itron VACUUM FLUORESCENT DISPLAY MODULE

CU20045SCPB-T23A

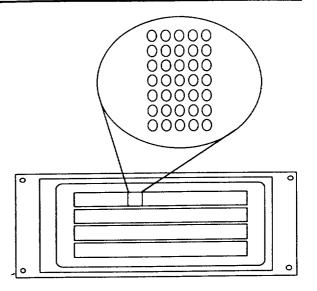
CU20045SCPB-T23A

4 LINE x 20 CHARACTERS 5 mm HIGH 5 x 7 DOT MATRIX

FEATURES

Single 5V Supply

Bright Blue Green Display Serial & Parallel Interface ASCII Character Set Extensive Command Set Compact Construction



APPLICATION

Readout for computer systems, communication terminals, and automatic instrument

CONSTRUCTION

Single board display module consisting of 80 character VFD, refresh memory, character

generator, control circuit DC/DC converter and the necessary control logic.

The parallel interface level is 5V TTL compatible and can be connected directly to the data bus of the host CPU. The serial interface can be converted to RS232 using an in-line adaptor

OPTICAL SPECIFICATIONS

| No of Characters | 20 x 4 lines |
|------------------------|------------------------------------|
| Matrix Format | 5 x 7 dots |
| Display Area | 90.4 x 26.0 mm (XxY) |
| Character Size | 3.0 x 5.0 mm (XxY) |
| Character Pitch | 4.6 x 7.0 mm (XxY) |
| Dot Size | 0.4 x 0.5 mm (XxY) |
| Dot Pitch | 0.65 x 0.75 mm (XxY) |
| Luminance | 350 cd/m ² (100 fL) Min |
| Colour of Illumination | Blue Green |

ENVIRONMENTAL SPECIFICATIONS

| Storage Temperature -40 to +85°C Operating Humidity 20 to 80%RH Vibration 10 to 55Hz (10G max in 3 for 30 minutes | 3 |
|---|----------------|
| Vibration 10 to 55Hz (10G max in 3 | <u></u> |
| (10G max in 3 | H |
| | |
| for 30 minutes | 1 3 directions |
| 101 JO Inmutes | es each) |
| Shock 100g, 9 ms | - |

ABSOLUTE MAXIMUM RATINGS

| Logic Input Voltage | 0 VDC to 5.5 VDC and not more than the Power Supply Voltage |
|----------------------|---|
| Power Supply Voltage | 0 VDC to 7.0 VDC |

ELECTRICAL CHARACTERISTICS

| Parameter | Symbol | Min | Тур | Max | Unit | Condition |
|----------------------|--------|------|-----|------|------|-----------|
| Logic High Input | VIH | 2.0 | | | VDC | |
| Logic Low Input | VIL | | | 0.8 | VDC | |
| Logic High Output | VOH | 2.4 | | | VDC | IOH= -2mA |
| Logic Low Output | VOL | 1- | | 0.5 | VDC | IOL= 2mA |
| Power Supply Voltage | vcc | 4.75 | 5.0 | 5.25 | VDC | |
| Power Supply Current | ICC | | 400 | 500 | mADC | VCC= 5V |

Note: Power On rise time for VCC should be less than 100ms

The In Rush current ICC may be twice the steady state current at Power On Optical filters can be used to give blue, green, yellow, white, purple and red output.

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SOFTWARE COMMANDS

Data should be sent to the display only when the busy line is low. Alternatively a delay can be introduced between sending each character. Refer to the BUSY table when using 'Quick Write' mode.

The 'Cursor' is the position where the next sent character will appear.

The 'ESCape' command byte allows multiple byte and extended commands to be implemented.

ASCII Commands

| Nmon | Hex | Function | Description |
|------|-----|--------------------|--|
| 1 | 20 | Character Write | The character sent is illuminated at the cursor position and the cursor position |
| | FF | | increments according to the display mode selected. (DC1 or 2) |
| BS | 08 | Back Space | The cursor moves or wraps one position left except the top line left end. |
| HT | 09 | Horizontal Tab | The cursor increments one position according to the display mode. (DC1 or 2) |
| LF | 0A | Line Feed | The cursor moves down one line. On the bottom line the cursor moves to the top |
| | | | line in DC1 mode, or scroll + line clear + carriage return occurs in DC2 mode. |
| FF | 0C | Form Feed | The cursor moves to the top left end. |
| CR | 0D | Carriage Return | The cursor moves to the left end on the same line. |
| CLR | 0E | Clear | All displayed characters are cleared. The cursor does not move. |
| DC1 | 11 | Overwrite Mode | Characters overwrite existing entries, then the cursor increments one position. |
| | | | At the right end of a line, line feed + carriage return occurs. |
| DC2 | 12 | Scroll Mode | All characters scroll up one line after write, HT or CR at bottom right end. |
| DC4 | 14 | Cursor Underline | The cursor is a solid underline. |
| DC5 | 15 | Cursor Blink Char | The cursor is depicted as a blinking block alternating with the character. |
| DC6 | 16 | Cursor Off | The cursor is not visible. |
| DC7 | 17 | Cursor Blink Under | The cursor is shown as a blinking underline. |
| CT0 | 18 | Character Font 0 | The ASCII + International character font is active. |
| CT1 | 19 | Character Font 1 | The ASCII + Japanese Katakana font is active. |
| ESC | 1B | Escape Sequence | Extended commands are implemented. See Escape Sequence Table. |

Escape Commands

| Command | Sequence | Description |
|-----------------------|-------------------------|--|
| Move Cursor Position | ESC + 'H' + 00H to 4FH | The cursor is moved to the hex equivalent position. |
| Brightness Control | | 00H = 25% $40H = 50%$ $80H = 75%$ $C0H = 100%$ luminance. |
| Screen Priority Write | ESC + 'S' | Refreshing the display has priority over data receive which provides a flickerless display. BUSY time is extended. |
| Cursor Blink Speed | ESC + T + 01H to FFH | The period of the blink speed is given by the hex value x 14.5ms. |
| Software Reset | ESC + T | All characters are cleared and modes are set to Power On default. |
| 8 User Defineable | ESC + 'C' + chr + PT1 + | The 'chr' represents the character to be substituted by a user |
| Characters (UDC) | PT2 + PT3 + PT4 + PT5 | defined character from 00H to FFH. Control characters can be |
| | | replaced. PT1-PT5 specify the dot pattern where a bit set high |
| | | is a dot 'ON' and a bit set low is a dot 'OFF'. |

If an invalid data byte is received, the ESCAPE sequence will terminate and process further bytes as ASCIL

UDC DOT ASSIGNMENT TABLE

| | D7 | D6 | D5 | D4 | D 3 | D2 | D1 | D0 |
|-----|----|----|----|----|------------|----|----|----|
| PTI | 8 | 7 | 6 | 5 | 4 | 3 | 2 | 1 |
| PT2 | 16 | 15 | 14 | 13 | 12 | 11 | 10 | 9 |
| PT3 | 24 | 23 | 22 | 21 | 20 | 19 | 18 | 17 |
| PT4 | 32 | 31 | 30 | 29 | 28 | 27 | 26 | 25 |
| PT5 | NC | NC | NC | NC | NC | 35 | 34 | 33 |

A bit set to '1' will appear illuminated on the display.

DOT POSITION NUMBER

| 1 | 2 | 3 | 4 | 5 |
|----|----|----|----|----|
| 6 | 7 | 8 | 9 | 10 |
| 11 | 12 | 13 | 14 | 15 |
| 16 | 17 | 18 | 19 | 20 |
| 21 | 22 | 23 | 24 | 25 |
| 26 | 27 | 28 | 29 | 30 |
| 31 | 32 | 33 | 34 | 35 |

5x7 Dot Character Forst

DEFAULT SETTINGS

| Display Attributes | Display Clear, Cursor Off, Cursor Position Left End, Brightness 100%, |
|-------------------------|---|
| (Power On Reset) | Auto Carriage Return Mode, Quick Write Mode. |
| Factory Jumper Settings | Baud: 19200, Parity: Even, Font: International |

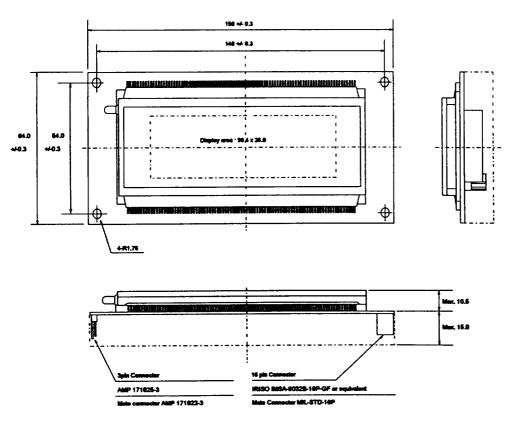
INTERNATIONAL FONT

| MEX | 00 | 10 | 20 | 30 | 40 | 50 | 60 | 76 | 50 | 90 | 2.0 | 340 | CØ | DO | EG | FO |
|---------|----|----|----|----|----|----|----|----|----|----|-----|----------|----|----|------|----|
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| 01 | | | ! | 1 | A | Q | Ð | 9 | ¢ | Ω | i | + | Á | 12 | ð | ñ |
| 02 | | | 11 | 2 | В | R | Ь | r | f. | | ¢ | 2 | Ā | O | ijij | ò |
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| 04 | | | \$ | 4 | D | Τ | ъ | ÷ | Ŀ | ŀ٠ | X | ٩. | H. | ō | Û: | ō |
| 05 | | | 7 | 5 | Ε | U | Q | ٦ | X | 0 | ¥ | ļ | A | ō | ą | 5 |
| 04 | | | 8 | 6 | F | Ų | f | > | ኤ | ሱ. | | 1 | Ŧ | O: | æ | ö |
| 07 | | | F. | 7 | G | W | 9 | W | ð | E | ψħ | | Ç | X | ç | ÷ |
| 08 | | | Y | 8 | H | X | Ь | × | Ψ | 1 | •• | ٠, | È | ø | è | φ |
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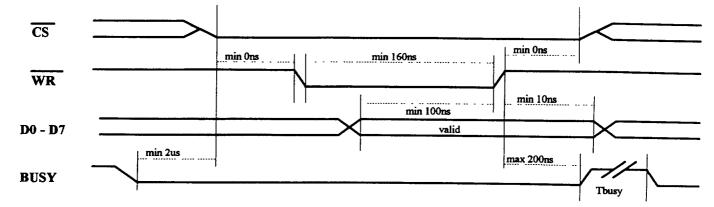
JAPANESE KATAKANA FONT

| _ | · | _ | _ | _ | _ | _ | _ | | | | | | | | | |
|------|----|----|----------------------|----|----|----|----|----|----|----|----|----|-------------|----------|----------|----|
| REEX | 00 | 10 | 20 | 30 | 40 | 50 | 60 | 70 | 80 | 90 | AO | 30 | co | D0 | EO | 70 |
| 00 | | | | 0 | อ | P | 5 | P | Б | Ы | | _ | 9 | Ξ | B | |
| 91 | | | | 1 | A | Q | a | 9 | Γ | 3 | | 7 | Ŧ | 4 | 月 | |
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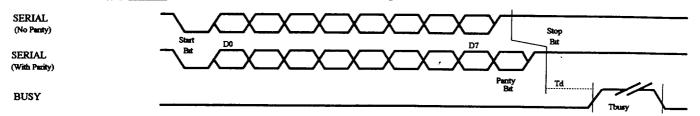
MECHANICAL DRAWINGS



PARALLEL INTERFACING



SERIAL INTERFACING



SCREEN PRIORITY VS QUICK WRITE MODE

When display screen scanning has priority over the processing of received data, the busy time can extend from 2 to 15 times the values shown for quick write mode to ensure a flickerless display. Monitoring the BUSY output is therefore prefered in this mode.

QUICK WRITE BUSY TIMING

| Data Byte Sent | Busy |
|--------------------------------------|--------|
| Character, HT (DC1or 2 mode) | 200us |
| Character, HT (DC3 mode) | 1000us |
| BS,FF,CR,CT0,CT1,DC1,DC2,DC3 | 200us |
| DC4,DC5,DC6,DC7 | 200us |
| LF,CLR | 900us |
| ESC (1st Byte) | 200us |
| ESC (2nd Byte = 'C') | 200us |
| ESC (2nd Byte = 'I') | 1400us |
| ESC (2nd Byte other than 'C' or 'I') | 200us |
| ESC (3rd ~ 7th Bytes) | 200us |

BAUD RATE JUMPERS

| J2 | J1 | J0 | Baud Rate |
|----|----|----|-----------|
| 1 | 1 | 1 | 19200 |
| 1 | 1 | 0 | 9600 |
| 1 | 0 | 1 | 4800 |
| 1 | 0 | 0 | 2400 |
| 0 | 1 | 1 | 1200 |
| 0 | 1 | 0 | 600 |
| 0 | 0 | 1 | 300 |

0 = SHORT 1 = OPEN

PARITY JUMPERS

| J4 | J3 | Parity |
|----|----|--------|
| 1 | 1 | Even |
| 1 | 0 | Odd |
| 0 | 0 | None |

FONT JUMPERS

| | JA | Character Font |
|---|----|----------------|
| | 1 | International |
| ļ | 0 | Japanese |

SIGNAL CONNECTOR

| Pin No | Function | Pin No | Function |
|--------|----------|--------|----------|
| 1 | D7 | 2 | D6 |
| 3 | D5 | 4 | D4 |
| 5 | D3 | 6 | D2 |
| 7 | DI | 8 | D0 |
| 9 | /WR | 10 | /CS |
| 11 | SIN\Test | 12 | BUSY |
| 13 | GND | 14 | GND |
| 15 | VCC | 16 | VCC |

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Doc No: DS161

POWER

| Pin No | Function |
|--------|----------|
| 1 | VCC |
| 2 | SIN\Test |
| 3 | GND |

PRECAUTIONS

This module should be handled with care against static discharge and glass breakage.

Data subject to change without notice.

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