

**SOLOMON SYSTECH  
SEMICONDUCTOR TECHNICAL DATA**

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**SSD1339**

***Advance Information***

**132RGB x 132 with 2 smart Icon lines Dot Matrix  
OLED/PLED Segment/Common Driver with Controller**

This document contains information on a new product. Specifications and information herein are subject to change without notice.

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## 1 GENERAL DESCRIPTION

The SSD1339 is a single-chip CMOS OLED/PLED driver with controller for organic/polymer light emitting diode dot-matrix graphic display system. It consists of 396 segments (132RGB), 132 commons and 2 smart icon lines. This IC is designed for Common Cathode type OLED panel.

The SSD1339 displays data directly from its internal 132x133x18 bits Graphic Data RAM (GDDRAM). Data/Commands are sent from general MCU through the hardware selectable 6800/8000 series compatible Parallel Interface or Serial Peripheral Interface. It has a 256 steps contrast control and 262k color control

## 2 FEATURES

- Support max. 132RGB x 132 matrix panel + icon line
- Power supply:  $V_{DD} = 2.4V \sim 3.5V$   
 $V_{DDIO} = 1.5V \sim V_{DD}$   
 $V_{CC} = 7.0V \sim 18.0V$
- OLED driving output voltage: 16V maximum
- Segment maximum source current: 200uA
- Common maximum sink current: 80mA
- Embedded 132x133x18 bit SRAM display buffer
- 16 step master current control, and 256 step current control for the three color components
- Smart Icon mode
- Programmable color mode of 256, 65k, 262k
- Programmable Frame Rate
- Graphic Acceleration Command Set (GAC)
- 8/9/16/18-bit 6800-series Parallel Interface, 8/9/16/18-bit 8080-series Parallel Interface and Serial Peripheral Interface.
- DC-DC voltage booster controller
- Wide range of operating temperature: -40 to 90 °C

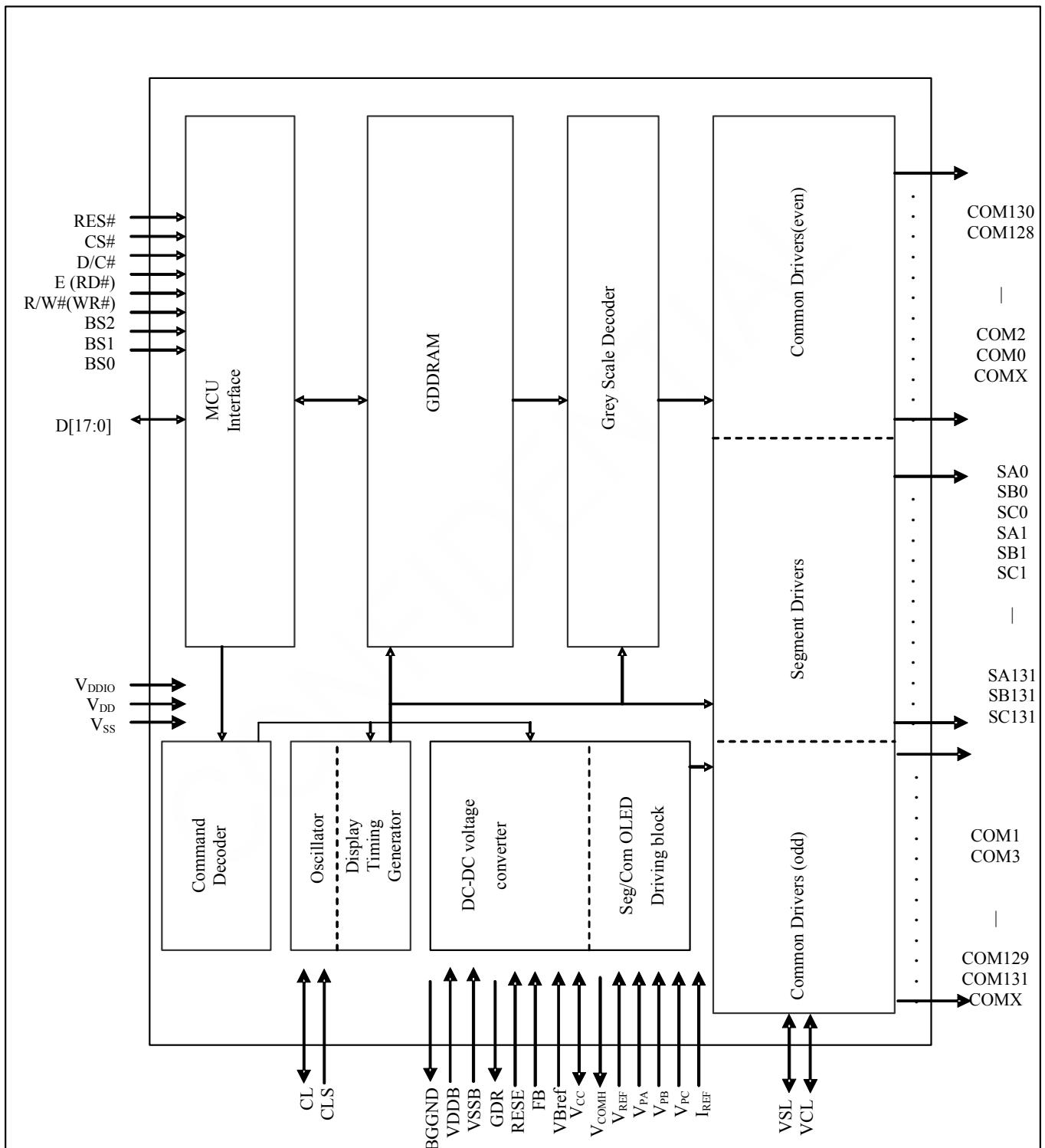
### 3 ORDERING INFORMATION

Table 3-1 : Ordering Information

| Ordering Part Number | SEG    | COM | Package Form | Reference   | Remark  |
|----------------------|--------|-----|--------------|-------------|---|
| SSD1339Z             | 132RGB | 132 | COG          | Page 10, 60 | <ul style="list-style-type: none"><li>• Min SEG pad pitch: 41.2 um</li><li>• Min COM pad pitch: 41.2 um</li></ul>   |
| SSD1339U3R1          | 128RGB | 128 | COF          | Page 16,61  | <ul style="list-style-type: none"><li>• 48mm film</li><li>• 80 / 68 / SPI interface</li><li>• Output lead pitch:<br/>0.0495mm for SEG<br/>0.074925mm for COM</li><li>• Reel form COF</li><li>• 7 sprocket holes</li></ul> |
| SSD1339U3            | 128RGB | 128 | COF          | Page 15, 64 | <ul style="list-style-type: none"><li>• 80 / 68 / SPI interface</li><li>• Output lead pitch:<br/>0.0495mm for SEG<br/>0.074925mm for COM</li><li>• Punched COF with stiffener</li></ul>                                   |

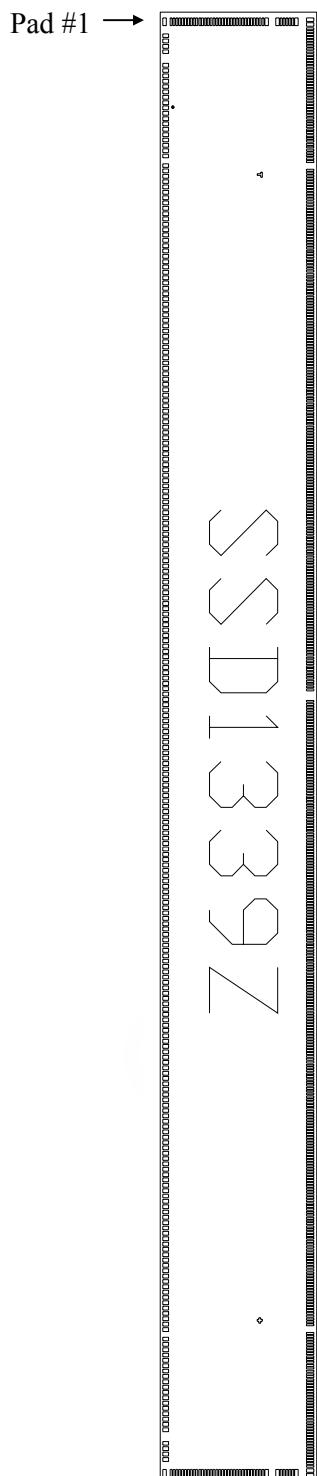
## 4 BLOCK DIAGRAM

Figure 4-1 : SSD1339 Block Diagram



## 5 DIE PAD FLOOR PLAN

Figure 5-1 : SSD1339Z pin assignment



+ represents the centre of the alignment mark

|  | X-pos (um) | Y-pos (um) |
|--|------------|------------|
|  | -8176.0    | 307.0      |
|  | 8176.0     | 307.0      |
|  | -9140.0    | -941.0     |
|  | 9140.0     | -941.0     |

All alignment keys have size 75 um x 75 um

Die Size: 20989um x 2250um  
Die Thickness: 457um +/- 25um  
Min I/O pad pitch: 76.2 um  
Min SEG pad pitch: 41.2 um  
Min COM pad pitch: 41.2 um  
Bump Height: Nominal 15 um

**Table 5-1 : SSD1339Z Die Pad Coordinates**

| Pad # | Pad Name | X-Axis     | Y-Axis | Pad # | Pad Name | X-Axis  | Y-Axis | Pad # | Pad Name  | X-Axis | Y-Axis |
|-------|----------|------------|--------|-------|----------|---------|--------|-------|-----------|--------|--------|
| 1     | NC       | -10160.275 | -1043  | 81    | TR0      | -3886.2 | -1043  | 161   | VSS       | 2209.8 | -1043  |
| 2     | NC       | -10084.075 | -1043  | 82    | VSS      | -3810   | -1043  | 162   | R/W#(WR#) | 2286   | -1043  |
| 3     | NC       | -10007.875 | -1043  | 83    | VSSB     | -3733.8 | -1043  | 163   | E(RD#)    | 2362.2 | -1043  |
| 4     | NC       | -9931.675  | -1043  | 84    | VSSB     | -3657.6 | -1043  | 164   | VDDIO     | 2438.4 | -1043  |
| 5     | NC       | -9737.3    | -1043  | 85    | VSSB     | -3581.4 | -1043  | 165   | D0        | 2514.6 | -1043  |
| 6     | NC       | -9661.1    | -1043  | 86    | VSSB     | -3505.2 | -1043  | 166   | D1        | 2590.8 | -1043  |
| 7     | NC       | -9584.9    | -1043  | 87    | GDR      | -3429   | -1043  | 167   | D2        | 2667   | -1043  |
| 8     | NC       | -9508.7    | -1043  | 88    | GDR      | -3352.8 | -1043  | 168   | D3        | 2743.2 | -1043  |
| 9     | NC       | -9432.5    | -1043  | 89    | GDR      | -3276.6 | -1043  | 169   | D4        | 2819.4 | -1043  |
| 10    | NC       | -9356.3    | -1043  | 90    | GDR      | -3200.4 | -1043  | 170   | D5        | 2895.6 | -1043  |
| 11    | NC       | -9280.1    | -1043  | 91    | GDR      | -3124.2 | -1043  | 171   | D6        | 2971.8 | -1043  |
| 12    | NC       | -9203.9    | -1043  | 92    | GDR      | -3048   | -1043  | 172   | D7        | 3048   | -1043  |
| 13    | NC       | -9127.7    | -1043  | 93    | GDR      | -2971.8 | -1043  | 173   | D8        | 3124.2 | -1043  |
| 14    | NC       | -9051.5    | -1043  | 94    | GDR      | -2895.6 | -1043  | 174   | D9        | 3200.4 | -1043  |
| 15    | NC       | -8975.3    | -1043  | 95    | GDR      | -2819.4 | -1043  | 175   | D10       | 3276.6 | -1043  |
| 16    | NC       | -8899.1    | -1043  | 96    | GDR      | -2743.2 | -1043  | 176   | D11       | 3352.8 | -1043  |
| 17    | NC       | -8822.9    | -1043  | 97    | GDR      | -2667   | -1043  | 177   | D12       | 3429   | -1043  |
| 18    | NC       | -8746.7    | -1043  | 98    | GDR      | -2590.8 | -1043  | 178   | D13       | 3505.2 | -1043  |
| 19    | NC       | -8670.5    | -1043  | 99    | GDR      | -2514.6 | -1043  | 179   | D14       | 3581.4 | -1043  |
| 20    | NC       | -8594.3    | -1043  | 100   | GDR      | -2438.4 | -1043  | 180   | D15       | 3657.6 | -1043  |
| 21    | NC       | -8518.1    | -1043  | 101   | GDR      | -2362.2 | -1043  | 181   | VDDIO     | 3733.8 | -1043  |
| 22    | NC       | -8441.9    | -1043  | 102   | GDR      | -2286   | -1043  | 182   | MS        | 3810   | -1043  |
| 23    | NC       | -8305.8    | -1043  | 103   | GDR      | -2209.8 | -1043  | 183   | CLS       | 3886.2 | -1043  |
| 24    | NC       | -8229.6    | -1043  | 104   | GDR      | -2133.6 | -1043  | 184   | D16       | 3962.4 | -1043  |
| 25    | NC       | -8153.4    | -1043  | 105   | GDR      | -2057.4 | -1043  | 185   | D17       | 4038.6 | -1043  |
| 26    | VCC      | -8077.2    | -1043  | 106   | GDR      | -1981.2 | -1043  | 186   | VSS       | 4114.8 | -1043  |
| 27    | VCC      | -8001      | -1043  | 107   | VDDB     | -1905   | -1043  | 187   | VSS       | 4191   | -1043  |
| 28    | VCC      | -7924.8    | -1043  | 108   | VDDB     | -1828.8 | -1043  | 188   | VSS       | 4267.2 | -1043  |
| 29    | VCC      | -7848.6    | -1043  | 109   | VDDB     | -1752.6 | -1043  | 189   | VSS       | 4343.4 | -1043  |
| 30    | VCC      | -7772.4    | -1043  | 110   | VDDB     | -1676.4 | -1043  | 190   | VSS       | 4419.6 | -1043  |
| 31    | VCC      | -7696.2    | -1043  | 111   | VDD      | -1600.2 | -1043  | 191   | VSS       | 4495.8 | -1043  |
| 32    | VCC      | -7620      | -1043  | 112   | VDD      | -1524   | -1043  | 192   | VCL       | 4572   | -1043  |
| 33    | VCC      | -7543.8    | -1043  | 113   | VDD      | -1447.8 | -1043  | 193   | VCL       | 4648.2 | -1043  |
| 34    | VCOMH    | -7467.6    | -1043  | 114   | VDD      | -1371.6 | -1043  | 194   | VCL       | 4724.4 | -1043  |
| 35    | VCOMH    | -7391.4    | -1043  | 115   | FB       | -1295.4 | -1043  | 195   | VCL       | 4800.6 | -1043  |
| 36    | VCOMH    | -7315.2    | -1043  | 116   | VSS      | -1219.2 | -1043  | 196   | VCL       | 4876.8 | -1043  |
| 37    | VSL      | -7239      | -1043  | 117   | RESE     | -1143   | -1043  | 197   | VCL       | 4953   | -1043  |
| 38    | VSL      | -7162.8    | -1043  | 118   | VBREF    | -1066.8 | -1043  | 198   | VCL       | 5029.2 | -1043  |
| 39    | VSL      | -7086.6    | -1043  | 119   | VSS      | -990.6  | -1043  | 199   | VCL       | 5105.4 | -1043  |
| 40    | VSL      | -7010.4    | -1043  | 120   | BGGND    | -914.4  | -1043  | 200   | VCL       | 5181.6 | -1043  |
| 41    | VSL      | -6934.2    | -1043  | 121   | NC       | -838.2  | -1043  | 201   | VCL       | 5257.8 | -1043  |
| 42    | VSL      | -6858      | -1043  | 122   | VPA      | -762    | -1043  | 202   | VCL       | 5334   | -1043  |
| 43    | VSL      | -6781.8    | -1043  | 123   | VPB      | -685.8  | -1043  | 203   | VCL       | 5410.2 | -1043  |
| 44    | VSL      | -6705.6    | -1043  | 124   | VPC      | -609.6  | -1043  | 204   | VDD       | 5486.4 | -1043  |
| 45    | VSL      | -6629.4    | -1043  | 125   | VSS      | -533.4  | -1043  | 205   | VDD       | 5562.6 | -1043  |
| 46    | VDD      | -6553.2    | -1043  | 126   | NC       | -457.2  | -1043  | 206   | VDD       | 5638.8 | -1043  |
| 47    | VDD      | -6477      | -1043  | 127   | VSS      | -381    | -1043  | 207   | VDD       | 5715   | -1043  |
| 48    | VDD      | -6400.8    | -1043  | 128   | GPIO0    | -304.8  | -1043  | 208   | VDD       | 5791.2 | -1043  |
| 49    | VDD      | -6324.6    | -1043  | 129   | GPIO1    | -228.6  | -1043  | 209   | VDD       | 5867.4 | -1043  |
| 50    | VDD      | -6248.4    | -1043  | 130   | VDDIO    | -152.4  | -1043  | 210   | VDD       | 5943.6 | -1043  |
| 51    | VDD      | -6172.2    | -1043  | 131   | ICASC    | -76.2   | -1043  | 211   | VDD       | 6019.8 | -1043  |
| 52    | VDD      | -6096      | -1043  | 132   | ICASB    | 0       | -1043  | 212   | VSL       | 6096   | -1043  |
| 53    | VDD      | -6019.8    | -1043  | 133   | ICASA    | 76.2    | -1043  | 213   | VSL       | 6172.2 | -1043  |
| 54    | VCL      | -5943.6    | -1043  | 134   | VSS      | 152.4   | -1043  | 214   | VSL       | 6248.4 | -1043  |
| 55    | VCL      | -5867.4    | -1043  | 135   | VREF     | 228.6   | -1043  | 215   | VSL       | 6324.6 | -1043  |
| 56    | VCL      | -5791.2    | -1043  | 136   | VCC      | 304.8   | -1043  | 216   | VSL       | 6400.8 | -1043  |
| 57    | VCL      | -5715      | -1043  | 137   | VMONA    | 381     | -1043  | 217   | VSL       | 6477   | -1043  |
| 58    | VCL      | -5638.8    | -1043  | 138   | VMONA    | 457.2   | -1043  | 218   | VSL       | 6553.2 | -1043  |
| 59    | VCL      | -5562.6    | -1043  | 139   | VCC      | 533.4   | -1043  | 219   | VSL       | 6629.4 | -1043  |
| 60    | VCL      | -5486.4    | -1043  | 140   | VCC      | 609.6   | -1043  | 220   | VSL       | 6705.6 | -1043  |
| 61    | VCL      | -5410.2    | -1043  | 141   | VCC      | 685.8   | -1043  | 221   | VSL       | 6781.8 | -1043  |
| 62    | VCL      | -5334      | -1043  | 142   | VCC      | 762     | -1043  | 222   | VSL       | 6858   | -1043  |
| 63    | VSS      | -5257.8    | -1043  | 143   | VCC      | 838.2   | -1043  | 223   | VSL       | 6934.2 | -1043  |
| 64    | VSS      | -5181.6    | -1043  | 144   | VSS      | 914.4   | -1043  | 224   | VDDIO     | 7010.4 | -1043  |
| 65    | VSS      | -5105.4    | -1043  | 145   | IREF     | 990.6   | -1043  | 225   | VDDIO     | 7086.6 | -1043  |
| 66    | VSS      | -5029.2    | -1043  | 146   | M        | 1066.8  | -1043  | 226   | VCOMH     | 7162.8 | -1043  |
| 67    | VSS      | -4953      | -1043  | 147   | CL       | 1143    | -1043  | 227   | VCOMH     | 7239   | -1043  |
| 68    | VSS      | -4876.8    | -1043  | 148   | DOF#     | 1219.2  | -1043  | 228   | VCOMH     | 7315.2 | -1043  |
| 69    | VSSB     | -4800.6    | -1043  | 149   | RES#     | 1295.4  | -1043  | 229   | VCOMH     | 7391.4 | -1043  |
| 70    | VSSB     | -4724.4    | -1043  | 150   | VSS      | 1371.6  | -1043  | 230   | VCOMH     | 7467.6 | -1043  |
| 71    | VSSB     | -4648.2    | -1043  | 151   | D/C#     | 1447.8  | -1043  | 231   | VCC       | 7543.8 | -1043  |
| 72    | VSSB     | -4572      | -1043  | 152   | VDDIO    | 1524    | -1043  | 232   | VCC       | 7620   | -1043  |
| 73    | TR8      | -4495.8    | -1043  | 153   | CS#      | 1600.2  | -1043  | 233   | VCC       | 7696.2 | -1043  |
| 74    | TR7      | -4419.6    | -1043  | 154   | VSS      | 1676.4  | -1043  | 234   | VCC       | 7772.4 | -1043  |
| 75    | TR6      | -4343.4    | -1043  | 155   | BS2      | 1752.6  | -1043  | 235   | VCC       | 7848.6 | -1043  |
| 76    | TR5      | -4267.2    | -1043  | 156   | VDDIO    | 1828.8  | -1043  | 236   | VCC       | 7924.8 | -1043  |
| 77    | TR4      | -4191      | -1043  | 157   | BS1      | 1905    | -1043  | 237   | VCC       | 8001   | -1043  |
| 78    | TR3      | -4114.8    | -1043  | 158   | VSS      | 1981.2  | -1043  | 238   | VCC       | 8077.2 | -1043  |
| 79    | TR2      | -4038.6    | -1043  | 159   | BS0      | 2057.4  | -1043  | 239   | NC        | 8153.4 | -1043  |
| 80    | TR1      | -3962.4    | -1043  | 160   | VDDIO    | 2133.6  | -1043  | 240   | NC        | 8229.6 | -1043  |

| Pad # | Pad Name | X-Axis    | Y-Axis |
|-------|----------|-----------|--------|
| 241   | NC       | 8305.8    | -1043  |
| 242   | NC       | 8441.9    | -1043  |
| 243   | NC       | 8518.1    | -1043  |
| 244   | NC       | 8594.3    | -1043  |
| 245   | NC       | 8670.5    | -1043  |
| 246   | NC       | 8746.7    | -1043  |
| 247   | NC       | 8822.9    | -1043  |
| 248   | NC       | 8899.1    | -1043  |
| 249   | NC       | 8975.3    | -1043  |
| 250   | NC       | 9051.5    | -1043  |
| 251   | NC       | 9127.7    | -1043  |
| 252   | NC       | 9203.9    | -1043  |
| 253   | NC       | 9280.1    | -1043  |
| 254   | NC       | 9356.3    | -1043  |
| 255   | NC       | 9432.5    | -1043  |
| 256   | NC       | 9508.7    | -1043  |
| 257   | NC       | 9584.9    | -1043  |
| 258   | NC       | 9661.1    | -1043  |
| 259   | NC       | 9737.3    | -1043  |
| 260   | NC       | 9931.675  | -1043  |
| 261   | NC       | 10007.875 | -1043  |
| 262   | NC       | 10084.075 | -1043  |
| 263   | NC       | 10160.275 | -1043  |
| 264   | NC       | 10359.7   | -1060  |
| 265   | COM65    | 10359.7   | -967   |
| 266   | COM64    | 10359.7   | -925.8 |
| 267   | COM63    | 10359.7   | -884.6 |
| 268   | COM62    | 10359.7   | -843.4 |
| 269   | COM61    | 10359.7   | -802.2 |
| 270   | COM60    | 10359.7   | -761   |
| 271   | COM59    | 10359.7   | -719.8 |
| 272   | COM58    | 10359.7   | -678.6 |
| 273   | COM57    | 10359.7   | -637.4 |
| 274   | COM56    | 10359.7   | -596.2 |
| 275   | COM55    | 10359.7   | -555   |
| 276   | COM54    | 10359.7   | -513.8 |
| 277   | COM53    | 10359.7   | -472.6 |
| 278   | COM52    | 10359.7   | -431.4 |
| 279   | COM51    | 10359.7   | -390.2 |
| 280   | COM50    | 10359.7   | -349   |
| 281   | COM49    | 10359.7   | -307.8 |
| 282   | COM48    | 10359.7   | -266.6 |
| 283   | COM47    | 10359.7   | -225.4 |
| 284   | COM46    | 10359.7   | -184.2 |
| 285   | COM45    | 10359.7   | -143   |
| 286   | COM44    | 10359.7   | -101.8 |
| 287   | NC       | 10359.7   | -60.6  |
| 288   | NC       | 10359.7   | -19.4  |
| 289   | NC       | 10359.7   | 21.8   |
| 290   | NC       | 10359.7   | 63     |
| 291   | NC       | 10359.7   | 104.2  |
| 292   | NC       | 10359.7   | 145.4  |
| 293   | NC       | 10359.7   | 186.6  |
| 294   | NC       | 10359.7   | 227.8  |
| 295   | NC       | 10359.7   | 269    |
| 296   | NC       | 10359.7   | 310.2  |
| 297   | NC       | 10359.7   | 351.4  |
| 298   | NC       | 10359.7   | 404.1  |
| 299   | NC       | 10359.7   | 562.95 |
| 300   | NC       | 10359.7   | 615.65 |
| 301   | NC       | 10359.7   | 656.85 |
| 302   | NC       | 10359.7   | 698.05 |
| 303   | NC       | 10359.7   | 739.25 |
| 304   | NC       | 10359.7   | 780.45 |
| 305   | NC       | 10359.7   | 833.15 |
| 306   | NC       | 10389.7   | 1030   |
| 307   | NC       | 10318.5   | 1030   |
| 308   | COM43    | 10258.8   | 1030   |
| 309   | COM42    | 10217.6   | 1030   |
| 310   | COM41    | 10176.4   | 1030   |
| 311   | COM40    | 10135.2   | 1030   |
| 312   | COM39    | 10094     | 1030   |
| 313   | COM38    | 10052.8   | 1030   |
| 314   | COM37    | 10011.6   | 1030   |
| 315   | COM36    | 9970.4    | 1030   |
| 316   | COM35    | 9929.2    | 1030   |
| 317   | COM34    | 9888      | 1030   |
| 318   | COM33    | 9846.8    | 1030   |
| 319   | COM32    | 9805.6    | 1030   |
| 320   | COM31    | 9764.4    | 1030   |
| 321   | COM30    | 9723.2    | 1030   |
| 322   | COM29    | 9682      | 1030   |
| 323   | COM28    | 9640.8    | 1030   |
| 324   | COM27    | 9599.6    | 1030   |
| 325   | COM26    | 9558.4    | 1030   |
| 326   | COM25    | 9517.2    | 1030   |
| 327   | COM24    | 9476      | 1030   |
| 328   | COM23    | 9434.8    | 1030   |
| 329   | COM22    | 9393.6    | 1030   |
| 330   | COM21    | 9352.4    | 1030   |
| 331   | COM20    | 9311.2    | 1030   |
| 332   | COM19    | 9270      | 1030   |
| 333   | COM18    | 9228.8    | 1030   |
| 334   | COM17    | 9187.6    | 1030   |
| 335   | COM16    | 9146.4    | 1030   |
| 336   | COM15    | 9105.2    | 1030   |
| 337   | COM14    | 9064      | 1030   |
| 338   | COM13    | 9022.8    | 1030   |
| 339   | COM12    | 8981.6    | 1030   |
| 340   | COM11    | 8940.4    | 1030   |
| 341   | COM10    | 8899.2    | 1030   |
| 342   | COM9     | 8858      | 1030   |
| 343   | COM8     | 8816.8    | 1030   |
| 344   | COM7     | 8775.6    | 1030   |
| 345   | COM6     | 8734.4    | 1030   |
| 346   | COM5     | 8693.2    | 1030   |
| 347   | COM4     | 8652      | 1030   |
| 348   | COM3     | 8610.8    | 1030   |
| 349   | COM2     | 8569.6    | 1030   |
| 350   | COM1     | 8528.4    | 1030   |
| 351   | COM0     | 8487.2    | 1030   |
| 352   | COMX     | 8446      | 1030   |
| 353   | NC       | 8404.8    | 1030   |
| 354   | NC       | 8363.6    | 1030   |
| 355   | NC       | 8240      | 1030   |
| 356   | SA0      | 8198.8    | 1030   |
| 357   | SB0      | 8157.6    | 1030   |
| 358   | SC0      | 8116.4    | 1030   |
| 359   | SA1      | 8075.2    | 1030   |
| 360   | SB1      | 8034      | 1030   |
| 361   | SC1      | 7992.8    | 1030   |
| 362   | SA2      | 7951.6    | 1030   |
| 363   | SB2      | 7910.4    | 1030   |
| 364   | SC2      | 7869.2    | 1030   |
| 365   | SA3      | 7828      | 1030   |
| 366   | SB3      | 7786.8    | 1030   |
| 367   | SC3      | 7745.6    | 1030   |
| 368   | SA4      | 7704.4    | 1030   |
| 369   | SB4      | 7663.2    | 1030   |
| 370   | SC4      | 7622      | 1030   |
| 371   | SA5      | 7580.8    | 1030   |
| 372   | SB5      | 7539.6    | 1030   |
| 373   | SC5      | 7498.4    | 1030   |
| 374   | SA6      | 7457.2    | 1030   |
| 375   | SB6      | 7416      | 1030   |
| 376   | SC6      | 7374.8    | 1030   |
| 377   | SA7      | 7333.6    | 1030   |
| 378   | SB7      | 7292.4    | 1030   |
| 379   | SC7      | 7251.2    | 1030   |
| 380   | SA8      | 7210      | 1030   |
| 381   | SB8      | 7168.8    | 1030   |
| 382   | SC8      | 7127.6    | 1030   |
| 383   | SA9      | 7086.4    | 1030   |
| 384   | SB9      | 7045.2    | 1030   |
| 385   | SC9      | 7004      | 1030   |
| 386   | SA10     | 6962.8    | 1030   |
| 387   | SB10     | 6921.6    | 1030   |
| 388   | SC10     | 6880.4    | 1030   |
| 389   | SA11     | 6839.2    | 1030   |
| 390   | SB11     | 6798      | 1030   |
| 391   | SC11     | 6756.8    | 1030   |
| 392   | SA12     | 6715.6    | 1030   |
| 393   | SB12     | 6674.4    | 1030   |
| 394   | SC12     | 6633.2    | 1030   |
| 395   | SA13     | 6592      | 1030   |
| 396   | SB13     | 6550.8    | 1030   |
| 397   | SC13     | 6509.6    | 1030   |
| 398   | SA14     | 6468.4    | 1030   |
| 399   | SB14     | 6427.2    | 1030   |
| 400   | SC14     | 6386      | 1030   |
| 401   | SA15     | 6344.8    | 1030   |
| 402   | SB15     | 6303.6    | 1030   |
| 403   | SC15     | 6262.4    | 1030   |
| 404   | SA16     | 6221.2    | 1030   |
| 405   | SB16     | 6180      | 1030   |
| 406   | SC16     | 6138.8    | 1030   |
| 407   | SA17     | 6097.6    | 1030   |
| 408   | SB17     | 6056.4    | 1030   |
| 409   | SC17     | 6015.2    | 1030   |
| 410   | SA18     | 5974      | 1030   |
| 411   | SB18     | 5932.8    | 1030   |
| 412   | SC18     | 5891.6    | 1030   |
| 413   | SA19     | 5850.4    | 1030   |
| 414   | SB19     | 5809.2    | 1030   |
| 415   | SC19     | 5768      | 1030   |
| 416   | SA20     | 5726.8    | 1030   |
| 417   | SB20     | 5685.6    | 1030   |
| 418   | SC20     | 5644.4    | 1030   |
| 419   | SA21     | 5603.2    | 1030   |
| 420   | SB21     | 5562      | 1030   |
| 421   | SC21     | 5520.8    | 1030   |
| 422   | SA22     | 5479.6    | 1030   |
| 423   | SB22     | 5438.4    | 1030   |
| 424   | SC22     | 5397.2    | 1030   |
| 425   | SA23     | 5356      | 1030   |
| 426   | SB23     | 5314.8    | 1030   |
| 427   | SC23     | 5273.6    | 1030   |
| 428   | SA24     | 5232.4    | 1030   |
| 429   | SB24     | 5191.2    | 1030   |
| 430   | SC24     | 5150      | 1030   |
| 431   | SA25     | 5108.8    | 1030   |
| 432   | SB25     | 5067.6    | 1030   |
| 433   | SC25     | 5026.4    | 1030   |
| 434   | SA26     | 4985.2    | 1030   |
| 435   | SB26     | 4944      | 1030   |
| 436   | SC26     | 4902.8    | 1030   |
| 437   | SA27     | 4861.6    | 1030   |
| 438   | SB27     | 4820.4    | 1030   |
| 439   | SC27     | 4779.2    | 1030   |
| 440   | SA28     | 4738      | 1030   |
| 441   | SB28     | 4696.8    | 1030   |
| 442   | SC28     | 4655.6    | 1030   |
| 443   | SA29     | 4614.4    | 1030   |
| 444   | SB29     | 4573.2    | 1030   |
| 445   | SC29     | 4532      | 1030   |
| 446   | SA30     | 4490.8    | 1030   |
| 447   | SB30     | 4449.6    | 1030   |
| 448   | SC30     | 4408.4    | 1030   |
| 449   | SA31     | 4367.2    | 1030   |
| 450   | SB31     | 4326      | 1030   |
| 451   | SC31     | 4284.8    | 1030   |
| 452   | SA32     | 4243.6    | 1030   |
| 453   | SB32     | 4202.4    | 1030   |
| 454   | SC32     | 4161.2    | 1030   |
| 455   | SA33     | 4120      | 1030   |
| 456   | SB33     | 4078.8    | 1030   |
| 457   | SC33     | 4037.6    | 1030   |
| 458   | SA34     | 3996.4    | 1030   |
| 459   | SB34     | 3955.2    | 1030   |
| 460   | SC34     | 3914      | 1030   |
| 461   | SA35     | 3872.8    | 1030   |
| 462   | SB35     | 3831.6    | 1030   |
| 463   | SC35     | 3790.4    | 1030   |
| 464   | SA36     | 3749.2    | 1030   |
| 465   | SB36     | 3708      | 1030   |
| 466   | SC36     | 3666.8    | 1030   |
| 467   | SA37     | 3625.6    | 1030   |
| 468   | SB37     | 3584.4    | 1030   |
| 469   | SC37     | 3543.2    | 1030   |
| 470   | SA38     | 3502      | 1030   |
| 471   | SB38     | 3460.8    | 1030   |
| 472   | SC38     | 3419.6    | 1030   |
| 473   | SA39     | 3378.4    | 1030   |
| 474   | SB39     | 3337.2    | 1030   |
| 475   | SC39     | 3296      | 1030   |
| 476   | SA40     | 3254.8    | 1030   |
| 477   | SB40     | 3213.6    | 1030   |
| 478   | SC40     | 3172.4    | 1030   |
| 479   | SA41     | 3131.2    | 1030   |
| 480   | SB41     | 3090      | 1030   |

| Pad # | Pad Name | X-Axis  | Y-Axis |
|-------|----------|---------|--------|
| 481   | SC41     | 3048.8  | 1030   |
| 482   | SA42     | 3007.6  | 1030   |
| 483   | SB42     | 2966.4  | 1030   |
| 484   | SC42     | 2925.2  | 1030   |
| 485   | SA43     | 2884    | 1030   |
| 486   | SB43     | 2842.8  | 1030   |
| 487   | SC43     | 2801.6  | 1030   |
| 488   | SA44     | 2760.4  | 1030   |
| 489   | SB44     | 2719.2  | 1030   |
| 490   | SC44     | 2678    | 1030   |
| 491   | SA45     | 2636.8  | 1030   |
| 492   | SB45     | 2595.6  | 1030   |
| 493   | SC45     | 2554.4  | 1030   |
| 494   | SA46     | 2513.2  | 1030   |
| 495   | SB46     | 2472    | 1030   |
| 496   | SC46     | 2430.8  | 1030   |
| 497   | SA47     | 2389.6  | 1030   |
| 498   | SB47     | 2348.4  | 1030   |
| 499   | SC47     | 2307.2  | 1030   |
| 500   | SA48     | 2266    | 1030   |
| 501   | SB48     | 2224.8  | 1030   |
| 502   | SC48     | 2183.6  | 1030   |
| 503   | SA49     | 2142.4  | 1030   |
| 504   | SB49     | 2101.2  | 1030   |
| 505   | SC49     | 2060    | 1030   |
| 506   | SA50     | 2018.8  | 1030   |
| 507   | SB50     | 1977.6  | 1030   |
| 508   | SC50     | 1936.4  | 1030   |
| 509   | SA51     | 1895.2  | 1030   |
| 510   | SB51     | 1854    | 1030   |
| 511   | SC51     | 1812.8  | 1030   |
| 512   | SA52     | 1771.6  | 1030   |
| 513   | SB52     | 1730.4  | 1030   |
| 514   | SC52     | 1689.2  | 1030   |
| 515   | SA53     | 1648    | 1030   |
| 516   | SB53     | 1606.8  | 1030   |
| 517   | SC53     | 1565.6  | 1030   |
| 518   | SA54     | 1524.4  | 1030   |
| 519   | SB54     | 1483.2  | 1030   |
| 520   | SC54     | 1442    | 1030   |
| 521   | SA55     | 1400.8  | 1030   |
| 522   | SB55     | 1359.6  | 1030   |
| 523   | SC55     | 1318.4  | 1030   |
| 524   | SA56     | 1277.2  | 1030   |
| 525   | SB56     | 1236    | 1030   |
| 526   | SC56     | 1194.8  | 1030   |
| 527   | SA57     | 1153.6  | 1030   |
| 528   | SB57     | 1112.4  | 1030   |
| 529   | SC57     | 1071.2  | 1030   |
| 530   | SA58     | 1030    | 1030   |
| 531   | SB58     | 988.8   | 1030   |
| 532   | SC58     | 947.6   | 1030   |
| 533   | SA59     | 906.4   | 1030   |
| 534   | SB59     | 865.2   | 1030   |
| 535   | SC59     | 824     | 1030   |
| 536   | SA60     | 782.8   | 1030   |
| 537   | SB60     | 741.6   | 1030   |
| 538   | SC60     | 700.4   | 1030   |
| 539   | SA61     | 659.2   | 1030   |
| 540   | SB61     | 618     | 1030   |
| 541   | SC61     | 576.8   | 1030   |
| 542   | SA62     | 535.6   | 1030   |
| 543   | SB62     | 494.4   | 1030   |
| 544   | SC62     | 453.2   | 1030   |
| 545   | SA63     | 412     | 1030   |
| 546   | SB63     | 370.8   | 1030   |
| 547   | SC63     | 329.6   | 1030   |
| 548   | SA64     | 288.4   | 1030   |
| 549   | SB64     | 247.2   | 1030   |
| 550   | SC64     | 206     | 1030   |
| 551   | SA65     | 164.8   | 1030   |
| 552   | SB65     | 123.6   | 1030   |
| 553   | SC65     | 82.4    | 1030   |
| 554   | SA66     | 41.2    | 1030   |
| 555   | SB66     | 0       | 1030   |
| 556   | SC66     | -41.2   | 1030   |
| 557   | SA67     | -82.4   | 1030   |
| 558   | SB67     | -123.6  | 1030   |
| 559   | SC67     | -164.8  | 1030   |
| 560   | SA68     | -206    | 1030   |
| 561   | SB68     | -247.2  | 1030   |
| 562   | SC68     | -288.4  | 1030   |
| 563   | SA69     | -329.6  | 1030   |
| 564   | SB69     | -370.8  | 1030   |
| 565   | SC69     | -412    | 1030   |
| 566   | SA70     | -453.2  | 1030   |
| 567   | SB70     | -494.4  | 1030   |
| 568   | SC70     | -535.6  | 1030   |
| 569   | SA71     | -576.8  | 1030   |
| 570   | SB71     | -618    | 1030   |
| 571   | SC71     | -659.2  | 1030   |
| 572   | SA72     | -824    | 1030   |
| 573   | SB72     | -865.2  | 1030   |
| 574   | SC72     | -906.4  | 1030   |
| 575   | SA73     | -947.6  | 1030   |
| 576   | SB73     | -988.8  | 1030   |
| 577   | SC73     | -1030   | 1030   |
| 578   | SA74     | -1071.2 | 1030   |
| 579   | SB74     | -1112.4 | 1030   |
| 580   | SC74     | -1153.6 | 1030   |
| 581   | SA75     | -1194.8 | 1030   |
| 582   | SB75     | -1236   | 1030   |
| 583   | SC75     | -1277.2 | 1030   |
| 584   | SA76     | -1318.4 | 1030   |
| 585   | SB76     | -1359.6 | 1030   |
| 586   | SC76     | -1400.8 | 1030   |
| 587   | SA77     | -1442   | 1030   |
| 588   | SB77     | -1483.2 | 1030   |
| 589   | SC77     | -1524.4 | 1030   |
| 590   | SA78     | -1565.6 | 1030   |
| 591   | SB78     | -1606.8 | 1030   |
| 592   | SC78     | -1648   | 1030   |
| 593   | SA79     | -1689.2 | 1030   |
| 594   | SB79     | -1730.4 | 1030   |
| 595   | SC79     | -1771.6 | 1030   |
| 596   | SA80     | -1812.8 | 1030   |
| 597   | SB80     | -1854   | 1030   |
| 598   | SC80     | -1895.2 | 1030   |
| 599   | SA81     | -1936.4 | 1030   |
| 600   | SB81     | -1977.6 | 1030   |
| 601   | SC81     | -2018.8 | 1030   |
| 602   | SA82     | -2060   | 1030   |
| 603   | SB82     | -2101.2 | 1030   |
| 604   | SC82     | -2142.4 | 1030   |
| 605   | SA83     | -2183.6 | 1030   |
| 606   | SB83     | -2224.8 | 1030   |
| 607   | SC83     | -2266   | 1030   |
| 608   | SA84     | -2307.2 | 1030   |
| 609   | SB84     | -2348.4 | 1030   |
| 610   | SC84     | -2389.6 | 1030   |
| 611   | SA85     | -2430.8 | 1030   |
| 612   | SB85     | -2472   | 1030   |
| 613   | SC85     | -2513.2 | 1030   |
| 614   | SA86     | -2554.4 | 1030   |
| 615   | SB86     | -2595.6 | 1030   |
| 616   | SC86     | -2636.8 | 1030   |
| 617   | SA87     | -2678   | 1030   |
| 618   | SB87     | -2719.2 | 1030   |
| 619   | SC87     | -2760.4 | 1030   |
| 620   | SA88     | -2801.6 | 1030   |
| 621   | SB88     | -2842.8 | 1030   |
| 622   | SC88     | -2884   | 1030   |
| 623   | SA89     | -2925.2 | 1030   |
| 624   | SB89     | -2966.4 | 1030   |
| 625   | SC89     | -3007.6 | 1030   |
| 626   | SA90     | -3048.8 | 1030   |
| 627   | SB90     | -3090   | 1030   |
| 628   | SC90     | -3131.2 | 1030   |
| 629   | SA91     | -3172.4 | 1030   |
| 630   | SB91     | -3213.6 | 1030   |
| 631   | SC91     | -3254.8 | 1030   |
| 632   | SA92     | -3296   | 1030   |
| 633   | SB92     | -3337.2 | 1030   |
| 634   | SC92     | -3378.4 | 1030   |
| 635   | SA93     | -3419.6 | 1030   |
| 636   | SB93     | -3460.8 | 1030   |
| 637   | SC93     | -3502   | 1030   |
| 638   | SA94     | -3543.2 | 1030   |
| 639   | SB94     | -3584.4 | 1030   |
| 640   | SC94     | -3625.6 | 1030   |

| Pad # | Pad Name | X-Axis   | Y-Axis |
|-------|----------|----------|--------|
| 721   | SC121    | -6962.8  | 1030   |
| 722   | SA122    | -7004    | 1030   |
| 723   | SB122    | -7045.2  | 1030   |
| 724   | SC122    | -7086.4  | 1030   |
| 725   | SA123    | -7127.6  | 1030   |
| 726   | SB123    | -7168.8  | 1030   |
| 727   | SC123    | -7210    | 1030   |
| 728   | SA124    | -7251.2  | 1030   |
| 729   | SB124    | -7292.4  | 1030   |
| 730   | SC124    | -7333.6  | 1030   |
| 731   | SA125    | -7374.8  | 1030   |
| 732   | SB125    | -7416    | 1030   |
| 733   | SC125    | -7457.2  | 1030   |
| 734   | SA126    | -7498.4  | 1030   |
| 735   | SB126    | -7539.6  | 1030   |
| 736   | SC126    | -7580.8  | 1030   |
| 737   | SA127    | -7622    | 1030   |
| 738   | SB127    | -7663.2  | 1030   |
| 739   | SC127    | -7704.4  | 1030   |
| 740   | SA128    | -7745.6  | 1030   |
| 741   | SB128    | -7786.8  | 1030   |
| 742   | SC128    | -7828    | 1030   |
| 743   | SA129    | -7869.2  | 1030   |
| 744   | SB129    | -7910.4  | 1030   |
| 745   | SC129    | -7951.6  | 1030   |
| 746   | SA130    | -7992.8  | 1030   |
| 747   | SB130    | -8034    | 1030   |
| 748   | SC130    | -8075.2  | 1030   |
| 749   | SA131    | -8116.4  | 1030   |
| 750   | SB131    | -8157.6  | 1030   |
| 751   | SC131    | -8198.8  | 1030   |
| 752   | NC       | -8240    | 1030   |
| 753   | NC       | -8363.6  | 1030   |
| 754   | NC       | -8404.8  | 1030   |
| 755   | COM66    | -8446    | 1030   |
| 756   | COM67    | -8487.2  | 1030   |
| 757   | COM68    | -8528.4  | 1030   |
| 758   | COM69    | -8569.6  | 1030   |
| 759   | COM70    | -8610.8  | 1030   |
| 760   | COM71    | -8652    | 1030   |
| 761   | COM72    | -8693.2  | 1030   |
| 762   | COM73    | -8734.4  | 1030   |
| 763   | COM74    | -8775.6  | 1030   |
| 764   | COM75    | -8816.8  | 1030   |
| 765   | COM76    | -8858    | 1030   |
| 766   | COM77    | -8899.2  | 1030   |
| 767   | COM78    | -8940.4  | 1030   |
| 768   | COM79    | -8981.6  | 1030   |
| 769   | COM80    | -9022.8  | 1030   |
| 770   | COM81    | -9064    | 1030   |
| 771   | COM82    | -9105.2  | 1030   |
| 772   | COM83    | -9146.4  | 1030   |
| 773   | COM84    | -9187.6  | 1030   |
| 774   | COM85    | -9228.8  | 1030   |
| 775   | COM86    | -9270    | 1030   |
| 776   | COM87    | -9311.2  | 1030   |
| 777   | COM88    | -9352.4  | 1030   |
| 778   | COM89    | -9393.6  | 1030   |
| 779   | COM90    | -9434.8  | 1030   |
| 780   | COM91    | -9476    | 1030   |
| 781   | COM92    | -9517.2  | 1030   |
| 782   | COM93    | -9558.4  | 1030   |
| 783   | COM94    | -9599.6  | 1030   |
| 784   | COM95    | -9640.8  | 1030   |
| 785   | COM96    | -9682    | 1030   |
| 786   | COM97    | -9723.2  | 1030   |
| 787   | COM98    | -9764.4  | 1030   |
| 788   | COM99    | -9805.6  | 1030   |
| 789   | COM100   | -9846.8  | 1030   |
| 790   | COM101   | -9888    | 1030   |
| 791   | COM102   | -9929.2  | 1030   |
| 792   | COM103   | -9970.4  | 1030   |
| 793   | COM104   | -10011.6 | 1030   |
| 794   | COM105   | -10052.8 | 1030   |
| 795   | COM106   | -10094   | 1030   |
| 796   | COM107   | -10135.2 | 1030   |
| 797   | COM108   | -10176.4 | 1030   |
| 798   | COM109   | -10217.6 | 1030   |
| 799   | COM110   | -10258.8 | 1030   |
| 800   | NC       | -10318.5 | 1030   |

| Pad # | Pad Name | X-Axis   | Y-Axis |
|-------|----------|----------|--------|
| 801   | NC       | -10389.7 | 1030   |
| 802   | NC       | -10359.7 | 833.15 |
| 803   | NC       | -10359.7 | 780.45 |
| 804   | NC       | -10359.7 | 739.25 |
| 805   | NC       | -10359.7 | 698.05 |
| 806   | NC       | -10359.7 | 656.85 |
| 807   | NC       | -10359.7 | 615.65 |
| 808   | NC       | -10359.7 | 562.95 |
| 809   | NC       | -10359.7 | 404.1  |
| 810   | NC       | -10359.7 | 351.4  |
| 811   | NC       | -10359.7 | 310.2  |
| 812   | NC       | -10359.7 | 269    |
| 813   | NC       | -10359.7 | 227.8  |
| 814   | NC       | -10359.7 | 186.6  |
| 815   | NC       | -10359.7 | 145.4  |
| 816   | NC       | -10359.7 | 104.2  |
| 817   | NC       | -10359.7 | 63     |
| 818   | NC       | -10359.7 | 21.8   |
| 819   | NC       | -10359.7 | -19.4  |
| 820   | NC       | -10359.7 | -60.6  |
| 821   | COM111   | -10359.7 | -101.8 |
| 822   | COM112   | -10359.7 | -143   |
| 823   | COM113   | -10359.7 | -184.2 |
| 824   | COM114   | -10359.7 | -225.4 |
| 825   | COM115   | -10359.7 | -266.6 |
| 826   | COM116   | -10359.7 | -307.8 |
| 827   | COM117   | -10359.7 | -349   |
| 828   | COM118   | -10359.7 | -390.2 |
| 829   | COM119   | -10359.7 | -431.4 |
| 830   | COM120   | -10359.7 | -472.6 |
| 831   | COM121   | -10359.7 | -513.8 |
| 832   | COM122   | -10359.7 | -555   |
| 833   | COM123   | -10359.7 | -596.2 |
| 834   | COM124   | -10359.7 | -637.4 |
| 835   | COM125   | -10359.7 | -678.6 |
| 836   | COM126   | -10359.7 | -719.8 |
| 837   | COM127   | -10359.7 | -761   |
| 838   | COM128   | -10359.7 | -802.2 |
| 839   | COM129   | -10359.7 | -843.4 |
| 840   | COM130   | -10359.7 | -884.6 |
| 841   | COM131   | -10359.7 | -925.8 |
| 842   | COMX     | -10359.7 | -967   |
| 843   | NC       | -10359.7 | -1060  |

Die Size: 20989um x 2250um

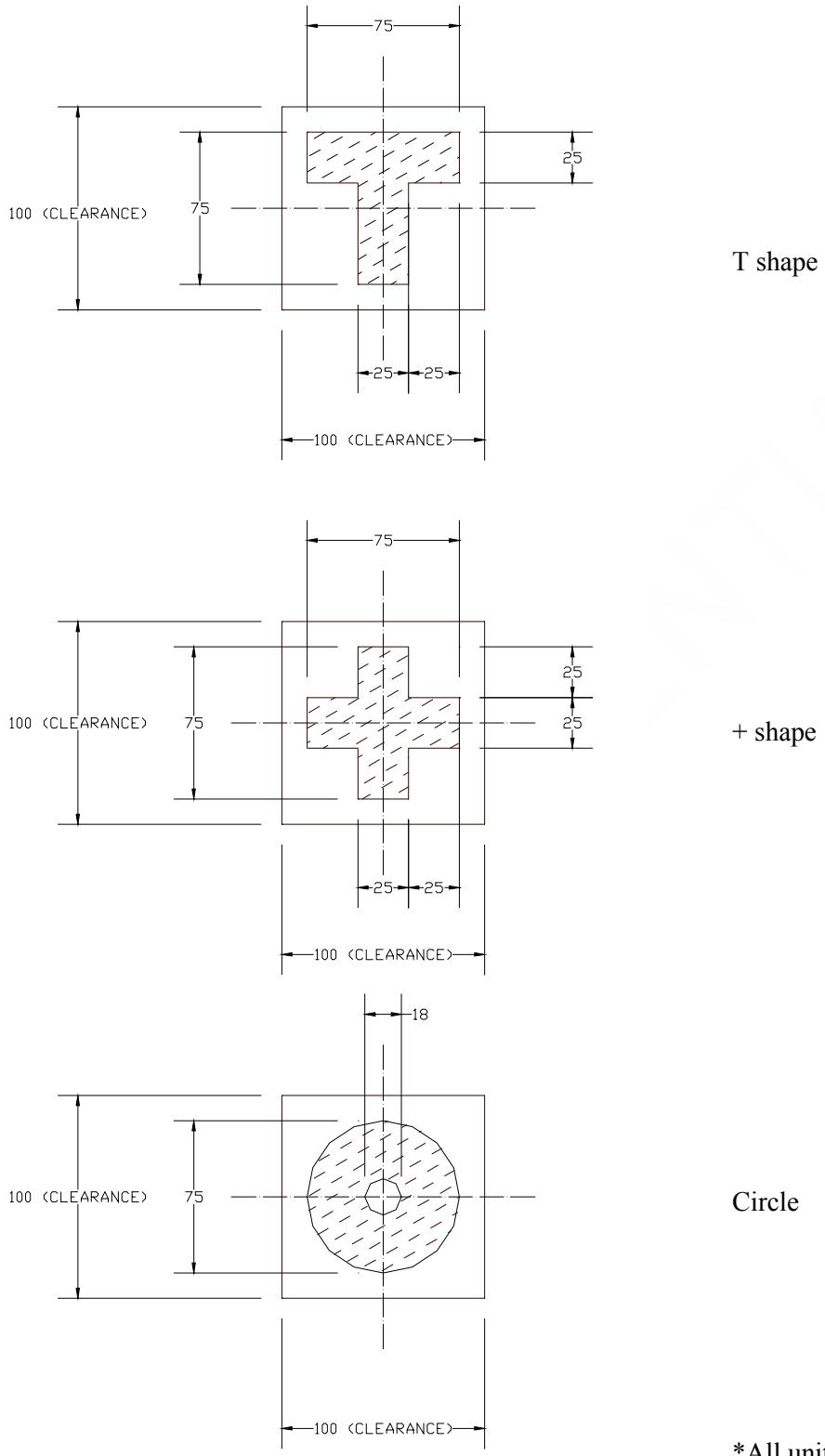
Gold Bump Face Up

Pad 1, 2, 3, ... -->

| Pad #                                | X-Dimension | Y-Dimension |
|--------------------------------------|-------------|-------------|
| 1 - 263                              | 54um        | 84um        |
| 264, 298-299, 305, 802, 808-809, 843 | 110um       | 50um        |
| 265-297, 300-304, 803-807, 810-842   | 110um       | 27um        |
| 306-307, 800-801                     | 50um        | 110um       |
| 308-799                              | 27um        | 110um       |

| Marks | X-Axis    | Y-Axis   |
|-------|-----------|----------|
| KEY_O | 9140.000  | -941.000 |
| KEY_O | -9140.000 | -941.000 |
| KEY_T | -8176.000 | 307.000  |
| KEY_X | 8176.000  | 307.000  |

**Figure 5-2 : SSD1339Z alignment mark dimensions**

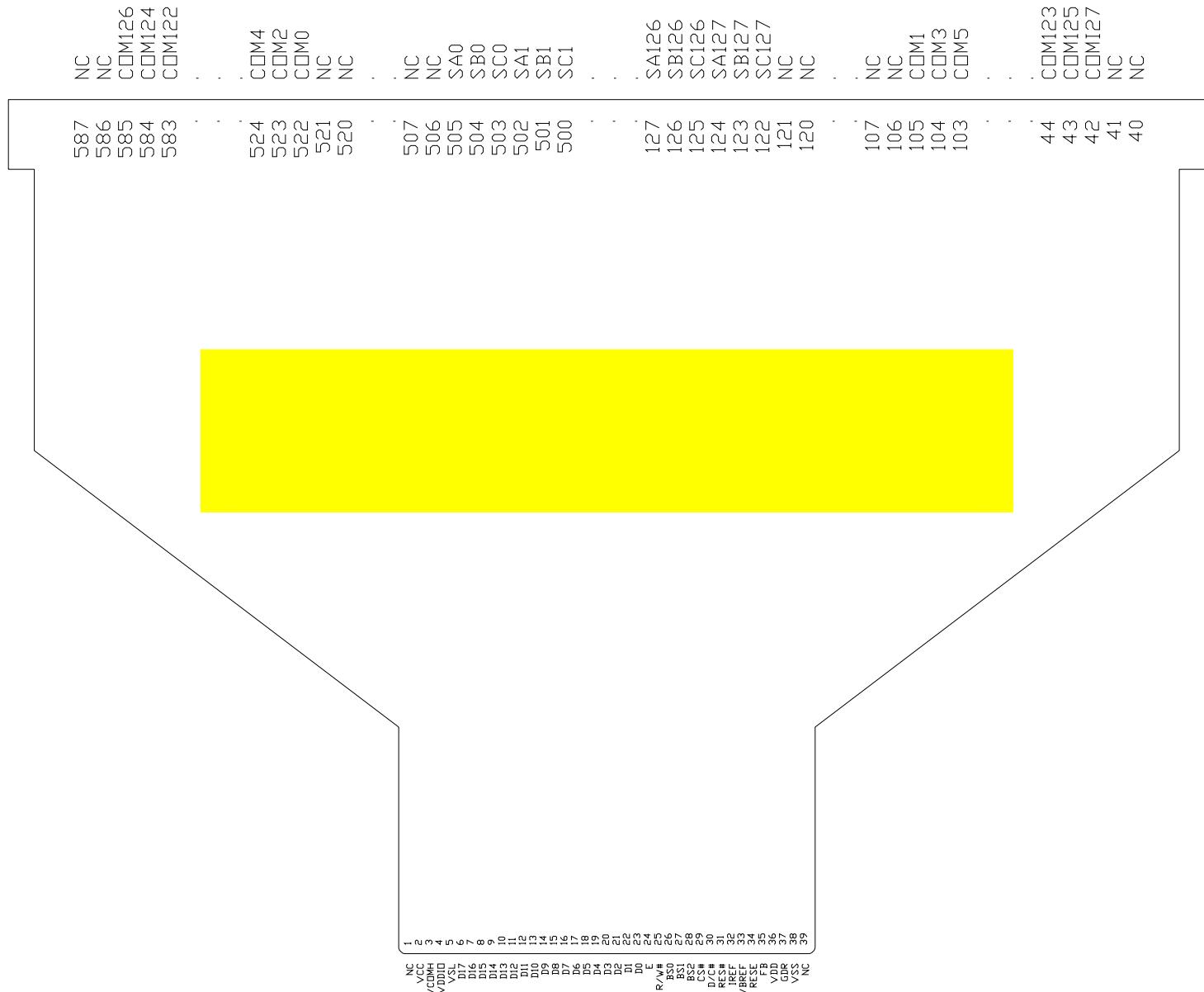


\*All units are in um

## 6 PIN ARRANGEMENT

### 6.1 SSD1339U3R1 Pin Assignment

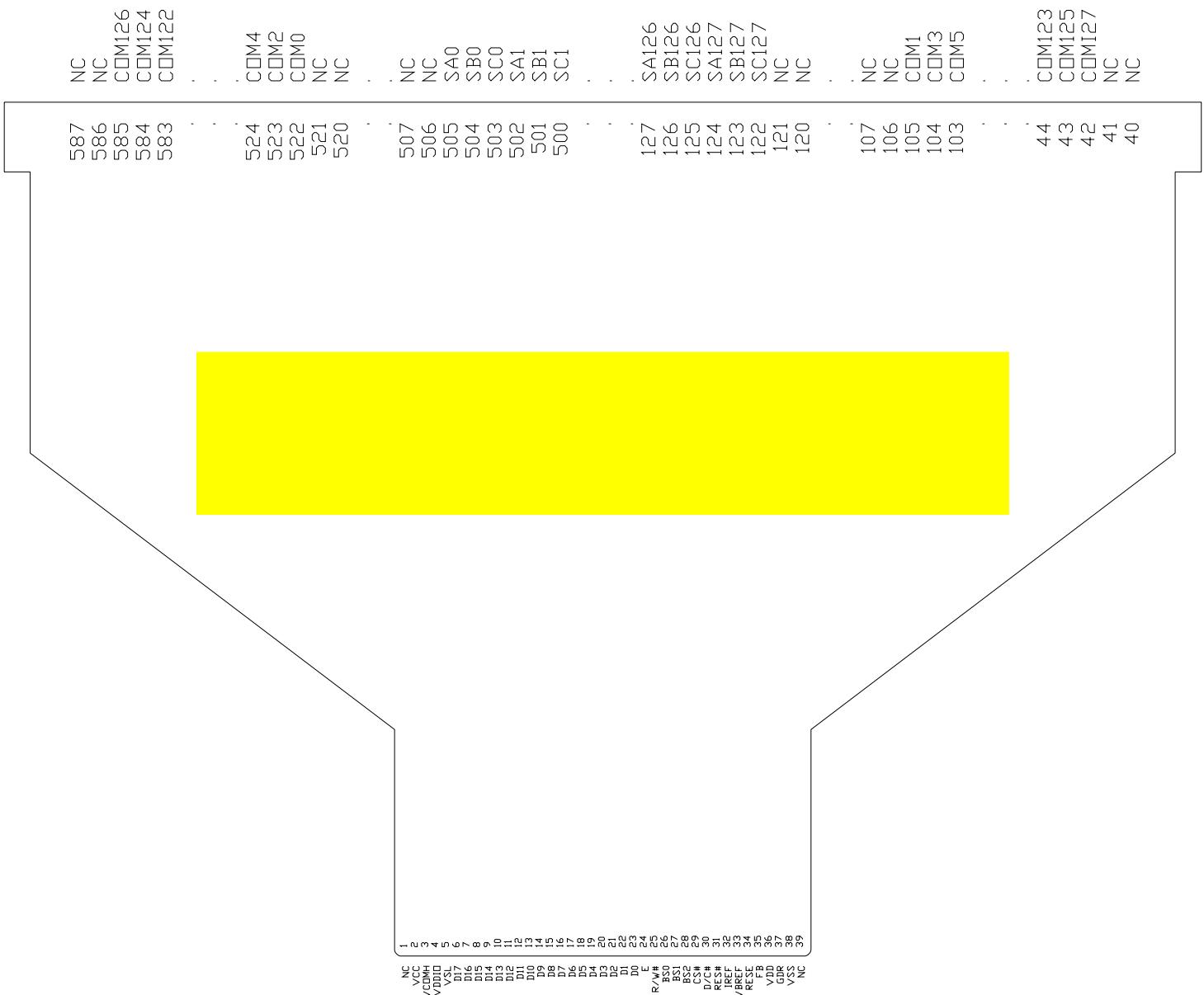
Figure 6-1 : SSD1339U3R1 pin assignment





## 6.2 SSD1339U3 Pin Assignment

Figure 6-2 : SSD1339U3 pin assignment





## 7 PIN DESCRIPTION

### Key:

I = Input  
 O = Output  
 IO = Bi-directional (input/output)  
 P = Power pin

**Table 7-1 : Pin Description**

| Pin Name          | Pin Type | Description  |
|-------------------|----------|--|
| RES#              | I        | This pin is reset signal input. When the pin is LOW, initialization of the chip is executed. Keep this pin HIGH (i.e. connect to V <sub>DDIO</sub> ) during normal operation.  |
| CS#               | I        | This pin is the chip select input. The chip is enabled for MCU communication only when CS# is pulled LOW.  |
| D/C#              | I        | This pin is Data/Command control pin. When the pin is pulled HIGH (i.e. connect to V <sub>DDIO</sub> ), the data at D[17:0] is treated as data. When the pin is pulled LOW, the data at D[17:0] will be transferred to the command register. For detail relationship to MCU interface signals, please refer to the Timing Characteristics Diagrams in Figure 13-1, Figure 13-2 and Figure 13-3.  |
| E (RD#)           | I        | This pin is MCU interface input. When interfacing to a 6800-series microprocessor, this pin will be used as the Enable (E) signal. Read/write operation is initiated when this pin is pulled HIGH (i.e. connect to V <sub>DDIO</sub> ) and the chip is selected.<br>When connecting to an 8080-microprocessor, this pin receives the Read (RD#) signal. Data read operation is initiated when this pin is pulled LOW and the chip is selected.                                       |
| R/W#(WR#)         | I        | This pin is MCU interface input. When interfacing to a 6800-series microprocessor, this pin will be used as Read/Write (R/W#) selection input. Read mode will be carried out when this pin is pulled HIGH (i.e. connect to V <sub>DDIO</sub> ) and write mode will be carried out when this pin is pulled LOW. When 8080 interface mode is selected, this pin will be the Write (WR#) input. Data write operation is initiated when this pin is pulled LOW and the chip is selected. |
| D[17:0]           | IO       | These pins are 18-bit bi-directional data bus to be connected to the microprocessor's data bus.  |
| BS[3:0]           | I        | MCU bus interface selection pins. Please refer to Table 7-2 for the details of the selection.  |
| V <sub>DDIO</sub> | P        | This pin is a power supply pin of I/O buffer. It should be connected to V <sub>DD</sub> or external source. All I/O signal should have VIH reference to V <sub>DDIO</sub> . When I/O signal pins (BS0, BS1, BS2, BS3, MS, CLS, D0-D17, control signals...) pull HIGH, they should be connected to V <sub>DDIO</sub> .  |
| V <sub>DD</sub>   | P        | Power Supply pin. It must be connected to external source.   |
| V <sub>ss</sub>   | P        | Ground. It also acts as a reference for the logic pins. It must be connected to external ground.   |
| CL                | IO       | This pin is the system clock input. When internal clock is enabled (i.e. CLS is pulled HIGH), this pin should be left open. Nothing should be connected to this pin. When internal oscillator is disabled (i.e. CLS is pulled LOW), this pin receives display clock signal from external clock source.   |
| MS                | I        | This pin must be connected to V <sub>DDIO</sub> to enable the chip.  |

| Pin Name   | Pin Type | Description  |
|--|----------|--|
| CLS  | I        | This pin is internal clock enable. When this pin is pulled HIGH (i.e. connect to V <sub>DDIO</sub> ), internal oscillator is selected.<br>The internal clock will be disabled when it is pulled LOW, an external clock source must be connected to CL pin for normal operation.  |
| V <sub>DDB</sub>                                       | P        | This is the power supply pin for the internal buffer of the DC-DC voltage converter. It must be connected to V <sub>DD</sub> when the converter is used. It is also recommended to connect this pin to V <sub>DD</sub> when the converter is not used to avoid floating node.  |
| V <sub>SSB</sub>                                       | P        | This is the GND pin for the internal buffer of the DC-DC voltage converter. It must be connected to V <sub>SS</sub> when the converter is used. It is also recommended to connect this pin to V <sub>SS</sub> when the converter is not used to avoid floating node.   |
| GDR  | O        | This output pin drives the gate of the external NMOS of the booster circuit. This pin can be left open when the converter is not used.   |
| RESE   | I        | This pin connects to the source current pin of the external NMOS of the booster circuit. This pin can be left open when the converter is not used.   |
| FB   | I        | This pin is the feedback resistor input of the booster circuit. It is used to adjust the booster output voltage level (V <sub>CC</sub> ). This pin can be left open when the converter is not used.  |
| BGGND  | P        | This is a ground pin for analog circuits. It must be connected to external ground.   |
| V <sub>BREF</sub>                                      | P        | This pin is the internal voltage reference of booster circuit. A stabilization capacitor, typ. 1uF, should be connected to V <sub>SS</sub> . This pin can be left open when the converter is not used.   |
| V <sub>CC</sub>  | P        | This is the most positive voltage supply pin of the chip. It is supplied either by external HIGH voltage source or internal booster  |
| V <sub>COMH</sub>                                      | O        | A capacitor, with recommended value 4.7uF should be connected between this pin and V <sub>SS</sub> . No external power supply is allowed to connect to this pin.   |
| V <sub>REF</sub>                                       | P        | This pin is the reference for OLED driving voltages like V <sub>PA</sub> , V <sub>PB</sub> , V <sub>PC</sub> and V <sub>COMH</sub> . It can be either supplied externally or connected to V <sub>CC</sub> (V <sub>REF</sub> ≤ V <sub>CC</sub> ).   |
| V <sub>PA</sub> , V <sub>PB</sub> ,<br>V <sub>PC</sub> | P        | These pins are the driving voltages for OLED driving segment pins SA0-SA131, SB0-SB131 and SC0-SC131 respectively. They can be supplied externally or internally generated by VP circuit. When internal VP is used, V <sub>PA</sub> , V <sub>PB</sub> , V <sub>PC</sub> pins should be left open.  |
| I <sub>REF</sub>                                       | I        | This pin is the segment output current reference pin. I <sub>SEG</sub> of each color is derived from I <sub>REF</sub><br>$I_{SEG} = (\text{Contrast} / 256) * I_{REF} * \text{scale factor}$ Contrast is set by command C1h<br>Scale factor = master current control register setting (C7h) + 1, i.e., with value from 1~16.<br>A resistor should be connected between this pin and V <sub>SS</sub> to maintain the current around 10uA. |
| VSL  | P        | This is segment voltage reference pin.<br>When external VSL is not used, this pin should be left open.<br>When external VSL is used, refer to Figure 10-6 for the pin connection.  |

| Pin Name  | Pin Type | Description   |
|---|----------|---|
| VCL   | P        | This is common voltage reference pin. This pin should be connected to V <sub>SS</sub> externally.   |
| COM0-COM131   | O        | These pins provide the Common switch signals to the OLED panel. These pins are in HIGH impedance state when display is OFF.   |
| SA0-SA131,<br>SB0-SB131,<br>SC0-SC131   | O        | These pins provide the OLED segment driving signals. These pins are in HIGH impedance state when display is OFF.<br>The 396 segment pins are divided into 3 groups, SA, SB and SC. Each group can have different color settings for color A, B and C. |
| COMX  | O        | These two pins provide the Common switch signals for soft icon line to the OLED panel. These pins are in high impedance state when display is OFF.  |
| TR0~TR8,<br>VMONA,<br>ICASA,<br>ICASB,<br>ICASC,<br>GPIO0,<br>GPIO1, M,<br>DOF# | -        | These are reserved pins. No connection is necessary and should be left open individually.   |
| NC  | -        | No connection pins. They should be left open individually.  |

**Table 7-2 : MCU Bus Interface Pin Selection**

|     | 6800-parallel interface<br>(8 bit) | 8080-parallel interface<br>(8 bit) | 6800-parallel interface<br>(16 bit) | 8080-parallel interface<br>(16 bit) | Serial interface |
|-----|------------------------------------|------------------------------------|-------------------------------------|-------------------------------------|------------------|
| BS0 | 0                                  | 0                                  | 1                                   | 1                                   | 0                |
| BS1 | 0                                  | 1                                  | 0                                   | 1                                   | 0                |
| BS2 | 1                                  | 1                                  | 1                                   | 1                                   | 0                |
| BS3 | 0                                  | 0                                  | 0                                   | 0                                   | 0                |

|     | 6800-parallel interface<br>(9 bit) | 8080-parallel interface<br>(9 bit) | 6800-parallel interface<br>(18 bit) | 8080-parallel interface<br>(18 bit) |
|-----|------------------------------------|------------------------------------|-------------------------------------|-------------------------------------|
| BS0 | 0                                  | 0                                  | 1                                   | 1                                   |
| BS1 | 0                                  | 1                                  | 0                                   | 1                                   |
| BS2 | 1                                  | 1                                  | 1                                   | 1                                   |
| BS3 | 1                                  | 1                                  | 1                                   | 1                                   |

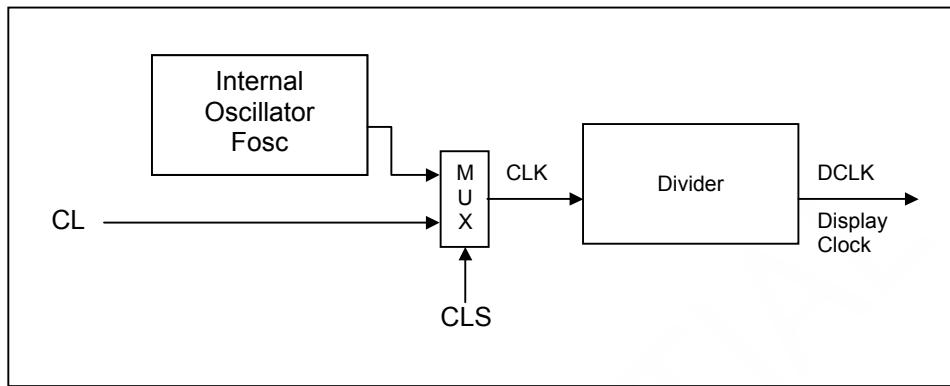
**Note**

<sup>(1)</sup> Unlike BS0, BS1 and BS2 are controlled by hardware connection, BS3 is controlled by software command, A0.

## 8 FUNCTIONAL BLOCK DISCRIPTIONS

### 8.1 Oscillator Circuit and Display Time Generator

Figure 8-1 : Oscillator Circuit



This module is an On-Chip LOW power RC oscillator circuitry. The operation clock (CLK) can be generated either from internal oscillator or external source CL pin. This selection is done by CLS pin. If CLS pin is pulled high, internal oscillator is chosen. Pulling CLS pin LOW disables internal oscillator and external clock must be connected to CL pins for proper operation. When the internal oscillator is selected, its output frequency Fosc can be changed by command B3h.

In some COF packages of SSD1339, CLS pin is tied to high internally and the internal oscillator is selected in these packages.

The display clock (DCLK) for the Display Timing Generator is derived from CLK. The division factor can be programmed from 1 to 16 by command B3h.

### 8.2 Reset Circuit

When RES# input is LOW, the chip is initialized with the following status:

1. Display is OFF
2. 132x132 Display Mode
3. Normal segment and display data column address and row address mapping (SEG0 mapped to address 00h and COM0 mapped to address 00h)
4. Shift register data clear in serial interface
5. Display start line is set at display RAM address 0
6. Column address counter is set at 0
7. Normal scan direction of the COM outputs
8. Contrast control register is set at 80h

### 8.3 Command Decoder and Command Interface

This module determines whether the input data is interpreted as data or command. Data is interpreted based upon the input of the D/C# pin.

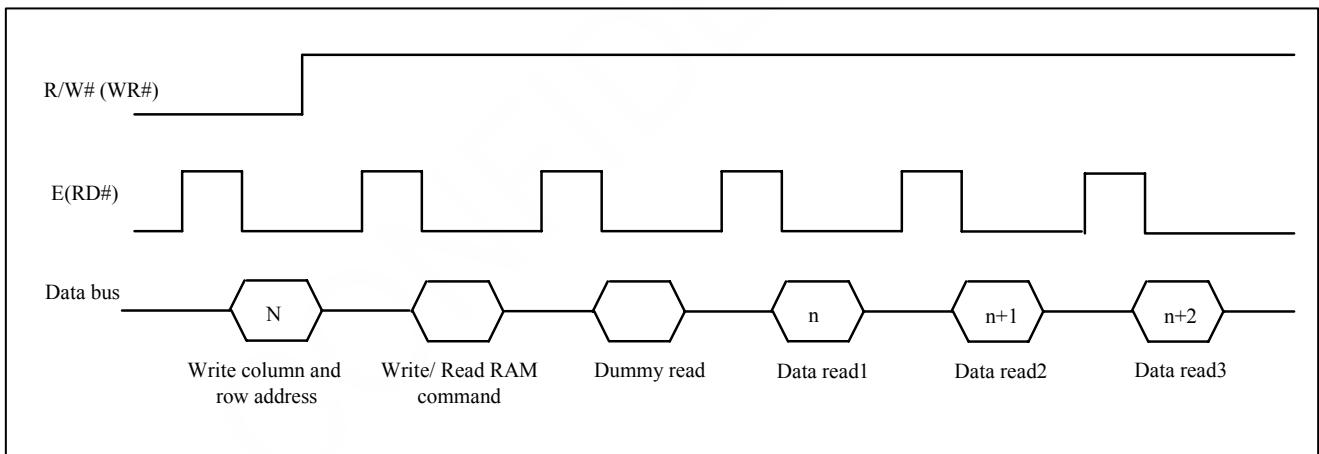
If D/C# pin is HIGH, data is written to Graphic Display Data RAM (GDDRAM). If it is LOW, the input at D[17:0] is interpreted as a Command and it will be decoded and be written to the corresponding command register.

### 8.4 MPU Parallel 6800-series Interface

The parallel interface consists of 18 bi-directional data pins (D[17:0]) or 8 bi-directional data pins (D[7:0]), R/W#(WR#), D/C#, E (RD#) and CS#. R/W#(WR#) input HIGH indicates a read operation from the Graphic Display Data RAM (GDDRAM) or the status register. RW(WR#) input LOW indicates a write operation to Display Data RAM or Internal Command Registers depending on the status of D/C# input. The E(RD#) input serves as data latch signal (clock) when HIGH provided that CS# is LOW and HIGH respectively. Refer to Figure 13-1 of parallel timing characteristics for Parallel Interface Timing Diagram of 6800-series microprocessors.

In order to match the operating frequency of display RAM with that of the microprocessor, some pipeline processing is internally performed which requires the insertion of a dummy read before the first actual display data read. This is shown in Figure 8-2 below.

**Figure 8-2 : Display data read back procedure - insertion of dummy read**



### 8.5 MPU Parallel 8080-series Interface

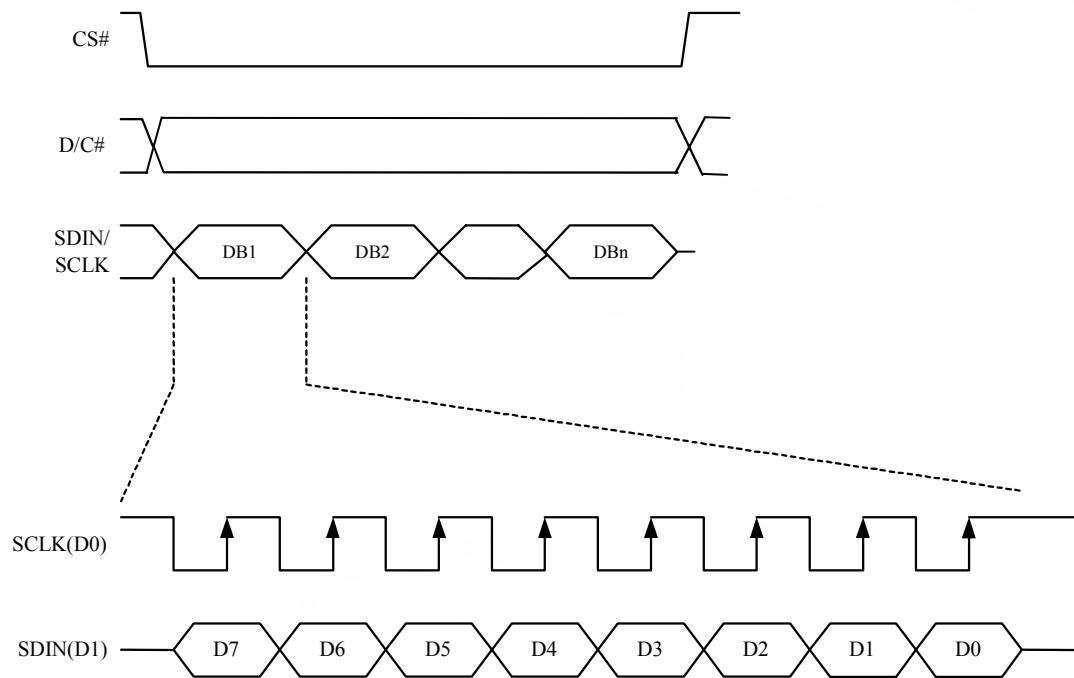
The parallel interface consists of 18 bi-directional data pins (D[17:0]) or 8 bi-directional data pins (D[7:0]), E (RD#), R/W#(WR#), D/C# and CS#. The E(RD#) input serves as data read latch signal (clock) when LOW, provided that CS# is LOW and HIGH respectively. Display data or status register read is controlled by D/C#. R/W#(WR#) input serves as data write latch signal (clock) when HIGH provided that CS# is LOW and HIGH respectively. Display data or command register write is controlled by D/C#. Refer to Figure 13-2 of parallel timing characteristics for Parallel Interface Timing Diagram of 8080-series microprocessor. Similar to 6800-series interface, a dummy read is also required before the first actual display data read.

## 8.6 MPU Serial Interface

The serial interface consists of serial clock SCLK, serial data SDIN, D/C#, CS#. In this mode, D0 acts as SCLK, D1 acts as SDIN. For the unused data pins, D2 should be left open. D3 to D17, E and R/W# pins can be connected to external ground.

SDIN is shifted into an 8-bit shift register on every rising edge of SCLK in the order of D7, D6, ... D0. D/C# is sampled on every eighth clock and the data byte in the shift register is written to the Display Data RAM or command register in the same clock.

**Figure 8-3 : Write procedure in SPI mode**



## 8.7 Graphic Display Data RAM (GDDRAM)

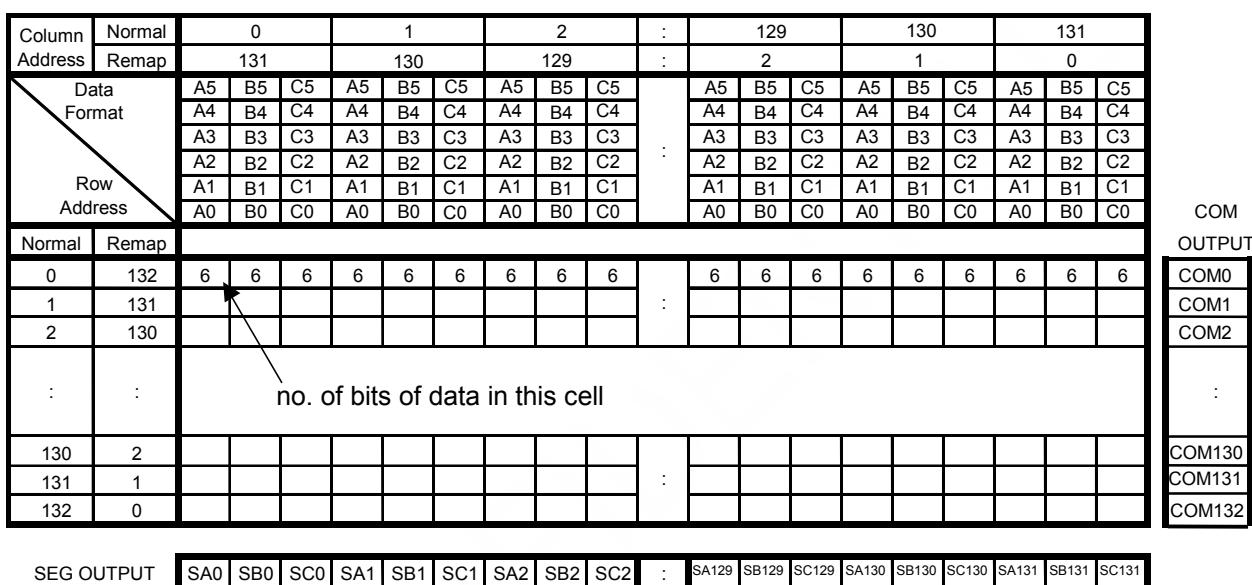
The GDDRAM is a bit mapped static RAM holding the bit pattern to be displayed. The size of the RAM is 132 x 133 x 18bits.

For mechanical flexibility, re-mapping on both Segment and Common outputs can be selected by software.

For vertical scrolling of the display, an internal register storing display start line can be set to control the portion of the RAM data to be mapped to the display.

Each pixel has 18-bit data. Each sub-pixels for color A, B and C have 6 bits. The arrangement of data pixel in graphic display data RAM is shown below.

**Figure 8-4 : Graphic Display Data RAM Structure**



### 8.7.1 Data access in 262k colors mode

In 262k colors depth mode, there are different MCU interface communication modes to access graphic display data RAM in OLED driver.

For 18 bits mode, the communication is made up of one session of 18 data bits. MCU transmits all bits to write *one* 18-bit pixel data into OLED driver. This 18-bit mode can be selected by setting the A[3] bit in command A0 to 1.

**Figure 8-5 : 262k color depth data writing sequence in 18-bit MCU interface**

|           |                |                |                |                |                |                |                |                |                |                |                |                |                |                |                |                |                |                |
|-----------|----------------|----------------|----------------|----------------|----------------|----------------|----------------|----------------|----------------|----------------|----------------|----------------|----------------|----------------|----------------|----------------|----------------|----------------|
| Bit       | 17             | 16             | 15             | 14             | 13             | 12             | 11             | 10             | 9              | 8              | 7              | 6              | 5              | 4              | 3              | 2              | 1              | 0              |
| Data bits | C <sub>5</sub> | C <sub>4</sub> | C <sub>3</sub> | C <sub>2</sub> | C <sub>1</sub> | C <sub>0</sub> | B <sub>5</sub> | B <sub>4</sub> | B <sub>3</sub> | B <sub>2</sub> | B <sub>1</sub> | B <sub>0</sub> | A <sub>5</sub> | A <sub>4</sub> | A <sub>3</sub> | A <sub>2</sub> | A <sub>1</sub> | A <sub>0</sub> |

For the 1<sup>st</sup> option of the two 16-bit modes, the communication is divided into two sessions of 16 data bits. MCU transmits two 16-bit words to write **one** 18-bit pixel data into OLED driver. Mode 1 is selected by setting A0h register A[7:6] bits to 10b. In below, A1, B1, C1 are pixel bits for color A, B and C, and “X” stands for don’t care value.

**Figure 8-6 : 262k color depth data writing sequence in 16-bit MCU interface in Option 1**

| Bit                  | 15 | 14 | 13              | 12              | 11              | 10              | 9               | 8               | 7 | 6               | 5               | 4               | 3               | 2               | 1               | 0               |
|----------------------|----|----|-----------------|-----------------|-----------------|-----------------|-----------------|-----------------|---|-----------------|-----------------|-----------------|-----------------|-----------------|-----------------|-----------------|
| 1 <sup>st</sup> word | X  | X  | X               | X               | X               | X               | X               | X               | X | C1 <sub>5</sub> | C1 <sub>4</sub> | C1 <sub>3</sub> | C1 <sub>2</sub> | C1 <sub>1</sub> | C1 <sub>0</sub> |                 |
| 2 <sup>nd</sup> word | X  | X  | B1 <sub>5</sub> | B1 <sub>4</sub> | B1 <sub>3</sub> | B1 <sub>2</sub> | B1 <sub>1</sub> | B1 <sub>0</sub> | X | X               | A1 <sub>5</sub> | A1 <sub>4</sub> | A1 <sub>3</sub> | A1 <sub>2</sub> | A1 <sub>1</sub> | A1 <sub>0</sub> |

For the 2<sup>nd</sup> option of the 16-bit modes, the communication is divided into three sessions of 16 data bits. MCU transmits three 16-bit words to write **two** 18-bit pixels data into OLED driver. Option 2 is selected by setting A0h register A[7:6] bits to 11b. In below, A1, B1, C1 are first data pixel bits, and A2, B2, C2 are second data pixel bits.

**Figure 8-7 : 262k color depth data writing sequence in 16-bit MCU interface in Option 2**

| Bit                  | 15 | 14 | 13              | 12              | 11              | 10              | 9               | 8               | 7 | 6 | 5               | 4               | 3               | 2               | 1               | 0               |
|----------------------|----|----|-----------------|-----------------|-----------------|-----------------|-----------------|-----------------|---|---|-----------------|-----------------|-----------------|-----------------|-----------------|-----------------|
| 1 <sup>st</sup> word | X  | X  | C1 <sub>5</sub> | C1 <sub>4</sub> | C1 <sub>3</sub> | C1 <sub>2</sub> | C1 <sub>1</sub> | C1 <sub>0</sub> | X | X | B1 <sub>5</sub> | B1 <sub>4</sub> | B1 <sub>3</sub> | B1 <sub>2</sub> | B1 <sub>1</sub> | B1 <sub>0</sub> |
| 2 <sup>nd</sup> word | X  | X  | A1 <sub>5</sub> | A1 <sub>4</sub> | A1 <sub>3</sub> | A1 <sub>2</sub> | A1 <sub>1</sub> | A1 <sub>0</sub> | X | X | C2 <sub>5</sub> | C2 <sub>4</sub> | C2 <sub>3</sub> | C2 <sub>2</sub> | C2 <sub>1</sub> | C2 <sub>0</sub> |
| 3 <sup>rd</sup> word | X  | X  | B2 <sub>5</sub> | B2 <sub>4</sub> | B2 <sub>3</sub> | B2 <sub>2</sub> | B2 <sub>1</sub> | B2 <sub>0</sub> | X | X | A2 <sub>5</sub> | A2 <sub>4</sub> | A2 <sub>3</sub> | A2 <sub>2</sub> | A2 <sub>1</sub> | A2 <sub>0</sub> |

For 9-bit modes, the communication is divided into two sessions of 9 data bits. MCU transmits two 9 data bits to write **one** 18-bit pixel data into OLED driver. This 9-bit mode can be selected by setting the A[3] bit in command A0 to 1.

**Figure 8-8 : 262k color depth graphic display data writing sequence in 9-bit MCU interface**

| Bit                         | 8              | 7              | 6              | 5              | 4              | 3              | 2              | 1              | 0              |
|-----------------------------|----------------|----------------|----------------|----------------|----------------|----------------|----------------|----------------|----------------|
| 1 <sup>st</sup> 9 Data bits | C <sub>5</sub> | C <sub>4</sub> | C <sub>3</sub> | C <sub>2</sub> | C <sub>1</sub> | C <sub>0</sub> | B <sub>5</sub> | B <sub>4</sub> | B <sub>3</sub> |
| 2 <sup>nd</sup> 9 Data bits | B <sub>2</sub> | B <sub>1</sub> | B <sub>0</sub> | A <sub>5</sub> | A <sub>4</sub> | A <sub>3</sub> | A <sub>2</sub> | A <sub>1</sub> | A <sub>0</sub> |

In 8-bit MCU interface, the communication session is divided into three times. MCU transmit three 8-bit bytes to write one 18-bit pixel data into OLED driver.

**Figure 8-9 : 262k color depth graphic display data writing sequence in 8-bit MCU interface**

| Bit                  | 7 | 6 | 5               | 4               | 3               | 2               | 1               | 0               |
|----------------------|---|---|-----------------|-----------------|-----------------|-----------------|-----------------|-----------------|
| 1 <sup>st</sup> byte | X | X | C1 <sub>5</sub> | C1 <sub>4</sub> | C1 <sub>3</sub> | C1 <sub>2</sub> | C1 <sub>1</sub> | C1 <sub>0</sub> |
| 2 <sup>nd</sup> byte | X | X | B1 <sub>5</sub> | B1 <sub>4</sub> | B1 <sub>3</sub> | B1 <sub>2</sub> | B1 <sub>1</sub> | B1 <sub>0</sub> |
| 3 <sup>rd</sup> byte | X | X | A1 <sub>5</sub> | A1 <sub>4</sub> | A1 <sub>3</sub> | A1 <sub>2</sub> | A1 <sub>1</sub> | A1 <sub>0</sub> |

### 8.7.2 Data access in 65k colors mode

Writing a 65K pixel in 16-bit MCU interface involves one session as follows.

**Figure 8-10 : 65k color depth graphic display data writing sequence in 16-bit MCU interface**

| Bit                  | 15              | 14              | 13              | 12              | 11              | 10              | 9               | 8               | 7               | 6               | 5               | 4               | 3               | 2               | 1               | 0               |
|----------------------|-----------------|-----------------|-----------------|-----------------|-----------------|-----------------|-----------------|-----------------|-----------------|-----------------|-----------------|-----------------|-----------------|-----------------|-----------------|-----------------|
| 1 <sup>st</sup> word | C1 <sub>4</sub> | C1 <sub>3</sub> | C1 <sub>2</sub> | C1 <sub>1</sub> | C1 <sub>0</sub> | B1 <sub>5</sub> | B1 <sub>4</sub> | B1 <sub>3</sub> | B1 <sub>2</sub> | B1 <sub>1</sub> | B1 <sub>0</sub> | A1 <sub>4</sub> | A1 <sub>3</sub> | A1 <sub>2</sub> | A1 <sub>1</sub> | A1 <sub>0</sub> |

The sequence of sending 65K color depth pixel in 8-bit MCU interface is divided into two 8-bit sessions as shown below.

**Figure 8-11 : 65k color depth graphic display data writing sequence in 8-bit MCU interface**

| Bit                  | 7               | 6               | 5               | 4               | 3               | 2               | 1               | 0               |
|----------------------|-----------------|-----------------|-----------------|-----------------|-----------------|-----------------|-----------------|-----------------|
| 1 <sup>st</sup> byte | C1 <sub>4</sub> | C1 <sub>3</sub> | C1 <sub>2</sub> | C1 <sub>1</sub> | C1 <sub>0</sub> | B1 <sub>5</sub> | B1 <sub>4</sub> | B1 <sub>3</sub> |
| 2 <sup>nd</sup> byte | B1 <sub>2</sub> | B1 <sub>1</sub> | B1 <sub>0</sub> | A1 <sub>4</sub> | A1 <sub>3</sub> | A1 <sub>2</sub> | A1 <sub>1</sub> | A1 <sub>0</sub> |

With reference to Figure 8-4 conventions, in writing the data into graphic display data RAM, the bit positions filled by the input data for each color is shown below.

**Figure 8-12 : Display data RAM writing position for color A, B and C data input in 65k color mode**

Color A

| Bit Position | A5              | A4              | A3              | A2              | A1              | A0              |
|--------------|-----------------|-----------------|-----------------|-----------------|-----------------|-----------------|
| Input Data   | A1 <sub>4</sub> | A1 <sub>3</sub> | A1 <sub>2</sub> | A1 <sub>1</sub> | A1 <sub>0</sub> | A1 <sub>4</sub> |

Color B

| Bit Position | B5              | B4              | B3              | B2              | B1              | B0              |
|--------------|-----------------|-----------------|-----------------|-----------------|-----------------|-----------------|
| Input Data   | B1 <sub>5</sub> | B1 <sub>4</sub> | B1 <sub>3</sub> | B1 <sub>2</sub> | B1 <sub>1</sub> | B1 <sub>0</sub> |

Color C

| Bit Position | C5              | C4              | C3              | C2              | C1              | C0              |
|--------------|-----------------|-----------------|-----------------|-----------------|-----------------|-----------------|
| Input Data   | C1 <sub>4</sub> | C1 <sub>3</sub> | C1 <sub>2</sub> | C1 <sub>1</sub> | C1 <sub>0</sub> | C1 <sub>4</sub> |

In data RAM, each data occupies 6-bit. However, color A and C have 5-bit length only in 65k color mode. Therefore, RAM positions A0 and C0 are empty originally. These emptied positions are filled as shown above to increase color A and C to 6-bit length in display data RAM.

### 8.7.3 Data access in 256 colors mode

In 256-color mode, each pixel is composed of 8-bit. Only 8-bit MCU interface is available to access display data RAM. The communication session is done in 1 time by writing 8-bit data into RAM.

**Figure 8-13 : 256 Color Depth Graphic Display Data Writing Sequence in 8-bit MCU Interface**

| Bit                  | 7               | 6               | 5               | 4               | 3               | 2               | 1               | 0               |
|----------------------|-----------------|-----------------|-----------------|-----------------|-----------------|-----------------|-----------------|-----------------|
| 1 <sup>st</sup> byte | C1 <sub>2</sub> | C1 <sub>1</sub> | C1 <sub>0</sub> | B1 <sub>2</sub> | B1 <sub>1</sub> | B1 <sub>0</sub> | A1 <sub>1</sub> | A1 <sub>0</sub> |

With reference to Figure 8-4 conventions, in writing the data into graphic display data RAM, the bit positions filled by the input data for each color is shown below.

**Figure 8-14 : Display data RAM writing position for color A, B and C data input in 256 color mode**

Color A

| Bit Position | A5              | A4              | A3              | A2              | A1              | A0              |
|--------------|-----------------|-----------------|-----------------|-----------------|-----------------|-----------------|
| Input Data   | A1 <sub>1</sub> | A1 <sub>0</sub> | A1 <sub>1</sub> | A1 <sub>1</sub> | A1 <sub>1</sub> | A1 <sub>1</sub> |

Color B

| Bit Position | B5              | B4              | B3              | B2              | B1              | B0              |
|--------------|-----------------|-----------------|-----------------|-----------------|-----------------|-----------------|
| Input Data   | B1 <sub>2</sub> | B1 <sub>1</sub> | B1 <sub>0</sub> | B1 <sub>2</sub> | B1 <sub>2</sub> | B1 <sub>2</sub> |

Color C

| Bit Position | C5              | C4              | C3              | C2              | C1              | C0              |
|--------------|-----------------|-----------------|-----------------|-----------------|-----------------|-----------------|
| Input Data   | C1 <sub>2</sub> | C1 <sub>1</sub> | C1 <sub>0</sub> | C1 <sub>2</sub> | C1 <sub>2</sub> | C1 <sub>2</sub> |

In data RAM, each data occupies 6-bit. However, color B and C have 3-bit length and color A has 2-bit only in 256 color mode. Therefore, RAM positions B2~B0, C2~C0 and A3~A0 are empty originally. These emptied positions are filled as shown above to increase color A, B and C to 6-bit length in display data RAM.

## 8.8 Gray Scale and Gray Scale Table

Controlling the current pulse widths from the segment driver in the current drive phase produces the gray scale display. The gray scale table stores the corresponding pulse widths (PW0 ~ PW63) of the 64 gray scale levels (GS0~GS63). The wider the pulse width, the brighter the pixel will be. Therefore, the brightness of each pixel is defined in the graphic display data RAM in term of pulse width in gray scale table.

This single gray scale table supports all the three colors A, B and C. The pulse widths are entered by software commands.

In graphic display data RAM, each color occupies 6-bit length. So color A, B and C each has 64 gray scale levels.

**Figure 8-15 : Relation between graphic data RAM value and gray scale table entry for three colors**

| Color A, B, C<br>RAM data (6 bits) | Gray Scale |
|------------------------------------|------------|
| 0                                  | GS 0       |
| 1                                  | GS 1       |
| 2                                  | GS 2       |
| 3                                  | GS 3       |
| 4                                  | GS 4       |
| :                                  | :          |
| :                                  | :          |
| :                                  | :          |
| 60                                 | GS 60      |
| 61                                 | GS 61      |
| 62                                 | GS 62      |
| 63                                 | GS 63      |

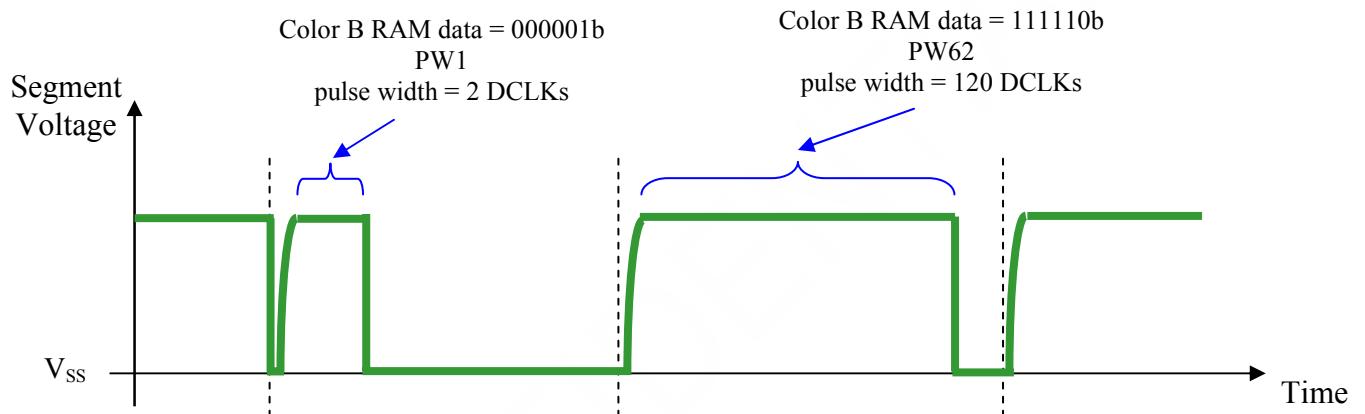
In 65k and 256 color modes, the length color data are less than 6 bits. They are expanded to 6-bit length as shown in Figure 8-12 and Figure 8-14 respectively.

The meaning of values inside data RAM with respect to the gray scale level is best to be illustrated in an example below.

**Figure 8-16 : Illustration of relation between graphic display RAM value and gray scale control**

| Gray Scale<br>(Pulse Width) | Value/DCLKs |
|-----------------------------|-------------|
| PW0                         | 0           |
| PW1                         | 2           |
| PW2                         | 5           |
| :                           | :           |
| PW62                        | 120         |
| PW63                        | 125         |

**Gray Scale  
Table**



## 8.9 Current Control and Voltage Control

This block is used to derive the incoming power sources into the different levels of internal use voltage and current.  $V_{CC}$  and  $V_{DD}$  are external power supplies.  $V_{REF}$  is reference voltage, which is used to derive driving voltage for segments and commons.  $I_{REF}$  is a reference current source for segment current drivers.

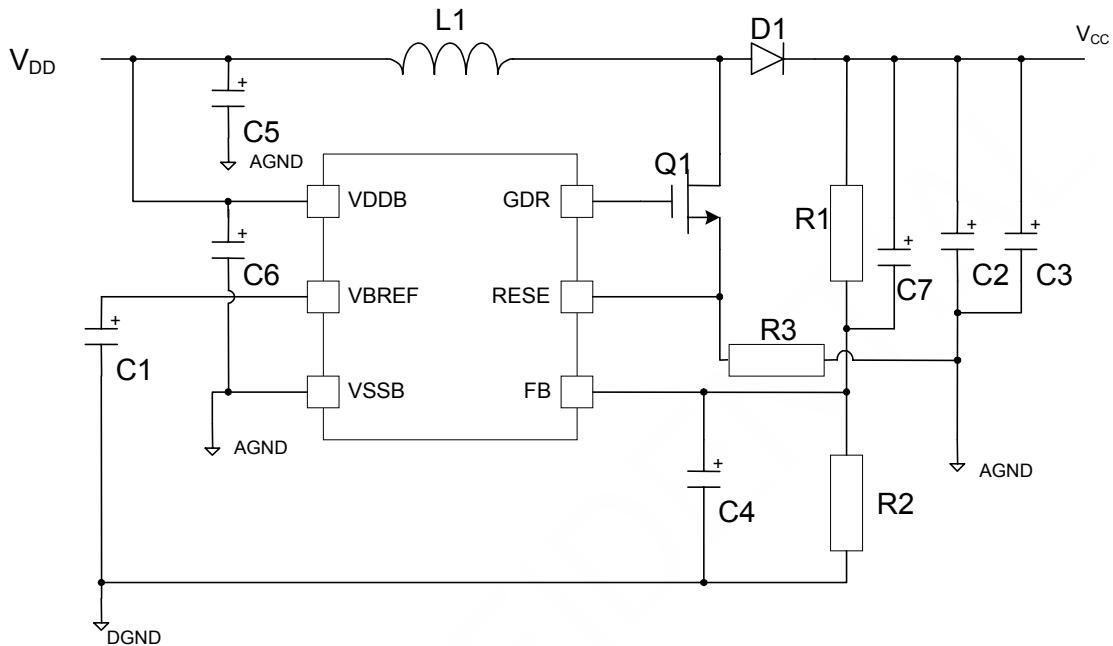
## 8.10 Segment Drivers/Common Drivers

Segment drivers deliver 396 current sources to drive OLED panel. The driving current can be adjusted from 0 to 200uA with 256 steps. Common drivers generate voltage scanning pulse.

## 8.11 DC-DC Voltage Converter

It is a switching voltage generator circuit, designed for handheld applications. In SSD1339, internal DC-DC voltage converter accompanying with an external application circuit (shown in below figure) can generate a high voltage supply  $V_{CC}$  from a LOW voltage supply input  $V_{DD}$ .  $V_{CC}$  is the voltage supply to the OLED driver block. Below application circuit is an example for the input voltage of 3V  $V_{DD}$  to generate  $V_{CC}$  of 12V @20mA ~ 30mA application.

**Figure 8-17 :DC-DC voltage converter**



### Note

<sup>(1)</sup> All paths to AGND should be connected as short as possible

Passive components selection:

| Components | Typical Value        | Remark   |
|------------|----------------------|--|
| L1         | Inductor, 22uH       | 2A   |
| D1         | Schottky diode       | 2A, 25V e.g. 1N5822  |
| Q1         | MOSFET               | N-FET with LOW $R_{DS(on)}$ and LOW $V_{th}$ voltage.<br>e.g. MGSF1N02LT1 [ON SEMICONDUCTOR] |
| R1, R2     | Resistor             | 1%, 1/10W  |
| R3         | Resistor, 1.5Ω       | 1%, 1/2W   |
| C1         | Capacitor, 1uF       | 16V  |
| C2         | Capacitor, 22uF      | LOW ESR, 25V   |
| C3         | Capacitor, 1uF       | 16V  |
| C4         | Capacitor, 10nF      | 16V  |
| C5         | Capacitor, 1 ~ 10 uF | 16V  |
| C6         | Capacitor, 0.1 ~ 1uF | 16V  |
| C7         | Capacitor, 15nF      | 16V  |

The  $V_{CC}$  output voltage level can be adjusted by changing the R1 and R2 resistor values, the reference formula is:

$$V_{CC} = 1.2 \times (R1+R2) / R2$$

## 9 COMMAND TABLE

**Table 9-1 : Command table**

(D/C# = 0, R/W#(WR#)= 0, E(RD#= 1) unless specific setting is stated

Single byte command (D/C# = 0), Multiple byte command (D/C# = 0 for first byte, D/C# = 1 for other bytes)

| Fundamental Command Table |        |                |                |                |                |                |                |                |                |  |   |
|---------------------------|--------|----------------|----------------|----------------|----------------|----------------|----------------|----------------|----------------|--|---|
| D/C#                      | Hex    | D7             | D6             | D5             | D4             | D3             | D2             | D2             | D0             | Command  | Description   |
| 0                         | 15     | 0              | 0              | 0              | 1              | 0              | 1              | 0              | 1              | Set Column Address                             | A[7:0]: Start Address. [reset=0]<br>B[7:0]: End Address. [reset=131]<br>Range from 0 to 131   |
| 1                         | A[7:0] | A <sub>7</sub> | A <sub>6</sub> | A <sub>5</sub> | A <sub>4</sub> | A <sub>3</sub> | A <sub>2</sub> | A <sub>1</sub> | A <sub>0</sub> |  |   |
| 1                         | B[7:0] | B <sub>7</sub> | B <sub>6</sub> | B <sub>5</sub> | B <sub>4</sub> | B <sub>3</sub> | B <sub>2</sub> | B <sub>1</sub> | B <sub>0</sub> |  |   |
| 0                         | 75     | 0              | 1              | 1              | 1              | 0              | 1              | 0              | 1              | Set Row Address                                | A[7:0]: Start Address. [reset=0]<br>B[7:0]: End Address. [reset=131]<br>Range from 0 to 131   |
| 1                         | A[7:0] | A <sub>7</sub> | A <sub>6</sub> | A <sub>5</sub> | A <sub>4</sub> | A <sub>3</sub> | A <sub>2</sub> | A <sub>1</sub> | A <sub>0</sub> |  |   |
| 1                         | B[7:0] | B <sub>7</sub> | B <sub>6</sub> | B <sub>5</sub> | B <sub>4</sub> | B <sub>3</sub> | B <sub>2</sub> | B <sub>1</sub> | B <sub>0</sub> |  |   |
| 0                         | 5C     | 0              | 1              | 0              | 1              | 1              | 1              | 0              | 0              | Write RAM Command                              | Enable MCU to write Data into RAM   |
| 0                         | 5D     | 0              | 1              | 0              | 1              | 1              | 1              | 0              | 1              | Read RAM Command                               | Enable MCU to read Data from RAM  |
| 0                         | A0     | 1              | 0              | 1              | 0              | 0              | 0              | 0              | 0              | Set Re-map / Color Depth(Display RAM to Panel) | A[0]=0b, Horizontal address increment [reset]<br>A[0]=1b, Vertical address increment  |
| 1                         | A[7:0] | A <sub>7</sub> | A <sub>6</sub> | A <sub>5</sub> | A <sub>4</sub> | A <sub>3</sub> | A <sub>2</sub> | A <sub>1</sub> | A <sub>0</sub> |  | A[1]=0b, Column address 0 is mapped to SEG0 [reset]<br>A[1]=1b, Column address 131 is mapped to SEG0  |
|                           |        |                |                |                |                |                |                |                |                |  | A[2]=0b, Color sequence: A → B → C [reset]<br>A[2]=1b, Color sequence is swapped: C → B → A   |
|                           |        |                |                |                |                |                |                |                |                |  | A[3]=0b, Disable 9/18-bit bus interface [reset]<br>A[3]=1b, Enable 9/18-bit bus interface   |
|                           |        |                |                |                |                |                |                |                |                |  | A[4]=0b, Scan from COM0 to COM[N -1] [reset]<br>A[4]=1b, Scan from COM[N-1] to COM0. Where N is the Multiplex ratio.  |
|                           |        |                |                |                |                |                |                |                |                |  | A[5]=0b, Disable COM Split Odd Even [reset]<br>A[5]=1b, Enable COM Split Odd Even   |
|                           |        |                |                |                |                |                |                |                |                |  | A[7:6] Set Color Depth,<br>00b 256 color<br>01b 65K color, [reset]<br>10b 262k color, 8/9/18-bit,16 bit (1 <sup>st</sup> option) MCU interface<br>11b 262k color, 16 - bit MCU interface (2 <sup>nd</sup> option) |
| 0                         | A1     | 1              | 0              | 1              | 0              | 0              | 0              | 0              | 1              | Set Display Start Line                         | Set vertical scroll by RAM from 0~131. [reset=00h]  |
| 1                         | A[7:0] | A <sub>7</sub> | A <sub>6</sub> | A <sub>5</sub> | A <sub>4</sub> | A <sub>3</sub> | A <sub>2</sub> | A <sub>1</sub> | A <sub>0</sub> |  |   |

| Fundamental Command Table |              |                     |                     |                     |                     |                     |                     |                     |                     |  |   |
|---------------------------|--------------|---------------------|---------------------|---------------------|---------------------|---------------------|---------------------|---------------------|---------------------|--|---|
| D/C#                      | Hex          | D7                  | D6                  | D5                  | D4                  | D3                  | D2                  | D2                  | D0                  | Command  | Description   |
| 0<br>1                    | A2<br>A[7:0] | 1<br>A <sub>7</sub> | 0<br>A <sub>6</sub> | 1<br>A <sub>5</sub> | 0<br>A <sub>4</sub> | 0<br>A <sub>3</sub> | 0<br>A <sub>2</sub> | 1<br>A <sub>1</sub> | 0<br>A <sub>0</sub> | Set Display Offset                                 | Set vertical scroll by Row from 0-131. [reset=00h]  |
| 0                         | A4~A7        | 1                   | 0                   | 1                   | 0                   | 0                   | 1                   | X <sub>1</sub>      | X <sub>0</sub>      | Set Display Mode                                   | A4: All OFF<br>A5: All ON (All pixels have GS15)<br>A6 : Reset to normal display [reset]<br>A7: Inverse Display (GS0 -> GS63, GS1 -> GS62, ....)  |
| 0<br>1                    | AD<br>A[7:0] | 1<br>1              | 0<br>0              | 1<br>0              | 0<br>0              | 1<br>1              | 1<br>A <sub>2</sub> | 0<br>1              | 1<br>A <sub>0</sub> | Master Configuration                               | A[0] = 0b Select external V <sub>CC</sub> supply at master ON<br>A[0] = 1b Select internal booster at master ON [reset]<br><br>A[2] = 0b Select external pre-charge voltage source<br>A[2] = 1b Select internal pre-charge voltage source [reset]   |
| 0                         | AE~AF        | 1                   | 0                   | 1                   | 0                   | 1                   | 1                   | 1                   | X <sub>0</sub>      | Set Sleep mode ON/OFF                              | AE = Sleep mode On (Display OFF)<br>AF = Sleep mode OFF (Display ON)  |
| 0<br>1                    | B0<br>A[4:0] | 1<br>0              | 0<br>0              | 1<br>0              | 1<br>A <sub>4</sub> | 0<br>A <sub>3</sub> | 0<br>A <sub>2</sub> | 0<br>A <sub>1</sub> | 0<br>A <sub>0</sub> | Power Saving Mode                                  | A[4:0]:<br>00000b = Internal VSL Normal Power [reset]<br>10010b = Power Saving with Internal VSL<br>00101b = External VSL<br>10101b = Power Saving with External VSL<br><br><b>Note</b><br><sup>(1)</sup> It is recommended to set A[4:0]=10101b (Power Saving with External VSL ) for better performance, especially when high V <sub>CC</sub> is used or high I <sub>cc</sub> is consumed.<br><br><sup>(2)</sup> When external VSL is enabled, in order to avoid distortion in display pattern, an external circuit is needed to connect between VSL and V <sub>SS</sub> as shown in Figure 10-6. |
| 0<br>1                    | B1<br>A[7:0] | 1<br>A <sub>7</sub> | 0<br>A <sub>6</sub> | 1<br>A <sub>5</sub> | 1<br>A <sub>4</sub> | 0<br>A <sub>3</sub> | 0<br>A <sub>2</sub> | 0<br>A <sub>1</sub> | 1<br>A <sub>0</sub> | Set Reset (Phase 1) /Pre-charge (Phase 2) period   | A[3:0] Phase 1 period of 1~16 DCLK(s) clocks [reset=4h]<br>A[7:4] Phase 2 period of 1~16 DCLK(s) clocks [reset=7h]  |
| 0<br>1                    | B3<br>A[7:0] | 1<br>A <sub>7</sub> | 0<br>A <sub>6</sub> | 1<br>A <sub>5</sub> | 1<br>A <sub>4</sub> | 0<br>A <sub>3</sub> | 0<br>A <sub>2</sub> | 1<br>A <sub>1</sub> | 1<br>A <sub>0</sub> | Front Clock Divider (DivSet)/ Oscillator Frequency | A[3:0] [reset=0], divide by DIVSET+1 (i.e. 1 to 16)<br>A[7:4] Oscillator frequency, frequency increase as level increase [reset=1001b]  |

| Fundamental Command Table |          |                 |                 |                 |                 |                 |                 |                 |                 |  |   |
|---------------------------|----------|-----------------|-----------------|-----------------|-----------------|-----------------|-----------------|-----------------|-----------------|--|---|
| D/C#                      | Hex      | D7              | D6              | D5              | D4              | D3              | D2              | D2              | D0              | Command                                  | Description   |
| 0                         | B8       | 1               | 0               | 1               | 1               | 1               | 0               | 0               | 0               |  | The next 32 bytes of command set the current drive pulse width of gray scale level GS1, GS3, GS5 ...GS63 as below in unit of DCLK.  |
| 1                         | A[7:0]   | A <sub>7</sub>  | A <sub>6</sub>  | A <sub>5</sub>  | A <sub>4</sub>  | A <sub>3</sub>  | A <sub>2</sub>  | A <sub>1</sub>  | A <sub>0</sub>  |  | A[7:0] : PW1, reset =1 DCLK   |
| 1                         | B[7:0]   | B <sub>7</sub>  | B <sub>6</sub>  | B <sub>5</sub>  | B <sub>4</sub>  | B <sub>3</sub>  | B <sub>2</sub>  | B <sub>1</sub>  | B <sub>0</sub>  |  | B[7:0] : PW3, reset = 5 DCLK  |
| 1                         | .        | .               | .               | .               | .               | .               | .               | .               | .               |  | C[7:0] : PW5, reset = 9 DCLK  |
| 1                         | .AE[7:0] | AE <sub>7</sub> | AE <sub>6</sub> | AE <sub>5</sub> | AE <sub>4</sub> | AE <sub>3</sub> | AE <sub>2</sub> | AE <sub>1</sub> | AE <sub>0</sub> |  | :   |
| 1                         | AF[7:0]  | AF <sub>7</sub> | AF <sub>6</sub> | AF <sub>5</sub> | AF <sub>4</sub> | AF <sub>3</sub> | AF <sub>2</sub> | AF <sub>1</sub> | AF <sub>0</sub> |  | AE[7:0] : PW61, reset = 121 DCLK<br>AF[7:0] : PW63, reset = 123 DCLK  |
|                           |          |                 |                 |                 |                 |                 |                 |                 |                 | Look Up Table for Gray Scale Pulse width | where<br>PW1 must > 0<br>PW3 must > PW1+1<br>PW5 must > PW3+1   |
|                           |          |                 |                 |                 |                 |                 |                 |                 |                 | Note                                     | ( <sup>1</sup> ) GS0 has no pre-charge and current drive stages.<br>For GS2 GS4...GS62, they are derived by driver itself with:<br>$PW_n = (PW_{n-1} + PW_{n+1})/2$<br>Max pulse width is 125 |
| 0                         | B9       | 1               | 0               | 1               | 1               | 1               | 0               | 0               | 1               | Use Built-in Linear LUT [reset= linear]  | Reset to default Look Up Table:<br>PW1 = 1<br>PW2 = 3<br>PW3 = 5<br>PW4 = 7<br>...<br>PW62 = 123<br>PW63 = 125  |
| 0                         | BB       | 1               | 0               | 1               | 1               | 1               | 0               | 1               | 1               |  | A[7:0] Pre-charge Color A [reset = 00011100b]<br>B[7:0] Pre-charge Color B [reset = 00011100b]<br>C[7:0] Pre-charge Color C [reset = 00011100b]   |
| 1                         | A[7:0]   | A <sub>7</sub>  | A <sub>6</sub>  | A <sub>5</sub>  | A <sub>4</sub>  | A <sub>3</sub>  | A <sub>2</sub>  | A <sub>1</sub>  | A <sub>0</sub>  |  | 00000000b 0.51*V <sub>REF</sub>   |
| 1                         | B[7:0]   | B <sub>7</sub>  | B <sub>6</sub>  | B <sub>5</sub>  | B <sub>4</sub>  | B <sub>3</sub>  | B <sub>2</sub>  | B <sub>1</sub>  | B <sub>0</sub>  |  | .....   |
| 1                         | C[7:0]   | C <sub>7</sub>  | C <sub>6</sub>  | C <sub>5</sub>  | C <sub>4</sub>  | C <sub>3</sub>  | C <sub>2</sub>  | C <sub>1</sub>  | C <sub>0</sub>  | Set Pre-charge voltage of Color A B C    | 00011111b 0.84*V <sub>REF</sub>   |
|                           |          |                 |                 |                 |                 |                 |                 |                 |                 |  | 1xxxxxxxxb connects to V <sub>COMH</sub>  |
| 0                         | BE       | 1               | 0               | 1               | 1               | 1               | 1               | 1               | 0               |  | A[6:0] 0000000b 0.51*V <sub>REF</sub>   |
| 1                         | A[6:0]   | *               | A <sub>6</sub>  | A <sub>5</sub>  | A <sub>4</sub>  | A <sub>3</sub>  | A <sub>2</sub>  | A <sub>1</sub>  | A <sub>0</sub>  | Set V <sub>COMH</sub>                    | .....<br>0011111b 0.84*V <sub>REF</sub> [reset]   |

| Fundamental Command Table |        |                |                |                |                |                |                |                |                |                                  |  |
|---------------------------|--------|----------------|----------------|----------------|----------------|----------------|----------------|----------------|----------------|----------------------------------|--|
| D/C#                      | Hex    | D7             | D6             | D5             | D4             | D3             | D2             | D2             | D0             | Command                          | Description  |
| 0                         | C1     | 1              | 1              | 0              | 0              | 0              | 0              | 0              | 1              | Contrast Current for Color A,B,C | A[7:0] Contrast Value Color A [reset=10000000b]<br>B[7:0] Contrast Value Color B [reset=10000000b]<br>C[7:0] Contrast Value Color C [reset=10000000b]  |
| 1                         | A[7:0] | A <sub>7</sub> | A <sub>6</sub> | A <sub>5</sub> | A <sub>4</sub> | A <sub>3</sub> | A <sub>2</sub> | A <sub>1</sub> | A <sub>0</sub> |                                  |  |
| 1                         | B[7:0] | B <sub>7</sub> | B <sub>6</sub> | B <sub>5</sub> | B <sub>4</sub> | B <sub>3</sub> | B <sub>2</sub> | B <sub>1</sub> | B <sub>0</sub> |                                  |  |
| 1                         | C[7:0] | C <sub>7</sub> | C <sub>6</sub> | C <sub>5</sub> | C <sub>4</sub> | C <sub>3</sub> | C <sub>2</sub> | C <sub>1</sub> | C <sub>0</sub> |                                  |  |
| 0                         | C7     | 1              | 1              | 0              | 0              | 0              | 1              | 1              | 1              | Master Contrast Current Control  | A[3:0] : 0000 reduce output currents for all colors to 1/16<br>0001b reduce output currents for all colors to 2/16<br>.....<br>1110b reduce output currents for all colors to 15/16<br>1111b no change [reset = 1111b] |
| 1                         | A[3:0] | *              | *              | *              | *              | A <sub>3</sub> | A <sub>2</sub> | A <sub>1</sub> | A <sub>0</sub> |                                  |  |
| 0                         | CA     | 1              | 1              | 0              | 0              | 1              | 0              | 1              | 0              |                                  | A[7:0] mux ratio 16MUX ~ 132MUX, [reset=131], (Range from 15 to 131)   |
| 1                         | A[7:0] | A <sub>7</sub> | A <sub>6</sub> | A <sub>5</sub> | A <sub>4</sub> | A <sub>3</sub> | A <sub>2</sub> | A <sub>1</sub> | A <sub>0</sub> |                                  |  |
| 0                         | E3     | 1              | 1              | 1              | 0              | 0              | 0              | 1              | 1              | NOP                              | Command for No Operation   |
| 0                         | FD     | 1              | 1              | 1              | 1              | 1              | 1              | 0              | 1              | Set Command Lock                 | A[2]: MCU protection status [reset = 12h]<br>A[2] = 0b, Unlock OLED driver IC MCU interface from entering command [reset]  |
| 1                         | A[2]   | 0              | 0              | 0              | 1              | 0              | A <sub>2</sub> | 1              | 0              |                                  | A[2] = 1b, Lock OLED driver IC MCU interface from entering command   |
|                           |        |                |                |                |                |                |                |                |                |                                  | <b>Note</b><br><sup>(1)</sup> The locked OLED driver IC MCU interface prohibits all commands and memory access except the FDh command.   |

**Table 9-2 : Graphic acceleration command**

Set (GAC) (D/C# = 0, R/W#(WR#)= 0, E(RD#) = 1) unless specific setting is stated

Single byte command (D/C# = 0), Multiple byte command (D/C# = 0 for first byte, D/C# = 1 for other bytes)

| Graphic acceleration command |        |                |                |                |                |                |                |                |                |                |  |
|------------------------------|--------|----------------|----------------|----------------|----------------|----------------|----------------|----------------|----------------|----------------|--|
| D/C#                         | Hex    | D7             | D6             | D5             | D4             | D3             | D2             | D2             | D0             | Command        | Description  |
| 0                            | 83     | 1              | 0              | 0              | 0              | 0              | 0              | 1              | 1              | Draw Line      | A[7:0] : Column Address of Start<br>B[7:0] : Row Address of Start<br>C[7:0] : Column Address of End<br>D[7:0] : Row Address of End<br>E[7:0] : Line Color - CCCCCBBB<br>F[7:0] : Line Color - BBBAAAAA<br>* A < C < 132<br>* B < D < 132   |
| 1                            | A[7:0] | A <sub>7</sub> | A <sub>6</sub> | A <sub>5</sub> | A <sub>4</sub> | A <sub>3</sub> | A <sub>2</sub> | A <sub>1</sub> | A <sub>0</sub> |                |  |
| 1                            | B[7:0] | B <sub>7</sub> | B <sub>6</sub> | B <sub>5</sub> | B <sub>4</sub> | B <sub>3</sub> | B <sub>2</sub> | B <sub>1</sub> | B <sub>0</sub> |                |  |
| 1                            | C[7:0] | C <sub>7</sub> | C <sub>6</sub> | C <sub>5</sub> | C <sub>4</sub> | C <sub>3</sub> | C <sub>2</sub> | C <sub>1</sub> | C <sub>0</sub> |                |  |
| 1                            | D[7:0] | D <sub>7</sub> | D <sub>6</sub> | D <sub>5</sub> | D <sub>4</sub> | D <sub>3</sub> | D <sub>2</sub> | D <sub>1</sub> | D <sub>0</sub> |                |  |
| 1                            | E[7:0] | E <sub>7</sub> | E <sub>6</sub> | E <sub>5</sub> | E <sub>4</sub> | E <sub>3</sub> | E <sub>2</sub> | E <sub>1</sub> | E <sub>0</sub> |                |  |
| 1                            | F[7:0] | F <sub>7</sub> | F <sub>6</sub> | F <sub>5</sub> | F <sub>4</sub> | F <sub>3</sub> | F <sub>2</sub> | F <sub>1</sub> | F <sub>0</sub> |                |  |
| 0                            | 84     | 1              | 0              | 0              | 0              | 0              | 1              | 0              | 0              | Draw Rectangle | A[7:0] : Column Address of Start<br>B[7:0] : Row Address of Start<br>C[7:0] : Column Address of End<br>D[7:0] : Row Address of End<br>E[7:0] : Line Color - CCCCCBBB<br>F[7:0] : Line Color - BBBAAAAA<br>G[7:0] : Fill Color - CCCCCBBB<br>H[7:0] : Fill Color - BBBAAAAA<br>* A < C < 132<br>* B < D < 132 |
| 1                            | A[7:0] | A <sub>7</sub> | A <sub>6</sub> | A <sub>5</sub> | A <sub>4</sub> | A <sub>3</sub> | A <sub>2</sub> | A <sub>1</sub> | A <sub>0</sub> |                |  |
| 1                            | B[7:0] | B <sub>7</sub> | B <sub>6</sub> | B <sub>5</sub> | B <sub>4</sub> | B <sub>3</sub> | B <sub>2</sub> | B <sub>1</sub> | B <sub>0</sub> |                |  |
| 1                            | C[7:0] | C <sub>7</sub> | C <sub>6</sub> | C <sub>5</sub> | C <sub>4</sub> | C <sub>3</sub> | C <sub>2</sub> | C <sub>1</sub> | C <sub>0</sub> |                |  |
| 1                            | D[7:0] | D <sub>7</sub> | D <sub>6</sub> | D <sub>5</sub> | D <sub>4</sub> | D <sub>3</sub> | D <sub>2</sub> | D <sub>1</sub> | D <sub>0</sub> |                |  |
| 1                            | E[7:0] | E <sub>7</sub> | E <sub>6</sub> | E <sub>5</sub> | E <sub>4</sub> | E <sub>3</sub> | E <sub>2</sub> | E <sub>1</sub> | E <sub>0</sub> |                |  |
| 1                            | F[7:0] | F <sub>7</sub> | F <sub>6</sub> | F <sub>5</sub> | F <sub>4</sub> | F <sub>3</sub> | F <sub>2</sub> | F <sub>1</sub> | F <sub>0</sub> |                |  |
| 1                            | G[7:0] | G <sub>7</sub> | G <sub>6</sub> | G <sub>5</sub> | G <sub>4</sub> | G <sub>3</sub> | G <sub>2</sub> | G <sub>1</sub> | G <sub>0</sub> |                |  |
| 1                            | H[7:0] | H <sub>7</sub> | H <sub>6</sub> | H <sub>5</sub> | H <sub>4</sub> | H <sub>3</sub> | H <sub>2</sub> | H <sub>1</sub> | H <sub>0</sub> |                |  |
| 0                            | 86     | 1              | 0              | 0              | 0              | 0              | 1              | 1              | 0              | Draw Circle    | A[7:0] : Column Address of Centre<br>B[7:0] : Row Address of Centre<br>C[7:0] : Radius<br>D[7:0] : Line Color - CCCCCBBB<br>E[7:0] : Line Color - BBBAAAAA<br>F[7:0] : Fill Color - CCCCCBBB<br>G[7:0] : Fill Color - BBBAAAAA   |
| 1                            | A[7:0] | A <sub>7</sub> | A <sub>6</sub> | A <sub>5</sub> | A <sub>4</sub> | A <sub>3</sub> | A <sub>2</sub> | A <sub>1</sub> | A <sub>0</sub> |                |  |
| 1                            | B[7:0] | B <sub>7</sub> | B <sub>6</sub> | B <sub>5</sub> | B <sub>4</sub> | B <sub>3</sub> | B <sub>2</sub> | B <sub>1</sub> | B <sub>0</sub> |                |  |
| 1                            | C[7:0] | C <sub>7</sub> | C <sub>6</sub> | C <sub>5</sub> | C <sub>4</sub> | C <sub>3</sub> | C <sub>2</sub> | C <sub>1</sub> | C <sub>0</sub> |                |  |
| 1                            | D[7:0] | D <sub>7</sub> | D <sub>6</sub> | D <sub>5</sub> | D <sub>4</sub> | D <sub>3</sub> | D <sub>2</sub> | D <sub>1</sub> | D <sub>0</sub> |                |  |
| 1                            | E[7:0] | E <sub>7</sub> | E <sub>6</sub> | E <sub>5</sub> | E <sub>4</sub> | E <sub>3</sub> | E <sub>2</sub> | E <sub>1</sub> | E <sub>0</sub> |                |  |
| 1                            | F[7:0] | F <sub>7</sub> | F <sub>6</sub> | F <sub>5</sub> | F <sub>4</sub> | F <sub>3</sub> | F <sub>2</sub> | F <sub>1</sub> | F <sub>0</sub> |                |  |
| 1                            | G[7:0] | G <sub>7</sub> | G <sub>6</sub> | G <sub>5</sub> | G <sub>4</sub> | G <sub>3</sub> | G <sub>2</sub> | G <sub>1</sub> | G <sub>0</sub> |                |  |
| 0                            | 8A     | 1              | 0              | 0              | 0              | 1              | 0              | 1              | 0              | Copy           | A[7:0] : Column Address of Start<br>B[7:0] : Row Address of Start<br>C[7:0] : Column Address of End<br>D[7:0] : Row Address of End<br>E[7:0] : Column Address of New Start<br>F[7:0] : Row Address of New Start<br>* A < C < 132<br>* B < D < 132  |
| 1                            | A[7:0] | A <sub>7</sub> | A <sub>6</sub> | A <sub>5</sub> | A <sub>4</sub> | A <sub>3</sub> | A <sub>2</sub> | A <sub>1</sub> | A <sub>0</sub> |                |  |
| 1                            | B[7:0] | B <sub>7</sub> | B <sub>6</sub> | B <sub>5</sub> | B <sub>4</sub> | B <sub>3</sub> | B <sub>2</sub> | B <sub>1</sub> | B <sub>0</sub> |                |  |
| 1                            | C[7:0] | C <sub>7</sub> | C <sub>6</sub> | C <sub>5</sub> | C <sub>4</sub> | C <sub>3</sub> | C <sub>2</sub> | C <sub>1</sub> | C <sub>0</sub> |                |  |
| 1                            | D[7:0] | D <sub>7</sub> | D <sub>6</sub> | D <sub>5</sub> | D <sub>4</sub> | D <sub>3</sub> | D <sub>2</sub> | D <sub>1</sub> | D <sub>0</sub> |                |  |
| 1                            | E[7:0] | E <sub>7</sub> | E <sub>6</sub> | E <sub>5</sub> | E <sub>4</sub> | E <sub>3</sub> | E <sub>2</sub> | E <sub>1</sub> | E <sub>0</sub> |                |  |
| 1                            | F[7:0] | F <sub>7</sub> | F <sub>6</sub> | F <sub>5</sub> | F <sub>4</sub> | F <sub>3</sub> | F <sub>2</sub> | F <sub>1</sub> | F <sub>0</sub> |                |  |

| Graphic acceleration command |        |                |                |                |                |                |                |                |                |                       |   |
|------------------------------|--------|----------------|----------------|----------------|----------------|----------------|----------------|----------------|----------------|-----------------------|---|
| D/C#                         | Hex    | D7             | D6             | D5             | D4             | D3             | D2             | D2             | D0             | Command               | Description   |
| 0                            | 8C     | 1              | 0              | 0              | 0              | 1              | 1              | 0              | 0              | Dim Window            | A[7:0] : Column Address of Start<br>B[7:0] : Row Address of Start<br>C[7:0] : Column Address of End<br>D[7:0] : Row Address of End<br>* A < C < 132<br>* B < D < 132  |
| 1                            | A[7:0] | A <sub>7</sub> | A <sub>6</sub> | A <sub>5</sub> | A <sub>4</sub> | A <sub>3</sub> | A <sub>2</sub> | A <sub>1</sub> | A <sub>0</sub> |                       |   |
| 1                            | B[7:0] | B <sub>7</sub> | B <sub>6</sub> | B <sub>5</sub> | B <sub>4</sub> | B <sub>3</sub> | B <sub>2</sub> | B <sub>1</sub> | B <sub>0</sub> |                       |   |
| 1                            | C[7:0] | C <sub>7</sub> | C <sub>6</sub> | C <sub>5</sub> | C <sub>4</sub> | C <sub>3</sub> | C <sub>2</sub> | C <sub>1</sub> | C <sub>0</sub> |                       |   |
| 1                            | D[7:0] | D <sub>7</sub> | D <sub>6</sub> | D <sub>5</sub> | D <sub>4</sub> | D <sub>3</sub> | D <sub>2</sub> | D <sub>1</sub> | D <sub>0</sub> |                       |   |
| 0                            | 8E     | 1              | 0              | 0              | 0              | 1              | 1              | 1              | 0              | Clear Window          | A[7:0] : Column Address of Start<br>B[7:0] : Row Address of Start<br>C[7:0] : Column Address of End<br>D[7:0] : Row Address of End<br>* A < C < 132<br>* B < D < 132  |
| 1                            | A[7:0] | A <sub>7</sub> | A <sub>6</sub> | A <sub>5</sub> | A <sub>4</sub> | A <sub>3</sub> | A <sub>2</sub> | A <sub>1</sub> | A <sub>0</sub> |                       |   |
| 1                            | B[7:0] | B <sub>7</sub> | B <sub>6</sub> | B <sub>5</sub> | B <sub>4</sub> | B <sub>3</sub> | B <sub>2</sub> | B <sub>1</sub> | B <sub>0</sub> |                       |   |
| 1                            | C[7:0] | C <sub>7</sub> | C <sub>6</sub> | C <sub>5</sub> | C <sub>4</sub> | C <sub>3</sub> | C <sub>2</sub> | C <sub>1</sub> | C <sub>0</sub> |                       |   |
| 1                            | D[7:0] | D <sub>7</sub> | D <sub>6</sub> | D <sub>5</sub> | D <sub>4</sub> | D <sub>3</sub> | D <sub>2</sub> | D <sub>1</sub> | D <sub>0</sub> |                       |   |
| 0                            | 92     | 1              | 0              | 0              | 1              | 0              | 0              | 1              | 0              | Fill Enable / Disable | A0 0b : Disable Fill for Draw Rectangle/Circle Command [reset]<br>1b : Enable Fill for Draw Rectangle/Circle Command<br>A4 0b : Disable reverse copy, reset]<br>1b : Enable reverse during copying.<br>A5 0b : Disable x-wrap, [reset]<br>1b : Enable wrap around in x-direction during copying |
| 1                            | A[5:0] | *              | *              | A <sub>5</sub> | A <sub>4</sub> | A <sub>3</sub> | A <sub>2</sub> | A <sub>1</sub> | A <sub>0</sub> |                       |   |
|                              |        |                |                |                |                |                |                |                |                |                       |   |
|                              |        |                |                |                |                |                |                |                |                |                       |   |
|                              |        |                |                |                |                |                |                |                |                |                       |   |
| 0                            | 96     | 1              | 0              | 0              | 1              | 0              | 1              | 1              | 0              | Horizontal Scroll     | A[7:0] : 1~124 horizontal offset in number of Column<br>Invalid entry for value larger than 124<br>0 no horizontal scroll   |
| 1                            | A[7:0] | A <sub>7</sub> | A <sub>6</sub> | A <sub>5</sub> | A <sub>4</sub> | A <sub>3</sub> | A <sub>2</sub> | A <sub>1</sub> | A <sub>0</sub> |                       |   |
| 1                            | B[7:0] | B <sub>7</sub> | B <sub>6</sub> | B <sub>5</sub> | B <sub>4</sub> | B <sub>3</sub> | B <sub>2</sub> | B <sub>1</sub> | B <sub>0</sub> |                       |   |
| 1                            | C[7:0] | C <sub>7</sub> | C <sub>6</sub> | C <sub>5</sub> | C <sub>4</sub> | C <sub>3</sub> | C <sub>2</sub> | C <sub>1</sub> | C <sub>0</sub> |                       |   |
| 1                            | D[7:0] | D <sub>7</sub> | D <sub>6</sub> | D <sub>5</sub> | D <sub>4</sub> | D <sub>3</sub> | D <sub>2</sub> | D <sub>1</sub> | D <sub>0</sub> |                       |   |
| 1                            | E[1:0] | *              | *              | *              | *              | *              | *              | *              | E <sub>1</sub> |                       |   |
|                              |        |                |                |                |                |                |                |                |                |                       |   |
|                              |        |                |                |                |                |                |                |                |                |                       |   |
|                              |        |                |                |                |                |                |                |                |                |                       |   |
| 0                            | 9E     | 1              | 0              | 0              | 1              | 1              | 1              | 1              | 0              | Stop Moving           | Stop horizontal scroll  |
| 0                            | 9F     | 1              | 0              | 0              | 1              | 1              | 1              | 1              | 1              | Start Moving          | Start horizontal scroll   |

**Table 9-3 : Read Command Table**

(D/C#=0, R/W# (WR#)=1, E (RD#=1 for 6800 or E (RD#=0 for 8080)

| Bit Pattern   | Command              | Description  |
|---|----------------------|--|
| D <sub>7</sub> D <sub>6</sub> D <sub>5</sub> D <sub>4</sub> D <sub>3</sub> D <sub>2</sub> D <sub>1</sub> D <sub>0</sub> | Status Register Read | D[7] : “1” for Command lock<br>D[6] : “1” for display OFF / “0” for display ON<br>D[5] : Reserve<br>D[4] : Reserve<br>D[3] : Reserve<br>D[2] : Reserve<br>D[1] : Reserve<br>D[0] : Reserve |

**Note**

<sup>(1)</sup> Patterns other than that given in Command Table are prohibited to enter to the chip as a command; otherwise, unexpected result will occur.

**9.1 Data Read / Write**

To read data from the GDDRAM, input HIGH to R/W# (WR#) pin and D/C# pin for 6800-series parallel mode, LOW to E (RD#) pin and HIGH to D/C# pin for 8080-series parallel mode. No data read is provided in serial mode operation.

In normal data read mode, GDDRAM column address pointer will be increased by one automatically after each data read.

Also, a dummy read is required before the first data read. To write data to the GDDRAM, input LOW to R/W# (WR#) pin and HIGH to D/C# pin for 6800-series parallel mode AND 8080-series parallel mode. For serial interface mode, it is always in write mode. GDDRAM column address pointer will be increased by one automatically after each data write.

**Table 9-4 : Address increment table (Automatic)**

| D/C# | R/W# (WR#) | Comment       | Address Increment |
|------|------------|---------------|-------------------|
| 0    | 0          | Write Command | No                |
| 0    | 1          | Read Status   | No                |
| 1    | 0          | Write Data    | Yes               |
| 1    | 1          | Read Data     | Yes               |

## 10 COMMAND DESCRIPTIONS

### 10.1 Fundamental Commands

#### 10.1.1 Set Column Address (15h)

This command specifies column start address and end address of the display data RAM. This command also sets the column address pointer to column start address. This pointer is used to define the current read/write column address in graphic display data RAM. If horizontal address increment mode is enabled by command A0h, after finishing read/write one column data, it is incremented automatically to the next column address. Whenever the column address pointer finishes accessing the end column address, it is reset back to start column address.

#### 10.1.2 Set Row Address (75h)

This command specifies row start address and end address of the display data RAM. This command also sets the row address pointer to row start address. This pointer is used to define the current read/write row address in graphic display data RAM. If vertical address increment mode is enabled by command A0h, after finishing read/write one row data, it is incremented automatically to the next row address. Whenever the row address pointer finishes accessing the end row address, it is reset back to start row address.

For example, column start address is set to 2 and column end address is set to 129, row start address is set to 1 and row end address is set to 130. Horizontal address increment mode is enabled by command A0h. In this case, the graphic display data RAM column accessible range is from column 2 to column 129 and from row 1 to row 130 only. In addition, the column address pointer is set to 2 and row address pointer is set to 1. After finishing read/write one pixel of data, the column address is increased automatically by 1 to access the next RAM location for next read/write operation. Whenever the column address pointer finishes accessing the end column 129, it is reset back to column 2 and row address is automatically increased by 1. While the end row 130 and end column 129 RAM location is accessed, the row address is reset back to 1. The diagram below shows the way of column and row address pointer movement for this example.

**Figure 10-1 : Example of column and row address pointer movement**

|         | Col 0 | Col 1 | Col 2 | ..... | ..... | Col129 | Col130 | Col131 |
|---------|-------|-------|-------|-------|-------|--------|--------|--------|
| Row 0   |       |       |       |       |       |        |        |        |
| Row 1   |       |       |       |       |       |        |        |        |
| Row 2   |       |       |       |       |       |        |        |        |
| :       |       |       |       |       |       |        |        |        |
| :       |       |       |       |       |       |        |        |        |
| :       |       |       |       |       |       |        |        |        |
| Row 129 |       |       |       |       |       |        |        |        |
| Row 130 |       |       |       |       |       |        |        |        |
| Row 131 |       |       |       |       |       |        |        |        |

The diagram illustrates the movement of the column and row address pointers across a 131x132 grid of memory locations. The grid is defined by 131 columns (labeled Col 0 to Col 130) and 132 rows (labeled Row 0 to Row 131). The column address pointer starts at Col 2 and moves horizontally to Col 129. After reaching Col 129, it loops back to Col 2. The row address pointer starts at Row 1 and moves vertically to Row 130. After reaching Row 130, it loops back to Row 1. Green arrows indicate the movement of both pointers, showing the sequence of memory locations accessed during the read/write operation.

### 10.1.3 Write RAM Command (5Ch)

After this single byte command, data entries will be written into the display RAM until another command is written. Address pointer is increased accordingly. This command must be sent before write data into RAM.

### 10.1.4 Read RAM Command (5Dh)

After this single byte command, data is read from display RAM until another command is written. Address pointer is increased accordingly. This command must be sent before read data from RAM.

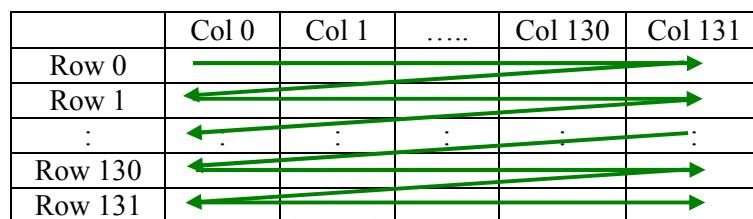
### 10.1.5 Set Re-map & Color Depth (A0h)

This command has multiple configurations and each bit setting is described as follows.

- Address increment mode (A[0])

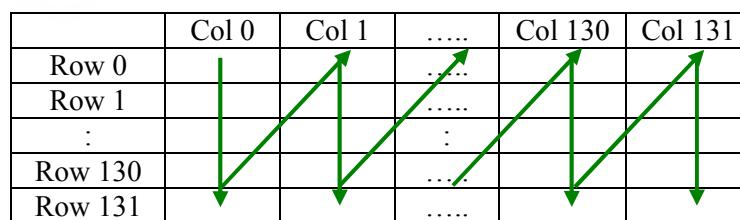
When it is set to 0, the driver is set as horizontal address increment mode. After the display RAM is read/written, the column address pointer is increased automatically by 1. If the column address pointer reaches column end address, the column address pointer is reset to column start address and row address pointer is increased by 1. The sequence of movement of the row and column address point for horizontal address increment mode is shown in Figure 10-2.

**Figure 10-2 : Address pointer movement of horizontal address increment mode**



When A[0] is set to 1, the driver is set to vertical address increment mode. After the display RAM is read/written, the row address pointer is increased automatically by 1. If the row address pointer reaches the row end address, the row address pointer is reset to row start address and column address pointer is increased by 1. The sequence of movement of the row and column address point for vertical address increment mode is shown in Figure 10-3.

**Figure 10-3 : Address pointer movement of vertical address increment mode**



- Column Address Mapping (A[1])

This command bit is made for flexible layout of segment signals in OLED module with segment arranged from left to right or vice versa.

- Color Remap (A[2])

This command bit is made for flexible layout of color sequence A → B → C or C → B → A.

- MCU interface selection (A[3])

This command bit is made for setting the 6800 or 8080 parallel bus interface for either 8/16-bit or 9/18-bit.

- COM Remap (A[4])

This bit determines the scanning direction of the common for flexible layout of common signals in OLED module either from up to down or vice versa.

- Odd even split of COM pins (A[5])

This bit can set the odd even arrangement of COM pins.

A[5] = 0: Disable COM split odd even, pin assignment of common is in sequential as  
COM131 COM129 .... COM 33 COM32..SC131..SA0..COM0 COM1.... COM30 COM31

A[5] = 1: Enable COM split odd even, pin assignment of common is in odd even split as  
COM131 COM129.... COM3 COM1..SC131..SA0..COM0 COM2.... COM60 COM62

- Display color mode (A[7:6])

Select either 262k, 65k or 256 color mode.

In 262k colors mode, if 16-bit MCU interface is selected, there are two communication modes. In mode 1, one pixel data is transmitted in two 16-bit words. In mode 2, one communication session is consisted of three 16-bit words to transmit two pixel data. Please refer to section 8.7.1 “Data access in 262k colors mode” for details. In all other 8/9/18-bit parallel or SPI MCU interfaces, there is no difference between mode 1 and mode 2 selections.

The display RAM data format in different mode is described in section 8.7 “Graphic Display Data RAM (GDDRAM)”.

### 10.1.6 Set Display Start Line (A1h)

This command is to set Display Start Line register to determine starting address of display RAM to be displayed by selecting a value from 0 to 131. The figure below shows an example of this command. In there, “Row” means the graphic display data RAM row.

**Figure 10-4 : Example of set display start line with no remap**

|         | 132    | 132    | 130    | 130    | Mux ratio          |
|---------|--------|--------|--------|--------|--------------------|
| COM Pin | 0      | 4      | 0      | 4      | Display start line |
| COM0    | Row0   | Row4   | Row0   | Row4   |                    |
| COM1    | Row1   | Row5   | Row1   | Row5   |                    |
| COM2    | Row2   | Row6   | Row2   | Row6   |                    |
| COM3    | Row3   | Row7   | Row3   | Row7   |                    |
| :       | :      | :      | :      | :      |                    |
| :       | :      | :      | :      | :      |                    |
| COM125  | Row125 | Row129 | Row125 | Row129 |                    |
| COM126  | Row126 | Row130 | Row126 | Row130 |                    |
| COM127  | Row127 | Row131 | Row127 | Row131 |                    |
| COM128  | Row128 | Row0   | Row128 | Row0   |                    |
| COM129  | Row129 | Row1   | Row129 | Row1   |                    |
| COM130  | Row130 | Row2   | -      | -      |                    |
| COM131  | Row131 | Row3   | -      | -      |                    |

### 10.1.7 Set Display Offset (A2h)

This command specifies the mapping of display start line (it is assumed that COM0 is the display start line, display start line register equals to 0) to one of COM0-131. The figure below shows an example of this command. In there, “Row” means the graphic display data RAM row.

**Figure 10-5 : Example of set display offset with no remap**

|         | 132    | 132    | 130    | 130    | Mux ratio      |
|---------|--------|--------|--------|--------|----------------|
| COM Pin | 0      | 4      | 0      | 4      | Display offset |
| COM0    | Row0   | Row4   | Row0   | Row4   |                |
| COM1    | Row1   | Row5   | Row1   | Row5   |                |
| COM2    | Row2   | Row6   | Row2   | Row6   |                |
| COM3    | Row3   | Row7   | Row3   | Row7   |                |
| :       | :      | :      | :      | :      |                |
| :       | :      | :      | :      | :      |                |
| COM125  | Row125 | Row129 | Row125 | Row129 |                |
| COM126  | Row126 | Row130 | Row126 | -      |                |
| COM127  | Row127 | Row131 | Row127 | -      |                |
| COM128  | Row128 | Row0   | Row128 | Row0   |                |
| COM129  | Row129 | Row1   | Row129 | Row1   |                |
| COM130  | Row130 | Row2   | -      | Row2   |                |
| COM131  | Row131 | Row3   | -      | Row3   |                |

### 10.1.8 Set Display Mode (A4h ~ A7h)

These are single byte command and they are used to set Normal Display, Entire Display ON, Entire Display OFF and Inverse Display.

- Set Entire Display ON (A5h)  
Forces the entire display to be at “GS63” regardless of the contents of the display data RAM.
- Set Entire Display OFF (A4h)  
Forces the entire display to be at gray level “GS0” regardless of the contents of the display data RAM.
- Inverse Display (A7h)  
The gray level of display data are swapped such that “GS0” <-> “GS63”, “GS1” <-> “GS62”, ....
- Normal Display (A6h)  
Reset the above effect and turn the data to ON at the corresponding gray level.

### 10.1.9 Master Configuration (ADh)

This command contains multiple bits to control several functionalities of the driver.

- Select DC-DC converter (A[0])  
0 = Disable selection of DC-DC converter and V<sub>CC</sub> is supplied externally.  
1 [reset] = Enable selection of DC-DC converter to supply high voltage to V<sub>CC</sub>. The output voltage of the converter is set by values of external resistors. Please refer to section “DC-DC Voltage Converter” for details.
- Select V<sub>COMH</sub> supply (A[1])  
0 = Select external V<sub>COMH</sub> voltage from V<sub>COMH</sub> pin for the common waveform high voltage level supply.  
It is recommended to set the voltage of V<sub>COMH</sub> such that the OLED pixel diode is not turned ON (prefer in reverse bias state) when the segment pin is either driven to V<sub>PA</sub>, V<sub>PB</sub> or V<sub>PC</sub> level.

- 1 = Select internal  $V_{COMH}$  voltage generated by regulator from  $V_{REF}$ . The level of  $V_{COMH}$  can be programmed by command BEh.
- Select pre-charge voltage supply (A[2])
    - 0 = Select pre-charge voltage sources from external pins  $V_{PA}$ ,  $V_{PB}$ ,  $V_{PC}$  for color A, B and C respectively.
    - 1 = Select pre-charge voltage supply internally. The level of  $V_{PA}$ ,  $V_{PB}$ ,  $V_{PC}$  can be set by command BBh for color A, B and C respectively.

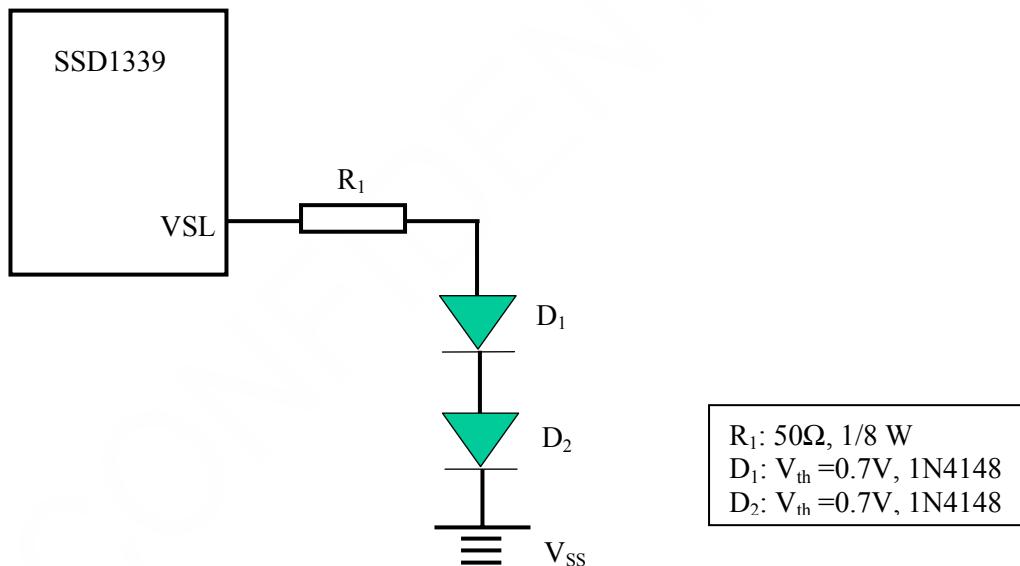
#### 10.1.10 Set Sleep mode ON/OFF (AEh/AFh)

These single byte commands are used to turn the OLED panel display ON or OFF. When the display is ON, the selected circuits by Set Master Configuration command will be turned ON. When the display is OFF, those circuits will be turned OFF and the segment and common output are in high impedance state.

#### 10.1.11 Power Saving Mode (B0h)

This command is used in selecting normal powering mode or power saving mode, as well as to enable or disable external VSL. The following connection is recommended when external VSL is enabled.

**Figure 10-6 : Recommended external VSL pin connection**



It should be noticed that the VSL pin must not be left open when B0h command is set to “External VSL (0000 0101b)” or “Power Saving with External VSL (00010101b)”, otherwise distortion in display pattern may occur.

#### 10.1.12 Set Reset (Phase 1)/ Pre-charge (Phase 2) period (B1h)

This command sets the length of phase 1 and 2 of segment waveform of the driver.

- Phase 1 (A[3:0]): Set the period from 1 to 16 in the unit of DCLKs. A larger capacitance of the OLED pixel may require longer period to discharge the previous data charge completely.
- Phase 2 (A[7:4]): Set the period from 1 to 16 in the unit of DCLKs. A longer period is needed to charge up a larger capacitance of the OLED pixel to the target voltage  $V_{PA}$ ,  $V_{PB}$ ,  $V_{PC}$  for color A, B and C respectively.

### 10.1.13 Front Clock Divider (DivSet)/ Oscillator Frequency (B3h)

This command consists of two functions:

- Display Clock Divide Ratio (A[3:0])

Set the divide ratio to generate DCLK (Display Clock) from CLK. The divide ratio is from 1 to 16, with reset value = 1. Please refer to section “Oscillator Circuit and Display Time Generator” for the details of DCLK and CLK.

- Oscillator Frequency (A[7:4])

Program the oscillator frequency Fosc which is the source of CLK if CLS pin is pulled HIGH. The 4-bit value results in 16 different frequency setting available as shown below. The default value is 1101b.

### 10.1.14 Look Up Table for Gray Scale Pulse width (B8h)

This command is used to set the gray scale table for the display. Except gray scale entry 0, which is zero as it has no pre-charge and current drive, each odd entry gray scale level is programmed in the length of current drive stage pulse width with unit of DCLK. The longer the length of the pulse width, the brighter is the OLED pixel when it's turned ON. Please refer to section “Graphic Display Data RAM (GDDRAM)” for more detailed explanation of relation of display data RAM, gray scale table and the pixel brightness.

Following the command B8h, the user has to set the pulse width from PW1, PW3, PW5, ..., PW59, PW61, PW63 one by one in sequence and complies the following conditions.

$$PW1 > 0; PW3 > PW1 + 1; PW5 > PW3 + 1; \dots$$

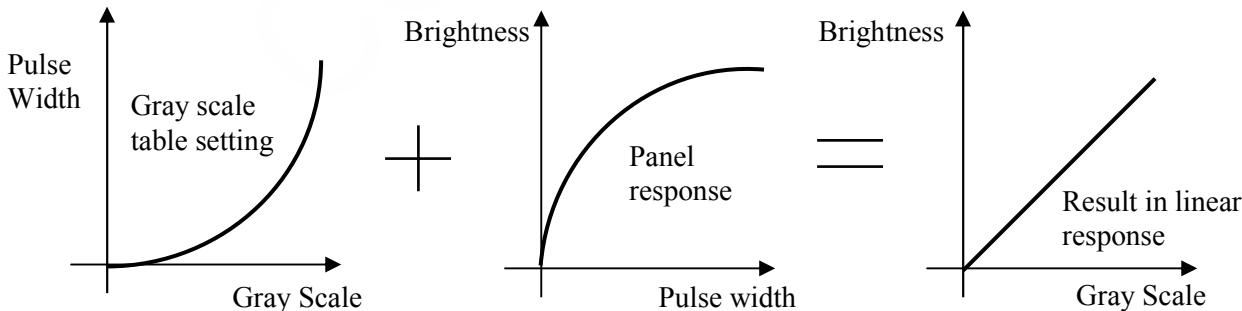
Afterwards, the driver automatically derives the pulse width of even entry of gray scale table PW2, PW4, ..., PW62 with the formula like below.

$$PWn = (PWn-1 + PWn+1) / 2$$

For example, if PW1 = 3 DCLKs and PW3 = 7 DCLKs, PW2 = (3+7)/2 = 5 DCLKs

The setting of gray scale table entry can perform gamma correction on OLED panel display. Normally, it is desired that the brightness response of the panel is linearly proportional to the image data value in display data RAM. However, the OLED panel is somehow responded in non-linear way. Appropriate gray scale table setting like example below can compensate this effect.

**Figure 10-7 : Example of gamma correction by gray scale table setting**



### 10.1.15 Use Built-in Linear LUT (B9h)

This command reloads the preset linear gray scale table as PW1 = 1, PW2 = 3, PW3 = 5, ..., PW62 = 123, PW63 = 125 DCLKs.

#### **10.1.16 Set Pre-charge voltage of Color A, B and C (BBh)**

This command is used to set  $V_{PA}$ ,  $V_{PB}$  and  $V_{PC}$  phase 2 voltage level for color A, B and C respectively. The command is valid in condition that these voltages are selected to generate internally by command ADh. It can be programmed to set the pre-charge voltage reference to  $V_{REF}$  or  $V_{COMH}$ . Voltage level increases linearly when set value increases.

#### **10.1.17 Set $V_{COMH}$ (BEh)**

This command sets the high voltage level of common pins,  $V_{COMH}$ , when it is selected to generate internally by command ADh. The level of  $V_{COMH}$  is programmed with reference to  $V_{REF}$ . Voltage level increases linearly when set value increases.

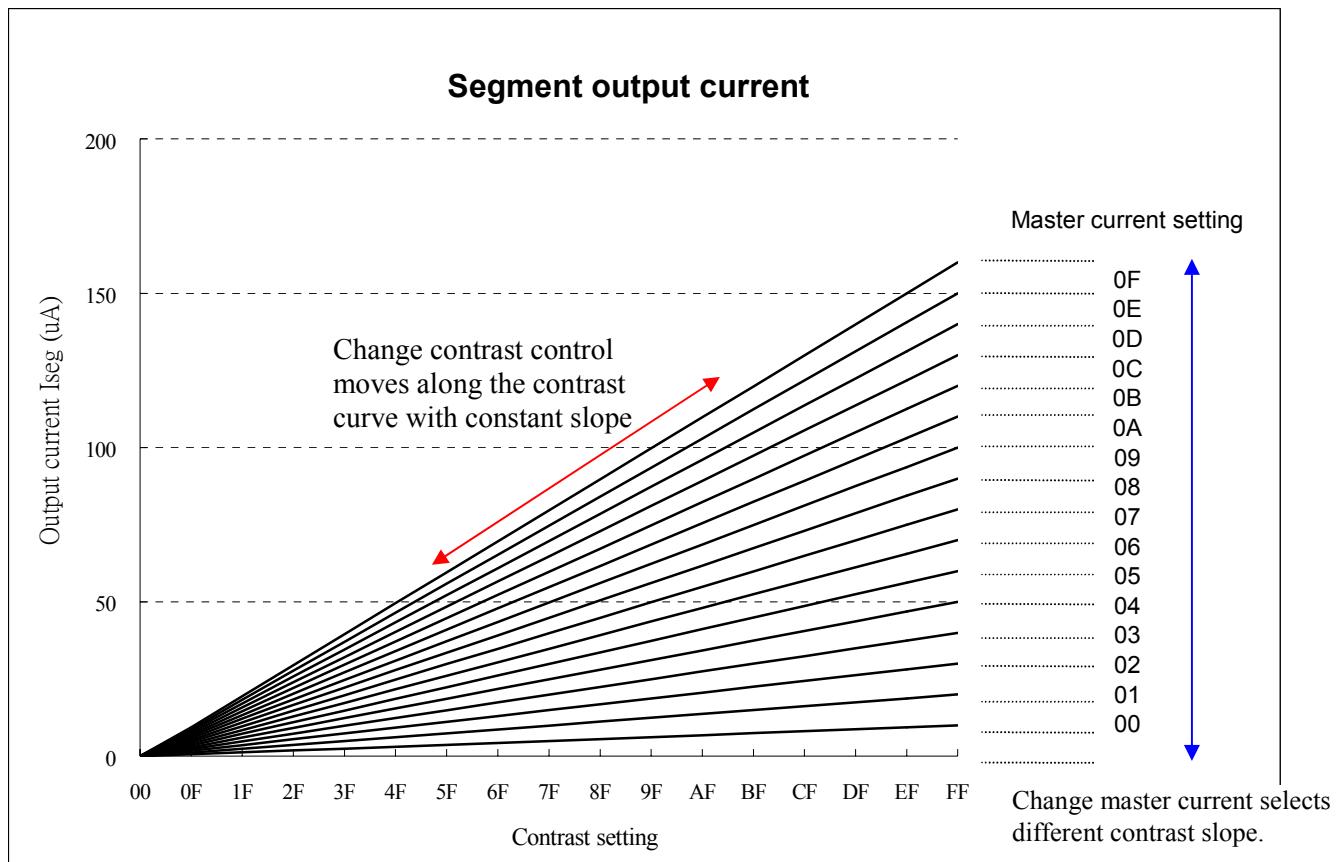
#### **10.1.18 Contrast Current for Color A, B, C (C1h)**

This command is to set Contrast Current of each color A, B and C. The chip has three contrast control circuits for color A, B and C. Each contrast circuit has 256 contrast steps from 00h to FFh. The segment output current  $I_{SEG}$  increases linearly with the contrast step, which results in brighter of the color. This relation is shown in Figure 10-8. In many situations, the output brightness of color A, B and C pixels are different under the same segment current condition. The contrasts of color A, B and C are set such that the brightness of each color are the same on the OLED panel

### 10.1.19 Master Contrast Current Control (C7h)

This command is to control the segment output current by a scale factor. This factor is common to color A, B and C. The chip has 16 master control steps. The factor is ranged from 1 [0000] to 16 [1111]. Reset is 16 [1111]. The smaller the master current value, the dimmer the OLED panel display is set. For example, if original segment output current of a color is 160uA at scale factor = 16, setting scale factor to 8 to reduce the current to 80uA. Please see Figure 10-8.

Figure 10-8 : Segment output current for different contrast control and master current setting



### 10.1.20 Set Multiplex Ratio (CAh)

This command switches default 1:132 multiplex mode to any multiplex mode from 16 to 132. For example, when multiplex ratio is set to 16, only 16 common pins are enabled. The starting and the ending of the enabled common pins are depended on the setting of “Display Offset” register programmed by command A2h.

### 10.1.21 Set Command Lock (FDh)

This command is used to lock the OLED driver IC from accepting any command except itself. After entering FDh 16h (A[2]=1b), the OLED driver IC will not respond to any newly-entered command (except FDh 12h A[2]=0b) and there will be no memory access. This is call “Lock” state. That means the OLED driver IC ignore all the commands (except FDh 12h A[2]=0b) during the “Lock” state.

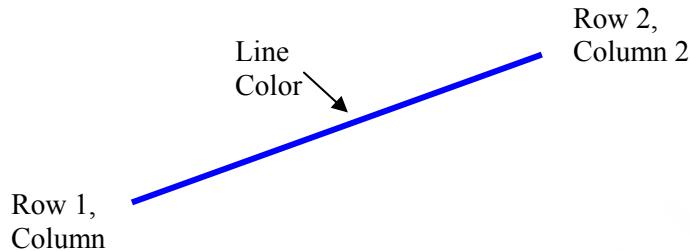
Entering FDh 12h (A[2]=0b) can unlock the OLED driver IC. That means the driver IC resume from the “Lock” state. And the driver IC will then respond to the command and memory access.

## 10.2 Graphic Acceleration command set description

### 10.2.1 Draw Line (83h)

This command draws a line by the given start, end column and row coordinates and the color of the line.

**Figure 10-9 : Example of draw line command**



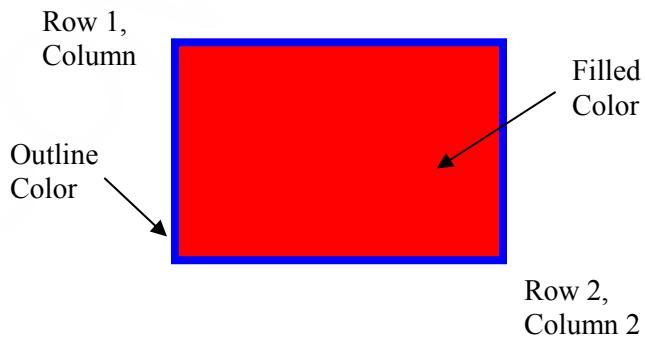
For example, the line above can be drawn by the following command sequence.

1. Enter into draw line mode by command 83h
2. Send column start address of line, column1, for example = 1h
3. Send row start address of line, row 1, for example = 10h
4. Send column end address of line, column 2, for example = 28h
5. Send row end address of line, row 2, for example = 4h
6. Send color C, B and A of line, for example = 35d, 0d, 0d for blue color

### 10.2.2 Draw Rectangle (84h)

Given the starting point (Row 1, Column 1) and the ending point (Row 2, Column 2), specify the outline and fill area colors, a rectangle that will be drawn with the color specified. Remarks: If fill color option is disabled, the enclosed area will not be filled.

**Figure 10-10 : Example of draw rectangle command**



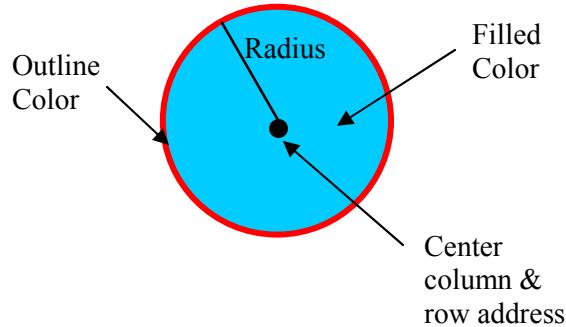
The following example illustrates the rectangle drawing command sequence.

1. Enter the “draw rectangle mode” by execute the command 84h
2. Set the starting column coordinates, Column 1. for example = 03h.
3. Set the starting row coordinates, Row 1. for example = 02h.
4. Set the finishing column coordinates, Column 2. for example = 12h
5. Set the finishing row coordinates, Row 2. for example = 15h
6. Set the outline color C, B and A. e.g., (28d, 0d, 0d) for blue color
7. Set the filled color C, B and A. e.g., (0d, 0d, 40d) for red color

### 10.2.3 Draw Circle (86h)

By providing the center coordination (column and row address) and radius length, specify the outline and fill area colors, a circle will be drawn with the colors specified.

Figure 10-11 : Example of draw circle command



The following example illustrates the circle drawing command sequence.

1. Enter the “draw circle mode” by execute the command 86h
2. Set the circle center column coordinates, for example = 03h.
3. Set the circle center row coordinates. for example = 10h.
4. Set the radius of circle. for example = 12h
5. Set the outline color C, B and A. e.g., (0d, 0d, 40d) for red color
6. Set the filled color C, B and A. e.g., (28d, 0d, 0d) for blue color

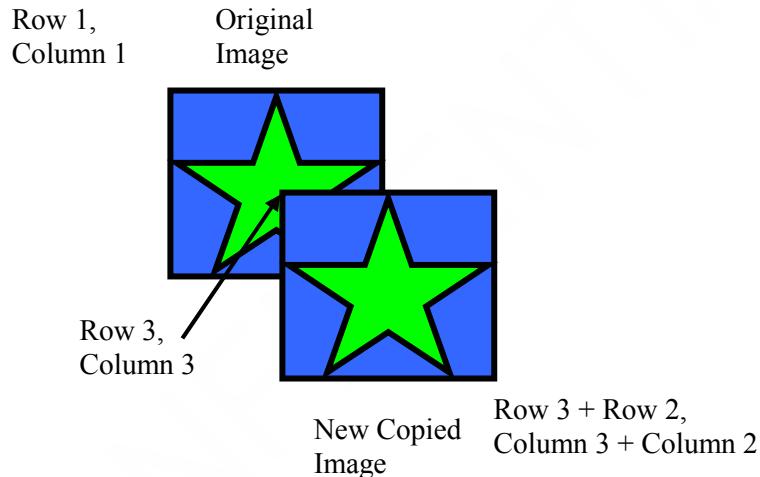
#### 10.2.4 Copy (8Ah)

Copy the rectangular region defined by the starting point (Row 1, Column 1) and the ending point (Row 2, Column 2) to location (Row 3, Column 3). If the new coordinates are smaller than the ending points, the new image will overlap the original one.

The following example illustrates the copy procedure.

1. Enter the “copy mode” by execute the command 8Ah
2. Set the starting column coordinates, Column 1. for example = 00h.
3. Set the starting row coordinates, Row 1. for example = 00h.
4. Set the finishing column coordinates, Column 2. for example = 05h
5. Set the finishing row coordinates, Row 2. for example = 05h
6. Set the new column coordinates, Column 3. for example = 03h
7. Set the new row coordinates, Row 3. for example = 03h

**Figure 10-12 : Example of copy command**



#### 10.2.5 Dim Window (8Ch)

This command will dim the window area specify by starting point (Row 1, Column 1) and the ending point (Row 2, Column 2). After the execution of this command, the selected window area will become darker as follow.

**Table 10-1 : Result of change of brightness by dim window command**

| Original gray scale | New gray scale after dim window command |
|---------------------|---|
| GS0 ~ GS15          | No change                               |
| GS16 ~ GS19         | GS4                                     |
| GS20 ~ GS23         | GS5                                     |
| :                   | :                                       |
| GS60 ~ GS63         | GS15                                    |

Additional execution of this command over the same window area will not change the data content.

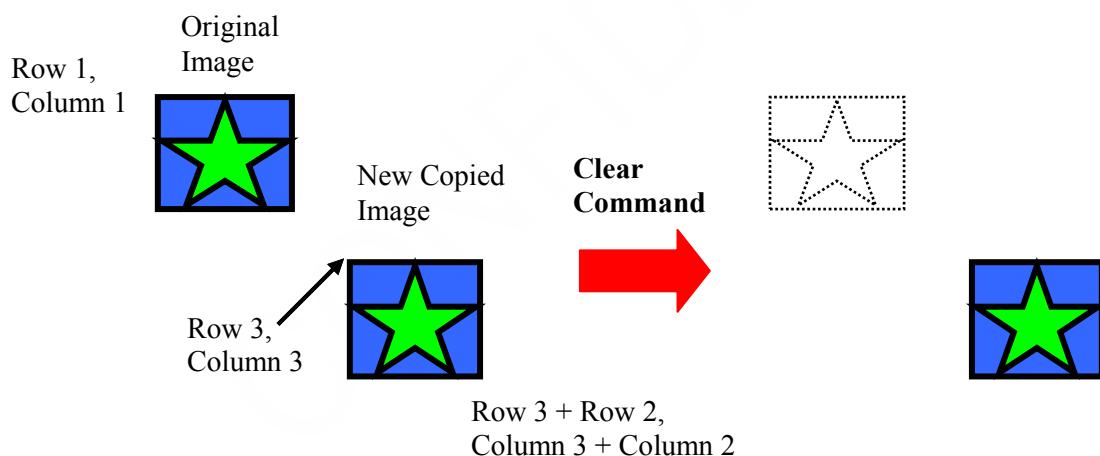
### 10.2.6 Clear Window (8Eh)

This command sets the window area specify by starting point (Row 1, Column 1) and the ending point (Row 2, Column 2) to clear the window display. The graphic display data RAM content of the specified window area will be set to zero.

This command can be combined with Copy command to make as a “move” result. The following example illustrates the copy plus clear procedure and results in moving the window object.

1. Enter the “copy mode” by execute the command 8Ah
2. Set the starting column coordinates, Column 1. for example = 00h.
3. Set the starting row coordinates, Row 1. for example = 00h.
4. Set the finishing column coordinates, Column 2. for example = 05h
5. Set the finishing row coordinates, Row 2. for example = 05h
6. Set the new column coordinates, Column 3. for example = 06h
7. Set the new row coordinates, Row 3. for example = 06h
8. Enter the “clear mode” by execute the command 8Eh
9. Set the starting column coordinates, Column 1. for example = 00h.
10. Set the starting row coordinates, Row 1. for example = 00h.
11. Set the finishing column coordinates, Column 2. for example = 05h
12. Set the finishing row coordinates, Row 2. for example = 05h

**Figure 10-13 : Example of copy + clear = Move command**



### 10.2.7 Fill Enable/Disable (92h)

This command has two functions.

- Enable/Disable fill (A[0])  
0 = Disable filling of color into rectangle in draw rectangle command. [reset]  
1 = Enable filling of color into rectangle in draw rectangle command.
- Enable/Disable reverse copy (A[4])  
0 = Disable reverse copy [reset]  
1 = During copy command, the new image colors are swapped such that “GS0” <-> “GS63”, “GS1” <-> “GS62”, ....

### **10.2.8 Horizontal Scroll (96h)**

This command consists of 5 consecutive bytes to set up the horizontal scroll parameters. It determined the scrolling start page, end page and the scrolling speed.

Before issuing this command, the horizontal scroll must be deactivated (9Eh). Otherwise, RAM content may be corrupted.

### **10.2.9 Stop Moving (9Eh)**

Stop motion of horizontal scrolling.

### **10.2.10 Start Moving (9Fh)**

Start motion of horizontal scrolling. This command should only be issued after Horizontal scroll setup parameters are defined.

The following actions are prohibited after the horizontal scroll is activated

1. RAM access (Data write or read)
2. Changing horizontal scroll setup parameters

The SSD1339 horizontal scroll is designed for 132 columns scrolling

## 11 MAXIMUM RATINGS

**Table 11-1 : Maximum ratings**

(Voltage Reference to V<sub>SS</sub>)

| Symbol                             | Parameter                 | Value  | Unit |
|------------------------------------|---------------------------|--|------|
| V <sub>DD</sub>                    | Supply Voltage            | -0.3 to +4                                   | V    |
| V <sub>DDIO</sub>                  |                           | -0.3 to V <sub>DD</sub> +0.5                 | V    |
| V <sub>CC</sub>                    |                           | 0 to 19                                      | V    |
| V <sub>REF</sub>                   |                           | 0 to 19                                      | V    |
| V <sub>SEG</sub> /V <sub>COM</sub> | SEG/COM output voltage    | 0 to 0.9 x V <sub>CC</sub>                   | V    |
| V <sub>in</sub>                    | Input voltage             | V <sub>SS</sub> -0.3 to V <sub>DD</sub> +0.3 | V    |
| T <sub>A</sub>                     | Operating Temperature     | -40 to +90                                   | °C   |
| T <sub>stg</sub>                   | Storage Temperature Range | -65 to +150                                  | °C   |

**Note**

<sup>(1)</sup> Maximum Ratings are those values beyond which damage to the device may occur. Functional operation should be restricted to the limits in the Electrical Characteristics tables or Pin Description.

## 12 DC CHARACTERISTICS

**Table 12-1 : DC characteristics**

(Unless otherwise specified, Voltage Referenced to V<sub>SS</sub>, V<sub>DD</sub> = 2.4 to 3.5V, T<sub>A</sub> = 25°C)

| Symbol             | Parameter  | Test Condition   | Min                   | Typ | Max                   | Unit |
|--------------------|--|--|-----------------------|-----|-----------------------|------|
| V <sub>CC</sub>    | Operating Voltage  |  | 7                     | 11  | 18                    | V    |
| V <sub>DD</sub>    | Logic Supply Voltage   |  | 2.4                   | 2.7 | 3.5                   | V    |
| V <sub>DDIO</sub>  | Power Supply for I/O pins  |  | 1.5                   | 2.7 | V <sub>DD</sub>       | V    |
| V <sub>OH</sub>    | High Logic Output Level  | I <sub>OUT</sub> = 100uA, 3.3MHz   | 0.9*V <sub>DDIO</sub> | -   | V <sub>DDIO</sub>     | V    |
| V <sub>OL</sub>    | LOW Logic Output Level   | I <sub>OUT</sub> = 100uA, 3.3MHz   | 0                     | -   | 0.1*V <sub>DDIO</sub> | V    |
| V <sub>IH</sub>    | High Logic Input Level   | -  | 0.8*V <sub>DDIO</sub> | -   | V <sub>DDIO</sub>     | V    |
| V <sub>IL</sub>    | LOW Logic Input Level  | -  | 0                     | -   | 0.2*V <sub>DDIO</sub> | V    |
| I <sub>SLEEP</sub> | Sleep mode Current   | V <sub>DD</sub> =2.7V, Display OFF, No panel attached  | -                     | -   | 5                     | uA   |
| I <sub>CC</sub>    | V <sub>CC</sub> Supply Current   | V <sub>DD</sub> =3.0V, V <sub>CC</sub> =18V, Display ON<br>Contrast =FF, No panel attached   | -                     | 1.3 | -                     | mA   |
| I <sub>DD</sub>    | V <sub>DD</sub> Supply Current   | V <sub>DD</sub> =3.0V, V <sub>CC</sub> =18V, Display ON<br>Contrast =FF, No panel attached   | -                     | 0.4 | -                     | mA   |
| I <sub>SEG</sub>   | Segment Output Current Setting<br>V <sub>DD</sub> =2.7V, V <sub>CC</sub> =11V,<br>I <sub>REF</sub> =10uA,<br>All one pattern, Display ON,<br>Segment pin under test is<br>connected with a 20KΩ<br>resistive load to V <sub>CC</sub> . | Contrast = FFh   | -                     | 160 | -                     | uA   |
|                    | Contrast = AFh   |  | 110                   |     | uA                    |      |
|                    | Contrast = 5Fh   | -  | 60                    | -   | uA                    |      |
|                    | Contrast = 00h   | -  | 0                     | -   | uA                    |      |
| Dev                | Segment output current uniformity  | Dev = (I <sub>SEG</sub> - I <sub>MID</sub> ) / I <sub>MID</sub><br><br>I <sub>MID</sub> = (I <sub>MAX</sub> + I <sub>MIN</sub> ) / 2<br><br>where I <sub>SEG</sub> [0:395] = Segment current at contrast = FFh | -3                    | -   | +3                    | %    |
| Adj. Dev           | Adjacent pin output current uniformity (contrast = FF)   | Adj Dev = (I[n] - I[n+1]) / (I[n] + I[n+1])  | -2                    | -   | +2                    | %    |
| V <sub>CC</sub>    | Booster output voltage (V <sub>CC</sub> )  | V <sub>IN</sub> =3V, L=22uH; R1=450KΩ ;<br>R2=50KΩ ;<br>I <sub>CC</sub> = 30mA(soaking)  | -                     | 12  | -                     | V    |

## 13 AC CHARACTERISTICS

**Table 13-1 : AC characteristics**

(Unless otherwise specified, Voltage Referenced to V<sub>SS</sub>, V<sub>DD</sub> = 2.4 to 3.5V, T<sub>A</sub> = 25°C.)

| Symbol           | Parameter   | Test Condition   | Min | Typ                             | Max | Unit |
|------------------|---|--|-----|---------------------------------|-----|------|
| F <sub>Osc</sub> | Oscillation Frequency of Display Timing Generator | V <sub>DD</sub> = 2.7V   | 1.7 | 2.0                             | 2.3 | MHz  |
| F <sub>FRM</sub> | Frame Frequency for 132 MUX Mode                  | 132RGB x 132 Graphic Display Mode, Display ON, Internal Oscillator Enabled | -   | $\frac{F_{Osc} *}{1/(D*K*132)}$ | -   | Hz   |

**Note**

<sup>(1)</sup> D: divide ratio (reset =1)

K: number of display clocks (reset=136, i.e. phase1 DCLK+phase2 DCLK+ phase3 DCLK=4+7+125)

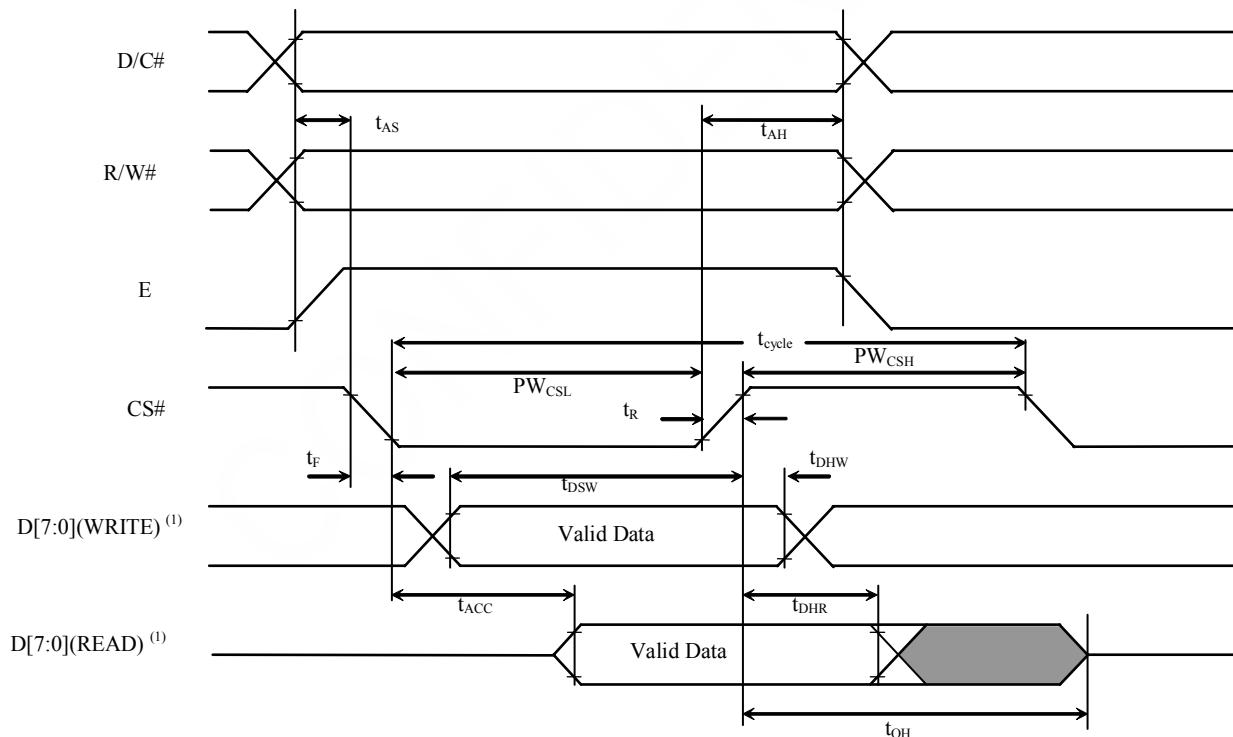
Refer to command table for detail description

**Table 13-2 : 6800-Series MPU parallel interface timing characteristics**

( $V_{DD} - V_{SS} = 2.4$  to  $3.5V$ ,  $T_A = 25^\circ C$ )

| Symbol      | Parameter                            | Min | Typ | Max | Unit |
|-------------|--------------------------------------|-----|-----|-----|------|
| $t_{cycle}$ | Clock Cycle Time                     | 300 | -   | -   | ns   |
| $t_{AS}$    | Address Setup Time                   | 0   | -   | -   | ns   |
| $t_{AH}$    | Address Hold Time                    | 0   | -   | -   | ns   |
| $t_{DSW}$   | Write Data Setup Time                | 40  | -   | -   | ns   |
| $t_{DHW}$   | Write Data Hold Time                 | 15  | -   | -   | ns   |
| $t_{DHR}$   | Read Data Hold Time                  | 20  | -   | -   | ns   |
| $t_{OH}$    | Output Disable Time                  | -   | -   | 70  | ns   |
| $t_{ACC}$   | Access Time                          | -   | -   | 140 | ns   |
| $PW_{CSL}$  | Chip Select LOW Pulse Width (read)   | 120 | -   | -   | ns   |
|             | Chip Select LOW Pulse Width (write)  | 60  | -   | -   | ns   |
| $PW_{CSH}$  | Chip Select High Pulse Width (read)  | 60  | -   | -   | ns   |
|             | Chip Select High Pulse Width (write) | 60  | -   | -   | ns   |
| $t_R$       | Rise Time                            | -   | -   | 15  | ns   |
| $t_F$       | Fall Time                            | -   | -   | 15  | ns   |

**Figure 13-1 : 6800-series MPU parallel interface characteristics**



**Note**

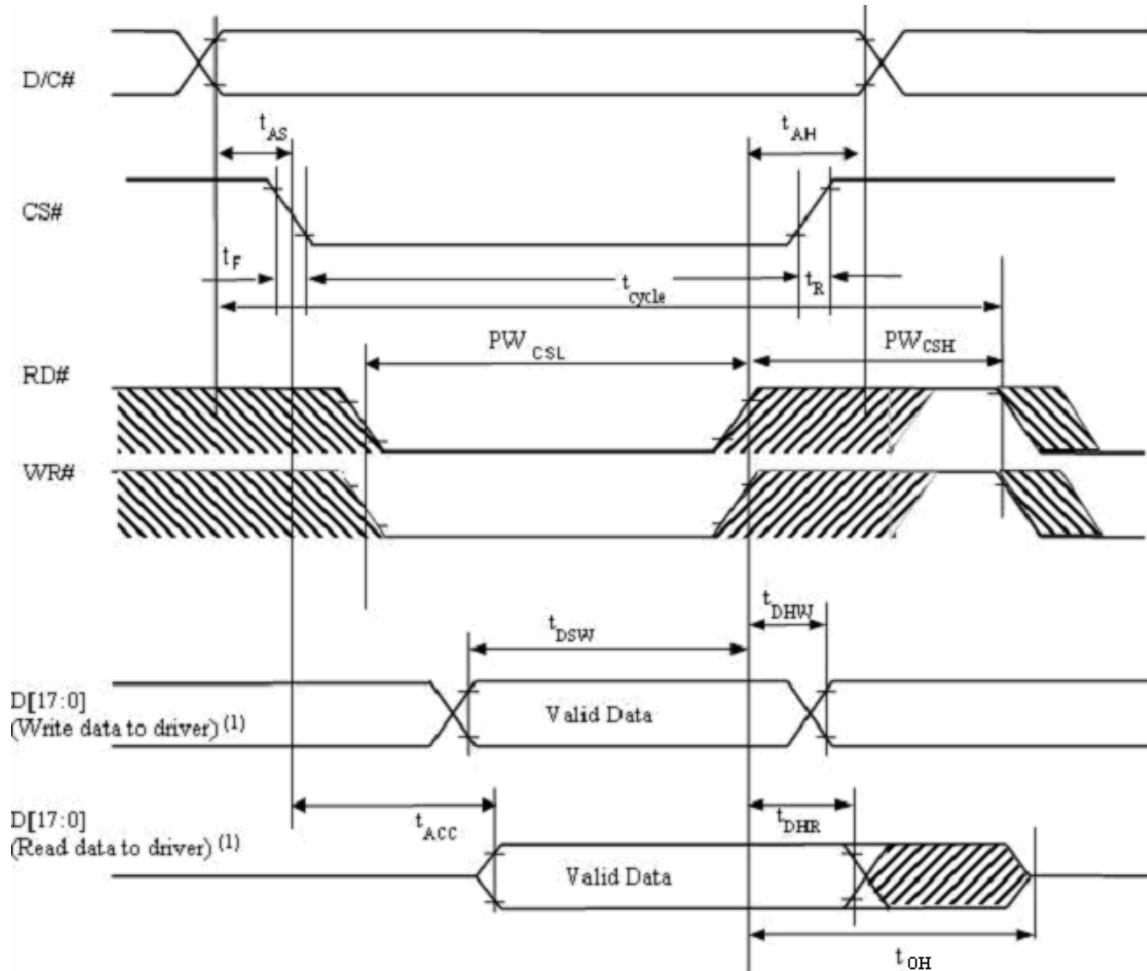
<sup>(1)</sup> When 9 bit used: D[8:0] instead; when 16 bit used: D[15:0] instead; when 18 bit used: D[17:0] instead.

**Table 13-3 : 8080-Series MPU parallel interface timing characteristics**

( $V_{DD} - V_{SS} = 2.4$  to  $3.5V$ ,  $T_A = 25^\circ C$ )

| Symbol      | Parameter                            | Min | Typ | Max | Unit |
|-------------|--------------------------------------|-----|-----|-----|------|
| $t_{cycle}$ | Clock Cycle Time                     | 300 | -   | -   | ns   |
| $t_{AS}$    | Address Setup Time                   | 0   | -   | -   | ns   |
| $t_{AH}$    | Address Hold Time                    | 0   | -   | -   | ns   |
| $t_{DSW}$   | Write Data Setup Time                | 40  | -   | -   | ns   |
| $t_{DHW}$   | Write Data Hold Time                 | 15  | -   | -   | ns   |
| $t_{DHR}$   | Read Data Hold Time                  | 20  | -   | -   | ns   |
| $t_{OH}$    | Output Disable Time                  | -   | -   | 70  | ns   |
| $t_{ACC}$   | Access Time                          | -   | -   | 140 | ns   |
| $PW_{CSL}$  | Chip Select LOW Pulse Width (read)   | 120 | -   | -   | ns   |
|             | Chip Select LOW Pulse Width (write)  | 60  |     |     |      |
| $PW_{CSH}$  | Chip Select High Pulse Width (read)  | 60  | -   | -   | ns   |
|             | Chip Select High Pulse Width (write) | 60  |     |     |      |
| $t_R$       | Rise Time                            | -   | -   | 15  | ns   |
| $t_F$       | Fall Time                            | -   | -   | 15  | ns   |

**Figure 13-2 : 8080-series MPU parallel interface characteristics**



**Note**

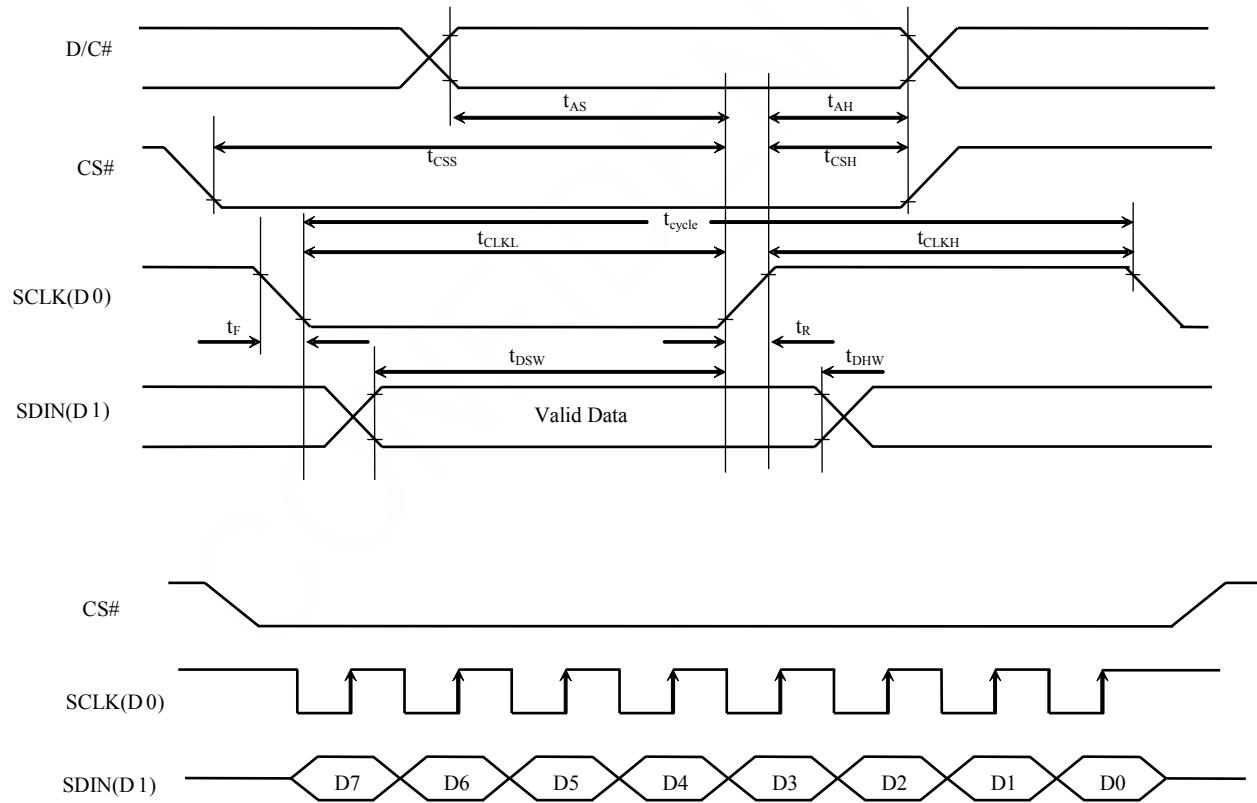
<sup>(1)</sup> When 8 bit used: D[7:0] instead; when 9 bit used: D[8:0] instead; when 16 bit used: D[15:0] instead, when 18 bit used: D[17:0] instead.

**Table 13-4 : Serial interface timing characteristics**

( $V_{DD} - V_{SS} = 2.4$  to  $3.5V$ ,  $T_A = 25^\circ C$ )

| Symbol      | Parameter              | Min | Typ | Max | Unit |
|-------------|------------------------|-----|-----|-----|------|
| $t_{cycle}$ | Clock Cycle Time       | 250 | -   | -   | ns   |
| $t_{AS}$    | Address Setup Time     | 150 | -   | -   | ns   |
| $t_{AH}$    | Address Hold Time      | 150 | -   | -   | ns   |
| $t_{CSS}$   | Chip Select Setup Time | 120 | -   | -   | ns   |
| $t_{CSH}$   | Chip Select Hold Time  | 60  | -   | -   | ns   |
| $t_{DSW}$   | Write Data Setup Time  | 100 | -   | -   | ns   |
| $t_{DHW}$   | Write Data Hold Time   | 100 | -   | -   | ns   |
| $t_{CLKL}$  | Clock LOW Time         | 100 | -   | -   | ns   |
| $t_{CLKH}$  | Clock High Time        | 100 | -   | -   | ns   |
| $t_R$       | Rise Time              | -   | -   | 15  | ns   |
| $t_F$       | Fall Time              | -   | -   | 15  | ns   |

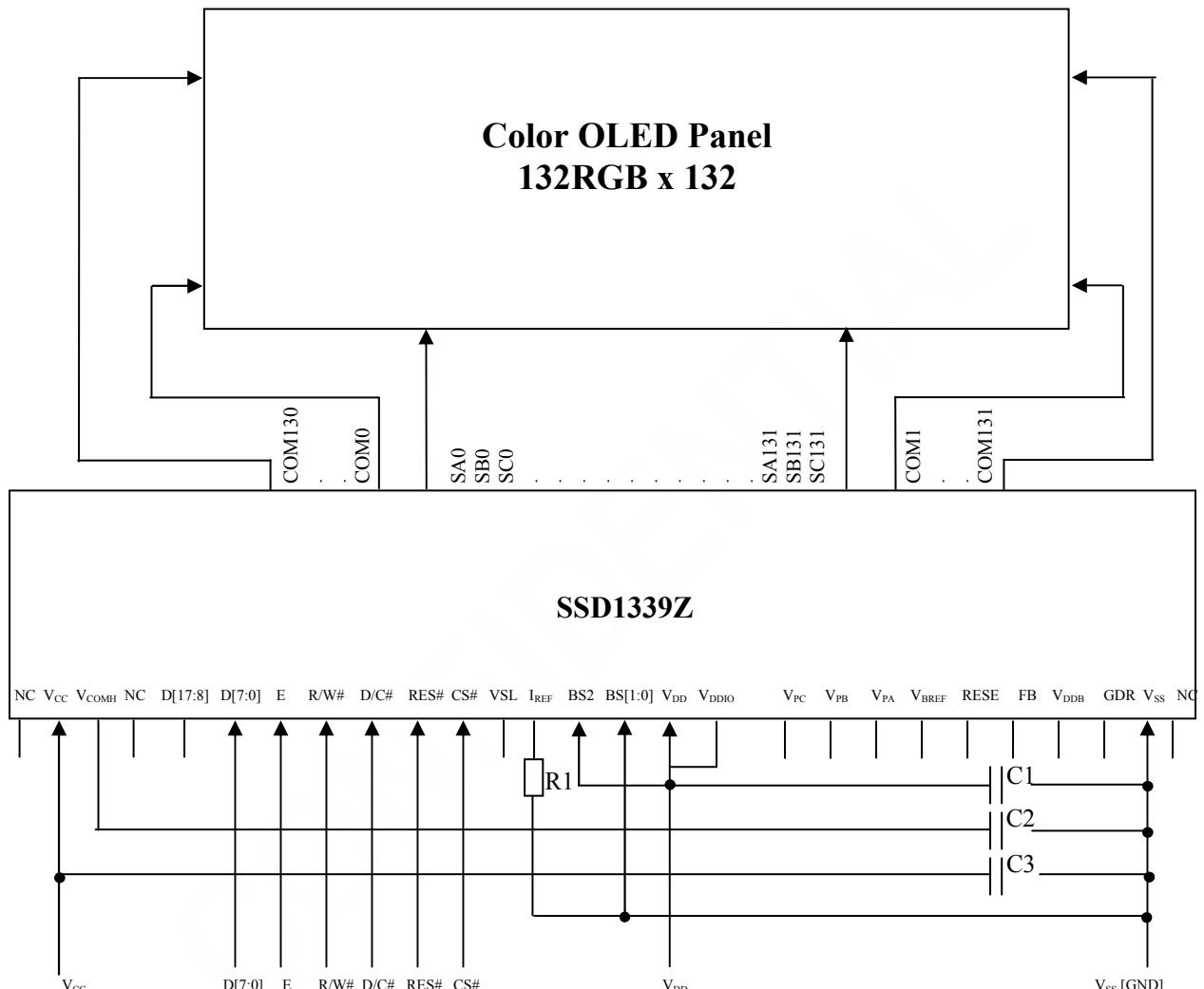
**Figure 13-3 : Serial interface characteristics**



## 14 APPLICATION EXAMPLE

Figure 14-1 : Application example for 8-bit 6800-parallel interface mode

The configuration for 8-bit 6800-parallel interface mode, externally  $V_{CC}$  is shown in the following diagram:  
 $(V_{DD} = V_{DDIO} = 3.0V$ , external  $V_{CC} = 12V$ ,  $I_{REF} = 10\mu A$ )



Pin connected to MCU interface: D[7:0], E, R/W#, D/C#, RES#, CS#

Pin internally connected to  $V_{DD}$ : MS, CLS

Pin internally connected to  $V_{SS}$ :  $V_{SSB}$ , BGND

Pin internally connected to  $V_{CC}$ :  $V_{REF}$

Pin externally connected to  $V_{SS}$ : BS0, BS1

Pin externally connected to  $V_{DD}$ : BS2

Pin floated:  $V_{PC}$ ,  $V_{PB}$ ,  $V_{PA}$ ,  $V_{BREF}$ , RESE, FB,  $V_{DDB}$ , GDR, D[17:8], VSL

C1-C3: 4.7uF <sup>(1)</sup>

Voltage at  $I_{REF} = V_{CC} - 3V$

$R1 = (Voltage at I_{REF} - V_{SS}) / I_{REF} = 910K\Omega$

**Note**

<sup>(1)</sup> The capacitor value is recommended value. Select appropriate value against module application.

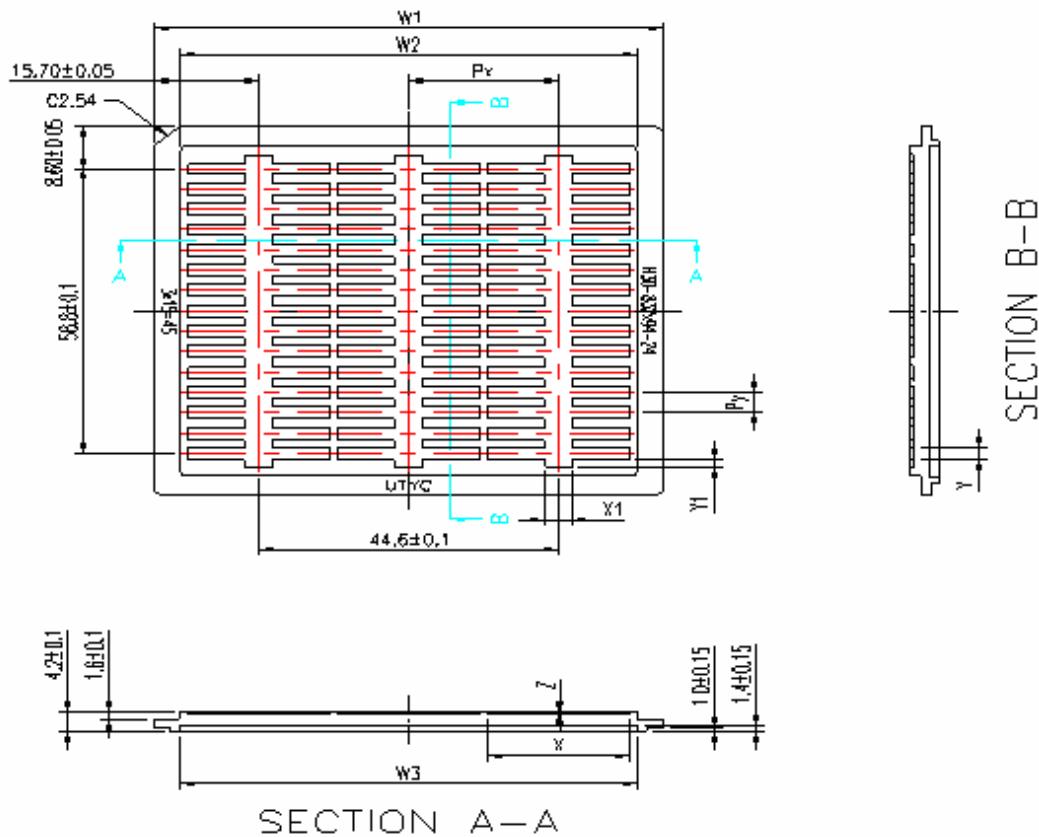
## 15 PACKAGE INFORMATION

### 15.1 SSD1339Z Die Tray Information

Figure 15-1 : Die tray information

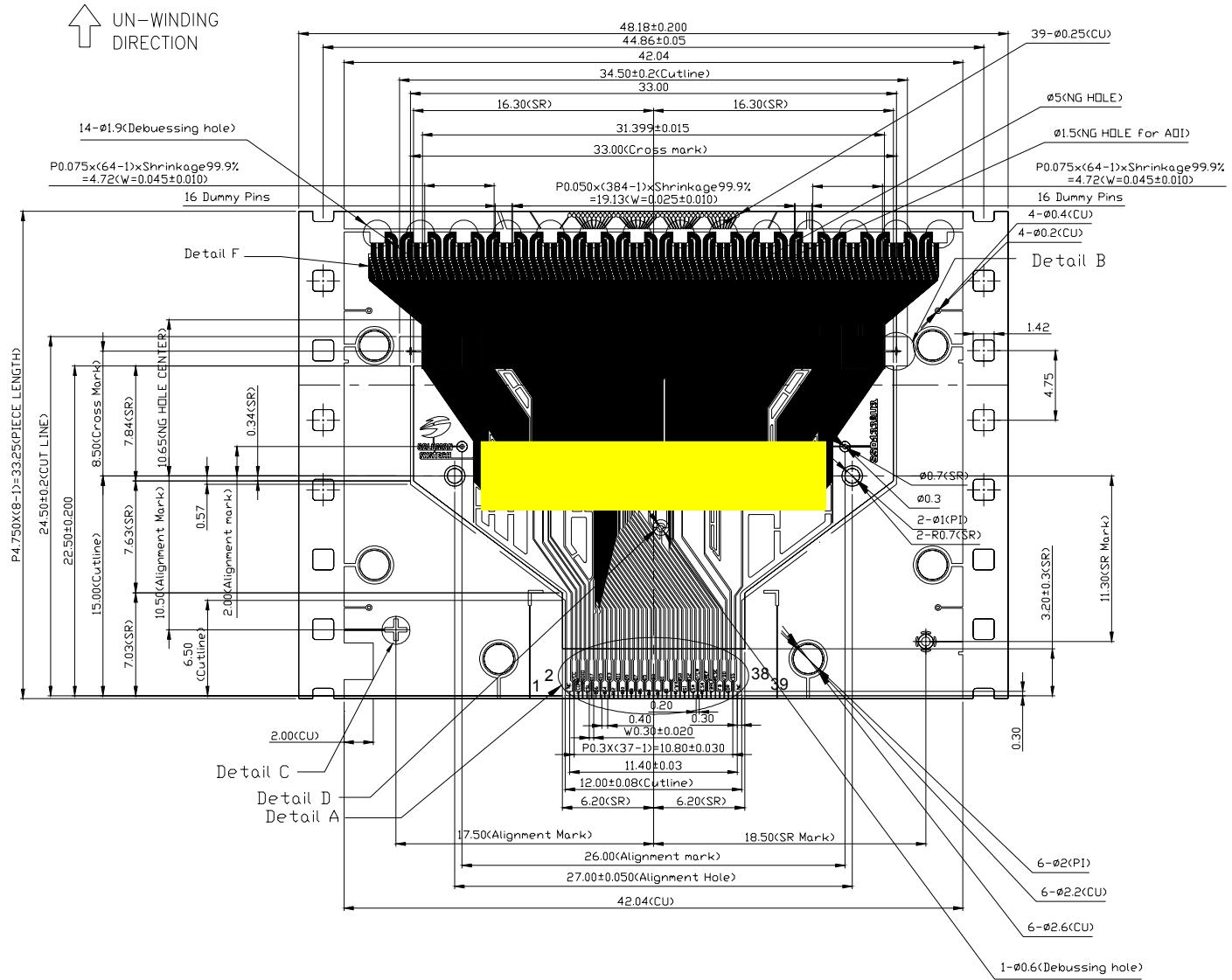
|    | Spec                   |
|----|------------------------|
|    | mm (mil)               |
| W1 | $76.00 \pm 0.1$ (2992) |
| W2 | $68.00 \pm 0.1$ (2677) |
| W3 | $68.30 \pm 0.1$ (2689) |
| X1 | $4.00 \pm 0.1$ (157)   |
| Y1 | $1.55 \pm 0.1$ (61)    |
| Px | $22.30 \pm 0.05$ (878) |
| Py | $4.20 \pm 0.1$ (165)   |
| X  | $21.14 \pm 0.05$ (832) |
| Y  | $2.40 \pm 0.05$ (94)   |
| Z  | $0.61 \pm 0.05$ (24)   |
| N  | 45                     |

- Remark
1. Depth of text is 0.1mm
  2. Tray material: ABS
  3. Tray color code: Black
  4. Surface resistance  $10^9 \sim 10^{11} \Omega \text{ - cm}$
  5. Tray warpage: Max 0.15mm
  6. Unspecifier dim's tolerance:  $\pm 0.15\text{mm}$
  7. Pocket size: 21.14 x 2.40 x 0.61mm



## 15.2 SSD1339U3R1 COF details dimensions

Figure 15-2 : SSD1339U3R1 detail dimensions



NOTE:

1. GENERAL TOLERANCE:  $\pm 0.05\text{mm}$

2. MATERIAL

PI:  $38 \pm 4\mu\text{m}$

CU:  $8 \pm 2\mu\text{m}$

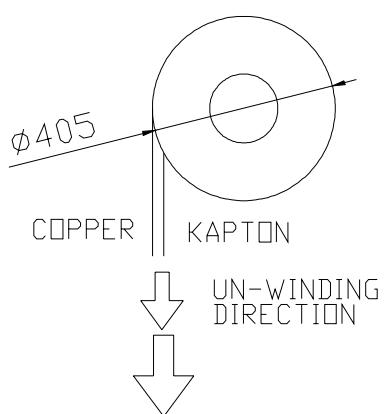
SR:  $15 \pm 10\mu\text{m}$

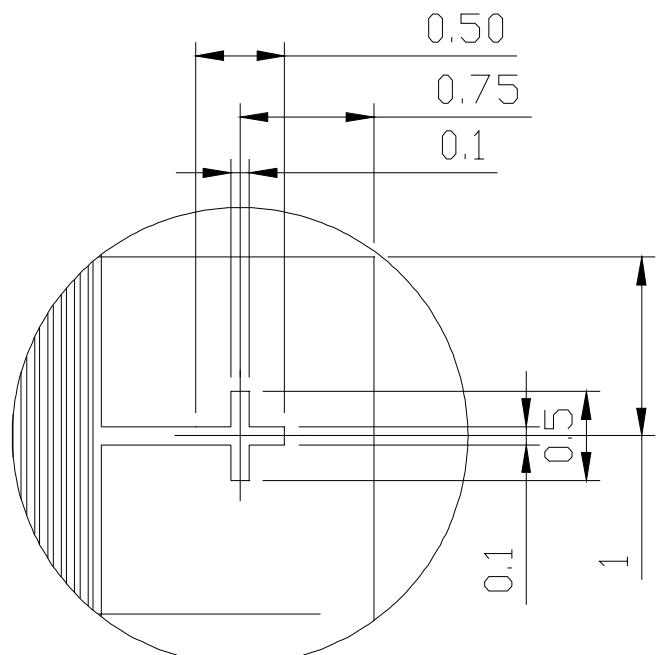
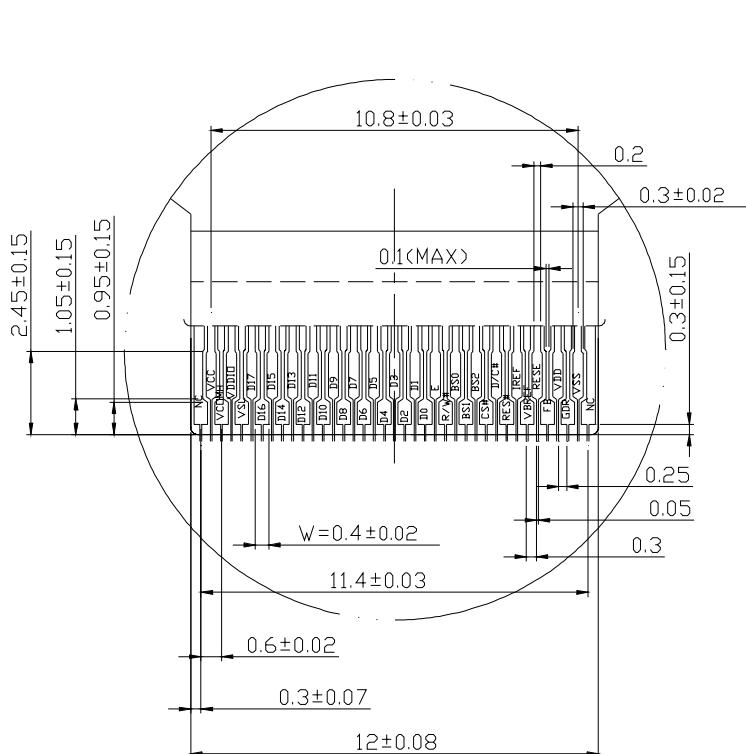
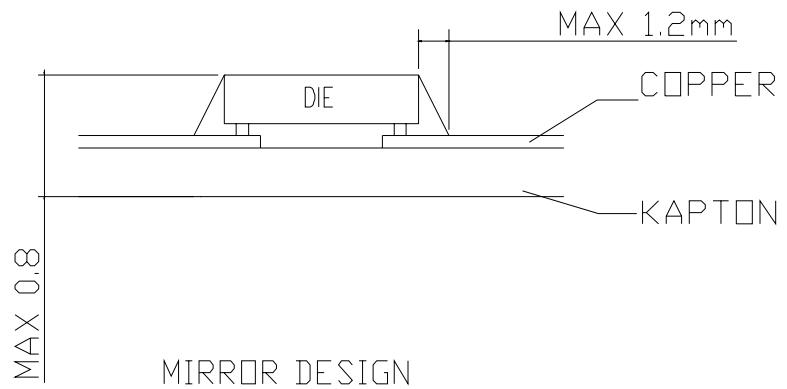
OTHER TOLERANCE:  $\pm 0.200$

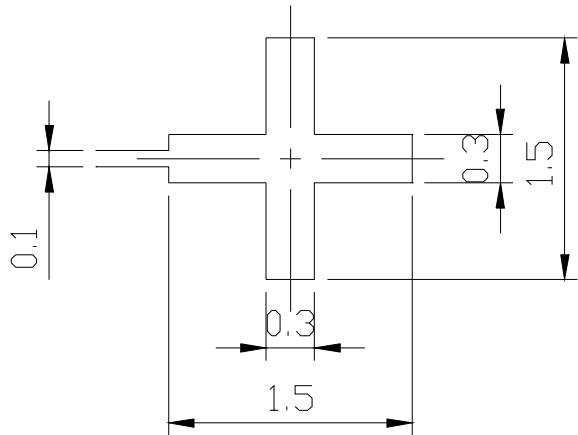
3. AU/Ni PLATING: AU  $0.4 \pm 0.1\mu\text{m}$

Ni  $0.5 \pm 0.1\mu\text{m}$

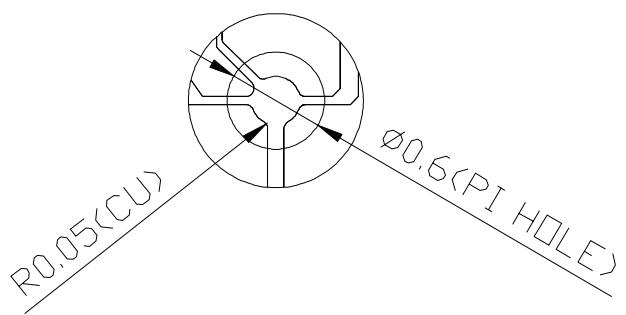
4. TAPSITE: 7 SPH, 33.25mm



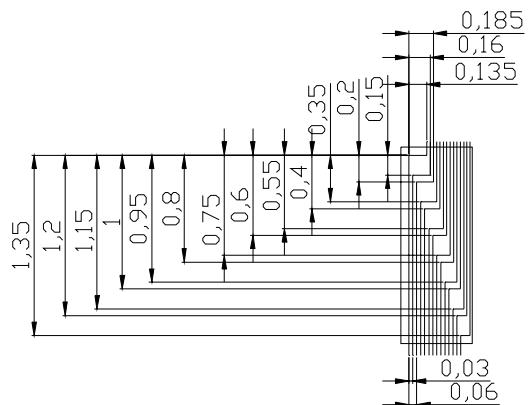




Scale: 5:1  
Detail C



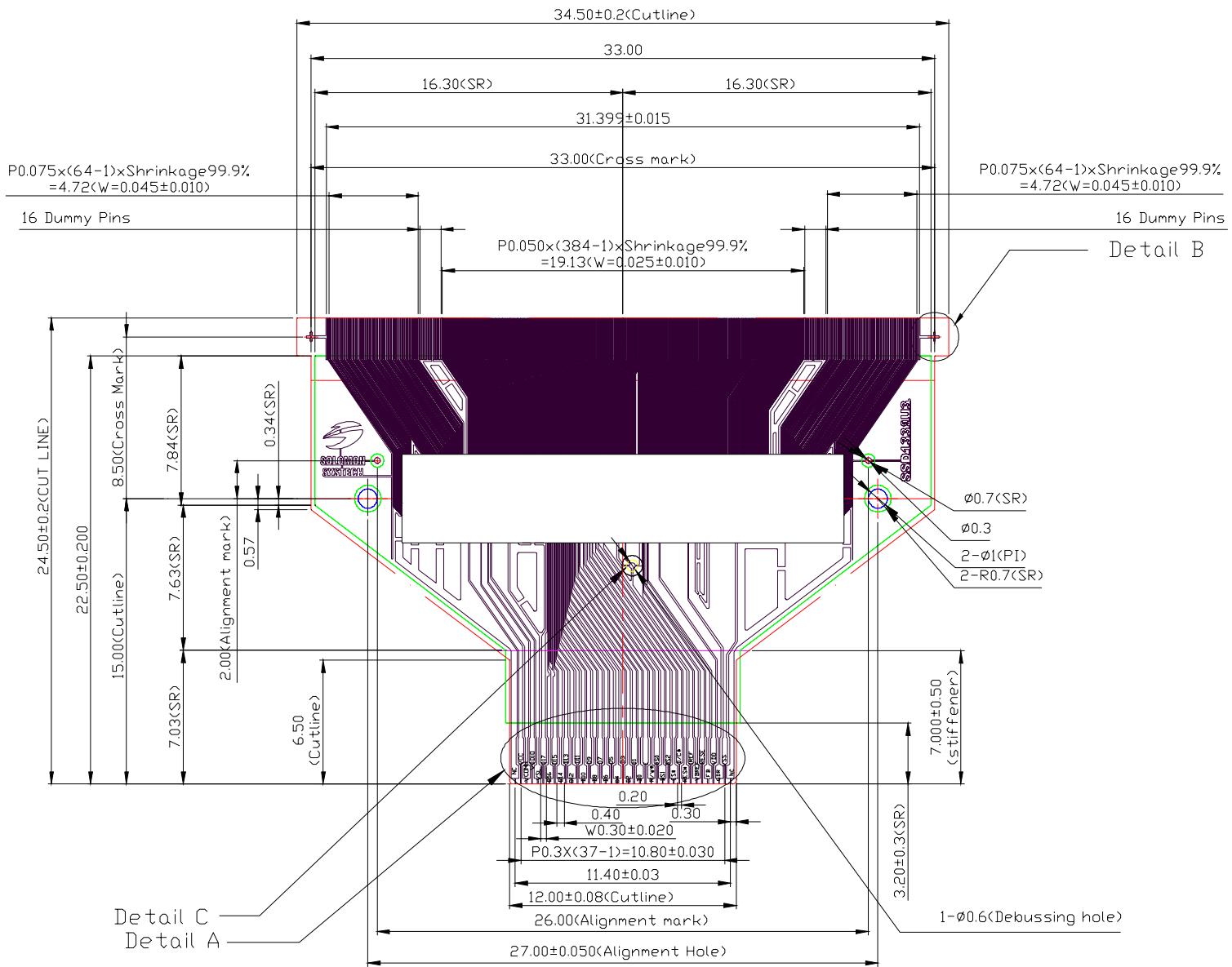
Scale: 5:1  
Detail D



Scale: 5:1  
Detail F

### 15.3 SSD1339U3 COF details dimensions

Figure 15-3 : SSD1339U3 detail dimensions



#### NOTE:

1. GENERAL TOLERANCE:  $\pm 0.05$ mm

2. MATERIAL

PI:  $38 \pm 4$ um

CU:  $8 \pm 2$ um

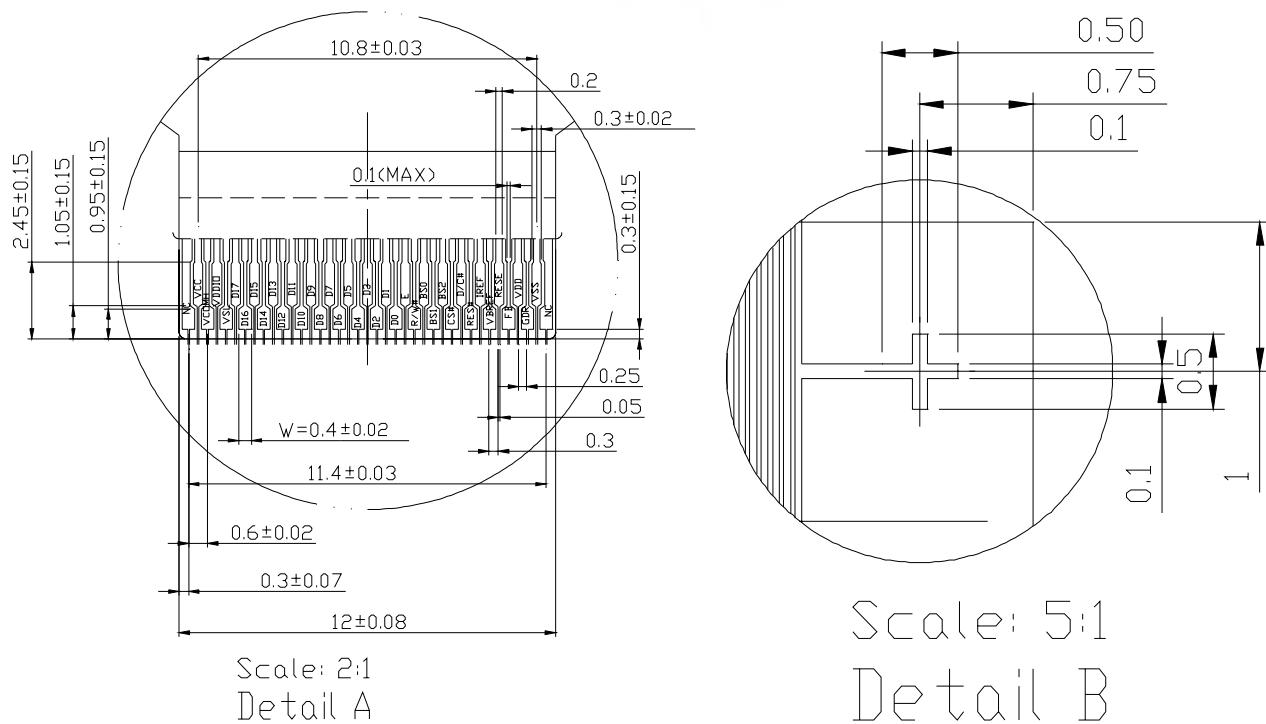
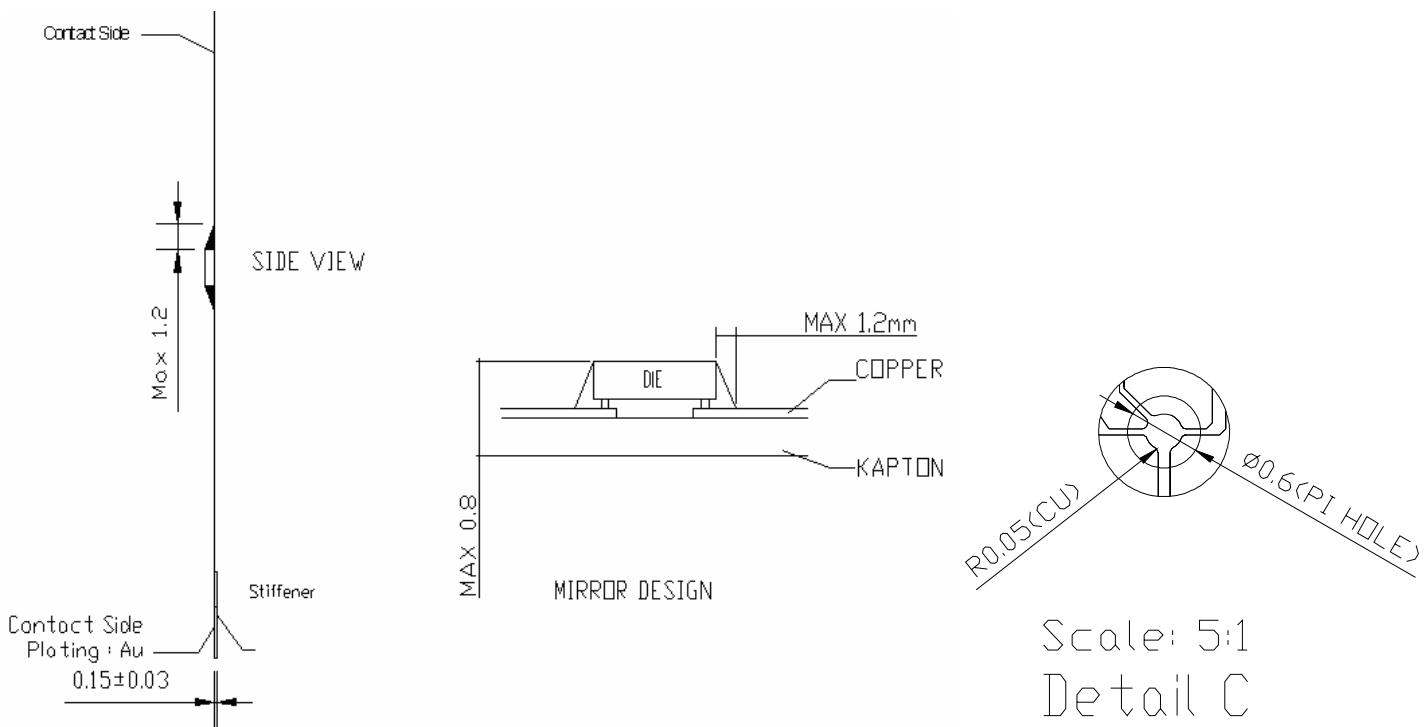
SR:  $15 \pm 10$ um

OTHER TOLERANCE:  $\pm 0.200$

3. AU/Ni PLATING: AU  $0.4 \pm 0.1$ um

Ni  $0.5 \pm 0.1$ um

4. TAPSITE: 7 SPH, 33.25mm



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