P34	P33	P1	P2	P3	P4	P5	P6	P7	P8	P9	P10	P11	P12	P13	P14	P15	P16	P17	P18	P19	P20	P21	P22	P23	P24	P25	P26	P27	P28	P29	P30	P31	P32	P33	P34	P35
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Cursor Moving	1BH + 48H + position	<div>The cursor is moved to the specified position. The relationship between the position value and the display is as follows:-</div> <table><tr><td></td><td>Left end</td><td>2nd col</td><td>3rd col</td><td>-</td><td>Right end</td></tr><tr><td>Top</td><td>00H</td><td>01H</td><td>02H</td><td>-</td><td>13H</td></tr><tr><td>2nd row</td><td>14H</td><td>15H</td><td>16H</td><td>-</td><td>27H</td></tr><tr><td>3rd row</td><td>28H</td><td>29H</td><td>2AH</td><td>-</td><td>3BH</td></tr><tr><td>Bottom</td><td>3CH</td><td>3DH</td><td>3EH</td><td>-</td><td>4FH</td></tr></table>		Left end	2 nd col	3 rd col	-	Right end	Top	00H	01H	02H	-	13H	2 nd row	14H	15H	16H	-	27H	3 rd row	28H	29H	2AH	-	3BH	Bottom	3CH	3DH	3EH	-	4FH																																																											
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3 rd row	28H	29H	2AH	-	3BH																																																																																						
Bottom	3CH	3DH	3EH	-	4FH																																																																																						
Luminance	1BH + 4CH + luminance	<div>The display luminance can be set to one of 4 levels.</div> <div>luminance = 00H – 3FH specifies 25%</div> <div>luminance = 40H – 7FH specifies 50%</div> <div>luminance = 80H – BFH specifies 75%</div> <div>luminance = C0H – FFH specifies 100% (default)</div>																																																																																									
Flickerless Writing Mode	1BH + 53H	Set flickerless write mode. By default, priority is given to data communication and display flicker can occur if data is sent to the display continuously. If flickerless writing mode is specified, priority is given to display refresh to avoid possible flicker. Command and data busy times will be up to 220us longer when this mode is set.																																																																																									
Blink Speed Control	1BH + 54H + speed	The blink rate of the cursor can be specified. Rate = speed x 30ms. (default=14H)																																																																																									
Initialise 105 us	1BH + 49H	Clear the display, erase any defined characters, set the cursor position to the top left of the display and reset all settings to defaults.																																																																																									
Character Write 40us on scroll	20H – FFH	Display the specified character from the currently selected font (or UDF is defined) at the current cursor position. After the character is written to the display a horizontal tab automatically follows.																																																																																									