

**a-Si TFT LCD Single Chip Driver  
240RGBx320 Resolution and 262K color  
Specification**

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# 1. Introduction

ILI9341 is a 262,144-color single-chip SOC driver for a-TFT liquid crystal display with resolution of 240RGBx320 dots, comprising a 720-channel source driver, a 320-channel gate driver, 172,800 bytes GRAM for graphic display data of 240RGBx320 dots, and power supply circuit.

ILI9341 supports parallel 8-/9-/16-/18-bit data bus MCU interface, 6-/16-/18-bit data bus RGB interface and 3-/4-line serial peripheral interface (SPI). The moving picture area can be specified in internal GRAM by window address function. The specified window area can be updated selectively, so that moving picture can be displayed simultaneously independent of still picture area.

ILI9341 can operate with 1.65V ~ 3.3V I/O interface voltage and an incorporated voltage follower circuit to generate voltage levels for driving an LCD. ILI9341 supports full color, 8-color display mode and sleep mode for precise power control by software and these features make the ILI9341 an ideal LCD driver for medium or small size portable products such as digital cellular phones, smart phone, MP3 and PMP where long battery life is a major concern.

# 2. Features

- ◆ Display resolution: [240xRGB](H) x 320(V)
- ◆ Output:
  - 720 source outputs
  - 320 gate outputs
  - Common electrode output (VCOM)
- ◆ a-TFT LCD driver with on-chip full display RAM: 172,800 bytes
- ◆ System Interface
  - 8-bits, 9-bits, 16-bits, 18-bits interface with 8080- I /8080- II series MCU
  - 6-bits, 16-bits, 18-bits RGB interface with graphic controller
  - 3-line / 4-line serial interface
- ◆ Display mode:
  - Full color mode (Idle mode OFF): 262K-color (selectable color depth mode by software)
  - Reduce color mode (Idle mode ON): 8-color
- ◆ Power saving mode:
  - Sleep mode
- ◆ On chip functions:
  - VCOM generator and adjustment
  - Timing generator
  - Oscillator
  - DC/DC converter
  - Line/frame inversion
  - 1 preset Gamma curve with separate RGB Gamma correction
- ◆ Content Adaptive Brightness Control
- ◆ MTP (3 times):
  - 8-bits for ID1, ID2, ID3
  - 7-bits for VCOM adjustment

- ◆ Low -power consumption architecture
  - Low operating power supplies:
    - $VDDI = 1.65V \sim 3.3V$  (logic)
    - $VCI = 2.5V \sim 3.3V$  (analog)
- ◆ LCD Voltage drive:
  - Source/VCOM power supply voltage
    - $DDVDH - GND = 4.5V \sim 5.8V$
    - $VCL - GND = -1.5V \sim -2.5V$
  - Gate driver output voltage
    - $VGH - GND = 10.0V \sim 18.0V$
    - $VGL - GND = -5.0V \sim -10.0V$
    - $VGH - VGL \leq 28V$
  - VCOM driver output voltage
    - $VCOMH = 3.0V \sim (DDVDH - 0.2)V$
    - $VCOML = (VCL+0.2)V \sim 0V$
    - $VCOMH - VCOML \leq 6.0V$
- ◆ Operate temperature range:  $-40^{\circ}C$  to  $85^{\circ}C$
- ◆ a-Si TFT LCD storage capacitor : Cst on Common structure only





## 4. Pin Descriptions

| Power Supply Pins |     |                |  |
|-------------------|-----|----------------|--|
| Pin Name          | I/O | Type           | Descriptions   |
| VDDI              | I   | P              | Low voltage power supply for interface logic circuits (1.65 ~ 3.3 V)   |
| VDDI_LED          | I   |                | Power supply for LED driver interface. (1.65 ~ 3.3 V)<br>If LED driver is not used, fix this pin at VDDI.                                  |
| VCI               | I   | Analog Power   | High voltage power supply for analog circuit blocks (2.5 ~ 3.3 V)  |
| Vcore             | O   | Digital Power  | Regulated Low voltage level for interface circuits<br>Connect a capacitor for stabilization.<br>Don't apply any external power to this pad |
| VSS3              | I   | I/O Ground     | System ground level for I/O circuits.  |
| VSS               | I   | Digital Ground | System ground level for logic blocks   |
| VSSA              | I   | Analog Ground  | System ground level for analog circuit blocks<br>Connect to VSS on the FPC to prevent noise.   |
| VSSC              | I   | Analog Ground  | System ground level for analog circuit blocks<br>Connect to VSS on the FPC to prevent noise  |

| Interface Logic Signals                                |     |            |                                 |     |     |     |                                       |                     |                  |
|--|-----|------------|---------------------------------|-----|-----|-----|---------------------------------------|---------------------|------------------|
| Pin Name   | I/O | Type       | Descriptions                    |     |     |     |                                       |                     |                  |
| IM[3:0]  | I   | (VDDI/VSS) | - Select the MCU interface mode |     |     |     |                                       |                     |                  |
|  |     |            | IM3                             | IM2 | IM1 | IM0 | MCU-Interface Mode                    | DB Pin in use       |                  |
|  |     |            |                                 |     |     |     |                                       | Register/Content    | GRAM             |
|  |     |            | 0                               | 0   | 0   | 0   | 80 MCU 8-bit bus interface I          | D[7:0]              | D[7:0]           |
|  |     |            | 0                               | 0   | 0   | 1   | 80 MCU 16-bit bus interface I         | D[7:0]              | D[15:0]          |
|  |     |            | 0                               | 0   | 1   | 0   | 80 MCU 9-bit bus interface I          | D[7:0]              | D[8:0]           |
|  |     |            | 0                               | 0   | 1   | 1   | 80 MCU 18-bit bus interface I         | D[7:0]              | D[17:0]          |
|  |     |            | 0                               | 1   | 0   | 1   | 3-wire 9-bit data serial interface I  | SDA: In/OUT         |                  |
|  |     |            | 0                               | 1   | 1   | 0   | 4-wire 8-bit data serial interface I  | SDA: In/OUT         |                  |
|  |     |            | 1                               | 0   | 0   | 0   | 80 MCU 16-bit bus interface II        | D[8:1]              | D[17:10], D[8:1] |
|  |     |            | 1                               | 0   | 0   | 1   | 80 MCU 8-bit bus interface II         | D[17:10]            | D[17:10]         |
|  |     |            | 1                               | 0   | 1   | 0   | 80 MCU 18-bit bus interface II        | D[8:1]              | D[17:0]          |
|  |     |            | 1                               | 0   | 1   | 1   | 80 MCU 9-bit bus interface II         | D[17:10]            | D[17:9]          |
|  |     |            | 1                               | 1   | 0   | 1   | 3-wire 9-bit data serial interface II | SDI: In<br>SDO: Out |                  |
|  |     |            | 1                               | 1   | 1   | 0   | 4-wire 8-bit data serial interface II | SDI: In<br>SDO: Out |                  |
| MPU Parallel interface bus and serial interface select |     |            |                                 |     |     |     |                                       |                     |                  |
| If use RGB Interface must select serial interface.     |     |            |                                 |     |     |     |                                       |                     |                  |
| * : Fix this pin at VDDI or VSS.                       |     |            |                                 |     |     |     |                                       |                     |                  |

|               |     |                   |   |
|---------------|-----|-------------------|---|
| RESX          | I   | MCU<br>(VDDI/VSS) | This signal will reset the device and must be applied to properly initialize the chip.<br>Signal is active low.   |
| EXTC          | I   | MCU<br>(VDDI/VSS) | Extended command set enable.<br>Low: extended command set is discarded.<br>High: extended command set is accepted.<br><br>Please connect EXTC to VDDI to read/write extended registers (RB0h~RCFh, RE0h~RFFh)   |
| CSX           | I   | MCU<br>(VDDI/VSS) | Chip select input pin ("Low" enable).<br>This pin can be permanently fixed "Low" in MPU interface mode only.<br>* note1,2   |
| D/CX (SCL)    | I   | MCU<br>(VDDI/VSS) | This pin is used to select "Data or Command" in the parallel interface or 4-wire 8-bit serial data interface.<br>When DCX = '1', data is selected.<br>When DCX = '0', command is selected.<br><br>This pin is used serial interface clock in 3-wire 9-bit / 4-wire 8-bit serial data interface.<br><b>If not used, this pin should be connected to VDDI or VSS.</b> |
| RDX           | I   | MCU<br>(VDDI/VSS) | 8080- I /8080- II system (RDX): Serves as a read signal and MCU read data at the rising edge.<br><b>Fix to VDDI level when not in use.</b>  |
| WRX<br>(D/CX) | I   | MCU<br>(VDDI/VSS) | - 8080- I /8080- II system (WRX): Serves as a write signal and writes data at the rising edge.<br>- 4-line system (D/CX): Serves as command or parameter select.<br><b>Fix to VDDI level when not in use.</b>   |
| D[17:0]       | I/O | MCU<br>(VDDI/VSS) | 18-bit parallel bi-directional data bus for MCU system and RGB interface mode<br><b>Fix to VSS level when not in use</b>  |
| SDI/SDA       | I/O | MCU<br>(VDDI/VSS) | When IM[3] : Low, Serial in/out signal.<br>When IM[3] : High, Serial input signal.<br>The data is applied on the rising edge of the SCL signal.<br><b>If not used, fix this pin at VDDI or VSS.</b>   |
| SDO           | O   | MCU<br>(VDDI/VSS) | Serial output signal.<br>The data is outputted on the falling edge of the SCL signal.<br>If not used, open this pin   |
| TE            | O   | MCU<br>(VDDI/VSS) | Tearing effect output pin to synchronize MPU to frame writing, activated by S/W command. When this pin is not activated, this pin is low.<br>If not used, open this pin.  |
| DOTCLK        | I   | MCU<br>(VDDI/VSS) | Dot clock signal for RGB interface operation.<br><b>Fix to VDDI or VSS level when not in use.</b>   |
| VSYNC         | I   | MCU<br>(VDDI/VSS) | Frame synchronizing signal for RGB interface operation.<br><b>Fix to VDDI or VSS level when not in use.</b>   |
| HSYNC         | I   | MCU<br>(VDDI/VSS) | Line synchronizing signal for RGB interface operation.<br><b>Fix to VDDI or VSS level when not in use.</b>  |
| DE            | I   | MCU<br>(VDDI/VSS) | Data enable signal for RGB interface operation.<br><b>Fix to VDDI or VSS level when not in use.</b>   |

**Note.**

1. If CSX is connected to VSS in Parallel interface mode, there will be no abnormal visible effect to the display module.  
Also there will be no restriction on using the Parallel Read/Write protocols, Power On/Off Sequences or other functions.  
Furthermore there will be no influence to the Power Consumption of the display module.
2. When CSX='1', there is no influence to the parallel and serial interface.

| LCD Driver Input/Output Pins |     |                             |   |
|------------------------------|-----|-----------------------------|---|
| Pin Name                     | I/O | Type                        | Descriptions  |
| S720~S1                      | O   | Source                      | Source output signals..<br><i>Leave the pin to open when not in use.</i>  |
| G320~G1                      | O   | Gate                        | Gate output signals..<br><i>Leave the pin to open when not in use.</i>  |
| DDVDH                        | O   | Power Stabilizing capacitor | Output voltage of 1st step up circuit (2 x VCI). Input voltage to 2nd step up circuit. Generated power output pad for source driver block. Connect this pad to the capacitor for stabilization. |
| VGH                          | O   | Power Stabilizing capacitor | Power supply for the gate driver.<br>Adjust the VGH level with the BT[2:0] bits.<br><b>Connect this pad with a stabilizing capacitor.</b>   |
| VGL                          | O   | Power Stabilizing capacitor | Power supply for the gate driver.<br>Adjust the VGL level with the BT[2:0] bits.<br>Connect this pad with a stabilizing capacitor.  |
| VCL                          | 0   | Power Stabilizing capacitor | Power supply for VCOML.<br>VCL = 0~ - VCI<br>Connect this pad with a stabilizing capacitor.   |
| C11P, C11M<br>C12P, C12M     | P   | Stabilizing capacitor       | Connect the charge-pumping capacitor for generating DDVDH level.  |
| C21P, C21M<br>C22P, C22M     | P   | Stabilizing capacitor       | Connect the charge-pumping capacitor for generating VGH, VGL level.   |
| GVDD                         | O   |                             | High reference voltage for grayscale voltage generator.<br>Internal register can be used to adjust the voltage.   |
| VCOM                         | O   |                             | Power supply pad for the TFT- display counter electrode.<br>Charge recycling method is used with VCI and VSSA voltage.<br>Connect this pad to the TFT-display counter electrode.                |
| LEDPWM                       | O   |                             | Output pin for PWM (Pulse Width Modulation) signal of LED driving.<br>If not used, open this pad.   |
| LEDON                        | O   |                             | Output pin for enabling LED driving.<br>If not used, open this pad.   |

| Test Pins              |     |      |  |
|------------------------|-----|------|--|
| Pin Name               | I/O | Type | Descriptions   |
| DUMMY                  | -   | Open | Input pads used only for test purpose at IC-side.<br>During normal operation, leave these pads open. |
| INT_TEST1<br>INT_TEST2 | -   | Open | Input pads used only for test purpose at IC-side.<br>During normal operation, leave these pads open. |

**Liquid crystal power supply specifications Table**

| No. | Item                              |           | Description                                   |
|-----|-----------------------------------|-----------|---|
| 1   | TFT Source Driver                 |           | 720 pins (240 x RGB)                          |
| 2   | TFT Gate Driver                   |           | 320 pins                                      |
| 3   | TFT Display's Capacitor Structure |           | Cst structure only (Cs on Common)             |
| 4   | Liquid Crystal Drive Output       | S1 ~ S720 | V0 ~ V63 grayscales                           |
|     |                                   | G1 ~ G320 | VGH - VGL                                     |
|     |                                   | VCOM      | VCOMH - VCOML: Amplitude = electronic volumes |
| 5   | Input Voltage                     | VDDI      | 1.65V ~ 3.30V                                 |
|     |                                   | VCI       | 2.50V ~ 3.30V                                 |
| 6   | Liquid Crystal Drive Voltages     | DDVDH     | 4.5V ~ 5.8V                                   |
|     |                                   | VGH       | 10.0V ~ 18.0V                                 |
|     |                                   | VGL       | -5.0V ~ -10.0V                                |
|     |                                   | VCL       | -1.5V ~ -2.5V                                 |
|     |                                   | VGH - VGL | Max. 28.0V                                    |
| 7   | Internal Step-up Circuits         | DDVDH     | VCI x2,                                       |
|     |                                   | VGH       | VCI x6, x7                                    |
|     |                                   | VGL       | VCI x-3, x-4,                                 |
|     |                                   | VCL       | VCI x-1                                       |

## 5. Pad Arrangement and Coordination

Chip Size: 15860um x 650um

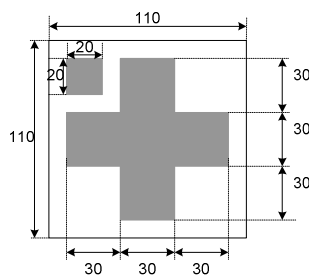
Chip thickness : 250um (typ.)

Pad Location: Pad Center.

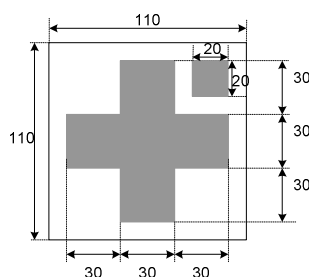
Coordinate Origin: Chip center

Au bump height: 12um (typ.)

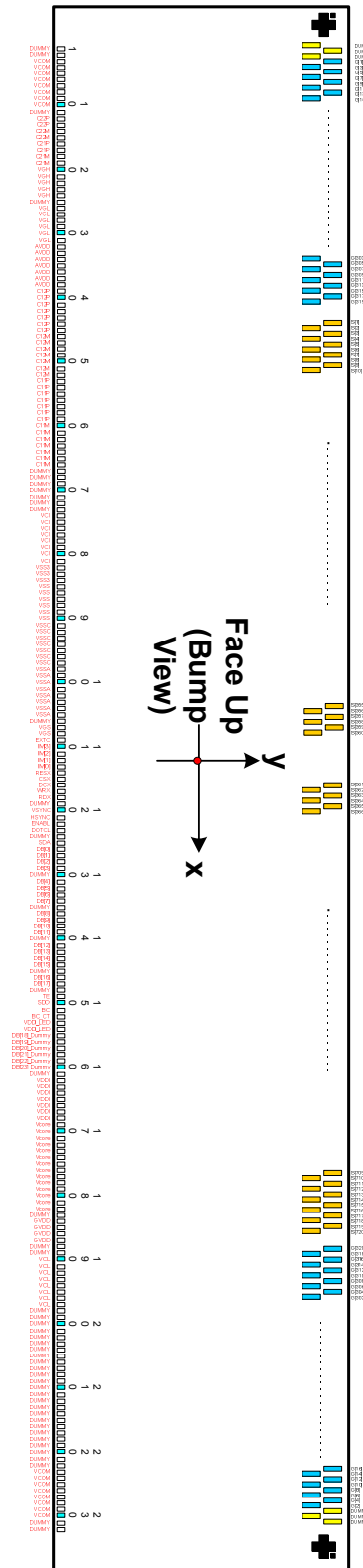
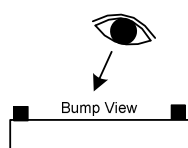
**Alignment Marks**



Alignment Mark: A1



Alignment Mark: A2



| No. | Pad name | X       | Y    | No. | Pad name | X       | Y    | No. | Pad name | X       | Y    | No. | Pad name     | X      | Y    |
|-----|----------|---------|------|-----|----------|---------|------|-----|----------|---------|------|-----|--------------|--------|------|
| 1   | DUMMY    | -7292.5 | -248 | 51  | C12M     | -4292.5 | -248 | 101 | VSSA     | -1292.5 | -248 | 151 | LEDPWM       | 2245   | -248 |
| 2   | DUMMY    | -7232.5 | -248 | 52  | C12M     | -4232.5 | -248 | 102 | VSSA     | -1232.5 | -248 | 152 | LEDON        | 2330   | -248 |
| 3   | VCOM     | -7172.5 | -248 | 53  | C11P     | -4172.5 | -248 | 103 | VSSA     | -1172.5 | -248 | 153 | VDDI_LED     | 2402.5 | -248 |
| 4   | VCOM     | -7112.5 | -248 | 54  | C11P     | -4112.5 | -248 | 104 | VSSA     | -1112.5 | -248 | 154 | VDDI_LED     | 2462.5 | -248 |
| 5   | VCOM     | -7052.5 | -248 | 55  | C11P     | -4052.5 | -248 | 105 | VSSA     | -1052.5 | -248 | 155 | DB[18]_Dummy | 2535   | -248 |
| 6   | VCOM     | -6992.5 | -248 | 56  | C11P     | -3992.5 | -248 | 106 | DUMMY    | -992.5  | -248 | 156 | DB[19]_Dummy | 2620   | -248 |
| 7   | VCOM     | -6932.5 | -248 | 57  | C11P     | -3932.5 | -248 | 107 | VGS      | -932.5  | -248 | 157 | DB[20]_Dummy | 2705   | -248 |
| 8   | VCOM     | -6872.5 | -248 | 58  | C11P     | -3872.5 | -248 | 108 | VGS      | -872.5  | -248 | 158 | DB[21]_Dummy | 2790   | -248 |
| 9   | VCOM     | -6812.5 | -248 | 59  | C11P     | -3812.5 | -248 | 109 | EXTC     | -812.5  | -248 | 159 | DB[22]_Dummy | 2875   | -248 |
| 10  | VCOM     | -6752.5 | -248 | 60  | C11M     | -3752.5 | -248 | 110 | IM<3>    | -752.5  | -248 | 160 | DB[23]_Dummy | 2960   | -248 |
| 11  | DUMMY    | -6692.5 | -248 | 61  | C11M     | -3692.5 | -248 | 111 | IM<2>    | -692.5  | -248 | 161 | DUMMY        | 3032.5 | -248 |
| 12  | C22P     | -6632.5 | -248 | 62  | C11M     | -3632.5 | -248 | 112 | IM<1>    | -632.5  | -248 | 162 | VDDI         | 3092.5 | -248 |
| 13  | C22P     | -6572.5 | -248 | 63  | C11M     | -3572.5 | -248 | 113 | IM<0>    | -572.5  | -248 | 163 | VDDI         | 3152.5 | -248 |
| 14  | C22M     | -6512.5 | -248 | 64  | C11M     | -3512.5 | -248 | 114 | RESX     | -512.5  | -248 | 164 | VDDI         | 3212.5 | -248 |
| 15  | C22M     | -6452.5 | -248 | 65  | C11M     | -3452.5 | -248 | 115 | CSX      | -452.5  | -248 | 165 | VDDI         | 3272.5 | -248 |
| 16  | C21P     | -6392.5 | -248 | 66  | C11M     | -3392.5 | -248 | 116 | DCX      | -392.5  | -248 | 166 | VDDI         | 3332.5 | -248 |
| 17  | C21P     | -6332.5 | -248 | 67  | (GND)    | -3332.5 | -248 | 117 | WRX      | -332.5  | -248 | 167 | VDDI         | 3392.5 | -248 |
| 18  | C21M     | -6272.5 | -248 | 68  | (GND)    | -3272.5 | -248 | 118 | RDX      | -272.5  | -248 | 168 | VDDI         | 3452.5 | -248 |
| 19  | C21M     | -6212.5 | -248 | 69  | (GND)    | -3212.5 | -248 | 119 | DUMMY    | -212.5  | -248 | 169 | Vcore        | 3512.5 | -248 |
| 20  | VGH      | -6152.5 | -248 | 70  | (GND)    | -3152.5 | -248 | 120 | VSXNC    | -152.5  | -248 | 170 | Vcore        | 3572.5 | -248 |
| 21  | VGH      | -6092.5 | -248 | 71  | (GND)    | -3092.5 | -248 | 121 | HSXNC    | -92.5   | -248 | 171 | Vcore        | 3632.5 | -248 |
| 22  | VGH      | -6032.5 | -248 | 72  | (GND)    | -3032.5 | -248 | 122 | ENABL    | -32.5   | -248 | 172 | Vcore        | 3692.5 | -248 |
| 23  | VGH      | -5972.5 | -248 | 73  | (GND)    | -2972.5 | -248 | 123 | DOTCLK   | 27.5    | -248 | 173 | Vcore        | 3752.5 | -248 |
| 24  | VGH      | -5912.5 | -248 | 74  | VCI      | -2912.5 | -248 | 124 | DUMMY    | 87.5    | -248 | 174 | Vcore        | 3812.5 | -248 |
| 25  | DUMMY    | -5852.5 | -248 | 75  | VCI      | -2852.5 | -248 | 125 | SDA      | 160     | -248 | 175 | Vcore        | 3872.5 | -248 |
| 26  | VGL      | -5792.5 | -248 | 76  | VCI      | -2792.5 | -248 | 126 | DB[0]    | 245     | -248 | 176 | Vcore        | 3932.5 | -248 |
| 27  | VGL      | -5732.5 | -248 | 77  | VCI      | -2732.5 | -248 | 127 | DB[1]    | 330     | -248 | 177 | Vcore        | 3992.5 | -248 |
| 28  | VGL      | -5672.5 | -248 | 78  | VCI      | -2672.5 | -248 | 128 | DB[2]    | 415     | -248 | 178 | Vcore        | 4052.5 | -248 |
| 29  | VGL      | -5612.5 | -248 | 79  | VCI      | -2612.5 | -248 | 129 | DB[3]    | 500     | -248 | 179 | Vcore        | 4112.5 | -248 |
| 30  | VGL      | -5552.5 | -248 | 80  | VCI      | -2552.5 | -248 | 130 | DUMMY    | 572.5   | -248 | 180 | Vcore        | 4172.5 | -248 |
| 31  | VGL      | -5492.5 | -248 | 81  | VCI      | -2492.5 | -248 | 131 | DB[4]    | 645     | -248 | 181 | Vcore        | 4232.5 | -248 |
| 32  | DDVDH    | -5432.5 | -248 | 82  | VSS3     | -2432.5 | -248 | 132 | DB[5]    | 730     | -248 | 182 | Vcore        | 4292.5 | -248 |
| 33  | DDVDH    | -5372.5 | -248 | 83  | VSS3     | -2372.5 | -248 | 133 | DB[6]    | 815     | -248 | 183 | DUMMY        | 4352.5 | -248 |
| 34  | DDVDH    | -5312.5 | -248 | 84  | VSS3     | -2312.5 | -248 | 134 | DB[7]    | 900     | -248 | 184 | GVDD         | 4412.5 | -248 |
| 35  | DDVDH    | -5252.5 | -248 | 85  | VSS      | -2252.5 | -248 | 135 | DUMMY    | 972.5   | -248 | 185 | GVDD         | 4472.5 | -248 |
| 36  | DDVDH    | -5192.5 | -248 | 86  | VSS      | -2192.5 | -248 | 136 | DB[8]    | 1045    | -248 | 186 | GVDD         | 4532.5 | -248 |
| 37  | DDVDH    | -5132.5 | -248 | 87  | VSS      | -2132.5 | -248 | 137 | DB[9]    | 1130    | -248 | 187 | GVDD         | 4592.5 | -248 |
| 38  | DDVDH    | -5072.5 | -248 | 88  | VSS      | -2072.5 | -248 | 138 | DB[10]   | 1215    | -248 | 188 | DUMMY        | 4652.5 | -248 |
| 39  | C12P     | -5012.5 | -248 | 89  | VSS      | -2012.5 | -248 | 139 | DB[11]   | 1300    | -248 | 189 | DUMMY        | 4712.5 | -248 |
| 40  | C12P     | -4952.5 | -248 | 90  | VSS      | -1952.5 | -248 | 140 | DUMMY    | 1372.5  | -248 | 190 | VCL          | 4772.5 | -248 |
| 41  | C12P     | -4892.5 | -248 | 91  | VSSC     | -1892.5 | -248 | 141 | DB[12]   | 1445    | -248 | 191 | VCL          | 4832.5 | -248 |
| 42  | C12P     | -4832.5 | -248 | 92  | VSSC     | -1832.5 | -248 | 142 | DB[13]   | 1530    | -248 | 192 | VCL          | 4892.5 | -248 |
| 43  | C12P     | -4772.5 | -248 | 93  | VSSC     | -1772.5 | -248 | 143 | DB[14]   | 1615    | -248 | 193 | VCL          | 4952.5 | -248 |
| 44  | C12P     | -4712.5 | -248 | 94  | VSSC     | -1712.5 | -248 | 144 | DB[15]   | 1700    | -248 | 194 | VCL          | 5012.5 | -248 |
| 45  | C12P     | -4652.5 | -248 | 95  | VSSC     | -1652.5 | -248 | 145 | DUMMY    | 1772.5  | -248 | 195 | VCL          | 5072.5 | -248 |
| 46  | C12M     | -4592.5 | -248 | 96  | VSSC     | -1592.5 | -248 | 146 | DB[16]   | 1845    | -248 | 196 | VCL          | 5132.5 | -248 |
| 47  | C12M     | -4532.5 | -248 | 97  | VSSC     | -1532.5 | -248 | 147 | DB[17]   | 1930    | -248 | 197 | VCL          | 5192.5 | -248 |
| 48  | C12M     | -4472.5 | -248 | 98  | VSSA     | -1472.5 | -248 | 148 | DUMMY    | 2002.5  | -248 | 198 | DUMMY        | 5252.5 | -248 |
| 49  | C12M     | -4412.5 | -248 | 99  | VSSA     | -1412.5 | -248 | 149 | TE       | 2075    | -248 | 199 | DUMMY        | 5312.5 | -248 |
| 50  | C12M     | -4352.5 | -248 | 100 | VSSA     | -1352.5 | -248 | 150 | SDO      | 2160    | -248 | 200 | DUMMY        | 5372.5 | -248 |



| No. | Pad name  | X      | Y    | No. | Pad name | X    | Y   | No. | Pad name | X    | Y   | No. | Pad name | X    | Y   |
|-----|-----------|--------|------|-----|----------|------|-----|-----|----------|------|-----|-----|----------|------|-----|
| 201 | DUMMY     | 5432.5 | -248 | 251 | G32      | 7147 | 224 | 301 | G132     | 6447 | 224 | 351 | G232     | 5747 | 224 |
| 202 | DUMMY     | 5492.5 | -248 | 252 | G34      | 7133 | 93  | 302 | G134     | 6433 | 93  | 352 | G234     | 5733 | 93  |
| 203 | DUMMY     | 5552.5 | -248 | 253 | G36      | 7119 | 224 | 303 | G136     | 6419 | 224 | 353 | G236     | 5719 | 224 |
| 204 | DUMMY     | 5612.5 | -248 | 254 | G38      | 7105 | 93  | 304 | G138     | 6405 | 93  | 354 | G238     | 5705 | 93  |
| 205 | DUMMY     | 5672.5 | -248 | 255 | G40      | 7091 | 224 | 305 | G140     | 6391 | 224 | 355 | G240     | 5691 | 224 |
| 206 | (GND)     | 5732.5 | -248 | 256 | G42      | 7077 | 93  | 306 | G142     | 6377 | 93  | 356 | G242     | 5677 | 93  |
| 207 | (GND)     | 5792.5 | -248 | 257 | G44      | 7063 | 224 | 307 | G144     | 6363 | 224 | 357 | G244     | 5663 | 224 |
| 208 | (GND)     | 5852.5 | -248 | 258 | G46      | 7049 | 93  | 308 | G146     | 6349 | 93  | 358 | G246     | 5649 | 93  |
| 209 | (GND)     | 5912.5 | -248 | 259 | G48      | 7035 | 224 | 309 | G148     | 6335 | 224 | 359 | G248     | 5635 | 224 |
| 210 | (GND)     | 5972.5 | -248 | 260 | G50      | 7021 | 93  | 310 | G150     | 6321 | 93  | 360 | G250     | 5621 | 93  |
| 211 | (GND)     | 6032.5 | -248 | 261 | G52      | 7007 | 224 | 311 | G152     | 6307 | 224 | 361 | G252     | 5607 | 224 |
| 212 | (GND)     | 6092.5 | -248 | 262 | G54      | 6993 | 93  | 312 | G154     | 6293 | 93  | 362 | G254     | 5593 | 93  |
| 213 | (GND)     | 6152.5 | -248 | 263 | G56      | 6979 | 224 | 313 | G156     | 6279 | 224 | 363 | G256     | 5579 | 224 |
| 214 | DUMMY     | 6212.5 | -248 | 264 | G58      | 6965 | 93  | 314 | G158     | 6265 | 93  | 364 | G258     | 5565 | 93  |
| 215 | DUMMY     | 6272.5 | -248 | 265 | G60      | 6951 | 224 | 315 | G160     | 6251 | 224 | 365 | G260     | 5551 | 224 |
| 216 | DUMMY     | 6332.5 | -248 | 266 | G62      | 6937 | 93  | 316 | G162     | 6237 | 93  | 366 | G262     | 5537 | 93  |
| 217 | DUMMY     | 6392.5 | -248 | 267 | G64      | 6923 | 224 | 317 | G164     | 6223 | 224 | 367 | G264     | 5523 | 224 |
| 218 | DUMMY     | 6452.5 | -248 | 268 | G66      | 6909 | 93  | 318 | G166     | 6209 | 93  | 368 | G266     | 5509 | 93  |
| 219 | DUMMY     | 6512.5 | -248 | 269 | G68      | 6895 | 224 | 319 | G168     | 6195 | 224 | 369 | G268     | 5495 | 224 |
| 220 | DUMMY     | 6572.5 | -248 | 270 | G70      | 6881 | 93  | 320 | G170     | 6181 | 93  | 370 | G270     | 5481 | 93  |
| 221 | DUMMY     | 6632.5 | -248 | 271 | G72      | 6867 | 224 | 321 | G172     | 6167 | 224 | 371 | G272     | 5467 | 224 |
| 222 | DUMMY     | 6692.5 | -248 | 272 | G74      | 6853 | 93  | 322 | G174     | 6153 | 93  | 372 | G274     | 5453 | 93  |
| 223 | VCOM      | 6752.5 | -248 | 273 | G76      | 6839 | 224 | 323 | G176     | 6139 | 224 | 373 | G276     | 5439 | 224 |
| 224 | VCOM      | 6812.5 | -248 | 274 | G78      | 6825 | 93  | 324 | G178     | 6125 | 93  | 374 | G278     | 5425 | 93  |
| 225 | VCOM      | 6872.5 | -248 | 275 | G80      | 6811 | 224 | 325 | G180     | 6111 | 224 | 375 | G280     | 5411 | 224 |
| 226 | VCOM      | 6932.5 | -248 | 276 | G82      | 6797 | 93  | 326 | G182     | 6097 | 93  | 376 | G282     | 5397 | 93  |
| 227 | VCOM      | 6992.5 | -248 | 277 | G84      | 6783 | 224 | 327 | G184     | 6083 | 224 | 377 | G284     | 5383 | 224 |
| 228 | VCOM      | 7052.5 | -248 | 278 | G86      | 6769 | 93  | 328 | G186     | 6069 | 93  | 378 | G286     | 5369 | 93  |
| 229 | VCOM      | 7112.5 | -248 | 279 | G88      | 6755 | 224 | 329 | G188     | 6055 | 224 | 379 | G288     | 5355 | 224 |
| 230 | VCOM      | 7172.5 | -248 | 280 | G90      | 6741 | 93  | 330 | G190     | 6041 | 93  | 380 | G290     | 5341 | 93  |
| 231 | INT TEST1 | 7232.5 | -248 | 281 | G92      | 6727 | 224 | 331 | G192     | 6027 | 224 | 381 | G292     | 5327 | 224 |
| 232 | INT TEST2 | 7292.5 | -248 | 282 | G94      | 6713 | 93  | 332 | G194     | 6013 | 93  | 382 | G294     | 5313 | 93  |
| 233 | DUMMY     | 7399   | 224  | 283 | G96      | 6699 | 224 | 333 | G196     | 5999 | 224 | 383 | G296     | 5299 | 224 |
| 234 | DUMMY     | 7385   | 93   | 284 | G98      | 6685 | 93  | 334 | G198     | 5985 | 93  | 384 | G298     | 5285 | 93  |
| 235 | DUMMY     | 7371   | 224  | 285 | G100     | 6671 | 224 | 335 | G200     | 5971 | 224 | 385 | G300     | 5271 | 224 |
| 236 | G2        | 7357   | 93   | 286 | G102     | 6657 | 93  | 336 | G202     | 5957 | 93  | 386 | G302     | 5257 | 93  |
| 237 | G4        | 7343   | 224  | 287 | G104     | 6643 | 224 | 337 | G204     | 5943 | 224 | 387 | G304     | 5243 | 224 |
| 238 | G6        | 7329   | 93   | 288 | G106     | 6629 | 93  | 338 | G206     | 5929 | 93  | 388 | G306     | 5229 | 93  |
| 239 | G8        | 7315   | 224  | 289 | G108     | 6615 | 224 | 339 | G208     | 5915 | 224 | 389 | G308     | 5215 | 224 |
| 240 | G10       | 7301   | 93   | 290 | G110     | 6601 | 93  | 340 | G210     | 5901 | 93  | 390 | G310     | 5201 | 93  |
| 241 | G12       | 7287   | 224  | 291 | G112     | 6587 | 224 | 341 | G212     | 5887 | 224 | 391 | G312     | 5187 | 224 |
| 242 | G14       | 7273   | 93   | 292 | G114     | 6573 | 93  | 342 | G214     | 5873 | 93  | 392 | G314     | 5173 | 93  |
| 243 | G16       | 7259   | 224  | 293 | G116     | 6559 | 224 | 343 | G216     | 5859 | 224 | 393 | G316     | 5159 | 224 |
| 244 | G18       | 7245   | 93   | 294 | G118     | 6545 | 93  | 344 | G218     | 5845 | 93  | 394 | G318     | 5145 | 93  |
| 245 | G20       | 7231   | 224  | 295 | G120     | 6531 | 224 | 345 | G220     | 5831 | 224 | 395 | G320     | 5131 | 224 |
| 246 | G22       | 7217   | 93   | 296 | G122     | 6517 | 93  | 346 | G222     | 5817 | 93  | 396 | S720     | 5075 | 93  |
| 247 | G24       | 7203   | 224  | 297 | G124     | 6503 | 224 | 347 | G224     | 5803 | 224 | 397 | S719     | 5061 | 224 |
| 248 | G26       | 7189   | 93   | 298 | G126     | 6489 | 93  | 348 | G226     | 5789 | 93  | 398 | S718     | 5047 | 93  |
| 249 | G28       | 7175   | 224  | 299 | G128     | 6475 | 224 | 349 | G228     | 5775 | 224 | 399 | S717     | 5033 | 224 |
| 250 | G30       | 7161   | 93   | 300 | G130     | 6461 | 93  | 350 | G230     | 5761 | 93  | 400 | S716     | 5019 | 93  |

| No. | Pad name | X    | Y   | No. | Pad name | X    | Y   | No. | Pad name | X    | Y   | No. | Pad name | X    | Y   |
|-----|----------|------|-----|-----|----------|------|-----|-----|----------|------|-----|-----|----------|------|-----|
| 401 | S715     | 5005 | 224 | 451 | S665     | 4305 | 224 | 501 | S615     | 3605 | 224 | 551 | S565     | 2905 | 224 |
| 402 | S714     | 4991 | 93  | 452 | S664     | 4291 | 93  | 502 | S614     | 3591 | 93  | 552 | S564     | 2891 | 93  |
| 403 | S713     | 4977 | 224 | 453 | S663     | 4277 | 224 | 503 | S613     | 3577 | 224 | 553 | S563     | 2877 | 224 |
| 404 | S712     | 4963 | 93  | 454 | S662     | 4263 | 93  | 504 | S612     | 3563 | 93  | 554 | S562     | 2863 | 93  |
| 405 | S711     | 4949 | 224 | 455 | S661     | 4249 | 224 | 505 | S611     | 3549 | 224 | 555 | S561     | 2849 | 224 |
| 406 | S710     | 4935 | 93  | 456 | S660     | 4235 | 93  | 506 | S610     | 3535 | 93  | 556 | S560     | 2835 | 93  |
| 407 | S709     | 4921 | 224 | 457 | S659     | 4221 | 224 | 507 | S609     | 3521 | 224 | 557 | S559     | 2821 | 224 |
| 408 | S708     | 4907 | 93  | 458 | S658     | 4207 | 93  | 508 | S608     | 3507 | 93  | 558 | S558     | 2807 | 93  |
| 409 | S707     | 4893 | 224 | 459 | S657     | 4193 | 224 | 509 | S607     | 3493 | 224 | 559 | S557     | 2793 | 224 |
| 410 | S706     | 4879 | 93  | 460 | S656     | 4179 | 93  | 510 | S606     | 3479 | 93  | 560 | S556     | 2779 | 93  |
| 411 | S705     | 4865 | 224 | 461 | S655     | 4165 | 224 | 511 | S605     | 3465 | 224 | 561 | S555     | 2765 | 224 |
| 412 | S704     | 4851 | 93  | 462 | S654     | 4151 | 93  | 512 | S604     | 3451 | 93  | 562 | S554     | 2751 | 93  |
| 413 | S703     | 4837 | 224 | 463 | S653     | 4137 | 224 | 513 | S603     | 3437 | 224 | 563 | S553     | 2737 | 224 |
| 414 | S702     | 4823 | 93  | 464 | S652     | 4123 | 93  | 514 | S602     | 3423 | 93  | 564 | S552     | 2723 | 93  |
| 415 | S701     | 4809 | 224 | 465 | S651     | 4109 | 224 | 515 | S601     | 3409 | 224 | 565 | S551     | 2709 | 224 |
| 416 | S700     | 4795 | 93  | 466 | S650     | 4095 | 93  | 516 | S600     | 3395 | 93  | 566 | S550     | 2695 | 93  |
| 417 | S699     | 4781 | 224 | 467 | S649     | 4081 | 224 | 517 | S599     | 3381 | 224 | 567 | S549     | 2681 | 224 |
| 418 | S698     | 4767 | 93  | 468 | S648     | 4067 | 93  | 518 | S598     | 3367 | 93  | 568 | S548     | 2667 | 93  |
| 419 | S697     | 4753 | 224 | 469 | S647     | 4053 | 224 | 519 | S597     | 3353 | 224 | 569 | S547     | 2653 | 224 |
| 420 | S696     | 4739 | 93  | 470 | S646     | 4039 | 93  | 520 | S596     | 3339 | 93  | 570 | S546     | 2639 | 93  |
| 421 | S695     | 4725 | 224 | 471 | S645     | 4025 | 224 | 521 | S595     | 3325 | 224 | 571 | S545     | 2625 | 224 |
| 422 | S694     | 4711 | 93  | 472 | S644     | 4011 | 93  | 522 | S594     | 3311 | 93  | 572 | S544     | 2611 | 93  |
| 423 | S693     | 4697 | 224 | 473 | S643     | 3997 | 224 | 523 | S593     | 3297 | 224 | 573 | S543     | 2597 | 224 |
| 424 | S692     | 4683 | 93  | 474 | S642     | 3983 | 93  | 524 | S592     | 3283 | 93  | 574 | S542     | 2583 | 93  |
| 425 | S691     | 4669 | 224 | 475 | S641     | 3969 | 224 | 525 | S591     | 3269 | 224 | 575 | S541     | 2569 | 224 |
| 426 | S690     | 4655 | 93  | 476 | S640     | 3955 | 93  | 526 | S590     | 3255 | 93  | 576 | S540     | 2555 | 93  |
| 427 | S689     | 4641 | 224 | 477 | S639     | 3941 | 224 | 527 | S589     | 3241 | 224 | 577 | S539     | 2541 | 224 |
| 428 | S688     | 4627 | 93  | 478 | S638     | 3927 | 93  | 528 | S588     | 3227 | 93  | 578 | S538     | 2527 | 93  |
| 429 | S687     | 4613 | 224 | 479 | S637     | 3913 | 224 | 529 | S587     | 3213 | 224 | 579 | S537     | 2513 | 224 |
| 430 | S686     | 4599 | 93  | 480 | S636     | 3899 | 93  | 530 | S586     | 3199 | 93  | 580 | S536     | 2499 | 93  |
| 431 | S685     | 4585 | 224 | 481 | S635     | 3885 | 224 | 531 | S585     | 3185 | 224 | 581 | S535     | 2485 | 224 |
| 432 | S684     | 4571 | 93  | 482 | S634     | 3871 | 93  | 532 | S584     | 3171 | 93  | 582 | S534     | 2471 | 93  |
| 433 | S683     | 4557 | 224 | 483 | S633     | 3857 | 224 | 533 | S583     | 3157 | 224 | 583 | S533     | 2457 | 224 |
| 434 | S682     | 4543 | 93  | 484 | S632     | 3843 | 93  | 534 | S582     | 3143 | 93  | 584 | S532     | 2443 | 93  |
| 435 | S681     | 4529 | 224 | 485 | S631     | 3829 | 224 | 535 | S581     | 3129 | 224 | 585 | S531     | 2429 | 224 |
| 436 | S680     | 4515 | 93  | 486 | S630     | 3815 | 93  | 536 | S580     | 3115 | 93  | 586 | S530     | 2415 | 93  |
| 437 | S679     | 4501 | 224 | 487 | S629     | 3801 | 224 | 537 | S579     | 3101 | 224 | 587 | S529     | 2401 | 224 |
| 438 | S678     | 4487 | 93  | 488 | S628     | 3787 | 93  | 538 | S578     | 3087 | 93  | 588 | S528     | 2387 | 93  |
| 439 | S677     | 4473 | 224 | 489 | S627     | 3773 | 224 | 539 | S577     | 3073 | 224 | 589 | S527     | 2373 | 224 |
| 440 | S676     | 4459 | 93  | 490 | S626     | 3759 | 93  | 540 | S576     | 3059 | 93  | 590 | S526     | 2359 | 93  |
| 441 | S675     | 4445 | 224 | 491 | S625     | 3745 | 224 | 541 | S575     | 3045 | 224 | 591 | S525     | 2345 | 224 |
| 442 | S674     | 4431 | 93  | 492 | S624     | 3731 | 93  | 542 | S574     | 3031 | 93  | 592 | S524     | 2331 | 93  |
| 443 | S673     | 4417 | 224 | 493 | S623     | 3717 | 224 | 543 | S573     | 3017 | 224 | 593 | S523     | 2317 | 224 |
| 444 | S672     | 4403 | 93  | 494 | S622     | 3703 | 93  | 544 | S572     | 3003 | 93  | 594 | S522     | 2303 | 93  |
| 445 | S671     | 4389 | 224 | 495 | S621     | 3689 | 224 | 545 | S571     | 2989 | 224 | 595 | S521     | 2289 | 224 |
| 446 | S670     | 4375 | 93  | 496 | S620     | 3675 | 93  | 546 | S570     | 2975 | 93  | 596 | S520     | 2275 | 93  |
| 447 | S669     | 4361 | 224 | 497 | S619     | 3661 | 224 | 547 | S569     | 2961 | 224 | 597 | S519     | 2261 | 224 |
| 448 | S668     | 4347 | 93  | 498 | S618     | 3647 | 93  | 548 | S568     | 2947 | 93  | 598 | S518     | 2247 | 93  |
| 449 | S667     | 4333 | 224 | 499 | S617     | 3633 | 224 | 549 | S567     | 2933 | 224 | 599 | S517     | 2233 | 224 |
| 450 | S666     | 4319 | 93  | 500 | S616     | 3619 | 93  | 550 | S566     | 2919 | 93  | 600 | S516     | 2219 | 93  |

| No. | Pad name | X    | Y   | No. | Pad name | X    | Y   | No. | Pad name | X   | Y   | No. | Pad name | X    | Y   |
|-----|----------|------|-----|-----|----------|------|-----|-----|----------|-----|-----|-----|----------|------|-----|
| 601 | S515     | 2205 | 224 | 651 | S465     | 1505 | 224 | 701 | S415     | 805 | 224 | 751 | S365     | 105  | 224 |
| 602 | S514     | 2191 | 93  | 652 | S464     | 1491 | 93  | 702 | S414     | 791 | 93  | 752 | S364     | 91   | 93  |
| 603 | S513     | 2177 | 224 | 653 | S463     | 1477 | 224 | 703 | S413     | 777 | 224 | 753 | S363     | 77   | 224 |
| 604 | S512     | 2163 | 93  | 654 | S462     | 1463 | 93  | 704 | S412     | 763 | 93  | 754 | S362     | 63   | 93  |
| 605 | S511     | 2149 | 224 | 655 | S461     | 1449 | 224 | 705 | S411     | 749 | 224 | 755 | S361     | 49   | 224 |
| 606 | S510     | 2135 | 93  | 656 | S460     | 1435 | 93  | 706 | S410     | 735 | 93  | 756 | S360     | -49  | 93  |
| 607 | S509     | 2121 | 224 | 657 | S459     | 1421 | 224 | 707 | S409     | 721 | 224 | 757 | S359     | -63  | 224 |
| 608 | S508     | 2107 | 93  | 658 | S458     | 1407 | 93  | 708 | S408     | 707 | 93  | 758 | S358     | -77  | 93  |
| 609 | S507     | 2093 | 224 | 659 | S457     | 1393 | 224 | 709 | S407     | 693 | 224 | 759 | S357     | -91  | 224 |
| 610 | S506     | 2079 | 93  | 660 | S456     | 1379 | 93  | 710 | S406     | 679 | 93  | 760 | S356     | -105 | 93  |
| 611 | S505     | 2065 | 224 | 661 | S455     | 1365 | 224 | 711 | S405     | 665 | 224 | 761 | S355     | -119 | 224 |
| 612 | S504     | 2051 | 93  | 662 | S454     | 1351 | 93  | 712 | S404     | 651 | 93  | 762 | S354     | -133 | 93  |
| 613 | S503     | 2037 | 224 | 663 | S453     | 1337 | 224 | 713 | S403     | 637 | 224 | 763 | S353     | -147 | 224 |
| 614 | S502     | 2023 | 93  | 664 | S452     | 1323 | 93  | 714 | S402     | 623 | 93  | 764 | S352     | -161 | 93  |
| 615 | S501     | 2009 | 224 | 665 | S451     | 1309 | 224 | 715 | S401     | 609 | 224 | 765 | S351     | -175 | 224 |
| 616 | S500     | 1995 | 93  | 666 | S450     | 1295 | 93  | 716 | S400     | 595 | 93  | 766 | S350     | -189 | 93  |
| 617 | S499     | 1981 | 224 | 667 | S449     | 1281 | 224 | 717 | S399     | 581 | 224 | 767 | S349     | -203 | 224 |
| 618 | S498     | 1967 | 93  | 668 | S448     | 1267 | 93  | 718 | S398     | 567 | 93  | 768 | S348     | -217 | 93  |
| 619 | S497     | 1953 | 224 | 669 | S447     | 1253 | 224 | 719 | S397     | 553 | 224 | 769 | S347     | -231 | 224 |
| 620 | S496     | 1939 | 93  | 670 | S446     | 1239 | 93  | 720 | S396     | 539 | 93  | 770 | S346     | -245 | 93  |
| 621 | S495     | 1925 | 224 | 671 | S445     | 1225 | 224 | 721 | S395     | 525 | 224 | 771 | S345     | -259 | 224 |
| 622 | S494     | 1911 | 93  | 672 | S444     | 1211 | 93  | 722 | S394     | 511 | 93  | 772 | S344     | -273 | 93  |
| 623 | S493     | 1897 | 224 | 673 | S443     | 1197 | 224 | 723 | S393     | 497 | 224 | 773 | S343     | -287 | 224 |
| 624 | S492     | 1883 | 93  | 674 | S442     | 1183 | 93  | 724 | S392     | 483 | 93  | 774 | S342     | -301 | 93  |
| 625 | S491     | 1869 | 224 | 675 | S441     | 1169 | 224 | 725 | S391     | 469 | 224 | 775 | S341     | -315 | 224 |
| 626 | S490     | 1855 | 93  | 676 | S440     | 1155 | 93  | 726 | S390     | 455 | 93  | 776 | S340     | -329 | 93  |
| 627 | S489     | 1841 | 224 | 677 | S439     | 1141 | 224 | 727 | S389     | 441 | 224 | 777 | S339     | -343 | 224 |
| 628 | S488     | 1827 | 93  | 678 | S438     | 1127 | 93  | 728 | S388     | 427 | 93  | 778 | S338     | -357 | 93  |
| 629 | S487     | 1813 | 224 | 679 | S437     | 1113 | 224 | 729 | S387     | 413 | 224 | 779 | S337     | -371 | 224 |
| 630 | S486     | 1799 | 93  | 680 | S436     | 1099 | 93  | 730 | S386     | 399 | 93  | 780 | S336     | -385 | 93  |
| 631 | S485     | 1785 | 224 | 681 | S435     | 1085 | 224 | 731 | S385     | 385 | 224 | 781 | S335     | -399 | 224 |
| 632 | S484     | 1771 | 93  | 682 | S434     | 1071 | 93  | 732 | S384     | 371 | 93  | 782 | S334     | -413 | 93  |
| 633 | S483     | 1757 | 224 | 683 | S433     | 1057 | 224 | 733 | S383     | 357 | 224 | 783 | S333     | -427 | 224 |
| 634 | S482     | 1743 | 93  | 684 | S432     | 1043 | 93  | 734 | S382     | 343 | 93  | 784 | S332     | -441 | 93  |
| 635 | S481     | 1729 | 224 | 685 | S431     | 1029 | 224 | 735 | S381     | 329 | 224 | 785 | S331     | -455 | 224 |
| 636 | S480     | 1715 | 93  | 686 | S430     | 1015 | 93  | 736 | S380     | 315 | 93  | 786 | S330     | -469 | 93  |
| 637 | S479     | 1701 | 224 | 687 | S429     | 1001 | 224 | 737 | S379     | 301 | 224 | 787 | S329     | -483 | 224 |
| 638 | S478     | 1687 | 93  | 688 | S428     | 987  | 93  | 738 | S378     | 287 | 93  | 788 | S328     | -497 | 93  |
| 639 | S477     | 1673 | 224 | 689 | S427     | 973  | 224 | 739 | S377     | 273 | 224 | 789 | S327     | -511 | 224 |
| 640 | S476     | 1659 | 93  | 690 | S426     | 959  | 93  | 740 | S376     | 259 | 93  | 790 | S326     | -525 | 93  |
| 641 | S475     | 1645 | 224 | 691 | S425     | 945  | 224 | 741 | S375     | 245 | 224 | 791 | S325     | -539 | 224 |
| 642 | S474     | 1631 | 93  | 692 | S424     | 931  | 93  | 742 | S374     | 231 | 93  | 792 | S324     | -553 | 93  |
| 643 | S473     | 1617 | 224 | 693 | S423     | 917  | 224 | 743 | S373     | 217 | 224 | 793 | S323     | -567 | 224 |
| 644 | S472     | 1603 | 93  | 694 | S422     | 903  | 93  | 744 | S372     | 203 | 93  | 794 | S322     | -581 | 93  |
| 645 | S471     | 1589 | 224 | 695 | S421     | 889  | 224 | 745 | S371     | 189 | 224 | 795 | S321     | -595 | 224 |
| 646 | S470     | 1575 | 93  | 696 | S420     | 875  | 93  | 746 | S370     | 175 | 93  | 796 | S320     | -609 | 93  |
| 647 | S469     | 1561 | 224 | 697 | S419     | 861  | 224 | 747 | S369     | 161 | 224 | 797 | S319     | -623 | 224 |
| 648 | S468     | 1547 | 93  | 698 | S418     | 847  | 93  | 748 | S368     | 147 | 93  | 798 | S318     | -637 | 93  |
| 649 | S467     | 1533 | 224 | 699 | S417     | 833  | 224 | 749 | S367     | 133 | 224 | 799 | S317     | -651 | 224 |
| 650 | S466     | 1519 | 93  | 700 | S416     | 819  | 93  | 750 | S366     | 119 | 93  | 800 | S316     | -665 | 93  |

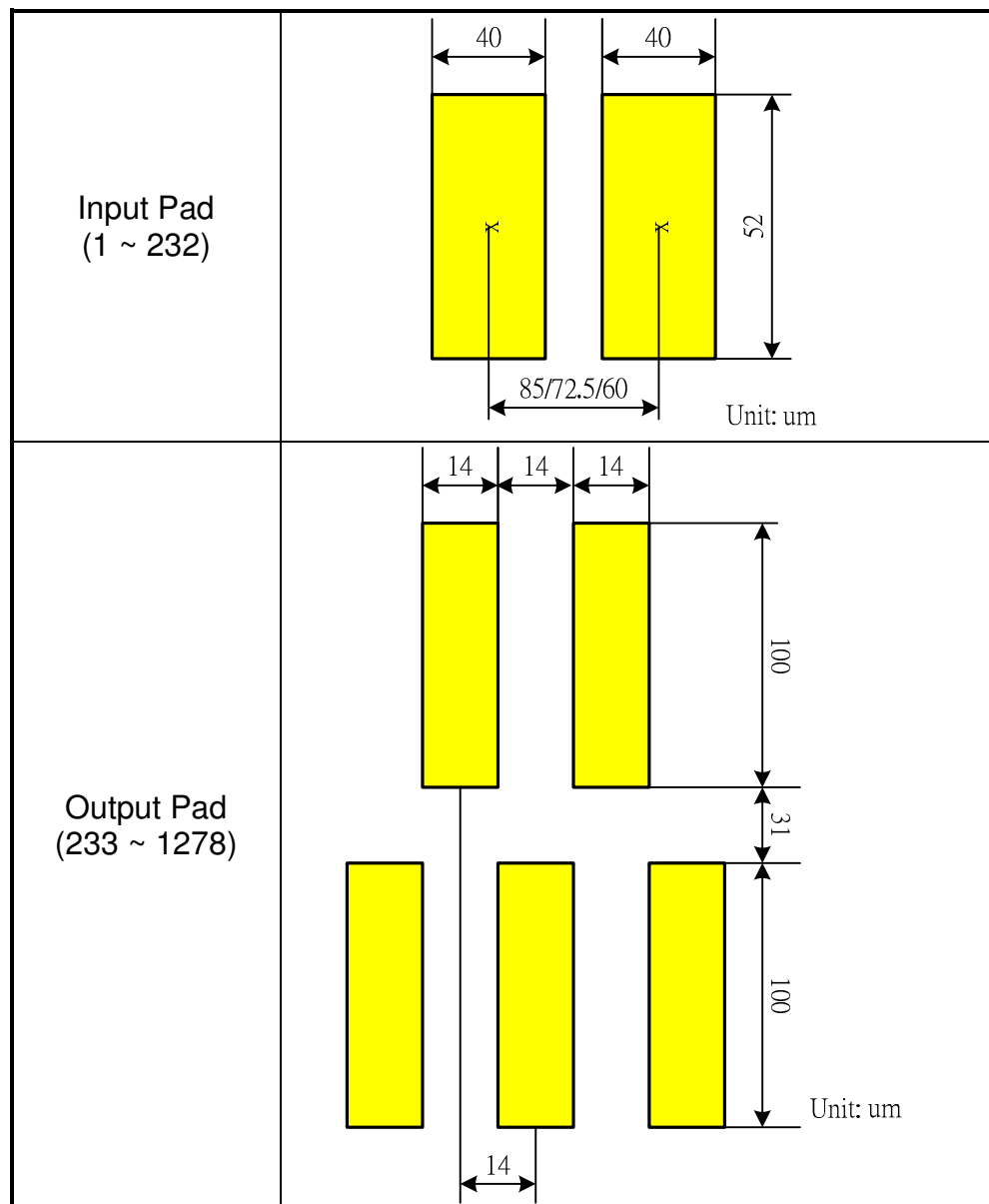
| No. | Pad name | X     | Y   | No. | Pad name | X     | Y   | No. | Pad name | X     | Y   | No.  | Pad name | X     | Y   |
|-----|----------|-------|-----|-----|----------|-------|-----|-----|----------|-------|-----|------|----------|-------|-----|
| 801 | S315     | -679  | 224 | 851 | S265     | -1379 | 224 | 901 | S215     | -2079 | 224 | 951  | S165     | -2779 | 224 |
| 802 | S314     | -693  | 93  | 852 | S264     | -1393 | 93  | 902 | S214     | -2093 | 93  | 952  | S164     | -2793 | 93  |
| 803 | S313     | -707  | 224 | 853 | S263     | -1407 | 224 | 903 | S213     | -2107 | 224 | 953  | S163     | -2807 | 224 |
| 804 | S312     | -721  | 93  | 854 | S262     | -1421 | 93  | 904 | S212     | -2121 | 93  | 954  | S162     | -2821 | 93  |
| 805 | S311     | -735  | 224 | 855 | S261     | -1435 | 224 | 905 | S211     | -2135 | 224 | 955  | S161     | -2835 | 224 |
| 806 | S310     | -749  | 93  | 856 | S260     | -1449 | 93  | 906 | S210     | -2149 | 93  | 956  | S160     | -2849 | 93  |
| 807 | S309     | -763  | 224 | 857 | S259     | -1463 | 224 | 907 | S209     | -2163 | 224 | 957  | S159     | -2863 | 224 |
| 808 | S308     | -777  | 93  | 858 | S258     | -1477 | 93  | 908 | S208     | -2177 | 93  | 958  | S158     | -2877 | 93  |
| 809 | S307     | -791  | 224 | 859 | S257     | -1491 | 224 | 909 | S207     | -2191 | 224 | 959  | S157     | -2891 | 224 |
| 810 | S306     | -805  | 93  | 860 | S256     | -1505 | 93  | 910 | S206     | -2205 | 93  | 960  | S156     | -2905 | 93  |
| 811 | S305     | -819  | 224 | 861 | S255     | -1519 | 224 | 911 | S205     | -2219 | 224 | 961  | S155     | -2919 | 224 |
| 812 | S304     | -833  | 93  | 862 | S254     | -1533 | 93  | 912 | S204     | -2233 | 93  | 962  | S154     | -2933 | 93  |
| 813 | S303     | -847  | 224 | 863 | S253     | -1547 | 224 | 913 | S203     | -2247 | 224 | 963  | S153     | -2947 | 224 |
| 814 | S302     | -861  | 93  | 864 | S252     | -1561 | 93  | 914 | S202     | -2261 | 93  | 964  | S152     | -2961 | 93  |
| 815 | S301     | -875  | 224 | 865 | S251     | -1575 | 224 | 915 | S201     | -2275 | 224 | 965  | S151     | -2975 | 224 |
| 816 | S300     | -889  | 93  | 866 | S250     | -1589 | 93  | 916 | S200     | -2289 | 93  | 966  | S150     | -2989 | 93  |
| 817 | S299     | -903  | 224 | 867 | S249     | -1603 | 224 | 917 | S199     | -2303 | 224 | 967  | S149     | -3003 | 224 |
| 818 | S298     | -917  | 93  | 868 | S248     | -1617 | 93  | 918 | S198     | -2317 | 93  | 968  | S148     | -3017 | 93  |
| 819 | S297     | -931  | 224 | 869 | S247     | -1631 | 224 | 919 | S197     | -2331 | 224 | 969  | S147     | -3031 | 224 |
| 820 | S296     | -945  | 93  | 870 | S246     | -1645 | 93  | 920 | S196     | -2345 | 93  | 970  | S146     | -3045 | 93  |
| 821 | S295     | -959  | 224 | 871 | S245     | -1659 | 224 | 921 | S195     | -2359 | 224 | 971  | S145     | -3059 | 224 |
| 822 | S294     | -973  | 93  | 872 | S244     | -1673 | 93  | 922 | S194     | -2373 | 93  | 972  | S144     | -3073 | 93  |
| 823 | S293     | -987  | 224 | 873 | S243     | -1687 | 224 | 923 | S193     | -2387 | 224 | 973  | S143     | -3087 | 224 |
| 824 | S292     | -1001 | 93  | 874 | S242     | -1701 | 93  | 924 | S192     | -2401 | 93  | 974  | S142     | -3101 | 93  |
| 825 | S291     | -1015 | 224 | 875 | S241     | -1715 | 224 | 925 | S191     | -2415 | 224 | 975  | S141     | -3115 | 224 |
| 826 | S290     | -1029 | 93  | 876 | S240     | -1729 | 93  | 926 | S190     | -2429 | 93  | 976  | S140     | -3129 | 93  |
| 827 | S289     | -1043 | 224 | 877 | S239     | -1743 | 224 | 927 | S189     | -2443 | 224 | 977  | S139     | -3143 | 224 |
| 828 | S288     | -1057 | 93  | 878 | S238     | -1757 | 93  | 928 | S188     | -2457 | 93  | 978  | S138     | -3157 | 93  |
| 829 | S287     | -1071 | 224 | 879 | S237     | -1771 | 224 | 929 | S187     | -2471 | 224 | 979  | S137     | -3171 | 224 |
| 830 | S286     | -1085 | 93  | 880 | S236     | -1785 | 93  | 930 | S186     | -2485 | 93  | 980  | S136     | -3185 | 93  |
| 831 | S285     | -1099 | 224 | 881 | S235     | -1799 | 224 | 931 | S185     | -2499 | 224 | 981  | S135     | -3199 | 224 |
| 832 | S284     | -1113 | 93  | 882 | S234     | -1813 | 93  | 932 | S184     | -2513 | 93  | 982  | S134     | -3213 | 93  |
| 833 | S283     | -1127 | 224 | 883 | S233     | -1827 | 224 | 933 | S183     | -2527 | 224 | 983  | S133     | -3227 | 224 |
| 834 | S282     | -1141 | 93  | 884 | S232     | -1841 | 93  | 934 | S182     | -2541 | 93  | 984  | S132     | -3241 | 93  |
| 835 | S281     | -1155 | 224 | 885 | S231     | -1855 | 224 | 935 | S181     | -2555 | 224 | 985  | S131     | -3255 | 224 |
| 836 | S280     | -1169 | 93  | 886 | S230     | -1869 | 93  | 936 | S180     | -2569 | 93  | 986  | S130     | -3269 | 93  |
| 837 | S279     | -1183 | 224 | 887 | S229     | -1883 | 224 | 937 | S179     | -2583 | 224 | 987  | S129     | -3283 | 224 |
| 838 | S278     | -1197 | 93  | 888 | S228     | -1897 | 93  | 938 | S178     | -2597 | 93  | 988  | S128     | -3297 | 93  |
| 839 | S277     | -1211 | 224 | 889 | S227     | -1911 | 224 | 939 | S177     | -2611 | 224 | 989  | S127     | -3311 | 224 |
| 840 | S276     | -1225 | 93  | 890 | S226     | -1925 | 93  | 940 | S176     | -2625 | 93  | 990  | S126     | -3325 | 93  |
| 841 | S275     | -1239 | 224 | 891 | S225     | -1939 | 224 | 941 | S175     | -2639 | 224 | 991  | S125     | -3339 | 224 |
| 842 | S274     | -1253 | 93  | 892 | S224     | -1953 | 93  | 942 | S174     | -2653 | 93  | 992  | S124     | -3353 | 93  |
| 843 | S273     | -1267 | 224 | 893 | S223     | -1967 | 224 | 943 | S173     | -2667 | 224 | 993  | S123     | -3367 | 224 |
| 844 | S272     | -1281 | 93  | 894 | S222     | -1981 | 93  | 944 | S172     | -2681 | 93  | 994  | S122     | -3381 | 93  |
| 845 | S271     | -1295 | 224 | 895 | S221     | -1995 | 224 | 945 | S171     | -2695 | 224 | 995  | S121     | -3395 | 224 |
| 846 | S270     | -1309 | 93  | 896 | S220     | -2009 | 93  | 946 | S170     | -2709 | 93  | 996  | S120     | -3409 | 93  |
| 847 | S269     | -1323 | 224 | 897 | S219     | -2023 | 224 | 947 | S169     | -2723 | 224 | 997  | S119     | -3423 | 224 |
| 848 | S268     | -1337 | 93  | 898 | S218     | -2037 | 93  | 948 | S168     | -2737 | 93  | 998  | S118     | -3437 | 93  |
| 849 | S267     | -1351 | 224 | 899 | S217     | -2051 | 224 | 949 | S167     | -2751 | 224 | 999  | S117     | -3451 | 224 |
| 850 | S266     | -1365 | 93  | 900 | S216     | -2065 | 93  | 950 | S166     | -2765 | 93  | 1000 | S116     | -3465 | 93  |

| No.  | Pad name | X     | Y   | No.  | Pad name | X     | Y   | No.  | Pad name | X     | Y   | No.  | Pad name | X     | Y   |
|------|----------|-------|-----|------|----------|-------|-----|------|----------|-------|-----|------|----------|-------|-----|
| 1001 | S115     | -3479 | 224 | 1051 | S65      | -4179 | 224 | 1101 | S15      | -4879 | 224 | 1151 | G249     | -5621 | 224 |
| 1002 | S114     | -3493 | 93  | 1052 | S64      | -4193 | 93  | 1102 | S14      | -4893 | 93  | 1152 | G247     | -5635 | 93  |
| 1003 | S113     | -3507 | 224 | 1053 | S63      | -4207 | 224 | 1103 | S13      | -4907 | 224 | 1153 | G245     | -5649 | 224 |
| 1004 | S112     | -3521 | 93  | 1054 | S62      | -4221 | 93  | 1104 | S12      | -4921 | 93  | 1154 | G243     | -5663 | 93  |
| 1005 | S111     | -3535 | 224 | 1055 | S61      | -4235 | 224 | 1105 | S11      | -4935 | 224 | 1155 | G241     | -5677 | 224 |
| 1006 | S110     | -3549 | 93  | 1056 | S60      | -4249 | 93  | 1106 | S10      | -4949 | 93  | 1156 | G239     | -5691 | 93  |
| 1007 | S109     | -3563 | 224 | 1057 | S59      | -4263 | 224 | 1107 | S9       | -4963 | 224 | 1157 | G237     | -5705 | 224 |
| 1008 | S108     | -3577 | 93  | 1058 | S58      | -4277 | 93  | 1108 | S8       | -4977 | 93  | 1158 | G235     | -5719 | 93  |
| 1009 | S107     | -3591 | 224 | 1059 | S57      | -4291 | 224 | 1109 | S7       | -4991 | 224 | 1159 | G233     | -5733 | 224 |
| 1010 | S106     | -3605 | 93  | 1060 | S56      | -4305 | 93  | 1110 | S6       | -5005 | 93  | 1160 | G231     | -5747 | 93  |
| 1011 | S105     | -3619 | 224 | 1061 | S55      | -4319 | 224 | 1111 | S5       | -5019 | 224 | 1161 | G229     | -5761 | 224 |
| 1012 | S104     | -3633 | 93  | 1062 | S54      | -4333 | 93  | 1112 | S4       | -5033 | 93  | 1162 | G227     | -5775 | 93  |
| 1013 | S103     | -3647 | 224 | 1063 | S53      | -4347 | 224 | 1113 | S3       | -5047 | 224 | 1163 | G225     | -5789 | 224 |
| 1014 | S102     | -3661 | 93  | 1064 | S52      | -4361 | 93  | 1114 | S2       | -5061 | 93  | 1164 | G223     | -5803 | 93  |
| 1015 | S101     | -3675 | 224 | 1065 | S51      | -4375 | 224 | 1115 | S1       | -5075 | 224 | 1165 | G221     | -5817 | 224 |
| 1016 | S100     | -3689 | 93  | 1066 | S50      | -4389 | 93  | 1116 | G319     | -5131 | 93  | 1166 | G219     | -5831 | 93  |
| 1017 | S99      | -3703 | 224 | 1067 | S49      | -4403 | 224 | 1117 | G317     | -5145 | 224 | 1167 | G217     | -5845 | 224 |
| 1018 | S98      | -3717 | 93  | 1068 | S48      | -4417 | 93  | 1118 | G315     | -5159 | 93  | 1168 | G215     | -5859 | 93  |
| 1019 | S97      | -3731 | 224 | 1069 | S47      | -4431 | 224 | 1119 | G313     | -5173 | 224 | 1169 | G213     | -5873 | 224 |
| 1020 | S96      | -3745 | 93  | 1070 | S46      | -4445 | 93  | 1120 | G311     | -5187 | 93  | 1170 | G211     | -5887 | 93  |
| 1021 | S95      | -3759 | 224 | 1071 | S45      | -4459 | 224 | 1121 | G309     | -5201 | 224 | 1171 | G209     | -5901 | 224 |
| 1022 | S94      | -3773 | 93  | 1072 | S44      | -4473 | 93  | 1122 | G307     | -5215 | 93  | 1172 | G207     | -5915 | 93  |
| 1023 | S93      | -3787 | 224 | 1073 | S43      | -4487 | 224 | 1123 | G305     | -5229 | 224 | 1173 | G205     | -5929 | 224 |
| 1024 | S92      | -3801 | 93  | 1074 | S42      | -4501 | 93  | 1124 | G303     | -5243 | 93  | 1174 | G203     | -5943 | 93  |
| 1025 | S91      | -3815 | 224 | 1075 | S41      | -4515 | 224 | 1125 | G301     | -5257 | 224 | 1175 | G201     | -5957 | 224 |
| 1026 | S90      | -3829 | 93  | 1076 | S40      | -4529 | 93  | 1126 | G299     | -5271 | 93  | 1176 | G199     | -5971 | 93  |
| 1027 | S89      | -3843 | 224 | 1077 | S39      | -4543 | 224 | 1127 | G297     | -5285 | 224 | 1177 | G197     | -5985 | 224 |
| 1028 | S88      | -3857 | 93  | 1078 | S38      | -4557 | 93  | 1128 | G295     | -5299 | 93  | 1178 | G195     | -5999 | 93  |
| 1029 | S87      | -3871 | 224 | 1079 | S37      | -4571 | 224 | 1129 | G293     | -5313 | 224 | 1179 | G193     | -6013 | 224 |
| 1030 | S86      | -3885 | 93  | 1080 | S36      | -4585 | 93  | 1130 | G291     | -5327 | 93  | 1180 | G191     | -6027 | 93  |
| 1031 | S85      | -3899 | 224 | 1081 | S35      | -4599 | 224 | 1131 | G289     | -5341 | 224 | 1181 | G189     | -6041 | 224 |
| 1032 | S84      | -3913 | 93  | 1082 | S34      | -4613 | 93  | 1132 | G287     | -5355 | 93  | 1182 | G187     | -6055 | 93  |
| 1033 | S83      | -3927 | 224 | 1083 | S33      | -4627 | 224 | 1133 | G285     | -5369 | 224 | 1183 | G185     | -6069 | 224 |
| 1034 | S82      | -3941 | 93  | 1084 | S32      | -4641 | 93  | 1134 | G283     | -5383 | 93  | 1184 | G183     | -6083 | 93  |
| 1035 | S81      | -3955 | 224 | 1085 | S31      | -4655 | 224 | 1135 | G281     | -5397 | 224 | 1185 | G181     | -6097 | 224 |
| 1036 | S80      | -3969 | 93  | 1086 | S30      | -4669 | 93  | 1136 | G279     | -5411 | 93  | 1186 | G179     | -6111 | 93  |
| 1037 | S79      | -3983 | 224 | 1087 | S29      | -4683 | 224 | 1137 | G277     | -5425 | 224 | 1187 | G177     | -6125 | 224 |
| 1038 | S78      | -3997 | 93  | 1088 | S28      | -4697 | 93  | 1138 | G275     | -5439 | 93  | 1188 | G175     | -6139 | 93  |
| 1039 | S77      | -4011 | 224 | 1089 | S27      | -4711 | 224 | 1139 | G273     | -5453 | 224 | 1189 | G173     | -6153 | 224 |
| 1040 | S76      | -4025 | 93  | 1090 | S26      | -4725 | 93  | 1140 | G271     | -5467 | 93  | 1190 | G171     | -6167 | 93  |
| 1041 | S75      | -4039 | 224 | 1091 | S25      | -4739 | 224 | 1141 | G269     | -5481 | 224 | 1191 | G169     | -6181 | 224 |
| 1042 | S74      | -4053 | 93  | 1092 | S24      | -4753 | 93  | 1142 | G267     | -5495 | 93  | 1192 | G167     | -6195 | 93  |
| 1043 | S73      | -4067 | 224 | 1093 | S23      | -4767 | 224 | 1143 | G265     | -5509 | 224 | 1193 | G165     | -6209 | 224 |
| 1044 | S72      | -4081 | 93  | 1094 | S22      | -4781 | 93  | 1144 | G263     | -5523 | 93  | 1194 | G163     | -6223 | 93  |
| 1045 | S71      | -4095 | 224 | 1095 | S21      | -4795 | 224 | 1145 | G261     | -5537 | 224 | 1195 | G161     | -6237 | 224 |
| 1046 | S70      | -4109 | 93  | 1096 | S20      | -4809 | 93  | 1146 | G259     | -5551 | 93  | 1196 | G159     | -6251 | 93  |
| 1047 | S69      | -4123 | 224 | 1097 | S19      | -4823 | 224 | 1147 | G257     | -5565 | 224 | 1197 | G157     | -6265 | 224 |
| 1048 | S68      | -4137 | 93  | 1098 | S18      | -4837 | 93  | 1148 | G255     | -5579 | 93  | 1198 | G155     | -6279 | 93  |
| 1049 | S67      | -4151 | 224 | 1099 | S17      | -4851 | 224 | 1149 | G253     | -5593 | 224 | 1199 | G153     | -6293 | 224 |
| 1050 | S66      | -4165 | 93  | 1100 | S16      | -4865 | 93  | 1150 | G251     | -5607 | 93  | 1200 | G151     | -6307 | 93  |

| No.  | Pad name | X     | Y   | No.  | Pad name | X     | Y   |
|------|----------|-------|-----|------|----------|-------|-----|
| 1201 | G149     | -6321 | 224 | 1251 | G49      | -7021 | 224 |
| 1202 | G147     | -6335 | 93  | 1252 | G47      | -7035 | 93  |
| 1203 | G145     | -6349 | 224 | 1253 | G45      | -7049 | 224 |
| 1204 | G143     | -6363 | 93  | 1254 | G43      | -7063 | 93  |
| 1205 | G141     | -6377 | 224 | 1255 | G41      | -7077 | 224 |
| 1206 | G139     | -6391 | 93  | 1256 | G39      | -7091 | 93  |
| 1207 | G137     | -6405 | 224 | 1257 | G37      | -7105 | 224 |
| 1208 | G135     | -6419 | 93  | 1258 | G35      | -7119 | 93  |
| 1209 | G133     | -6433 | 224 | 1259 | G33      | -7133 | 224 |
| 1210 | G131     | -6447 | 93  | 1260 | G31      | -7147 | 93  |
| 1211 | G129     | -6461 | 224 | 1261 | G29      | -7161 | 224 |
| 1212 | G127     | -6475 | 93  | 1262 | G27      | -7175 | 93  |
| 1213 | G125     | -6489 | 224 | 1263 | G25      | -7189 | 224 |
| 1214 | G123     | -6503 | 93  | 1264 | G23      | -7203 | 93  |
| 1215 | G121     | -6517 | 224 | 1265 | G21      | -7217 | 224 |
| 1216 | G119     | -6531 | 93  | 1266 | G19      | -7231 | 93  |
| 1217 | G117     | -6545 | 224 | 1267 | G17      | -7245 | 224 |
| 1218 | G115     | -6559 | 93  | 1268 | G15      | -7259 | 93  |
| 1219 | G113     | -6573 | 224 | 1269 | G13      | -7273 | 224 |
| 1220 | G111     | -6587 | 93  | 1270 | G11      | -7287 | 93  |
| 1221 | G109     | -6601 | 224 | 1271 | G9       | -7301 | 224 |
| 1222 | G107     | -6615 | 93  | 1272 | G7       | -7315 | 93  |
| 1223 | G105     | -6629 | 224 | 1273 | G5       | -7329 | 224 |
| 1224 | G103     | -6643 | 93  | 1274 | G3       | -7343 | 93  |
| 1225 | G101     | -6657 | 224 | 1275 | G1       | -7357 | 224 |
| 1226 | G99      | -6671 | 93  | 1276 | DUMMY    | -7371 | 93  |
| 1227 | G97      | -6685 | 224 | 1277 | DUMMY    | -7385 | 224 |
| 1228 | G95      | -6699 | 93  | 1278 | DUMMY    | -7399 | 93  |
| 1229 | G93      | -6713 | 224 |      |          |       |     |
| 1230 | G91      | -6727 | 93  |      |          |       |     |
| 1231 | G89      | -6741 | 224 |      |          |       |     |
| 1232 | G87      | -6755 | 93  |      |          |       |     |
| 1233 | G85      | -6769 | 224 |      |          |       |     |
| 1234 | G83      | -6783 | 93  |      |          |       |     |
| 1235 | G81      | -6797 | 224 |      |          |       |     |
| 1236 | G79      | -6811 | 93  |      |          |       |     |
| 1237 | G77      | -6825 | 224 |      |          |       |     |
| 1238 | G75      | -6839 | 93  |      |          |       |     |
| 1239 | G73      | -6853 | 224 |      |          |       |     |
| 1240 | G71      | -6867 | 93  |      |          |       |     |
| 1241 | G69      | -6881 | 224 |      |          |       |     |
| 1242 | G67      | -6895 | 93  |      |          |       |     |
| 1243 | G65      | -6909 | 224 |      |          |       |     |
| 1244 | G63      | -6923 | 93  |      |          |       |     |
| 1245 | G61      | -6937 | 224 |      |          |       |     |
| 1246 | G59      | -6951 | 93  |      |          |       |     |
| 1247 | G57      | -6965 | 224 |      |          |       |     |
| 1248 | G55      | -6979 | 93  |      |          |       |     |
| 1249 | G53      | -6993 | 224 |      |          |       |     |
| 1250 | G51      | -7007 | 93  |      |          |       |     |

| Alignment mark  | X     | Y   |
|-----------------|-------|-----|
| Left COG Align  | -7480 | 225 |
| Right COG Align | 7480  | 225 |

## BUMP Size











## 6. Block Function Description

### MCU System Interface

ILI9341 provides four kinds of MCU system interface with 8080- I /8080- II series parallel interface and 3-/4-line serial interface. The selection of the given interfaces are done by external IM [3:0] pins and shown as below:

| IM3 | IM2 | IM1 | IM0 | MCU-Interface Mode                    | Pins in use              |                                       |
|-----|-----|-----|-----|---------------------------------------|--------------------------|---------------------------------------|
|     |     |     |     |                                       | Register/Content         | GRAM                                  |
| 0   | 0   | 0   | 0   | 8080 MCU 8-bit bus interface I        | D[7:0]                   | D[7:0], WRX, RDX, CSX, D/CX           |
| 0   | 0   | 0   | 1   | 8080 MCU 16-bit bus interface I       | D[7:0]                   | D[15:0], WRX, RDX, CSX, D/CX          |
| 0   | 0   | 1   | 0   | 8080 MCU 9-bit bus interface I        | D[7:0]                   | D[8:0], WRX, RDX, CSX, D/CX           |
| 0   | 0   | 1   | 1   | 8080 MCU 18-bit bus interface I       | D[7:0]                   | D[17:0], WRX, RDX, CSX, D/CX          |
| 0   | 1   | 0   | 1   | 3-wire 9-bit data serial interface I  | SCL, SDA, CSX            |                                       |
| 0   | 1   | 1   | 0   | 4-wire 8-bit data serial interface I  | SCL, SDA, D/CX, CSX      |                                       |
| 1   | 0   | 0   | 0   | 8080 MCU 16-bit bus interface II      | D[8:1]                   | D[17:10], D[8:1], WRX, RDX, CSX, D/CX |
| 1   | 0   | 0   | 1   | 8080 MCU 8-bit bus interface II       | D[17:10]                 | D[17:10], WRX, RDX, CSX, D/CX         |
| 1   | 0   | 1   | 0   | 8080 MCU 18-bit bus interface II      | D[8:1]                   | D[17:0], WRX, RDX, CSX, D/CX          |
| 1   | 0   | 1   | 1   | 8080 MCU 9-bit bus interface II       | D[17:10]                 | D[17:9], WRX, RDX, CSX, D/CX          |
| 1   | 1   | 0   | 1   | 3-wire 9-bit data serial interface II | SCL, SDI, SDO, CSX       |                                       |
| 1   | 1   | 1   | 0   | 4-wire 8-bit data serial interface II | SCL, SDI, D/CX, SDO, CSX |                                       |

In 8080- I /8080- II series parallel interface, the registers are accessed by the D[17:0] data pins.

| 8080- I Series |      |   |   | 8080- II Series |      |   |   | Operation       |
|----------------|------|---|---|-----------------|------|---|---|-----------------|
| CSX            | D/CX | RDX   | WRX   | CSX             | D/CX | RDX   | WRX   |                 |
| "L"            | "L"  | "H"   |  | "L"             | "L"  | "H"   |  | Write command   |
| "L"            | "H"  |  | "H"   | "L"             | "H"  |  | "H"   | Read parameter  |
| "L"            | "H"  | "H"   |  | "L"             | "H"  | "H"   |  | Write parameter |

### Parallel RGB Interface

ILI9341 also supports the RGB interface for displaying a moving picture. When the RGB interface is selected, display operation is synchronized with externally signals, VSYNC, HSYNC, and DOTCLK and input display data is written in synchronization with these signals according to the polarity of enable signal (DE).

### Graphic RAM (GRAM)

GRAM is a graphic RAM to store display data. GRAM size is 172,800 bytes with 18 bits per pixel for a maximum 240(RGB) x320 dot graphic display.

### Grayscale Voltage Generating Circuit

Grayscale voltage generating circuit generates a liquid crystal drive voltage, which corresponds to grayscale level set in the gamma correction register. ILI9341 can display maximum 262,144 colors.



**Power Supply Circuit**

The LCD drive power supply circuit generates the voltage levels as GVDD, VGH, VGL and VCOM for driving TFT LCD panel.

**Timing controller**

The timing controller generates all the timing signals for display and GRAM access.

**Oscillator**

ILI9341 incorporates RC oscillator circuit and output a stable output frequency for operation.

**Panel Driver Circuit**

Liquid crystal display driver circuit consists of 720-output source driver (S1~S720), 320-output gate driver (G1~G320), and VCOM signal.

## 7. Function Description

### 7.1. MCU interfaces

ILI9341 provides the 8-/9-/16-/18-bit parallel system interface for 8080- I /8080- II series, and 3-/4-line serial system interface for serial data input. The input system interface is selected by external pins IM [3:0] and the bit formal per pixel color order is selected by DBI [2:0] bits of 3Ah register.

#### 7.1.1. MCU interface selection

The selection of interface is done by setting external pins IM [3:0] as shown in the following table.

| IM3 | IM2 | IM1 | IM0 | MCU-Interface Mode                    | Pins in use              |                                       |
|-----|-----|-----|-----|---------------------------------------|--------------------------|---------------------------------------|
|     |     |     |     |                                       | Register/Content         | GRAM                                  |
| 0   | 0   | 0   | 0   | 8080 MCU 8-bit bus interface I        | D[7:0]                   | D[7:0], WRX, RDX, CSX, D/CX           |
| 0   | 0   | 0   | 1   | 8080 MCU 16-bit bus interface I       | D[7:0]                   | D[15:0], WRX, RDX, CSX, D/CX          |
| 0   | 0   | 1   | 0   | 8080 MCU 9-bit bus interface I        | D[7:0]                   | D[8:0], WRX, RDX, CSX, D/CX           |
| 0   | 0   | 1   | 1   | 8080 MCU 18-bit bus interface I       | D[7:0]                   | D[17:0], WRX, RDX, CSX, D/CX          |
| 0   | 1   | 0   | 1   | 3-wire 9-bit data serial interface I  | SCL, SDA, CSX            |                                       |
| 0   | 1   | 1   | 0   | 4-wire 8-bit data serial interface I  | SCL, SDA, D/CX, CSX      |                                       |
| 1   | 0   | 0   | 0   | 8080 MCU 16-bit bus interface II      | D[8:1]                   | D[17:10], D[8:1], WRX, RDX, CSX, D/CX |
| 1   | 0   | 0   | 1   | 8080 MCU 8-bit bus interface II       | D[17:10]                 | D[17:10], WRX, RDX, CSX, D/CX         |
| 1   | 0   | 1   | 0   | 8080 MCU 18-bit bus interface II      | D[8:1]                   | D[17:0], WRX, RDX, CSX, D/CX          |
| 1   | 0   | 1   | 1   | 8080 MCU 9-bit bus interface II       | D[17:10]                 | D[17:9], WRX, RDX, CSX, D/CX          |
| 1   | 1   | 0   | 1   | 3-wire 9-bit data serial interface II | SCL, SDI, SDO, CSX       |                                       |
| 1   | 1   | 1   | 0   | 4-wire 8-bit data serial interface II | SCL, SDI, D/CX, SDO, CSX |                                       |

### 7.1.2. 8080- I Series Parallel Interface

ILI9341 can be accessed via 8-/9-/16-/18-bit MCU 8080- I series parallel interface. The chip-select CSX (active low) is used to enable or disable ILI9341 chip. The RESX (active low) is an external reset signal. WRX is the parallel data write strobe, RDX is the parallel data read strobe and D[17:0] is parallel data bus.

ILI9341 latches the input data at the rising edge of WRX signal. The D/CX is the signal of data/command selection. When D/CX='1', D [17:0] bits are display RAM data or command's parameters. When D/CX='0', D [17:0] bits are commands.

The 8080- I series bi-directional interface can be used for communication between the MCU controller and LCD driver chip. The 8080- I Interface selection is done when IM3 pin is low state (VSS level). Interface bus width can be selected by IM [2:0] bits.

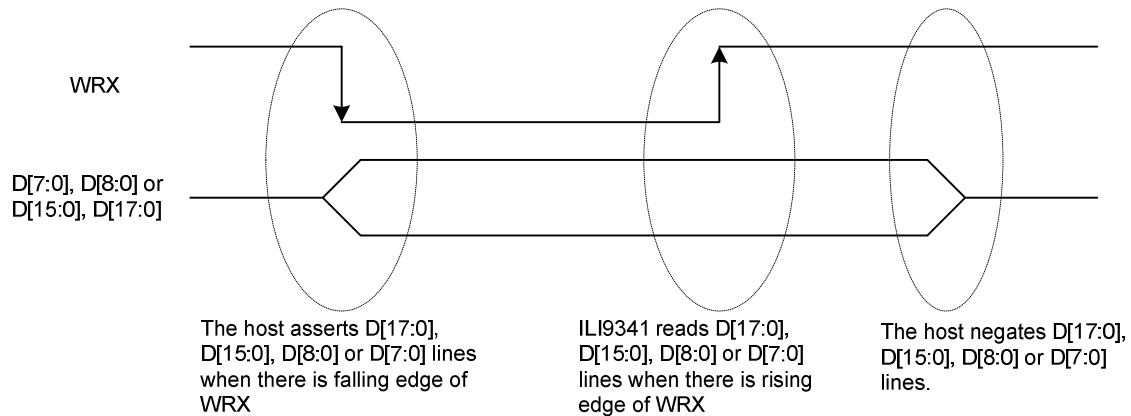
The selection of 8080- I series parallel interface is shown as the table in the following.

| IM3 | IM2 | IM1 | IM0 | MCU-Interface Mode              | CSX | WRX | RDX | D/CX | Function                         |
|-----|-----|-----|-----|---------------------------------|-----|-----|-----|------|----------------------------------|
| 0   | 0   | 0   | 0   | 8080 MCU 8-bit bus interface I  | "L" |     | "H" | "L"  | Write command code.              |
|     |     |     |     |                                 | "L" | "H" |     | "H"  | Read internal status.            |
|     |     |     |     |                                 | "L" |     | "H" | "H"  | Write parameter or display data. |
|     |     |     |     |                                 | "L" | "H" |     | "H"  | Reads parameter or display data. |
| 0   | 0   | 0   | 1   | 8080 MCU 16-bit bus interface I | "L" |     | "H" | "L"  | Write command code.              |
|     |     |     |     |                                 | "L" | "H" |     | "H"  | Read internal status.            |
|     |     |     |     |                                 | "L" |     | "H" | "H"  | Write parameter or display data. |
|     |     |     |     |                                 | "L" | "H" |     | "H"  | Reads parameter or display data. |
| 0   | 0   | 1   | 0   | 8080 MCU 9-bit bus interface I  | "L" |     | "H" | "L"  | Write command code.              |
|     |     |     |     |                                 | "L" | "H" |     | "H"  | Read internal status.            |
|     |     |     |     |                                 | "L" |     | "H" | "H"  | Write parameter or display data. |
|     |     |     |     |                                 | "L" | "H" |     | "H"  | Reads parameter or display data. |
| 0   | 0   | 1   | 1   | 8080 MCU 18-bit bus interface I | "L" |     | "H" | "L"  | Write command code.              |
|     |     |     |     |                                 | "L" | "H" |     | "H"  | Read internal status.            |
|     |     |     |     |                                 | "L" |     | "H" | "H"  | Write parameter or display data. |
|     |     |     |     |                                 | "L" | "H" |     | "H"  | Reads parameter or display data. |

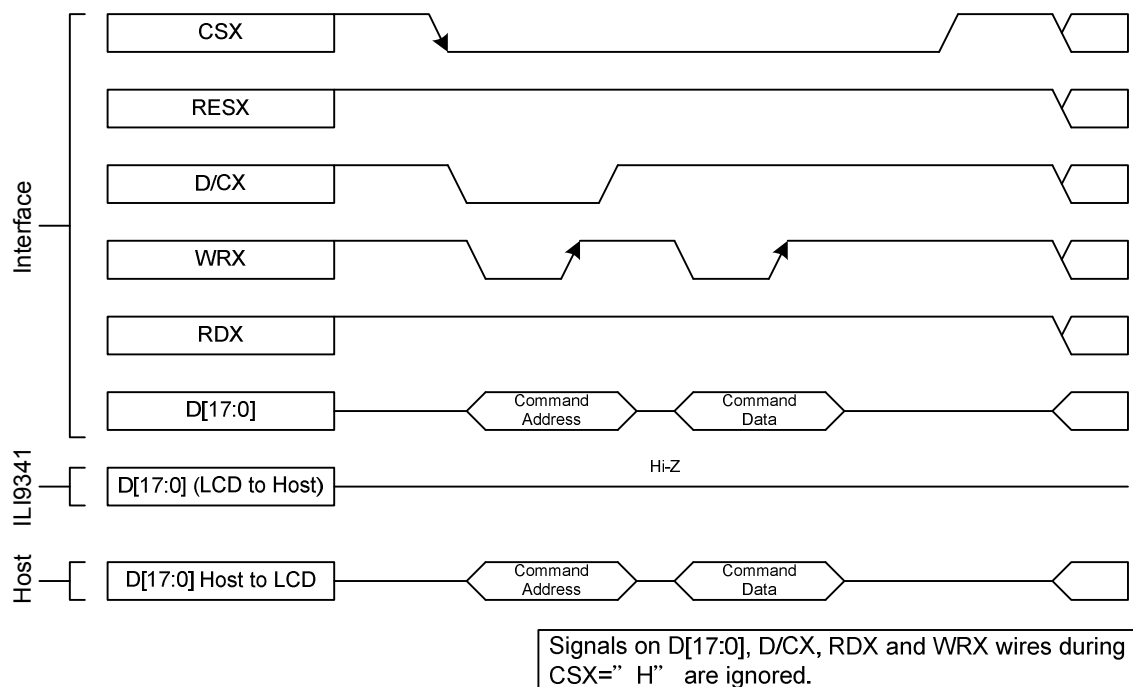
### 7.1.3. Write Cycle Sequence

The WRX signal is driven from high to low and then be pulled back to high during the write cycle. The host processor provides information during the write cycle when the display module captures the information from host processor on the rising edge of WRX. When the D/CX signal is driven to low level, then input data on the interface is interpreted as command information. The D/CX signal also can be pulled high level when the data on the interface is RAM data or command's parameter.

The following figure shows a write cycle for the 8080- I MCU interface.



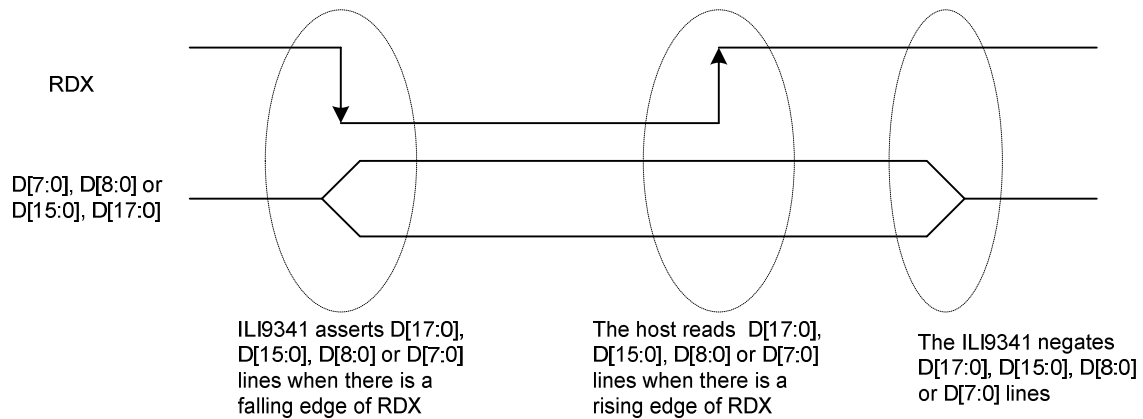
*Note: WRX is an unsynchronized signal (It can be stopped)*



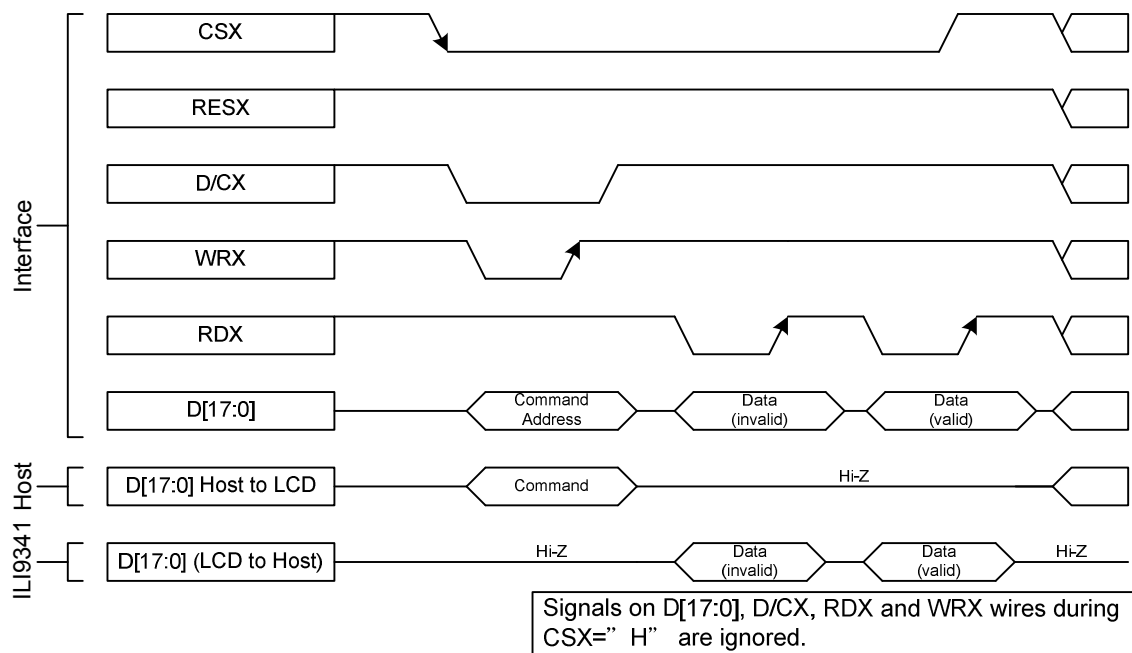
### 7.1.4. Read Cycle Sequence

The RDX signal is driven from high to low and then allowed to be pulled back to high during the read cycle. The display module provides information to the host processor during the read cycle while the host processor reads the display module information on the rising edge of RDX signal. When the D/CX signal is driven to low level, then input data on the interface is interpreted as command. The D/CX signal also can be pulled high level when the data on the interface is RAM data or command parameter.

The following figure shows the read cycle for the 8080- I MCU interface.



*Note: RDX is an unsynchronized signal (It can be stopped).*



*Note: Read data is only valid when the D/CX input is pulled high. If D/CX is driven low during read then the display information outputs will be High-Z.*

### 7.1.5. 8080- II Series Parallel Interface

ILI9341 can be accessed via 8-/9-/16-/18-bit MCU 8080- II series parallel interface. The chip-select CSX (active low) is used to enable or disable ILI9341 chip. The RESX (active low) is an external reset signal. WRX is the parallel data write strobe, RDX is the parallel data read strobe and D[17:0] is parallel data bus.

ILI9341 latches the input data at the rising edge of WRX signal. The D/CX is the signal of data/command selection. When D/CX='1', D [17:0] bits are display RAM data or command's parameters. When D/CX='0', D [17:0] bits are commands.

The 8080- II series bi-directional interface can be used for communication between the MCU controller and LCD driver chip. The 8080- II Interface selection is done when IM3 pin is high state (VDDI level). Interface bus width can be selected by IM [2:0] bits.

The selection of 8080- II series parallel interface is shown as the table in the following.

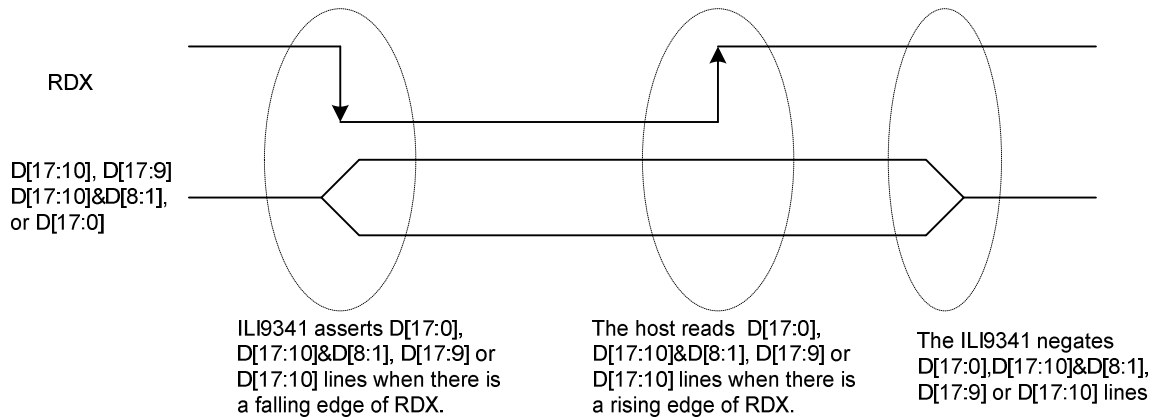
| IM3 | IM2 | IM1 | IM0 | MCU-Interface Mode               | CSX | WRX | RDX | D/CX | Function                         |
|-----|-----|-----|-----|----------------------------------|-----|-----|-----|------|----------------------------------|
| 1   | 0   | 0   | 0   | 8080 MCU 16-bit bus interface II | "L" |     | "H" | "L"  | Write command code.              |
|     |     |     |     |                                  | "L" | "H" |     | "H"  | Read internal status.            |
|     |     |     |     |                                  | "L" |     | "H" | "H"  | Write parameter or display data. |
|     |     |     |     |                                  | "L" | "H" |     | "H"  | Reads parameter or display data. |
| 1   | 0   | 0   | 1   | 8080 MCU 8-bit bus interface II  | "L" |     | "H" | "L"  | Write command code.              |
|     |     |     |     |                                  | "L" | "H" |     | "H"  | Read internal status.            |
|     |     |     |     |                                  | "L" |     | "H" | "H"  | Write parameter or display data. |
|     |     |     |     |                                  | "L" | "H" |     | "H"  | Reads parameter or display data. |
| 1   | 0   | 1   | 0   | 8080 MCU 18-bit bus interface II | "L" |     | "H" | "L"  | Write command code.              |
|     |     |     |     |                                  | "L" | "H" |     | "H"  | Read internal status.            |
|     |     |     |     |                                  | "L" |     | "H" | "H"  | Write parameter or display data. |
|     |     |     |     |                                  | "L" | "H" |     | "H"  | Reads parameter or display data. |
| 1   | 0   | 1   | 1   | 8080 MCU 9-bit bus interface II  | "L" |     | "H" | "L"  | Write command code.              |
|     |     |     |     |                                  | "L" | "H" |     | "H"  | Read internal status.            |
|     |     |     |     |                                  | "L" |     | "H" | "H"  | Write parameter or display data. |
|     |     |     |     |                                  | "L" | "H" |     | "H"  | Reads parameter or display data. |



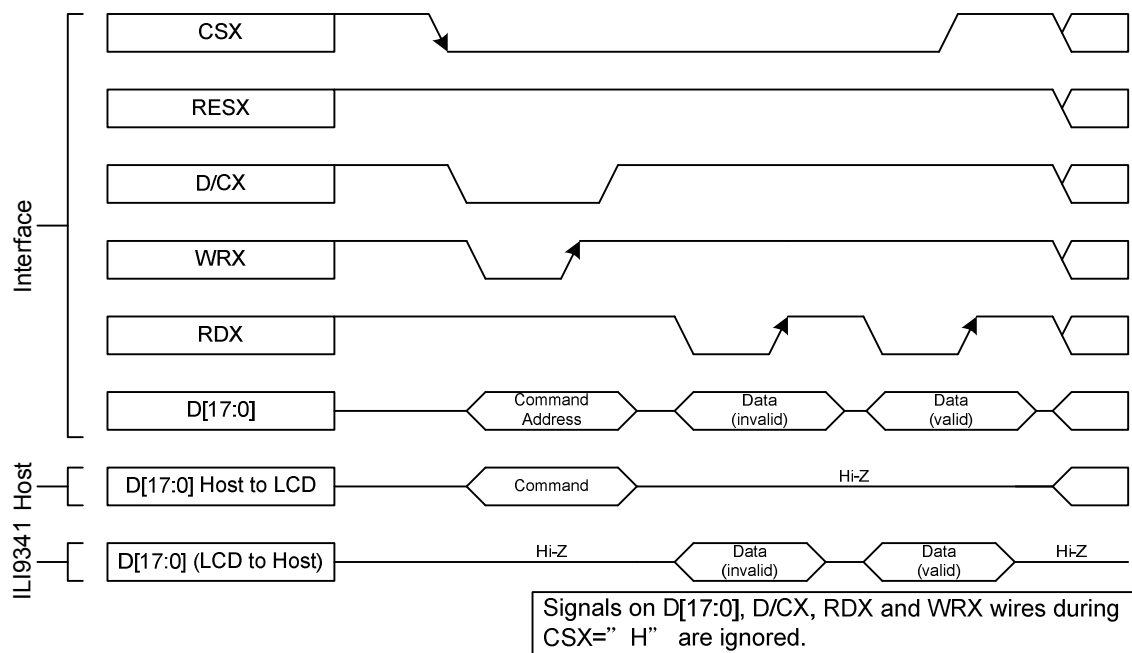
### 7.1.7. Read Cycle Sequence

The RDX signal is driven from high to low and then allowed to be pulled back to high during the read cycle. The display module provides information to the host processor during the read cycle while the host processor reads the display module information on the rising edge of RDX signal. When the D/CX signal is driven to low level, then input data on the interface is interpreted as command. The D/CX signal also can be pulled high level when the data on the interface is RAM data or command parameter.

The following figure shows the read cycle for the 8080- II MCU interface.



Note: RDX is an unsynchronized signal (It can be stopped).







Note: Read data is only valid when the D/CX input is pulled high. If D/CX is driven low during read then the display information outputs will be High-Z.



## 7.1.8. Serial Interface

The selection of interface is done by IM [3:0] bits. Please refer to the Table in the following.

| IM3 | IM2 | IM1 | IM0 | MCU-Interface Mode      | CSX | D/CX  | SCL   | Function                                       |
|-----|-----|-----|-----|-------------------------|-----|-------|---|--|
| 0   | 1   | 0   | 1   | 3-line serial interface | "L" | -     |  | Read/Write command, parameter or display data. |
| 0   | 1   | 1   | 0   | 4-line serial interface | "L" | 'H/L' |  | Read/Write command, parameter or display data. |
| 1   | 1   | 0   | 1   | 3-line serial interface | "L" | -     |  | Read/Write command, parameter or display data. |
| 1   | 1   | 1   | 0   | 4-line serial interface | "L" | 'H/L' |  | Read/Write command, parameter or display data. |

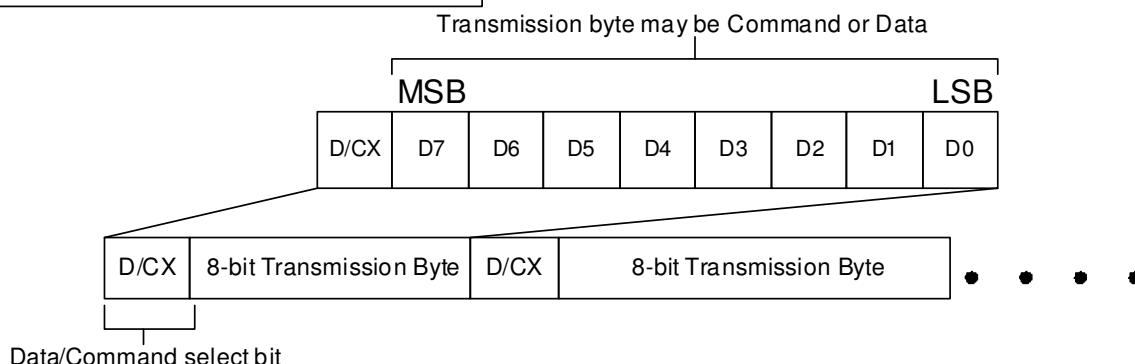
ILI9341 supplies 3-lines/ 9-bit and 4-line/8-bit bi-directional serial interfaces for communication between host and ILI9341. The 3-line serial mode consists of the chip enable input (CSX), the serial clock input (SCL) and serial data Input/Output (SDA or SDI/SDO). The 4-line serial mode consists of the Data/Command selection input (D/CX), chip enable input (CSX), the serial clock input (SCL) and serial data Input/Output (SDA or SDI/SDO) for data transmission. The data bus (D [17:0]), which are not used, must be connected to GND. Serial clock (SCL) is used for interface with MCU only, so it can be stopped when no communication is necessary.

## 7.1.9. Write Cycle Sequence

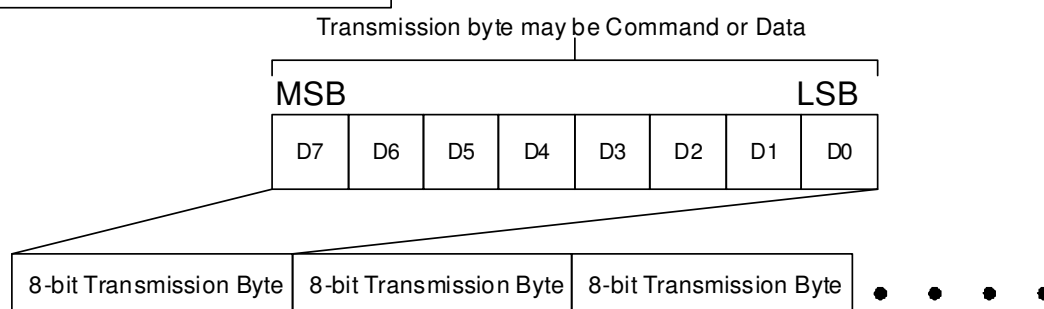
The write mode of the interface means that host writes commands or data to ILI9341. The 3-lines serial data packet contains a data/command select bit (D/CX) and a transmission byte. If the D/CX bit is "low", the transmission byte is interpreted as a command byte. If the D/CX bit is "high", the transmission byte is stored as the display data RAM (Memory write command), or command register as parameter.

Any instruction can be sent in any order to ILI9341 and the MSB is transmitted first. The serial interface is initialized when CSX is high status. In this state, SCL clock pulse and SDA data are no effect. A falling edge on CSX enables the serial interface and indicates the start of data transmission. See the detailed data format for 3-/4-line serial interface.

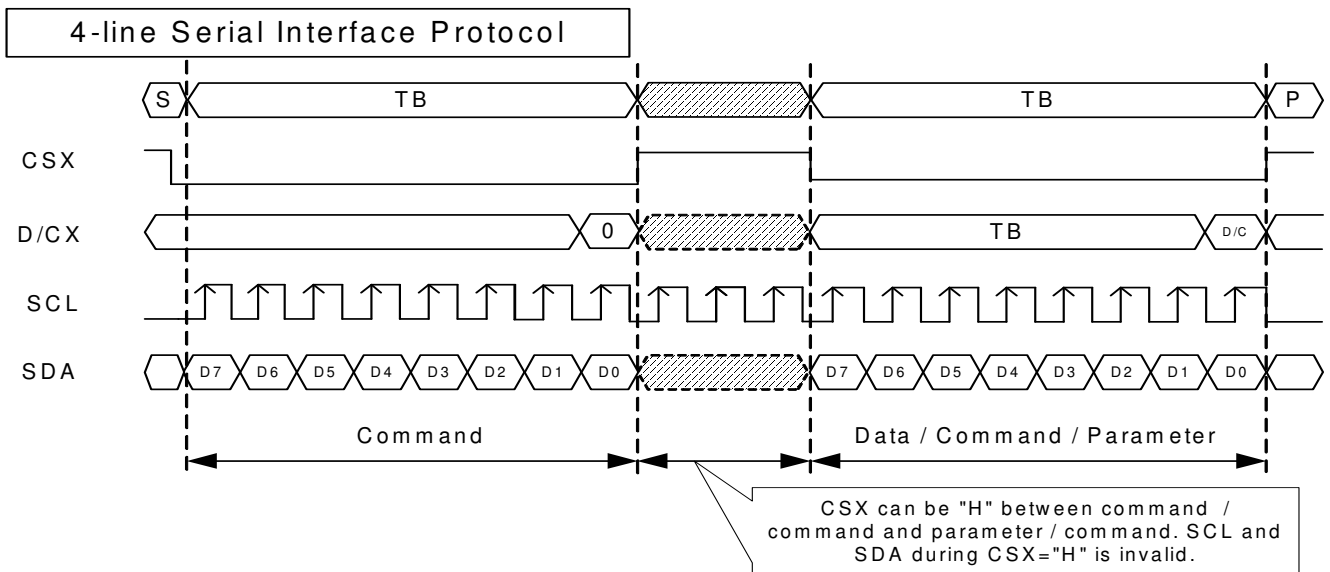
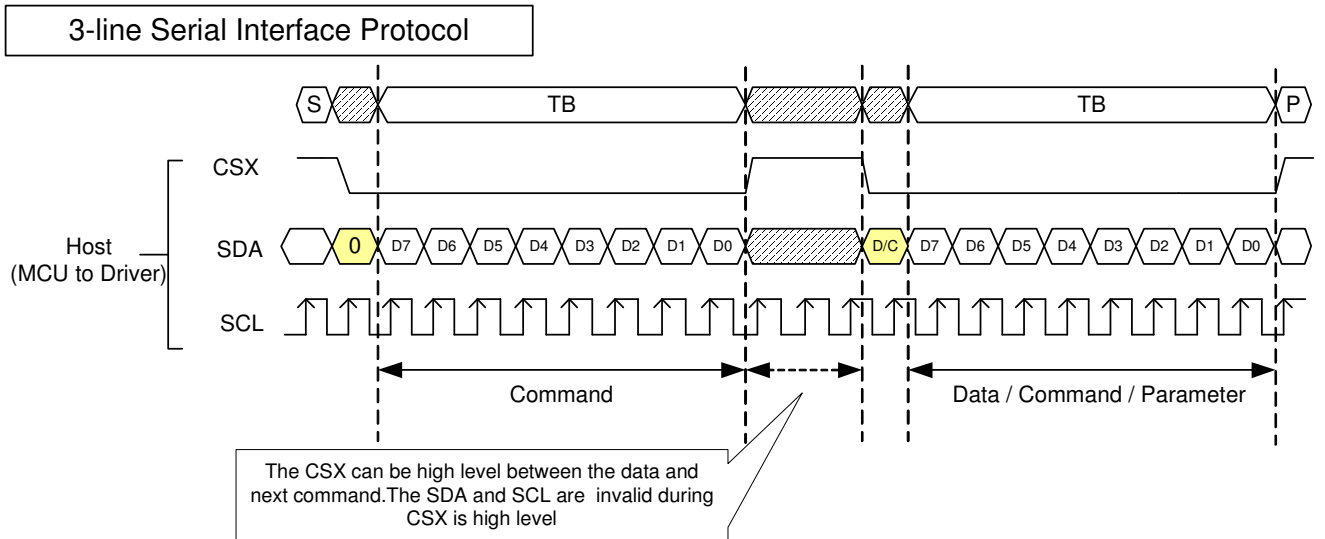
### Data Format for 3-line Serial Interface



Data Format for 4-line Serial Interface



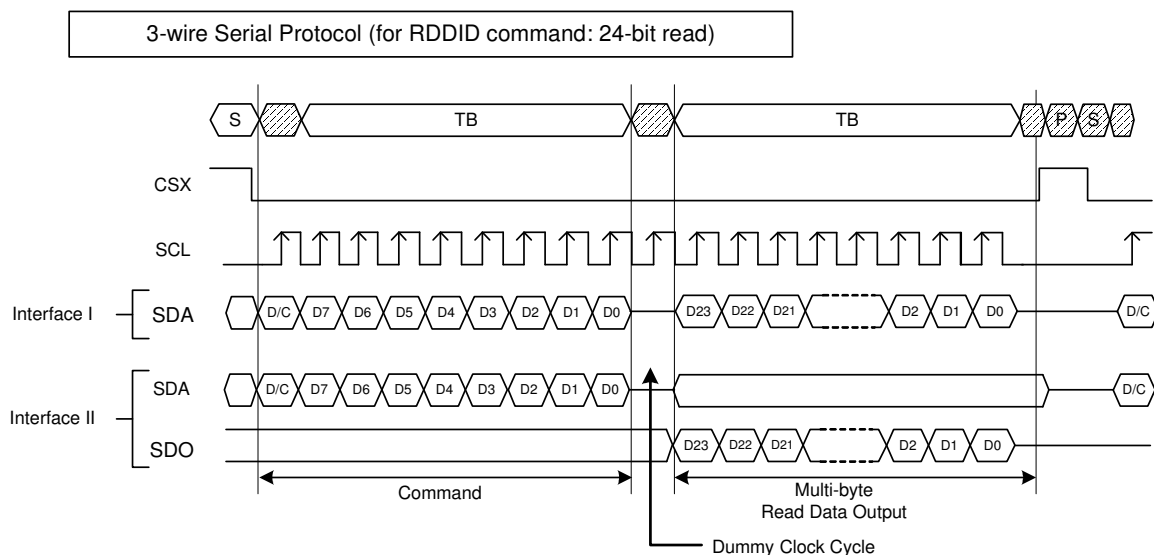
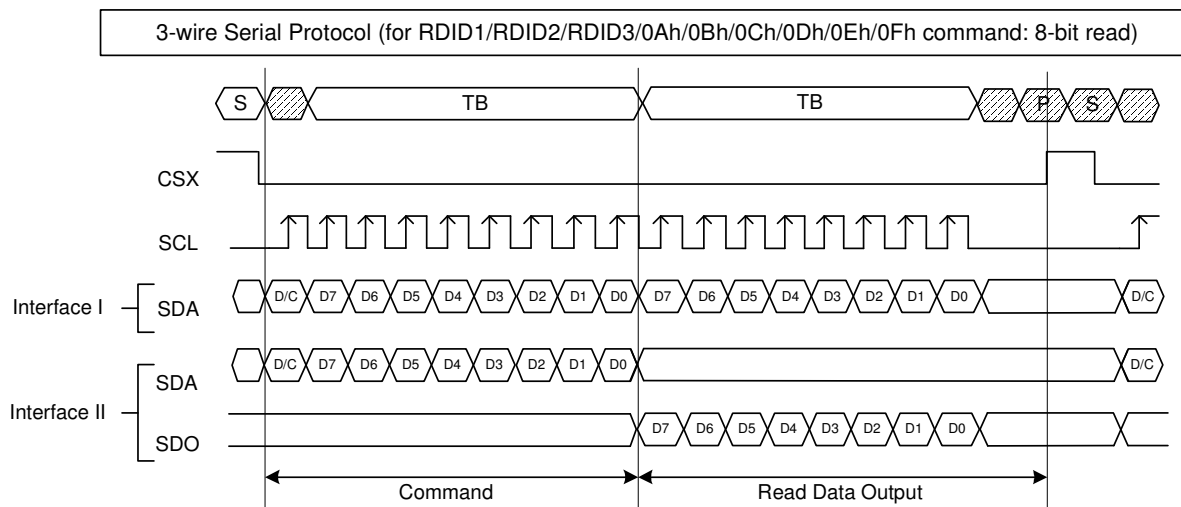
Host processor drives the CSX pin to low and starts by setting the D/CX bit on SDA. The bit is read by ILI9341 on the first rising edge of SCL signal. On the next falling edge of SCL, the MSB data bit (D7) is set on SDA by the host. On the next falling edge of SCL, the next bit (D6) is set on SDA. If the optional D/CX signal is used, a byte is eight read cycle width. The 3/4-line serial interface writes sequence described in the figure as below.

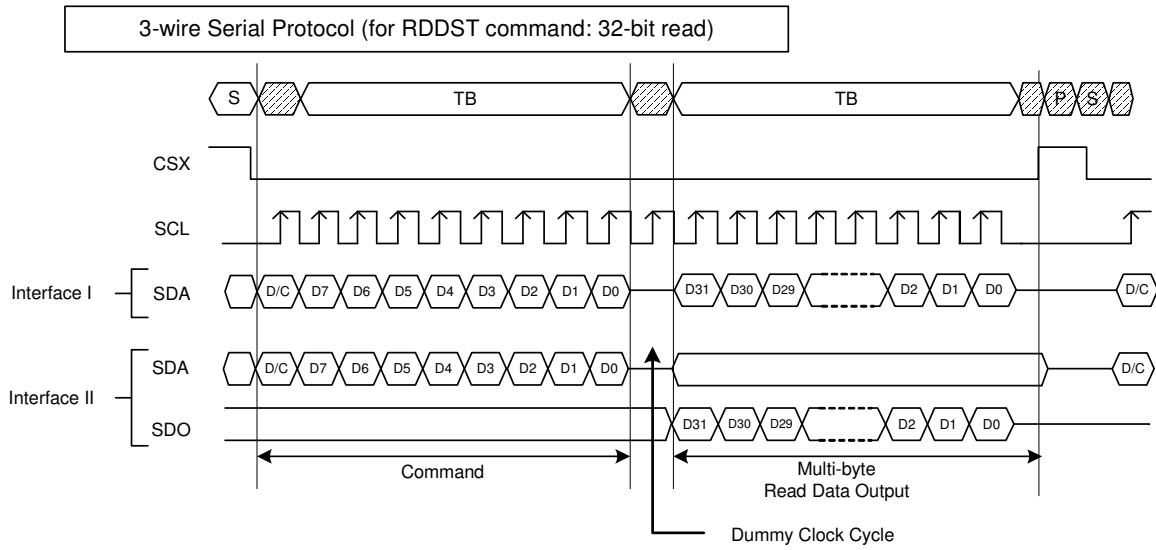


### 7.1.10. Read Cycle Sequence

The read mode of interface means that the host reads register's parameter or display data from ILI9341. The host has to send a command (Read ID or register command) and then the following byte is transmitted in the opposite direction. ILI9341 latches the SDA (input data) at the rising edges of SCL (serial clock), and then shifts SDA (output data) at falling edges of SCL (serial clock). After the read status command has been sent, the SDA line must be set to tri-state and no later than at the falling edge of SCL of the last bit. The read mode has three types of transmitted command data (8-/24-/32-bit) according to command code.

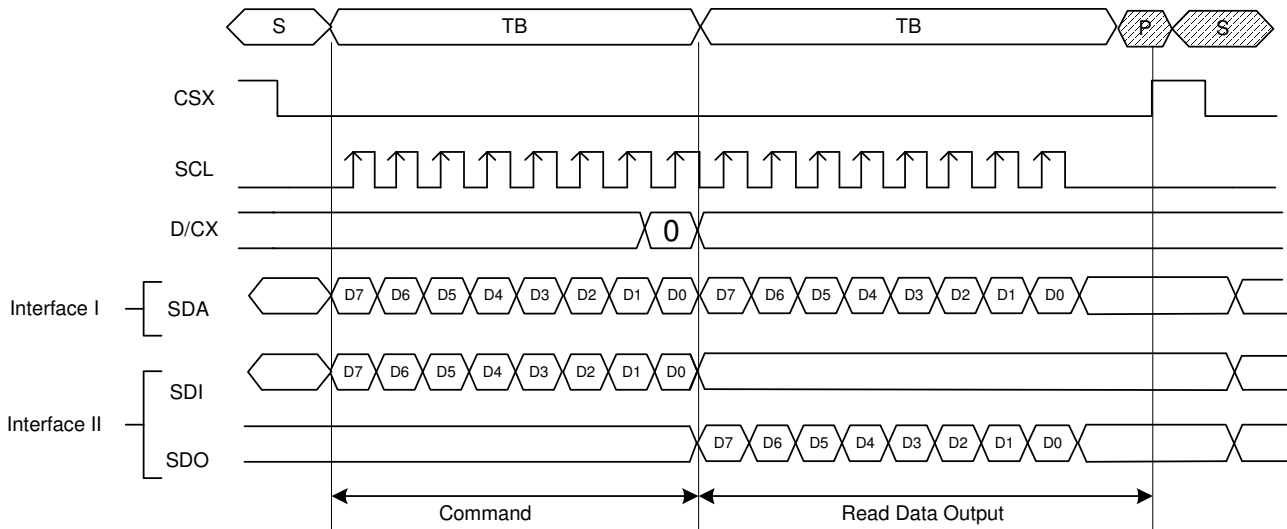
#### 3-wire Serial Interface Protocol



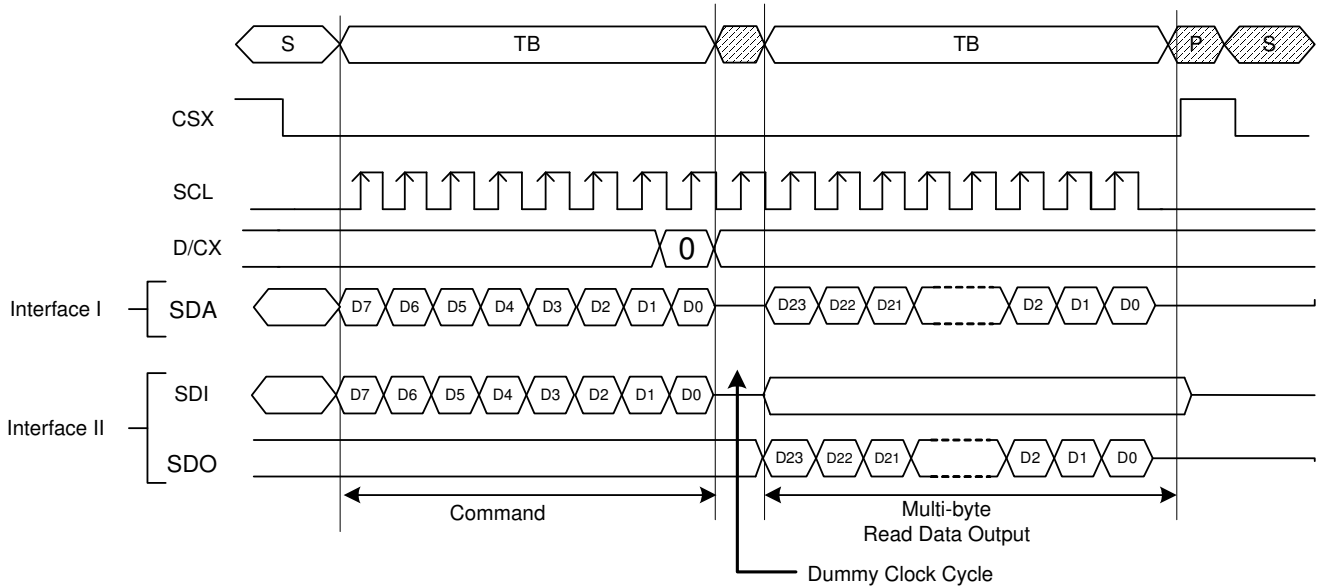


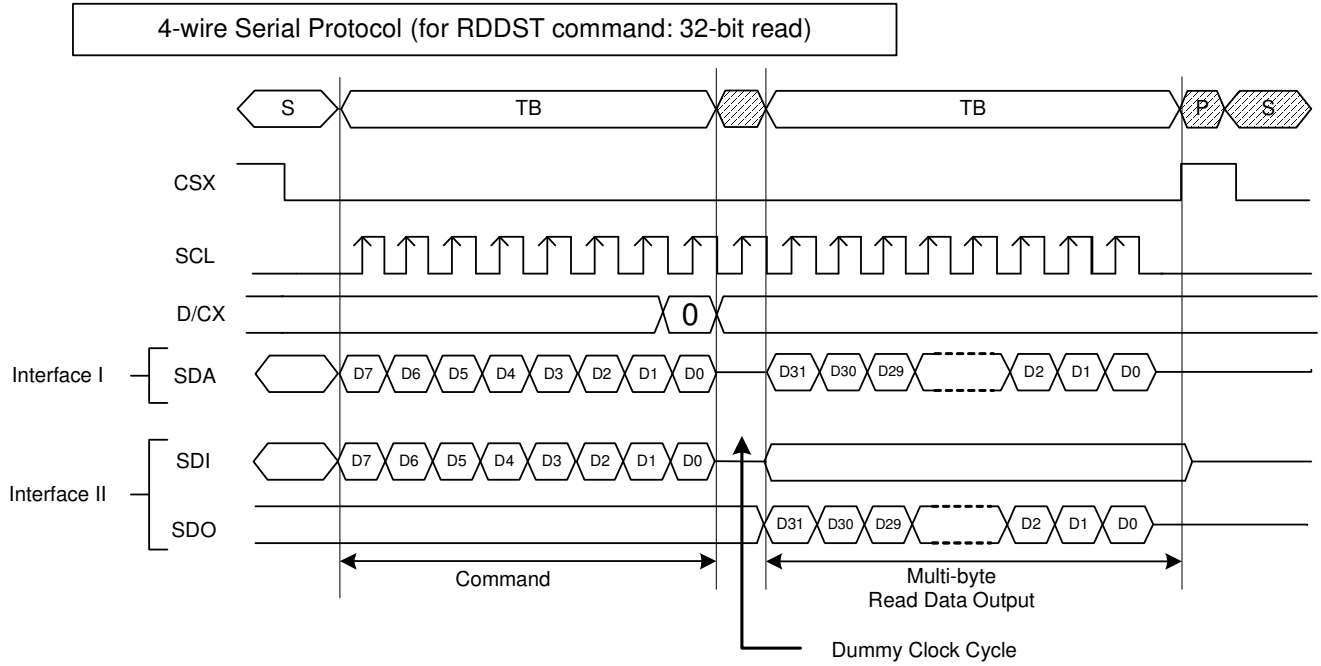
#### 4-wire Serial Interface Protocol

4-wire Serial Protocol (for RDID1/RDID2/RDID3/0Ah/0Bh/0Ch/0Dh/0Eh/0Fh command: 8-bit read)



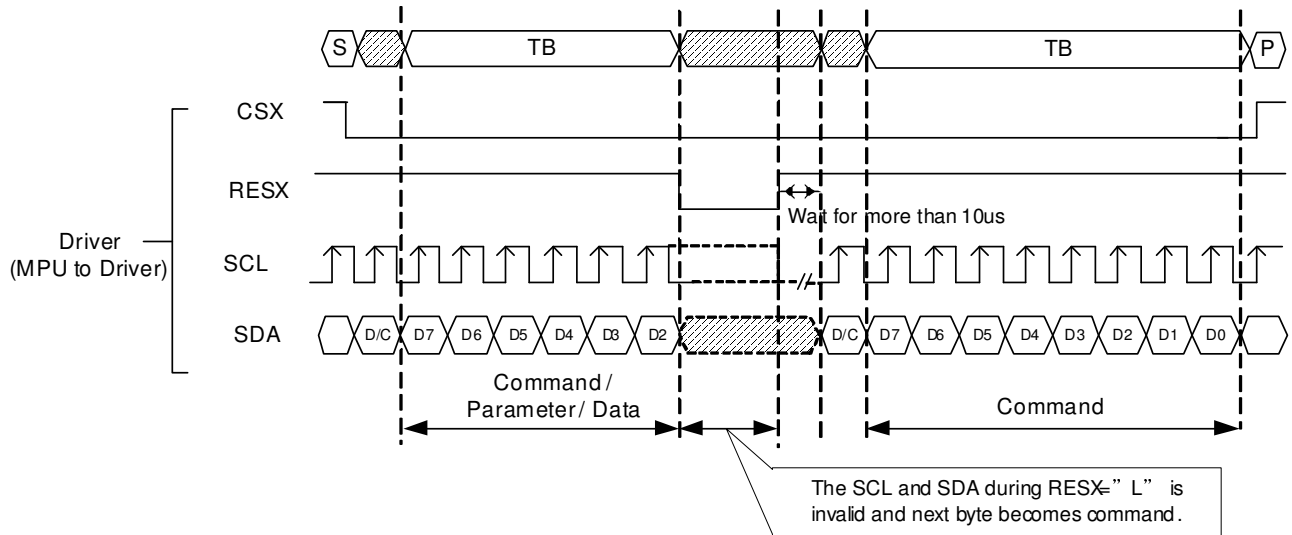
4-wire Serial Protocol (for RDDID command: 24-bit read)



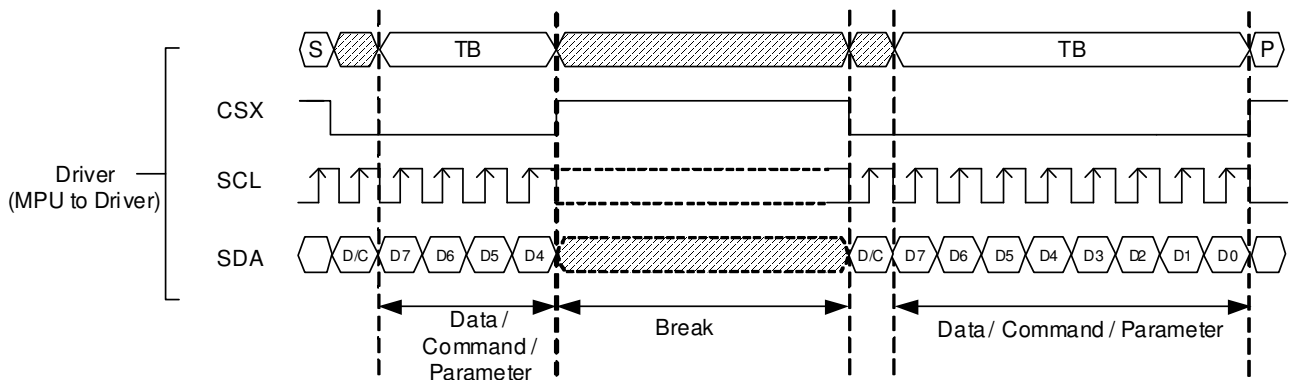


### 7.1.11. Data Transfer Break and Recovery

If there is a break in data transmission by RESX pulse, while transferring a command or frame memory data or multiple parameter command data, before Bit D0 of the byte has been completed, then the driver will reject the previous bits and have reset the interface such that it will be ready to receive command data again when the chip select pin (CSX) is activated after RESX have been high state.

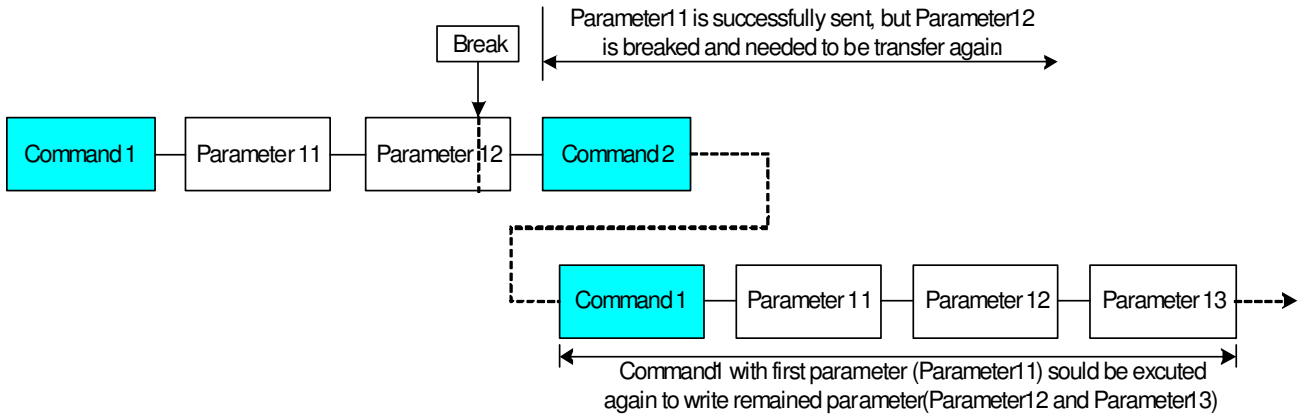


If there is a break in data transmission by CSX pulse, while transferring a command or frame memory data or multiple parameter command data, before Bit D0 of the byte has been completed, then the driver will reject the previous bits and have reset the interface such that it will be ready to receive the same byte re-transmitted when the chip select pin (CSX) is next activated.

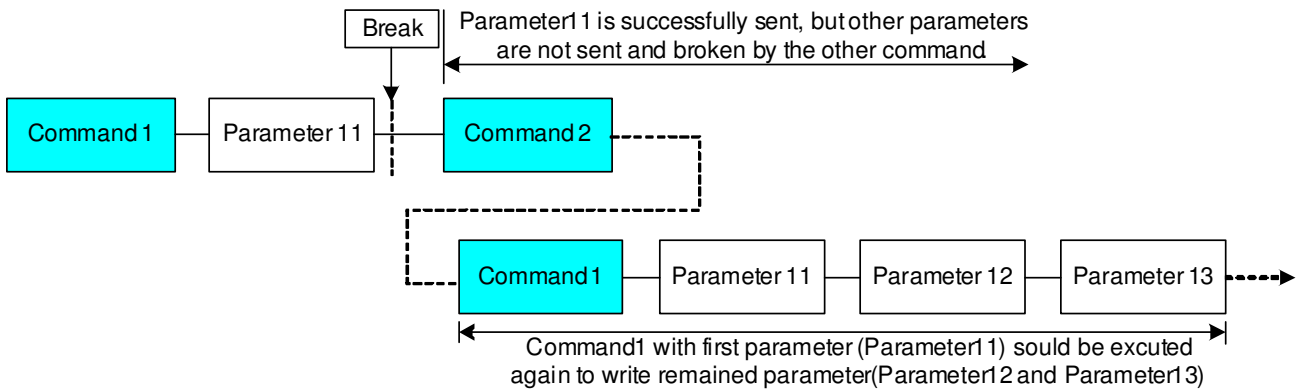


If a two or more parameter command is being sent and a break occurs while sending any parameter before the last one and if the host then sends a new command rather than continue to send the remained parameters that was interrupted, then the parameters which had been successfully sent are stored and the parameter where the break occurred is rejected. The interface is ready to receive next byte as shown below.





If a two or more parameter command is being sent and a break occurs by the other command before the last one is sent, then the parameters which had been successfully sent are stored and the other parameter of that command remains previous value.

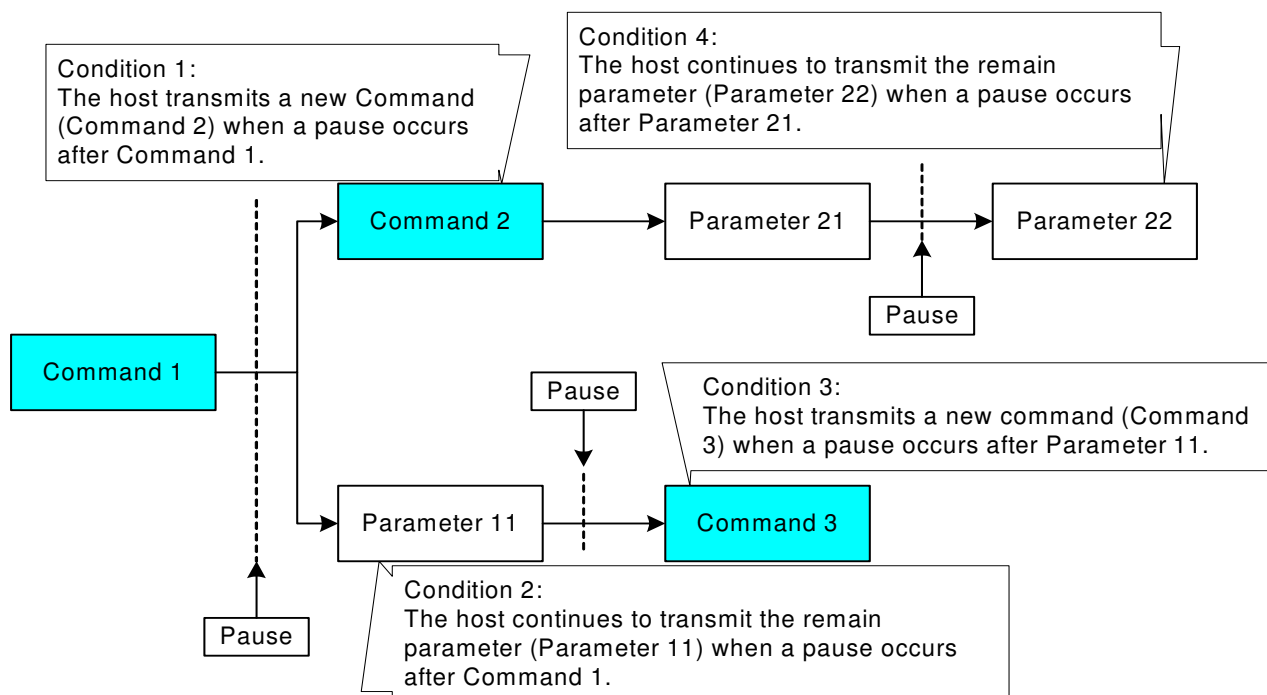


### 7.1.12. Data Transfer Pause

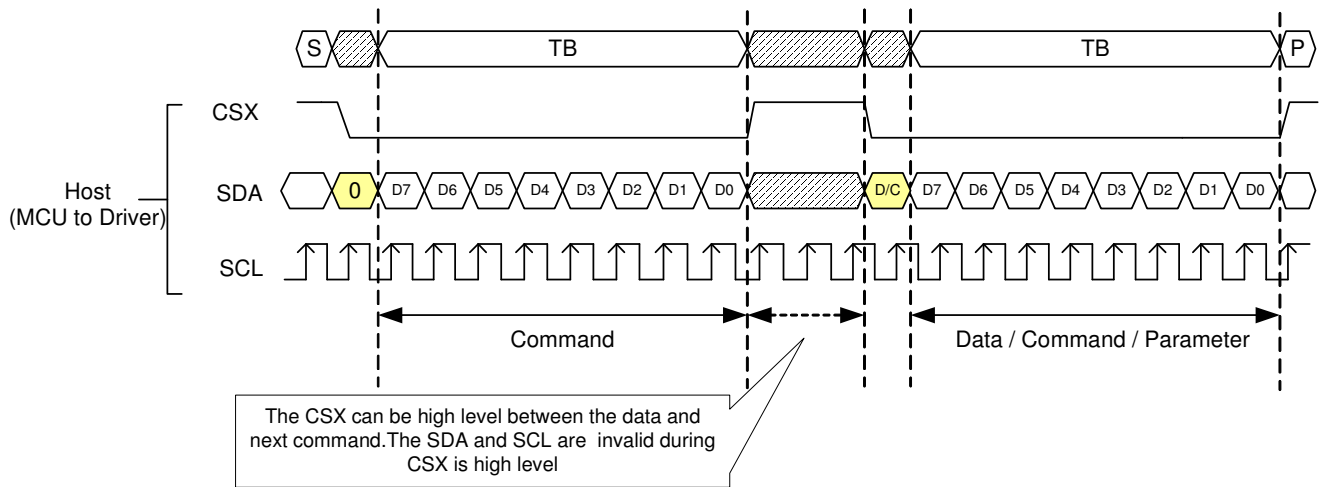
It will be possible when transferring a command, frame memory data or multiple parameter data to invoke a pause in the data transmission. If the chip select pin (CSX) is released to high state after a whole byte of a frame memory data or multiple parameter data has been completed, then ILI9341 will wait and continue the frame memory data or parameter data transmission from the point where it was paused. If the chip select pin is released after a whole byte of a command has been completed, then the display module will receive either the command's parameters (if appropriate) or a new command when the chip select pin is next enabled as shown below.

This applies to the following 4 conditions:

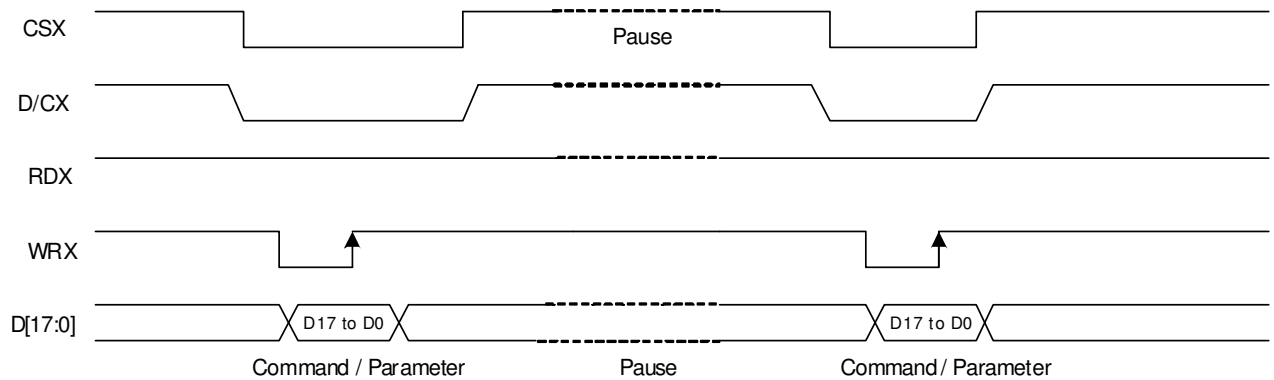
- 1) Command-Pause-Command
- 2) Command-Pause-Parameter
- 3) Parameter-Pause-Command
- 4) Parameter-Pause-Parameter



### 7.1.13. Serial Interface Pause (3\_wire)



### 7.1.14. Parallel Interface Pause

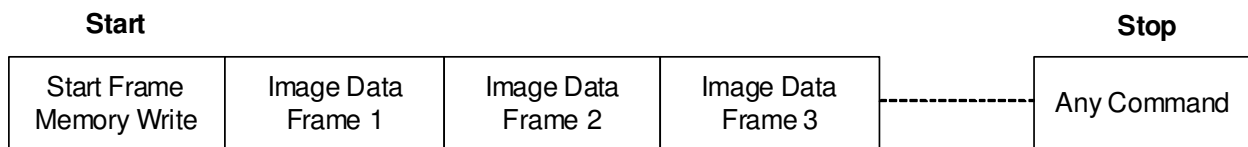


### 7.1.15. Data Transfer Mode

ILI9341 can provide two different kinds of color depth (16-bit/pixel and 18-bit/pixel) display data to the graphic RAM. The data format is described for each interface. Data can be downloaded to the frame memory by 2 methods.

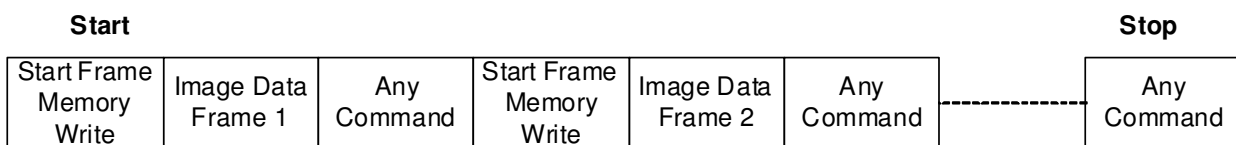
### 7.1.16. Data Transfer Method 1

The image data is sent to the frame memory in the successive frame writing, each time the frame memory is filled by image data, the frame memory pointer is reset to the start point and the next frame is written.



### 7.1.17. Data Transfer Method 2

Image data is sent and at the end of each frame memory download, a command is sent to stop frame memory writing. Then start memory write command is sent, and a new frame is downloaded.



*Note 1: These methods are applied to all data transfer color modes on both serial and parallel interfaces.*

*Note 2: The frame memory can contain both odd and even number of pixels for both methods. Only complete pixel data will be stored in the frame memory.*

## 7.2. RGB Interface

### 7.2.1. RGB Interface Selection

ILI9341 has two kinds of RGB interface and these interfaces can be selected by RCM [1:0] bits. When RCM [1:0] bits are set to “10”, the DE mode is selected which utilizes VSYNC, HSYNC, DOTCLK, DE, D [17:0] pins; when RCM [1:0] bits are set to “11”, the SYNC mode is selected which utilizes VSYNC, HSYNC, DOTCLK, D [17:0] pins. Using RGB interface must selection serial interface.

ILI9341 supports several pixel formats that can be selected by DPI [2:0] bits of “Pixel Format Set (3Ah)” and RIM bit of RF6h command. The selection of a given interfaces is done by setting RCM [1:0] and DPI [2:0] as show in the following table.

| RCM[1:0] |   | RIM | DPI[2:0] |   |   | RGB Interface Mode                 | RGB Mode   | Used Pins                                    |
|----------|---|-----|----------|---|---|------------------------------------|--|--|
| 1        | 0 | 0   | 1        | 1 | 0 | 18-bit RGB interface (262K colors) | <b>DE Mode</b><br>Valid data is determined by the DE signal  | VSYNC, HSYNC, DE, DOTCLK, D[17:0]            |
| 1        | 0 | 0   | 1        | 0 | 1 | 16-bit RGB interface (65K colors)  |  | VSYNC, HSYNC, DE, DOTCLK, D[17:13] & D[11:1] |
| 1        | 0 | 1   | 1        | 1 | 0 | 6-bit RGB interface (262K colors)  |  | VSYNC, HSYNC, DE, DOTCLK, D[5:0]             |
| 1        | 0 | 1   | 1        | 0 | 1 | 6-bit RGB interface (65K colors)   |  | VSYNC, HSYNC, DE, DOTCLK, D[5:0]             |
| 1        | 1 | 0   | 1        | 1 | 0 | 18-bit RGB interface (262K colors) | <b>SYNC Mode</b><br>In SYNC mode, DE signal is ignored; blanking porch is determined by B5h command. | VSYNC, HSYNC, DOTCLK, D[17:0]                |
| 1        | 1 | 0   | 1        | 0 | 1 | 16-bit RGB interface (65K colors)  |  | VSYNC, HSYNC, DOTCLK, D[17:13] & D[11:1]     |
| 1        | 1 | 1   | 1        | 1 | 0 | 6-bit RGB interface (262K colors)  |  | VSYNC, HSYNC, DOTCLK, D[5:0]                 |
| 1        | 1 | 1   | 1        | 0 | 1 | 6-bit RGB interface (65K colors)   |  | VSYNC, HSYNC, DOTCLK, D[5:0]                 |

18-bit data bus interface (D[17:0] is used) , DPI[2:0] = 110, and RIM=0

|                          | D17  | D16  | D15  | D14  | D13  | D12  | D11  | D10  | D9   | D8   | D7   | D6   | D5   | D4   | D3   | D2   | D1   | D0   |
|--------------------------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|
| 18bpp Frame Memory Write | R[5] | R[4] | R[3] | R[2] | R[1] | R[0] | G[5] | G[4] | G[3] | G[2] | G[1] | G[0] | B[5] | B[4] | B[3] | B[2] | B[1] | B[0] |

16-bit data bus interface (D[17:13] & D[11:1] is used) , DPI[2:0] = 101, and RIM=0

|                          | D17  | D16  | D15  | D14  | D13  | D12 | D11  | D10  | D9   | D8   | D7   | D6   | D5   | D4   | D3   | D2   | D1   | D0 |
|--------------------------|------|------|------|------|------|-----|------|------|------|------|------|------|------|------|------|------|------|----|
| 16bpp Frame Memory Write | R[4] | R[3] | R[2] | R[1] | R[0] |     | G[5] | G[4] | G[3] | G[2] | G[1] | G[0] | B[4] | B[3] | B[2] | B[1] | B[0] |    |

The LSB data of red/blue color depends on the EPF[1:0] setting.

6-bit data bus interface (D[5:0] is used) , DPI[2:0] = 110, and RIM=1

|                          | D5   | D4   | D3   | D2   | D1   | D0   | D5   | D4   | D3   | D2   | D1   | D0   | D5   | D4   | D3   | D2   | D1   | D0   |
|--------------------------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|
| 18bpp Frame Memory Write | R[5] | R[4] | R[3] | R[2] | R[1] | R[0] | G[5] | G[4] | G[3] | G[2] | G[1] | G[0] | B[5] | B[4] | B[3] | B[2] | B[1] | B[0] |

6-bit data bus interface (D[5:0] is used) , DPI[2:0] = 101, and RIM=1

|                          | D5   | D4   | D3   | D2   | D1   | D0 | D5   | D4   | D3   | D2   | D1   | D0   | D5   | D4   | D3   | D2   | D1   | D0 |
|--------------------------|------|------|------|------|------|----|------|------|------|------|------|------|------|------|------|------|------|----|
| 16bpp Frame Memory Write | R[4] | R[3] | R[2] | R[1] | R[0] |    | G[5] | G[4] | G[3] | G[2] | G[1] | G[0] | B[4] | B[3] | B[2] | B[1] | B[0] |    |

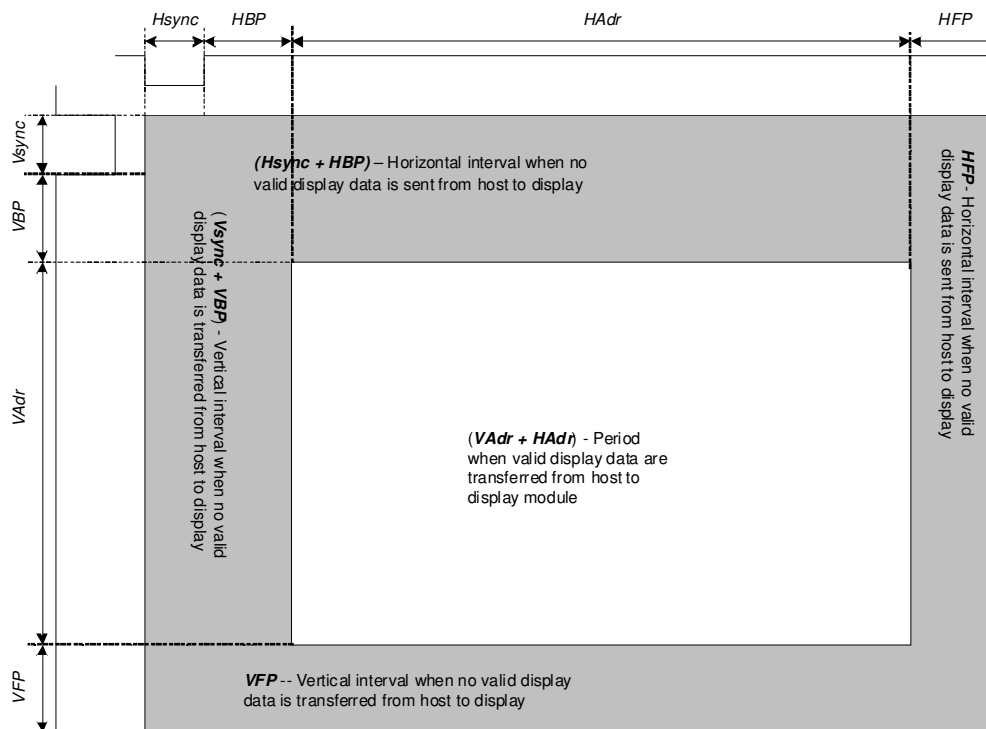
The LSB data of red/blue color depends on the EPF[1:0] setting.

Pixel clock (DOTCLK) is running all the time without stopping and used to enter VSYNC, HSYNC, DE and D [17:0] states when there is a rising edge of the DOTCLK. Vertical synchronization (VSYNC) is used to tell when

there is received a new frame of the display. This is low enable and its state is read to the display module by a rising edge of the DOTCLK signal.

Horizontal synchronization (HSYNC) is used to tell when there is received a new line of the frame. This is low enable and its state is read to the display module by a rising edge of the DOTCLK signal.

In DE mode, Data Enable (DE) is used to tell when there is received RGB information that should be transferred on the display. This is a high enable and its state is read to the display module by a rising edge of the DOTCLK signal. D [17:0] are used to tell what is the information of the image that is transferred on the display (When DE= '0' (low) and there is a rising edge of DOTCLK). D [17:0] can be '0' (low) or '1' (high). These lines are read by a rising edge of the DOTCLK signal. In SYNC mode, the valid display data is inputted in pixel unit via D [17:0] according to HFP/HBP settings of HSYNC signal and VFP/VBP setting of VSYNC. In both RGB interface modes, the input display data is written to GRAM first then outputs corresponding source voltage according the gray data from GRAM.



| Parameters                 | Symbols | Condition | Min. | Typ. | Max. | Units  |
|----------------------------|---------|-----------|------|------|------|--------|
| Horizontal Synchronization | Hsync   |           | 2    | 10   | 16   | DOTCLK |
| Horizontal Back Porch      | HBP     |           | 2    | 20   | 24   | DOTCLK |
| Horizontal Address         | HAdr    |           | -    | 240  | -    | DOTCLK |
| Horizontal Front Porch     | HFP     |           | 2    | 10   | 16   | DOTCLK |
| Vertical Synchronization   | Vsync   |           | 1    | 2    | 4    | Line   |
| Vertical Back Porch        | VBP     |           | 1    | 2    | -    | Line   |
| Vertical Address           | VAdr    |           | -    | 320  | -    | Line   |
| Vertical Front Porch       | VFP     |           | 3    | 4    | -    | Line   |

Typical values are setting example when used with panel resolution 240 x 320 (QVGA), clock frequency 6.35MHz and frame

frequency about 70Hz.

Notes:

1. Vertical period (one frame) shall be equal to the sum of  $V_{sync} + VBP + VAdr + VFP$ .
2. Horizontal period (one line) shall be equal to the sum of  $Hsync + HBP + HAdr + HFP$ .
3. Control signals PCLK and Hsync shall be transmitted as specified at all times while valid pixels are transferred between the host processor and the display module.

Also make sure that

$(\text{Number of PCLK per 1 line}) \geq (\text{Number of RTN clock}) \times \text{Division ratio (DIV)} \times \text{PCDIV}$

#### Setting Example for Display Control Clock in RGB Interface Operation

Register Display operation using DPI is in synchronization with internal clock PCLKD which is generated by dividing DOTCLK.

**PCDIV [5:0]:** Number of DOTCLK during internal clock PCLKD's high / low period. In units of 1 clock.

PCDIV specifying DOTCLK's division ratio, are determined so that difference between PCLKD's frequency and internal oscillation clock 615KHz is the smallest. Set PCDIV follow the restriction

$(\text{Number of PCLK in 1H}) \geq (\text{Number of RTN clock}) \times \text{Division ratio (DIV)} \times \text{PCDIV}$ .

**Setting Example:** To set frame frequency to 70Hz:

#### Internal Clock

Internal Oscillation Clock: 615KHz

$DIV[1:0] = 2'b0$  (x 1/1)

$RTN[4:0] = 5'h1b$  (27 clocks)

$FP = 7'h2$  (2 lines),  $BP = 7'h2$  (2 lines),  $NL = 6'h27$  (320 lines)

**Frame Rate → 70.30Hz**

#### DOTCLK

$HSYNC = 10 \text{ CLK}$

$HBP = 20 \text{ CLK}$

$HFP = 10 \text{ CLK}$

$70\text{Hz} \times (2 + 320 + 2) \text{ lines} \times (10 + 20 + 240 + 10) \text{ clocks} = 6.35\text{MHz}$

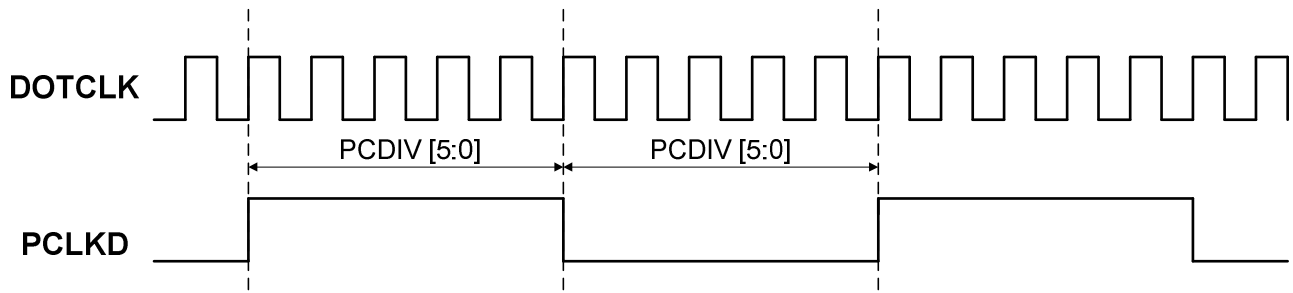
$\text{DOTCLK frequency} = 6.35\text{MHz}$

$6.35 \text{ MHz} / 615\text{KHz} = 10.32$  □ Set PCDIV so that PCLK is divided by 10.

$\text{external fosc} = 6.35 \text{ MHz} / 10 = 635\text{KHz}$

$\text{PCDIV} = [6.35\text{MHz} / 635\text{KHz}] / 2 - 1 = 4$

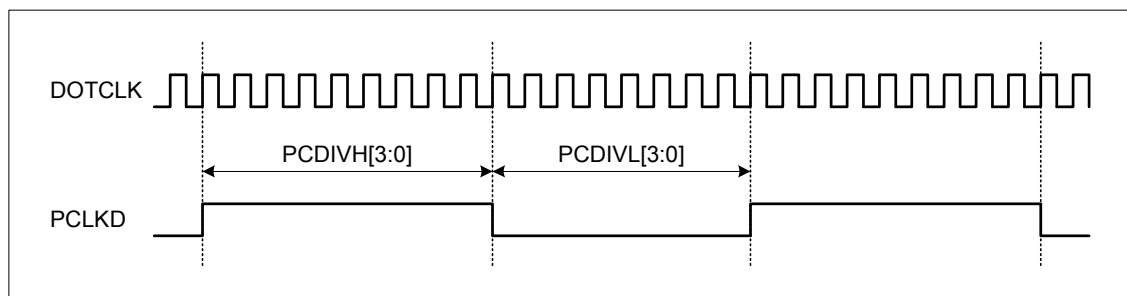
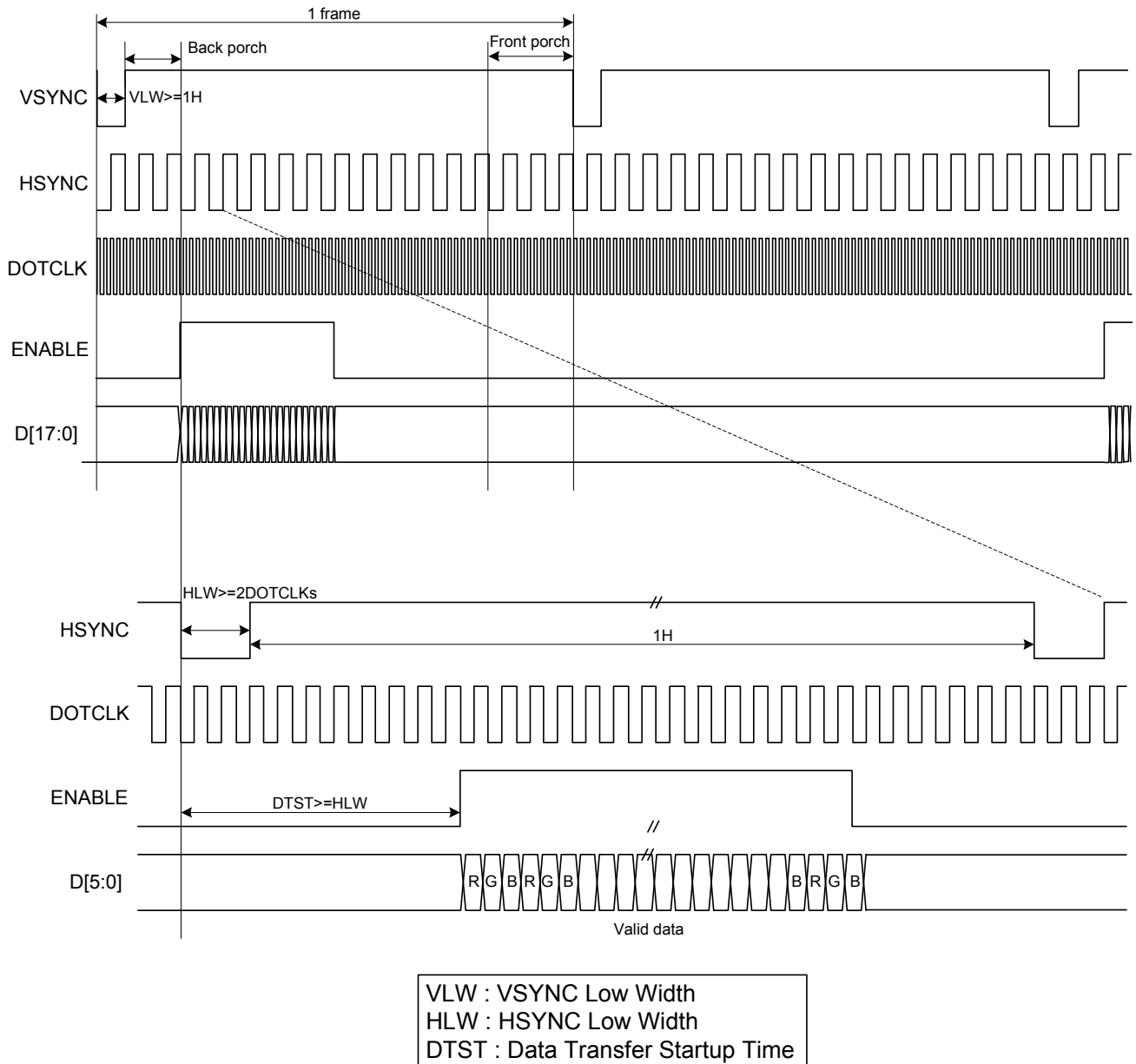
$\text{PCDIV}[5:0] = 6'h04$  (10 DOTCLK)





### 7.2.2. RGB Interface Timing

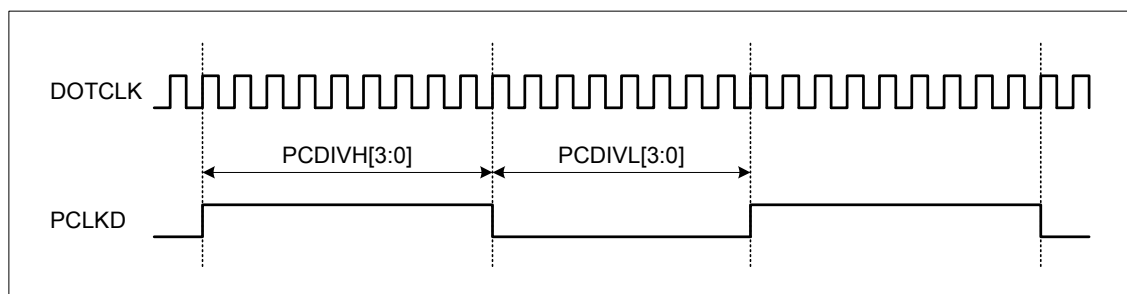
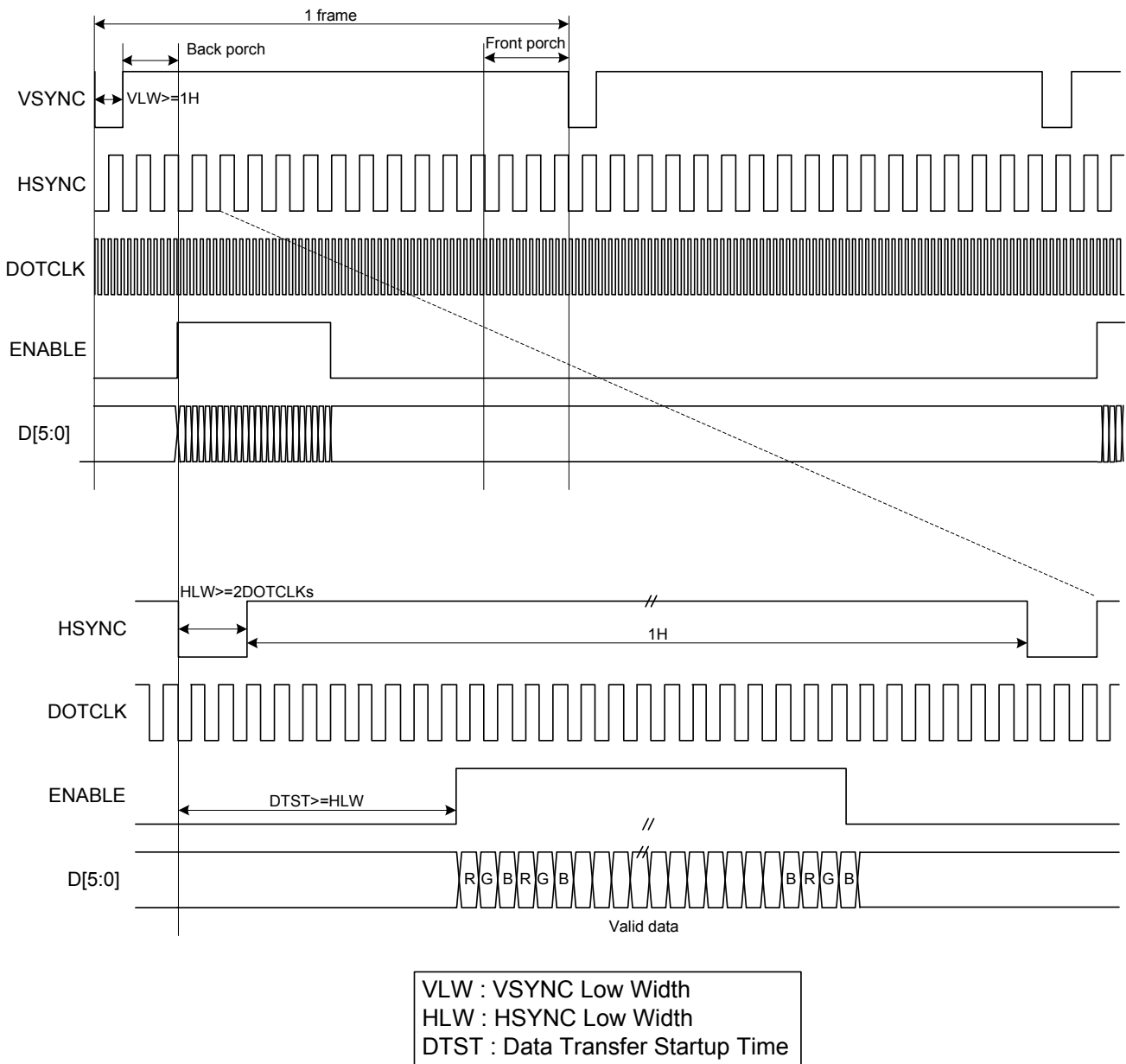
The timing chart of 18-/16-bit RGB interface mode is shown as below.



Note 1: The DE signal is not needed when RGB interface SYNC mode is selected.

Note 2:  $VSPL=0$ ,  $HSPL=0$ ,  $DPL=0$  and  $EPL=0$  of "Interface Mode Control (B0h)" command.

The timing chart of 6-bit RGB interface mode is shown as below:



Note 1: The DE signal is not needed when RGB interface SYNC mode is selected.

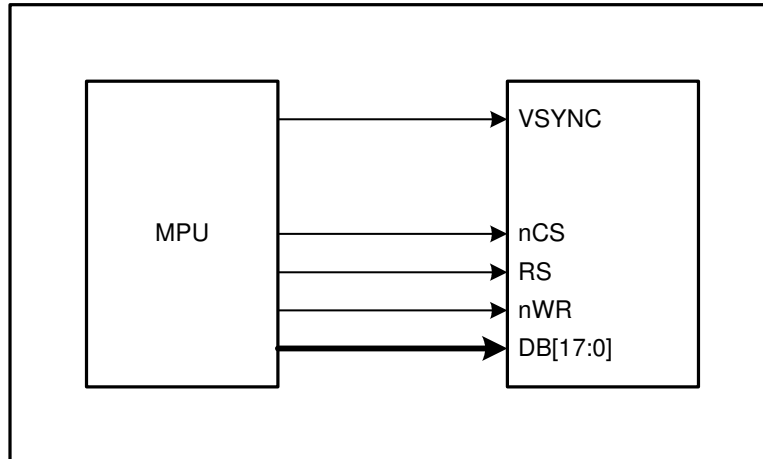
Note 2: VSPL='0', HSPL='0', DPL='0' and EPL='0' of "Interface Mode Control (B0h)" command.

Note 3: In 6-bit RGB interface mode, each dot of one pixel (R, G and B) is transferred in synchronization with DOTCLK.

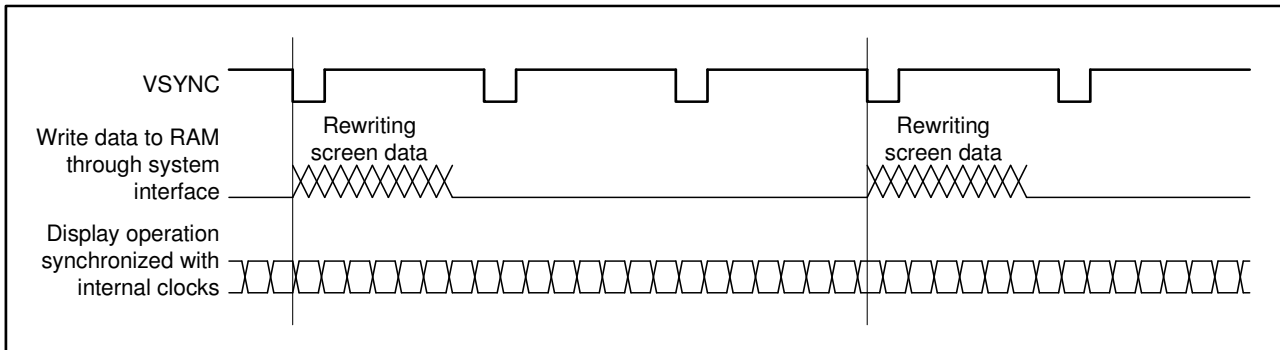
*Note 4: In 6-bit RGB interface mode, set the cycles of VSYNC, HSYNC and DE to 3 multiples of DOTCLK.*

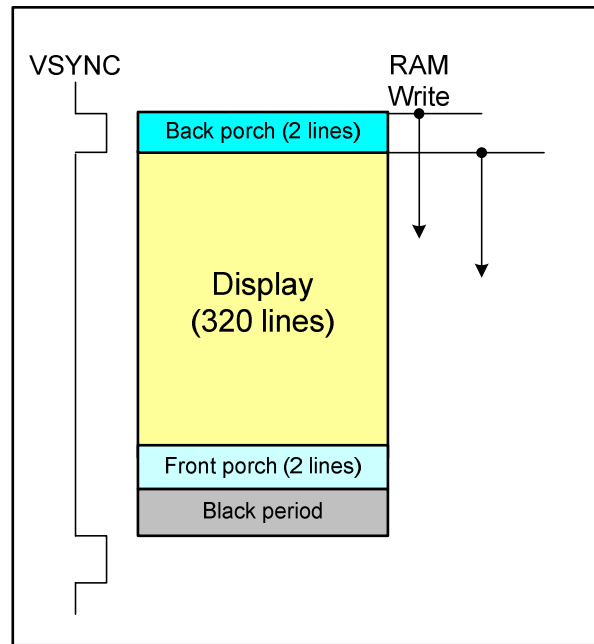
### 7.3. VSYNC Interface

ILI9341 supports the VSYNC interface in synchronization with the frame-synchronizing signal VSYNC to display the moving picture with the 8080- I /8080- II system interface. When the VSYNC interface is selected to display a moving picture, the minimum GRAM update speed is limited and the VSYNC interface is enabled by setting DM[1:0] = "10" and RM = "0".



In the VSYNC mode, the display operation is synchronized with the internal clock and VSYNC input and the frame rate is determined by the pulse rate of VSYNC signal. All display data are stored in GRAM to minimize total data transfer required for moving picture display.





The VSYNC interface has the minimum speed limitation of writing data to the internal GRAM via the system interface, which are calculated from the following formula.

*Internal clock frequency (fosc.) [Hz] = FrameFrequency x (DisplayLine (NL) + FrontPorch (VFP) + BackPorch (VBP)) x ClockCyclePerLines (RTN) x FrequencyFluctuation.*

$$\text{Minimum RAM write speed [Hz]} > \frac{240 \times \text{DisplayLines(NL)}}{[\text{BackPorch(VBP)} + \text{DisplayLines(NL)} - \text{margins}] \times \text{Clocks per line} \times (1/\text{fosc})}$$

*Note: When the RAM write operation does not start from the falling edge of VSYNC, the time from the falling edge of VSYNC until the start of RAM write operation must also be taken into account.*

An example of minimum GRAM writing speed and internal clock frequency in VSYNC interface mode is as below.

**[Example]**

Display size: 240 RGB x 320 lines

Lines: 320 lines (NL = 100111)

Back porch: 2 lines (VBP = 0000010)

Front porch: 2 lines (VFP = 0000010)

Frame frequency: 70 Hz

Frequency fluctuation: 10%

$$\text{Internal oscillator clock (fosc.) [Hz]} = 70 \times [320 + 2 + 2] \times 27 \text{ clocks} \times (1.1/0.9) \div 748\text{KHz}$$

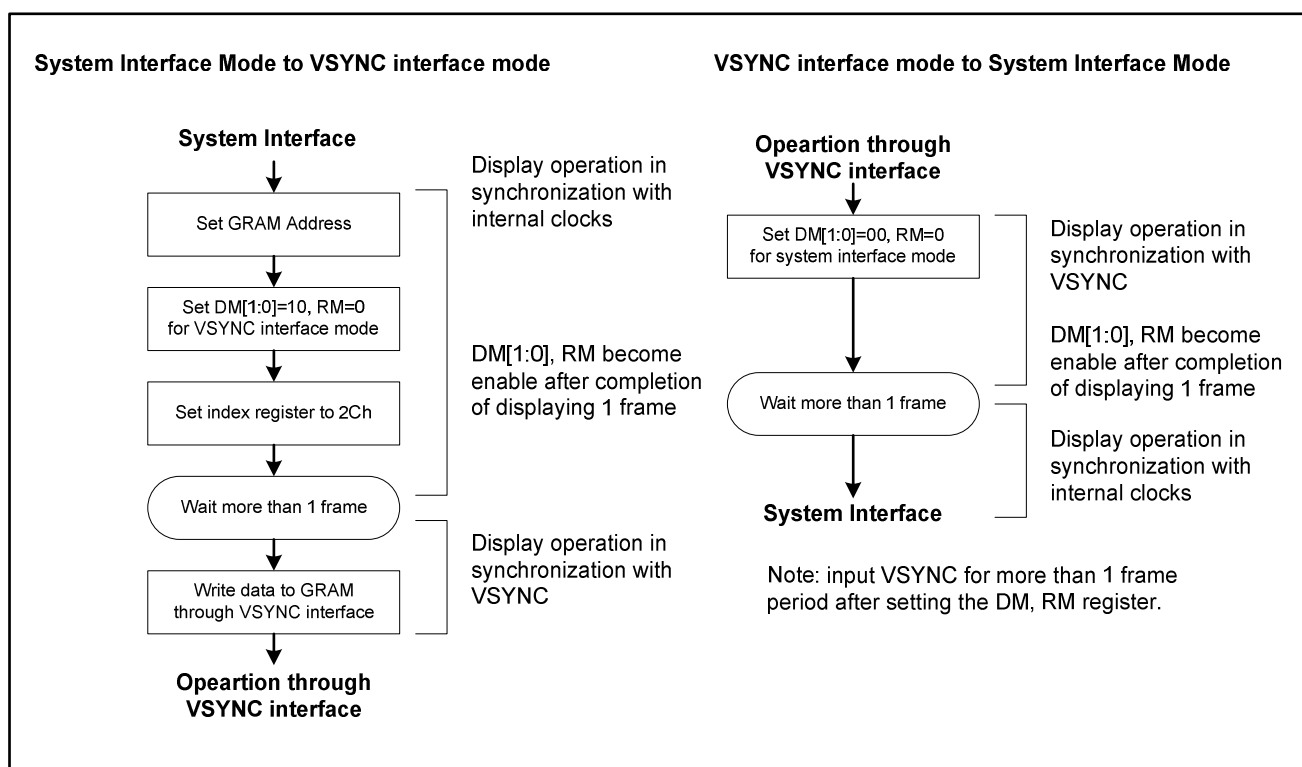
When calculate the internal clock frequency, the oscillator variation is needed to be taken into consideration. In the above example, the calculated internal clock frequency with  $\pm 10\%$  margin variation is considered and ensures to complete the display operation within one VSYNC cycle. The causes of frequency variation come from fabrication process of LSI, room temperature, external resistors and VCI voltage variation.

$$\text{Minimum speed for RAM writing [Hz]} > 240 \times 320 \times 748K / [(2 + 320 - 2)\text{lines} \times 27\text{clocks}] \doteq 6.65 \text{ MHz}$$

The above theoretical value is calculated based on the premise that the ILI9341 starts to write data into the internal GRAM on the falling edge of VSYNC. There must at least be a margin of 2 lines between the physical display line and the GRAM line address where data writing operation is performed. The GRAM write speed of 6.65MHz or more will guarantee the completion of GRAM write operation before the ILI9341 starts to display the GRAM data on the screen and enable to rewrite the entire screen without flicker.

### Notes in using the VSYNC interface

1. The minimum GRAM write speed must be satisfied and the frequency variation must be taken into consideration.
2. The display frame rate is determined by the VSYNC signal and the period of VSYNC must be longer than the scan period of an entire display.
3. When switching from the internal clock operation mode (DM[1:0] = "00") to the VSYNC interface mode or inversely, the switching starts from the next VSYNC cycle, i.e. after completing the display of the frame.
4. The partial display, vertical scroll, and interlaced scan functions are not available in VSYNC interface mode.



## 7.4. Color Depth Conversion Look Up Table

When ILI9341 operates in parallel 16-bit interface, the color depth conversion is done by look-up table and extend input data format to 18-bit. See the detailed for look-up table of color depth conversion.

| <b>R input (5-bit)</b><br><b>16-bit/pixel –mode</b><br><b>65,536 colors</b> | <b>R output (6-bit)</b><br><b>18-bit/pixel –mode</b><br><b>262,144 colors</b>                         | <b>Command Code (0x2Dh)</b><br><b>RGBSET Parameter</b> |
|---|---|--|
| 00000   | R <sub>005</sub> R <sub>004</sub> R <sub>003</sub> R <sub>002</sub> R <sub>001</sub> R <sub>000</sub> | 1  |
| 00001   | R <sub>015</sub> R <sub>014</sub> R <sub>013</sub> R <sub>012</sub> R <sub>011</sub> R <sub>010</sub> | 2  |
| 00010   | R <sub>025</sub> R <sub>024</sub> R <sub>023</sub> R <sub>022</sub> R <sub>021</sub> R <sub>020</sub> | 3  |
| 00011   | R <sub>035</sub> R <sub>034</sub> R <sub>033</sub> R <sub>032</sub> R <sub>031</sub> R <sub>030</sub> | 4  |
| 00100   | R <sub>045</sub> R <sub>044</sub> R <sub>043</sub> R <sub>042</sub> R <sub>041</sub> R <sub>040</sub> | 5  |
| 00101   | R <sub>055</sub> R <sub>054</sub> R <sub>053</sub> R <sub>052</sub> R <sub>051</sub> R <sub>050</sub> | 6  |
| 00110   | R <sub>065</sub> R <sub>064</sub> R <sub>063</sub> R <sub>062</sub> R <sub>061</sub> R <sub>060</sub> | 7  |
| 00111   | R <sub>075</sub> R <sub>074</sub> R <sub>073</sub> R <sub>072</sub> R <sub>071</sub> R <sub>070</sub> | 8  |
| 01000   | R <sub>085</sub> R <sub>084</sub> R <sub>083</sub> R <sub>082</sub> R <sub>081</sub> R <sub>080</sub> | 9  |
| 01001   | R <sub>095</sub> R <sub>094</sub> R <sub>093</sub> R <sub>092</sub> R <sub>091</sub> R <sub>090</sub> | 10   |
| 01010   | R <sub>105</sub> R <sub>104</sub> R <sub>103</sub> R <sub>102</sub> R <sub>101</sub> R <sub>100</sub> | 11   |
| 01011   | R <sub>115</sub> R <sub>114</sub> R <sub>113</sub> R <sub>112</sub> R <sub>111</sub> R <sub>110</sub> | 12   |
| 01100   | R <sub>125</sub> R <sub>124</sub> R <sub>123</sub> R <sub>122</sub> R <sub>121</sub> R <sub>120</sub> | 13   |
| 01101   | R <sub>135</sub> R <sub>134</sub> R <sub>133</sub> R <sub>132</sub> R <sub>131</sub> R <sub>130</sub> | 14   |
| 01110   | R <sub>145</sub> R <sub>144</sub> R <sub>143</sub> R <sub>142</sub> R <sub>141</sub> R <sub>140</sub> | 15   |
| 01111   | R <sub>155</sub> R <sub>154</sub> R <sub>153</sub> R <sub>152</sub> R <sub>151</sub> R <sub>150</sub> | 16   |
| 10000   | R <sub>165</sub> R <sub>164</sub> R <sub>163</sub> R <sub>162</sub> R <sub>161</sub> R <sub>160</sub> | 17   |
| 10001   | R <sub>175</sub> R <sub>174</sub> R <sub>173</sub> R <sub>172</sub> R <sub>171</sub> R <sub>170</sub> | 18   |
| 10010   | R <sub>185</sub> R <sub>184</sub> R <sub>183</sub> R <sub>182</sub> R <sub>181</sub> R <sub>180</sub> | 19   |
| 10011   | R <sub>195</sub> R <sub>194</sub> R <sub>193</sub> R <sub>192</sub> R <sub>191</sub> R <sub>190</sub> | 20   |
| 10100   | R <sub>205</sub> R <sub>204</sub> R <sub>203</sub> R <sub>202</sub> R <sub>201</sub> R <sub>200</sub> | 21   |
| 10101   | R <sub>215</sub> R <sub>214</sub> R <sub>213</sub> R <sub>212</sub> R <sub>211</sub> R <sub>210</sub> | 22   |
| 10110   | R <sub>225</sub> R <sub>224</sub> R <sub>223</sub> R <sub>222</sub> R <sub>221</sub> R <sub>220</sub> | 23   |
| 10111   | R <sub>235</sub> R <sub>234</sub> R <sub>233</sub> R <sub>232</sub> R <sub>231</sub> R <sub>230</sub> | 24   |
| 11000   | R <sub>245</sub> R <sub>244</sub> R <sub>243</sub> R <sub>242</sub> R <sub>241</sub> R <sub>240</sub> | 25   |
| 11001   | R <sub>255</sub> R <sub>254</sub> R <sub>253</sub> R <sub>252</sub> R <sub>251</sub> R <sub>250</sub> | 26   |
| 11010   | R <sub>265</sub> R <sub>264</sub> R <sub>263</sub> R <sub>262</sub> R <sub>261</sub> R <sub>260</sub> | 27   |
| 11011   | R <sub>275</sub> R <sub>274</sub> R <sub>273</sub> R <sub>272</sub> R <sub>271</sub> R <sub>270</sub> | 28   |
| 11100   | R <sub>285</sub> R <sub>284</sub> R <sub>283</sub> R <sub>282</sub> R <sub>281</sub> R <sub>280</sub> | 29   |
| 11101   | R <sub>295</sub> R <sub>294</sub> R <sub>293</sub> R <sub>292</sub> R <sub>291</sub> R <sub>290</sub> | 30   |
| 11110   | R <sub>305</sub> R <sub>304</sub> R <sub>303</sub> R <sub>302</sub> R <sub>301</sub> R <sub>300</sub> | 31   |
| 11111   | R <sub>315</sub> R <sub>314</sub> R <sub>313</sub> R <sub>312</sub> R <sub>311</sub> R <sub>310</sub> | 32   |

| <b>G input (6-bit)</b><br><b>16-bit/pixel –mode</b><br><b>65,536 colors</b> | <b>G output (6-bit)</b><br><b>18-bit/pixel –mode</b><br><b>262,144 colors</b>                         | <b>Command Code (0x2Dh)</b><br><b>RGBSET Parameter</b> |
|---|---|--|
| 000000  | G <sub>005</sub> G <sub>004</sub> G <sub>003</sub> G <sub>002</sub> G <sub>001</sub> G <sub>000</sub> | 33   |
| 000001  | G <sub>015</sub> G <sub>014</sub> G <sub>013</sub> G <sub>012</sub> G <sub>011</sub> G <sub>010</sub> | 34   |
| 000010  | G <sub>025</sub> G <sub>024</sub> G <sub>023</sub> G <sub>022</sub> G <sub>021</sub> G <sub>020</sub> | 35   |
| 000011  | G <sub>035</sub> G <sub>034</sub> G <sub>033</sub> G <sub>032</sub> G <sub>031</sub> G <sub>030</sub> | 36   |
| 000100  | G <sub>045</sub> G <sub>044</sub> G <sub>043</sub> G <sub>042</sub> G <sub>041</sub> G <sub>040</sub> | 37   |
| 000101  | G <sub>055</sub> G <sub>054</sub> G <sub>053</sub> G <sub>052</sub> G <sub>051</sub> G <sub>050</sub> | 38   |
| 000110  | G <sub>065</sub> G <sub>064</sub> G <sub>063</sub> G <sub>062</sub> G <sub>061</sub> G <sub>060</sub> | 39   |
| 000111  | G <sub>075</sub> G <sub>074</sub> G <sub>073</sub> G <sub>072</sub> G <sub>071</sub> G <sub>070</sub> | 40   |
| 001000  | G <sub>085</sub> G <sub>084</sub> G <sub>083</sub> G <sub>082</sub> G <sub>081</sub> G <sub>080</sub> | 41   |
| 001001  | G <sub>095</sub> G <sub>094</sub> G <sub>093</sub> G <sub>092</sub> G <sub>091</sub> G <sub>090</sub> | 42   |
| 001010  | G <sub>105</sub> G <sub>104</sub> G <sub>103</sub> G <sub>102</sub> G <sub>101</sub> G <sub>100</sub> | 43   |
| 001011  | G <sub>115</sub> G <sub>114</sub> G <sub>113</sub> G <sub>112</sub> G <sub>111</sub> G <sub>110</sub> | 44   |
| 001100  | G <sub>125</sub> G <sub>124</sub> G <sub>123</sub> G <sub>122</sub> G <sub>121</sub> G <sub>120</sub> | 45   |
| 001101  | G <sub>135</sub> G <sub>134</sub> G <sub>133</sub> G <sub>132</sub> G <sub>131</sub> G <sub>130</sub> | 46   |
| 001110  | G <sub>145</sub> G <sub>144</sub> G <sub>143</sub> G <sub>142</sub> G <sub>141</sub> G <sub>140</sub> | 47   |
| 001111  | G <sub>155</sub> G <sub>154</sub> G <sub>153</sub> G <sub>152</sub> G <sub>151</sub> G <sub>150</sub> | 48   |
| 010000  | G <sub>165</sub> G <sub>164</sub> G <sub>163</sub> G <sub>162</sub> G <sub>161</sub> G <sub>160</sub> | 49   |
| 010001  | G <sub>175</sub> G <sub>174</sub> G <sub>173</sub> G <sub>172</sub> G <sub>171</sub> G <sub>170</sub> | 50   |
| 010010  | G <sub>185</sub> G <sub>184</sub> G <sub>183</sub> G <sub>182</sub> G <sub>181</sub> G <sub>180</sub> | 51   |
| 010011  | G <sub>195</sub> G <sub>194</sub> G <sub>193</sub> G <sub>192</sub> G <sub>191</sub> G <sub>190</sub> | 52   |
| 010100  | G <sub>205</sub> G <sub>204</sub> G <sub>203</sub> G <sub>202</sub> G <sub>201</sub> G <sub>200</sub> | 53   |
| 010101  | G <sub>215</sub> G <sub>214</sub> G <sub>213</sub> G <sub>212</sub> G <sub>211</sub> G <sub>210</sub> | 54   |
| 010110  | G <sub>225</sub> G <sub>224</sub> G <sub>223</sub> G <sub>222</sub> G <sub>221</sub> G <sub>220</sub> | 55   |
| 010111  | G <sub>235</sub> G <sub>234</sub> G <sub>233</sub> G <sub>232</sub> G <sub>231</sub> G <sub>230</sub> | 56   |
| 011000  | G <sub>245</sub> G <sub>244</sub> G <sub>243</sub> G <sub>242</sub> G <sub>241</sub> G <sub>240</sub> | 57   |
| 011001  | G <sub>255</sub> G <sub>254</sub> G <sub>253</sub> G <sub>252</sub> G <sub>251</sub> G <sub>250</sub> | 58   |
| 011010  | G <sub>265</sub> G <sub>264</sub> G <sub>263</sub> G <sub>262</sub> G <sub>261</sub> G <sub>260</sub> | 59   |
| 011011  | G <sub>275</sub> G <sub>274</sub> G <sub>273</sub> G <sub>272</sub> G <sub>271</sub> G <sub>270</sub> | 60   |
| 011100  | G <sub>285</sub> G <sub>284</sub> G <sub>283</sub> G <sub>282</sub> G <sub>281</sub> G <sub>280</sub> | 61   |
| 011101  | G <sub>295</sub> G <sub>294</sub> G <sub>293</sub> G <sub>292</sub> G <sub>291</sub> G <sub>290</sub> | 62   |
| 011110  | G <sub>305</sub> G <sub>304</sub> G <sub>303</sub> G <sub>302</sub> G <sub>301</sub> G <sub>300</sub> | 63   |
| 011111  | G <sub>315</sub> G <sub>314</sub> G <sub>313</sub> G <sub>312</sub> G <sub>311</sub> G <sub>310</sub> | 64   |
| 100000  | G <sub>325</sub> G <sub>324</sub> G <sub>323</sub> G <sub>322</sub> G <sub>321</sub> G <sub>320</sub> | 65   |
| 100001  | G <sub>335</sub> G <sub>334</sub> G <sub>333</sub> G <sub>332</sub> G <sub>331</sub> G <sub>330</sub> | 66   |



| <b>G input (6-bit)</b><br><b>16-bit/pixel –mode</b><br><b>65,536 colors</b> | <b>G output (6-bit)</b><br><b>18-bit/pixel –mode</b><br><b>262,144 colors</b>                         | <b>Command Code (0x2Dh)</b><br><b>RGBSET Parameter</b> |
|---|---|--|
| 100010  | G <sub>345</sub> G <sub>344</sub> G <sub>343</sub> G <sub>342</sub> G <sub>341</sub> G <sub>340</sub> | 67   |
| 100011  | G <sub>355</sub> G <sub>354</sub> G <sub>353</sub> G <sub>352</sub> G <sub>351</sub> G <sub>350</sub> | 68   |
| 100100  | G <sub>365</sub> G <sub>364</sub> G <sub>363</sub> G <sub>362</sub> G <sub>361</sub> G <sub>360</sub> | 69   |
| 100101  | G <sub>375</sub> G <sub>374</sub> G <sub>373</sub> G <sub>372</sub> G <sub>371</sub> G <sub>370</sub> | 70   |
| 100110  | G <sub>385</sub> G <sub>384</sub> G <sub>383</sub> G <sub>382</sub> G <sub>381</sub> G <sub>380</sub> | 71   |
| 100111  | G <sub>395</sub> G <sub>394</sub> G <sub>393</sub> G <sub>392</sub> G <sub>391</sub> G <sub>390</sub> | 72   |
| 101000  | G <sub>405</sub> G <sub>404</sub> G <sub>403</sub> G <sub>402</sub> G <sub>401</sub> G <sub>400</sub> | 73   |
| 101001  | G <sub>415</sub> G <sub>414</sub> G <sub>413</sub> G <sub>412</sub> G <sub>411</sub> G <sub>410</sub> | 74   |
| 101010  | G <sub>425</sub> G <sub>424</sub> G <sub>423</sub> G <sub>422</sub> G <sub>421</sub> G <sub>420</sub> | 75   |
| 101011  | G <sub>435</sub> G <sub>434</sub> G <sub>433</sub> G <sub>432</sub> G <sub>431</sub> G <sub>430</sub> | 76   |
| 101100  | G <sub>445</sub> G <sub>444</sub> G <sub>443</sub> G <sub>442</sub> G <sub>441</sub> G <sub>440</sub> | 77   |
| 101101  | G <sub>455</sub> G <sub>454</sub> G <sub>453</sub> G <sub>452</sub> G <sub>451</sub> G <sub>450</sub> | 78   |
| 101110  | G <sub>465</sub> G <sub>464</sub> G <sub>463</sub> G <sub>462</sub> G <sub>461</sub> G <sub>460</sub> | 79   |
| 101111  | G <sub>475</sub> G <sub>474</sub> G <sub>473</sub> G <sub>472</sub> G <sub>471</sub> G <sub>470</sub> | 80   |
| 110000  | G <sub>485</sub> G <sub>484</sub> G <sub>483</sub> G <sub>482</sub> G <sub>481</sub> G <sub>480</sub> | 81   |
| 110001  | G <sub>495</sub> G <sub>494</sub> G <sub>493</sub> G <sub>492</sub> G <sub>491</sub> G <sub>490</sub> | 82   |
| 110010  | G <sub>505</sub> G <sub>504</sub> G <sub>503</sub> G <sub>502</sub> G <sub>501</sub> G <sub>500</sub> | 83   |
| 110011  | G <sub>515</sub> G <sub>514</sub> G <sub>513</sub> G <sub>512</sub> G <sub>511</sub> G <sub>510</sub> | 84   |
| 110100  | G <sub>525</sub> G <sub>524</sub> G <sub>523</sub> G <sub>522</sub> G <sub>521</sub> G <sub>520</sub> | 85   |
| 110101  | G <sub>535</sub> G <sub>534</sub> G <sub>533</sub> G <sub>532</sub> G <sub>531</sub> G <sub>530</sub> | 86   |
| 110110  | G <sub>545</sub> G <sub>544</sub> G <sub>543</sub> G <sub>542</sub> G <sub>541</sub> G <sub>540</sub> | 87   |
| 110111  | G <sub>555</sub> G <sub>554</sub> G <sub>553</sub> G <sub>552</sub> G <sub>551</sub> G <sub>550</sub> | 88   |
| 111000  | G <sub>565</sub> G <sub>564</sub> G <sub>563</sub> G <sub>562</sub> G <sub>561</sub> G <sub>560</sub> | 89   |
| 111001  | G <sub>575</sub> G <sub>574</sub> G <sub>573</sub> G <sub>572</sub> G <sub>571</sub> G <sub>570</sub> | 90   |
| 111010  | G <sub>585</sub> G <sub>584</sub> G <sub>583</sub> G <sub>582</sub> G <sub>581</sub> G <sub>580</sub> | 91   |
| 111011  | G <sub>595</sub> G <sub>594</sub> G <sub>593</sub> G <sub>592</sub> G <sub>591</sub> G <sub>590</sub> | 92   |
| 111100  | G <sub>605</sub> G <sub>604</sub> G <sub>603</sub> G <sub>602</sub> G <sub>601</sub> G <sub>600</sub> | 93   |
| 111101  | G <sub>615</sub> G <sub>614</sub> G <sub>613</sub> G <sub>612</sub> G <sub>611</sub> G <sub>610</sub> | 94   |
| 111110  | G <sub>625</sub> G <sub>624</sub> G <sub>623</sub> G <sub>622</sub> G <sub>621</sub> G <sub>620</sub> | 95   |
| 111111  | G <sub>635</sub> G <sub>634</sub> G <sub>633</sub> G <sub>632</sub> G <sub>631</sub> G <sub>630</sub> | 96   |

| <b>B input (5-bit)<br/>16-bit/pixel –mode<br/>65,536 colors</b> | <b>B output (6-bit)<br/>18-bit/pixel –mode<br/>262,144 colors</b>                                     | <b>Command Code (0x2Dh)<br/>RGBSET Parameter</b> |
|---|---|--|
| 00000   | B <sub>005</sub> B <sub>004</sub> B <sub>003</sub> B <sub>002</sub> B <sub>001</sub> B <sub>000</sub> | 97   |
| 00001   | B <sub>015</sub> B <sub>014</sub> B <sub>013</sub> B <sub>012</sub> B <sub>011</sub> B <sub>010</sub> | 98   |
| 00010   | B <sub>025</sub> B <sub>024</sub> B <sub>023</sub> B <sub>022</sub> B <sub>021</sub> B <sub>020</sub> | 99   |
| 00011   | B <sub>035</sub> B <sub>034</sub> B <sub>033</sub> B <sub>032</sub> B <sub>031</sub> B <sub>030</sub> | 100  |
| 00100   | B <sub>045</sub> B <sub>044</sub> B <sub>043</sub> B <sub>042</sub> B <sub>041</sub> B <sub>040</sub> | 101  |
| 00101   | B <sub>055</sub> B <sub>054</sub> B <sub>053</sub> B <sub>052</sub> B <sub>051</sub> B <sub>050</sub> | 102  |
| 00110   | B <sub>065</sub> B <sub>064</sub> B <sub>063</sub> B <sub>062</sub> B <sub>061</sub> B <sub>060</sub> | 103  |
| 00111   | B <sub>075</sub> B <sub>074</sub> B <sub>073</sub> B <sub>072</sub> B <sub>071</sub> B <sub>070</sub> | 104  |
| 01000   | B <sub>085</sub> B <sub>084</sub> B <sub>083</sub> B <sub>082</sub> B <sub>081</sub> B <sub>080</sub> | 105  |
| 01001   | B <sub>095</sub> B <sub>094</sub> B <sub>093</sub> B <sub>092</sub> B <sub>091</sub> B <sub>090</sub> | 106  |
| 01010   | B <sub>105</sub> B <sub>104</sub> B <sub>103</sub> B <sub>102</sub> B <sub>101</sub> B <sub>100</sub> | 107  |
| 01011   | B <sub>115</sub> B <sub>114</sub> B <sub>113</sub> B <sub>112</sub> B <sub>111</sub> B <sub>110</sub> | 108  |
| 01100   | B <sub>125</sub> B <sub>124</sub> B <sub>123</sub> B <sub>122</sub> B <sub>121</sub> B <sub>120</sub> | 109  |
| 01101   | B <sub>135</sub> B <sub>134</sub> B <sub>133</sub> B <sub>132</sub> B <sub>131</sub> B <sub>130</sub> | 110  |
| 01110   | B <sub>145</sub> B <sub>144</sub> B <sub>143</sub> B <sub>142</sub> B <sub>141</sub> B <sub>140</sub> | 111  |
| 01111   | B <sub>155</sub> B <sub>154</sub> B <sub>153</sub> B <sub>152</sub> B <sub>151</sub> B <sub>150</sub> | 112  |
| 10000   | B <sub>165</sub> B <sub>164</sub> B <sub>163</sub> B <sub>162</sub> B <sub>161</sub> B <sub>160</sub> | 113  |
| 10001   | B <sub>175</sub> B <sub>174</sub> B <sub>173</sub> B <sub>172</sub> B <sub>171</sub> B <sub>170</sub> | 114  |
| 10010   | B <sub>185</sub> B <sub>184</sub> B <sub>183</sub> B <sub>182</sub> B <sub>181</sub> B <sub>180</sub> | 115  |
| 10011   | B <sub>195</sub> B <sub>194</sub> B <sub>193</sub> B <sub>192</sub> B <sub>191</sub> B <sub>190</sub> | 116  |
| 10100   | B <sub>205</sub> B <sub>204</sub> B <sub>203</sub> B <sub>202</sub> B <sub>201</sub> B <sub>200</sub> | 117  |
| 10101   | B <sub>215</sub> B <sub>214</sub> B <sub>213</sub> B <sub>212</sub> B <sub>211</sub> B <sub>210</sub> | 118  |
| 10110   | B <sub>225</sub> B <sub>224</sub> B <sub>223</sub> B <sub>222</sub> B <sub>221</sub> B <sub>220</sub> | 119  |
| 10111   | B <sub>235</sub> B <sub>234</sub> B <sub>233</sub> B <sub>232</sub> B <sub>231</sub> B <sub>230</sub> | 120  |
| 11000   | B <sub>245</sub> B <sub>244</sub> B <sub>243</sub> B <sub>242</sub> B <sub>241</sub> B <sub>240</sub> | 121  |
| 11001   | B <sub>255</sub> B <sub>254</sub> B <sub>253</sub> B <sub>252</sub> B <sub>251</sub> B <sub>250</sub> | 122  |
| 11010   | B <sub>265</sub> B <sub>264</sub> B <sub>263</sub> B <sub>262</sub> B <sub>261</sub> B <sub>260</sub> | 123  |
| 11011   | B <sub>275</sub> B <sub>274</sub> B <sub>273</sub> B <sub>272</sub> B <sub>271</sub> B <sub>270</sub> | 124  |
| 11100   | B <sub>285</sub> B <sub>284</sub> B <sub>283</sub> B <sub>282</sub> B <sub>281</sub> B <sub>280</sub> | 125  |
| 11101   | B <sub>295</sub> B <sub>294</sub> B <sub>293</sub> B <sub>292</sub> B <sub>291</sub> B <sub>290</sub> | 126  |
| 11110   | B <sub>305</sub> B <sub>304</sub> B <sub>303</sub> B <sub>302</sub> B <sub>301</sub> B <sub>300</sub> | 127  |
| 11111   | B <sub>315</sub> B <sub>314</sub> B <sub>313</sub> B <sub>312</sub> B <sub>311</sub> B <sub>310</sub> | 128  |

## **7.5. Display Data RAM (DDRAM)**

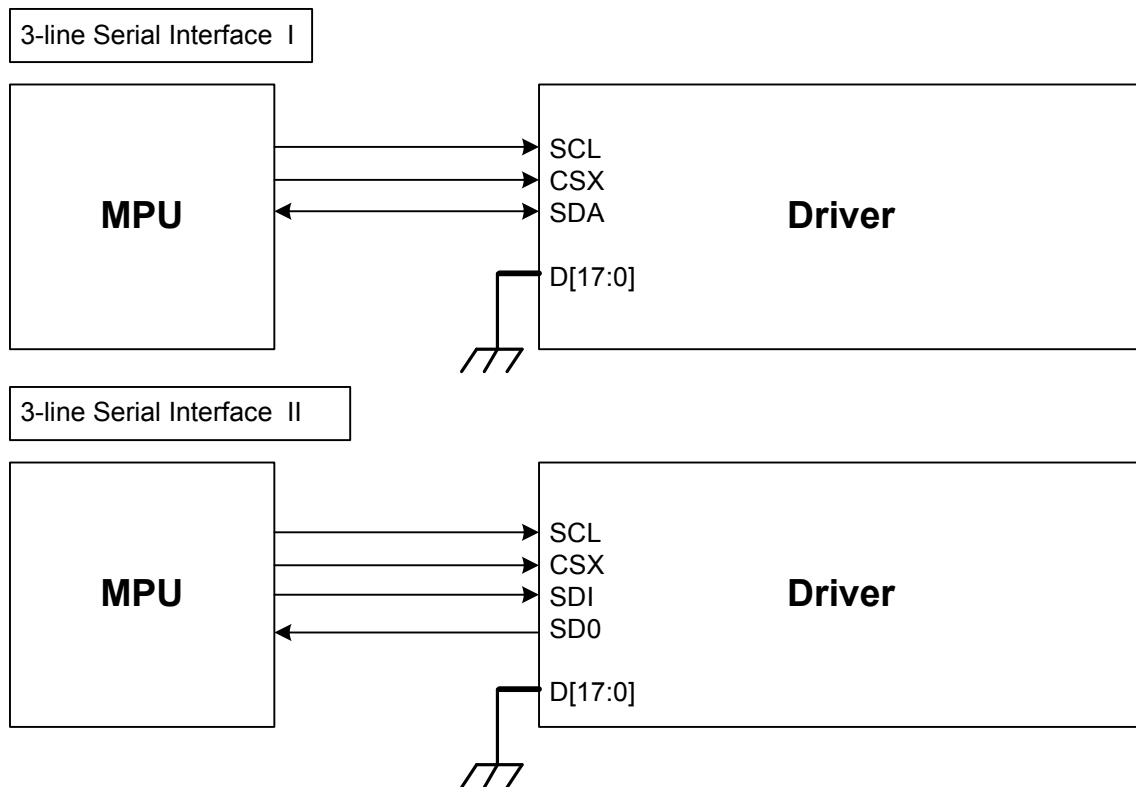
ILI9341 has an integrated 240x320x18-bit graphic type static RAM. This 172,800-byte memory allows storing a 240xRGBx320 image with an 18-bit resolution (262K-color). There is no abnormal visible effect on the display when there are simultaneous panel display read and interface read/write to the same location of the frame memory.

## 7.6. Display Data Format

ILI9341 supplies 18-/16-/9-/8-bit parallel MCU interface with 8080- I /8080- II series, 3-/4-line serial interface and 6-/16-18-bit parallel RGB interface. The parallel MCU interface and serial interface mode can be selected by external pins IM [3:0] and RGB interface mode can be selected by software command parameters RCM[1:0].

### 7.6.1. 3-line Serial Interface

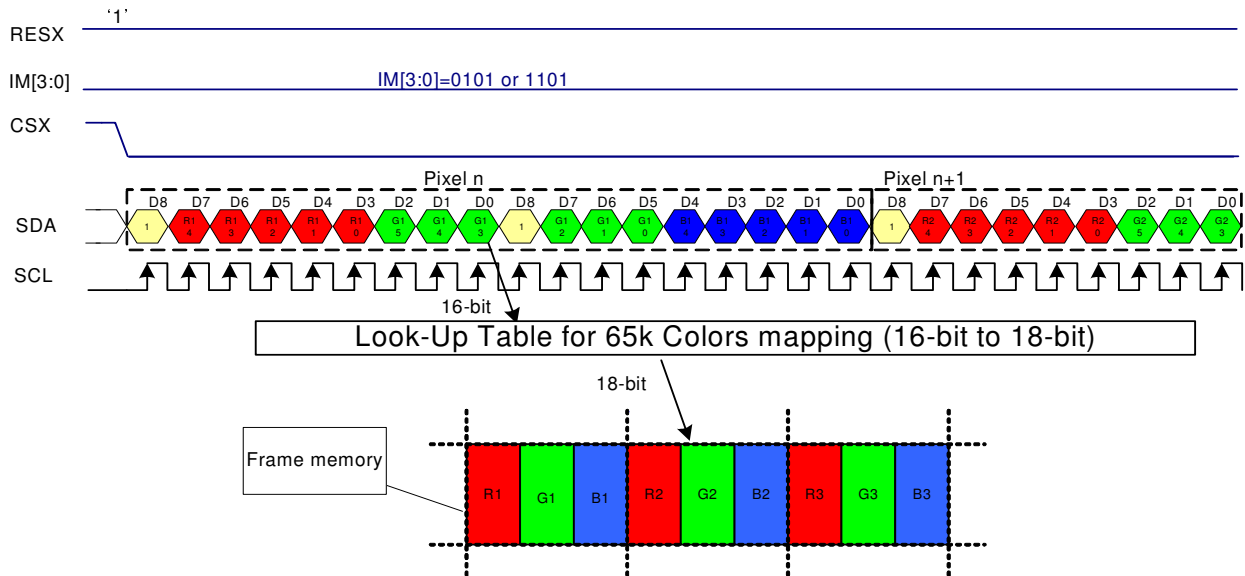
The 3-line/9-bit serial bus interface of ILI9341 can be used by setting external pin as IM [3:0] to “0101” for serial interface I or IM [3:0] to “1101” for serial interface II. The shown figure is the example of 3-line SPI interface.



In 3-line serial interface, different display data format is available for two color depths supported by the LCM listed below.

- 65k colors, RGB 5, 6, 5 -bits input
- 262k colors, RGB 6, 6, 6 -bits input.

**16 bit/pixel color order (R:5-bit, G:6-bit, B:5-bit), 65,536 colors**



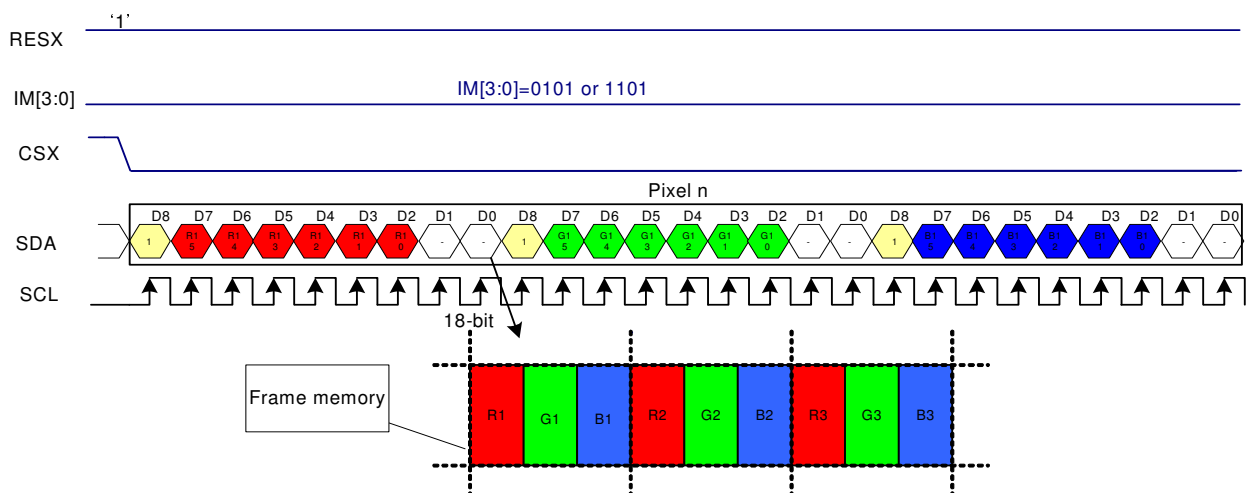
*Note 1: The pixel data with 16-bit color depth information.*

*Note 2: The most significant bits are: Rx4, Gx5 and Bx4.*

*Note 3: The least significant bits are: Rx0, Gx0 and Bx0.*

*Note 4: '-' = Don't care – Can be set "0" or "1".*

**18 bit/pixel color order (R:6-bit, G:6-bit, B:6-bit), 262,144 colors**



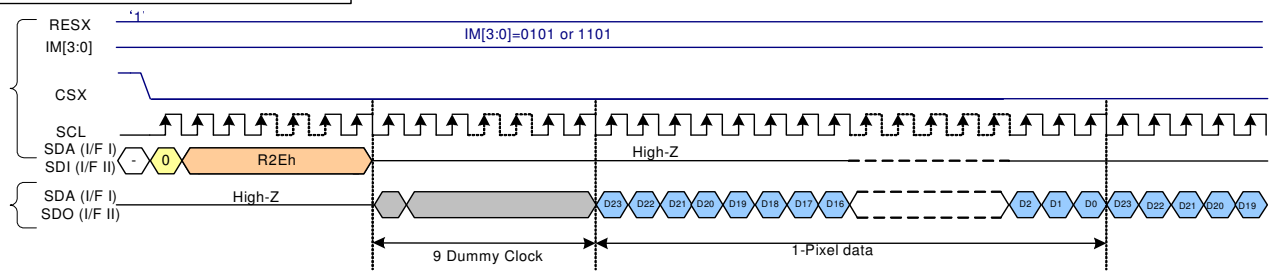
*Note 1: The pixel data with 18-bit color depth information.*

*Note 2: The most significant bits are: Rx5, Gx5 and Bx5.*

*Note 3: The least significant bits are : Rx0, Gx0 and Bx0.*

*Note 4: '-' = Don't care - Can be set "0" or "1".*

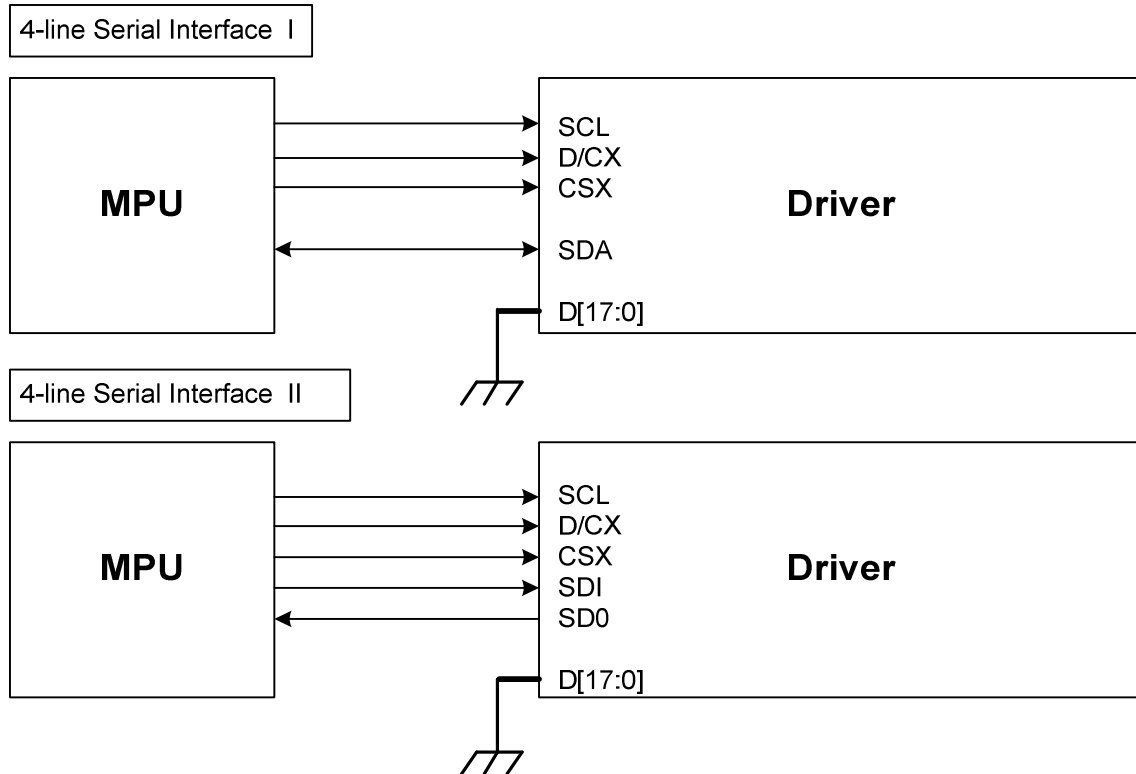
Read data through 3-line SPI mode



Note 1: '-' = Don't care – Can be set "0" or "1".

### 7.6.2. 4-line Serial Interface

The 4-line/8-bit serial bus interface of ILI9341 can be used by setting external pin as IM [3:0] to "0110" for serial interface I or IM [3:0] to "1110" for serial interface II. The shown figure is the example of 4-line SPI interface.

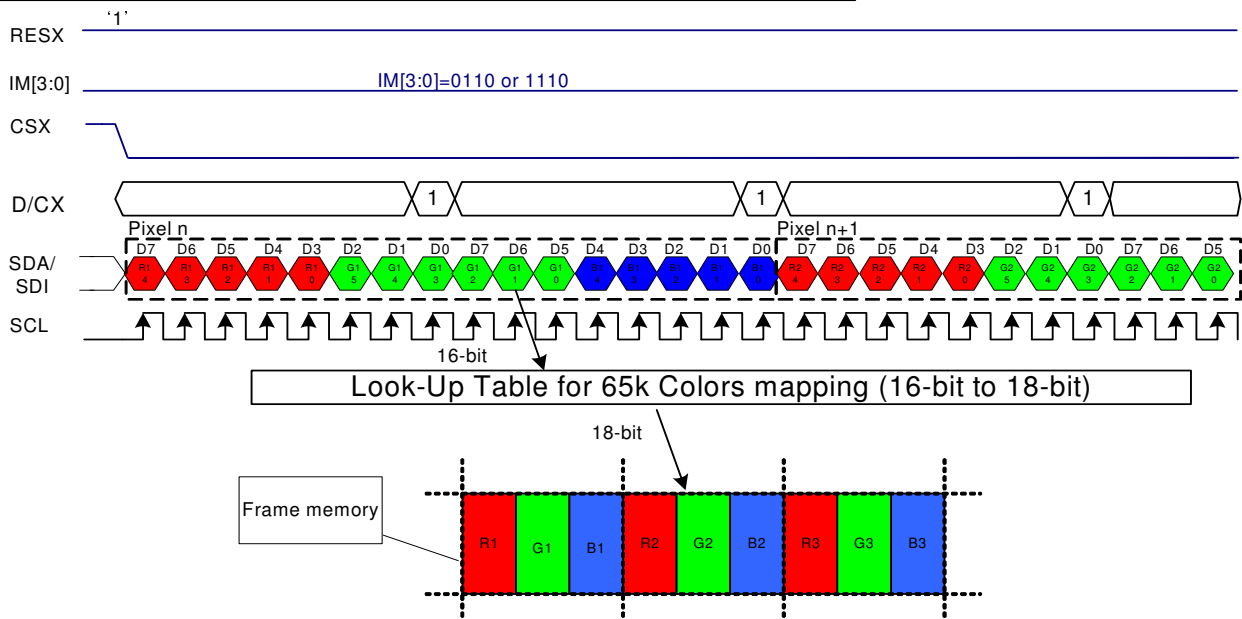


In 4-line serial interface, different display data format is available for two color depths supported by the LCM listed below.

-65k colors, RGB 5, 6, 5 -bits input.

-262k colors, RGB 6, 6, 6 -bits input.

**16 bit/pixel color order (R:5-bit, G:6-bit, B:5-bit), 65,536 colors**



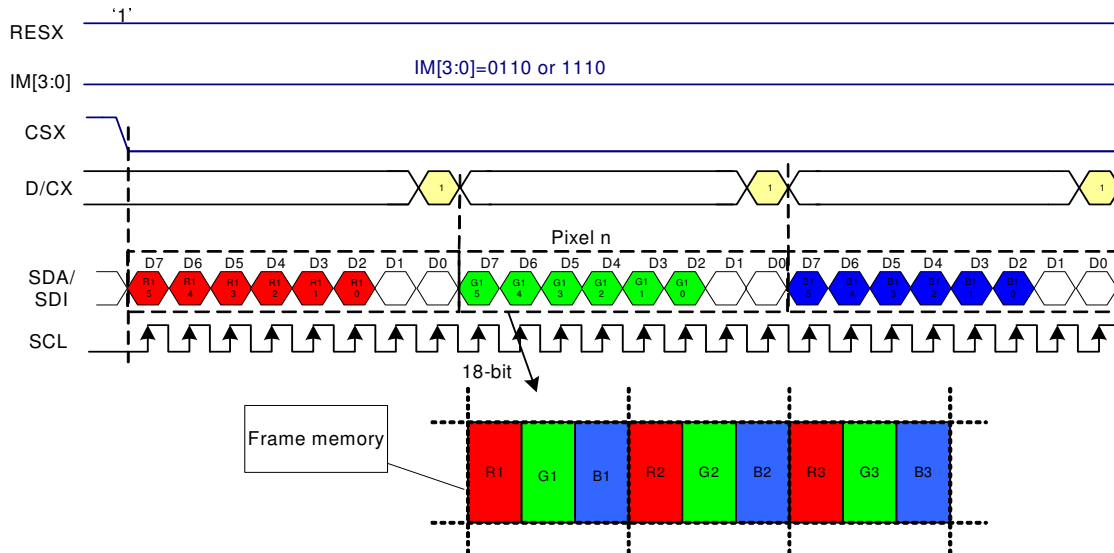
Note 1: The pixel data with 16-bit color depth information.

Note 2: The most significant bits are: Rx4, Gx5 and Bx4.

Note 3: The least significant bits are: Rx0, Gx0 and Bx0.

Note 4: '-=' Don't care –Can be set "0" or "1".

**18 bit/pixel color order (R:6-bit, G:6-bit, B:6-bit), 262,144 colors**



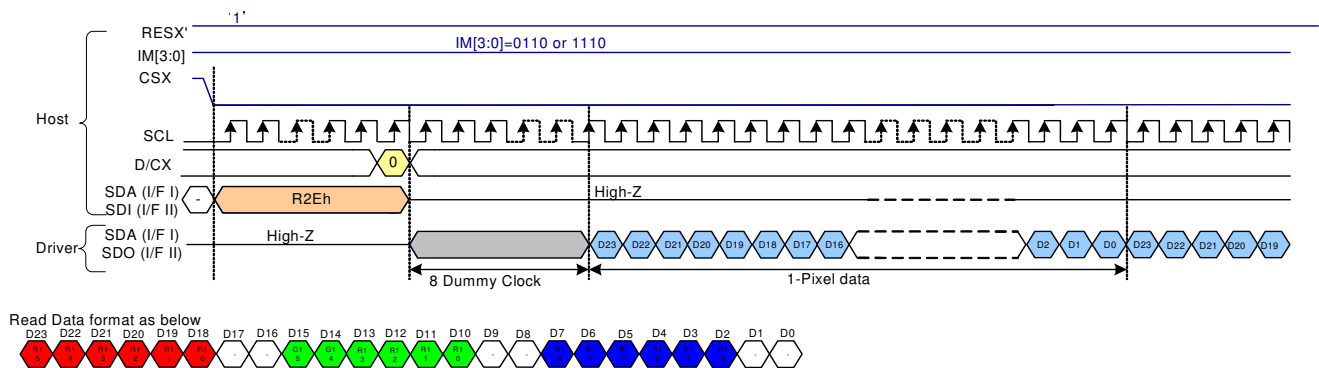
Note 1: The pixel data with 18-bit color depth information.

Note 2: The most significant bits are: Rx5, Gx5 and Bx5.

Note 3: The least significant bits are: Rx0, Gx0 and Bx0.

Note 4: '-=' Don't care –Can be set "0" or "1".

**Read data through 4-line SPI mode**

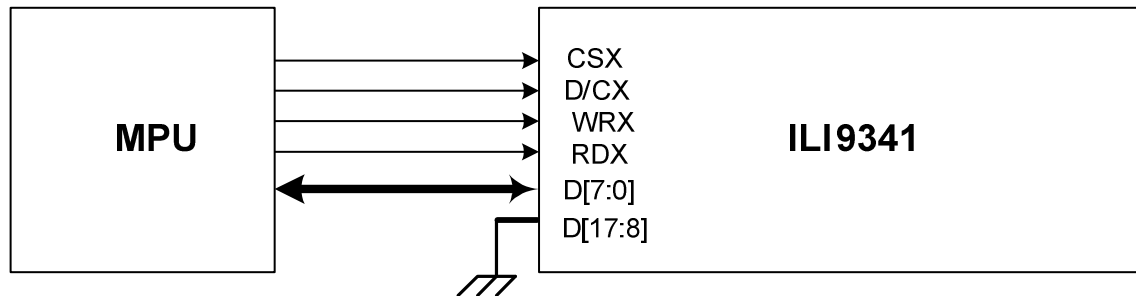


Note 1: '-=' Don't care – Can be set "0" or "1".



### 7.6.3. 8-bit Parallel MCU Interface

The 8080- I system 8-bit parallel bus interface of ILI9341 can be used by setting external pin as IM [3:0] to "0000". The following shown figure is the example of interface with 8080- I MCU system interface.



Different display data formats are available for two color depths supported by listed below.

- 65K-Colors, RGB 5, 6, 5 -bits input data.
- 262K-Colors, RGB 6, 6, 6 -bits input data.

#### 65K color: 16-bit/pixel (RGB 5-6-5 bits input)

One pixel (3 sub-pixels) display data is sent by 2 byte transfers when DBI [2:0] bits of 3Ah register are set to "101".

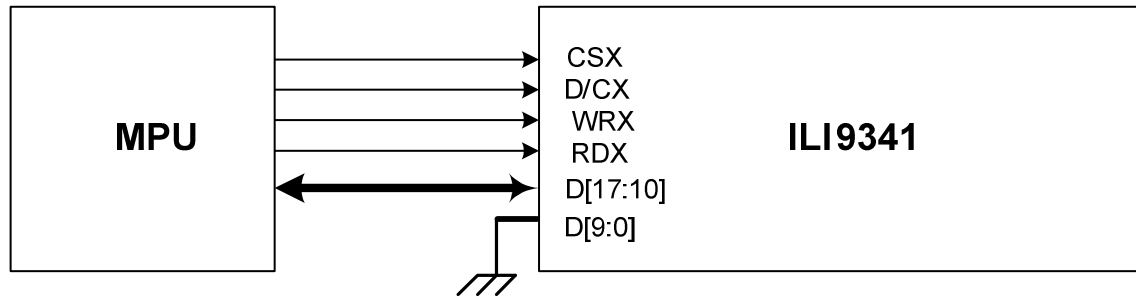
| Count | 0  | 1   | 2   | 3   | 4   | ... | 477   | 478   | 479   | 480   |
|-------|----|-----|-----|-----|-----|-----|-------|-------|-------|-------|
| D/CX  | 0  | 1   | 1   | 1   | 1   | ... | 1     | 1     | 1     | 1     |
| D7    | C7 | 0R4 | 0G2 | 1R4 | 1G2 | ... | 238R4 | 238G2 | 239R4 | 239G2 |
| D6    | C6 | 0R3 | 0G1 | 1R3 | 1G1 | ... | 238R3 | 238G1 | 239R3 | 239G1 |
| D5    | C5 | 0R2 | 0G0 | 1R2 | 1G0 | ... | 238R2 | 238G0 | 239R2 | 239G0 |
| D4    | C4 | 0R1 | 0B4 | 1R1 | 1B4 | ... | 238R1 | 238B4 | 239R1 | 239B4 |
| D3    | C3 | 0R0 | 0B3 | 1R0 | 1B3 | ... | 238R0 | 238B3 | 239R0 | 239B3 |
| D2    | C2 | 0G5 | 0B2 | 1G5 | 1B2 | ... | 238G5 | 238B2 | 239G5 | 239B2 |
| D1    | C1 | 0G4 | 0B1 | 1G4 | 1B1 | ... | 238G4 | 238B1 | 239G4 | 239B1 |
| D0    | C0 | 0G3 | 0B0 | 1G3 | 1B0 | ... | 238G3 | 238B0 | 239G3 | 239B0 |

#### 262K color: 18-bit/pixel (RGB 6-6-6 bits input)

One pixel (3 sub-pixels) display data is sent by 3 bytes transfer when DBI [2:0] bits of 3Ah register are set to "110".

| Count | 0  | 1   | 2   | 3   | ... | 718   | 719   | 720   |
|-------|----|-----|-----|-----|-----|-------|-------|-------|
| D/CX  | 0  | 1   | 1   | 1   | ... | 1     | 1     | 1     |
| D7    | C7 | 0R5 | 0G5 | 0B5 | ... | 239R5 | 239G5 | 239B5 |
| D6    | C6 | 0R4 | 0G4 | 0B4 | ... | 239R4 | 239G4 | 239B4 |
| D5    | C5 | 0R3 | 0G3 | 0B3 | ... | 239R3 | 239G3 | 239B3 |
| D4    | C4 | 0R2 | 0G2 | 0B2 | ... | 239R2 | 239G2 | 239B2 |
| D3    | C3 | 0R1 | 0G1 | 0B1 | ... | 239R1 | 239G1 | 239B1 |
| D2    | C2 | 0R0 | 0G0 | 0B0 | ... | 239R0 | 239G0 | 239B0 |
| D1    | C1 |     |     |     | ... |       |       |       |
| D0    | C0 |     |     |     | ... |       |       |       |

The 8080- II system 8-bit parallel bus interface of ILI9341 can be used by settings as IM [3:0] = "1001". The following shown figure is the example of interface with 8080- II MCU system interface.



Different display data formats are available for two color depths supported by listed below.

- 65K-Colors, RGB 5, 6, 5 -bits input data.
- 262K-Colors, RGB 6, 6, 6 -bits input data.

### 65K color: 16-bit/pixel (RGB 5-6-5 bits input)

One pixel (3 sub-pixels) display data is sent by 2 byte transfers when DBI [2:0] bits of 3Ah register are set to "101".

| Count | 0  | 1   | 2   | 3   | 4   | ... | 477   | 478   | 479   | 480   |
|-------|----|-----|-----|-----|-----|-----|-------|-------|-------|-------|
| D/CX  | 0  | 1   | 1   | 1   | 1   | ... | 1     | 1     | 1     | 1     |
| D17   | C7 | 0R4 | 0G2 | 1R4 | 1G2 | ... | 238R4 | 238G2 | 239R4 | 239G2 |
| D16   | C6 | 0R3 | 0G1 | 1R3 | 1G1 | ... | 238R3 | 238G1 | 239R3 | 239G1 |
| D15   | C5 | 0R2 | 0G0 | 1R2 | 1G0 | ... | 238R2 | 238G0 | 239R2 | 239G0 |
| D14   | C4 | 0R1 | 0B4 | 1R1 | 1B4 | ... | 238R1 | 238B4 | 239R1 | 239B4 |
| D13   | C3 | 0R0 | 0B3 | 1R0 | 1B3 | ... | 238R0 | 238B3 | 239R0 | 239B3 |
| D12   | C2 | 0G5 | 0B2 | 1G5 | 1B2 | ... | 238G5 | 238B2 | 239G5 | 239B2 |
| D11   | C1 | 0G4 | 0B1 | 1G4 | 1B1 | ... | 238G4 | 238B1 | 239G4 | 239B1 |
| D10   | C0 | 0G3 | 0B0 | 1G3 | 1B0 | ... | 238G3 | 238B0 | 239G3 | 239B0 |

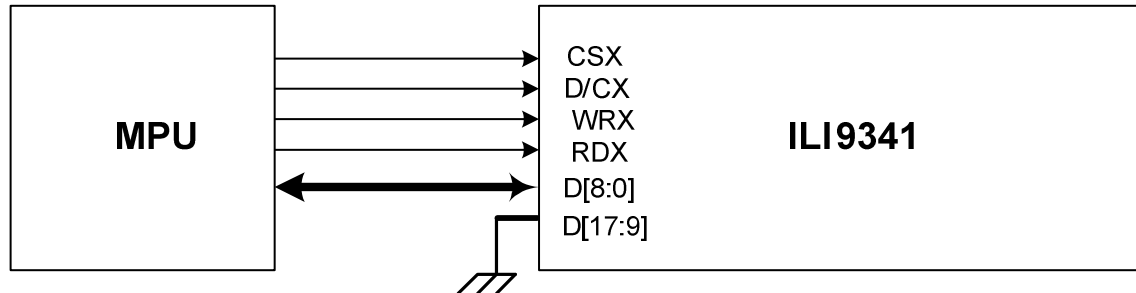
### 262K color: 18-bit/pixel (RGB 6-6-6 bits input)

One pixel (3 sub-pixels) display data is sent by 3 bytes transfer when DBI [2:0] bits of 3Ah register are set to "110".

| Count | 0  | 1   | 2   | 3   | ... | 718   | 719   | 720   |
|-------|----|-----|-----|-----|-----|-------|-------|-------|
| D/CX  | 0  | 1   | 1   | 1   | ... | 1     | 1     | 1     |
| D17   | C7 | 0R5 | 0G5 | 0B5 | ... | 239R5 | 239G5 | 239B5 |
| D16   | C6 | 0R4 | 0G4 | 0B4 | ... | 239R4 | 239G4 | 239B4 |
| D15   | C5 | 0R3 | 0G3 | 0B3 | ... | 239R3 | 239G3 | 239B3 |
| D14   | C4 | 0R2 | 0G2 | 0B2 | ... | 239R2 | 239G2 | 239B2 |
| D13   | C3 | 0R1 | 0G1 | 0B1 | ... | 239R1 | 239G1 | 239B1 |
| D12   | C2 | 0R0 | 0G0 | 0B0 | ... | 239R0 | 239G0 | 239B0 |
| D11   | C1 |     |     |     | ... |       |       |       |
| D10   | C0 |     |     |     | ... |       |       |       |

#### 7.6.4. 9-bit Parallel MCU Interface

The 8080- I system 9-bit parallel bus interface of ILI9341 can be selected by setting hardware pin IM [3:0] to "0010". The following shown figure is the example of interface with 8080- I MCU system interface.



#### 65K color: 16-bit/pixel (RGB 5-6-5 bits input)

One pixel (3 sub-pixels) display data is sent by 2 transfers when DBI [2:0] bits of 3Ah register are set to "101".

| Count | 0  | 1   | 2   | 3   | 4   | ... | 477   | 478   | 479   | 480   |
|-------|----|-----|-----|-----|-----|-----|-------|-------|-------|-------|
| D/CX  | 0  | 1   | 1   | 1   | 1   | ... | 1     | 1     | 1     | 1     |
| D8    |    |     |     |     |     | ... |       |       |       |       |
| D7    | C7 | 0R4 | 0G2 | 1R4 | 1G2 | ... | 238R4 | 238G2 | 239R4 | 239G2 |
| D6    | C6 | 0R3 | 0G1 | 1R3 | 1G1 | ... | 238R3 | 238G1 | 239R3 | 239G1 |
| D5    | C5 | 0R2 | 0G0 | 1R2 | 1G0 | ... | 238R2 | 238G0 | 239R2 | 239G0 |
| D4    | C4 | 0R1 | 0B4 | 1R1 | 1B4 | ... | 238R1 | 238B4 | 239R1 | 239B4 |
| D3    | C3 | 0R0 | 0B3 | 1R0 | 1B3 | ... | 238R0 | 238B3 | 239R0 | 239B3 |
| D2    | C2 | 0G5 | 0B2 | 1G5 | 1B2 | ... | 238G5 | 238B2 | 239G5 | 239B2 |
| D1    | C1 | 0G4 | 0B1 | 1G4 | 1B1 | ... | 238G4 | 238B1 | 239G4 | 239B1 |
| D0    | C0 | 0G3 | 0B0 | 1G3 | 1B0 | ... | 238G3 | 238B0 | 239G3 | 239B0 |

#### 262K color: 18-bit/pixel (RGB 6-6-6 bits input)

There are 2 pixels (6 sub-pixels) display data is sent by 4 transfers, when DBI [2:0] bits of 3Ah register are set to "110".

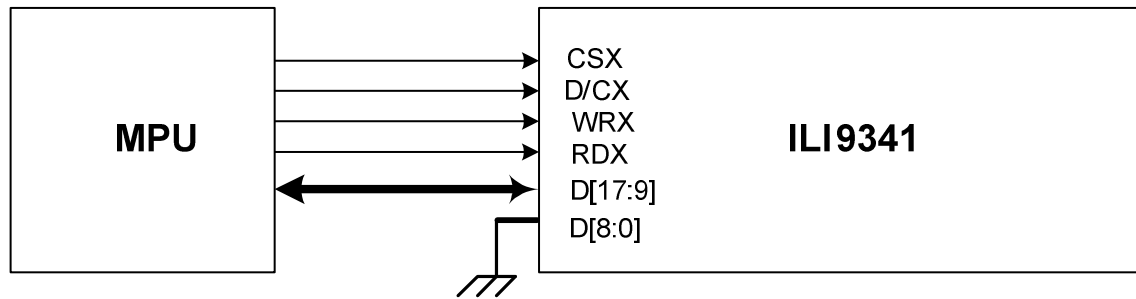
**MDT[1:0]="00"**

| Count | 0  | 1   | 2   | 3   | 4   | ... | 478   | 478   | 479   | 480   |
|-------|----|-----|-----|-----|-----|-----|-------|-------|-------|-------|
| D/CX  | 0  | 1   | 1   | 1   | 1   | ... | 1     | 1     | 1     | 1     |
| D8    |    | 0R5 | 0G2 | 1R5 | 1G2 |     | 238R5 | 238G2 | 239R5 | 239G2 |
| D7    | C7 | 0R4 | 0G1 | 1R4 | 1G1 | ... | 238R4 | 238G1 | 239R4 | 239G1 |
| D6    | C6 | 0R3 | 0G0 | 1R3 | 1G0 | ... | 238R3 | 238G0 | 239R3 | 239G0 |
| D5    | C5 | 0R2 | 0B5 | 1R2 | 1B5 | ... | 238R2 | 238B5 | 239R2 | 239B5 |
| D4    | C4 | 0R1 | 0B4 | 1R1 | 1B4 | ... | 238R1 | 238B4 | 239R1 | 239B4 |
| D3    | C3 | 0R0 | 0B3 | 1R0 | 1B3 | ... | 238R0 | 238B3 | 239R0 | 239B3 |
| D2    | C2 | 0G5 | 0B2 | 1G5 | 1B2 | ... | 238G5 | 238B2 | 239G5 | 239B2 |
| D1    | C1 | 0G4 | 0B1 | 1G4 | 1B1 | ... | 238G4 | 238B1 | 239G4 | 239B1 |
| D0    | C0 | 0G3 | 0B0 | 1G3 | 1B0 | ... | 238G3 | 238B0 | 239G3 | 239B0 |

**MDT[1:0]="01"**

|       |    |     |     |     |     |       |       |       |
|-------|----|-----|-----|-----|-----|-------|-------|-------|
| Count | 0  | 1   | 2   | 3   | ... | 718   | 719   | 720   |
| D/CX  | 0  | 1   | 1   | 1   | ... | 1     | 1     | 1     |
| D8    |    |     |     |     |     |       |       |       |
| D7    | C7 | 0R5 | 0G5 | 0B5 | ... | 239R5 | 239G5 | 239B5 |
| D6    | C6 | 0R4 | 0G4 | 0B4 | ... | 239R4 | 239G4 | 239B4 |
| D5    | C5 | 0R3 | 0G3 | 0B3 | ... | 239R3 | 239G3 | 239B3 |
| D4    | C4 | 0R2 | 0G2 | 0B2 | ... | 239R2 | 239G2 | 239B2 |
| D3    | C3 | 0R1 | 0G1 | 0B1 | ... | 239R1 | 239G1 | 239B1 |
| D2    | C2 | 0R0 | 0G0 | 0B0 | ... | 239R0 | 239G0 | 239B0 |
| D1    | C1 |     |     |     | ... |       |       |       |
| D0    | C0 |     |     |     | ... |       |       |       |

The 8080-Ⅱ system 9-bit parallel bus interface of ILI9341 can be selected by setting hardware pin IM [3:0] to "1011". The following shown figure is the example of interface with 8080-Ⅱ MCU system interface.



**65K color: 16-bit/pixel (RGB 5-6-5 bits input)**

One pixel (3 sub-pixels) display data is sent by 2 transfers when DBI [2:0] bits of 3Ah register are set to "101".

|       |    |     |     |     |     |     |       |       |       |       |
|-------|----|-----|-----|-----|-----|-----|-------|-------|-------|-------|
| Count | 0  | 1   | 2   | 3   | 4   | ... | 477   | 478   | 479   | 480   |
| D/CX  | 0  | 1   | 1   | 1   | 1   | ... | 1     | 1     | 1     | 1     |
| D17   | C7 |     |     |     |     |     |       |       |       |       |
| D16   | C6 | 0R4 | 0G2 | 1R4 | 1G2 | ... | 238R4 | 238G2 | 239R4 | 239G2 |
| D15   | C5 | 0R3 | 0G1 | 1R3 | 1G1 | ... | 238R3 | 238G1 | 239R3 | 239G1 |
| D14   | C4 | 0R2 | 0G0 | 1R2 | 1G0 | ... | 238R2 | 238G0 | 239R2 | 239G0 |
| D13   | C3 | 0R1 | 0B4 | 1R1 | 1B4 | ... | 238R1 | 238B4 | 239R1 | 239B4 |
| D12   | C2 | 0R0 | 0B3 | 1R0 | 1B3 | ... | 238R0 | 238B3 | 239R0 | 239B3 |
| D11   | C1 | 0G5 | 0B2 | 1G5 | 1B2 | ... | 238G5 | 238B2 | 239G5 | 239B2 |
| D10   | C0 | 0G4 | 0B1 | 1G4 | 1B1 | ... | 238G4 | 238B1 | 239G4 | 239B1 |
| D9    |    | 0G3 | 0B0 | 1G3 | 1B0 | ... | 238G3 | 238B0 | 239G3 | 239B0 |

## 262K color: 18-bit/pixel (RGB 6-6-6 bits input)

There are 2 pixels (6 sub-pixels) display data is sent by 4 transfers, when DBI [2:0] bits of 3Ah register are set to "110".

### MDT[1:0]="00"

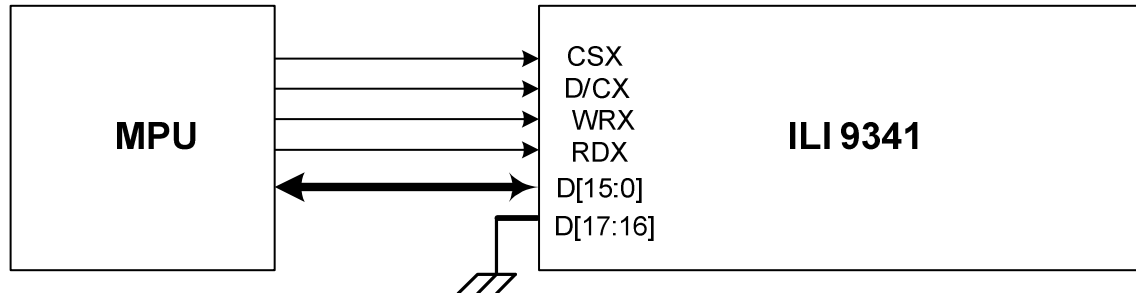
| Count | 0  | 1   | 2   | 3   | 4   | ... | 478   | 478   | 479   | 480   |
|-------|----|-----|-----|-----|-----|-----|-------|-------|-------|-------|
| D/CX  | 0  | 1   | 1   | 1   | 1   | ... | 1     | 1     | 1     | 1     |
| D17   | C7 | 0R5 | 0G2 | 1R5 | 1G2 |     | 238R5 | 238G2 | 239R5 | 239G2 |
| D16   | C6 | 0R4 | 0G1 | 1R4 | 1G1 | ... | 238R4 | 238G1 | 239R4 | 239G1 |
| D15   | C5 | 0R3 | 0G0 | 1R3 | 1G0 | ... | 238R3 | 238G0 | 239R3 | 239G0 |
| D14   | C4 | 0R2 | 0B5 | 1R2 | 1B5 | ... | 238R2 | 238B5 | 239R2 | 239B5 |
| D13   | C3 | 0R1 | 0B4 | 1R1 | 1B4 | ... | 238R1 | 238B4 | 239R1 | 239B4 |
| D12   | C2 | 0R0 | 0B3 | 1R0 | 1B3 | ... | 238R0 | 238B3 | 239R0 | 239B3 |
| D11   | C1 | 0G5 | 0B2 | 1G5 | 1B2 | ... | 238G5 | 238B2 | 239G5 | 239B2 |
| D10   | C0 | 0G4 | 0B1 | 1G4 | 1B1 | ... | 238G4 | 238B1 | 239G4 | 239B1 |
| D9    |    | 0G3 | 0B0 | 1G3 | 1B0 | ... | 238G3 | 238B0 | 239G3 | 239B0 |

### MDT[1:0]="01"

| Count | 0  | 1   | 2   | 3   | ... | 718   | 719   | 720   |
|-------|----|-----|-----|-----|-----|-------|-------|-------|
| D/CX  | 0  | 1   | 1   | 1   | ... | 1     | 1     | 1     |
| D17   | C7 |     |     |     |     |       |       |       |
| D16   | C6 | 0R5 | 0G5 | 0B5 | ... | 239R5 | 239G5 | 239B5 |
| D15   | C5 | 0R4 | 0G4 | 0B4 | ... | 239R4 | 239G4 | 239B4 |
| D14   | C4 | 0R3 | 0G3 | 0B3 | ... | 239R3 | 239G3 | 239B3 |
| D13   | C3 | 0R2 | 0G2 | 0B2 | ... | 239R2 | 239G2 | 239B2 |
| D12   | C2 | 0R1 | 0G1 | 0B1 | ... | 239R1 | 239G1 | 239B1 |
| D11   | C1 | 0R0 | 0G0 | 0B0 | ... | 239R0 | 239G0 | 239B0 |
| D10   | C0 |     |     |     | ... |       |       |       |
| D9    |    |     |     |     | ... |       |       |       |

### 7.6.5. 16-bit Parallel MCU Interface

The 8080- I system 16-bit parallel bus interface of ILI9341 can be selected by setting hardware pin IM[3:0] to “0001”. The following shown figure is the example of interface with 8080- I MCU system interface.



Different display data format is available for two colors depth supported by listed below.

- 65K-Colors, RGB 5, 6, 5 -bits input data.
- 262K-Colors, RGB 6, 6, 6 -bits input data.

### 65K color: 16-bit/pixel (RGB 5-6-5 bits input)

One pixel (3 sub-pixels) display data is sent by 1 transfer when DBI [2:0] bits of 3Ah register are set to “101”.

| Count | 0  | 1   | 2   | 3   | ... | 238   | 239   | 240   |
|-------|----|-----|-----|-----|-----|-------|-------|-------|
| D/CX  | 0  | 1   | 1   | 1   | ... | 1     | 1     | 1     |
| D15   |    | 0R4 | 1R4 | 2R4 | ... | 237R4 | 238R4 | 239R4 |
| D14   |    | 0R3 | 1R3 | 2R3 | ... | 237R3 | 238R3 | 239R3 |
| D13   |    | 0R2 | 1R2 | 2R2 | ... | 237R2 | 238R2 | 239R2 |
| D12   |    | 0R1 | 1R1 | 2R1 | ... | 237R1 | 238R1 | 239R1 |
| D11   |    | 0R0 | 1R0 | 2R0 | ... | 237R0 | 238R0 | 239R0 |
| D10   |    | 0G5 | 1G5 | 2G5 | ... | 237G5 | 238G5 | 239G5 |
| D9    |    | 0G4 | 1G4 | 2G4 | ... | 237G4 | 238G4 | 239G4 |
| D8    |    | 0G3 | 1G3 | 2G3 | ... | 237G3 | 238G3 | 239G3 |
| D7    | C7 | 0G2 | 1G2 | 2G2 | ... | 237G2 | 238G2 | 239G2 |
| D6    | C6 | 0G1 | 1G1 | 2G1 | ... | 237G1 | 238G1 | 239G1 |
| D5    | C5 | 0G0 | 1G0 | 2G0 | ... | 237G0 | 238G0 | 239G0 |
| D4    | C4 | 0B4 | 1B4 | 2B4 | ... | 237B4 | 238B4 | 239B4 |
| D3    | C3 | 0B3 | 1B3 | 2B3 | ... | 237B3 | 238B3 | 239B3 |
| D2    | C2 | 0B2 | 1B2 | 2B2 | ... | 237B2 | 238B2 | 239B2 |
| D1    | C1 | 0B1 | 1B1 | 2B1 | ... | 237B1 | 238B1 | 239B1 |
| D0    | C0 | 0B0 | 1B0 | 2B0 | ... | 237B0 | 238B0 | 239B0 |

**262K color: 18-bit/pixel (RGB 6-6-6 bits input)**

One pixel (3 sub-pixels) display data is sent by 2 transfers when DBI [2:0] bits of 3Ah register are set to "110".

**MDT[1:0]="00"**

|       |    |     |     |     |     |       |       |       |
|-------|----|-----|-----|-----|-----|-------|-------|-------|
| Count | 0  | 1   | 2   | 3   | ... | 358   | 359   | 360   |
| D/CX  | 0  | 1   | 1   | 1   | ... | 1     | 1     | 1     |
| D15   |    | 0R5 | 0B5 | 1G5 | ... | 238R5 | 238B5 | 239G5 |
| D14   |    | 0R4 | 0B4 | 1G4 | ... | 238R4 | 238B4 | 239G4 |
| D13   |    | 0R3 | 0B3 | 1G3 | ... | 238R3 | 238B3 | 239G3 |
| D12   |    | 0R2 | 0B2 | 1G2 | ... | 238R2 | 238B2 | 239G2 |
| D11   |    | 0R1 | 0B1 | 1G1 | ... | 238R1 | 238B1 | 239G1 |
| D10   |    | 0R0 | 0B0 | 1G0 | ... | 238R0 | 238B0 | 239G0 |
| D9    |    |     |     |     | ... |       |       |       |
| D8    |    |     |     |     | ... |       |       |       |
| D7    | C7 | 0G5 | 1R5 | 1B5 | ... | 238G5 | 239R5 | 239B5 |
| D6    | C6 | 0G4 | 1R4 | 1B4 | ... | 238G4 | 239R4 | 239B4 |
| D5    | C5 | 0G3 | 1R3 | 1B3 | ... | 238G3 | 239R3 | 239B3 |
| D4    | C4 | 0G2 | 1R2 | 1B2 | ... | 238G2 | 239R2 | 239B2 |
| D3    | C3 | 0G1 | 1R1 | 1B1 | ... | 238G1 | 239R1 | 239B1 |
| D2    | C2 | 0G0 | 1R0 | 1B0 | ... | 238G0 | 239R0 | 239B0 |
| D1    | C1 |     |     |     | ... |       |       |       |
| D0    | C0 |     |     |     | ... |       |       |       |

**MDT[1:0]="01"**

|       |    |     |     |     |     |     |       |       |       |       |
|-------|----|-----|-----|-----|-----|-----|-------|-------|-------|-------|
| Count | 0  | 1   | 2   | 3   |     | ... | 357   | 358   | 479   | 480   |
| D/CX  | 0  | 1   | 1   | 1   |     | ... |       | 1     | 1     | 1     |
| D15   |    | 0R5 | 0B5 | 1R5 | 1B5 | ... | 238R5 | 238B5 | 239R5 | 239B5 |
| D14   |    | 0R4 | 0B4 | 1R4 | 1B4 | ... | 238R4 | 238B4 | 239R4 | 239B4 |
| D13   |    | 0R3 | 0B3 | 1R3 | 1B3 | ... | 238R3 | 238B3 | 239R3 | 239B3 |
| D12   |    | 0R2 | 0B2 | 1R2 | 1B2 | ... | 238R2 | 238B2 | 239R2 | 239B2 |
| D11   |    | 0R1 | 0B1 | 1R1 | 1B1 | ... | 238R1 | 238B1 | 239R1 | 239B1 |
| D10   |    | 0R0 | 0B0 | 1R0 | 1B0 | ... | 238R0 | 238B0 | 239R0 | 239B0 |
| D9    |    |     |     |     |     | ... |       |       |       |       |
| D8    |    |     |     |     |     | ... |       |       |       |       |
| D7    | C7 | 0G5 |     | 1G5 |     | ... | 238G5 |       | 239G5 |       |
| D6    | C6 | 0G4 |     | 1G4 |     | ... | 238G4 |       | 239G4 |       |
| D5    | C5 | 0G3 |     | 1G3 |     | ... | 238G3 |       | 239G3 |       |
| D4    | C4 | 0G2 |     | 1G2 |     | ... | 238G2 |       | 239G2 |       |
| D3    | C3 | 0G1 |     | 1G1 |     | ... | 238G1 |       | 239G1 |       |
| D2    | C2 | 0G0 |     | 1G0 |     | ... | 238G0 |       | 239G0 |       |
| D1    | C1 |     |     |     |     | ... |       |       |       |       |
| D0    | C0 |     |     |     |     | ... |       |       |       |       |

**MDT[1:0]="10"**

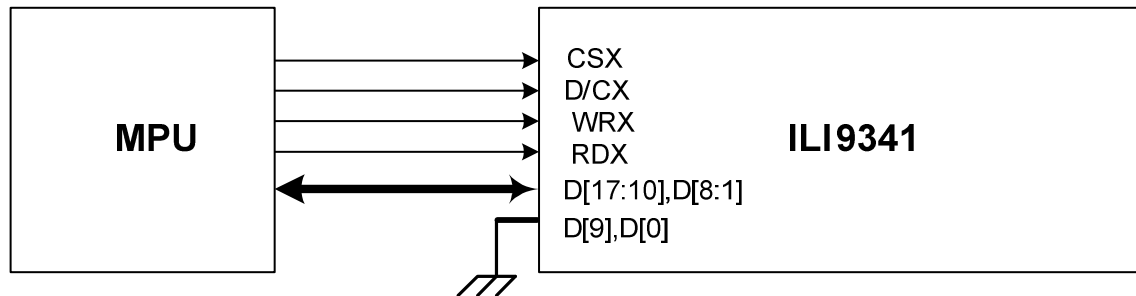
|       |    |     |     |     |     |     |       |       |       |       |
|-------|----|-----|-----|-----|-----|-----|-------|-------|-------|-------|
| Count | 0  | 1   | 2   | 3   |     | ... | 357   | 358   | 479   | 480   |
| D/CX  | 0  | 1   | 1   | 1   |     | ... |       | 1     | 1     | 1     |
| D15   |    | 0R5 | 0B1 | 1R5 | 1B1 | ... | 238R5 | 238B1 | 239R5 | 239B1 |
| D14   |    | 0R4 | 0B0 | 1R4 | 1B0 | ... | 238R4 | 238B0 | 239R4 | 239B0 |
| D13   |    | 0R3 |     | 1R3 |     | ... | 238R3 |       | 239R3 |       |
| D12   |    | 0R2 |     | 1R2 |     | ... | 238R2 |       | 239R2 |       |
| D11   |    | 0R1 |     | 1R1 |     | ... | 238R1 |       | 239R1 |       |
| D10   |    | 0R0 |     | 1R0 |     | ... | 238R0 |       | 239R0 |       |
| D9    |    | 0G5 |     | 1G5 |     | ... | 238G5 |       | 239G5 |       |
| D8    |    | 0G4 |     | 1G4 |     | ... | 238G4 |       | 239G4 |       |
| D7    | C7 | 0G3 |     | 1G3 |     | ... | 238G3 |       | 239G3 |       |
| D6    | C6 | 0G2 |     | 1G2 |     | ... | 238G2 |       | 239G2 |       |
| D5    | C5 | 0G1 |     | 1G1 |     | ... | 238G1 |       | 239G1 |       |
| D4    | C4 | 0G0 |     | 1G0 |     | ... | 238G0 |       | 239G0 |       |
| D3    | C3 | 0B5 |     | 1B5 |     | ... | 238B5 |       | 239B5 |       |
| D2    | C2 | 0B4 |     | 1B4 |     | ... | 238B4 |       | 239B4 |       |
| D1    | C1 | 0B3 |     | 1B3 |     | ... | 238B3 |       | 239B3 |       |
| D0    | C0 | 0B2 |     | 1B2 |     | ... | 238B2 |       | 239B2 |       |

**MDT[1:0]="11"**

|       |    |     |     |     |     |     |       |       |       |       |
|-------|----|-----|-----|-----|-----|-----|-------|-------|-------|-------|
| Count | 0  | 1   | 2   | 3   |     | ... | 357   | 358   | 479   | 480   |
| D/CX  | 0  | 1   | 1   | 1   |     | ... |       | 1     | 1     | 1     |
| D15   |    |     | 0R3 |     | 1R3 | ... |       | 238R3 |       | 239R3 |
| D14   |    |     | 0R2 |     | 1R2 | ... |       | 238R2 |       | 239R2 |
| D13   |    |     | 0R1 |     | 1R1 | ... |       | 238R1 |       | 239R1 |
| D12   |    |     | 0R0 |     | 1R0 | ... |       | 238R0 |       | 239R0 |
| D11   |    |     | 0G5 |     | 1G5 | ... |       | 238G5 |       | 239G5 |
| D10   |    |     | 0G4 |     | 1G4 | ... |       | 238G4 |       | 239G4 |
| D9    |    |     | 0G3 |     | 1G3 | ... |       | 238G3 |       | 239G3 |
| D8    |    |     | 0G2 |     | 1G2 | ... |       | 238G2 |       | 239G2 |
| D7    | C7 |     | 0G1 |     | 1G1 | ... |       | 238G1 |       | 239G1 |
| D6    | C6 |     | 0G0 |     | 1G0 | ... |       | 238G0 |       | 239G0 |
| D5    | C5 |     | 0B5 |     | 1B5 | ... |       | 238B5 |       | 239B5 |
| D4    | C4 |     | 0B4 |     | 1B4 | ... |       | 238B4 |       | 239B4 |
| D3    | C3 |     | 0B3 |     | 1B3 | ... |       | 238B3 |       | 239B3 |
| D2    | C2 |     | 0B2 |     | 1B2 | ... |       | 238B2 |       | 239B2 |
| D1    | C1 | 0R5 | 0B1 | 1R5 | 1B1 | ... | 238R5 | 238B1 | 239R5 | 239B1 |
| D0    | C0 | 0R4 | 0B0 | 1R4 | 1B0 | ... | 238R4 | 238B0 | 239R4 | 239B0 |



The 8080- II system 16-bit parallel bus interface of ILI9341 can be selected by settings IM [3:0] = "1000". The following shown figure is the example of interface with 8080- II MCU system interface.



Different display data format is available for two colors depth supported by listed below.

- 65K-Colors, RGB 5, 6, 5 -bits input data.
- 262K-Colors, RGB 6, 6, 6 -bits input data.

### 65K color: 16-bit/pixel (RGB 5-6-5 bits input)

One pixel (3 sub-pixels) display data is sent by 1 transfer when DBI [2:0] bits of 3Ah register are set to "101".

| Count | 0  | 1   | 2   | 3   | ... | 238   | 239   | 240   |
|-------|----|-----|-----|-----|-----|-------|-------|-------|
| D/CX  | 0  | 1   | 1   | 1   | ... | 1     | 1     | 1     |
| D17   |    | 0R4 | 1R4 | 2R4 | ... | 237R4 | 238R4 | 239R4 |
| D16   |    | 0R3 | 1R3 | 2R3 | ... | 237R3 | 238R3 | 239R3 |
| D15   |    | 0R2 | 1R2 | 2R2 | ... | 237R2 | 238R2 | 239R2 |
| D14   |    | 0R1 | 1R1 | 2R1 | ... | 237R1 | 238R1 | 239R1 |
| D13   |    | 0R0 | 1R0 | 2R0 | ... | 237R0 | 238R0 | 239R0 |
| D12   |    | 0G5 | 1G5 | 2G5 | ... | 237G5 | 238G5 | 239G5 |
| D11   |    | 0G4 | 1G4 | 2G4 | ... | 237G4 | 238G4 | 239G4 |
| D10   |    | 0G3 | 1G3 | 2G3 | ... | 237G3 | 238G3 | 239G3 |
| D8    | C7 | 0G2 | 1G2 | 2G2 | ... | 237G2 | 238G2 | 239G2 |
| D7    | C6 | 0G1 | 1G1 | 2G1 | ... | 237G1 | 238G1 | 239G1 |
| D6    | C5 | 0G0 | 1G0 | 2G0 | ... | 237G0 | 238G0 | 239G0 |
| D5    | C4 | 0B4 | 1B4 | 2B4 | ... | 237B4 | 238B4 | 239B4 |
| D4    | C3 | 0B3 | 1B3 | 2B3 | ... | 237B3 | 238B3 | 239B3 |
| D3    | C2 | 0B2 | 1B2 | 2B2 | ... | 237B2 | 238B2 | 239B2 |
| D2    | C1 | 0B1 | 1B1 | 2B1 | ... | 237B1 | 238B1 | 239B1 |
| D1    | C0 | 0B0 | 1B0 | 2B0 | ... | 237B0 | 238B0 | 239B0 |

**262K color: 18-bit/pixel (RGB 6-6-6 bits input)**

One pixel (3 sub-pixels) display data is sent by 2 transfers when DBI [2:0] bits of 3Ah register are set to "110".

**MDT[1:0]="00"**

|       |    |     |     |     |     |       |       |       |
|-------|----|-----|-----|-----|-----|-------|-------|-------|
| Count | 0  | 1   | 2   | 3   | ... | 358   | 359   | 360   |
| D/CX  | 0  | 1   | 1   | 1   | ... | 1     | 1     | 1     |
| D17   |    | 0R5 | 0B5 | 1G5 | ... | 238R5 | 238B5 | 239G5 |
| D16   |    | 0R4 | 0B4 | 1G4 | ... | 238R4 | 238B4 | 239G4 |
| D15   |    | 0R3 | 0B3 | 1G3 | ... | 238R3 | 238B3 | 239G3 |
| D14   |    | 0R2 | 0B2 | 1G2 | ... | 238R2 | 238B2 | 239G2 |
| D13   |    | 0R1 | 0B1 | 1G1 | ... | 238R1 | 238B1 | 239G1 |
| D12   |    | 0R0 | 0B0 | 1G0 | ... | 238R0 | 238B0 | 239G0 |
| D11   |    |     |     |     | ... |       |       |       |
| D10   |    |     |     |     | ... |       |       |       |
| D8    | C7 | 0G5 | 1R5 | 1B5 | ... | 238G5 | 239R5 | 239B5 |
| D7    | C6 | 0G4 | 1R4 | 1B4 | ... | 238G4 | 239R4 | 239B4 |
| D6    | C5 | 0G3 | 1R3 | 1B3 | ... | 238G3 | 239R3 | 239B3 |
| D5    | C4 | 0G2 | 1R2 | 1B2 | ... | 238G2 | 239R2 | 239B2 |
| D4    | C3 | 0G1 | 1R1 | 1B1 | ... | 238G1 | 239R1 | 239B1 |
| D3    | C2 | 0G0 | 1R0 | 1B0 | ... | 238G0 | 239R0 | 239B0 |
| D2    | C1 |     |     |     | ... |       |       |       |
| D1    | C0 |     |     |     | ... |       |       |       |

**MDT[1:0]="01"**

|       |    |     |     |     |     |       |       |       |       |
|-------|----|-----|-----|-----|-----|-------|-------|-------|-------|
| Count | 0  | 1   | 2   | 3   | ... | 357   | 358   | 479   | 480   |
| D/CX  | 0  | 1   | 1   | 1   | ... |       | 1     | 1     | 1     |
| D17   |    | 0R5 | 0B5 | 1R5 | 1B5 | ...   | 238R5 | 238B5 | 239R5 |
| D16   |    | 0R4 | 0B4 | 1R4 | 1B4 | ...   | 238R4 | 238B4 | 239R4 |
| D15   |    | 0R3 | 0B3 | 1R3 | 1B3 | ...   | 238R3 | 238B3 | 239R3 |
| D14   |    | 0R2 | 0B2 | 1R2 | 1B2 | ...   | 238R2 | 238B2 | 239R2 |
| D13   |    | 0R1 | 0B1 | 1R1 | 1B1 | ...   | 238R1 | 238B1 | 239R1 |
| D12   |    | 0R0 | 0B0 | 1R0 | 1B0 | ...   | 238R0 | 238B0 | 239R0 |
| D11   |    |     |     |     | ... |       |       |       |       |
| D10   |    |     |     |     | ... |       |       |       |       |
| D8    | C7 | 0G5 |     | 1G5 | ... | 238G5 |       | 239G5 |       |
| D7    | C6 | 0G4 |     | 1G4 | ... | 238G4 |       | 239G4 |       |
| D6    | C5 | 0G3 |     | 1G3 | ... | 238G3 |       | 239G3 |       |
| D5    | C4 | 0G2 |     | 1G2 | ... | 238G2 |       | 239G2 |       |
| D4    | C3 | 0G1 |     | 1G1 | ... | 238G1 |       | 239G1 |       |
| D3    | C2 | 0G0 |     | 1G0 | ... | 238G0 |       | 239G0 |       |
| D2    | C1 |     |     |     | ... |       |       |       |       |
| D1    | C0 |     |     |     | ... |       |       |       |       |

**MDT[1:0]="10"**

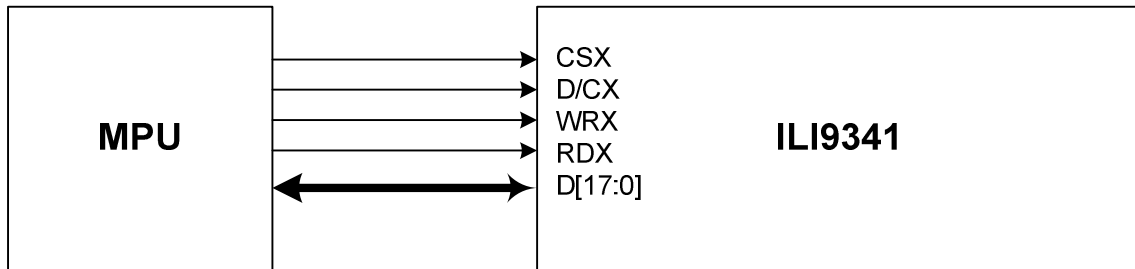
|       |    |     |     |     |     |     |       |       |       |       |
|-------|----|-----|-----|-----|-----|-----|-------|-------|-------|-------|
| Count | 0  | 1   | 2   | 3   |     | ... | 357   | 358   | 479   | 480   |
| D/CX  | 0  | 1   | 1   | 1   |     | ... |       | 1     | 1     | 1     |
| D17   |    | 0R5 | 0B1 | 1R5 | 1B1 | ... | 238R5 | 238B1 | 239R5 | 239B1 |
| D16   |    | 0R4 | 0B0 | 1R4 | 1B0 | ... | 238R4 | 238B0 | 239R4 | 239B0 |
| D15   |    | 0R3 |     | 1R3 |     | ... | 238R3 |       | 239R3 |       |
| D14   |    | 0R2 |     | 1R2 |     | ... | 238R2 |       | 239R2 |       |
| D13   |    | 0R1 |     | 1R1 |     | ... | 238R1 |       | 239R1 |       |
| D12   |    | 0R0 |     | 1R0 |     | ... | 238R0 |       | 239R0 |       |
| D11   |    | 0G5 |     | 1G5 |     | ... | 238G5 |       | 239G5 |       |
| D10   |    | 0G4 |     | 1G4 |     | ... | 238G4 |       | 239G4 |       |
| D8    | C7 | 0G3 |     | 1G3 |     | ... | 238G3 |       | 239G3 |       |
| D7    | C6 | 0G2 |     | 1G2 |     | ... | 238G2 |       | 239G2 |       |
| D6    | C5 | 0G1 |     | 1G1 |     | ... | 238G1 |       | 239G1 |       |
| D5    | C4 | 0G0 |     | 1G0 |     | ... | 238G0 |       | 239G0 |       |
| D4    | C3 | 0B5 |     | 1B5 |     | ... | 238B5 |       | 239B5 |       |
| D3    | C2 | 0B4 |     | 1B4 |     | ... | 238B4 |       | 239B4 |       |
| D2    | C1 | 0B3 |     | 1B3 |     | ... | 238B3 |       | 239B3 |       |
| D1    | C0 | 0B2 |     | 1B2 |     | ... | 238B2 |       | 239B2 |       |

**MDT[1:0]="11"**

|       |    |     |     |     |     |     |       |       |       |       |
|-------|----|-----|-----|-----|-----|-----|-------|-------|-------|-------|
| Count | 0  | 1   | 2   | 3   |     | ... | 357   | 358   | 479   | 480   |
| D/CX  | 0  | 1   | 1   | 1   |     | ... |       | 1     | 1     | 1     |
| D17   |    |     | 0R3 |     | 1R3 | ... |       | 238R3 |       | 239R3 |
| D16   |    |     | 0R2 |     | 1R2 | ... |       | 238R2 |       | 239R2 |
| D15   |    |     | 0R1 |     | 1R1 | ... |       | 238R1 |       | 239R1 |
| D14   |    |     | 0R0 |     | 1R0 | ... |       | 238R0 |       | 239R0 |
| D13   |    |     | 0G5 |     | 1G5 | ... |       | 238G5 |       | 239G5 |
| D12   |    |     | 0G4 |     | 1G4 | ... |       | 238G4 |       | 239G4 |
| D11   |    |     | 0G3 |     | 1G3 | ... |       | 238G3 |       | 239G3 |
| D10   |    |     | 0G2 |     | 1G2 | ... |       | 238G2 |       | 239G2 |
| D8    | C7 |     | 0G1 |     | 1G1 | ... |       | 238G1 |       | 239G1 |
| D7    | C6 |     | 0G0 |     | 1G0 | ... |       | 238G0 |       | 239G0 |
| D6    | C5 |     | 0B5 |     | 1B5 | ... |       | 238B5 |       | 239B5 |
| D5    | C4 |     | 0B4 |     | 1B4 | ... |       | 238B4 |       | 239B4 |
| D4    | C3 |     | 0B3 |     | 1B3 | ... |       | 238B3 |       | 239B3 |
| D3    | C2 |     | 0B2 |     | 1B2 | ... |       | 238B2 |       | 239B2 |
| D2    | C1 | 0R5 | 0B1 | 1R5 | 1B1 | ... | 238R5 | 238B1 | 239R5 | 239B1 |
| D1    | C0 | 0R4 | 0B0 | 1R4 | 1B0 | ... | 238R4 | 238B0 | 239R4 | 239B0 |

### 7.6.6. 18-bit Parallel MCU Interface

The 8080- I system 18-bit parallel bus interface of ILI9341 can be selected by setting hardware pin IM[3:0] to “0011”. The following shown figure is the example of interface with 8080- I MCU system interface.



Different display data format is available for one color depth only supported by listed below.

- 65K-Colors, RGB 5, 6, 5 -bits input data.
- 262K-Colors, RGB 6, 6, 6 -bits input data.

### 65K color: 16-bit/pixel (RGB 5-6-5 bits input)

One pixel (3 sub-pixels) display data is sent by 1 transfer when DBI [2:0] bits of 3Ah register are set to “101”.

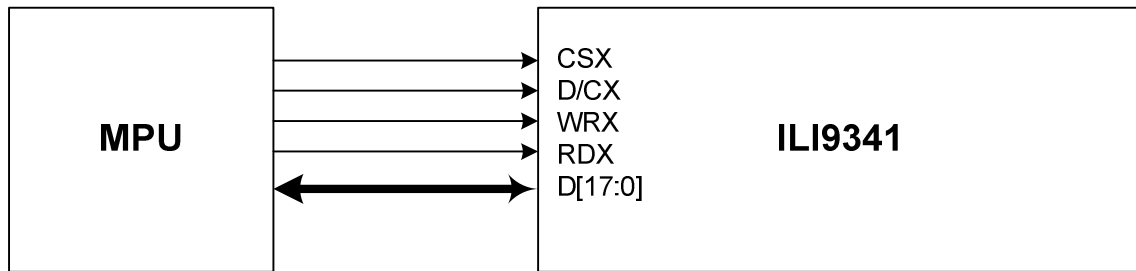
| Count | 0  | 1   | 2   | 3   | ... | 238   | 239   | 240   |
|-------|----|-----|-----|-----|-----|-------|-------|-------|
| D/CX  | 0  | 1   | 1   | 1   | ... | 1     | 1     | 1     |
| D17   |    |     |     |     |     |       |       |       |
| D16   |    |     |     |     |     |       |       |       |
| D15   |    | 0R4 | 1R4 | 2R4 | ... | 237R4 | 238R4 | 239R4 |
| D14   |    | 0R3 | 1R3 | 2R3 | ... | 237R3 | 238R3 | 239R3 |
| D13   |    | 0R2 | 1R2 | 2R2 | ... | 237R2 | 238R2 | 239R2 |
| D12   |    | 0R1 | 1R1 | 2R1 | ... | 237R1 | 238R1 | 239R1 |
| D11   |    | 0R0 | 1R0 | 2R0 | ... | 237R0 | 238R0 | 239R0 |
| D10   |    | 0G5 | 1G5 | 2G5 | ... | 237G5 | 238G5 | 239G5 |
| D9    |    | 0G4 | 1G4 | 2G4 | ... | 237G4 | 238G4 | 239G4 |
| D8    |    | 0G3 | 1G3 | 2G3 | ... | 237G3 | 238G3 | 239G3 |
| D7    | C7 | 0G2 | 1G2 | 2G2 | ... | 237G2 | 238G2 | 239G2 |
| D6    | C6 | 0G1 | 1G1 | 2G1 | ... | 237G1 | 238G1 | 239G1 |
| D5    | C5 | 0G0 | 1G0 | 2G0 | ... | 237G0 | 238G0 | 239G0 |
| D4    | C4 | 0B4 | 1B4 | 2B4 | ... | 237B4 | 238B4 | 239B4 |
| D3    | C3 | 0B3 | 1B3 | 2B3 | ... | 237B3 | 238B3 | 239B3 |
| D2    | C2 | 0B2 | 1B2 | 2B2 | ... | 237B2 | 238B2 | 239B2 |
| D1    | C1 | 0B1 | 1B1 | 2B1 | ... | 237B1 | 238B1 | 239B1 |
| D0    | C0 | 0B0 | 1B0 | 2B0 | ... | 237B0 | 238B0 | 239B0 |

**262K color: 18-bit/pixel (RGB 6-6-6 bits input)**

One pixel (3 sub-pixels) display data is sent by 1 transfer when DBI [2:0] bits of 3Ah register are set to "110".

| Count | 0  | 1   | 2   | 3   | ... | 238   | 239   | 240   |
|-------|----|-----|-----|-----|-----|-------|-------|-------|
| D/CX  | 0  | 1   | 1   | 1   | ... | 1     | 1     | 1     |
| D17   |    | 0R5 | 1R5 | 2R5 | ... | 237R5 | 238R5 | 239R5 |
| D16   |    | 0R4 | 1R4 | 2R4 | ... | 237R4 | 238R4 | 239R4 |
| D15   |    | 0R3 | 1R3 | 2R3 | ... | 237R3 | 238R3 | 239R3 |
| D14   |    | 0R2 | 1R2 | 2R2 | ... | 237R2 | 238R2 | 239R2 |
| D13   |    | 0R1 | 1R1 | 2R1 | ... | 237R1 | 238R1 | 239R1 |
| D12   |    | 0R0 | 1R0 | 2R0 | ... | 237R0 | 238R0 | 239R0 |
| D11   |    | 0G5 | 1G5 | 2G5 | ... | 237G5 | 238G5 | 239G5 |
| D10   |    | 0G4 | 1G4 | 2G4 | ... | 237G4 | 238G4 | 239G4 |
| D9    |    | 0G3 | 1G3 | 2G3 | ... | 237G3 | 238G3 | 239G3 |
| D8    |    | 0G2 | 1G2 | 2G2 | ... | 237G2 | 238G2 | 239G2 |
| D7    | C7 | 0G1 | 1G1 | 2G1 | ... | 237G1 | 238G1 | 239G1 |
| D6    | C6 | 0G0 | 1G0 | 2G0 | ... | 237G0 | 238G0 | 239G0 |
| D5    | C5 | 0B5 | 1B5 | 2B5 | ... | 237B5 | 238B5 | 239B5 |
| D4    | C4 | 0B4 | 1B4 | 2B4 | ... | 237B4 | 238B4 | 239B4 |
| D3    | C3 | 0B3 | 1B3 | 2B3 | ... | 237B3 | 238B3 | 239B3 |
| D2    | C2 | 0B2 | 1B2 | 2B2 | ... | 237B2 | 238B2 | 239B2 |
| D1    | C1 | 0B1 | 1B1 | 2B1 | ... | 237B1 | 238B1 | 239B1 |
| D0    | C0 | 0B0 | 1B0 | 2B0 | ... | 237B0 | 238B0 | 239B0 |

The 8080- II system 18-bit parallel bus interface mode can be selected by settings IM [3:0] ="1010". The following shown figure is the example of interface with 8080- II MCU system interface.



Different display data format is available for one color depth only supported by listed below.

- 65K-Colors, RGB 5, 6, 5 -bits input data.
- 262K-Colors, RGB 6, 6, 6 -bits input data.

### 65K color: 16-bit/pixel (RGB 5-6-5 bits input)

One pixel (3 sub-pixels) display data is sent by 1 transfer when DBI [2:0] bits of 3Ah register are set to "101".

| Count | 0  | 1   | 2   | 3   | ... | 238   | 239   | 240   |
|-------|----|-----|-----|-----|-----|-------|-------|-------|
| D/CX  | 0  | 1   | 1   | 1   | ... | 1     | 1     | 1     |
| D17   |    |     |     |     |     |       |       |       |
| D16   |    |     |     |     |     |       |       |       |
| D15   |    | 0R4 | 1R4 | 2R4 | ... | 237R4 | 238R4 | 239R4 |
| D14   |    | 0R3 | 1R3 | 2R3 | ... | 237R3 | 238R3 | 239R3 |
| D13   |    | 0R2 | 1R2 | 2R2 | ... | 237R2 | 238R2 | 239R2 |
| D12   |    | 0R1 | 1R1 | 2R1 | ... | 237R1 | 238R1 | 239R1 |
| D11   |    | 0R0 | 1R0 | 2R0 | ... | 237R0 | 238R0 | 239R0 |
| D10   |    | 0G5 | 1G5 | 2G5 | ... | 237G5 | 238G5 | 239G5 |
| D9    |    | 0G4 | 1G4 | 2G4 | ... | 237G4 | 238G4 | 239G4 |
| D8    | C7 | 0G3 | 1G3 | 2G3 | ... | 237G3 | 238G3 | 239G3 |
| D7    | C6 | 0G2 | 1G2 | 2G2 | ... | 237G2 | 238G2 | 239G2 |
| D6    | C5 | 0G1 | 1G1 | 2G1 | ... | 237G1 | 238G1 | 239G1 |
| D5    | C4 | 0G0 | 1G0 | 2G0 | ... | 237G0 | 238G0 | 239G0 |
| D4    | C3 | 0B4 | 1B4 | 2B4 | ... | 237B4 | 238B4 | 239B4 |
| D3    | C2 | 0B3 | 1B3 | 2B3 | ... | 237B3 | 238B3 | 239B3 |
| D2    | C1 | 0B2 | 1B2 | 2B2 | ... | 237B2 | 238B2 | 239B2 |
| D1    | C0 | 0B1 | 1B1 | 2B1 | ... | 237B1 | 238B1 | 239B1 |
| D0    |    | 0B0 | 1B0 | 2B0 | ... | 237B0 | 238B0 | 239B0 |

**262K color: 18-bit/pixel (RGB 6-6-6 bits input)**

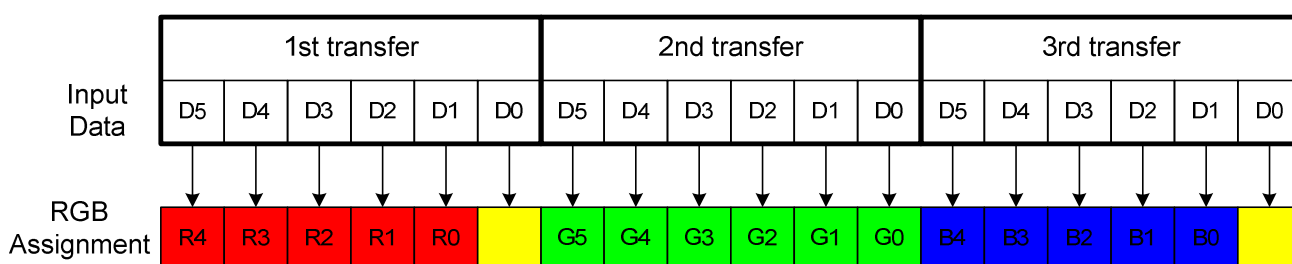
One pixel (3 sub-pixels) display data is sent by 1 transfer when DBI [2:0] bits of 3Ah register are set to "110".

| Count | 0  | 1   | 2   | 3   | ... | 238   | 239   | 240   |
|-------|----|-----|-----|-----|-----|-------|-------|-------|
| D/CX  | 0  | 1   | 1   | 1   | ... | 1     | 1     | 1     |
| D17   |    | 0R5 | 1R5 | 2R5 | ... | 237R5 | 238R5 | 239R5 |
| D16   |    | 0R4 | 1R4 | 2R4 | ... | 237R4 | 238R4 | 239R4 |
| D15   |    | 0R3 | 1R3 | 2R3 | ... | 237R3 | 238R3 | 239R3 |
| D14   |    | 0R2 | 1R2 | 2R2 | ... | 237R2 | 238R2 | 239R2 |
| D13   |    | 0R1 | 1R1 | 2R1 | ... | 237R1 | 238R1 | 239R1 |
| D12   |    | 0R0 | 1R0 | 2R0 | ... | 237R0 | 238R0 | 239R0 |
| D11   |    | 0G5 | 1G5 | 2G5 | ... | 237G5 | 238G5 | 239G5 |
| D10   |    | 0G4 | 1G4 | 2G4 | ... | 237G4 | 238G4 | 239G4 |
| D9    |    | 0G3 | 1G3 | 2G3 | ... | 237G3 | 238G3 | 239G3 |
| D8    | C7 | 0G2 | 1G2 | 2G2 | ... | 237G2 | 238G2 | 239G2 |
| D7    | C6 | 0G1 | 1G1 | 2G1 | ... | 237G1 | 238G1 | 239G1 |
| D6    | C5 | 0G0 | 1G0 | 2G0 | ... | 237G0 | 238G0 | 239G0 |
| D5    | C4 | 0B5 | 1B5 | 2B5 | ... | 237B5 | 238B5 | 239B5 |
| D4    | C3 | 0B4 | 1B4 | 2B4 | ... | 237B4 | 238B4 | 239B4 |
| D3    | C2 | 0B3 | 1B3 | 2B3 | ... | 237B3 | 238B3 | 239B3 |
| D2    | C1 | 0B2 | 1B2 | 2B2 | ... | 237B2 | 238B2 | 239B2 |
| D1    | C0 | 0B1 | 1B1 | 2B1 | ... | 237B1 | 238B1 | 239B1 |
| D0    |    | 0B0 | 1B0 | 2B0 | ... | 237B0 | 238B0 | 239B0 |

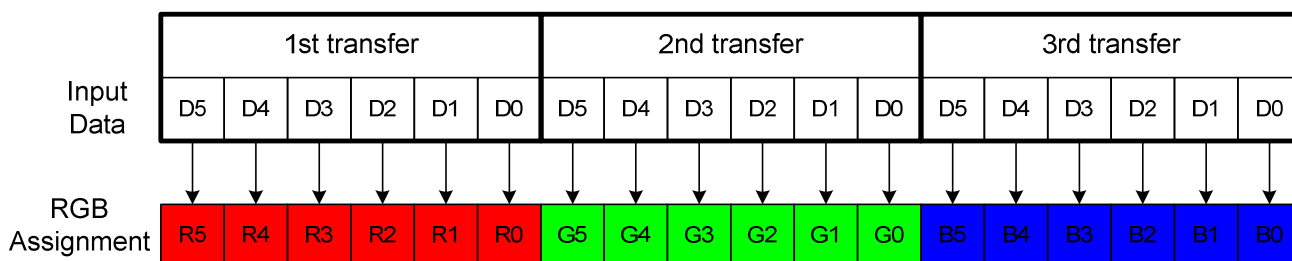
### 7.6.7. 6-bit Parallel RGB Interface

The 6-bit RGB interface is selected by setting the DPI [2:0] bit to "110". When RCM [1:0] are set to "10" and DE mode is selected, the display operation is synchronized with VSYNC, HSYNC and DOTCLK signals. The display data are transferred to the internal GRAM in synchronization with the display operation via 6-bit RGB data bus (D [5:0]) according to the data enable signal (DE) when RCM [1:0] are set to "10". The RGB interface SYNC mode is selected by setting the RCM [1:0] to "11", the valid display data is inputted in pixel unit via D [5:0] according to the VFP/VBP and HFP/HBP settings. Unused pins must be connected to GND to ensure normally operation. Registers can be set by the SPI system interface.

#### 65K color: 16-bit/pixel (RGB 5-6-5 bits input)



#### 262K color: 18-bit/pixel (RGB 6-6-6 bits input)

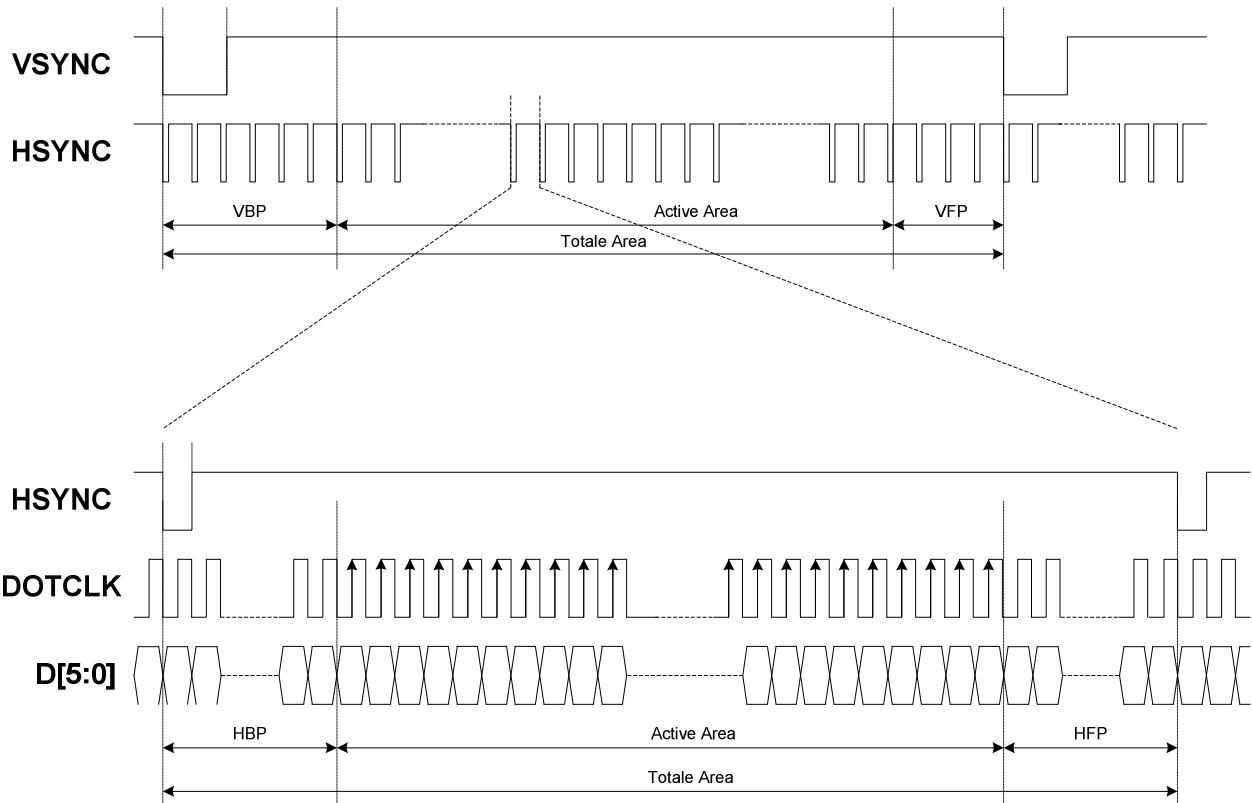


ILI9341 has data transfer counters to count the first, second, third data transfer in 6-bit RGB interface mode. The transfer counter is always reset to the state of first data transfer on the falling edge of VSYNC. If a mismatch arises in the number of each data transfer, the counter is reset to the state of first data transfer at the start of the frame (i.e. on the falling edge of VSYNC) to restart data transfer in the correct order from the next frame. This function is expedient for moving picture display, which requires consecutive data transfer in light of minimizing effects from failed data transfer and enabling the system to return to a normal state.

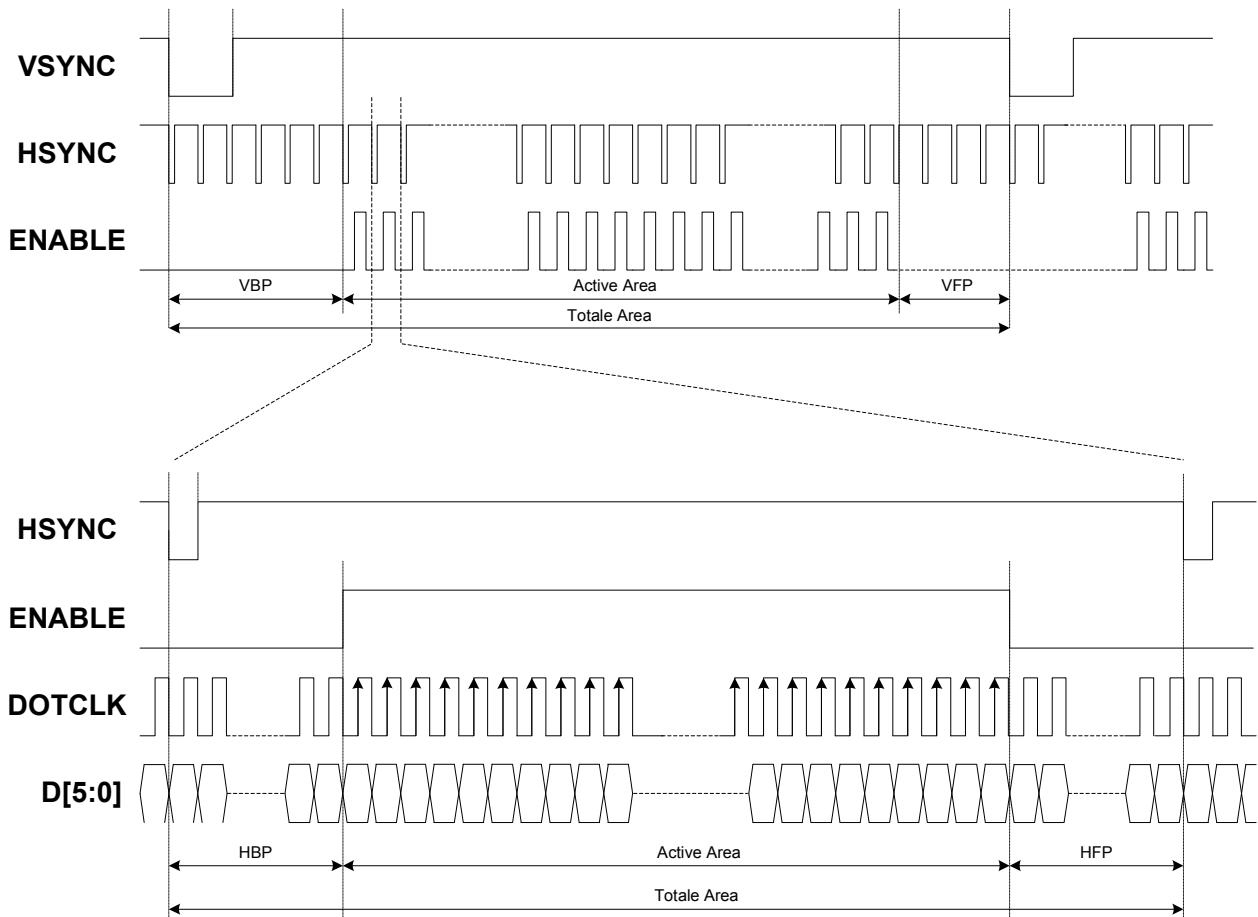
Note that internal display operation is performed in units of pixels (RGB: taking 3 inputs of DOTCLK). Accordingly, the number of DOTCLK inputs in one frame period must be a multiple of 3 to complete data transfer correctly. Otherwise it will affect the display of that frame as well as the next frame.



**SYNC Mode, RCM[1:0]="11"**

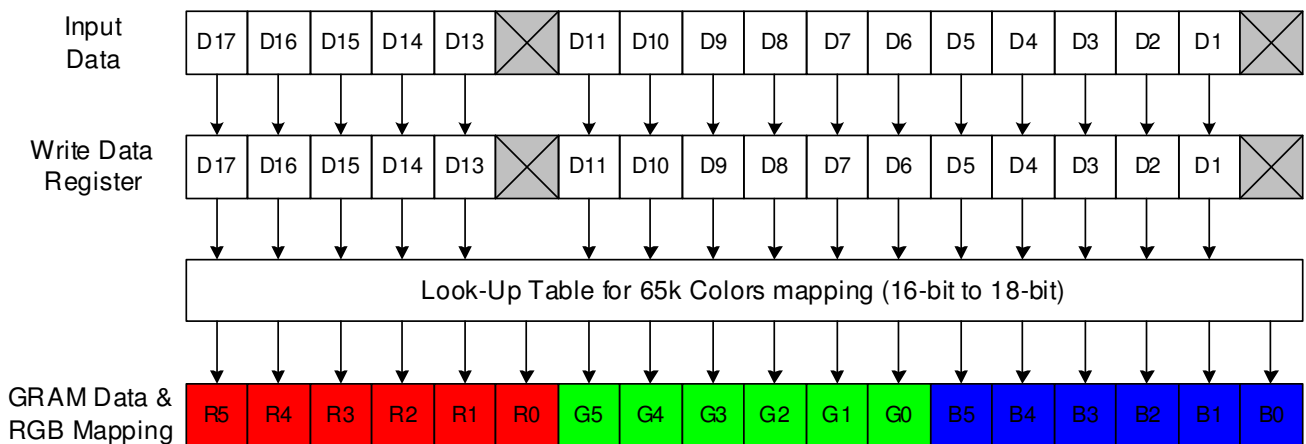


**DE Mode, RCM[1:0]="10"**



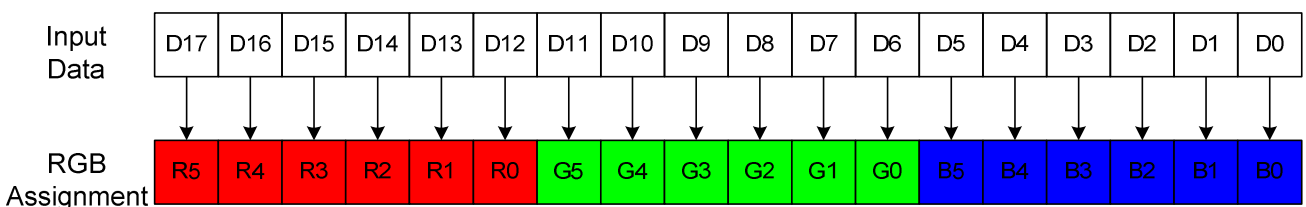
### 7.6.8. 16-bit Parallel RGB Interface

The 16-bit RGB interface is selected by setting the DPI [2:0] bits to "101". When RCM [1:0] are set to "10" and DE mode is selected, the display operation is synchronized with VSYNC, HSYNC and DOTCLK signals. The display data is transferred to the internal GRAM in synchronization with the display operation via 16-bit RGB data bus (D [17:13] & D [11:1]) according to the data enable signal (DE). The RGB interface SYNC mode is selected by setting the RCM [1:0] to "11", the valid display data is inputted in pixel unit via D [17:13] and D [11:1] according to the VFP/VBP and HFP/HBP settings. The unused D12 and D0 pins must be connected to GND for ensure normally operation. Registers can be set by the SPI system interface.



### 7.6.9. 18-bit Parallel RGB Interface

The 18-bit RGB interface is selected by setting the DPI [2:0] bits to "110". When RCM [1:0] are set to "10" and DE mode is selected, the display operation is synchronized with VSYNC, HSYNC and DOTCLK signals. The display data are transferred to the internal GRAM in synchronization with the display operation via 18-bit RGB data bus (D [17:0]) according to the data enable signal (DE) when RCM [1:0] are set to "10". The RGB interface SYNC mode is selected by setting the RCM [1:0] to "11", the valid display data is inputted in pixel unit via D [17:0] according to the VFP/VBP and HFP/HBP settings. Registers can be set by the SPI system interface.



## 8. Command

### 8.1. Command List

| Regulative Command Set                  |      |     |     |       |           |           |    |    |           |           |    |    |     |
|---|------|-----|-----|-------|-----------|-----------|----|----|-----------|-----------|----|----|-----|
| Command Function                        | D/CX | RDX | WRX | D17-8 | D7        | D6        | D5 | D4 | D3        | D2        | D1 | D0 | Hex |
| No Operation                            | 0    | 1   | ↑   | XX    | 0         | 0         | 0  | 0  | 0         | 0         | 0  | 0  | 00h |
| Software Reset                          | 0    | 1   | ↑   | XX    | 0         | 0         | 0  | 0  | 0         | 0         | 0  | 1  | 01h |
| Read Display Identification Information | 0    | 1   | ↑   | XX    | 0         | 0         | 0  | 0  | 0         | 1         | 0  | 0  | 04h |
|   | 1    | ↑   | 1   | XX    | X         | X         | X  | X  | X         | X         | X  | X  | XX  |
|   | 1    | ↑   | 1   | XX    | ID1 [7:0] |           |    |    |           |           |    |    | XX  |
|   | 1    | ↑   | 1   | XX    | ID2 [7:0] |           |    |    |           |           |    |    | XX  |
|   | 1    | ↑   | 1   | XX    | ID3 [7:0] |           |    |    |           |           |    |    | XX  |
| Read Display Status                     | 0    | 1   | ↑   | XX    | 0         | 0         | 0  | 0  | 1         | 0         | 0  | 1  | 09h |
|   | 1    | ↑   | 1   | XX    | X         | X         | X  | X  | X         | X         | X  | X  | XX  |
|   | 1    | ↑   | 1   | XX    | D [31:25] |           |    |    |           |           |    | X  | 00  |
|   | 1    | ↑   | 1   | XX    | X         | D [22:20] |    |    | D [19:16] |           |    | 61 |     |
|   | 1    | ↑   | 1   | XX    | X         | X         | X  | X  | X         | D [10:8]  |    |    | 00  |
|   | 1    | ↑   | 1   | XX    | D [7:5]   |           |    | X  | X         | X         | X  | X  | 00  |
| Read Display Power Mode                 | 0    | 1   | ↑   | XX    | 0         | 0         | 0  | 0  | 1         | 0         | 1  | 0  | 0Ah |
|   | 1    | ↑   | 1   | XX    | X         | X         | X  | X  | X         | X         | X  | X  | XX  |
|   | 1    | ↑   | 1   | XX    | D [7:2]   |           |    |    |           |           |    | 0  | 0   |
| Read Display MADCTL                     | 0    | 1   | ↑   | XX    | 0         | 0         | 0  | 0  | 1         | 0         | 1  | 1  | 0Bh |
|   | 1    | ↑   | 1   | XX    | X         | X         | X  | X  | X         | X         | X  | X  | XX  |
|   | 1    | ↑   | 1   | XX    | D [7:2]   |           |    |    |           |           |    | 0  | 0   |
| Read Display Pixel Format               | 0    | 1   | ↑   | XX    | 0         | 0         | 0  | 0  | 1         | 1         | 0  | 0  | 0Ch |
|   | 1    | ↑   | 1   | XX    | X         | X         | X  | X  | X         | X         | X  | X  | XX  |
|   | 1    | ↑   | 1   | XX    | RIM       | DPI [2:0] |    |    | X         | DBI [2:0] |    |    | 06  |
| Read Display Image Format               | 0    | 1   | ↑   | XX    | 0         | 0         | 0  | 0  | 1         | 1         | 0  | 1  | 0Dh |
|   | 1    | ↑   | 1   | XX    | X         | X         | X  | X  | X         | X         | X  | X  | XX  |
|   | 1    | ↑   | 1   | XX    | X         | X         | X  | X  | X         | D [2:0]   |    |    | 00  |
| Read Display Signal Mode                | 0    | 1   | ↑   | XX    | 0         | 0         | 0  | 0  | 1         | 1         | 1  | 0  | 0Eh |
|   | 1    | ↑   | 1   | XX    | X         | X         | X  | X  | X         | X         | X  | X  | XX  |
|   | 1    | ↑   | 1   | XX    | D [7:2]   |           |    |    |           |           |    | 0  | 0   |
| Read Display Self-Diagnostic Result     | 0    | 1   | ↑   | XX    | 0         | 0         | 0  | 0  | 1         | 1         | 1  | 1  | 0Fh |
|   | 1    | ↑   | 1   | XX    | X         | X         | X  | X  | X         | X         | X  | X  | XX  |
|   | 1    | ↑   | 1   | XX    | D [7:6]   |           |    | X  | X         | X         | X  | X  | 00  |
| Enter Sleep Mode                        | 0    | 1   | ↑   | XX    | 0         | 0         | 0  | 1  | 0         | 0         | 0  | 0  | 10h |
| Sleep OUT                               | 0    | 1   | ↑   | XX    | 0         | 0         | 0  | 1  | 0         | 0         | 0  | 1  | 11h |
| Partial Mode ON                         | 0    | 1   | ↑   | XX    | 0         | 0         | 0  | 1  | 0         | 0         | 1  | 0  | 12h |
| Normal Display Mode ON                  | 0    | 1   | ↑   | XX    | 0         | 0         | 0  | 1  | 0         | 0         | 1  | 1  | 13h |
| Display Inversion OFF                   | 0    | 1   | ↑   | XX    | 0         | 0         | 1  | 0  | 0         | 0         | 0  | 0  | 20h |
| Display Inversion ON                    | 0    | 1   | ↑   | XX    | 0         | 0         | 1  | 0  | 0         | 0         | 0  | 1  | 21h |
| Gamma Set                               | 0    | 1   | ↑   | XX    | 0         | 0         | 1  | 0  | 0         | 1         | 1  | 0  | 26h |
|   | 1    | 1   | ↑   | XX    | GC [7:0]  |           |    |    |           |           |    |    | 01  |
| Display OFF                             | 0    | 1   | ↑   | XX    | 0         | 0         | 1  | 0  | 1         | 0         | 0  | 0  | 28h |
| Display ON                              | 0    | 1   | ↑   | XX    | 0         | 0         | 1  | 0  | 1         | 0         | 0  | 1  | 29h |
| Column Address Set                      | 0    | 1   | ↑   | XX    | 0         | 0         | 1  | 0  | 1         | 0         | 1  | 0  | 2Ah |
|   | 1    | 1   | ↑   | XX    | SC [15:8] |           |    |    |           |           |    |    | XX  |
|   | 1    | 1   | ↑   | XX    | SC [7:0]  |           |    |    |           |           |    |    | XX  |
|   | 1    | 1   | ↑   | XX    | EC [15:8] |           |    |    |           |           |    |    | XX  |
|   | 1    | 1   | ↑   | XX    | EC [7:0]  |           |    |    |           |           |    |    | XX  |
| Page Address Set                        | 0    | 1   | ↑   | XX    | 0         | 0         | 1  | 0  | 1         | 0         | 1  | 1  | 2Bh |
|   | 1    | 1   | ↑   | XX    | SP [15:8] |           |    |    |           |           |    |    | XX  |
|   | 1    | 1   | ↑   | XX    | SP [7:0]  |           |    |    |           |           |    |    | XX  |
|   | 1    | 1   | ↑   | XX    | EP [15:8] |           |    |    |           |           |    |    | XX  |
|   | 1    | 1   | ↑   | XX    | EP [7:0]  |           |    |    |           |           |    |    | XX  |

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|                                  |   |   |   |          |            |           |           |    |     |           |           |         |     |
|----------------------------------|---|---|---|----------|------------|-----------|-----------|----|-----|-----------|-----------|---------|-----|
| Memory Write                     | 0 | 1 | ↑ | XX       | 0          | 0         | 1         | 0  | 1   | 1         | 0         | 0       | 2Ch |
|                                  | 1 | 1 | ↑ | D [17:0] |            |           |           |    |     |           |           |         | XX  |
| Color SET                        | 0 | 1 | ↑ | XX       | 0          | 0         | 1         | 0  | 1   | 1         | 0         | 1       | 2Dh |
|                                  | 1 | ↑ | 1 | XX       |            |           | R00 [5:0] |    |     |           |           |         | XX  |
|                                  | 1 | ↑ | 1 | XX       |            |           | Rnn [5:0] |    |     |           |           |         | XX  |
|                                  | 1 | ↑ | 1 | XX       |            |           | R31 [5:0] |    |     |           |           |         | XX  |
|                                  | 1 | ↑ | 1 | XX       |            |           | G00 [5:0] |    |     |           |           |         | XX  |
|                                  | 1 | ↑ | 1 | XX       |            |           | Gnn [5:0] |    |     |           |           |         | XX  |
|                                  | 1 | ↑ | 1 | XX       |            |           | G64 [5:0] |    |     |           |           |         | XX  |
|                                  | 1 | ↑ | 1 | XX       |            |           | B00 [5:0] |    |     |           |           |         | XX  |
|                                  | 1 | ↑ | 1 | XX       |            |           | Bnn [5:0] |    |     |           |           |         | XX  |
|                                  | 1 | ↑ | 1 | XX       |            |           | B31 [5:0] |    |     |           |           |         | XX  |
| Memory Read                      | 0 | 1 | ↑ | XX       | 0          | 0         | 1         | 0  | 1   | 1         | 1         | 0       | 2Eh |
|                                  | 1 | ↑ | 1 | XX       | X          | X         | X         | X  | X   | X         | X         | X       | XX  |
|                                  | 1 | ↑ | 1 | D [17:0] |            |           |           |    |     |           |           |         | XX  |
| Partial Area                     | 0 | 1 | ↑ | XX       | 0          | 0         | 1         | 1  | 0   | 0         | 0         | 0       | 30h |
|                                  | 1 | 1 | ↑ | XX       | SR [15:8]  |           |           |    |     |           |           |         | 00  |
|                                  | 1 | 1 | ↑ | XX       | SR [7:0]   |           |           |    |     |           |           |         | 00  |
|                                  | 1 | 1 | ↑ | XX       | ER [15:8]  |           |           |    |     |           |           |         | 01  |
|                                  | 1 | 1 | ↑ | XX       | ER [7:0]   |           |           |    |     |           |           |         | 3F  |
| Vertical Scrolling Definition    | 0 | 1 | ↑ | XX       | 0          | 0         | 1         | 1  | 0   | 0         | 1         | 1       | 33h |
|                                  | 1 | 1 | ↑ | XX       | TFA [15:8] |           |           |    |     |           |           |         | 00  |
|                                  | 1 | 1 | ↑ | XX       | TFA [7:0]  |           |           |    |     |           |           |         | 00  |
|                                  | 1 | 1 | ↑ | XX       | VSA [15:8] |           |           |    |     |           |           |         | 01  |
|                                  | 1 | 1 | ↑ | XX       | VSA [7:0]  |           |           |    |     |           |           |         | 40  |
|                                  | 1 | 1 | ↑ | XX       | BFA [15:8] |           |           |    |     |           |           |         | 00  |
|                                  | 1 | 1 | ↑ | XX       | BFA [7:0]  |           |           |    |     |           |           |         | 00  |
| Tearing Effect Line OFF          | 0 | 1 | ↑ | XX       | 0          | 0         | 1         | 1  | 0   | 1         | 0         | 0       | 34h |
| Tearing Effect Line ON           | 0 | 1 | ↑ | XX       | 0          | 0         | 1         | 1  | 0   | 1         | 0         | 1       | 35h |
|                                  | 1 | 1 | ↑ | XX       | X          | X         | X         | X  | X   | X         | X         | M       | 00  |
| Memory Access Control            | 0 | 1 | ↑ | XX       | 0          | 0         | 1         | 1  | 0   | 1         | 1         | 0       | 36h |
|                                  | 1 | 1 | ↑ | XX       | MY         | MX        | MV        | ML | BGR | MH        | X         | X       | 00  |
| Vertical Scrolling Start Address | 0 | 1 | ↑ | XX       | 0          | 0         | 1         | 1  | 0   | 1         | 1         | 1       | 37h |
|                                  | 1 | 1 | ↑ | XX       | VSP [15:8] |           |           |    |     |           |           |         | 00  |
|                                  | 1 | 1 | ↑ | XX       | VSP [7:0]  |           |           |    |     |           |           |         | 00  |
| Idle Mode OFF                    | 0 | 1 | ↑ | XX       | 0          | 0         | 1         | 1  | 1   | 0         | 0         | 0       | 38h |
| Idle Mode ON                     | 0 | 1 | ↑ | XX       | 0          | 0         | 1         | 1  | 1   | 0         | 0         | 1       | 39h |
| Pixel Format Set                 | 0 | 1 | ↑ | XX       | 0          | 0         | 1         | 1  | 1   | 0         | 1         | 0       | 3Ah |
|                                  | 1 | 1 | ↑ | XX       | X          | DPI [2:0] |           |    | X   | DBI [2:0] |           |         | 66  |
| Write Memory Continue            | 0 | 1 | ↑ | XX       | 0          | 0         | 1         | 1  | 1   | 1         | 0         | 0       | 3Ch |
|                                  | 1 | 1 | ↑ | D [17:0] |            |           |           |    |     |           |           |         | XX  |
| Read Memory Continue             | 0 | 1 | ↑ | XX       | 0          | 0         | 1         | 1  | 1   | 1         | 1         | 0       | 3Eh |
|                                  | 1 | ↑ | 1 | XX       | X          | X         | X         | X  | X   | X         | X         | X       | XX  |
|                                  | 1 | ↑ | 1 | D [17:0] |            |           |           |    |     |           |           |         | XX  |
| Set Tear Scanline                | 0 | 1 | ↑ | XX       | 0          | 1         | 0         | 0  | 0   | 1         | 0         | 0       | 44h |
|                                  | 1 | 1 | ↑ | XX       | X          | X         | X         | X  | X   | X         | X         | STS [8] | 00  |
|                                  | 1 | 1 | ↑ | XX       | STS [7:0]  |           |           |    |     |           |           |         | 00  |
| Get Scanline                     | 0 | 1 | ↑ | XX       | 0          | 1         | 0         | 0  | 0   | 1         | 0         | 1       | 45h |
|                                  | 1 | ↑ | 1 | XX       | X          | X         | X         | X  | X   | X         | X         | X       | XX  |
|                                  | 1 | ↑ | 1 | XX       | X          | X         | X         | X  | X   | X         | GTS [9:8] |         | 00  |
|                                  | 1 | ↑ | 1 | XX       | GTS [7:0]  |           |           |    |     |           |           |         | 00  |
| Write Display Brightness         | 0 | 1 | ↑ | XX       | 0          | 1         | 0         | 1  | 0   | 0         | 0         | 1       | 51h |
|                                  | 1 | 1 | ↑ | XX       | DBV [7:0]  |           |           |    |     |           |           |         | 00  |

|   |   |   |   |    |                                   |   |       |   |    |    |         |   |     |
|---|---|---|---|----|-----------------------------------|---|-------|---|----|----|---------|---|-----|
| Read Display Brightness                   | 0 | 1 | ↑ | XX | 0                                 | 1 | 0     | 1 | 0  | 0  | 1       | 0 | 52h |
|   | 1 | ↑ | 1 | XX | X                                 | X | X     | X | X  | X  | X       | X | XX  |
|   | 1 | ↑ | 1 | XX | DBV [7:0]                         |   |       |   |    |    |         |   | 00  |
| Write CTRL Display                        | 0 | 1 | ↑ | XX | 0                                 | 1 | 0     | 1 | 0  | 0  | 1       | 1 | 53h |
|   | 1 | 1 | ↑ | XX | X                                 | X | BCTRL | X | DD | BL | X       | X | 00  |
| Read CTRL Display                         | 0 | 1 | ↑ | XX | 0                                 | 1 | 0     | 1 | 0  | 1  | 0       | 0 | 54h |
|   | 1 | ↑ | 1 | XX | X                                 | X | X     | X | X  | X  | X       | X | XX  |
|   | 1 | ↑ | 1 | XX | X                                 | X | BCTRL | X | DD | BL | X       | X | 00  |
| Write Content Adaptive Brightness Control | 0 | 1 | ↑ | XX | 0                                 | 1 | 0     | 1 | 0  | 1  | 0       | 1 | 55h |
|   | 1 | 1 | ↑ | XX | X                                 | X | X     | X | X  | X  | C [1:0] |   | 00  |
| Read Content Adaptive Brightness Control  | 0 | 1 | ↑ | XX | 0                                 | 1 | 0     | 1 | 0  | 1  | 1       | 0 | 56h |
|   | 1 | ↑ | 1 | XX | X                                 | X | X     | X | X  | X  | X       | X | XX  |
|   | 1 | ↑ | 1 | XX | X                                 | X | X     | X | X  | X  | C [1:0] |   | 00  |
| Write CABC Minimum Brightness             | 0 | 1 | ↑ | XX | 0                                 | 1 | 0     | 1 | 1  | 1  | 1       | 0 | 5Eh |
|   | 1 | 1 | ↑ | XX | CMB [7:0]                         |   |       |   |    |    |         |   | 00  |
| Read CABC Minimum Brightness              | 0 | 1 | ↑ | XX | 0                                 | 1 | 0     | 1 | 0  | 1  | 1       | 1 | 5Fh |
|   | 1 | ↑ | 1 | XX | X                                 | X | X     | X | X  | X  | X       | X | XX  |
|   | 1 | ↑ | 1 | XX | CMB [7:0]                         |   |       |   |    |    |         |   | 00  |
| Read ID1                                  | 0 | 1 | ↑ | XX | 1                                 | 1 | 0     | 1 | 1  | 0  | 1       | 0 | DAh |
|   | 1 | ↑ | 1 | XX | X                                 | X | X     | X | X  | X  | X       | X | XX  |
|   | 1 | ↑ | 1 | XX | Module's Manufacture [7:0]        |   |       |   |    |    |         |   | XX  |
| Read ID2                                  | 0 | 1 | ↑ | XX | 1                                 | 1 | 0     | 1 | 1  | 0  | 1       | 1 | DBh |
|   | 1 | ↑ | 1 | XX | X                                 | X | X     | X | X  | X  | X       | X | XX  |
|   | 1 | ↑ | 1 | XX | LCD Module / Driver Version [7:0] |   |       |   |    |    |         |   | XX  |
| Read ID3                                  | 0 | 1 | ↑ | XX | 1                                 | 1 | 0     | 1 | 1  | 1  | 0       | 0 | DCh |
|   | 1 | ↑ | 1 | XX | X                                 | X | X     | X | X  | X  | X       | X | XX  |
|   | 1 | ↑ | 1 | XX | LCD Module / Driver ID [7:0]      |   |       |   |    |    |         |   | XX  |

| Extended Command Set               |      |     |     |       |             |           |    |            |      |      |            |     |     |
|------------------------------------|------|-----|-----|-------|-------------|-----------|----|------------|------|------|------------|-----|-----|
| Command Function                   | D/CX | RDX | WRX | D17-8 | D7          | D6        | D5 | D4         | D3   | D2   | D1         | D0  | Hex |
| RGB Interface<br>Signal Control    | 0    | 1   | ↑   | XX    | 1           | 0         | 1  | 1          | 0    | 0    | 0          | 0   | B0h |
|                                    | 1    | 1   | ↑   | XX    | ByPass_MODE | RCM [1:0] |    | X          | VSPL | HSPL | DPL        | EPL | 40  |
| Frame Control<br>(In Normal Mode)  | 0    | 1   | ↑   | XX    | 1           | 0         | 1  | 1          | 0    | 0    | 0          | 1   | B1h |
|                                    | 1    | 1   | ↑   | XX    | X           | X         | X  | X          | X    | X    | DIVA [1:0] |     | 00  |
|                                    | 1    | 1   | ↑   | XX    | X           | X         | X  | RTNA [4:0] |      |      |            |     | 1B  |
| Frame Control<br>(In Idle Mode)    | 0    | 1   | ↑   | XX    | 1           | 0         | 1  | 1          | 0    | 0    | 1          | 0   | B2h |
|                                    | 1    | 1   | ↑   | XX    | X           | X         | X  | X          | X    | X    | DIVB [1:0] |     | 00  |
|                                    | 1    | 1   | ↑   | XX    | X           | X         | X  | RTNB [4:0] |      |      |            |     | 1B  |
| Frame Control<br>(In Partial Mode) | 0    | 1   | ↑   | XX    | 1           | 0         | 1  | 1          | 0    | 0    | 1          | 1   | B3h |
|                                    | 1    | 1   | ↑   | XX    | X           | X         | X  | X          | X    | X    | DIVC [1:0] |     | 00  |
|                                    | 1    | 1   | ↑   | XX    | X           | X         | X  | RTNC [4:0] |      |      |            |     | 1B  |
| Display Inversion Control          | 0    | 1   | ↑   | XX    | 1           | 0         | 1  | 1          | 0    | 1    | 0          | 0   | B4h |
|                                    | 1    | 1   | ↑   | XX    | X           | X         | X  | X          | X    | NLA  | NLB        | NLC | 02  |
| Blanking Porch Control             | 0    | 1   | ↑   | XX    | 1           | 0         | 1  | 1          | 0    | 1    | 0          | 1   | B5h |
|                                    | 1    | 1   | ↑   | XX    | 0           | VFP [6:0] |    |            |      |      |            |     | 02  |
|                                    | 1    | 1   | ↑   | XX    | 0           | VBP [6:0] |    |            |      |      |            |     | 02  |
|                                    | 1    | 1   | ↑   | XX    | 0           | 0         | 0  | HFP [4:0]  |      |      |            |     | 0A  |
|                                    | 1    | 1   | ↑   | XX    | 0           | 0         | 0  | HBP [4:0]  |      |      |            |     | 14  |

|                          |   |   |   |    |                |               |             |    |              |               |          |           |     |    |
|--------------------------|---|---|---|----|----------------|---------------|-------------|----|--------------|---------------|----------|-----------|-----|----|
| Display Function Control | 0 | 1 | ↑ | XX | 1              | 0             | 1           | 1  | 0            | 1             | 1        | 0         | B6h |    |
|                          | 1 | 1 | ↑ | XX | X              | X             | X           | X  | PTG [1:0]    |               | PT [1:0] |           | 0A  |    |
|                          | 1 | 1 | ↑ | XX | REV            | GS            | SS          | SM | ISC [3:0]    |               |          |           |     | 82 |
|                          | 1 | 1 | ↑ | XX | X              | X             | NL [5:0]    |    |              |               |          |           |     | 27 |
|                          | 1 | 1 | ↑ | XX | X              | X             | PCDIV [5:0] |    |              |               |          |           |     | XX |
| Entry Mode Set           | 0 | 1 | ↑ | XX | 1              | 0             | 1           | 1  | 0            | 1             | 1        | 1         | B7h |    |
|                          | 1 | 1 | ↑ | XX | X              | X             | X           | X  | 0            | GON           | DTE      | GAS       | 07  |    |
| Backlight Control 1      | 0 | 1 | ↑ | XX | 1              | 0             | 1           | 1  | 1            | 0             | 0        | 0         | B8h |    |
|                          | 1 | 1 | ↑ | XX | X              | X             | X           | X  | X            | X             | X        | X         | XX  |    |
|                          | 1 | 1 | ↑ | XX | X              | X             | X           | X  | TH_UI [3:0]  |               |          |           |     | 04 |
| Backlight Control 2      | 0 | 1 | ↑ | XX | 1              | 0             | 1           | 1  | 1            | 0             | 0        | 1         | B9h |    |
|                          | 1 | 1 | ↑ | XX | X              | X             | X           | X  | X            | X             | X        | X         | XX  |    |
|                          | 1 | 1 | ↑ | XX | TH_MV [3:0]    |               |             |    | TH_ST [3:0]  |               |          |           | B8  |    |
| Backlight Control 3      | 0 | 1 | ↑ | XX | 1              | 0             | 1           | 1  | 1            | 0             | 1        | 0         | BAh |    |
|                          | 1 | 1 | ↑ | XX | X              | X             | X           | X  | X            | X             | X        | X         | XX  |    |
|                          | 1 | 1 | ↑ | XX | X              | X             | X           | X  | DTH_UI [3:0] |               |          |           | 04  |    |
| Backlight Control 4      | 0 | 1 | ↑ | XX | 1              | 0             | 1           | 1  | 1            | 0             | 1        | 1         | BBh |    |
|                          | 1 | 1 | ↑ | XX | X              | X             | X           | X  | X            | X             | X        | X         | XX  |    |
|                          | 1 | 1 | ↑ | XX | DTH_MV [3:0]   |               |             |    | DTH_ST [3:0] |               |          |           | C9  |    |
| Backlight Control 5      | 0 | 1 | ↑ | XX | 1              | 0             | 1           | 1  | 1            | 1             | 0        | 0         | BCh |    |
|                          | 1 | 1 | ↑ | XX | X              | X             | X           | X  | X            | X             | X        | X         | XX  |    |
|                          | 1 | 1 | ↑ | XX | DIM2 [3:0]     |               |             |    | X            | DIM1 [2:0]    |          |           | 44  |    |
| Backlight Control 7      | 0 | 1 | ↑ | XX | 1              | 0             | 1           | 1  | 1            | 1             | 1        | 0         | BEh |    |
|                          | 1 | 1 | ↑ | XX | PWM_DIV [7:0]  |               |             |    |              |               |          |           |     | 0F |
| Backlight Control 8      | 0 | 1 | ↑ | XX | 1              | 0             | 1           | 1  | 1            | 1             | 1        | 1         | BFh |    |
|                          | 1 | 1 | ↑ | XX | X              | X             | X           | X  | X            | LEDONR        | LEDONPOL | LEDPWMOPL | 00  |    |
| Power Control 1          | 0 | 1 | ↑ | XX | 1              | 1             | 0           | 0  | 0            | 0             | 0        | 0         | C0h |    |
|                          | 1 | 1 | ↑ | XX | X              | X             | VRH [5:0]   |    |              |               |          |           |     | 26 |
| Power Control 2          | 0 | 1 | ↑ | XX | 1              | 1             | 0           | 0  | 0            | 0             | 0        | 1         | C1h |    |
|                          | 1 | 1 | ↑ | XX | X              | X             | X           | X  | X            | BT [2:0]      |          |           |     | 00 |
| VCOM Control 1           | 0 | 1 | ↑ | XX | 1              | 1             | 0           | 0  | 0            | 1             | 0        | 1         | C5h |    |
|                          | 1 | 1 | ↑ | XX | X              | VMH [6:0]     |             |    |              |               |          |           |     | 31 |
|                          | 1 | 1 | ↑ | XX | X              | VML [6:0]     |             |    |              |               |          |           |     | 3C |
| VCOM Control 2           | 0 | 1 | ↑ | XX | 1              | 1             | 0           | 0  | 0            | 1             | 1        | 1         | C7h |    |
|                          | 1 | 1 | ↑ | XX | nVM            | VMF [6:0]     |             |    |              |               |          |           |     | C0 |
| NV Memory Write          | 0 | 1 | ↑ | XX | 1              | 1             | 0           | 1  | 0            | 0             | 0        | 0         | D0h |    |
|                          | 1 | 1 | ↑ | XX | X              | X             | X           | X  | X            | PGM_ADR [2:0] |          |           |     | 00 |
|                          | 1 | 1 | ↑ | XX | PGM_DATA [7:0] |               |             |    |              |               |          |           |     | XX |
| NV Memory Protection Key | 0 | 1 | ↑ | XX | 1              | 1             | 0           | 1  | 0            | 0             | 0        | 1         | D1h |    |
|                          | 1 | 1 | ↑ | XX | KEY [23:16]    |               |             |    |              |               |          |           |     | 55 |
|                          | 1 | 1 | ↑ | XX | KEY [15:8]     |               |             |    |              |               |          |           |     | AA |
|                          | 1 | 1 | ↑ | XX | KEY [7:0]      |               |             |    |              |               |          |           |     | 66 |
| NV Memory Status Read    | 0 | 1 | ↑ | XX | 1              | 1             | 0           | 1  | 0            | 0             | 1        | 0         | D2h |    |
|                          | 1 | ↑ | 1 | XX | X              | X             | X           | X  | X            | X             | X        | X         | XX  |    |
|                          | 1 | ↑ | 1 | XX | X              | ID2_CNT [2:0] |             |    | X            | ID1_CNT [2:0] |          |           | XX  |    |
|                          | 1 | ↑ | 1 | XX | BUSY           | VMF_CNT [2:0] |             |    | X            | ID3_CNT [2:0] |          |           | XX  |    |

|                            |   |   |   |    |             |            |            |            |             |    |           |        |     |
|----------------------------|---|---|---|----|-------------|------------|------------|------------|-------------|----|-----------|--------|-----|
| Read ID4                   | 0 | ↑ | 1 | XX | 1           | 1          | 0          | 1          | 0           | 0  | 1         | 1      | D3h |
|                            | 1 | ↑ | 1 | XX | X           | X          | X          | X          | X           | X  | X         | X      | XX  |
|                            | 1 | ↑ | 1 | XX | 0           | 0          | 0          | 0          | 0           | 0  | 0         | 0      | 00  |
|                            | 1 | ↑ | 1 | XX | 1           | 0          | 0          | 1          | 0           | 0  | 1         | 1      | 93  |
|                            | 1 | ↑ | 1 | XX | 0           | 1          | 0          | 0          | 0           | 0  | 0         | 1      | 41  |
| Positive Gamma Correction  | 0 | 1 | ↑ | XX | 1           | 1          | 1          | 0          | 0           | 0  | 0         | 0      | E0h |
|                            | 1 | 1 | ↑ | XX | X           | X          | X          | X          | VP0 [3:0]   |    |           |        | 08  |
|                            | 1 | 1 | ↑ | XX | X           | X          | VP1 [5:0]  |            |             |    | 0E        |        |     |
|                            | 1 | 1 | ↑ | XX | X           | X          | VP2 [5:0]  |            |             |    | 12        |        |     |
|                            | 1 | 1 | ↑ | XX | X           | X          | X          | X          | VP4 [3:0]   |    |           | 05     |     |
|                            | 1 | 1 | ↑ | XX | X           | X          | X          | VP6 [4:0]  |             |    |           | 03     |     |
|                            | 1 | 1 | ↑ | XX | X           | X          | X          | X          | VP13 [3:0]  |    |           | 09     |     |
|                            | 1 | 1 | ↑ | XX | X           | VP20 [6:0] |            |            |             | 47 |           |        |     |
|                            | 1 | 1 | ↑ | XX | VP36 [3:0]  |            |            |            | VP27 [3:0]  |    |           | 86     |     |
|                            | 1 | 1 | ↑ | XX | X           | VP43 [6:0] |            |            |             | 2B |           |        |     |
|                            | 1 | 1 | ↑ | XX | X           | X          | X          | X          | VP50 [3:0]  |    |           | 0B     |     |
|                            | 1 | 1 | ↑ | XX | X           | X          | X          | VP57 [4:0] |             |    |           | 04     |     |
|                            | 1 | 1 | ↑ | XX | X           | X          | X          | X          | VP59 [3:0]  |    |           | 00     |     |
|                            | 1 | 1 | ↑ | XX | X           | X          | VP61 [5:0] |            |             |    | 00        |        |     |
|                            | 1 | 1 | ↑ | XX | X           | X          | VP62 [5:0] |            |             |    | 00        |        |     |
|                            | 1 | 1 | ↑ | XX | X           | X          | X          | X          | VP63 [3:0]  |    |           | 00     |     |
| Negative Gamma Correction  | 0 | 1 | ↑ | XX | 1           | 1          | 1          | 0          | 0           | 0  | 0         | 1      | E1h |
|                            | 1 | 1 | ↑ | XX | X           | X          | X          | X          | VN0 [3:0]   |    |           |        | 08  |
|                            | 1 | 1 | ↑ | XX | X           | X          | VN1 [5:0]  |            |             |    | 1A        |        |     |
|                            | 1 | 1 | ↑ | XX | X           | X          | VN2 [5:0]  |            |             |    | 20        |        |     |
|                            | 1 | 1 | ↑ | XX | X           | X          | X          | X          | VN4 [3:0]   |    |           | 07     |     |
|                            | 1 | 1 | ↑ | XX | X           | X          | X          | VN6 [4:0]  |             |    |           | 0E     |     |
|                            | 1 | 1 | ↑ | XX | X           | X          | X          | X          | VN13 [3:0]  |    |           | 05     |     |
|                            | 1 | 1 | ↑ | XX | X           | VN20 [6:0] |            |            |             | 3A |           |        |     |
|                            | 1 | 1 | ↑ | XX | VN36 [3:0]  |            |            |            | VN27 [3:0]  |    |           | 8A     |     |
|                            | 1 | 1 | ↑ | XX | X           | VN43 [6:0] |            |            |             | 40 |           |        |     |
|                            | 1 | 1 | ↑ | XX | X           | X          | X          | X          | VN50 [3:0]  |    |           | 04     |     |
|                            | 1 | 1 | ↑ | XX | X           | X          | X          | VN57 [4:0] |             |    |           | 18     |     |
|                            | 1 | 1 | ↑ | XX | X           | X          | X          | X          | VN59 [3:0]  |    |           | 0F     |     |
|                            | 1 | 1 | ↑ | XX | X           | X          | VN61 [5:0] |            |             |    | 3F        |        |     |
|                            | 1 | 1 | ↑ | XX | X           | X          | VN62 [5:0] |            |             |    | 3F        |        |     |
|                            | 1 | 1 | ↑ | XX | X           | X          | X          | X          | VN63 [3:0]  |    |           | 0F     |     |
| Digital Gamma Control 1    | 0 | 1 | ↑ | XX | 1           | 1          | 1          | 0          | 0           | 0  | 1         | 0      | E2h |
| 1 <sup>st</sup> Parameter  | 1 | 1 | ↑ | XX | RCA0 [3:0]  |            |            |            | BCA0 [3:0]  |    |           |        | XX  |
| :                          | 1 | 1 | ↑ | XX | RCAx [3:0]  |            |            |            | BCAx [3:0]  |    |           |        | XX  |
| 16 <sup>th</sup> Parameter | 1 | 1 | ↑ | XX | RCA15 [3:0] |            |            |            | BCA15 [3:0] |    |           |        | XX  |
| Digital Gamma Control 2    | 0 | 1 | ↑ | XX | 1           | 1          | 1          | 0          | 0           | 0  | 1         | 1      | E3h |
| 1 <sup>st</sup> Parameter  | 1 | 1 | ↑ | XX | RFA0 [3:0]  |            |            |            | BFA0 [3:0]  |    |           |        | XX  |
| :                          | 1 | 1 | ↑ | XX | RFAx [3:0]  |            |            |            | BFAx [3:0]  |    |           |        | XX  |
| 64 <sup>th</sup> Parameter | 1 | 1 | ↑ | XX | RFA63 [3:0] |            |            |            | BFA63 [3:0] |    |           |        | XX  |
| Interface Control          | 0 | 1 | ↑ | XX | 1           | 1          | 1          | 1          | 0           | 1  | 1         | 0      | F6h |
|                            | 1 | 1 | ↑ | XX | MY_EOR      | MX_EOR     | MV_EOR     | X          | BGR_EOR     | X  | X         | WEMODE | 01  |
|                            | 1 | 1 | ↑ | XX | X           | X          | EPF [1:0]  |            | X           | X  | MDT [1:0] |        | 00  |
|                            | 1 | 1 | ↑ | XX | X           | X          | ENDIAN     | X          | DM [1:0]    |    | RM        | RIM    | 00  |

Note 1: Undefined commands are treated as NOP (00h) command.

Note 2: B0 to D9 and DE to FF are for factory use of display supplier. USER can decide if these commands are available or they are treated as NOP (00h) commands before shipping to USER. Default value is NOP

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(00h).

*Note 3: Commands 10h, 12h, 13h, 26h, 28h, 29h, 30h, 36h (Bit B4 only), 38h and 39h are updated during V-SYNC when ILI9341 is in Sleep OUT mode to avoid abnormal visual effects. During Sleep IN mode, these commands are updated immediately. Read status (09h), Read display power mode (0Ah), Read display MADCTL (0Bh), Read display pixel format (0Ch), Read display image mode (0Dh), Read display signal mode (0Eh) and Read display self diagnostic result (0Fh) of these commands are updated immediately both in Sleep IN mode and Sleep OUT mode.*



## 8.2. Description of Level 1 Command

### 8.2.1. NOP (00h)

| 00h                                       | NOP (No Operation)   |     |     |       |    |    |    |    |    |    |    |    |     |        |               |  |     |   |     |   |     |  |     |          |     |
|---|--|-----|-----|-------|----|----|----|----|----|----|----|----|-----|--------|---------------|--|-----|---|-----|---|-----|--|-----|----------|-----|
|   | D/CX   | RDX | WRX | D17-8 | D7 | D6 | D5 | D4 | D3 | D2 | D1 | D0 | HEX |        |               |  |     |   |     |   |     |  |     |          |     |
| Command                                   | 0  | 1   | ↑   | XX    | 0  | 0  | 0  | 0  | 0  | 0  | 0  | 0  | 00h |        |               |  |     |   |     |   |     |  |     |          |     |
| Parameter                                 | No Parameter.  |     |     |       |    |    |    |    |    |    |    |    |     |        |               |  |     |   |     |   |     |  |     |          |     |
| Description                               | This command is an empty command; it does not have any effect on the display module. However it can be used to terminate Frame Memory Write or Read as described in RAMWR (Memory Write) and RAMRD (Memory Read) Commands.<br><br>X = Don't care.  |     |     |       |    |    |    |    |    |    |    |    |     |        |               |  |     |   |     |   |     |  |     |          |     |
| Restriction                               | None   |     |     |       |    |    |    |    |    |    |    |    |     |        |               |  |     |   |     |   |     |  |     |          |     |
| Register Availability                     | <table><tr><th>Status</th><th>Availability</th></tr><tr><td>Normal Mode On, Idle Mode Off, Sleep Out</td><td>Yes</td></tr><tr><td>Normal Mode On, Idle Mode On, Sleep Out</td><td>Yes</td></tr><tr><td>Partial Mode On, Idle Mode Off, Sleep Out</td><td>Yes</td></tr><tr><td>Partial Mode On, Idle Mode On, Sleep Out</td><td>Yes</td></tr><tr><td>Sleep In</td><td>Yes</td></tr></table> |     |     |       |    |    |    |    |    |    |    |    |     | Status | Availability  | Normal Mode On, Idle Mode Off, Sleep Out | Yes | Normal Mode On, Idle Mode On, Sleep Out | Yes | Partial Mode On, Idle Mode Off, Sleep Out | Yes | Partial Mode On, Idle Mode On, Sleep Out | Yes | Sleep In | Yes |
| Status                                    | Availability   |     |     |       |    |    |    |    |    |    |    |    |     |        |               |  |     |   |     |   |     |  |     |          |     |
| Normal Mode On, Idle Mode Off, Sleep Out  | Yes  |     |     |       |    |    |    |    |    |    |    |    |     |        |               |  |     |   |     |   |     |  |     |          |     |
| Normal Mode On, Idle Mode On, Sleep Out   | Yes  |     |     |       |    |    |    |    |    |    |    |    |     |        |               |  |     |   |     |   |     |  |     |          |     |
| Partial Mode On, Idle Mode Off, Sleep Out | Yes  |     |     |       |    |    |    |    |    |    |    |    |     |        |               |  |     |   |     |   |     |  |     |          |     |
| Partial Mode On, Idle Mode On, Sleep Out  | Yes  |     |     |       |    |    |    |    |    |    |    |    |     |        |               |  |     |   |     |   |     |  |     |          |     |
| Sleep In                                  | Yes  |     |     |       |    |    |    |    |    |    |    |    |     |        |               |  |     |   |     |   |     |  |     |          |     |
| Default                                   | <table><tr><th>Status</th><th>Default Value</th></tr><tr><td>Power On Sequence</td><td>N/A</td></tr><tr><td>SW Reset</td><td>N/A</td></tr><tr><td>HW Reset</td><td>N/A</td></tr></table>   |     |     |       |    |    |    |    |    |    |    |    |     | Status | Default Value | Power On Sequence                        | N/A | SW Reset                                | N/A | HW Reset                                  | N/A |  |     |          |     |
| Status                                    | Default Value  |     |     |       |    |    |    |    |    |    |    |    |     |        |               |  |     |   |     |   |     |  |     |          |     |
| Power On Sequence                         | N/A  |     |     |       |    |    |    |    |    |    |    |    |     |        |               |  |     |   |     |   |     |  |     |          |     |
| SW Reset                                  | N/A  |     |     |       |    |    |    |    |    |    |    |    |     |        |               |  |     |   |     |   |     |  |     |          |     |
| HW Reset                                  | N/A  |     |     |       |    |    |    |    |    |    |    |    |     |        |               |  |     |   |     |   |     |  |     |          |     |
| Flow Chart                                | None   |     |     |       |    |    |    |    |    |    |    |    |     |        |               |  |     |   |     |   |     |  |     |          |     |

### 8.2.2. Software Reset (01h)

| 01h                                       | SWRESET   |     |     |       |    |    |    |    |    |    |    |    |     |        |               |  |     |   |     |   |     |  |     |          |     |
|---|---|-----|-----|-------|----|----|----|----|----|----|----|----|-----|--------|---------------|--|-----|---|-----|---|-----|--|-----|----------|-----|
|   | D/CX  | RDX | WRX | D17-8 | D7 | D6 | D5 | D4 | D3 | D2 | D1 | D0 | HEX |        |               |  |     |   |     |   |     |  |     |          |     |
| Command                                   | 0   | 1   | ↑   | XX    | 0  | 0  | 0  | 0  | 0  | 0  | 0  | 1  | 01h |        |               |  |     |   |     |   |     |  |     |          |     |
| Parameter                                 | No Parameter.   |     |     |       |    |    |    |    |    |    |    |    |     |        |               |  |     |   |     |   |     |  |     |          |     |
| Description                               | <p>When the Software Reset command is written, it causes a software reset. It resets the commands and parameters to their S/W Reset default values. (See default tables in each command description.)</p> <p>Note: The Frame Memory contents are unaffected by this command</p> <p>X = Don't care.</p>  |     |     |       |    |    |    |    |    |    |    |    |     |        |               |  |     |   |     |   |     |  |     |          |     |
| Restriction                               | <p>It will be necessary to wait 5msec before sending new command following software reset. The display module loads all display supplier factory default values to the registers during this 5msec. If Software Reset is applied during Sleep Out mode, it will be necessary to wait 120msec before sending Sleep out command. Software Reset Command cannot be sent during Sleep Out sequence.</p> |     |     |       |    |    |    |    |    |    |    |    |     |        |               |  |     |   |     |   |     |  |     |          |     |
| Register Availability                     | <table><tr><th>Status</th><th>Availability</th></tr><tr><td>Normal Mode On, Idle Mode Off, Sleep Out</td><td>Yes</td></tr><tr><td>Normal Mode On, Idle Mode On, Sleep Out</td><td>Yes</td></tr><tr><td>Partial Mode On, Idle Mode Off, Sleep Out</td><td>Yes</td></tr><tr><td>Partial Mode On, Idle Mode On, Sleep Out</td><td>Yes</td></tr><tr><td>Sleep In</td><td>Yes</td></tr></table>          |     |     |       |    |    |    |    |    |    |    |    |     | Status | Availability  | Normal Mode On, Idle Mode Off, Sleep Out | Yes | Normal Mode On, Idle Mode On, Sleep Out | Yes | Partial Mode On, Idle Mode Off, Sleep Out | Yes | Partial Mode On, Idle Mode On, Sleep Out | Yes | Sleep In | Yes |
| Status                                    | Availability  |     |     |       |    |    |    |    |    |    |    |    |     |        |               |  |     |   |     |   |     |  |     |          |     |
| Normal Mode On, Idle Mode Off, Sleep Out  | Yes   |     |     |       |    |    |    |    |    |    |    |    |     |        |               |  |     |   |     |   |     |  |     |          |     |
| Normal Mode On, Idle Mode On, Sleep Out   | Yes   |     |     |       |    |    |    |    |    |    |    |    |     |        |               |  |     |   |     |   |     |  |     |          |     |
| Partial Mode On, Idle Mode Off, Sleep Out | Yes   |     |     |       |    |    |    |    |    |    |    |    |     |        |               |  |     |   |     |   |     |  |     |          |     |
| Partial Mode On, Idle Mode On, Sleep Out  | Yes   |     |     |       |    |    |    |    |    |    |    |    |     |        |               |  |     |   |     |   |     |  |     |          |     |
| Sleep In                                  | Yes   |     |     |       |    |    |    |    |    |    |    |    |     |        |               |  |     |   |     |   |     |  |     |          |     |
| Default                                   | <table><tr><th>Status</th><th>Default Value</th></tr><tr><td>Power On Sequence</td><td>N/A</td></tr><tr><td>SW Reset</td><td>N/A</td></tr><tr><td>HW Reset</td><td>N/A</td></tr></table>  |     |     |       |    |    |    |    |    |    |    |    |     | Status | Default Value | Power On Sequence                        | N/A | SW Reset                                | N/A | HW Reset                                  | N/A |  |     |          |     |
| Status                                    | Default Value   |     |     |       |    |    |    |    |    |    |    |    |     |        |               |  |     |   |     |   |     |  |     |          |     |
| Power On Sequence                         | N/A   |     |     |       |    |    |    |    |    |    |    |    |     |        |               |  |     |   |     |   |     |  |     |          |     |
| SW Reset                                  | N/A   |     |     |       |    |    |    |    |    |    |    |    |     |        |               |  |     |   |     |   |     |  |     |          |     |
| HW Reset                                  | N/A   |     |     |       |    |    |    |    |    |    |    |    |     |        |               |  |     |   |     |   |     |  |     |          |     |
| Flow Chart                                | <div><div><div>SWRESET(01h)</div><div>↓</div><div>Display whole blank screen</div><div>↓</div><div>Set Commands to S/W Default Values</div><div>↓</div><div>Sleep In Mode</div></div><div><div>Legend</div><div><div>Command</div><div>Parameter</div><div>Display</div><div>Action</div><div>Mode</div><div>Sequential transfer</div></div></div></div>  |     |     |       |    |    |    |    |    |    |    |    |     |        |               |  |     |   |     |   |     |  |     |          |     |

### 8.2.3. Read display identification information (04h)

| 04h                                       | RDDIDIF (Read Display Identification Information)  |     |     |       |           |    |    |    |    |    |    |    |     |        |               |  |                 |   |                 |   |                 |  |     |          |     |
|---|--|-----|-----|-------|-----------|----|----|----|----|----|----|----|-----|--------|---------------|--|-----------------|---|-----------------|---|-----------------|--|-----|----------|-----|
|   | D/CX   | RDX | WRX | D17-8 | D7        | D6 | D5 | D4 | D3 | D2 | D1 | D0 | HEX |        |               |  |                 |   |                 |   |                 |  |     |          |     |
| Command                                   | 0  | 1   | ↑   | XX    | 0         | 0  | 0  | 0  | 0  | 1  | 0  | 0  | 04h |        |               |  |                 |   |                 |   |                 |  |     |          |     |
| 1 <sup>st</sup> Parameter                 | 1  | ↑   | 1   | XX    | X         | X  | X  | X  | X  | X  | X  | X  | X   |        |               |  |                 |   |                 |   |                 |  |     |          |     |
| 2 <sup>nd</sup> Parameter                 | 1  | ↑   | 1   | XX    | ID1 [7:0] |    |    |    |    |    |    |    | XX  |        |               |  |                 |   |                 |   |                 |  |     |          |     |
| 3 <sup>rd</sup> Parameter                 | 1  | ↑   | 1   | XX    | ID2 [7:0] |    |    |    |    |    |    |    | XX  |        |               |  |                 |   |                 |   |                 |  |     |          |     |
| 4 <sup>th</sup> Parameter                 | 1  | ↑   | 1   | XX    | ID3 [7:0] |    |    |    |    |    |    |    | XX  |        |               |  |                 |   |                 |   |                 |  |     |          |     |
| Description                               | This read byte returns 24 bits display identification information.   |     |     |       |           |    |    |    |    |    |    |    |     |        |               |  |                 |   |                 |   |                 |  |     |          |     |
|   | The 1 <sup>st</sup> parameter is dummy data.   |     |     |       |           |    |    |    |    |    |    |    |     |        |               |  |                 |   |                 |   |                 |  |     |          |     |
|   | The 2 <sup>nd</sup> parameter (ID1 [7:0]): LCD module's manufacturer ID.   |     |     |       |           |    |    |    |    |    |    |    |     |        |               |  |                 |   |                 |   |                 |  |     |          |     |
|   | The 3 <sup>rd</sup> parameter (ID2 [7:0]): LCD module/driver version ID.   |     |     |       |           |    |    |    |    |    |    |    |     |        |               |  |                 |   |                 |   |                 |  |     |          |     |
|   | The 4 <sup>th</sup> parameter (ID3 [7:0]): LCD module/driver ID.   |     |     |       |           |    |    |    |    |    |    |    |     |        |               |  |                 |   |                 |   |                 |  |     |          |     |
| Restriction                               |  |     |     |       |           |    |    |    |    |    |    |    |     |        |               |  |                 |   |                 |   |                 |  |     |          |     |
| Register Availability                     | <table><tr><th>Status</th><th>Availability</th></tr><tr><td>Normal Mode On, Idle Mode Off, Sleep Out</td><td>Yes</td></tr><tr><td>Normal Mode On, Idle Mode On, Sleep Out</td><td>Yes</td></tr><tr><td>Partial Mode On, Idle Mode Off, Sleep Out</td><td>Yes</td></tr><tr><td>Partial Mode On, Idle Mode On, Sleep Out</td><td>Yes</td></tr><tr><td>Sleep In</td><td>Yes</td></tr></table>   |     |     |       |           |    |    |    |    |    |    |    |     | Status | Availability  | Normal Mode On, Idle Mode Off, Sleep Out | Yes             | Normal Mode On, Idle Mode On, Sleep Out | Yes             | Partial Mode On, Idle Mode Off, Sleep Out | Yes             | Partial Mode On, Idle Mode On, Sleep Out | Yes | Sleep In | Yes |
| Status                                    | Availability   |     |     |       |           |    |    |    |    |    |    |    |     |        |               |  |                 |   |                 |   |                 |  |     |          |     |
| Normal Mode On, Idle Mode Off, Sleep Out  | Yes  |     |     |       |           |    |    |    |    |    |    |    |     |        |               |  |                 |   |                 |   |                 |  |     |          |     |
| Normal Mode On, Idle Mode On, Sleep Out   | Yes  |     |     |       |           |    |    |    |    |    |    |    |     |        |               |  |                 |   |                 |   |                 |  |     |          |     |
| Partial Mode On, Idle Mode Off, Sleep Out | Yes  |     |     |       |           |    |    |    |    |    |    |    |     |        |               |  |                 |   |                 |   |                 |  |     |          |     |
| Partial Mode On, Idle Mode On, Sleep Out  | Yes  |     |     |       |           |    |    |    |    |    |    |    |     |        |               |  |                 |   |                 |   |                 |  |     |          |     |
| Sleep In                                  | Yes  |     |     |       |           |    |    |    |    |    |    |    |     |        |               |  |                 |   |                 |   |                 |  |     |          |     |
| Default                                   | <table><tr><th>Status</th><th>Default Value</th></tr><tr><td>Power On Sequence</td><td>See description</td></tr><tr><td>SW Reset</td><td>See description</td></tr><tr><td>HW Reset</td><td>See description</td></tr></table>   |     |     |       |           |    |    |    |    |    |    |    |     | Status | Default Value | Power On Sequence                        | See description | SW Reset                                | See description | HW Reset                                  | See description |  |     |          |     |
| Status                                    | Default Value  |     |     |       |           |    |    |    |    |    |    |    |     |        |               |  |                 |   |                 |   |                 |  |     |          |     |
| Power On Sequence                         | See description  |     |     |       |           |    |    |    |    |    |    |    |     |        |               |  |                 |   |                 |   |                 |  |     |          |     |
| SW Reset                                  | See description  |     |     |       |           |    |    |    |    |    |    |    |     |        |               |  |                 |   |                 |   |                 |  |     |          |     |
| HW Reset                                  | See description  |     |     |       |           |    |    |    |    |    |    |    |     |        |               |  |                 |   |                 |   |                 |  |     |          |     |
| Flow Chart                                | <div><div>RDDIDIF(04h)</div><div>Host</div><div>Driver</div><div>1st Parameter: Dummy Read<br/>2nd Parameter: Send LCD module's manufacturer information<br/>3rd Parameter: Send panel type and LCM/driver version information<br/>4th Parameter: Send module/driver information</div><div><div>Legend</div><div>Command</div><div>Parameter</div><div>Display</div><div>Action</div><div>Mode</div><div>Sequential transfer</div></div></div> |     |     |       |           |    |    |    |    |    |    |    |     |        |               |  |                 |   |                 |   |                 |  |     |          |     |

## 8.2.4. Read Display Status (09h)

| 09h                       | RDDST (Read Display Status)   |   |     |       |             |   |    |    |           |          |    |    |     |
|---------------------------|---|---|-----|-------|-------------|---|----|----|-----------|----------|----|----|-----|
|                           | D/CX  | RDX                                     | WRX | D17-8 | D7          | D6  | D5 | D4 | D3        | D2       | D1 | D0 | HEX |
| Command                   | 0   | 1                                       | ↑   | XX    | 0           | 0   | 0  | 0  | 1         | 0        | 0  | 1  | 09h |
| 1 <sup>st</sup> Parameter | 1   | ↑                                       | 1   | XX    | X           | X   | X  | X  | X         | X        | X  | X  | X   |
| 2 <sup>nd</sup> Parameter | 1   | ↑                                       | 1   | XX    | D [31:25]   |   |    |    |           |          |    | 0  | 00  |
| 3 <sup>rd</sup> Parameter | 1   | ↑                                       | 1   | XX    | 0           | D [22:20]                                       |    |    | D [19:16] |          |    |    | 61  |
| 4 <sup>th</sup> Parameter | 1   | ↑                                       | 1   | XX    | 0           | 0   | 0  | 0  | 0         | D [10:8] |    |    | 00  |
| 5 <sup>th</sup> Parameter | 1   | ↑                                       | 1   | XX    | D [7:5]     |   |    | 0  | 0         | 0        | 0  | 0  | 00  |
| Description               | This command indicates the current status of the display as described in the table below: |   |     |       |             |   |    |    |           |          |    |    |     |
|                           | Bit   | Description                             |     |       | Value       | Status  |    |    |           |          |    |    |     |
|                           | D31   | Booster voltage status                  |     |       | 0           | Booster OFF                                     |    |    |           |          |    |    |     |
|                           |   |   |     |       | 1           | Booster ON                                      |    |    |           |          |    |    |     |
|                           | D30   | Row address order                       |     |       | 0           | Top to Bottom (When MADCTL B7='0')              |    |    |           |          |    |    |     |
|                           |   |   |     |       | 1           | Bottom to Top (When MADCTL B7='1')              |    |    |           |          |    |    |     |
|                           | D29   | Column address order                    |     |       | 0           | Left to Right (When MADCTL B6='0').             |    |    |           |          |    |    |     |
|                           |   |   |     |       | 1           | Right to Left (When MADCTL B6='1').             |    |    |           |          |    |    |     |
|                           | D28   | Row/column exchange                     |     |       | 0           | Normal Mode (When MADCTL B5='0').               |    |    |           |          |    |    |     |
|                           |   |   |     |       | 1           | Reverse Mode (When MADCTL B5='1').              |    |    |           |          |    |    |     |
|                           | D27   | Vertical refresh                        |     |       | 0           | LCD Refresh Top to Bottom (When MADCTL B4='0')  |    |    |           |          |    |    |     |
|                           |   |   |     |       | 1           | LCD Refresh Bottom to Top (When MADCTL B4='1'). |    |    |           |          |    |    |     |
|                           | D26   | RGB/BGR order                           |     |       | 0           | RGB (When MADCTL B3='0')                        |    |    |           |          |    |    |     |
|                           |   |   |     |       | 1           | BGR (When MADCTL B3='1')                        |    |    |           |          |    |    |     |
|                           | D25   | Horizontal refresh order                |     |       | 0           | LCD Refresh Left to Right (When MADCTL B2='0')  |    |    |           |          |    |    |     |
|                           |   |   |     |       | 1           | LCD Refresh Right to Left (When MADCTL B2='1')  |    |    |           |          |    |    |     |
|                           | D24   | Not used                                |     |       | 0           | ---   |    |    |           |          |    |    |     |
|                           | D23   | Not used                                |     |       | 0           | ---   |    |    |           |          |    |    |     |
|                           | D22   | Interface color pixel format definition |     |       | 101         | 16-bit/pixel                                    |    |    |           |          |    |    |     |
|                           | 110   |   |     |       |             |   |    |    |           |          |    |    |     |
|                           |   |   |     |       | D21         |   |    |    |           |          |    |    |     |
|                           | D20   |   |     |       |             |   |    |    |           |          |    |    |     |
|                           | D19   | Idle mode ON/OFF                        |     |       | 0           | Idle Mode OFF                                   |    |    |           |          |    |    |     |
|                           |   |   |     |       | 1           | Idle Mode ON                                    |    |    |           |          |    |    |     |
|                           | D18   | Partial mode ON/OFF                     |     |       | 0           | Partial Mode OFF                                |    |    |           |          |    |    |     |
|                           |   |   |     |       | 1           | Partial Mode ON.                                |    |    |           |          |    |    |     |
|                           | D17   | Sleep IN/OUT                            |     |       | 0           | Sleep IN Mode                                   |    |    |           |          |    |    |     |
|                           |   |   |     |       | 1           | Sleep OUT Mode.                                 |    |    |           |          |    |    |     |
|                           | D16   | Display normal mode ON/OFF              |     |       | 0           | Display Normal Mode OFF.                        |    |    |           |          |    |    |     |
|                           |   |   |     |       | 1           | Display Normal Mode ON.                         |    |    |           |          |    |    |     |
|                           | D15   | Vertical scrolling status               |     |       | 0           | Scroll OFF                                      |    |    |           |          |    |    |     |
|                           | D14   | Not used                                |     |       | 0           | ---   |    |    |           |          |    |    |     |
|                           | D13   | Inversion status                        |     |       | 0           | Not defined                                     |    |    |           |          |    |    |     |
|                           | D12   | All pixel ON                            |     |       | 0           | Not defined                                     |    |    |           |          |    |    |     |
|                           | D11   | All pixel OFF                           |     |       | 0           | Not defined                                     |    |    |           |          |    |    |     |
|                           | D10   | Display ON/OFF                          |     |       | 0           | Display is OFF                                  |    |    |           |          |    |    |     |
|                           |   |   |     |       | 1           | Display is ON                                   |    |    |           |          |    |    |     |
|                           | D9  | Tearing effect line ON/OFF              |     |       | 0           | Tearing Effect Line OFF                         |    |    |           |          |    |    |     |
|                           |   |   |     |       | 1           | Tearing Effect ON                               |    |    |           |          |    |    |     |
|                           | D[8:6]  | Gamma curve selection                   |     |       | 000         | GC0   |    |    |           |          |    |    |     |
|                           |   |   |     |       | 001         | ---   |    |    |           |          |    |    |     |
|                           |   |   |     |       | 010         | ---   |    |    |           |          |    |    |     |
|                           |   |   |     |       | 011         | ---   |    |    |           |          |    |    |     |
| other                     |   |   |     |       | Not defined |   |    |    |           |          |    |    |     |

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|   |   | <table><tr><td>D5</td><td>Tearing effect line mode</td><td>0</td><td>Mode 1, V-Blanking only</td></tr><tr><td></td><td></td><td>1</td><td>Mode 2, both H-Blanking and V-Blanking.</td></tr><tr><td>D4</td><td>Not used</td><td>0</td><td>---</td></tr><tr><td>D3</td><td>Not used</td><td>0</td><td>---</td></tr><tr><td>D2</td><td>Not used</td><td>0</td><td>---</td></tr><tr><td>D1</td><td>Not used</td><td>0</td><td>---</td></tr><tr><td>D0</td><td>Not used</td><td>0</td><td>---</td></tr></table> | D5                                      | Tearing effect line mode | 0             | Mode 1, V-Blanking only                  |               |   | 1             | Mode 2, both H-Blanking and V-Blanking.   | D4            | Not used                                 | 0   | ---      | D3  | Not used | 0 | --- | D2 | Not used | 0 | --- | D1 | Not used | 0 | --- | D0 | Not used | 0 | --- |
|---|---|--|---|--------------------------|---------------|--|---------------|---|---------------|---|---------------|--|-----|----------|-----|----------|---|-----|----|----------|---|-----|----|----------|---|-----|----|----------|---|-----|
| D5  | Tearing effect line mode  | 0  | Mode 1, V-Blanking only                 |                          |               |  |               |   |               |   |               |  |     |          |     |          |   |     |    |          |   |     |    |          |   |     |    |          |   |     |
|   |   | 1  | Mode 2, both H-Blanking and V-Blanking. |                          |               |  |               |   |               |   |               |  |     |          |     |          |   |     |    |          |   |     |    |          |   |     |    |          |   |     |
| D4  | Not used  | 0  | ---                                     |                          |               |  |               |   |               |   |               |  |     |          |     |          |   |     |    |          |   |     |    |          |   |     |    |          |   |     |
| D3  | Not used  | 0  | ---                                     |                          |               |  |               |   |               |   |               |  |     |          |     |          |   |     |    |          |   |     |    |          |   |     |    |          |   |     |
| D2  | Not used  | 0  | ---                                     |                          |               |  |               |   |               |   |               |  |     |          |     |          |   |     |    |          |   |     |    |          |   |     |    |          |   |     |
| D1  | Not used  | 0  | ---                                     |                          |               |  |               |   |               |   |               |  |     |          |     |          |   |     |    |          |   |     |    |          |   |     |    |          |   |     |
| D0  | Not used  | 0  | ---                                     |                          |               |  |               |   |               |   |               |  |     |          |     |          |   |     |    |          |   |     |    |          |   |     |    |          |   |     |
| X = Don't care                            |   |  |   |                          |               |  |               |   |               |   |               |  |     |          |     |          |   |     |    |          |   |     |    |          |   |     |    |          |   |     |
| Restriction                               |   |  |   |                          |               |  |               |   |               |   |               |  |     |          |     |          |   |     |    |          |   |     |    |          |   |     |    |          |   |     |
| Register Availability                     | <table><tr><th>Status</th><th>Availability</th></tr><tr><td>Normal Mode On, Idle Mode Off, Sleep Out</td><td>Yes</td></tr><tr><td>Normal Mode On, Idle Mode On, Sleep Out</td><td>Yes</td></tr><tr><td>Partial Mode On, Idle Mode Off, Sleep Out</td><td>Yes</td></tr><tr><td>Partial Mode On, Idle Mode On, Sleep Out</td><td>Yes</td></tr><tr><td>Sleep In</td><td>Yes</td></tr></table>  |  |   | Status                   | Availability  | Normal Mode On, Idle Mode Off, Sleep Out | Yes           | Normal Mode On, Idle Mode On, Sleep Out | Yes           | Partial Mode On, Idle Mode Off, Sleep Out | Yes           | Partial Mode On, Idle Mode On, Sleep Out | Yes | Sleep In | Yes |          |   |     |    |          |   |     |    |          |   |     |    |          |   |     |
| Status                                    | Availability  |  |   |                          |               |  |               |   |               |   |               |  |     |          |     |          |   |     |    |          |   |     |    |          |   |     |    |          |   |     |
| Normal Mode On, Idle Mode Off, Sleep Out  | Yes   |  |   |                          |               |  |               |   |               |   |               |  |     |          |     |          |   |     |    |          |   |     |    |          |   |     |    |          |   |     |
| Normal Mode On, Idle Mode On, Sleep Out   | Yes   |  |   |                          |               |  |               |   |               |   |               |  |     |          |     |          |   |     |    |          |   |     |    |          |   |     |    |          |   |     |
| Partial Mode On, Idle Mode Off, Sleep Out | Yes   |  |   |                          |               |  |               |   |               |   |               |  |     |          |     |          |   |     |    |          |   |     |    |          |   |     |    |          |   |     |
| Partial Mode On, Idle Mode On, Sleep Out  | Yes   |  |   |                          |               |  |               |   |               |   |               |  |     |          |     |          |   |     |    |          |   |     |    |          |   |     |    |          |   |     |
| Sleep In                                  | Yes   |  |   |                          |               |  |               |   |               |   |               |  |     |          |     |          |   |     |    |          |   |     |    |          |   |     |    |          |   |     |
| Default                                   | <table><tr><th>Status</th><th>Default Value</th></tr><tr><td>Power On Sequence</td><td>32'h00610000h</td></tr><tr><td>SW Reset</td><td>32'h00610000h</td></tr><tr><td>HW Reset</td><td>32'h00610000h</td></tr></table>  |  |   | Status                   | Default Value | Power On Sequence                        | 32'h00610000h | SW Reset                                | 32'h00610000h | HW Reset                                  | 32'h00610000h |  |     |          |     |          |   |     |    |          |   |     |    |          |   |     |    |          |   |     |
| Status                                    | Default Value   |  |   |                          |               |  |               |   |               |   |               |  |     |          |     |          |   |     |    |          |   |     |    |          |   |     |    |          |   |     |
| Power On Sequence                         | 32'h00610000h   |  |   |                          |               |  |               |   |               |   |               |  |     |          |     |          |   |     |    |          |   |     |    |          |   |     |    |          |   |     |
| SW Reset                                  | 32'h00610000h   |  |   |                          |               |  |               |   |               |   |               |  |     |          |     |          |   |     |    |          |   |     |    |          |   |     |    |          |   |     |
| HW Reset                                  | 32'h00610000h   |  |   |                          |               |  |               |   |               |   |               |  |     |          |     |          |   |     |    |          |   |     |    |          |   |     |    |          |   |     |
| Flow Chart                                | <div><div><div>RDDST(09h)</div><div></div></div><div><div></div><div>Host</div><div></div><div>Driver</div></div><div><div>1st Parameter: Dummy Read<br/>2nd Parameter: Send D[31:25] display status<br/>3rd Parameter: Send D[19:16] display status<br/>4th Parameter: Send D[10:8] display status<br/>5th Parameter: Send D[7:5] display status</div></div></div> <div><div>Legend</div><div><div>Command</div><div>Parameter</div><div>Display</div><div>Action</div><div>Mode</div><div>Sequential transfer</div></div></div> |  |   |                          |               |  |               |   |               |   |               |  |     |          |     |          |   |     |    |          |   |     |    |          |   |     |    |          |   |     |

### 8.2.5. Read Display Power Mode (0Ah)

| 0Ah                                       | RDDPM (Read Display Power Mode)   |             |                             |         |    |    |    |    |    |    |    |    |     |        |               |  |         |   |        |   |        |  |                           |          |     |   |                |     |   |               |     |    |   |                   |     |   |                  |     |    |   |               |     |   |                |     |    |   |                          |     |   |                        |     |    |   |                 |     |   |               |     |    |    |             |            |    |    |             |            |
|---|---|-------------|-----------------------------|---------|----|----|----|----|----|----|----|----|-----|--------|---------------|--|---------|---|--------|---|--------|--|---------------------------|----------|-----|---|----------------|-----|---|---------------|-----|----|---|-------------------|-----|---|------------------|-----|----|---|---------------|-----|---|----------------|-----|----|---|--------------------------|-----|---|------------------------|-----|----|---|-----------------|-----|---|---------------|-----|----|----|-------------|------------|----|----|-------------|------------|
|   | D/CX  | RDX         | WRX                         | D17-8   | D7 | D6 | D5 | D4 | D3 | D2 | D1 | D0 | HEX |        |               |  |         |   |        |   |        |  |                           |          |     |   |                |     |   |               |     |    |   |                   |     |   |                  |     |    |   |               |     |   |                |     |    |   |                          |     |   |                        |     |    |   |                 |     |   |               |     |    |    |             |            |    |    |             |            |
| Command                                   | 0   | 1           | ↑                           | XX      | 0  | 0  | 0  | 0  | 1  | 0  | 1  | 0  | 0Ah |        |               |  |         |   |        |   |        |  |                           |          |     |   |                |     |   |               |     |    |   |                   |     |   |                  |     |    |   |               |     |   |                |     |    |   |                          |     |   |                        |     |    |   |                 |     |   |               |     |    |    |             |            |    |    |             |            |
| 1 <sup>st</sup> Parameter                 | 1   | ↑           | 1                           | XX      | X  | X  | X  | X  | X  | X  | X  | X  | X   |        |               |  |         |   |        |   |        |  |                           |          |     |   |                |     |   |               |     |    |   |                   |     |   |                  |     |    |   |               |     |   |                |     |    |   |                          |     |   |                        |     |    |   |                 |     |   |               |     |    |    |             |            |    |    |             |            |
| 2 <sup>nd</sup> Parameter                 | 1   | ↑           | 1                           | XX      | D7 | D6 | D5 | D4 | D3 | D2 | D1 | D0 | 08  |        |               |  |         |   |        |   |        |  |                           |          |     |   |                |     |   |               |     |    |   |                   |     |   |                  |     |    |   |               |     |   |                |     |    |   |                          |     |   |                        |     |    |   |                 |     |   |               |     |    |    |             |            |    |    |             |            |
| Description                               | This command indicates the current status of the display as described in the table below::  |             |                             |         |    |    |    |    |    |    |    |    |     |        |               |  |         |   |        |   |        |  |                           |          |     |   |                |     |   |               |     |    |   |                   |     |   |                  |     |    |   |               |     |   |                |     |    |   |                          |     |   |                        |     |    |   |                 |     |   |               |     |    |    |             |            |    |    |             |            |
|   | <table><tr><th>Bit</th><th>Value</th><th>Description</th><th>Comment</th></tr><tr><td rowspan="2">D7</td><td>0</td><td>Booster Off or has a fault.</td><td>---</td></tr><tr><td>1</td><td>Booster On and working OK</td><td>---</td></tr><tr><td rowspan="2">D6</td><td>0</td><td>Idle Mode Off.</td><td>---</td></tr><tr><td>1</td><td>Idle Mode On.</td><td>---</td></tr><tr><td rowspan="2">D5</td><td>0</td><td>Partial Mode Off.</td><td>---</td></tr><tr><td>1</td><td>Partial Mode On.</td><td>---</td></tr><tr><td rowspan="2">D4</td><td>0</td><td>Sleep In Mode</td><td>---</td></tr><tr><td>1</td><td>Sleep Out Mode</td><td>---</td></tr><tr><td rowspan="2">D3</td><td>0</td><td>Display Normal Mode Off.</td><td>---</td></tr><tr><td>1</td><td>Display Normal Mode On</td><td>---</td></tr><tr><td rowspan="2">D2</td><td>0</td><td>Display is Off.</td><td>---</td></tr><tr><td>1</td><td>Display is On</td><td>---</td></tr><tr><td>D1</td><td>--</td><td>Not Defined</td><td>Set to '0'</td></tr><tr><td>D0</td><td>--</td><td>Not Defined</td><td>Set to '0'</td></tr></table> |             |                             |         |    |    |    |    |    |    |    |    |     | Bit    | Value         | Description                              | Comment | D7                                      | 0      | Booster Off or has a fault.               | ---    | 1  | Booster On and working OK | ---      | D6  | 0 | Idle Mode Off. | --- | 1 | Idle Mode On. | --- | D5 | 0 | Partial Mode Off. | --- | 1 | Partial Mode On. | --- | D4 | 0 | Sleep In Mode | --- | 1 | Sleep Out Mode | --- | D3 | 0 | Display Normal Mode Off. | --- | 1 | Display Normal Mode On | --- | D2 | 0 | Display is Off. | --- | 1 | Display is On | --- | D1 | -- | Not Defined | Set to '0' | D0 | -- | Not Defined | Set to '0' |
|   | Bit   | Value       | Description                 | Comment |    |    |    |    |    |    |    |    |     |        |               |  |         |   |        |   |        |  |                           |          |     |   |                |     |   |               |     |    |   |                   |     |   |                  |     |    |   |               |     |   |                |     |    |   |                          |     |   |                        |     |    |   |                 |     |   |               |     |    |    |             |            |    |    |             |            |
|   | D7  | 0           | Booster Off or has a fault. | ---     |    |    |    |    |    |    |    |    |     |        |               |  |         |   |        |   |        |  |                           |          |     |   |                |     |   |               |     |    |   |                   |     |   |                  |     |    |   |               |     |   |                |     |    |   |                          |     |   |                        |     |    |   |                 |     |   |               |     |    |    |             |            |    |    |             |            |
|   |   | 1           | Booster On and working OK   | ---     |    |    |    |    |    |    |    |    |     |        |               |  |         |   |        |   |        |  |                           |          |     |   |                |     |   |               |     |    |   |                   |     |   |                  |     |    |   |               |     |   |                |     |    |   |                          |     |   |                        |     |    |   |                 |     |   |               |     |    |    |             |            |    |    |             |            |
|   | D6  | 0           | Idle Mode Off.              | ---     |    |    |    |    |    |    |    |    |     |        |               |  |         |   |        |   |        |  |                           |          |     |   |                |     |   |               |     |    |   |                   |     |   |                  |     |    |   |               |     |   |                |     |    |   |                          |     |   |                        |     |    |   |                 |     |   |               |     |    |    |             |            |    |    |             |            |
|   |   | 1           | Idle Mode On.               | ---     |    |    |    |    |    |    |    |    |     |        |               |  |         |   |        |   |        |  |                           |          |     |   |                |     |   |               |     |    |   |                   |     |   |                  |     |    |   |               |     |   |                |     |    |   |                          |     |   |                        |     |    |   |                 |     |   |               |     |    |    |             |            |    |    |             |            |
|   | D5  | 0           | Partial Mode Off.           | ---     |    |    |    |    |    |    |    |    |     |        |               |  |         |   |        |   |        |  |                           |          |     |   |                |     |   |               |     |    |   |                   |     |   |                  |     |    |   |               |     |   |                |     |    |   |                          |     |   |                        |     |    |   |                 |     |   |               |     |    |    |             |            |    |    |             |            |
|   |   | 1           | Partial Mode On.            | ---     |    |    |    |    |    |    |    |    |     |        |               |  |         |   |        |   |        |  |                           |          |     |   |                |     |   |               |     |    |   |                   |     |   |                  |     |    |   |               |     |   |                |     |    |   |                          |     |   |                        |     |    |   |                 |     |   |               |     |    |    |             |            |    |    |             |            |
|   | D4  | 0           | Sleep In Mode               | ---     |    |    |    |    |    |    |    |    |     |        |               |  |         |   |        |   |        |  |                           |          |     |   |                |     |   |               |     |    |   |                   |     |   |                  |     |    |   |               |     |   |                |     |    |   |                          |     |   |                        |     |    |   |                 |     |   |               |     |    |    |             |            |    |    |             |            |
|   |   | 1           | Sleep Out Mode              | ---     |    |    |    |    |    |    |    |    |     |        |               |  |         |   |        |   |        |  |                           |          |     |   |                |     |   |               |     |    |   |                   |     |   |                  |     |    |   |               |     |   |                |     |    |   |                          |     |   |                        |     |    |   |                 |     |   |               |     |    |    |             |            |    |    |             |            |
|   | D3  | 0           | Display Normal Mode Off.    | ---     |    |    |    |    |    |    |    |    |     |        |               |  |         |   |        |   |        |  |                           |          |     |   |                |     |   |               |     |    |   |                   |     |   |                  |     |    |   |               |     |   |                |     |    |   |                          |     |   |                        |     |    |   |                 |     |   |               |     |    |    |             |            |    |    |             |            |
|   |   | 1           | Display Normal Mode On      | ---     |    |    |    |    |    |    |    |    |     |        |               |  |         |   |        |   |        |  |                           |          |     |   |                |     |   |               |     |    |   |                   |     |   |                  |     |    |   |               |     |   |                |     |    |   |                          |     |   |                        |     |    |   |                 |     |   |               |     |    |    |             |            |    |    |             |            |
|   | D2  | 0           | Display is Off.             | ---     |    |    |    |    |    |    |    |    |     |        |               |  |         |   |        |   |        |  |                           |          |     |   |                |     |   |               |     |    |   |                   |     |   |                  |     |    |   |               |     |   |                |     |    |   |                          |     |   |                        |     |    |   |                 |     |   |               |     |    |    |             |            |    |    |             |            |
|   |   | 1           | Display is On               | ---     |    |    |    |    |    |    |    |    |     |        |               |  |         |   |        |   |        |  |                           |          |     |   |                |     |   |               |     |    |   |                   |     |   |                  |     |    |   |               |     |   |                |     |    |   |                          |     |   |                        |     |    |   |                 |     |   |               |     |    |    |             |            |    |    |             |            |
| D1  | --  | Not Defined | Set to '0'                  |         |    |    |    |    |    |    |    |    |     |        |               |  |         |   |        |   |        |  |                           |          |     |   |                |     |   |               |     |    |   |                   |     |   |                  |     |    |   |               |     |   |                |     |    |   |                          |     |   |                        |     |    |   |                 |     |   |               |     |    |    |             |            |    |    |             |            |
| D0  | --  | Not Defined | Set to '0'                  |         |    |    |    |    |    |    |    |    |     |        |               |  |         |   |        |   |        |  |                           |          |     |   |                |     |   |               |     |    |   |                   |     |   |                  |     |    |   |               |     |   |                |     |    |   |                          |     |   |                        |     |    |   |                 |     |   |               |     |    |    |             |            |    |    |             |            |
| X = Don't care                            |   |             |                             |         |    |    |    |    |    |    |    |    |     |        |               |  |         |   |        |   |        |  |                           |          |     |   |                |     |   |               |     |    |   |                   |     |   |                  |     |    |   |               |     |   |                |     |    |   |                          |     |   |                        |     |    |   |                 |     |   |               |     |    |    |             |            |    |    |             |            |
| Restriction                               |   |             |                             |         |    |    |    |    |    |    |    |    |     |        |               |  |         |   |        |   |        |  |                           |          |     |   |                |     |   |               |     |    |   |                   |     |   |                  |     |    |   |               |     |   |                |     |    |   |                          |     |   |                        |     |    |   |                 |     |   |               |     |    |    |             |            |    |    |             |            |
| Register Availability                     | <table><tr><th>Status</th><th>Availability</th></tr><tr><td>Normal Mode On, Idle Mode Off, Sleep Out</td><td>Yes</td></tr><tr><td>Normal Mode On, Idle Mode On, Sleep Out</td><td>Yes</td></tr><tr><td>Partial Mode On, Idle Mode Off, Sleep Out</td><td>Yes</td></tr><tr><td>Partial Mode On, Idle Mode On, Sleep Out</td><td>Yes</td></tr><tr><td>Sleep In</td><td>Yes</td></tr></table>  |             |                             |         |    |    |    |    |    |    |    |    |     | Status | Availability  | Normal Mode On, Idle Mode Off, Sleep Out | Yes     | Normal Mode On, Idle Mode On, Sleep Out | Yes    | Partial Mode On, Idle Mode Off, Sleep Out | Yes    | Partial Mode On, Idle Mode On, Sleep Out | Yes                       | Sleep In | Yes |   |                |     |   |               |     |    |   |                   |     |   |                  |     |    |   |               |     |   |                |     |    |   |                          |     |   |                        |     |    |   |                 |     |   |               |     |    |    |             |            |    |    |             |            |
| Status                                    | Availability  |             |                             |         |    |    |    |    |    |    |    |    |     |        |               |  |         |   |        |   |        |  |                           |          |     |   |                |     |   |               |     |    |   |                   |     |   |                  |     |    |   |               |     |   |                |     |    |   |                          |     |   |                        |     |    |   |                 |     |   |               |     |    |    |             |            |    |    |             |            |
| Normal Mode On, Idle Mode Off, Sleep Out  | Yes   |             |                             |         |    |    |    |    |    |    |    |    |     |        |               |  |         |   |        |   |        |  |                           |          |     |   |                |     |   |               |     |    |   |                   |     |   |                  |     |    |   |               |     |   |                |     |    |   |                          |     |   |                        |     |    |   |                 |     |   |               |     |    |    |             |            |    |    |             |            |
| Normal Mode On, Idle Mode On, Sleep Out   | Yes   |             |                             |         |    |    |    |    |    |    |    |    |     |        |               |  |         |   |        |   |        |  |                           |          |     |   |                |     |   |               |     |    |   |                   |     |   |                  |     |    |   |               |     |   |                |     |    |   |                          |     |   |                        |     |    |   |                 |     |   |               |     |    |    |             |            |    |    |             |            |
| Partial Mode On, Idle Mode Off, Sleep Out | Yes   |             |                             |         |    |    |    |    |    |    |    |    |     |        |               |  |         |   |        |   |        |  |                           |          |     |   |                |     |   |               |     |    |   |                   |     |   |                  |     |    |   |               |     |   |                |     |    |   |                          |     |   |                        |     |    |   |                 |     |   |               |     |    |    |             |            |    |    |             |            |
| Partial Mode On, Idle Mode On, Sleep Out  | Yes   |             |                             |         |    |    |    |    |    |    |    |    |     |        |               |  |         |   |        |   |        |  |                           |          |     |   |                |     |   |               |     |    |   |                   |     |   |                  |     |    |   |               |     |   |                |     |    |   |                          |     |   |                        |     |    |   |                 |     |   |               |     |    |    |             |            |    |    |             |            |
| Sleep In                                  | Yes   |             |                             |         |    |    |    |    |    |    |    |    |     |        |               |  |         |   |        |   |        |  |                           |          |     |   |                |     |   |               |     |    |   |                   |     |   |                  |     |    |   |               |     |   |                |     |    |   |                          |     |   |                        |     |    |   |                 |     |   |               |     |    |    |             |            |    |    |             |            |
| Default                                   | <table><tr><th>Status</th><th>Default Value</th></tr><tr><td>Power On Sequence</td><td>8'h08h</td></tr><tr><td>SW Reset</td><td>8'h08h</td></tr><tr><td>HW Reset</td><td>8'h08h</td></tr></table>   |             |                             |         |    |    |    |    |    |    |    |    |     | Status | Default Value | Power On Sequence                        | 8'h08h  | SW Reset                                | 8'h08h | HW Reset                                  | 8'h08h |  |                           |          |     |   |                |     |   |               |     |    |   |                   |     |   |                  |     |    |   |               |     |   |                |     |    |   |                          |     |   |                        |     |    |   |                 |     |   |               |     |    |    |             |            |    |    |             |            |
| Status                                    | Default Value   |             |                             |         |    |    |    |    |    |    |    |    |     |        |               |  |         |   |        |   |        |  |                           |          |     |   |                |     |   |               |     |    |   |                   |     |   |                  |     |    |   |               |     |   |                |     |    |   |                          |     |   |                        |     |    |   |                 |     |   |               |     |    |    |             |            |    |    |             |            |
| Power On Sequence                         | 8'h08h  |             |                             |         |    |    |    |    |    |    |    |    |     |        |               |  |         |   |        |   |        |  |                           |          |     |   |                |     |   |               |     |    |   |                   |     |   |                  |     |    |   |               |     |   |                |     |    |   |                          |     |   |                        |     |    |   |                 |     |   |               |     |    |    |             |            |    |    |             |            |
| SW Reset                                  | 8'h08h  |             |                             |         |    |    |    |    |    |    |    |    |     |        |               |  |         |   |        |   |        |  |                           |          |     |   |                |     |   |               |     |    |   |                   |     |   |                  |     |    |   |               |     |   |                |     |    |   |                          |     |   |                        |     |    |   |                 |     |   |               |     |    |    |             |            |    |    |             |            |
| HW Reset                                  | 8'h08h  |             |                             |         |    |    |    |    |    |    |    |    |     |        |               |  |         |   |        |   |        |  |                           |          |     |   |                |     |   |               |     |    |   |                   |     |   |                  |     |    |   |               |     |   |                |     |    |   |                          |     |   |                        |     |    |   |                 |     |   |               |     |    |    |             |            |    |    |             |            |
| Flow Chart                                | <div><div><div>RDDPM(0Ah)</div><div>Host</div><div>Driver</div><div>1st Parameter: Dummy Read<br/>2nd Parameter: Send D[7:2] display power mode status</div></div><div><div>Legend</div><div>Command</div><div>Parameter</div><div>Display</div><div>Action</div><div>Mode</div><div>Sequential transfer</div></div></div>  |             |                             |         |    |    |    |    |    |    |    |    |     |        |               |  |         |   |        |   |        |  |                           |          |     |   |                |     |   |               |     |    |   |                   |     |   |                  |     |    |   |               |     |   |                |     |    |   |                          |     |   |                        |     |    |   |                 |     |   |               |     |    |    |             |            |    |    |             |            |

## 8.2.6. Read Display MADCTL (0Bh)

| 0Bh                                       | RDDMADCTL (Read Display MADCTL)  |       |   |       |    |    |    |    |    |    |    |    |            |        |               |  |        |   |           |   |        |  |     |          |     |
|---|--|-------|---|-------|----|----|----|----|----|----|----|----|------------|--------|---------------|--|--------|---|-----------|---|--------|--|-----|----------|-----|
|   | D/CX   | RDX   | WRX   | D17-8 | D7 | D6 | D5 | D4 | D3 | D2 | D1 | D0 | HEX        |        |               |  |        |   |           |   |        |  |     |          |     |
| Command                                   | 0  | 1     | ↑   | XX    | 0  | 0  | 0  | 0  | 1  | 0  | 1  | 1  | 0Bh        |        |               |  |        |   |           |   |        |  |     |          |     |
| 1 <sup>st</sup> Parameter                 | 1  | ↑     | 1   | XX    | X  | X  | X  | X  | X  | X  | X  | X  | X          |        |               |  |        |   |           |   |        |  |     |          |     |
| 2 <sup>nd</sup> Parameter                 | 1  | ↑     | 1   | XX    | D7 | D6 | D5 | D4 | D3 | D2 | D1 | D0 | 00         |        |               |  |        |   |           |   |        |  |     |          |     |
| Description                               | This command indicates the current status of the display as described in the table below:  |       |   |       |    |    |    |    |    |    |    |    |            |        |               |  |        |   |           |   |        |  |     |          |     |
|   | Bit  | Value | Description                                     |       |    |    |    |    |    |    |    |    | Comment    |        |               |  |        |   |           |   |        |  |     |          |     |
|   | D7   | 0     | Top to Bottom (When MADCTL B7='0').             |       |    |    |    |    |    |    |    |    | ---        |        |               |  |        |   |           |   |        |  |     |          |     |
|   |  | 1     | Bottom to Top (When MADCTL B7='1').             |       |    |    |    |    |    |    |    |    | ---        |        |               |  |        |   |           |   |        |  |     |          |     |
|   | D6   | 0     | Left to Right (When MADCTL B6='0')              |       |    |    |    |    |    |    |    |    | ---        |        |               |  |        |   |           |   |        |  |     |          |     |
|   |  | 1     | Right to Left (When MADCTL B6='1')              |       |    |    |    |    |    |    |    |    | ---        |        |               |  |        |   |           |   |        |  |     |          |     |
|   | D5   | 0     | Normal Mode (When MADCTL B5='0').               |       |    |    |    |    |    |    |    |    | ---        |        |               |  |        |   |           |   |        |  |     |          |     |
|   |  | 1     | Reverse Mode (When MADCTL B5='1')               |       |    |    |    |    |    |    |    |    | ---        |        |               |  |        |   |           |   |        |  |     |          |     |
|   | D4   | 0     | LCD Refresh Top to Bottom (When MADCTL B4='0')  |       |    |    |    |    |    |    |    |    | ---        |        |               |  |        |   |           |   |        |  |     |          |     |
|   |  | 1     | LCD Refresh Bottom to Top (When MADCTL B4='1'). |       |    |    |    |    |    |    |    |    | ---        |        |               |  |        |   |           |   |        |  |     |          |     |
|   | D3   | 0     | RGB (When MADCTL B3='0')                        |       |    |    |    |    |    |    |    |    | ---        |        |               |  |        |   |           |   |        |  |     |          |     |
|   |  | 1     | BGR (When MADCTL B3='1').                       |       |    |    |    |    |    |    |    |    | ---        |        |               |  |        |   |           |   |        |  |     |          |     |
|   | D2   | 0     | LCD Refresh Left to Right (When MADCTL B2='0'). |       |    |    |    |    |    |    |    |    | ---        |        |               |  |        |   |           |   |        |  |     |          |     |
|   |  | 1     | LCD Refresh Right to Left (When MADCTL B2='1'). |       |    |    |    |    |    |    |    |    | ---        |        |               |  |        |   |           |   |        |  |     |          |     |
|   | D1   | --    | Switching between Segment outputs and RAM       |       |    |    |    |    |    |    |    |    | Set to '0' |        |               |  |        |   |           |   |        |  |     |          |     |
|   | D0   | --    | Switching between Segment outputs and RAM       |       |    |    |    |    |    |    |    |    | Set to '0' |        |               |  |        |   |           |   |        |  |     |          |     |
| X = Don't care                            |  |       |   |       |    |    |    |    |    |    |    |    |            |        |               |  |        |   |           |   |        |  |     |          |     |
| Restriction                               |  |       |   |       |    |    |    |    |    |    |    |    |            |        |               |  |        |   |           |   |        |  |     |          |     |
| Register Availability                     | <table><tr><th>Status</th><th>Availability</th></tr><tr><td>Normal Mode On, Idle Mode Off, Sleep Out</td><td>Yes</td></tr><tr><td>Normal Mode On, Idle Mode On, Sleep Out</td><td>Yes</td></tr><tr><td>Partial Mode On, Idle Mode Off, Sleep Out</td><td>Yes</td></tr><tr><td>Partial Mode On, Idle Mode On, Sleep Out</td><td>Yes</td></tr><tr><td>Sleep In</td><td>Yes</td></tr></table> |       |   |       |    |    |    |    |    |    |    |    |            | Status | Availability  | Normal Mode On, Idle Mode Off, Sleep Out | Yes    | Normal Mode On, Idle Mode On, Sleep Out | Yes       | Partial Mode On, Idle Mode Off, Sleep Out | Yes    | Partial Mode On, Idle Mode On, Sleep Out | Yes | Sleep In | Yes |
| Status                                    | Availability   |       |   |       |    |    |    |    |    |    |    |    |            |        |               |  |        |   |           |   |        |  |     |          |     |
| Normal Mode On, Idle Mode Off, Sleep Out  | Yes  |       |   |       |    |    |    |    |    |    |    |    |            |        |               |  |        |   |           |   |        |  |     |          |     |
| Normal Mode On, Idle Mode On, Sleep Out   | Yes  |       |   |       |    |    |    |    |    |    |    |    |            |        |               |  |        |   |           |   |        |  |     |          |     |
| Partial Mode On, Idle Mode Off, Sleep Out | Yes  |       |   |       |    |    |    |    |    |    |    |    |            |        |               |  |        |   |           |   |        |  |     |          |     |
| Partial Mode On, Idle Mode On, Sleep Out  | Yes  |       |   |       |    |    |    |    |    |    |    |    |            |        |               |  |        |   |           |   |        |  |     |          |     |
| Sleep In                                  | Yes  |       |   |       |    |    |    |    |    |    |    |    |            |        |               |  |        |   |           |   |        |  |     |          |     |
| Default                                   | <table><tr><th>Status</th><th>Default Value</th></tr><tr><td>Power On Sequence</td><td>8'h00h</td></tr><tr><td>SW Reset</td><td>No Change</td></tr><tr><td>HW Reset</td><td>8'h00h</td></tr></table>   |       |   |       |    |    |    |    |    |    |    |    |            | Status | Default Value | Power On Sequence                        | 8'h00h | SW Reset                                | No Change | HW Reset                                  | 8'h00h |  |     |          |     |
| Status                                    | Default Value  |       |   |       |    |    |    |    |    |    |    |    |            |        |               |  |        |   |           |   |        |  |     |          |     |
| Power On Sequence                         | 8'h00h   |       |   |       |    |    |    |    |    |    |    |    |            |        |               |  |        |   |           |   |        |  |     |          |     |
| SW Reset                                  | No Change  |       |   |       |    |    |    |    |    |    |    |    |            |        |               |  |        |   |           |   |        |  |     |          |     |
| HW Reset                                  | 8'h00h   |       |   |       |    |    |    |    |    |    |    |    |            |        |               |  |        |   |           |   |        |  |     |          |     |
| Flow Chart                                | <div><div>RDDMADCTL(0Bh)</div><div><div>Host</div><div>Driver</div></div><div>1st Parameter: Dummy Read<br/>2nd Parameter: Send D[7:2] display power mode status</div></div> <div><div>Legend</div><div><div>Command</div><div>Parameter</div><div>Display</div><div>Action</div><div>Mode</div><div>Sequential transfer</div></div></div>   |       |   |       |    |    |    |    |    |    |    |    |            |        |               |  |        |   |           |   |        |  |     |          |     |

### 8.2.7. Read Display Pixel Format (0Ch)

| 0Ch                                       | RDDCOLMOD (Read Display Pixel Format)   |           |                      |  |  |     |           |    |    |                      |           |    |    |     |          |               |  |     |   |           |   |                   |  |        |          |          |          |          |          |          |      |        |        |   |          |   |   |   |   |                 |   |   |   |   |                 |   |   |   |   |          |   |   |   |   |  |   |   |   |   |  |   |  |  |  |  |  |  |  |  |           |  |  |                      |   |   |   |          |   |   |   |          |   |   |   |          |   |   |   |          |   |   |   |          |   |   |   |                 |   |   |   |                 |   |   |   |          |
|---|---|-----------|----------------------|--|--|-----|-----------|----|----|----------------------|-----------|----|----|-----|----------|---------------|--|-----|---|-----------|---|-------------------|--|--------|----------|----------|----------|----------|----------|----------|------|--------|--------|---|----------|---|---|---|---|-----------------|---|---|---|---|-----------------|---|---|---|---|----------|---|---|---|---|--|---|---|---|---|--|---|--|--|--|--|--|--|--|--|-----------|--|--|----------------------|---|---|---|----------|---|---|---|----------|---|---|---|----------|---|---|---|----------|---|---|---|----------|---|---|---|-----------------|---|---|---|-----------------|---|---|---|----------|
|   | D/CX  | RDX       | WRX                  | D17-8  |  | D7  | D6        | D5 | D4 | D3                   | D2        | D1 | D0 | HEX |          |               |  |     |   |           |   |                   |  |        |          |          |          |          |          |          |      |        |        |   |          |   |   |   |   |                 |   |   |   |   |                 |   |   |   |   |          |   |   |   |   |  |   |   |   |   |  |   |  |  |  |  |  |  |  |  |           |  |  |                      |   |   |   |          |   |   |   |          |   |   |   |          |   |   |   |          |   |   |   |          |   |   |   |                 |   |   |   |                 |   |   |   |          |
| Command                                   | 0   | 1         | ↑                    | XX   |  | 0   | 0         | 0  | 0  | 1                    | 1         | 0  | 0  | 0Ch |          |               |  |     |   |           |   |                   |  |        |          |          |          |          |          |          |      |        |        |   |          |   |   |   |   |                 |   |   |   |   |                 |   |   |   |   |          |   |   |   |   |  |   |   |   |   |  |   |  |  |  |  |  |  |  |  |           |  |  |                      |   |   |   |          |   |   |   |          |   |   |   |          |   |   |   |          |   |   |   |          |   |   |   |                 |   |   |   |                 |   |   |   |          |
| 1 <sup>st</sup> Parameter                 | 1   | ↑         | 1                    | XX   |  | X   | X         | X  | X  | X                    | X         | X  | X  | X   |          |               |  |     |   |           |   |                   |  |        |          |          |          |          |          |          |      |        |        |   |          |   |   |   |   |                 |   |   |   |   |                 |   |   |   |   |          |   |   |   |   |  |   |   |   |   |  |   |  |  |  |  |  |  |  |  |           |  |  |                      |   |   |   |          |   |   |   |          |   |   |   |          |   |   |   |          |   |   |   |          |   |   |   |                 |   |   |   |                 |   |   |   |          |
| 2 <sup>nd</sup> Parameter                 | 1   | ↑         | 1                    | XX   |  | RIM | DPI [2:0] |    |    | 0                    | DBI [2:0] |    |    | 06  |          |               |  |     |   |           |   |                   |  |        |          |          |          |          |          |          |      |        |        |   |          |   |   |   |   |                 |   |   |   |   |                 |   |   |   |   |          |   |   |   |   |  |   |   |   |   |  |   |  |  |  |  |  |  |  |  |           |  |  |                      |   |   |   |          |   |   |   |          |   |   |   |          |   |   |   |          |   |   |   |          |   |   |   |                 |   |   |   |                 |   |   |   |          |
| Description                               | This command indicates the current status of the display as described in the table below:   |           |                      |  |  |     |           |    |    |                      |           |    |    |     |          |               |  |     |   |           |   |                   |  |        |          |          |          |          |          |          |      |        |        |   |          |   |   |   |   |                 |   |   |   |   |                 |   |   |   |   |          |   |   |   |   |  |   |   |   |   |  |   |  |  |  |  |  |  |  |  |           |  |  |                      |   |   |   |          |   |   |   |          |   |   |   |          |   |   |   |          |   |   |   |          |   |   |   |                 |   |   |   |                 |   |   |   |          |
|   | <table><tr><th>RIM</th><th colspan="3">DPI [2:0]</th><th>RGB Interface Format</th></tr><tr><td>0</td><td>0</td><td>0</td><td>0</td><td>Reserved</td></tr><tr><td>0</td><td>0</td><td>0</td><td>1</td><td>Reserved</td></tr><tr><td>0</td><td>0</td><td>1</td><td>0</td><td>Reserved</td></tr><tr><td>0</td><td>0</td><td>1</td><td>1</td><td>Reserved</td></tr><tr><td>0</td><td>1</td><td>0</td><td>0</td><td>Reserved</td></tr><tr><td>0</td><td>1</td><td>0</td><td>1</td><td>16 bits / pixel</td></tr><tr><td>0</td><td>1</td><td>1</td><td>0</td><td>18 bits / pixel</td></tr><tr><td>0</td><td>1</td><td>1</td><td>1</td><td>Reserved</td></tr><tr><td>1</td><td>1</td><td>0</td><td>1</td><td>16 bits / pixel<br/>(6-bit 3 times data transfer)</td></tr><tr><td>1</td><td>1</td><td>1</td><td>0</td><td>18 bits / pixel<br/>(6-bit 3 times data transfer)</td></tr></table> |           |                      |  |  | RIM | DPI [2:0] |    |    | RGB Interface Format | 0         | 0  | 0  | 0   | Reserved | 0             | 0  | 0   | 1                                       | Reserved  | 0   | 0                 | 1  | 0      | Reserved | 0        | 0        | 1        | 1        | Reserved | 0    | 1      | 0      | 0 | Reserved | 0 | 1 | 0 | 1 | 16 bits / pixel | 0 | 1 | 1 | 0 | 18 bits / pixel | 0 | 1 | 1 | 1 | Reserved | 1 | 1 | 0 | 1 | 16 bits / pixel<br>(6-bit 3 times data transfer) | 1 | 1 | 1 | 0 | 18 bits / pixel<br>(6-bit 3 times data transfer) | <table><tr><th colspan="3">DBI [2:0]</th><th>MCU Interface Format</th></tr><tr><td>0</td><td>0</td><td>0</td><td>Reserved</td></tr><tr><td>0</td><td>0</td><td>1</td><td>Reserved</td></tr><tr><td>0</td><td>1</td><td>0</td><td>Reserved</td></tr><tr><td>0</td><td>1</td><td>1</td><td>Reserved</td></tr><tr><td>1</td><td>0</td><td>0</td><td>Reserved</td></tr><tr><td>1</td><td>0</td><td>1</td><td>16 bits / pixel</td></tr><tr><td>1</td><td>1</td><td>0</td><td>18 bits / pixel</td></tr><tr><td>1</td><td>1</td><td>1</td><td>Reserved</td></tr></table> |  |  |  |  |  |  |  |  | DBI [2:0] |  |  | MCU Interface Format | 0 | 0 | 0 | Reserved | 0 | 0 | 1 | Reserved | 0 | 1 | 0 | Reserved | 0 | 1 | 1 | Reserved | 1 | 0 | 0 | Reserved | 1 | 0 | 1 | 16 bits / pixel | 1 | 1 | 0 | 18 bits / pixel | 1 | 1 | 1 | Reserved |
|   | RIM   | DPI [2:0] |                      |  | RGB Interface Format                             |     |           |    |    |                      |           |    |    |     |          |               |  |     |   |           |   |                   |  |        |          |          |          |          |          |          |      |        |        |   |          |   |   |   |   |                 |   |   |   |   |                 |   |   |   |   |          |   |   |   |   |  |   |   |   |   |  |   |  |  |  |  |  |  |  |  |           |  |  |                      |   |   |   |          |   |   |   |          |   |   |   |          |   |   |   |          |   |   |   |          |   |   |   |                 |   |   |   |                 |   |   |   |          |
|   | 0   | 0         | 0                    | 0  | Reserved   |     |           |    |    |                      |           |    |    |     |          |               |  |     |   |           |   |                   |  |        |          |          |          |          |          |          |      |        |        |   |          |   |   |   |   |                 |   |   |   |   |                 |   |   |   |   |          |   |   |   |   |  |   |   |   |   |  |   |  |  |  |  |  |  |  |  |           |  |  |                      |   |   |   |          |   |   |   |          |   |   |   |          |   |   |   |          |   |   |   |          |   |   |   |                 |   |   |   |                 |   |   |   |          |
|   | 0   | 0         | 0                    | 1  | Reserved   |     |           |    |    |                      |           |    |    |     |          |               |  |     |   |           |   |                   |  |        |          |          |          |          |          |          |      |        |        |   |          |   |   |   |   |                 |   |   |   |   |                 |   |   |   |   |          |   |   |   |   |  |   |   |   |   |  |   |  |  |  |  |  |  |  |  |           |  |  |                      |   |   |   |          |   |   |   |          |   |   |   |          |   |   |   |          |   |   |   |          |   |   |   |                 |   |   |   |                 |   |   |   |          |
|   | 0   | 0         | 1                    | 0  | Reserved   |     |           |    |    |                      |           |    |    |     |          |               |  |     |   |           |   |                   |  |        |          |          |          |          |          |          |      |        |        |   |          |   |   |   |   |                 |   |   |   |   |                 |   |   |   |   |          |   |   |   |   |  |   |   |   |   |  |   |  |  |  |  |  |  |  |  |           |  |  |                      |   |   |   |          |   |   |   |          |   |   |   |          |   |   |   |          |   |   |   |          |   |   |   |                 |   |   |   |                 |   |   |   |          |
|   | 0   | 0         | 1                    | 1  | Reserved   |     |           |    |    |                      |           |    |    |     |          |               |  |     |   |           |   |                   |  |        |          |          |          |          |          |          |      |        |        |   |          |   |   |   |   |                 |   |   |   |   |                 |   |   |   |   |          |   |   |   |   |  |   |   |   |   |  |   |  |  |  |  |  |  |  |  |           |  |  |                      |   |   |   |          |   |   |   |          |   |   |   |          |   |   |   |          |   |   |   |          |   |   |   |                 |   |   |   |                 |   |   |   |          |
|   | 0   | 1         | 0                    | 0  | Reserved   |     |           |    |    |                      |           |    |    |     |          |               |  |     |   |           |   |                   |  |        |          |          |          |          |          |          |      |        |        |   |          |   |   |   |   |                 |   |   |   |   |                 |   |   |   |   |          |   |   |   |   |  |   |   |   |   |  |   |  |  |  |  |  |  |  |  |           |  |  |                      |   |   |   |          |   |   |   |          |   |   |   |          |   |   |   |          |   |   |   |          |   |   |   |                 |   |   |   |                 |   |   |   |          |
|   | 0   | 1         | 0                    | 1  | 16 bits / pixel                                  |     |           |    |    |                      |           |    |    |     |          |               |  |     |   |           |   |                   |  |        |          |          |          |          |          |          |      |        |        |   |          |   |   |   |   |                 |   |   |   |   |                 |   |   |   |   |          |   |   |   |   |  |   |   |   |   |  |   |  |  |  |  |  |  |  |  |           |  |  |                      |   |   |   |          |   |   |   |          |   |   |   |          |   |   |   |          |   |   |   |          |   |   |   |                 |   |   |   |                 |   |   |   |          |
|   | 0   | 1         | 1                    | 0  | 18 bits / pixel                                  |     |           |    |    |                      |           |    |    |     |          |               |  |     |   |           |   |                   |  |        |          |          |          |          |          |          |      |        |        |   |          |   |   |   |   |                 |   |   |   |   |                 |   |   |   |   |          |   |   |   |   |  |   |   |   |   |  |   |  |  |  |  |  |  |  |  |           |  |  |                      |   |   |   |          |   |   |   |          |   |   |   |          |   |   |   |          |   |   |   |          |   |   |   |                 |   |   |   |                 |   |   |   |          |
|   | 0   | 1         | 1                    | 1  | Reserved   |     |           |    |    |                      |           |    |    |     |          |               |  |     |   |           |   |                   |  |        |          |          |          |          |          |          |      |        |        |   |          |   |   |   |   |                 |   |   |   |   |                 |   |   |   |   |          |   |   |   |   |  |   |   |   |   |  |   |  |  |  |  |  |  |  |  |           |  |  |                      |   |   |   |          |   |   |   |          |   |   |   |          |   |   |   |          |   |   |   |          |   |   |   |                 |   |   |   |                 |   |   |   |          |
|   | 1   | 1         | 0                    | 1  | 16 bits / pixel<br>(6-bit 3 times data transfer) |     |           |    |    |                      |           |    |    |     |          |               |  |     |   |           |   |                   |  |        |          |          |          |          |          |          |      |        |        |   |          |   |   |   |   |                 |   |   |   |   |                 |   |   |   |   |          |   |   |   |   |  |   |   |   |   |  |   |  |  |  |  |  |  |  |  |           |  |  |                      |   |   |   |          |   |   |   |          |   |   |   |          |   |   |   |          |   |   |   |          |   |   |   |                 |   |   |   |                 |   |   |   |          |
| 1   | 1   | 1         | 0                    | 18 bits / pixel<br>(6-bit 3 times data transfer) |  |     |           |    |    |                      |           |    |    |     |          |               |  |     |   |           |   |                   |  |        |          |          |          |          |          |          |      |        |        |   |          |   |   |   |   |                 |   |   |   |   |                 |   |   |   |   |          |   |   |   |   |  |   |   |   |   |  |   |  |  |  |  |  |  |  |  |           |  |  |                      |   |   |   |          |   |   |   |          |   |   |   |          |   |   |   |          |   |   |   |          |   |   |   |                 |   |   |   |                 |   |   |   |          |
| DBI [2:0]                                 |   |           | MCU Interface Format |  |  |     |           |    |    |                      |           |    |    |     |          |               |  |     |   |           |   |                   |  |        |          |          |          |          |          |          |      |        |        |   |          |   |   |   |   |                 |   |   |   |   |                 |   |   |   |   |          |   |   |   |   |  |   |   |   |   |  |   |  |  |  |  |  |  |  |  |           |  |  |                      |   |   |   |          |   |   |   |          |   |   |   |          |   |   |   |          |   |   |   |          |   |   |   |                 |   |   |   |                 |   |   |   |          |
| 0   | 0   | 0         | Reserved             |  |  |     |           |    |    |                      |           |    |    |     |          |               |  |     |   |           |   |                   |  |        |          |          |          |          |          |          |      |        |        |   |          |   |   |   |   |                 |   |   |   |   |                 |   |   |   |   |          |   |   |   |   |  |   |   |   |   |  |   |  |  |  |  |  |  |  |  |           |  |  |                      |   |   |   |          |   |   |   |          |   |   |   |          |   |   |   |          |   |   |   |          |   |   |   |                 |   |   |   |                 |   |   |   |          |
| 0   | 0   | 1         | Reserved             |  |  |     |           |    |    |                      |           |    |    |     |          |               |  |     |   |           |   |                   |  |        |          |          |          |          |          |          |      |        |        |   |          |   |   |   |   |                 |   |   |   |   |                 |   |   |   |   |          |   |   |   |   |  |   |   |   |   |  |   |  |  |  |  |  |  |  |  |           |  |  |                      |   |   |   |          |   |   |   |          |   |   |   |          |   |   |   |          |   |   |   |          |   |   |   |                 |   |   |   |                 |   |   |   |          |
| 0   | 1   | 0         | Reserved             |  |  |     |           |    |    |                      |           |    |    |     |          |               |  |     |   |           |   |                   |  |        |          |          |          |          |          |          |      |        |        |   |          |   |   |   |   |                 |   |   |   |   |                 |   |   |   |   |          |   |   |   |   |  |   |   |   |   |  |   |  |  |  |  |  |  |  |  |           |  |  |                      |   |   |   |          |   |   |   |          |   |   |   |          |   |   |   |          |   |   |   |          |   |   |   |                 |   |   |   |                 |   |   |   |          |
| 0   | 1   | 1         | Reserved             |  |  |     |           |    |    |                      |           |    |    |     |          |               |  |     |   |           |   |                   |  |        |          |          |          |          |          |          |      |        |        |   |          |   |   |   |   |                 |   |   |   |   |                 |   |   |   |   |          |   |   |   |   |  |   |   |   |   |  |   |  |  |  |  |  |  |  |  |           |  |  |                      |   |   |   |          |   |   |   |          |   |   |   |          |   |   |   |          |   |   |   |          |   |   |   |                 |   |   |   |                 |   |   |   |          |
| 1   | 0   | 0         | Reserved             |  |  |     |           |    |    |                      |           |    |    |     |          |               |  |     |   |           |   |                   |  |        |          |          |          |          |          |          |      |        |        |   |          |   |   |   |   |                 |   |   |   |   |                 |   |   |   |   |          |   |   |   |   |  |   |   |   |   |  |   |  |  |  |  |  |  |  |  |           |  |  |                      |   |   |   |          |   |   |   |          |   |   |   |          |   |   |   |          |   |   |   |          |   |   |   |                 |   |   |   |                 |   |   |   |          |
| 1   | 0   | 1         | 16 bits / pixel      |  |  |     |           |    |    |                      |           |    |    |     |          |               |  |     |   |           |   |                   |  |        |          |          |          |          |          |          |      |        |        |   |          |   |   |   |   |                 |   |   |   |   |                 |   |   |   |   |          |   |   |   |   |  |   |   |   |   |  |   |  |  |  |  |  |  |  |  |           |  |  |                      |   |   |   |          |   |   |   |          |   |   |   |          |   |   |   |          |   |   |   |          |   |   |   |                 |   |   |   |                 |   |   |   |          |
| 1   | 1   | 0         | 18 bits / pixel      |  |  |     |           |    |    |                      |           |    |    |     |          |               |  |     |   |           |   |                   |  |        |          |          |          |          |          |          |      |        |        |   |          |   |   |   |   |                 |   |   |   |   |                 |   |   |   |   |          |   |   |   |   |  |   |   |   |   |  |   |  |  |  |  |  |  |  |  |           |  |  |                      |   |   |   |          |   |   |   |          |   |   |   |          |   |   |   |          |   |   |   |          |   |   |   |                 |   |   |   |                 |   |   |   |          |
| 1   | 1   | 1         | Reserved             |  |  |     |           |    |    |                      |           |    |    |     |          |               |  |     |   |           |   |                   |  |        |          |          |          |          |          |          |      |        |        |   |          |   |   |   |   |                 |   |   |   |   |                 |   |   |   |   |          |   |   |   |   |  |   |   |   |   |  |   |  |  |  |  |  |  |  |  |           |  |  |                      |   |   |   |          |   |   |   |          |   |   |   |          |   |   |   |          |   |   |   |          |   |   |   |                 |   |   |   |                 |   |   |   |          |
| X = Don't care                            |   |           |                      |  |  |     |           |    |    |                      |           |    |    |     |          |               |  |     |   |           |   |                   |  |        |          |          |          |          |          |          |      |        |        |   |          |   |   |   |   |                 |   |   |   |   |                 |   |   |   |   |          |   |   |   |   |  |   |   |   |   |  |   |  |  |  |  |  |  |  |  |           |  |  |                      |   |   |   |          |   |   |   |          |   |   |   |          |   |   |   |          |   |   |   |          |   |   |   |                 |   |   |   |                 |   |   |   |          |
| Restriction                               |   |           |                      |  |  |     |           |    |    |                      |           |    |    |     |          |               |  |     |   |           |   |                   |  |        |          |          |          |          |          |          |      |        |        |   |          |   |   |   |   |                 |   |   |   |   |                 |   |   |   |   |          |   |   |   |   |  |   |   |   |   |  |   |  |  |  |  |  |  |  |  |           |  |  |                      |   |   |   |          |   |   |   |          |   |   |   |          |   |   |   |          |   |   |   |          |   |   |   |                 |   |   |   |                 |   |   |   |          |
| Register Availability                     | <table><tr><th>Status</th><th>Availability</th></tr><tr><td>Normal Mode On, Idle Mode Off, Sleep Out</td><td>Yes</td></tr><tr><td>Normal Mode On, Idle Mode On, Sleep Out</td><td>Yes</td></tr><tr><td>Partial Mode On, Idle Mode Off, Sleep Out</td><td>Yes</td></tr><tr><td>Partial Mode On, Idle Mode On, Sleep Out</td><td>Yes</td></tr><tr><td>Sleep In</td><td>Yes</td></tr></table>  |           |                      |  |  |     |           |    |    |                      |           |    |    |     | Status   | Availability  | Normal Mode On, Idle Mode Off, Sleep Out | Yes | Normal Mode On, Idle Mode On, Sleep Out | Yes       | Partial Mode On, Idle Mode Off, Sleep Out | Yes               | Partial Mode On, Idle Mode On, Sleep Out | Yes    | Sleep In | Yes      |          |          |          |          |      |        |        |   |          |   |   |   |   |                 |   |   |   |   |                 |   |   |   |   |          |   |   |   |   |  |   |   |   |   |  |   |  |  |  |  |  |  |  |  |           |  |  |                      |   |   |   |          |   |   |   |          |   |   |   |          |   |   |   |          |   |   |   |          |   |   |   |                 |   |   |   |                 |   |   |   |          |
| Status                                    | Availability  |           |                      |  |  |     |           |    |    |                      |           |    |    |     |          |               |  |     |   |           |   |                   |  |        |          |          |          |          |          |          |      |        |        |   |          |   |   |   |   |                 |   |   |   |   |                 |   |   |   |   |          |   |   |   |   |  |   |   |   |   |  |   |  |  |  |  |  |  |  |  |           |  |  |                      |   |   |   |          |   |   |   |          |   |   |   |          |   |   |   |          |   |   |   |          |   |   |   |                 |   |   |   |                 |   |   |   |          |
| Normal Mode On, Idle Mode Off, Sleep Out  | Yes   |           |                      |  |  |     |           |    |    |                      |           |    |    |     |          |               |  |     |   |           |   |                   |  |        |          |          |          |          |          |          |      |        |        |   |          |   |   |   |   |                 |   |   |   |   |                 |   |   |   |   |          |   |   |   |   |  |   |   |   |   |  |   |  |  |  |  |  |  |  |  |           |  |  |                      |   |   |   |          |   |   |   |          |   |   |   |          |   |   |   |          |   |   |   |          |   |   |   |                 |   |   |   |                 |   |   |   |          |
| Normal Mode On, Idle Mode On, Sleep Out   | Yes   |           |                      |  |  |     |           |    |    |                      |           |    |    |     |          |               |  |     |   |           |   |                   |  |        |          |          |          |          |          |          |      |        |        |   |          |   |   |   |   |                 |   |   |   |   |                 |   |   |   |   |          |   |   |   |   |  |   |   |   |   |  |   |  |  |  |  |  |  |  |  |           |  |  |                      |   |   |   |          |   |   |   |          |   |   |   |          |   |   |   |          |   |   |   |          |   |   |   |                 |   |   |   |                 |   |   |   |          |
| Partial Mode On, Idle Mode Off, Sleep Out | Yes   |           |                      |  |  |     |           |    |    |                      |           |    |    |     |          |               |  |     |   |           |   |                   |  |        |          |          |          |          |          |          |      |        |        |   |          |   |   |   |   |                 |   |   |   |   |                 |   |   |   |   |          |   |   |   |   |  |   |   |   |   |  |   |  |  |  |  |  |  |  |  |           |  |  |                      |   |   |   |          |   |   |   |          |   |   |   |          |   |   |   |          |   |   |   |          |   |   |   |                 |   |   |   |                 |   |   |   |          |
| Partial Mode On, Idle Mode On, Sleep Out  | Yes   |           |                      |  |  |     |           |    |    |                      |           |    |    |     |          |               |  |     |   |           |   |                   |  |        |          |          |          |          |          |          |      |        |        |   |          |   |   |   |   |                 |   |   |   |   |                 |   |   |   |   |          |   |   |   |   |  |   |   |   |   |  |   |  |  |  |  |  |  |  |  |           |  |  |                      |   |   |   |          |   |   |   |          |   |   |   |          |   |   |   |          |   |   |   |          |   |   |   |                 |   |   |   |                 |   |   |   |          |
| Sleep In                                  | Yes   |           |                      |  |  |     |           |    |    |                      |           |    |    |     |          |               |  |     |   |           |   |                   |  |        |          |          |          |          |          |          |      |        |        |   |          |   |   |   |   |                 |   |   |   |   |                 |   |   |   |   |          |   |   |   |   |  |   |   |   |   |  |   |  |  |  |  |  |  |  |  |           |  |  |                      |   |   |   |          |   |   |   |          |   |   |   |          |   |   |   |          |   |   |   |          |   |   |   |                 |   |   |   |                 |   |   |   |          |
| Default                                   | <table><tr><th rowspan="2">Status</th><th colspan="3">Default Value</th></tr><tr><th>RIM</th><th>DPI [2:0]</th><th>DBI [2:0]</th></tr><tr><td>Power On Sequence</td><td>1'b0</td><td>3'b000</td><td>3'b110</td></tr><tr><td>SW Reset</td><td>No Chang</td><td>No Chang</td><td>No Chang</td></tr><tr><td>HW Reset</td><td>1'b0</td><td>3'b000</td><td>3'b110</td></tr></table>  |           |                      |  |  |     |           |    |    |                      |           |    |    |     | Status   | Default Value |  |     | RIM                                     | DPI [2:0] | DBI [2:0]                                 | Power On Sequence | 1'b0                                     | 3'b000 | 3'b110   | SW Reset | No Chang | No Chang | No Chang | HW Reset | 1'b0 | 3'b000 | 3'b110 |   |          |   |   |   |   |                 |   |   |   |   |                 |   |   |   |   |          |   |   |   |   |  |   |   |   |   |  |   |  |  |  |  |  |  |  |  |           |  |  |                      |   |   |   |          |   |   |   |          |   |   |   |          |   |   |   |          |   |   |   |          |   |   |   |                 |   |   |   |                 |   |   |   |          |
| Status                                    | Default Value   |           |                      |  |  |     |           |    |    |                      |           |    |    |     |          |               |  |     |   |           |   |                   |  |        |          |          |          |          |          |          |      |        |        |   |          |   |   |   |   |                 |   |   |   |   |                 |   |   |   |   |          |   |   |   |   |  |   |   |   |   |  |   |  |  |  |  |  |  |  |  |           |  |  |                      |   |   |   |          |   |   |   |          |   |   |   |          |   |   |   |          |   |   |   |          |   |   |   |                 |   |   |   |                 |   |   |   |          |
|   | RIM   | DPI [2:0] | DBI [2:0]            |  |  |     |           |    |    |                      |           |    |    |     |          |               |  |     |   |           |   |                   |  |        |          |          |          |          |          |          |      |        |        |   |          |   |   |   |   |                 |   |   |   |   |                 |   |   |   |   |          |   |   |   |   |  |   |   |   |   |  |   |  |  |  |  |  |  |  |  |           |  |  |                      |   |   |   |          |   |   |   |          |   |   |   |          |   |   |   |          |   |   |   |          |   |   |   |                 |   |   |   |                 |   |   |   |          |
| Power On Sequence                         | 1'b0  | 3'b000    | 3'b110               |  |  |     |           |    |    |                      |           |    |    |     |          |               |  |     |   |           |   |                   |  |        |          |          |          |          |          |          |      |        |        |   |          |   |   |   |   |                 |   |   |   |   |                 |   |   |   |   |          |   |   |   |   |  |   |   |   |   |  |   |  |  |  |  |  |  |  |  |           |  |  |                      |   |   |   |          |   |   |   |          |   |   |   |          |   |   |   |          |   |   |   |          |   |   |   |                 |   |   |   |                 |   |   |   |          |
| SW Reset                                  | No Chang  | No Chang  | No Chang             |  |  |     |           |    |    |                      |           |    |    |     |          |               |  |     |   |           |   |                   |  |        |          |          |          |          |          |          |      |        |        |   |          |   |   |   |   |                 |   |   |   |   |                 |   |   |   |   |          |   |   |   |   |  |   |   |   |   |  |   |  |  |  |  |  |  |  |  |           |  |  |                      |   |   |   |          |   |   |   |          |   |   |   |          |   |   |   |          |   |   |   |          |   |   |   |                 |   |   |   |                 |   |   |   |          |
| HW Reset                                  | 1'b0  | 3'b000    | 3'b110               |  |  |     |           |    |    |                      |           |    |    |     |          |               |  |     |   |           |   |                   |  |        |          |          |          |          |          |          |      |        |        |   |          |   |   |   |   |                 |   |   |   |   |                 |   |   |   |   |          |   |   |   |   |  |   |   |   |   |  |   |  |  |  |  |  |  |  |  |           |  |  |                      |   |   |   |          |   |   |   |          |   |   |   |          |   |   |   |          |   |   |   |          |   |   |   |                 |   |   |   |                 |   |   |   |          |
| Flow Chart                                | <div><div>RDDCOLMOD(0Ch)</div><div>Host</div><div>Driver</div><div>1st Parameter: Dummy Read<br/>2nd Parameter: Send D[7:2] display pixel format status</div></div> <div><div>Legend</div><div>Command</div><div>Parameter</div><div>Display</div><div>Action</div><div>Mode</div><div>Sequential transfer</div></div>  |           |                      |  |  |     |           |    |    |                      |           |    |    |     |          |               |  |     |   |           |   |                   |  |        |          |          |          |          |          |          |      |        |        |   |          |   |   |   |   |                 |   |   |   |   |                 |   |   |   |   |          |   |   |   |   |  |   |   |   |   |  |   |  |  |  |  |  |  |  |  |           |  |  |                      |   |   |   |          |   |   |   |          |   |   |   |          |   |   |   |          |   |   |   |          |   |   |   |                 |   |   |   |                 |   |   |   |          |



## 8.2.8. Read Display Image Format (0Dh)

| 0Dh                                       | RDDIM (Read Display Image Mode)  |                      |     |       |    |    |    |    |    |         |    |    |     |         |               |  |                      |   |        |   |        |  |     |          |             |
|---|--|----------------------|-----|-------|----|----|----|----|----|---------|----|----|-----|---------|---------------|--|----------------------|---|--------|---|--------|--|-----|----------|-------------|
|   | D/CX   | RDX                  | WRX | D17-8 | D7 | D6 | D5 | D4 | D3 | D2      | D1 | D0 | HEX |         |               |  |                      |   |        |   |        |  |     |          |             |
| Command                                   | 0  | 1                    | ↑   | XX    | 0  | 0  | 0  | 0  | 1  | 1       | 0  | 1  | 0Dh |         |               |  |                      |   |        |   |        |  |     |          |             |
| 1 <sup>st</sup> Parameter                 | 1  | ↑                    | 1   | XX    | X  | X  | X  | X  | X  | X       | X  | X  | X   |         |               |  |                      |   |        |   |        |  |     |          |             |
| 2 <sup>nd</sup> Parameter                 | 1  | ↑                    | 1   | XX    | 0  | 0  | 0  | 0  | 0  | D [2:0] |    |    | 00  |         |               |  |                      |   |        |   |        |  |     |          |             |
| Description                               | This command indicates the current status of the display as described in the table below:  |                      |     |       |    |    |    |    |    |         |    |    |     |         |               |  |                      |   |        |   |        |  |     |          |             |
|   | <table><tr><th>D [2:0]</th><th>Description</th></tr><tr><td>000</td><td>Gamma curve 1 (G2.2)</td></tr><tr><td>001</td><td>---</td></tr><tr><td>010</td><td>---</td></tr><tr><td>011</td><td>---</td></tr><tr><td>Other</td><td>Not defined</td></tr></table>   |                      |     |       |    |    |    |    |    |         |    |    |     | D [2:0] | Description   | 000                                      | Gamma curve 1 (G2.2) | 001                                     | ---    | 010                                       | ---    | 011                                      | --- | Other    | Not defined |
|   | D [2:0]  | Description          |     |       |    |    |    |    |    |         |    |    |     |         |               |  |                      |   |        |   |        |  |     |          |             |
|   | 000  | Gamma curve 1 (G2.2) |     |       |    |    |    |    |    |         |    |    |     |         |               |  |                      |   |        |   |        |  |     |          |             |
|   | 001  | ---                  |     |       |    |    |    |    |    |         |    |    |     |         |               |  |                      |   |        |   |        |  |     |          |             |
| 010                                       | ---  |                      |     |       |    |    |    |    |    |         |    |    |     |         |               |  |                      |   |        |   |        |  |     |          |             |
| 011                                       | ---  |                      |     |       |    |    |    |    |    |         |    |    |     |         |               |  |                      |   |        |   |        |  |     |          |             |
| Other                                     | Not defined  |                      |     |       |    |    |    |    |    |         |    |    |     |         |               |  |                      |   |        |   |        |  |     |          |             |
| X = Don't care                            |  |                      |     |       |    |    |    |    |    |         |    |    |     |         |               |  |                      |   |        |   |        |  |     |          |             |
| Restriction                               |  |                      |     |       |    |    |    |    |    |         |    |    |     |         |               |  |                      |   |        |   |        |  |     |          |             |
| Register Availability                     | <table><tr><th>Status</th><th>Availability</th></tr><tr><td>Normal Mode On, Idle Mode Off, Sleep Out</td><td>Yes</td></tr><tr><td>Normal Mode On, Idle Mode On, Sleep Out</td><td>Yes</td></tr><tr><td>Partial Mode On, Idle Mode Off, Sleep Out</td><td>Yes</td></tr><tr><td>Partial Mode On, Idle Mode On, Sleep Out</td><td>Yes</td></tr><tr><td>Sleep In</td><td>Yes</td></tr></table> |                      |     |       |    |    |    |    |    |         |    |    |     | Status  | Availability  | Normal Mode On, Idle Mode Off, Sleep Out | Yes                  | Normal Mode On, Idle Mode On, Sleep Out | Yes    | Partial Mode On, Idle Mode Off, Sleep Out | Yes    | Partial Mode On, Idle Mode On, Sleep Out | Yes | Sleep In | Yes         |
|   | Status   | Availability         |     |       |    |    |    |    |    |         |    |    |     |         |               |  |                      |   |        |   |        |  |     |          |             |
| Normal Mode On, Idle Mode Off, Sleep Out  | Yes  |                      |     |       |    |    |    |    |    |         |    |    |     |         |               |  |                      |   |        |   |        |  |     |          |             |
| Normal Mode On, Idle Mode On, Sleep Out   | Yes  |                      |     |       |    |    |    |    |    |         |    |    |     |         |               |  |                      |   |        |   |        |  |     |          |             |
| Partial Mode On, Idle Mode Off, Sleep Out | Yes  |                      |     |       |    |    |    |    |    |         |    |    |     |         |               |  |                      |   |        |   |        |  |     |          |             |
| Partial Mode On, Idle Mode On, Sleep Out  | Yes  |                      |     |       |    |    |    |    |    |         |    |    |     |         |               |  |                      |   |        |   |        |  |     |          |             |
| Sleep In                                  | Yes  |                      |     |       |    |    |    |    |    |         |    |    |     |         |               |  |                      |   |        |   |        |  |     |          |             |
| Default                                   | <table><tr><th>Status</th><th>Default Value</th></tr><tr><td>Power On Sequence</td><td>3'b000</td></tr><tr><td>SW Reset</td><td>3'b000</td></tr><tr><td>HW Reset</td><td>3'b000</td></tr></table>  |                      |     |       |    |    |    |    |    |         |    |    |     | Status  | Default Value | Power On Sequence                        | 3'b000               | SW Reset                                | 3'b000 | HW Reset                                  | 3'b000 |  |     |          |             |
|   | Status   | Default Value        |     |       |    |    |    |    |    |         |    |    |     |         |               |  |                      |   |        |   |        |  |     |          |             |
| Power On Sequence                         | 3'b000   |                      |     |       |    |    |    |    |    |         |    |    |     |         |               |  |                      |   |        |   |        |  |     |          |             |
| SW Reset                                  | 3'b000   |                      |     |       |    |    |    |    |    |         |    |    |     |         |               |  |                      |   |        |   |        |  |     |          |             |
| HW Reset                                  | 3'b000   |                      |     |       |    |    |    |    |    |         |    |    |     |         |               |  |                      |   |        |   |        |  |     |          |             |
| Flow Chart                                | <div><div><div>RDDIM(0Dh)</div><div>↓</div></div><div><div>Host</div><div>Driver</div></div><div><div>1st Parameter: Dummy Read</div><div>2nd Parameter: Send D[7:0] display image mode status</div></div></div> <div><div>Legend</div><div><div>Command</div><div>Parameter</div><div>Display</div><div>Action</div><div>Mode</div><div>Sequential transfer</div></div></div>             |                      |     |       |    |    |    |    |    |         |    |    |     |         |               |  |                      |   |        |   |        |  |     |          |             |

### 8.2.9. Read Display Signal Mode (0Eh)

| 0Eh                       | RDDSM (Read Display Signal Mode)  |               |   |       |    |    |    |    |    |    |    |    |     |        |               |  |        |   |                         |   |                        |  |     |                            |     |                            |    |   |                                      |   |                                     |    |   |                                    |   |                                   |    |   |   |   |  |    |   |                                     |   |                                    |    |   |          |    |   |          |
|---------------------------|---|---------------|---|-------|----|----|----|----|----|----|----|----|-----|--------|---------------|--|--------|---|-------------------------|---|------------------------|--|-----|----------------------------|-----|----------------------------|----|---|--------------------------------------|---|-------------------------------------|----|---|------------------------------------|---|-----------------------------------|----|---|---|---|--|----|---|-------------------------------------|---|------------------------------------|----|---|----------|----|---|----------|
|                           | D/CX  | RDX           | WRX                                     | D17-8 | D7 | D6 | D5 | D4 | D3 | D2 | D1 | D0 | HEX |        |               |  |        |   |                         |   |                        |  |     |                            |     |                            |    |   |                                      |   |                                     |    |   |                                    |   |                                   |    |   |   |   |  |    |   |                                     |   |                                    |    |   |          |    |   |          |
| Command                   | 0   | 1             | ↑                                       | XX    | 0  | 0  | 0  | 0  | 1  | 1  | 1  | 0  | 0Eh |        |               |  |        |   |                         |   |                        |  |     |                            |     |                            |    |   |                                      |   |                                     |    |   |                                    |   |                                   |    |   |   |   |  |    |   |                                     |   |                                    |    |   |          |    |   |          |
| 1 <sup>st</sup> Parameter | 1   | ↑             | 1                                       | XX    | X  | X  | X  | X  | X  | X  | X  | X  | X   |        |               |  |        |   |                         |   |                        |  |     |                            |     |                            |    |   |                                      |   |                                     |    |   |                                    |   |                                   |    |   |   |   |  |    |   |                                     |   |                                    |    |   |          |    |   |          |
| 2 <sup>nd</sup> Parameter | 1   | ↑             | 1                                       | XX    | D7 | D6 | D5 | D4 | D3 | D2 | D1 | D0 | 00  |        |               |  |        |   |                         |   |                        |  |     |                            |     |                            |    |   |                                      |   |                                     |    |   |                                    |   |                                   |    |   |   |   |  |    |   |                                     |   |                                    |    |   |          |    |   |          |
| Description               | This command indicates the current status of the display as described in the table below:   |               |   |       |    |    |    |    |    |    |    |    |     |        |               |  |        |   |                         |   |                        |  |     |                            |     |                            |    |   |                                      |   |                                     |    |   |                                    |   |                                   |    |   |   |   |  |    |   |                                     |   |                                    |    |   |          |    |   |          |
|                           | <table><tr><th>Bit</th><th>Value</th><th>Description</th></tr><tr><td rowspan="2">D7</td><td>0</td><td>Tearing effect line OFF</td></tr><tr><td>1</td><td>Tearing effect line ON</td></tr><tr><td rowspan="2">D6</td><td>0</td><td>Tearing effect line mode 1</td></tr><tr><td>1</td><td>Tearing effect line mode 2</td></tr><tr><td rowspan="2">D5</td><td>0</td><td>Horizontal sync. (RGB interface) OFF</td></tr><tr><td>1</td><td>Horizontal sync. (RGB interface) ON</td></tr><tr><td rowspan="2">D4</td><td>0</td><td>Vertical sync. (RGB interface) OFF</td></tr><tr><td>1</td><td>Vertical sync. (RGB interface) ON</td></tr><tr><td rowspan="2">D3</td><td>0</td><td>Pixel clock (DOTCLK, RGB interface) OFF</td></tr><tr><td>1</td><td>Pixel clock (DOTCLK, RGB interface) ON</td></tr><tr><td rowspan="2">D2</td><td>0</td><td>Data enable (DE, RGB interface) OFF</td></tr><tr><td>1</td><td>Data enable (DE, RGB interface) ON</td></tr><tr><td>D1</td><td>0</td><td>Reserved</td></tr><tr><td>D0</td><td>0</td><td>Reserved</td></tr></table> |               |   |       |    |    |    |    |    |    |    |    |     | Bit    | Value         | Description                              | D7     | 0                                       | Tearing effect line OFF | 1   | Tearing effect line ON | D6                                       | 0   | Tearing effect line mode 1 | 1   | Tearing effect line mode 2 | D5 | 0 | Horizontal sync. (RGB interface) OFF | 1 | Horizontal sync. (RGB interface) ON | D4 | 0 | Vertical sync. (RGB interface) OFF | 1 | Vertical sync. (RGB interface) ON | D3 | 0 | Pixel clock (DOTCLK, RGB interface) OFF | 1 | Pixel clock (DOTCLK, RGB interface) ON | D2 | 0 | Data enable (DE, RGB interface) OFF | 1 | Data enable (DE, RGB interface) ON | D1 | 0 | Reserved | D0 | 0 | Reserved |
|                           | Bit   | Value         | Description                             |       |    |    |    |    |    |    |    |    |     |        |               |  |        |   |                         |   |                        |  |     |                            |     |                            |    |   |                                      |   |                                     |    |   |                                    |   |                                   |    |   |   |   |  |    |   |                                     |   |                                    |    |   |          |    |   |          |
|                           | D7  | 0             | Tearing effect line OFF                 |       |    |    |    |    |    |    |    |    |     |        |               |  |        |   |                         |   |                        |  |     |                            |     |                            |    |   |                                      |   |                                     |    |   |                                    |   |                                   |    |   |   |   |  |    |   |                                     |   |                                    |    |   |          |    |   |          |
|                           |   | 1             | Tearing effect line ON                  |       |    |    |    |    |    |    |    |    |     |        |               |  |        |   |                         |   |                        |  |     |                            |     |                            |    |   |                                      |   |                                     |    |   |                                    |   |                                   |    |   |   |   |  |    |   |                                     |   |                                    |    |   |          |    |   |          |
|                           | D6  | 0             | Tearing effect line mode 1              |       |    |    |    |    |    |    |    |    |     |        |               |  |        |   |                         |   |                        |  |     |                            |     |                            |    |   |                                      |   |                                     |    |   |                                    |   |                                   |    |   |   |   |  |    |   |                                     |   |                                    |    |   |          |    |   |          |
|                           |   | 1             | Tearing effect line mode 2              |       |    |    |    |    |    |    |    |    |     |        |               |  |        |   |                         |   |                        |  |     |                            |     |                            |    |   |                                      |   |                                     |    |   |                                    |   |                                   |    |   |   |   |  |    |   |                                     |   |                                    |    |   |          |    |   |          |
|                           | D5  | 0             | Horizontal sync. (RGB interface) OFF    |       |    |    |    |    |    |    |    |    |     |        |               |  |        |   |                         |   |                        |  |     |                            |     |                            |    |   |                                      |   |                                     |    |   |                                    |   |                                   |    |   |   |   |  |    |   |                                     |   |                                    |    |   |          |    |   |          |
|                           |   | 1             | Horizontal sync. (RGB interface) ON     |       |    |    |    |    |    |    |    |    |     |        |               |  |        |   |                         |   |                        |  |     |                            |     |                            |    |   |                                      |   |                                     |    |   |                                    |   |                                   |    |   |   |   |  |    |   |                                     |   |                                    |    |   |          |    |   |          |
|                           | D4  | 0             | Vertical sync. (RGB interface) OFF      |       |    |    |    |    |    |    |    |    |     |        |               |  |        |   |                         |   |                        |  |     |                            |     |                            |    |   |                                      |   |                                     |    |   |                                    |   |                                   |    |   |   |   |  |    |   |                                     |   |                                    |    |   |          |    |   |          |
|                           |   | 1             | Vertical sync. (RGB interface) ON       |       |    |    |    |    |    |    |    |    |     |        |               |  |        |   |                         |   |                        |  |     |                            |     |                            |    |   |                                      |   |                                     |    |   |                                    |   |                                   |    |   |   |   |  |    |   |                                     |   |                                    |    |   |          |    |   |          |
|                           | D3  | 0             | Pixel clock (DOTCLK, RGB interface) OFF |       |    |    |    |    |    |    |    |    |     |        |               |  |        |   |                         |   |                        |  |     |                            |     |                            |    |   |                                      |   |                                     |    |   |                                    |   |                                   |    |   |   |   |  |    |   |                                     |   |                                    |    |   |          |    |   |          |
|                           |   | 1             | Pixel clock (DOTCLK, RGB interface) ON  |       |    |    |    |    |    |    |    |    |     |        |               |  |        |   |                         |   |                        |  |     |                            |     |                            |    |   |                                      |   |                                     |    |   |                                    |   |                                   |    |   |   |   |  |    |   |                                     |   |                                    |    |   |          |    |   |          |
|                           | D2  | 0             | Data enable (DE, RGB interface) OFF     |       |    |    |    |    |    |    |    |    |     |        |               |  |        |   |                         |   |                        |  |     |                            |     |                            |    |   |                                      |   |                                     |    |   |                                    |   |                                   |    |   |   |   |  |    |   |                                     |   |                                    |    |   |          |    |   |          |
|                           |   | 1             | Data enable (DE, RGB interface) ON      |       |    |    |    |    |    |    |    |    |     |        |               |  |        |   |                         |   |                        |  |     |                            |     |                            |    |   |                                      |   |                                     |    |   |                                    |   |                                   |    |   |   |   |  |    |   |                                     |   |                                    |    |   |          |    |   |          |
| D1                        | 0   | Reserved      |   |       |    |    |    |    |    |    |    |    |     |        |               |  |        |   |                         |   |                        |  |     |                            |     |                            |    |   |                                      |   |                                     |    |   |                                    |   |                                   |    |   |   |   |  |    |   |                                     |   |                                    |    |   |          |    |   |          |
| D0                        | 0   | Reserved      |   |       |    |    |    |    |    |    |    |    |     |        |               |  |        |   |                         |   |                        |  |     |                            |     |                            |    |   |                                      |   |                                     |    |   |                                    |   |                                   |    |   |   |   |  |    |   |                                     |   |                                    |    |   |          |    |   |          |
| X = Don't care            |   |               |   |       |    |    |    |    |    |    |    |    |     |        |               |  |        |   |                         |   |                        |  |     |                            |     |                            |    |   |                                      |   |                                     |    |   |                                    |   |                                   |    |   |   |   |  |    |   |                                     |   |                                    |    |   |          |    |   |          |
| Restriction               |   |               |   |       |    |    |    |    |    |    |    |    |     |        |               |  |        |   |                         |   |                        |  |     |                            |     |                            |    |   |                                      |   |                                     |    |   |                                    |   |                                   |    |   |   |   |  |    |   |                                     |   |                                    |    |   |          |    |   |          |
| Register Availability     | <table><tr><th>Status</th><th>Availability</th></tr><tr><td>Normal Mode On, Idle Mode Off, Sleep Out</td><td>Yes</td></tr><tr><td>Normal Mode On, Idle Mode On, Sleep Out</td><td>Yes</td></tr><tr><td>Partial Mode On, Idle Mode Off, Sleep Out</td><td>Yes</td></tr><tr><td>Partial Mode On, Idle Mode On, Sleep Out</td><td>Yes</td></tr><tr><td>Sleep In</td><td>Yes</td></tr></table>  |               |   |       |    |    |    |    |    |    |    |    |     | Status | Availability  | Normal Mode On, Idle Mode Off, Sleep Out | Yes    | Normal Mode On, Idle Mode On, Sleep Out | Yes                     | Partial Mode On, Idle Mode Off, Sleep Out | Yes                    | Partial Mode On, Idle Mode On, Sleep Out | Yes | Sleep In                   | Yes |                            |    |   |                                      |   |                                     |    |   |                                    |   |                                   |    |   |   |   |  |    |   |                                     |   |                                    |    |   |          |    |   |          |
|                           | Status  | Availability  |   |       |    |    |    |    |    |    |    |    |     |        |               |  |        |   |                         |   |                        |  |     |                            |     |                            |    |   |                                      |   |                                     |    |   |                                    |   |                                   |    |   |   |   |  |    |   |                                     |   |                                    |    |   |          |    |   |          |
|                           | Normal Mode On, Idle Mode Off, Sleep Out  | Yes           |   |       |    |    |    |    |    |    |    |    |     |        |               |  |        |   |                         |   |                        |  |     |                            |     |                            |    |   |                                      |   |                                     |    |   |                                    |   |                                   |    |   |   |   |  |    |   |                                     |   |                                    |    |   |          |    |   |          |
|                           | Normal Mode On, Idle Mode On, Sleep Out   | Yes           |   |       |    |    |    |    |    |    |    |    |     |        |               |  |        |   |                         |   |                        |  |     |                            |     |                            |    |   |                                      |   |                                     |    |   |                                    |   |                                   |    |   |   |   |  |    |   |                                     |   |                                    |    |   |          |    |   |          |
|                           | Partial Mode On, Idle Mode Off, Sleep Out   | Yes           |   |       |    |    |    |    |    |    |    |    |     |        |               |  |        |   |                         |   |                        |  |     |                            |     |                            |    |   |                                      |   |                                     |    |   |                                    |   |                                   |    |   |   |   |  |    |   |                                     |   |                                    |    |   |          |    |   |          |
|                           | Partial Mode On, Idle Mode On, Sleep Out  | Yes           |   |       |    |    |    |    |    |    |    |    |     |        |               |  |        |   |                         |   |                        |  |     |                            |     |                            |    |   |                                      |   |                                     |    |   |                                    |   |                                   |    |   |   |   |  |    |   |                                     |   |                                    |    |   |          |    |   |          |
| Sleep In                  | Yes   |               |   |       |    |    |    |    |    |    |    |    |     |        |               |  |        |   |                         |   |                        |  |     |                            |     |                            |    |   |                                      |   |                                     |    |   |                                    |   |                                   |    |   |   |   |  |    |   |                                     |   |                                    |    |   |          |    |   |          |
| Default                   | <table><tr><th>Status</th><th>Default Value</th></tr><tr><td>Power On Sequence</td><td>8'h00h</td></tr><tr><td>SW Reset</td><td>8'h00h</td></tr><tr><td>HW Reset</td><td>8'h00h</td></tr></table>   |               |   |       |    |    |    |    |    |    |    |    |     | Status | Default Value | Power On Sequence                        | 8'h00h | SW Reset                                | 8'h00h                  | HW Reset                                  | 8'h00h                 |  |     |                            |     |                            |    |   |                                      |   |                                     |    |   |                                    |   |                                   |    |   |   |   |  |    |   |                                     |   |                                    |    |   |          |    |   |          |
|                           | Status  | Default Value |   |       |    |    |    |    |    |    |    |    |     |        |               |  |        |   |                         |   |                        |  |     |                            |     |                            |    |   |                                      |   |                                     |    |   |                                    |   |                                   |    |   |   |   |  |    |   |                                     |   |                                    |    |   |          |    |   |          |
|                           | Power On Sequence   | 8'h00h        |   |       |    |    |    |    |    |    |    |    |     |        |               |  |        |   |                         |   |                        |  |     |                            |     |                            |    |   |                                      |   |                                     |    |   |                                    |   |                                   |    |   |   |   |  |    |   |                                     |   |                                    |    |   |          |    |   |          |
|                           | SW Reset  | 8'h00h        |   |       |    |    |    |    |    |    |    |    |     |        |               |  |        |   |                         |   |                        |  |     |                            |     |                            |    |   |                                      |   |                                     |    |   |                                    |   |                                   |    |   |   |   |  |    |   |                                     |   |                                    |    |   |          |    |   |          |
| HW Reset                  | 8'h00h  |               |   |       |    |    |    |    |    |    |    |    |     |        |               |  |        |   |                         |   |                        |  |     |                            |     |                            |    |   |                                      |   |                                     |    |   |                                    |   |                                   |    |   |   |   |  |    |   |                                     |   |                                    |    |   |          |    |   |          |
| Flow Chart                | <div><div><div>RDDSM(0Eh)</div><div>Host</div><div>Driver</div><div>1st Parameter: Dummy Read<br/>2nd Parameter: Send D[7:0] display signal mode status</div></div><div><div>Legend</div><div><div>Command</div><div>Parameter</div><div>Display</div><div>Action</div><div>Mode</div><div>Sequential transfer</div></div></div></div>  |               |   |       |    |    |    |    |    |    |    |    |     |        |               |  |        |   |                         |   |                        |  |     |                            |     |                            |    |   |                                      |   |                                     |    |   |                                    |   |                                   |    |   |   |   |  |    |   |                                     |   |                                    |    |   |          |    |   |          |

### 8.2.10. Read Display Self-Diagnostic Result (0Fh)

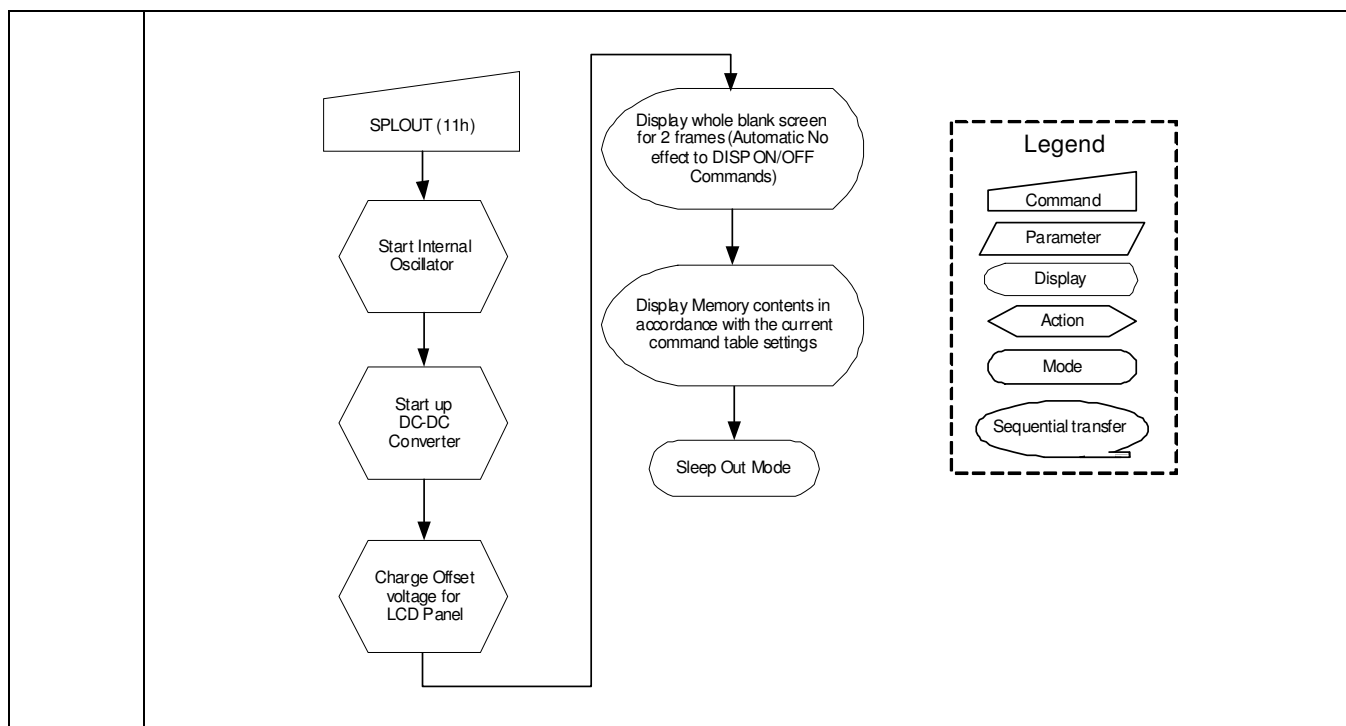
| 0Fh                       | RDDSDR (Read Display Self-Diagnostic Result)   |                            |   |       |    |    |    |    |    |    |    |    |     |        |               |  |        |   |   |   |                         |   |     |          |     |    |          |     |    |          |     |    |          |     |    |          |     |    |          |     |
|---------------------------|--|----------------------------|---|-------|----|----|----|----|----|----|----|----|-----|--------|---------------|--|--------|---|---|---|-------------------------|---|-----|----------|-----|----|----------|-----|----|----------|-----|----|----------|-----|----|----------|-----|----|----------|-----|
|                           | D/CX   | RDX                        | WRX   | D17-8 | D7 | D6 | D5 | D4 | D3 | D2 | D1 | D0 | HEX |        |               |  |        |   |   |   |                         |   |     |          |     |    |          |     |    |          |     |    |          |     |    |          |     |    |          |     |
| Command                   | 0  | 1                          | ↑   | XX    | 0  | 0  | 0  | 0  | 1  | 1  | 1  | 1  | 0Fh |        |               |  |        |   |   |   |                         |   |     |          |     |    |          |     |    |          |     |    |          |     |    |          |     |    |          |     |
| 1 <sup>st</sup> Parameter | 1  | ↑                          | 1   | XX    | X  | X  | X  | X  | X  | X  | X  | X  | X   |        |               |  |        |   |   |   |                         |   |     |          |     |    |          |     |    |          |     |    |          |     |    |          |     |    |          |     |
| 2 <sup>nd</sup> Parameter | 1  | ↑                          | 1   | XX    | D7 | D6 | 0  | 0  | 0  | 0  | 0  | 0  | 00  |        |               |  |        |   |   |   |                         |   |     |          |     |    |          |     |    |          |     |    |          |     |    |          |     |    |          |     |
| Description               | <table><tr><th>Bit</th><th>Description</th><th>Action</th></tr><tr><td>D7</td><td>Register Loading Detection</td><td>Invert the D7 bit if register values loading work properly.</td></tr><tr><td>D6</td><td>Functionality Detection</td><td>Invert the D6 bit if the display is functionality</td></tr><tr><td>D5</td><td>Not Used</td><td>'0'</td></tr><tr><td>D4</td><td>Not Used</td><td>'0'</td></tr><tr><td>D3</td><td>Not Used</td><td>'0'</td></tr><tr><td>D2</td><td>Not Used</td><td>'0'</td></tr><tr><td>D1</td><td>Not Used</td><td>'0'</td></tr><tr><td>D0</td><td>Not Used</td><td>'0'</td></tr></table> |                            |   |       |    |    |    |    |    |    |    |    |     | Bit    | Description   | Action                                   | D7     | Register Loading Detection              | Invert the D7 bit if register values loading work properly. | D6  | Functionality Detection | Invert the D6 bit if the display is functionality | D5  | Not Used | '0' | D4 | Not Used | '0' | D3 | Not Used | '0' | D2 | Not Used | '0' | D1 | Not Used | '0' | D0 | Not Used | '0' |
|                           | Bit  | Description                | Action  |       |    |    |    |    |    |    |    |    |     |        |               |  |        |   |   |   |                         |   |     |          |     |    |          |     |    |          |     |    |          |     |    |          |     |    |          |     |
|                           | D7   | Register Loading Detection | Invert the D7 bit if register values loading work properly. |       |    |    |    |    |    |    |    |    |     |        |               |  |        |   |   |   |                         |   |     |          |     |    |          |     |    |          |     |    |          |     |    |          |     |    |          |     |
|                           | D6   | Functionality Detection    | Invert the D6 bit if the display is functionality           |       |    |    |    |    |    |    |    |    |     |        |               |  |        |   |   |   |                         |   |     |          |     |    |          |     |    |          |     |    |          |     |    |          |     |    |          |     |
|                           | D5   | Not Used                   | '0'   |       |    |    |    |    |    |    |    |    |     |        |               |  |        |   |   |   |                         |   |     |          |     |    |          |     |    |          |     |    |          |     |    |          |     |    |          |     |
|                           | D4   | Not Used                   | '0'   |       |    |    |    |    |    |    |    |    |     |        |               |  |        |   |   |   |                         |   |     |          |     |    |          |     |    |          |     |    |          |     |    |          |     |    |          |     |
|                           | D3   | Not Used                   | '0'   |       |    |    |    |    |    |    |    |    |     |        |               |  |        |   |   |   |                         |   |     |          |     |    |          |     |    |          |     |    |          |     |    |          |     |    |          |     |
|                           | D2   | Not Used                   | '0'   |       |    |    |    |    |    |    |    |    |     |        |               |  |        |   |   |   |                         |   |     |          |     |    |          |     |    |          |     |    |          |     |    |          |     |    |          |     |
|                           | D1   | Not Used                   | '0'   |       |    |    |    |    |    |    |    |    |     |        |               |  |        |   |   |   |                         |   |     |          |     |    |          |     |    |          |     |    |          |     |    |          |     |    |          |     |
| D0                        | Not Used   | '0'                        |   |       |    |    |    |    |    |    |    |    |     |        |               |  |        |   |   |   |                         |   |     |          |     |    |          |     |    |          |     |    |          |     |    |          |     |    |          |     |
| Restriction               |  |                            |   |       |    |    |    |    |    |    |    |    |     |        |               |  |        |   |   |   |                         |   |     |          |     |    |          |     |    |          |     |    |          |     |    |          |     |    |          |     |
| Register Availability     | <table><tr><th>Status</th><th>Availability</th></tr><tr><td>Normal Mode On, Idle Mode Off, Sleep Out</td><td>Yes</td></tr><tr><td>Normal Mode On, Idle Mode On, Sleep Out</td><td>Yes</td></tr><tr><td>Partial Mode On, Idle Mode Off, Sleep Out</td><td>Yes</td></tr><tr><td>Partial Mode On, Idle Mode On, Sleep Out</td><td>Yes</td></tr><tr><td>Sleep In</td><td>Yes</td></tr></table>   |                            |   |       |    |    |    |    |    |    |    |    |     | Status | Availability  | Normal Mode On, Idle Mode Off, Sleep Out | Yes    | Normal Mode On, Idle Mode On, Sleep Out | Yes   | Partial Mode On, Idle Mode Off, Sleep Out | Yes                     | Partial Mode On, Idle Mode On, Sleep Out          | Yes | Sleep In | Yes |    |          |     |    |          |     |    |          |     |    |          |     |    |          |     |
|                           | Status   | Availability               |   |       |    |    |    |    |    |    |    |    |     |        |               |  |        |   |   |   |                         |   |     |          |     |    |          |     |    |          |     |    |          |     |    |          |     |    |          |     |
|                           | Normal Mode On, Idle Mode Off, Sleep Out   | Yes                        |   |       |    |    |    |    |    |    |    |    |     |        |               |  |        |   |   |   |                         |   |     |          |     |    |          |     |    |          |     |    |          |     |    |          |     |    |          |     |
|                           | Normal Mode On, Idle Mode On, Sleep Out  | Yes                        |   |       |    |    |    |    |    |    |    |    |     |        |               |  |        |   |   |   |                         |   |     |          |     |    |          |     |    |          |     |    |          |     |    |          |     |    |          |     |
|                           | Partial Mode On, Idle Mode Off, Sleep Out  | Yes                        |   |       |    |    |    |    |    |    |    |    |     |        |               |  |        |   |   |   |                         |   |     |          |     |    |          |     |    |          |     |    |          |     |    |          |     |    |          |     |
|                           | Partial Mode On, Idle Mode On, Sleep Out   | Yes                        |   |       |    |    |    |    |    |    |    |    |     |        |               |  |        |   |   |   |                         |   |     |          |     |    |          |     |    |          |     |    |          |     |    |          |     |    |          |     |
| Sleep In                  | Yes  |                            |   |       |    |    |    |    |    |    |    |    |     |        |               |  |        |   |   |   |                         |   |     |          |     |    |          |     |    |          |     |    |          |     |    |          |     |    |          |     |
| Default                   | <table><tr><th>Status</th><th>Default Value</th></tr><tr><td>Power On Sequence</td><td>8'h00h</td></tr><tr><td>SW Reset</td><td>8'h00h</td></tr><tr><td>HW Reset</td><td>8'h00h</td></tr></table>  |                            |   |       |    |    |    |    |    |    |    |    |     | Status | Default Value | Power On Sequence                        | 8'h00h | SW Reset                                | 8'h00h  | HW Reset                                  | 8'h00h                  |   |     |          |     |    |          |     |    |          |     |    |          |     |    |          |     |    |          |     |
|                           | Status   | Default Value              |   |       |    |    |    |    |    |    |    |    |     |        |               |  |        |   |   |   |                         |   |     |          |     |    |          |     |    |          |     |    |          |     |    |          |     |    |          |     |
|                           | Power On Sequence  | 8'h00h                     |   |       |    |    |    |    |    |    |    |    |     |        |               |  |        |   |   |   |                         |   |     |          |     |    |          |     |    |          |     |    |          |     |    |          |     |    |          |     |
|                           | SW Reset   | 8'h00h                     |   |       |    |    |    |    |    |    |    |    |     |        |               |  |        |   |   |   |                         |   |     |          |     |    |          |     |    |          |     |    |          |     |    |          |     |    |          |     |
| HW Reset                  | 8'h00h   |                            |   |       |    |    |    |    |    |    |    |    |     |        |               |  |        |   |   |   |                         |   |     |          |     |    |          |     |    |          |     |    |          |     |    |          |     |    |          |     |
| Flow Chart                | <div><div><div>RDDSDR(0Fh)</div><div>↓</div></div><div><div>Host</div><div>-----</div><div>Driver</div></div><div><div>1st Parameter: Dummy Read</div><div>2nd Parameter: Send D[7:6] display self-diagnostic status</div></div></div>   |                            |   |       |    |    |    |    |    |    |    |    |     |        |               |  |        |   |   |   |                         |   |     |          |     |    |          |     |    |          |     |    |          |     |    |          |     |    |          |     |
|                           | <div><div>Legend</div><div><div>Command</div><div>Parameter</div><div>Display</div><div>Action</div><div>Mode</div><div>Sequential transfer</div></div></div>  |                            |   |       |    |    |    |    |    |    |    |    |     |        |               |  |        |   |   |   |                         |   |     |          |     |    |          |     |    |          |     |    |          |     |    |          |     |    |          |     |

### 8.2.11. Enter Sleep Mode (10h)

| 10h                                       | SPLIN (Enter Sleep Mode)   |     |     |       |    |    |    |    |    |    |    |    |     |        |               |  |               |   |               |   |               |  |     |          |     |
|---|--|-----|-----|-------|----|----|----|----|----|----|----|----|-----|--------|---------------|--|---------------|---|---------------|---|---------------|--|-----|----------|-----|
|   | D/CX   | RDX | WRX | D17-8 | D7 | D6 | D5 | D4 | D3 | D2 | D1 | D0 | HEX |        |               |  |               |   |               |   |               |  |     |          |     |
| Command                                   | 0  | 1   | ↑   | XX    | 0  | 0  | 0  | 1  | 0  | 0  | 0  | 0  | 10h |        |               |  |               |   |               |   |               |  |     |          |     |
| Parameter                                 | No Parameter   |     |     |       |    |    |    |    |    |    |    |    |     |        |               |  |               |   |               |   |               |  |     |          |     |
| Description                               | <p>This command causes the LCD module to enter the minimum power consumption mode. In this mode e.g. the DC/DC converter is stopped, Internal oscillator is stopped, and panel scanning is stopped.</p> <p>MCU interface and memory are still working and the memory keeps its contents.</p> <p>X = Don't care</p>   |     |     |       |    |    |    |    |    |    |    |    |     |        |               |  |               |   |               |   |               |  |     |          |     |
| Restriction                               | <p>This command has no effect when module is already in sleep in mode. Sleep In Mode can only be left by the Sleep Out Command (11h). It will be necessary to wait 5msec before sending next to command, this is to allow time for the supply voltages and clock circuits to stabilize. It will be necessary to wait 120msec after sending Sleep Out command (when in Sleep In Mode) before Sleep In command can be sent.</p>  |     |     |       |    |    |    |    |    |    |    |    |     |        |               |  |               |   |               |   |               |  |     |          |     |
| Register Availability                     | <table><tr><th>Status</th><th>Availability</th></tr><tr><td>Normal Mode On, Idle Mode Off, Sleep Out</td><td>Yes</td></tr><tr><td>Normal Mode On, Idle Mode On, Sleep Out</td><td>Yes</td></tr><tr><td>Partial Mode On, Idle Mode Off, Sleep Out</td><td>Yes</td></tr><tr><td>Partial Mode On, Idle Mode On, Sleep Out</td><td>Yes</td></tr><tr><td>Sleep In</td><td>Yes</td></tr></table>   |     |     |       |    |    |    |    |    |    |    |    |     | Status | Availability  | Normal Mode On, Idle Mode Off, Sleep Out | Yes           | Normal Mode On, Idle Mode On, Sleep Out | Yes           | Partial Mode On, Idle Mode Off, Sleep Out | Yes           | Partial Mode On, Idle Mode On, Sleep Out | Yes | Sleep In | Yes |
| Status                                    | Availability   |     |     |       |    |    |    |    |    |    |    |    |     |        |               |  |               |   |               |   |               |  |     |          |     |
| Normal Mode On, Idle Mode Off, Sleep Out  | Yes  |     |     |       |    |    |    |    |    |    |    |    |     |        |               |  |               |   |               |   |               |  |     |          |     |
| Normal Mode On, Idle Mode On, Sleep Out   | Yes  |     |     |       |    |    |    |    |    |    |    |    |     |        |               |  |               |   |               |   |               |  |     |          |     |
| Partial Mode On, Idle Mode Off, Sleep Out | Yes  |     |     |       |    |    |    |    |    |    |    |    |     |        |               |  |               |   |               |   |               |  |     |          |     |
| Partial Mode On, Idle Mode On, Sleep Out  | Yes  |     |     |       |    |    |    |    |    |    |    |    |     |        |               |  |               |   |               |   |               |  |     |          |     |
| Sleep In                                  | Yes  |     |     |       |    |    |    |    |    |    |    |    |     |        |               |  |               |   |               |   |               |  |     |          |     |
| Default                                   | <table><tr><th>Status</th><th>Default Value</th></tr><tr><td>Power On Sequence</td><td>Sleep IN Mode</td></tr><tr><td>SW Reset</td><td>Sleep IN Mode</td></tr><tr><td>HW Reset</td><td>Sleep IN Mode</td></tr></table>   |     |     |       |    |    |    |    |    |    |    |    |     | Status | Default Value | Power On Sequence                        | Sleep IN Mode | SW Reset                                | Sleep IN Mode | HW Reset                                  | Sleep IN Mode |  |     |          |     |
| Status                                    | Default Value  |     |     |       |    |    |    |    |    |    |    |    |     |        |               |  |               |   |               |   |               |  |     |          |     |
| Power On Sequence                         | Sleep IN Mode  |     |     |       |    |    |    |    |    |    |    |    |     |        |               |  |               |   |               |   |               |  |     |          |     |
| SW Reset                                  | Sleep IN Mode  |     |     |       |    |    |    |    |    |    |    |    |     |        |               |  |               |   |               |   |               |  |     |          |     |
| HW Reset                                  | Sleep IN Mode  |     |     |       |    |    |    |    |    |    |    |    |     |        |               |  |               |   |               |   |               |  |     |          |     |
| Flow Chart                                | <p>It takes 120msec to get into Sleep In mode after SLPIN command issued.</p> <div><div><div>SPLIN (10h)</div><div>Display whole blank screen<br/>(Automatic No effect to DISP ON/OFF commands)</div><div>Drain charge from LCD panel</div></div><div><div>Stop DC/DC Converter</div><div>Stop Internal Oscillator</div><div>Sleep In Mode</div></div></div> <div><div>Legend</div><div><div>Command</div><div>Parameter</div><div>Display</div><div>Action</div><div>Mode</div><div>Sequential transfer</div></div></div> |     |     |       |    |    |    |    |    |    |    |    |     |        |               |  |               |   |               |   |               |  |     |          |     |

### 8.2.12. Sleep Out (11h)

| 11h                                       | SLPOUT (Sleep Out)  |     |     |       |    |    |    |    |    |    |    |    |     |        |               |  |               |   |               |   |               |  |     |          |     |
|---|---|-----|-----|-------|----|----|----|----|----|----|----|----|-----|--------|---------------|--|---------------|---|---------------|---|---------------|--|-----|----------|-----|
|   | D/CX  | RDX | WRX | D17-8 | D7 | D6 | D5 | D4 | D3 | D2 | D1 | D0 | HEX |        |               |  |               |   |               |   |               |  |     |          |     |
| Command                                   | 0   | 1   | ↑   | XX    | 0  | 0  | 0  | 1  | 0  | 0  | 0  | 1  | 11h |        |               |  |               |   |               |   |               |  |     |          |     |
| Parameter                                 | No Parameter  |     |     |       |    |    |    |    |    |    |    |    |     |        |               |  |               |   |               |   |               |  |     |          |     |
| Description                               | <p>This command turns off sleep mode.</p> <p>In this mode e.g. the DC/DC converter is enabled, Internal oscillator is started, and panel scanning is started.</p> <p>X = Don't care</p>   |     |     |       |    |    |    |    |    |    |    |    |     |        |               |  |               |   |               |   |               |  |     |          |     |
| Restriction                               | <p>This command has no effect when module is already in sleep out mode. Sleep Out Mode can only be left by the Sleep In Command (10h). It will be necessary to wait <b>5msec</b> before sending next command, this is to allow time for the supply voltages and clock circuits stabilize. The display module loads all display supplier's factory default values to the registers during this <b>5msec</b> and there cannot be any abnormal visual effect on the display image if factory default and register values are same when this load is done and when the display module is already Sleep Out –mode. The display module is doing self-diagnostic functions during this 5msec. It will be necessary to wait 120msec after sending Sleep In command (when in Sleep Out mode) before Sleep Out command can be sent.</p> |     |     |       |    |    |    |    |    |    |    |    |     |        |               |  |               |   |               |   |               |  |     |          |     |
| Register Availability                     | <table><tr><th>Status</th><th>Availability</th></tr><tr><td>Normal Mode On, Idle Mode Off, Sleep Out</td><td>Yes</td></tr><tr><td>Normal Mode On, Idle Mode On, Sleep Out</td><td>Yes</td></tr><tr><td>Partial Mode On, Idle Mode Off, Sleep Out</td><td>Yes</td></tr><tr><td>Partial Mode On, Idle Mode On, Sleep Out</td><td>Yes</td></tr><tr><td>Sleep In</td><td>Yes</td></tr></table>  |     |     |       |    |    |    |    |    |    |    |    |     | Status | Availability  | Normal Mode On, Idle Mode Off, Sleep Out | Yes           | Normal Mode On, Idle Mode On, Sleep Out | Yes           | Partial Mode On, Idle Mode Off, Sleep Out | Yes           | Partial Mode On, Idle Mode On, Sleep Out | Yes | Sleep In | Yes |
| Status                                    | Availability  |     |     |       |    |    |    |    |    |    |    |    |     |        |               |  |               |   |               |   |               |  |     |          |     |
| Normal Mode On, Idle Mode Off, Sleep Out  | Yes   |     |     |       |    |    |    |    |    |    |    |    |     |        |               |  |               |   |               |   |               |  |     |          |     |
| Normal Mode On, Idle Mode On, Sleep Out   | Yes   |     |     |       |    |    |    |    |    |    |    |    |     |        |               |  |               |   |               |   |               |  |     |          |     |
| Partial Mode On, Idle Mode Off, Sleep Out | Yes   |     |     |       |    |    |    |    |    |    |    |    |     |        |               |  |               |   |               |   |               |  |     |          |     |
| Partial Mode On, Idle Mode On, Sleep Out  | Yes   |     |     |       |    |    |    |    |    |    |    |    |     |        |               |  |               |   |               |   |               |  |     |          |     |
| Sleep In                                  | Yes   |     |     |       |    |    |    |    |    |    |    |    |     |        |               |  |               |   |               |   |               |  |     |          |     |
| Default                                   | <table><tr><th>Status</th><th>Default Value</th></tr><tr><td>Power On Sequence</td><td>Sleep IN Mode</td></tr><tr><td>SW Reset</td><td>Sleep IN Mode</td></tr><tr><td>HW Reset</td><td>Sleep IN Mode</td></tr></table>  |     |     |       |    |    |    |    |    |    |    |    |     | Status | Default Value | Power On Sequence                        | Sleep IN Mode | SW Reset                                | Sleep IN Mode | HW Reset                                  | Sleep IN Mode |  |     |          |     |
| Status                                    | Default Value   |     |     |       |    |    |    |    |    |    |    |    |     |        |               |  |               |   |               |   |               |  |     |          |     |
| Power On Sequence                         | Sleep IN Mode   |     |     |       |    |    |    |    |    |    |    |    |     |        |               |  |               |   |               |   |               |  |     |          |     |
| SW Reset                                  | Sleep IN Mode   |     |     |       |    |    |    |    |    |    |    |    |     |        |               |  |               |   |               |   |               |  |     |          |     |
| HW Reset                                  | Sleep IN Mode   |     |     |       |    |    |    |    |    |    |    |    |     |        |               |  |               |   |               |   |               |  |     |          |     |
| Flow Chart                                | It takes 120msec to become Sleep Out mode after SLPOUT command issued.  |     |     |       |    |    |    |    |    |    |    |    |     |        |               |  |               |   |               |   |               |  |     |          |     |



### 8.2.13. Partial Mode ON (12h)

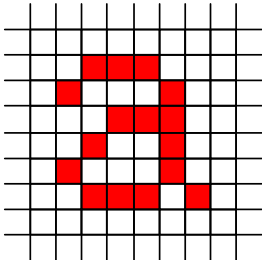
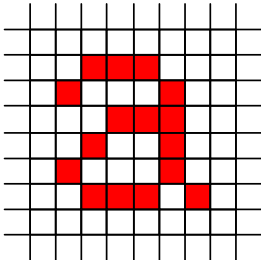
| 12h                                       | PTLON (Partial Mode On)  |     |     |       |    |    |    |    |    |    |    |    |     |        |               |  |                        |   |                        |   |                        |  |     |          |     |
|---|--|-----|-----|-------|----|----|----|----|----|----|----|----|-----|--------|---------------|--|------------------------|---|------------------------|---|------------------------|--|-----|----------|-----|
|   | D/CX   | RDX | WRX | D17-8 | D7 | D6 | D5 | D4 | D3 | D2 | D1 | D0 | HEX |        |               |  |                        |   |                        |   |                        |  |     |          |     |
| Command                                   | 0  | 1   | ↑   | XX    | 0  | 0  | 0  | 1  | 0  | 0  | 1  | 0  | 12h |        |               |  |                        |   |                        |   |                        |  |     |          |     |
| Parameter                                 | No Parameter   |     |     |       |    |    |    |    |    |    |    |    |     |        |               |  |                        |   |                        |   |                        |  |     |          |     |
| Description                               | This command turns on partial mode The partial mode window is described by the Partial Area command (30H). To leave Partial mode, the Normal Display Mode On command (13H) should be written.<br><br>X = Don't care  |     |     |       |    |    |    |    |    |    |    |    |     |        |               |  |                        |   |                        |   |                        |  |     |          |     |
| Restriction                               | This command has no effect when Partial mode is active.  |     |     |       |    |    |    |    |    |    |    |    |     |        |               |  |                        |   |                        |   |                        |  |     |          |     |
| Register Availability                     | <table><tr><th>Status</th><th>Availability</th></tr><tr><td>Normal Mode On, Idle Mode Off, Sleep Out</td><td>Yes</td></tr><tr><td>Normal Mode On, Idle Mode On, Sleep Out</td><td>Yes</td></tr><tr><td>Partial Mode On, Idle Mode Off, Sleep Out</td><td>Yes</td></tr><tr><td>Partial Mode On, Idle Mode On, Sleep Out</td><td>Yes</td></tr><tr><td>Sleep In</td><td>Yes</td></tr></table> |     |     |       |    |    |    |    |    |    |    |    |     | Status | Availability  | Normal Mode On, Idle Mode Off, Sleep Out | Yes                    | Normal Mode On, Idle Mode On, Sleep Out | Yes                    | Partial Mode On, Idle Mode Off, Sleep Out | Yes                    | Partial Mode On, Idle Mode On, Sleep Out | Yes | Sleep In | Yes |
| Status                                    | Availability   |     |     |       |    |    |    |    |    |    |    |    |     |        |               |  |                        |   |                        |   |                        |  |     |          |     |
| Normal Mode On, Idle Mode Off, Sleep Out  | Yes  |     |     |       |    |    |    |    |    |    |    |    |     |        |               |  |                        |   |                        |   |                        |  |     |          |     |
| Normal Mode On, Idle Mode On, Sleep Out   | Yes  |     |     |       |    |    |    |    |    |    |    |    |     |        |               |  |                        |   |                        |   |                        |  |     |          |     |
| Partial Mode On, Idle Mode Off, Sleep Out | Yes  |     |     |       |    |    |    |    |    |    |    |    |     |        |               |  |                        |   |                        |   |                        |  |     |          |     |
| Partial Mode On, Idle Mode On, Sleep Out  | Yes  |     |     |       |    |    |    |    |    |    |    |    |     |        |               |  |                        |   |                        |   |                        |  |     |          |     |
| Sleep In                                  | Yes  |     |     |       |    |    |    |    |    |    |    |    |     |        |               |  |                        |   |                        |   |                        |  |     |          |     |
| Default                                   | <table><tr><th>Status</th><th>Default Value</th></tr><tr><td>Power On Sequence</td><td>Normal Display Mode ON</td></tr><tr><td>SW Reset</td><td>Normal Display Mode ON</td></tr><tr><td>HW Reset</td><td>Normal Display Mode ON</td></tr></table>  |     |     |       |    |    |    |    |    |    |    |    |     | Status | Default Value | Power On Sequence                        | Normal Display Mode ON | SW Reset                                | Normal Display Mode ON | HW Reset                                  | Normal Display Mode ON |  |     |          |     |
| Status                                    | Default Value  |     |     |       |    |    |    |    |    |    |    |    |     |        |               |  |                        |   |                        |   |                        |  |     |          |     |
| Power On Sequence                         | Normal Display Mode ON   |     |     |       |    |    |    |    |    |    |    |    |     |        |               |  |                        |   |                        |   |                        |  |     |          |     |
| SW Reset                                  | Normal Display Mode ON   |     |     |       |    |    |    |    |    |    |    |    |     |        |               |  |                        |   |                        |   |                        |  |     |          |     |
| HW Reset                                  | Normal Display Mode ON   |     |     |       |    |    |    |    |    |    |    |    |     |        |               |  |                        |   |                        |   |                        |  |     |          |     |
| Flow Chart                                | See Partial Area (30h)   |     |     |       |    |    |    |    |    |    |    |    |     |        |               |  |                        |   |                        |   |                        |  |     |          |     |

### 8.2.14. Normal Display Mode ON (13h)

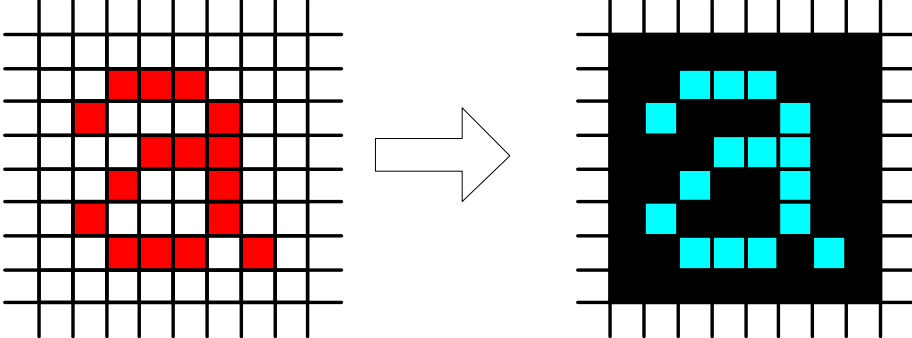
| 13h                                       | NORON (Normal Display Mode On)   |     |     |       |    |    |    |    |    |    |    |    |     |        |               |  |                        |   |                        |   |                        |  |     |          |     |
|---|--|-----|-----|-------|----|----|----|----|----|----|----|----|-----|--------|---------------|--|------------------------|---|------------------------|---|------------------------|--|-----|----------|-----|
|   | D/CX   | RDX | WRX | D17-8 | D7 | D6 | D5 | D4 | D3 | D2 | D1 | D0 | HEX |        |               |  |                        |   |                        |   |                        |  |     |          |     |
| Command                                   | 0  | 1   | ↑   | XX    | 0  | 0  | 0  | 1  | 0  | 0  | 1  | 1  | 13h |        |               |  |                        |   |                        |   |                        |  |     |          |     |
| Parameter                                 | No Parameter   |     |     |       |    |    |    |    |    |    |    |    |     |        |               |  |                        |   |                        |   |                        |  |     |          |     |
| Description                               | <p>This command returns the display to normal mode.</p> <p>Normal display mode on means Partial mode off.</p> <p>Exit from NORON by the Partial mode On command (12h)</p> <p>X = Don't care</p>  |     |     |       |    |    |    |    |    |    |    |    |     |        |               |  |                        |   |                        |   |                        |  |     |          |     |
| Restriction                               | This command has no effect when Normal Display mode is active.   |     |     |       |    |    |    |    |    |    |    |    |     |        |               |  |                        |   |                        |   |                        |  |     |          |     |
| Register Availability                     | <table><tr><th>Status</th><th>Availability</th></tr><tr><td>Normal Mode On, Idle Mode Off, Sleep Out</td><td>Yes</td></tr><tr><td>Normal Mode On, Idle Mode On, Sleep Out</td><td>Yes</td></tr><tr><td>Partial Mode On, Idle Mode Off, Sleep Out</td><td>Yes</td></tr><tr><td>Partial Mode On, Idle Mode On, Sleep Out</td><td>Yes</td></tr><tr><td>Sleep In</td><td>Yes</td></tr></table> |     |     |       |    |    |    |    |    |    |    |    |     | Status | Availability  | Normal Mode On, Idle Mode Off, Sleep Out | Yes                    | Normal Mode On, Idle Mode On, Sleep Out | Yes                    | Partial Mode On, Idle Mode Off, Sleep Out | Yes                    | Partial Mode On, Idle Mode On, Sleep Out | Yes | Sleep In | Yes |
| Status                                    | Availability   |     |     |       |    |    |    |    |    |    |    |    |     |        |               |  |                        |   |                        |   |                        |  |     |          |     |
| Normal Mode On, Idle Mode Off, Sleep Out  | Yes  |     |     |       |    |    |    |    |    |    |    |    |     |        |               |  |                        |   |                        |   |                        |  |     |          |     |
| Normal Mode On, Idle Mode On, Sleep Out   | Yes  |     |     |       |    |    |    |    |    |    |    |    |     |        |               |  |                        |   |                        |   |                        |  |     |          |     |
| Partial Mode On, Idle Mode Off, Sleep Out | Yes  |     |     |       |    |    |    |    |    |    |    |    |     |        |               |  |                        |   |                        |   |                        |  |     |          |     |
| Partial Mode On, Idle Mode On, Sleep Out  | Yes  |     |     |       |    |    |    |    |    |    |    |    |     |        |               |  |                        |   |                        |   |                        |  |     |          |     |
| Sleep In                                  | Yes  |     |     |       |    |    |    |    |    |    |    |    |     |        |               |  |                        |   |                        |   |                        |  |     |          |     |
| Default                                   | <table><tr><th>Status</th><th>Default Value</th></tr><tr><td>Power On Sequence</td><td>Normal Display Mode ON</td></tr><tr><td>SW Reset</td><td>Normal Display Mode ON</td></tr><tr><td>HW Reset</td><td>Normal Display Mode ON</td></tr></table>  |     |     |       |    |    |    |    |    |    |    |    |     | Status | Default Value | Power On Sequence                        | Normal Display Mode ON | SW Reset                                | Normal Display Mode ON | HW Reset                                  | Normal Display Mode ON |  |     |          |     |
| Status                                    | Default Value  |     |     |       |    |    |    |    |    |    |    |    |     |        |               |  |                        |   |                        |   |                        |  |     |          |     |
| Power On Sequence                         | Normal Display Mode ON   |     |     |       |    |    |    |    |    |    |    |    |     |        |               |  |                        |   |                        |   |                        |  |     |          |     |
| SW Reset                                  | Normal Display Mode ON   |     |     |       |    |    |    |    |    |    |    |    |     |        |               |  |                        |   |                        |   |                        |  |     |          |     |
| HW Reset                                  | Normal Display Mode ON   |     |     |       |    |    |    |    |    |    |    |    |     |        |               |  |                        |   |                        |   |                        |  |     |          |     |
| Flow Chart                                | See Partial Area (30h)   |     |     |       |    |    |    |    |    |    |    |    |     |        |               |  |                        |   |                        |   |                        |  |     |          |     |



### 8.2.15. Display Inversion OFF (20h)

| 20h                                       | DINVOFF (Display Inversion OFF)  |     |     |       |    |    |    |    |    |    |    |    |     |        |               |  |                       |   |                       |   |                       |  |     |          |     |
|---|--|-----|-----|-------|----|----|----|----|----|----|----|----|-----|--------|---------------|--|-----------------------|---|-----------------------|---|-----------------------|--|-----|----------|-----|
|   | D/CX   | RDX | WRX | D17-8 | D7 | D6 | D5 | D4 | D3 | D2 | D1 | D0 | HEX |        |               |  |                       |   |                       |   |                       |  |     |          |     |
| Command                                   | 0  | 1   | ↑   | XX    | 0  | 0  | 1  | 0  | 0  | 0  | 0  | 0  | 20h |        |               |  |                       |   |                       |   |                       |  |     |          |     |
| Parameter                                 | No Parameter   |     |     |       |    |    |    |    |    |    |    |    |     |        |               |  |                       |   |                       |   |                       |  |     |          |     |
| Description                               | <p>This command is used to recover from display inversion mode.</p> <p>This command makes no change of the content of frame memory.</p> <p>This command doesn't change any other status.</p> <div><div>Memory</div><div></div><div>→</div><div><div>Display Panel</div><div></div></div><p>X = Don't care</p></div> |     |     |       |    |    |    |    |    |    |    |    |     |        |               |  |                       |   |                       |   |                       |  |     |          |     |
| Restriction                               | This command has no effect when module already is inversion OFF mode.  |     |     |       |    |    |    |    |    |    |    |    |     |        |               |  |                       |   |                       |   |                       |  |     |          |     |
| Register Availability                     | <table><tr><th>Status</th><th>Availability</th></tr><tr><td>Normal Mode On, Idle Mode Off, Sleep Out</td><td>Yes</td></tr><tr><td>Normal Mode On, Idle Mode On, Sleep Out</td><td>Yes</td></tr><tr><td>Partial Mode On, Idle Mode Off, Sleep Out</td><td>Yes</td></tr><tr><td>Partial Mode On, Idle Mode On, Sleep Out</td><td>Yes</td></tr><tr><td>Sleep In</td><td>Yes</td></tr></table>   |     |     |       |    |    |    |    |    |    |    |    |     | Status | Availability  | Normal Mode On, Idle Mode Off, Sleep Out | Yes                   | Normal Mode On, Idle Mode On, Sleep Out | Yes                   | Partial Mode On, Idle Mode Off, Sleep Out | Yes                   | Partial Mode On, Idle Mode On, Sleep Out | Yes | Sleep In | Yes |
| Status                                    | Availability   |     |     |       |    |    |    |    |    |    |    |    |     |        |               |  |                       |   |                       |   |                       |  |     |          |     |
| Normal Mode On, Idle Mode Off, Sleep Out  | Yes  |     |     |       |    |    |    |    |    |    |    |    |     |        |               |  |                       |   |                       |   |                       |  |     |          |     |
| Normal Mode On, Idle Mode On, Sleep Out   | Yes  |     |     |       |    |    |    |    |    |    |    |    |     |        |               |  |                       |   |                       |   |                       |  |     |          |     |
| Partial Mode On, Idle Mode Off, Sleep Out | Yes  |     |     |       |    |    |    |    |    |    |    |    |     |        |               |  |                       |   |                       |   |                       |  |     |          |     |
| Partial Mode On, Idle Mode On, Sleep Out  | Yes  |     |     |       |    |    |    |    |    |    |    |    |     |        |               |  |                       |   |                       |   |                       |  |     |          |     |
| Sleep In                                  | Yes  |     |     |       |    |    |    |    |    |    |    |    |     |        |               |  |                       |   |                       |   |                       |  |     |          |     |
| Default                                   | <table><tr><th>Status</th><th>Default Value</th></tr><tr><td>Power On Sequence</td><td>Display Inversion OFF</td></tr><tr><td>SW Reset</td><td>Display Inversion OFF</td></tr><tr><td>HW Reset</td><td>Display Inversion OFF</td></tr></table>   |     |     |       |    |    |    |    |    |    |    |    |     | Status | Default Value | Power On Sequence                        | Display Inversion OFF | SW Reset                                | Display Inversion OFF | HW Reset                                  | Display Inversion OFF |  |     |          |     |
| Status                                    | Default Value  |     |     |       |    |    |    |    |    |    |    |    |     |        |               |  |                       |   |                       |   |                       |  |     |          |     |
| Power On Sequence                         | Display Inversion OFF  |     |     |       |    |    |    |    |    |    |    |    |     |        |               |  |                       |   |                       |   |                       |  |     |          |     |
| SW Reset                                  | Display Inversion OFF  |     |     |       |    |    |    |    |    |    |    |    |     |        |               |  |                       |   |                       |   |                       |  |     |          |     |
| HW Reset                                  | Display Inversion OFF  |     |     |       |    |    |    |    |    |    |    |    |     |        |               |  |                       |   |                       |   |                       |  |     |          |     |
| Flow Chart                                | <div><div><div>Display Inversion On Mode</div><div>↓</div><div>INVOFF(20h)</div><div>↓</div><div>Display Inversion Off Mode</div></div><div><div>Legend</div><div><div>Command</div><div>Parameter</div><div>Display</div><div>Action</div><div>Mode</div><div>Sequential transfer</div></div></div></div>   |     |     |       |    |    |    |    |    |    |    |    |     |        |               |  |                       |   |                       |   |                       |  |     |          |     |

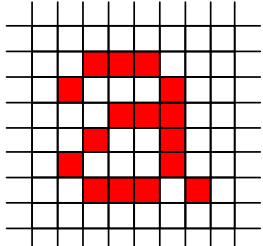
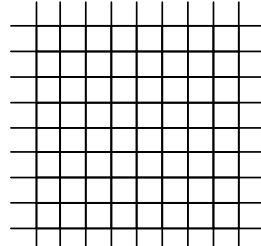
### 8.2.16. Display Inversion ON (21h)

| 21h                                       | DINVO (Display Inversion ON)   |     |     |       |    |    |    |    |    |    |    |    |     |        |               |  |                       |   |                       |   |                       |  |     |          |     |
|---|--|-----|-----|-------|----|----|----|----|----|----|----|----|-----|--------|---------------|--|-----------------------|---|-----------------------|---|-----------------------|--|-----|----------|-----|
|   | D/CX   | RDX | WRX | D17-8 | D7 | D6 | D5 | D4 | D3 | D2 | D1 | D0 | HEX |        |               |  |                       |   |                       |   |                       |  |     |          |     |
| Command                                   | 0  | 1   | ↑   | XX    | 0  | 0  | 1  | 0  | 0  | 0  | 0  | 1  | 21h |        |               |  |                       |   |                       |   |                       |  |     |          |     |
| Parameter                                 | No Parameter   |     |     |       |    |    |    |    |    |    |    |    |     |        |               |  |                       |   |                       |   |                       |  |     |          |     |
| Description                               | <p>This command is used to enter into display inversion mode.</p> <p>This command makes no change of the content of frame memory. Every bit is inverted from the frame memory to the display.</p> <p>This command doesn't change any other status.</p> <p>To exit Display inversion mode, the Display inversion OFF command (20h) should be written.</p> <div></div> <p>X = Don't care</p> |     |     |       |    |    |    |    |    |    |    |    |     |        |               |  |                       |   |                       |   |                       |  |     |          |     |
| Restriction                               | This command has no effect when module already is inversion ON mode.   |     |     |       |    |    |    |    |    |    |    |    |     |        |               |  |                       |   |                       |   |                       |  |     |          |     |
| Register Availability                     | <table><tr><th>Status</th><th>Availability</th></tr><tr><td>Normal Mode On, Idle Mode Off, Sleep Out</td><td>Yes</td></tr><tr><td>Normal Mode On, Idle Mode On, Sleep Out</td><td>Yes</td></tr><tr><td>Partial Mode On, Idle Mode Off, Sleep Out</td><td>Yes</td></tr><tr><td>Partial Mode On, Idle Mode On, Sleep Out</td><td>Yes</td></tr><tr><td>Sleep In</td><td>Yes</td></tr></table>   |     |     |       |    |    |    |    |    |    |    |    |     | Status | Availability  | Normal Mode On, Idle Mode Off, Sleep Out | Yes                   | Normal Mode On, Idle Mode On, Sleep Out | Yes                   | Partial Mode On, Idle Mode Off, Sleep Out | Yes                   | Partial Mode On, Idle Mode On, Sleep Out | Yes | Sleep In | Yes |
| Status                                    | Availability   |     |     |       |    |    |    |    |    |    |    |    |     |        |               |  |                       |   |                       |   |                       |  |     |          |     |
| Normal Mode On, Idle Mode Off, Sleep Out  | Yes  |     |     |       |    |    |    |    |    |    |    |    |     |        |               |  |                       |   |                       |   |                       |  |     |          |     |
| Normal Mode On, Idle Mode On, Sleep Out   | Yes  |     |     |       |    |    |    |    |    |    |    |    |     |        |               |  |                       |   |                       |   |                       |  |     |          |     |
| Partial Mode On, Idle Mode Off, Sleep Out | Yes  |     |     |       |    |    |    |    |    |    |    |    |     |        |               |  |                       |   |                       |   |                       |  |     |          |     |
| Partial Mode On, Idle Mode On, Sleep Out  | Yes  |     |     |       |    |    |    |    |    |    |    |    |     |        |               |  |                       |   |                       |   |                       |  |     |          |     |
| Sleep In                                  | Yes  |     |     |       |    |    |    |    |    |    |    |    |     |        |               |  |                       |   |                       |   |                       |  |     |          |     |
| Default                                   | <table><tr><th>Status</th><th>Default Value</th></tr><tr><td>Power On Sequence</td><td>Display Inversion OFF</td></tr><tr><td>SW Reset</td><td>Display Inversion OFF</td></tr><tr><td>HW Reset</td><td>Display Inversion OFF</td></tr></table>   |     |     |       |    |    |    |    |    |    |    |    |     | Status | Default Value | Power On Sequence                        | Display Inversion OFF | SW Reset                                | Display Inversion OFF | HW Reset                                  | Display Inversion OFF |  |     |          |     |
| Status                                    | Default Value  |     |     |       |    |    |    |    |    |    |    |    |     |        |               |  |                       |   |                       |   |                       |  |     |          |     |
| Power On Sequence                         | Display Inversion OFF  |     |     |       |    |    |    |    |    |    |    |    |     |        |               |  |                       |   |                       |   |                       |  |     |          |     |
| SW Reset                                  | Display Inversion OFF  |     |     |       |    |    |    |    |    |    |    |    |     |        |               |  |                       |   |                       |   |                       |  |     |          |     |
| HW Reset                                  | Display Inversion OFF  |     |     |       |    |    |    |    |    |    |    |    |     |        |               |  |                       |   |                       |   |                       |  |     |          |     |
| Flow Chart                                | <div><div><div>Display Inversion On Mode</div><div>↓</div><div>INVON(21h)</div><div>↓</div><div>Display Inversion Off Mode</div></div><div><div>Legend</div><div><div>Command</div><div>Parameter</div><div>Display</div><div>Action</div><div>Mode</div><div>Sequential transfer</div></div></div></div>  |     |     |       |    |    |    |    |    |    |    |    |     |        |               |  |                       |   |                       |   |                       |  |     |          |     |

### 8.2.17. Gamma Set (26h)

| 26h                                       | GAMSET (Gamma Set)   |                      |     |       |          |    |    |    |    |    |    |    |     |          |                |  |                      |   |        |   |        |  |     |          |     |
|---|--|----------------------|-----|-------|----------|----|----|----|----|----|----|----|-----|----------|----------------|--|----------------------|---|--------|---|--------|--|-----|----------|-----|
|   | D/CX   | RDX                  | WRX | D17-8 | D7       | D6 | D5 | D4 | D3 | D2 | D1 | D0 | HEX |          |                |  |                      |   |        |   |        |  |     |          |     |
| Command                                   | 0  | 1                    | ↑   | XX    | 0        | 0  | 1  | 0  | 0  | 1  | 1  | 0  | 26h |          |                |  |                      |   |        |   |        |  |     |          |     |
| Parameter                                 | 1  | 1                    | ↑   | XX    | GC [7:0] |    |    |    |    |    |    | 01 |     |          |                |  |                      |   |        |   |        |  |     |          |     |
| Description                               | This command is used to select the desired Gamma curve for the current display. A maximum of 4 fixed gamma curves can be selected. The curve is selected by setting the appropriate bit in the parameter as described in the Table:  |                      |     |       |          |    |    |    |    |    |    |    |     |          |                |  |                      |   |        |   |        |  |     |          |     |
|   | <table><tr><th>GC [7:0]</th><th>Curve Selected</th></tr><tr><td>01h</td><td>Gamma curve 1 (G2.2)</td></tr><tr><td>02h</td><td>---</td></tr><tr><td>04h</td><td>---</td></tr><tr><td>08h</td><td>---</td></tr></table>  |                      |     |       |          |    |    |    |    |    |    |    |     | GC [7:0] | Curve Selected | 01h                                      | Gamma curve 1 (G2.2) | 02h                                     | ---    | 04h                                       | ---    | 08h                                      | --- |          |     |
|   | GC [7:0]   | Curve Selected       |     |       |          |    |    |    |    |    |    |    |     |          |                |  |                      |   |        |   |        |  |     |          |     |
|   | 01h  | Gamma curve 1 (G2.2) |     |       |          |    |    |    |    |    |    |    |     |          |                |  |                      |   |        |   |        |  |     |          |     |
|   | 02h  | ---                  |     |       |          |    |    |    |    |    |    |    |     |          |                |  |                      |   |        |   |        |  |     |          |     |
| 04h                                       | ---  |                      |     |       |          |    |    |    |    |    |    |    |     |          |                |  |                      |   |        |   |        |  |     |          |     |
| 08h                                       | ---  |                      |     |       |          |    |    |    |    |    |    |    |     |          |                |  |                      |   |        |   |        |  |     |          |     |
| Note: All other values are undefined.     |  |                      |     |       |          |    |    |    |    |    |    |    |     |          |                |  |                      |   |        |   |        |  |     |          |     |
| X = Don't care                            |  |                      |     |       |          |    |    |    |    |    |    |    |     |          |                |  |                      |   |        |   |        |  |     |          |     |
| Restriction                               | Values of GC [7:0] not shown in table above are invalid and will not change the current selected Gamma curve until valid value is received.  |                      |     |       |          |    |    |    |    |    |    |    |     |          |                |  |                      |   |        |   |        |  |     |          |     |
| Register Availability                     | <table><tr><th>Status</th><th>Availability</th></tr><tr><td>Normal Mode On, Idle Mode Off, Sleep Out</td><td>Yes</td></tr><tr><td>Normal Mode On, Idle Mode On, Sleep Out</td><td>Yes</td></tr><tr><td>Partial Mode On, Idle Mode Off, Sleep Out</td><td>Yes</td></tr><tr><td>Partial Mode On, Idle Mode On, Sleep Out</td><td>Yes</td></tr><tr><td>Sleep In</td><td>Yes</td></tr></table> |                      |     |       |          |    |    |    |    |    |    |    |     | Status   | Availability   | Normal Mode On, Idle Mode Off, Sleep Out | Yes                  | Normal Mode On, Idle Mode On, Sleep Out | Yes    | Partial Mode On, Idle Mode Off, Sleep Out | Yes    | Partial Mode On, Idle Mode On, Sleep Out | Yes | Sleep In | Yes |
| Status                                    | Availability   |                      |     |       |          |    |    |    |    |    |    |    |     |          |                |  |                      |   |        |   |        |  |     |          |     |
| Normal Mode On, Idle Mode Off, Sleep Out  | Yes  |                      |     |       |          |    |    |    |    |    |    |    |     |          |                |  |                      |   |        |   |        |  |     |          |     |
| Normal Mode On, Idle Mode On, Sleep Out   | Yes  |                      |     |       |          |    |    |    |    |    |    |    |     |          |                |  |                      |   |        |   |        |  |     |          |     |
| Partial Mode On, Idle Mode Off, Sleep Out | Yes  |                      |     |       |          |    |    |    |    |    |    |    |     |          |                |  |                      |   |        |   |        |  |     |          |     |
| Partial Mode On, Idle Mode On, Sleep Out  | Yes  |                      |     |       |          |    |    |    |    |    |    |    |     |          |                |  |                      |   |        |   |        |  |     |          |     |
| Sleep In                                  | Yes  |                      |     |       |          |    |    |    |    |    |    |    |     |          |                |  |                      |   |        |   |        |  |     |          |     |
| Default                                   | <table><tr><th>Status</th><th>Default Value</th></tr><tr><td>Power On Sequence</td><td>8'h01h</td></tr><tr><td>SW Reset</td><td>8'h01h</td></tr><tr><td>HW Reset</td><td>8'h01h</td></tr></table>  |                      |     |       |          |    |    |    |    |    |    |    |     | Status   | Default Value  | Power On Sequence                        | 8'h01h               | SW Reset                                | 8'h01h | HW Reset                                  | 8'h01h |  |     |          |     |
| Status                                    | Default Value  |                      |     |       |          |    |    |    |    |    |    |    |     |          |                |  |                      |   |        |   |        |  |     |          |     |
| Power On Sequence                         | 8'h01h   |                      |     |       |          |    |    |    |    |    |    |    |     |          |                |  |                      |   |        |   |        |  |     |          |     |
| SW Reset                                  | 8'h01h   |                      |     |       |          |    |    |    |    |    |    |    |     |          |                |  |                      |   |        |   |        |  |     |          |     |
| HW Reset                                  | 8'h01h   |                      |     |       |          |    |    |    |    |    |    |    |     |          |                |  |                      |   |        |   |        |  |     |          |     |
| Flow Chart                                | <div><div><div>GAMSET (26h)</div><div>↓</div><div>1st Parameter: GC[7:0]</div><div>↓</div><div>New Gamma Curve Loaded</div></div><div><div>Legend</div><div><div>Command</div><div>Parameter</div><div>Display</div><div>Action</div><div>Mode</div><div>Sequential transfer</div></div></div></div>   |                      |     |       |          |    |    |    |    |    |    |    |     |          |                |  |                      |   |        |   |        |  |     |          |     |

### 8.2.18. Display OFF (28h)

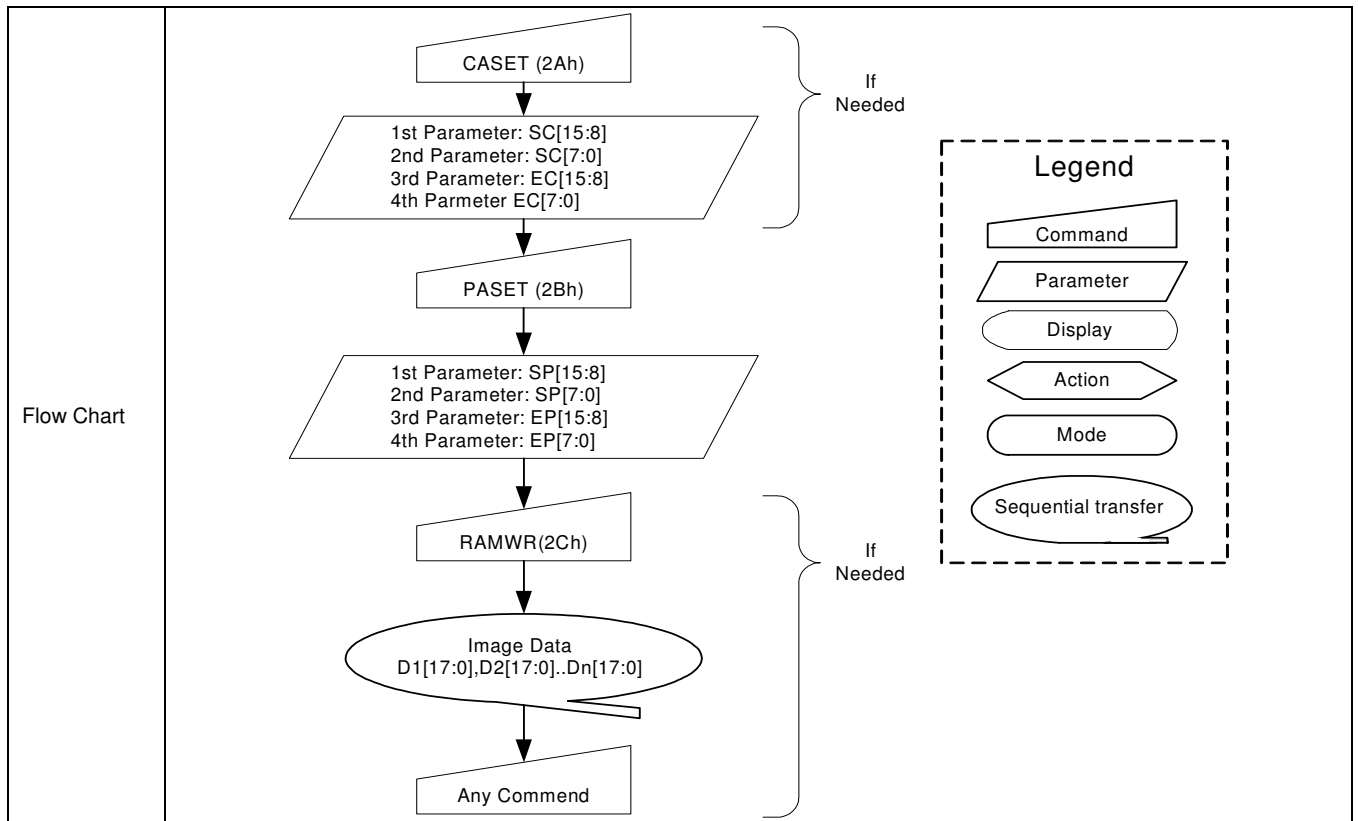
| 28h                                       | DISPOFF (Display OFF)   |     |     |       |    |    |    |    |    |    |    |    |     |        |               |  |             |   |             |   |             |  |     |          |     |
|---|---|-----|-----|-------|----|----|----|----|----|----|----|----|-----|--------|---------------|--|-------------|---|-------------|---|-------------|--|-----|----------|-----|
|   | D/CX  | RDX | WRX | D17-8 | D7 | D6 | D5 | D4 | D3 | D2 | D1 | D0 | HEX |        |               |  |             |   |             |   |             |  |     |          |     |
| Command                                   | 0   | 1   | ↑   | XX    | 0  | 0  | 1  | 0  | 1  | 0  | 0  | 0  | 28h |        |               |  |             |   |             |   |             |  |     |          |     |
| Parameter                                 | No Parameter  |     |     |       |    |    |    |    |    |    |    |    |     |        |               |  |             |   |             |   |             |  |     |          |     |
| Description                               | <p>This command is used to enter into DISPLAY OFF mode. In this mode, the output from Frame Memory is disabled and blank page inserted.</p> <p>This command makes no change of contents of frame memory.</p> <p>This command does not change any other status.</p> <p>There will be no abnormal visible effect on the display.</p> <div><div>Memory</div><div></div><div>Display Panel</div><div></div></div> <p>X = Don't care.</p> |     |     |       |    |    |    |    |    |    |    |    |     |        |               |  |             |   |             |   |             |  |     |          |     |
| Restriction                               | This command has no effect when module is already in display off mode.  |     |     |       |    |    |    |    |    |    |    |    |     |        |               |  |             |   |             |   |             |  |     |          |     |
| Register Availability                     | <table><tr><th>Status</th><th>Availability</th></tr><tr><td>Normal Mode On, Idle Mode Off, Sleep Out</td><td>Yes</td></tr><tr><td>Normal Mode On, Idle Mode On, Sleep Out</td><td>Yes</td></tr><tr><td>Partial Mode On, Idle Mode Off, Sleep Out</td><td>Yes</td></tr><tr><td>Partial Mode On, Idle Mode On, Sleep Out</td><td>Yes</td></tr><tr><td>Sleep In</td><td>Yes</td></tr></table>  |     |     |       |    |    |    |    |    |    |    |    |     | Status | Availability  | Normal Mode On, Idle Mode Off, Sleep Out | Yes         | Normal Mode On, Idle Mode On, Sleep Out | Yes         | Partial Mode On, Idle Mode Off, Sleep Out | Yes         | Partial Mode On, Idle Mode On, Sleep Out | Yes | Sleep In | Yes |
| Status                                    | Availability  |     |     |       |    |    |    |    |    |    |    |    |     |        |               |  |             |   |             |   |             |  |     |          |     |
| Normal Mode On, Idle Mode Off, Sleep Out  | Yes   |     |     |       |    |    |    |    |    |    |    |    |     |        |               |  |             |   |             |   |             |  |     |          |     |
| Normal Mode On, Idle Mode On, Sleep Out   | Yes   |     |     |       |    |    |    |    |    |    |    |    |     |        |               |  |             |   |             |   |             |  |     |          |     |
| Partial Mode On, Idle Mode Off, Sleep Out | Yes   |     |     |       |    |    |    |    |    |    |    |    |     |        |               |  |             |   |             |   |             |  |     |          |     |
| Partial Mode On, Idle Mode On, Sleep Out  | Yes   |     |     |       |    |    |    |    |    |    |    |    |     |        |               |  |             |   |             |   |             |  |     |          |     |
| Sleep In                                  | Yes   |     |     |       |    |    |    |    |    |    |    |    |     |        |               |  |             |   |             |   |             |  |     |          |     |
| Default                                   | <table><tr><th>Status</th><th>Default Value</th></tr><tr><td>Power On Sequence</td><td>Display OFF</td></tr><tr><td>SW Reset</td><td>Display OFF</td></tr><tr><td>HW Reset</td><td>Display OFF</td></tr></table>  |     |     |       |    |    |    |    |    |    |    |    |     | Status | Default Value | Power On Sequence                        | Display OFF | SW Reset                                | Display OFF | HW Reset                                  | Display OFF |  |     |          |     |
| Status                                    | Default Value   |     |     |       |    |    |    |    |    |    |    |    |     |        |               |  |             |   |             |   |             |  |     |          |     |
| Power On Sequence                         | Display OFF   |     |     |       |    |    |    |    |    |    |    |    |     |        |               |  |             |   |             |   |             |  |     |          |     |
| SW Reset                                  | Display OFF   |     |     |       |    |    |    |    |    |    |    |    |     |        |               |  |             |   |             |   |             |  |     |          |     |
| HW Reset                                  | Display OFF   |     |     |       |    |    |    |    |    |    |    |    |     |        |               |  |             |   |             |   |             |  |     |          |     |
| Flow Chart                                | <div><div><div>Display On Mode</div><div>↓</div><div>DISPOFF (28h)</div><div>↓</div><div>Display Off Mode</div></div><div><div>Legend</div><div><div>Command</div><div>Parameter</div><div>Display</div><div>Action</div><div>Mode</div><div>Sequential transfer</div></div></div></div>  |     |     |       |    |    |    |    |    |    |    |    |     |        |               |  |             |   |             |   |             |  |     |          |     |

### 8.2.19. Display ON (29h)

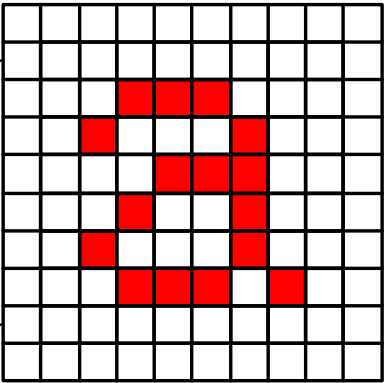
| 29h                                       | DISPON (Display ON)  |     |     |       |    |    |    |    |    |    |    |    |     |        |               |  |             |   |             |   |             |  |     |          |     |
|---|--|-----|-----|-------|----|----|----|----|----|----|----|----|-----|--------|---------------|--|-------------|---|-------------|---|-------------|--|-----|----------|-----|
|   | D/CX   | RDX | WRX | D17-8 | D7 | D6 | D5 | D4 | D3 | D2 | D1 | D0 | HEX |        |               |  |             |   |             |   |             |  |     |          |     |
| Command                                   | 0  | 1   | ↑   | XX    | 0  | 0  | 1  | 0  | 1  | 0  | 0  | 1  | 29h |        |               |  |             |   |             |   |             |  |     |          |     |
| Parameter                                 | No Parameter   |     |     |       |    |    |    |    |    |    |    |    |     |        |               |  |             |   |             |   |             |  |     |          |     |
| Description                               | <p>This command is used to recover from DISPLAY OFF mode. Output from the Frame Memory is enabled.</p> <p>This command makes no change of contents of frame memory.</p> <p>This command does not change any other status</p> <div><div><p>Memory</p><p>X = Don't care.</p></div><div><p>Display Panel</p></div></div>  |     |     |       |    |    |    |    |    |    |    |    |     |        |               |  |             |   |             |   |             |  |     |          |     |
| Restriction                               | This command has no effect when module is already in display on mode.  |     |     |       |    |    |    |    |    |    |    |    |     |        |               |  |             |   |             |   |             |  |     |          |     |
| Register Availability                     | <table><tr><th>Status</th><th>Availability</th></tr><tr><td>Normal Mode On, Idle Mode Off, Sleep Out</td><td>Yes</td></tr><tr><td>Normal Mode On, Idle Mode On, Sleep Out</td><td>Yes</td></tr><tr><td>Partial Mode On, Idle Mode Off, Sleep Out</td><td>Yes</td></tr><tr><td>Partial Mode On, Idle Mode On, Sleep Out</td><td>Yes</td></tr><tr><td>Sleep In</td><td>Yes</td></tr></table> |     |     |       |    |    |    |    |    |    |    |    |     | Status | Availability  | Normal Mode On, Idle Mode Off, Sleep Out | Yes         | Normal Mode On, Idle Mode On, Sleep Out | Yes         | Partial Mode On, Idle Mode Off, Sleep Out | Yes         | Partial Mode On, Idle Mode On, Sleep Out | Yes | Sleep In | Yes |
| Status                                    | Availability   |     |     |       |    |    |    |    |    |    |    |    |     |        |               |  |             |   |             |   |             |  |     |          |     |
| Normal Mode On, Idle Mode Off, Sleep Out  | Yes  |     |     |       |    |    |    |    |    |    |    |    |     |        |               |  |             |   |             |   |             |  |     |          |     |
| Normal Mode On, Idle Mode On, Sleep Out   | Yes  |     |     |       |    |    |    |    |    |    |    |    |     |        |               |  |             |   |             |   |             |  |     |          |     |
| Partial Mode On, Idle Mode Off, Sleep Out | Yes  |     |     |       |    |    |    |    |    |    |    |    |     |        |               |  |             |   |             |   |             |  |     |          |     |
| Partial Mode On, Idle Mode On, Sleep Out  | Yes  |     |     |       |    |    |    |    |    |    |    |    |     |        |               |  |             |   |             |   |             |  |     |          |     |
| Sleep In                                  | Yes  |     |     |       |    |    |    |    |    |    |    |    |     |        |               |  |             |   |             |   |             |  |     |          |     |
| Default                                   | <table><tr><th>Status</th><th>Default Value</th></tr><tr><td>Power On Sequence</td><td>Display OFF</td></tr><tr><td>SW Reset</td><td>Display OFF</td></tr><tr><td>HW Reset</td><td>Display OFF</td></tr></table>   |     |     |       |    |    |    |    |    |    |    |    |     | Status | Default Value | Power On Sequence                        | Display OFF | SW Reset                                | Display OFF | HW Reset                                  | Display OFF |  |     |          |     |
| Status                                    | Default Value  |     |     |       |    |    |    |    |    |    |    |    |     |        |               |  |             |   |             |   |             |  |     |          |     |
| Power On Sequence                         | Display OFF  |     |     |       |    |    |    |    |    |    |    |    |     |        |               |  |             |   |             |   |             |  |     |          |     |
| SW Reset                                  | Display OFF  |     |     |       |    |    |    |    |    |    |    |    |     |        |               |  |             |   |             |   |             |  |     |          |     |
| HW Reset                                  | Display OFF  |     |     |       |    |    |    |    |    |    |    |    |     |        |               |  |             |   |             |   |             |  |     |          |     |
| Flow Chart                                | <div><div><pre>graph TD; A([Display Off Mode]) --&gt; B[/DISPON(29h)/]; B --&gt; C([Display On Mode]);</pre></div><div><p>Legend</p><ul style="list-style-type: none"><li> Command</li><li> Parameter</li><li> Display</li><li> Action</li><li> Mode</li><li> Sequential transfer</li></ul></div></div>  |     |     |       |    |    |    |    |    |    |    |    |     |        |               |  |             |   |             |   |             |  |     |          |     |

## 8.2.20. Column Address Set (2Ah)

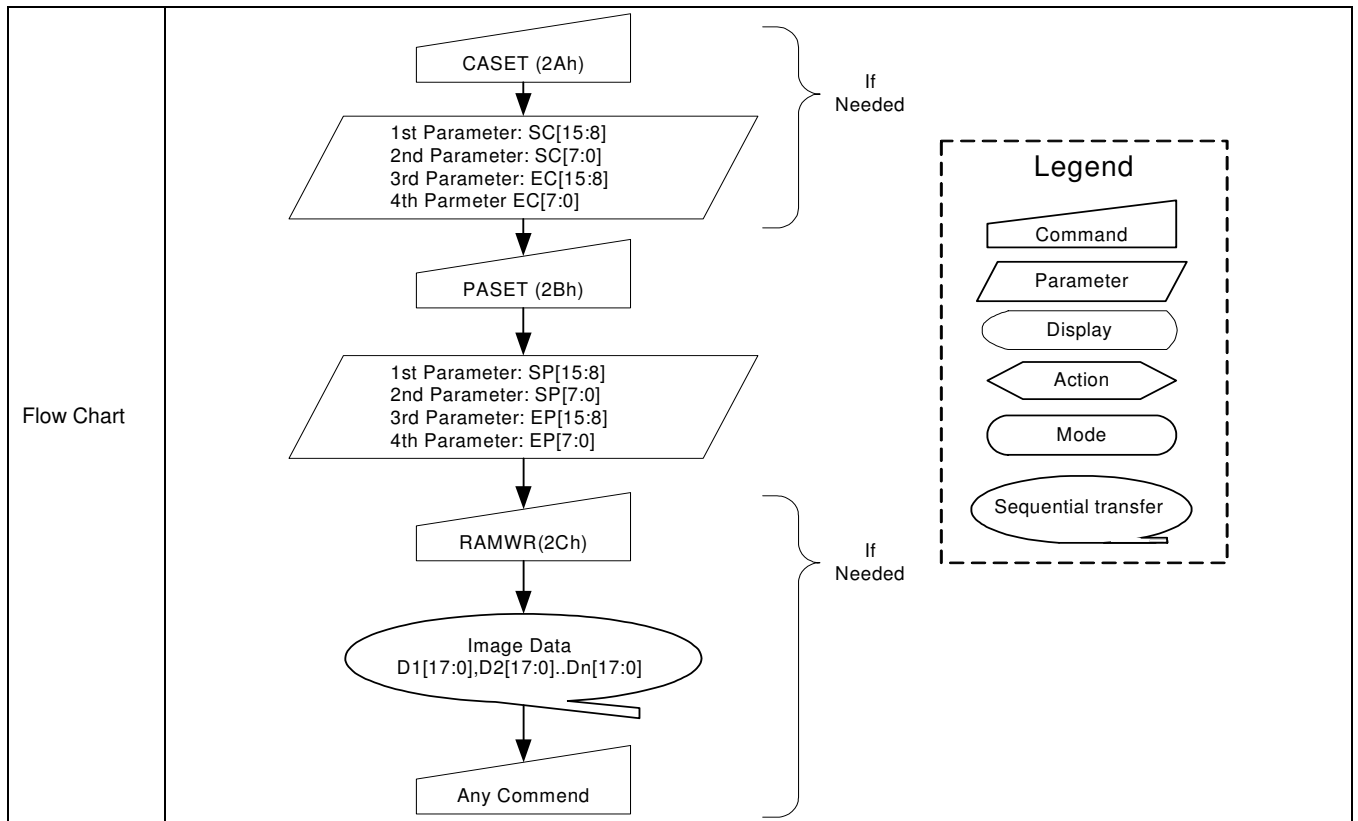
| 2Ah                                       | CASET (Column Address Set)   |  |     |       |      |      |      |      |      |      |     |     |       |        |               |  |                   |   |                 |   |                 |  |          |                 |                 |
|---|--|--|-----|-------|------|------|------|------|------|------|-----|-----|-------|--------|---------------|--|-------------------|---|-----------------|---|-----------------|--|----------|-----------------|-----------------|
|   | D/CX   | RDX  | WRX | D17-8 | D7   | D6   | D5   | D4   | D3   | D2   | D1  | D0  | HEX   |        |               |  |                   |   |                 |   |                 |  |          |                 |                 |
| Command                                   | 0  | 1  | ↑   | XX    | 0    | 0    | 1    | 0    | 1    | 0    | 1   | 0   | 2Ah   |        |               |  |                   |   |                 |   |                 |  |          |                 |                 |
| 1 <sup>st</sup> Parameter                 | 1  | 1  | ↑   | XX    | SC15 | SC14 | SC13 | SC12 | SC11 | SC10 | SC9 | SC8 | Note1 |        |               |  |                   |   |                 |   |                 |  |          |                 |                 |
| 2 <sup>nd</sup> Parameter                 | 1  | 1  | ↑   | XX    | SC7  | SC6  | SC5  | SC4  | SC3  | SC2  | SC1 | SC0 |       |        |               |  |                   |   |                 |   |                 |  |          |                 |                 |
| 3 <sup>rd</sup> Parameter                 | 1  | 1  | ↑   | XX    | EC15 | EC14 | EC13 | EC12 | EC11 | EC10 | EC9 | EC8 | Note1 |        |               |  |                   |   |                 |   |                 |  |          |                 |                 |
| 4 <sup>th</sup> Parameter                 | 1  | 1  | ↑   | XX    | EC7  | EC6  | EC5  | EC4  | EC3  | EC2  | EC1 | EC0 |       |        |               |  |                   |   |                 |   |                 |  |          |                 |                 |
| Description                               | <p>This command is used to define area of frame memory where MCU can access. This command makes no change on the other driver status. The values of SC [15:0] and EC [15:0] are referred when RAMWR command comes. Each value represents one column line in the Frame Memory.</p> <div><div>SC[15:0]</div><div>EC[15:0]</div></div> <p>X = Don't care</p>                                  |  |     |       |      |      |      |      |      |      |     |     |       |        |               |  |                   |   |                 |   |                 |  |          |                 |                 |
| Restriction                               | <p>SC [15:0] always must be equal to or less than EC [15:0].</p> <p>Note 1: When SC [15:0] or EC [15:0] is greater than 00EFh (When MADCTL's B5 = 0) or 013Fh (When MADCTL's B5 = 1), data of out of range will be ignored</p>   |  |     |       |      |      |      |      |      |      |     |     |       |        |               |  |                   |   |                 |   |                 |  |          |                 |                 |
| Register Availability                     | <table><tr><th>Status</th><th>Availability</th></tr><tr><td>Normal Mode On, Idle Mode Off, Sleep Out</td><td>Yes</td></tr><tr><td>Normal Mode On, Idle Mode On, Sleep Out</td><td>Yes</td></tr><tr><td>Partial Mode On, Idle Mode Off, Sleep Out</td><td>Yes</td></tr><tr><td>Partial Mode On, Idle Mode On, Sleep Out</td><td>Yes</td></tr><tr><td>Sleep In</td><td>Yes</td></tr></table> |  |     |       |      |      |      |      |      |      |     |     |       | Status | Availability  | Normal Mode On, Idle Mode Off, Sleep Out | Yes               | Normal Mode On, Idle Mode On, Sleep Out | Yes             | Partial Mode On, Idle Mode Off, Sleep Out | Yes             | Partial Mode On, Idle Mode On, Sleep Out                                   | Yes      | Sleep In        | Yes             |
| Status                                    | Availability   |  |     |       |      |      |      |      |      |      |     |     |       |        |               |  |                   |   |                 |   |                 |  |          |                 |                 |
| Normal Mode On, Idle Mode Off, Sleep Out  | Yes  |  |     |       |      |      |      |      |      |      |     |     |       |        |               |  |                   |   |                 |   |                 |  |          |                 |                 |
| Normal Mode On, Idle Mode On, Sleep Out   | Yes  |  |     |       |      |      |      |      |      |      |     |     |       |        |               |  |                   |   |                 |   |                 |  |          |                 |                 |
| Partial Mode On, Idle Mode Off, Sleep Out | Yes  |  |     |       |      |      |      |      |      |      |     |     |       |        |               |  |                   |   |                 |   |                 |  |          |                 |                 |
| Partial Mode On, Idle Mode On, Sleep Out  | Yes  |  |     |       |      |      |      |      |      |      |     |     |       |        |               |  |                   |   |                 |   |                 |  |          |                 |                 |
| Sleep In                                  | Yes  |  |     |       |      |      |      |      |      |      |     |     |       |        |               |  |                   |   |                 |   |                 |  |          |                 |                 |
| Default                                   | <table><tr><th>Status</th><th colspan="2">Default Value</th></tr><tr><td>Power On Sequence</td><td>SC [15:0]=0000h</td><td>EC [15:0]=00EFh</td></tr><tr><td>SW Reset</td><td>SC [15:0]=0000h</td><td>If MADCTL's B5 = 0: EC [15:0]=00EFh<br/>If MADCTL's B5 = 1: EC [15:0]=013Fh</td></tr><tr><td>HW Reset</td><td>SC [15:0]=0000h</td><td>EC [15:0]=00EFh</td></tr></table>               |  |     |       |      |      |      |      |      |      |     |     |       | Status | Default Value |  | Power On Sequence | SC [15:0]=0000h                         | EC [15:0]=00EFh | SW Reset                                  | SC [15:0]=0000h | If MADCTL's B5 = 0: EC [15:0]=00EFh<br>If MADCTL's B5 = 1: EC [15:0]=013Fh | HW Reset | SC [15:0]=0000h | EC [15:0]=00EFh |
| Status                                    | Default Value  |  |     |       |      |      |      |      |      |      |     |     |       |        |               |  |                   |   |                 |   |                 |  |          |                 |                 |
| Power On Sequence                         | SC [15:0]=0000h  | EC [15:0]=00EFh  |     |       |      |      |      |      |      |      |     |     |       |        |               |  |                   |   |                 |   |                 |  |          |                 |                 |
| SW Reset                                  | SC [15:0]=0000h  | If MADCTL's B5 = 0: EC [15:0]=00EFh<br>If MADCTL's B5 = 1: EC [15:0]=013Fh |     |       |      |      |      |      |      |      |     |     |       |        |               |  |                   |   |                 |   |                 |  |          |                 |                 |
| HW Reset                                  | SC [15:0]=0000h  | EC [15:0]=00EFh  |     |       |      |      |      |      |      |      |     |     |       |        |               |  |                   |   |                 |   |                 |  |          |                 |                 |



### 8.2.21. Page Address Set (2Bh)

| 2Bh                                       | PASET (Page Address Set)   |  |     |       |      |      |      |      |      |      |     |     |       |        |               |  |                   |   |                 |   |                 |  |          |                 |                 |
|---|--|--|-----|-------|------|------|------|------|------|------|-----|-----|-------|--------|---------------|--|-------------------|---|-----------------|---|-----------------|--|----------|-----------------|-----------------|
|   | D/CX   | RDX  | WRX | D17-8 | D7   | D6   | D5   | D4   | D3   | D2   | D1  | D0  | HEX   |        |               |  |                   |   |                 |   |                 |  |          |                 |                 |
| Command                                   | 0  | 1  | ↑   | XX    | 0    | 0    | 1    | 0    | 1    | 0    | 1   | 1   | 2Bh   |        |               |  |                   |   |                 |   |                 |  |          |                 |                 |
| 1 <sup>st</sup> Parameter                 | 1  | 1  | ↑   | XX    | SP15 | SP14 | SP13 | SP12 | SP11 | SP10 | SP9 | SP8 | Note1 |        |               |  |                   |   |                 |   |                 |  |          |                 |                 |
| 2 <sup>nd</sup> Parameter                 | 1  | 1  | ↑   | XX    | SP7  | SP6  | SP5  | SP4  | SP3  | SP2  | SP1 | SP0 |       |        |               |  |                   |   |                 |   |                 |  |          |                 |                 |
| 3 <sup>rd</sup> Parameter                 | 1  | 1  | ↑   | XX    | EP15 | EP14 | EP13 | EP12 | EP11 | EP10 | EP9 | EP8 | Note1 |        |               |  |                   |   |                 |   |                 |  |          |                 |                 |
| 4 <sup>th</sup> Parameter                 | 1  | 1  | ↑   | XX    | EP7  | EP6  | EP5  | EP4  | EP3  | EP2  | EP1 | EP0 |       |        |               |  |                   |   |                 |   |                 |  |          |                 |                 |
| Description                               | <p>This command is used to define area of frame memory where MCU can access. This command makes no change on the other driver status. The values of SP [15:0] and EP [15:0] are referred when RAMWR command comes. Each value represents one Page line in the Frame Memory.</p> <div><div>SP[15:0] →</div><div>EP[15:0] →</div></div> <p>X = Don't care</p> |  |     |       |      |      |      |      |      |      |     |     |       |        |               |  |                   |   |                 |   |                 |  |          |                 |                 |
| Restriction                               | <p>SP [15:0] always must be equal to or less than EP [15:0]</p> <p>Note 1: When SP [15:0] or EP [15:0] is greater than 013Fh (When MADCTL's B5 = 0) or 00EFh (When MADCTL's B5 = 1), data of out of range will be ignored.</p>   |  |     |       |      |      |      |      |      |      |     |     |       |        |               |  |                   |   |                 |   |                 |  |          |                 |                 |
| Register Availability                     | <table><tr><th>Status</th><th>Availability</th></tr><tr><td>Normal Mode On, Idle Mode Off, Sleep Out</td><td>Yes</td></tr><tr><td>Normal Mode On, Idle Mode On, Sleep Out</td><td>Yes</td></tr><tr><td>Partial Mode On, Idle Mode Off, Sleep Out</td><td>Yes</td></tr><tr><td>Partial Mode On, Idle Mode On, Sleep Out</td><td>Yes</td></tr><tr><td>Sleep In</td><td>Yes</td></tr></table>   |  |     |       |      |      |      |      |      |      |     |     |       | Status | Availability  | Normal Mode On, Idle Mode Off, Sleep Out | Yes               | Normal Mode On, Idle Mode On, Sleep Out | Yes             | Partial Mode On, Idle Mode Off, Sleep Out | Yes             | Partial Mode On, Idle Mode On, Sleep Out                                   | Yes      | Sleep In        | Yes             |
| Status                                    | Availability   |  |     |       |      |      |      |      |      |      |     |     |       |        |               |  |                   |   |                 |   |                 |  |          |                 |                 |
| Normal Mode On, Idle Mode Off, Sleep Out  | Yes  |  |     |       |      |      |      |      |      |      |     |     |       |        |               |  |                   |   |                 |   |                 |  |          |                 |                 |
| Normal Mode On, Idle Mode On, Sleep Out   | Yes  |  |     |       |      |      |      |      |      |      |     |     |       |        |               |  |                   |   |                 |   |                 |  |          |                 |                 |
| Partial Mode On, Idle Mode Off, Sleep Out | Yes  |  |     |       |      |      |      |      |      |      |     |     |       |        |               |  |                   |   |                 |   |                 |  |          |                 |                 |
| Partial Mode On, Idle Mode On, Sleep Out  | Yes  |  |     |       |      |      |      |      |      |      |     |     |       |        |               |  |                   |   |                 |   |                 |  |          |                 |                 |
| Sleep In                                  | Yes  |  |     |       |      |      |      |      |      |      |     |     |       |        |               |  |                   |   |                 |   |                 |  |          |                 |                 |
| Default                                   | <table><tr><th>Status</th><th colspan="2">Default Value</th></tr><tr><td>Power On Sequence</td><td>SP [15:0]=0000h</td><td>EP [15:0]=013Fh</td></tr><tr><td>SW Reset</td><td>SP [15:0]=0000h</td><td>If MADCTL's B5 = 0: EP [15:0]=013Fh<br/>If MADCTL's B5 = 1: EP [15:0]=00EFh</td></tr><tr><td>HW Reset</td><td>SP [15:0]=0000h</td><td>EP [15:0]=013Fh</td></tr></table>   |  |     |       |      |      |      |      |      |      |     |     |       | Status | Default Value |  | Power On Sequence | SP [15:0]=0000h                         | EP [15:0]=013Fh | SW Reset                                  | SP [15:0]=0000h | If MADCTL's B5 = 0: EP [15:0]=013Fh<br>If MADCTL's B5 = 1: EP [15:0]=00EFh | HW Reset | SP [15:0]=0000h | EP [15:0]=013Fh |
| Status                                    | Default Value  |  |     |       |      |      |      |      |      |      |     |     |       |        |               |  |                   |   |                 |   |                 |  |          |                 |                 |
| Power On Sequence                         | SP [15:0]=0000h  | EP [15:0]=013Fh  |     |       |      |      |      |      |      |      |     |     |       |        |               |  |                   |   |                 |   |                 |  |          |                 |                 |
| SW Reset                                  | SP [15:0]=0000h  | If MADCTL's B5 = 0: EP [15:0]=013Fh<br>If MADCTL's B5 = 1: EP [15:0]=00EFh |     |       |      |      |      |      |      |      |     |     |       |        |               |  |                   |   |                 |   |                 |  |          |                 |                 |
| HW Reset                                  | SP [15:0]=0000h  | EP [15:0]=013Fh  |     |       |      |      |      |      |      |      |     |     |       |        |               |  |                   |   |                 |   |                 |  |          |                 |                 |





### 8.2.22. Memory Write (2Ch)

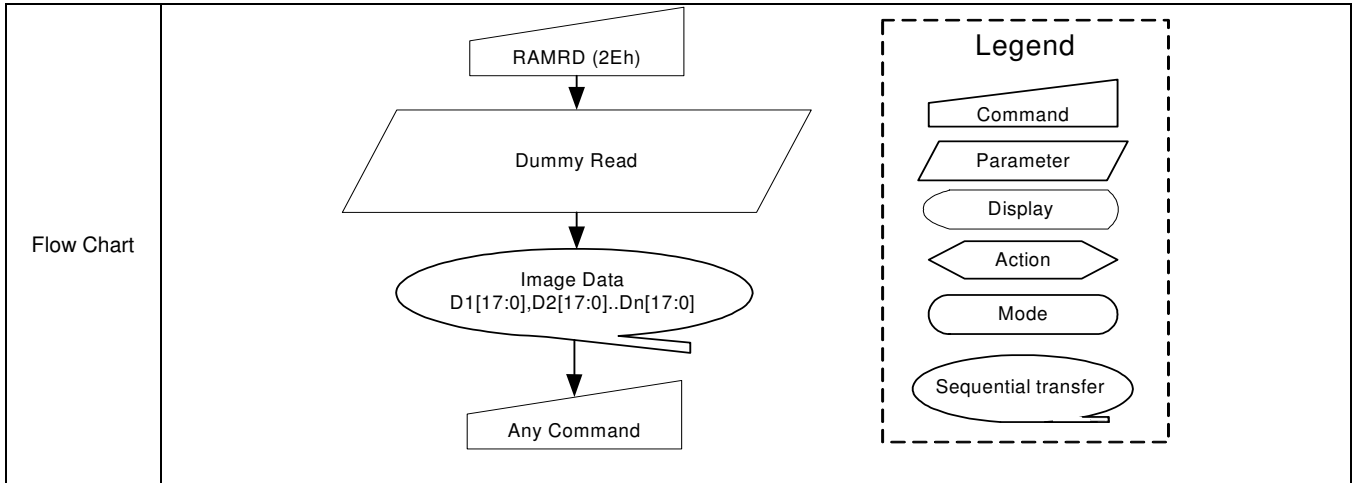
| 2Ch                                       | RAMWR (Memory Write)   |     |     |           |    |    |    |    |    |    |    |    |     |        |               |  |                                    |   |                                   |   |                                   |  |     |          |     |
|---|--|-----|-----|-----------|----|----|----|----|----|----|----|----|-----|--------|---------------|--|------------------------------------|---|-----------------------------------|---|-----------------------------------|--|-----|----------|-----|
|   | D/CX   | RDX | WRX | D17-8     | D7 | D6 | D5 | D4 | D3 | D2 | D1 | D0 | HEX |        |               |  |                                    |   |                                   |   |                                   |  |     |          |     |
| Command                                   | 0  | 1   | ↑   | XX        | 0  | 0  | 1  | 0  | 1  | 1  | 0  | 0  | 2Ch |        |               |  |                                    |   |                                   |   |                                   |  |     |          |     |
| 1 <sup>st</sup> Parameter                 | 1  | 1   | ↑   | D1 [17:0] |    |    |    |    |    |    |    |    | XX  |        |               |  |                                    |   |                                   |   |                                   |  |     |          |     |
| :   | 1  | 1   | ↑   | Dx [17:0] |    |    |    |    |    |    |    |    | XX  |        |               |  |                                    |   |                                   |   |                                   |  |     |          |     |
| N <sup>th</sup> Parameter                 | 1  | 1   | ↑   | Dn [17:0] |    |    |    |    |    |    |    |    | XX  |        |               |  |                                    |   |                                   |   |                                   |  |     |          |     |
| Description                               | This command is used to transfer data from MCU to frame memory. This command makes no change to the other driver status. When this command is accepted, the column register and the page register are reset to the Start Column/Start Page positions. The Start Column/Start Page positions are different in accordance with MADCTL setting.) Then D [17:0] is stored in frame memory and the column register and the page register incremented. Sending any other command can stop frame Write. X = Don't care.   |     |     |           |    |    |    |    |    |    |    |    |     |        |               |  |                                    |   |                                   |   |                                   |  |     |          |     |
| Restriction                               | In all color modes, there is no restriction on length of parameters.   |     |     |           |    |    |    |    |    |    |    |    |     |        |               |  |                                    |   |                                   |   |                                   |  |     |          |     |
| Register Availability                     | <table><tr><th>Status</th><th>Availability</th></tr><tr><td>Normal Mode On, Idle Mode Off, Sleep Out</td><td>Yes</td></tr><tr><td>Normal Mode On, Idle Mode On, Sleep Out</td><td>Yes</td></tr><tr><td>Partial Mode On, Idle Mode Off, Sleep Out</td><td>Yes</td></tr><tr><td>Partial Mode On, Idle Mode On, Sleep Out</td><td>Yes</td></tr><tr><td>Sleep In</td><td>Yes</td></tr></table>   |     |     |           |    |    |    |    |    |    |    |    |     | Status | Availability  | Normal Mode On, Idle Mode Off, Sleep Out | Yes                                | Normal Mode On, Idle Mode On, Sleep Out | Yes                               | Partial Mode On, Idle Mode Off, Sleep Out | Yes                               | Partial Mode On, Idle Mode On, Sleep Out | Yes | Sleep In | Yes |
| Status                                    | Availability   |     |     |           |    |    |    |    |    |    |    |    |     |        |               |  |                                    |   |                                   |   |                                   |  |     |          |     |
| Normal Mode On, Idle Mode Off, Sleep Out  | Yes  |     |     |           |    |    |    |    |    |    |    |    |     |        |               |  |                                    |   |                                   |   |                                   |  |     |          |     |
| Normal Mode On, Idle Mode On, Sleep Out   | Yes  |     |     |           |    |    |    |    |    |    |    |    |     |        |               |  |                                    |   |                                   |   |                                   |  |     |          |     |
| Partial Mode On, Idle Mode Off, Sleep Out | Yes  |     |     |           |    |    |    |    |    |    |    |    |     |        |               |  |                                    |   |                                   |   |                                   |  |     |          |     |
| Partial Mode On, Idle Mode On, Sleep Out  | Yes  |     |     |           |    |    |    |    |    |    |    |    |     |        |               |  |                                    |   |                                   |   |                                   |  |     |          |     |
| Sleep In                                  | Yes  |     |     |           |    |    |    |    |    |    |    |    |     |        |               |  |                                    |   |                                   |   |                                   |  |     |          |     |
| Default                                   | <table><tr><th>Status</th><th>Default Value</th></tr><tr><td>Power On Sequence</td><td>Contents of memory is set randomly</td></tr><tr><td>SW Reset</td><td>Contents of memory is not cleared</td></tr><tr><td>HW Reset</td><td>Contents of memory is not cleared</td></tr></table>  |     |     |           |    |    |    |    |    |    |    |    |     | Status | Default Value | Power On Sequence                        | Contents of memory is set randomly | SW Reset                                | Contents of memory is not cleared | HW Reset                                  | Contents of memory is not cleared |  |     |          |     |
| Status                                    | Default Value  |     |     |           |    |    |    |    |    |    |    |    |     |        |               |  |                                    |   |                                   |   |                                   |  |     |          |     |
| Power On Sequence                         | Contents of memory is set randomly   |     |     |           |    |    |    |    |    |    |    |    |     |        |               |  |                                    |   |                                   |   |                                   |  |     |          |     |
| SW Reset                                  | Contents of memory is not cleared  |     |     |           |    |    |    |    |    |    |    |    |     |        |               |  |                                    |   |                                   |   |                                   |  |     |          |     |
| HW Reset                                  | Contents of memory is not cleared  |     |     |           |    |    |    |    |    |    |    |    |     |        |               |  |                                    |   |                                   |   |                                   |  |     |          |     |
| Flow Chart                                | <div><div><div>Command</div><div>Parameter</div><div>Display</div><div>Action</div><div>Mode</div><div>Sequential transfer</div></div><div><div>CASET (2Ah)</div><div>1st Parameter: SC[15:8]<br/>2nd Parameter: SC[7:0]<br/>3rd Parameter: EC[15:8]<br/>4th Parmeter EC[7:0]</div><div>PASET (2Bh)</div><div>1st Parameter: SP[15:8]<br/>2nd Parameter: SP[7:0]<br/>3rd Parameter: EP[15:8]<br/>4th Parameter: EP[7:0]</div><div>RAMWR(2Ch)</div><div>Image Data<br/>D1[17:0],D2[17:0]..Dn[17:0]</div><div>Any Command</div></div><div><div>If Needed</div><div>If Needed</div></div></div> |     |     |           |    |    |    |    |    |    |    |    |     |        |               |  |                                    |   |                                   |   |                                   |  |     |          |     |

### 8.2.23. Color Set (2Dh)

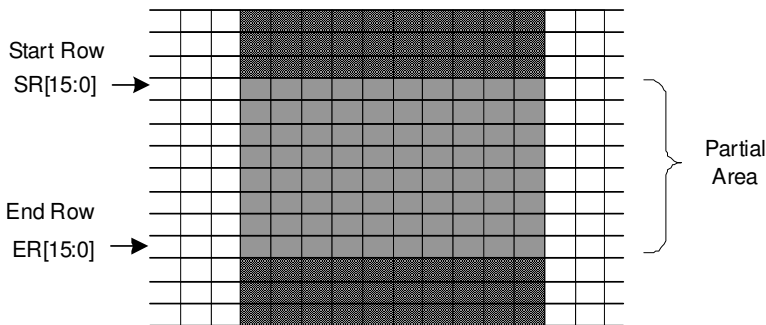
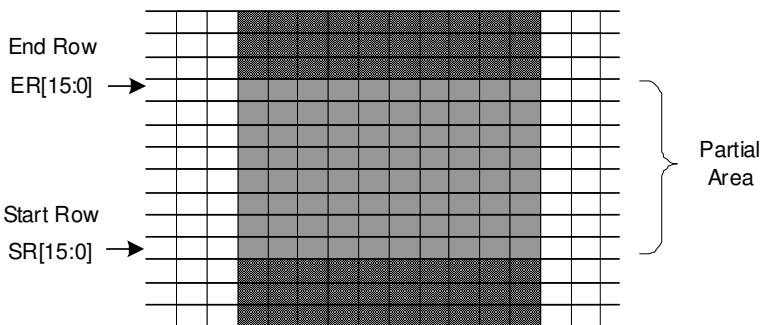
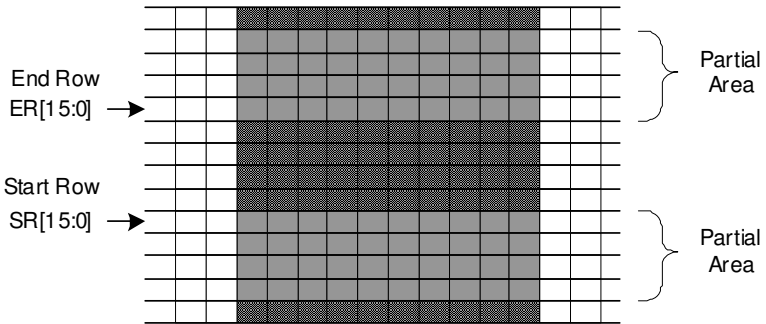
| 2Dh                                       | RGBSET (Color Set)   |     |     |       |    |    |           |    |    |    |    |    |     |        |               |  |               |   |                           |   |               |  |     |          |     |
|---|--|-----|-----|-------|----|----|-----------|----|----|----|----|----|-----|--------|---------------|--|---------------|---|---------------------------|---|---------------|--|-----|----------|-----|
|   | D/CX   | RDX | WRX | D17-8 | D7 | D6 | D5        | D4 | D3 | D2 | D1 | D0 | HEX |        |               |  |               |   |                           |   |               |  |     |          |     |
| Command                                   | 0  | 1   | ↑   | XX    | 0  | 0  | 1         | 0  | 1  | 1  | 0  | 1  | 2Dh |        |               |  |               |   |                           |   |               |  |     |          |     |
| 1 <sup>st</sup> Parameter                 | 1  | 1   | ↑   | XX    | 0  | 0  | R00 [5:0] |    |    |    |    |    | XX  |        |               |  |               |   |                           |   |               |  |     |          |     |
| n <sup>th</sup> Parameter                 | 1  | 1   | ↑   | XX    | 0  | 0  | Rnn [5:0] |    |    |    |    |    | XX  |        |               |  |               |   |                           |   |               |  |     |          |     |
| 32 <sup>nd</sup> Parameter                | 1  | 1   | ↑   | XX    | 0  | 0  | R31 [5:0] |    |    |    |    |    | XX  |        |               |  |               |   |                           |   |               |  |     |          |     |
| 33 <sup>rd</sup> Parameter                | 1  | 1   | ↑   | XX    | 0  | 0  | G00 [5:0] |    |    |    |    |    | XX  |        |               |  |               |   |                           |   |               |  |     |          |     |
| n <sup>th</sup> Parameter                 | 1  | 1   | ↑   | XX    | 0  | 0  | Gnn [5:0] |    |    |    |    |    | XX  |        |               |  |               |   |                           |   |               |  |     |          |     |
| 96 <sup>th</sup> Parameter                | 1  | 1   | ↑   | XX    | 0  | 0  | G64 [5:0] |    |    |    |    |    | XX  |        |               |  |               |   |                           |   |               |  |     |          |     |
| 97 <sup>th</sup> Parameter                | 1  | 1   | ↑   | XX    | 0  | 0  | B00 [5:0] |    |    |    |    |    | XX  |        |               |  |               |   |                           |   |               |  |     |          |     |
| n <sup>th</sup> Parameter                 | 1  | 1   | ↑   | XX    | 0  | 0  | Bnn [5:0] |    |    |    |    |    | XX  |        |               |  |               |   |                           |   |               |  |     |          |     |
| 128 <sup>th</sup> Parameter               | 1  | 1   | ↑   | XX    | 0  | 0  | B31 [5:0] |    |    |    |    |    | XX  |        |               |  |               |   |                           |   |               |  |     |          |     |
| Description                               | <p>This command is used to define the LUT for 16-bit to 18-bit color depth conversion.</p> <p>128 bytes must be written to the LUT regardless of the color mode. Only the values in Section 7.4 are referred.</p> <p>This command has no effect on other commands, parameter and contents of frame memory. Visible change takes effect next time the frame memory is written to.</p>   |     |     |       |    |    |           |    |    |    |    |    |     |        |               |  |               |   |                           |   |               |  |     |          |     |
| Restriction                               |  |     |     |       |    |    |           |    |    |    |    |    |     |        |               |  |               |   |                           |   |               |  |     |          |     |
| Register Availability                     | <table><tr><th>Status</th><th>Availability</th></tr><tr><td>Normal Mode On, Idle Mode Off, Sleep Out</td><td>Yes</td></tr><tr><td>Normal Mode On, Idle Mode On, Sleep Out</td><td>Yes</td></tr><tr><td>Partial Mode On, Idle Mode Off, Sleep Out</td><td>Yes</td></tr><tr><td>Partial Mode On, Idle Mode On, Sleep Out</td><td>Yes</td></tr><tr><td>Sleep In</td><td>Yes</td></tr></table>                                   |     |     |       |    |    |           |    |    |    |    |    |     | Status | Availability  | Normal Mode On, Idle Mode Off, Sleep Out | Yes           | Normal Mode On, Idle Mode On, Sleep Out | Yes                       | Partial Mode On, Idle Mode Off, Sleep Out | Yes           | Partial Mode On, Idle Mode On, Sleep Out | Yes | Sleep In | Yes |
| Status                                    | Availability   |     |     |       |    |    |           |    |    |    |    |    |     |        |               |  |               |   |                           |   |               |  |     |          |     |
| Normal Mode On, Idle Mode Off, Sleep Out  | Yes  |     |     |       |    |    |           |    |    |    |    |    |     |        |               |  |               |   |                           |   |               |  |     |          |     |
| Normal Mode On, Idle Mode On, Sleep Out   | Yes  |     |     |       |    |    |           |    |    |    |    |    |     |        |               |  |               |   |                           |   |               |  |     |          |     |
| Partial Mode On, Idle Mode Off, Sleep Out | Yes  |     |     |       |    |    |           |    |    |    |    |    |     |        |               |  |               |   |                           |   |               |  |     |          |     |
| Partial Mode On, Idle Mode On, Sleep Out  | Yes  |     |     |       |    |    |           |    |    |    |    |    |     |        |               |  |               |   |                           |   |               |  |     |          |     |
| Sleep In                                  | Yes  |     |     |       |    |    |           |    |    |    |    |    |     |        |               |  |               |   |                           |   |               |  |     |          |     |
| Default                                   | <table><tr><th>Status</th><th>Default Value</th></tr><tr><td>Power On Sequence</td><td>Random values</td></tr><tr><td>SW Reset</td><td>Contents of LUT protected</td></tr><tr><td>HW Reset</td><td>Random values</td></tr></table>   |     |     |       |    |    |           |    |    |    |    |    |     | Status | Default Value | Power On Sequence                        | Random values | SW Reset                                | Contents of LUT protected | HW Reset                                  | Random values |  |     |          |     |
| Status                                    | Default Value  |     |     |       |    |    |           |    |    |    |    |    |     |        |               |  |               |   |                           |   |               |  |     |          |     |
| Power On Sequence                         | Random values  |     |     |       |    |    |           |    |    |    |    |    |     |        |               |  |               |   |                           |   |               |  |     |          |     |
| SW Reset                                  | Contents of LUT protected  |     |     |       |    |    |           |    |    |    |    |    |     |        |               |  |               |   |                           |   |               |  |     |          |     |
| HW Reset                                  | Random values  |     |     |       |    |    |           |    |    |    |    |    |     |        |               |  |               |   |                           |   |               |  |     |          |     |
| Flow Chart                                | <div><div><div>RGBSET (2Dh)</div><div>↓</div><div>1st Parameter: R00[5:0]<br/>:<br/>32nd Parameter: R31[5:0]<br/>33rd Parameter: G00[5:0]<br/>:<br/>96th Parameter: G63[5:0]<br/>97th Parameter: B00[5:0]<br/>:<br/>128th Parameter: B31[5:0]</div></div><div><div>Legend</div><div><div>Command</div><div>Parameter</div><div>Display</div><div>Action</div><div>Mode</div><div>Sequential transfer</div></div></div></div> |     |     |       |    |    |           |    |    |    |    |    |     |        |               |  |               |   |                           |   |               |  |     |          |     |

## 8.2.24. Memory Read (2Eh)

| 2Eh                                       | RAMRD (Memory Read)  |     |     |           |    |    |    |    |    |    |    |    |     |        |               |  |                                    |   |                                    |   |                                    |  |     |          |     |
|---|--|-----|-----|-----------|----|----|----|----|----|----|----|----|-----|--------|---------------|--|------------------------------------|---|------------------------------------|---|------------------------------------|--|-----|----------|-----|
|   | D/CX   | RDX | WRX | D17-8     | D7 | D6 | D5 | D4 | D3 | D2 | D1 | D0 | HEX |        |               |  |                                    |   |                                    |   |                                    |  |     |          |     |
| Command                                   | 0  | 1   | ↑   | XX        | 0  | 0  | 1  | 0  | 1  | 1  | 1  | 0  | 2Eh |        |               |  |                                    |   |                                    |   |                                    |  |     |          |     |
| 1 <sup>st</sup> Parameter                 | 1  | 1   | ↑   | XX        | X  | X  | X  | X  | X  | X  | X  | X  | X   |        |               |  |                                    |   |                                    |   |                                    |  |     |          |     |
| 2 <sup>nd</sup> Parameter                 | 1  | 1   | ↑   | D1 [17:0] |    |    |    |    |    |    |    |    | XX  |        |               |  |                                    |   |                                    |   |                                    |  |     |          |     |
| :   | 1  | 1   | ↑   | Dx [17:0] |    |    |    |    |    |    |    |    | XX  |        |               |  |                                    |   |                                    |   |                                    |  |     |          |     |
| (N+1) <sup>th</sup> Parameter             | 1  | 1   | ↑   | Dn [17:0] |    |    |    |    |    |    |    |    | XX  |        |               |  |                                    |   |                                    |   |                                    |  |     |          |     |
| Description                               | This command transfers image data from ILI9341's frame memory to the host processor starting at the pixel location specified by preceding set_column_address and set_page_address commands.  |     |     |           |    |    |    |    |    |    |    |    |     |        |               |  |                                    |   |                                    |   |                                    |  |     |          |     |
|   | If Memory Access control B5 = 0:   |     |     |           |    |    |    |    |    |    |    |    |     |        |               |  |                                    |   |                                    |   |                                    |  |     |          |     |
|   | The column and page registers are reset to the Start Column (SC) and Start Page (SP), respectively. Pixels are read from frame memory at (SC, SP). The column register is then incremented and pixels read from the frame memory until the column register equals the End Column (EC) value. The column register is then reset to SC and the page register is incremented. Pixels are read from the frame memory until the page register equals the End Page (EP) value or the host processor sends another command. |     |     |           |    |    |    |    |    |    |    |    |     |        |               |  |                                    |   |                                    |   |                                    |  |     |          |     |
|   | If Memory Access Control B5 = 1:   |     |     |           |    |    |    |    |    |    |    |    |     |        |               |  |                                    |   |                                    |   |                                    |  |     |          |     |
|   | The column and page registers are reset to the Start Column (SC) and Start Page (SP), respectively. Pixels are read from frame memory at (SC, SP). The page register is then incremented and pixels read from the frame memory until the page register equals the End Page (EP) value. The page register is then reset to SP and the column register is incremented. Pixels are read from the frame memory until the column register equals the End Column (EC) value or the host processor sends another command.   |     |     |           |    |    |    |    |    |    |    |    |     |        |               |  |                                    |   |                                    |   |                                    |  |     |          |     |
| Restriction                               | There is no restriction on length of parameters.   |     |     |           |    |    |    |    |    |    |    |    |     |        |               |  |                                    |   |                                    |   |                                    |  |     |          |     |
| Register Availability                     | <table><tr><th>Status</th><th>Availability</th></tr><tr><td>Normal Mode On, Idle Mode Off, Sleep Out</td><td>Yes</td></tr><tr><td>Normal Mode On, Idle Mode On, Sleep Out</td><td>Yes</td></tr><tr><td>Partial Mode On, Idle Mode Off, Sleep Out</td><td>Yes</td></tr><tr><td>Partial Mode On, Idle Mode On, Sleep Out</td><td>Yes</td></tr><tr><td>Sleep In</td><td>Yes</td></tr></table>   |     |     |           |    |    |    |    |    |    |    |    |     | Status | Availability  | Normal Mode On, Idle Mode Off, Sleep Out | Yes                                | Normal Mode On, Idle Mode On, Sleep Out | Yes                                | Partial Mode On, Idle Mode Off, Sleep Out | Yes                                | Partial Mode On, Idle Mode On, Sleep Out | Yes | Sleep In | Yes |
| Status                                    | Availability   |     |     |           |    |    |    |    |    |    |    |    |     |        |               |  |                                    |   |                                    |   |                                    |  |     |          |     |
| Normal Mode On, Idle Mode Off, Sleep Out  | Yes  |     |     |           |    |    |    |    |    |    |    |    |     |        |               |  |                                    |   |                                    |   |                                    |  |     |          |     |
| Normal Mode On, Idle Mode On, Sleep Out   | Yes  |     |     |           |    |    |    |    |    |    |    |    |     |        |               |  |                                    |   |                                    |   |                                    |  |     |          |     |
| Partial Mode On, Idle Mode Off, Sleep Out | Yes  |     |     |           |    |    |    |    |    |    |    |    |     |        |               |  |                                    |   |                                    |   |                                    |  |     |          |     |
| Partial Mode On, Idle Mode On, Sleep Out  | Yes  |     |     |           |    |    |    |    |    |    |    |    |     |        |               |  |                                    |   |                                    |   |                                    |  |     |          |     |
| Sleep In                                  | Yes  |     |     |           |    |    |    |    |    |    |    |    |     |        |               |  |                                    |   |                                    |   |                                    |  |     |          |     |
| Default                                   | <table><tr><th>Status</th><th>Default Value</th></tr><tr><td>Power On Sequence</td><td>Contents of memory is set randomly</td></tr><tr><td>SW Reset</td><td>Contents of memory is set randomly</td></tr><tr><td>HW Reset</td><td>Contents of memory is set randomly</td></tr></table>  |     |     |           |    |    |    |    |    |    |    |    |     | Status | Default Value | Power On Sequence                        | Contents of memory is set randomly | SW Reset                                | Contents of memory is set randomly | HW Reset                                  | Contents of memory is set randomly |  |     |          |     |
| Status                                    | Default Value  |     |     |           |    |    |    |    |    |    |    |    |     |        |               |  |                                    |   |                                    |   |                                    |  |     |          |     |
| Power On Sequence                         | Contents of memory is set randomly   |     |     |           |    |    |    |    |    |    |    |    |     |        |               |  |                                    |   |                                    |   |                                    |  |     |          |     |
| SW Reset                                  | Contents of memory is set randomly   |     |     |           |    |    |    |    |    |    |    |    |     |        |               |  |                                    |   |                                    |   |                                    |  |     |          |     |
| HW Reset                                  | Contents of memory is set randomly   |     |     |           |    |    |    |    |    |    |    |    |     |        |               |  |                                    |   |                                    |   |                                    |  |     |          |     |

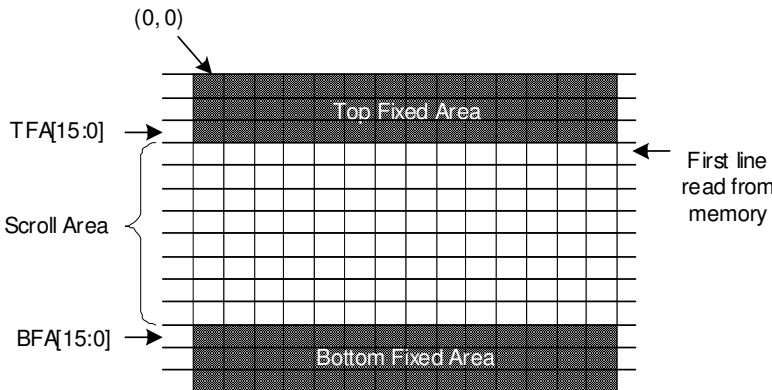


### 8.2.25. Partial Area (30h)

| 30h                       | PLTAR (Partial Area)  |     |     |       |      |      |      |      |      |      |     |     |     |
|---------------------------|---|-----|-----|-------|------|------|------|------|------|------|-----|-----|-----|
|                           | D/CX  | RDX | WRX | D17-8 | D7   | D6   | D5   | D4   | D3   | D2   | D1  | D0  | HEX |
| Command                   | 0   | 1   | ↑   | XX    | 0    | 0    | 1    | 1    | 0    | 0    | 0   | 0   | 30h |
| 1 <sup>st</sup> Parameter | 1   | 1   | ↑   | XX    | SR15 | SR14 | SR13 | SR12 | SR11 | SR10 | SR9 | SR8 | 00  |
| 2 <sup>nd</sup> Parameter | 1   | 1   | ↑   | XX    | SR7  | SR6  | SR5  | SR4  | SR3  | SR2  | SR1 | SR0 | 00  |
| 3 <sup>rd</sup> Parameter | 1   | 1   | ↑   | XX    | ER15 | ER14 | ER13 | ER12 | ER11 | ER10 | ER9 | ER8 | 01  |
| 4 <sup>th</sup> Parameter | 1   | 1   | ↑   | XX    | ER7  | ER6  | ER5  | ER4  | ER3  | ER2  | ER1 | ER0 | 3F  |
| Description               | <p>This command defines the partial mode's display area. There are 2 parameters associated with this command, the first defines the Start Row (SR) and the second the End Row (ER), as illustrated in the figures below. SR and ER refer to the Frame Memory Line Pointer.</p> <p>If End Row&gt;Start Row when MADCTL B4=0:-</p>  <p>If End Row&gt;Start Row when MADCTL B4=1:-</p>  <p>If End Row&lt;Start Row when MADCTL B4=0:-</p>  <p>If End Row = Start Row then the Partial Area will be one row deep.</p> <p>X = Don't care.</p> |     |     |       |      |      |      |      |      |      |     |     |     |
|                           |   |     |     |       |      |      |      |      |      |      |     |     |     |
|                           |   |     |     |       |      |      |      |      |      |      |     |     |     |
|                           |   |     |     |       |      |      |      |      |      |      |     |     |     |
| Restriction               | SR [15...0] and ER [15...0] cannot be 0000h nor exceed 013Fh.   |     |     |       |      |      |      |      |      |      |     |     |     |

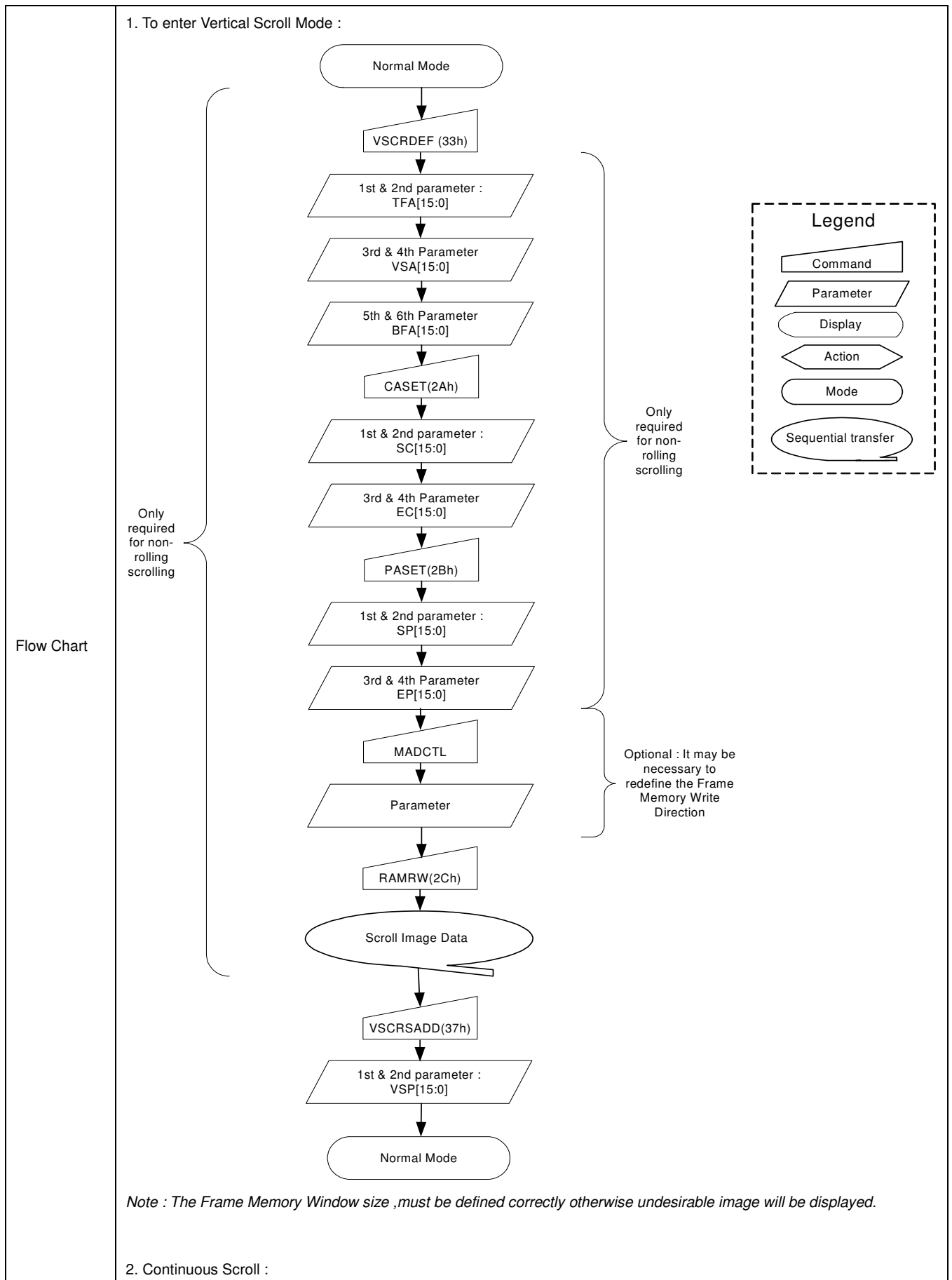
| Register Availability                     | <table><tr><th>Status</th><th>Availability</th></tr><tr><td>Normal Mode On, Idle Mode Off, Sleep Out</td><td>Yes</td></tr><tr><td>Normal Mode On, Idle Mode On, Sleep Out</td><td>Yes</td></tr><tr><td>Partial Mode On, Idle Mode Off, Sleep Out</td><td>Yes</td></tr><tr><td>Partial Mode On, Idle Mode On, Sleep Out</td><td>Yes</td></tr><tr><td>Sleep In</td><td>Yes</td></tr></table>  | Status     | Availability  | Normal Mode On, Idle Mode Off, Sleep Out | Yes       | Normal Mode On, Idle Mode On, Sleep Out | Yes               | Partial Mode On, Idle Mode Off, Sleep Out | Yes       | Partial Mode On, Idle Mode On, Sleep Out | Yes        | Sleep In   | Yes      |            |            |
|---|---|------------|---------------|--|-----------|---|-------------------|---|-----------|--|------------|------------|----------|------------|------------|
| Status                                    | Availability  |            |               |  |           |   |                   |   |           |  |            |            |          |            |            |
| Normal Mode On, Idle Mode Off, Sleep Out  | Yes   |            |               |  |           |   |                   |   |           |  |            |            |          |            |            |
| Normal Mode On, Idle Mode On, Sleep Out   | Yes   |            |               |  |           |   |                   |   |           |  |            |            |          |            |            |
| Partial Mode On, Idle Mode Off, Sleep Out | Yes   |            |               |  |           |   |                   |   |           |  |            |            |          |            |            |
| Partial Mode On, Idle Mode On, Sleep Out  | Yes   |            |               |  |           |   |                   |   |           |  |            |            |          |            |            |
| Sleep In                                  | Yes   |            |               |  |           |   |                   |   |           |  |            |            |          |            |            |
| Default                                   | <table><tr><th rowspan="2">Status</th><th colspan="2">Default Value</th></tr><tr><th>SR [15:0]</th><th>ER [15:0]</th></tr><tr><td>Power On Sequence</td><td>16'h0000h</td><td>16'h013Fh</td></tr><tr><td>SW Reset</td><td>16'h 0000h</td><td>16'h 013Fh</td></tr><tr><td>HW Reset</td><td>16'h 0000h</td><td>16'h 013Fh</td></tr></table>   | Status     | Default Value |  | SR [15:0] | ER [15:0]                               | Power On Sequence | 16'h0000h                                 | 16'h013Fh | SW Reset                                 | 16'h 0000h | 16'h 013Fh | HW Reset | 16'h 0000h | 16'h 013Fh |
| Status                                    | Default Value   |            |               |  |           |   |                   |   |           |  |            |            |          |            |            |
|   | SR [15:0]   | ER [15:0]  |               |  |           |   |                   |   |           |  |            |            |          |            |            |
| Power On Sequence                         | 16'h0000h   | 16'h013Fh  |               |  |           |   |                   |   |           |  |            |            |          |            |            |
| SW Reset                                  | 16'h 0000h  | 16'h 013Fh |               |  |           |   |                   |   |           |  |            |            |          |            |            |
| HW Reset                                  | 16'h 0000h  | 16'h 013Fh |               |  |           |   |                   |   |           |  |            |            |          |            |            |
| Flow Chart                                | <div><div>1. To Enter Partial Mode</div><div><pre>graph TD; A[/PLTAR(30h)/] --&gt; B[/1st Parameter: SR[15:8]<br/>2nd Parameter: SR[7:0]/]; B --&gt; C[/3rd Parameter: ER[15:8]<br/>4th Parameter: ER[7:0]/]; C --&gt; D[/PTLON(12h)/]; D --&gt; E([Partial Mode]);</pre></div><div><div>Legend</div><div><div>Command</div><div>Parameter</div><div>Display</div><div>Action</div><div>Mode</div><div>Sequential transfer</div></div></div></div> <div><div>2. To Leave Partial Mode</div><div><pre>graph TD; A([Partial Mode]) --&gt; B[/DISPOFF(28h)/]; B --&gt; C[/NORON(13h)/]; C --&gt; D([Partial Mode OFF]); D --&gt; E[/RAMRW(2Ch)/]; E --&gt; F([Image Data<br/>D1[17:0], D2[17:0]..Dn[17:0]]); F --&gt; G[/DISPON(29h)/];</pre></div><div><div>Legend</div><div><div>Command</div><div>Parameter</div><div>Display</div><div>Action</div><div>Mode</div><div>Sequential transfer</div></div></div></div> |            |               |  |           |   |                   |   |           |  |            |            |          |            |            |

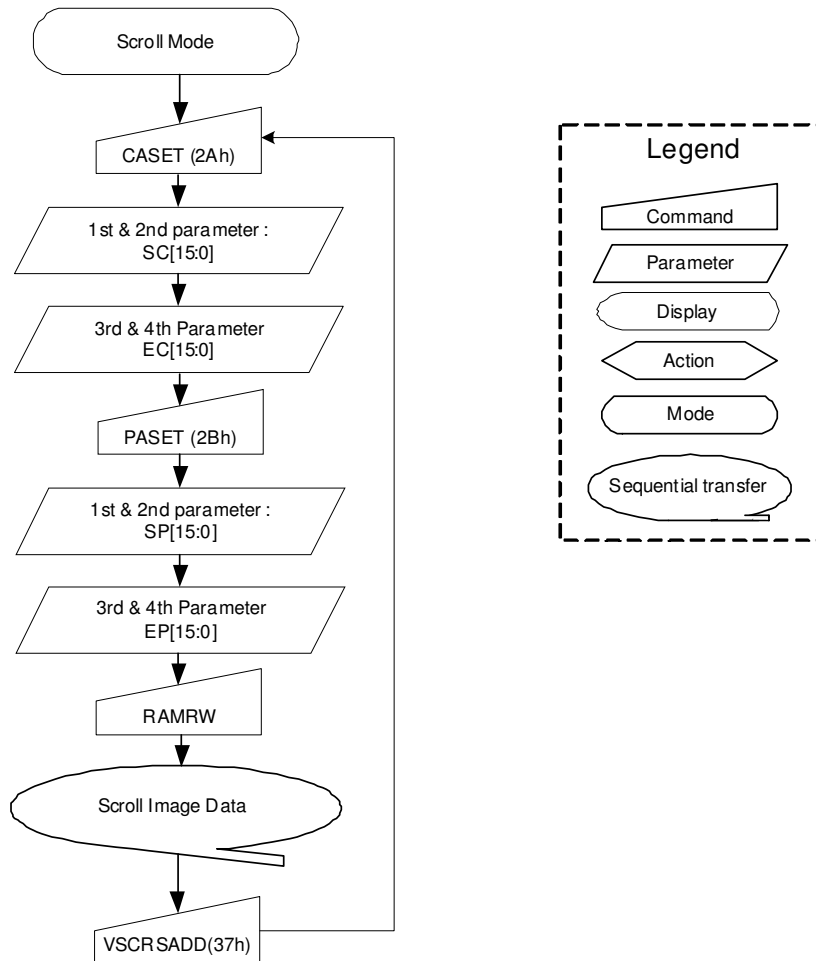
## 8.2.26. Vertical Scrolling Definition (33h)

| 33h                       | VSCRDEF (Vertical Scrolling Definition)   |     |     |       |            |    |    |    |    |    |    |    |     |
|---------------------------|---|-----|-----|-------|------------|----|----|----|----|----|----|----|-----|
|                           | D/CX  | RDX | WRX | D17-8 | D7         | D6 | D5 | D4 | D3 | D2 | D1 | D0 | HEX |
| Command                   | 0   | 1   | ↑   | XX    | 0          | 0  | 1  | 1  | 0  | 0  | 1  | 1  | 33h |
| 1 <sup>st</sup> Parameter | 1   | ↑   | 1   | XX    | TFA [15:8] |    |    |    |    |    |    |    | 00  |
| 2 <sup>nd</sup> Parameter | 1   | ↑   | 1   | XX    | TFA [7:0]  |    |    |    |    |    |    |    | 00  |
| 3 <sup>rd</sup> Parameter | 1   | ↑   | 1   | XX    | VSA [15:8] |    |    |    |    |    |    |    | 01  |
| 4 <sup>th</sup> Parameter | 1   | ↑   | 1   | XX    | VSA [7:0]  |    |    |    |    |    |    |    | 40  |
| 5 <sup>th</sup> Parameter | 1   | ↑   | 1   | XX    | BFA [15:8] |    |    |    |    |    |    |    | 00  |
| 6 <sup>th</sup> Parameter | 1   | ↑   | 1   | XX    | BFA [7:0]  |    |    |    |    |    |    |    | 00  |
| Description               | <p>This command defines the Vertical Scrolling Area of the display.</p> <p>When MADCTL B4=0</p> <p>The 1st &amp; 2nd parameter TFA [15...0] describes the Top Fixed Area (in No. of lines from Top of the Frame Memory and Display).</p> <p>The 3rd &amp; 4th parameter VSA [15...0] describes the height of the Vertical Scrolling Area (in No. of lines of the Frame Memory [not the display] from the Vertical Scrolling Start Address). The first line read from Frame Memory appears immediately after the bottom most line of the Top Fixed Area.</p> <p>The 5th &amp; 6th parameter BFA [15...0] describes the Bottom Fixed Area (in No. of lines from Bottom of the Frame Memory and Display). TFA, VSA and BFA refer to the Frame Memory Line Pointer.</p> <div></div> |     |     |       |            |    |    |    |    |    |    |    |     |
|                           | <p>When MADCTL B4=1</p> <p>The 1st &amp; 2nd parameter TFA [15...0] describes the Top Fixed Area (in No. of lines from Bottom of the Frame Memory and Display).</p> <p>The 3rd &amp; 4th parameter VSA [15...0] describes the height of the Vertical Scrolling Area (in No. of lines of the Frame Memory [not the display] from the Vertical Scrolling Start Address). The first line read from Frame Memory appears immediately after the top most line of the Top Fixed Area.</p> <p>The 5th &amp; 6th parameter BFA [15...0] describes the Bottom Fixed Area (in No. of lines from Top of the Frame Memory and Display).</p>   |     |     |       |            |    |    |    |    |    |    |    |     |

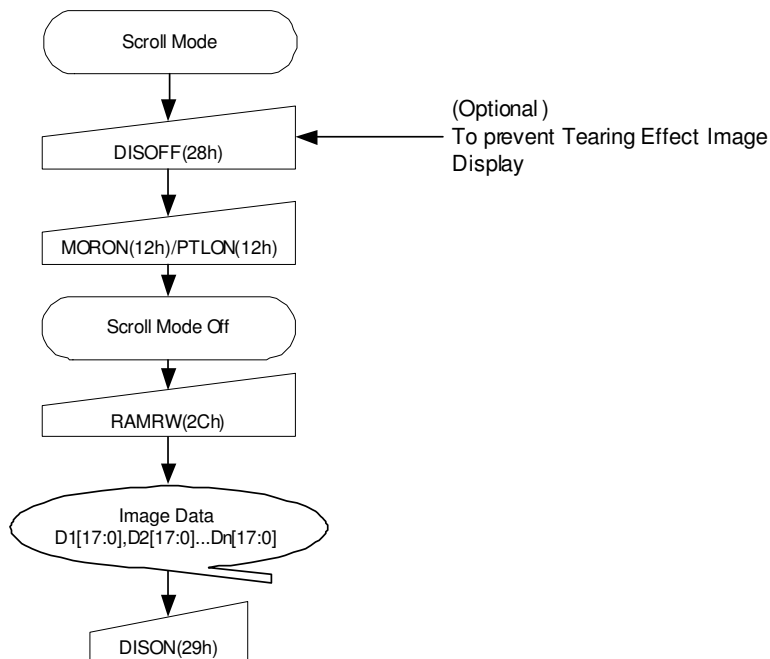


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**3.To Leave Vertical Scroll Mode:**

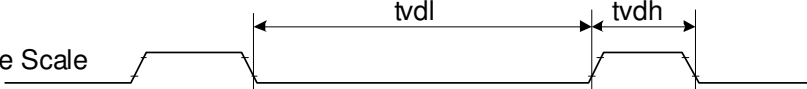



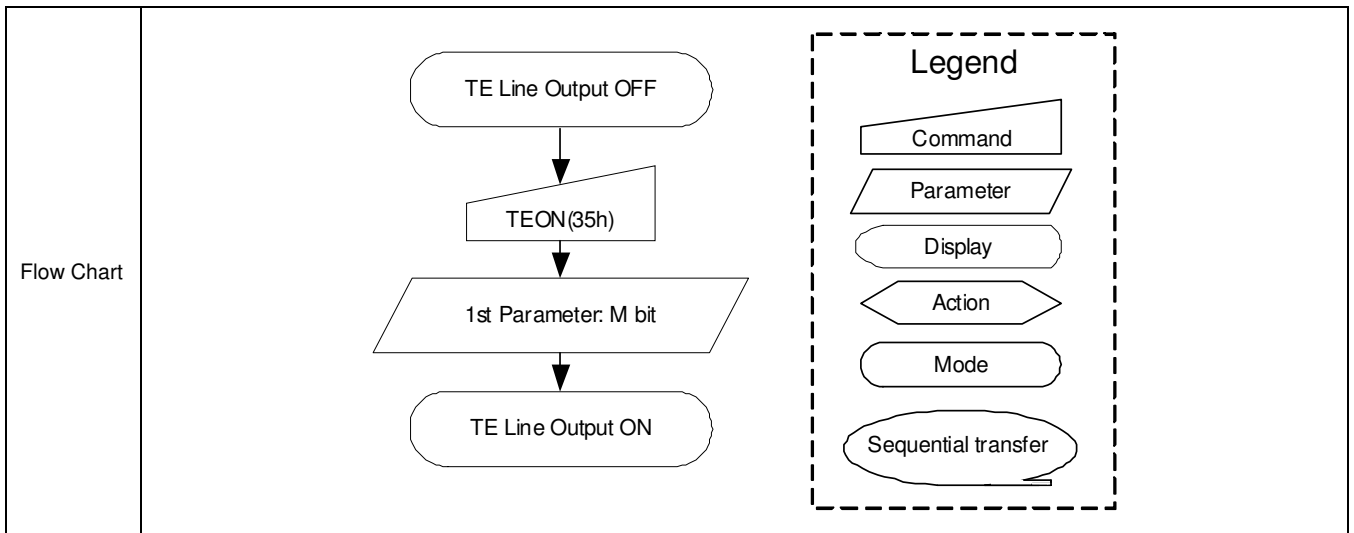
Note: Scroll Mode can be left by both the Normal Display Mode ON (13h) and Partial Mode ON (12h) commands.

### 8.2.27. Tearing Effect Line OFF (34h)

| 34h                                       | TEOFF (Tearing Effect Line OFF)  |     |     |       |    |    |    |    |    |    |    |    |     |        |               |  |     |   |     |   |     |  |     |          |     |
|---|--|-----|-----|-------|----|----|----|----|----|----|----|----|-----|--------|---------------|--|-----|---|-----|---|-----|--|-----|----------|-----|
|   | D/CX   | RDX | WRX | D17-8 | D7 | D6 | D5 | D4 | D3 | D2 | D1 | D0 | HEX |        |               |  |     |   |     |   |     |  |     |          |     |
| Command                                   | 0  | 1   | ↑   | XX    | 0  | 0  | 1  | 1  | 0  | 1  | 0  | 0  | 34h |        |               |  |     |   |     |   |     |  |     |          |     |
| Parameter                                 | No Parameter   |     |     |       |    |    |    |    |    |    |    |    |     |        |               |  |     |   |     |   |     |  |     |          |     |
| Description                               | This command is used to turn OFF (Active Low) the Tearing Effect output signal from the TE signal line.<br>X = Don't care.   |     |     |       |    |    |    |    |    |    |    |    |     |        |               |  |     |   |     |   |     |  |     |          |     |
| Restriction                               | This command has no effect when Tearing Effect output is already OFF.  |     |     |       |    |    |    |    |    |    |    |    |     |        |               |  |     |   |     |   |     |  |     |          |     |
| Register Availability                     | <table><tr><th>Status</th><th>Availability</th></tr><tr><td>Normal Mode On, Idle Mode Off, Sleep Out</td><td>Yes</td></tr><tr><td>Normal Mode On, Idle Mode On, Sleep Out</td><td>Yes</td></tr><tr><td>Partial Mode On, Idle Mode Off, Sleep Out</td><td>Yes</td></tr><tr><td>Partial Mode On, Idle Mode On, Sleep Out</td><td>Yes</td></tr><tr><td>Sleep In</td><td>Yes</td></tr></table> |     |     |       |    |    |    |    |    |    |    |    |     | Status | Availability  | Normal Mode On, Idle Mode Off, Sleep Out | Yes | Normal Mode On, Idle Mode On, Sleep Out | Yes | Partial Mode On, Idle Mode Off, Sleep Out | Yes | Partial Mode On, Idle Mode On, Sleep Out | Yes | Sleep In | Yes |
| Status                                    | Availability   |     |     |       |    |    |    |    |    |    |    |    |     |        |               |  |     |   |     |   |     |  |     |          |     |
| Normal Mode On, Idle Mode Off, Sleep Out  | Yes  |     |     |       |    |    |    |    |    |    |    |    |     |        |               |  |     |   |     |   |     |  |     |          |     |
| Normal Mode On, Idle Mode On, Sleep Out   | Yes  |     |     |       |    |    |    |    |    |    |    |    |     |        |               |  |     |   |     |   |     |  |     |          |     |
| Partial Mode On, Idle Mode Off, Sleep Out | Yes  |     |     |       |    |    |    |    |    |    |    |    |     |        |               |  |     |   |     |   |     |  |     |          |     |
| Partial Mode On, Idle Mode On, Sleep Out  | Yes  |     |     |       |    |    |    |    |    |    |    |    |     |        |               |  |     |   |     |   |     |  |     |          |     |
| Sleep In                                  | Yes  |     |     |       |    |    |    |    |    |    |    |    |     |        |               |  |     |   |     |   |     |  |     |          |     |
| Default                                   | <table><tr><th>Status</th><th>Default Value</th></tr><tr><td>Power On Sequence</td><td>OFF</td></tr><tr><td>SW Reset</td><td>OFF</td></tr><tr><td>HW Reset</td><td>OFF</td></tr></table>   |     |     |       |    |    |    |    |    |    |    |    |     | Status | Default Value | Power On Sequence                        | OFF | SW Reset                                | OFF | HW Reset                                  | OFF |  |     |          |     |
| Status                                    | Default Value  |     |     |       |    |    |    |    |    |    |    |    |     |        |               |  |     |   |     |   |     |  |     |          |     |
| Power On Sequence                         | OFF  |     |     |       |    |    |    |    |    |    |    |    |     |        |               |  |     |   |     |   |     |  |     |          |     |
| SW Reset                                  | OFF  |     |     |       |    |    |    |    |    |    |    |    |     |        |               |  |     |   |     |   |     |  |     |          |     |
| HW Reset                                  | OFF  |     |     |       |    |    |    |    |    |    |    |    |     |        |               |  |     |   |     |   |     |  |     |          |     |
| Flow Chart                                | <div><div><div>TE Line Output ON</div><div>↓</div><div>TEOFF(34h)</div><div>↓</div><div>TE Line Output OFF</div></div><div><div>Legend</div><div><div>Command</div><div>Parameter</div><div>Display</div><div>Action</div><div>Mode</div><div>Sequential transfer</div></div></div></div>  |     |     |       |    |    |    |    |    |    |    |    |     |        |               |  |     |   |     |   |     |  |     |          |     |

### 8.2.28. Tearing Effect Line ON (35h)

| 35h                                       | TEON (Tearing Effect Line ON)  |  |     |       |    |    |    |    |    |    |    |    |     |        |               |                   |  |          |   |          |   |     |  |     |          |     |
|---|--|--|-----|-------|----|----|----|----|----|----|----|----|-----|--------|---------------|-------------------|--|----------|---|----------|---|-----|--|-----|----------|-----|
|   | D/CX   | RDX  | WRX | D17-8 | D7 | D6 | D5 | D4 | D3 | D2 | D1 | D0 | HEX |        |               |                   |  |          |   |          |   |     |  |     |          |     |
| Command                                   | 0  | 1  | ↑   | XX    | 0  | 0  | 1  | 1  | 0  | 1  | 0  | 1  | 35h |        |               |                   |  |          |   |          |   |     |  |     |          |     |
| Parameter                                 | 1  | 1  | ↑   | XX    | 0  | 0  | 0  | 0  | 0  | 0  | 0  | M  | 00  |        |               |                   |  |          |   |          |   |     |  |     |          |     |
| Description                               | <p>This command is used to turn ON the Tearing Effect output signal from the TE signal line. This output is not affected by changing MADCTL bit B4. The Tearing Effect Line On has one parameter which describes the mode of the Tearing Effect Output Line.</p> <p>When <b>M=0</b>:</p> <p>The Tearing Effect Output line consists of V-Blanking information only:</p> <p>Vertical Time Scale </p> <p>When <b>M=1</b>:</p> <p>The Tearing Effect Output Line consists of both V-Blanking and H-Blanking information:</p> <p>Vertical Time Scale </p> <p>Note: During Sleep In Mode with Tearing Effect Line On, Tearing Effect Output pin will be active Low.</p> <p>X = Don't care.</p> |  |     |       |    |    |    |    |    |    |    |    |     |        |               |                   |  |          |   |          |   |     |  |     |          |     |
|   | Restriction  | This command has no effect when Tearing Effect output is already ON  |     |       |    |    |    |    |    |    |    |    |     |        |               |                   |  |          |   |          |   |     |  |     |          |     |
|   | Register Availability  | <table><thead><tr><th>Status</th><th>Availability</th></tr></thead><tbody><tr><td>Normal Mode On, Idle Mode Off, Sleep Out</td><td>Yes</td></tr><tr><td>Normal Mode On, Idle Mode On, Sleep Out</td><td>Yes</td></tr><tr><td>Partial Mode On, Idle Mode Off, Sleep Out</td><td>Yes</td></tr><tr><td>Partial Mode On, Idle Mode On, Sleep Out</td><td>Yes</td></tr><tr><td>Sleep In</td><td>Yes</td></tr></tbody></table> |     |       |    |    |    |    |    |    |    |    |     |        | Status        | Availability      | Normal Mode On, Idle Mode Off, Sleep Out | Yes      | Normal Mode On, Idle Mode On, Sleep Out | Yes      | Partial Mode On, Idle Mode Off, Sleep Out | Yes | Partial Mode On, Idle Mode On, Sleep Out | Yes | Sleep In | Yes |
|   | Status   | Availability   |     |       |    |    |    |    |    |    |    |    |     |        |               |                   |  |          |   |          |   |     |  |     |          |     |
| Normal Mode On, Idle Mode Off, Sleep Out  | Yes  |  |     |       |    |    |    |    |    |    |    |    |     |        |               |                   |  |          |   |          |   |     |  |     |          |     |
| Normal Mode On, Idle Mode On, Sleep Out   | Yes  |  |     |       |    |    |    |    |    |    |    |    |     |        |               |                   |  |          |   |          |   |     |  |     |          |     |
| Partial Mode On, Idle Mode Off, Sleep Out | Yes  |  |     |       |    |    |    |    |    |    |    |    |     |        |               |                   |  |          |   |          |   |     |  |     |          |     |
| Partial Mode On, Idle Mode On, Sleep Out  | Yes  |  |     |       |    |    |    |    |    |    |    |    |     |        |               |                   |  |          |   |          |   |     |  |     |          |     |
| Sleep In                                  | Yes  |  |     |       |    |    |    |    |    |    |    |    |     |        |               |                   |  |          |   |          |   |     |  |     |          |     |
| Default                                   | <table><thead><tr><th>Status</th><th>Default Value</th></tr></thead><tbody><tr><td>Power On Sequence</td><td>OFF</td></tr><tr><td>SW Reset</td><td>OFF</td></tr><tr><td>HW Reset</td><td>OFF</td></tr></tbody></table>   |  |     |       |    |    |    |    |    |    |    |    |     | Status | Default Value | Power On Sequence | OFF                                      | SW Reset | OFF                                     | HW Reset | OFF                                       |     |  |     |          |     |
| Status                                    | Default Value  |  |     |       |    |    |    |    |    |    |    |    |     |        |               |                   |  |          |   |          |   |     |  |     |          |     |
| Power On Sequence                         | OFF  |  |     |       |    |    |    |    |    |    |    |    |     |        |               |                   |  |          |   |          |   |     |  |     |          |     |
| SW Reset                                  | OFF  |  |     |       |    |    |    |    |    |    |    |    |     |        |               |                   |  |          |   |          |   |     |  |     |          |     |
| HW Reset                                  | OFF  |  |     |       |    |    |    |    |    |    |    |    |     |        |               |                   |  |          |   |          |   |     |  |     |          |     |



### 8.2.29. Memory Access Control (36h)

| 36h       | MADCTL (Memory Access Control) |     |     |       |    |    |    |    |     |    |    |    |     |
|-----------|--------------------------------|-----|-----|-------|----|----|----|----|-----|----|----|----|-----|
|           | D/CX                           | RDX | WRX | D17-8 | D7 | D6 | D5 | D4 | D3  | D2 | D1 | D0 | HEX |
| Command   | 0                              | 1   | ↑   | XX    | 0  | 0  | 1  | 1  | 0   | 1  | 1  | 0  | 36h |
| Parameter | 1                              | 1   | ↑   | XX    | MY | MX | MV | ML | BGR | MH | 0  | 0  | 00  |

This command defines read/write scanning direction of frame memory.

This command makes no change on the other driver status.

| Bit | Name                     | Description   |
|-----|--------------------------|---|
| MY  | Row Address Order        | These 3 bits control MCU to memory write/read direction.                              |
| MX  | Column Address Order     |   |
| MV  | Row / Column Exchange    |   |
| ML  | Vertical Refresh Order   | LCD vertical refresh direction control.   |
| BGR | RGB-BGR Order            | Color selector switch control<br>(0=RGB color filter panel, 1=BGR color filter panel) |
| MH  | Horizontal Refresh ORDER | LCD horizontal refreshing direction control.  |

*Note: When BGR bit is changed, the new setting is active immediately without update the content in Frame Memory again.*

X = Don't care.

**Description**

**MV(Vertical refresh order bit)="0"**

**MV(Vertical refresh order bit)="1"**

**ML(Vertical refresh order bit)="0"**

**ML(Vertical refresh order bit)="1"**

**BGR(RGB-BGR Order control bit)="0"**

**BGR(RGB-BGR Order control bit)="1"**

|   | <div> <div>MH(Horizontal refresh order control bit)="0"</div> <div> </div> </div> <div> <div>MH(Horizontal refresh order control bit)="1"</div> <div> </div> </div> <p>Note: Top-Left (0,0) means a physical memory location.</p>  |        |               |  |        |   |           |   |        |  |     |          |     |
|---|--|--------|---------------|--|--------|---|-----------|---|--------|--|-----|----------|-----|
| Restriction                               |  |        |               |  |        |   |           |   |        |  |     |          |     |
| Register Availability                     | <table border="1"> <thead> <tr> <th>Status</th><th>Availability</th></tr> </thead> <tbody> <tr> <td>Normal Mode On, Idle Mode Off, Sleep Out</td><td>Yes</td></tr> <tr> <td>Normal Mode On, Idle Mode On, Sleep Out</td><td>Yes</td></tr> <tr> <td>Partial Mode On, Idle Mode Off, Sleep Out</td><td>Yes</td></tr> <tr> <td>Partial Mode On, Idle Mode On, Sleep Out</td><td>Yes</td></tr> <tr> <td>Sleep In</td><td>Yes</td></tr> </tbody> </table> | Status | Availability  | Normal Mode On, Idle Mode Off, Sleep Out | Yes    | Normal Mode On, Idle Mode On, Sleep Out | Yes       | Partial Mode On, Idle Mode Off, Sleep Out | Yes    | Partial Mode On, Idle Mode On, Sleep Out | Yes | Sleep In | Yes |
| Status                                    | Availability   |        |               |  |        |   |           |   |        |  |     |          |     |
| Normal Mode On, Idle Mode Off, Sleep Out  | Yes  |        |               |  |        |   |           |   |        |  |     |          |     |
| Normal Mode On, Idle Mode On, Sleep Out   | Yes  |        |               |  |        |   |           |   |        |  |     |          |     |
| Partial Mode On, Idle Mode Off, Sleep Out | Yes  |        |               |  |        |   |           |   |        |  |     |          |     |
| Partial Mode On, Idle Mode On, Sleep Out  | Yes  |        |               |  |        |   |           |   |        |  |     |          |     |
| Sleep In                                  | Yes  |        |               |  |        |   |           |   |        |  |     |          |     |
| Default                                   | <table border="1"> <thead> <tr> <th>Status</th><th>Default Value</th></tr> </thead> <tbody> <tr> <td>Power On Sequence</td><td>8'h00h</td></tr> <tr> <td>SW Reset</td><td>No change</td></tr> <tr> <td>HW Reset</td><td>8'h00h</td></tr> </tbody> </table>   | Status | Default Value | Power On Sequence                        | 8'h00h | SW Reset                                | No change | HW Reset                                  | 8'h00h |  |     |          |     |
| Status                                    | Default Value  |        |               |  |        |   |           |   |        |  |     |          |     |
| Power On Sequence                         | 8'h00h   |        |               |  |        |   |           |   |        |  |     |          |     |
| SW Reset                                  | No change  |        |               |  |        |   |           |   |        |  |     |          |     |
| HW Reset                                  | 8'h00h   |        |               |  |        |   |           |   |        |  |     |          |     |
| Flow Chart                                | <div> <div>MADCTR(36h)</div> <div>↓</div> <div>1st Parameter: MY, MX, MV, ML, RGB, MH</div> </div> <div> <p><b>Legend</b></p> <ul style="list-style-type: none"> <li>Command</li> <li>Parameter</li> <li>Display</li> <li>Action</li> <li>Mode</li> <li>Sequential transfer</li> </ul> </div>  |        |               |  |        |   |           |   |        |  |     |          |     |



### 8.2.30. Vertical Scrolling Start Address (37h)

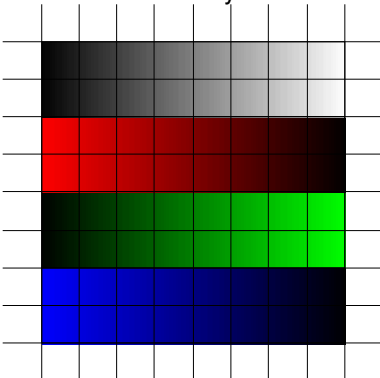
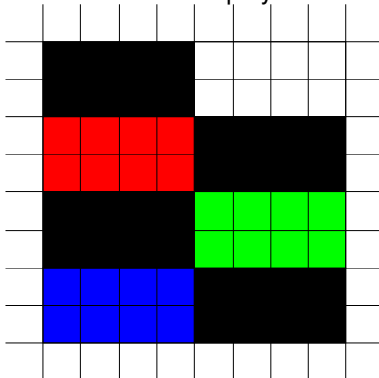
| 37h                       | VSCRSADD (Vertical Scrolling Start Address)  |     |     |       |            |    |    |    |    |    |    |    |     |   |   |   |   |   |    |    |     |     |     |     |     |     |    |    |   |   |   |   |   |
|---------------------------|--|-----|-----|-------|------------|----|----|----|----|----|----|----|-----|---|---|---|---|---|----|----|-----|-----|-----|-----|-----|-----|----|----|---|---|---|---|---|
|                           | D/CX   | RDX | WRX | D17-8 | D7         | D6 | D5 | D4 | D3 | D2 | D1 | D0 | HEX |   |   |   |   |   |    |    |     |     |     |     |     |     |    |    |   |   |   |   |   |
| Command                   | 0  | 1   | ↑   | XX    | 0          | 0  | 1  | 1  | 0  | 1  | 1  | 1  | 37h |   |   |   |   |   |    |    |     |     |     |     |     |     |    |    |   |   |   |   |   |
| 1 <sup>st</sup> Parameter | 1  | ↑   | 1   | XX    | VSP [15:8] |    |    |    |    |    |    |    | 00  |   |   |   |   |   |    |    |     |     |     |     |     |     |    |    |   |   |   |   |   |
| 2 <sup>nd</sup> Parameter | 1  | ↑   | 1   | XX    | VSP [7:0]  |    |    |    |    |    |    |    | 00  |   |   |   |   |   |    |    |     |     |     |     |     |     |    |    |   |   |   |   |   |
| Description               | <p>This command is used together with Vertical Scrolling Definition (33h). These two commands describe the scrolling area and the scrolling mode. The Vertical Scrolling Start Address command has one parameter which describes the address of the line in the Frame Memory that will be written as the first line after the last line of the Top Fixed Area on the display as illustrated below:-</p> <p>on the display as illustrated below:-</p> <p>When MADCTL B4=0</p> <p>Example:</p> <p>When Top Fixed Area = Bottom Fixed Area = 00, Vertical Scrolling Area = 320 and VSP='3'.</p> <div><div><p>Frame Memory</p><p>(0, 0) →</p><p>Line Pointer VSP[15:0] →</p><p>(0, 319) →</p></div><div><p>Pointer B4=0</p><table><tr><td>0</td></tr><tr><td>1</td></tr><tr><td>2</td></tr><tr><td>3</td></tr><tr><td>4</td></tr><tr><td>..</td></tr><tr><td>..</td></tr><tr><td>317</td></tr><tr><td>318</td></tr><tr><td>319</td></tr></table></div><div><p>Display</p></div></div> <p>When MADCTL B4=1</p> <p>Example:</p> <p>When Top Fixed Area = Bottom Fixed Area = 00, Vertical Scrolling Area = 320 and VSP='3'.</p> <div><div><p>Frame Memory</p><p>(0, 0) →</p><p>Line Pointer VSP[15:0] →</p><p>(0, 319) →</p></div><div><p>Pointer B4=1</p><table><tr><td>319</td></tr><tr><td>318</td></tr><tr><td>317</td></tr><tr><td>..</td></tr><tr><td>..</td></tr><tr><td>4</td></tr><tr><td>3</td></tr><tr><td>2</td></tr><tr><td>1</td></tr><tr><td>0</td></tr></table></div><div><p>Display</p></div></div> <p><i>Note: (1) When new Pointer position and Picture Data are sent, the result on the display will happen at the next Panel Scan to avoid tearing effect. VSP refers to the Frame Memory line Pointer.</i></p> <p><i>(2) This command is ignored when the ILI9341 enters Partial mode.</i></p> <p>X = Don't care</p> |     |     |       |            |    |    |    |    |    |    |    |     | 0 | 1 | 2 | 3 | 4 | .. | .. | 317 | 318 | 319 | 319 | 318 | 317 | .. | .. | 4 | 3 | 2 | 1 | 0 |
|                           | 0  |     |     |       |            |    |    |    |    |    |    |    |     |   |   |   |   |   |    |    |     |     |     |     |     |     |    |    |   |   |   |   |   |
|                           | 1  |     |     |       |            |    |    |    |    |    |    |    |     |   |   |   |   |   |    |    |     |     |     |     |     |     |    |    |   |   |   |   |   |
|                           | 2  |     |     |       |            |    |    |    |    |    |    |    |     |   |   |   |   |   |    |    |     |     |     |     |     |     |    |    |   |   |   |   |   |
|                           | 3  |     |     |       |            |    |    |    |    |    |    |    |     |   |   |   |   |   |    |    |     |     |     |     |     |     |    |    |   |   |   |   |   |
|                           | 4  |     |     |       |            |    |    |    |    |    |    |    |     |   |   |   |   |   |    |    |     |     |     |     |     |     |    |    |   |   |   |   |   |
|                           | ..   |     |     |       |            |    |    |    |    |    |    |    |     |   |   |   |   |   |    |    |     |     |     |     |     |     |    |    |   |   |   |   |   |
|                           | ..   |     |     |       |            |    |    |    |    |    |    |    |     |   |   |   |   |   |    |    |     |     |     |     |     |     |    |    |   |   |   |   |   |
|                           | 317  |     |     |       |            |    |    |    |    |    |    |    |     |   |   |   |   |   |    |    |     |     |     |     |     |     |    |    |   |   |   |   |   |
|                           | 318  |     |     |       |            |    |    |    |    |    |    |    |     |   |   |   |   |   |    |    |     |     |     |     |     |     |    |    |   |   |   |   |   |
| 319                       |  |     |     |       |            |    |    |    |    |    |    |    |     |   |   |   |   |   |    |    |     |     |     |     |     |     |    |    |   |   |   |   |   |
| 319                       |  |     |     |       |            |    |    |    |    |    |    |    |     |   |   |   |   |   |    |    |     |     |     |     |     |     |    |    |   |   |   |   |   |
| 318                       |  |     |     |       |            |    |    |    |    |    |    |    |     |   |   |   |   |   |    |    |     |     |     |     |     |     |    |    |   |   |   |   |   |
| 317                       |  |     |     |       |            |    |    |    |    |    |    |    |     |   |   |   |   |   |    |    |     |     |     |     |     |     |    |    |   |   |   |   |   |
| ..                        |  |     |     |       |            |    |    |    |    |    |    |    |     |   |   |   |   |   |    |    |     |     |     |     |     |     |    |    |   |   |   |   |   |
| ..                        |  |     |     |       |            |    |    |    |    |    |    |    |     |   |   |   |   |   |    |    |     |     |     |     |     |     |    |    |   |   |   |   |   |
| 4                         |  |     |     |       |            |    |    |    |    |    |    |    |     |   |   |   |   |   |    |    |     |     |     |     |     |     |    |    |   |   |   |   |   |
| 3                         |  |     |     |       |            |    |    |    |    |    |    |    |     |   |   |   |   |   |    |    |     |     |     |     |     |     |    |    |   |   |   |   |   |
| 2                         |  |     |     |       |            |    |    |    |    |    |    |    |     |   |   |   |   |   |    |    |     |     |     |     |     |     |    |    |   |   |   |   |   |
| 1                         |  |     |     |       |            |    |    |    |    |    |    |    |     |   |   |   |   |   |    |    |     |     |     |     |     |     |    |    |   |   |   |   |   |
| 0                         |  |     |     |       |            |    |    |    |    |    |    |    |     |   |   |   |   |   |    |    |     |     |     |     |     |     |    |    |   |   |   |   |   |

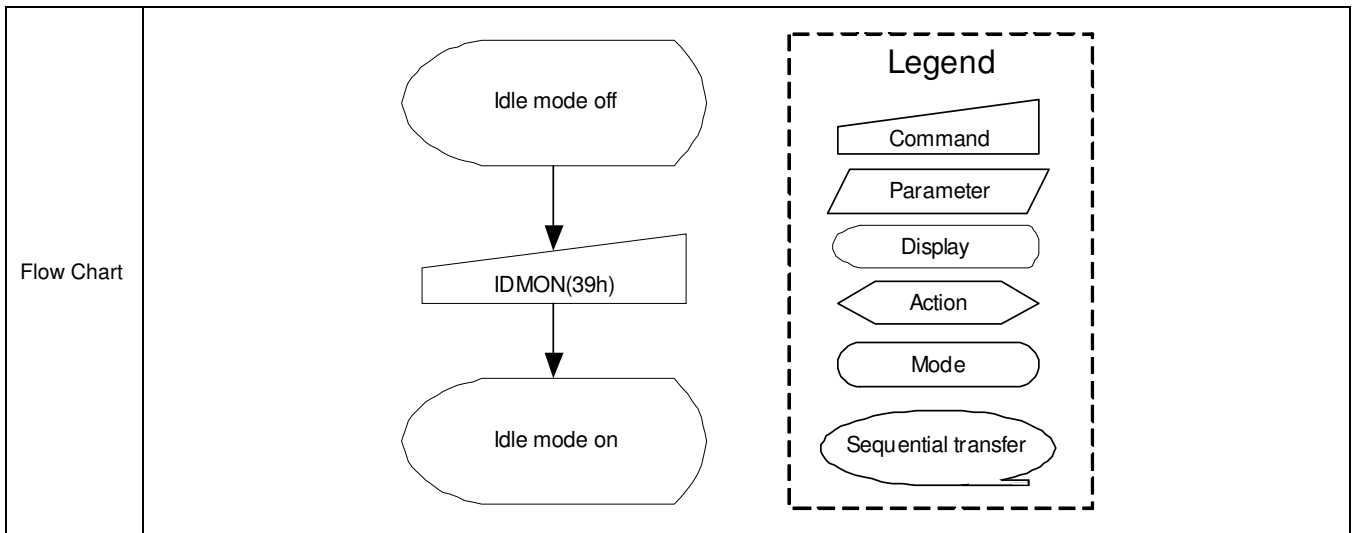
| Restriction                               |   |        |               |  |            |   |           |   |           |  |           |          |     |
|---|---|--------|---------------|--|------------|---|-----------|---|-----------|--|-----------|----------|-----|
| Register Availability                     | <table> <tr> <th>Status</th><th>Availability</th></tr> <tr> <td>Normal Mode On, Idle Mode Off, Sleep Out</td><td>Yes</td></tr> <tr> <td>Normal Mode On, Idle Mode On, Sleep Out</td><td>Yes</td></tr> <tr> <td>Partial Mode On, Idle Mode Off, Sleep Out</td><td>No</td></tr> <tr> <td>Partial Mode On, Idle Mode On, Sleep Out</td><td>No</td></tr> <tr> <td>Sleep In</td><td>Yes</td></tr> </table> | Status | Availability  | Normal Mode On, Idle Mode Off, Sleep Out | Yes        | Normal Mode On, Idle Mode On, Sleep Out | Yes       | Partial Mode On, Idle Mode Off, Sleep Out | No        | Partial Mode On, Idle Mode On, Sleep Out | No        | Sleep In | Yes |
| Status                                    | Availability  |        |               |  |            |   |           |   |           |  |           |          |     |
| Normal Mode On, Idle Mode Off, Sleep Out  | Yes   |        |               |  |            |   |           |   |           |  |           |          |     |
| Normal Mode On, Idle Mode On, Sleep Out   | Yes   |        |               |  |            |   |           |   |           |  |           |          |     |
| Partial Mode On, Idle Mode Off, Sleep Out | No  |        |               |  |            |   |           |   |           |  |           |          |     |
| Partial Mode On, Idle Mode On, Sleep Out  | No  |        |               |  |            |   |           |   |           |  |           |          |     |
| Sleep In                                  | Yes   |        |               |  |            |   |           |   |           |  |           |          |     |
| Default                                   | <table> <tr> <th>Status</th><th>Default Value</th></tr> <tr> <td></td><td>VSP [15:0]</td></tr> <tr> <td>Power On Sequence</td><td>16'h0000h</td></tr> <tr> <td>SW Reset</td><td>16'h0000h</td></tr> <tr> <td>HW Reset</td><td>16'h0000h</td></tr> </table>  | Status | Default Value |  | VSP [15:0] | Power On Sequence                       | 16'h0000h | SW Reset                                  | 16'h0000h | HW Reset                                 | 16'h0000h |          |     |
| Status                                    | Default Value   |        |               |  |            |   |           |   |           |  |           |          |     |
|   | VSP [15:0]  |        |               |  |            |   |           |   |           |  |           |          |     |
| Power On Sequence                         | 16'h0000h   |        |               |  |            |   |           |   |           |  |           |          |     |
| SW Reset                                  | 16'h0000h   |        |               |  |            |   |           |   |           |  |           |          |     |
| HW Reset                                  | 16'h0000h   |        |               |  |            |   |           |   |           |  |           |          |     |
| Flow Chart                                | See Vertical Scrolling Definition (33h) description.  |        |               |  |            |   |           |   |           |  |           |          |     |

### 8.2.31. Idle Mode OFF (38h)

| 38h                                       | IDMOFF (Idle Mode OFF)   |     |     |       |    |    |    |    |    |    |    |    |     |        |               |  |               |   |               |   |               |  |     |          |     |
|---|--|-----|-----|-------|----|----|----|----|----|----|----|----|-----|--------|---------------|--|---------------|---|---------------|---|---------------|--|-----|----------|-----|
|   | D/CX   | RDX | WRX | D17-8 | D7 | D6 | D5 | D4 | D3 | D2 | D1 | D0 | HEX |        |               |  |               |   |               |   |               |  |     |          |     |
| Command                                   | 0  | 1   | ↑   | XX    | 0  | 0  | 1  | 1  | 1  | 0  | 0  | 0  | 38h |        |               |  |               |   |               |   |               |  |     |          |     |
| Parameter                                 | No Parameter   |     |     |       |    |    |    |    |    |    |    |    |     |        |               |  |               |   |               |   |               |  |     |          |     |
| Description                               | <p>This command is used to recover from Idle mode on.</p> <p>In the idle off mode, LCD can display maximum 262,144 colors.</p> <p>X = Don't care.</p>  |     |     |       |    |    |    |    |    |    |    |    |     |        |               |  |               |   |               |   |               |  |     |          |     |
| Restriction                               | This command has no effect when module is already in idle off mode.  |     |     |       |    |    |    |    |    |    |    |    |     |        |               |  |               |   |               |   |               |  |     |          |     |
| Register Availability                     | <table><tr><th>Status</th><th>Availability</th></tr><tr><td>Normal Mode On, Idle Mode Off, Sleep Out</td><td>Yes</td></tr><tr><td>Normal Mode On, Idle Mode On, Sleep Out</td><td>Yes</td></tr><tr><td>Partial Mode On, Idle Mode Off, Sleep Out</td><td>Yes</td></tr><tr><td>Partial Mode On, Idle Mode On, Sleep Out</td><td>Yes</td></tr><tr><td>Sleep In</td><td>Yes</td></tr></table> |     |     |       |    |    |    |    |    |    |    |    |     | Status | Availability  | Normal Mode On, Idle Mode Off, Sleep Out | Yes           | Normal Mode On, Idle Mode On, Sleep Out | Yes           | Partial Mode On, Idle Mode Off, Sleep Out | Yes           | Partial Mode On, Idle Mode On, Sleep Out | Yes | Sleep In | Yes |
| Status                                    | Availability   |     |     |       |    |    |    |    |    |    |    |    |     |        |               |  |               |   |               |   |               |  |     |          |     |
| Normal Mode On, Idle Mode Off, Sleep Out  | Yes  |     |     |       |    |    |    |    |    |    |    |    |     |        |               |  |               |   |               |   |               |  |     |          |     |
| Normal Mode On, Idle Mode On, Sleep Out   | Yes  |     |     |       |    |    |    |    |    |    |    |    |     |        |               |  |               |   |               |   |               |  |     |          |     |
| Partial Mode On, Idle Mode Off, Sleep Out | Yes  |     |     |       |    |    |    |    |    |    |    |    |     |        |               |  |               |   |               |   |               |  |     |          |     |
| Partial Mode On, Idle Mode On, Sleep Out  | Yes  |     |     |       |    |    |    |    |    |    |    |    |     |        |               |  |               |   |               |   |               |  |     |          |     |
| Sleep In                                  | Yes  |     |     |       |    |    |    |    |    |    |    |    |     |        |               |  |               |   |               |   |               |  |     |          |     |
| Default                                   | <table><tr><th>Status</th><th>Default Value</th></tr><tr><td>Power On Sequence</td><td>Idle mode OFF</td></tr><tr><td>SW Reset</td><td>Idle mode OFF</td></tr><tr><td>HW Reset</td><td>Idle mode OFF</td></tr></table>   |     |     |       |    |    |    |    |    |    |    |    |     | Status | Default Value | Power On Sequence                        | Idle mode OFF | SW Reset                                | Idle mode OFF | HW Reset                                  | Idle mode OFF |  |     |          |     |
| Status                                    | Default Value  |     |     |       |    |    |    |    |    |    |    |    |     |        |               |  |               |   |               |   |               |  |     |          |     |
| Power On Sequence                         | Idle mode OFF  |     |     |       |    |    |    |    |    |    |    |    |     |        |               |  |               |   |               |   |               |  |     |          |     |
| SW Reset                                  | Idle mode OFF  |     |     |       |    |    |    |    |    |    |    |    |     |        |               |  |               |   |               |   |               |  |     |          |     |
| HW Reset                                  | Idle mode OFF  |     |     |       |    |    |    |    |    |    |    |    |     |        |               |  |               |   |               |   |               |  |     |          |     |
| Flow Chart                                | <div><div><div>Idle mode on</div><div>↓</div><div>IDMOFF(38h)</div><div>↓</div><div>Idle mode off</div></div><div><div>Legend</div><div><div>Command</div><div>Parameter</div><div>Display</div><div>Action</div><div>Mode</div><div>Sequential transfer</div></div></div></div>   |     |     |       |    |    |    |    |    |    |    |    |     |        |               |  |               |   |               |   |               |  |     |          |     |

### 8.2.32. Idle Mode ON (39h)

| 39h                                       | IDMON (Idle Mode ON)   |                |                |                |                |                |                |                |                |                |                |                |                |                                   |                |  |                |   |                |   |               |  |     |          |     |  |                |                |                |                |                |                |                |                |                |                |                |                |                |                |                |                |                |                |       |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |      |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |     |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |         |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |       |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |      |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |        |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |       |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |
|---|--|----------------|----------------|----------------|----------------|----------------|----------------|----------------|----------------|----------------|----------------|----------------|----------------|-----------------------------------|----------------|--|----------------|---|----------------|---|---------------|--|-----|----------|-----|--|----------------|----------------|----------------|----------------|----------------|----------------|----------------|----------------|----------------|----------------|----------------|----------------|----------------|----------------|----------------|----------------|----------------|----------------|-------|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|------|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|-----|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---------|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|-------|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|------|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|--------|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|-------|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|
|   | D/CX   | RDX            | WRX            | D17-8          | D7             | D6             | D5             | D4             | D3             | D2             | D1             | D0             | HEX            |                                   |                |  |                |   |                |   |               |  |     |          |     |  |                |                |                |                |                |                |                |                |                |                |                |                |                |                |                |                |                |                |       |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |      |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |     |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |         |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |       |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |      |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |        |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |       |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |
| Command                                   | 0  | 1              | ↑              | XX             | 0              | 0              | 1              | 1              | 1              | 0              | 0              | 1              | 39h            |                                   |                |  |                |   |                |   |               |  |     |          |     |  |                |                |                |                |                |                |                |                |                |                |                |                |                |                |                |                |                |                |       |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |      |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |     |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |         |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |       |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |      |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |        |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |       |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |
| Parameter                                 | No Parameter   |                |                |                |                |                |                |                |                |                |                |                |                |                                   |                |  |                |   |                |   |               |  |     |          |     |  |                |                |                |                |                |                |                |                |                |                |                |                |                |                |                |                |                |                |       |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |      |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |     |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |         |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |       |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |      |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |        |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |       |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |
| Description                               | <p>This command is used to enter into Idle mode on.</p> <p>In the idle on mode, color expression is reduced. The primary and the secondary colors using MSB of each R, G and B in the Frame Memory, 8 color depth data is displayed.</p> <div><div><p>Memory</p></div><div>→</div><div><p>Panel Display</p></div></div> <table><tr><th colspan="12">Memory Contents vs. Display Color</th></tr><tr><th></th><th>R<sub>5</sub></th><th>R<sub>4</sub></th><th>R<sub>3</sub></th><th>R<sub>2</sub></th><th>R<sub>1</sub></th><th>R<sub>0</sub></th><th>G<sub>5</sub></th><th>G<sub>4</sub></th><th>G<sub>3</sub></th><th>G<sub>2</sub></th><th>G<sub>1</sub></th><th>G<sub>0</sub></th><th>B<sub>5</sub></th><th>B<sub>4</sub></th><th>B<sub>3</sub></th><th>B<sub>2</sub></th><th>B<sub>1</sub></th><th>B<sub>0</sub></th></tr><tr><td>Black</td><td>0</td><td>X</td><td>X</td><td>X</td><td>X</td><td>X</td><td>0</td><td>X</td><td>X</td><td>X</td><td>X</td><td>X</td><td>0</td><td>X</td><td>X</td><td>X</td><td>X</td><td>X</td></tr><tr><td>Blue</td><td>0</td><td>X</td><td>X</td><td>X</td><td>X</td><td>X</td><td>0</td><td>X</td><td>X</td><td>X</td><td>X</td><td>X</td><td>1</td><td>X</td><td>X</td><td>X</td><td>X</td><td>X</td></tr><tr><td>Red</td><td>1</td><td>X</td><td>X</td><td>X</td><td>X</td><td>X</td><td>0</td><td>X</td><td>X</td><td>X</td><td>X</td><td>X</td><td>0</td><td>X</td><td>X</td><td>X</td><td>X</td><td>X</td></tr><tr><td>Magenta</td><td>1</td><td>X</td><td>X</td><td>X</td><td>X</td><td>X</td><td>0</td><td>X</td><td>X</td><td>X</td><td>X</td><td>X</td><td>1</td><td>X</td><td>X</td><td>X</td><td>X</td><td>X</td></tr><tr><td>Green</td><td>0</td><td>X</td><td>X</td><td>X</td><td>X</td><td>X</td><td>1</td><td>X</td><td>X</td><td>X</td><td>X</td><td>X</td><td>0</td><td>X</td><td>X</td><td>X</td><td>X</td><td>X</td></tr><tr><td>Cyan</td><td>0</td><td>X</td><td>X</td><td>X</td><td>X</td><td>X</td><td>1</td><td>X</td><td>X</td><td>X</td><td>X</td><td>X</td><td>1</td><td>X</td><td>X</td><td>X</td><td>X</td><td>X</td></tr><tr><td>Yellow</td><td>1</td><td>X</td><td>X</td><td>X</td><td>X</td><td>X</td><td>1</td><td>X</td><td>X</td><td>X</td><td>X</td><td>X</td><td>0</td><td>X</td><td>X</td><td>X</td><td>X</td><td>X</td></tr><tr><td>White</td><td>1</td><td>X</td><td>X</td><td>X</td><td>X</td><td>X</td><td>1</td><td>X</td><td>X</td><td>X</td><td>X</td><td>X</td><td>1</td><td>X</td><td>X</td><td>X</td><td>X</td><td>X</td></tr></table> <p>X = Don't care.</p> |                |                |                |                |                |                |                |                |                |                |                |                | Memory Contents vs. Display Color |                |  |                |   |                |   |               |  |     |          |     |  | R <sub>5</sub> | R <sub>4</sub> | R <sub>3</sub> | R <sub>2</sub> | R <sub>1</sub> | R <sub>0</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> | B <sub>5</sub> | B <sub>4</sub> | B <sub>3</sub> | B <sub>2</sub> | B <sub>1</sub> | B <sub>0</sub> | Black | 0 | X | X | X | X | X | 0 | X | X | X | X | X | 0 | X | X | X | X | X | Blue | 0 | X | X | X | X | X | 0 | X | X | X | X | X | 1 | X | X | X | X | X | Red | 1 | X | X | X | X | X | 0 | X | X | X | X | X | 0 | X | X | X | X | X | Magenta | 1 | X | X | X | X | X | 0 | X | X | X | X | X | 1 | X | X | X | X | X | Green | 0 | X | X | X | X | X | 1 | X | X | X | X | X | 0 | X | X | X | X | X | Cyan | 0 | X | X | X | X | X | 1 | X | X | X | X | X | 1 | X | X | X | X | X | Yellow | 1 | X | X | X | X | X | 1 | X | X | X | X | X | 0 | X | X | X | X | X | White | 1 | X | X | X | X | X | 1 | X | X | X | X | X | 1 | X | X | X | X | X |
|   | Memory Contents vs. Display Color  |                |                |                |                |                |                |                |                |                |                |                |                |                                   |                |  |                |   |                |   |               |  |     |          |     |  |                |                |                |                |                |                |                |                |                |                |                |                |                |                |                |                |                |                |       |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |      |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |     |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |         |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |       |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |      |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |        |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |       |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |
|   |  | R <sub>5</sub> | R <sub>4</sub> | R <sub>3</sub> | R <sub>2</sub> | R <sub>1</sub> | R <sub>0</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> | B <sub>5</sub>                    | B <sub>4</sub> | B <sub>3</sub>                           | B <sub>2</sub> | B <sub>1</sub>                          | B <sub>0</sub> |   |               |  |     |          |     |  |                |                |                |                |                |                |                |                |                |                |                |                |                |                |                |                |                |                |       |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |      |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |     |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |         |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |       |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |      |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |        |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |       |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |
|   | Black  | 0              | X              | X              | X              | X              | X              | 0              | X              | X              | X              | X              | X              | 0                                 | X              | X  | X              | X                                       | X              |   |               |  |     |          |     |  |                |                |                |                |                |                |                |                |                |                |                |                |                |                |                |                |                |                |       |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |      |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |     |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |         |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |       |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |      |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |        |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |       |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |
| Blue                                      | 0  | X              | X              | X              | X              | X              | 0              | X              | X              | X              | X              | X              | 1              | X                                 | X              | X  | X              | X                                       |                |   |               |  |     |          |     |  |                |                |                |                |                |                |                |                |                |                |                |                |                |                |                |                |                |                |       |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |      |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |     |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |         |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |       |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |      |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |        |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |       |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |
| Red                                       | 1  | X              | X              | X              | X              | X              | 0              | X              | X              | X              | X              | X              | 0              | X                                 | X              | X  | X              | X                                       |                |   |               |  |     |          |     |  |                |                |                |                |                |                |                |                |                |                |                |                |                |                |                |                |                |                |       |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |      |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |     |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |         |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |       |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |      |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |        |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |       |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |
| Magenta                                   | 1  | X              | X              | X              | X              | X              | 0              | X              | X              | X              | X              | X              | 1              | X                                 | X              | X  | X              | X                                       |                |   |               |  |     |          |     |  |                |                |                |                |                |                |                |                |                |                |                |                |                |                |                |                |                |                |       |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |      |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |     |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |         |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |       |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |      |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |        |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |       |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |
| Green                                     | 0  | X              | X              | X              | X              | X              | 1              | X              | X              | X              | X              | X              | 0              | X                                 | X              | X  | X              | X                                       |                |   |               |  |     |          |     |  |                |                |                |                |                |                |                |                |                |                |                |                |                |                |                |                |                |                |       |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |      |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |     |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |         |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |       |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |      |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |        |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |       |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |
| Cyan                                      | 0  | X              | X              | X              | X              | X              | 1              | X              | X              | X              | X              | X              | 1              | X                                 | X              | X  | X              | X                                       |                |   |               |  |     |          |     |  |                |                |                |                |                |                |                |                |                |                |                |                |                |                |                |                |                |                |       |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |      |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |     |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |         |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |       |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |      |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |        |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |       |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |
| Yellow                                    | 1  | X              | X              | X              | X              | X              | 1              | X              | X              | X              | X              | X              | 0              | X                                 | X              | X  | X              | X                                       |                |   |               |  |     |          |     |  |                |                |                |                |                |                |                |                |                |                |                |                |                |                |                |                |                |                |       |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |      |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |     |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |         |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |       |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |      |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |        |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |       |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |
| White                                     | 1  | X              | X              | X              | X              | X              | 1              | X              | X              | X              | X              | X              | 1              | X                                 | X              | X  | X              | X                                       |                |   |               |  |     |          |     |  |                |                |                |                |                |                |                |                |                |                |                |                |                |                |                |                |                |                |       |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |      |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |     |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |         |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |       |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |      |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |        |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |       |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |
| Restriction                               | This command has no effect when module is already in idle off mode.  |                |                |                |                |                |                |                |                |                |                |                |                |                                   |                |  |                |   |                |   |               |  |     |          |     |  |                |                |                |                |                |                |                |                |                |                |                |                |                |                |                |                |                |                |       |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |      |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |     |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |         |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |       |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |      |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |        |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |       |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |
| Register Availability                     | <table><tr><th>Status</th><th>Availability</th></tr><tr><td>Normal Mode On, Idle Mode Off, Sleep Out</td><td>Yes</td></tr><tr><td>Normal Mode On, Idle Mode On, Sleep Out</td><td>Yes</td></tr><tr><td>Partial Mode On, Idle Mode Off, Sleep Out</td><td>Yes</td></tr><tr><td>Partial Mode On, Idle Mode On, Sleep Out</td><td>Yes</td></tr><tr><td>Sleep In</td><td>Yes</td></tr></table>   |                |                |                |                |                |                |                |                |                |                |                |                | Status                            | Availability   | Normal Mode On, Idle Mode Off, Sleep Out | Yes            | Normal Mode On, Idle Mode On, Sleep Out | Yes            | Partial Mode On, Idle Mode Off, Sleep Out | Yes           | Partial Mode On, Idle Mode On, Sleep Out | Yes | Sleep In | Yes |  |                |                |                |                |                |                |                |                |                |                |                |                |                |                |                |                |                |                |       |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |      |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |     |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |         |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |       |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |      |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |        |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |       |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |
| Status                                    | Availability   |                |                |                |                |                |                |                |                |                |                |                |                |                                   |                |  |                |   |                |   |               |  |     |          |     |  |                |                |                |                |                |                |                |                |                |                |                |                |                |                |                |                |                |                |       |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |      |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |     |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |         |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |       |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |      |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |        |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |       |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |
| Normal Mode On, Idle Mode Off, Sleep Out  | Yes  |                |                |                |                |                |                |                |                |                |                |                |                |                                   |                |  |                |   |                |   |               |  |     |          |     |  |                |                |                |                |                |                |                |                |                |                |                |                |                |                |                |                |                |                |       |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |      |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |     |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |         |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |       |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |      |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |        |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |       |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |
| Normal Mode On, Idle Mode On, Sleep Out   | Yes  |                |                |                |                |                |                |                |                |                |                |                |                |                                   |                |  |                |   |                |   |               |  |     |          |     |  |                |                |                |                |                |                |                |                |                |                |                |                |                |                |                |                |                |                |       |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |      |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |     |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |         |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |       |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |      |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |        |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |       |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |
| Partial Mode On, Idle Mode Off, Sleep Out | Yes  |                |                |                |                |                |                |                |                |                |                |                |                |                                   |                |  |                |   |                |   |               |  |     |          |     |  |                |                |                |                |                |                |                |                |                |                |                |                |                |                |                |                |                |                |       |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |      |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |     |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |         |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |       |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |      |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |        |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |       |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |
| Partial Mode On, Idle Mode On, Sleep Out  | Yes  |                |                |                |                |                |                |                |                |                |                |                |                |                                   |                |  |                |   |                |   |               |  |     |          |     |  |                |                |                |                |                |                |                |                |                |                |                |                |                |                |                |                |                |                |       |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |      |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |     |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |         |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |       |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |      |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |        |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |       |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |
| Sleep In                                  | Yes  |                |                |                |                |                |                |                |                |                |                |                |                |                                   |                |  |                |   |                |   |               |  |     |          |     |  |                |                |                |                |                |                |                |                |                |                |                |                |                |                |                |                |                |                |       |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |      |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |     |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |         |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |       |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |      |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |        |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |       |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |
| Default                                   | <table><tr><th>Status</th><th>Default Value</th></tr><tr><td>Power On Sequence</td><td>Idle mode OFF</td></tr><tr><td>SW Reset</td><td>Idle mode OFF</td></tr><tr><td>HW Reset</td><td>Idle mode OFF</td></tr></table>   |                |                |                |                |                |                |                |                |                |                |                |                | Status                            | Default Value  | Power On Sequence                        | Idle mode OFF  | SW Reset                                | Idle mode OFF  | HW Reset                                  | Idle mode OFF |  |     |          |     |  |                |                |                |                |                |                |                |                |                |                |                |                |                |                |                |                |                |                |       |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |      |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |     |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |         |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |       |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |      |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |        |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |       |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |
| Status                                    | Default Value  |                |                |                |                |                |                |                |                |                |                |                |                |                                   |                |  |                |   |                |   |               |  |     |          |     |  |                |                |                |                |                |                |                |                |                |                |                |                |                |                |                |                |                |                |       |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |      |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |     |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |         |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |       |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |      |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |        |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |       |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |
| Power On Sequence                         | Idle mode OFF  |                |                |                |                |                |                |                |                |                |                |                |                |                                   |                |  |                |   |                |   |               |  |     |          |     |  |                |                |                |                |                |                |                |                |                |                |                |                |                |                |                |                |                |                |       |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |      |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |     |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |         |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |       |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |      |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |        |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |       |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |
| SW Reset                                  | Idle mode OFF  |                |                |                |                |                |                |                |                |                |                |                |                |                                   |                |  |                |   |                |   |               |  |     |          |     |  |                |                |                |                |                |                |                |                |                |                |                |                |                |                |                |                |                |                |       |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |      |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |     |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |         |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |       |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |      |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |        |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |       |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |
| HW Reset                                  | Idle mode OFF  |                |                |                |                |                |                |                |                |                |                |                |                |                                   |                |  |                |   |                |   |               |  |     |          |     |  |                |                |                |                |                |                |                |                |                |                |                |                |                |                |                |                |                |                |       |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |      |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |     |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |         |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |       |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |      |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |        |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |       |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |



### 8.2.33. COLMOD: Pixel Format Set (3Ah)

| 3Ah                                       | PIXSET (Pixel Format Set)   |           |                 |                      |           |           |                 |                      |    |           |    |    |     |           |               |  |                      |   |                   |   |                      |  |           |           |          |        |        |   |          |   |   |   |          |   |   |   |          |   |   |   |          |   |   |   |          |   |   |   |          |   |   |   |          |   |   |   |          |   |   |   |          |   |   |   |                 |   |   |   |                 |   |   |   |                 |   |   |   |                 |   |   |   |          |   |   |   |          |
|---|---|-----------|-----------------|----------------------|-----------|-----------|-----------------|----------------------|----|-----------|----|----|-----|-----------|---------------|--|----------------------|---|-------------------|---|----------------------|--|-----------|-----------|----------|--------|--------|---|----------|---|---|---|----------|---|---|---|----------|---|---|---|----------|---|---|---|----------|---|---|---|----------|---|---|---|----------|---|---|---|----------|---|---|---|----------|---|---|---|-----------------|---|---|---|-----------------|---|---|---|-----------------|---|---|---|-----------------|---|---|---|----------|---|---|---|----------|
|   | D/CX  | RDX       | WRX             | D17-8                | D7        | D6        | D5              | D4                   | D3 | D2        | D1 | D0 | HEX |           |               |  |                      |   |                   |   |                      |  |           |           |          |        |        |   |          |   |   |   |          |   |   |   |          |   |   |   |          |   |   |   |          |   |   |   |          |   |   |   |          |   |   |   |          |   |   |   |          |   |   |   |                 |   |   |   |                 |   |   |   |                 |   |   |   |                 |   |   |   |          |   |   |   |          |
| Command                                   | 0   | 1         | ↑               | XX                   | 0         | 0         | 1               | 1                    | 1  | 0         | 1  | 0  | 3Ah |           |               |  |                      |   |                   |   |                      |  |           |           |          |        |        |   |          |   |   |   |          |   |   |   |          |   |   |   |          |   |   |   |          |   |   |   |          |   |   |   |          |   |   |   |          |   |   |   |          |   |   |   |                 |   |   |   |                 |   |   |   |                 |   |   |   |                 |   |   |   |          |   |   |   |          |
| Parameter                                 | 1   | 1         | ↑               | XX                   | 0         | DPI [2:0] |                 |                      | 0  | DBI [2:0] |    |    | 66  |           |               |  |                      |   |                   |   |                      |  |           |           |          |        |        |   |          |   |   |   |          |   |   |   |          |   |   |   |          |   |   |   |          |   |   |   |          |   |   |   |          |   |   |   |          |   |   |   |          |   |   |   |                 |   |   |   |                 |   |   |   |                 |   |   |   |                 |   |   |   |          |   |   |   |          |
| Description                               | <p>This command sets the pixel format for the RGB image data used by the interface. DPI [2:0] is the pixel format select of RGB interface and DBI [2:0] is the pixel format of MCU interface. If a particular interface, either RGB interface or MCU interface, is not used then the corresponding bits in the parameter are ignored. The pixel format is shown in the table below.</p> <table><thead><tr><th colspan="3">DPI [2:0]</th><th>RGB Interface Format</th><th colspan="3">DBI [2:0]</th><th>MCU Interface Format</th></tr></thead><tbody><tr><td>0</td><td>0</td><td>0</td><td>Reserved</td><td>0</td><td>0</td><td>0</td><td>Reserved</td></tr><tr><td>0</td><td>0</td><td>1</td><td>Reserved</td><td>0</td><td>0</td><td>1</td><td>Reserved</td></tr><tr><td>0</td><td>1</td><td>0</td><td>Reserved</td><td>0</td><td>1</td><td>0</td><td>Reserved</td></tr><tr><td>0</td><td>1</td><td>1</td><td>Reserved</td><td>0</td><td>1</td><td>1</td><td>Reserved</td></tr><tr><td>1</td><td>0</td><td>0</td><td>Reserved</td><td>1</td><td>0</td><td>0</td><td>Reserved</td></tr><tr><td>1</td><td>0</td><td>1</td><td>16 bits / pixel</td><td>1</td><td>0</td><td>1</td><td>16 bits / pixel</td></tr><tr><td>1</td><td>1</td><td>0</td><td>18 bits / pixel</td><td>1</td><td>1</td><td>0</td><td>18 bits / pixel</td></tr><tr><td>1</td><td>1</td><td>1</td><td>Reserved</td><td>1</td><td>1</td><td>1</td><td>Reserved</td></tr></tbody></table> <p>If using RGB Interface must selection serial interface.</p> <p>X = Don't care</p> |           |                 |                      |           |           |                 |                      |    |           |    |    |     | DPI [2:0] |               |  | RGB Interface Format | DBI [2:0]                               |                   |   | MCU Interface Format | 0  | 0         | 0         | Reserved | 0      | 0      | 0 | Reserved | 0 | 0 | 1 | Reserved | 0 | 0 | 1 | Reserved | 0 | 1 | 0 | Reserved | 0 | 1 | 0 | Reserved | 0 | 1 | 1 | Reserved | 0 | 1 | 1 | Reserved | 1 | 0 | 0 | Reserved | 1 | 0 | 0 | Reserved | 1 | 0 | 1 | 16 bits / pixel | 1 | 0 | 1 | 16 bits / pixel | 1 | 1 | 0 | 18 bits / pixel | 1 | 1 | 0 | 18 bits / pixel | 1 | 1 | 1 | Reserved | 1 | 1 | 1 | Reserved |
|   | DPI [2:0]   |           |                 | RGB Interface Format | DBI [2:0] |           |                 | MCU Interface Format |    |           |    |    |     |           |               |  |                      |   |                   |   |                      |  |           |           |          |        |        |   |          |   |   |   |          |   |   |   |          |   |   |   |          |   |   |   |          |   |   |   |          |   |   |   |          |   |   |   |          |   |   |   |          |   |   |   |                 |   |   |   |                 |   |   |   |                 |   |   |   |                 |   |   |   |          |   |   |   |          |
|   | 0   | 0         | 0               | Reserved             | 0         | 0         | 0               | Reserved             |    |           |    |    |     |           |               |  |                      |   |                   |   |                      |  |           |           |          |        |        |   |          |   |   |   |          |   |   |   |          |   |   |   |          |   |   |   |          |   |   |   |          |   |   |   |          |   |   |   |          |   |   |   |          |   |   |   |                 |   |   |   |                 |   |   |   |                 |   |   |   |                 |   |   |   |          |   |   |   |          |
|   | 0   | 0         | 1               | Reserved             | 0         | 0         | 1               | Reserved             |    |           |    |    |     |           |               |  |                      |   |                   |   |                      |  |           |           |          |        |        |   |          |   |   |   |          |   |   |   |          |   |   |   |          |   |   |   |          |   |   |   |          |   |   |   |          |   |   |   |          |   |   |   |          |   |   |   |                 |   |   |   |                 |   |   |   |                 |   |   |   |                 |   |   |   |          |   |   |   |          |
|   | 0   | 1         | 0               | Reserved             | 0         | 1         | 0               | Reserved             |    |           |    |    |     |           |               |  |                      |   |                   |   |                      |  |           |           |          |        |        |   |          |   |   |   |          |   |   |   |          |   |   |   |          |   |   |   |          |   |   |   |          |   |   |   |          |   |   |   |          |   |   |   |          |   |   |   |                 |   |   |   |                 |   |   |   |                 |   |   |   |                 |   |   |   |          |   |   |   |          |
| 0   | 1   | 1         | Reserved        | 0                    | 1         | 1         | Reserved        |                      |    |           |    |    |     |           |               |  |                      |   |                   |   |                      |  |           |           |          |        |        |   |          |   |   |   |          |   |   |   |          |   |   |   |          |   |   |   |          |   |   |   |          |   |   |   |          |   |   |   |          |   |   |   |          |   |   |   |                 |   |   |   |                 |   |   |   |                 |   |   |   |                 |   |   |   |          |   |   |   |          |
| 1   | 0   | 0         | Reserved        | 1                    | 0         | 0         | Reserved        |                      |    |           |    |    |     |           |               |  |                      |   |                   |   |                      |  |           |           |          |        |        |   |          |   |   |   |          |   |   |   |          |   |   |   |          |   |   |   |          |   |   |   |          |   |   |   |          |   |   |   |          |   |   |   |          |   |   |   |                 |   |   |   |                 |   |   |   |                 |   |   |   |                 |   |   |   |          |   |   |   |          |
| 1   | 0   | 1         | 16 bits / pixel | 1                    | 0         | 1         | 16 bits / pixel |                      |    |           |    |    |     |           |               |  |                      |   |                   |   |                      |  |           |           |          |        |        |   |          |   |   |   |          |   |   |   |          |   |   |   |          |   |   |   |          |   |   |   |          |   |   |   |          |   |   |   |          |   |   |   |          |   |   |   |                 |   |   |   |                 |   |   |   |                 |   |   |   |                 |   |   |   |          |   |   |   |          |
| 1   | 1   | 0         | 18 bits / pixel | 1                    | 1         | 0         | 18 bits / pixel |                      |    |           |    |    |     |           |               |  |                      |   |                   |   |                      |  |           |           |          |        |        |   |          |   |   |   |          |   |   |   |          |   |   |   |          |   |   |   |          |   |   |   |          |   |   |   |          |   |   |   |          |   |   |   |          |   |   |   |                 |   |   |   |                 |   |   |   |                 |   |   |   |                 |   |   |   |          |   |   |   |          |
| 1   | 1   | 1         | Reserved        | 1                    | 1         | 1         | Reserved        |                      |    |           |    |    |     |           |               |  |                      |   |                   |   |                      |  |           |           |          |        |        |   |          |   |   |   |          |   |   |   |          |   |   |   |          |   |   |   |          |   |   |   |          |   |   |   |          |   |   |   |          |   |   |   |          |   |   |   |                 |   |   |   |                 |   |   |   |                 |   |   |   |                 |   |   |   |          |   |   |   |          |
| Restriction                               |   |           |                 |                      |           |           |                 |                      |    |           |    |    |     |           |               |  |                      |   |                   |   |                      |  |           |           |          |        |        |   |          |   |   |   |          |   |   |   |          |   |   |   |          |   |   |   |          |   |   |   |          |   |   |   |          |   |   |   |          |   |   |   |          |   |   |   |                 |   |   |   |                 |   |   |   |                 |   |   |   |                 |   |   |   |          |   |   |   |          |
| Register Availability                     | <table><thead><tr><th>Status</th><th>Availability</th></tr></thead><tbody><tr><td>Normal Mode On, Idle Mode Off, Sleep Out</td><td>Yes</td></tr><tr><td>Normal Mode On, Idle Mode On, Sleep Out</td><td>Yes</td></tr><tr><td>Partial Mode On, Idle Mode Off, Sleep Out</td><td>Yes</td></tr><tr><td>Partial Mode On, Idle Mode On, Sleep Out</td><td>Yes</td></tr><tr><td>Sleep In</td><td>Yes</td></tr></tbody></table>  |           |                 |                      |           |           |                 |                      |    |           |    |    |     | Status    | Availability  | Normal Mode On, Idle Mode Off, Sleep Out | Yes                  | Normal Mode On, Idle Mode On, Sleep Out | Yes               | Partial Mode On, Idle Mode Off, Sleep Out | Yes                  | Partial Mode On, Idle Mode On, Sleep Out | Yes       | Sleep In  | Yes      |        |        |   |          |   |   |   |          |   |   |   |          |   |   |   |          |   |   |   |          |   |   |   |          |   |   |   |          |   |   |   |          |   |   |   |          |   |   |   |                 |   |   |   |                 |   |   |   |                 |   |   |   |                 |   |   |   |          |   |   |   |          |
| Status                                    | Availability  |           |                 |                      |           |           |                 |                      |    |           |    |    |     |           |               |  |                      |   |                   |   |                      |  |           |           |          |        |        |   |          |   |   |   |          |   |   |   |          |   |   |   |          |   |   |   |          |   |   |   |          |   |   |   |          |   |   |   |          |   |   |   |          |   |   |   |                 |   |   |   |                 |   |   |   |                 |   |   |   |                 |   |   |   |          |   |   |   |          |
| Normal Mode On, Idle Mode Off, Sleep Out  | Yes   |           |                 |                      |           |           |                 |                      |    |           |    |    |     |           |               |  |                      |   |                   |   |                      |  |           |           |          |        |        |   |          |   |   |   |          |   |   |   |          |   |   |   |          |   |   |   |          |   |   |   |          |   |   |   |          |   |   |   |          |   |   |   |          |   |   |   |                 |   |   |   |                 |   |   |   |                 |   |   |   |                 |   |   |   |          |   |   |   |          |
| Normal Mode On, Idle Mode On, Sleep Out   | Yes   |           |                 |                      |           |           |                 |                      |    |           |    |    |     |           |               |  |                      |   |                   |   |                      |  |           |           |          |        |        |   |          |   |   |   |          |   |   |   |          |   |   |   |          |   |   |   |          |   |   |   |          |   |   |   |          |   |   |   |          |   |   |   |          |   |   |   |                 |   |   |   |                 |   |   |   |                 |   |   |   |                 |   |   |   |          |   |   |   |          |
| Partial Mode On, Idle Mode Off, Sleep Out | Yes   |           |                 |                      |           |           |                 |                      |    |           |    |    |     |           |               |  |                      |   |                   |   |                      |  |           |           |          |        |        |   |          |   |   |   |          |   |   |   |          |   |   |   |          |   |   |   |          |   |   |   |          |   |   |   |          |   |   |   |          |   |   |   |          |   |   |   |                 |   |   |   |                 |   |   |   |                 |   |   |   |                 |   |   |   |          |   |   |   |          |
| Partial Mode On, Idle Mode On, Sleep Out  | Yes   |           |                 |                      |           |           |                 |                      |    |           |    |    |     |           |               |  |                      |   |                   |   |                      |  |           |           |          |        |        |   |          |   |   |   |          |   |   |   |          |   |   |   |          |   |   |   |          |   |   |   |          |   |   |   |          |   |   |   |          |   |   |   |          |   |   |   |                 |   |   |   |                 |   |   |   |                 |   |   |   |                 |   |   |   |          |   |   |   |          |
| Sleep In                                  | Yes   |           |                 |                      |           |           |                 |                      |    |           |    |    |     |           |               |  |                      |   |                   |   |                      |  |           |           |          |        |        |   |          |   |   |   |          |   |   |   |          |   |   |   |          |   |   |   |          |   |   |   |          |   |   |   |          |   |   |   |          |   |   |   |          |   |   |   |                 |   |   |   |                 |   |   |   |                 |   |   |   |                 |   |   |   |          |   |   |   |          |
| Default                                   | <table><thead><tr><th rowspan="2">Status</th><th colspan="2">Default Value</th></tr><tr><th>DPI [2:0]</th><th>DBI [2:0]</th></tr></thead><tbody><tr><td>Power On Sequence</td><td>3'b110</td><td>3'b110</td></tr><tr><td>SW Reset</td><td>No Change</td><td>No Change</td></tr><tr><td>HW Reset</td><td>3'b110</td><td>3'b110</td></tr></tbody></table>   |           |                 |                      |           |           |                 |                      |    |           |    |    |     | Status    | Default Value |  | DPI [2:0]            | DBI [2:0]                               | Power On Sequence | 3'b110                                    | 3'b110               | SW Reset                                 | No Change | No Change | HW Reset | 3'b110 | 3'b110 |   |          |   |   |   |          |   |   |   |          |   |   |   |          |   |   |   |          |   |   |   |          |   |   |   |          |   |   |   |          |   |   |   |          |   |   |   |                 |   |   |   |                 |   |   |   |                 |   |   |   |                 |   |   |   |          |   |   |   |          |
| Status                                    | Default Value   |           |                 |                      |           |           |                 |                      |    |           |    |    |     |           |               |  |                      |   |                   |   |                      |  |           |           |          |        |        |   |          |   |   |   |          |   |   |   |          |   |   |   |          |   |   |   |          |   |   |   |          |   |   |   |          |   |   |   |          |   |   |   |          |   |   |   |                 |   |   |   |                 |   |   |   |                 |   |   |   |                 |   |   |   |          |   |   |   |          |
|   | DPI [2:0]   | DBI [2:0] |                 |                      |           |           |                 |                      |    |           |    |    |     |           |               |  |                      |   |                   |   |                      |  |           |           |          |        |        |   |          |   |   |   |          |   |   |   |          |   |   |   |          |   |   |   |          |   |   |   |          |   |   |   |          |   |   |   |          |   |   |   |          |   |   |   |                 |   |   |   |                 |   |   |   |                 |   |   |   |                 |   |   |   |          |   |   |   |          |
| Power On Sequence                         | 3'b110  | 3'b110    |                 |                      |           |           |                 |                      |    |           |    |    |     |           |               |  |                      |   |                   |   |                      |  |           |           |          |        |        |   |          |   |   |   |          |   |   |   |          |   |   |   |          |   |   |   |          |   |   |   |          |   |   |   |          |   |   |   |          |   |   |   |          |   |   |   |                 |   |   |   |                 |   |   |   |                 |   |   |   |                 |   |   |   |          |   |   |   |          |
| SW Reset                                  | No Change   | No Change |                 |                      |           |           |                 |                      |    |           |    |    |     |           |               |  |                      |   |                   |   |                      |  |           |           |          |        |        |   |          |   |   |   |          |   |   |   |          |   |   |   |          |   |   |   |          |   |   |   |          |   |   |   |          |   |   |   |          |   |   |   |          |   |   |   |                 |   |   |   |                 |   |   |   |                 |   |   |   |                 |   |   |   |          |   |   |   |          |
| HW Reset                                  | 3'b110  | 3'b110    |                 |                      |           |           |                 |                      |    |           |    |    |     |           |               |  |                      |   |                   |   |                      |  |           |           |          |        |        |   |          |   |   |   |          |   |   |   |          |   |   |   |          |   |   |   |          |   |   |   |          |   |   |   |          |   |   |   |          |   |   |   |          |   |   |   |                 |   |   |   |                 |   |   |   |                 |   |   |   |                 |   |   |   |          |   |   |   |          |
| Flow Chart                                | <div><div><div>COLMOD (3Ah)</div><div></div><div>DPI[2:0] RGB pixel format<br/>DBI[2:0] MCU pixel format</div><div></div><div>Any Command</div></div><div><div>Legend</div><div><div>Command</div><div>Parameter</div><div>Display</div><div>Action</div><div>Mode</div><div>Sequential transfer</div></div></div></div>  |           |                 |                      |           |           |                 |                      |    |           |    |    |     |           |               |  |                      |   |                   |   |                      |  |           |           |          |        |        |   |          |   |   |   |          |   |   |   |          |   |   |   |          |   |   |   |          |   |   |   |          |   |   |   |          |   |   |   |          |   |   |   |          |   |   |   |                 |   |   |   |                 |   |   |   |                 |   |   |   |                 |   |   |   |          |   |   |   |          |

### 8.2.34. Write\_Memory\_Continue (3Ch)

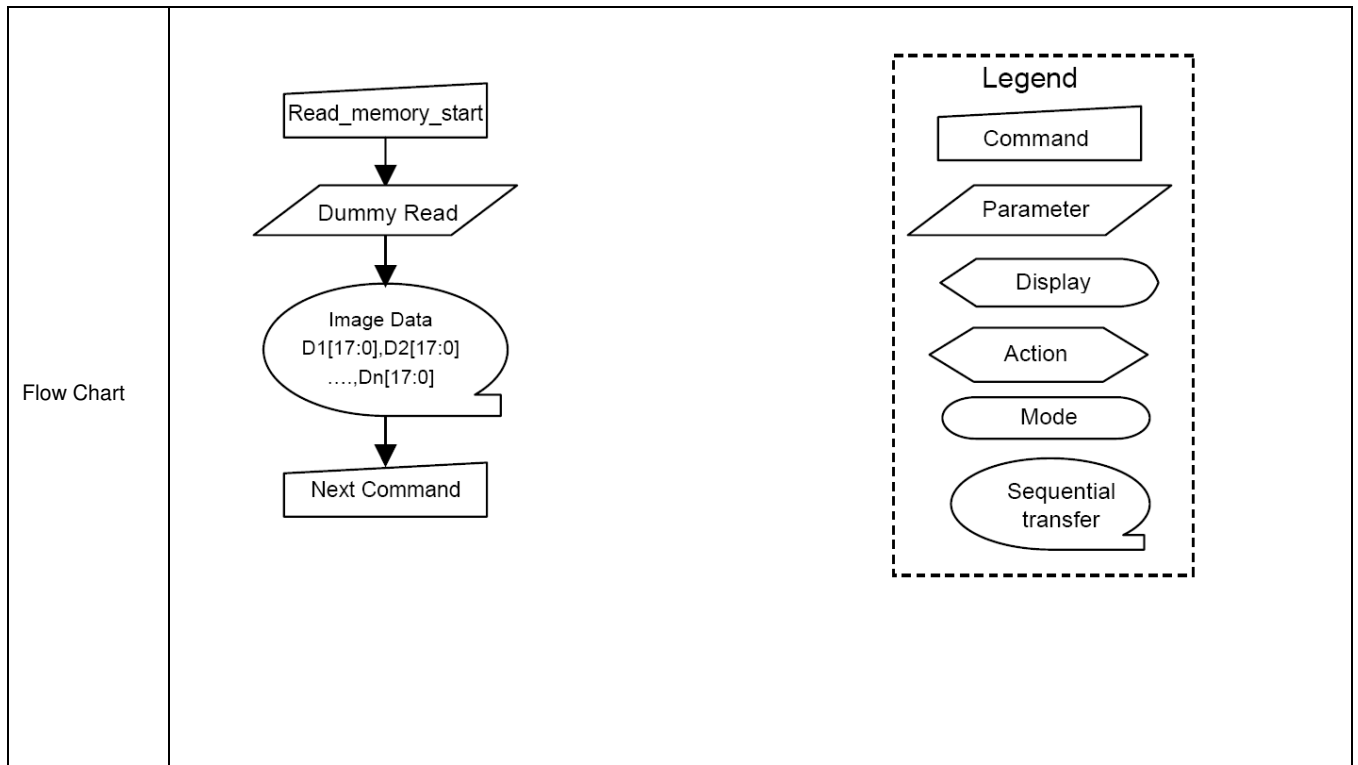
| 3Ch                       | Write_Memory_Continue  |     |     |               |           |           |           |           |           |           |           |           |            |
|---------------------------|--|-----|-----|---------------|-----------|-----------|-----------|-----------|-----------|-----------|-----------|-----------|------------|
|                           | D/CX   | RDX | WRX | D17-8         | D7        | D6        | D5        | D4        | D3        | D2        | D1        | D0        | HEX        |
| Command                   | 0  | 1   | ↑   | XX            | 0         | 0         | 1         | 1         | 1         | 1         | 0         | 0         | 3Ch        |
| 1 <sup>st</sup> Parameter | 1  | 1   | ↑   | D1<br>[17..8] | D1<br>[7] | D1<br>[6] | D1<br>[5] | D1<br>[4] | D1<br>[3] | D1<br>[2] | D1<br>[1] | D1<br>[0] | 000<br>3FF |
| X <sup>th</sup> Parameter | 1  | 1   | ↑   | Dx<br>[17..8] | Dx<br>[7] | Dx<br>[6] | Dx<br>[5] | Dx<br>[4] | Dx<br>[3] | Dx<br>[2] | Dx<br>[1] | Dx<br>[0] | 000<br>3FF |
| N <sup>th</sup> Parameter | 1  | 1   | ↑   | Dn<br>[17..8] | Dn<br>[7] | Dn<br>[6] | Dn<br>[5] | Dn<br>[4] | Dn<br>[3] | Dn<br>[2] | Dn<br>[1] | Dn<br>[0] | 000<br>3FF |
| Description               | <p>This command transfers image data from the host processor to the display module's frame memory continuing from the pixel location following the previous write_memory_continue or write_memory_start command.</p> <p><b>If set_address_mode B5 = 0:</b></p> <p>Data is written continuing from the pixel location after the write range of the previous write_memory_start or write_memory_continue. The column register is then incremented and pixels are written to the frame memory until the column register equals the End Column (EC) value. The column register is then reset to SC and the page register is incremented. Pixels are written to the frame memory until the page register equals the End Page (EP) value and the column register equals the EC value, or the host processor sends another command. If the number of pixels exceeds (EC – SC + 1) * (EP – SP + 1) the extra pixels are ignored.</p> <p><b>If set_address_mode B5 = 1:</b></p> <p>Data is written continuing from the pixel location after the write range of the previous write_memory_start or write_memory_continue. The page register is then incremented and pixels are written to the frame memory until the page register equals the End Page (EP) value. The page register is then reset to SP and the column register is incremented. Pixels are written to the frame memory until the column register equals the End column (EC) value and the page register equals the EP value, or the host processor sends another command. If the number of pixels exceeds (EC – SC + 1) * (EP – SP + 1) the extra pixels are ignored.</p> <p>Sending any other command can stop frame Write.</p> <p>Frame Memory Access and Interface setting (B3h), WEMODE=0</p> <p>When the transfer number of data exceeds (EC-SC+1)*(EP-SP+1), the exceeding data will be ignored.</p> <p>Frame Memory Access and Interface setting (B3h), WEMODE=1</p> <p>When the transfer number of data exceeds (EC-SC+1)*(EP-SP+1), the column and page number will be reset, and the exceeding data will be written into the following column and page.</p> |     |     |               |           |           |           |           |           |           |           |           |            |
| Restriction               | <p>A write_memory_start should follow a set_column_address, set_page_address or set_address_mode to define the write address. Otherwise, data written with write_memory_continue is written to undefined addresses.</p>  |     |     |               |           |           |           |           |           |           |           |           |            |

| Register Availability                     | <table border="1"> <thead> <tr> <th>Status</th><th>Availability</th></tr> </thead> <tbody> <tr> <td>Normal Mode On, Idle Mode Off, Sleep Out</td><td>Yes</td></tr> <tr> <td>Normal Mode On, Idle Mode On, Sleep Out</td><td>Yes</td></tr> <tr> <td>Partial Mode On, Idle Mode Off, Sleep Out</td><td>Yes</td></tr> <tr> <td>Partial Mode On, Idle Mode On, Sleep Out</td><td>Yes</td></tr> <tr> <td>Sleep In</td><td>No</td></tr> </tbody> </table> | Status | Availability  | Normal Mode On, Idle Mode Off, Sleep Out | Yes          | Normal Mode On, Idle Mode On, Sleep Out | Yes       | Partial Mode On, Idle Mode Off, Sleep Out | Yes       | Partial Mode On, Idle Mode On, Sleep Out | Yes | Sleep In | No |
|---|---|--------|---------------|--|--------------|---|-----------|---|-----------|--|-----|----------|----|
| Status                                    | Availability  |        |               |  |              |   |           |   |           |  |     |          |    |
| Normal Mode On, Idle Mode Off, Sleep Out  | Yes   |        |               |  |              |   |           |   |           |  |     |          |    |
| Normal Mode On, Idle Mode On, Sleep Out   | Yes   |        |               |  |              |   |           |   |           |  |     |          |    |
| Partial Mode On, Idle Mode Off, Sleep Out | Yes   |        |               |  |              |   |           |   |           |  |     |          |    |
| Partial Mode On, Idle Mode On, Sleep Out  | Yes   |        |               |  |              |   |           |   |           |  |     |          |    |
| Sleep In                                  | No  |        |               |  |              |   |           |   |           |  |     |          |    |
| Default                                   | <table border="1"> <thead> <tr> <th>Status</th><th>Default Value</th></tr> </thead> <tbody> <tr> <td>Power On Sequence</td><td>Random value</td></tr> <tr> <td>SW Reset</td><td>No change</td></tr> <tr> <td>HW Reset</td><td>No change</td></tr> </tbody> </table>   | Status | Default Value | Power On Sequence                        | Random value | SW Reset                                | No change | HW Reset                                  | No change |  |     |          |    |
| Status                                    | Default Value   |        |               |  |              |   |           |   |           |  |     |          |    |
| Power On Sequence                         | Random value  |        |               |  |              |   |           |   |           |  |     |          |    |
| SW Reset                                  | No change   |        |               |  |              |   |           |   |           |  |     |          |    |
| HW Reset                                  | No change   |        |               |  |              |   |           |   |           |  |     |          |    |
| Flow Chart                                | <pre> graph TD     A[Write_memory_continue] --&gt; B([Image Data<br/>D1[17:0], D2[17:0]<br/>..., Dn[17:0]])     B --&gt; C[Next Command]   </pre> <p><b>Legend</b></p> <ul style="list-style-type: none"> <li>Command: Rectangle</li> <li>Parameter: Parallelogram</li> <li>Display: Pointed Rectangle</li> <li>Action: Pointed Rectangle</li> <li>Mode: Rounded Rectangle</li> <li>Sequential transfer: Oval with tail</li> </ul>                  |        |               |  |              |   |           |   |           |  |     |          |    |

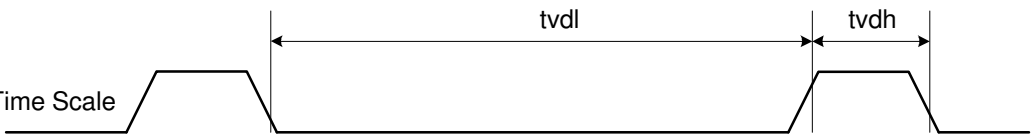
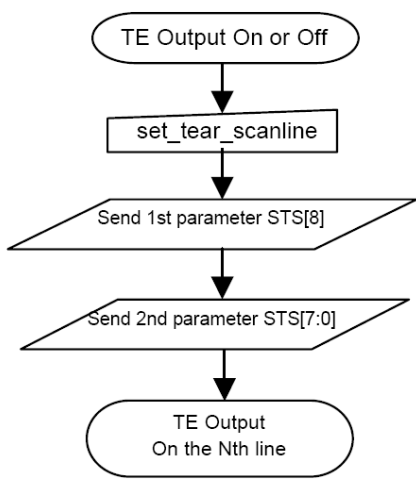


### 8.2.35. Read\_Memory\_Continue (3Eh)

| 3Eh                                       | Read_Memory_Continue   |     |     |               |           |           |           |           |           |           |           |           |            |        |               |  |             |   |           |   |           |  |     |          |     |
|---|--|-----|-----|---------------|-----------|-----------|-----------|-----------|-----------|-----------|-----------|-----------|------------|--------|---------------|--|-------------|---|-----------|---|-----------|--|-----|----------|-----|
|   | D/CX   | RDX | WRX | D17-8         | D7        | D6        | D5        | D4        | D3        | D2        | D1        | D0        | HEX        |        |               |  |             |   |           |   |           |  |     |          |     |
| Command                                   | 0  | 1   | ↑   | XX            | 0         | 0         | 1         | 1         | 1         | 1         | 1         | 0         | 3Eh        |        |               |  |             |   |           |   |           |  |     |          |     |
| 1 <sup>st</sup> Parameter                 | 1  | ↑   | 1   | XX            | X         | X         | X         | X         | X         | X         | X         | X         | X          |        |               |  |             |   |           |   |           |  |     |          |     |
| 2 <sup>nd</sup> Parameter                 | 1  | ↑   | 1   | D1<br>[17..8] | D1<br>[7] | D1<br>[6] | D1<br>[5] | D1<br>[4] | D1<br>[3] | D1<br>[2] | D1<br>[1] | D1<br>[0] | 000<br>3FF |        |               |  |             |   |           |   |           |  |     |          |     |
| x <sup>st</sup> Parameter                 | 1  | ↑   | 1   | Dx<br>[17..8] | Dx<br>[7] | Dx<br>[6] | Dx<br>[5] | Dx<br>[4] | Dx<br>[3] | Dx<br>[2] | Dx<br>[1] | Dx<br>[0] | 000<br>3FF |        |               |  |             |   |           |   |           |  |     |          |     |
| N <sup>st</sup> Parameter                 | 1  | ↑   | 1   | Dn<br>[17..8] | Dn<br>[7] | Dn<br>[6] | Dn<br>[5] | Dn<br>[4] | Dn<br>[3] | Dn<br>[2] | Dn<br>[1] | Dn<br>[0] | 000<br>3FF |        |               |  |             |   |           |   |           |  |     |          |     |
| Description                               | <p>This command transfers image data from the display module's frame memory to the host processor continuing from the location following the previous read_memory_continue (3Eh) or read_memory_start (2Eh) command.</p> <p><b>If set_address_mode B5 = 0:</b></p> <p>Pixels are read continuing from the pixel location after the read range of the previous read_memory_start or read_memory_continue. The column register is then incremented and pixels are read from the frame memory until the column register equals the End Column (EC) value. The column register is then reset to SC and the page register is incremented. Pixels are read from the frame memory until the page register equals the End Page (EP) value and the column register equals the EC value, or the host processor sends another command.</p> <p><b>If set_address_mode B5 = 1:</b></p> <p>Pixels are read continuing from the pixel location after the read range of the previous read_memory_start or read_memory_continue. The page register is then incremented and pixels are read from the frame memory until the page register equals the End Page (EP) value. The page register is then reset to SP and the column register is incremented. Pixels are read from the frame memory until the column register equals the End Column (EC) value and the page register equals the EP value, or the host processor sends another command.</p> <p>This command makes no change to the other driver status.</p> |     |     |               |           |           |           |           |           |           |           |           |            |        |               |  |             |   |           |   |           |  |     |          |     |
| Restriction                               | A read_memory_start should follow a set_column_address, set_page_address or set_address_mode to define the read location. Otherwise, data read with read_memory_continue is undefined.   |     |     |               |           |           |           |           |           |           |           |           |            |        |               |  |             |   |           |   |           |  |     |          |     |
| Register Availability                     | <table><tr><th>Status</th><th>Availability</th></tr><tr><td>Normal Mode On, Idle Mode Off, Sleep Out</td><td>Yes</td></tr><tr><td>Normal Mode On, Idle Mode On, Sleep Out</td><td>Yes</td></tr><tr><td>Partial Mode On, Idle Mode Off, Sleep Out</td><td>Yes</td></tr><tr><td>Partial Mode On, Idle Mode On, Sleep Out</td><td>Yes</td></tr><tr><td>Sleep In</td><td>Yes</td></tr></table>   |     |     |               |           |           |           |           |           |           |           |           |            | Status | Availability  | Normal Mode On, Idle Mode Off, Sleep Out | Yes         | Normal Mode On, Idle Mode On, Sleep Out | Yes       | Partial Mode On, Idle Mode Off, Sleep Out | Yes       | Partial Mode On, Idle Mode On, Sleep Out | Yes | Sleep In | Yes |
| Status                                    | Availability   |     |     |               |           |           |           |           |           |           |           |           |            |        |               |  |             |   |           |   |           |  |     |          |     |
| Normal Mode On, Idle Mode Off, Sleep Out  | Yes  |     |     |               |           |           |           |           |           |           |           |           |            |        |               |  |             |   |           |   |           |  |     |          |     |
| Normal Mode On, Idle Mode On, Sleep Out   | Yes  |     |     |               |           |           |           |           |           |           |           |           |            |        |               |  |             |   |           |   |           |  |     |          |     |
| Partial Mode On, Idle Mode Off, Sleep Out | Yes  |     |     |               |           |           |           |           |           |           |           |           |            |        |               |  |             |   |           |   |           |  |     |          |     |
| Partial Mode On, Idle Mode On, Sleep Out  | Yes  |     |     |               |           |           |           |           |           |           |           |           |            |        |               |  |             |   |           |   |           |  |     |          |     |
| Sleep In                                  | Yes  |     |     |               |           |           |           |           |           |           |           |           |            |        |               |  |             |   |           |   |           |  |     |          |     |
| Default                                   | <table><tr><th>Status</th><th>Default Value</th></tr><tr><td>Power On Sequence</td><td>Random data</td></tr><tr><td>SW Reset</td><td>No change</td></tr><tr><td>HW Reset</td><td>No change</td></tr></table>   |     |     |               |           |           |           |           |           |           |           |           |            | Status | Default Value | Power On Sequence                        | Random data | SW Reset                                | No change | HW Reset                                  | No change |  |     |          |     |
| Status                                    | Default Value  |     |     |               |           |           |           |           |           |           |           |           |            |        |               |  |             |   |           |   |           |  |     |          |     |
| Power On Sequence                         | Random data  |     |     |               |           |           |           |           |           |           |           |           |            |        |               |  |             |   |           |   |           |  |     |          |     |
| SW Reset                                  | No change  |     |     |               |           |           |           |           |           |           |           |           |            |        |               |  |             |   |           |   |           |  |     |          |     |
| HW Reset                                  | No change  |     |     |               |           |           |           |           |           |           |           |           |            |        |               |  |             |   |           |   |           |  |     |          |     |



### 8.2.36. Set\_Tear\_Scanline (44h)

| 44h                                       | Set_Tear_Scanline   |     |     |       |         |         |         |         |         |         |         |         |     |        |               |  |                 |   |                 |   |                 |  |     |          |     |
|---|---|-----|-----|-------|---------|---------|---------|---------|---------|---------|---------|---------|-----|--------|---------------|--|-----------------|---|-----------------|---|-----------------|--|-----|----------|-----|
|   | D/CX  | RDX | WRX | D17-8 | D7      | D6      | D5      | D4      | D3      | D2      | D1      | D0      | HEX |        |               |  |                 |   |                 |   |                 |  |     |          |     |
| Command                                   | 0   | 1   | ↑   | XX    | 0       | 1       | 0       | 0       | 0       | 1       | 0       | 0       | 44h |        |               |  |                 |   |                 |   |                 |  |     |          |     |
| 1 <sup>st</sup> Parameter                 | 1   | 1   | ↑   | XX    | 0       | 0       | 0       | 0       | 0       | 0       | 0       | STS [8] | 00  |        |               |  |                 |   |                 |   |                 |  |     |          |     |
| 2 <sup>nd</sup> Parameter                 | 1   | 1   | ↑   | XX    | STS [7] | STS [6] | STS [5] | STS [4] | STS [3] | STS [2] | STS [1] | STS [0] | 00  |        |               |  |                 |   |                 |   |                 |  |     |          |     |
| Description                               | <p>This command turns on the display Tearing Effect output signal on the TE signal line when the display reaches line STS. The TE signal is not affected by changing set_address_mode bit B4. The Tearing Effect Line On has one parameter that describes the Tearing Effect Output Line mode.</p> <div><p>Vertical Time Scale</p></div> <p>Note that set_tear_scanline with STS=0 is equivalent to set_tear_on with M=0.</p> <p>The Tearing Effect Output line shall be active low when the display module is in Sleep mode.</p> |     |     |       |         |         |         |         |         |         |         |         |     |        |               |  |                 |   |                 |   |                 |  |     |          |     |
| Restriction                               | -   |     |     |       |         |         |         |         |         |         |         |         |     |        |               |  |                 |   |                 |   |                 |  |     |          |     |
| Register Availability                     | <table><tr><th>Status</th><th>Availability</th></tr><tr><td>Normal Mode On, Idle Mode Off, Sleep Out</td><td>Yes</td></tr><tr><td>Normal Mode On, Idle Mode On, Sleep Out</td><td>Yes</td></tr><tr><td>Partial Mode On, Idle Mode Off, Sleep Out</td><td>Yes</td></tr><tr><td>Partial Mode On, Idle Mode On, Sleep Out</td><td>Yes</td></tr><tr><td>Sleep In</td><td>Yes</td></tr></table>  |     |     |       |         |         |         |         |         |         |         |         |     | Status | Availability  | Normal Mode On, Idle Mode Off, Sleep Out | Yes             | Normal Mode On, Idle Mode On, Sleep Out | Yes             | Partial Mode On, Idle Mode Off, Sleep Out | Yes             | Partial Mode On, Idle Mode On, Sleep Out | Yes | Sleep In | Yes |
| Status                                    | Availability  |     |     |       |         |         |         |         |         |         |         |         |     |        |               |  |                 |   |                 |   |                 |  |     |          |     |
| Normal Mode On, Idle Mode Off, Sleep Out  | Yes   |     |     |       |         |         |         |         |         |         |         |         |     |        |               |  |                 |   |                 |   |                 |  |     |          |     |
| Normal Mode On, Idle Mode On, Sleep Out   | Yes   |     |     |       |         |         |         |         |         |         |         |         |     |        |               |  |                 |   |                 |   |                 |  |     |          |     |
| Partial Mode On, Idle Mode Off, Sleep Out | Yes   |     |     |       |         |         |         |         |         |         |         |         |     |        |               |  |                 |   |                 |   |                 |  |     |          |     |
| Partial Mode On, Idle Mode On, Sleep Out  | Yes   |     |     |       |         |         |         |         |         |         |         |         |     |        |               |  |                 |   |                 |   |                 |  |     |          |     |
| Sleep In                                  | Yes   |     |     |       |         |         |         |         |         |         |         |         |     |        |               |  |                 |   |                 |   |                 |  |     |          |     |
| Default                                   | <table><tr><th>Status</th><th>Default Value</th></tr><tr><td>Power On Sequence</td><td>STS [8:0]=0000h</td></tr><tr><td>SW Reset</td><td>STS [8:0]=0000h</td></tr><tr><td>HW Reset</td><td>STS [8:0]=0000h</td></tr></table>  |     |     |       |         |         |         |         |         |         |         |         |     | Status | Default Value | Power On Sequence                        | STS [8:0]=0000h | SW Reset                                | STS [8:0]=0000h | HW Reset                                  | STS [8:0]=0000h |  |     |          |     |
| Status                                    | Default Value   |     |     |       |         |         |         |         |         |         |         |         |     |        |               |  |                 |   |                 |   |                 |  |     |          |     |
| Power On Sequence                         | STS [8:0]=0000h   |     |     |       |         |         |         |         |         |         |         |         |     |        |               |  |                 |   |                 |   |                 |  |     |          |     |
| SW Reset                                  | STS [8:0]=0000h   |     |     |       |         |         |         |         |         |         |         |         |     |        |               |  |                 |   |                 |   |                 |  |     |          |     |
| HW Reset                                  | STS [8:0]=0000h   |     |     |       |         |         |         |         |         |         |         |         |     |        |               |  |                 |   |                 |   |                 |  |     |          |     |
| Flow Chart                                | <div></div> <div><p>Legend</p><ul style="list-style-type: none"><li>Command</li><li>Parameter</li><li>Display</li><li>Action</li><li>Mode</li><li>Sequential transfer</li></ul></div>  |     |     |       |         |         |         |         |         |         |         |         |     |        |               |  |                 |   |                 |   |                 |  |     |          |     |

### 8.2.37. Get\_Scanline (45h)

| 45h                                       | Get_Scanline   |     |     |       |         |         |         |         |         |         |         |         |     |        |               |  |                   |   |          |   |          |  |     |          |     |
|---|--|-----|-----|-------|---------|---------|---------|---------|---------|---------|---------|---------|-----|--------|---------------|--|-------------------|---|----------|---|----------|--|-----|----------|-----|
|   | D/CX   | RDX | WRX | D17-8 | D7      | D6      | D5      | D4      | D3      | D2      | D1      | D0      | HEX |        |               |  |                   |   |          |   |          |  |     |          |     |
| Command                                   | 0  | 1   | ↑   | XX    | 0       | 1       | 0       | 0       | 0       | 1       | 0       | 1       | 45h |        |               |  |                   |   |          |   |          |  |     |          |     |
| 1 <sup>st</sup> Parameter                 | 1  | ↑   | 1   | XX    | X       | X       | X       | X       | X       | X       | X       | X       | X   |        |               |  |                   |   |          |   |          |  |     |          |     |
| 2 <sup>nd</sup> Parameter                 | 1  | ↑   | 1   | XX    | 0       | 0       | 0       | 0       | 0       | 0       | GTS [9] | GTS [8] | 00  |        |               |  |                   |   |          |   |          |  |     |          |     |
| 3 <sup>rd</sup> Parameter                 | 1  | ↑   | 1   | XX    | GTS [7] | GTS [6] | GTS [5] | GTS [4] | GTS [3] | GTS [2] | GTS [1] | GTS [0] | 00  |        |               |  |                   |   |          |   |          |  |     |          |     |
| Description                               | <p>The display returns the current scan line, GTS, used to update the display device. The total number of scan lines on a display device is defined as VSYNC + VBP + VACT + VFP. The first scan line is defined as the first line of V-Sync and is denoted as Line 0.</p> <p>When in Sleep Mode, the value returned by get_scanline is undefined.</p>                                      |     |     |       |         |         |         |         |         |         |         |         |     |        |               |  |                   |   |          |   |          |  |     |          |     |
| Restriction                               | None   |     |     |       |         |         |         |         |         |         |         |         |     |        |               |  |                   |   |          |   |          |  |     |          |     |
| Register Availability                     | <table><tr><th>Status</th><th>Availability</th></tr><tr><td>Normal Mode On, Idle Mode Off, Sleep Out</td><td>Yes</td></tr><tr><td>Normal Mode On, Idle Mode On, Sleep Out</td><td>Yes</td></tr><tr><td>Partial Mode On, Idle Mode Off, Sleep Out</td><td>Yes</td></tr><tr><td>Partial Mode On, Idle Mode On, Sleep Out</td><td>Yes</td></tr><tr><td>Sleep In</td><td>Yes</td></tr></table> |     |     |       |         |         |         |         |         |         |         |         |     | Status | Availability  | Normal Mode On, Idle Mode Off, Sleep Out | Yes               | Normal Mode On, Idle Mode On, Sleep Out | Yes      | Partial Mode On, Idle Mode Off, Sleep Out | Yes      | Partial Mode On, Idle Mode On, Sleep Out | Yes | Sleep In | Yes |
| Status                                    | Availability   |     |     |       |         |         |         |         |         |         |         |         |     |        |               |  |                   |   |          |   |          |  |     |          |     |
| Normal Mode On, Idle Mode Off, Sleep Out  | Yes  |     |     |       |         |         |         |         |         |         |         |         |     |        |               |  |                   |   |          |   |          |  |     |          |     |
| Normal Mode On, Idle Mode On, Sleep Out   | Yes  |     |     |       |         |         |         |         |         |         |         |         |     |        |               |  |                   |   |          |   |          |  |     |          |     |
| Partial Mode On, Idle Mode Off, Sleep Out | Yes  |     |     |       |         |         |         |         |         |         |         |         |     |        |               |  |                   |   |          |   |          |  |     |          |     |
| Partial Mode On, Idle Mode On, Sleep Out  | Yes  |     |     |       |         |         |         |         |         |         |         |         |     |        |               |  |                   |   |          |   |          |  |     |          |     |
| Sleep In                                  | Yes  |     |     |       |         |         |         |         |         |         |         |         |     |        |               |  |                   |   |          |   |          |  |     |          |     |
| Default                                   | <table><tr><th rowspan="2">Status</th><th>Default Value</th></tr><tr><th>GTS [9:0]</th></tr><tr><td>Power On Sequence</td><td>GTS [9:0]=0000h</td></tr><tr><td>SW Reset</td><td>GTS [9:0]=0000h</td></tr><tr><td>HW Reset</td><td>GTS [9:0]=0000h</td></tr></table>  |     |     |       |         |         |         |         |         |         |         |         |     | Status | Default Value | GTS [9:0]                                | Power On Sequence | GTS [9:0]=0000h                         | SW Reset | GTS [9:0]=0000h                           | HW Reset | GTS [9:0]=0000h                          |     |          |     |
| Status                                    | Default Value  |     |     |       |         |         |         |         |         |         |         |         |     |        |               |  |                   |   |          |   |          |  |     |          |     |
|   | GTS [9:0]  |     |     |       |         |         |         |         |         |         |         |         |     |        |               |  |                   |   |          |   |          |  |     |          |     |
| Power On Sequence                         | GTS [9:0]=0000h  |     |     |       |         |         |         |         |         |         |         |         |     |        |               |  |                   |   |          |   |          |  |     |          |     |
| SW Reset                                  | GTS [9:0]=0000h  |     |     |       |         |         |         |         |         |         |         |         |     |        |               |  |                   |   |          |   |          |  |     |          |     |
| HW Reset                                  | GTS [9:0]=0000h  |     |     |       |         |         |         |         |         |         |         |         |     |        |               |  |                   |   |          |   |          |  |     |          |     |
| Flow Chart                                | <div><div><div>get_scanline</div><div>Wait 3us</div><div>Dummy Read</div><div>Send 1st parameter GTS[9:8]</div><div>Send 2nd parameter GTS[7:0]</div></div><div><div>Legend</div><div>Command</div><div>Parameter</div><div>Display</div><div>Action</div><div>Mode</div><div>Sequential transfer</div></div></div>  |     |     |       |         |         |         |         |         |         |         |         |     |        |               |  |                   |   |          |   |          |  |     |          |     |

### 8.2.38. Write Display Brightness (51h)

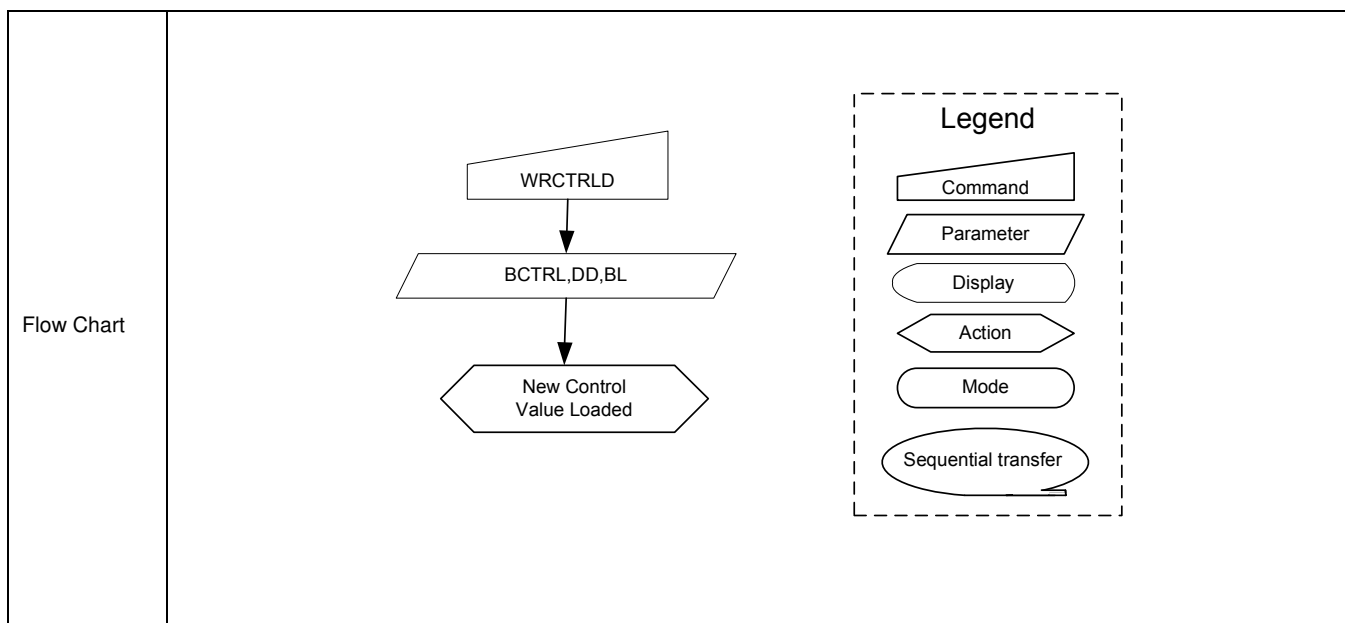
| 51h                                       | WRDISBV (Write Display Brightness)  |     |     |       |        |        |        |        |        |        |        |        |     |        |               |  |                   |   |          |   |          |  |     |          |     |
|---|---|-----|-----|-------|--------|--------|--------|--------|--------|--------|--------|--------|-----|--------|---------------|--|-------------------|---|----------|---|----------|--|-----|----------|-----|
|   | D/CX  | RDX | WRX | D17-8 | D7     | D6     | D5     | D4     | D3     | D2     | D1     | D0     | HEX |        |               |  |                   |   |          |   |          |  |     |          |     |
| Command                                   | 0   | 1   | ↑   | XX    | 0      | 1      | 0      | 1      | 0      | 0      | 0      | 1      | 51h |        |               |  |                   |   |          |   |          |  |     |          |     |
| Parameter                                 | 1   | 1   | ↑   | XX    | DBV[7] | DBV[6] | DBV[5] | DBV[4] | DBV[3] | DBV[2] | DBV[1] | DBV[0] | 00  |        |               |  |                   |   |          |   |          |  |     |          |     |
| Description                               | <p>This command is used to adjust the brightness value of the display.</p> <p>It should be checked what is the relationship between this written value and output brightness of the display. This relationship is defined on the display module specification.</p> <p>In principle relationship is that 00h value means the lowest brightness and FFh value means the highest brightness.</p> |     |     |       |        |        |        |        |        |        |        |        |     |        |               |  |                   |   |          |   |          |  |     |          |     |
| Restriction                               | None  |     |     |       |        |        |        |        |        |        |        |        |     |        |               |  |                   |   |          |   |          |  |     |          |     |
| Register Availability                     | <table><tr><th>Status</th><th>Availability</th></tr><tr><td>Normal Mode On, Idle Mode Off, Sleep Out</td><td>Yes</td></tr><tr><td>Normal Mode On, Idle Mode On, Sleep Out</td><td>Yes</td></tr><tr><td>Partial Mode On, Idle Mode Off, Sleep Out</td><td>Yes</td></tr><tr><td>Partial Mode On, Idle Mode On, Sleep Out</td><td>Yes</td></tr><tr><td>Sleep In</td><td>Yes</td></tr></table>    |     |     |       |        |        |        |        |        |        |        |        |     | Status | Availability  | Normal Mode On, Idle Mode Off, Sleep Out | Yes               | Normal Mode On, Idle Mode On, Sleep Out | Yes      | Partial Mode On, Idle Mode Off, Sleep Out | Yes      | Partial Mode On, Idle Mode On, Sleep Out | Yes | Sleep In | Yes |
| Status                                    | Availability  |     |     |       |        |        |        |        |        |        |        |        |     |        |               |  |                   |   |          |   |          |  |     |          |     |
| Normal Mode On, Idle Mode Off, Sleep Out  | Yes   |     |     |       |        |        |        |        |        |        |        |        |     |        |               |  |                   |   |          |   |          |  |     |          |     |
| Normal Mode On, Idle Mode On, Sleep Out   | Yes   |     |     |       |        |        |        |        |        |        |        |        |     |        |               |  |                   |   |          |   |          |  |     |          |     |
| Partial Mode On, Idle Mode Off, Sleep Out | Yes   |     |     |       |        |        |        |        |        |        |        |        |     |        |               |  |                   |   |          |   |          |  |     |          |     |
| Partial Mode On, Idle Mode On, Sleep Out  | Yes   |     |     |       |        |        |        |        |        |        |        |        |     |        |               |  |                   |   |          |   |          |  |     |          |     |
| Sleep In                                  | Yes   |     |     |       |        |        |        |        |        |        |        |        |     |        |               |  |                   |   |          |   |          |  |     |          |     |
| Default                                   | <table><tr><th rowspan="2">Status</th><th>Default Value</th></tr><tr><th>DBV [7:0]</th></tr><tr><td>Power On Sequence</td><td>8'h00h</td></tr><tr><td>SW Reset</td><td>8'h00h</td></tr><tr><td>HW Reset</td><td>8'h00h</td></tr></table>  |     |     |       |        |        |        |        |        |        |        |        |     | Status | Default Value | DBV [7:0]                                | Power On Sequence | 8'h00h                                  | SW Reset | 8'h00h                                    | HW Reset | 8'h00h                                   |     |          |     |
| Status                                    | Default Value   |     |     |       |        |        |        |        |        |        |        |        |     |        |               |  |                   |   |          |   |          |  |     |          |     |
|   | DBV [7:0]   |     |     |       |        |        |        |        |        |        |        |        |     |        |               |  |                   |   |          |   |          |  |     |          |     |
| Power On Sequence                         | 8'h00h  |     |     |       |        |        |        |        |        |        |        |        |     |        |               |  |                   |   |          |   |          |  |     |          |     |
| SW Reset                                  | 8'h00h  |     |     |       |        |        |        |        |        |        |        |        |     |        |               |  |                   |   |          |   |          |  |     |          |     |
| HW Reset                                  | 8'h00h  |     |     |       |        |        |        |        |        |        |        |        |     |        |               |  |                   |   |          |   |          |  |     |          |     |
| Flow Chart                                | <div><div><div>WRDISBV</div><div>↓</div><div>DBV[7..0]</div><div>↓</div><div>New Display<br/>Brightness<br/>Value Loaded</div></div><div><div>Legend</div><div><div>Command</div><div>Parameter</div><div>Display</div><div>Action</div><div>Mode</div><div>Sequential transfer</div></div></div></div>   |     |     |       |        |        |        |        |        |        |        |        |     |        |               |  |                   |   |          |   |          |  |     |          |     |

### 8.2.39. Read Display Brightness (52h)

| 52h                                       | RDISBV (Read Display Brightness Value)   |     |     |       |        |        |        |        |        |        |        |        |     |        |               |  |                   |   |          |   |          |  |     |          |     |
|---|--|-----|-----|-------|--------|--------|--------|--------|--------|--------|--------|--------|-----|--------|---------------|--|-------------------|---|----------|---|----------|--|-----|----------|-----|
|   | D/CX   | RDX | WRX | D17-8 | D7     | D6     | D5     | D4     | D3     | D2     | D1     | D0     | HEX |        |               |  |                   |   |          |   |          |  |     |          |     |
| Command                                   | 0  | 1   | ↑   | XX    | 0      | 1      | 0      | 1      | 0      | 0      | 1      | 0      | 52h |        |               |  |                   |   |          |   |          |  |     |          |     |
| 1 <sup>st</sup> Parameter                 | 1  | ↑   | 1   | XX    | X      | X      | X      | X      | X      | X      | X      | X      | X   |        |               |  |                   |   |          |   |          |  |     |          |     |
| 2 <sup>nd</sup> Parameter                 | 1  | ↑   | 1   | XX    | DBV[7] | DBV[6] | DBV[5] | DBV[4] | DBV[3] | DBV[2] | DBV[1] | DBV[0] | 00  |        |               |  |                   |   |          |   |          |  |     |          |     |
| Description                               | <p>This command returns the brightness value of the display.</p> <p>It should be checked what the relationship between this returned value and output brightness of the display. This relationship is defined on the display module specification.</p> <p>In principle the relationship is that 00h value means the lowest brightness and FFh value means the highest brightness.</p>      |     |     |       |        |        |        |        |        |        |        |        |     |        |               |  |                   |   |          |   |          |  |     |          |     |
| Restriction                               | <p>The display module is sending 2<sup>nd</sup> parameter value on the data lines if the MCU wants to read more than one parameter (= more than 2 RDX cycle) on DBI Mode.</p> <p>Only 2<sup>nd</sup> parameter is sent on DSI (The 1st parameter is not sent).</p>   |     |     |       |        |        |        |        |        |        |        |        |     |        |               |  |                   |   |          |   |          |  |     |          |     |
| Register Availability                     | <table><tr><th>Status</th><th>Availability</th></tr><tr><td>Normal Mode On, Idle Mode Off, Sleep Out</td><td>Yes</td></tr><tr><td>Normal Mode On, Idle Mode On, Sleep Out</td><td>Yes</td></tr><tr><td>Partial Mode On, Idle Mode Off, Sleep Out</td><td>Yes</td></tr><tr><td>Partial Mode On, Idle Mode On, Sleep Out</td><td>Yes</td></tr><tr><td>Sleep In</td><td>Yes</td></tr></table> |     |     |       |        |        |        |        |        |        |        |        |     | Status | Availability  | Normal Mode On, Idle Mode Off, Sleep Out | Yes               | Normal Mode On, Idle Mode On, Sleep Out | Yes      | Partial Mode On, Idle Mode Off, Sleep Out | Yes      | Partial Mode On, Idle Mode On, Sleep Out | Yes | Sleep In | Yes |
| Status                                    | Availability   |     |     |       |        |        |        |        |        |        |        |        |     |        |               |  |                   |   |          |   |          |  |     |          |     |
| Normal Mode On, Idle Mode Off, Sleep Out  | Yes  |     |     |       |        |        |        |        |        |        |        |        |     |        |               |  |                   |   |          |   |          |  |     |          |     |
| Normal Mode On, Idle Mode On, Sleep Out   | Yes  |     |     |       |        |        |        |        |        |        |        |        |     |        |               |  |                   |   |          |   |          |  |     |          |     |
| Partial Mode On, Idle Mode Off, Sleep Out | Yes  |     |     |       |        |        |        |        |        |        |        |        |     |        |               |  |                   |   |          |   |          |  |     |          |     |
| Partial Mode On, Idle Mode On, Sleep Out  | Yes  |     |     |       |        |        |        |        |        |        |        |        |     |        |               |  |                   |   |          |   |          |  |     |          |     |
| Sleep In                                  | Yes  |     |     |       |        |        |        |        |        |        |        |        |     |        |               |  |                   |   |          |   |          |  |     |          |     |
| Default                                   | <table><tr><th rowspan="2">Status</th><th>Default Value</th></tr><tr><th>DBV [7:0]</th></tr><tr><td>Power On Sequence</td><td>8'h00h</td></tr><tr><td>SW Reset</td><td>8'h00h</td></tr><tr><td>HW Reset</td><td>8'h00h</td></tr></table>   |     |     |       |        |        |        |        |        |        |        |        |     | Status | Default Value | DBV [7:0]                                | Power On Sequence | 8'h00h                                  | SW Reset | 8'h00h                                    | HW Reset | 8'h00h                                   |     |          |     |
| Status                                    | Default Value  |     |     |       |        |        |        |        |        |        |        |        |     |        |               |  |                   |   |          |   |          |  |     |          |     |
|   | DBV [7:0]  |     |     |       |        |        |        |        |        |        |        |        |     |        |               |  |                   |   |          |   |          |  |     |          |     |
| Power On Sequence                         | 8'h00h   |     |     |       |        |        |        |        |        |        |        |        |     |        |               |  |                   |   |          |   |          |  |     |          |     |
| SW Reset                                  | 8'h00h   |     |     |       |        |        |        |        |        |        |        |        |     |        |               |  |                   |   |          |   |          |  |     |          |     |
| HW Reset                                  | 8'h00h   |     |     |       |        |        |        |        |        |        |        |        |     |        |               |  |                   |   |          |   |          |  |     |          |     |
| Flow Chart                                | <div><div><div>Read RDISBV</div><div>Send 1<sup>st</sup> Parameter</div><div>Send 2<sup>nd</sup> Parameter</div></div><div>Host<br/>Display</div><div><div>Legend</div><div>Command</div><div>Parameter</div><div>Display</div><div>Action</div><div>Mode</div><div>Sequential transfer</div></div></div>  |     |     |       |        |        |        |        |        |        |        |        |     |        |               |  |                   |   |          |   |          |  |     |          |     |

## 8.2.40. Write CTRL Display (53h)

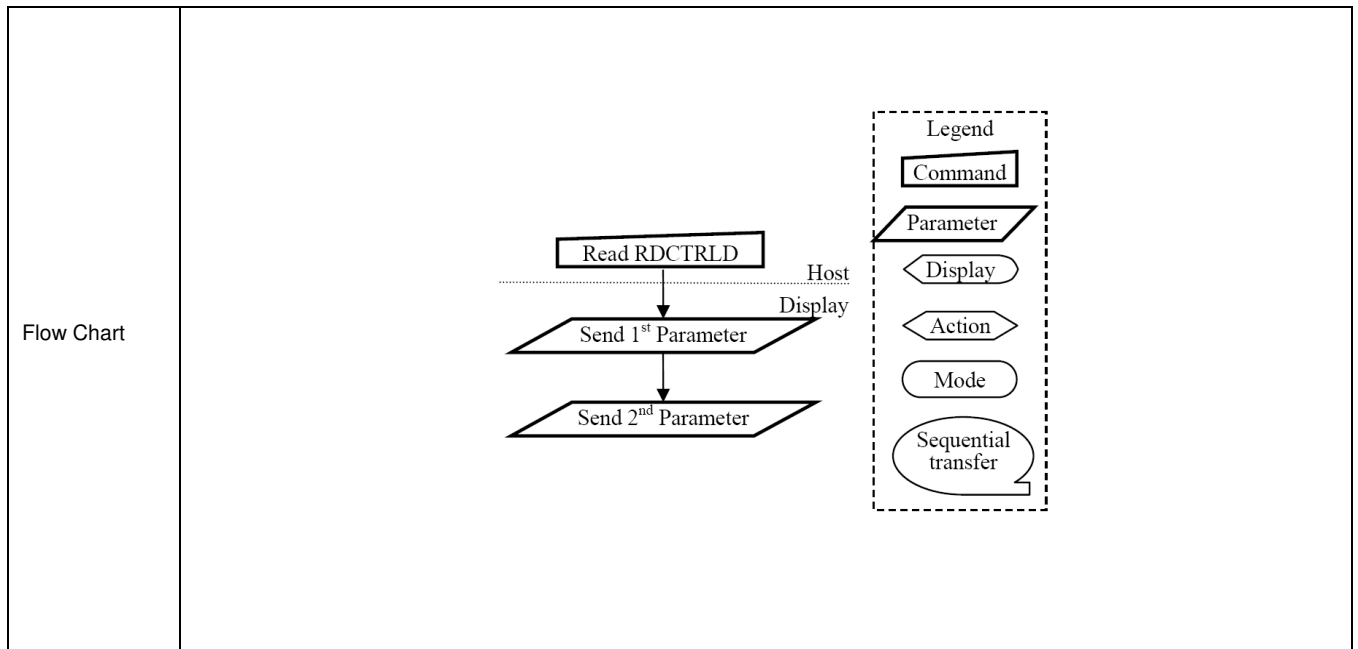
| 53h                                       | WRCTRLD (Write Control Display)   |      |      |       |    |    |       |    |    |    |    |    |     |        |               |  |     |   |     |   |                   |  |      |          |          |      |      |      |          |      |      |      |
|---|---|------|------|-------|----|----|-------|----|----|----|----|----|-----|--------|---------------|--|-----|---|-----|---|-------------------|--|------|----------|----------|------|------|------|----------|------|------|------|
|   | D/CX  | RDX  | WRX  | D17-8 | D7 | D6 | D5    | D4 | D3 | D2 | D1 | D0 | HEX |        |               |  |     |   |     |   |                   |  |      |          |          |      |      |      |          |      |      |      |
| Command                                   | 0   | 1    | ↑    | XX    | 0  | 1  | 0     | 1  | 0  | 0  | 1  | 1  | 53h |        |               |  |     |   |     |   |                   |  |      |          |          |      |      |      |          |      |      |      |
| Parameter                                 | 1   | 1    | ↑    | XX    | 0  | 0  | BCTRL | 0  | DD | BL | 0  | 0  | 00  |        |               |  |     |   |     |   |                   |  |      |          |          |      |      |      |          |      |      |      |
| Description                               | <p>This command is used to control display brightness.</p> <p><b>BCTRL</b>: Brightness Control Block On/Off, This bit is always used to switch brightness for display.</p> <p>0 = Off (Brightness registers are 00h, DBV[7..0])</p> <p>1 = On (Brightness registers are active, according to the other parameters.)</p> <p><b>DD</b>: Display Dimming, only for manual brightness setting</p> <p>DD = 0: Display Dimming is off</p> <p>DD = 1: Display Dimming is on</p> <p><b>BL</b>: Backlight Control On/Off</p> <p>0 = Off (Completely turn off backlight circuit. Control lines must be low. )</p> <p>1 = On</p> <p>Dimming function is adapted to the brightness registers for display when bit BCTRL is changed at DD=1, e.g. BCTRL: 0 → 1 or 1→ 0.</p> <p>When BL bit change from “On” to “Off”, backlight is turned off without gradual dimming, even if dimming-on (DD=1) are selected.</p> |      |      |       |    |    |       |    |    |    |    |    |     |        |               |  |     |   |     |   |                   |  |      |          |          |      |      |      |          |      |      |      |
| Restriction                               | None  |      |      |       |    |    |       |    |    |    |    |    |     |        |               |  |     |   |     |   |                   |  |      |          |          |      |      |      |          |      |      |      |
| Register Availability                     | <table><tr><th>Status</th><th>Availability</th></tr><tr><td>Normal Mode On, Idle Mode Off, Sleep Out</td><td>Yes</td></tr><tr><td>Normal Mode On, Idle Mode On, Sleep Out</td><td>Yes</td></tr><tr><td>Partial Mode On, Idle Mode Off, Sleep Out</td><td>Yes</td></tr><tr><td>Partial Mode On, Idle Mode On, Sleep Out</td><td>Yes</td></tr><tr><td>Sleep In</td><td>Yes</td></tr></table>  |      |      |       |    |    |       |    |    |    |    |    |     | Status | Availability  | Normal Mode On, Idle Mode Off, Sleep Out | Yes | Normal Mode On, Idle Mode On, Sleep Out | Yes | Partial Mode On, Idle Mode Off, Sleep Out | Yes               | Partial Mode On, Idle Mode On, Sleep Out | Yes  | Sleep In | Yes      |      |      |      |          |      |      |      |
| Status                                    | Availability  |      |      |       |    |    |       |    |    |    |    |    |     |        |               |  |     |   |     |   |                   |  |      |          |          |      |      |      |          |      |      |      |
| Normal Mode On, Idle Mode Off, Sleep Out  | Yes   |      |      |       |    |    |       |    |    |    |    |    |     |        |               |  |     |   |     |   |                   |  |      |          |          |      |      |      |          |      |      |      |
| Normal Mode On, Idle Mode On, Sleep Out   | Yes   |      |      |       |    |    |       |    |    |    |    |    |     |        |               |  |     |   |     |   |                   |  |      |          |          |      |      |      |          |      |      |      |
| Partial Mode On, Idle Mode Off, Sleep Out | Yes   |      |      |       |    |    |       |    |    |    |    |    |     |        |               |  |     |   |     |   |                   |  |      |          |          |      |      |      |          |      |      |      |
| Partial Mode On, Idle Mode On, Sleep Out  | Yes   |      |      |       |    |    |       |    |    |    |    |    |     |        |               |  |     |   |     |   |                   |  |      |          |          |      |      |      |          |      |      |      |
| Sleep In                                  | Yes   |      |      |       |    |    |       |    |    |    |    |    |     |        |               |  |     |   |     |   |                   |  |      |          |          |      |      |      |          |      |      |      |
| Default                                   | <table><tr><th rowspan="2">Status</th><th colspan="3">Default Value</th></tr><tr><th>BCTRL</th><th>DD</th><th>BL</th></tr><tr><td>Power On Sequence</td><td>1'b0</td><td>1'b0</td><td>1'b0</td></tr><tr><td>SW Reset</td><td>1'b0</td><td>1'b0</td><td>1'b0</td></tr><tr><td>HW Reset</td><td>1'b0</td><td>1'b0</td><td>1'b0</td></tr></table>  |      |      |       |    |    |       |    |    |    |    |    |     | Status | Default Value |  |     | BCTRL                                   | DD  | BL  | Power On Sequence | 1'b0                                     | 1'b0 | 1'b0     | SW Reset | 1'b0 | 1'b0 | 1'b0 | HW Reset | 1'b0 | 1'b0 | 1'b0 |
| Status                                    | Default Value   |      |      |       |    |    |       |    |    |    |    |    |     |        |               |  |     |   |     |   |                   |  |      |          |          |      |      |      |          |      |      |      |
|   | BCTRL   | DD   | BL   |       |    |    |       |    |    |    |    |    |     |        |               |  |     |   |     |   |                   |  |      |          |          |      |      |      |          |      |      |      |
| Power On Sequence                         | 1'b0  | 1'b0 | 1'b0 |       |    |    |       |    |    |    |    |    |     |        |               |  |     |   |     |   |                   |  |      |          |          |      |      |      |          |      |      |      |
| SW Reset                                  | 1'b0  | 1'b0 | 1'b0 |       |    |    |       |    |    |    |    |    |     |        |               |  |     |   |     |   |                   |  |      |          |          |      |      |      |          |      |      |      |
| HW Reset                                  | 1'b0  | 1'b0 | 1'b0 |       |    |    |       |    |    |    |    |    |     |        |               |  |     |   |     |   |                   |  |      |          |          |      |      |      |          |      |      |      |





### 8.2.41. Read CTRL Display (54h)

| 54h                                       | RDCTRLD (Read Control Display)  |      |      |       |    |    |       |    |    |    |    |    |     |        |               |  |     |   |     |   |                   |  |      |          |          |      |      |      |          |      |      |      |
|---|---|------|------|-------|----|----|-------|----|----|----|----|----|-----|--------|---------------|--|-----|---|-----|---|-------------------|--|------|----------|----------|------|------|------|----------|------|------|------|
|   | D/CX  | RDX  | WRX  | D17-8 | D7 | D6 | D5    | D4 | D3 | D2 | D1 | D0 | HEX |        |               |  |     |   |     |   |                   |  |      |          |          |      |      |      |          |      |      |      |
| Command                                   | 0   | 1    | ↑    | XX    | 0  | 1  | 0     | 1  | 0  | 1  | 0  | 0  | 54h |        |               |  |     |   |     |   |                   |  |      |          |          |      |      |      |          |      |      |      |
| 1 <sup>st</sup> Parameter                 | 1   | ↑    | 1    | XX    | X  | X  | X     | X  | X  | X  | X  | X  | XX  |        |               |  |     |   |     |   |                   |  |      |          |          |      |      |      |          |      |      |      |
| 2 <sup>nd</sup> Parameter                 | 1   | ↑    | 1    | XX    | 0  | 0  | BCTRL | 0  | DD | BL | 0  | 0  | 00  |        |               |  |     |   |     |   |                   |  |      |          |          |      |      |      |          |      |      |      |
| Description                               | <p>This command is used to return brightness setting.</p> <p><b>BCTRL</b>: Brightness Control Block On/Off,<br/>          '0' = Off (Brightness registers are 00h)<br/>          '1' = On (Brightness registers are active, according to the DBV[7..0] parameters.)</p> <p><b>DD</b>: Display Dimming<br/>          '0' = Display Dimming is off<br/>          '1' = Display Dimming is on</p> <p><b>BL</b>: Backlight On/Off<br/>          '0' = Off (Completely turn off backlight circuit. Control lines must be low. )<br/>          '1' = On</p> |      |      |       |    |    |       |    |    |    |    |    |     |        |               |  |     |   |     |   |                   |  |      |          |          |      |      |      |          |      |      |      |
| Restriction                               | <p>The display module is sending 2nd parameter value on the data lines if the MCU wants to read more than one parameter (= more than 2 RDX cycle) on DBI.</p> <p>Only 2nd parameter is sent on DSI (The 1st parameter is not sent).</p>   |      |      |       |    |    |       |    |    |    |    |    |     |        |               |  |     |   |     |   |                   |  |      |          |          |      |      |      |          |      |      |      |
| Register Availability                     | <table><tr><th>Status</th><th>Availability</th></tr><tr><td>Normal Mode On, Idle Mode Off, Sleep Out</td><td>Yes</td></tr><tr><td>Normal Mode On, Idle Mode On, Sleep Out</td><td>Yes</td></tr><tr><td>Partial Mode On, Idle Mode Off, Sleep Out</td><td>Yes</td></tr><tr><td>Partial Mode On, Idle Mode On, Sleep Out</td><td>Yes</td></tr><tr><td>Sleep In</td><td>Yes</td></tr></table>  |      |      |       |    |    |       |    |    |    |    |    |     | Status | Availability  | Normal Mode On, Idle Mode Off, Sleep Out | Yes | Normal Mode On, Idle Mode On, Sleep Out | Yes | Partial Mode On, Idle Mode Off, Sleep Out | Yes               | Partial Mode On, Idle Mode On, Sleep Out | Yes  | Sleep In | Yes      |      |      |      |          |      |      |      |
| Status                                    | Availability  |      |      |       |    |    |       |    |    |    |    |    |     |        |               |  |     |   |     |   |                   |  |      |          |          |      |      |      |          |      |      |      |
| Normal Mode On, Idle Mode Off, Sleep Out  | Yes   |      |      |       |    |    |       |    |    |    |    |    |     |        |               |  |     |   |     |   |                   |  |      |          |          |      |      |      |          |      |      |      |
| Normal Mode On, Idle Mode On, Sleep Out   | Yes   |      |      |       |    |    |       |    |    |    |    |    |     |        |               |  |     |   |     |   |                   |  |      |          |          |      |      |      |          |      |      |      |
| Partial Mode On, Idle Mode Off, Sleep Out | Yes   |      |      |       |    |    |       |    |    |    |    |    |     |        |               |  |     |   |     |   |                   |  |      |          |          |      |      |      |          |      |      |      |
| Partial Mode On, Idle Mode On, Sleep Out  | Yes   |      |      |       |    |    |       |    |    |    |    |    |     |        |               |  |     |   |     |   |                   |  |      |          |          |      |      |      |          |      |      |      |
| Sleep In                                  | Yes   |      |      |       |    |    |       |    |    |    |    |    |     |        |               |  |     |   |     |   |                   |  |      |          |          |      |      |      |          |      |      |      |
| Default                                   | <table><tr><th rowspan="2">Status</th><th colspan="3">Default Value</th></tr><tr><th>BCTRL</th><th>DD</th><th>BL</th></tr><tr><td>Power On Sequence</td><td>1'b0</td><td>1'b0</td><td>1'b0</td></tr><tr><td>SW Reset</td><td>1'b0</td><td>1'b0</td><td>1'b0</td></tr><tr><td>HW Reset</td><td>1'b0</td><td>1'b0</td><td>1'b0</td></tr></table>  |      |      |       |    |    |       |    |    |    |    |    |     | Status | Default Value |  |     | BCTRL                                   | DD  | BL  | Power On Sequence | 1'b0                                     | 1'b0 | 1'b0     | SW Reset | 1'b0 | 1'b0 | 1'b0 | HW Reset | 1'b0 | 1'b0 | 1'b0 |
| Status                                    | Default Value   |      |      |       |    |    |       |    |    |    |    |    |     |        |               |  |     |   |     |   |                   |  |      |          |          |      |      |      |          |      |      |      |
|   | BCTRL   | DD   | BL   |       |    |    |       |    |    |    |    |    |     |        |               |  |     |   |     |   |                   |  |      |          |          |      |      |      |          |      |      |      |
| Power On Sequence                         | 1'b0  | 1'b0 | 1'b0 |       |    |    |       |    |    |    |    |    |     |        |               |  |     |   |     |   |                   |  |      |          |          |      |      |      |          |      |      |      |
| SW Reset                                  | 1'b0  | 1'b0 | 1'b0 |       |    |    |       |    |    |    |    |    |     |        |               |  |     |   |     |   |                   |  |      |          |          |      |      |      |          |      |      |      |
| HW Reset                                  | 1'b0  | 1'b0 | 1'b0 |       |    |    |       |    |    |    |    |    |     |        |               |  |     |   |     |   |                   |  |      |          |          |      |      |      |          |      |      |      |



## 8.2.42. Write Content Adaptive Brightness Control (55h)

| 55h                                       | WRCABC (Write Content Adaptive Brightness Control)  |     |     |       |    |    |    |    |    |    |       |       |     |         |               |  |             |   |                      |   |               |  |              |          |     |
|---|---|-----|-----|-------|----|----|----|----|----|----|-------|-------|-----|---------|---------------|--|-------------|---|----------------------|---|---------------|--|--------------|----------|-----|
|   | D/CX  | RDX | WRX | D17-8 | D7 | D6 | D5 | D4 | D3 | D2 | D1    | D0    | HEX |         |               |  |             |   |                      |   |               |  |              |          |     |
| Command                                   | 0   | 1   | ↑   | XX    | 0  | 1  | 0  | 1  | 0  | 1  | 0     | 1     | 55h |         |               |  |             |   |                      |   |               |  |              |          |     |
| Parameter                                 | 1   | 1   | ↑   | XX    | 0  | 0  | 0  | 0  | 0  | 0  | C [1] | C [0] | 00  |         |               |  |             |   |                      |   |               |  |              |          |     |
| Description                               | <p>This command is used to set parameters for image content based adaptive brightness control functionality.</p> <p>There is possible to use 4 different modes for content adaptive image functionality, which are defined on a table below.</p> <table><tr><th>C [1:0]</th><th>Default Value</th></tr><tr><td>2'b00</td><td>Off</td></tr><tr><td>2'b01</td><td>User Interface Image</td></tr><tr><td>2'b10</td><td>Still Picture</td></tr><tr><td>2'b11</td><td>Moving Image</td></tr></table> |     |     |       |    |    |    |    |    |    |       |       |     | C [1:0] | Default Value | 2'b00                                    | Off         | 2'b01                                   | User Interface Image | 2'b10                                     | Still Picture | 2'b11                                    | Moving Image |          |     |
| C [1:0]                                   | Default Value   |     |     |       |    |    |    |    |    |    |       |       |     |         |               |  |             |   |                      |   |               |  |              |          |     |
| 2'b00                                     | Off   |     |     |       |    |    |    |    |    |    |       |       |     |         |               |  |             |   |                      |   |               |  |              |          |     |
| 2'b01                                     | User Interface Image  |     |     |       |    |    |    |    |    |    |       |       |     |         |               |  |             |   |                      |   |               |  |              |          |     |
| 2'b10                                     | Still Picture   |     |     |       |    |    |    |    |    |    |       |       |     |         |               |  |             |   |                      |   |               |  |              |          |     |
| 2'b11                                     | Moving Image  |     |     |       |    |    |    |    |    |    |       |       |     |         |               |  |             |   |                      |   |               |  |              |          |     |
| Restriction                               | None  |     |     |       |    |    |    |    |    |    |       |       |     |         |               |  |             |   |                      |   |               |  |              |          |     |
| Register Availability                     | <table><tr><th>Status</th><th>Availability</th></tr><tr><td>Normal Mode On, Idle Mode Off, Sleep Out</td><td>Yes</td></tr><tr><td>Normal Mode On, Idle Mode On, Sleep Out</td><td>Yes</td></tr><tr><td>Partial Mode On, Idle Mode Off, Sleep Out</td><td>Yes</td></tr><tr><td>Partial Mode On, Idle Mode On, Sleep Out</td><td>Yes</td></tr><tr><td>Sleep In</td><td>Yes</td></tr></table>  |     |     |       |    |    |    |    |    |    |       |       |     | Status  | Availability  | Normal Mode On, Idle Mode Off, Sleep Out | Yes         | Normal Mode On, Idle Mode On, Sleep Out | Yes                  | Partial Mode On, Idle Mode Off, Sleep Out | Yes           | Partial Mode On, Idle Mode On, Sleep Out | Yes          | Sleep In | Yes |
| Status                                    | Availability  |     |     |       |    |    |    |    |    |    |       |       |     |         |               |  |             |   |                      |   |               |  |              |          |     |
| Normal Mode On, Idle Mode Off, Sleep Out  | Yes   |     |     |       |    |    |    |    |    |    |       |       |     |         |               |  |             |   |                      |   |               |  |              |          |     |
| Normal Mode On, Idle Mode On, Sleep Out   | Yes   |     |     |       |    |    |    |    |    |    |       |       |     |         |               |  |             |   |                      |   |               |  |              |          |     |
| Partial Mode On, Idle Mode Off, Sleep Out | Yes   |     |     |       |    |    |    |    |    |    |       |       |     |         |               |  |             |   |                      |   |               |  |              |          |     |
| Partial Mode On, Idle Mode On, Sleep Out  | Yes   |     |     |       |    |    |    |    |    |    |       |       |     |         |               |  |             |   |                      |   |               |  |              |          |     |
| Sleep In                                  | Yes   |     |     |       |    |    |    |    |    |    |       |       |     |         |               |  |             |   |                      |   |               |  |              |          |     |
| Default                                   | <table><tr><th>Status</th><th>Default Value</th></tr><tr><td>Power On Sequence</td><td>C [1:0]=00h</td></tr><tr><td>SW Reset</td><td>C [1:0]=00h</td></tr><tr><td>HW Reset</td><td>C [1:0]=00h</td></tr></table>  |     |     |       |    |    |    |    |    |    |       |       |     | Status  | Default Value | Power On Sequence                        | C [1:0]=00h | SW Reset                                | C [1:0]=00h          | HW Reset                                  | C [1:0]=00h   |  |              |          |     |
| Status                                    | Default Value   |     |     |       |    |    |    |    |    |    |       |       |     |         |               |  |             |   |                      |   |               |  |              |          |     |
| Power On Sequence                         | C [1:0]=00h   |     |     |       |    |    |    |    |    |    |       |       |     |         |               |  |             |   |                      |   |               |  |              |          |     |
| SW Reset                                  | C [1:0]=00h   |     |     |       |    |    |    |    |    |    |       |       |     |         |               |  |             |   |                      |   |               |  |              |          |     |
| HW Reset                                  | C [1:0]=00h   |     |     |       |    |    |    |    |    |    |       |       |     |         |               |  |             |   |                      |   |               |  |              |          |     |
| Flow Chart                                | <div><div><div>WRCABC</div><div>↓</div><div>1<sup>st</sup> parameter: C[1:0]</div><div>↓</div><div>New Adaptive Image Mode</div></div><div><div>Legend</div><div><div>Command</div><div>Parameter</div><div>Display</div><div>Action</div><div>Mode</div><div>Sequential transfer</div></div></div></div>   |     |     |       |    |    |    |    |    |    |       |       |     |         |               |  |             |   |                      |   |               |  |              |          |     |

### 8.2.43. Read Content Adaptive Brightness Control (56h)

| 56h                                       | RDCABC (Read Content Adaptive Brightness Control)   |     |     |       |    |    |    |    |    |    |       |       |     |         |               |  |             |   |                      |   |               |  |              |          |     |
|---|---|-----|-----|-------|----|----|----|----|----|----|-------|-------|-----|---------|---------------|--|-------------|---|----------------------|---|---------------|--|--------------|----------|-----|
|   | D/CX  | RDX | WRX | D17-8 | D7 | D6 | D5 | D4 | D3 | D2 | D1    | D0    | HEX |         |               |  |             |   |                      |   |               |  |              |          |     |
| Command                                   | 0   | 1   | ↑   | XX    | 0  | 1  | 0  | 1  | 0  | 1  | 1     | 0     | 56h |         |               |  |             |   |                      |   |               |  |              |          |     |
| 1 <sup>st</sup> Parameter                 | 1   | ↑   | 1   | XX    | X  | X  | X  | X  | X  | X  | X     | X     | XX  |         |               |  |             |   |                      |   |               |  |              |          |     |
| 2 <sup>nd</sup> Parameter                 | 1   | ↑   | 1   | XX    | 0  | 0  | 0  | 0  | 0  | 0  | C [1] | C [0] | 00  |         |               |  |             |   |                      |   |               |  |              |          |     |
| Description                               | <p>This command is used to read the settings for image content based adaptive brightness control functionality.</p> <p>It is possible to use 4 different modes for content adaptive image functionality, which are defined on a table below.</p> <table><tr><th>C [1:0]</th><th>Default Value</th></tr><tr><td>2'b00</td><td>Off</td></tr><tr><td>2'b01</td><td>User Interface Image</td></tr><tr><td>2'b10</td><td>Still Picture</td></tr><tr><td>2'b11</td><td>Moving Image</td></tr></table> |     |     |       |    |    |    |    |    |    |       |       |     | C [1:0] | Default Value | 2'b00                                    | Off         | 2'b01                                   | User Interface Image | 2'b10                                     | Still Picture | 2'b11                                    | Moving Image |          |     |
| C [1:0]                                   | Default Value   |     |     |       |    |    |    |    |    |    |       |       |     |         |               |  |             |   |                      |   |               |  |              |          |     |
| 2'b00                                     | Off   |     |     |       |    |    |    |    |    |    |       |       |     |         |               |  |             |   |                      |   |               |  |              |          |     |
| 2'b01                                     | User Interface Image  |     |     |       |    |    |    |    |    |    |       |       |     |         |               |  |             |   |                      |   |               |  |              |          |     |
| 2'b10                                     | Still Picture   |     |     |       |    |    |    |    |    |    |       |       |     |         |               |  |             |   |                      |   |               |  |              |          |     |
| 2'b11                                     | Moving Image  |     |     |       |    |    |    |    |    |    |       |       |     |         |               |  |             |   |                      |   |               |  |              |          |     |
| Restriction                               | <p>The display module is sending 2nd parameter value on the data lines if the MCU wants to read more than one parameter (= more than 2 RDX cycle) on DBI.</p> <p>Only 2nd parameter is sent on DSI (The 1st parameter is not sent).</p>   |     |     |       |    |    |    |    |    |    |       |       |     |         |               |  |             |   |                      |   |               |  |              |          |     |
| Register Availability                     | <table><tr><th>Status</th><th>Availability</th></tr><tr><td>Normal Mode On, Idle Mode Off, Sleep Out</td><td>Yes</td></tr><tr><td>Normal Mode On, Idle Mode On, Sleep Out</td><td>Yes</td></tr><tr><td>Partial Mode On, Idle Mode Off, Sleep Out</td><td>Yes</td></tr><tr><td>Partial Mode On, Idle Mode On, Sleep Out</td><td>Yes</td></tr><tr><td>Sleep In</td><td>Yes</td></tr></table>  |     |     |       |    |    |    |    |    |    |       |       |     | Status  | Availability  | Normal Mode On, Idle Mode Off, Sleep Out | Yes         | Normal Mode On, Idle Mode On, Sleep Out | Yes                  | Partial Mode On, Idle Mode Off, Sleep Out | Yes           | Partial Mode On, Idle Mode On, Sleep Out | Yes          | Sleep In | Yes |
| Status                                    | Availability  |     |     |       |    |    |    |    |    |    |       |       |     |         |               |  |             |   |                      |   |               |  |              |          |     |
| Normal Mode On, Idle Mode Off, Sleep Out  | Yes   |     |     |       |    |    |    |    |    |    |       |       |     |         |               |  |             |   |                      |   |               |  |              |          |     |
| Normal Mode On, Idle Mode On, Sleep Out   | Yes   |     |     |       |    |    |    |    |    |    |       |       |     |         |               |  |             |   |                      |   |               |  |              |          |     |
| Partial Mode On, Idle Mode Off, Sleep Out | Yes   |     |     |       |    |    |    |    |    |    |       |       |     |         |               |  |             |   |                      |   |               |  |              |          |     |
| Partial Mode On, Idle Mode On, Sleep Out  | Yes   |     |     |       |    |    |    |    |    |    |       |       |     |         |               |  |             |   |                      |   |               |  |              |          |     |
| Sleep In                                  | Yes   |     |     |       |    |    |    |    |    |    |       |       |     |         |               |  |             |   |                      |   |               |  |              |          |     |
| Default                                   | <table><tr><th>Status</th><th>Default Value</th></tr><tr><td>Power On Sequence</td><td>C [1:0]=00h</td></tr><tr><td>SW Reset</td><td>C [1:0]=00h</td></tr><tr><td>HW Reset</td><td>C [1:0]=00h</td></tr></table>  |     |     |       |    |    |    |    |    |    |       |       |     | Status  | Default Value | Power On Sequence                        | C [1:0]=00h | SW Reset                                | C [1:0]=00h          | HW Reset                                  | C [1:0]=00h   |  |              |          |     |
| Status                                    | Default Value   |     |     |       |    |    |    |    |    |    |       |       |     |         |               |  |             |   |                      |   |               |  |              |          |     |
| Power On Sequence                         | C [1:0]=00h   |     |     |       |    |    |    |    |    |    |       |       |     |         |               |  |             |   |                      |   |               |  |              |          |     |
| SW Reset                                  | C [1:0]=00h   |     |     |       |    |    |    |    |    |    |       |       |     |         |               |  |             |   |                      |   |               |  |              |          |     |
| HW Reset                                  | C [1:0]=00h   |     |     |       |    |    |    |    |    |    |       |       |     |         |               |  |             |   |                      |   |               |  |              |          |     |
| Flow Chart                                | <div><div><div>Read RDCABC</div><div>↓</div><div>Send 1<sup>st</sup> Parameter</div><div>↓</div><div>Send 2<sup>nd</sup> Parameter</div></div><div>Host<br/>-----<br/>Display</div><div><div>Legend</div><div><div>Command</div><div>Parameter</div><div>Display</div><div>Action</div><div>Mode</div><div>Sequential transfer</div></div></div></div>  |     |     |       |    |    |    |    |    |    |       |       |     |         |               |  |             |   |                      |   |               |  |              |          |     |

### 8.2.44. Write CABC Minimum Brightness (5Eh)

| 5Eh                                       | Backlight Control 1   |     |     |       |            |            |            |            |            |            |            |            |     |        |               |  |                   |   |          |   |          |  |     |          |     |
|---|---|-----|-----|-------|------------|------------|------------|------------|------------|------------|------------|------------|-----|--------|---------------|--|-------------------|---|----------|---|----------|--|-----|----------|-----|
|   | D/CX  | RDX | WRX | D17-8 | D7         | D6         | D5         | D4         | D3         | D2         | D1         | D0         | HEX |        |               |  |                   |   |          |   |          |  |     |          |     |
| Command                                   | 0   | 1   | ↑   | XX    | 0          | 1          | 0          | 1          | 1          | 1          | 1          | 0          | 5Eh |        |               |  |                   |   |          |   |          |  |     |          |     |
| Parameter                                 | 1   | 1   | ↑   | XX    | CMB<br>[7] | CMB<br>[6] | CMB<br>[5] | CMB<br>[4] | CMB<br>[3] | CMB<br>[2] | CMB<br>[1] | CMB<br>[0] | 00  |        |               |  |                   |   |          |   |          |  |     |          |     |
| Description                               | <p>This command is used to set the minimum brightness value of the display for CABC function.</p> <p>CMB[7:0]: CABC minimum brightness control, this parameter is used to avoid too much brightness reduction.</p> <p>When CABC is active, CABC cannot reduce the display brightness to less than CABC minimum brightness setting. Image processing function is worked as normal, even if the brightness cannot be changed.</p> <p>This function does not affect to the other function, manual brightness setting. Manual brightness can be set the display brightness to less than CABC minimum brightness. Smooth transition and dimming function can be worked as normal.</p> <p>When display brightness is turned off (BCTRL=0 of “Write CTRL Display (53h)”), CABC minimum brightness setting is ignored.</p> <p>In principle relationship is that 00h value means the lowest brightness for CABC and FFh value means the highest brightness for CABC.</p> |     |     |       |            |            |            |            |            |            |            |            |     |        |               |  |                   |   |          |   |          |  |     |          |     |
| Register Availability                     | <table><tr><th>Status</th><th>Availability</th></tr><tr><td>Normal Mode On, Idle Mode Off, Sleep Out</td><td>Yes</td></tr><tr><td>Normal Mode On, Idle Mode On, Sleep Out</td><td>Yes</td></tr><tr><td>Partial Mode On, Idle Mode Off, Sleep Out</td><td>Yes</td></tr><tr><td>Partial Mode On, Idle Mode On, Sleep Out</td><td>Yes</td></tr><tr><td>Sleep In</td><td>Yes</td></tr></table>  |     |     |       |            |            |            |            |            |            |            |            |     | Status | Availability  | Normal Mode On, Idle Mode Off, Sleep Out | Yes               | Normal Mode On, Idle Mode On, Sleep Out | Yes      | Partial Mode On, Idle Mode Off, Sleep Out | Yes      | Partial Mode On, Idle Mode On, Sleep Out | Yes | Sleep In | Yes |
| Status                                    | Availability  |     |     |       |            |            |            |            |            |            |            |            |     |        |               |  |                   |   |          |   |          |  |     |          |     |
| Normal Mode On, Idle Mode Off, Sleep Out  | Yes   |     |     |       |            |            |            |            |            |            |            |            |     |        |               |  |                   |   |          |   |          |  |     |          |     |
| Normal Mode On, Idle Mode On, Sleep Out   | Yes   |     |     |       |            |            |            |            |            |            |            |            |     |        |               |  |                   |   |          |   |          |  |     |          |     |
| Partial Mode On, Idle Mode Off, Sleep Out | Yes   |     |     |       |            |            |            |            |            |            |            |            |     |        |               |  |                   |   |          |   |          |  |     |          |     |
| Partial Mode On, Idle Mode On, Sleep Out  | Yes   |     |     |       |            |            |            |            |            |            |            |            |     |        |               |  |                   |   |          |   |          |  |     |          |     |
| Sleep In                                  | Yes   |     |     |       |            |            |            |            |            |            |            |            |     |        |               |  |                   |   |          |   |          |  |     |          |     |
| Default                                   | <table><tr><th rowspan="2">Status</th><th>Default Value</th></tr><tr><th>CMB [7:0]</th></tr><tr><td>Power On Sequence</td><td>8'h00h</td></tr><tr><td>SW Reset</td><td>No Change</td></tr><tr><td>HW Reset</td><td>8'h00h</td></tr></table>   |     |     |       |            |            |            |            |            |            |            |            |     | Status | Default Value | CMB [7:0]                                | Power On Sequence | 8'h00h                                  | SW Reset | No Change                                 | HW Reset | 8'h00h                                   |     |          |     |
| Status                                    | Default Value   |     |     |       |            |            |            |            |            |            |            |            |     |        |               |  |                   |   |          |   |          |  |     |          |     |
|   | CMB [7:0]   |     |     |       |            |            |            |            |            |            |            |            |     |        |               |  |                   |   |          |   |          |  |     |          |     |
| Power On Sequence                         | 8'h00h  |     |     |       |            |            |            |            |            |            |            |            |     |        |               |  |                   |   |          |   |          |  |     |          |     |
| SW Reset                                  | No Change   |     |     |       |            |            |            |            |            |            |            |            |     |        |               |  |                   |   |          |   |          |  |     |          |     |
| HW Reset                                  | 8'h00h  |     |     |       |            |            |            |            |            |            |            |            |     |        |               |  |                   |   |          |   |          |  |     |          |     |

### 8.2.45. Read CABC Minimum Brightness (5Fh)

| 5Fh                                       | Backlight Control 1  |     |     |       |            |            |            |            |            |            |            |            |     |        |               |  |                   |   |          |   |          |  |     |          |     |
|---|--|-----|-----|-------|------------|------------|------------|------------|------------|------------|------------|------------|-----|--------|---------------|--|-------------------|---|----------|---|----------|--|-----|----------|-----|
|   | D/CX   | RDX | WRX | D17-8 | D7         | D6         | D5         | D4         | D3         | D2         | D1         | D0         | HEX |        |               |  |                   |   |          |   |          |  |     |          |     |
| Command                                   | 0  | 1   | ↑   | XX    | 0          | 1          | 0          | 1          | 1          | 1          | 1          | 1          | 5Fh |        |               |  |                   |   |          |   |          |  |     |          |     |
| 1 <sup>st</sup> Parameter                 | 1  | ↑   | 1   | XX    | X          | X          | X          | X          | X          | X          | X          | X          | X   |        |               |  |                   |   |          |   |          |  |     |          |     |
| 2 <sup>nd</sup> Parameter                 | 1  | ↑   | 1   | XX    | CMB<br>[7] | CMB<br>[6] | CMB<br>[5] | CMB<br>[4] | CMB<br>[3] | CMB<br>[2] | CMB<br>[1] | CMB<br>[0] | 00  |        |               |  |                   |   |          |   |          |  |     |          |     |
| Description                               | <p>This command returns the minimum brightness value of CABC function.</p> <p>In principle the relationship is that 00h value means the lowest brightness and FFh value means the highest brightness.</p> <p>CMB[7:0] is CABC minimum brightness specified with “Write CABC minimum brightness (5Eh)” command. In principle relationship is that 00h value means the lowest brightness for CABC and FFh value means the highest brightness for CABC.</p> |     |     |       |            |            |            |            |            |            |            |            |     |        |               |  |                   |   |          |   |          |  |     |          |     |
| Register Availability                     | <table><tr><th>Status</th><th>Availability</th></tr><tr><td>Normal Mode On, Idle Mode Off, Sleep Out</td><td>Yes</td></tr><tr><td>Normal Mode On, Idle Mode On, Sleep Out</td><td>Yes</td></tr><tr><td>Partial Mode On, Idle Mode Off, Sleep Out</td><td>Yes</td></tr><tr><td>Partial Mode On, Idle Mode On, Sleep Out</td><td>Yes</td></tr><tr><td>Sleep In</td><td>Yes</td></tr></table>   |     |     |       |            |            |            |            |            |            |            |            |     | Status | Availability  | Normal Mode On, Idle Mode Off, Sleep Out | Yes               | Normal Mode On, Idle Mode On, Sleep Out | Yes      | Partial Mode On, Idle Mode Off, Sleep Out | Yes      | Partial Mode On, Idle Mode On, Sleep Out | Yes | Sleep In | Yes |
| Status                                    | Availability   |     |     |       |            |            |            |            |            |            |            |            |     |        |               |  |                   |   |          |   |          |  |     |          |     |
| Normal Mode On, Idle Mode Off, Sleep Out  | Yes  |     |     |       |            |            |            |            |            |            |            |            |     |        |               |  |                   |   |          |   |          |  |     |          |     |
| Normal Mode On, Idle Mode On, Sleep Out   | Yes  |     |     |       |            |            |            |            |            |            |            |            |     |        |               |  |                   |   |          |   |          |  |     |          |     |
| Partial Mode On, Idle Mode Off, Sleep Out | Yes  |     |     |       |            |            |            |            |            |            |            |            |     |        |               |  |                   |   |          |   |          |  |     |          |     |
| Partial Mode On, Idle Mode On, Sleep Out  | Yes  |     |     |       |            |            |            |            |            |            |            |            |     |        |               |  |                   |   |          |   |          |  |     |          |     |
| Sleep In                                  | Yes  |     |     |       |            |            |            |            |            |            |            |            |     |        |               |  |                   |   |          |   |          |  |     |          |     |
| Default                                   | <table><tr><th rowspan="2">Status</th><th>Default Value</th></tr><tr><th>CMB [7:0]</th></tr><tr><td>Power On Sequence</td><td>8'h00h</td></tr><tr><td>SW Reset</td><td>No Change</td></tr><tr><td>HW Reset</td><td>8'h00h</td></tr></table>  |     |     |       |            |            |            |            |            |            |            |            |     | Status | Default Value | CMB [7:0]                                | Power On Sequence | 8'h00h                                  | SW Reset | No Change                                 | HW Reset | 8'h00h                                   |     |          |     |
| Status                                    | Default Value  |     |     |       |            |            |            |            |            |            |            |            |     |        |               |  |                   |   |          |   |          |  |     |          |     |
|   | CMB [7:0]  |     |     |       |            |            |            |            |            |            |            |            |     |        |               |  |                   |   |          |   |          |  |     |          |     |
| Power On Sequence                         | 8'h00h   |     |     |       |            |            |            |            |            |            |            |            |     |        |               |  |                   |   |          |   |          |  |     |          |     |
| SW Reset                                  | No Change  |     |     |       |            |            |            |            |            |            |            |            |     |        |               |  |                   |   |          |   |          |  |     |          |     |
| HW Reset                                  | 8'h00h   |     |     |       |            |            |            |            |            |            |            |            |     |        |               |  |                   |   |          |   |          |  |     |          |     |

### 8.2.46. Read ID1 (DAh)

| DAh                                       | RDID1 (Read ID1)   |                                      |     |       |           |    |    |    |    |    |    |    |     |        |                                       |  |                   |   |           |   |        |  |          |          |           |
|---|--|--------------------------------------|-----|-------|-----------|----|----|----|----|----|----|----|-----|--------|---------------------------------------|--|-------------------|---|-----------|---|--------|--|----------|----------|-----------|
|   | D/CX   | RDX                                  | WRX | D17-8 | D7        | D6 | D5 | D4 | D3 | D2 | D1 | D0 | HEX |        |                                       |  |                   |   |           |   |        |  |          |          |           |
| Command                                   | 0  | 1                                    | ↑   | XX    | 1         | 1  | 0  | 1  | 1  | 0  | 1  | 0  | DAh |        |                                       |  |                   |   |           |   |        |  |          |          |           |
| 1 <sup>st</sup> Parameter                 | 1  | ↑                                    | 1   | XX    | X         | X  | X  | X  | X  | X  | X  | X  | X   |        |                                       |  |                   |   |           |   |        |  |          |          |           |
| 2 <sup>nd</sup> Parameter                 | 1  | ↑                                    | 1   | XX    | ID1 [7:0] |    |    |    |    |    |    |    | 00  |        |                                       |  |                   |   |           |   |        |  |          |          |           |
| Description                               | <p>This read byte identifies the LCD module's manufacturer ID and it is specified by User</p> <p>The 1<sup>st</sup> parameter is dummy data.</p> <p>The 2<sup>nd</sup> parameter is LCD module's manufacturer ID.</p> <p>X = Don't care</p>  |                                      |     |       |           |    |    |    |    |    |    |    |     |        |                                       |  |                   |   |           |   |        |  |          |          |           |
| Restriction                               |  |                                      |     |       |           |    |    |    |    |    |    |    |     |        |                                       |  |                   |   |           |   |        |  |          |          |           |
| Register Availability                     | <table><tr><th>Status</th><th>Availability</th></tr><tr><td>Normal Mode On, Idle Mode Off, Sleep Out</td><td>Yes</td></tr><tr><td>Normal Mode On, Idle Mode On, Sleep Out</td><td>Yes</td></tr><tr><td>Partial Mode On, Idle Mode Off, Sleep Out</td><td>Yes</td></tr><tr><td>Partial Mode On, Idle Mode On, Sleep Out</td><td>Yes</td></tr><tr><td>Sleep In</td><td>Yes</td></tr></table> |                                      |     |       |           |    |    |    |    |    |    |    |     | Status | Availability                          | Normal Mode On, Idle Mode Off, Sleep Out | Yes               | Normal Mode On, Idle Mode On, Sleep Out | Yes       | Partial Mode On, Idle Mode Off, Sleep Out | Yes    | Partial Mode On, Idle Mode On, Sleep Out | Yes      | Sleep In | Yes       |
| Status                                    | Availability   |                                      |     |       |           |    |    |    |    |    |    |    |     |        |                                       |  |                   |   |           |   |        |  |          |          |           |
| Normal Mode On, Idle Mode Off, Sleep Out  | Yes  |                                      |     |       |           |    |    |    |    |    |    |    |     |        |                                       |  |                   |   |           |   |        |  |          |          |           |
| Normal Mode On, Idle Mode On, Sleep Out   | Yes  |                                      |     |       |           |    |    |    |    |    |    |    |     |        |                                       |  |                   |   |           |   |        |  |          |          |           |
| Partial Mode On, Idle Mode Off, Sleep Out | Yes  |                                      |     |       |           |    |    |    |    |    |    |    |     |        |                                       |  |                   |   |           |   |        |  |          |          |           |
| Partial Mode On, Idle Mode On, Sleep Out  | Yes  |                                      |     |       |           |    |    |    |    |    |    |    |     |        |                                       |  |                   |   |           |   |        |  |          |          |           |
| Sleep In                                  | Yes  |                                      |     |       |           |    |    |    |    |    |    |    |     |        |                                       |  |                   |   |           |   |        |  |          |          |           |
| Default                                   | <table><tr><th>Status</th><th>Default Value<br/>(Before MTP program)</th><th>Default Value<br/>(After MTP program)</th></tr><tr><td>Power On Sequence</td><td>8'h00h</td><td>MTP value</td></tr><tr><td>SW Reset</td><td>8'h00h</td><td>MTP value</td></tr><tr><td>HW Reset</td><td>8'h00h</td><td>MTP value</td></tr></table>   |                                      |     |       |           |    |    |    |    |    |    |    |     | Status | Default Value<br>(Before MTP program) | Default Value<br>(After MTP program)     | Power On Sequence | 8'h00h                                  | MTP value | SW Reset                                  | 8'h00h | MTP value                                | HW Reset | 8'h00h   | MTP value |
| Status                                    | Default Value<br>(Before MTP program)  | Default Value<br>(After MTP program) |     |       |           |    |    |    |    |    |    |    |     |        |                                       |  |                   |   |           |   |        |  |          |          |           |
| Power On Sequence                         | 8'h00h   | MTP value                            |     |       |           |    |    |    |    |    |    |    |     |        |                                       |  |                   |   |           |   |        |  |          |          |           |
| SW Reset                                  | 8'h00h   | MTP value                            |     |       |           |    |    |    |    |    |    |    |     |        |                                       |  |                   |   |           |   |        |  |          |          |           |
| HW Reset                                  | 8'h00h   | MTP value                            |     |       |           |    |    |    |    |    |    |    |     |        |                                       |  |                   |   |           |   |        |  |          |          |           |
| Flow Chart                                | <div><div><div>RDID1 (DAh)</div><div>↓</div></div><div><div>Host</div><div>-----</div><div>Driver</div></div><div><div>1st Parameter: Dummy Read</div><div>2nd Parameter: Send ID1[7:0]</div></div></div> <div><div>Legend</div><div><div>Command</div><div>Parameter</div><div>Display</div><div>Action</div><div>Mode</div><div>Sequential transfer</div></div></div>                    |                                      |     |       |           |    |    |    |    |    |    |    |     |        |                                       |  |                   |   |           |   |        |  |          |          |           |

### 8.2.47. Read ID2 (DBh)

| DBh                                       | RDID2 (Read ID2)  |                                      |     |       |           |    |    |    |    |    |    |    |     |        |                                       |  |                   |   |           |   |        |  |          |          |           |
|---|---|--------------------------------------|-----|-------|-----------|----|----|----|----|----|----|----|-----|--------|---------------------------------------|--|-------------------|---|-----------|---|--------|--|----------|----------|-----------|
|   | D/CX  | RDX                                  | WRX | D17-8 | D7        | D6 | D5 | D4 | D3 | D2 | D1 | D0 | HEX |        |                                       |  |                   |   |           |   |        |  |          |          |           |
| Command                                   | 0   | 1                                    | ↑   | XX    | 1         | 1  | 0  | 1  | 1  | 0  | 1  | 1  | DBh |        |                                       |  |                   |   |           |   |        |  |          |          |           |
| 1 <sup>st</sup> Parameter                 | 1   | ↑                                    | 1   | XX    | X         | X  | X  | X  | X  | X  | X  | X  | X   |        |                                       |  |                   |   |           |   |        |  |          |          |           |
| 2 <sup>nd</sup> Parameter                 | 1   | ↑                                    | 1   | XX    | ID2 [7:0] |    |    |    |    |    |    |    | 00  |        |                                       |  |                   |   |           |   |        |  |          |          |           |
| Description                               | <p>This read byte is used to track the LCD module/driver version. It is defined by display supplier (with User's agreement) and changes each time a revision is made to the display, material or construction specifications.</p> <p>The 1<sup>st</sup> parameter is dummy data.</p> <p>The 2<sup>nd</sup> parameter is LCD module/driver version ID and the ID parameter range is from 80h to FFh.</p> <p>The ID2 can be programmed by MTP function.</p> <p>X = Don't care</p> |                                      |     |       |           |    |    |    |    |    |    |    |     |        |                                       |  |                   |   |           |   |        |  |          |          |           |
| Restriction                               |   |                                      |     |       |           |    |    |    |    |    |    |    |     |        |                                       |  |                   |   |           |   |        |  |          |          |           |
| Register Availability                     | <table><tr><th>Status</th><th>Availability</th></tr><tr><td>Normal Mode On, Idle Mode Off, Sleep Out</td><td>Yes</td></tr><tr><td>Normal Mode On, Idle Mode On, Sleep Out</td><td>Yes</td></tr><tr><td>Partial Mode On, Idle Mode Off, Sleep Out</td><td>Yes</td></tr><tr><td>Partial Mode On, Idle Mode On, Sleep Out</td><td>Yes</td></tr><tr><td>Sleep In</td><td>Yes</td></tr></table>  |                                      |     |       |           |    |    |    |    |    |    |    |     | Status | Availability                          | Normal Mode On, Idle Mode Off, Sleep Out | Yes               | Normal Mode On, Idle Mode On, Sleep Out | Yes       | Partial Mode On, Idle Mode Off, Sleep Out | Yes    | Partial Mode On, Idle Mode On, Sleep Out | Yes      | Sleep In | Yes       |
| Status                                    | Availability  |                                      |     |       |           |    |    |    |    |    |    |    |     |        |                                       |  |                   |   |           |   |        |  |          |          |           |
| Normal Mode On, Idle Mode Off, Sleep Out  | Yes   |                                      |     |       |           |    |    |    |    |    |    |    |     |        |                                       |  |                   |   |           |   |        |  |          |          |           |
| Normal Mode On, Idle Mode On, Sleep Out   | Yes   |                                      |     |       |           |    |    |    |    |    |    |    |     |        |                                       |  |                   |   |           |   |        |  |          |          |           |
| Partial Mode On, Idle Mode Off, Sleep Out | Yes   |                                      |     |       |           |    |    |    |    |    |    |    |     |        |                                       |  |                   |   |           |   |        |  |          |          |           |
| Partial Mode On, Idle Mode On, Sleep Out  | Yes   |                                      |     |       |           |    |    |    |    |    |    |    |     |        |                                       |  |                   |   |           |   |        |  |          |          |           |
| Sleep In                                  | Yes   |                                      |     |       |           |    |    |    |    |    |    |    |     |        |                                       |  |                   |   |           |   |        |  |          |          |           |
| Default                                   | <table><tr><th>Status</th><th>Default Value<br/>(Before MTP program)</th><th>Default Value<br/>(After MTP program)</th></tr><tr><td>Power On Sequence</td><td>8'h80h</td><td>MTP value</td></tr><tr><td>SW Reset</td><td>8'h80h</td><td>MTP value</td></tr><tr><td>HW Reset</td><td>8'h80h</td><td>MTP value</td></tr></table>  |                                      |     |       |           |    |    |    |    |    |    |    |     | Status | Default Value<br>(Before MTP program) | Default Value<br>(After MTP program)     | Power On Sequence | 8'h80h                                  | MTP value | SW Reset                                  | 8'h80h | MTP value                                | HW Reset | 8'h80h   | MTP value |
| Status                                    | Default Value<br>(Before MTP program)   | Default Value<br>(After MTP program) |     |       |           |    |    |    |    |    |    |    |     |        |                                       |  |                   |   |           |   |        |  |          |          |           |
| Power On Sequence                         | 8'h80h  | MTP value                            |     |       |           |    |    |    |    |    |    |    |     |        |                                       |  |                   |   |           |   |        |  |          |          |           |
| SW Reset                                  | 8'h80h  | MTP value                            |     |       |           |    |    |    |    |    |    |    |     |        |                                       |  |                   |   |           |   |        |  |          |          |           |
| HW Reset                                  | 8'h80h  | MTP value                            |     |       |           |    |    |    |    |    |    |    |     |        |                                       |  |                   |   |           |   |        |  |          |          |           |
| Flow Chart                                | <div><div><div>RDID2(DBh)</div><div>↓</div></div><div><div>Host</div><div>-----</div><div>Driver</div><div><div>1st Parameter: Dummy Read</div><div>2nd Parameter: Send ID2[7:0]</div></div></div></div> <div><div>Legend</div><div><div>Command</div><div>Parameter</div><div>Display</div><div>Action</div><div>Mode</div><div>Sequential transfer</div></div></div>  |                                      |     |       |           |    |    |    |    |    |    |    |     |        |                                       |  |                   |   |           |   |        |  |          |          |           |



### 8.2.48. Read ID3 (DCh)

| DCh                                       | RDID3 (Read ID3)   |                                      |     |       |           |    |    |    |    |    |    |    |     |        |                                       |  |                   |   |           |   |        |  |          |          |           |
|---|--|--------------------------------------|-----|-------|-----------|----|----|----|----|----|----|----|-----|--------|---------------------------------------|--|-------------------|---|-----------|---|--------|--|----------|----------|-----------|
|   | D/CX   | RDX                                  | WRX | D17-8 | D7        | D6 | D5 | D4 | D3 | D2 | D1 | D0 | HEX |        |                                       |  |                   |   |           |   |        |  |          |          |           |
| Command                                   | 0  | 1                                    | ↑   | XX    | 1         | 1  | 0  | 1  | 1  | 1  | 0  | 0  | DCh |        |                                       |  |                   |   |           |   |        |  |          |          |           |
| 1 <sup>st</sup> Parameter                 | 1  | ↑                                    | 1   | XX    | X         | X  | X  | X  | X  | X  | X  | X  | X   |        |                                       |  |                   |   |           |   |        |  |          |          |           |
| 2 <sup>nd</sup> Parameter                 | 1  | ↑                                    | 1   | XX    | ID3 [7:0] |    |    |    |    |    |    |    | 00  |        |                                       |  |                   |   |           |   |        |  |          |          |           |
| Description                               | <p>This read byte identifies the LCD module/driver and It is specified by User.</p> <p>The 1<sup>st</sup> parameter is dummy data.</p> <p>The 2<sup>nd</sup> parameter is LCD module/driver ID.</p> <p>The ID3 can be programmed by MTP function.</p> <p>X = Don't care</p>  |                                      |     |       |           |    |    |    |    |    |    |    |     |        |                                       |  |                   |   |           |   |        |  |          |          |           |
| Restriction                               |  |                                      |     |       |           |    |    |    |    |    |    |    |     |        |                                       |  |                   |   |           |   |        |  |          |          |           |
| Register Availability                     | <table><tr><th>Status</th><th>Availability</th></tr><tr><td>Normal Mode On, Idle Mode Off, Sleep Out</td><td>Yes</td></tr><tr><td>Normal Mode On, Idle Mode On, Sleep Out</td><td>Yes</td></tr><tr><td>Partial Mode On, Idle Mode Off, Sleep Out</td><td>Yes</td></tr><tr><td>Partial Mode On, Idle Mode On, Sleep Out</td><td>Yes</td></tr><tr><td>Sleep In</td><td>Yes</td></tr></table> |                                      |     |       |           |    |    |    |    |    |    |    |     | Status | Availability                          | Normal Mode On, Idle Mode Off, Sleep Out | Yes               | Normal Mode On, Idle Mode On, Sleep Out | Yes       | Partial Mode On, Idle Mode Off, Sleep Out | Yes    | Partial Mode On, Idle Mode On, Sleep Out | Yes      | Sleep In | Yes       |
| Status                                    | Availability   |                                      |     |       |           |    |    |    |    |    |    |    |     |        |                                       |  |                   |   |           |   |        |  |          |          |           |
| Normal Mode On, Idle Mode Off, Sleep Out  | Yes  |                                      |     |       |           |    |    |    |    |    |    |    |     |        |                                       |  |                   |   |           |   |        |  |          |          |           |
| Normal Mode On, Idle Mode On, Sleep Out   | Yes  |                                      |     |       |           |    |    |    |    |    |    |    |     |        |                                       |  |                   |   |           |   |        |  |          |          |           |
| Partial Mode On, Idle Mode Off, Sleep Out | Yes  |                                      |     |       |           |    |    |    |    |    |    |    |     |        |                                       |  |                   |   |           |   |        |  |          |          |           |
| Partial Mode On, Idle Mode On, Sleep Out  | Yes  |                                      |     |       |           |    |    |    |    |    |    |    |     |        |                                       |  |                   |   |           |   |        |  |          |          |           |
| Sleep In                                  | Yes  |                                      |     |       |           |    |    |    |    |    |    |    |     |        |                                       |  |                   |   |           |   |        |  |          |          |           |
| Default                                   | <table><tr><th>Status</th><th>Default Value<br/>(Before MTP program)</th><th>Default Value<br/>(After MTP program)</th></tr><tr><td>Power On Sequence</td><td>8'h00h</td><td>MTP value</td></tr><tr><td>SW Reset</td><td>8'h00h</td><td>MTP value</td></tr><tr><td>HW Reset</td><td>8'h00h</td><td>MTP value</td></tr></table>   |                                      |     |       |           |    |    |    |    |    |    |    |     | Status | Default Value<br>(Before MTP program) | Default Value<br>(After MTP program)     | Power On Sequence | 8'h00h                                  | MTP value | SW Reset                                  | 8'h00h | MTP value                                | HW Reset | 8'h00h   | MTP value |
| Status                                    | Default Value<br>(Before MTP program)  | Default Value<br>(After MTP program) |     |       |           |    |    |    |    |    |    |    |     |        |                                       |  |                   |   |           |   |        |  |          |          |           |
| Power On Sequence                         | 8'h00h   | MTP value                            |     |       |           |    |    |    |    |    |    |    |     |        |                                       |  |                   |   |           |   |        |  |          |          |           |
| SW Reset                                  | 8'h00h   | MTP value                            |     |       |           |    |    |    |    |    |    |    |     |        |                                       |  |                   |   |           |   |        |  |          |          |           |
| HW Reset                                  | 8'h00h   | MTP value                            |     |       |           |    |    |    |    |    |    |    |     |        |                                       |  |                   |   |           |   |        |  |          |          |           |
| Flow Chart                                | <div><div><div>RDID3(DCh)</div><div>↓</div></div><div><div>Host</div><div>Driver</div></div><div><div>1st Parameter: Dummy Read</div><div>2nd Parameter: Send ID3[7:0]</div></div></div> <div><div>Legend</div><div><div>Command</div><div>Parameter</div><div>Display</div><div>Action</div><div>Mode</div><div>Sequential transfer</div></div></div>                                     |                                      |     |       |           |    |    |    |    |    |    |    |     |        |                                       |  |                   |   |           |   |        |  |          |          |           |

## 8.3. Description of Level 2 Command

### 8.3.1. RGB Interface Signal Control (B0h)

| B0h                                       | IFMODE (Interface Mode Control)  |                                    |      |       |             |         |         |    |      |      |     |     |     |             |                   |  |                                    |   |        |   |             |  |      |          |     |     |                   |      |       |      |      |      |      |          |      |       |      |      |      |      |          |      |       |      |      |      |      |
|---|--|------------------------------------|------|-------|-------------|---------|---------|----|------|------|-----|-----|-----|-------------|-------------------|--|------------------------------------|---|--------|---|-------------|--|------|----------|-----|-----|-------------------|------|-------|------|------|------|------|----------|------|-------|------|------|------|------|----------|------|-------|------|------|------|------|
|   | D/CX   | RDX                                | WRX  | D17-8 | D7          | D6      | D5      | D4 | D3   | D2   | D1  | D0  | HEX |             |                   |  |                                    |   |        |   |             |  |      |          |     |     |                   |      |       |      |      |      |      |          |      |       |      |      |      |      |          |      |       |      |      |      |      |
| Command                                   | 0  | 1                                  | ↑    | XX    | 1           | 0       | 1       | 1  | 0    | 0    | 0   | 0   | B0h |             |                   |  |                                    |   |        |   |             |  |      |          |     |     |                   |      |       |      |      |      |      |          |      |       |      |      |      |      |          |      |       |      |      |      |      |
| Parameter                                 | 1  | 1                                  | ↑    | XX    | ByPass_MODE | RCM [1] | RCM [0] | 0  | VSPL | HSPL | DPL | EPL | 40  |             |                   |  |                                    |   |        |   |             |  |      |          |     |     |                   |      |       |      |      |      |      |          |      |       |      |      |      |      |          |      |       |      |      |      |      |
| Description                               | Sets the operation status of the display interface. The setting becomes effective as soon as the command is received.  |                                    |      |       |             |         |         |    |      |      |     |     |     |             |                   |  |                                    |   |        |   |             |  |      |          |     |     |                   |      |       |      |      |      |      |          |      |       |      |      |      |      |          |      |       |      |      |      |      |
|   | EPL: DE polarity (“0”= High enable for RGB interface, “1”= Low enable for RGB interface)   |                                    |      |       |             |         |         |    |      |      |     |     |     |             |                   |  |                                    |   |        |   |             |  |      |          |     |     |                   |      |       |      |      |      |      |          |      |       |      |      |      |      |          |      |       |      |      |      |      |
|   | DPL: DOTCLK polarity set (“0”= data fetched at the rising time, “1”= data fetched at the falling time)   |                                    |      |       |             |         |         |    |      |      |     |     |     |             |                   |  |                                    |   |        |   |             |  |      |          |     |     |                   |      |       |      |      |      |      |          |      |       |      |      |      |      |          |      |       |      |      |      |      |
|   | HSPL: HSYNC polarity (“0”= Low level sync clock, “1”= High level sync clock)   |                                    |      |       |             |         |         |    |      |      |     |     |     |             |                   |  |                                    |   |        |   |             |  |      |          |     |     |                   |      |       |      |      |      |      |          |      |       |      |      |      |      |          |      |       |      |      |      |      |
|   | VSPL: VSYNC polarity (“0”= Low level sync clock, “1”= High level sync clock)   |                                    |      |       |             |         |         |    |      |      |     |     |     |             |                   |  |                                    |   |        |   |             |  |      |          |     |     |                   |      |       |      |      |      |      |          |      |       |      |      |      |      |          |      |       |      |      |      |      |
| Description                               | RCM [1:0]: RGB interface selection (refer to the RGB interface section).   |                                    |      |       |             |         |         |    |      |      |     |     |     |             |                   |  |                                    |   |        |   |             |  |      |          |     |     |                   |      |       |      |      |      |      |          |      |       |      |      |      |      |          |      |       |      |      |      |      |
|   | ByPass_MODE: Select display data path whether Memory or Direct to Shift register when RGB Interface is used.   |                                    |      |       |             |         |         |    |      |      |     |     |     |             |                   |  |                                    |   |        |   |             |  |      |          |     |     |                   |      |       |      |      |      |      |          |      |       |      |      |      |      |          |      |       |      |      |      |      |
|   | <table><tr><td>ByPass_MODE</td><td>Display Data Path</td></tr><tr><td>0</td><td>Direct to Shift Register (default)</td></tr><tr><td>1</td><td>Memory</td></tr></table>   |                                    |      |       |             |         |         |    |      |      |     |     |     | ByPass_MODE | Display Data Path | 0  | Direct to Shift Register (default) | 1                                       | Memory |   |             |  |      |          |     |     |                   |      |       |      |      |      |      |          |      |       |      |      |      |      |          |      |       |      |      |      |      |
|   | ByPass_MODE  | Display Data Path                  |      |       |             |         |         |    |      |      |     |     |     |             |                   |  |                                    |   |        |   |             |  |      |          |     |     |                   |      |       |      |      |      |      |          |      |       |      |      |      |      |          |      |       |      |      |      |      |
|   | 0  | Direct to Shift Register (default) |      |       |             |         |         |    |      |      |     |     |     |             |                   |  |                                    |   |        |   |             |  |      |          |     |     |                   |      |       |      |      |      |      |          |      |       |      |      |      |      |          |      |       |      |      |      |      |
| 1   | Memory   |                                    |      |       |             |         |         |    |      |      |     |     |     |             |                   |  |                                    |   |        |   |             |  |      |          |     |     |                   |      |       |      |      |      |      |          |      |       |      |      |      |      |          |      |       |      |      |      |      |
| Restriction                               | EXTC should be high to enable this command   |                                    |      |       |             |         |         |    |      |      |     |     |     |             |                   |  |                                    |   |        |   |             |  |      |          |     |     |                   |      |       |      |      |      |      |          |      |       |      |      |      |      |          |      |       |      |      |      |      |
| Register Availability                     | <table><tr><td>Status</td><td>Availability</td></tr><tr><td>Normal Mode ON, Idle Mode OFF, Sleep OUT</td><td>Yes</td></tr><tr><td>Normal Mode ON, Idle Mode ON, Sleep OUT</td><td>Yes</td></tr><tr><td>Partial Mode ON, Idle Mode OFF, Sleep OUT</td><td>Yes</td></tr><tr><td>Partial Mode ON, Idle Mode ON, Sleep OUT</td><td>Yes</td></tr><tr><td>Sleep IN</td><td>Yes</td></tr></table>   |                                    |      |       |             |         |         |    |      |      |     |     |     | Status      | Availability      | Normal Mode ON, Idle Mode OFF, Sleep OUT | Yes                                | Normal Mode ON, Idle Mode ON, Sleep OUT | Yes    | Partial Mode ON, Idle Mode OFF, Sleep OUT | Yes         | Partial Mode ON, Idle Mode ON, Sleep OUT | Yes  | Sleep IN | Yes |     |                   |      |       |      |      |      |      |          |      |       |      |      |      |      |          |      |       |      |      |      |      |
| Status                                    | Availability   |                                    |      |       |             |         |         |    |      |      |     |     |     |             |                   |  |                                    |   |        |   |             |  |      |          |     |     |                   |      |       |      |      |      |      |          |      |       |      |      |      |      |          |      |       |      |      |      |      |
| Normal Mode ON, Idle Mode OFF, Sleep OUT  | Yes  |                                    |      |       |             |         |         |    |      |      |     |     |     |             |                   |  |                                    |   |        |   |             |  |      |          |     |     |                   |      |       |      |      |      |      |          |      |       |      |      |      |      |          |      |       |      |      |      |      |
| Normal Mode ON, Idle Mode ON, Sleep OUT   | Yes  |                                    |      |       |             |         |         |    |      |      |     |     |     |             |                   |  |                                    |   |        |   |             |  |      |          |     |     |                   |      |       |      |      |      |      |          |      |       |      |      |      |      |          |      |       |      |      |      |      |
| Partial Mode ON, Idle Mode OFF, Sleep OUT | Yes  |                                    |      |       |             |         |         |    |      |      |     |     |     |             |                   |  |                                    |   |        |   |             |  |      |          |     |     |                   |      |       |      |      |      |      |          |      |       |      |      |      |      |          |      |       |      |      |      |      |
| Partial Mode ON, Idle Mode ON, Sleep OUT  | Yes  |                                    |      |       |             |         |         |    |      |      |     |     |     |             |                   |  |                                    |   |        |   |             |  |      |          |     |     |                   |      |       |      |      |      |      |          |      |       |      |      |      |      |          |      |       |      |      |      |      |
| Sleep IN                                  | Yes  |                                    |      |       |             |         |         |    |      |      |     |     |     |             |                   |  |                                    |   |        |   |             |  |      |          |     |     |                   |      |       |      |      |      |      |          |      |       |      |      |      |      |          |      |       |      |      |      |      |
| Default                                   | <table><tr><td rowspan="2">Status</td><td colspan="6">Default Value</td></tr><tr><td>ByPass_MODE</td><td>RCM [1:0]</td><td>VSPL</td><td>HSPL</td><td>DPL</td><td>EPL</td></tr><tr><td>Power ON Sequence</td><td>1'b0</td><td>2'b10</td><td>1'b0</td><td>1'b0</td><td>1'b0</td><td>1'b1</td></tr><tr><td>SW Reset</td><td>1'b0</td><td>2'b10</td><td>1'b0</td><td>1'b0</td><td>1'b0</td><td>1'b1</td></tr><tr><td>HW Reset</td><td>1'b0</td><td>2'b10</td><td>1'b0</td><td>1'b0</td><td>1'b0</td><td>1'b1</td></tr></table> |                                    |      |       |             |         |         |    |      |      |     |     |     | Status      | Default Value     |  |                                    |   |        |   | ByPass_MODE | RCM [1:0]                                | VSPL | HSPL     | DPL | EPL | Power ON Sequence | 1'b0 | 2'b10 | 1'b0 | 1'b0 | 1'b0 | 1'b1 | SW Reset | 1'b0 | 2'b10 | 1'b0 | 1'b0 | 1'b0 | 1'b1 | HW Reset | 1'b0 | 2'b10 | 1'b0 | 1'b0 | 1'b0 | 1'b1 |
| Status                                    | Default Value  |                                    |      |       |             |         |         |    |      |      |     |     |     |             |                   |  |                                    |   |        |   |             |  |      |          |     |     |                   |      |       |      |      |      |      |          |      |       |      |      |      |      |          |      |       |      |      |      |      |
|   | ByPass_MODE  | RCM [1:0]                          | VSPL | HSPL  | DPL         | EPL     |         |    |      |      |     |     |     |             |                   |  |                                    |   |        |   |             |  |      |          |     |     |                   |      |       |      |      |      |      |          |      |       |      |      |      |      |          |      |       |      |      |      |      |
| Power ON Sequence                         | 1'b0   | 2'b10                              | 1'b0 | 1'b0  | 1'b0        | 1'b1    |         |    |      |      |     |     |     |             |                   |  |                                    |   |        |   |             |  |      |          |     |     |                   |      |       |      |      |      |      |          |      |       |      |      |      |      |          |      |       |      |      |      |      |
| SW Reset                                  | 1'b0   | 2'b10                              | 1'b0 | 1'b0  | 1'b0        | 1'b1    |         |    |      |      |     |     |     |             |                   |  |                                    |   |        |   |             |  |      |          |     |     |                   |      |       |      |      |      |      |          |      |       |      |      |      |      |          |      |       |      |      |      |      |
| HW Reset                                  | 1'b0   | 2'b10                              | 1'b0 | 1'b0  | 1'b0        | 1'b1    |         |    |      |      |     |     |     |             |                   |  |                                    |   |        |   |             |  |      |          |     |     |                   |      |       |      |      |      |      |          |      |       |      |      |      |      |          |      |       |      |      |      |      |

### 8.3.2. Frame Rate Control (In Normal Mode/Full Colors) (B1h)

| B1h   |   | FRMCTR1 (Frame Rate Control (In Normal Mode / Full colors)) |     |       |                    |                 |    |            |    |    |                 |    |            |   |                |   |     |                |   |   |          |   |     |                    |   |   |          |   |     |                    |   |   |   |   |     |                    |   |   |   |   |    |                    |   |   |   |   |    |                    |   |   |   |   |    |                    |   |   |   |   |    |  |   |   |   |   |            |                    |   |   |   |                 |   |                    |   |   |   |    |   |                    |   |   |   |    |   |                    |   |   |   |    |   |                    |            |   |   |             |   |                |   |   |   |    |   |                    |   |   |   |    |   |                    |   |   |   |    |   |                    |   |   |   |    |   |                    |   |   |   |   |   |                    |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |            |  |  |  |  |                |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |
|---|---|---|-----|-------|--------------------|-----------------|----|------------|----|----|-----------------|----|------------|---|----------------|---|-----|----------------|---|---|----------|---|-----|--------------------|---|---|----------|---|-----|--------------------|---|---|---|---|-----|--------------------|---|---|---|---|----|--------------------|---|---|---|---|----|--------------------|---|---|---|---|----|--------------------|---|---|---|---|----|--|---|---|---|---|------------|--------------------|---|---|---|-----------------|---|--------------------|---|---|---|----|---|--------------------|---|---|---|----|---|--------------------|---|---|---|----|---|--------------------|------------|---|---|-------------|---|----------------|---|---|---|----|---|--------------------|---|---|---|----|---|--------------------|---|---|---|----|---|--------------------|---|---|---|----|---|--------------------|---|---|---|---|---|--------------------|---|---|---|---|---|-----------|---|---|---|---|---|-----------|---|---|---|---|---|-----------|---|---|---|---|---|-----------|---|---|---|---|---|-----------|---|---|---|---|---|-----------|------------|--|--|--|--|----------------|---|---|---|---|---|-----------|---|---|---|---|---|-----------|---|---|---|---|---|-----------|---|---|---|---|---|-----------|---|---|---|---|---|-----------|---|---|---|---|---|-----------|---|---|---|---|---|-----------|---|---|---|---|---|-----------|---|---|---|---|---|-----------|---|---|---|---|---|-----------|
|   | D/CX  | RDX   | WRX | D17-8 | D7                 | D6              | D5 | D4         | D3 | D2 | D1              | D0 | HEX        |   |                |   |     |                |   |   |          |   |     |                    |   |   |          |   |     |                    |   |   |   |   |     |                    |   |   |   |   |    |                    |   |   |   |   |    |                    |   |   |   |   |    |                    |   |   |   |   |    |  |   |   |   |   |            |                    |   |   |   |                 |   |                    |   |   |   |    |   |                    |   |   |   |    |   |                    |   |   |   |    |   |                    |            |   |   |             |   |                |   |   |   |    |   |                    |   |   |   |    |   |                    |   |   |   |    |   |                    |   |   |   |    |   |                    |   |   |   |   |   |                    |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |            |  |  |  |  |                |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |
| Command   | 0   | 1   | ↑   | XX    | 1                  | 0               | 1  | 1          | 0  | 0  | 0               | 1  | B1h        |   |                |   |     |                |   |   |          |   |     |                    |   |   |          |   |     |                    |   |   |   |   |     |                    |   |   |   |   |    |                    |   |   |   |   |    |                    |   |   |   |   |    |                    |   |   |   |   |    |  |   |   |   |   |            |                    |   |   |   |                 |   |                    |   |   |   |    |   |                    |   |   |   |    |   |                    |   |   |   |    |   |                    |            |   |   |             |   |                |   |   |   |    |   |                    |   |   |   |    |   |                    |   |   |   |    |   |                    |   |   |   |    |   |                    |   |   |   |   |   |                    |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |            |  |  |  |  |                |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |
| 1 <sup>st</sup> Parameter   | 1   | 1   | ↑   | XX    | 0                  | 0               | 0  | 0          | 0  | 0  | DIVA [1:0]      |    | 00         |   |                |   |     |                |   |   |          |   |     |                    |   |   |          |   |     |                    |   |   |   |   |     |                    |   |   |   |   |    |                    |   |   |   |   |    |                    |   |   |   |   |    |                    |   |   |   |   |    |  |   |   |   |   |            |                    |   |   |   |                 |   |                    |   |   |   |    |   |                    |   |   |   |    |   |                    |   |   |   |    |   |                    |            |   |   |             |   |                |   |   |   |    |   |                    |   |   |   |    |   |                    |   |   |   |    |   |                    |   |   |   |    |   |                    |   |   |   |   |   |                    |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |            |  |  |  |  |                |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |
| 2 <sup>nd</sup> Parameter   | 1   | 1   | ↑   | XX    | 0                  | 0               | 0  | RTNA [4:0] |    |    |                 |    | 1B         |   |                |   |     |                |   |   |          |   |     |                    |   |   |          |   |     |                    |   |   |   |   |     |                    |   |   |   |   |    |                    |   |   |   |   |    |                    |   |   |   |   |    |                    |   |   |   |   |    |  |   |   |   |   |            |                    |   |   |   |                 |   |                    |   |   |   |    |   |                    |   |   |   |    |   |                    |   |   |   |    |   |                    |            |   |   |             |   |                |   |   |   |    |   |                    |   |   |   |    |   |                    |   |   |   |    |   |                    |   |   |   |    |   |                    |   |   |   |   |   |                    |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |            |  |  |  |  |                |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |
| Description   | Formula to calculate frame frequency:<br><div>Frame Rate=<math display="block">\frac{\text{fosc}}{\text{Clocks per line} \times \text{Division ratio} \times (\text{Lines} + \text{VBP} + \text{VFP})}</math></div><br>Sets the division ratio for internal clocks of Normal mode at MCU interface.<br>fosc : internal oscillator frequency<br>Clocks per line : RTNA setting<br>Division ratio : DIVA setting<br>Lines : total driving line number<br>VBP : back porch line number<br>VFP : front porch line number  |   |     |       |                    |                 |    |            |    |    |                 |    |            |   |                |   |     |                |   |   |          |   |     |                    |   |   |          |   |     |                    |   |   |   |   |     |                    |   |   |   |   |    |                    |   |   |   |   |    |                    |   |   |   |   |    |                    |   |   |   |   |    |  |   |   |   |   |            |                    |   |   |   |                 |   |                    |   |   |   |    |   |                    |   |   |   |    |   |                    |   |   |   |    |   |                    |            |   |   |             |   |                |   |   |   |    |   |                    |   |   |   |    |   |                    |   |   |   |    |   |                    |   |   |   |    |   |                    |   |   |   |   |   |                    |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |            |  |  |  |  |                |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |
|   | <table><thead><tr><th colspan="5">RTNA [4:0]</th><th>Frame Rate (Hz)</th></tr></thead><tbody><tr><td>1</td><td>0</td><td>0</td><td>0</td><td>0</td><td>119</td></tr><tr><td>1</td><td>0</td><td>0</td><td>0</td><td>1</td><td>112</td></tr><tr><td>1</td><td>0</td><td>0</td><td>1</td><td>0</td><td>106</td></tr><tr><td>1</td><td>0</td><td>0</td><td>1</td><td>1</td><td>100</td></tr><tr><td>1</td><td>0</td><td>1</td><td>0</td><td>0</td><td>95</td></tr><tr><td>1</td><td>0</td><td>1</td><td>0</td><td>1</td><td>90</td></tr><tr><td>1</td><td>0</td><td>1</td><td>1</td><td>0</td><td>86</td></tr><tr><td>1</td><td>0</td><td>1</td><td>1</td><td>1</td><td>83</td></tr></tbody></table> |   |     |       |                    | RTNA [4:0]      |    |            |    |    | Frame Rate (Hz) | 1  | 0          | 0 | 0              | 0 | 119 | 1              | 0 | 0 | 0        | 1 | 112 | 1                  | 0 | 0 | 1        | 0 | 106 | 1                  | 0 | 0 | 1 | 1 | 100 | 1                  | 0 | 1 | 0 | 0 | 95 | 1                  | 0 | 1 | 0 | 1 | 90 | 1                  | 0 | 1 | 1 | 0 | 86 | 1                  | 0 | 1 | 1 | 1 | 83 | <table><thead><tr><th colspan="5">RTNA [4:0]</th><th>Frame Rate (Hz)</th></tr></thead><tbody><tr><td>1</td><td>1</td><td>0</td><td>0</td><td>0</td><td>79</td></tr><tr><td>1</td><td>1</td><td>0</td><td>0</td><td>1</td><td>76</td></tr><tr><td>1</td><td>1</td><td>0</td><td>1</td><td>0</td><td>73</td></tr><tr><td>1</td><td>1</td><td>0</td><td>1</td><td>1</td><td>70(default)</td></tr><tr><td>1</td><td>1</td><td>1</td><td>0</td><td>0</td><td>68</td></tr><tr><td>1</td><td>1</td><td>1</td><td>0</td><td>1</td><td>65</td></tr><tr><td>1</td><td>1</td><td>1</td><td>0</td><td>1</td><td>63</td></tr><tr><td>1</td><td>1</td><td>1</td><td>1</td><td>1</td><td>61</td></tr></tbody></table> |   |   |   |   | RTNA [4:0] |                    |   |   |   | Frame Rate (Hz) | 1 | 1                  | 0 | 0 | 0 | 79 | 1 | 1                  | 0 | 0 | 1 | 76 | 1 | 1                  | 0 | 1 | 0 | 73 | 1 | 1                  | 0          | 1 | 1 | 70(default) | 1 | 1              | 1 | 0 | 0 | 68 | 1 | 1                  | 1 | 0 | 1 | 65 | 1 | 1                  | 1 | 0 | 1 | 63 | 1 | 1                  | 1 | 1 | 1 | 61 |   |                    |   |   |   |   |   |                    |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |            |  |  |  |  |                |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |
|   | RTNA [4:0]  |   |     |       |                    | Frame Rate (Hz) |    |            |    |    |                 |    |            |   |                |   |     |                |   |   |          |   |     |                    |   |   |          |   |     |                    |   |   |   |   |     |                    |   |   |   |   |    |                    |   |   |   |   |    |                    |   |   |   |   |    |                    |   |   |   |   |    |  |   |   |   |   |            |                    |   |   |   |                 |   |                    |   |   |   |    |   |                    |   |   |   |    |   |                    |   |   |   |    |   |                    |            |   |   |             |   |                |   |   |   |    |   |                    |   |   |   |    |   |                    |   |   |   |    |   |                    |   |   |   |    |   |                    |   |   |   |   |   |                    |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |            |  |  |  |  |                |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |
|   | 1   | 0   | 0   | 0     | 0                  | 119             |    |            |    |    |                 |    |            |   |                |   |     |                |   |   |          |   |     |                    |   |   |          |   |     |                    |   |   |   |   |     |                    |   |   |   |   |    |                    |   |   |   |   |    |                    |   |   |   |   |    |                    |   |   |   |   |    |  |   |   |   |   |            |                    |   |   |   |                 |   |                    |   |   |   |    |   |                    |   |   |   |    |   |                    |   |   |   |    |   |                    |            |   |   |             |   |                |   |   |   |    |   |                    |   |   |   |    |   |                    |   |   |   |    |   |                    |   |   |   |    |   |                    |   |   |   |   |   |                    |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |            |  |  |  |  |                |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |
|   | 1   | 0   | 0   | 0     | 1                  | 112             |    |            |    |    |                 |    |            |   |                |   |     |                |   |   |          |   |     |                    |   |   |          |   |     |                    |   |   |   |   |     |                    |   |   |   |   |    |                    |   |   |   |   |    |                    |   |   |   |   |    |                    |   |   |   |   |    |  |   |   |   |   |            |                    |   |   |   |                 |   |                    |   |   |   |    |   |                    |   |   |   |    |   |                    |   |   |   |    |   |                    |            |   |   |             |   |                |   |   |   |    |   |                    |   |   |   |    |   |                    |   |   |   |    |   |                    |   |   |   |    |   |                    |   |   |   |   |   |                    |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |            |  |  |  |  |                |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |
|   | 1   | 0   | 0   | 1     | 0                  | 106             |    |            |    |    |                 |    |            |   |                |   |     |                |   |   |          |   |     |                    |   |   |          |   |     |                    |   |   |   |   |     |                    |   |   |   |   |    |                    |   |   |   |   |    |                    |   |   |   |   |    |                    |   |   |   |   |    |  |   |   |   |   |            |                    |   |   |   |                 |   |                    |   |   |   |    |   |                    |   |   |   |    |   |                    |   |   |   |    |   |                    |            |   |   |             |   |                |   |   |   |    |   |                    |   |   |   |    |   |                    |   |   |   |    |   |                    |   |   |   |    |   |                    |   |   |   |   |   |                    |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |            |  |  |  |  |                |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |
|   | 1   | 0   | 0   | 1     | 1                  | 100             |    |            |    |    |                 |    |            |   |                |   |     |                |   |   |          |   |     |                    |   |   |          |   |     |                    |   |   |   |   |     |                    |   |   |   |   |    |                    |   |   |   |   |    |                    |   |   |   |   |    |                    |   |   |   |   |    |  |   |   |   |   |            |                    |   |   |   |                 |   |                    |   |   |   |    |   |                    |   |   |   |    |   |                    |   |   |   |    |   |                    |            |   |   |             |   |                |   |   |   |    |   |                    |   |   |   |    |   |                    |   |   |   |    |   |                    |   |   |   |    |   |                    |   |   |   |   |   |                    |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |            |  |  |  |  |                |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |
|   | 1   | 0   | 1   | 0     | 0                  | 95              |    |            |    |    |                 |    |            |   |                |   |     |                |   |   |          |   |     |                    |   |   |          |   |     |                    |   |   |   |   |     |                    |   |   |   |   |    |                    |   |   |   |   |    |                    |   |   |   |   |    |                    |   |   |   |   |    |  |   |   |   |   |            |                    |   |   |   |                 |   |                    |   |   |   |    |   |                    |   |   |   |    |   |                    |   |   |   |    |   |                    |            |   |   |             |   |                |   |   |   |    |   |                    |   |   |   |    |   |                    |   |   |   |    |   |                    |   |   |   |    |   |                    |   |   |   |   |   |                    |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |            |  |  |  |  |                |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |
|   | 1   | 0   | 1   | 0     | 1                  | 90              |    |            |    |    |                 |    |            |   |                |   |     |                |   |   |          |   |     |                    |   |   |          |   |     |                    |   |   |   |   |     |                    |   |   |   |   |    |                    |   |   |   |   |    |                    |   |   |   |   |    |                    |   |   |   |   |    |  |   |   |   |   |            |                    |   |   |   |                 |   |                    |   |   |   |    |   |                    |   |   |   |    |   |                    |   |   |   |    |   |                    |            |   |   |             |   |                |   |   |   |    |   |                    |   |   |   |    |   |                    |   |   |   |    |   |                    |   |   |   |    |   |                    |   |   |   |   |   |                    |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |            |  |  |  |  |                |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |
|   | 1   | 0   | 1   | 1     | 0                  | 86              |    |            |    |    |                 |    |            |   |                |   |     |                |   |   |          |   |     |                    |   |   |          |   |     |                    |   |   |   |   |     |                    |   |   |   |   |    |                    |   |   |   |   |    |                    |   |   |   |   |    |                    |   |   |   |   |    |  |   |   |   |   |            |                    |   |   |   |                 |   |                    |   |   |   |    |   |                    |   |   |   |    |   |                    |   |   |   |    |   |                    |            |   |   |             |   |                |   |   |   |    |   |                    |   |   |   |    |   |                    |   |   |   |    |   |                    |   |   |   |    |   |                    |   |   |   |   |   |                    |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |            |  |  |  |  |                |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |
|   | 1   | 0   | 1   | 1     | 1                  | 83              |    |            |    |    |                 |    |            |   |                |   |     |                |   |   |          |   |     |                    |   |   |          |   |     |                    |   |   |   |   |     |                    |   |   |   |   |    |                    |   |   |   |   |    |                    |   |   |   |   |    |                    |   |   |   |   |    |  |   |   |   |   |            |                    |   |   |   |                 |   |                    |   |   |   |    |   |                    |   |   |   |    |   |                    |   |   |   |    |   |                    |            |   |   |             |   |                |   |   |   |    |   |                    |   |   |   |    |   |                    |   |   |   |    |   |                    |   |   |   |    |   |                    |   |   |   |   |   |                    |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |            |  |  |  |  |                |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |
| RTNA [4:0]  |   |   |     |       | Frame Rate (Hz)    |                 |    |            |    |    |                 |    |            |   |                |   |     |                |   |   |          |   |     |                    |   |   |          |   |     |                    |   |   |   |   |     |                    |   |   |   |   |    |                    |   |   |   |   |    |                    |   |   |   |   |    |                    |   |   |   |   |    |  |   |   |   |   |            |                    |   |   |   |                 |   |                    |   |   |   |    |   |                    |   |   |   |    |   |                    |   |   |   |    |   |                    |            |   |   |             |   |                |   |   |   |    |   |                    |   |   |   |    |   |                    |   |   |   |    |   |                    |   |   |   |    |   |                    |   |   |   |   |   |                    |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |            |  |  |  |  |                |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |
| 1   | 1   | 0   | 0   | 0     | 79                 |                 |    |            |    |    |                 |    |            |   |                |   |     |                |   |   |          |   |     |                    |   |   |          |   |     |                    |   |   |   |   |     |                    |   |   |   |   |    |                    |   |   |   |   |    |                    |   |   |   |   |    |                    |   |   |   |   |    |  |   |   |   |   |            |                    |   |   |   |                 |   |                    |   |   |   |    |   |                    |   |   |   |    |   |                    |   |   |   |    |   |                    |            |   |   |             |   |                |   |   |   |    |   |                    |   |   |   |    |   |                    |   |   |   |    |   |                    |   |   |   |    |   |                    |   |   |   |   |   |                    |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |            |  |  |  |  |                |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |
| 1   | 1   | 0   | 0   | 1     | 76                 |                 |    |            |    |    |                 |    |            |   |                |   |     |                |   |   |          |   |     |                    |   |   |          |   |     |                    |   |   |   |   |     |                    |   |   |   |   |    |                    |   |   |   |   |    |                    |   |   |   |   |    |                    |   |   |   |   |    |  |   |   |   |   |            |                    |   |   |   |                 |   |                    |   |   |   |    |   |                    |   |   |   |    |   |                    |   |   |   |    |   |                    |            |   |   |             |   |                |   |   |   |    |   |                    |   |   |   |    |   |                    |   |   |   |    |   |                    |   |   |   |    |   |                    |   |   |   |   |   |                    |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |            |  |  |  |  |                |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |
| 1   | 1   | 0   | 1   | 0     | 73                 |                 |    |            |    |    |                 |    |            |   |                |   |     |                |   |   |          |   |     |                    |   |   |          |   |     |                    |   |   |   |   |     |                    |   |   |   |   |    |                    |   |   |   |   |    |                    |   |   |   |   |    |                    |   |   |   |   |    |  |   |   |   |   |            |                    |   |   |   |                 |   |                    |   |   |   |    |   |                    |   |   |   |    |   |                    |   |   |   |    |   |                    |            |   |   |             |   |                |   |   |   |    |   |                    |   |   |   |    |   |                    |   |   |   |    |   |                    |   |   |   |    |   |                    |   |   |   |   |   |                    |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |            |  |  |  |  |                |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |
| 1   | 1   | 0   | 1   | 1     | 70(default)        |                 |    |            |    |    |                 |    |            |   |                |   |     |                |   |   |          |   |     |                    |   |   |          |   |     |                    |   |   |   |   |     |                    |   |   |   |   |    |                    |   |   |   |   |    |                    |   |   |   |   |    |                    |   |   |   |   |    |  |   |   |   |   |            |                    |   |   |   |                 |   |                    |   |   |   |    |   |                    |   |   |   |    |   |                    |   |   |   |    |   |                    |            |   |   |             |   |                |   |   |   |    |   |                    |   |   |   |    |   |                    |   |   |   |    |   |                    |   |   |   |    |   |                    |   |   |   |   |   |                    |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |            |  |  |  |  |                |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |
| 1   | 1   | 1   | 0   | 0     | 68                 |                 |    |            |    |    |                 |    |            |   |                |   |     |                |   |   |          |   |     |                    |   |   |          |   |     |                    |   |   |   |   |     |                    |   |   |   |   |    |                    |   |   |   |   |    |                    |   |   |   |   |    |                    |   |   |   |   |    |  |   |   |   |   |            |                    |   |   |   |                 |   |                    |   |   |   |    |   |                    |   |   |   |    |   |                    |   |   |   |    |   |                    |            |   |   |             |   |                |   |   |   |    |   |                    |   |   |   |    |   |                    |   |   |   |    |   |                    |   |   |   |    |   |                    |   |   |   |   |   |                    |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |            |  |  |  |  |                |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |
| 1   | 1   | 1   | 0   | 1     | 65                 |                 |    |            |    |    |                 |    |            |   |                |   |     |                |   |   |          |   |     |                    |   |   |          |   |     |                    |   |   |   |   |     |                    |   |   |   |   |    |                    |   |   |   |   |    |                    |   |   |   |   |    |                    |   |   |   |   |    |  |   |   |   |   |            |                    |   |   |   |                 |   |                    |   |   |   |    |   |                    |   |   |   |    |   |                    |   |   |   |    |   |                    |            |   |   |             |   |                |   |   |   |    |   |                    |   |   |   |    |   |                    |   |   |   |    |   |                    |   |   |   |    |   |                    |   |   |   |   |   |                    |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |            |  |  |  |  |                |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |
| 1   | 1   | 1   | 0   | 1     | 63                 |                 |    |            |    |    |                 |    |            |   |                |   |     |                |   |   |          |   |     |                    |   |   |          |   |     |                    |   |   |   |   |     |                    |   |   |   |   |    |                    |   |   |   |   |    |                    |   |   |   |   |    |                    |   |   |   |   |    |  |   |   |   |   |            |                    |   |   |   |                 |   |                    |   |   |   |    |   |                    |   |   |   |    |   |                    |   |   |   |    |   |                    |            |   |   |             |   |                |   |   |   |    |   |                    |   |   |   |    |   |                    |   |   |   |    |   |                    |   |   |   |    |   |                    |   |   |   |   |   |                    |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |            |  |  |  |  |                |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |
| 1   | 1   | 1   | 1   | 1     | 61                 |                 |    |            |    |    |                 |    |            |   |                |   |     |                |   |   |          |   |     |                    |   |   |          |   |     |                    |   |   |   |   |     |                    |   |   |   |   |    |                    |   |   |   |   |    |                    |   |   |   |   |    |                    |   |   |   |   |    |  |   |   |   |   |            |                    |   |   |   |                 |   |                    |   |   |   |    |   |                    |   |   |   |    |   |                    |   |   |   |    |   |                    |            |   |   |             |   |                |   |   |   |    |   |                    |   |   |   |    |   |                    |   |   |   |    |   |                    |   |   |   |    |   |                    |   |   |   |   |   |                    |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |            |  |  |  |  |                |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |
| DIVA [1:0] : division ratio for internal clocks when Normal mode.<br><table><thead><tr><th colspan="2">DIVA [1:0]</th><th>Division Ratio</th></tr></thead><tbody><tr><td>0</td><td>0</td><td>fosc</td></tr><tr><td>0</td><td>1</td><td>fosc / 2</td></tr><tr><td>1</td><td>0</td><td>fosc / 4</td></tr><tr><td>1</td><td>1</td><td>fosc / 8</td></tr></tbody></table>   |   |   |     |       |                    |                 |    |            |    |    |                 |    | DIVA [1:0] |   | Division Ratio | 0 | 0   | fosc           | 0 | 1 | fosc / 2 | 1 | 0   | fosc / 4           | 1 | 1 | fosc / 8 |   |     |                    |   |   |   |   |     |                    |   |   |   |   |    |                    |   |   |   |   |    |                    |   |   |   |   |    |                    |   |   |   |   |    |  |   |   |   |   |            |                    |   |   |   |                 |   |                    |   |   |   |    |   |                    |   |   |   |    |   |                    |   |   |   |    |   |                    |            |   |   |             |   |                |   |   |   |    |   |                    |   |   |   |    |   |                    |   |   |   |    |   |                    |   |   |   |    |   |                    |   |   |   |   |   |                    |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |            |  |  |  |  |                |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |
| DIVA [1:0]  |   | Division Ratio  |     |       |                    |                 |    |            |    |    |                 |    |            |   |                |   |     |                |   |   |          |   |     |                    |   |   |          |   |     |                    |   |   |   |   |     |                    |   |   |   |   |    |                    |   |   |   |   |    |                    |   |   |   |   |    |                    |   |   |   |   |    |  |   |   |   |   |            |                    |   |   |   |                 |   |                    |   |   |   |    |   |                    |   |   |   |    |   |                    |   |   |   |    |   |                    |            |   |   |             |   |                |   |   |   |    |   |                    |   |   |   |    |   |                    |   |   |   |    |   |                    |   |   |   |    |   |                    |   |   |   |   |   |                    |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |            |  |  |  |  |                |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |
| 0   | 0   | fosc  |     |       |                    |                 |    |            |    |    |                 |    |            |   |                |   |     |                |   |   |          |   |     |                    |   |   |          |   |     |                    |   |   |   |   |     |                    |   |   |   |   |    |                    |   |   |   |   |    |                    |   |   |   |   |    |                    |   |   |   |   |    |  |   |   |   |   |            |                    |   |   |   |                 |   |                    |   |   |   |    |   |                    |   |   |   |    |   |                    |   |   |   |    |   |                    |            |   |   |             |   |                |   |   |   |    |   |                    |   |   |   |    |   |                    |   |   |   |    |   |                    |   |   |   |    |   |                    |   |   |   |   |   |                    |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |            |  |  |  |  |                |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |
| 0   | 1   | fosc / 2  |     |       |                    |                 |    |            |    |    |                 |    |            |   |                |   |     |                |   |   |          |   |     |                    |   |   |          |   |     |                    |   |   |   |   |     |                    |   |   |   |   |    |                    |   |   |   |   |    |                    |   |   |   |   |    |                    |   |   |   |   |    |  |   |   |   |   |            |                    |   |   |   |                 |   |                    |   |   |   |    |   |                    |   |   |   |    |   |                    |   |   |   |    |   |                    |            |   |   |             |   |                |   |   |   |    |   |                    |   |   |   |    |   |                    |   |   |   |    |   |                    |   |   |   |    |   |                    |   |   |   |   |   |                    |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |            |  |  |  |  |                |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |
| 1   | 0   | fosc / 4  |     |       |                    |                 |    |            |    |    |                 |    |            |   |                |   |     |                |   |   |          |   |     |                    |   |   |          |   |     |                    |   |   |   |   |     |                    |   |   |   |   |    |                    |   |   |   |   |    |                    |   |   |   |   |    |                    |   |   |   |   |    |  |   |   |   |   |            |                    |   |   |   |                 |   |                    |   |   |   |    |   |                    |   |   |   |    |   |                    |   |   |   |    |   |                    |            |   |   |             |   |                |   |   |   |    |   |                    |   |   |   |    |   |                    |   |   |   |    |   |                    |   |   |   |    |   |                    |   |   |   |   |   |                    |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |            |  |  |  |  |                |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |
| 1   | 1   | fosc / 8  |     |       |                    |                 |    |            |    |    |                 |    |            |   |                |   |     |                |   |   |          |   |     |                    |   |   |          |   |     |                    |   |   |   |   |     |                    |   |   |   |   |    |                    |   |   |   |   |    |                    |   |   |   |   |    |                    |   |   |   |   |    |  |   |   |   |   |            |                    |   |   |   |                 |   |                    |   |   |   |    |   |                    |   |   |   |    |   |                    |   |   |   |    |   |                    |            |   |   |             |   |                |   |   |   |    |   |                    |   |   |   |    |   |                    |   |   |   |    |   |                    |   |   |   |    |   |                    |   |   |   |   |   |                    |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |            |  |  |  |  |                |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |
| RTNA [4:0] : RTNA[4:0] is used to set 1H (line) period of Normal mode at MCU interface.<br><table><thead><tr><th colspan="5">RTNA [4:0]</th><th>Clock per Line</th></tr></thead><tbody><tr><td>0</td><td>0</td><td>0</td><td>0</td><td>0</td><td>Setting prohibited</td></tr><tr><td>0</td><td>0</td><td>0</td><td>0</td><td>1</td><td>Setting prohibited</td></tr><tr><td>0</td><td>0</td><td>0</td><td>1</td><td>0</td><td>Setting prohibited</td></tr><tr><td>0</td><td>0</td><td>0</td><td>1</td><td>1</td><td>Setting prohibited</td></tr><tr><td>0</td><td>0</td><td>1</td><td>0</td><td>0</td><td>Setting prohibited</td></tr><tr><td>0</td><td>0</td><td>1</td><td>0</td><td>1</td><td>Setting prohibited</td></tr><tr><td>0</td><td>0</td><td>1</td><td>1</td><td>0</td><td>Setting prohibited</td></tr><tr><td>0</td><td>0</td><td>1</td><td>1</td><td>1</td><td>Setting prohibited</td></tr><tr><td>0</td><td>1</td><td>0</td><td>0</td><td>0</td><td>Setting prohibited</td></tr><tr><td>0</td><td>1</td><td>0</td><td>0</td><td>1</td><td>Setting prohibited</td></tr><tr><td>0</td><td>1</td><td>0</td><td>1</td><td>0</td><td>Setting prohibited</td></tr><tr><td>0</td><td>1</td><td>0</td><td>1</td><td>1</td><td>Setting prohibited</td></tr></tbody></table> <table><thead><tr><th colspan="5">RTNA [4:0]</th><th>Clock per Line</th></tr></thead><tbody><tr><td>0</td><td>1</td><td>0</td><td>1</td><td>1</td><td>Setting prohibited</td></tr><tr><td>0</td><td>1</td><td>1</td><td>0</td><td>0</td><td>Setting prohibited</td></tr><tr><td>0</td><td>1</td><td>1</td><td>0</td><td>1</td><td>Setting prohibited</td></tr><tr><td>0</td><td>1</td><td>1</td><td>1</td><td>0</td><td>Setting prohibited</td></tr><tr><td>0</td><td>1</td><td>1</td><td>1</td><td>1</td><td>Setting prohibited</td></tr><tr><td>1</td><td>0</td><td>0</td><td>0</td><td>0</td><td>16 clocks</td></tr><tr><td>1</td><td>0</td><td>0</td><td>0</td><td>1</td><td>17 clocks</td></tr><tr><td>1</td><td>0</td><td>0</td><td>1</td><td>0</td><td>18 clocks</td></tr><tr><td>1</td><td>0</td><td>0</td><td>1</td><td>1</td><td>19 clocks</td></tr><tr><td>1</td><td>0</td><td>1</td><td>0</td><td>0</td><td>20 clocks</td></tr><tr><td>1</td><td>0</td><td>1</td><td>0</td><td>1</td><td>21 clocks</td></tr></tbody></table> <table><thead><tr><th colspan="5">RTNA [4:0]</th><th>Clock per Line</th></tr></thead><tbody><tr><td>1</td><td>0</td><td>1</td><td>1</td><td>0</td><td>22 clocks</td></tr><tr><td>1</td><td>0</td><td>1</td><td>1</td><td>1</td><td>23 clocks</td></tr><tr><td>1</td><td>1</td><td>0</td><td>0</td><td>0</td><td>24 clocks</td></tr><tr><td>1</td><td>1</td><td>0</td><td>0</td><td>1</td><td>25 clocks</td></tr><tr><td>1</td><td>1</td><td>0</td><td>1</td><td>0</td><td>26 clocks</td></tr><tr><td>1</td><td>1</td><td>0</td><td>1</td><td>1</td><td>27 clocks</td></tr><tr><td>1</td><td>1</td><td>1</td><td>0</td><td>0</td><td>28 clocks</td></tr><tr><td>1</td><td>1</td><td>1</td><td>0</td><td>1</td><td>29 clocks</td></tr><tr><td>1</td><td>1</td><td>1</td><td>1</td><td>0</td><td>30 clocks</td></tr><tr><td>1</td><td>1</td><td>1</td><td>1</td><td>1</td><td>31 clocks</td></tr></tbody></table> |   |   |     |       |                    |                 |    |            |    |    |                 |    | RTNA [4:0] |   |                |   |     | Clock per Line | 0 | 0 | 0        | 0 | 0   | Setting prohibited | 0 | 0 | 0        | 0 | 1   | Setting prohibited | 0 | 0 | 0 | 1 | 0   | Setting prohibited | 0 | 0 | 0 | 1 | 1  | Setting prohibited | 0 | 0 | 1 | 0 | 0  | Setting prohibited | 0 | 0 | 1 | 0 | 1  | Setting prohibited | 0 | 0 | 1 | 1 | 0  | Setting prohibited   | 0 | 0 | 1 | 1 | 1          | Setting prohibited | 0 | 1 | 0 | 0               | 0 | Setting prohibited | 0 | 1 | 0 | 0  | 1 | Setting prohibited | 0 | 1 | 0 | 1  | 0 | Setting prohibited | 0 | 1 | 0 | 1  | 1 | Setting prohibited | RTNA [4:0] |   |   |             |   | Clock per Line | 0 | 1 | 0 | 1  | 1 | Setting prohibited | 0 | 1 | 1 | 0  | 0 | Setting prohibited | 0 | 1 | 1 | 0  | 1 | Setting prohibited | 0 | 1 | 1 | 1  | 0 | Setting prohibited | 0 | 1 | 1 | 1 | 1 | Setting prohibited | 1 | 0 | 0 | 0 | 0 | 16 clocks | 1 | 0 | 0 | 0 | 1 | 17 clocks | 1 | 0 | 0 | 1 | 0 | 18 clocks | 1 | 0 | 0 | 1 | 1 | 19 clocks | 1 | 0 | 1 | 0 | 0 | 20 clocks | 1 | 0 | 1 | 0 | 1 | 21 clocks | RTNA [4:0] |  |  |  |  | Clock per Line | 1 | 0 | 1 | 1 | 0 | 22 clocks | 1 | 0 | 1 | 1 | 1 | 23 clocks | 1 | 1 | 0 | 0 | 0 | 24 clocks | 1 | 1 | 0 | 0 | 1 | 25 clocks | 1 | 1 | 0 | 1 | 0 | 26 clocks | 1 | 1 | 0 | 1 | 1 | 27 clocks | 1 | 1 | 1 | 0 | 0 | 28 clocks | 1 | 1 | 1 | 0 | 1 | 29 clocks | 1 | 1 | 1 | 1 | 0 | 30 clocks | 1 | 1 | 1 | 1 | 1 | 31 clocks |
| RTNA [4:0]  |   |   |     |       | Clock per Line     |                 |    |            |    |    |                 |    |            |   |                |   |     |                |   |   |          |   |     |                    |   |   |          |   |     |                    |   |   |   |   |     |                    |   |   |   |   |    |                    |   |   |   |   |    |                    |   |   |   |   |    |                    |   |   |   |   |    |  |   |   |   |   |            |                    |   |   |   |                 |   |                    |   |   |   |    |   |                    |   |   |   |    |   |                    |   |   |   |    |   |                    |            |   |   |             |   |                |   |   |   |    |   |                    |   |   |   |    |   |                    |   |   |   |    |   |                    |   |   |   |    |   |                    |   |   |   |   |   |                    |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |            |  |  |  |  |                |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |
| 0   | 0   | 0   | 0   | 0     | Setting prohibited |                 |    |            |    |    |                 |    |            |   |                |   |     |                |   |   |          |   |     |                    |   |   |          |   |     |                    |   |   |   |   |     |                    |   |   |   |   |    |                    |   |   |   |   |    |                    |   |   |   |   |    |                    |   |   |   |   |    |  |   |   |   |   |            |                    |   |   |   |                 |   |                    |   |   |   |    |   |                    |   |   |   |    |   |                    |   |   |   |    |   |                    |            |   |   |             |   |                |   |   |   |    |   |                    |   |   |   |    |   |                    |   |   |   |    |   |                    |   |   |   |    |   |                    |   |   |   |   |   |                    |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |            |  |  |  |  |                |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |
| 0   | 0   | 0   | 0   | 1     | Setting prohibited |                 |    |            |    |    |                 |    |            |   |                |   |     |                |   |   |          |   |     |                    |   |   |          |   |     |                    |   |   |   |   |     |                    |   |   |   |   |    |                    |   |   |   |   |    |                    |   |   |   |   |    |                    |   |   |   |   |    |  |   |   |   |   |            |                    |   |   |   |                 |   |                    |   |   |   |    |   |                    |   |   |   |    |   |                    |   |   |   |    |   |                    |            |   |   |             |   |                |   |   |   |    |   |                    |   |   |   |    |   |                    |   |   |   |    |   |                    |   |   |   |    |   |                    |   |   |   |   |   |                    |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |            |  |  |  |  |                |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |
| 0   | 0   | 0   | 1   | 0     | Setting prohibited |                 |    |            |    |    |                 |    |            |   |                |   |     |                |   |   |          |   |     |                    |   |   |          |   |     |                    |   |   |   |   |     |                    |   |   |   |   |    |                    |   |   |   |   |    |                    |   |   |   |   |    |                    |   |   |   |   |    |  |   |   |   |   |            |                    |   |   |   |                 |   |                    |   |   |   |    |   |                    |   |   |   |    |   |                    |   |   |   |    |   |                    |            |   |   |             |   |                |   |   |   |    |   |                    |   |   |   |    |   |                    |   |   |   |    |   |                    |   |   |   |    |   |                    |   |   |   |   |   |                    |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |            |  |  |  |  |                |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |
| 0   | 0   | 0   | 1   | 1     | Setting prohibited |                 |    |            |    |    |                 |    |            |   |                |   |     |                |   |   |          |   |     |                    |   |   |          |   |     |                    |   |   |   |   |     |                    |   |   |   |   |    |                    |   |   |   |   |    |                    |   |   |   |   |    |                    |   |   |   |   |    |  |   |   |   |   |            |                    |   |   |   |                 |   |                    |   |   |   |    |   |                    |   |   |   |    |   |                    |   |   |   |    |   |                    |            |   |   |             |   |                |   |   |   |    |   |                    |   |   |   |    |   |                    |   |   |   |    |   |                    |   |   |   |    |   |                    |   |   |   |   |   |                    |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |            |  |  |  |  |                |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |
| 0   | 0   | 1   | 0   | 0     | Setting prohibited |                 |    |            |    |    |                 |    |            |   |                |   |     |                |   |   |          |   |     |                    |   |   |          |   |     |                    |   |   |   |   |     |                    |   |   |   |   |    |                    |   |   |   |   |    |                    |   |   |   |   |    |                    |   |   |   |   |    |  |   |   |   |   |            |                    |   |   |   |                 |   |                    |   |   |   |    |   |                    |   |   |   |    |   |                    |   |   |   |    |   |                    |            |   |   |             |   |                |   |   |   |    |   |                    |   |   |   |    |   |                    |   |   |   |    |   |                    |   |   |   |    |   |                    |   |   |   |   |   |                    |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |            |  |  |  |  |                |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |
| 0   | 0   | 1   | 0   | 1     | Setting prohibited |                 |    |            |    |    |                 |    |            |   |                |   |     |                |   |   |          |   |     |                    |   |   |          |   |     |                    |   |   |   |   |     |                    |   |   |   |   |    |                    |   |   |   |   |    |                    |   |   |   |   |    |                    |   |   |   |   |    |  |   |   |   |   |            |                    |   |   |   |                 |   |                    |   |   |   |    |   |                    |   |   |   |    |   |                    |   |   |   |    |   |                    |            |   |   |             |   |                |   |   |   |    |   |                    |   |   |   |    |   |                    |   |   |   |    |   |                    |   |   |   |    |   |                    |   |   |   |   |   |                    |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |            |  |  |  |  |                |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |
| 0   | 0   | 1   | 1   | 0     | Setting prohibited |                 |    |            |    |    |                 |    |            |   |                |   |     |                |   |   |          |   |     |                    |   |   |          |   |     |                    |   |   |   |   |     |                    |   |   |   |   |    |                    |   |   |   |   |    |                    |   |   |   |   |    |                    |   |   |   |   |    |  |   |   |   |   |            |                    |   |   |   |                 |   |                    |   |   |   |    |   |                    |   |   |   |    |   |                    |   |   |   |    |   |                    |            |   |   |             |   |                |   |   |   |    |   |                    |   |   |   |    |   |                    |   |   |   |    |   |                    |   |   |   |    |   |                    |   |   |   |   |   |                    |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |            |  |  |  |  |                |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |
| 0   | 0   | 1   | 1   | 1     | Setting prohibited |                 |    |            |    |    |                 |    |            |   |                |   |     |                |   |   |          |   |     |                    |   |   |          |   |     |                    |   |   |   |   |     |                    |   |   |   |   |    |                    |   |   |   |   |    |                    |   |   |   |   |    |                    |   |   |   |   |    |  |   |   |   |   |            |                    |   |   |   |                 |   |                    |   |   |   |    |   |                    |   |   |   |    |   |                    |   |   |   |    |   |                    |            |   |   |             |   |                |   |   |   |    |   |                    |   |   |   |    |   |                    |   |   |   |    |   |                    |   |   |   |    |   |                    |   |   |   |   |   |                    |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |            |  |  |  |  |                |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |
| 0   | 1   | 0   | 0   | 0     | Setting prohibited |                 |    |            |    |    |                 |    |            |   |                |   |     |                |   |   |          |   |     |                    |   |   |          |   |     |                    |   |   |   |   |     |                    |   |   |   |   |    |                    |   |   |   |   |    |                    |   |   |   |   |    |                    |   |   |   |   |    |  |   |   |   |   |            |                    |   |   |   |                 |   |                    |   |   |   |    |   |                    |   |   |   |    |   |                    |   |   |   |    |   |                    |            |   |   |             |   |                |   |   |   |    |   |                    |   |   |   |    |   |                    |   |   |   |    |   |                    |   |   |   |    |   |                    |   |   |   |   |   |                    |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |            |  |  |  |  |                |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |
| 0   | 1   | 0   | 0   | 1     | Setting prohibited |                 |    |            |    |    |                 |    |            |   |                |   |     |                |   |   |          |   |     |                    |   |   |          |   |     |                    |   |   |   |   |     |                    |   |   |   |   |    |                    |   |   |   |   |    |                    |   |   |   |   |    |                    |   |   |   |   |    |  |   |   |   |   |            |                    |   |   |   |                 |   |                    |   |   |   |    |   |                    |   |   |   |    |   |                    |   |   |   |    |   |                    |            |   |   |             |   |                |   |   |   |    |   |                    |   |   |   |    |   |                    |   |   |   |    |   |                    |   |   |   |    |   |                    |   |   |   |   |   |                    |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |            |  |  |  |  |                |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |
| 0   | 1   | 0   | 1   | 0     | Setting prohibited |                 |    |            |    |    |                 |    |            |   |                |   |     |                |   |   |          |   |     |                    |   |   |          |   |     |                    |   |   |   |   |     |                    |   |   |   |   |    |                    |   |   |   |   |    |                    |   |   |   |   |    |                    |   |   |   |   |    |  |   |   |   |   |            |                    |   |   |   |                 |   |                    |   |   |   |    |   |                    |   |   |   |    |   |                    |   |   |   |    |   |                    |            |   |   |             |   |                |   |   |   |    |   |                    |   |   |   |    |   |                    |   |   |   |    |   |                    |   |   |   |    |   |                    |   |   |   |   |   |                    |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |            |  |  |  |  |                |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |
| 0   | 1   | 0   | 1   | 1     | Setting prohibited |                 |    |            |    |    |                 |    |            |   |                |   |     |                |   |   |          |   |     |                    |   |   |          |   |     |                    |   |   |   |   |     |                    |   |   |   |   |    |                    |   |   |   |   |    |                    |   |   |   |   |    |                    |   |   |   |   |    |  |   |   |   |   |            |                    |   |   |   |                 |   |                    |   |   |   |    |   |                    |   |   |   |    |   |                    |   |   |   |    |   |                    |            |   |   |             |   |                |   |   |   |    |   |                    |   |   |   |    |   |                    |   |   |   |    |   |                    |   |   |   |    |   |                    |   |   |   |   |   |                    |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |            |  |  |  |  |                |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |
| RTNA [4:0]  |   |   |     |       | Clock per Line     |                 |    |            |    |    |                 |    |            |   |                |   |     |                |   |   |          |   |     |                    |   |   |          |   |     |                    |   |   |   |   |     |                    |   |   |   |   |    |                    |   |   |   |   |    |                    |   |   |   |   |    |                    |   |   |   |   |    |  |   |   |   |   |            |                    |   |   |   |                 |   |                    |   |   |   |    |   |                    |   |   |   |    |   |                    |   |   |   |    |   |                    |            |   |   |             |   |                |   |   |   |    |   |                    |   |   |   |    |   |                    |   |   |   |    |   |                    |   |   |   |    |   |                    |   |   |   |   |   |                    |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |            |  |  |  |  |                |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |
| 0   | 1   | 0   | 1   | 1     | Setting prohibited |                 |    |            |    |    |                 |    |            |   |                |   |     |                |   |   |          |   |     |                    |   |   |          |   |     |                    |   |   |   |   |     |                    |   |   |   |   |    |                    |   |   |   |   |    |                    |   |   |   |   |    |                    |   |   |   |   |    |  |   |   |   |   |            |                    |   |   |   |                 |   |                    |   |   |   |    |   |                    |   |   |   |    |   |                    |   |   |   |    |   |                    |            |   |   |             |   |                |   |   |   |    |   |                    |   |   |   |    |   |                    |   |   |   |    |   |                    |   |   |   |    |   |                    |   |   |   |   |   |                    |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |            |  |  |  |  |                |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |
| 0   | 1   | 1   | 0   | 0     | Setting prohibited |                 |    |            |    |    |                 |    |            |   |                |   |     |                |   |   |          |   |     |                    |   |   |          |   |     |                    |   |   |   |   |     |                    |   |   |   |   |    |                    |   |   |   |   |    |                    |   |   |   |   |    |                    |   |   |   |   |    |  |   |   |   |   |            |                    |   |   |   |                 |   |                    |   |   |   |    |   |                    |   |   |   |    |   |                    |   |   |   |    |   |                    |            |   |   |             |   |                |   |   |   |    |   |                    |   |   |   |    |   |                    |   |   |   |    |   |                    |   |   |   |    |   |                    |   |   |   |   |   |                    |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |            |  |  |  |  |                |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |
| 0   | 1   | 1   | 0   | 1     | Setting prohibited |                 |    |            |    |    |                 |    |            |   |                |   |     |                |   |   |          |   |     |                    |   |   |          |   |     |                    |   |   |   |   |     |                    |   |   |   |   |    |                    |   |   |   |   |    |                    |   |   |   |   |    |                    |   |   |   |   |    |  |   |   |   |   |            |                    |   |   |   |                 |   |                    |   |   |   |    |   |                    |   |   |   |    |   |                    |   |   |   |    |   |                    |            |   |   |             |   |                |   |   |   |    |   |                    |   |   |   |    |   |                    |   |   |   |    |   |                    |   |   |   |    |   |                    |   |   |   |   |   |                    |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |            |  |  |  |  |                |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |
| 0   | 1   | 1   | 1   | 0     | Setting prohibited |                 |    |            |    |    |                 |    |            |   |                |   |     |                |   |   |          |   |     |                    |   |   |          |   |     |                    |   |   |   |   |     |                    |   |   |   |   |    |                    |   |   |   |   |    |                    |   |   |   |   |    |                    |   |   |   |   |    |  |   |   |   |   |            |                    |   |   |   |                 |   |                    |   |   |   |    |   |                    |   |   |   |    |   |                    |   |   |   |    |   |                    |            |   |   |             |   |                |   |   |   |    |   |                    |   |   |   |    |   |                    |   |   |   |    |   |                    |   |   |   |    |   |                    |   |   |   |   |   |                    |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |            |  |  |  |  |                |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |
| 0   | 1   | 1   | 1   | 1     | Setting prohibited |                 |    |            |    |    |                 |    |            |   |                |   |     |                |   |   |          |   |     |                    |   |   |          |   |     |                    |   |   |   |   |     |                    |   |   |   |   |    |                    |   |   |   |   |    |                    |   |   |   |   |    |                    |   |   |   |   |    |  |   |   |   |   |            |                    |   |   |   |                 |   |                    |   |   |   |    |   |                    |   |   |   |    |   |                    |   |   |   |    |   |                    |            |   |   |             |   |                |   |   |   |    |   |                    |   |   |   |    |   |                    |   |   |   |    |   |                    |   |   |   |    |   |                    |   |   |   |   |   |                    |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |            |  |  |  |  |                |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |
| 1   | 0   | 0   | 0   | 0     | 16 clocks          |                 |    |            |    |    |                 |    |            |   |                |   |     |                |   |   |          |   |     |                    |   |   |          |   |     |                    |   |   |   |   |     |                    |   |   |   |   |    |                    |   |   |   |   |    |                    |   |   |   |   |    |                    |   |   |   |   |    |  |   |   |   |   |            |                    |   |   |   |                 |   |                    |   |   |   |    |   |                    |   |   |   |    |   |                    |   |   |   |    |   |                    |            |   |   |             |   |                |   |   |   |    |   |                    |   |   |   |    |   |                    |   |   |   |    |   |                    |   |   |   |    |   |                    |   |   |   |   |   |                    |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |            |  |  |  |  |                |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |
| 1   | 0   | 0   | 0   | 1     | 17 clocks          |                 |    |            |    |    |                 |    |            |   |                |   |     |                |   |   |          |   |     |                    |   |   |          |   |     |                    |   |   |   |   |     |                    |   |   |   |   |    |                    |   |   |   |   |    |                    |   |   |   |   |    |                    |   |   |   |   |    |  |   |   |   |   |            |                    |   |   |   |                 |   |                    |   |   |   |    |   |                    |   |   |   |    |   |                    |   |   |   |    |   |                    |            |   |   |             |   |                |   |   |   |    |   |                    |   |   |   |    |   |                    |   |   |   |    |   |                    |   |   |   |    |   |                    |   |   |   |   |   |                    |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |            |  |  |  |  |                |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |
| 1   | 0   | 0   | 1   | 0     | 18 clocks          |                 |    |            |    |    |                 |    |            |   |                |   |     |                |   |   |          |   |     |                    |   |   |          |   |     |                    |   |   |   |   |     |                    |   |   |   |   |    |                    |   |   |   |   |    |                    |   |   |   |   |    |                    |   |   |   |   |    |  |   |   |   |   |            |                    |   |   |   |                 |   |                    |   |   |   |    |   |                    |   |   |   |    |   |                    |   |   |   |    |   |                    |            |   |   |             |   |                |   |   |   |    |   |                    |   |   |   |    |   |                    |   |   |   |    |   |                    |   |   |   |    |   |                    |   |   |   |   |   |                    |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |            |  |  |  |  |                |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |
| 1   | 0   | 0   | 1   | 1     | 19 clocks          |                 |    |            |    |    |                 |    |            |   |                |   |     |                |   |   |          |   |     |                    |   |   |          |   |     |                    |   |   |   |   |     |                    |   |   |   |   |    |                    |   |   |   |   |    |                    |   |   |   |   |    |                    |   |   |   |   |    |  |   |   |   |   |            |                    |   |   |   |                 |   |                    |   |   |   |    |   |                    |   |   |   |    |   |                    |   |   |   |    |   |                    |            |   |   |             |   |                |   |   |   |    |   |                    |   |   |   |    |   |                    |   |   |   |    |   |                    |   |   |   |    |   |                    |   |   |   |   |   |                    |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |            |  |  |  |  |                |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |
| 1   | 0   | 1   | 0   | 0     | 20 clocks          |                 |    |            |    |    |                 |    |            |   |                |   |     |                |   |   |          |   |     |                    |   |   |          |   |     |                    |   |   |   |   |     |                    |   |   |   |   |    |                    |   |   |   |   |    |                    |   |   |   |   |    |                    |   |   |   |   |    |  |   |   |   |   |            |                    |   |   |   |                 |   |                    |   |   |   |    |   |                    |   |   |   |    |   |                    |   |   |   |    |   |                    |            |   |   |             |   |                |   |   |   |    |   |                    |   |   |   |    |   |                    |   |   |   |    |   |                    |   |   |   |    |   |                    |   |   |   |   |   |                    |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |            |  |  |  |  |                |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |
| 1   | 0   | 1   | 0   | 1     | 21 clocks          |                 |    |            |    |    |                 |    |            |   |                |   |     |                |   |   |          |   |     |                    |   |   |          |   |     |                    |   |   |   |   |     |                    |   |   |   |   |    |                    |   |   |   |   |    |                    |   |   |   |   |    |                    |   |   |   |   |    |  |   |   |   |   |            |                    |   |   |   |                 |   |                    |   |   |   |    |   |                    |   |   |   |    |   |                    |   |   |   |    |   |                    |            |   |   |             |   |                |   |   |   |    |   |                    |   |   |   |    |   |                    |   |   |   |    |   |                    |   |   |   |    |   |                    |   |   |   |   |   |                    |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |            |  |  |  |  |                |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |
| RTNA [4:0]  |   |   |     |       | Clock per Line     |                 |    |            |    |    |                 |    |            |   |                |   |     |                |   |   |          |   |     |                    |   |   |          |   |     |                    |   |   |   |   |     |                    |   |   |   |   |    |                    |   |   |   |   |    |                    |   |   |   |   |    |                    |   |   |   |   |    |  |   |   |   |   |            |                    |   |   |   |                 |   |                    |   |   |   |    |   |                    |   |   |   |    |   |                    |   |   |   |    |   |                    |            |   |   |             |   |                |   |   |   |    |   |                    |   |   |   |    |   |                    |   |   |   |    |   |                    |   |   |   |    |   |                    |   |   |   |   |   |                    |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |            |  |  |  |  |                |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |
| 1   | 0   | 1   | 1   | 0     | 22 clocks          |                 |    |            |    |    |                 |    |            |   |                |   |     |                |   |   |          |   |     |                    |   |   |          |   |     |                    |   |   |   |   |     |                    |   |   |   |   |    |                    |   |   |   |   |    |                    |   |   |   |   |    |                    |   |   |   |   |    |  |   |   |   |   |            |                    |   |   |   |                 |   |                    |   |   |   |    |   |                    |   |   |   |    |   |                    |   |   |   |    |   |                    |            |   |   |             |   |                |   |   |   |    |   |                    |   |   |   |    |   |                    |   |   |   |    |   |                    |   |   |   |    |   |                    |   |   |   |   |   |                    |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |            |  |  |  |  |                |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |
| 1   | 0   | 1   | 1   | 1     | 23 clocks          |                 |    |            |    |    |                 |    |            |   |                |   |     |                |   |   |          |   |     |                    |   |   |          |   |     |                    |   |   |   |   |     |                    |   |   |   |   |    |                    |   |   |   |   |    |                    |   |   |   |   |    |                    |   |   |   |   |    |  |   |   |   |   |            |                    |   |   |   |                 |   |                    |   |   |   |    |   |                    |   |   |   |    |   |                    |   |   |   |    |   |                    |            |   |   |             |   |                |   |   |   |    |   |                    |   |   |   |    |   |                    |   |   |   |    |   |                    |   |   |   |    |   |                    |   |   |   |   |   |                    |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |            |  |  |  |  |                |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |
| 1   | 1   | 0   | 0   | 0     | 24 clocks          |                 |    |            |    |    |                 |    |            |   |                |   |     |                |   |   |          |   |     |                    |   |   |          |   |     |                    |   |   |   |   |     |                    |   |   |   |   |    |                    |   |   |   |   |    |                    |   |   |   |   |    |                    |   |   |   |   |    |  |   |   |   |   |            |                    |   |   |   |                 |   |                    |   |   |   |    |   |                    |   |   |   |    |   |                    |   |   |   |    |   |                    |            |   |   |             |   |                |   |   |   |    |   |                    |   |   |   |    |   |                    |   |   |   |    |   |                    |   |   |   |    |   |                    |   |   |   |   |   |                    |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |            |  |  |  |  |                |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |
| 1   | 1   | 0   | 0   | 1     | 25 clocks          |                 |    |            |    |    |                 |    |            |   |                |   |     |                |   |   |          |   |     |                    |   |   |          |   |     |                    |   |   |   |   |     |                    |   |   |   |   |    |                    |   |   |   |   |    |                    |   |   |   |   |    |                    |   |   |   |   |    |  |   |   |   |   |            |                    |   |   |   |                 |   |                    |   |   |   |    |   |                    |   |   |   |    |   |                    |   |   |   |    |   |                    |            |   |   |             |   |                |   |   |   |    |   |                    |   |   |   |    |   |                    |   |   |   |    |   |                    |   |   |   |    |   |                    |   |   |   |   |   |                    |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |            |  |  |  |  |                |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |
| 1   | 1   | 0   | 1   | 0     | 26 clocks          |                 |    |            |    |    |                 |    |            |   |                |   |     |                |   |   |          |   |     |                    |   |   |          |   |     |                    |   |   |   |   |     |                    |   |   |   |   |    |                    |   |   |   |   |    |                    |   |   |   |   |    |                    |   |   |   |   |    |  |   |   |   |   |            |                    |   |   |   |                 |   |                    |   |   |   |    |   |                    |   |   |   |    |   |                    |   |   |   |    |   |                    |            |   |   |             |   |                |   |   |   |    |   |                    |   |   |   |    |   |                    |   |   |   |    |   |                    |   |   |   |    |   |                    |   |   |   |   |   |                    |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |            |  |  |  |  |                |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |
| 1   | 1   | 0   | 1   | 1     | 27 clocks          |                 |    |            |    |    |                 |    |            |   |                |   |     |                |   |   |          |   |     |                    |   |   |          |   |     |                    |   |   |   |   |     |                    |   |   |   |   |    |                    |   |   |   |   |    |                    |   |   |   |   |    |                    |   |   |   |   |    |  |   |   |   |   |            |                    |   |   |   |                 |   |                    |   |   |   |    |   |                    |   |   |   |    |   |                    |   |   |   |    |   |                    |            |   |   |             |   |                |   |   |   |    |   |                    |   |   |   |    |   |                    |   |   |   |    |   |                    |   |   |   |    |   |                    |   |   |   |   |   |                    |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |            |  |  |  |  |                |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |
| 1   | 1   | 1   | 0   | 0     | 28 clocks          |                 |    |            |    |    |                 |    |            |   |                |   |     |                |   |   |          |   |     |                    |   |   |          |   |     |                    |   |   |   |   |     |                    |   |   |   |   |    |                    |   |   |   |   |    |                    |   |   |   |   |    |                    |   |   |   |   |    |  |   |   |   |   |            |                    |   |   |   |                 |   |                    |   |   |   |    |   |                    |   |   |   |    |   |                    |   |   |   |    |   |                    |            |   |   |             |   |                |   |   |   |    |   |                    |   |   |   |    |   |                    |   |   |   |    |   |                    |   |   |   |    |   |                    |   |   |   |   |   |                    |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |            |  |  |  |  |                |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |
| 1   | 1   | 1   | 0   | 1     | 29 clocks          |                 |    |            |    |    |                 |    |            |   |                |   |     |                |   |   |          |   |     |                    |   |   |          |   |     |                    |   |   |   |   |     |                    |   |   |   |   |    |                    |   |   |   |   |    |                    |   |   |   |   |    |                    |   |   |   |   |    |  |   |   |   |   |            |                    |   |   |   |                 |   |                    |   |   |   |    |   |                    |   |   |   |    |   |                    |   |   |   |    |   |                    |            |   |   |             |   |                |   |   |   |    |   |                    |   |   |   |    |   |                    |   |   |   |    |   |                    |   |   |   |    |   |                    |   |   |   |   |   |                    |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |            |  |  |  |  |                |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |
| 1   | 1   | 1   | 1   | 0     | 30 clocks          |                 |    |            |    |    |                 |    |            |   |                |   |     |                |   |   |          |   |     |                    |   |   |          |   |     |                    |   |   |   |   |     |                    |   |   |   |   |    |                    |   |   |   |   |    |                    |   |   |   |   |    |                    |   |   |   |   |    |  |   |   |   |   |            |                    |   |   |   |                 |   |                    |   |   |   |    |   |                    |   |   |   |    |   |                    |   |   |   |    |   |                    |            |   |   |             |   |                |   |   |   |    |   |                    |   |   |   |    |   |                    |   |   |   |    |   |                    |   |   |   |    |   |                    |   |   |   |   |   |                    |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |            |  |  |  |  |                |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |
| 1   | 1   | 1   | 1   | 1     | 31 clocks          |                 |    |            |    |    |                 |    |            |   |                |   |     |                |   |   |          |   |     |                    |   |   |          |   |     |                    |   |   |   |   |     |                    |   |   |   |   |    |                    |   |   |   |   |    |                    |   |   |   |   |    |                    |   |   |   |   |    |  |   |   |   |   |            |                    |   |   |   |                 |   |                    |   |   |   |    |   |                    |   |   |   |    |   |                    |   |   |   |    |   |                    |            |   |   |             |   |                |   |   |   |    |   |                    |   |   |   |    |   |                    |   |   |   |    |   |                    |   |   |   |    |   |                    |   |   |   |   |   |                    |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |            |  |  |  |  |                |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |

| Restriction           | EXTC should be high to enable this command   |               |            |        |               |  |  |            |                   |   |        |          |   |        |          |  |        |  |          |     |  |
|-----------------------|--|---------------|------------|--------|---------------|--|--|------------|-------------------|---|--------|----------|---|--------|----------|--|--------|--|----------|-----|--|
| Register Availability | <table><tr><th>Status</th><th colspan="2">Availability</th></tr><tr><td>Normal Mode ON, Idle Mode OFF, Sleep OUT</td><td colspan="2">Yes</td></tr><tr><td>Normal Mode ON, Idle Mode ON, Sleep OUT</td><td colspan="2">Yes</td></tr><tr><td>Partial Mode ON, Idle Mode OFF, Sleep OUT</td><td colspan="2">Yes</td></tr><tr><td>Partial Mode ON, Idle Mode ON, Sleep OUT</td><td colspan="2">Yes</td></tr><tr><td>Sleep IN</td><td colspan="2">Yes</td></tr></table> |               |            | Status | Availability  |  | Normal Mode ON, Idle Mode OFF, Sleep OUT | Yes        |                   | Normal Mode ON, Idle Mode ON, Sleep OUT | Yes    |          | Partial Mode ON, Idle Mode OFF, Sleep OUT | Yes    |          | Partial Mode ON, Idle Mode ON, Sleep OUT | Yes    |  | Sleep IN | Yes |  |
|                       | Status   | Availability  |            |        |               |  |  |            |                   |   |        |          |   |        |          |  |        |  |          |     |  |
|                       | Normal Mode ON, Idle Mode OFF, Sleep OUT   | Yes           |            |        |               |  |  |            |                   |   |        |          |   |        |          |  |        |  |          |     |  |
|                       | Normal Mode ON, Idle Mode ON, Sleep OUT  | Yes           |            |        |               |  |  |            |                   |   |        |          |   |        |          |  |        |  |          |     |  |
|                       | Partial Mode ON, Idle Mode OFF, Sleep OUT  | Yes           |            |        |               |  |  |            |                   |   |        |          |   |        |          |  |        |  |          |     |  |
|                       | Partial Mode ON, Idle Mode ON, Sleep OUT   | Yes           |            |        |               |  |  |            |                   |   |        |          |   |        |          |  |        |  |          |     |  |
| Sleep IN              | Yes  |               |            |        |               |  |  |            |                   |   |        |          |   |        |          |  |        |  |          |     |  |
| Default               | <table><tr><th rowspan="2">Status</th><th colspan="2">Default Value</th></tr><tr><th>DIVA [1:0]</th><th>RTNA [4:0]</th></tr><tr><td>Power ON Sequence</td><td>2'b00</td><td>5'h1Bh</td></tr><tr><td>SW Reset</td><td>2'b00</td><td>5'h1Bh</td></tr><tr><td>HW Reset</td><td>2'b00</td><td>5'h1Bh</td></tr></table>   |               |            | Status | Default Value |  | DIVA [1:0]                               | RTNA [4:0] | Power ON Sequence | 2'b00                                   | 5'h1Bh | SW Reset | 2'b00                                     | 5'h1Bh | HW Reset | 2'b00                                    | 5'h1Bh |  |          |     |  |
|                       | Status   | Default Value |            |        |               |  |  |            |                   |   |        |          |   |        |          |  |        |  |          |     |  |
|                       |  | DIVA [1:0]    | RTNA [4:0] |        |               |  |  |            |                   |   |        |          |   |        |          |  |        |  |          |     |  |
|                       | Power ON Sequence  | 2'b00         | 5'h1Bh     |        |               |  |  |            |                   |   |        |          |   |        |          |  |        |  |          |     |  |
|                       | SW Reset   | 2'b00         | 5'h1Bh     |        |               |  |  |            |                   |   |        |          |   |        |          |  |        |  |          |     |  |
| HW Reset              | 2'b00  | 5'h1Bh        |            |        |               |  |  |            |                   |   |        |          |   |        |          |  |        |  |          |     |  |

### 8.3.3. Frame Rate Control (In Idle Mode/8 colors) (B2h)

| B2h  | FRMCTR2 (Frame Rate Control (In Idle Mode / 8I colors))  |                |     |       |                    |                 |    |            |    |    |            |    |            |            |                |   |   |                |                 |   |          |   |   |                    |     |   |          |   |   |                    |     |   |   |   |   |                    |     |   |   |   |   |                    |     |   |   |   |   |                    |    |   |   |   |   |                    |    |   |   |   |   |                    |    |   |   |   |   |                    |    |            |   |   |   |                    |                 |   |   |   |   |                    |    |   |   |   |   |                    |            |   |   |   |   |                |    |   |   |   |   |                    |             |   |   |   |   |                    |    |   |   |   |   |                    |    |   |   |   |   |                    |    |   |   |   |   |                    |    |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |            |  |  |  |  |                |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |
|--|--|----------------|-----|-------|--------------------|-----------------|----|------------|----|----|------------|----|------------|------------|----------------|---|---|----------------|-----------------|---|----------|---|---|--------------------|-----|---|----------|---|---|--------------------|-----|---|---|---|---|--------------------|-----|---|---|---|---|--------------------|-----|---|---|---|---|--------------------|----|---|---|---|---|--------------------|----|---|---|---|---|--------------------|----|---|---|---|---|--------------------|----|------------|---|---|---|--------------------|-----------------|---|---|---|---|--------------------|----|---|---|---|---|--------------------|------------|---|---|---|---|----------------|----|---|---|---|---|--------------------|-------------|---|---|---|---|--------------------|----|---|---|---|---|--------------------|----|---|---|---|---|--------------------|----|---|---|---|---|--------------------|----|---|---|---|---|-----------|---|---|---|---|---|-----------|---|---|---|---|---|-----------|---|---|---|---|---|-----------|---|---|---|---|---|-----------|---|---|---|---|---|-----------|------------|--|--|--|--|----------------|---|---|---|---|---|-----------|---|---|---|---|---|-----------|---|---|---|---|---|-----------|---|---|---|---|---|-----------|---|---|---|---|---|-----------|---|---|---|---|---|-----------|---|---|---|---|---|-----------|---|---|---|---|---|-----------|---|---|---|---|---|-----------|---|---|---|---|---|-----------|
|  | D/CX   | RDX            | WRX | D17-8 | D7                 | D6              | D5 | D4         | D3 | D2 | D1         | D0 | HEX        |            |                |   |   |                |                 |   |          |   |   |                    |     |   |          |   |   |                    |     |   |   |   |   |                    |     |   |   |   |   |                    |     |   |   |   |   |                    |    |   |   |   |   |                    |    |   |   |   |   |                    |    |   |   |   |   |                    |    |            |   |   |   |                    |                 |   |   |   |   |                    |    |   |   |   |   |                    |            |   |   |   |   |                |    |   |   |   |   |                    |             |   |   |   |   |                    |    |   |   |   |   |                    |    |   |   |   |   |                    |    |   |   |   |   |                    |    |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |            |  |  |  |  |                |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |
| Command  | 0  | 1              | ↑   | XX    | 1                  | 0               | 1  | 1          | 0  | 0  | 1          | 0  | B2h        |            |                |   |   |                |                 |   |          |   |   |                    |     |   |          |   |   |                    |     |   |   |   |   |                    |     |   |   |   |   |                    |     |   |   |   |   |                    |    |   |   |   |   |                    |    |   |   |   |   |                    |    |   |   |   |   |                    |    |            |   |   |   |                    |                 |   |   |   |   |                    |    |   |   |   |   |                    |            |   |   |   |   |                |    |   |   |   |   |                    |             |   |   |   |   |                    |    |   |   |   |   |                    |    |   |   |   |   |                    |    |   |   |   |   |                    |    |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |            |  |  |  |  |                |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |
| 1 <sup>st</sup> Parameter  | 1  | 1              | ↑   | XX    | 0                  | 0               | 0  | 0          | 0  | 0  | DIVB [1:0] |    | 00         |            |                |   |   |                |                 |   |          |   |   |                    |     |   |          |   |   |                    |     |   |   |   |   |                    |     |   |   |   |   |                    |     |   |   |   |   |                    |    |   |   |   |   |                    |    |   |   |   |   |                    |    |   |   |   |   |                    |    |            |   |   |   |                    |                 |   |   |   |   |                    |    |   |   |   |   |                    |            |   |   |   |   |                |    |   |   |   |   |                    |             |   |   |   |   |                    |    |   |   |   |   |                    |    |   |   |   |   |                    |    |   |   |   |   |                    |    |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |            |  |  |  |  |                |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |
| 2 <sup>nd</sup> Parameter  | 1  | 1              | ↑   | XX    | 0                  | 0               | 0  | RTNB [4:0] |    |    |            |    | 1B         |            |                |   |   |                |                 |   |          |   |   |                    |     |   |          |   |   |                    |     |   |   |   |   |                    |     |   |   |   |   |                    |     |   |   |   |   |                    |    |   |   |   |   |                    |    |   |   |   |   |                    |    |   |   |   |   |                    |    |            |   |   |   |                    |                 |   |   |   |   |                    |    |   |   |   |   |                    |            |   |   |   |   |                |    |   |   |   |   |                    |             |   |   |   |   |                    |    |   |   |   |   |                    |    |   |   |   |   |                    |    |   |   |   |   |                    |    |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |            |  |  |  |  |                |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |
| Description  | Formula to calculate frame frequency   |                |     |       |                    |                 |    |            |    |    |            |    |            |            |                |   |   |                |                 |   |          |   |   |                    |     |   |          |   |   |                    |     |   |   |   |   |                    |     |   |   |   |   |                    |     |   |   |   |   |                    |    |   |   |   |   |                    |    |   |   |   |   |                    |    |   |   |   |   |                    |    |            |   |   |   |                    |                 |   |   |   |   |                    |    |   |   |   |   |                    |            |   |   |   |   |                |    |   |   |   |   |                    |             |   |   |   |   |                    |    |   |   |   |   |                    |    |   |   |   |   |                    |    |   |   |   |   |                    |    |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |            |  |  |  |  |                |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |
|  | $\text{Frame Rate} = \frac{\text{fosc}}{\text{Clocks per line} \times \text{Division ratio} \times (\text{Lines} + \text{VBP} + \text{VFP})}$  |                |     |       |                    |                 |    |            |    |    |            |    |            |            |                |   |   |                |                 |   |          |   |   |                    |     |   |          |   |   |                    |     |   |   |   |   |                    |     |   |   |   |   |                    |     |   |   |   |   |                    |    |   |   |   |   |                    |    |   |   |   |   |                    |    |   |   |   |   |                    |    |            |   |   |   |                    |                 |   |   |   |   |                    |    |   |   |   |   |                    |            |   |   |   |   |                |    |   |   |   |   |                    |             |   |   |   |   |                    |    |   |   |   |   |                    |    |   |   |   |   |                    |    |   |   |   |   |                    |    |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |            |  |  |  |  |                |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |
|  | Sets the division ratio for internal clocks of Idle mode at MCU interface.   |                |     |       |                    |                 |    |            |    |    |            |    |            |            |                |   |   |                |                 |   |          |   |   |                    |     |   |          |   |   |                    |     |   |   |   |   |                    |     |   |   |   |   |                    |     |   |   |   |   |                    |    |   |   |   |   |                    |    |   |   |   |   |                    |    |   |   |   |   |                    |    |            |   |   |   |                    |                 |   |   |   |   |                    |    |   |   |   |   |                    |            |   |   |   |   |                |    |   |   |   |   |                    |             |   |   |   |   |                    |    |   |   |   |   |                    |    |   |   |   |   |                    |    |   |   |   |   |                    |    |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |            |  |  |  |  |                |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |
|  | fosc : internal oscillator frequency   |                |     |       |                    |                 |    |            |    |    |            |    |            |            |                |   |   |                |                 |   |          |   |   |                    |     |   |          |   |   |                    |     |   |   |   |   |                    |     |   |   |   |   |                    |     |   |   |   |   |                    |    |   |   |   |   |                    |    |   |   |   |   |                    |    |   |   |   |   |                    |    |            |   |   |   |                    |                 |   |   |   |   |                    |    |   |   |   |   |                    |            |   |   |   |   |                |    |   |   |   |   |                    |             |   |   |   |   |                    |    |   |   |   |   |                    |    |   |   |   |   |                    |    |   |   |   |   |                    |    |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |            |  |  |  |  |                |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |
|  | Clocks per line : RTNB setting   |                |     |       |                    |                 |    |            |    |    |            |    |            |            |                |   |   |                |                 |   |          |   |   |                    |     |   |          |   |   |                    |     |   |   |   |   |                    |     |   |   |   |   |                    |     |   |   |   |   |                    |    |   |   |   |   |                    |    |   |   |   |   |                    |    |   |   |   |   |                    |    |            |   |   |   |                    |                 |   |   |   |   |                    |    |   |   |   |   |                    |            |   |   |   |   |                |    |   |   |   |   |                    |             |   |   |   |   |                    |    |   |   |   |   |                    |    |   |   |   |   |                    |    |   |   |   |   |                    |    |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |            |  |  |  |  |                |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |
|  | Division ratio : DIVB setting  |                |     |       |                    |                 |    |            |    |    |            |    |            |            |                |   |   |                |                 |   |          |   |   |                    |     |   |          |   |   |                    |     |   |   |   |   |                    |     |   |   |   |   |                    |     |   |   |   |   |                    |    |   |   |   |   |                    |    |   |   |   |   |                    |    |   |   |   |   |                    |    |            |   |   |   |                    |                 |   |   |   |   |                    |    |   |   |   |   |                    |            |   |   |   |   |                |    |   |   |   |   |                    |             |   |   |   |   |                    |    |   |   |   |   |                    |    |   |   |   |   |                    |    |   |   |   |   |                    |    |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |            |  |  |  |  |                |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |
|  | Lines : total driving line number  |                |     |       |                    |                 |    |            |    |    |            |    |            |            |                |   |   |                |                 |   |          |   |   |                    |     |   |          |   |   |                    |     |   |   |   |   |                    |     |   |   |   |   |                    |     |   |   |   |   |                    |    |   |   |   |   |                    |    |   |   |   |   |                    |    |   |   |   |   |                    |    |            |   |   |   |                    |                 |   |   |   |   |                    |    |   |   |   |   |                    |            |   |   |   |   |                |    |   |   |   |   |                    |             |   |   |   |   |                    |    |   |   |   |   |                    |    |   |   |   |   |                    |    |   |   |   |   |                    |    |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |            |  |  |  |  |                |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |
|  | VBP : back porch line number   |                |     |       |                    |                 |    |            |    |    |            |    |            |            |                |   |   |                |                 |   |          |   |   |                    |     |   |          |   |   |                    |     |   |   |   |   |                    |     |   |   |   |   |                    |     |   |   |   |   |                    |    |   |   |   |   |                    |    |   |   |   |   |                    |    |   |   |   |   |                    |    |            |   |   |   |                    |                 |   |   |   |   |                    |    |   |   |   |   |                    |            |   |   |   |   |                |    |   |   |   |   |                    |             |   |   |   |   |                    |    |   |   |   |   |                    |    |   |   |   |   |                    |    |   |   |   |   |                    |    |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |            |  |  |  |  |                |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |
|  | VFP : front porch line number  |                |     |       |                    |                 |    |            |    |    |            |    |            |            |                |   |   |                |                 |   |          |   |   |                    |     |   |          |   |   |                    |     |   |   |   |   |                    |     |   |   |   |   |                    |     |   |   |   |   |                    |    |   |   |   |   |                    |    |   |   |   |   |                    |    |   |   |   |   |                    |    |            |   |   |   |                    |                 |   |   |   |   |                    |    |   |   |   |   |                    |            |   |   |   |   |                |    |   |   |   |   |                    |             |   |   |   |   |                    |    |   |   |   |   |                    |    |   |   |   |   |                    |    |   |   |   |   |                    |    |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |            |  |  |  |  |                |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |
|  | <table><thead><tr><th colspan="5">RTNB [4:0]</th><th>Frame Rate (Hz)</th></tr></thead><tbody><tr><td>1</td><td>0</td><td>0</td><td>0</td><td>0</td><td>119</td></tr><tr><td>1</td><td>0</td><td>0</td><td>0</td><td>1</td><td>112</td></tr><tr><td>1</td><td>0</td><td>0</td><td>1</td><td>0</td><td>106</td></tr><tr><td>1</td><td>0</td><td>0</td><td>1</td><td>1</td><td>100</td></tr><tr><td>1</td><td>0</td><td>1</td><td>0</td><td>0</td><td>95</td></tr><tr><td>1</td><td>0</td><td>1</td><td>0</td><td>1</td><td>90</td></tr><tr><td>1</td><td>0</td><td>1</td><td>1</td><td>0</td><td>86</td></tr><tr><td>1</td><td>0</td><td>1</td><td>1</td><td>1</td><td>83</td></tr></tbody></table> <table><thead><tr><th colspan="5">RTNB [4:0]</th><th>Frame Rate (Hz)</th></tr></thead><tbody><tr><td>1</td><td>1</td><td>0</td><td>0</td><td>0</td><td>79</td></tr><tr><td>1</td><td>1</td><td>0</td><td>0</td><td>1</td><td>76</td></tr><tr><td>1</td><td>1</td><td>0</td><td>1</td><td>0</td><td>73</td></tr><tr><td>1</td><td>1</td><td>0</td><td>1</td><td>1</td><td>70(default)</td></tr><tr><td>1</td><td>1</td><td>1</td><td>0</td><td>0</td><td>68</td></tr><tr><td>1</td><td>1</td><td>1</td><td>0</td><td>1</td><td>65</td></tr><tr><td>1</td><td>1</td><td>1</td><td>0</td><td>1</td><td>63</td></tr><tr><td>1</td><td>1</td><td>1</td><td>1</td><td>1</td><td>61</td></tr></tbody></table> |                |     |       |                    |                 |    |            |    |    |            |    |            | RTNB [4:0] |                |   |   |                | Frame Rate (Hz) | 1 | 0        | 0 | 0 | 0                  | 119 | 1 | 0        | 0 | 0 | 1                  | 112 | 1 | 0 | 0 | 1 | 0                  | 106 | 1 | 0 | 0 | 1 | 1                  | 100 | 1 | 0 | 1 | 0 | 0                  | 95 | 1 | 0 | 1 | 0 | 1                  | 90 | 1 | 0 | 1 | 1 | 0                  | 86 | 1 | 0 | 1 | 1 | 1                  | 83 | RTNB [4:0] |   |   |   |                    | Frame Rate (Hz) | 1 | 1 | 0 | 0 | 0                  | 79 | 1 | 1 | 0 | 0 | 1                  | 76         | 1 | 1 | 0 | 1 | 0              | 73 | 1 | 1 | 0 | 1 | 1                  | 70(default) | 1 | 1 | 1 | 0 | 0                  | 68 | 1 | 1 | 1 | 0 | 1                  | 65 | 1 | 1 | 1 | 0 | 1                  | 63 | 1 | 1 | 1 | 1 | 1                  | 61 |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |            |  |  |  |  |                |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |
|  | RTNB [4:0]   |                |     |       |                    | Frame Rate (Hz) |    |            |    |    |            |    |            |            |                |   |   |                |                 |   |          |   |   |                    |     |   |          |   |   |                    |     |   |   |   |   |                    |     |   |   |   |   |                    |     |   |   |   |   |                    |    |   |   |   |   |                    |    |   |   |   |   |                    |    |   |   |   |   |                    |    |            |   |   |   |                    |                 |   |   |   |   |                    |    |   |   |   |   |                    |            |   |   |   |   |                |    |   |   |   |   |                    |             |   |   |   |   |                    |    |   |   |   |   |                    |    |   |   |   |   |                    |    |   |   |   |   |                    |    |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |            |  |  |  |  |                |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |
| 1  | 0  | 0              | 0   | 0     | 119                |                 |    |            |    |    |            |    |            |            |                |   |   |                |                 |   |          |   |   |                    |     |   |          |   |   |                    |     |   |   |   |   |                    |     |   |   |   |   |                    |     |   |   |   |   |                    |    |   |   |   |   |                    |    |   |   |   |   |                    |    |   |   |   |   |                    |    |            |   |   |   |                    |                 |   |   |   |   |                    |    |   |   |   |   |                    |            |   |   |   |   |                |    |   |   |   |   |                    |             |   |   |   |   |                    |    |   |   |   |   |                    |    |   |   |   |   |                    |    |   |   |   |   |                    |    |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |            |  |  |  |  |                |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |
| 1  | 0  | 0              | 0   | 1     | 112                |                 |    |            |    |    |            |    |            |            |                |   |   |                |                 |   |          |   |   |                    |     |   |          |   |   |                    |     |   |   |   |   |                    |     |   |   |   |   |                    |     |   |   |   |   |                    |    |   |   |   |   |                    |    |   |   |   |   |                    |    |   |   |   |   |                    |    |            |   |   |   |                    |                 |   |   |   |   |                    |    |   |   |   |   |                    |            |   |   |   |   |                |    |   |   |   |   |                    |             |   |   |   |   |                    |    |   |   |   |   |                    |    |   |   |   |   |                    |    |   |   |   |   |                    |    |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |            |  |  |  |  |                |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |
| 1  | 0  | 0              | 1   | 0     | 106                |                 |    |            |    |    |            |    |            |            |                |   |   |                |                 |   |          |   |   |                    |     |   |          |   |   |                    |     |   |   |   |   |                    |     |   |   |   |   |                    |     |   |   |   |   |                    |    |   |   |   |   |                    |    |   |   |   |   |                    |    |   |   |   |   |                    |    |            |   |   |   |                    |                 |   |   |   |   |                    |    |   |   |   |   |                    |            |   |   |   |   |                |    |   |   |   |   |                    |             |   |   |   |   |                    |    |   |   |   |   |                    |    |   |   |   |   |                    |    |   |   |   |   |                    |    |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |            |  |  |  |  |                |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |
| 1  | 0  | 0              | 1   | 1     | 100                |                 |    |            |    |    |            |    |            |            |                |   |   |                |                 |   |          |   |   |                    |     |   |          |   |   |                    |     |   |   |   |   |                    |     |   |   |   |   |                    |     |   |   |   |   |                    |    |   |   |   |   |                    |    |   |   |   |   |                    |    |   |   |   |   |                    |    |            |   |   |   |                    |                 |   |   |   |   |                    |    |   |   |   |   |                    |            |   |   |   |   |                |    |   |   |   |   |                    |             |   |   |   |   |                    |    |   |   |   |   |                    |    |   |   |   |   |                    |    |   |   |   |   |                    |    |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |            |  |  |  |  |                |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |
| 1  | 0  | 1              | 0   | 0     | 95                 |                 |    |            |    |    |            |    |            |            |                |   |   |                |                 |   |          |   |   |                    |     |   |          |   |   |                    |     |   |   |   |   |                    |     |   |   |   |   |                    |     |   |   |   |   |                    |    |   |   |   |   |                    |    |   |   |   |   |                    |    |   |   |   |   |                    |    |            |   |   |   |                    |                 |   |   |   |   |                    |    |   |   |   |   |                    |            |   |   |   |   |                |    |   |   |   |   |                    |             |   |   |   |   |                    |    |   |   |   |   |                    |    |   |   |   |   |                    |    |   |   |   |   |                    |    |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |            |  |  |  |  |                |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |
| 1  | 0  | 1              | 0   | 1     | 90                 |                 |    |            |    |    |            |    |            |            |                |   |   |                |                 |   |          |   |   |                    |     |   |          |   |   |                    |     |   |   |   |   |                    |     |   |   |   |   |                    |     |   |   |   |   |                    |    |   |   |   |   |                    |    |   |   |   |   |                    |    |   |   |   |   |                    |    |            |   |   |   |                    |                 |   |   |   |   |                    |    |   |   |   |   |                    |            |   |   |   |   |                |    |   |   |   |   |                    |             |   |   |   |   |                    |    |   |   |   |   |                    |    |   |   |   |   |                    |    |   |   |   |   |                    |    |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |            |  |  |  |  |                |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |
| 1  | 0  | 1              | 1   | 0     | 86                 |                 |    |            |    |    |            |    |            |            |                |   |   |                |                 |   |          |   |   |                    |     |   |          |   |   |                    |     |   |   |   |   |                    |     |   |   |   |   |                    |     |   |   |   |   |                    |    |   |   |   |   |                    |    |   |   |   |   |                    |    |   |   |   |   |                    |    |            |   |   |   |                    |                 |   |   |   |   |                    |    |   |   |   |   |                    |            |   |   |   |   |                |    |   |   |   |   |                    |             |   |   |   |   |                    |    |   |   |   |   |                    |    |   |   |   |   |                    |    |   |   |   |   |                    |    |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |            |  |  |  |  |                |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |
| 1  | 0  | 1              | 1   | 1     | 83                 |                 |    |            |    |    |            |    |            |            |                |   |   |                |                 |   |          |   |   |                    |     |   |          |   |   |                    |     |   |   |   |   |                    |     |   |   |   |   |                    |     |   |   |   |   |                    |    |   |   |   |   |                    |    |   |   |   |   |                    |    |   |   |   |   |                    |    |            |   |   |   |                    |                 |   |   |   |   |                    |    |   |   |   |   |                    |            |   |   |   |   |                |    |   |   |   |   |                    |             |   |   |   |   |                    |    |   |   |   |   |                    |    |   |   |   |   |                    |    |   |   |   |   |                    |    |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |            |  |  |  |  |                |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |
| RTNB [4:0]   |  |                |     |       | Frame Rate (Hz)    |                 |    |            |    |    |            |    |            |            |                |   |   |                |                 |   |          |   |   |                    |     |   |          |   |   |                    |     |   |   |   |   |                    |     |   |   |   |   |                    |     |   |   |   |   |                    |    |   |   |   |   |                    |    |   |   |   |   |                    |    |   |   |   |   |                    |    |            |   |   |   |                    |                 |   |   |   |   |                    |    |   |   |   |   |                    |            |   |   |   |   |                |    |   |   |   |   |                    |             |   |   |   |   |                    |    |   |   |   |   |                    |    |   |   |   |   |                    |    |   |   |   |   |                    |    |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |            |  |  |  |  |                |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |
| 1  | 1  | 0              | 0   | 0     | 79                 |                 |    |            |    |    |            |    |            |            |                |   |   |                |                 |   |          |   |   |                    |     |   |          |   |   |                    |     |   |   |   |   |                    |     |   |   |   |   |                    |     |   |   |   |   |                    |    |   |   |   |   |                    |    |   |   |   |   |                    |    |   |   |   |   |                    |    |            |   |   |   |                    |                 |   |   |   |   |                    |    |   |   |   |   |                    |            |   |   |   |   |                |    |   |   |   |   |                    |             |   |   |   |   |                    |    |   |   |   |   |                    |    |   |   |   |   |                    |    |   |   |   |   |                    |    |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |            |  |  |  |  |                |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |
| 1  | 1  | 0              | 0   | 1     | 76                 |                 |    |            |    |    |            |    |            |            |                |   |   |                |                 |   |          |   |   |                    |     |   |          |   |   |                    |     |   |   |   |   |                    |     |   |   |   |   |                    |     |   |   |   |   |                    |    |   |   |   |   |                    |    |   |   |   |   |                    |    |   |   |   |   |                    |    |            |   |   |   |                    |                 |   |   |   |   |                    |    |   |   |   |   |                    |            |   |   |   |   |                |    |   |   |   |   |                    |             |   |   |   |   |                    |    |   |   |   |   |                    |    |   |   |   |   |                    |    |   |   |   |   |                    |    |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |            |  |  |  |  |                |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |
| 1  | 1  | 0              | 1   | 0     | 73                 |                 |    |            |    |    |            |    |            |            |                |   |   |                |                 |   |          |   |   |                    |     |   |          |   |   |                    |     |   |   |   |   |                    |     |   |   |   |   |                    |     |   |   |   |   |                    |    |   |   |   |   |                    |    |   |   |   |   |                    |    |   |   |   |   |                    |    |            |   |   |   |                    |                 |   |   |   |   |                    |    |   |   |   |   |                    |            |   |   |   |   |                |    |   |   |   |   |                    |             |   |   |   |   |                    |    |   |   |   |   |                    |    |   |   |   |   |                    |    |   |   |   |   |                    |    |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |            |  |  |  |  |                |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |
| 1  | 1  | 0              | 1   | 1     | 70(default)        |                 |    |            |    |    |            |    |            |            |                |   |   |                |                 |   |          |   |   |                    |     |   |          |   |   |                    |     |   |   |   |   |                    |     |   |   |   |   |                    |     |   |   |   |   |                    |    |   |   |   |   |                    |    |   |   |   |   |                    |    |   |   |   |   |                    |    |            |   |   |   |                    |                 |   |   |   |   |                    |    |   |   |   |   |                    |            |   |   |   |   |                |    |   |   |   |   |                    |             |   |   |   |   |                    |    |   |   |   |   |                    |    |   |   |   |   |                    |    |   |   |   |   |                    |    |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |            |  |  |  |  |                |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |
| 1  | 1  | 1              | 0   | 0     | 68                 |                 |    |            |    |    |            |    |            |            |                |   |   |                |                 |   |          |   |   |                    |     |   |          |   |   |                    |     |   |   |   |   |                    |     |   |   |   |   |                    |     |   |   |   |   |                    |    |   |   |   |   |                    |    |   |   |   |   |                    |    |   |   |   |   |                    |    |            |   |   |   |                    |                 |   |   |   |   |                    |    |   |   |   |   |                    |            |   |   |   |   |                |    |   |   |   |   |                    |             |   |   |   |   |                    |    |   |   |   |   |                    |    |   |   |   |   |                    |    |   |   |   |   |                    |    |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |            |  |  |  |  |                |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |
| 1  | 1  | 1              | 0   | 1     | 65                 |                 |    |            |    |    |            |    |            |            |                |   |   |                |                 |   |          |   |   |                    |     |   |          |   |   |                    |     |   |   |   |   |                    |     |   |   |   |   |                    |     |   |   |   |   |                    |    |   |   |   |   |                    |    |   |   |   |   |                    |    |   |   |   |   |                    |    |            |   |   |   |                    |                 |   |   |   |   |                    |    |   |   |   |   |                    |            |   |   |   |   |                |    |   |   |   |   |                    |             |   |   |   |   |                    |    |   |   |   |   |                    |    |   |   |   |   |                    |    |   |   |   |   |                    |    |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |            |  |  |  |  |                |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |
| 1  | 1  | 1              | 0   | 1     | 63                 |                 |    |            |    |    |            |    |            |            |                |   |   |                |                 |   |          |   |   |                    |     |   |          |   |   |                    |     |   |   |   |   |                    |     |   |   |   |   |                    |     |   |   |   |   |                    |    |   |   |   |   |                    |    |   |   |   |   |                    |    |   |   |   |   |                    |    |            |   |   |   |                    |                 |   |   |   |   |                    |    |   |   |   |   |                    |            |   |   |   |   |                |    |   |   |   |   |                    |             |   |   |   |   |                    |    |   |   |   |   |                    |    |   |   |   |   |                    |    |   |   |   |   |                    |    |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |            |  |  |  |  |                |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |
| 1  | 1  | 1              | 1   | 1     | 61                 |                 |    |            |    |    |            |    |            |            |                |   |   |                |                 |   |          |   |   |                    |     |   |          |   |   |                    |     |   |   |   |   |                    |     |   |   |   |   |                    |     |   |   |   |   |                    |    |   |   |   |   |                    |    |   |   |   |   |                    |    |   |   |   |   |                    |    |            |   |   |   |                    |                 |   |   |   |   |                    |    |   |   |   |   |                    |            |   |   |   |   |                |    |   |   |   |   |                    |             |   |   |   |   |                    |    |   |   |   |   |                    |    |   |   |   |   |                    |    |   |   |   |   |                    |    |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |            |  |  |  |  |                |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |
| DIVB [1:0]: division ratio for internal clocks when Idle mode.   |  |                |     |       |                    |                 |    |            |    |    |            |    |            |            |                |   |   |                |                 |   |          |   |   |                    |     |   |          |   |   |                    |     |   |   |   |   |                    |     |   |   |   |   |                    |     |   |   |   |   |                    |    |   |   |   |   |                    |    |   |   |   |   |                    |    |   |   |   |   |                    |    |            |   |   |   |                    |                 |   |   |   |   |                    |    |   |   |   |   |                    |            |   |   |   |   |                |    |   |   |   |   |                    |             |   |   |   |   |                    |    |   |   |   |   |                    |    |   |   |   |   |                    |    |   |   |   |   |                    |    |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |            |  |  |  |  |                |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |
| <table><thead><tr><th colspan="2">DIVB [1:0]</th><th>Division Ratio</th></tr></thead><tbody><tr><td>0</td><td>0</td><td>fosc</td></tr><tr><td>0</td><td>1</td><td>fosc / 2</td></tr><tr><td>1</td><td>0</td><td>fosc / 4</td></tr><tr><td>1</td><td>1</td><td>fosc / 8</td></tr></tbody></table>   |  |                |     |       |                    |                 |    |            |    |    |            |    | DIVB [1:0] |            | Division Ratio | 0 | 0 | fosc           | 0               | 1 | fosc / 2 | 1 | 0 | fosc / 4           | 1   | 1 | fosc / 8 |   |   |                    |     |   |   |   |   |                    |     |   |   |   |   |                    |     |   |   |   |   |                    |    |   |   |   |   |                    |    |   |   |   |   |                    |    |   |   |   |   |                    |    |            |   |   |   |                    |                 |   |   |   |   |                    |    |   |   |   |   |                    |            |   |   |   |   |                |    |   |   |   |   |                    |             |   |   |   |   |                    |    |   |   |   |   |                    |    |   |   |   |   |                    |    |   |   |   |   |                    |    |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |            |  |  |  |  |                |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |
| DIVB [1:0]   |  | Division Ratio |     |       |                    |                 |    |            |    |    |            |    |            |            |                |   |   |                |                 |   |          |   |   |                    |     |   |          |   |   |                    |     |   |   |   |   |                    |     |   |   |   |   |                    |     |   |   |   |   |                    |    |   |   |   |   |                    |    |   |   |   |   |                    |    |   |   |   |   |                    |    |            |   |   |   |                    |                 |   |   |   |   |                    |    |   |   |   |   |                    |            |   |   |   |   |                |    |   |   |   |   |                    |             |   |   |   |   |                    |    |   |   |   |   |                    |    |   |   |   |   |                    |    |   |   |   |   |                    |    |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |            |  |  |  |  |                |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |
| 0  | 0  | fosc           |     |       |                    |                 |    |            |    |    |            |    |            |            |                |   |   |                |                 |   |          |   |   |                    |     |   |          |   |   |                    |     |   |   |   |   |                    |     |   |   |   |   |                    |     |   |   |   |   |                    |    |   |   |   |   |                    |    |   |   |   |   |                    |    |   |   |   |   |                    |    |            |   |   |   |                    |                 |   |   |   |   |                    |    |   |   |   |   |                    |            |   |   |   |   |                |    |   |   |   |   |                    |             |   |   |   |   |                    |    |   |   |   |   |                    |    |   |   |   |   |                    |    |   |   |   |   |                    |    |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |            |  |  |  |  |                |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |
| 0  | 1  | fosc / 2       |     |       |                    |                 |    |            |    |    |            |    |            |            |                |   |   |                |                 |   |          |   |   |                    |     |   |          |   |   |                    |     |   |   |   |   |                    |     |   |   |   |   |                    |     |   |   |   |   |                    |    |   |   |   |   |                    |    |   |   |   |   |                    |    |   |   |   |   |                    |    |            |   |   |   |                    |                 |   |   |   |   |                    |    |   |   |   |   |                    |            |   |   |   |   |                |    |   |   |   |   |                    |             |   |   |   |   |                    |    |   |   |   |   |                    |    |   |   |   |   |                    |    |   |   |   |   |                    |    |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |            |  |  |  |  |                |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |
| 1  | 0  | fosc / 4       |     |       |                    |                 |    |            |    |    |            |    |            |            |                |   |   |                |                 |   |          |   |   |                    |     |   |          |   |   |                    |     |   |   |   |   |                    |     |   |   |   |   |                    |     |   |   |   |   |                    |    |   |   |   |   |                    |    |   |   |   |   |                    |    |   |   |   |   |                    |    |            |   |   |   |                    |                 |   |   |   |   |                    |    |   |   |   |   |                    |            |   |   |   |   |                |    |   |   |   |   |                    |             |   |   |   |   |                    |    |   |   |   |   |                    |    |   |   |   |   |                    |    |   |   |   |   |                    |    |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |            |  |  |  |  |                |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |
| 1  | 1  | fosc / 8       |     |       |                    |                 |    |            |    |    |            |    |            |            |                |   |   |                |                 |   |          |   |   |                    |     |   |          |   |   |                    |     |   |   |   |   |                    |     |   |   |   |   |                    |     |   |   |   |   |                    |    |   |   |   |   |                    |    |   |   |   |   |                    |    |   |   |   |   |                    |    |            |   |   |   |                    |                 |   |   |   |   |                    |    |   |   |   |   |                    |            |   |   |   |   |                |    |   |   |   |   |                    |             |   |   |   |   |                    |    |   |   |   |   |                    |    |   |   |   |   |                    |    |   |   |   |   |                    |    |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |            |  |  |  |  |                |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |
| RTNB [4:0]: RTNB[4:0] is used to set 1H (line) period of Idle mode at MCU interface.   |  |                |     |       |                    |                 |    |            |    |    |            |    |            |            |                |   |   |                |                 |   |          |   |   |                    |     |   |          |   |   |                    |     |   |   |   |   |                    |     |   |   |   |   |                    |     |   |   |   |   |                    |    |   |   |   |   |                    |    |   |   |   |   |                    |    |   |   |   |   |                    |    |            |   |   |   |                    |                 |   |   |   |   |                    |    |   |   |   |   |                    |            |   |   |   |   |                |    |   |   |   |   |                    |             |   |   |   |   |                    |    |   |   |   |   |                    |    |   |   |   |   |                    |    |   |   |   |   |                    |    |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |            |  |  |  |  |                |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |
| <table><thead><tr><th colspan="5">RTNB [4:0]</th><th>Clock per Line</th></tr></thead><tbody><tr><td>0</td><td>0</td><td>0</td><td>0</td><td>0</td><td>Setting prohibited</td></tr><tr><td>0</td><td>0</td><td>0</td><td>0</td><td>1</td><td>Setting prohibited</td></tr><tr><td>0</td><td>0</td><td>0</td><td>1</td><td>0</td><td>Setting prohibited</td></tr><tr><td>0</td><td>0</td><td>0</td><td>1</td><td>1</td><td>Setting prohibited</td></tr><tr><td>0</td><td>0</td><td>1</td><td>0</td><td>0</td><td>Setting prohibited</td></tr><tr><td>0</td><td>0</td><td>1</td><td>0</td><td>1</td><td>Setting prohibited</td></tr><tr><td>0</td><td>0</td><td>1</td><td>1</td><td>0</td><td>Setting prohibited</td></tr><tr><td>0</td><td>0</td><td>1</td><td>1</td><td>1</td><td>Setting prohibited</td></tr><tr><td>0</td><td>1</td><td>0</td><td>0</td><td>0</td><td>Setting prohibited</td></tr><tr><td>0</td><td>1</td><td>0</td><td>0</td><td>1</td><td>Setting prohibited</td></tr><tr><td>0</td><td>1</td><td>0</td><td>1</td><td>0</td><td>Setting prohibited</td></tr></tbody></table> <table><thead><tr><th colspan="5">RTNB [4:0]</th><th>Clock per Line</th></tr></thead><tbody><tr><td>0</td><td>1</td><td>0</td><td>1</td><td>1</td><td>Setting prohibited</td></tr><tr><td>0</td><td>1</td><td>1</td><td>0</td><td>0</td><td>Setting prohibited</td></tr><tr><td>0</td><td>1</td><td>1</td><td>0</td><td>1</td><td>Setting prohibited</td></tr><tr><td>0</td><td>1</td><td>1</td><td>1</td><td>0</td><td>Setting prohibited</td></tr><tr><td>0</td><td>1</td><td>1</td><td>1</td><td>1</td><td>Setting prohibited</td></tr><tr><td>1</td><td>0</td><td>0</td><td>0</td><td>0</td><td>16 clocks</td></tr><tr><td>1</td><td>0</td><td>0</td><td>0</td><td>1</td><td>17 clocks</td></tr><tr><td>1</td><td>0</td><td>0</td><td>1</td><td>0</td><td>18 clocks</td></tr><tr><td>1</td><td>0</td><td>0</td><td>1</td><td>1</td><td>19 clocks</td></tr><tr><td>1</td><td>0</td><td>1</td><td>0</td><td>0</td><td>20 clocks</td></tr><tr><td>1</td><td>0</td><td>1</td><td>0</td><td>1</td><td>21 clocks</td></tr></tbody></table> <table><thead><tr><th colspan="5">RTNB [4:0]</th><th>Clock per Line</th></tr></thead><tbody><tr><td>1</td><td>0</td><td>1</td><td>1</td><td>0</td><td>22 clocks</td></tr><tr><td>1</td><td>0</td><td>1</td><td>1</td><td>1</td><td>23 clocks</td></tr><tr><td>1</td><td>1</td><td>0</td><td>0</td><td>0</td><td>24 clocks</td></tr><tr><td>1</td><td>1</td><td>0</td><td>0</td><td>1</td><td>25 clocks</td></tr><tr><td>1</td><td>1</td><td>0</td><td>1</td><td>0</td><td>26 clocks</td></tr><tr><td>1</td><td>1</td><td>0</td><td>1</td><td>1</td><td>27 clocks</td></tr><tr><td>1</td><td>1</td><td>1</td><td>0</td><td>0</td><td>28 clocks</td></tr><tr><td>1</td><td>1</td><td>1</td><td>0</td><td>1</td><td>29 clocks</td></tr><tr><td>1</td><td>1</td><td>1</td><td>1</td><td>0</td><td>30 clocks</td></tr><tr><td>1</td><td>1</td><td>1</td><td>1</td><td>1</td><td>31 clocks</td></tr></tbody></table> |  |                |     |       |                    |                 |    |            |    |    |            |    | RTNB [4:0] |            |                |   |   | Clock per Line | 0               | 0 | 0        | 0 | 0 | Setting prohibited | 0   | 0 | 0        | 0 | 1 | Setting prohibited | 0   | 0 | 0 | 1 | 0 | Setting prohibited | 0   | 0 | 0 | 1 | 1 | Setting prohibited | 0   | 0 | 1 | 0 | 0 | Setting prohibited | 0  | 0 | 1 | 0 | 1 | Setting prohibited | 0  | 0 | 1 | 1 | 0 | Setting prohibited | 0  | 0 | 1 | 1 | 1 | Setting prohibited | 0  | 1          | 0 | 0 | 0 | Setting prohibited | 0               | 1 | 0 | 0 | 1 | Setting prohibited | 0  | 1 | 0 | 1 | 0 | Setting prohibited | RTNB [4:0] |   |   |   |   | Clock per Line | 0  | 1 | 0 | 1 | 1 | Setting prohibited | 0           | 1 | 1 | 0 | 0 | Setting prohibited | 0  | 1 | 1 | 0 | 1 | Setting prohibited | 0  | 1 | 1 | 1 | 0 | Setting prohibited | 0  | 1 | 1 | 1 | 1 | Setting prohibited | 1  | 0 | 0 | 0 | 0 | 16 clocks | 1 | 0 | 0 | 0 | 1 | 17 clocks | 1 | 0 | 0 | 1 | 0 | 18 clocks | 1 | 0 | 0 | 1 | 1 | 19 clocks | 1 | 0 | 1 | 0 | 0 | 20 clocks | 1 | 0 | 1 | 0 | 1 | 21 clocks | RTNB [4:0] |  |  |  |  | Clock per Line | 1 | 0 | 1 | 1 | 0 | 22 clocks | 1 | 0 | 1 | 1 | 1 | 23 clocks | 1 | 1 | 0 | 0 | 0 | 24 clocks | 1 | 1 | 0 | 0 | 1 | 25 clocks | 1 | 1 | 0 | 1 | 0 | 26 clocks | 1 | 1 | 0 | 1 | 1 | 27 clocks | 1 | 1 | 1 | 0 | 0 | 28 clocks | 1 | 1 | 1 | 0 | 1 | 29 clocks | 1 | 1 | 1 | 1 | 0 | 30 clocks | 1 | 1 | 1 | 1 | 1 | 31 clocks |
| RTNB [4:0]   |  |                |     |       | Clock per Line     |                 |    |            |    |    |            |    |            |            |                |   |   |                |                 |   |          |   |   |                    |     |   |          |   |   |                    |     |   |   |   |   |                    |     |   |   |   |   |                    |     |   |   |   |   |                    |    |   |   |   |   |                    |    |   |   |   |   |                    |    |   |   |   |   |                    |    |            |   |   |   |                    |                 |   |   |   |   |                    |    |   |   |   |   |                    |            |   |   |   |   |                |    |   |   |   |   |                    |             |   |   |   |   |                    |    |   |   |   |   |                    |    |   |   |   |   |                    |    |   |   |   |   |                    |    |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |            |  |  |  |  |                |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |
| 0  | 0  | 0              | 0   | 0     | Setting prohibited |                 |    |            |    |    |            |    |            |            |                |   |   |                |                 |   |          |   |   |                    |     |   |          |   |   |                    |     |   |   |   |   |                    |     |   |   |   |   |                    |     |   |   |   |   |                    |    |   |   |   |   |                    |    |   |   |   |   |                    |    |   |   |   |   |                    |    |            |   |   |   |                    |                 |   |   |   |   |                    |    |   |   |   |   |                    |            |   |   |   |   |                |    |   |   |   |   |                    |             |   |   |   |   |                    |    |   |   |   |   |                    |    |   |   |   |   |                    |    |   |   |   |   |                    |    |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |            |  |  |  |  |                |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |
| 0  | 0  | 0              | 0   | 1     | Setting prohibited |                 |    |            |    |    |            |    |            |            |                |   |   |                |                 |   |          |   |   |                    |     |   |          |   |   |                    |     |   |   |   |   |                    |     |   |   |   |   |                    |     |   |   |   |   |                    |    |   |   |   |   |                    |    |   |   |   |   |                    |    |   |   |   |   |                    |    |            |   |   |   |                    |                 |   |   |   |   |                    |    |   |   |   |   |                    |            |   |   |   |   |                |    |   |   |   |   |                    |             |   |   |   |   |                    |    |   |   |   |   |                    |    |   |   |   |   |                    |    |   |   |   |   |                    |    |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |            |  |  |  |  |                |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |
| 0  | 0  | 0              | 1   | 0     | Setting prohibited |                 |    |            |    |    |            |    |            |            |                |   |   |                |                 |   |          |   |   |                    |     |   |          |   |   |                    |     |   |   |   |   |                    |     |   |   |   |   |                    |     |   |   |   |   |                    |    |   |   |   |   |                    |    |   |   |   |   |                    |    |   |   |   |   |                    |    |            |   |   |   |                    |                 |   |   |   |   |                    |    |   |   |   |   |                    |            |   |   |   |   |                |    |   |   |   |   |                    |             |   |   |   |   |                    |    |   |   |   |   |                    |    |   |   |   |   |                    |    |   |   |   |   |                    |    |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |            |  |  |  |  |                |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |
| 0  | 0  | 0              | 1   | 1     | Setting prohibited |                 |    |            |    |    |            |    |            |            |                |   |   |                |                 |   |          |   |   |                    |     |   |          |   |   |                    |     |   |   |   |   |                    |     |   |   |   |   |                    |     |   |   |   |   |                    |    |   |   |   |   |                    |    |   |   |   |   |                    |    |   |   |   |   |                    |    |            |   |   |   |                    |                 |   |   |   |   |                    |    |   |   |   |   |                    |            |   |   |   |   |                |    |   |   |   |   |                    |             |   |   |   |   |                    |    |   |   |   |   |                    |    |   |   |   |   |                    |    |   |   |   |   |                    |    |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |            |  |  |  |  |                |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |
| 0  | 0  | 1              | 0   | 0     | Setting prohibited |                 |    |            |    |    |            |    |            |            |                |   |   |                |                 |   |          |   |   |                    |     |   |          |   |   |                    |     |   |   |   |   |                    |     |   |   |   |   |                    |     |   |   |   |   |                    |    |   |   |   |   |                    |    |   |   |   |   |                    |    |   |   |   |   |                    |    |            |   |   |   |                    |                 |   |   |   |   |                    |    |   |   |   |   |                    |            |   |   |   |   |                |    |   |   |   |   |                    |             |   |   |   |   |                    |    |   |   |   |   |                    |    |   |   |   |   |                    |    |   |   |   |   |                    |    |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |            |  |  |  |  |                |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |
| 0  | 0  | 1              | 0   | 1     | Setting prohibited |                 |    |            |    |    |            |    |            |            |                |   |   |                |                 |   |          |   |   |                    |     |   |          |   |   |                    |     |   |   |   |   |                    |     |   |   |   |   |                    |     |   |   |   |   |                    |    |   |   |   |   |                    |    |   |   |   |   |                    |    |   |   |   |   |                    |    |            |   |   |   |                    |                 |   |   |   |   |                    |    |   |   |   |   |                    |            |   |   |   |   |                |    |   |   |   |   |                    |             |   |   |   |   |                    |    |   |   |   |   |                    |    |   |   |   |   |                    |    |   |   |   |   |                    |    |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |            |  |  |  |  |                |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |
| 0  | 0  | 1              | 1   | 0     | Setting prohibited |                 |    |            |    |    |            |    |            |            |                |   |   |                |                 |   |          |   |   |                    |     |   |          |   |   |                    |     |   |   |   |   |                    |     |   |   |   |   |                    |     |   |   |   |   |                    |    |   |   |   |   |                    |    |   |   |   |   |                    |    |   |   |   |   |                    |    |            |   |   |   |                    |                 |   |   |   |   |                    |    |   |   |   |   |                    |            |   |   |   |   |                |    |   |   |   |   |                    |             |   |   |   |   |                    |    |   |   |   |   |                    |    |   |   |   |   |                    |    |   |   |   |   |                    |    |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |            |  |  |  |  |                |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |
| 0  | 0  | 1              | 1   | 1     | Setting prohibited |                 |    |            |    |    |            |    |            |            |                |   |   |                |                 |   |          |   |   |                    |     |   |          |   |   |                    |     |   |   |   |   |                    |     |   |   |   |   |                    |     |   |   |   |   |                    |    |   |   |   |   |                    |    |   |   |   |   |                    |    |   |   |   |   |                    |    |            |   |   |   |                    |                 |   |   |   |   |                    |    |   |   |   |   |                    |            |   |   |   |   |                |    |   |   |   |   |                    |             |   |   |   |   |                    |    |   |   |   |   |                    |    |   |   |   |   |                    |    |   |   |   |   |                    |    |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |            |  |  |  |  |                |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |
| 0  | 1  | 0              | 0   | 0     | Setting prohibited |                 |    |            |    |    |            |    |            |            |                |   |   |                |                 |   |          |   |   |                    |     |   |          |   |   |                    |     |   |   |   |   |                    |     |   |   |   |   |                    |     |   |   |   |   |                    |    |   |   |   |   |                    |    |   |   |   |   |                    |    |   |   |   |   |                    |    |            |   |   |   |                    |                 |   |   |   |   |                    |    |   |   |   |   |                    |            |   |   |   |   |                |    |   |   |   |   |                    |             |   |   |   |   |                    |    |   |   |   |   |                    |    |   |   |   |   |                    |    |   |   |   |   |                    |    |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |            |  |  |  |  |                |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |
| 0  | 1  | 0              | 0   | 1     | Setting prohibited |                 |    |            |    |    |            |    |            |            |                |   |   |                |                 |   |          |   |   |                    |     |   |          |   |   |                    |     |   |   |   |   |                    |     |   |   |   |   |                    |     |   |   |   |   |                    |    |   |   |   |   |                    |    |   |   |   |   |                    |    |   |   |   |   |                    |    |            |   |   |   |                    |                 |   |   |   |   |                    |    |   |   |   |   |                    |            |   |   |   |   |                |    |   |   |   |   |                    |             |   |   |   |   |                    |    |   |   |   |   |                    |    |   |   |   |   |                    |    |   |   |   |   |                    |    |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |            |  |  |  |  |                |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |
| 0  | 1  | 0              | 1   | 0     | Setting prohibited |                 |    |            |    |    |            |    |            |            |                |   |   |                |                 |   |          |   |   |                    |     |   |          |   |   |                    |     |   |   |   |   |                    |     |   |   |   |   |                    |     |   |   |   |   |                    |    |   |   |   |   |                    |    |   |   |   |   |                    |    |   |   |   |   |                    |    |            |   |   |   |                    |                 |   |   |   |   |                    |    |   |   |   |   |                    |            |   |   |   |   |                |    |   |   |   |   |                    |             |   |   |   |   |                    |    |   |   |   |   |                    |    |   |   |   |   |                    |    |   |   |   |   |                    |    |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |            |  |  |  |  |                |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |
| RTNB [4:0]   |  |                |     |       | Clock per Line     |                 |    |            |    |    |            |    |            |            |                |   |   |                |                 |   |          |   |   |                    |     |   |          |   |   |                    |     |   |   |   |   |                    |     |   |   |   |   |                    |     |   |   |   |   |                    |    |   |   |   |   |                    |    |   |   |   |   |                    |    |   |   |   |   |                    |    |            |   |   |   |                    |                 |   |   |   |   |                    |    |   |   |   |   |                    |            |   |   |   |   |                |    |   |   |   |   |                    |             |   |   |   |   |                    |    |   |   |   |   |                    |    |   |   |   |   |                    |    |   |   |   |   |                    |    |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |            |  |  |  |  |                |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |
| 0  | 1  | 0              | 1   | 1     | Setting prohibited |                 |    |            |    |    |            |    |            |            |                |   |   |                |                 |   |          |   |   |                    |     |   |          |   |   |                    |     |   |   |   |   |                    |     |   |   |   |   |                    |     |   |   |   |   |                    |    |   |   |   |   |                    |    |   |   |   |   |                    |    |   |   |   |   |                    |    |            |   |   |   |                    |                 |   |   |   |   |                    |    |   |   |   |   |                    |            |   |   |   |   |                |    |   |   |   |   |                    |             |   |   |   |   |                    |    |   |   |   |   |                    |    |   |   |   |   |                    |    |   |   |   |   |                    |    |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |            |  |  |  |  |                |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |
| 0  | 1  | 1              | 0   | 0     | Setting prohibited |                 |    |            |    |    |            |    |            |            |                |   |   |                |                 |   |          |   |   |                    |     |   |          |   |   |                    |     |   |   |   |   |                    |     |   |   |   |   |                    |     |   |   |   |   |                    |    |   |   |   |   |                    |    |   |   |   |   |                    |    |   |   |   |   |                    |    |            |   |   |   |                    |                 |   |   |   |   |                    |    |   |   |   |   |                    |            |   |   |   |   |                |    |   |   |   |   |                    |             |   |   |   |   |                    |    |   |   |   |   |                    |    |   |   |   |   |                    |    |   |   |   |   |                    |    |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |            |  |  |  |  |                |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |
| 0  | 1  | 1              | 0   | 1     | Setting prohibited |                 |    |            |    |    |            |    |            |            |                |   |   |                |                 |   |          |   |   |                    |     |   |          |   |   |                    |     |   |   |   |   |                    |     |   |   |   |   |                    |     |   |   |   |   |                    |    |   |   |   |   |                    |    |   |   |   |   |                    |    |   |   |   |   |                    |    |            |   |   |   |                    |                 |   |   |   |   |                    |    |   |   |   |   |                    |            |   |   |   |   |                |    |   |   |   |   |                    |             |   |   |   |   |                    |    |   |   |   |   |                    |    |   |   |   |   |                    |    |   |   |   |   |                    |    |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |            |  |  |  |  |                |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |
| 0  | 1  | 1              | 1   | 0     | Setting prohibited |                 |    |            |    |    |            |    |            |            |                |   |   |                |                 |   |          |   |   |                    |     |   |          |   |   |                    |     |   |   |   |   |                    |     |   |   |   |   |                    |     |   |   |   |   |                    |    |   |   |   |   |                    |    |   |   |   |   |                    |    |   |   |   |   |                    |    |            |   |   |   |                    |                 |   |   |   |   |                    |    |   |   |   |   |                    |            |   |   |   |   |                |    |   |   |   |   |                    |             |   |   |   |   |                    |    |   |   |   |   |                    |    |   |   |   |   |                    |    |   |   |   |   |                    |    |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |            |  |  |  |  |                |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |
| 0  | 1  | 1              | 1   | 1     | Setting prohibited |                 |    |            |    |    |            |    |            |            |                |   |   |                |                 |   |          |   |   |                    |     |   |          |   |   |                    |     |   |   |   |   |                    |     |   |   |   |   |                    |     |   |   |   |   |                    |    |   |   |   |   |                    |    |   |   |   |   |                    |    |   |   |   |   |                    |    |            |   |   |   |                    |                 |   |   |   |   |                    |    |   |   |   |   |                    |            |   |   |   |   |                |    |   |   |   |   |                    |             |   |   |   |   |                    |    |   |   |   |   |                    |    |   |   |   |   |                    |    |   |   |   |   |                    |    |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |            |  |  |  |  |                |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |
| 1  | 0  | 0              | 0   | 0     | 16 clocks          |                 |    |            |    |    |            |    |            |            |                |   |   |                |                 |   |          |   |   |                    |     |   |          |   |   |                    |     |   |   |   |   |                    |     |   |   |   |   |                    |     |   |   |   |   |                    |    |   |   |   |   |                    |    |   |   |   |   |                    |    |   |   |   |   |                    |    |            |   |   |   |                    |                 |   |   |   |   |                    |    |   |   |   |   |                    |            |   |   |   |   |                |    |   |   |   |   |                    |             |   |   |   |   |                    |    |   |   |   |   |                    |    |   |   |   |   |                    |    |   |   |   |   |                    |    |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |            |  |  |  |  |                |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |
| 1  | 0  | 0              | 0   | 1     | 17 clocks          |                 |    |            |    |    |            |    |            |            |                |   |   |                |                 |   |          |   |   |                    |     |   |          |   |   |                    |     |   |   |   |   |                    |     |   |   |   |   |                    |     |   |   |   |   |                    |    |   |   |   |   |                    |    |   |   |   |   |                    |    |   |   |   |   |                    |    |            |   |   |   |                    |                 |   |   |   |   |                    |    |   |   |   |   |                    |            |   |   |   |   |                |    |   |   |   |   |                    |             |   |   |   |   |                    |    |   |   |   |   |                    |    |   |   |   |   |                    |    |   |   |   |   |                    |    |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |            |  |  |  |  |                |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |
| 1  | 0  | 0              | 1   | 0     | 18 clocks          |                 |    |            |    |    |            |    |            |            |                |   |   |                |                 |   |          |   |   |                    |     |   |          |   |   |                    |     |   |   |   |   |                    |     |   |   |   |   |                    |     |   |   |   |   |                    |    |   |   |   |   |                    |    |   |   |   |   |                    |    |   |   |   |   |                    |    |            |   |   |   |                    |                 |   |   |   |   |                    |    |   |   |   |   |                    |            |   |   |   |   |                |    |   |   |   |   |                    |             |   |   |   |   |                    |    |   |   |   |   |                    |    |   |   |   |   |                    |    |   |   |   |   |                    |    |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |            |  |  |  |  |                |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |
| 1  | 0  | 0              | 1   | 1     | 19 clocks          |                 |    |            |    |    |            |    |            |            |                |   |   |                |                 |   |          |   |   |                    |     |   |          |   |   |                    |     |   |   |   |   |                    |     |   |   |   |   |                    |     |   |   |   |   |                    |    |   |   |   |   |                    |    |   |   |   |   |                    |    |   |   |   |   |                    |    |            |   |   |   |                    |                 |   |   |   |   |                    |    |   |   |   |   |                    |            |   |   |   |   |                |    |   |   |   |   |                    |             |   |   |   |   |                    |    |   |   |   |   |                    |    |   |   |   |   |                    |    |   |   |   |   |                    |    |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |            |  |  |  |  |                |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |
| 1  | 0  | 1              | 0   | 0     | 20 clocks          |                 |    |            |    |    |            |    |            |            |                |   |   |                |                 |   |          |   |   |                    |     |   |          |   |   |                    |     |   |   |   |   |                    |     |   |   |   |   |                    |     |   |   |   |   |                    |    |   |   |   |   |                    |    |   |   |   |   |                    |    |   |   |   |   |                    |    |            |   |   |   |                    |                 |   |   |   |   |                    |    |   |   |   |   |                    |            |   |   |   |   |                |    |   |   |   |   |                    |             |   |   |   |   |                    |    |   |   |   |   |                    |    |   |   |   |   |                    |    |   |   |   |   |                    |    |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |            |  |  |  |  |                |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |
| 1  | 0  | 1              | 0   | 1     | 21 clocks          |                 |    |            |    |    |            |    |            |            |                |   |   |                |                 |   |          |   |   |                    |     |   |          |   |   |                    |     |   |   |   |   |                    |     |   |   |   |   |                    |     |   |   |   |   |                    |    |   |   |   |   |                    |    |   |   |   |   |                    |    |   |   |   |   |                    |    |            |   |   |   |                    |                 |   |   |   |   |                    |    |   |   |   |   |                    |            |   |   |   |   |                |    |   |   |   |   |                    |             |   |   |   |   |                    |    |   |   |   |   |                    |    |   |   |   |   |                    |    |   |   |   |   |                    |    |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |            |  |  |  |  |                |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |
| RTNB [4:0]   |  |                |     |       | Clock per Line     |                 |    |            |    |    |            |    |            |            |                |   |   |                |                 |   |          |   |   |                    |     |   |          |   |   |                    |     |   |   |   |   |                    |     |   |   |   |   |                    |     |   |   |   |   |                    |    |   |   |   |   |                    |    |   |   |   |   |                    |    |   |   |   |   |                    |    |            |   |   |   |                    |                 |   |   |   |   |                    |    |   |   |   |   |                    |            |   |   |   |   |                |    |   |   |   |   |                    |             |   |   |   |   |                    |    |   |   |   |   |                    |    |   |   |   |   |                    |    |   |   |   |   |                    |    |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |            |  |  |  |  |                |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |
| 1  | 0  | 1              | 1   | 0     | 22 clocks          |                 |    |            |    |    |            |    |            |            |                |   |   |                |                 |   |          |   |   |                    |     |   |          |   |   |                    |     |   |   |   |   |                    |     |   |   |   |   |                    |     |   |   |   |   |                    |    |   |   |   |   |                    |    |   |   |   |   |                    |    |   |   |   |   |                    |    |            |   |   |   |                    |                 |   |   |   |   |                    |    |   |   |   |   |                    |            |   |   |   |   |                |    |   |   |   |   |                    |             |   |   |   |   |                    |    |   |   |   |   |                    |    |   |   |   |   |                    |    |   |   |   |   |                    |    |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |            |  |  |  |  |                |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |
| 1  | 0  | 1              | 1   | 1     | 23 clocks          |                 |    |            |    |    |            |    |            |            |                |   |   |                |                 |   |          |   |   |                    |     |   |          |   |   |                    |     |   |   |   |   |                    |     |   |   |   |   |                    |     |   |   |   |   |                    |    |   |   |   |   |                    |    |   |   |   |   |                    |    |   |   |   |   |                    |    |            |   |   |   |                    |                 |   |   |   |   |                    |    |   |   |   |   |                    |            |   |   |   |   |                |    |   |   |   |   |                    |             |   |   |   |   |                    |    |   |   |   |   |                    |    |   |   |   |   |                    |    |   |   |   |   |                    |    |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |            |  |  |  |  |                |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |
| 1  | 1  | 0              | 0   | 0     | 24 clocks          |                 |    |            |    |    |            |    |            |            |                |   |   |                |                 |   |          |   |   |                    |     |   |          |   |   |                    |     |   |   |   |   |                    |     |   |   |   |   |                    |     |   |   |   |   |                    |    |   |   |   |   |                    |    |   |   |   |   |                    |    |   |   |   |   |                    |    |            |   |   |   |                    |                 |   |   |   |   |                    |    |   |   |   |   |                    |            |   |   |   |   |                |    |   |   |   |   |                    |             |   |   |   |   |                    |    |   |   |   |   |                    |    |   |   |   |   |                    |    |   |   |   |   |                    |    |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |            |  |  |  |  |                |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |
| 1  | 1  | 0              | 0   | 1     | 25 clocks          |                 |    |            |    |    |            |    |            |            |                |   |   |                |                 |   |          |   |   |                    |     |   |          |   |   |                    |     |   |   |   |   |                    |     |   |   |   |   |                    |     |   |   |   |   |                    |    |   |   |   |   |                    |    |   |   |   |   |                    |    |   |   |   |   |                    |    |            |   |   |   |                    |                 |   |   |   |   |                    |    |   |   |   |   |                    |            |   |   |   |   |                |    |   |   |   |   |                    |             |   |   |   |   |                    |    |   |   |   |   |                    |    |   |   |   |   |                    |    |   |   |   |   |                    |    |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |            |  |  |  |  |                |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |
| 1  | 1  | 0              | 1   | 0     | 26 clocks          |                 |    |            |    |    |            |    |            |            |                |   |   |                |                 |   |          |   |   |                    |     |   |          |   |   |                    |     |   |   |   |   |                    |     |   |   |   |   |                    |     |   |   |   |   |                    |    |   |   |   |   |                    |    |   |   |   |   |                    |    |   |   |   |   |                    |    |            |   |   |   |                    |                 |   |   |   |   |                    |    |   |   |   |   |                    |            |   |   |   |   |                |    |   |   |   |   |                    |             |   |   |   |   |                    |    |   |   |   |   |                    |    |   |   |   |   |                    |    |   |   |   |   |                    |    |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |            |  |  |  |  |                |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |
| 1  | 1  | 0              | 1   | 1     | 27 clocks          |                 |    |            |    |    |            |    |            |            |                |   |   |                |                 |   |          |   |   |                    |     |   |          |   |   |                    |     |   |   |   |   |                    |     |   |   |   |   |                    |     |   |   |   |   |                    |    |   |   |   |   |                    |    |   |   |   |   |                    |    |   |   |   |   |                    |    |            |   |   |   |                    |                 |   |   |   |   |                    |    |   |   |   |   |                    |            |   |   |   |   |                |    |   |   |   |   |                    |             |   |   |   |   |                    |    |   |   |   |   |                    |    |   |   |   |   |                    |    |   |   |   |   |                    |    |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |            |  |  |  |  |                |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |
| 1  | 1  | 1              | 0   | 0     | 28 clocks          |                 |    |            |    |    |            |    |            |            |                |   |   |                |                 |   |          |   |   |                    |     |   |          |   |   |                    |     |   |   |   |   |                    |     |   |   |   |   |                    |     |   |   |   |   |                    |    |   |   |   |   |                    |    |   |   |   |   |                    |    |   |   |   |   |                    |    |            |   |   |   |                    |                 |   |   |   |   |                    |    |   |   |   |   |                    |            |   |   |   |   |                |    |   |   |   |   |                    |             |   |   |   |   |                    |    |   |   |   |   |                    |    |   |   |   |   |                    |    |   |   |   |   |                    |    |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |            |  |  |  |  |                |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |
| 1  | 1  | 1              | 0   | 1     | 29 clocks          |                 |    |            |    |    |            |    |            |            |                |   |   |                |                 |   |          |   |   |                    |     |   |          |   |   |                    |     |   |   |   |   |                    |     |   |   |   |   |                    |     |   |   |   |   |                    |    |   |   |   |   |                    |    |   |   |   |   |                    |    |   |   |   |   |                    |    |            |   |   |   |                    |                 |   |   |   |   |                    |    |   |   |   |   |                    |            |   |   |   |   |                |    |   |   |   |   |                    |             |   |   |   |   |                    |    |   |   |   |   |                    |    |   |   |   |   |                    |    |   |   |   |   |                    |    |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |            |  |  |  |  |                |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |
| 1  | 1  | 1              | 1   | 0     | 30 clocks          |                 |    |            |    |    |            |    |            |            |                |   |   |                |                 |   |          |   |   |                    |     |   |          |   |   |                    |     |   |   |   |   |                    |     |   |   |   |   |                    |     |   |   |   |   |                    |    |   |   |   |   |                    |    |   |   |   |   |                    |    |   |   |   |   |                    |    |            |   |   |   |                    |                 |   |   |   |   |                    |    |   |   |   |   |                    |            |   |   |   |   |                |    |   |   |   |   |                    |             |   |   |   |   |                    |    |   |   |   |   |                    |    |   |   |   |   |                    |    |   |   |   |   |                    |    |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |            |  |  |  |  |                |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |
| 1  | 1  | 1              | 1   | 1     | 31 clocks          |                 |    |            |    |    |            |    |            |            |                |   |   |                |                 |   |          |   |   |                    |     |   |          |   |   |                    |     |   |   |   |   |                    |     |   |   |   |   |                    |     |   |   |   |   |                    |    |   |   |   |   |                    |    |   |   |   |   |                    |    |   |   |   |   |                    |    |            |   |   |   |                    |                 |   |   |   |   |                    |    |   |   |   |   |                    |            |   |   |   |   |                |    |   |   |   |   |                    |             |   |   |   |   |                    |    |   |   |   |   |                    |    |   |   |   |   |                    |    |   |   |   |   |                    |    |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |            |  |  |  |  |                |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |

| Restriction           | EXTC should be high to enable this command   |               |            |        |               |  |  |            |                   |   |        |          |   |        |          |  |        |  |          |     |  |
|-----------------------|--|---------------|------------|--------|---------------|--|--|------------|-------------------|---|--------|----------|---|--------|----------|--|--------|--|----------|-----|--|
| Register Availability | <table><tr><th>Status</th><th colspan="2">Availability</th></tr><tr><td>Normal Mode ON, Idle Mode OFF, Sleep OUT</td><td colspan="2">Yes</td></tr><tr><td>Normal Mode ON, Idle Mode ON, Sleep OUT</td><td colspan="2">Yes</td></tr><tr><td>Partial Mode ON, Idle Mode OFF, Sleep OUT</td><td colspan="2">Yes</td></tr><tr><td>Partial Mode ON, Idle Mode ON, Sleep OUT</td><td colspan="2">Yes</td></tr><tr><td>Sleep IN</td><td colspan="2">Yes</td></tr></table> |               |            | Status | Availability  |  | Normal Mode ON, Idle Mode OFF, Sleep OUT | Yes        |                   | Normal Mode ON, Idle Mode ON, Sleep OUT | Yes    |          | Partial Mode ON, Idle Mode OFF, Sleep OUT | Yes    |          | Partial Mode ON, Idle Mode ON, Sleep OUT | Yes    |  | Sleep IN | Yes |  |
|                       | Status   | Availability  |            |        |               |  |  |            |                   |   |        |          |   |        |          |  |        |  |          |     |  |
|                       | Normal Mode ON, Idle Mode OFF, Sleep OUT   | Yes           |            |        |               |  |  |            |                   |   |        |          |   |        |          |  |        |  |          |     |  |
|                       | Normal Mode ON, Idle Mode ON, Sleep OUT  | Yes           |            |        |               |  |  |            |                   |   |        |          |   |        |          |  |        |  |          |     |  |
|                       | Partial Mode ON, Idle Mode OFF, Sleep OUT  | Yes           |            |        |               |  |  |            |                   |   |        |          |   |        |          |  |        |  |          |     |  |
|                       | Partial Mode ON, Idle Mode ON, Sleep OUT   | Yes           |            |        |               |  |  |            |                   |   |        |          |   |        |          |  |        |  |          |     |  |
| Sleep IN              | Yes  |               |            |        |               |  |  |            |                   |   |        |          |   |        |          |  |        |  |          |     |  |
| Default               | <table><tr><th rowspan="2">Status</th><th colspan="2">Default Value</th></tr><tr><th>DIVB [1:0]</th><th>RTNB [4:0]</th></tr><tr><td>Power ON Sequence</td><td>2'b00</td><td>5'h1Bh</td></tr><tr><td>SW Reset</td><td>2'b00</td><td>5'h1Bh</td></tr><tr><td>HW Reset</td><td>2'b00</td><td>5'h1Bh</td></tr></table>   |               |            | Status | Default Value |  | DIVB [1:0]                               | RTNB [4:0] | Power ON Sequence | 2'b00                                   | 5'h1Bh | SW Reset | 2'b00                                     | 5'h1Bh | HW Reset | 2'b00                                    | 5'h1Bh |  |          |     |  |
|                       | Status   | Default Value |            |        |               |  |  |            |                   |   |        |          |   |        |          |  |        |  |          |     |  |
|                       |  | DIVB [1:0]    | RTNB [4:0] |        |               |  |  |            |                   |   |        |          |   |        |          |  |        |  |          |     |  |
|                       | Power ON Sequence  | 2'b00         | 5'h1Bh     |        |               |  |  |            |                   |   |        |          |   |        |          |  |        |  |          |     |  |
|                       | SW Reset   | 2'b00         | 5'h1Bh     |        |               |  |  |            |                   |   |        |          |   |        |          |  |        |  |          |     |  |
| HW Reset              | 2'b00  | 5'h1Bh        |            |        |               |  |  |            |                   |   |        |          |   |        |          |  |        |  |          |     |  |

### 8.3.4. Frame Rate control (In Partial Mode/Full Colors) (B3h)

| B3h  |   | FRMCTR3 (Frame Rate Control (In Partial Mode / Full colors)) |     |       |                    |                 |    |            |    |    |                 |    |            |   |                |   |     |                |   |   |          |   |     |                    |   |   |          |   |     |                    |   |   |   |   |     |                    |   |   |   |   |    |                    |   |   |   |   |    |                    |   |   |   |   |    |                    |   |   |   |   |    |  |   |   |   |   |            |                    |   |   |   |                 |   |                    |   |   |   |    |   |                    |   |   |   |    |   |                    |  |   |   |            |   |   |   |   |                |             |   |   |   |   |                    |    |   |   |   |   |                    |    |   |   |   |   |                    |    |   |   |   |   |                    |    |   |   |   |   |                    |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |  |  |  |            |  |  |  |  |                |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |
|--|---|--|-----|-------|--------------------|-----------------|----|------------|----|----|-----------------|----|------------|---|----------------|---|-----|----------------|---|---|----------|---|-----|--------------------|---|---|----------|---|-----|--------------------|---|---|---|---|-----|--------------------|---|---|---|---|----|--------------------|---|---|---|---|----|--------------------|---|---|---|---|----|--------------------|---|---|---|---|----|--|---|---|---|---|------------|--------------------|---|---|---|-----------------|---|--------------------|---|---|---|----|---|--------------------|---|---|---|----|---|--------------------|--|---|---|------------|---|---|---|---|----------------|-------------|---|---|---|---|--------------------|----|---|---|---|---|--------------------|----|---|---|---|---|--------------------|----|---|---|---|---|--------------------|----|---|---|---|---|--------------------|---|---|---|---|---|-----------|---|---|---|---|---|-----------|---|---|---|---|---|-----------|---|---|---|---|---|-----------|---|---|---|---|---|-----------|---|---|---|---|---|-----------|--|--|--|------------|--|--|--|--|----------------|---|---|---|---|---|-----------|---|---|---|---|---|-----------|---|---|---|---|---|-----------|---|---|---|---|---|-----------|---|---|---|---|---|-----------|---|---|---|---|---|-----------|---|---|---|---|---|-----------|---|---|---|---|---|-----------|---|---|---|---|---|-----------|---|---|---|---|---|-----------|
|  | D/CX  | RDX  | WRX | D17-8 | D7                 | D6              | D5 | D4         | D3 | D2 | D1              | D0 | HEX        |   |                |   |     |                |   |   |          |   |     |                    |   |   |          |   |     |                    |   |   |   |   |     |                    |   |   |   |   |    |                    |   |   |   |   |    |                    |   |   |   |   |    |                    |   |   |   |   |    |  |   |   |   |   |            |                    |   |   |   |                 |   |                    |   |   |   |    |   |                    |   |   |   |    |   |                    |  |   |   |            |   |   |   |   |                |             |   |   |   |   |                    |    |   |   |   |   |                    |    |   |   |   |   |                    |    |   |   |   |   |                    |    |   |   |   |   |                    |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |  |  |  |            |  |  |  |  |                |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |
| Command  | 0   | 1  | ↑   | XX    | 1                  | 0               | 1  | 1          | 0  | 0  | 1               | 1  | B3h        |   |                |   |     |                |   |   |          |   |     |                    |   |   |          |   |     |                    |   |   |   |   |     |                    |   |   |   |   |    |                    |   |   |   |   |    |                    |   |   |   |   |    |                    |   |   |   |   |    |  |   |   |   |   |            |                    |   |   |   |                 |   |                    |   |   |   |    |   |                    |   |   |   |    |   |                    |  |   |   |            |   |   |   |   |                |             |   |   |   |   |                    |    |   |   |   |   |                    |    |   |   |   |   |                    |    |   |   |   |   |                    |    |   |   |   |   |                    |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |  |  |  |            |  |  |  |  |                |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |
| 1 <sup>st</sup> Parameter  | 1   | 1  | ↑   | XX    | 0                  | 0               | 0  | 0          | 0  | 0  | DIVC [1:0]      |    | 00         |   |                |   |     |                |   |   |          |   |     |                    |   |   |          |   |     |                    |   |   |   |   |     |                    |   |   |   |   |    |                    |   |   |   |   |    |                    |   |   |   |   |    |                    |   |   |   |   |    |  |   |   |   |   |            |                    |   |   |   |                 |   |                    |   |   |   |    |   |                    |   |   |   |    |   |                    |  |   |   |            |   |   |   |   |                |             |   |   |   |   |                    |    |   |   |   |   |                    |    |   |   |   |   |                    |    |   |   |   |   |                    |    |   |   |   |   |                    |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |  |  |  |            |  |  |  |  |                |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |
| 2 <sup>nd</sup> Parameter  | 1   | 1  | ↑   | XX    | 0                  | 0               | 0  | RTNC [4:0] |    |    |                 |    | 1B         |   |                |   |     |                |   |   |          |   |     |                    |   |   |          |   |     |                    |   |   |   |   |     |                    |   |   |   |   |    |                    |   |   |   |   |    |                    |   |   |   |   |    |                    |   |   |   |   |    |  |   |   |   |   |            |                    |   |   |   |                 |   |                    |   |   |   |    |   |                    |   |   |   |    |   |                    |  |   |   |            |   |   |   |   |                |             |   |   |   |   |                    |    |   |   |   |   |                    |    |   |   |   |   |                    |    |   |   |   |   |                    |    |   |   |   |   |                    |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |  |  |  |            |  |  |  |  |                |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |
| Description  | Formula to calculate frame frequency:<br><br><div>Frame Rate=<math display="block">\frac{\text{fosc}}{\text{Clocks per line} \times \text{Division ratio} \times (\text{Lines} + \text{VBP} + \text{VFP})}</math></div><br>Sets the division ratio for internal clocks of Partial mode (Idle mode off) at MCU interface.<br><br>fosc : internal oscillator frequency<br><br>Clocks per line : RTNC setting<br><br>Division ratio : DIVC setting<br><br>Lines : total driving line number<br><br>VBP : back porch line number<br><br>VFP : front porch line number   |  |     |       |                    |                 |    |            |    |    |                 |    |            |   |                |   |     |                |   |   |          |   |     |                    |   |   |          |   |     |                    |   |   |   |   |     |                    |   |   |   |   |    |                    |   |   |   |   |    |                    |   |   |   |   |    |                    |   |   |   |   |    |  |   |   |   |   |            |                    |   |   |   |                 |   |                    |   |   |   |    |   |                    |   |   |   |    |   |                    |  |   |   |            |   |   |   |   |                |             |   |   |   |   |                    |    |   |   |   |   |                    |    |   |   |   |   |                    |    |   |   |   |   |                    |    |   |   |   |   |                    |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |  |  |  |            |  |  |  |  |                |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |
|  | <table><tr><th colspan="5">RTNC [4:0]</th><th>Frame Rate (Hz)</th></tr><tr><td>1</td><td>0</td><td>0</td><td>0</td><td>0</td><td>119</td></tr><tr><td>1</td><td>0</td><td>0</td><td>0</td><td>1</td><td>112</td></tr><tr><td>1</td><td>0</td><td>0</td><td>1</td><td>0</td><td>106</td></tr><tr><td>1</td><td>0</td><td>0</td><td>1</td><td>1</td><td>100</td></tr><tr><td>1</td><td>0</td><td>1</td><td>0</td><td>0</td><td>95</td></tr><tr><td>1</td><td>0</td><td>1</td><td>0</td><td>1</td><td>90</td></tr><tr><td>1</td><td>0</td><td>1</td><td>1</td><td>0</td><td>86</td></tr><tr><td>1</td><td>0</td><td>1</td><td>1</td><td>1</td><td>83</td></tr></table> |  |     |       |                    | RTNC [4:0]      |    |            |    |    | Frame Rate (Hz) | 1  | 0          | 0 | 0              | 0 | 119 | 1              | 0 | 0 | 0        | 1 | 112 | 1                  | 0 | 0 | 1        | 0 | 106 | 1                  | 0 | 0 | 1 | 1 | 100 | 1                  | 0 | 1 | 0 | 0 | 95 | 1                  | 0 | 1 | 0 | 1 | 90 | 1                  | 0 | 1 | 1 | 0 | 86 | 1                  | 0 | 1 | 1 | 1 | 83 | <table><tr><th colspan="5">RTNC [4:0]</th><th>Frame Rate (Hz)</th></tr><tr><td>1</td><td>1</td><td>0</td><td>0</td><td>0</td><td>79</td></tr><tr><td>1</td><td>1</td><td>0</td><td>0</td><td>1</td><td>76</td></tr><tr><td>1</td><td>1</td><td>0</td><td>1</td><td>0</td><td>73</td></tr><tr><td>1</td><td>1</td><td>0</td><td>1</td><td>1</td><td>70(default)</td></tr><tr><td>1</td><td>1</td><td>1</td><td>0</td><td>0</td><td>68</td></tr><tr><td>1</td><td>1</td><td>1</td><td>0</td><td>1</td><td>65</td></tr><tr><td>1</td><td>1</td><td>1</td><td>0</td><td>1</td><td>63</td></tr><tr><td>1</td><td>1</td><td>1</td><td>1</td><td>1</td><td>61</td></tr></table> |   |   |   |   | RTNC [4:0] |                    |   |   |   | Frame Rate (Hz) | 1 | 1                  | 0 | 0 | 0 | 79 | 1 | 1                  | 0 | 0 | 1 | 76 | 1 | 1                  | 0  | 1 | 0 | 73         | 1 | 1 | 0 | 1 | 1              | 70(default) | 1 | 1 | 1 | 0 | 0                  | 68 | 1 | 1 | 1 | 0 | 1                  | 65 | 1 | 1 | 1 | 0 | 1                  | 63 | 1 | 1 | 1 | 1 | 1                  | 61 |   |   |   |   |                    |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |  |  |  |            |  |  |  |  |                |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |
|  | RTNC [4:0]  |  |     |       |                    | Frame Rate (Hz) |    |            |    |    |                 |    |            |   |                |   |     |                |   |   |          |   |     |                    |   |   |          |   |     |                    |   |   |   |   |     |                    |   |   |   |   |    |                    |   |   |   |   |    |                    |   |   |   |   |    |                    |   |   |   |   |    |  |   |   |   |   |            |                    |   |   |   |                 |   |                    |   |   |   |    |   |                    |   |   |   |    |   |                    |  |   |   |            |   |   |   |   |                |             |   |   |   |   |                    |    |   |   |   |   |                    |    |   |   |   |   |                    |    |   |   |   |   |                    |    |   |   |   |   |                    |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |  |  |  |            |  |  |  |  |                |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |
|  | 1   | 0  | 0   | 0     | 0                  | 119             |    |            |    |    |                 |    |            |   |                |   |     |                |   |   |          |   |     |                    |   |   |          |   |     |                    |   |   |   |   |     |                    |   |   |   |   |    |                    |   |   |   |   |    |                    |   |   |   |   |    |                    |   |   |   |   |    |  |   |   |   |   |            |                    |   |   |   |                 |   |                    |   |   |   |    |   |                    |   |   |   |    |   |                    |  |   |   |            |   |   |   |   |                |             |   |   |   |   |                    |    |   |   |   |   |                    |    |   |   |   |   |                    |    |   |   |   |   |                    |    |   |   |   |   |                    |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |  |  |  |            |  |  |  |  |                |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |
|  | 1   | 0  | 0   | 0     | 1                  | 112             |    |            |    |    |                 |    |            |   |                |   |     |                |   |   |          |   |     |                    |   |   |          |   |     |                    |   |   |   |   |     |                    |   |   |   |   |    |                    |   |   |   |   |    |                    |   |   |   |   |    |                    |   |   |   |   |    |  |   |   |   |   |            |                    |   |   |   |                 |   |                    |   |   |   |    |   |                    |   |   |   |    |   |                    |  |   |   |            |   |   |   |   |                |             |   |   |   |   |                    |    |   |   |   |   |                    |    |   |   |   |   |                    |    |   |   |   |   |                    |    |   |   |   |   |                    |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |  |  |  |            |  |  |  |  |                |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |
|  | 1   | 0  | 0   | 1     | 0                  | 106             |    |            |    |    |                 |    |            |   |                |   |     |                |   |   |          |   |     |                    |   |   |          |   |     |                    |   |   |   |   |     |                    |   |   |   |   |    |                    |   |   |   |   |    |                    |   |   |   |   |    |                    |   |   |   |   |    |  |   |   |   |   |            |                    |   |   |   |                 |   |                    |   |   |   |    |   |                    |   |   |   |    |   |                    |  |   |   |            |   |   |   |   |                |             |   |   |   |   |                    |    |   |   |   |   |                    |    |   |   |   |   |                    |    |   |   |   |   |                    |    |   |   |   |   |                    |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |  |  |  |            |  |  |  |  |                |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |
|  | 1   | 0  | 0   | 1     | 1                  | 100             |    |            |    |    |                 |    |            |   |                |   |     |                |   |   |          |   |     |                    |   |   |          |   |     |                    |   |   |   |   |     |                    |   |   |   |   |    |                    |   |   |   |   |    |                    |   |   |   |   |    |                    |   |   |   |   |    |  |   |   |   |   |            |                    |   |   |   |                 |   |                    |   |   |   |    |   |                    |   |   |   |    |   |                    |  |   |   |            |   |   |   |   |                |             |   |   |   |   |                    |    |   |   |   |   |                    |    |   |   |   |   |                    |    |   |   |   |   |                    |    |   |   |   |   |                    |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |  |  |  |            |  |  |  |  |                |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |
|  | 1   | 0  | 1   | 0     | 0                  | 95              |    |            |    |    |                 |    |            |   |                |   |     |                |   |   |          |   |     |                    |   |   |          |   |     |                    |   |   |   |   |     |                    |   |   |   |   |    |                    |   |   |   |   |    |                    |   |   |   |   |    |                    |   |   |   |   |    |  |   |   |   |   |            |                    |   |   |   |                 |   |                    |   |   |   |    |   |                    |   |   |   |    |   |                    |  |   |   |            |   |   |   |   |                |             |   |   |   |   |                    |    |   |   |   |   |                    |    |   |   |   |   |                    |    |   |   |   |   |                    |    |   |   |   |   |                    |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |  |  |  |            |  |  |  |  |                |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |
|  | 1   | 0  | 1   | 0     | 1                  | 90              |    |            |    |    |                 |    |            |   |                |   |     |                |   |   |          |   |     |                    |   |   |          |   |     |                    |   |   |   |   |     |                    |   |   |   |   |    |                    |   |   |   |   |    |                    |   |   |   |   |    |                    |   |   |   |   |    |  |   |   |   |   |            |                    |   |   |   |                 |   |                    |   |   |   |    |   |                    |   |   |   |    |   |                    |  |   |   |            |   |   |   |   |                |             |   |   |   |   |                    |    |   |   |   |   |                    |    |   |   |   |   |                    |    |   |   |   |   |                    |    |   |   |   |   |                    |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |  |  |  |            |  |  |  |  |                |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |
|  | 1   | 0  | 1   | 1     | 0                  | 86              |    |            |    |    |                 |    |            |   |                |   |     |                |   |   |          |   |     |                    |   |   |          |   |     |                    |   |   |   |   |     |                    |   |   |   |   |    |                    |   |   |   |   |    |                    |   |   |   |   |    |                    |   |   |   |   |    |  |   |   |   |   |            |                    |   |   |   |                 |   |                    |   |   |   |    |   |                    |   |   |   |    |   |                    |  |   |   |            |   |   |   |   |                |             |   |   |   |   |                    |    |   |   |   |   |                    |    |   |   |   |   |                    |    |   |   |   |   |                    |    |   |   |   |   |                    |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |  |  |  |            |  |  |  |  |                |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |
|  | 1   | 0  | 1   | 1     | 1                  | 83              |    |            |    |    |                 |    |            |   |                |   |     |                |   |   |          |   |     |                    |   |   |          |   |     |                    |   |   |   |   |     |                    |   |   |   |   |    |                    |   |   |   |   |    |                    |   |   |   |   |    |                    |   |   |   |   |    |  |   |   |   |   |            |                    |   |   |   |                 |   |                    |   |   |   |    |   |                    |   |   |   |    |   |                    |  |   |   |            |   |   |   |   |                |             |   |   |   |   |                    |    |   |   |   |   |                    |    |   |   |   |   |                    |    |   |   |   |   |                    |    |   |   |   |   |                    |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |  |  |  |            |  |  |  |  |                |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |
| RTNC [4:0]   |   |  |     |       | Frame Rate (Hz)    |                 |    |            |    |    |                 |    |            |   |                |   |     |                |   |   |          |   |     |                    |   |   |          |   |     |                    |   |   |   |   |     |                    |   |   |   |   |    |                    |   |   |   |   |    |                    |   |   |   |   |    |                    |   |   |   |   |    |  |   |   |   |   |            |                    |   |   |   |                 |   |                    |   |   |   |    |   |                    |   |   |   |    |   |                    |  |   |   |            |   |   |   |   |                |             |   |   |   |   |                    |    |   |   |   |   |                    |    |   |   |   |   |                    |    |   |   |   |   |                    |    |   |   |   |   |                    |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |  |  |  |            |  |  |  |  |                |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |
| 1  | 1   | 0  | 0   | 0     | 79                 |                 |    |            |    |    |                 |    |            |   |                |   |     |                |   |   |          |   |     |                    |   |   |          |   |     |                    |   |   |   |   |     |                    |   |   |   |   |    |                    |   |   |   |   |    |                    |   |   |   |   |    |                    |   |   |   |   |    |  |   |   |   |   |            |                    |   |   |   |                 |   |                    |   |   |   |    |   |                    |   |   |   |    |   |                    |  |   |   |            |   |   |   |   |                |             |   |   |   |   |                    |    |   |   |   |   |                    |    |   |   |   |   |                    |    |   |   |   |   |                    |    |   |   |   |   |                    |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |  |  |  |            |  |  |  |  |                |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |
| 1  | 1   | 0  | 0   | 1     | 76                 |                 |    |            |    |    |                 |    |            |   |                |   |     |                |   |   |          |   |     |                    |   |   |          |   |     |                    |   |   |   |   |     |                    |   |   |   |   |    |                    |   |   |   |   |    |                    |   |   |   |   |    |                    |   |   |   |   |    |  |   |   |   |   |            |                    |   |   |   |                 |   |                    |   |   |   |    |   |                    |   |   |   |    |   |                    |  |   |   |            |   |   |   |   |                |             |   |   |   |   |                    |    |   |   |   |   |                    |    |   |   |   |   |                    |    |   |   |   |   |                    |    |   |   |   |   |                    |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |  |  |  |            |  |  |  |  |                |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |
| 1  | 1   | 0  | 1   | 0     | 73                 |                 |    |            |    |    |                 |    |            |   |                |   |     |                |   |   |          |   |     |                    |   |   |          |   |     |                    |   |   |   |   |     |                    |   |   |   |   |    |                    |   |   |   |   |    |                    |   |   |   |   |    |                    |   |   |   |   |    |  |   |   |   |   |            |                    |   |   |   |                 |   |                    |   |   |   |    |   |                    |   |   |   |    |   |                    |  |   |   |            |   |   |   |   |                |             |   |   |   |   |                    |    |   |   |   |   |                    |    |   |   |   |   |                    |    |   |   |   |   |                    |    |   |   |   |   |                    |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |  |  |  |            |  |  |  |  |                |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |
| 1  | 1   | 0  | 1   | 1     | 70(default)        |                 |    |            |    |    |                 |    |            |   |                |   |     |                |   |   |          |   |     |                    |   |   |          |   |     |                    |   |   |   |   |     |                    |   |   |   |   |    |                    |   |   |   |   |    |                    |   |   |   |   |    |                    |   |   |   |   |    |  |   |   |   |   |            |                    |   |   |   |                 |   |                    |   |   |   |    |   |                    |   |   |   |    |   |                    |  |   |   |            |   |   |   |   |                |             |   |   |   |   |                    |    |   |   |   |   |                    |    |   |   |   |   |                    |    |   |   |   |   |                    |    |   |   |   |   |                    |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |  |  |  |            |  |  |  |  |                |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |
| 1  | 1   | 1  | 0   | 0     | 68                 |                 |    |            |    |    |                 |    |            |   |                |   |     |                |   |   |          |   |     |                    |   |   |          |   |     |                    |   |   |   |   |     |                    |   |   |   |   |    |                    |   |   |   |   |    |                    |   |   |   |   |    |                    |   |   |   |   |    |  |   |   |   |   |            |                    |   |   |   |                 |   |                    |   |   |   |    |   |                    |   |   |   |    |   |                    |  |   |   |            |   |   |   |   |                |             |   |   |   |   |                    |    |   |   |   |   |                    |    |   |   |   |   |                    |    |   |   |   |   |                    |    |   |   |   |   |                    |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |  |  |  |            |  |  |  |  |                |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |
| 1  | 1   | 1  | 0   | 1     | 65                 |                 |    |            |    |    |                 |    |            |   |                |   |     |                |   |   |          |   |     |                    |   |   |          |   |     |                    |   |   |   |   |     |                    |   |   |   |   |    |                    |   |   |   |   |    |                    |   |   |   |   |    |                    |   |   |   |   |    |  |   |   |   |   |            |                    |   |   |   |                 |   |                    |   |   |   |    |   |                    |   |   |   |    |   |                    |  |   |   |            |   |   |   |   |                |             |   |   |   |   |                    |    |   |   |   |   |                    |    |   |   |   |   |                    |    |   |   |   |   |                    |    |   |   |   |   |                    |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |  |  |  |            |  |  |  |  |                |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |
| 1  | 1   | 1  | 0   | 1     | 63                 |                 |    |            |    |    |                 |    |            |   |                |   |     |                |   |   |          |   |     |                    |   |   |          |   |     |                    |   |   |   |   |     |                    |   |   |   |   |    |                    |   |   |   |   |    |                    |   |   |   |   |    |                    |   |   |   |   |    |  |   |   |   |   |            |                    |   |   |   |                 |   |                    |   |   |   |    |   |                    |   |   |   |    |   |                    |  |   |   |            |   |   |   |   |                |             |   |   |   |   |                    |    |   |   |   |   |                    |    |   |   |   |   |                    |    |   |   |   |   |                    |    |   |   |   |   |                    |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |  |  |  |            |  |  |  |  |                |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |
| 1  | 1   | 1  | 1   | 1     | 61                 |                 |    |            |    |    |                 |    |            |   |                |   |     |                |   |   |          |   |     |                    |   |   |          |   |     |                    |   |   |   |   |     |                    |   |   |   |   |    |                    |   |   |   |   |    |                    |   |   |   |   |    |                    |   |   |   |   |    |  |   |   |   |   |            |                    |   |   |   |                 |   |                    |   |   |   |    |   |                    |   |   |   |    |   |                    |  |   |   |            |   |   |   |   |                |             |   |   |   |   |                    |    |   |   |   |   |                    |    |   |   |   |   |                    |    |   |   |   |   |                    |    |   |   |   |   |                    |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |  |  |  |            |  |  |  |  |                |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |
| DIVC [1:0]: division ratio for internal clocks when Partial mode.  |   |  |     |       |                    |                 |    |            |    |    |                 |    |            |   |                |   |     |                |   |   |          |   |     |                    |   |   |          |   |     |                    |   |   |   |   |     |                    |   |   |   |   |    |                    |   |   |   |   |    |                    |   |   |   |   |    |                    |   |   |   |   |    |  |   |   |   |   |            |                    |   |   |   |                 |   |                    |   |   |   |    |   |                    |   |   |   |    |   |                    |  |   |   |            |   |   |   |   |                |             |   |   |   |   |                    |    |   |   |   |   |                    |    |   |   |   |   |                    |    |   |   |   |   |                    |    |   |   |   |   |                    |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |  |  |  |            |  |  |  |  |                |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |
| <table><tr><th colspan="2">DIVC [1:0]</th><th>Division Ratio</th></tr><tr><td>0</td><td>0</td><td>fosc</td></tr><tr><td>0</td><td>1</td><td>fosc / 2</td></tr><tr><td>1</td><td>0</td><td>fosc / 4</td></tr><tr><td>1</td><td>1</td><td>fosc / 8</td></tr></table>   |   |  |     |       |                    |                 |    |            |    |    |                 |    | DIVC [1:0] |   | Division Ratio | 0 | 0   | fosc           | 0 | 1 | fosc / 2 | 1 | 0   | fosc / 4           | 1 | 1 | fosc / 8 |   |     |                    |   |   |   |   |     |                    |   |   |   |   |    |                    |   |   |   |   |    |                    |   |   |   |   |    |                    |   |   |   |   |    |  |   |   |   |   |            |                    |   |   |   |                 |   |                    |   |   |   |    |   |                    |   |   |   |    |   |                    |  |   |   |            |   |   |   |   |                |             |   |   |   |   |                    |    |   |   |   |   |                    |    |   |   |   |   |                    |    |   |   |   |   |                    |    |   |   |   |   |                    |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |  |  |  |            |  |  |  |  |                |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |
| DIVC [1:0]   |   | Division Ratio   |     |       |                    |                 |    |            |    |    |                 |    |            |   |                |   |     |                |   |   |          |   |     |                    |   |   |          |   |     |                    |   |   |   |   |     |                    |   |   |   |   |    |                    |   |   |   |   |    |                    |   |   |   |   |    |                    |   |   |   |   |    |  |   |   |   |   |            |                    |   |   |   |                 |   |                    |   |   |   |    |   |                    |   |   |   |    |   |                    |  |   |   |            |   |   |   |   |                |             |   |   |   |   |                    |    |   |   |   |   |                    |    |   |   |   |   |                    |    |   |   |   |   |                    |    |   |   |   |   |                    |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |  |  |  |            |  |  |  |  |                |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |
| 0  | 0   | fosc   |     |       |                    |                 |    |            |    |    |                 |    |            |   |                |   |     |                |   |   |          |   |     |                    |   |   |          |   |     |                    |   |   |   |   |     |                    |   |   |   |   |    |                    |   |   |   |   |    |                    |   |   |   |   |    |                    |   |   |   |   |    |  |   |   |   |   |            |                    |   |   |   |                 |   |                    |   |   |   |    |   |                    |   |   |   |    |   |                    |  |   |   |            |   |   |   |   |                |             |   |   |   |   |                    |    |   |   |   |   |                    |    |   |   |   |   |                    |    |   |   |   |   |                    |    |   |   |   |   |                    |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |  |  |  |            |  |  |  |  |                |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |
| 0  | 1   | fosc / 2   |     |       |                    |                 |    |            |    |    |                 |    |            |   |                |   |     |                |   |   |          |   |     |                    |   |   |          |   |     |                    |   |   |   |   |     |                    |   |   |   |   |    |                    |   |   |   |   |    |                    |   |   |   |   |    |                    |   |   |   |   |    |  |   |   |   |   |            |                    |   |   |   |                 |   |                    |   |   |   |    |   |                    |   |   |   |    |   |                    |  |   |   |            |   |   |   |   |                |             |   |   |   |   |                    |    |   |   |   |   |                    |    |   |   |   |   |                    |    |   |   |   |   |                    |    |   |   |   |   |                    |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |  |  |  |            |  |  |  |  |                |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |
| 1  | 0   | fosc / 4   |     |       |                    |                 |    |            |    |    |                 |    |            |   |                |   |     |                |   |   |          |   |     |                    |   |   |          |   |     |                    |   |   |   |   |     |                    |   |   |   |   |    |                    |   |   |   |   |    |                    |   |   |   |   |    |                    |   |   |   |   |    |  |   |   |   |   |            |                    |   |   |   |                 |   |                    |   |   |   |    |   |                    |   |   |   |    |   |                    |  |   |   |            |   |   |   |   |                |             |   |   |   |   |                    |    |   |   |   |   |                    |    |   |   |   |   |                    |    |   |   |   |   |                    |    |   |   |   |   |                    |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |  |  |  |            |  |  |  |  |                |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |
| 1  | 1   | fosc / 8   |     |       |                    |                 |    |            |    |    |                 |    |            |   |                |   |     |                |   |   |          |   |     |                    |   |   |          |   |     |                    |   |   |   |   |     |                    |   |   |   |   |    |                    |   |   |   |   |    |                    |   |   |   |   |    |                    |   |   |   |   |    |  |   |   |   |   |            |                    |   |   |   |                 |   |                    |   |   |   |    |   |                    |   |   |   |    |   |                    |  |   |   |            |   |   |   |   |                |             |   |   |   |   |                    |    |   |   |   |   |                    |    |   |   |   |   |                    |    |   |   |   |   |                    |    |   |   |   |   |                    |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |  |  |  |            |  |  |  |  |                |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |
| Note: 1clock unit=1.625u sec   |   |  |     |       |                    |                 |    |            |    |    |                 |    |            |   |                |   |     |                |   |   |          |   |     |                    |   |   |          |   |     |                    |   |   |   |   |     |                    |   |   |   |   |    |                    |   |   |   |   |    |                    |   |   |   |   |    |                    |   |   |   |   |    |  |   |   |   |   |            |                    |   |   |   |                 |   |                    |   |   |   |    |   |                    |   |   |   |    |   |                    |  |   |   |            |   |   |   |   |                |             |   |   |   |   |                    |    |   |   |   |   |                    |    |   |   |   |   |                    |    |   |   |   |   |                    |    |   |   |   |   |                    |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |  |  |  |            |  |  |  |  |                |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |
| RTNC [4:0]: RTNC [4:0] is used to set 1H (line) period of Partial mode at MCU interface.   |   |  |     |       |                    |                 |    |            |    |    |                 |    |            |   |                |   |     |                |   |   |          |   |     |                    |   |   |          |   |     |                    |   |   |   |   |     |                    |   |   |   |   |    |                    |   |   |   |   |    |                    |   |   |   |   |    |                    |   |   |   |   |    |  |   |   |   |   |            |                    |   |   |   |                 |   |                    |   |   |   |    |   |                    |   |   |   |    |   |                    |  |   |   |            |   |   |   |   |                |             |   |   |   |   |                    |    |   |   |   |   |                    |    |   |   |   |   |                    |    |   |   |   |   |                    |    |   |   |   |   |                    |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |  |  |  |            |  |  |  |  |                |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |
| <table><tr><th colspan="5">RTNC [4:0]</th><th>Clock per Line</th></tr><tr><td>0</td><td>0</td><td>0</td><td>0</td><td>0</td><td>Setting prohibited</td></tr><tr><td>0</td><td>0</td><td>0</td><td>0</td><td>1</td><td>Setting prohibited</td></tr><tr><td>0</td><td>0</td><td>0</td><td>1</td><td>0</td><td>Setting prohibited</td></tr><tr><td>0</td><td>0</td><td>0</td><td>1</td><td>1</td><td>Setting prohibited</td></tr><tr><td>0</td><td>0</td><td>1</td><td>0</td><td>0</td><td>Setting prohibited</td></tr><tr><td>0</td><td>0</td><td>1</td><td>0</td><td>1</td><td>Setting prohibited</td></tr><tr><td>0</td><td>0</td><td>1</td><td>1</td><td>0</td><td>Setting prohibited</td></tr><tr><td>0</td><td>0</td><td>1</td><td>1</td><td>1</td><td>Setting prohibited</td></tr><tr><td>0</td><td>1</td><td>0</td><td>0</td><td>0</td><td>Setting prohibited</td></tr><tr><td>0</td><td>1</td><td>0</td><td>0</td><td>1</td><td>Setting prohibited</td></tr><tr><td>0</td><td>1</td><td>0</td><td>1</td><td>0</td><td>Setting prohibited</td></tr></table> |   |  |     |       |                    |                 |    |            |    |    |                 |    | RTNC [4:0] |   |                |   |     | Clock per Line | 0 | 0 | 0        | 0 | 0   | Setting prohibited | 0 | 0 | 0        | 0 | 1   | Setting prohibited | 0 | 0 | 0 | 1 | 0   | Setting prohibited | 0 | 0 | 0 | 1 | 1  | Setting prohibited | 0 | 0 | 1 | 0 | 0  | Setting prohibited | 0 | 0 | 1 | 0 | 1  | Setting prohibited | 0 | 0 | 1 | 1 | 0  | Setting prohibited   | 0 | 0 | 1 | 1 | 1          | Setting prohibited | 0 | 1 | 0 | 0               | 0 | Setting prohibited | 0 | 1 | 0 | 0  | 1 | Setting prohibited | 0 | 1 | 0 | 1  | 0 | Setting prohibited | <table><tr><th colspan="5">RTNC [4:0]</th><th>Clock per Line</th></tr><tr><td>0</td><td>1</td><td>0</td><td>1</td><td>1</td><td>Setting prohibited</td></tr><tr><td>0</td><td>1</td><td>1</td><td>0</td><td>0</td><td>Setting prohibited</td></tr><tr><td>0</td><td>1</td><td>1</td><td>0</td><td>1</td><td>Setting prohibited</td></tr><tr><td>0</td><td>1</td><td>1</td><td>1</td><td>0</td><td>Setting prohibited</td></tr><tr><td>0</td><td>1</td><td>1</td><td>1</td><td>1</td><td>Setting prohibited</td></tr><tr><td>1</td><td>0</td><td>0</td><td>0</td><td>0</td><td>16 clocks</td></tr><tr><td>1</td><td>0</td><td>0</td><td>0</td><td>1</td><td>17 clocks</td></tr><tr><td>1</td><td>0</td><td>0</td><td>1</td><td>0</td><td>18 clocks</td></tr><tr><td>1</td><td>0</td><td>0</td><td>1</td><td>1</td><td>19 clocks</td></tr><tr><td>1</td><td>0</td><td>1</td><td>0</td><td>0</td><td>20 clocks</td></tr><tr><td>1</td><td>0</td><td>1</td><td>0</td><td>1</td><td>21 clocks</td></tr></table> |   |   | RTNC [4:0] |   |   |   |   | Clock per Line | 0           | 1 | 0 | 1 | 1 | Setting prohibited | 0  | 1 | 1 | 0 | 0 | Setting prohibited | 0  | 1 | 1 | 0 | 1 | Setting prohibited | 0  | 1 | 1 | 1 | 0 | Setting prohibited | 0  | 1 | 1 | 1 | 1 | Setting prohibited | 1 | 0 | 0 | 0 | 0 | 16 clocks | 1 | 0 | 0 | 0 | 1 | 17 clocks | 1 | 0 | 0 | 1 | 0 | 18 clocks | 1 | 0 | 0 | 1 | 1 | 19 clocks | 1 | 0 | 1 | 0 | 0 | 20 clocks | 1 | 0 | 1 | 0 | 1 | 21 clocks | <table><tr><th colspan="5">RTNC [4:0]</th><th>Clock per Line</th></tr><tr><td>1</td><td>0</td><td>1</td><td>1</td><td>0</td><td>22 clocks</td></tr><tr><td>1</td><td>0</td><td>1</td><td>1</td><td>1</td><td>23 clocks</td></tr><tr><td>1</td><td>1</td><td>0</td><td>0</td><td>0</td><td>24 clocks</td></tr><tr><td>1</td><td>1</td><td>0</td><td>0</td><td>1</td><td>25 clocks</td></tr><tr><td>1</td><td>1</td><td>0</td><td>1</td><td>0</td><td>26 clocks</td></tr><tr><td>1</td><td>1</td><td>0</td><td>1</td><td>1</td><td>27 clocks</td></tr><tr><td>1</td><td>1</td><td>1</td><td>0</td><td>0</td><td>28 clocks</td></tr><tr><td>1</td><td>1</td><td>1</td><td>0</td><td>1</td><td>29 clocks</td></tr><tr><td>1</td><td>1</td><td>1</td><td>1</td><td>0</td><td>30 clocks</td></tr><tr><td>1</td><td>1</td><td>1</td><td>1</td><td>1</td><td>31 clocks</td></tr></table> |  |  | RTNC [4:0] |  |  |  |  | Clock per Line | 1 | 0 | 1 | 1 | 0 | 22 clocks | 1 | 0 | 1 | 1 | 1 | 23 clocks | 1 | 1 | 0 | 0 | 0 | 24 clocks | 1 | 1 | 0 | 0 | 1 | 25 clocks | 1 | 1 | 0 | 1 | 0 | 26 clocks | 1 | 1 | 0 | 1 | 1 | 27 clocks | 1 | 1 | 1 | 0 | 0 | 28 clocks | 1 | 1 | 1 | 0 | 1 | 29 clocks | 1 | 1 | 1 | 1 | 0 | 30 clocks | 1 | 1 | 1 | 1 | 1 | 31 clocks |
| RTNC [4:0]   |   |  |     |       | Clock per Line     |                 |    |            |    |    |                 |    |            |   |                |   |     |                |   |   |          |   |     |                    |   |   |          |   |     |                    |   |   |   |   |     |                    |   |   |   |   |    |                    |   |   |   |   |    |                    |   |   |   |   |    |                    |   |   |   |   |    |  |   |   |   |   |            |                    |   |   |   |                 |   |                    |   |   |   |    |   |                    |   |   |   |    |   |                    |  |   |   |            |   |   |   |   |                |             |   |   |   |   |                    |    |   |   |   |   |                    |    |   |   |   |   |                    |    |   |   |   |   |                    |    |   |   |   |   |                    |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |  |  |  |            |  |  |  |  |                |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |
| 0  | 0   | 0  | 0   | 0     | Setting prohibited |                 |    |            |    |    |                 |    |            |   |                |   |     |                |   |   |          |   |     |                    |   |   |          |   |     |                    |   |   |   |   |     |                    |   |   |   |   |    |                    |   |   |   |   |    |                    |   |   |   |   |    |                    |   |   |   |   |    |  |   |   |   |   |            |                    |   |   |   |                 |   |                    |   |   |   |    |   |                    |   |   |   |    |   |                    |  |   |   |            |   |   |   |   |                |             |   |   |   |   |                    |    |   |   |   |   |                    |    |   |   |   |   |                    |    |   |   |   |   |                    |    |   |   |   |   |                    |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |  |  |  |            |  |  |  |  |                |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |
| 0  | 0   | 0  | 0   | 1     | Setting prohibited |                 |    |            |    |    |                 |    |            |   |                |   |     |                |   |   |          |   |     |                    |   |   |          |   |     |                    |   |   |   |   |     |                    |   |   |   |   |    |                    |   |   |   |   |    |                    |   |   |   |   |    |                    |   |   |   |   |    |  |   |   |   |   |            |                    |   |   |   |                 |   |                    |   |   |   |    |   |                    |   |   |   |    |   |                    |  |   |   |            |   |   |   |   |                |             |   |   |   |   |                    |    |   |   |   |   |                    |    |   |   |   |   |                    |    |   |   |   |   |                    |    |   |   |   |   |                    |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |  |  |  |            |  |  |  |  |                |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |
| 0  | 0   | 0  | 1   | 0     | Setting prohibited |                 |    |            |    |    |                 |    |            |   |                |   |     |                |   |   |          |   |     |                    |   |   |          |   |     |                    |   |   |   |   |     |                    |   |   |   |   |    |                    |   |   |   |   |    |                    |   |   |   |   |    |                    |   |   |   |   |    |  |   |   |   |   |            |                    |   |   |   |                 |   |                    |   |   |   |    |   |                    |   |   |   |    |   |                    |  |   |   |            |   |   |   |   |                |             |   |   |   |   |                    |    |   |   |   |   |                    |    |   |   |   |   |                    |    |   |   |   |   |                    |    |   |   |   |   |                    |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |  |  |  |            |  |  |  |  |                |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |
| 0  | 0   | 0  | 1   | 1     | Setting prohibited |                 |    |            |    |    |                 |    |            |   |                |   |     |                |   |   |          |   |     |                    |   |   |          |   |     |                    |   |   |   |   |     |                    |   |   |   |   |    |                    |   |   |   |   |    |                    |   |   |   |   |    |                    |   |   |   |   |    |  |   |   |   |   |            |                    |   |   |   |                 |   |                    |   |   |   |    |   |                    |   |   |   |    |   |                    |  |   |   |            |   |   |   |   |                |             |   |   |   |   |                    |    |   |   |   |   |                    |    |   |   |   |   |                    |    |   |   |   |   |                    |    |   |   |   |   |                    |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |  |  |  |            |  |  |  |  |                |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |
| 0  | 0   | 1  | 0   | 0     | Setting prohibited |                 |    |            |    |    |                 |    |            |   |                |   |     |                |   |   |          |   |     |                    |   |   |          |   |     |                    |   |   |   |   |     |                    |   |   |   |   |    |                    |   |   |   |   |    |                    |   |   |   |   |    |                    |   |   |   |   |    |  |   |   |   |   |            |                    |   |   |   |                 |   |                    |   |   |   |    |   |                    |   |   |   |    |   |                    |  |   |   |            |   |   |   |   |                |             |   |   |   |   |                    |    |   |   |   |   |                    |    |   |   |   |   |                    |    |   |   |   |   |                    |    |   |   |   |   |                    |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |  |  |  |            |  |  |  |  |                |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |
| 0  | 0   | 1  | 0   | 1     | Setting prohibited |                 |    |            |    |    |                 |    |            |   |                |   |     |                |   |   |          |   |     |                    |   |   |          |   |     |                    |   |   |   |   |     |                    |   |   |   |   |    |                    |   |   |   |   |    |                    |   |   |   |   |    |                    |   |   |   |   |    |  |   |   |   |   |            |                    |   |   |   |                 |   |                    |   |   |   |    |   |                    |   |   |   |    |   |                    |  |   |   |            |   |   |   |   |                |             |   |   |   |   |                    |    |   |   |   |   |                    |    |   |   |   |   |                    |    |   |   |   |   |                    |    |   |   |   |   |                    |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |  |  |  |            |  |  |  |  |                |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |
| 0  | 0   | 1  | 1   | 0     | Setting prohibited |                 |    |            |    |    |                 |    |            |   |                |   |     |                |   |   |          |   |     |                    |   |   |          |   |     |                    |   |   |   |   |     |                    |   |   |   |   |    |                    |   |   |   |   |    |                    |   |   |   |   |    |                    |   |   |   |   |    |  |   |   |   |   |            |                    |   |   |   |                 |   |                    |   |   |   |    |   |                    |   |   |   |    |   |                    |  |   |   |            |   |   |   |   |                |             |   |   |   |   |                    |    |   |   |   |   |                    |    |   |   |   |   |                    |    |   |   |   |   |                    |    |   |   |   |   |                    |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |  |  |  |            |  |  |  |  |                |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |
| 0  | 0   | 1  | 1   | 1     | Setting prohibited |                 |    |            |    |    |                 |    |            |   |                |   |     |                |   |   |          |   |     |                    |   |   |          |   |     |                    |   |   |   |   |     |                    |   |   |   |   |    |                    |   |   |   |   |    |                    |   |   |   |   |    |                    |   |   |   |   |    |  |   |   |   |   |            |                    |   |   |   |                 |   |                    |   |   |   |    |   |                    |   |   |   |    |   |                    |  |   |   |            |   |   |   |   |                |             |   |   |   |   |                    |    |   |   |   |   |                    |    |   |   |   |   |                    |    |   |   |   |   |                    |    |   |   |   |   |                    |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |  |  |  |            |  |  |  |  |                |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |
| 0  | 1   | 0  | 0   | 0     | Setting prohibited |                 |    |            |    |    |                 |    |            |   |                |   |     |                |   |   |          |   |     |                    |   |   |          |   |     |                    |   |   |   |   |     |                    |   |   |   |   |    |                    |   |   |   |   |    |                    |   |   |   |   |    |                    |   |   |   |   |    |  |   |   |   |   |            |                    |   |   |   |                 |   |                    |   |   |   |    |   |                    |   |   |   |    |   |                    |  |   |   |            |   |   |   |   |                |             |   |   |   |   |                    |    |   |   |   |   |                    |    |   |   |   |   |                    |    |   |   |   |   |                    |    |   |   |   |   |                    |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |  |  |  |            |  |  |  |  |                |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |
| 0  | 1   | 0  | 0   | 1     | Setting prohibited |                 |    |            |    |    |                 |    |            |   |                |   |     |                |   |   |          |   |     |                    |   |   |          |   |     |                    |   |   |   |   |     |                    |   |   |   |   |    |                    |   |   |   |   |    |                    |   |   |   |   |    |                    |   |   |   |   |    |  |   |   |   |   |            |                    |   |   |   |                 |   |                    |   |   |   |    |   |                    |   |   |   |    |   |                    |  |   |   |            |   |   |   |   |                |             |   |   |   |   |                    |    |   |   |   |   |                    |    |   |   |   |   |                    |    |   |   |   |   |                    |    |   |   |   |   |                    |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |  |  |  |            |  |  |  |  |                |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |
| 0  | 1   | 0  | 1   | 0     | Setting prohibited |                 |    |            |    |    |                 |    |            |   |                |   |     |                |   |   |          |   |     |                    |   |   |          |   |     |                    |   |   |   |   |     |                    |   |   |   |   |    |                    |   |   |   |   |    |                    |   |   |   |   |    |                    |   |   |   |   |    |  |   |   |   |   |            |                    |   |   |   |                 |   |                    |   |   |   |    |   |                    |   |   |   |    |   |                    |  |   |   |            |   |   |   |   |                |             |   |   |   |   |                    |    |   |   |   |   |                    |    |   |   |   |   |                    |    |   |   |   |   |                    |    |   |   |   |   |                    |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |  |  |  |            |  |  |  |  |                |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |
| RTNC [4:0]   |   |  |     |       | Clock per Line     |                 |    |            |    |    |                 |    |            |   |                |   |     |                |   |   |          |   |     |                    |   |   |          |   |     |                    |   |   |   |   |     |                    |   |   |   |   |    |                    |   |   |   |   |    |                    |   |   |   |   |    |                    |   |   |   |   |    |  |   |   |   |   |            |                    |   |   |   |                 |   |                    |   |   |   |    |   |                    |   |   |   |    |   |                    |  |   |   |            |   |   |   |   |                |             |   |   |   |   |                    |    |   |   |   |   |                    |    |   |   |   |   |                    |    |   |   |   |   |                    |    |   |   |   |   |                    |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |  |  |  |            |  |  |  |  |                |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |
| 0  | 1   | 0  | 1   | 1     | Setting prohibited |                 |    |            |    |    |                 |    |            |   |                |   |     |                |   |   |          |   |     |                    |   |   |          |   |     |                    |   |   |   |   |     |                    |   |   |   |   |    |                    |   |   |   |   |    |                    |   |   |   |   |    |                    |   |   |   |   |    |  |   |   |   |   |            |                    |   |   |   |                 |   |                    |   |   |   |    |   |                    |   |   |   |    |   |                    |  |   |   |            |   |   |   |   |                |             |   |   |   |   |                    |    |   |   |   |   |                    |    |   |   |   |   |                    |    |   |   |   |   |                    |    |   |   |   |   |                    |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |  |  |  |            |  |  |  |  |                |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |
| 0  | 1   | 1  | 0   | 0     | Setting prohibited |                 |    |            |    |    |                 |    |            |   |                |   |     |                |   |   |          |   |     |                    |   |   |          |   |     |                    |   |   |   |   |     |                    |   |   |   |   |    |                    |   |   |   |   |    |                    |   |   |   |   |    |                    |   |   |   |   |    |  |   |   |   |   |            |                    |   |   |   |                 |   |                    |   |   |   |    |   |                    |   |   |   |    |   |                    |  |   |   |            |   |   |   |   |                |             |   |   |   |   |                    |    |   |   |   |   |                    |    |   |   |   |   |                    |    |   |   |   |   |                    |    |   |   |   |   |                    |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |  |  |  |            |  |  |  |  |                |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |
| 0  | 1   | 1  | 0   | 1     | Setting prohibited |                 |    |            |    |    |                 |    |            |   |                |   |     |                |   |   |          |   |     |                    |   |   |          |   |     |                    |   |   |   |   |     |                    |   |   |   |   |    |                    |   |   |   |   |    |                    |   |   |   |   |    |                    |   |   |   |   |    |  |   |   |   |   |            |                    |   |   |   |                 |   |                    |   |   |   |    |   |                    |   |   |   |    |   |                    |  |   |   |            |   |   |   |   |                |             |   |   |   |   |                    |    |   |   |   |   |                    |    |   |   |   |   |                    |    |   |   |   |   |                    |    |   |   |   |   |                    |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |  |  |  |            |  |  |  |  |                |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |
| 0  | 1   | 1  | 1   | 0     | Setting prohibited |                 |    |            |    |    |                 |    |            |   |                |   |     |                |   |   |          |   |     |                    |   |   |          |   |     |                    |   |   |   |   |     |                    |   |   |   |   |    |                    |   |   |   |   |    |                    |   |   |   |   |    |                    |   |   |   |   |    |  |   |   |   |   |            |                    |   |   |   |                 |   |                    |   |   |   |    |   |                    |   |   |   |    |   |                    |  |   |   |            |   |   |   |   |                |             |   |   |   |   |                    |    |   |   |   |   |                    |    |   |   |   |   |                    |    |   |   |   |   |                    |    |   |   |   |   |                    |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |  |  |  |            |  |  |  |  |                |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |
| 0  | 1   | 1  | 1   | 1     | Setting prohibited |                 |    |            |    |    |                 |    |            |   |                |   |     |                |   |   |          |   |     |                    |   |   |          |   |     |                    |   |   |   |   |     |                    |   |   |   |   |    |                    |   |   |   |   |    |                    |   |   |   |   |    |                    |   |   |   |   |    |  |   |   |   |   |            |                    |   |   |   |                 |   |                    |   |   |   |    |   |                    |   |   |   |    |   |                    |  |   |   |            |   |   |   |   |                |             |   |   |   |   |                    |    |   |   |   |   |                    |    |   |   |   |   |                    |    |   |   |   |   |                    |    |   |   |   |   |                    |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |  |  |  |            |  |  |  |  |                |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |
| 1  | 0   | 0  | 0   | 0     | 16 clocks          |                 |    |            |    |    |                 |    |            |   |                |   |     |                |   |   |          |   |     |                    |   |   |          |   |     |                    |   |   |   |   |     |                    |   |   |   |   |    |                    |   |   |   |   |    |                    |   |   |   |   |    |                    |   |   |   |   |    |  |   |   |   |   |            |                    |   |   |   |                 |   |                    |   |   |   |    |   |                    |   |   |   |    |   |                    |  |   |   |            |   |   |   |   |                |             |   |   |   |   |                    |    |   |   |   |   |                    |    |   |   |   |   |                    |    |   |   |   |   |                    |    |   |   |   |   |                    |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |  |  |  |            |  |  |  |  |                |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |
| 1  | 0   | 0  | 0   | 1     | 17 clocks          |                 |    |            |    |    |                 |    |            |   |                |   |     |                |   |   |          |   |     |                    |   |   |          |   |     |                    |   |   |   |   |     |                    |   |   |   |   |    |                    |   |   |   |   |    |                    |   |   |   |   |    |                    |   |   |   |   |    |  |   |   |   |   |            |                    |   |   |   |                 |   |                    |   |   |   |    |   |                    |   |   |   |    |   |                    |  |   |   |            |   |   |   |   |                |             |   |   |   |   |                    |    |   |   |   |   |                    |    |   |   |   |   |                    |    |   |   |   |   |                    |    |   |   |   |   |                    |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |  |  |  |            |  |  |  |  |                |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |
| 1  | 0   | 0  | 1   | 0     | 18 clocks          |                 |    |            |    |    |                 |    |            |   |                |   |     |                |   |   |          |   |     |                    |   |   |          |   |     |                    |   |   |   |   |     |                    |   |   |   |   |    |                    |   |   |   |   |    |                    |   |   |   |   |    |                    |   |   |   |   |    |  |   |   |   |   |            |                    |   |   |   |                 |   |                    |   |   |   |    |   |                    |   |   |   |    |   |                    |  |   |   |            |   |   |   |   |                |             |   |   |   |   |                    |    |   |   |   |   |                    |    |   |   |   |   |                    |    |   |   |   |   |                    |    |   |   |   |   |                    |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |  |  |  |            |  |  |  |  |                |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |
| 1  | 0   | 0  | 1   | 1     | 19 clocks          |                 |    |            |    |    |                 |    |            |   |                |   |     |                |   |   |          |   |     |                    |   |   |          |   |     |                    |   |   |   |   |     |                    |   |   |   |   |    |                    |   |   |   |   |    |                    |   |   |   |   |    |                    |   |   |   |   |    |  |   |   |   |   |            |                    |   |   |   |                 |   |                    |   |   |   |    |   |                    |   |   |   |    |   |                    |  |   |   |            |   |   |   |   |                |             |   |   |   |   |                    |    |   |   |   |   |                    |    |   |   |   |   |                    |    |   |   |   |   |                    |    |   |   |   |   |                    |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |  |  |  |            |  |  |  |  |                |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |
| 1  | 0   | 1  | 0   | 0     | 20 clocks          |                 |    |            |    |    |                 |    |            |   |                |   |     |                |   |   |          |   |     |                    |   |   |          |   |     |                    |   |   |   |   |     |                    |   |   |   |   |    |                    |   |   |   |   |    |                    |   |   |   |   |    |                    |   |   |   |   |    |  |   |   |   |   |            |                    |   |   |   |                 |   |                    |   |   |   |    |   |                    |   |   |   |    |   |                    |  |   |   |            |   |   |   |   |                |             |   |   |   |   |                    |    |   |   |   |   |                    |    |   |   |   |   |                    |    |   |   |   |   |                    |    |   |   |   |   |                    |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |  |  |  |            |  |  |  |  |                |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |
| 1  | 0   | 1  | 0   | 1     | 21 clocks          |                 |    |            |    |    |                 |    |            |   |                |   |     |                |   |   |          |   |     |                    |   |   |          |   |     |                    |   |   |   |   |     |                    |   |   |   |   |    |                    |   |   |   |   |    |                    |   |   |   |   |    |                    |   |   |   |   |    |  |   |   |   |   |            |                    |   |   |   |                 |   |                    |   |   |   |    |   |                    |   |   |   |    |   |                    |  |   |   |            |   |   |   |   |                |             |   |   |   |   |                    |    |   |   |   |   |                    |    |   |   |   |   |                    |    |   |   |   |   |                    |    |   |   |   |   |                    |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |  |  |  |            |  |  |  |  |                |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |
| RTNC [4:0]   |   |  |     |       | Clock per Line     |                 |    |            |    |    |                 |    |            |   |                |   |     |                |   |   |          |   |     |                    |   |   |          |   |     |                    |   |   |   |   |     |                    |   |   |   |   |    |                    |   |   |   |   |    |                    |   |   |   |   |    |                    |   |   |   |   |    |  |   |   |   |   |            |                    |   |   |   |                 |   |                    |   |   |   |    |   |                    |   |   |   |    |   |                    |  |   |   |            |   |   |   |   |                |             |   |   |   |   |                    |    |   |   |   |   |                    |    |   |   |   |   |                    |    |   |   |   |   |                    |    |   |   |   |   |                    |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |  |  |  |            |  |  |  |  |                |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |
| 1  | 0   | 1  | 1   | 0     | 22 clocks          |                 |    |            |    |    |                 |    |            |   |                |   |     |                |   |   |          |   |     |                    |   |   |          |   |     |                    |   |   |   |   |     |                    |   |   |   |   |    |                    |   |   |   |   |    |                    |   |   |   |   |    |                    |   |   |   |   |    |  |   |   |   |   |            |                    |   |   |   |                 |   |                    |   |   |   |    |   |                    |   |   |   |    |   |                    |  |   |   |            |   |   |   |   |                |             |   |   |   |   |                    |    |   |   |   |   |                    |    |   |   |   |   |                    |    |   |   |   |   |                    |    |   |   |   |   |                    |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |  |  |  |            |  |  |  |  |                |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |
| 1  | 0   | 1  | 1   | 1     | 23 clocks          |                 |    |            |    |    |                 |    |            |   |                |   |     |                |   |   |          |   |     |                    |   |   |          |   |     |                    |   |   |   |   |     |                    |   |   |   |   |    |                    |   |   |   |   |    |                    |   |   |   |   |    |                    |   |   |   |   |    |  |   |   |   |   |            |                    |   |   |   |                 |   |                    |   |   |   |    |   |                    |   |   |   |    |   |                    |  |   |   |            |   |   |   |   |                |             |   |   |   |   |                    |    |   |   |   |   |                    |    |   |   |   |   |                    |    |   |   |   |   |                    |    |   |   |   |   |                    |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |  |  |  |            |  |  |  |  |                |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |
| 1  | 1   | 0  | 0   | 0     | 24 clocks          |                 |    |            |    |    |                 |    |            |   |                |   |     |                |   |   |          |   |     |                    |   |   |          |   |     |                    |   |   |   |   |     |                    |   |   |   |   |    |                    |   |   |   |   |    |                    |   |   |   |   |    |                    |   |   |   |   |    |  |   |   |   |   |            |                    |   |   |   |                 |   |                    |   |   |   |    |   |                    |   |   |   |    |   |                    |  |   |   |            |   |   |   |   |                |             |   |   |   |   |                    |    |   |   |   |   |                    |    |   |   |   |   |                    |    |   |   |   |   |                    |    |   |   |   |   |                    |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |  |  |  |            |  |  |  |  |                |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |
| 1  | 1   | 0  | 0   | 1     | 25 clocks          |                 |    |            |    |    |                 |    |            |   |                |   |     |                |   |   |          |   |     |                    |   |   |          |   |     |                    |   |   |   |   |     |                    |   |   |   |   |    |                    |   |   |   |   |    |                    |   |   |   |   |    |                    |   |   |   |   |    |  |   |   |   |   |            |                    |   |   |   |                 |   |                    |   |   |   |    |   |                    |   |   |   |    |   |                    |  |   |   |            |   |   |   |   |                |             |   |   |   |   |                    |    |   |   |   |   |                    |    |   |   |   |   |                    |    |   |   |   |   |                    |    |   |   |   |   |                    |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |  |  |  |            |  |  |  |  |                |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |
| 1  | 1   | 0  | 1   | 0     | 26 clocks          |                 |    |            |    |    |                 |    |            |   |                |   |     |                |   |   |          |   |     |                    |   |   |          |   |     |                    |   |   |   |   |     |                    |   |   |   |   |    |                    |   |   |   |   |    |                    |   |   |   |   |    |                    |   |   |   |   |    |  |   |   |   |   |            |                    |   |   |   |                 |   |                    |   |   |   |    |   |                    |   |   |   |    |   |                    |  |   |   |            |   |   |   |   |                |             |   |   |   |   |                    |    |   |   |   |   |                    |    |   |   |   |   |                    |    |   |   |   |   |                    |    |   |   |   |   |                    |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |  |  |  |            |  |  |  |  |                |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |
| 1  | 1   | 0  | 1   | 1     | 27 clocks          |                 |    |            |    |    |                 |    |            |   |                |   |     |                |   |   |          |   |     |                    |   |   |          |   |     |                    |   |   |   |   |     |                    |   |   |   |   |    |                    |   |   |   |   |    |                    |   |   |   |   |    |                    |   |   |   |   |    |  |   |   |   |   |            |                    |   |   |   |                 |   |                    |   |   |   |    |   |                    |   |   |   |    |   |                    |  |   |   |            |   |   |   |   |                |             |   |   |   |   |                    |    |   |   |   |   |                    |    |   |   |   |   |                    |    |   |   |   |   |                    |    |   |   |   |   |                    |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |  |  |  |            |  |  |  |  |                |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |
| 1  | 1   | 1  | 0   | 0     | 28 clocks          |                 |    |            |    |    |                 |    |            |   |                |   |     |                |   |   |          |   |     |                    |   |   |          |   |     |                    |   |   |   |   |     |                    |   |   |   |   |    |                    |   |   |   |   |    |                    |   |   |   |   |    |                    |   |   |   |   |    |  |   |   |   |   |            |                    |   |   |   |                 |   |                    |   |   |   |    |   |                    |   |   |   |    |   |                    |  |   |   |            |   |   |   |   |                |             |   |   |   |   |                    |    |   |   |   |   |                    |    |   |   |   |   |                    |    |   |   |   |   |                    |    |   |   |   |   |                    |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |  |  |  |            |  |  |  |  |                |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |
| 1  | 1   | 1  | 0   | 1     | 29 clocks          |                 |    |            |    |    |                 |    |            |   |                |   |     |                |   |   |          |   |     |                    |   |   |          |   |     |                    |   |   |   |   |     |                    |   |   |   |   |    |                    |   |   |   |   |    |                    |   |   |   |   |    |                    |   |   |   |   |    |  |   |   |   |   |            |                    |   |   |   |                 |   |                    |   |   |   |    |   |                    |   |   |   |    |   |                    |  |   |   |            |   |   |   |   |                |             |   |   |   |   |                    |    |   |   |   |   |                    |    |   |   |   |   |                    |    |   |   |   |   |                    |    |   |   |   |   |                    |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |  |  |  |            |  |  |  |  |                |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |
| 1  | 1   | 1  | 1   | 0     | 30 clocks          |                 |    |            |    |    |                 |    |            |   |                |   |     |                |   |   |          |   |     |                    |   |   |          |   |     |                    |   |   |   |   |     |                    |   |   |   |   |    |                    |   |   |   |   |    |                    |   |   |   |   |    |                    |   |   |   |   |    |  |   |   |   |   |            |                    |   |   |   |                 |   |                    |   |   |   |    |   |                    |   |   |   |    |   |                    |  |   |   |            |   |   |   |   |                |             |   |   |   |   |                    |    |   |   |   |   |                    |    |   |   |   |   |                    |    |   |   |   |   |                    |    |   |   |   |   |                    |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |  |  |  |            |  |  |  |  |                |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |
| 1  | 1   | 1  | 1   | 1     | 31 clocks          |                 |    |            |    |    |                 |    |            |   |                |   |     |                |   |   |          |   |     |                    |   |   |          |   |     |                    |   |   |   |   |     |                    |   |   |   |   |    |                    |   |   |   |   |    |                    |   |   |   |   |    |                    |   |   |   |   |    |  |   |   |   |   |            |                    |   |   |   |                 |   |                    |   |   |   |    |   |                    |   |   |   |    |   |                    |  |   |   |            |   |   |   |   |                |             |   |   |   |   |                    |    |   |   |   |   |                    |    |   |   |   |   |                    |    |   |   |   |   |                    |    |   |   |   |   |                    |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |  |  |  |            |  |  |  |  |                |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |

| Restriction           | EXTC should be high to enable this command   |               |            |        |               |  |  |            |                   |   |        |          |   |        |          |  |        |  |          |     |  |
|-----------------------|--|---------------|------------|--------|---------------|--|--|------------|-------------------|---|--------|----------|---|--------|----------|--|--------|--|----------|-----|--|
| Register Availability | <table><tr><th>Status</th><th colspan="2">Availability</th></tr><tr><td>Normal Mode ON, Idle Mode OFF, Sleep OUT</td><td colspan="2">Yes</td></tr><tr><td>Normal Mode ON, Idle Mode ON, Sleep OUT</td><td colspan="2">Yes</td></tr><tr><td>Partial Mode ON, Idle Mode OFF, Sleep OUT</td><td colspan="2">Yes</td></tr><tr><td>Partial Mode ON, Idle Mode ON, Sleep OUT</td><td colspan="2">Yes</td></tr><tr><td>Sleep IN</td><td colspan="2">Yes</td></tr></table> |               |            | Status | Availability  |  | Normal Mode ON, Idle Mode OFF, Sleep OUT | Yes        |                   | Normal Mode ON, Idle Mode ON, Sleep OUT | Yes    |          | Partial Mode ON, Idle Mode OFF, Sleep OUT | Yes    |          | Partial Mode ON, Idle Mode ON, Sleep OUT | Yes    |  | Sleep IN | Yes |  |
|                       | Status   | Availability  |            |        |               |  |  |            |                   |   |        |          |   |        |          |  |        |  |          |     |  |
|                       | Normal Mode ON, Idle Mode OFF, Sleep OUT   | Yes           |            |        |               |  |  |            |                   |   |        |          |   |        |          |  |        |  |          |     |  |
|                       | Normal Mode ON, Idle Mode ON, Sleep OUT  | Yes           |            |        |               |  |  |            |                   |   |        |          |   |        |          |  |        |  |          |     |  |
|                       | Partial Mode ON, Idle Mode OFF, Sleep OUT  | Yes           |            |        |               |  |  |            |                   |   |        |          |   |        |          |  |        |  |          |     |  |
|                       | Partial Mode ON, Idle Mode ON, Sleep OUT   | Yes           |            |        |               |  |  |            |                   |   |        |          |   |        |          |  |        |  |          |     |  |
| Sleep IN              | Yes  |               |            |        |               |  |  |            |                   |   |        |          |   |        |          |  |        |  |          |     |  |
| Default               | <table><tr><th rowspan="2">Status</th><th colspan="2">Default Value</th></tr><tr><th>DIVC [1:0]</th><th>RTNC [4:0]</th></tr><tr><td>Power ON Sequence</td><td>2'b00</td><td>5'h1Bh</td></tr><tr><td>SW Reset</td><td>2'b00</td><td>5'h1Bh</td></tr><tr><td>HW Reset</td><td>2'b00</td><td>5'h1Bh</td></tr></table>   |               |            | Status | Default Value |  | DIVC [1:0]                               | RTNC [4:0] | Power ON Sequence | 2'b00                                   | 5'h1Bh | SW Reset | 2'b00                                     | 5'h1Bh | HW Reset | 2'b00                                    | 5'h1Bh |  |          |     |  |
|                       | Status   | Default Value |            |        |               |  |  |            |                   |   |        |          |   |        |          |  |        |  |          |     |  |
|                       |  | DIVC [1:0]    | RTNC [4:0] |        |               |  |  |            |                   |   |        |          |   |        |          |  |        |  |          |     |  |
|                       | Power ON Sequence  | 2'b00         | 5'h1Bh     |        |               |  |  |            |                   |   |        |          |   |        |          |  |        |  |          |     |  |
|                       | SW Reset   | 2'b00         | 5'h1Bh     |        |               |  |  |            |                   |   |        |          |   |        |          |  |        |  |          |     |  |
| HW Reset              | 2'b00  | 5'h1Bh        |            |        |               |  |  |            |                   |   |        |          |   |        |          |  |        |  |          |     |  |



### 8.3.5. Display Inversion Control (B4h)

| B4h                                       | INVTR (Display Inversion Control)  |      |      |       |    |    |    |    |    |     |     |     |     |                 |               |  |                |   |                 |   |                   |  |      |          |          |      |      |      |           |      |      |
|---|--|------|------|-------|----|----|----|----|----|-----|-----|-----|-----|-----------------|---------------|--|----------------|---|-----------------|---|-------------------|--|------|----------|----------|------|------|------|-----------|------|------|
|   | D/CX   | RDX  | WRX  | D17-8 | D7 | D6 | D5 | D4 | D3 | D2  | D1  | D0  | HEX |                 |               |  |                |   |                 |   |                   |  |      |          |          |      |      |      |           |      |      |
| Command                                   | 0  | 1    | ↑    | XX    | 1  | 0  | 1  | 1  | 0  | 1   | 0   | 0   | B4h |                 |               |  |                |   |                 |   |                   |  |      |          |          |      |      |      |           |      |      |
| 1 <sup>st</sup> Parameter                 | 1  | 1    | ↑    | XX    | 0  | 0  | 0  | 0  | 0  | NLA | NLB | NLC | 02  |                 |               |  |                |   |                 |   |                   |  |      |          |          |      |      |      |           |      |      |
| Description                               | Display inversion mode set   |      |      |       |    |    |    |    |    |     |     |     |     |                 |               |  |                |   |                 |   |                   |  |      |          |          |      |      |      |           |      |      |
|   | NLA: Inversion setting in full colors normal mode (Normal mode on)   |      |      |       |    |    |    |    |    |     |     |     |     |                 |               |  |                |   |                 |   |                   |  |      |          |          |      |      |      |           |      |      |
|   | NLB: Inversion setting in Idle mode (Idle mode on)   |      |      |       |    |    |    |    |    |     |     |     |     |                 |               |  |                |   |                 |   |                   |  |      |          |          |      |      |      |           |      |      |
|   | NLC: Inversion setting in full colors partial mode (Partial mode on / Idle mode off)   |      |      |       |    |    |    |    |    |     |     |     |     |                 |               |  |                |   |                 |   |                   |  |      |          |          |      |      |      |           |      |      |
|   | <table><tr><th>NLA / NLB / NLC</th><th>Inversion</th></tr><tr><td>0</td><td>Line inversion</td></tr><tr><td>1</td><td>Frame inversion</td></tr></table>  |      |      |       |    |    |    |    |    |     |     |     |     | NLA / NLB / NLC | Inversion     | 0  | Line inversion | 1                                       | Frame inversion |   |                   |  |      |          |          |      |      |      |           |      |      |
| NLA / NLB / NLC                           | Inversion  |      |      |       |    |    |    |    |    |     |     |     |     |                 |               |  |                |   |                 |   |                   |  |      |          |          |      |      |      |           |      |      |
| 0   | Line inversion   |      |      |       |    |    |    |    |    |     |     |     |     |                 |               |  |                |   |                 |   |                   |  |      |          |          |      |      |      |           |      |      |
| 1   | Frame inversion  |      |      |       |    |    |    |    |    |     |     |     |     |                 |               |  |                |   |                 |   |                   |  |      |          |          |      |      |      |           |      |      |
| Restriction                               | EXTC should be high to enable this command   |      |      |       |    |    |    |    |    |     |     |     |     |                 |               |  |                |   |                 |   |                   |  |      |          |          |      |      |      |           |      |      |
| Register Availability                     |  |      |      |       |    |    |    |    |    |     |     |     |     |                 |               |  |                |   |                 |   |                   |  |      |          |          |      |      |      |           |      |      |
|   | <table><tr><th>Status</th><th>Availability</th></tr><tr><td>Normal Mode ON, Idle Mode OFF, Sleep OUT</td><td>Yes</td></tr><tr><td>Normal Mode ON, Idle Mode ON, Sleep OUT</td><td>Yes</td></tr><tr><td>Partial Mode ON, Idle Mode OFF, Sleep OUT</td><td>Yes</td></tr><tr><td>Partial Mode ON, Idle Mode ON, Sleep OUT</td><td>Yes</td></tr><tr><td>Sleep IN</td><td>Yes</td></tr></table> |      |      |       |    |    |    |    |    |     |     |     |     | Status          | Availability  | Normal Mode ON, Idle Mode OFF, Sleep OUT | Yes            | Normal Mode ON, Idle Mode ON, Sleep OUT | Yes             | Partial Mode ON, Idle Mode OFF, Sleep OUT | Yes               | Partial Mode ON, Idle Mode ON, Sleep OUT | Yes  | Sleep IN | Yes      |      |      |      |           |      |      |
| Status                                    | Availability   |      |      |       |    |    |    |    |    |     |     |     |     |                 |               |  |                |   |                 |   |                   |  |      |          |          |      |      |      |           |      |      |
| Normal Mode ON, Idle Mode OFF, Sleep OUT  | Yes  |      |      |       |    |    |    |    |    |     |     |     |     |                 |               |  |                |   |                 |   |                   |  |      |          |          |      |      |      |           |      |      |
| Normal Mode ON, Idle Mode ON, Sleep OUT   | Yes  |      |      |       |    |    |    |    |    |     |     |     |     |                 |               |  |                |   |                 |   |                   |  |      |          |          |      |      |      |           |      |      |
| Partial Mode ON, Idle Mode OFF, Sleep OUT | Yes  |      |      |       |    |    |    |    |    |     |     |     |     |                 |               |  |                |   |                 |   |                   |  |      |          |          |      |      |      |           |      |      |
| Partial Mode ON, Idle Mode ON, Sleep OUT  | Yes  |      |      |       |    |    |    |    |    |     |     |     |     |                 |               |  |                |   |                 |   |                   |  |      |          |          |      |      |      |           |      |      |
| Sleep IN                                  | Yes  |      |      |       |    |    |    |    |    |     |     |     |     |                 |               |  |                |   |                 |   |                   |  |      |          |          |      |      |      |           |      |      |
| Default                                   |  |      |      |       |    |    |    |    |    |     |     |     |     |                 |               |  |                |   |                 |   |                   |  |      |          |          |      |      |      |           |      |      |
|   |  |      |      |       |    |    |    |    |    |     |     |     |     |                 |               |  |                |   |                 |   |                   |  |      |          |          |      |      |      |           |      |      |
|   |  |      |      |       |    |    |    |    |    |     |     |     |     |                 |               |  |                |   |                 |   |                   |  |      |          |          |      |      |      |           |      |      |
|   |  |      |      |       |    |    |    |    |    |     |     |     |     |                 |               |  |                |   |                 |   |                   |  |      |          |          |      |      |      |           |      |      |
|   | <table><tr><th rowspan="2">Status</th><th colspan="3">Default Value</th></tr><tr><th>NLA</th><th>NLB</th><th>NLC</th></tr><tr><td>Power ON Sequence</td><td>1'b0</td><td>1'b1</td><td>1'b0</td></tr><tr><td>SW Reset</td><td>1'b0</td><td>1'b1</td><td>1'b0</td></tr><tr><td>H/W Reset</td><td>1'b0</td><td>1'b1</td><td>1'b0</td></tr></table>  |      |      |       |    |    |    |    |    |     |     |     |     | Status          | Default Value |  |                | NLA                                     | NLB             | NLC                                       | Power ON Sequence | 1'b0                                     | 1'b1 | 1'b0     | SW Reset | 1'b0 | 1'b1 | 1'b0 | H/W Reset | 1'b0 | 1'b1 |
| Status                                    | Default Value  |      |      |       |    |    |    |    |    |     |     |     |     |                 |               |  |                |   |                 |   |                   |  |      |          |          |      |      |      |           |      |      |
|   | NLA  | NLB  | NLC  |       |    |    |    |    |    |     |     |     |     |                 |               |  |                |   |                 |   |                   |  |      |          |          |      |      |      |           |      |      |
| Power ON Sequence                         | 1'b0   | 1'b1 | 1'b0 |       |    |    |    |    |    |     |     |     |     |                 |               |  |                |   |                 |   |                   |  |      |          |          |      |      |      |           |      |      |
| SW Reset                                  | 1'b0   | 1'b1 | 1'b0 |       |    |    |    |    |    |     |     |     |     |                 |               |  |                |   |                 |   |                   |  |      |          |          |      |      |      |           |      |      |
| H/W Reset                                 | 1'b0   | 1'b1 | 1'b0 |       |    |    |    |    |    |     |     |     |     |                 |               |  |                |   |                 |   |                   |  |      |          |          |      |      |      |           |      |      |

### 8.3.6. Blanking Porch Control (B5h)

| B5h                       |   | PRCTR (Blanking Porch) |  |       |    |           |                        |           |                                      |    |    |    |     |  |
|---------------------------|---|------------------------|--|-------|----|-----------|------------------------|-----------|--------------------------------------|----|----|----|-----|--|
|                           | D/CX  | RDX                    | WRX                                      | D17-8 | D7 | D6        | D5                     | D4        | D3                                   | D2 | D1 | D0 | HEX |  |
| Command                   | 0   | 1                      | ↑  | XX    | 1  | 0         | 1                      | 1         | 0                                    | 1  | 0  | 1  | B5h |  |
| 1 <sup>st</sup> Parameter | 1   | 1                      | ↑  | XX    | 0  | VFP [6:0] |                        |           |                                      |    |    |    | 02  |  |
| 2 <sup>nd</sup> Parameter | 1   | 1                      | ↑  | XX    | 0  | VBP [6:0] |                        |           |                                      |    |    |    | 02  |  |
| 3 <sup>rd</sup> Parameter | 1   | 1                      | ↑  | XX    | 0  | 0         | 0                      | HFP [4:0] |                                      |    |    |    | 0A  |  |
| 4 <sup>th</sup> Parameter | 1   | 1                      | ↑  | XX    | 0  | 0         | 0                      | HBP [4:0] |                                      |    |    |    | 14  |  |
| Description               | VFP [6:0] / VBP [6:0]: The VFP [6:0] and VBP [6:0] bits specify the line number of vertical front and back porch period respectively.   |                        |  |       |    |           |                        |           |                                      |    |    |    |     |  |
|                           | VFP [6:0]<br>VBP [6:0]  |                        | Number of HSYNC of front/back porch      |       |    |           | VFP [6:0]<br>VBP [6:0] |           | Number of HSYNC of front/back porch  |    |    |    |     |  |
|                           | 0000000   |                        | Setting inhibited                        |       |    |           | 1000000                |           | 64                                   |    |    |    |     |  |
|                           | 0000001   |                        | Setting inhibited                        |       |    |           | 1000001                |           | 65                                   |    |    |    |     |  |
|                           | 0000010   |                        | 2  |       |    |           | 1000010                |           | 66                                   |    |    |    |     |  |
|                           | 0000011   |                        | 3  |       |    |           | 1000011                |           | 67                                   |    |    |    |     |  |
|                           | 0000100   |                        | 4  |       |    |           | 1000100                |           | 68                                   |    |    |    |     |  |
|                           | 0000101   |                        | 5  |       |    |           | 1000101                |           | 69                                   |    |    |    |     |  |
|                           | 0000110   |                        | 6  |       |    |           | 1000110                |           | 70                                   |    |    |    |     |  |
|                           | 0000111   |                        | 7  |       |    |           | 1000111                |           | 71                                   |    |    |    |     |  |
|                           | 0001000   |                        | 8  |       |    |           | 1001000                |           | 72                                   |    |    |    |     |  |
|                           | 0001001   |                        | 9  |       |    |           | 1001001                |           | 73                                   |    |    |    |     |  |
|                           | 0001010   |                        | 10                                       |       |    |           | 1001010                |           | 74                                   |    |    |    |     |  |
|                           | 0001011   |                        | 11                                       |       |    |           | 1001011                |           | 75                                   |    |    |    |     |  |
|                           | 0001100   |                        | 12                                       |       |    |           | 1001100                |           | 76                                   |    |    |    |     |  |
|                           | 0001101   |                        | 13                                       |       |    |           | 1001101                |           | 77                                   |    |    |    |     |  |
|                           | :   |                        | :  |       |    |           | :                      |           | :                                    |    |    |    |     |  |
|                           | :   |                        | :  |       |    |           | :                      |           | :                                    |    |    |    |     |  |
|                           | 0111101   |                        | 61                                       |       |    |           | 1111101                |           | 125                                  |    |    |    |     |  |
|                           | 0111110   |                        | 62                                       |       |    |           | 1111110                |           | 126                                  |    |    |    |     |  |
|                           | 0111111   |                        | 63                                       |       |    |           | 1111111                |           | 127                                  |    |    |    |     |  |
|                           | Note: VFP + VBP ≤ 254 HSYNC signals   |                        |  |       |    |           |                        |           |                                      |    |    |    |     |  |
|                           | HFP [4:0] / HBP [4:0]: The HFP [4:0] and HBP [4:0] bits specify the line number of horizontal front and back porch period respectively. |                        |  |       |    |           |                        |           |                                      |    |    |    |     |  |
|                           | HFP [4:0]<br>HBP [4:0]  |                        | Number of DOTCLK of the front/back porch |       |    |           | HFP [4:0]<br>HBP [4:0] |           | Number of DOTCLK of front/back porch |    |    |    |     |  |
|                           | 00000   |                        | Setting prohibited                       |       |    |           | 10000                  |           | 16                                   |    |    |    |     |  |
|                           | 00001   |                        | Setting prohibited                       |       |    |           | 10001                  |           | 17                                   |    |    |    |     |  |
|                           | 00010   |                        | 2  |       |    |           | 10010                  |           | 18                                   |    |    |    |     |  |
|                           | 00011   |                        | 3  |       |    |           | 10011                  |           | 19                                   |    |    |    |     |  |
| 00100                     |   | 4                      |  |       |    | 10100     |                        | 20        |                                      |    |    |    |     |  |
| 00101                     |   | 5                      |  |       |    | 10101     |                        | 21        |                                      |    |    |    |     |  |
| 00110                     |   | 6                      |  |       |    | 10110     |                        | 22        |                                      |    |    |    |     |  |
| 00111                     |   | 7                      |  |       |    | 10111     |                        | 23        |                                      |    |    |    |     |  |
| 01000                     |   | 8                      |  |       |    | 11000     |                        | 24        |                                      |    |    |    |     |  |
| 01001                     |   | 9                      |  |       |    | 11001     |                        | 25        |                                      |    |    |    |     |  |
| 01010                     |   | 10                     |  |       |    | 11010     |                        | 26        |                                      |    |    |    |     |  |
| 01011                     |   | 11                     |  |       |    | 11011     |                        | 27        |                                      |    |    |    |     |  |
| 01100                     |   | 12                     |  |       |    | 11100     |                        | 28        |                                      |    |    |    |     |  |
| 01101                     |   | 13                     |  |       |    | 11101     |                        | 29        |                                      |    |    |    |     |  |
| 01110                     |   | 14                     |  |       |    | 11110     |                        | 30        |                                      |    |    |    |     |  |
| 01111                     |   | 15                     |  |       |    | 11111     |                        | 31        |                                      |    |    |    |     |  |

|                       |  |               |           |           |           |        |               |  |  |  |  |           |           |           |                   |   |        |        |        |          |   |        |        |        |          |  |        |        |        |  |          |     |  |  |  |
|-----------------------|--|---------------|-----------|-----------|-----------|--------|---------------|--|--|--|--|-----------|-----------|-----------|-------------------|---|--------|--------|--------|----------|---|--------|--------|--------|----------|--|--------|--------|--------|--|----------|-----|--|--|--|
| Restriction           | EXTC should be high to enable this command   |               |           |           |           |        |               |  |  |  |  |           |           |           |                   |   |        |        |        |          |   |        |        |        |          |  |        |        |        |  |          |     |  |  |  |
| Register Availability | <table><tr><td>Status</td><td colspan="4">Availability</td></tr><tr><td>Normal Mode ON, Idle Mode OFF, Sleep OUT</td><td colspan="4">Yes</td></tr><tr><td>Normal Mode ON, Idle Mode ON, Sleep OUT</td><td colspan="4">Yes</td></tr><tr><td>Partial Mode ON, Idle Mode OFF, Sleep OUT</td><td colspan="4">Yes</td></tr><tr><td>Partial Mode ON, Idle Mode ON, Sleep OUT</td><td colspan="4">Yes</td></tr><tr><td>Sleep IN</td><td colspan="4">Yes</td></tr></table> |               |           |           |           | Status | Availability  |  |  |  | Normal Mode ON, Idle Mode OFF, Sleep OUT | Yes       |           |           |                   | Normal Mode ON, Idle Mode ON, Sleep OUT | Yes    |        |        |          | Partial Mode ON, Idle Mode OFF, Sleep OUT | Yes    |        |        |          | Partial Mode ON, Idle Mode ON, Sleep OUT | Yes    |        |        |  | Sleep IN | Yes |  |  |  |
|                       | Status   | Availability  |           |           |           |        |               |  |  |  |  |           |           |           |                   |   |        |        |        |          |   |        |        |        |          |  |        |        |        |  |          |     |  |  |  |
|                       | Normal Mode ON, Idle Mode OFF, Sleep OUT   | Yes           |           |           |           |        |               |  |  |  |  |           |           |           |                   |   |        |        |        |          |   |        |        |        |          |  |        |        |        |  |          |     |  |  |  |
|                       | Normal Mode ON, Idle Mode ON, Sleep OUT  | Yes           |           |           |           |        |               |  |  |  |  |           |           |           |                   |   |        |        |        |          |   |        |        |        |          |  |        |        |        |  |          |     |  |  |  |
|                       | Partial Mode ON, Idle Mode OFF, Sleep OUT  | Yes           |           |           |           |        |               |  |  |  |  |           |           |           |                   |   |        |        |        |          |   |        |        |        |          |  |        |        |        |  |          |     |  |  |  |
|                       | Partial Mode ON, Idle Mode ON, Sleep OUT   | Yes           |           |           |           |        |               |  |  |  |  |           |           |           |                   |   |        |        |        |          |   |        |        |        |          |  |        |        |        |  |          |     |  |  |  |
| Sleep IN              | Yes  |               |           |           |           |        |               |  |  |  |  |           |           |           |                   |   |        |        |        |          |   |        |        |        |          |  |        |        |        |  |          |     |  |  |  |
| Default               | <table><tr><td rowspan="2">Status</td><td colspan="4">Default Value</td></tr><tr><td>VFP [6:0]</td><td>VBP [6:0]</td><td>HFP [4:0]</td><td>HBP [4:0]</td></tr><tr><td>Power ON Sequence</td><td>7'h02h</td><td>7'h02h</td><td>5'h0Ah</td><td>5'h14h</td></tr><tr><td>SW Reset</td><td>7'h02h</td><td>7'h02h</td><td>5'h0Ah</td><td>5'h14h</td></tr><tr><td>HW Reset</td><td>7'h02h</td><td>7'h02h</td><td>5'h0Ah</td><td>5'h14h</td></tr></table>                  |               |           |           |           | Status | Default Value |  |  |  | VFP [6:0]                                | VBP [6:0] | HFP [4:0] | HBP [4:0] | Power ON Sequence | 7'h02h                                  | 7'h02h | 5'h0Ah | 5'h14h | SW Reset | 7'h02h                                    | 7'h02h | 5'h0Ah | 5'h14h | HW Reset | 7'h02h                                   | 7'h02h | 5'h0Ah | 5'h14h |  |          |     |  |  |  |
|                       | Status   | Default Value |           |           |           |        |               |  |  |  |  |           |           |           |                   |   |        |        |        |          |   |        |        |        |          |  |        |        |        |  |          |     |  |  |  |
|                       |  | VFP [6:0]     | VBP [6:0] | HFP [4:0] | HBP [4:0] |        |               |  |  |  |  |           |           |           |                   |   |        |        |        |          |   |        |        |        |          |  |        |        |        |  |          |     |  |  |  |
|                       | Power ON Sequence  | 7'h02h        | 7'h02h    | 5'h0Ah    | 5'h14h    |        |               |  |  |  |  |           |           |           |                   |   |        |        |        |          |   |        |        |        |          |  |        |        |        |  |          |     |  |  |  |
|                       | SW Reset   | 7'h02h        | 7'h02h    | 5'h0Ah    | 5'h14h    |        |               |  |  |  |  |           |           |           |                   |   |        |        |        |          |   |        |        |        |          |  |        |        |        |  |          |     |  |  |  |
| HW Reset              | 7'h02h   | 7'h02h        | 5'h0Ah    | 5'h14h    |           |        |               |  |  |  |  |           |           |           |                   |   |        |        |        |          |   |        |        |        |          |  |        |        |        |  |          |     |  |  |  |

### 8.3.7. Display Function Control (B6h)

| B6h   | DISCTRL (Display Function Control)   |                         |                                   |                                    |                                 |                   |             |    |           |    |          |    |           |                     |                              |                                   |                                    |                                 |           |                   |                   |                            |                   |      |      |                    |       |       |          |       |               |                            |       |       |           |                    |      |           |       |      |      |   |   |      |      |      |      |
|---|--|-------------------------|-----------------------------------|------------------------------------|---------------------------------|-------------------|-------------|----|-----------|----|----------|----|-----------|---------------------|------------------------------|-----------------------------------|------------------------------------|---------------------------------|-----------|-------------------|-------------------|----------------------------|-------------------|------|------|--------------------|-------|-------|----------|-------|---------------|----------------------------|-------|-------|-----------|--------------------|------|-----------|-------|------|------|---|---|------|------|------|------|
|   | D/CX   | RDX                     | WRX                               | D17-8                              | D7                              | D6                | D5          | D4 | D3        | D2 | D1       | D0 | HEX       |                     |                              |                                   |                                    |                                 |           |                   |                   |                            |                   |      |      |                    |       |       |          |       |               |                            |       |       |           |                    |      |           |       |      |      |   |   |      |      |      |      |
| Command   | 0  | 1                       | ↑                                 | XX                                 | 1                               | 0                 | 1           | 1  | 0         | 1  | 1        | 0  | B6h       |                     |                              |                                   |                                    |                                 |           |                   |                   |                            |                   |      |      |                    |       |       |          |       |               |                            |       |       |           |                    |      |           |       |      |      |   |   |      |      |      |      |
| 1 <sup>st</sup> Parameter   | 1  | 1                       | ↑                                 | XX                                 | 0                               | 0                 | 0           | 0  | PTG [1:0] |    | PT [1:0] |    | 0A        |                     |                              |                                   |                                    |                                 |           |                   |                   |                            |                   |      |      |                    |       |       |          |       |               |                            |       |       |           |                    |      |           |       |      |      |   |   |      |      |      |      |
| 2 <sup>nd</sup> Parameter   | 1  | 1                       | ↑                                 | XX                                 | REV                             | GS                | SS          | SM | ISC [3:0] |    |          |    | 82        |                     |                              |                                   |                                    |                                 |           |                   |                   |                            |                   |      |      |                    |       |       |          |       |               |                            |       |       |           |                    |      |           |       |      |      |   |   |      |      |      |      |
| 3 <sup>rd</sup> Parameter   | 1  | 1                       | ↑                                 | XX                                 | 0                               | 0                 | NL [5:0]    |    |           |    |          |    | 27        |                     |                              |                                   |                                    |                                 |           |                   |                   |                            |                   |      |      |                    |       |       |          |       |               |                            |       |       |           |                    |      |           |       |      |      |   |   |      |      |      |      |
| 4 <sup>th</sup> Parameter   | 1  | 1                       | ↑                                 | XX                                 | 0                               | 0                 | PCDIV [5:0] |    |           |    |          |    | XX        |                     |                              |                                   |                                    |                                 |           |                   |                   |                            |                   |      |      |                    |       |       |          |       |               |                            |       |       |           |                    |      |           |       |      |      |   |   |      |      |      |      |
| Description   | <b>PTG [1:0]:</b> Set the scan mode in non-display area.   |                         |                                   |                                    |                                 |                   |             |    |           |    |          |    |           |                     |                              |                                   |                                    |                                 |           |                   |                   |                            |                   |      |      |                    |       |       |          |       |               |                            |       |       |           |                    |      |           |       |      |      |   |   |      |      |      |      |
|   | <table><tr><th>PTG1</th><th>PTG0</th><th>Gate outputs in non-display area</th><th>Source outputs in non-display area</th><th>VCOM output</th></tr><tr><td>0</td><td>0</td><td>Normal scan</td><td>Set with the PT [2:0] bits</td><td>VCOMH/VCOML</td></tr><tr><td>0</td><td>1</td><td>Setting prohibited</td><td>---</td><td>---</td></tr><tr><td>1</td><td>0</td><td>Interval scan</td><td>Set with the PT [2:0] bits</td><td></td></tr><tr><td>1</td><td>1</td><td>Setting prohibited</td><td>---</td><td>---</td></tr></table>  |                         |                                   |                                    |                                 |                   |             |    |           |    |          |    |           | PTG1                | PTG0                         | Gate outputs in non-display area  | Source outputs in non-display area | VCOM output                     | 0         | 0                 | Normal scan       | Set with the PT [2:0] bits | VCOMH/VCOML       | 0    | 1    | Setting prohibited | ---   | ---   | 1        | 0     | Interval scan | Set with the PT [2:0] bits |       | 1     | 1         | Setting prohibited | ---  | ---       |       |      |      |   |   |      |      |      |      |
|   | PTG1   | PTG0                    | Gate outputs in non-display area  | Source outputs in non-display area | VCOM output                     |                   |             |    |           |    |          |    |           |                     |                              |                                   |                                    |                                 |           |                   |                   |                            |                   |      |      |                    |       |       |          |       |               |                            |       |       |           |                    |      |           |       |      |      |   |   |      |      |      |      |
|   | 0  | 0                       | Normal scan                       | Set with the PT [2:0] bits         | VCOMH/VCOML                     |                   |             |    |           |    |          |    |           |                     |                              |                                   |                                    |                                 |           |                   |                   |                            |                   |      |      |                    |       |       |          |       |               |                            |       |       |           |                    |      |           |       |      |      |   |   |      |      |      |      |
|   | 0  | 1                       | Setting prohibited                | ---                                | ---                             |                   |             |    |           |    |          |    |           |                     |                              |                                   |                                    |                                 |           |                   |                   |                            |                   |      |      |                    |       |       |          |       |               |                            |       |       |           |                    |      |           |       |      |      |   |   |      |      |      |      |
|   | 1  | 0                       | Interval scan                     | Set with the PT [2:0] bits         |                                 |                   |             |    |           |    |          |    |           |                     |                              |                                   |                                    |                                 |           |                   |                   |                            |                   |      |      |                    |       |       |          |       |               |                            |       |       |           |                    |      |           |       |      |      |   |   |      |      |      |      |
|   | 1  | 1                       | Setting prohibited                | ---                                | ---                             |                   |             |    |           |    |          |    |           |                     |                              |                                   |                                    |                                 |           |                   |                   |                            |                   |      |      |                    |       |       |          |       |               |                            |       |       |           |                    |      |           |       |      |      |   |   |      |      |      |      |
|   | <b>PT [1:0]:</b> Determine source/VCOM output in a non-display area in the partial display mode.   |                         |                                   |                                    |                                 |                   |             |    |           |    |          |    |           |                     |                              |                                   |                                    |                                 |           |                   |                   |                            |                   |      |      |                    |       |       |          |       |               |                            |       |       |           |                    |      |           |       |      |      |   |   |      |      |      |      |
|   | <table><tr><th colspan="2" rowspan="2">PT [1:0]</th><th colspan="2">Source output on non-display area</th><th colspan="2">VCOM output on non-display area</th></tr><tr><th>Positive polarity</th><th>Negative polarity</th><th>Positive polarity</th><th>Negative polarity</th></tr><tr><td>0</td><td>0</td><td>V63</td><td>V0</td><td>VCOML</td><td>VCOMH</td></tr><tr><td>0</td><td>1</td><td>V0</td><td>V63</td><td>VCOML</td><td>VCOMH</td></tr><tr><td>1</td><td>0</td><td>AGND</td><td>AGND</td><td>AGND</td><td>AGND</td></tr><tr><td>1</td><td>1</td><td>Hi-Z</td><td>Hi-Z</td><td>AGND</td><td>AGND</td></tr></table> |                         |                                   |                                    |                                 |                   |             |    |           |    |          |    |           | PT [1:0]            |                              | Source output on non-display area |                                    | VCOM output on non-display area |           | Positive polarity | Negative polarity | Positive polarity          | Negative polarity | 0    | 0    | V63                | V0    | VCOML | VCOMH    | 0     | 1             | V0                         | V63   | VCOML | VCOMH     | 1                  | 0    | AGND      | AGND  | AGND | AGND | 1 | 1 | Hi-Z | Hi-Z | AGND | AGND |
|   | PT [1:0]   |                         | Source output on non-display area |                                    | VCOM output on non-display area |                   |             |    |           |    |          |    |           |                     |                              |                                   |                                    |                                 |           |                   |                   |                            |                   |      |      |                    |       |       |          |       |               |                            |       |       |           |                    |      |           |       |      |      |   |   |      |      |      |      |
|   |  |                         | Positive polarity                 | Negative polarity                  | Positive polarity               | Negative polarity |             |    |           |    |          |    |           |                     |                              |                                   |                                    |                                 |           |                   |                   |                            |                   |      |      |                    |       |       |          |       |               |                            |       |       |           |                    |      |           |       |      |      |   |   |      |      |      |      |
|   | 0  | 0                       | V63                               | V0                                 | VCOML                           | VCOMH             |             |    |           |    |          |    |           |                     |                              |                                   |                                    |                                 |           |                   |                   |                            |                   |      |      |                    |       |       |          |       |               |                            |       |       |           |                    |      |           |       |      |      |   |   |      |      |      |      |
|   | 0  | 1                       | V0                                | V63                                | VCOML                           | VCOMH             |             |    |           |    |          |    |           |                     |                              |                                   |                                    |                                 |           |                   |                   |                            |                   |      |      |                    |       |       |          |       |               |                            |       |       |           |                    |      |           |       |      |      |   |   |      |      |      |      |
|   | 1  | 0                       | AGND                              | AGND                               | AGND                            | AGND              |             |    |           |    |          |    |           |                     |                              |                                   |                                    |                                 |           |                   |                   |                            |                   |      |      |                    |       |       |          |       |               |                            |       |       |           |                    |      |           |       |      |      |   |   |      |      |      |      |
|   | 1  | 1                       | Hi-Z                              | Hi-Z                               | AGND                            | AGND              |             |    |           |    |          |    |           |                     |                              |                                   |                                    |                                 |           |                   |                   |                            |                   |      |      |                    |       |       |          |       |               |                            |       |       |           |                    |      |           |       |      |      |   |   |      |      |      |      |
|   | <b>SS:</b> Select the shift direction of outputs from the source driver.   |                         |                                   |                                    |                                 |                   |             |    |           |    |          |    |           |                     |                              |                                   |                                    |                                 |           |                   |                   |                            |                   |      |      |                    |       |       |          |       |               |                            |       |       |           |                    |      |           |       |      |      |   |   |      |      |      |      |
|   | <table><tr><th>SS</th><th>Source Output Scan Direction</th></tr><tr><td>0</td><td>S1 → S720</td></tr><tr><td>1</td><td>S720 → S1</td></tr></table>   |                         |                                   |                                    |                                 |                   |             |    |           |    |          |    |           | SS                  | Source Output Scan Direction | 0                                 | S1 → S720                          | 1                               | S720 → S1 |                   |                   |                            |                   |      |      |                    |       |       |          |       |               |                            |       |       |           |                    |      |           |       |      |      |   |   |      |      |      |      |
| SS  | Source Output Scan Direction   |                         |                                   |                                    |                                 |                   |             |    |           |    |          |    |           |                     |                              |                                   |                                    |                                 |           |                   |                   |                            |                   |      |      |                    |       |       |          |       |               |                            |       |       |           |                    |      |           |       |      |      |   |   |      |      |      |      |
| 0   | S1 → S720  |                         |                                   |                                    |                                 |                   |             |    |           |    |          |    |           |                     |                              |                                   |                                    |                                 |           |                   |                   |                            |                   |      |      |                    |       |       |          |       |               |                            |       |       |           |                    |      |           |       |      |      |   |   |      |      |      |      |
| 1   | S720 → S1  |                         |                                   |                                    |                                 |                   |             |    |           |    |          |    |           |                     |                              |                                   |                                    |                                 |           |                   |                   |                            |                   |      |      |                    |       |       |          |       |               |                            |       |       |           |                    |      |           |       |      |      |   |   |      |      |      |      |
| In addition to the shift direction, the settings for both SS and BGR bits are required to change the assignment of R, G, and B dots to the source driver pins.  |  |                         |                                   |                                    |                                 |                   |             |    |           |    |          |    |           |                     |                              |                                   |                                    |                                 |           |                   |                   |                            |                   |      |      |                    |       |       |          |       |               |                            |       |       |           |                    |      |           |       |      |      |   |   |      |      |      |      |
| To assign R, G, B dots to the source driver pins from S1 to S720, set SS = 0.   |  |                         |                                   |                                    |                                 |                   |             |    |           |    |          |    |           |                     |                              |                                   |                                    |                                 |           |                   |                   |                            |                   |      |      |                    |       |       |          |       |               |                            |       |       |           |                    |      |           |       |      |      |   |   |      |      |      |      |
| To assign R, G, B dots to the source driver pins from S720 to S1, set SS = 1.   |  |                         |                                   |                                    |                                 |                   |             |    |           |    |          |    |           |                     |                              |                                   |                                    |                                 |           |                   |                   |                            |                   |      |      |                    |       |       |          |       |               |                            |       |       |           |                    |      |           |       |      |      |   |   |      |      |      |      |
| <b>REV:</b> Select whether the liquid crystal type is normally white type or normally black type.   |  |                         |                                   |                                    |                                 |                   |             |    |           |    |          |    |           |                     |                              |                                   |                                    |                                 |           |                   |                   |                            |                   |      |      |                    |       |       |          |       |               |                            |       |       |           |                    |      |           |       |      |      |   |   |      |      |      |      |
| <table><tr><th>REV</th><th>Liquid crystal type</th></tr><tr><td>0</td><td>Normally black</td></tr><tr><td>1</td><td>Normally white</td></tr></table>  |  |                         |                                   |                                    |                                 |                   |             |    |           |    |          |    | REV       | Liquid crystal type | 0                            | Normally black                    | 1                                  | Normally white                  |           |                   |                   |                            |                   |      |      |                    |       |       |          |       |               |                            |       |       |           |                    |      |           |       |      |      |   |   |      |      |      |      |
| REV   | Liquid crystal type  |                         |                                   |                                    |                                 |                   |             |    |           |    |          |    |           |                     |                              |                                   |                                    |                                 |           |                   |                   |                            |                   |      |      |                    |       |       |          |       |               |                            |       |       |           |                    |      |           |       |      |      |   |   |      |      |      |      |
| 0   | Normally black   |                         |                                   |                                    |                                 |                   |             |    |           |    |          |    |           |                     |                              |                                   |                                    |                                 |           |                   |                   |                            |                   |      |      |                    |       |       |          |       |               |                            |       |       |           |                    |      |           |       |      |      |   |   |      |      |      |      |
| 1   | Normally white   |                         |                                   |                                    |                                 |                   |             |    |           |    |          |    |           |                     |                              |                                   |                                    |                                 |           |                   |                   |                            |                   |      |      |                    |       |       |          |       |               |                            |       |       |           |                    |      |           |       |      |      |   |   |      |      |      |      |
| <b>ISC [3:0]:</b> Specify the scan cycle interval of gate driver in non-display area when PTG [1:0] = "10" to select interval scan.   |  |                         |                                   |                                    |                                 |                   |             |    |           |    |          |    |           |                     |                              |                                   |                                    |                                 |           |                   |                   |                            |                   |      |      |                    |       |       |          |       |               |                            |       |       |           |                    |      |           |       |      |      |   |   |      |      |      |      |
| Then scan cycle is set as odd number from 0~29 frame periods. The polarity is inverted every scan cycle.  |  |                         |                                   |                                    |                                 |                   |             |    |           |    |          |    |           |                     |                              |                                   |                                    |                                 |           |                   |                   |                            |                   |      |      |                    |       |       |          |       |               |                            |       |       |           |                    |      |           |       |      |      |   |   |      |      |      |      |
| <table><tr><th>ISC [3:0]</th><th>Scan Cycle</th><th>f<sub>FLM</sub> = 60Hz</th></tr><tr><td>0000</td><td>1 frame</td><td>17ms</td></tr><tr><td>0001</td><td>3 frames</td><td>51ms</td></tr><tr><td>0010</td><td>5 frames</td><td>85ms</td></tr><tr><td>0011</td><td>7 frames</td><td>119ms</td></tr><tr><td>0100</td><td>9 frames</td><td>153ms</td></tr><tr><td>0101</td><td>11 frames</td><td>187ms</td></tr><tr><td>0110</td><td>13 frames</td><td>221ms</td></tr><tr><td>0111</td><td>15 frames</td><td>255ms</td></tr></table> |  |                         |                                   |                                    |                                 |                   |             |    |           |    |          |    | ISC [3:0] | Scan Cycle          | f <sub>FLM</sub> = 60Hz      | 0000                              | 1 frame                            | 17ms                            | 0001      | 3 frames          | 51ms              | 0010                       | 5 frames          | 85ms | 0011 | 7 frames           | 119ms | 0100  | 9 frames | 153ms | 0101          | 11 frames                  | 187ms | 0110  | 13 frames | 221ms              | 0111 | 15 frames | 255ms |      |      |   |   |      |      |      |      |
| ISC [3:0]   | Scan Cycle   | f <sub>FLM</sub> = 60Hz |                                   |                                    |                                 |                   |             |    |           |    |          |    |           |                     |                              |                                   |                                    |                                 |           |                   |                   |                            |                   |      |      |                    |       |       |          |       |               |                            |       |       |           |                    |      |           |       |      |      |   |   |      |      |      |      |
| 0000  | 1 frame  | 17ms                    |                                   |                                    |                                 |                   |             |    |           |    |          |    |           |                     |                              |                                   |                                    |                                 |           |                   |                   |                            |                   |      |      |                    |       |       |          |       |               |                            |       |       |           |                    |      |           |       |      |      |   |   |      |      |      |      |
| 0001  | 3 frames   | 51ms                    |                                   |                                    |                                 |                   |             |    |           |    |          |    |           |                     |                              |                                   |                                    |                                 |           |                   |                   |                            |                   |      |      |                    |       |       |          |       |               |                            |       |       |           |                    |      |           |       |      |      |   |   |      |      |      |      |
| 0010  | 5 frames   | 85ms                    |                                   |                                    |                                 |                   |             |    |           |    |          |    |           |                     |                              |                                   |                                    |                                 |           |                   |                   |                            |                   |      |      |                    |       |       |          |       |               |                            |       |       |           |                    |      |           |       |      |      |   |   |      |      |      |      |
| 0011  | 7 frames   | 119ms                   |                                   |                                    |                                 |                   |             |    |           |    |          |    |           |                     |                              |                                   |                                    |                                 |           |                   |                   |                            |                   |      |      |                    |       |       |          |       |               |                            |       |       |           |                    |      |           |       |      |      |   |   |      |      |      |      |
| 0100  | 9 frames   | 153ms                   |                                   |                                    |                                 |                   |             |    |           |    |          |    |           |                     |                              |                                   |                                    |                                 |           |                   |                   |                            |                   |      |      |                    |       |       |          |       |               |                            |       |       |           |                    |      |           |       |      |      |   |   |      |      |      |      |
| 0101  | 11 frames  | 187ms                   |                                   |                                    |                                 |                   |             |    |           |    |          |    |           |                     |                              |                                   |                                    |                                 |           |                   |                   |                            |                   |      |      |                    |       |       |          |       |               |                            |       |       |           |                    |      |           |       |      |      |   |   |      |      |      |      |
| 0110  | 13 frames  | 221ms                   |                                   |                                    |                                 |                   |             |    |           |    |          |    |           |                     |                              |                                   |                                    |                                 |           |                   |                   |                            |                   |      |      |                    |       |       |          |       |               |                            |       |       |           |                    |      |           |       |      |      |   |   |      |      |      |      |
| 0111  | 15 frames  | 255ms                   |                                   |                                    |                                 |                   |             |    |           |    |          |    |           |                     |                              |                                   |                                    |                                 |           |                   |                   |                            |                   |      |      |                    |       |       |          |       |               |                            |       |       |           |                    |      |           |       |      |      |   |   |      |      |      |      |

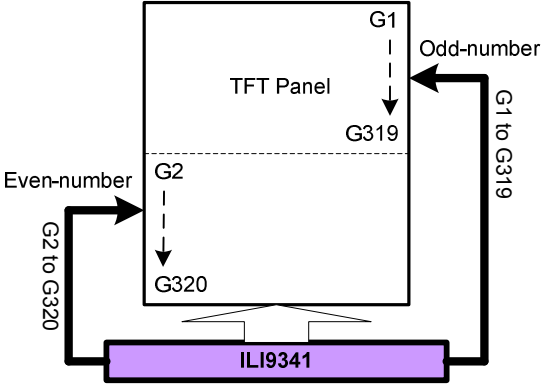
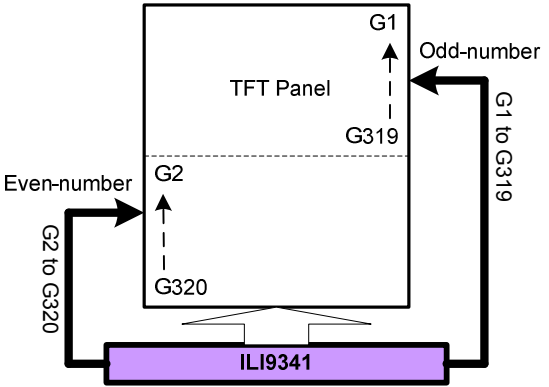
|      |           |       |
|------|-----------|-------|
| 1000 | 17 frames | 289ms |
| 1001 | 19 frames | 323ms |
| 1010 | 21 frames | 357ms |
| 1011 | 23 frames | 391ms |
| 1100 | 25 frames | 425ms |
| 1101 | 27 frames | 459ms |
| 1110 | 29 frames | 493ms |
| 1111 | 31 frames | 527ms |

**GS:** Sets the direction of scan by the gate driver in the range determined by SCN [4:0] and NL [4:0]. The scan direction determined by GS = 0 can be reversed by setting GS = 1.

| GS | Gate Output Scan Direction |
|----|----------------------------|
| 0  | G1 → G320                  |
| 1  | G320 → G1                  |

**SM:** Sets the gate driver pin arrangement in combination with the GS bit to select the optimal scan mode for the module.

| SM | GS | Scan Direction                                      | Gate Output Sequence                                      |
|----|----|---|---|
| 0  | 0  | <p>Even-number</p> <p>Odd-number</p> <p>ILI9341</p> | <p>G1→G2→G3→G4→ .....</p> <p>....→G317→G318→G319→G320</p> |
| 0  | 1  | <p>Even-number</p> <p>Odd-number</p> <p>ILI9341</p> | <p>G320→G319→G318→G317→ .....</p> <p>....→G4→G3→G2→G1</p> |

|  |  |   |   |
|--|--|---|---|
| <div> <div>1</div> <div>0</div> </div> |  |   | <p>G1→G3→.....→G317→G319→<br/>G2→G4→.....→G318→G320</p> |
| <div> <div>1</div> <div>1</div> </div> |  |  | <p>G320→G318→.....→G4→G2→<br/>G319→G317→.....→G3→G1</p> |

**NL [5:0]:** Sets the number of lines to drive the LCD at an interval of 8 lines. The GRAM address mapping is not affected by the number of lines set by NL [5:0]. The number of lines must be the same or more than the number of lines necessary for the size of the liquid crystal panel.

| NL [5:0]    | LCD Drive Line     |
|-------------|--------------------|
| 0 0 0 0 0 0 | Setting prohibited |
| 0 0 0 0 0 1 | 16 lines           |
| 0 0 0 0 1 0 | 24 lines           |
| 0 0 0 0 1 1 | 32 lines           |
| 0 0 0 1 0 0 | 40 lines           |
| 0 0 0 1 0 1 | 48 lines           |
| 0 0 0 1 1 0 | 56 lines           |
| 0 0 0 1 1 1 | 64 lines           |
| 0 0 1 0 0 0 | 72 lines           |
| 0 0 1 0 0 1 | 80 lines           |
| 0 0 1 0 1 0 | 88 lines           |
| 0 0 1 0 1 1 | 96 lines           |
| 0 0 1 1 0 0 | 104 lines          |
| 0 0 1 1 0 1 | 112 lines          |
| 0 0 1 1 1 0 | 120 lines          |
| 0 0 1 1 1 1 | 128 lines          |
| 0 1 0 0 0 0 | 136 lines          |
| 0 1 0 0 0 1 | 144 lines          |
| 0 1 0 0 1 0 | 152 lines          |
| 0 1 0 0 1 1 | 160 lines          |
| 0 1 0 1 0 0 | 168 lines          |

| NL [5:0]    | LCD Driver Line   |
|-------------|-------------------|
| 0 1 0 1 0 1 | 176 lines         |
| 0 1 0 1 1 0 | 184 lines         |
| 0 1 0 1 1 1 | 192 lines         |
| 0 1 1 0 0 0 | 200 lines         |
| 0 1 1 0 0 1 | 208 lines         |
| 0 1 1 0 1 0 | 216 lines         |
| 0 1 1 0 1 1 | 224 lines         |
| 0 1 1 1 0 0 | 232 lines         |
| 0 1 1 1 0 1 | 240 lines         |
| 0 1 1 1 1 0 | 248 lines         |
| 0 1 1 1 1 1 | 256 lines         |
| 1 0 0 0 0 0 | 264 lines         |
| 1 0 0 0 0 1 | 272 lines         |
| 1 0 0 0 1 0 | 280 lines         |
| 1 0 0 0 1 1 | 288 lines         |
| 1 0 0 1 0 0 | 296 lines         |
| 1 0 0 1 0 1 | 304 lines         |
| 1 0 0 1 1 0 | 312 lines         |
| 1 0 0 1 1 1 | 320 lines         |
| Others      | Setting inhibited |

**PCDIV [5:0]:**

|   | $\text{external fosc} = \frac{\text{DOTCLK}}{2 \times (\text{PCDIV} + 1)}$  |          |               |  |      |   |           |   |     |  |           |          |     |    |    |    |           |          |                   |       |       |      |      |      |      |         |        |          |       |       |      |      |      |      |         |        |          |       |       |      |      |      |      |         |        |
|---|---|----------|---------------|--|------|---|-----------|---|-----|--|-----------|----------|-----|----|----|----|-----------|----------|-------------------|-------|-------|------|------|------|------|---------|--------|----------|-------|-------|------|------|------|------|---------|--------|----------|-------|-------|------|------|------|------|---------|--------|
| Restriction                               | EXTC should be high to enable this command  |          |               |  |      |   |           |   |     |  |           |          |     |    |    |    |           |          |                   |       |       |      |      |      |      |         |        |          |       |       |      |      |      |      |         |        |          |       |       |      |      |      |      |         |        |
| Register Availability                     | <table><tr><th>Status</th><th>Availability</th></tr><tr><td>Normal Mode ON, Idle Mode OFF, Sleep OUT</td><td>Yes</td></tr><tr><td>Normal Mode ON, Idle Mode ON, Sleep OUT</td><td>Yes</td></tr><tr><td>Partial Mode ON, Idle Mode OFF, Sleep OUT</td><td>Yes</td></tr><tr><td>Partial Mode ON, Idle Mode ON, Sleep OUT</td><td>Yes</td></tr><tr><td>Sleep IN</td><td>Yes</td></tr></table>  | Status   | Availability  | Normal Mode ON, Idle Mode OFF, Sleep OUT | Yes  | Normal Mode ON, Idle Mode ON, Sleep OUT | Yes       | Partial Mode ON, Idle Mode OFF, Sleep OUT | Yes | Partial Mode ON, Idle Mode ON, Sleep OUT | Yes       | Sleep IN | Yes |    |    |    |           |          |                   |       |       |      |      |      |      |         |        |          |       |       |      |      |      |      |         |        |          |       |       |      |      |      |      |         |        |
| Status                                    | Availability  |          |               |  |      |   |           |   |     |  |           |          |     |    |    |    |           |          |                   |       |       |      |      |      |      |         |        |          |       |       |      |      |      |      |         |        |          |       |       |      |      |      |      |         |        |
| Normal Mode ON, Idle Mode OFF, Sleep OUT  | Yes   |          |               |  |      |   |           |   |     |  |           |          |     |    |    |    |           |          |                   |       |       |      |      |      |      |         |        |          |       |       |      |      |      |      |         |        |          |       |       |      |      |      |      |         |        |
| Normal Mode ON, Idle Mode ON, Sleep OUT   | Yes   |          |               |  |      |   |           |   |     |  |           |          |     |    |    |    |           |          |                   |       |       |      |      |      |      |         |        |          |       |       |      |      |      |      |         |        |          |       |       |      |      |      |      |         |        |
| Partial Mode ON, Idle Mode OFF, Sleep OUT | Yes   |          |               |  |      |   |           |   |     |  |           |          |     |    |    |    |           |          |                   |       |       |      |      |      |      |         |        |          |       |       |      |      |      |      |         |        |          |       |       |      |      |      |      |         |        |
| Partial Mode ON, Idle Mode ON, Sleep OUT  | Yes   |          |               |  |      |   |           |   |     |  |           |          |     |    |    |    |           |          |                   |       |       |      |      |      |      |         |        |          |       |       |      |      |      |      |         |        |          |       |       |      |      |      |      |         |        |
| Sleep IN                                  | Yes   |          |               |  |      |   |           |   |     |  |           |          |     |    |    |    |           |          |                   |       |       |      |      |      |      |         |        |          |       |       |      |      |      |      |         |        |          |       |       |      |      |      |      |         |        |
| Default                                   | <table><tr><th rowspan="2">Status</th><th colspan="8">Default Value</th></tr><tr><th>PTG [1:0]</th><th>PT [1:0]</th><th>REV</th><th>GS</th><th>SS</th><th>SM</th><th>ISC [3:0]</th><th>NL [5:0]</th></tr><tr><td>Power ON Sequence</td><td>2'b10</td><td>2'b10</td><td>1'b1</td><td>1'b0</td><td>1'b0</td><td>1'b0</td><td>4'b0010</td><td>6'h27h</td></tr><tr><td>SW Reset</td><td>2'b10</td><td>2'b10</td><td>1'b1</td><td>1'b0</td><td>1'b0</td><td>1'b0</td><td>4'b0010</td><td>6'h27h</td></tr><tr><td>HW Reset</td><td>2'b10</td><td>2'b10</td><td>1'b1</td><td>1'b0</td><td>1'b0</td><td>1'b0</td><td>4'b0010</td><td>6'h27h</td></tr></table> | Status   | Default Value |  |      |   |           |   |     |  | PTG [1:0] | PT [1:0] | REV | GS | SS | SM | ISC [3:0] | NL [5:0] | Power ON Sequence | 2'b10 | 2'b10 | 1'b1 | 1'b0 | 1'b0 | 1'b0 | 4'b0010 | 6'h27h | SW Reset | 2'b10 | 2'b10 | 1'b1 | 1'b0 | 1'b0 | 1'b0 | 4'b0010 | 6'h27h | HW Reset | 2'b10 | 2'b10 | 1'b1 | 1'b0 | 1'b0 | 1'b0 | 4'b0010 | 6'h27h |
| Status                                    | Default Value   |          |               |  |      |   |           |   |     |  |           |          |     |    |    |    |           |          |                   |       |       |      |      |      |      |         |        |          |       |       |      |      |      |      |         |        |          |       |       |      |      |      |      |         |        |
|   | PTG [1:0]   | PT [1:0] | REV           | GS                                       | SS   | SM                                      | ISC [3:0] | NL [5:0]                                  |     |  |           |          |     |    |    |    |           |          |                   |       |       |      |      |      |      |         |        |          |       |       |      |      |      |      |         |        |          |       |       |      |      |      |      |         |        |
| Power ON Sequence                         | 2'b10   | 2'b10    | 1'b1          | 1'b0                                     | 1'b0 | 1'b0                                    | 4'b0010   | 6'h27h                                    |     |  |           |          |     |    |    |    |           |          |                   |       |       |      |      |      |      |         |        |          |       |       |      |      |      |      |         |        |          |       |       |      |      |      |      |         |        |
| SW Reset                                  | 2'b10   | 2'b10    | 1'b1          | 1'b0                                     | 1'b0 | 1'b0                                    | 4'b0010   | 6'h27h                                    |     |  |           |          |     |    |    |    |           |          |                   |       |       |      |      |      |      |         |        |          |       |       |      |      |      |      |         |        |          |       |       |      |      |      |      |         |        |
| HW Reset                                  | 2'b10   | 2'b10    | 1'b1          | 1'b0                                     | 1'b0 | 1'b0                                    | 4'b0010   | 6'h27h                                    |     |  |           |          |     |    |    |    |           |          |                   |       |       |      |      |      |      |         |        |          |       |       |      |      |      |      |         |        |          |       |       |      |      |      |      |         |        |

### 8.3.8. Entry Mode Set (B7h)

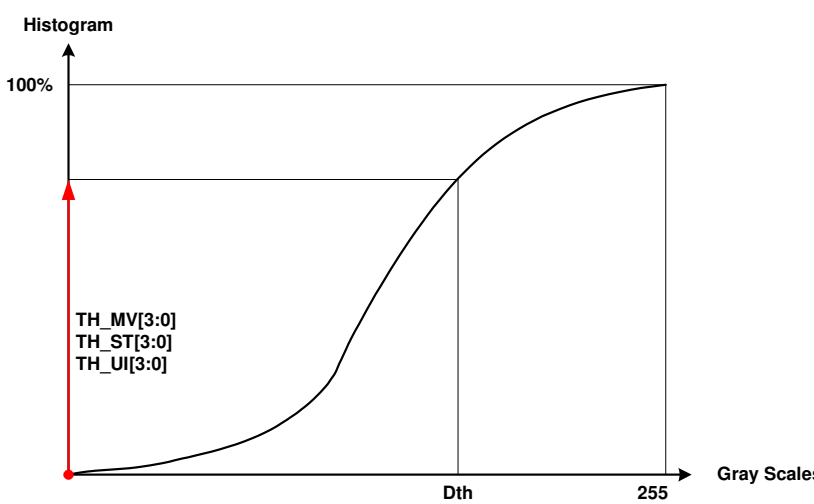
| B7h                                       |  |                |                     | ETMOD (Entry Mode Set) |    |    |    |    |    |     |     |     |     |        |                       |  |        |   |         |   |                   |  |      |          |          |      |      |                |          |      |      |      |
|---|--|----------------|---------------------|------------------------|----|----|----|----|----|-----|-----|-----|-----|--------|-----------------------|--|--------|---|---------|---|-------------------|--|------|----------|----------|------|------|----------------|----------|------|------|------|
|   | D/CX   | RDX            | WRX                 | D17-8                  | D7 | D6 | D5 | D4 | D3 | D2  | D1  | D0  | HEX |        |                       |  |        |   |         |   |                   |  |      |          |          |      |      |                |          |      |      |      |
| Command                                   | 0  | 1              | ↑                   | XX                     | 1  | 0  | 1  | 1  | 0  | 1   | 1   | 1   | B7h |        |                       |  |        |   |         |   |                   |  |      |          |          |      |      |                |          |      |      |      |
| Parameter                                 | 1  | 1              | ↑                   | XX                     | 0  | 0  | 0  | 0  | 0  | GON | DTE | GAS | 06  |        |                       |  |        |   |         |   |                   |  |      |          |          |      |      |                |          |      |      |      |
| Description                               |  |                |                     |                        |    |    |    |    |    |     |     |     |     |        |                       |  |        |   |         |   |                   |  |      |          |          |      |      |                |          |      |      |      |
|   | <b>GAS:</b> Low voltage detection control.   |                |                     |                        |    |    |    |    |    |     |     |     |     |        |                       |  |        |   |         |   |                   |  |      |          |          |      |      |                |          |      |      |      |
|   | <table><tr><td>GAS</td><td>Low voltage detection</td></tr><tr><td>0</td><td>Enable</td></tr><tr><td>1</td><td>Disable</td></tr></table>  |                |                     |                        |    |    |    |    |    |     |     |     |     | GAS    | Low voltage detection | 0  | Enable | 1                                       | Disable |   |                   |  |      |          |          |      |      |                |          |      |      |      |
| GAS                                       | Low voltage detection  |                |                     |                        |    |    |    |    |    |     |     |     |     |        |                       |  |        |   |         |   |                   |  |      |          |          |      |      |                |          |      |      |      |
| 0   | Enable   |                |                     |                        |    |    |    |    |    |     |     |     |     |        |                       |  |        |   |         |   |                   |  |      |          |          |      |      |                |          |      |      |      |
| 1   | Disable  |                |                     |                        |    |    |    |    |    |     |     |     |     |        |                       |  |        |   |         |   |                   |  |      |          |          |      |      |                |          |      |      |      |
|   | <b>GON/DTE:</b> Set the output level of gate driver G1 ~ G320 as follows   |                |                     |                        |    |    |    |    |    |     |     |     |     |        |                       |  |        |   |         |   |                   |  |      |          |          |      |      |                |          |      |      |      |
|   | <table><tr><td>GON</td><td>DTE</td><td>G1~G320 Gate Output</td></tr><tr><td>0</td><td>0</td><td>VGH</td></tr><tr><td>0</td><td>1</td><td>VGH</td></tr><tr><td>1</td><td>0</td><td>VGL</td></tr><tr><td>1</td><td>1</td><td>Normal display</td></tr></table>  |                |                     |                        |    |    |    |    |    |     |     |     |     | GON    | DTE                   | G1~G320 Gate Output                      | 0      | 0                                       | VGH     | 0   | 1                 | VGH                                      | 1    | 0        | VGL      | 1    | 1    | Normal display |          |      |      |      |
|   | GON  | DTE            | G1~G320 Gate Output |                        |    |    |    |    |    |     |     |     |     |        |                       |  |        |   |         |   |                   |  |      |          |          |      |      |                |          |      |      |      |
| 0   | 0  | VGH            |                     |                        |    |    |    |    |    |     |     |     |     |        |                       |  |        |   |         |   |                   |  |      |          |          |      |      |                |          |      |      |      |
| 0   | 1  | VGH            |                     |                        |    |    |    |    |    |     |     |     |     |        |                       |  |        |   |         |   |                   |  |      |          |          |      |      |                |          |      |      |      |
| 1   | 0  | VGL            |                     |                        |    |    |    |    |    |     |     |     |     |        |                       |  |        |   |         |   |                   |  |      |          |          |      |      |                |          |      |      |      |
| 1   | 1  | Normal display |                     |                        |    |    |    |    |    |     |     |     |     |        |                       |  |        |   |         |   |                   |  |      |          |          |      |      |                |          |      |      |      |
| Restriction                               | EXTC should be high to enable this command   |                |                     |                        |    |    |    |    |    |     |     |     |     |        |                       |  |        |   |         |   |                   |  |      |          |          |      |      |                |          |      |      |      |
| Register Availability                     | <table><tr><td>Status</td><td>Availability</td></tr><tr><td>Normal Mode ON, Idle Mode OFF, Sleep OUT</td><td>Yes</td></tr><tr><td>Normal Mode ON, Idle Mode ON, Sleep OUT</td><td>Yes</td></tr><tr><td>Partial Mode ON, Idle Mode OFF, Sleep OUT</td><td>Yes</td></tr><tr><td>Partial Mode ON, Idle Mode ON, Sleep OUT</td><td>Yes</td></tr><tr><td>Sleep IN</td><td>Yes</td></tr></table> |                |                     |                        |    |    |    |    |    |     |     |     |     | Status | Availability          | Normal Mode ON, Idle Mode OFF, Sleep OUT | Yes    | Normal Mode ON, Idle Mode ON, Sleep OUT | Yes     | Partial Mode ON, Idle Mode OFF, Sleep OUT | Yes               | Partial Mode ON, Idle Mode ON, Sleep OUT | Yes  | Sleep IN | Yes      |      |      |                |          |      |      |      |
| Status                                    | Availability   |                |                     |                        |    |    |    |    |    |     |     |     |     |        |                       |  |        |   |         |   |                   |  |      |          |          |      |      |                |          |      |      |      |
| Normal Mode ON, Idle Mode OFF, Sleep OUT  | Yes  |                |                     |                        |    |    |    |    |    |     |     |     |     |        |                       |  |        |   |         |   |                   |  |      |          |          |      |      |                |          |      |      |      |
| Normal Mode ON, Idle Mode ON, Sleep OUT   | Yes  |                |                     |                        |    |    |    |    |    |     |     |     |     |        |                       |  |        |   |         |   |                   |  |      |          |          |      |      |                |          |      |      |      |
| Partial Mode ON, Idle Mode OFF, Sleep OUT | Yes  |                |                     |                        |    |    |    |    |    |     |     |     |     |        |                       |  |        |   |         |   |                   |  |      |          |          |      |      |                |          |      |      |      |
| Partial Mode ON, Idle Mode ON, Sleep OUT  | Yes  |                |                     |                        |    |    |    |    |    |     |     |     |     |        |                       |  |        |   |         |   |                   |  |      |          |          |      |      |                |          |      |      |      |
| Sleep IN                                  | Yes  |                |                     |                        |    |    |    |    |    |     |     |     |     |        |                       |  |        |   |         |   |                   |  |      |          |          |      |      |                |          |      |      |      |
| Default                                   | <table><tr><td rowspan="2">Status</td><td colspan="3">Default Value</td></tr><tr><td>GON</td><td>DTE</td><td>GAS</td></tr><tr><td>Power ON Sequence</td><td>1'b1</td><td>1'b1</td><td>1'b0</td></tr><tr><td>SW Reset</td><td>1'b1</td><td>1'b1</td><td>1'b0</td></tr><tr><td>HW Reset</td><td>1'b1</td><td>1'b1</td><td>1'b0</td></tr></table>   |                |                     |                        |    |    |    |    |    |     |     |     |     | Status | Default Value         |  |        | GON                                     | DTE     | GAS                                       | Power ON Sequence | 1'b1                                     | 1'b1 | 1'b0     | SW Reset | 1'b1 | 1'b1 | 1'b0           | HW Reset | 1'b1 | 1'b1 | 1'b0 |
| Status                                    | Default Value  |                |                     |                        |    |    |    |    |    |     |     |     |     |        |                       |  |        |   |         |   |                   |  |      |          |          |      |      |                |          |      |      |      |
|   | GON  | DTE            | GAS                 |                        |    |    |    |    |    |     |     |     |     |        |                       |  |        |   |         |   |                   |  |      |          |          |      |      |                |          |      |      |      |
| Power ON Sequence                         | 1'b1   | 1'b1           | 1'b0                |                        |    |    |    |    |    |     |     |     |     |        |                       |  |        |   |         |   |                   |  |      |          |          |      |      |                |          |      |      |      |
| SW Reset                                  | 1'b1   | 1'b1           | 1'b0                |                        |    |    |    |    |    |     |     |     |     |        |                       |  |        |   |         |   |                   |  |      |          |          |      |      |                |          |      |      |      |
| HW Reset                                  | 1'b1   | 1'b1           | 1'b0                |                        |    |    |    |    |    |     |     |     |     |        |                       |  |        |   |         |   |                   |  |      |          |          |      |      |                |          |      |      |      |



### 8.3.9. Backlight Control 1 (B8h)

| B8h                   |  | Backlight Control 1 |     |       |             |             |      |     |           |           |           |           |      |        |               |  |                   |   |          |   |          |  |  |          |     |  |             |             |      |     |      |     |      |     |      |     |      |     |      |     |      |     |      |     |
|-----------------------|--|---------------------|-----|-------|-------------|-------------|------|-----|-----------|-----------|-----------|-----------|------|--------|---------------|--|-------------------|---|----------|---|----------|--|--|----------|-----|--|-------------|-------------|------|-----|------|-----|------|-----|------|-----|------|-----|------|-----|------|-----|------|-----|
|                       | D/CX   | RDX                 | WRX | D17-8 | D7          | D6          | D5   | D4  | D3        | D2        | D1        | D0        | HEX  |        |               |  |                   |   |          |   |          |  |  |          |     |  |             |             |      |     |      |     |      |     |      |     |      |     |      |     |      |     |      |     |
| Command               | 0  | 1                   | ↑   | XX    | 1           | 0           | 1    | 1   | 1         | 0         | 0         | 0         | B8h  |        |               |  |                   |   |          |   |          |  |  |          |     |  |             |             |      |     |      |     |      |     |      |     |      |     |      |     |      |     |      |     |
| Parameter             |  | 1                   | ↑   | XX    | 0           | 0           | 0    | 0   | TH_UI [3] | TH_UI [2] | TH_UI [1] | TH_UI [0] | 0C   |        |               |  |                   |   |          |   |          |  |  |          |     |  |             |             |      |     |      |     |      |     |      |     |      |     |      |     |      |     |      |     |
| Description           | <b>TH_UI [3:0]:</b> These bits are used to set the percentage of grayscale data accumulate histogram value in the user interface (UI) mode. This ratio of maximum number of pixels that makes display image white (=data “255”) to the total of pixels by image processing.  |                     |     |       |             |             |      |     |           |           |           |           |      |        |               |  |                   |   |          |   |          |  |  |          |     |  |             |             |      |     |      |     |      |     |      |     |      |     |      |     |      |     |      |     |
|                       | <table><tr><th>TH_UI [3:0]</th><th>Description</th></tr><tr><td>4’0h</td><td>99%</td></tr><tr><td>4’1h</td><td>98%</td></tr><tr><td>4’2h</td><td>96%</td></tr><tr><td>4’3h</td><td>94%</td></tr><tr><td>4’4h</td><td>92%</td></tr><tr><td>4’5h</td><td>90%</td></tr><tr><td>4’6h</td><td>88%</td></tr><tr><td>4’7h</td><td>86%</td></tr></table>   |                     |     |       | TH_UI [3:0] | Description | 4’0h | 99% | 4’1h      | 98%       | 4’2h      | 96%       | 4’3h | 94%    | 4’4h          | 92%                                      | 4’5h              | 90%                                     | 4’6h     | 88%                                       | 4’7h     | 86%                                      | <table><tr><th>TH_UI [3:0]</th><th>Description</th></tr><tr><td>4’8h</td><td>84%</td></tr><tr><td>4’9h</td><td>82%</td></tr><tr><td>4’Ah</td><td>80%</td></tr><tr><td>4’Bh</td><td>78%</td></tr><tr><td>4’Ch</td><td>76%</td></tr><tr><td>4’Dh</td><td>74%</td></tr><tr><td>4’Eh</td><td>72%</td></tr><tr><td>4’Fh</td><td>70%</td></tr></table> |          |     |  | TH_UI [3:0] | Description | 4’8h | 84% | 4’9h | 82% | 4’Ah | 80% | 4’Bh | 78% | 4’Ch | 76% | 4’Dh | 74% | 4’Eh | 72% | 4’Fh | 70% |
|                       | TH_UI [3:0]  | Description         |     |       |             |             |      |     |           |           |           |           |      |        |               |  |                   |   |          |   |          |  |  |          |     |  |             |             |      |     |      |     |      |     |      |     |      |     |      |     |      |     |      |     |
|                       | 4’0h   | 99%                 |     |       |             |             |      |     |           |           |           |           |      |        |               |  |                   |   |          |   |          |  |  |          |     |  |             |             |      |     |      |     |      |     |      |     |      |     |      |     |      |     |      |     |
|                       | 4’1h   | 98%                 |     |       |             |             |      |     |           |           |           |           |      |        |               |  |                   |   |          |   |          |  |  |          |     |  |             |             |      |     |      |     |      |     |      |     |      |     |      |     |      |     |      |     |
|                       | 4’2h   | 96%                 |     |       |             |             |      |     |           |           |           |           |      |        |               |  |                   |   |          |   |          |  |  |          |     |  |             |             |      |     |      |     |      |     |      |     |      |     |      |     |      |     |      |     |
|                       | 4’3h   | 94%                 |     |       |             |             |      |     |           |           |           |           |      |        |               |  |                   |   |          |   |          |  |  |          |     |  |             |             |      |     |      |     |      |     |      |     |      |     |      |     |      |     |      |     |
|                       | 4’4h   | 92%                 |     |       |             |             |      |     |           |           |           |           |      |        |               |  |                   |   |          |   |          |  |  |          |     |  |             |             |      |     |      |     |      |     |      |     |      |     |      |     |      |     |      |     |
|                       | 4’5h   | 90%                 |     |       |             |             |      |     |           |           |           |           |      |        |               |  |                   |   |          |   |          |  |  |          |     |  |             |             |      |     |      |     |      |     |      |     |      |     |      |     |      |     |      |     |
|                       | 4’6h   | 88%                 |     |       |             |             |      |     |           |           |           |           |      |        |               |  |                   |   |          |   |          |  |  |          |     |  |             |             |      |     |      |     |      |     |      |     |      |     |      |     |      |     |      |     |
| 4’7h                  | 86%  |                     |     |       |             |             |      |     |           |           |           |           |      |        |               |  |                   |   |          |   |          |  |  |          |     |  |             |             |      |     |      |     |      |     |      |     |      |     |      |     |      |     |      |     |
| TH_UI [3:0]           | Description  |                     |     |       |             |             |      |     |           |           |           |           |      |        |               |  |                   |   |          |   |          |  |  |          |     |  |             |             |      |     |      |     |      |     |      |     |      |     |      |     |      |     |      |     |
| 4’8h                  | 84%  |                     |     |       |             |             |      |     |           |           |           |           |      |        |               |  |                   |   |          |   |          |  |  |          |     |  |             |             |      |     |      |     |      |     |      |     |      |     |      |     |      |     |      |     |
| 4’9h                  | 82%  |                     |     |       |             |             |      |     |           |           |           |           |      |        |               |  |                   |   |          |   |          |  |  |          |     |  |             |             |      |     |      |     |      |     |      |     |      |     |      |     |      |     |      |     |
| 4’Ah                  | 80%  |                     |     |       |             |             |      |     |           |           |           |           |      |        |               |  |                   |   |          |   |          |  |  |          |     |  |             |             |      |     |      |     |      |     |      |     |      |     |      |     |      |     |      |     |
| 4’Bh                  | 78%  |                     |     |       |             |             |      |     |           |           |           |           |      |        |               |  |                   |   |          |   |          |  |  |          |     |  |             |             |      |     |      |     |      |     |      |     |      |     |      |     |      |     |      |     |
| 4’Ch                  | 76%  |                     |     |       |             |             |      |     |           |           |           |           |      |        |               |  |                   |   |          |   |          |  |  |          |     |  |             |             |      |     |      |     |      |     |      |     |      |     |      |     |      |     |      |     |
| 4’Dh                  | 74%  |                     |     |       |             |             |      |     |           |           |           |           |      |        |               |  |                   |   |          |   |          |  |  |          |     |  |             |             |      |     |      |     |      |     |      |     |      |     |      |     |      |     |      |     |
| 4’Eh                  | 72%  |                     |     |       |             |             |      |     |           |           |           |           |      |        |               |  |                   |   |          |   |          |  |  |          |     |  |             |             |      |     |      |     |      |     |      |     |      |     |      |     |      |     |      |     |
| 4’Fh                  | 70%  |                     |     |       |             |             |      |     |           |           |           |           |      |        |               |  |                   |   |          |   |          |  |  |          |     |  |             |             |      |     |      |     |      |     |      |     |      |     |      |     |      |     |      |     |
| Register Availability | <table><tr><th>Status</th><th>Availability</th></tr><tr><td>Normal Mode On, Idle Mode Off, Sleep Out</td><td>Yes</td></tr><tr><td>Normal Mode On, Idle Mode On, Sleep Out</td><td>Yes</td></tr><tr><td>Partial Mode On, Idle Mode Off, Sleep Out</td><td>Yes</td></tr><tr><td>Partial Mode On, Idle Mode On, Sleep Out</td><td>Yes</td></tr><tr><td>Sleep In</td><td>Yes</td></tr></table> |                     |     |       |             |             |      |     |           |           |           |           |      | Status | Availability  | Normal Mode On, Idle Mode Off, Sleep Out | Yes               | Normal Mode On, Idle Mode On, Sleep Out | Yes      | Partial Mode On, Idle Mode Off, Sleep Out | Yes      | Partial Mode On, Idle Mode On, Sleep Out | Yes  | Sleep In | Yes |  |             |             |      |     |      |     |      |     |      |     |      |     |      |     |      |     |      |     |
|                       | Status   | Availability        |     |       |             |             |      |     |           |           |           |           |      |        |               |  |                   |   |          |   |          |  |  |          |     |  |             |             |      |     |      |     |      |     |      |     |      |     |      |     |      |     |      |     |
|                       | Normal Mode On, Idle Mode Off, Sleep Out   | Yes                 |     |       |             |             |      |     |           |           |           |           |      |        |               |  |                   |   |          |   |          |  |  |          |     |  |             |             |      |     |      |     |      |     |      |     |      |     |      |     |      |     |      |     |
|                       | Normal Mode On, Idle Mode On, Sleep Out  | Yes                 |     |       |             |             |      |     |           |           |           |           |      |        |               |  |                   |   |          |   |          |  |  |          |     |  |             |             |      |     |      |     |      |     |      |     |      |     |      |     |      |     |      |     |
|                       | Partial Mode On, Idle Mode Off, Sleep Out  | Yes                 |     |       |             |             |      |     |           |           |           |           |      |        |               |  |                   |   |          |   |          |  |  |          |     |  |             |             |      |     |      |     |      |     |      |     |      |     |      |     |      |     |      |     |
|                       | Partial Mode On, Idle Mode On, Sleep Out   | Yes                 |     |       |             |             |      |     |           |           |           |           |      |        |               |  |                   |   |          |   |          |  |  |          |     |  |             |             |      |     |      |     |      |     |      |     |      |     |      |     |      |     |      |     |
| Sleep In              | Yes  |                     |     |       |             |             |      |     |           |           |           |           |      |        |               |  |                   |   |          |   |          |  |  |          |     |  |             |             |      |     |      |     |      |     |      |     |      |     |      |     |      |     |      |     |
| Default               | <table><tr><th rowspan="2">Status</th><th>Default Value</th></tr><tr><th>TH_UI [3:0]</th></tr><tr><td>Power On Sequence</td><td>4’b0110</td></tr><tr><td>SW Reset</td><td>No change</td></tr><tr><td>HW Reset</td><td>4’b0110</td></tr></table>  |                     |     |       |             |             |      |     |           |           |           |           |      | Status | Default Value | TH_UI [3:0]                              | Power On Sequence | 4’b0110                                 | SW Reset | No change                                 | HW Reset | 4’b0110                                  |  |          |     |  |             |             |      |     |      |     |      |     |      |     |      |     |      |     |      |     |      |     |
|                       | Status   | Default Value       |     |       |             |             |      |     |           |           |           |           |      |        |               |  |                   |   |          |   |          |  |  |          |     |  |             |             |      |     |      |     |      |     |      |     |      |     |      |     |      |     |      |     |
|                       |  | TH_UI [3:0]         |     |       |             |             |      |     |           |           |           |           |      |        |               |  |                   |   |          |   |          |  |  |          |     |  |             |             |      |     |      |     |      |     |      |     |      |     |      |     |      |     |      |     |
|                       | Power On Sequence  | 4’b0110             |     |       |             |             |      |     |           |           |           |           |      |        |               |  |                   |   |          |   |          |  |  |          |     |  |             |             |      |     |      |     |      |     |      |     |      |     |      |     |      |     |      |     |
|                       | SW Reset   | No change           |     |       |             |             |      |     |           |           |           |           |      |        |               |  |                   |   |          |   |          |  |  |          |     |  |             |             |      |     |      |     |      |     |      |     |      |     |      |     |      |     |      |     |
| HW Reset              | 4’b0110  |                     |     |       |             |             |      |     |           |           |           |           |      |        |               |  |                   |   |          |   |          |  |  |          |     |  |             |             |      |     |      |     |      |     |      |     |      |     |      |     |      |     |      |     |

### 8.3.10. Backlight Control 2 (B9h)

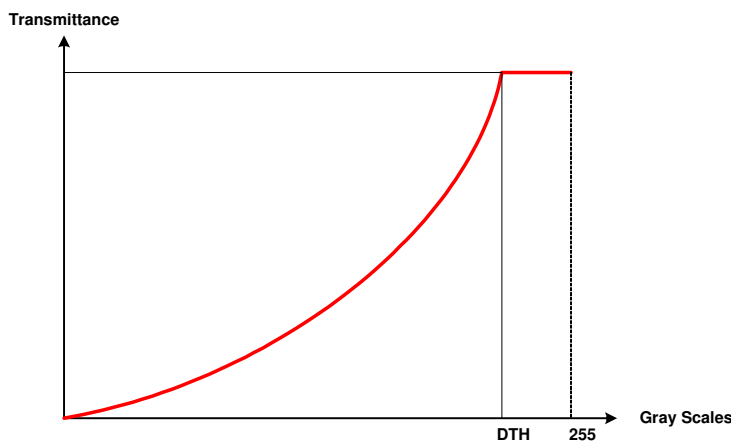
| B9h  |  | Backlight Control 2 |     |             |             |             |           |           |           |           |           |           |      |      |      |      |      |      |      |      |      |  |  |  |  |             |             |             |      |      |      |      |      |      |      |      |      |      |      |      |      |      |      |     |
|--|--|---------------------|-----|-------------|-------------|-------------|-----------|-----------|-----------|-----------|-----------|-----------|------|------|------|------|------|------|------|------|------|--|--|--|--|-------------|-------------|-------------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|-----|
|  | D/CX   | RDX                 | WRX | D17-8       | D7          | D6          | D5        | D4        | D3        | D2        | D1        | D0        | HEX  |      |      |      |      |      |      |      |      |  |  |  |  |             |             |             |      |      |      |      |      |      |      |      |      |      |      |      |      |      |      |     |
| Command  | 0  | 1                   | ↑   | XX          | 1           | 0           | 1         | 1         | 1         | 0         | 0         | 1         | B9h  |      |      |      |      |      |      |      |      |  |  |  |  |             |             |             |      |      |      |      |      |      |      |      |      |      |      |      |      |      |      |     |
| Parameter  | 1  | 1                   | ↑   | XX          | TH_MV [3]   | TH_MV [2]   | TH_MV [1] | TH_MV [0] | TH_ST [3] | TH_ST [2] | TH_ST [1] | TH_ST [0] | CC   |      |      |      |      |      |      |      |      |  |  |  |  |             |             |             |      |      |      |      |      |      |      |      |      |      |      |      |      |      |      |     |
| Description  | <b>TH_ST [3:0]:</b> These bits are used to set the percentage of grayscale data accumulate histogram value in the still picture mode. This ratio of maximum number of pixels that makes display image white (=data “255”) to the total of pixels by image processing.  |                     |     |             |             |             |           |           |           |           |           |           |      |      |      |      |      |      |      |      |      |  |  |  |  |             |             |             |      |      |      |      |      |      |      |      |      |      |      |      |      |      |      |     |
|  | <table><tr><th>TH_ST [3:0]</th><th>Description</th></tr><tr><td>4'0h</td><td>99%</td></tr><tr><td>4'1h</td><td>98%</td></tr><tr><td>4'2h</td><td>96%</td></tr><tr><td>4'3h</td><td>94%</td></tr><tr><td>4'4h</td><td>92%</td></tr><tr><td>4'5h</td><td>90%</td></tr><tr><td>4'6h</td><td>88%</td></tr><tr><td>4'7h</td><td>86%</td></tr></table> |                     |     |             | TH_ST [3:0] | Description | 4'0h      | 99%       | 4'1h      | 98%       | 4'2h      | 96%       | 4'3h | 94%  | 4'4h | 92%  | 4'5h | 90%  | 4'6h | 88%  | 4'7h | 86%  | <table><tr><th>TH_ST [3:0]</th><th>Description</th></tr><tr><td>4'8h</td><td>84%</td></tr><tr><td>4'9h</td><td>82%</td></tr><tr><td>4'Ah</td><td>80%</td></tr><tr><td>4'Bh</td><td>78%</td></tr><tr><td>4'Ch</td><td>76%</td></tr><tr><td>4'Dh</td><td>74%</td></tr><tr><td>4'Eh</td><td>72%</td></tr><tr><td>4'Fh</td><td>70%</td></tr></table> |  |  |             | TH_ST [3:0] | Description | 4'8h | 84%  | 4'9h | 82%  | 4'Ah | 80%  | 4'Bh | 78%  | 4'Ch | 76%  | 4'Dh | 74%  | 4'Eh | 72%  | 4'Fh | 70% |
|  | TH_ST [3:0]  | Description         |     |             |             |             |           |           |           |           |           |           |      |      |      |      |      |      |      |      |      |  |  |  |  |             |             |             |      |      |      |      |      |      |      |      |      |      |      |      |      |      |      |     |
|  | 4'0h   | 99%                 |     |             |             |             |           |           |           |           |           |           |      |      |      |      |      |      |      |      |      |  |  |  |  |             |             |             |      |      |      |      |      |      |      |      |      |      |      |      |      |      |      |     |
|  | 4'1h   | 98%                 |     |             |             |             |           |           |           |           |           |           |      |      |      |      |      |      |      |      |      |  |  |  |  |             |             |             |      |      |      |      |      |      |      |      |      |      |      |      |      |      |      |     |
|  | 4'2h   | 96%                 |     |             |             |             |           |           |           |           |           |           |      |      |      |      |      |      |      |      |      |  |  |  |  |             |             |             |      |      |      |      |      |      |      |      |      |      |      |      |      |      |      |     |
|  | 4'3h   | 94%                 |     |             |             |             |           |           |           |           |           |           |      |      |      |      |      |      |      |      |      |  |  |  |  |             |             |             |      |      |      |      |      |      |      |      |      |      |      |      |      |      |      |     |
|  | 4'4h   | 92%                 |     |             |             |             |           |           |           |           |           |           |      |      |      |      |      |      |      |      |      |  |  |  |  |             |             |             |      |      |      |      |      |      |      |      |      |      |      |      |      |      |      |     |
|  | 4'5h   | 90%                 |     |             |             |             |           |           |           |           |           |           |      |      |      |      |      |      |      |      |      |  |  |  |  |             |             |             |      |      |      |      |      |      |      |      |      |      |      |      |      |      |      |     |
|  | 4'6h   | 88%                 |     |             |             |             |           |           |           |           |           |           |      |      |      |      |      |      |      |      |      |  |  |  |  |             |             |             |      |      |      |      |      |      |      |      |      |      |      |      |      |      |      |     |
| 4'7h   | 86%  |                     |     |             |             |             |           |           |           |           |           |           |      |      |      |      |      |      |      |      |      |  |  |  |  |             |             |             |      |      |      |      |      |      |      |      |      |      |      |      |      |      |      |     |
| TH_ST [3:0]  | Description  |                     |     |             |             |             |           |           |           |           |           |           |      |      |      |      |      |      |      |      |      |  |  |  |  |             |             |             |      |      |      |      |      |      |      |      |      |      |      |      |      |      |      |     |
| 4'8h   | 84%  |                     |     |             |             |             |           |           |           |           |           |           |      |      |      |      |      |      |      |      |      |  |  |  |  |             |             |             |      |      |      |      |      |      |      |      |      |      |      |      |      |      |      |     |
| 4'9h   | 82%  |                     |     |             |             |             |           |           |           |           |           |           |      |      |      |      |      |      |      |      |      |  |  |  |  |             |             |             |      |      |      |      |      |      |      |      |      |      |      |      |      |      |      |     |
| 4'Ah   | 80%  |                     |     |             |             |             |           |           |           |           |           |           |      |      |      |      |      |      |      |      |      |  |  |  |  |             |             |             |      |      |      |      |      |      |      |      |      |      |      |      |      |      |      |     |
| 4'Bh   | 78%  |                     |     |             |             |             |           |           |           |           |           |           |      |      |      |      |      |      |      |      |      |  |  |  |  |             |             |             |      |      |      |      |      |      |      |      |      |      |      |      |      |      |      |     |
| 4'Ch   | 76%  |                     |     |             |             |             |           |           |           |           |           |           |      |      |      |      |      |      |      |      |      |  |  |  |  |             |             |             |      |      |      |      |      |      |      |      |      |      |      |      |      |      |      |     |
| 4'Dh   | 74%  |                     |     |             |             |             |           |           |           |           |           |           |      |      |      |      |      |      |      |      |      |  |  |  |  |             |             |             |      |      |      |      |      |      |      |      |      |      |      |      |      |      |      |     |
| 4'Eh   | 72%  |                     |     |             |             |             |           |           |           |           |           |           |      |      |      |      |      |      |      |      |      |  |  |  |  |             |             |             |      |      |      |      |      |      |      |      |      |      |      |      |      |      |      |     |
| 4'Fh   | 70%  |                     |     |             |             |             |           |           |           |           |           |           |      |      |      |      |      |      |      |      |      |  |  |  |  |             |             |             |      |      |      |      |      |      |      |      |      |      |      |      |      |      |      |     |
| <b>TH_MV [3:0]:</b> These bits are used to set the percentage of grayscale data accumulate histogram value in the moving image mode. This ratio of maximum number of pixels that makes display image white (=data “255”) to the total of pixels by image processing.   |  |                     |     |             |             |             |           |           |           |           |           |           |      |      |      |      |      |      |      |      |      |  |  |  |  |             |             |             |      |      |      |      |      |      |      |      |      |      |      |      |      |      |      |     |
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| TH_MV [3:0]  | Description  |                     |     |             |             |             |           |           |           |           |           |           |      |      |      |      |      |      |      |      |      |  |  |  |  |             |             |             |      |      |      |      |      |      |      |      |      |      |      |      |      |      |      |     |
| 4'0h   | 99%  |                     |     |             |             |             |           |           |           |           |           |           |      |      |      |      |      |      |      |      |      |  |  |  |  |             |             |             |      |      |      |      |      |      |      |      |      |      |      |      |      |      |      |     |
| 4'1h   | 98%  |                     |     |             |             |             |           |           |           |           |           |           |      |      |      |      |      |      |      |      |      |  |  |  |  |             |             |             |      |      |      |      |      |      |      |      |      |      |      |      |      |      |      |     |
| 4'2h   | 96%  |                     |     |             |             |             |           |           |           |           |           |           |      |      |      |      |      |      |      |      |      |  |  |  |  |             |             |             |      |      |      |      |      |      |      |      |      |      |      |      |      |      |      |     |
| 4'3h   | 94%  |                     |     |             |             |             |           |           |           |           |           |           |      |      |      |      |      |      |      |      |      |  |  |  |  |             |             |             |      |      |      |      |      |      |      |      |      |      |      |      |      |      |      |     |
| 4'4h   | 92%  |                     |     |             |             |             |           |           |           |           |           |           |      |      |      |      |      |      |      |      |      |  |  |  |  |             |             |             |      |      |      |      |      |      |      |      |      |      |      |      |      |      |      |     |
| 4'5h   | 90%  |                     |     |             |             |             |           |           |           |           |           |           |      |      |      |      |      |      |      |      |      |  |  |  |  |             |             |             |      |      |      |      |      |      |      |      |      |      |      |      |      |      |      |     |
| 4'6h   | 88%  |                     |     |             |             |             |           |           |           |           |           |           |      |      |      |      |      |      |      |      |      |  |  |  |  |             |             |             |      |      |      |      |      |      |      |      |      |      |      |      |      |      |      |     |
| 4'7h   | 86%  |                     |     |             |             |             |           |           |           |           |           |           |      |      |      |      |      |      |      |      |      |  |  |  |  |             |             |             |      |      |      |      |      |      |      |      |      |      |      |      |      |      |      |     |
| TH_MV [3:0]  | Description  |                     |     |             |             |             |           |           |           |           |           |           |      |      |      |      |      |      |      |      |      |  |  |  |  |             |             |             |      |      |      |      |      |      |      |      |      |      |      |      |      |      |      |     |
| 4'8h   | 84%  |                     |     |             |             |             |           |           |           |           |           |           |      |      |      |      |      |      |      |      |      |  |  |  |  |             |             |             |      |      |      |      |      |      |      |      |      |      |      |      |      |      |      |     |
| 4'9h   | 82%  |                     |     |             |             |             |           |           |           |           |           |           |      |      |      |      |      |      |      |      |      |  |  |  |  |             |             |             |      |      |      |      |      |      |      |      |      |      |      |      |      |      |      |     |
| 4'Ah   | 80%  |                     |     |             |             |             |           |           |           |           |           |           |      |      |      |      |      |      |      |      |      |  |  |  |  |             |             |             |      |      |      |      |      |      |      |      |      |      |      |      |      |      |      |     |
| 4'Bh   | 78%  |                     |     |             |             |             |           |           |           |           |           |           |      |      |      |      |      |      |      |      |      |  |  |  |  |             |             |             |      |      |      |      |      |      |      |      |      |      |      |      |      |      |      |     |
| 4'Ch   | 76%  |                     |     |             |             |             |           |           |           |           |           |           |      |      |      |      |      |      |      |      |      |  |  |  |  |             |             |             |      |      |      |      |      |      |      |      |      |      |      |      |      |      |      |     |
| 4'Dh   | 74%  |                     |     |             |             |             |           |           |           |           |           |           |      |      |      |      |      |      |      |      |      |  |  |  |  |             |             |             |      |      |      |      |      |      |      |      |      |      |      |      |      |      |      |     |
| 4'Eh   | 72%  |                     |     |             |             |             |           |           |           |           |           |           |      |      |      |      |      |      |      |      |      |  |  |  |  |             |             |             |      |      |      |      |      |      |      |      |      |      |      |      |      |      |      |     |
| 4'Fh   | 70%  |                     |     |             |             |             |           |           |           |           |           |           |      |      |      |      |      |      |      |      |      |  |  |  |  |             |             |             |      |      |      |      |      |      |      |      |      |      |      |      |      |      |      |     |
|    |  |                     |     |             |             |             |           |           |           |           |           |           |      |      |      |      |      |      |      |      |      |  |  |  |  |             |             |             |      |      |      |      |      |      |      |      |      |      |      |      |      |      |      |     |
|  |  |                     |     |             |             |             |           |           |           |           |           |           |      |      |      |      |      |      |      |      |      |  |  |  |  |             |             |             |      |      |      |      |      |      |      |      |      |      |      |      |      |      |      |     |
|  |  |                     |     |             |             |             |           |           |           |           |           |           |      |      |      |      |      |      |      |      |      |  |  |  |  |             |             |             |      |      |      |      |      |      |      |      |      |      |      |      |      |      |      |     |
|  |  |                     |     |             |             |             |           |           |           |           |           |           |      |      |      |      |      |      |      |      |      |  |  |  |  |             |             |             |      |      |      |      |      |      |      |      |      |      |      |      |      |      |      |     |

| Register Availability | <table><tr><th>Status</th><th>Availability</th></tr><tr><td>Normal Mode On, Idle Mode Off, Sleep Out</td><td>Yes</td></tr><tr><td>Normal Mode On, Idle Mode On, Sleep Out</td><td>Yes</td></tr><tr><td>Partial Mode On, Idle Mode Off, Sleep Out</td><td>Yes</td></tr><tr><td>Partial Mode On, Idle Mode On, Sleep Out</td><td>Yes</td></tr><tr><td>Sleep In</td><td>Yes</td></tr></table> | Status       | Availability  | Normal Mode On, Idle Mode Off, Sleep Out | Yes         | Normal Mode On, Idle Mode On, Sleep Out | Yes               | Partial Mode On, Idle Mode Off, Sleep Out | Yes     | Partial Mode On, Idle Mode On, Sleep Out | Yes       | Sleep In  | Yes      |         |         |
|-----------------------|--|--------------|---------------|--|-------------|---|-------------------|---|---------|--|-----------|-----------|----------|---------|---------|
|                       | Status   | Availability |               |  |             |   |                   |   |         |  |           |           |          |         |         |
|                       | Normal Mode On, Idle Mode Off, Sleep Out   | Yes          |               |  |             |   |                   |   |         |  |           |           |          |         |         |
|                       | Normal Mode On, Idle Mode On, Sleep Out  | Yes          |               |  |             |   |                   |   |         |  |           |           |          |         |         |
|                       | Partial Mode On, Idle Mode Off, Sleep Out  | Yes          |               |  |             |   |                   |   |         |  |           |           |          |         |         |
|                       | Partial Mode On, Idle Mode On, Sleep Out   | Yes          |               |  |             |   |                   |   |         |  |           |           |          |         |         |
| Sleep In              | Yes  |              |               |  |             |   |                   |   |         |  |           |           |          |         |         |
| Default               | <table><tr><th rowspan="2">Status</th><th colspan="2">Default Value</th></tr><tr><th>TH_MV [3:0]</th><th>TH_ST [3:0]</th></tr><tr><td>Power On Sequence</td><td>4'b1100</td><td>4'b1100</td></tr><tr><td>SW Reset</td><td>No change</td><td>No change</td></tr><tr><td>HW Reset</td><td>4'b1100</td><td>4'b1100</td></tr></table>  | Status       | Default Value |  | TH_MV [3:0] | TH_ST [3:0]                             | Power On Sequence | 4'b1100                                   | 4'b1100 | SW Reset                                 | No change | No change | HW Reset | 4'b1100 | 4'b1100 |
|                       | Status   |              | Default Value |  |             |   |                   |   |         |  |           |           |          |         |         |
|                       |  | TH_MV [3:0]  | TH_ST [3:0]   |  |             |   |                   |   |         |  |           |           |          |         |         |
|                       | Power On Sequence  | 4'b1100      | 4'b1100       |  |             |   |                   |   |         |  |           |           |          |         |         |
|                       | SW Reset   | No change    | No change     |  |             |   |                   |   |         |  |           |           |          |         |         |
|                       | HW Reset   | 4'b1100      | 4'b1100       |  |             |   |                   |   |         |  |           |           |          |         |         |

### 8.3.11. Backlight Control 3 (BAh)

| BAh                   | Backlight Control 3  |               |              |             |    |    |    |    |            |            |            |            |     |              |               |  |                   |   |          |   |          |  |     |          |     |      |     |      |     |      |     |      |     |      |     |      |     |      |     |      |     |      |     |      |     |      |     |      |     |
|-----------------------|--|---------------|--------------|-------------|----|----|----|----|------------|------------|------------|------------|-----|--------------|---------------|--|-------------------|---|----------|---|----------|--|-----|----------|-----|------|-----|------|-----|------|-----|------|-----|------|-----|------|-----|------|-----|------|-----|------|-----|------|-----|------|-----|------|-----|
|                       | D/CX   | RDX           | WRX          | D17-8       | D7 | D6 | D5 | D4 | D3         | D2         | D1         | D0         | HEX |              |               |  |                   |   |          |   |          |  |     |          |     |      |     |      |     |      |     |      |     |      |     |      |     |      |     |      |     |      |     |      |     |      |     |      |     |
| Command               | 0  | 1             | ↑            | XX          | 1  | 0  | 1  | 1  | 1          | 0          | 1          | 0          | BAh |              |               |  |                   |   |          |   |          |  |     |          |     |      |     |      |     |      |     |      |     |      |     |      |     |      |     |      |     |      |     |      |     |      |     |      |     |
| Parameter             | 1  | 1             | ↑            | XX          | 0  | 0  | 0  | 0  | DTH_UI [3] | DTH_UI [2] | DTH_UI [1] | DTH_UI [0] | 04  |              |               |  |                   |   |          |   |          |  |     |          |     |      |     |      |     |      |     |      |     |      |     |      |     |      |     |      |     |      |     |      |     |      |     |      |     |
| Description           | <p><b>DTH_UI [3:0]:</b> This parameter is used set the minimum limitation of grayscale threshold value in User Icon (UI) image mode.</p> <p>This register setting will limit the minimum Dth value to prevent the display image from being too white and the display quality is not acceptable.</p>  |               |              |             |    |    |    |    |            |            |            |            |     |              |               |  |                   |   |          |   |          |  |     |          |     |      |     |      |     |      |     |      |     |      |     |      |     |      |     |      |     |      |     |      |     |      |     |      |     |
|                       | <table><tr><th>DTH_UI [3:0]</th><th>Description</th><th>DTH_UI [3:0]</th><th>Description</th></tr><tr><td>4'0h</td><td>252</td><td>4'8h</td><td>220</td></tr><tr><td>4'1h</td><td>248</td><td>4'9h</td><td>216</td></tr><tr><td>4'2h</td><td>244</td><td>4'Ah</td><td>212</td></tr><tr><td>4'3h</td><td>240</td><td>4'Bh</td><td>208</td></tr><tr><td>4'4h</td><td>236</td><td>4'Ch</td><td>204</td></tr><tr><td>4'5h</td><td>232</td><td>4'Dh</td><td>200</td></tr><tr><td>4'6h</td><td>228</td><td>4'Eh</td><td>196</td></tr><tr><td>4'7h</td><td>224</td><td>4'Fh</td><td>192</td></tr></table> |               |              |             |    |    |    |    |            |            |            |            |     | DTH_UI [3:0] | Description   | DTH_UI [3:0]                             | Description       | 4'0h                                    | 252      | 4'8h                                      | 220      | 4'1h                                     | 248 | 4'9h     | 216 | 4'2h | 244 | 4'Ah | 212 | 4'3h | 240 | 4'Bh | 208 | 4'4h | 236 | 4'Ch | 204 | 4'5h | 232 | 4'Dh | 200 | 4'6h | 228 | 4'Eh | 196 | 4'7h | 224 | 4'Fh | 192 |
|                       | DTH_UI [3:0]   | Description   | DTH_UI [3:0] | Description |    |    |    |    |            |            |            |            |     |              |               |  |                   |   |          |   |          |  |     |          |     |      |     |      |     |      |     |      |     |      |     |      |     |      |     |      |     |      |     |      |     |      |     |      |     |
|                       | 4'0h   | 252           | 4'8h         | 220         |    |    |    |    |            |            |            |            |     |              |               |  |                   |   |          |   |          |  |     |          |     |      |     |      |     |      |     |      |     |      |     |      |     |      |     |      |     |      |     |      |     |      |     |      |     |
|                       | 4'1h   | 248           | 4'9h         | 216         |    |    |    |    |            |            |            |            |     |              |               |  |                   |   |          |   |          |  |     |          |     |      |     |      |     |      |     |      |     |      |     |      |     |      |     |      |     |      |     |      |     |      |     |      |     |
|                       | 4'2h   | 244           | 4'Ah         | 212         |    |    |    |    |            |            |            |            |     |              |               |  |                   |   |          |   |          |  |     |          |     |      |     |      |     |      |     |      |     |      |     |      |     |      |     |      |     |      |     |      |     |      |     |      |     |
|                       | 4'3h   | 240           | 4'Bh         | 208         |    |    |    |    |            |            |            |            |     |              |               |  |                   |   |          |   |          |  |     |          |     |      |     |      |     |      |     |      |     |      |     |      |     |      |     |      |     |      |     |      |     |      |     |      |     |
|                       | 4'4h   | 236           | 4'Ch         | 204         |    |    |    |    |            |            |            |            |     |              |               |  |                   |   |          |   |          |  |     |          |     |      |     |      |     |      |     |      |     |      |     |      |     |      |     |      |     |      |     |      |     |      |     |      |     |
|                       | 4'5h   | 232           | 4'Dh         | 200         |    |    |    |    |            |            |            |            |     |              |               |  |                   |   |          |   |          |  |     |          |     |      |     |      |     |      |     |      |     |      |     |      |     |      |     |      |     |      |     |      |     |      |     |      |     |
|                       | 4'6h   | 228           | 4'Eh         | 196         |    |    |    |    |            |            |            |            |     |              |               |  |                   |   |          |   |          |  |     |          |     |      |     |      |     |      |     |      |     |      |     |      |     |      |     |      |     |      |     |      |     |      |     |      |     |
| 4'7h                  | 224  | 4'Fh          | 192          |             |    |    |    |    |            |            |            |            |     |              |               |  |                   |   |          |   |          |  |     |          |     |      |     |      |     |      |     |      |     |      |     |      |     |      |     |      |     |      |     |      |     |      |     |      |     |
| Register Availability | <table><tr><th>Status</th><th>Availability</th></tr><tr><td>Normal Mode On, Idle Mode Off, Sleep Out</td><td>Yes</td></tr><tr><td>Normal Mode On, Idle Mode On, Sleep Out</td><td>Yes</td></tr><tr><td>Partial Mode On, Idle Mode Off, Sleep Out</td><td>Yes</td></tr><tr><td>Partial Mode On, Idle Mode On, Sleep Out</td><td>Yes</td></tr><tr><td>Sleep In</td><td>Yes</td></tr></table>   |               |              |             |    |    |    |    |            |            |            |            |     | Status       | Availability  | Normal Mode On, Idle Mode Off, Sleep Out | Yes               | Normal Mode On, Idle Mode On, Sleep Out | Yes      | Partial Mode On, Idle Mode Off, Sleep Out | Yes      | Partial Mode On, Idle Mode On, Sleep Out | Yes | Sleep In | Yes |      |     |      |     |      |     |      |     |      |     |      |     |      |     |      |     |      |     |      |     |      |     |      |     |
|                       | Status   | Availability  |              |             |    |    |    |    |            |            |            |            |     |              |               |  |                   |   |          |   |          |  |     |          |     |      |     |      |     |      |     |      |     |      |     |      |     |      |     |      |     |      |     |      |     |      |     |      |     |
|                       | Normal Mode On, Idle Mode Off, Sleep Out   | Yes           |              |             |    |    |    |    |            |            |            |            |     |              |               |  |                   |   |          |   |          |  |     |          |     |      |     |      |     |      |     |      |     |      |     |      |     |      |     |      |     |      |     |      |     |      |     |      |     |
|                       | Normal Mode On, Idle Mode On, Sleep Out  | Yes           |              |             |    |    |    |    |            |            |            |            |     |              |               |  |                   |   |          |   |          |  |     |          |     |      |     |      |     |      |     |      |     |      |     |      |     |      |     |      |     |      |     |      |     |      |     |      |     |
|                       | Partial Mode On, Idle Mode Off, Sleep Out  | Yes           |              |             |    |    |    |    |            |            |            |            |     |              |               |  |                   |   |          |   |          |  |     |          |     |      |     |      |     |      |     |      |     |      |     |      |     |      |     |      |     |      |     |      |     |      |     |      |     |
|                       | Partial Mode On, Idle Mode On, Sleep Out   | Yes           |              |             |    |    |    |    |            |            |            |            |     |              |               |  |                   |   |          |   |          |  |     |          |     |      |     |      |     |      |     |      |     |      |     |      |     |      |     |      |     |      |     |      |     |      |     |      |     |
| Sleep In              | Yes  |               |              |             |    |    |    |    |            |            |            |            |     |              |               |  |                   |   |          |   |          |  |     |          |     |      |     |      |     |      |     |      |     |      |     |      |     |      |     |      |     |      |     |      |     |      |     |      |     |
| Default               | <table><tr><th rowspan="2">Status</th><th>Default Value</th></tr><tr><th>DTH_UI [3:0]</th></tr><tr><td>Power On Sequence</td><td>4'b0100</td></tr><tr><td>SW Reset</td><td>No change</td></tr><tr><td>HW Reset</td><td>4'b0100</td></tr></table>   |               |              |             |    |    |    |    |            |            |            |            |     | Status       | Default Value | DTH_UI [3:0]                             | Power On Sequence | 4'b0100                                 | SW Reset | No change                                 | HW Reset | 4'b0100                                  |     |          |     |      |     |      |     |      |     |      |     |      |     |      |     |      |     |      |     |      |     |      |     |      |     |      |     |
|                       | Status   | Default Value |              |             |    |    |    |    |            |            |            |            |     |              |               |  |                   |   |          |   |          |  |     |          |     |      |     |      |     |      |     |      |     |      |     |      |     |      |     |      |     |      |     |      |     |      |     |      |     |
|                       |  | DTH_UI [3:0]  |              |             |    |    |    |    |            |            |            |            |     |              |               |  |                   |   |          |   |          |  |     |          |     |      |     |      |     |      |     |      |     |      |     |      |     |      |     |      |     |      |     |      |     |      |     |      |     |
|                       | Power On Sequence  | 4'b0100       |              |             |    |    |    |    |            |            |            |            |     |              |               |  |                   |   |          |   |          |  |     |          |     |      |     |      |     |      |     |      |     |      |     |      |     |      |     |      |     |      |     |      |     |      |     |      |     |
|                       | SW Reset   | No change     |              |             |    |    |    |    |            |            |            |            |     |              |               |  |                   |   |          |   |          |  |     |          |     |      |     |      |     |      |     |      |     |      |     |      |     |      |     |      |     |      |     |      |     |      |     |      |     |
|                       | HW Reset   | 4'b0100       |              |             |    |    |    |    |            |            |            |            |     |              |               |  |                   |   |          |   |          |  |     |          |     |      |     |      |     |      |     |      |     |      |     |      |     |      |     |      |     |      |     |      |     |      |     |      |     |

### 8.3.12. Backlight Control 4 (BBh)

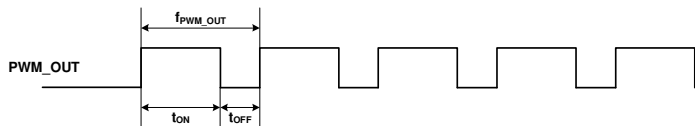
| BBh   |  | Backlight Control 4 |     |              |              |             |            |            |            |            |            |            |      |        |              |  |      |   |      |   |      |   |   |          |     |              |              |             |      |      |      |      |      |      |      |      |      |      |      |      |      |      |      |     |
|---|--|---------------------|-----|--------------|--------------|-------------|------------|------------|------------|------------|------------|------------|------|--------|--------------|--|------|---|------|---|------|---|---|----------|-----|--------------|--------------|-------------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|-----|
|   | D/CX   | RDX                 | WRX | D17-8        | D7           | D6          | D5         | D4         | D3         | D2         | D1         | D0         | HEX  |        |              |  |      |   |      |   |      |   |   |          |     |              |              |             |      |      |      |      |      |      |      |      |      |      |      |      |      |      |      |     |
| Command   | 0  | 1                   | ↑   | XX           | 1            | 0           | 1          | 1          | 1          | 0          | 1          | 1          | BBh  |        |              |  |      |   |      |   |      |   |   |          |     |              |              |             |      |      |      |      |      |      |      |      |      |      |      |      |      |      |      |     |
| Parameter   | 1  | 1                   | ↑   | XX           | DTH_MV [3]   | DTH_MV [2]  | DTH_MV [1] | DTH_MV [0] | DTH_ST [3] | DTH_ST [2] | DTH_ST [1] | DTH_ST [0] | 65   |        |              |  |      |   |      |   |      |   |   |          |     |              |              |             |      |      |      |      |      |      |      |      |      |      |      |      |      |      |      |     |
| Description   | <b>DTH_ST [3:0]/DTH_MV [3:0]:</b> This parameter is used set the minimum limitation of grayscale threshold value. This register setting will limit the minimum Dth value to prevent the display image from being too white and the display quality is not acceptable.  |                     |     |              |              |             |            |            |            |            |            |            |      |        |              |  |      |   |      |   |      |   |   |          |     |              |              |             |      |      |      |      |      |      |      |      |      |      |      |      |      |      |      |     |
|   | <table><tr><th>DTH_ST [3:0]</th><th>Description</th></tr><tr><td>4'0h</td><td>224</td></tr><tr><td>4'1h</td><td>220</td></tr><tr><td>4'2h</td><td>216</td></tr><tr><td>4'3h</td><td>212</td></tr><tr><td>4'4h</td><td>208</td></tr><tr><td>4'5h</td><td>204</td></tr><tr><td>4'6h</td><td>200</td></tr><tr><td>4'7h</td><td>196</td></tr></table>  |                     |     |              | DTH_ST [3:0] | Description | 4'0h       | 224        | 4'1h       | 220        | 4'2h       | 216        | 4'3h | 212    | 4'4h         | 208                                      | 4'5h | 204                                     | 4'6h | 200                                       | 4'7h | 196   | <table><tr><th>DTH_ST [3:0]</th><th>Description</th></tr><tr><td>4'8h</td><td>192</td></tr><tr><td>4'9h</td><td>188</td></tr><tr><td>4'Ah</td><td>184</td></tr><tr><td>4'Bh</td><td>180</td></tr><tr><td>4'Ch</td><td>176</td></tr><tr><td>4'Dh</td><td>172</td></tr><tr><td>4'Eh</td><td>168</td></tr><tr><td>4'Fh</td><td>164</td></tr></table> |          |     |              | DTH_ST [3:0] | Description | 4'8h | 192  | 4'9h | 188  | 4'Ah | 184  | 4'Bh | 180  | 4'Ch | 176  | 4'Dh | 172  | 4'Eh | 168  | 4'Fh | 164 |
|   | DTH_ST [3:0]   | Description         |     |              |              |             |            |            |            |            |            |            |      |        |              |  |      |   |      |   |      |   |   |          |     |              |              |             |      |      |      |      |      |      |      |      |      |      |      |      |      |      |      |     |
|   | 4'0h   | 224                 |     |              |              |             |            |            |            |            |            |            |      |        |              |  |      |   |      |   |      |   |   |          |     |              |              |             |      |      |      |      |      |      |      |      |      |      |      |      |      |      |      |     |
|   | 4'1h   | 220                 |     |              |              |             |            |            |            |            |            |            |      |        |              |  |      |   |      |   |      |   |   |          |     |              |              |             |      |      |      |      |      |      |      |      |      |      |      |      |      |      |      |     |
|   | 4'2h   | 216                 |     |              |              |             |            |            |            |            |            |            |      |        |              |  |      |   |      |   |      |   |   |          |     |              |              |             |      |      |      |      |      |      |      |      |      |      |      |      |      |      |      |     |
|   | 4'3h   | 212                 |     |              |              |             |            |            |            |            |            |            |      |        |              |  |      |   |      |   |      |   |   |          |     |              |              |             |      |      |      |      |      |      |      |      |      |      |      |      |      |      |      |     |
|   | 4'4h   | 208                 |     |              |              |             |            |            |            |            |            |            |      |        |              |  |      |   |      |   |      |   |   |          |     |              |              |             |      |      |      |      |      |      |      |      |      |      |      |      |      |      |      |     |
|   | 4'5h   | 204                 |     |              |              |             |            |            |            |            |            |            |      |        |              |  |      |   |      |   |      |   |   |          |     |              |              |             |      |      |      |      |      |      |      |      |      |      |      |      |      |      |      |     |
|   | 4'6h   | 200                 |     |              |              |             |            |            |            |            |            |            |      |        |              |  |      |   |      |   |      |   |   |          |     |              |              |             |      |      |      |      |      |      |      |      |      |      |      |      |      |      |      |     |
| 4'7h  | 196  |                     |     |              |              |             |            |            |            |            |            |            |      |        |              |  |      |   |      |   |      |   |   |          |     |              |              |             |      |      |      |      |      |      |      |      |      |      |      |      |      |      |      |     |
| DTH_ST [3:0]  | Description  |                     |     |              |              |             |            |            |            |            |            |            |      |        |              |  |      |   |      |   |      |   |   |          |     |              |              |             |      |      |      |      |      |      |      |      |      |      |      |      |      |      |      |     |
| 4'8h  | 192  |                     |     |              |              |             |            |            |            |            |            |            |      |        |              |  |      |   |      |   |      |   |   |          |     |              |              |             |      |      |      |      |      |      |      |      |      |      |      |      |      |      |      |     |
| 4'9h  | 188  |                     |     |              |              |             |            |            |            |            |            |            |      |        |              |  |      |   |      |   |      |   |   |          |     |              |              |             |      |      |      |      |      |      |      |      |      |      |      |      |      |      |      |     |
| 4'Ah  | 184  |                     |     |              |              |             |            |            |            |            |            |            |      |        |              |  |      |   |      |   |      |   |   |          |     |              |              |             |      |      |      |      |      |      |      |      |      |      |      |      |      |      |      |     |
| 4'Bh  | 180  |                     |     |              |              |             |            |            |            |            |            |            |      |        |              |  |      |   |      |   |      |   |   |          |     |              |              |             |      |      |      |      |      |      |      |      |      |      |      |      |      |      |      |     |
| 4'Ch  | 176  |                     |     |              |              |             |            |            |            |            |            |            |      |        |              |  |      |   |      |   |      |   |   |          |     |              |              |             |      |      |      |      |      |      |      |      |      |      |      |      |      |      |      |     |
| 4'Dh  | 172  |                     |     |              |              |             |            |            |            |            |            |            |      |        |              |  |      |   |      |   |      |   |   |          |     |              |              |             |      |      |      |      |      |      |      |      |      |      |      |      |      |      |      |     |
| 4'Eh  | 168  |                     |     |              |              |             |            |            |            |            |            |            |      |        |              |  |      |   |      |   |      |   |   |          |     |              |              |             |      |      |      |      |      |      |      |      |      |      |      |      |      |      |      |     |
| 4'Fh  | 164  |                     |     |              |              |             |            |            |            |            |            |            |      |        |              |  |      |   |      |   |      |   |   |          |     |              |              |             |      |      |      |      |      |      |      |      |      |      |      |      |      |      |      |     |
| <table><tr><th>DTH_MV [3:0]</th><th>Description</th></tr><tr><td>4'0h</td><td>224</td></tr><tr><td>4'1h</td><td>220</td></tr><tr><td>4'2h</td><td>216</td></tr><tr><td>4'3h</td><td>212</td></tr><tr><td>4'4h</td><td>208</td></tr><tr><td>4'5h</td><td>204</td></tr><tr><td>4'6h</td><td>200</td></tr><tr><td>4'7h</td><td>196</td></tr></table> |  |                     |     | DTH_MV [3:0] | Description  | 4'0h        | 224        | 4'1h       | 220        | 4'2h       | 216        | 4'3h       | 212  | 4'4h   | 208          | 4'5h                                     | 204  | 4'6h                                    | 200  | 4'7h                                      | 196  | <table><tr><th>DTH_MV [3:0]</th><th>Description</th></tr><tr><td>4'8h</td><td>192</td></tr><tr><td>4'9h</td><td>188</td></tr><tr><td>4'Ah</td><td>184</td></tr><tr><td>4'Bh</td><td>180</td></tr><tr><td>4'Ch</td><td>176</td></tr><tr><td>4'Dh</td><td>172</td></tr><tr><td>4'Eh</td><td>168</td></tr><tr><td>4'Fh</td><td>164</td></tr></table> |   |          |     | DTH_MV [3:0] | Description  | 4'8h        | 192  | 4'9h | 188  | 4'Ah | 184  | 4'Bh | 180  | 4'Ch | 176  | 4'Dh | 172  | 4'Eh | 168  | 4'Fh | 164  |     |
| DTH_MV [3:0]  | Description  |                     |     |              |              |             |            |            |            |            |            |            |      |        |              |  |      |   |      |   |      |   |   |          |     |              |              |             |      |      |      |      |      |      |      |      |      |      |      |      |      |      |      |     |
| 4'0h  | 224  |                     |     |              |              |             |            |            |            |            |            |            |      |        |              |  |      |   |      |   |      |   |   |          |     |              |              |             |      |      |      |      |      |      |      |      |      |      |      |      |      |      |      |     |
| 4'1h  | 220  |                     |     |              |              |             |            |            |            |            |            |            |      |        |              |  |      |   |      |   |      |   |   |          |     |              |              |             |      |      |      |      |      |      |      |      |      |      |      |      |      |      |      |     |
| 4'2h  | 216  |                     |     |              |              |             |            |            |            |            |            |            |      |        |              |  |      |   |      |   |      |   |   |          |     |              |              |             |      |      |      |      |      |      |      |      |      |      |      |      |      |      |      |     |
| 4'3h  | 212  |                     |     |              |              |             |            |            |            |            |            |            |      |        |              |  |      |   |      |   |      |   |   |          |     |              |              |             |      |      |      |      |      |      |      |      |      |      |      |      |      |      |      |     |
| 4'4h  | 208  |                     |     |              |              |             |            |            |            |            |            |            |      |        |              |  |      |   |      |   |      |   |   |          |     |              |              |             |      |      |      |      |      |      |      |      |      |      |      |      |      |      |      |     |
| 4'5h  | 204  |                     |     |              |              |             |            |            |            |            |            |            |      |        |              |  |      |   |      |   |      |   |   |          |     |              |              |             |      |      |      |      |      |      |      |      |      |      |      |      |      |      |      |     |
| 4'6h  | 200  |                     |     |              |              |             |            |            |            |            |            |            |      |        |              |  |      |   |      |   |      |   |   |          |     |              |              |             |      |      |      |      |      |      |      |      |      |      |      |      |      |      |      |     |
| 4'7h  | 196  |                     |     |              |              |             |            |            |            |            |            |            |      |        |              |  |      |   |      |   |      |   |   |          |     |              |              |             |      |      |      |      |      |      |      |      |      |      |      |      |      |      |      |     |
| DTH_MV [3:0]  | Description  |                     |     |              |              |             |            |            |            |            |            |            |      |        |              |  |      |   |      |   |      |   |   |          |     |              |              |             |      |      |      |      |      |      |      |      |      |      |      |      |      |      |      |     |
| 4'8h  | 192  |                     |     |              |              |             |            |            |            |            |            |            |      |        |              |  |      |   |      |   |      |   |   |          |     |              |              |             |      |      |      |      |      |      |      |      |      |      |      |      |      |      |      |     |
| 4'9h  | 188  |                     |     |              |              |             |            |            |            |            |            |            |      |        |              |  |      |   |      |   |      |   |   |          |     |              |              |             |      |      |      |      |      |      |      |      |      |      |      |      |      |      |      |     |
| 4'Ah  | 184  |                     |     |              |              |             |            |            |            |            |            |            |      |        |              |  |      |   |      |   |      |   |   |          |     |              |              |             |      |      |      |      |      |      |      |      |      |      |      |      |      |      |      |     |
| 4'Bh  | 180  |                     |     |              |              |             |            |            |            |            |            |            |      |        |              |  |      |   |      |   |      |   |   |          |     |              |              |             |      |      |      |      |      |      |      |      |      |      |      |      |      |      |      |     |
| 4'Ch  | 176  |                     |     |              |              |             |            |            |            |            |            |            |      |        |              |  |      |   |      |   |      |   |   |          |     |              |              |             |      |      |      |      |      |      |      |      |      |      |      |      |      |      |      |     |
| 4'Dh  | 172  |                     |     |              |              |             |            |            |            |            |            |            |      |        |              |  |      |   |      |   |      |   |   |          |     |              |              |             |      |      |      |      |      |      |      |      |      |      |      |      |      |      |      |     |
| 4'Eh  | 168  |                     |     |              |              |             |            |            |            |            |            |            |      |        |              |  |      |   |      |   |      |   |   |          |     |              |              |             |      |      |      |      |      |      |      |      |      |      |      |      |      |      |      |     |
| 4'Fh  | 164  |                     |     |              |              |             |            |            |            |            |            |            |      |        |              |  |      |   |      |   |      |   |   |          |     |              |              |             |      |      |      |      |      |      |      |      |      |      |      |      |      |      |      |     |
|   |  |                     |     |              |              |             |            |            |            |            |            |            |      |        |              |  |      |   |      |   |      |   |   |          |     |              |              |             |      |      |      |      |      |      |      |      |      |      |      |      |      |      |      |     |
| Register Availability   | <table><tr><th>Status</th><th>Availability</th></tr><tr><td>Normal Mode On, Idle Mode Off, Sleep Out</td><td>Yes</td></tr><tr><td>Normal Mode On, Idle Mode On, Sleep Out</td><td>Yes</td></tr><tr><td>Partial Mode On, Idle Mode Off, Sleep Out</td><td>Yes</td></tr><tr><td>Partial Mode On, Idle Mode On, Sleep Out</td><td>Yes</td></tr><tr><td>Sleep In</td><td>Yes</td></tr></table> |                     |     |              |              |             |            |            |            |            |            |            |      | Status | Availability | Normal Mode On, Idle Mode Off, Sleep Out | Yes  | Normal Mode On, Idle Mode On, Sleep Out | Yes  | Partial Mode On, Idle Mode Off, Sleep Out | Yes  | Partial Mode On, Idle Mode On, Sleep Out  | Yes   | Sleep In | Yes |              |              |             |      |      |      |      |      |      |      |      |      |      |      |      |      |      |      |     |
|   | Status   | Availability        |     |              |              |             |            |            |            |            |            |            |      |        |              |  |      |   |      |   |      |   |   |          |     |              |              |             |      |      |      |      |      |      |      |      |      |      |      |      |      |      |      |     |
|   | Normal Mode On, Idle Mode Off, Sleep Out   | Yes                 |     |              |              |             |            |            |            |            |            |            |      |        |              |  |      |   |      |   |      |   |   |          |     |              |              |             |      |      |      |      |      |      |      |      |      |      |      |      |      |      |      |     |
|   | Normal Mode On, Idle Mode On, Sleep Out  | Yes                 |     |              |              |             |            |            |            |            |            |            |      |        |              |  |      |   |      |   |      |   |   |          |     |              |              |             |      |      |      |      |      |      |      |      |      |      |      |      |      |      |      |     |
|   | Partial Mode On, Idle Mode Off, Sleep Out  | Yes                 |     |              |              |             |            |            |            |            |            |            |      |        |              |  |      |   |      |   |      |   |   |          |     |              |              |             |      |      |      |      |      |      |      |      |      |      |      |      |      |      |      |     |
|   | Partial Mode On, Idle Mode On, Sleep Out   | Yes                 |     |              |              |             |            |            |            |            |            |            |      |        |              |  |      |   |      |   |      |   |   |          |     |              |              |             |      |      |      |      |      |      |      |      |      |      |      |      |      |      |      |     |
| Sleep In  | Yes  |                     |     |              |              |             |            |            |            |            |            |            |      |        |              |  |      |   |      |   |      |   |   |          |     |              |              |             |      |      |      |      |      |      |      |      |      |      |      |      |      |      |      |     |

|         |                   |                                |
|---------|-------------------|--------------------------------|
| Default |                   |                                |
|         | Status            | Default Value                  |
|         |                   | DTH_MV [3:0]      DTH_ST [3:0] |
|         | Power On Sequence | 4'b0110      4'b0101           |
|         | SW Reset          | No change      No change       |
|         | HW Reset          | 4'b0110      4'b0101           |

### 8.3.13. Backlight Control 5 (BCh)

| BCh                                       | Backlight Control 5  |             |     |       |          |          |          |          |    |          |          |          |     |            |               |  |            |   |                   |   |          |  |           |           |          |         |           |      |           |      |           |
|---|--|-------------|-----|-------|----------|----------|----------|----------|----|----------|----------|----------|-----|------------|---------------|--|------------|---|-------------------|---|----------|--|-----------|-----------|----------|---------|-----------|------|-----------|------|-----------|
|   | D/CX   | RDX         | WRX | D17-8 | D7       | D6       | D5       | D4       | D3 | D2       | D1       | D0       | HEX |            |               |  |            |   |                   |   |          |  |           |           |          |         |           |      |           |      |           |
| Command                                   | 0  | 1           | ↑   | XX    | 1        | 0        | 1        | 1        | 1  | 1        | 0        | 0        | BCh |            |               |  |            |   |                   |   |          |  |           |           |          |         |           |      |           |      |           |
| Parameter                                 | 1  | 1           | ↑   | XX    | DIM2 [3] | DIM2 [2] | DIM2 [1] | DIM2 [0] | 0  | DIM1 [2] | DIM1 [1] | DIM1 [0] | 44  |            |               |  |            |   |                   |   |          |  |           |           |          |         |           |      |           |      |           |
| Description                               | <p><b>DIM1 [2:0]:</b> This parameter is used to set the transition time of brightness level to avoid the sharp brightness transition on vision.</p> <table><thead><tr><th>DIM1 [2:0]</th><th>Description</th></tr></thead><tbody><tr><td>3'0h</td><td>1 frame</td></tr><tr><td>3'1h</td><td>1 frame</td></tr><tr><td>3'2h</td><td>2 frames</td></tr><tr><td>3'3h</td><td>4 frames</td></tr><tr><td>3'4h</td><td>8 frames</td></tr><tr><td>3'5h</td><td>16 frames</td></tr><tr><td>3'6h</td><td>32 frames</td></tr><tr><td>3'7h</td><td>64 frames</td></tr></tbody></table> <p><b>DIM2 [3:0]:</b> This parameter is used to set the threshold of brightness change.</p> <p>When the brightness transition difference is smaller than DIM2 [3:0], the brightness transition will be ignored.</p> <p>For example:</p> <p>If <math>  \text{brightness B} - \text{brightness A}   &lt; \text{DIM2 [2:0]}</math>, the brightness transition will be ignored and keep the brightness A.</p> |             |     |       |          |          |          |          |    |          |          |          |     | DIM1 [2:0] | Description   | 3'0h                                     | 1 frame    | 3'1h                                    | 1 frame           | 3'2h                                      | 2 frames | 3'3h                                     | 4 frames  | 3'4h      | 8 frames | 3'5h    | 16 frames | 3'6h | 32 frames | 3'7h | 64 frames |
|   | DIM1 [2:0]   | Description |     |       |          |          |          |          |    |          |          |          |     |            |               |  |            |   |                   |   |          |  |           |           |          |         |           |      |           |      |           |
|   | 3'0h   | 1 frame     |     |       |          |          |          |          |    |          |          |          |     |            |               |  |            |   |                   |   |          |  |           |           |          |         |           |      |           |      |           |
| 3'1h                                      | 1 frame  |             |     |       |          |          |          |          |    |          |          |          |     |            |               |  |            |   |                   |   |          |  |           |           |          |         |           |      |           |      |           |
| 3'2h                                      | 2 frames   |             |     |       |          |          |          |          |    |          |          |          |     |            |               |  |            |   |                   |   |          |  |           |           |          |         |           |      |           |      |           |
| 3'3h                                      | 4 frames   |             |     |       |          |          |          |          |    |          |          |          |     |            |               |  |            |   |                   |   |          |  |           |           |          |         |           |      |           |      |           |
| 3'4h                                      | 8 frames   |             |     |       |          |          |          |          |    |          |          |          |     |            |               |  |            |   |                   |   |          |  |           |           |          |         |           |      |           |      |           |
| 3'5h                                      | 16 frames  |             |     |       |          |          |          |          |    |          |          |          |     |            |               |  |            |   |                   |   |          |  |           |           |          |         |           |      |           |      |           |
| 3'6h                                      | 32 frames  |             |     |       |          |          |          |          |    |          |          |          |     |            |               |  |            |   |                   |   |          |  |           |           |          |         |           |      |           |      |           |
| 3'7h                                      | 64 frames  |             |     |       |          |          |          |          |    |          |          |          |     |            |               |  |            |   |                   |   |          |  |           |           |          |         |           |      |           |      |           |
| Register Availability                     | <table><thead><tr><th>Status</th><th>Availability</th></tr></thead><tbody><tr><td>Normal Mode On, Idle Mode Off, Sleep Out</td><td>Yes</td></tr><tr><td>Normal Mode On, Idle Mode On, Sleep Out</td><td>Yes</td></tr><tr><td>Partial Mode On, Idle Mode Off, Sleep Out</td><td>Yes</td></tr><tr><td>Partial Mode On, Idle Mode On, Sleep Out</td><td>Yes</td></tr><tr><td>Sleep In</td><td>Yes</td></tr></tbody></table>   |             |     |       |          |          |          |          |    |          |          |          |     | Status     | Availability  | Normal Mode On, Idle Mode Off, Sleep Out | Yes        | Normal Mode On, Idle Mode On, Sleep Out | Yes               | Partial Mode On, Idle Mode Off, Sleep Out | Yes      | Partial Mode On, Idle Mode On, Sleep Out | Yes       | Sleep In  | Yes      |         |           |      |           |      |           |
| Status                                    | Availability   |             |     |       |          |          |          |          |    |          |          |          |     |            |               |  |            |   |                   |   |          |  |           |           |          |         |           |      |           |      |           |
| Normal Mode On, Idle Mode Off, Sleep Out  | Yes  |             |     |       |          |          |          |          |    |          |          |          |     |            |               |  |            |   |                   |   |          |  |           |           |          |         |           |      |           |      |           |
| Normal Mode On, Idle Mode On, Sleep Out   | Yes  |             |     |       |          |          |          |          |    |          |          |          |     |            |               |  |            |   |                   |   |          |  |           |           |          |         |           |      |           |      |           |
| Partial Mode On, Idle Mode Off, Sleep Out | Yes  |             |     |       |          |          |          |          |    |          |          |          |     |            |               |  |            |   |                   |   |          |  |           |           |          |         |           |      |           |      |           |
| Partial Mode On, Idle Mode On, Sleep Out  | Yes  |             |     |       |          |          |          |          |    |          |          |          |     |            |               |  |            |   |                   |   |          |  |           |           |          |         |           |      |           |      |           |
| Sleep In                                  | Yes  |             |     |       |          |          |          |          |    |          |          |          |     |            |               |  |            |   |                   |   |          |  |           |           |          |         |           |      |           |      |           |
| Default                                   | <table><thead><tr><th rowspan="2">Status</th><th colspan="2">Default Value</th></tr><tr><th>DIM2 [3:0]</th><th>DIM1 [2:0]</th></tr></thead><tbody><tr><td>Power On Sequence</td><td>4'b0100</td><td>4'b0100</td></tr><tr><td>SW Reset</td><td>No change</td><td>No change</td></tr><tr><td>HW Reset</td><td>4'b0100</td><td>4'b0100</td></tr></tbody></table>  |             |     |       |          |          |          |          |    |          |          |          |     | Status     | Default Value |  | DIM2 [3:0] | DIM1 [2:0]                              | Power On Sequence | 4'b0100                                   | 4'b0100  | SW Reset                                 | No change | No change | HW Reset | 4'b0100 | 4'b0100   |      |           |      |           |
| Status                                    | Default Value  |             |     |       |          |          |          |          |    |          |          |          |     |            |               |  |            |   |                   |   |          |  |           |           |          |         |           |      |           |      |           |
|   | DIM2 [3:0]   | DIM1 [2:0]  |     |       |          |          |          |          |    |          |          |          |     |            |               |  |            |   |                   |   |          |  |           |           |          |         |           |      |           |      |           |
| Power On Sequence                         | 4'b0100  | 4'b0100     |     |       |          |          |          |          |    |          |          |          |     |            |               |  |            |   |                   |   |          |  |           |           |          |         |           |      |           |      |           |
| SW Reset                                  | No change  | No change   |     |       |          |          |          |          |    |          |          |          |     |            |               |  |            |   |                   |   |          |  |           |           |          |         |           |      |           |      |           |
| HW Reset                                  | 4'b0100  | 4'b0100     |     |       |          |          |          |          |    |          |          |          |     |            |               |  |            |   |                   |   |          |  |           |           |          |         |           |      |           |      |           |

### 8.3.14. Backlight Control 7 (BEh)

| BEh                                       | Backlight Control 7  |                      |     |       |            |            |            |            |            |            |            |            |     |               |                      |  |                   |   |           |   |                   |  |           |          |            |     |     |       |       |       |       |       |       |       |       |       |       |
|---|--|----------------------|-----|-------|------------|------------|------------|------------|------------|------------|------------|------------|-----|---------------|----------------------|--|-------------------|---|-----------|---|-------------------|--|-----------|----------|------------|-----|-----|-------|-------|-------|-------|-------|-------|-------|-------|-------|-------|
|   | D/CX   | RDX                  | WRX | D17-8 | D7         | D6         | D5         | D4         | D3         | D2         | D1         | D0         | HEX |               |                      |  |                   |   |           |   |                   |  |           |          |            |     |     |       |       |       |       |       |       |       |       |       |       |
| Command                                   | 0  | 1                    | ↑   | XX    | 1          | 0          | 1          | 1          | 1          | 1          | 1          | 0          | BEh |               |                      |  |                   |   |           |   |                   |  |           |          |            |     |     |       |       |       |       |       |       |       |       |       |       |
| Parameter                                 | 1  | 1                    | ↑   | XX    | PWM_DIV[7] | PWM_DIV[6] | PWM_DIV[5] | PWM_DIV[4] | PWM_DIV[3] | PWM_DIV[2] | PWM_DIV[1] | PWM_DIV[0] | 0F  |               |                      |  |                   |   |           |   |                   |  |           |          |            |     |     |       |       |       |       |       |       |       |       |       |       |
| Description                               | <p><b>PWM_DIV [7:0]:</b> PWM_OUT output frequency control. This command is used to adjust the PWM waveform frequency of PWM_OUT. The PWM frequency can be calculated by using the following equation.</p> $f_{\text{PWM\_OUT}} = \frac{16\text{MHz}}{(\text{PWM\_DIV}[7:0] + 1) \times 255}$ <table><thead><tr><th>PWM_DIV [7:0]</th><th>f<sub>PWM_OUT</sub></th></tr></thead><tbody><tr><td>8'h0</td><td>62.74 KHz</td></tr><tr><td>8'h1</td><td>31.38 KHz</td></tr><tr><td>8'h2</td><td>20.915KHz</td></tr><tr><td>8'h3</td><td>15.686KHz</td></tr><tr><td>8'h4</td><td>12.549 KHz</td></tr><tr><td>...</td><td>...</td></tr><tr><td>8'hFB</td><td>249Hz</td></tr><tr><td>8'hFC</td><td>248Hz</td></tr><tr><td>8'hFD</td><td>247Hz</td></tr><tr><td>8'hFE</td><td>246Hz</td></tr><tr><td>8'hFF</td><td>245Hz</td></tr></tbody></table>  <p><i>Note: The output frequency tolerance of internal frequency divider in CABC is ±10%</i></p> |                      |     |       |            |            |            |            |            |            |            |            |     | PWM_DIV [7:0] | f <sub>PWM_OUT</sub> | 8'h0                                     | 62.74 KHz         | 8'h1                                    | 31.38 KHz | 8'h2                                      | 20.915KHz         | 8'h3                                     | 15.686KHz | 8'h4     | 12.549 KHz | ... | ... | 8'hFB | 249Hz | 8'hFC | 248Hz | 8'hFD | 247Hz | 8'hFE | 246Hz | 8'hFF | 245Hz |
|   | PWM_DIV [7:0]  | f <sub>PWM_OUT</sub> |     |       |            |            |            |            |            |            |            |            |     |               |                      |  |                   |   |           |   |                   |  |           |          |            |     |     |       |       |       |       |       |       |       |       |       |       |
|   | 8'h0   | 62.74 KHz            |     |       |            |            |            |            |            |            |            |            |     |               |                      |  |                   |   |           |   |                   |  |           |          |            |     |     |       |       |       |       |       |       |       |       |       |       |
|   | 8'h1   | 31.38 KHz            |     |       |            |            |            |            |            |            |            |            |     |               |                      |  |                   |   |           |   |                   |  |           |          |            |     |     |       |       |       |       |       |       |       |       |       |       |
|   | 8'h2   | 20.915KHz            |     |       |            |            |            |            |            |            |            |            |     |               |                      |  |                   |   |           |   |                   |  |           |          |            |     |     |       |       |       |       |       |       |       |       |       |       |
| 8'h3                                      | 15.686KHz  |                      |     |       |            |            |            |            |            |            |            |            |     |               |                      |  |                   |   |           |   |                   |  |           |          |            |     |     |       |       |       |       |       |       |       |       |       |       |
| 8'h4                                      | 12.549 KHz   |                      |     |       |            |            |            |            |            |            |            |            |     |               |                      |  |                   |   |           |   |                   |  |           |          |            |     |     |       |       |       |       |       |       |       |       |       |       |
| ...                                       | ...  |                      |     |       |            |            |            |            |            |            |            |            |     |               |                      |  |                   |   |           |   |                   |  |           |          |            |     |     |       |       |       |       |       |       |       |       |       |       |
| 8'hFB                                     | 249Hz  |                      |     |       |            |            |            |            |            |            |            |            |     |               |                      |  |                   |   |           |   |                   |  |           |          |            |     |     |       |       |       |       |       |       |       |       |       |       |
| 8'hFC                                     | 248Hz  |                      |     |       |            |            |            |            |            |            |            |            |     |               |                      |  |                   |   |           |   |                   |  |           |          |            |     |     |       |       |       |       |       |       |       |       |       |       |
| 8'hFD                                     | 247Hz  |                      |     |       |            |            |            |            |            |            |            |            |     |               |                      |  |                   |   |           |   |                   |  |           |          |            |     |     |       |       |       |       |       |       |       |       |       |       |
| 8'hFE                                     | 246Hz  |                      |     |       |            |            |            |            |            |            |            |            |     |               |                      |  |                   |   |           |   |                   |  |           |          |            |     |     |       |       |       |       |       |       |       |       |       |       |
| 8'hFF                                     | 245Hz  |                      |     |       |            |            |            |            |            |            |            |            |     |               |                      |  |                   |   |           |   |                   |  |           |          |            |     |     |       |       |       |       |       |       |       |       |       |       |
| Register Availability                     | <table><thead><tr><th>Status</th><th>Availability</th></tr></thead><tbody><tr><td>Normal Mode On, Idle Mode Off, Sleep Out</td><td>Yes</td></tr><tr><td>Normal Mode On, Idle Mode On, Sleep Out</td><td>Yes</td></tr><tr><td>Partial Mode On, Idle Mode Off, Sleep Out</td><td>Yes</td></tr><tr><td>Partial Mode On, Idle Mode On, Sleep Out</td><td>Yes</td></tr><tr><td>Sleep In</td><td>Yes</td></tr></tbody></table>   |                      |     |       |            |            |            |            |            |            |            |            |     | Status        | Availability         | Normal Mode On, Idle Mode Off, Sleep Out | Yes               | Normal Mode On, Idle Mode On, Sleep Out | Yes       | Partial Mode On, Idle Mode Off, Sleep Out | Yes               | Partial Mode On, Idle Mode On, Sleep Out | Yes       | Sleep In | Yes        |     |     |       |       |       |       |       |       |       |       |       |       |
| Status                                    | Availability   |                      |     |       |            |            |            |            |            |            |            |            |     |               |                      |  |                   |   |           |   |                   |  |           |          |            |     |     |       |       |       |       |       |       |       |       |       |       |
| Normal Mode On, Idle Mode Off, Sleep Out  | Yes  |                      |     |       |            |            |            |            |            |            |            |            |     |               |                      |  |                   |   |           |   |                   |  |           |          |            |     |     |       |       |       |       |       |       |       |       |       |       |
| Normal Mode On, Idle Mode On, Sleep Out   | Yes  |                      |     |       |            |            |            |            |            |            |            |            |     |               |                      |  |                   |   |           |   |                   |  |           |          |            |     |     |       |       |       |       |       |       |       |       |       |       |
| Partial Mode On, Idle Mode Off, Sleep Out | Yes  |                      |     |       |            |            |            |            |            |            |            |            |     |               |                      |  |                   |   |           |   |                   |  |           |          |            |     |     |       |       |       |       |       |       |       |       |       |       |
| Partial Mode On, Idle Mode On, Sleep Out  | Yes  |                      |     |       |            |            |            |            |            |            |            |            |     |               |                      |  |                   |   |           |   |                   |  |           |          |            |     |     |       |       |       |       |       |       |       |       |       |       |
| Sleep In                                  | Yes  |                      |     |       |            |            |            |            |            |            |            |            |     |               |                      |  |                   |   |           |   |                   |  |           |          |            |     |     |       |       |       |       |       |       |       |       |       |       |
| Default                                   | <table><thead><tr><th>Status</th><th>Default Value</th></tr></thead><tbody><tr><td>Power On Sequence</td><td>PWM_DIV [7:0]=0Fh</td></tr><tr><td>SW Reset</td><td>No change</td></tr><tr><td>HW Reset</td><td>PWM_DIV [7:0]=0Fh</td></tr></tbody></table>   |                      |     |       |            |            |            |            |            |            |            |            |     | Status        | Default Value        | Power On Sequence                        | PWM_DIV [7:0]=0Fh | SW Reset                                | No change | HW Reset                                  | PWM_DIV [7:0]=0Fh |  |           |          |            |     |     |       |       |       |       |       |       |       |       |       |       |
| Status                                    | Default Value  |                      |     |       |            |            |            |            |            |            |            |            |     |               |                      |  |                   |   |           |   |                   |  |           |          |            |     |     |       |       |       |       |       |       |       |       |       |       |
| Power On Sequence                         | PWM_DIV [7:0]=0Fh  |                      |     |       |            |            |            |            |            |            |            |            |     |               |                      |  |                   |   |           |   |                   |  |           |          |            |     |     |       |       |       |       |       |       |       |       |       |       |
| SW Reset                                  | No change  |                      |     |       |            |            |            |            |            |            |            |            |     |               |                      |  |                   |   |           |   |                   |  |           |          |            |     |     |       |       |       |       |       |       |       |       |       |       |
| HW Reset                                  | PWM_DIV [7:0]=0Fh  |                      |     |       |            |            |            |            |            |            |            |            |     |               |                      |  |                   |   |           |   |                   |  |           |          |            |     |     |       |       |       |       |       |       |       |       |       |       |



### 8.3.15. Backlight Control 8 (BFh)

| BFh   |  |                                 |              | Backlight Control 2 |    |    |    |    |    |        |          |           |        |             |               |              |  |        |          |   |                   |      |   |        |                                 |  |                 |                                 |          |      |      |      |
|---|--|---------------------------------|--------------|---------------------|----|----|----|----|----|--------|----------|-----------|--------|-------------|---------------|--------------|--|--------|----------|---|-------------------|------|---|--------|---------------------------------|--|-----------------|---------------------------------|----------|------|------|------|
|   | D/CX   | RDX                             | WRX          | D17-8               | D7 | D6 | D5 | D4 | D3 | D2     | D1       | D0        | HEX    |             |               |              |  |        |          |   |                   |      |   |        |                                 |  |                 |                                 |          |      |      |      |
| Command   | 0  | 1                               | ↑            | XX                  | 1  | 0  | 1  | 1  | 1  | 1      | 1        | 1         | BFh    |             |               |              |  |        |          |   |                   |      |   |        |                                 |  |                 |                                 |          |      |      |      |
| Parameter   | 1  | 1                               | ↑            | XX                  | 0  | 0  | 0  | 0  | 0  | LEDONR | LEDONPOL | LEDPWMPOL | 00     |             |               |              |  |        |          |   |                   |      |   |        |                                 |  |                 |                                 |          |      |      |      |
| Description   | <b>LEDPWMPOL:</b> The bit is used to define polarity of LEDPWM signal.   |                                 |              |                     |    |    |    |    |    |        |          |           |        |             |               |              |  |        |          |   |                   |      |   |        |                                 |  |                 |                                 |          |      |      |      |
|   | <table><tr><th>BL</th><th>LEDPWMPOL</th><th>LEDPWM pin</th></tr><tr><td>0</td><td>0</td><td>0</td></tr><tr><td>0</td><td>1</td><td>1</td></tr><tr><td>1</td><td>0</td><td>Original polarity of PWM signal</td></tr><tr><td>1</td><td>1</td><td>Inversed polarity of PWM signal</td></tr></table>   |                                 |              |                     |    |    |    |    |    |        |          |           |        | BL          | LEDPWMPOL     | LEDPWM pin   | 0  | 0      | 0        | 0                                       | 1                 | 1    | 1   | 0      | Original polarity of PWM signal | 1  | 1               | Inversed polarity of PWM signal |          |      |      |      |
|   | BL   | LEDPWMPOL                       | LEDPWM pin   |                     |    |    |    |    |    |        |          |           |        |             |               |              |  |        |          |   |                   |      |   |        |                                 |  |                 |                                 |          |      |      |      |
|   | 0  | 0                               | 0            |                     |    |    |    |    |    |        |          |           |        |             |               |              |  |        |          |   |                   |      |   |        |                                 |  |                 |                                 |          |      |      |      |
|   | 0  | 1                               | 1            |                     |    |    |    |    |    |        |          |           |        |             |               |              |  |        |          |   |                   |      |   |        |                                 |  |                 |                                 |          |      |      |      |
| 1   | 0  | Original polarity of PWM signal |              |                     |    |    |    |    |    |        |          |           |        |             |               |              |  |        |          |   |                   |      |   |        |                                 |  |                 |                                 |          |      |      |      |
| 1   | 1  | Inversed polarity of PWM signal |              |                     |    |    |    |    |    |        |          |           |        |             |               |              |  |        |          |   |                   |      |   |        |                                 |  |                 |                                 |          |      |      |      |
| <b>LEDONPOL:</b> This bit is used to control LEDON pin.   |  |                                 |              |                     |    |    |    |    |    |        |          |           |        |             |               |              |  |        |          |   |                   |      |   |        |                                 |  |                 |                                 |          |      |      |      |
| <table><tr><th>BL</th><th>LEDONPOL</th><th>LEDON pin</th></tr><tr><td>0</td><td>0</td><td>0</td></tr><tr><td>0</td><td>1</td><td>1</td></tr><tr><td>1</td><td>0</td><td>LEDONR</td></tr><tr><td>1</td><td>1</td><td>Inversed LEDONR</td></tr></table> |  |                                 |              |                     |    |    |    |    |    |        |          |           | BL     | LEDONPOL    | LEDON pin     | 0            | 0  | 0      | 0        | 1                                       | 1                 | 1    | 0   | LEDONR | 1                               | 1  | Inversed LEDONR |                                 |          |      |      |      |
| BL  | LEDONPOL   | LEDON pin                       |              |                     |    |    |    |    |    |        |          |           |        |             |               |              |  |        |          |   |                   |      |   |        |                                 |  |                 |                                 |          |      |      |      |
| 0   | 0  | 0                               |              |                     |    |    |    |    |    |        |          |           |        |             |               |              |  |        |          |   |                   |      |   |        |                                 |  |                 |                                 |          |      |      |      |
| 0   | 1  | 1                               |              |                     |    |    |    |    |    |        |          |           |        |             |               |              |  |        |          |   |                   |      |   |        |                                 |  |                 |                                 |          |      |      |      |
| 1   | 0  | LEDONR                          |              |                     |    |    |    |    |    |        |          |           |        |             |               |              |  |        |          |   |                   |      |   |        |                                 |  |                 |                                 |          |      |      |      |
| 1   | 1  | Inversed LEDONR                 |              |                     |    |    |    |    |    |        |          |           |        |             |               |              |  |        |          |   |                   |      |   |        |                                 |  |                 |                                 |          |      |      |      |
| <b>LEDONR:</b> This bit is used to control LEDON pin.   |  |                                 |              |                     |    |    |    |    |    |        |          |           |        |             |               |              |  |        |          |   |                   |      |   |        |                                 |  |                 |                                 |          |      |      |      |
| <table><tr><th>LEDONR</th><th>Description</th></tr><tr><td>0</td><td>Low</td></tr><tr><td>1</td><td>High</td></tr></table>  |  |                                 |              |                     |    |    |    |    |    |        |          |           | LEDONR | Description | 0             | Low          | 1  | High   |          |   |                   |      |   |        |                                 |  |                 |                                 |          |      |      |      |
| LEDONR  | Description  |                                 |              |                     |    |    |    |    |    |        |          |           |        |             |               |              |  |        |          |   |                   |      |   |        |                                 |  |                 |                                 |          |      |      |      |
| 0   | Low  |                                 |              |                     |    |    |    |    |    |        |          |           |        |             |               |              |  |        |          |   |                   |      |   |        |                                 |  |                 |                                 |          |      |      |      |
| 1   | High   |                                 |              |                     |    |    |    |    |    |        |          |           |        |             |               |              |  |        |          |   |                   |      |   |        |                                 |  |                 |                                 |          |      |      |      |
| Register Availability   | <table><tr><th colspan="2">Status</th><th>Availability</th></tr><tr><td colspan="2">Normal Mode On, Idle Mode Off, Sleep Out</td><td>Yes</td></tr><tr><td colspan="2">Normal Mode On, Idle Mode On, Sleep Out</td><td>Yes</td></tr><tr><td colspan="2">Partial Mode On, Idle Mode Off, Sleep Out</td><td>Yes</td></tr><tr><td colspan="2">Partial Mode On, Idle Mode On, Sleep Out</td><td>Yes</td></tr><tr><td colspan="2">Sleep In</td><td>Yes</td></tr></table> |                                 |              |                     |    |    |    |    |    |        |          |           |        | Status      |               | Availability | Normal Mode On, Idle Mode Off, Sleep Out |        | Yes      | Normal Mode On, Idle Mode On, Sleep Out |                   | Yes  | Partial Mode On, Idle Mode Off, Sleep Out |        | Yes                             | Partial Mode On, Idle Mode On, Sleep Out |                 | Yes                             | Sleep In |      | Yes  |      |
|   | Status   |                                 | Availability |                     |    |    |    |    |    |        |          |           |        |             |               |              |  |        |          |   |                   |      |   |        |                                 |  |                 |                                 |          |      |      |      |
|   | Normal Mode On, Idle Mode Off, Sleep Out   |                                 | Yes          |                     |    |    |    |    |    |        |          |           |        |             |               |              |  |        |          |   |                   |      |   |        |                                 |  |                 |                                 |          |      |      |      |
|   | Normal Mode On, Idle Mode On, Sleep Out  |                                 | Yes          |                     |    |    |    |    |    |        |          |           |        |             |               |              |  |        |          |   |                   |      |   |        |                                 |  |                 |                                 |          |      |      |      |
|   | Partial Mode On, Idle Mode Off, Sleep Out  |                                 | Yes          |                     |    |    |    |    |    |        |          |           |        |             |               |              |  |        |          |   |                   |      |   |        |                                 |  |                 |                                 |          |      |      |      |
|   | Partial Mode On, Idle Mode On, Sleep Out   |                                 | Yes          |                     |    |    |    |    |    |        |          |           |        |             |               |              |  |        |          |   |                   |      |   |        |                                 |  |                 |                                 |          |      |      |      |
| Sleep In  |  | Yes                             |              |                     |    |    |    |    |    |        |          |           |        |             |               |              |  |        |          |   |                   |      |   |        |                                 |  |                 |                                 |          |      |      |      |
| Default   | <table><tr><th rowspan="2">Status</th><th colspan="3">Default Value</th></tr><tr><th>LEDONR</th><th>LEDONPOL</th><th>LEDPWMPOL</th></tr><tr><td>Power On Sequence</td><td>1'b0</td><td>1'b0</td><td>1'b0</td></tr><tr><td>SW Reset</td><td>No change</td><td>No change</td><td>No change</td></tr><tr><td>HW Reset</td><td>1'b0</td><td>1'b0</td><td>1'b0</td></tr></table>  |                                 |              |                     |    |    |    |    |    |        |          |           |        | Status      | Default Value |              |  | LEDONR | LEDONPOL | LEDPWMPOL                               | Power On Sequence | 1'b0 | 1'b0                                      | 1'b0   | SW Reset                        | No change                                | No change       | No change                       | HW Reset | 1'b0 | 1'b0 | 1'b0 |
|   | Status   | Default Value                   |              |                     |    |    |    |    |    |        |          |           |        |             |               |              |  |        |          |   |                   |      |   |        |                                 |  |                 |                                 |          |      |      |      |
|   |  | LEDONR                          | LEDONPOL     | LEDPWMPOL           |    |    |    |    |    |        |          |           |        |             |               |              |  |        |          |   |                   |      |   |        |                                 |  |                 |                                 |          |      |      |      |
|   | Power On Sequence  | 1'b0                            | 1'b0         | 1'b0                |    |    |    |    |    |        |          |           |        |             |               |              |  |        |          |   |                   |      |   |        |                                 |  |                 |                                 |          |      |      |      |
|   | SW Reset   | No change                       | No change    | No change           |    |    |    |    |    |        |          |           |        |             |               |              |  |        |          |   |                   |      |   |        |                                 |  |                 |                                 |          |      |      |      |
| HW Reset  | 1'b0   | 1'b0                            | 1'b0         |                     |    |    |    |    |    |        |          |           |        |             |               |              |  |        |          |   |                   |      |   |        |                                 |  |                 |                                 |          |      |      |      |

**8.3.16. Power Control 1 (C0h)**

| C0h                       | PWCTRL 1 (Power Control 1)  |  |     |       |   |    |                    |           |           |    |    |    |    |     |        |        |               |  |           |   |        |   |        |  |        |          |     |
|---------------------------|---|--|-----|-------|---|----|--------------------|-----------|-----------|----|----|----|----|-----|--------|--------|---------------|--|-----------|---|--------|---|--------|--|--------|----------|-----|
|                           | D/CX  | RDX  | WRX | D17-8 |   | D7 | D6                 | D5        | D4        | D3 | D2 | D1 | D0 | HEX |        |        |               |  |           |   |        |   |        |  |        |          |     |
| Command                   | 0   | 1  | ↑   | XX    |   | 1  | 1                  | 0         | 0         | 0  | 0  | 0  | 0  | C0h |        |        |               |  |           |   |        |   |        |  |        |          |     |
| 1 <sup>st</sup> Parameter | 1   | 1  | ↑   | XX    |   | 0  | 0                  | VRH [5:0] |           |    |    |    |    | 21  |        |        |               |  |           |   |        |   |        |  |        |          |     |
| Description               | VRH [5:0]: Set the GVDD level, which is a reference level for the VCOM level and the grayscale voltage level. |  |     |       |   |    |                    |           |           |    |    |    |    |     |        |        |               |  |           |   |        |   |        |  |        |          |     |
|                           | VRH [5:0]   |  |     |       |   |    | GVDD               |           | VRH [5:0] |    |    |    |    |     | GVDD   |        |               |  |           |   |        |   |        |  |        |          |     |
|                           | 0   | 0  | 0   | 0     | 0 | 0  | Setting prohibited |           | 1         | 0  | 0  | 0  | 0  | 0   | 4.45 V |        |               |  |           |   |        |   |        |  |        |          |     |
|                           | 0   | 0  | 0   | 0     | 0 | 1  | Setting prohibited |           | 1         | 0  | 0  | 0  | 0  | 1   | 4.50 V |        |               |  |           |   |        |   |        |  |        |          |     |
|                           | 0   | 0  | 0   | 0     | 1 | 0  | Setting prohibited |           | 1         | 0  | 0  | 0  | 1  | 0   | 4.55 V |        |               |  |           |   |        |   |        |  |        |          |     |
|                           | 0   | 0  | 0   | 0     | 1 | 1  | 3.00 V             |           | 1         | 0  | 0  | 0  | 1  | 1   | 4.60 V |        |               |  |           |   |        |   |        |  |        |          |     |
|                           | 0   | 0  | 0   | 1     | 0 | 0  | 3.05 V             |           | 1         | 0  | 0  | 1  | 0  | 0   | 4.65 V |        |               |  |           |   |        |   |        |  |        |          |     |
|                           | 0   | 0  | 0   | 1     | 0 | 1  | 3.10 V             |           | 1         | 0  | 0  | 1  | 0  | 1   | 4.70 V |        |               |  |           |   |        |   |        |  |        |          |     |
|                           | 0   | 0  | 0   | 1     | 1 | 0  | 3.15 V             |           | 1         | 0  | 0  | 1  | 1  | 0   | 4.75 V |        |               |  |           |   |        |   |        |  |        |          |     |
|                           | 0   | 0  | 0   | 1     | 1 | 1  | 3.20 V             |           | 1         | 0  | 0  | 1  | 1  | 1   | 4.80 V |        |               |  |           |   |        |   |        |  |        |          |     |
|                           | 0   | 0  | 1   | 0     | 0 | 0  | 3.25 V             |           | 1         | 0  | 1  | 0  | 0  | 0   | 4.85 V |        |               |  |           |   |        |   |        |  |        |          |     |
|                           | 0   | 0  | 1   | 0     | 0 | 1  | 3.30 V             |           | 1         | 0  | 1  | 0  | 0  | 1   | 4.90 V |        |               |  |           |   |        |   |        |  |        |          |     |
|                           | 0   | 0  | 1   | 0     | 1 | 0  | 3.35 V             |           | 1         | 0  | 1  | 0  | 1  | 0   | 4.95 V |        |               |  |           |   |        |   |        |  |        |          |     |
|                           | 0   | 0  | 1   | 0     | 1 | 1  | 3.40 V             |           | 1         | 0  | 1  | 0  | 1  | 1   | 5.00 V |        |               |  |           |   |        |   |        |  |        |          |     |
|                           | 0   | 0  | 1   | 1     | 0 | 0  | 3.45 V             |           | 1         | 0  | 1  | 1  | 0  | 0   | 5.05 V |        |               |  |           |   |        |   |        |  |        |          |     |
|                           | 0   | 0  | 1   | 1     | 0 | 1  | 3.50 V             |           | 1         | 0  | 1  | 1  | 0  | 1   | 5.10 V |        |               |  |           |   |        |   |        |  |        |          |     |
|                           | 0   | 0  | 1   | 1     | 1 | 0  | 3.55 V             |           | 1         | 0  | 1  | 1  | 1  | 0   | 5.15 V |        |               |  |           |   |        |   |        |  |        |          |     |
|                           | 0   | 0  | 1   | 1     | 1 | 1  | 3.60 V             |           | 1         | 0  | 1  | 1  | 1  | 1   | 5.20 V |        |               |  |           |   |        |   |        |  |        |          |     |
|                           | 0   | 1  | 0   | 0     | 0 | 0  | 3.65 V             |           | 1         | 1  | 0  | 0  | 0  | 0   | 5.25 V |        |               |  |           |   |        |   |        |  |        |          |     |
|                           | 0   | 1  | 0   | 0     | 0 | 1  | 3.70 V             |           | 1         | 1  | 0  | 0  | 0  | 1   | 5.30 V |        |               |  |           |   |        |   |        |  |        |          |     |
|                           | 0   | 1  | 0   | 0     | 1 | 0  | 3.75 V             |           | 1         | 1  | 0  | 0  | 1  | 0   | 5.35 V |        |               |  |           |   |        |   |        |  |        |          |     |
|                           | 0   | 1  | 0   | 0     | 1 | 1  | 3.80 V             |           | 1         | 1  | 0  | 0  | 1  | 1   | 5.40 V |        |               |  |           |   |        |   |        |  |        |          |     |
|                           | 0   | 1  | 0   | 1     | 0 | 0  | 3.85 V             |           | 1         | 1  | 0  | 1  | 0  | 0   | 5.45 V |        |               |  |           |   |        |   |        |  |        |          |     |
|                           | 0   | 1  | 0   | 1     | 0 | 1  | 3.90 V             |           | 1         | 1  | 0  | 1  | 0  | 1   | 5.50 V |        |               |  |           |   |        |   |        |  |        |          |     |
|                           | 0   | 1  | 0   | 1     | 1 | 0  | 3.95 V             |           | 1         | 1  | 0  | 1  | 1  | 0   | 5.55 V |        |               |  |           |   |        |   |        |  |        |          |     |
|                           | 0   | 1  | 0   | 1     | 1 | 1  | 4.00 V             |           | 1         | 1  | 0  | 1  | 1  | 1   | 5.60 V |        |               |  |           |   |        |   |        |  |        |          |     |
|                           | 0   | 1  | 1   | 0     | 0 | 0  | 4.05 V             |           | 1         | 1  | 1  | 0  | 0  | 0   | 5.65 V |        |               |  |           |   |        |   |        |  |        |          |     |
|                           | 0   | 1  | 1   | 0     | 0 | 1  | 4.10 V             |           | 1         | 1  | 1  | 0  | 0  | 1   | 5.70 V |        |               |  |           |   |        |   |        |  |        |          |     |
|                           | 0   | 1  | 1   | 0     | 1 | 0  | 4.15 V             |           | 1         | 1  | 1  | 0  | 1  | 0   | 5.75 V |        |               |  |           |   |        |   |        |  |        |          |     |
|                           | 0   | 1  | 1   | 0     | 1 | 1  | 4.20 V             |           | 1         | 1  | 1  | 0  | 1  | 1   | 5.80 V |        |               |  |           |   |        |   |        |  |        |          |     |
|                           | 0   | 1  | 1   | 1     | 0 | 0  | 4.25 V             |           | 1         | 1  | 1  | 1  | 0  | 0   | 5.85 V |        |               |  |           |   |        |   |        |  |        |          |     |
|                           | 0   | 1  | 1   | 1     | 0 | 1  | 4.30 V             |           | 1         | 1  | 1  | 1  | 0  | 1   | 5.90 V |        |               |  |           |   |        |   |        |  |        |          |     |
|                           | 0   | 1  | 1   | 1     | 1 | 0  | 4.35 V             |           | 1         | 1  | 1  | 1  | 1  | 0   | 5.95 V |        |               |  |           |   |        |   |        |  |        |          |     |
|                           | 0   | 1  | 1   | 1     | 1 | 1  | 4.40 V             |           | 1         | 1  | 1  | 1  | 1  | 1   | 6.00 V |        |               |  |           |   |        |   |        |  |        |          |     |
|                           | Note1: Make sure that VC and VRH setting restriction: GVDD ≤ (DDVDH - 0.2) V.                                 |  |     |       |   |    |                    |           |           |    |    |    |    |     |        |        |               |  |           |   |        |   |        |  |        |          |     |
|                           | Restriction   | EXTC should be high to enable this command   |     |       |   |    |                    |           |           |    |    |    |    |     |        |        |               |  |           |   |        |   |        |  |        |          |     |
|                           | Register Availability   | <table><tr><th>Status</th><th>Availability</th></tr><tr><td>Normal Mode ON, Idle Mode OFF, Sleep OUT</td><td>Yes</td></tr><tr><td>Normal Mode ON, Idle Mode ON, Sleep OUT</td><td>Yes</td></tr><tr><td>Partial Mode ON, Idle Mode OFF, Sleep OUT</td><td>Yes</td></tr><tr><td>Partial Mode ON, Idle Mode ON, Sleep OUT</td><td>Yes</td></tr><tr><td>Sleep IN</td><td>Yes</td></tr></table> |     |       |   |    |                    |           |           |    |    |    |    |     |        | Status | Availability  | Normal Mode ON, Idle Mode OFF, Sleep OUT | Yes       | Normal Mode ON, Idle Mode ON, Sleep OUT | Yes    | Partial Mode ON, Idle Mode OFF, Sleep OUT | Yes    | Partial Mode ON, Idle Mode ON, Sleep OUT | Yes    | Sleep IN | Yes |
|                           | Status  | Availability   |     |       |   |    |                    |           |           |    |    |    |    |     |        |        |               |  |           |   |        |   |        |  |        |          |     |
|                           | Normal Mode ON, Idle Mode OFF, Sleep OUT  | Yes  |     |       |   |    |                    |           |           |    |    |    |    |     |        |        |               |  |           |   |        |   |        |  |        |          |     |
|                           | Normal Mode ON, Idle Mode ON, Sleep OUT   | Yes  |     |       |   |    |                    |           |           |    |    |    |    |     |        |        |               |  |           |   |        |   |        |  |        |          |     |
|                           | Partial Mode ON, Idle Mode OFF, Sleep OUT   | Yes  |     |       |   |    |                    |           |           |    |    |    |    |     |        |        |               |  |           |   |        |   |        |  |        |          |     |
|                           | Partial Mode ON, Idle Mode ON, Sleep OUT  | Yes  |     |       |   |    |                    |           |           |    |    |    |    |     |        |        |               |  |           |   |        |   |        |  |        |          |     |
|                           | Sleep IN  | Yes  |     |       |   |    |                    |           |           |    |    |    |    |     |        |        |               |  |           |   |        |   |        |  |        |          |     |
|                           | Default   | <table><tr><th>Status</th><th>Default Value</th></tr><tr><td></td><td>VRH [5:0]</td></tr><tr><td>Power ON Sequence</td><td>6'h21h</td></tr><tr><td>SW Reset</td><td>6'h21h</td></tr><tr><td>HW Reset</td><td>6'h21h</td></tr></table>  |     |       |   |    |                    |           |           |    |    |    |    |     |        | Status | Default Value |  | VRH [5:0] | Power ON Sequence                       | 6'h21h | SW Reset                                  | 6'h21h | HW Reset                                 | 6'h21h |          |     |
|                           | Status  | Default Value  |     |       |   |    |                    |           |           |    |    |    |    |     |        |        |               |  |           |   |        |   |        |  |        |          |     |
|                           |   | VRH [5:0]  |     |       |   |    |                    |           |           |    |    |    |    |     |        |        |               |  |           |   |        |   |        |  |        |          |     |
| Power ON Sequence         | 6'h21h  |  |     |       |   |    |                    |           |           |    |    |    |    |     |        |        |               |  |           |   |        |   |        |  |        |          |     |
| SW Reset                  | 6'h21h  |  |     |       |   |    |                    |           |           |    |    |    |    |     |        |        |               |  |           |   |        |   |        |  |        |          |     |
| HW Reset                  | 6'h21h  |  |     |       |   |    |                    |           |           |    |    |    |    |     |        |        |               |  |           |   |        |   |        |  |        |          |     |

### 8.3.17. Power Control 2 (C1h)

| C1h   | PWCTRL 2 (Power Control 2)   |              |          |         |         |          |    |    |    |          |    |    |     |          |               |              |  |        |          |   |          |        |   |         |          |  |   |     |          |   |     |   |         |          |   |   |   |          |
|---|--|--------------|----------|---------|---------|----------|----|----|----|----------|----|----|-----|----------|---------------|--------------|--|--------|----------|---|----------|--------|---|---------|----------|--|---|-----|----------|---|-----|---|---------|----------|---|---|---|----------|
|   | D/CX   | RDX          | WRX      | D17-8   | D7      | D6       | D5 | D4 | D3 | D2       | D1 | D0 | HEX |          |               |              |  |        |          |   |          |        |   |         |          |  |   |     |          |   |     |   |         |          |   |   |   |          |
| Command   | 0  | 1            | ↑        | XX      | 1       | 1        | 0  | 0  | 0  | 0        | 0  | 1  | C1h |          |               |              |  |        |          |   |          |        |   |         |          |  |   |     |          |   |     |   |         |          |   |   |   |          |
| Parameter   | 1  | 1            | ↑        | XX      | 0       | 0        | 0  | 0  | 0  | BT [2:0] |    | 10 |     |          |               |              |  |        |          |   |          |        |   |         |          |  |   |     |          |   |     |   |         |          |   |   |   |          |
| Description   | <b>BT [2:0]:</b> Sets the factor used in the step-up circuits.<br><br>Select the optimal step-up factor for the operating voltage. To reduce power consumption, set a smaller factor.  |              |          |         |         |          |    |    |    |          |    |    |     |          |               |              |  |        |          |   |          |        |   |         |          |  |   |     |          |   |     |   |         |          |   |   |   |          |
|   | <table><tr><th colspan="3">BT [2:0]</th><th>DDVDH</th><th>VGH</th><th>VGL</th></tr><tr><td>0</td><td>0</td><td>0</td><td rowspan="4">VCI x 2</td><td rowspan="2">VCI x 7</td><td>-VCI x 4</td></tr><tr><td>0</td><td>0</td><td>1</td><td>-VCI x 3</td></tr><tr><td>0</td><td>1</td><td>0</td><td rowspan="2">VCI x 6</td><td>-VCI x 4</td></tr><tr><td>0</td><td>1</td><td>1</td><td>-VCI x 3</td></tr></table>  |              |          |         |         |          |    |    |    |          |    |    |     | BT [2:0] |               |              | DDVDH                                    | VGH    | VGL      | 0                                       | 0        | 0      | VCI x 2                                   | VCI x 7 | -VCI x 4 | 0  | 0 | 1   | -VCI x 3 | 0 | 1   | 0 | VCI x 6 | -VCI x 4 | 0 | 1 | 1 | -VCI x 3 |
|   | BT [2:0]   |              |          | DDVDH   | VGH     | VGL      |    |    |    |          |    |    |     |          |               |              |  |        |          |   |          |        |   |         |          |  |   |     |          |   |     |   |         |          |   |   |   |          |
|   | 0  | 0            | 0        | VCI x 2 | VCI x 7 | -VCI x 4 |    |    |    |          |    |    |     |          |               |              |  |        |          |   |          |        |   |         |          |  |   |     |          |   |     |   |         |          |   |   |   |          |
|   | 0  | 0            | 1        |         |         | -VCI x 3 |    |    |    |          |    |    |     |          |               |              |  |        |          |   |          |        |   |         |          |  |   |     |          |   |     |   |         |          |   |   |   |          |
|   | 0  | 1            | 0        |         | VCI x 6 | -VCI x 4 |    |    |    |          |    |    |     |          |               |              |  |        |          |   |          |        |   |         |          |  |   |     |          |   |     |   |         |          |   |   |   |          |
| 0   | 1  | 1            | -VCI x 3 |         |         |          |    |    |    |          |    |    |     |          |               |              |  |        |          |   |          |        |   |         |          |  |   |     |          |   |     |   |         |          |   |   |   |          |
| Note1: Make sure that DDVDH setting restriction: $DDVDH \leq 5.8\text{ V}$ .      |  |              |          |         |         |          |    |    |    |          |    |    |     |          |               |              |  |        |          |   |          |        |   |         |          |  |   |     |          |   |     |   |         |          |   |   |   |          |
| 2: Make sure that VGH and VGL setting restriction: $VGH - VGL \leq 28\text{ V}$ . |  |              |          |         |         |          |    |    |    |          |    |    |     |          |               |              |  |        |          |   |          |        |   |         |          |  |   |     |          |   |     |   |         |          |   |   |   |          |
|   |  |              |          |         |         |          |    |    |    |          |    |    |     |          |               |              |  |        |          |   |          |        |   |         |          |  |   |     |          |   |     |   |         |          |   |   |   |          |
| Restriction   | EXTC should be high to enable this command   |              |          |         |         |          |    |    |    |          |    |    |     |          |               |              |  |        |          |   |          |        |   |         |          |  |   |     |          |   |     |   |         |          |   |   |   |          |
| Register Availability   | <table><tr><th colspan="2">Status</th><th>Availability</th></tr><tr><td colspan="2">Normal Mode ON, Idle Mode OFF, Sleep OUT</td><td>Yes</td></tr><tr><td colspan="2">Normal Mode ON, Idle Mode ON, Sleep OUT</td><td>Yes</td></tr><tr><td colspan="2">Partial Mode ON, Idle Mode OFF, Sleep OUT</td><td>Yes</td></tr><tr><td colspan="2">Partial Mode ON, Idle Mode ON, Sleep OUT</td><td>Yes</td></tr><tr><td colspan="2">Sleep IN</td><td>Yes</td></tr></table> |              |          |         |         |          |    |    |    |          |    |    |     | Status   |               | Availability | Normal Mode ON, Idle Mode OFF, Sleep OUT |        | Yes      | Normal Mode ON, Idle Mode ON, Sleep OUT |          | Yes    | Partial Mode ON, Idle Mode OFF, Sleep OUT |         | Yes      | Partial Mode ON, Idle Mode ON, Sleep OUT |   | Yes | Sleep IN |   | Yes |   |         |          |   |   |   |          |
| Status  |  | Availability |          |         |         |          |    |    |    |          |    |    |     |          |               |              |  |        |          |   |          |        |   |         |          |  |   |     |          |   |     |   |         |          |   |   |   |          |
| Normal Mode ON, Idle Mode OFF, Sleep OUT  |  | Yes          |          |         |         |          |    |    |    |          |    |    |     |          |               |              |  |        |          |   |          |        |   |         |          |  |   |     |          |   |     |   |         |          |   |   |   |          |
| Normal Mode ON, Idle Mode ON, Sleep OUT   |  | Yes          |          |         |         |          |    |    |    |          |    |    |     |          |               |              |  |        |          |   |          |        |   |         |          |  |   |     |          |   |     |   |         |          |   |   |   |          |
| Partial Mode ON, Idle Mode OFF, Sleep OUT   |  | Yes          |          |         |         |          |    |    |    |          |    |    |     |          |               |              |  |        |          |   |          |        |   |         |          |  |   |     |          |   |     |   |         |          |   |   |   |          |
| Partial Mode ON, Idle Mode ON, Sleep OUT  |  | Yes          |          |         |         |          |    |    |    |          |    |    |     |          |               |              |  |        |          |   |          |        |   |         |          |  |   |     |          |   |     |   |         |          |   |   |   |          |
| Sleep IN  |  | Yes          |          |         |         |          |    |    |    |          |    |    |     |          |               |              |  |        |          |   |          |        |   |         |          |  |   |     |          |   |     |   |         |          |   |   |   |          |
| Default   | <table><tr><th rowspan="2">Status</th><th>Default Value</th></tr><tr><th>BT [2:0]</th></tr><tr><td>Power ON Sequence</td><td>3'b000</td></tr><tr><td>SW Reset</td><td>3'b000</td></tr><tr><td>HW Reset</td><td>3'b000</td></tr></table>  |              |          |         |         |          |    |    |    |          |    |    |     | Status   | Default Value | BT [2:0]     | Power ON Sequence                        | 3'b000 | SW Reset | 3'b000                                  | HW Reset | 3'b000 |   |         |          |  |   |     |          |   |     |   |         |          |   |   |   |          |
| Status  | Default Value  |              |          |         |         |          |    |    |    |          |    |    |     |          |               |              |  |        |          |   |          |        |   |         |          |  |   |     |          |   |     |   |         |          |   |   |   |          |
|   | BT [2:0]   |              |          |         |         |          |    |    |    |          |    |    |     |          |               |              |  |        |          |   |          |        |   |         |          |  |   |     |          |   |     |   |         |          |   |   |   |          |
| Power ON Sequence   | 3'b000   |              |          |         |         |          |    |    |    |          |    |    |     |          |               |              |  |        |          |   |          |        |   |         |          |  |   |     |          |   |     |   |         |          |   |   |   |          |
| SW Reset  | 3'b000   |              |          |         |         |          |    |    |    |          |    |    |     |          |               |              |  |        |          |   |          |        |   |         |          |  |   |     |          |   |     |   |         |          |   |   |   |          |
| HW Reset  | 3'b000   |              |          |         |         |          |    |    |    |          |    |    |     |          |               |              |  |        |          |   |          |        |   |         |          |  |   |     |          |   |     |   |         |          |   |   |   |          |

**8.3.18. VCOM Control 1(C5h)**

| C5h                       | VMCTRL1 (VCOM Control 1)           |     |          |       |           |           |          |    |           |    |          |    |           |  |          |  |
|---------------------------|------------------------------------|-----|----------|-------|-----------|-----------|----------|----|-----------|----|----------|----|-----------|--|----------|--|
|                           | D/CX                               | RDX | WRX      | D17-8 | D7        | D6        | D5       | D4 | D3        | D2 | D1       | D0 | HEX       |  |          |  |
| Command                   | 0                                  | 1   | ↑        | XX    | 1         | 1         | 0        | 0  | 0         | 1  | 0        | 1  | C5h       |  |          |  |
| 1 <sup>st</sup> Parameter | 1                                  | 1   | ↑        | XX    | 0         | VMH [6:0] |          |    |           |    |          |    | 31        |  |          |  |
| 2 <sup>nd</sup> Parameter | 1                                  | 1   | ↑        | XX    | 0         | VML [6:0] |          |    |           |    |          |    | 3C        |  |          |  |
| Description               | VMH [6:0] : Set the VCOMH voltage. |     |          |       |           |           |          |    |           |    |          |    |           |  |          |  |
|                           | VMH [6:0]                          |     | VCOMH(V) |       | VMH [6:0] |           | VCOMH(V) |    | VMH [6:0] |    | VCOMH(V) |    | VMH [6:0] |  | VCOMH(V) |  |
|                           | 0000000                            |     | 2.700    |       | 0100000   |           | 3.500    |    | 1000000   |    | 4.300    |    | 1100000   |  | 5.100    |  |
|                           | 0000001                            |     | 2.725    |       | 0100001   |           | 3.525    |    | 1000001   |    | 4.325    |    | 1100001   |  | 5.125    |  |
|                           | 0000010                            |     | 2.750    |       | 0100010   |           | 3.550    |    | 1000010   |    | 4.350    |    | 1100010   |  | 5.150    |  |
|                           | 0000011                            |     | 2.775    |       | 0100011   |           | 3.575    |    | 1000011   |    | 4.375    |    | 1100011   |  | 5.175    |  |
|                           | 0000100                            |     | 2.800    |       | 0100100   |           | 3.600    |    | 1000100   |    | 4.400    |    | 1100100   |  | 5.200    |  |
|                           | 0000101                            |     | 2.825    |       | 0100101   |           | 3.625    |    | 1000101   |    | 4.425    |    | 1100101   |  | 5.225    |  |
|                           | 0000110                            |     | 2.850    |       | 0100110   |           | 3.650    |    | 1000110   |    | 4.450    |    | 1100110   |  | 5.250    |  |
|                           | 0000111                            |     | 2.875    |       | 0100111   |           | 3.675    |    | 1000111   |    | 4.475    |    | 1100111   |  | 5.275    |  |
|                           | 0001000                            |     | 2.900    |       | 0101000   |           | 3.700    |    | 1001000   |    | 4.500    |    | 1101000   |  | 5.300    |  |
|                           | 0001001                            |     | 2.925    |       | 0101001   |           | 3.725    |    | 1001001   |    | 4.525    |    | 1101001   |  | 5.325    |  |
|                           | 0001010                            |     | 2.950    |       | 0101010   |           | 3.750    |    | 1001010   |    | 4.550    |    | 1101010   |  | 5.350    |  |
|                           | 0001011                            |     | 2.975    |       | 0101011   |           | 3.775    |    | 1001011   |    | 4.575    |    | 1101011   |  | 5.375    |  |
|                           | 0001100                            |     | 3.000    |       | 0101100   |           | 3.800    |    | 1001100   |    | 4.600    |    | 1101100   |  | 5.400    |  |
|                           | 0001101                            |     | 3.025    |       | 0101101   |           | 3.825    |    | 1001101   |    | 4.625    |    | 1101101   |  | 5.425    |  |
|                           | 0001110                            |     | 3.050    |       | 0101110   |           | 3.850    |    | 1001110   |    | 4.650    |    | 1101110   |  | 5.450    |  |
|                           | 0001111                            |     | 3.075    |       | 0101111   |           | 3.875    |    | 1001111   |    | 4.675    |    | 1101111   |  | 5.475    |  |
|                           | 0010000                            |     | 3.100    |       | 0110000   |           | 3.900    |    | 1010000   |    | 4.700    |    | 1110000   |  | 5.500    |  |
|                           | 0010001                            |     | 3.125    |       | 0110001   |           | 3.925    |    | 1010001   |    | 4.725    |    | 1110001   |  | 5.525    |  |
|                           | 0010010                            |     | 3.150    |       | 0110010   |           | 3.950    |    | 1010010   |    | 4.750    |    | 1110010   |  | 5.550    |  |
|                           | 0010011                            |     | 3.175    |       | 0110011   |           | 3.975    |    | 1010011   |    | 4.775    |    | 1110011   |  | 5.575    |  |
|                           | 0010100                            |     | 3.200    |       | 0110100   |           | 4.000    |    | 1010100   |    | 4.800    |    | 1110100   |  | 5.600    |  |
|                           | 0010101                            |     | 3.225    |       | 0110101   |           | 4.025    |    | 1010101   |    | 4.825    |    | 1110101   |  | 5.625    |  |
|                           | 0010110                            |     | 3.250    |       | 0110110   |           | 4.050    |    | 1010110   |    | 4.850    |    | 1110110   |  | 5.650    |  |
|                           | 0010111                            |     | 3.275    |       | 0110111   |           | 4.075    |    | 1010111   |    | 4.875    |    | 1110111   |  | 5.675    |  |
|                           | 0011000                            |     | 3.300    |       | 0111000   |           | 4.100    |    | 1011000   |    | 4.900    |    | 1111000   |  | 5.700    |  |
|                           | 0011001                            |     | 3.325    |       | 0111001   |           | 4.125    |    | 1011001   |    | 4.925    |    | 1111001   |  | 5.725    |  |
|                           | 0011010                            |     | 3.350    |       | 0111010   |           | 4.150    |    | 1011010   |    | 4.950    |    | 1111010   |  | 5.750    |  |
|                           | 0011011                            |     | 3.375    |       | 0111011   |           | 4.175    |    | 1011011   |    | 4.975    |    | 1111011   |  | 5.775    |  |
|                           | 0011100                            |     | 3.400    |       | 0111100   |           | 4.200    |    | 1011100   |    | 5.000    |    | 1111100   |  | 5.800    |  |
|                           | 0011101                            |     | 3.425    |       | 0111101   |           | 4.225    |    | 1011101   |    | 5.025    |    | 1111101   |  | 5.825    |  |
|                           | 0011110                            |     | 3.450    |       | 0111110   |           | 4.250    |    | 1011110   |    | 5.050    |    | 1111110   |  | 5.850    |  |
|                           | 0011111                            |     | 3.475    |       | 0111111   |           | 4.275    |    | 1011111   |    | 5.075    |    | 1111111   |  | 5.875    |  |
|                           | VML [6:0] : Set the VCOML voltage  |     |          |       |           |           |          |    |           |    |          |    |           |  |          |  |
|                           | VML [6:0]                          |     | VCOML(V) |       | VML [6:0] |           | VCOML(V) |    | VML [6:0] |    | VCOML(V) |    | VML [6:0] |  | VCOML(V) |  |
|                           | 0000000                            |     | -2.500   |       | 0100000   |           | -1.700   |    | 1000000   |    | -0.900   |    | 1100000   |  | -0.100   |  |
|                           | 0000001                            |     | -2.475   |       | 0100001   |           | -1.675   |    | 1000001   |    | -0.875   |    | 1100001   |  | -0.075   |  |
|                           | 0000010                            |     | -2.450   |       | 0100010   |           | -1.650   |    | 1000010   |    | -0.850   |    | 1100010   |  | -0.050   |  |
|                           | 0000011                            |     | -2.425   |       | 0100011   |           | -1.625   |    | 1000011   |    | -0.825   |    | 1100011   |  | -0.025   |  |
|                           | 0000100                            |     | -2.400   |       | 0100100   |           | -1.600   |    | 1000100   |    | -0.800   |    | 1100100   |  | 0        |  |
|                           | 0000101                            |     | -2.375   |       | 0100101   |           | -1.575   |    | 1000101   |    | -0.775   |    | 1100101   |  | Reserved |  |
|                           | 0000110                            |     | -2.350   |       | 0100110   |           | -1.550   |    | 1000110   |    | -0.750   |    | 1100110   |  | Reserved |  |
|                           | 0000111                            |     | -2.325   |       | 0100111   |           | -1.525   |    | 1000111   |    | -0.725   |    | 1100111   |  | Reserved |  |
|                           | 0001000                            |     | -2.300   |       | 0101000   |           | -1.500   |    | 1001000   |    | -0.700   |    | 1101000   |  | Reserved |  |
|                           | 0001001                            |     | -2.275   |       | 0101001   |           | -1.475   |    | 1001001   |    | -0.675   |    | 1101001   |  | Reserved |  |
|                           | 0001010                            |     | -2.250   |       | 0101010   |           | -1.450   |    | 1001010   |    | -0.650   |    | 1101010   |  | Reserved |  |
|                           | 0001011                            |     | -2.225   |       | 0101011   |           | -1.425   |    | 1001011   |    | -0.625   |    | 1101011   |  | Reserved |  |
|                           | 0001100                            |     | -2.200   |       | 0101100   |           | -1.400   |    | 1001100   |    | -0.600   |    | 1101100   |  | Reserved |  |
|                           | 0001101                            |     | -2.175   |       | 0101101   |           | -1.375   |    | 1001101   |    | -0.575   |    | 1101101   |  | Reserved |  |
|                           | 0001110                            |     | -2.150   |       | 0101110   |           | -1.350   |    | 1001110   |    | -0.550   |    | 1101110   |  | Reserved |  |
|                           | 0001111                            |     | -2.125   |       | 0101111   |           | -1.325   |    | 1001111   |    | -0.525   |    | 1101111   |  | Reserved |  |
|                           | 0010000                            |     | -2.100   |       | 0110000   |           | -1.300   |    | 1010000   |    | -0.500   |    | 1110000   |  | Reserved |  |
|                           | 0010001                            |     | -2.075   |       | 0110001   |           | -1.275   |    | 1010001   |    | -0.475   |    | 1110001   |  | Reserved |  |
|                           | 0010010                            |     | -2.050   |       | 0110010   |           | -1.250   |    | 1010010   |    | -0.450   |    | 1110010   |  | Reserved |  |
|                           | 0010011                            |     | -2.025   |       | 0110011   |           | -1.225   |    | 1010011   |    | -0.425   |    | 1110011   |  | Reserved |  |

|   | 0010100  | -2.000    | 0110100 | -1.200 | 1010100 | -0.400 | 1110100 | Reserved |        |               |  |           |   |                   |   |       |  |       |          |         |       |       |
|---|--|-----------|---------|--------|---------|--------|---------|----------|--------|---------------|--|-----------|---|-------------------|---|-------|--|-------|----------|---------|-------|-------|
|   | 0010101  | -1.975    | 0110101 | -1.175 | 1010101 | -0.375 | 1110101 | Reserved |        |               |  |           |   |                   |   |       |  |       |          |         |       |       |
|   | 0010110  | -1.950    | 0110110 | -1.150 | 1010110 | -0.350 | 1110110 | Reserved |        |               |  |           |   |                   |   |       |  |       |          |         |       |       |
|   | 0010111  | -1.925    | 0110111 | -1.125 | 1010111 | -0.325 | 1110111 | Reserved |        |               |  |           |   |                   |   |       |  |       |          |         |       |       |
|   | 0011000  | -1.900    | 0111000 | -1.100 | 1011000 | -0.300 | 1111000 | Reserved |        |               |  |           |   |                   |   |       |  |       |          |         |       |       |
|   | 0011001  | -1.875    | 0111001 | -1.075 | 1011001 | -0.275 | 1111001 | Reserved |        |               |  |           |   |                   |   |       |  |       |          |         |       |       |
|   | 0011010  | -1.850    | 0111010 | -1.050 | 1011010 | -0.250 | 1111010 | Reserved |        |               |  |           |   |                   |   |       |  |       |          |         |       |       |
|   | 0011011  | -1.825    | 0111011 | -1.025 | 1011011 | -0.225 | 1111011 | Reserved |        |               |  |           |   |                   |   |       |  |       |          |         |       |       |
|   | 0011100  | -1.800    | 0111100 | -1.000 | 1011100 | -0.200 | 1111100 | Reserved |        |               |  |           |   |                   |   |       |  |       |          |         |       |       |
|   | 0011101  | -1.775    | 0111101 | -0.975 | 1011101 | -0.175 | 1111101 | Reserved |        |               |  |           |   |                   |   |       |  |       |          |         |       |       |
|   | 0011110  | -1.750    | 0111110 | -0.950 | 1011110 | -0.150 | 1111110 | Reserved |        |               |  |           |   |                   |   |       |  |       |          |         |       |       |
|   | 0011111  | -1.725    | 0111111 | -0.925 | 1011111 | -0.125 | 1111111 | Reserved |        |               |  |           |   |                   |   |       |  |       |          |         |       |       |
| Restriction                               | EXTC should be high to enable this command   |           |         |        |         |        |         |          |        |               |  |           |   |                   |   |       |  |       |          |         |       |       |
| Register Availability                     | <table><tr><th>Status</th><th>Availability</th></tr><tr><td>Normal Mode ON, Idle Mode OFF, Sleep OUT</td><td>Yes</td></tr><tr><td>Normal Mode ON, Idle Mode ON, Sleep OUT</td><td>Yes</td></tr><tr><td>Partial Mode ON, Idle Mode OFF, Sleep OUT</td><td>Yes</td></tr><tr><td>Partial Mode ON, Idle Mode ON, Sleep OUT</td><td>Yes</td></tr><tr><td>Sleep IN</td><td>Yes</td></tr></table> |           |         |        |         |        |         |          | Status | Availability  | Normal Mode ON, Idle Mode OFF, Sleep OUT | Yes       | Normal Mode ON, Idle Mode ON, Sleep OUT | Yes               | Partial Mode ON, Idle Mode OFF, Sleep OUT | Yes   | Partial Mode ON, Idle Mode ON, Sleep OUT | Yes   | Sleep IN | Yes     |       |       |
| Status                                    | Availability   |           |         |        |         |        |         |          |        |               |  |           |   |                   |   |       |  |       |          |         |       |       |
| Normal Mode ON, Idle Mode OFF, Sleep OUT  | Yes  |           |         |        |         |        |         |          |        |               |  |           |   |                   |   |       |  |       |          |         |       |       |
| Normal Mode ON, Idle Mode ON, Sleep OUT   | Yes  |           |         |        |         |        |         |          |        |               |  |           |   |                   |   |       |  |       |          |         |       |       |
| Partial Mode ON, Idle Mode OFF, Sleep OUT | Yes  |           |         |        |         |        |         |          |        |               |  |           |   |                   |   |       |  |       |          |         |       |       |
| Partial Mode ON, Idle Mode ON, Sleep OUT  | Yes  |           |         |        |         |        |         |          |        |               |  |           |   |                   |   |       |  |       |          |         |       |       |
| Sleep IN                                  | Yes  |           |         |        |         |        |         |          |        |               |  |           |   |                   |   |       |  |       |          |         |       |       |
| Default                                   | <table><tr><th rowspan="2">Status</th><th colspan="2">Default Value</th></tr><tr><th>VMH [6:0]</th><th>VML [6:0]</th></tr><tr><td>Power ON Sequence</td><td>7'h31</td><td>7'h3C</td></tr><tr><td>SW Reset</td><td>7'h31</td><td>7'h3C</td></tr><tr><td>HW Rest</td><td>7'h31</td><td>7'h3C</td></tr></table>   |           |         |        |         |        |         |          | Status | Default Value |  | VMH [6:0] | VML [6:0]                               | Power ON Sequence | 7'h31                                     | 7'h3C | SW Reset                                 | 7'h31 | 7'h3C    | HW Rest | 7'h31 | 7'h3C |
| Status                                    | Default Value  |           |         |        |         |        |         |          |        |               |  |           |   |                   |   |       |  |       |          |         |       |       |
|   | VMH [6:0]  | VML [6:0] |         |        |         |        |         |          |        |               |  |           |   |                   |   |       |  |       |          |         |       |       |
| Power ON Sequence                         | 7'h31  | 7'h3C     |         |        |         |        |         |          |        |               |  |           |   |                   |   |       |  |       |          |         |       |       |
| SW Reset                                  | 7'h31  | 7'h3C     |         |        |         |        |         |          |        |               |  |           |   |                   |   |       |  |       |          |         |       |       |
| HW Rest                                   | 7'h31  | 7'h3C     |         |        |         |        |         |          |        |               |  |           |   |                   |   |       |  |       |          |         |       |       |

**8.3.19. VCOM Control 2(C7h)**

| C7h         | VMCTRL1 (VCOM Control 1)   |          |          |         |          |           |    |    |    |    |    |    |     |
|-------------|--|----------|----------|---------|----------|-----------|----|----|----|----|----|----|-----|
|             | D/CX   | RDX      | WRX      | D17-8   | D7       | D6        | D5 | D4 | D3 | D2 | D1 | D0 | HEX |
| Command     | 0  | 1        | ↑        | XX      | 1        | 1         | 0  | 0  | 0  | 1  | 1  | 1  | C7h |
| Parameter   | 1  | 1        | ↑        | XX      | nVM      | VMF [6:0] |    |    |    |    |    |    | C0  |
| Description | <b>nVM:</b> nVM equals to “0” after power on reset and VCOM offset equals to program MTP value. When nVM set to “1”, setting of VMF [6:0] becomes valid and VCOMH/VCOML can be adjusted. |          |          |         |          |           |    |    |    |    |    |    |     |
|             | <b>VMF [6:0]:</b> Set the VCOM offset voltage.   |          |          |         |          |           |    |    |    |    |    |    |     |
|             | VMF[6:0]   | VCOMH    | VCOML    |         |          |           |    |    |    |    |    |    |     |
|             | 0000000  | VMH      | VML      | 1000000 | VMH      | VML       |    |    |    |    |    |    |     |
|             | 0000001  | VMH – 63 | VML – 63 | 1000001 | VMH + 1  | VML + 1   |    |    |    |    |    |    |     |
|             | 0000010  | VMH – 62 | VML – 62 | 1000010 | VMH + 2  | VML + 2   |    |    |    |    |    |    |     |
|             | 0000011  | VMH – 61 | VML – 61 | 1000011 | VMH + 3  | VML + 3   |    |    |    |    |    |    |     |
|             | 0000100  | VMH – 60 | VML – 60 | 1000100 | VMH + 4  | VML + 4   |    |    |    |    |    |    |     |
|             | 0000101  | VMH – 58 | VML – 58 | 1000101 | VMH + 5  | VML + 5   |    |    |    |    |    |    |     |
|             | 0000110  | VMH – 58 | VML – 58 | 1000110 | VMH + 6  | VML + 6   |    |    |    |    |    |    |     |
|             | 0000111  | VMH – 57 | VML – 57 | 1000111 | VMH + 7  | VML + 7   |    |    |    |    |    |    |     |
|             | 0001000  | VMH – 56 | VML – 56 | 1001000 | VMH + 8  | VML + 8   |    |    |    |    |    |    |     |
|             | 0001001  | VMH – 55 | VML – 55 | 1001001 | VMH + 9  | VML + 9   |    |    |    |    |    |    |     |
|             | 0001010  | VMH – 54 | VML – 54 | 1001010 | VMH + 10 | VML + 10  |    |    |    |    |    |    |     |
|             | 0001011  | VMH – 53 | VML – 53 | 1001011 | VMH + 11 | VML + 11  |    |    |    |    |    |    |     |
|             | 0001100  | VMH – 52 | VML – 52 | 1001100 | VMH + 12 | VML + 12  |    |    |    |    |    |    |     |
|             | 0001101  | VMH – 51 | VML -51  | 1001101 | VMH + 13 | VML + 13  |    |    |    |    |    |    |     |
|             | 0001110  | VMH – 50 | VML – 50 | 1001110 | VMH + 14 | VML + 14  |    |    |    |    |    |    |     |
|             | 0001111  | VMH – 49 | VML – 49 | 1001111 | VMH + 15 | VML + 15  |    |    |    |    |    |    |     |
|             | 0010000  | VMH – 48 | VML – 48 | 1010000 | VMH + 16 | VML + 16  |    |    |    |    |    |    |     |
|             | 0010001  | VMH – 47 | VML – 47 | 1010001 | VMH + 17 | VML + 17  |    |    |    |    |    |    |     |
|             | 0010010  | VMH – 46 | VML – 46 | 1010010 | VMH + 18 | VML + 18  |    |    |    |    |    |    |     |
|             | 0010011  | VMH – 45 | VML – 45 | 1010011 | VMH + 19 | VML + 19  |    |    |    |    |    |    |     |
|             | 0010100  | VMH – 44 | VML – 44 | 1010100 | VMH + 20 | VML + 20  |    |    |    |    |    |    |     |
|             | 0010101  | VMH – 43 | VML – 43 | 1010101 | VMH + 21 | VML + 21  |    |    |    |    |    |    |     |
|             | 0010110  | VMH – 42 | VML – 42 | 1010110 | VMH + 22 | VML + 22  |    |    |    |    |    |    |     |
|             | 0010111  | VMH – 41 | VML – 41 | 1010111 | VMH + 23 | VML + 23  |    |    |    |    |    |    |     |
|             | 0011000  | VMH – 40 | VML – 40 | 1011000 | VMH + 24 | VML + 24  |    |    |    |    |    |    |     |
|             | 0011001  | VMH – 39 | VML – 39 | 1011001 | VMH + 25 | VML + 25  |    |    |    |    |    |    |     |
|             | 0011010  | VMH – 38 | VML – 38 | 1011010 | VMH + 26 | VML + 26  |    |    |    |    |    |    |     |
|             | 0011011  | VMH – 37 | VML – 37 | 1011011 | VMH + 27 | VML + 27  |    |    |    |    |    |    |     |
|             | 0011100  | VMH – 36 | VML – 36 | 1011100 | VMH + 28 | VML + 28  |    |    |    |    |    |    |     |
|             | 0011101  | VMH – 35 | VML – 35 | 1011101 | VMH + 29 | VML + 29  |    |    |    |    |    |    |     |
|             | 0011110  | VMH – 34 | VML – 34 | 1011110 | VMH + 30 | VML + 30  |    |    |    |    |    |    |     |
|             | 0011111  | VMH – 33 | VML – 33 | 1011111 | VMH + 31 | VML + 31  |    |    |    |    |    |    |     |
|             | 0100000  | VMH – 32 | VML – 32 | 1100000 | VMH + 32 | VML + 32  |    |    |    |    |    |    |     |
|             | 0100001  | VMH – 31 | VML – 31 | 1100001 | VMH + 33 | VML + 33  |    |    |    |    |    |    |     |
|             | 0100010  | VMH – 30 | VML – 30 | 1100010 | VMH + 34 | VML + 34  |    |    |    |    |    |    |     |
|             | 0100011  | VMH – 29 | VML – 29 | 1100011 | VMH + 35 | VML + 35  |    |    |    |    |    |    |     |
|             | 0100100  | VMH – 28 | VML – 28 | 1100100 | VMH + 36 | VML + 36  |    |    |    |    |    |    |     |
|             | 0100101  | VMH – 27 | VML – 27 | 1100101 | VMH + 37 | VML + 37  |    |    |    |    |    |    |     |
|             | 0100110  | VMH – 26 | VML – 26 | 1100110 | VMH + 38 | VML + 38  |    |    |    |    |    |    |     |
|             | 0100111  | VMH – 25 | VML – 25 | 1100111 | VMH + 39 | VML + 39  |    |    |    |    |    |    |     |
|             | 0101000  | VMH – 24 | VML – 24 | 1101000 | VMH + 40 | VML + 40  |    |    |    |    |    |    |     |
|             | 0101001  | VMH – 23 | VML – 23 | 1101001 | VMH + 41 | VML + 41  |    |    |    |    |    |    |     |
|             | 0101010  | VMH – 22 | VML – 22 | 1101010 | VMH + 42 | VML + 42  |    |    |    |    |    |    |     |
|             | 0101011  | VMH – 21 | VML – 21 | 1101011 | VMH + 43 | VML + 43  |    |    |    |    |    |    |     |
|             | 0101100  | VMH – 20 | VML – 20 | 1101100 | VMH + 44 | VML + 44  |    |    |    |    |    |    |     |
|             | 0101101  | VMH – 19 | VML – 19 | 1101101 | VMH + 45 | VML + 45  |    |    |    |    |    |    |     |
|             | 0101110  | VMH – 18 | VML – 18 | 1101110 | VMH + 46 | VML + 46  |    |    |    |    |    |    |     |
|             | 0101111  | VMH – 17 | VML – 17 | 1101111 | VMH + 47 | VML + 47  |    |    |    |    |    |    |     |
|             | 0110000  | VMH – 16 | VML – 16 | 1110000 | VMH + 48 | VML + 48  |    |    |    |    |    |    |     |
|             | 0110001  | VMH – 15 | VML – 15 | 1110001 | VMH + 49 | VML + 49  |    |    |    |    |    |    |     |
|             | 0110010  | VMH – 14 | VML – 14 | 1110010 | VMH + 50 | VML + 50  |    |    |    |    |    |    |     |
|             | 0110011  | VMH – 13 | VML – 13 | 1110011 | VMH + 51 | VML + 51  |    |    |    |    |    |    |     |
|             | 0110100  | VMH – 12 | VML – 12 | 1110100 | VMH + 52 | VML + 52  |    |    |    |    |    |    |     |

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|   | <table><tr><td>0110101</td><td>VMH – 11</td><td>VML – 11</td><td>1110101</td><td>VMH + 53</td><td>VML + 53</td></tr><tr><td>0110110</td><td>VMH – 10</td><td>VML – 10</td><td>1110110</td><td>VMH + 54</td><td>VML + 54</td></tr><tr><td>0110111</td><td>VMH – 9</td><td>VML – 9</td><td>1110111</td><td>VMH + 55</td><td>VML + 55</td></tr><tr><td>0111000</td><td>VMH – 8</td><td>VML – 8</td><td>1111000</td><td>VMH + 56</td><td>VML + 56</td></tr><tr><td>0111001</td><td>VMH – 7</td><td>VML – 7</td><td>1111001</td><td>VMH + 57</td><td>VML + 57</td></tr><tr><td>0111010</td><td>VMH – 6</td><td>VML – 6</td><td>1111010</td><td>VMH + 58</td><td>VML + 58</td></tr><tr><td>0111011</td><td>VMH – 5</td><td>VML – 5</td><td>1111011</td><td>VMH + 59</td><td>VML + 59</td></tr><tr><td>0111100</td><td>VMH – 4</td><td>VML – 4</td><td>1111100</td><td>VMH + 60</td><td>VML + 60</td></tr><tr><td>0111101</td><td>VMH – 3</td><td>VML – 3</td><td>1111101</td><td>VMH + 61</td><td>VML + 61</td></tr><tr><td>0111110</td><td>VMH – 2</td><td>VML – 2</td><td>1111110</td><td>VMH + 62</td><td>VML + 62</td></tr><tr><td>0111111</td><td>VMH – 1</td><td>VML – 1</td><td>1111111</td><td>VMH + 63</td><td>VML + 63</td></tr></table> | 0110101   | VMH – 11      | VML – 11                                 | 1110101  | VMH + 53                                | VML + 53          | 0110110                                   | VMH – 10 | VML – 10                                 | 1110110 | VMH + 54 | VML + 54 | 0110111 | VMH – 9 | VML – 9 | 1110111 | VMH + 55 | VML + 55 | 0111000 | VMH – 8 | VML – 8 | 1111000 | VMH + 56 | VML + 56 | 0111001 | VMH – 7 | VML – 7 | 1111001 | VMH + 57 | VML + 57 | 0111010 | VMH – 6 | VML – 6 | 1111010 | VMH + 58 | VML + 58 | 0111011 | VMH – 5 | VML – 5 | 1111011 | VMH + 59 | VML + 59 | 0111100 | VMH – 4 | VML – 4 | 1111100 | VMH + 60 | VML + 60 | 0111101 | VMH – 3 | VML – 3 | 1111101 | VMH + 61 | VML + 61 | 0111110 | VMH – 2 | VML – 2 | 1111110 | VMH + 62 | VML + 62 | 0111111 | VMH – 1 | VML – 1 | 1111111 | VMH + 63 | VML + 63 |
|---|--|-----------|---------------|--|----------|---|-------------------|---|----------|--|---------|----------|----------|---------|---------|---------|---------|----------|----------|---------|---------|---------|---------|----------|----------|---------|---------|---------|---------|----------|----------|---------|---------|---------|---------|----------|----------|---------|---------|---------|---------|----------|----------|---------|---------|---------|---------|----------|----------|---------|---------|---------|---------|----------|----------|---------|---------|---------|---------|----------|----------|---------|---------|---------|---------|----------|----------|
| 0110101                                   | VMH – 11   | VML – 11  | 1110101       | VMH + 53                                 | VML + 53 |   |                   |   |          |  |         |          |          |         |         |         |         |          |          |         |         |         |         |          |          |         |         |         |         |          |          |         |         |         |         |          |          |         |         |         |         |          |          |         |         |         |         |          |          |         |         |         |         |          |          |         |         |         |         |          |          |         |         |         |         |          |          |
| 0110110                                   | VMH – 10   | VML – 10  | 1110110       | VMH + 54                                 | VML + 54 |   |                   |   |          |  |         |          |          |         |         |         |         |          |          |         |         |         |         |          |          |         |         |         |         |          |          |         |         |         |         |          |          |         |         |         |         |          |          |         |         |         |         |          |          |         |         |         |         |          |          |         |         |         |         |          |          |         |         |         |         |          |          |
| 0110111                                   | VMH – 9  | VML – 9   | 1110111       | VMH + 55                                 | VML + 55 |   |                   |   |          |  |         |          |          |         |         |         |         |          |          |         |         |         |         |          |          |         |         |         |         |          |          |         |         |         |         |          |          |         |         |         |         |          |          |         |         |         |         |          |          |         |         |         |         |          |          |         |         |         |         |          |          |         |         |         |         |          |          |
| 0111000                                   | VMH – 8  | VML – 8   | 1111000       | VMH + 56                                 | VML + 56 |   |                   |   |          |  |         |          |          |         |         |         |         |          |          |         |         |         |         |          |          |         |         |         |         |          |          |         |         |         |         |          |          |         |         |         |         |          |          |         |         |         |         |          |          |         |         |         |         |          |          |         |         |         |         |          |          |         |         |         |         |          |          |
| 0111001                                   | VMH – 7  | VML – 7   | 1111001       | VMH + 57                                 | VML + 57 |   |                   |   |          |  |         |          |          |         |         |         |         |          |          |         |         |         |         |          |          |         |         |         |         |          |          |         |         |         |         |          |          |         |         |         |         |          |          |         |         |         |         |          |          |         |         |         |         |          |          |         |         |         |         |          |          |         |         |         |         |          |          |
| 0111010                                   | VMH – 6  | VML – 6   | 1111010       | VMH + 58                                 | VML + 58 |   |                   |   |          |  |         |          |          |         |         |         |         |          |          |         |         |         |         |          |          |         |         |         |         |          |          |         |         |         |         |          |          |         |         |         |         |          |          |         |         |         |         |          |          |         |         |         |         |          |          |         |         |         |         |          |          |         |         |         |         |          |          |
| 0111011                                   | VMH – 5  | VML – 5   | 1111011       | VMH + 59                                 | VML + 59 |   |                   |   |          |  |         |          |          |         |         |         |         |          |          |         |         |         |         |          |          |         |         |         |         |          |          |         |         |         |         |          |          |         |         |         |         |          |          |         |         |         |         |          |          |         |         |         |         |          |          |         |         |         |         |          |          |         |         |         |         |          |          |
| 0111100                                   | VMH – 4  | VML – 4   | 1111100       | VMH + 60                                 | VML + 60 |   |                   |   |          |  |         |          |          |         |         |         |         |          |          |         |         |         |         |          |          |         |         |         |         |          |          |         |         |         |         |          |          |         |         |         |         |          |          |         |         |         |         |          |          |         |         |         |         |          |          |         |         |         |         |          |          |         |         |         |         |          |          |
| 0111101                                   | VMH – 3  | VML – 3   | 1111101       | VMH + 61                                 | VML + 61 |   |                   |   |          |  |         |          |          |         |         |         |         |          |          |         |         |         |         |          |          |         |         |         |         |          |          |         |         |         |         |          |          |         |         |         |         |          |          |         |         |         |         |          |          |         |         |         |         |          |          |         |         |         |         |          |          |         |         |         |         |          |          |
| 0111110                                   | VMH – 2  | VML – 2   | 1111110       | VMH + 62                                 | VML + 62 |   |                   |   |          |  |         |          |          |         |         |         |         |          |          |         |         |         |         |          |          |         |         |         |         |          |          |         |         |         |         |          |          |         |         |         |         |          |          |         |         |         |         |          |          |         |         |         |         |          |          |         |         |         |         |          |          |         |         |         |         |          |          |
| 0111111                                   | VMH – 1  | VML – 1   | 1111111       | VMH + 63                                 | VML + 63 |   |                   |   |          |  |         |          |          |         |         |         |         |          |          |         |         |         |         |          |          |         |         |         |         |          |          |         |         |         |         |          |          |         |         |         |         |          |          |         |         |         |         |          |          |         |         |         |         |          |          |         |         |         |         |          |          |         |         |         |         |          |          |
| Restriction                               | EXTC should be high to enable this command   |           |               |  |          |   |                   |   |          |  |         |          |          |         |         |         |         |          |          |         |         |         |         |          |          |         |         |         |         |          |          |         |         |         |         |          |          |         |         |         |         |          |          |         |         |         |         |          |          |         |         |         |         |          |          |         |         |         |         |          |          |         |         |         |         |          |          |
| Register Availability                     | <table><tr><th>Status</th><th>Availability</th></tr><tr><td>Normal Mode ON, Idle Mode OFF, Sleep OUT</td><td>Yes</td></tr><tr><td>Normal Mode ON, Idle Mode ON, Sleep OUT</td><td>Yes</td></tr><tr><td>Partial Mode ON, Idle Mode OFF, Sleep OUT</td><td>Yes</td></tr><tr><td>Partial Mode ON, Idle Mode ON, Sleep OUT</td><td>Yes</td></tr><tr><td>Sleep IN</td><td>Yes</td></tr></table>   | Status    | Availability  | Normal Mode ON, Idle Mode OFF, Sleep OUT | Yes      | Normal Mode ON, Idle Mode ON, Sleep OUT | Yes               | Partial Mode ON, Idle Mode OFF, Sleep OUT | Yes      | Partial Mode ON, Idle Mode ON, Sleep OUT | Yes     | Sleep IN | Yes      |         |         |         |         |          |          |         |         |         |         |          |          |         |         |         |         |          |          |         |         |         |         |          |          |         |         |         |         |          |          |         |         |         |         |          |          |         |         |         |         |          |          |         |         |         |         |          |          |         |         |         |         |          |          |
| Status                                    | Availability   |           |               |  |          |   |                   |   |          |  |         |          |          |         |         |         |         |          |          |         |         |         |         |          |          |         |         |         |         |          |          |         |         |         |         |          |          |         |         |         |         |          |          |         |         |         |         |          |          |         |         |         |         |          |          |         |         |         |         |          |          |         |         |         |         |          |          |
| Normal Mode ON, Idle Mode OFF, Sleep OUT  | Yes  |           |               |  |          |   |                   |   |          |  |         |          |          |         |         |         |         |          |          |         |         |         |         |          |          |         |         |         |         |          |          |         |         |         |         |          |          |         |         |         |         |          |          |         |         |         |         |          |          |         |         |         |         |          |          |         |         |         |         |          |          |         |         |         |         |          |          |
| Normal Mode ON, Idle Mode ON, Sleep OUT   | Yes  |           |               |  |          |   |                   |   |          |  |         |          |          |         |         |         |         |          |          |         |         |         |         |          |          |         |         |         |         |          |          |         |         |         |         |          |          |         |         |         |         |          |          |         |         |         |         |          |          |         |         |         |         |          |          |         |         |         |         |          |          |         |         |         |         |          |          |
| Partial Mode ON, Idle Mode OFF, Sleep OUT | Yes  |           |               |  |          |   |                   |   |          |  |         |          |          |         |         |         |         |          |          |         |         |         |         |          |          |         |         |         |         |          |          |         |         |         |         |          |          |         |         |         |         |          |          |         |         |         |         |          |          |         |         |         |         |          |          |         |         |         |         |          |          |         |         |         |         |          |          |
| Partial Mode ON, Idle Mode ON, Sleep OUT  | Yes  |           |               |  |          |   |                   |   |          |  |         |          |          |         |         |         |         |          |          |         |         |         |         |          |          |         |         |         |         |          |          |         |         |         |         |          |          |         |         |         |         |          |          |         |         |         |         |          |          |         |         |         |         |          |          |         |         |         |         |          |          |         |         |         |         |          |          |
| Sleep IN                                  | Yes  |           |               |  |          |   |                   |   |          |  |         |          |          |         |         |         |         |          |          |         |         |         |         |          |          |         |         |         |         |          |          |         |         |         |         |          |          |         |         |         |         |          |          |         |         |         |         |          |          |         |         |         |         |          |          |         |         |         |         |          |          |         |         |         |         |          |          |
| Default                                   | <table><tr><th rowspan="2">Status</th><th colspan="2">Default Value</th></tr><tr><th>nVM</th><th>VMF [6:0]</th></tr><tr><td>Power ON Sequence</td><td>1'b1</td><td>7'h40h</td></tr><tr><td>SW Reset</td><td>1'b1</td><td>7'h40h</td></tr><tr><td>HW Reset</td><td>1'b1</td><td>7'h40h</td></tr></table>  | Status    | Default Value |  | nVM      | VMF [6:0]                               | Power ON Sequence | 1'b1                                      | 7'h40h   | SW Reset                                 | 1'b1    | 7'h40h   | HW Reset | 1'b1    | 7'h40h  |         |         |          |          |         |         |         |         |          |          |         |         |         |         |          |          |         |         |         |         |          |          |         |         |         |         |          |          |         |         |         |         |          |          |         |         |         |         |          |          |         |         |         |         |          |          |         |         |         |         |          |          |
| Status                                    | Default Value  |           |               |  |          |   |                   |   |          |  |         |          |          |         |         |         |         |          |          |         |         |         |         |          |          |         |         |         |         |          |          |         |         |         |         |          |          |         |         |         |         |          |          |         |         |         |         |          |          |         |         |         |         |          |          |         |         |         |         |          |          |         |         |         |         |          |          |
|   | nVM  | VMF [6:0] |               |  |          |   |                   |   |          |  |         |          |          |         |         |         |         |          |          |         |         |         |         |          |          |         |         |         |         |          |          |         |         |         |         |          |          |         |         |         |         |          |          |         |         |         |         |          |          |         |         |         |         |          |          |         |         |         |         |          |          |         |         |         |         |          |          |
| Power ON Sequence                         | 1'b1   | 7'h40h    |               |  |          |   |                   |   |          |  |         |          |          |         |         |         |         |          |          |         |         |         |         |          |          |         |         |         |         |          |          |         |         |         |         |          |          |         |         |         |         |          |          |         |         |         |         |          |          |         |         |         |         |          |          |         |         |         |         |          |          |         |         |         |         |          |          |
| SW Reset                                  | 1'b1   | 7'h40h    |               |  |          |   |                   |   |          |  |         |          |          |         |         |         |         |          |          |         |         |         |         |          |          |         |         |         |         |          |          |         |         |         |         |          |          |         |         |         |         |          |          |         |         |         |         |          |          |         |         |         |         |          |          |         |         |         |         |          |          |         |         |         |         |          |          |
| HW Reset                                  | 1'b1   | 7'h40h    |               |  |          |   |                   |   |          |  |         |          |          |         |         |         |         |          |          |         |         |         |         |          |          |         |         |         |         |          |          |         |         |         |         |          |          |         |         |         |         |          |          |         |         |         |         |          |          |         |         |         |         |          |          |         |         |         |         |          |          |         |         |         |         |          |          |

### 8.3.20. NV Memory Write (D0h)

| D0h                                       | NVMWR (NV Memory Write)  |                |                       |                                |                |    |    |    |    |               |    |    |     |               |               |              |  |                |                   |   |                 |          |   |           |                 |  |           |     |                 |   |     |   |                       |        |  |  |          |
|---|--|----------------|-----------------------|--------------------------------|----------------|----|----|----|----|---------------|----|----|-----|---------------|---------------|--------------|--|----------------|-------------------|---|-----------------|----------|---|-----------|-----------------|--|-----------|-----|-----------------|---|-----|---|-----------------------|--------|--|--|----------|
|   | D/CX   | RDX            | WRX                   | D17-8                          | D7             | D6 | D5 | D4 | D3 | D2            | D1 | D0 | HEX |               |               |              |  |                |                   |   |                 |          |   |           |                 |  |           |     |                 |   |     |   |                       |        |  |  |          |
| Command                                   | 0  | 1              | ↑                     | XX                             | 1              | 1  | 0  | 1  | 0  | 0             | 0  | 0  | D0h |               |               |              |  |                |                   |   |                 |          |   |           |                 |  |           |     |                 |   |     |   |                       |        |  |  |          |
| 1 <sup>st</sup> Parameter                 | 1  | 1              | ↑                     | XX                             | 0              | 0  | 0  | 0  | 0  | PGM_ADR [2:0] |    |    | 00  |               |               |              |  |                |                   |   |                 |          |   |           |                 |  |           |     |                 |   |     |   |                       |        |  |  |          |
| 2 <sup>nd</sup> Parameter                 | 1  | 1              | ↑                     | XX                             | PGM_DATA [7:0] |    |    |    |    |               |    |    | XX  |               |               |              |  |                |                   |   |                 |          |   |           |                 |  |           |     |                 |   |     |   |                       |        |  |  |          |
| Description                               | This command is used to program the NV memory data. After a successful MTP operation, the information of PGM_DATA [7:0] will programmed to NV memory.  |                |                       |                                |                |    |    |    |    |               |    |    |     |               |               |              |  |                |                   |   |                 |          |   |           |                 |  |           |     |                 |   |     |   |                       |        |  |  |          |
|   | PGM_ADR [2:0]: The select bits of ID1, ID2, ID3 and VMF [6:0] programming can be OTP x 3 times.  |                |                       |                                |                |    |    |    |    |               |    |    |     |               |               |              |  |                |                   |   |                 |          |   |           |                 |  |           |     |                 |   |     |   |                       |        |  |  |          |
|   | <table><tr><th colspan="3">PGM_ADR [2:0]</th><th>Programmed NV Memory Selection</th></tr><tr><td>0</td><td>0</td><td>0</td><td>ID1 programming</td></tr><tr><td>0</td><td>0</td><td>1</td><td>ID2 programming</td></tr><tr><td>0</td><td>1</td><td>0</td><td>ID3 programming</td></tr><tr><td>1</td><td>0</td><td>0</td><td>VMF [6:0] programming</td></tr><tr><td colspan="3">Others</td><td>Reserved</td></tr></table>   |                |                       |                                |                |    |    |    |    |               |    |    |     | PGM_ADR [2:0] |               |              | Programmed NV Memory Selection           | 0              | 0                 | 0                                       | ID1 programming | 0        | 0   | 1         | ID2 programming | 0  | 1         | 0   | ID3 programming | 1 | 0   | 0 | VMF [6:0] programming | Others |  |  | Reserved |
|   | PGM_ADR [2:0]  |                |                       | Programmed NV Memory Selection |                |    |    |    |    |               |    |    |     |               |               |              |  |                |                   |   |                 |          |   |           |                 |  |           |     |                 |   |     |   |                       |        |  |  |          |
|   | 0  | 0              | 0                     | ID1 programming                |                |    |    |    |    |               |    |    |     |               |               |              |  |                |                   |   |                 |          |   |           |                 |  |           |     |                 |   |     |   |                       |        |  |  |          |
| 0   | 0  | 1              | ID2 programming       |                                |                |    |    |    |    |               |    |    |     |               |               |              |  |                |                   |   |                 |          |   |           |                 |  |           |     |                 |   |     |   |                       |        |  |  |          |
| 0   | 1  | 0              | ID3 programming       |                                |                |    |    |    |    |               |    |    |     |               |               |              |  |                |                   |   |                 |          |   |           |                 |  |           |     |                 |   |     |   |                       |        |  |  |          |
| 1   | 0  | 0              | VMF [6:0] programming |                                |                |    |    |    |    |               |    |    |     |               |               |              |  |                |                   |   |                 |          |   |           |                 |  |           |     |                 |   |     |   |                       |        |  |  |          |
| Others                                    |  |                | Reserved              |                                |                |    |    |    |    |               |    |    |     |               |               |              |  |                |                   |   |                 |          |   |           |                 |  |           |     |                 |   |     |   |                       |        |  |  |          |
| PGM_DATA [7:0]: The programmed data.      |  |                |                       |                                |                |    |    |    |    |               |    |    |     |               |               |              |  |                |                   |   |                 |          |   |           |                 |  |           |     |                 |   |     |   |                       |        |  |  |          |
| Restriction                               | EXTC should be high to enable this command   |                |                       |                                |                |    |    |    |    |               |    |    |     |               |               |              |  |                |                   |   |                 |          |   |           |                 |  |           |     |                 |   |     |   |                       |        |  |  |          |
| Register Availability                     | <table><tr><th colspan="2">Status</th><th>Availability</th></tr><tr><td colspan="2">Normal Mode ON, Idle Mode OFF, Sleep OUT</td><td>Yes</td></tr><tr><td colspan="2">Normal Mode ON, Idle Mode ON, Sleep OUT</td><td>Yes</td></tr><tr><td colspan="2">Partial Mode ON, Idle Mode OFF, Sleep OUT</td><td>Yes</td></tr><tr><td colspan="2">Partial Mode ON, Idle Mode ON, Sleep OUT</td><td>Yes</td></tr><tr><td colspan="2">Sleep IN</td><td>Yes</td></tr></table> |                |                       |                                |                |    |    |    |    |               |    |    |     | Status        |               | Availability | Normal Mode ON, Idle Mode OFF, Sleep OUT |                | Yes               | Normal Mode ON, Idle Mode ON, Sleep OUT |                 | Yes      | Partial Mode ON, Idle Mode OFF, Sleep OUT |           | Yes             | Partial Mode ON, Idle Mode ON, Sleep OUT |           | Yes | Sleep IN        |   | Yes |   |                       |        |  |  |          |
| Status                                    |  | Availability   |                       |                                |                |    |    |    |    |               |    |    |     |               |               |              |  |                |                   |   |                 |          |   |           |                 |  |           |     |                 |   |     |   |                       |        |  |  |          |
| Normal Mode ON, Idle Mode OFF, Sleep OUT  |  | Yes            |                       |                                |                |    |    |    |    |               |    |    |     |               |               |              |  |                |                   |   |                 |          |   |           |                 |  |           |     |                 |   |     |   |                       |        |  |  |          |
| Normal Mode ON, Idle Mode ON, Sleep OUT   |  | Yes            |                       |                                |                |    |    |    |    |               |    |    |     |               |               |              |  |                |                   |   |                 |          |   |           |                 |  |           |     |                 |   |     |   |                       |        |  |  |          |
| Partial Mode ON, Idle Mode OFF, Sleep OUT |  | Yes            |                       |                                |                |    |    |    |    |               |    |    |     |               |               |              |  |                |                   |   |                 |          |   |           |                 |  |           |     |                 |   |     |   |                       |        |  |  |          |
| Partial Mode ON, Idle Mode ON, Sleep OUT  |  | Yes            |                       |                                |                |    |    |    |    |               |    |    |     |               |               |              |  |                |                   |   |                 |          |   |           |                 |  |           |     |                 |   |     |   |                       |        |  |  |          |
| Sleep IN                                  |  | Yes            |                       |                                |                |    |    |    |    |               |    |    |     |               |               |              |  |                |                   |   |                 |          |   |           |                 |  |           |     |                 |   |     |   |                       |        |  |  |          |
| Default                                   | <table><tr><th rowspan="2">Status</th><th colspan="2">Default Value</th></tr><tr><th>PGM_ADR [2:0]</th><th>PGM_DATA [7:0]</th></tr><tr><td>Power ON Sequence</td><td>3'b000</td><td>MTP value</td></tr><tr><td>SW Reset</td><td>3'b000</td><td>MTP value</td></tr><tr><td>HW Reset</td><td>3'b000</td><td>MTP value</td></tr></table>  |                |                       |                                |                |    |    |    |    |               |    |    |     | Status        | Default Value |              | PGM_ADR [2:0]                            | PGM_DATA [7:0] | Power ON Sequence | 3'b000                                  | MTP value       | SW Reset | 3'b000                                    | MTP value | HW Reset        | 3'b000                                   | MTP value |     |                 |   |     |   |                       |        |  |  |          |
| Status                                    | Default Value  |                |                       |                                |                |    |    |    |    |               |    |    |     |               |               |              |  |                |                   |   |                 |          |   |           |                 |  |           |     |                 |   |     |   |                       |        |  |  |          |
|   | PGM_ADR [2:0]  | PGM_DATA [7:0] |                       |                                |                |    |    |    |    |               |    |    |     |               |               |              |  |                |                   |   |                 |          |   |           |                 |  |           |     |                 |   |     |   |                       |        |  |  |          |
| Power ON Sequence                         | 3'b000   | MTP value      |                       |                                |                |    |    |    |    |               |    |    |     |               |               |              |  |                |                   |   |                 |          |   |           |                 |  |           |     |                 |   |     |   |                       |        |  |  |          |
| SW Reset                                  | 3'b000   | MTP value      |                       |                                |                |    |    |    |    |               |    |    |     |               |               |              |  |                |                   |   |                 |          |   |           |                 |  |           |     |                 |   |     |   |                       |        |  |  |          |
| HW Reset                                  | 3'b000   | MTP value      |                       |                                |                |    |    |    |    |               |    |    |     |               |               |              |  |                |                   |   |                 |          |   |           |                 |  |           |     |                 |   |     |   |                       |        |  |  |          |



### 8.3.21. NV Memory Protection Key (D1h)

| D1h                                       | NVMPKEY (NV Memory Protection Key)   |     |     |       |             |    |    |    |    |    |    |    |     |        |               |  |                    |   |                    |   |                    |  |     |          |     |
|---|--|-----|-----|-------|-------------|----|----|----|----|----|----|----|-----|--------|---------------|--|--------------------|---|--------------------|---|--------------------|--|-----|----------|-----|
|   | D/CX   | RDX | WRX | D17-8 | D7          | D6 | D5 | D4 | D3 | D2 | D1 | D0 | HEX |        |               |  |                    |   |                    |   |                    |  |     |          |     |
| Command                                   | 0  | 1   | ↑   | XX    | 1           | 1  | 0  | 1  | 0  | 0  | 0  | 1  | D1h |        |               |  |                    |   |                    |   |                    |  |     |          |     |
| 1 <sup>st</sup> Parameter                 | 1  | 1   | ↑   | XX    | KEY [23:16] |    |    |    |    |    |    |    | 55h |        |               |  |                    |   |                    |   |                    |  |     |          |     |
| 2 <sup>nd</sup> Parameter                 | 1  | 1   | ↑   | XX    | KEY [15:8]  |    |    |    |    |    |    |    | AAh |        |               |  |                    |   |                    |   |                    |  |     |          |     |
| 3 <sup>rd</sup> Parameter                 | 1  | 1   | ↑   | XX    | KEY [7:0]   |    |    |    |    |    |    |    | 66h |        |               |  |                    |   |                    |   |                    |  |     |          |     |
| Description                               | KEY [23:0]: NV memory programming protection key. When writing MTP data to D1h, this register must be set to 0x55AA66h to enable MTP programming. If D1h register is not written with 0x55AA66h, then NV memory programming will be aborted.   |     |     |       |             |    |    |    |    |    |    |    |     |        |               |  |                    |   |                    |   |                    |  |     |          |     |
| Restriction                               | EXTC should be high to enable this command   |     |     |       |             |    |    |    |    |    |    |    |     |        |               |  |                    |   |                    |   |                    |  |     |          |     |
| Register Availability                     | <table><tr><th>Status</th><th>Availability</th></tr><tr><td>Normal Mode ON, Idle Mode OFF, Sleep OUT</td><td>Yes</td></tr><tr><td>Normal Mode ON, Idle Mode ON, Sleep OUT</td><td>Yes</td></tr><tr><td>Partial Mode ON, Idle Mode OFF, Sleep OUT</td><td>Yes</td></tr><tr><td>Partial Mode ON, Idle Mode ON, Sleep OUT</td><td>Yes</td></tr><tr><td>Sleep IN</td><td>Yes</td></tr></table> |     |     |       |             |    |    |    |    |    |    |    |     | Status | Availability  | Normal Mode ON, Idle Mode OFF, Sleep OUT | Yes                | Normal Mode ON, Idle Mode ON, Sleep OUT | Yes                | Partial Mode ON, Idle Mode OFF, Sleep OUT | Yes                | Partial Mode ON, Idle Mode ON, Sleep OUT | Yes | Sleep IN | Yes |
| Status                                    | Availability   |     |     |       |             |    |    |    |    |    |    |    |     |        |               |  |                    |   |                    |   |                    |  |     |          |     |
| Normal Mode ON, Idle Mode OFF, Sleep OUT  | Yes  |     |     |       |             |    |    |    |    |    |    |    |     |        |               |  |                    |   |                    |   |                    |  |     |          |     |
| Normal Mode ON, Idle Mode ON, Sleep OUT   | Yes  |     |     |       |             |    |    |    |    |    |    |    |     |        |               |  |                    |   |                    |   |                    |  |     |          |     |
| Partial Mode ON, Idle Mode OFF, Sleep OUT | Yes  |     |     |       |             |    |    |    |    |    |    |    |     |        |               |  |                    |   |                    |   |                    |  |     |          |     |
| Partial Mode ON, Idle Mode ON, Sleep OUT  | Yes  |     |     |       |             |    |    |    |    |    |    |    |     |        |               |  |                    |   |                    |   |                    |  |     |          |     |
| Sleep IN                                  | Yes  |     |     |       |             |    |    |    |    |    |    |    |     |        |               |  |                    |   |                    |   |                    |  |     |          |     |
| Default                                   | <table><tr><th>Status</th><th>Default Value</th></tr><tr><td>Power ON Sequence</td><td>KEY [23:0]=55AA66h</td></tr><tr><td>SW Reset</td><td>KEY [23:0]=55AA66h</td></tr><tr><td>HW Reset</td><td>KEY [23:0]=55AA66h</td></tr></table>  |     |     |       |             |    |    |    |    |    |    |    |     | Status | Default Value | Power ON Sequence                        | KEY [23:0]=55AA66h | SW Reset                                | KEY [23:0]=55AA66h | HW Reset                                  | KEY [23:0]=55AA66h |  |     |          |     |
| Status                                    | Default Value  |     |     |       |             |    |    |    |    |    |    |    |     |        |               |  |                    |   |                    |   |                    |  |     |          |     |
| Power ON Sequence                         | KEY [23:0]=55AA66h   |     |     |       |             |    |    |    |    |    |    |    |     |        |               |  |                    |   |                    |   |                    |  |     |          |     |
| SW Reset                                  | KEY [23:0]=55AA66h   |     |     |       |             |    |    |    |    |    |    |    |     |        |               |  |                    |   |                    |   |                    |  |     |          |     |
| HW Reset                                  | KEY [23:0]=55AA66h   |     |     |       |             |    |    |    |    |    |    |    |     |        |               |  |                    |   |                    |   |                    |  |     |          |     |

### 8.3.22. NV Memory Status Read (D2h)

| D2h                                       | RDNVM (NV Memory Status Read)  |              |                         |                    |      |               |    |    |    |               |    |    |     |        |               |              |  |  |  |         |         |         |         |      |                   |   |  |   |     |   |          |   |   |   |   |   |          |   |   |   |   |     |  |  |  |  |  |  |  |  |  |  |   |  |     |  |  |  |  |  |  |  |  |  |  |  |  |     |  |  |  |  |  |  |  |  |  |  |          |  |     |  |  |  |  |  |  |  |  |  |  |
|---|--|--------------|-------------------------|--------------------|------|---------------|----|----|----|---------------|----|----|-----|--------|---------------|--------------|--|--|--|---------|---------|---------|---------|------|-------------------|---|--|---|-----|---|----------|---|---|---|---|---|----------|---|---|---|---|-----|--|--|--|--|--|--|--|--|--|--|---|--|-----|--|--|--|--|--|--|--|--|--|--|--|--|-----|--|--|--|--|--|--|--|--|--|--|----------|--|-----|--|--|--|--|--|--|--|--|--|--|
|   | D/CX   | RDX          | WRX                     | D17-8              | D7   | D6            | D5 | D4 | D3 | D2            | D1 | D0 | HEX |        |               |              |  |  |  |         |         |         |         |      |                   |   |  |   |     |   |          |   |   |   |   |   |          |   |   |   |   |     |  |  |  |  |  |  |  |  |  |  |   |  |     |  |  |  |  |  |  |  |  |  |  |  |  |     |  |  |  |  |  |  |  |  |  |  |          |  |     |  |  |  |  |  |  |  |  |  |  |
| Command                                   | 0  | 1            | ↑                       | XX                 | 1    | 1             | 0  | 1  | 0  | 0             | 1  | 0  | D2h |        |               |              |  |  |  |         |         |         |         |      |                   |   |  |   |     |   |          |   |   |   |   |   |          |   |   |   |   |     |  |  |  |  |  |  |  |  |  |  |   |  |     |  |  |  |  |  |  |  |  |  |  |  |  |     |  |  |  |  |  |  |  |  |  |  |          |  |     |  |  |  |  |  |  |  |  |  |  |
| 1 <sup>st</sup> Parameter                 | 1  | ↑            | 1                       | XX                 | X    | X             | X  | X  | X  | X             | X  | X  | X   |        |               |              |  |  |  |         |         |         |         |      |                   |   |  |   |     |   |          |   |   |   |   |   |          |   |   |   |   |     |  |  |  |  |  |  |  |  |  |  |   |  |     |  |  |  |  |  |  |  |  |  |  |  |  |     |  |  |  |  |  |  |  |  |  |  |          |  |     |  |  |  |  |  |  |  |  |  |  |
| 2 <sup>nd</sup> Parameter                 | 1  | ↑            | 1                       | XX                 | 0    | ID2_CNT [2:0] |    |    | 0  | ID1_CNT [2:0] |    |    | XX  |        |               |              |  |  |  |         |         |         |         |      |                   |   |  |   |     |   |          |   |   |   |   |   |          |   |   |   |   |     |  |  |  |  |  |  |  |  |  |  |   |  |     |  |  |  |  |  |  |  |  |  |  |  |  |     |  |  |  |  |  |  |  |  |  |  |          |  |     |  |  |  |  |  |  |  |  |  |  |
| 3 <sup>rd</sup> Parameter                 | 1  | ↑            | 1                       | XX                 | BUSY | VMF_CNT [2:0] |    |    | 0  | ID3_CNT [2:0] |    |    | XX  |        |               |              |  |  |  |         |         |         |         |      |                   |   |  |   |     |   |          |   |   |   |   |   |          |   |   |   |   |     |  |  |  |  |  |  |  |  |  |  |   |  |     |  |  |  |  |  |  |  |  |  |  |  |  |     |  |  |  |  |  |  |  |  |  |  |          |  |     |  |  |  |  |  |  |  |  |  |  |
| Description                               | <b>ID1_CNT [2:0] / ID2_CNT [2:0] / ID3_CNT [2:0] / VMF_CNT [2:0]: ID and VMF all can be OPT x 3 times, NV memory program record. The bits will increase “+1” automatically after writing the PGM_DATA [7:0] to NV memory.</b>  |              |                         |                    |      |               |    |    |    |               |    |    |     |        |               |              |  |  |  |         |         |         |         |      |                   |   |  |   |     |   |          |   |   |   |   |   |          |   |   |   |   |     |  |  |  |  |  |  |  |  |  |  |   |  |     |  |  |  |  |  |  |  |  |  |  |  |  |     |  |  |  |  |  |  |  |  |  |  |          |  |     |  |  |  |  |  |  |  |  |  |  |
|   | ID1_CNT [2:0] / ID2_CNT [2:0]<br>ID3_CNT [2:0] / VMF_CNT [2:0]   |              |                         |                    |      | Description   |    |    |    |               |    |    |     |        |               |              |  |  |  |         |         |         |         |      |                   |   |  |   |     |   |          |   |   |   |   |   |          |   |   |   |   |     |  |  |  |  |  |  |  |  |  |  |   |  |     |  |  |  |  |  |  |  |  |  |  |  |  |     |  |  |  |  |  |  |  |  |  |  |          |  |     |  |  |  |  |  |  |  |  |  |  |
|   | Status   |              |                         |                    |      | Availability  |    |    |    |               |    |    |     |        |               |              |  |  |  |         |         |         |         |      |                   |   |  |   |     |   |          |   |   |   |   |   |          |   |   |   |   |     |  |  |  |  |  |  |  |  |  |  |   |  |     |  |  |  |  |  |  |  |  |  |  |  |  |     |  |  |  |  |  |  |  |  |  |  |          |  |     |  |  |  |  |  |  |  |  |  |  |
|   | 0  | 0            | 0                       | No Programmed      |      |               |    |    |    |               |    |    |     |        |               |              |  |  |  |         |         |         |         |      |                   |   |  |   |     |   |          |   |   |   |   |   |          |   |   |   |   |     |  |  |  |  |  |  |  |  |  |  |   |  |     |  |  |  |  |  |  |  |  |  |  |  |  |     |  |  |  |  |  |  |  |  |  |  |          |  |     |  |  |  |  |  |  |  |  |  |  |
|   | 0  | 0            | 1                       | Programmed 1 time  |      |               |    |    |    |               |    |    |     |        |               |              |  |  |  |         |         |         |         |      |                   |   |  |   |     |   |          |   |   |   |   |   |          |   |   |   |   |     |  |  |  |  |  |  |  |  |  |  |   |  |     |  |  |  |  |  |  |  |  |  |  |  |  |     |  |  |  |  |  |  |  |  |  |  |          |  |     |  |  |  |  |  |  |  |  |  |  |
|   | 0  | 1            | 1                       | Programmed 2 times |      |               |    |    |    |               |    |    |     |        |               |              |  |  |  |         |         |         |         |      |                   |   |  |   |     |   |          |   |   |   |   |   |          |   |   |   |   |     |  |  |  |  |  |  |  |  |  |  |   |  |     |  |  |  |  |  |  |  |  |  |  |  |  |     |  |  |  |  |  |  |  |  |  |  |          |  |     |  |  |  |  |  |  |  |  |  |  |
|   | 1  | 1            | 1                       | Programmed 3 times |      |               |    |    |    |               |    |    |     |        |               |              |  |  |  |         |         |         |         |      |                   |   |  |   |     |   |          |   |   |   |   |   |          |   |   |   |   |     |  |  |  |  |  |  |  |  |  |  |   |  |     |  |  |  |  |  |  |  |  |  |  |  |  |     |  |  |  |  |  |  |  |  |  |  |          |  |     |  |  |  |  |  |  |  |  |  |  |
|   | <b>BUSY:</b> The status bit of NV memory programming.  |              |                         |                    |      |               |    |    |    |               |    |    |     |        |               |              |  |  |  |         |         |         |         |      |                   |   |  |   |     |   |          |   |   |   |   |   |          |   |   |   |   |     |  |  |  |  |  |  |  |  |  |  |   |  |     |  |  |  |  |  |  |  |  |  |  |  |  |     |  |  |  |  |  |  |  |  |  |  |          |  |     |  |  |  |  |  |  |  |  |  |  |
|   | BUSY   |              | The Status of NV Memory |                    |      |               |    |    |    |               |    |    |     |        |               |              |  |  |  |         |         |         |         |      |                   |   |  |   |     |   |          |   |   |   |   |   |          |   |   |   |   |     |  |  |  |  |  |  |  |  |  |  |   |  |     |  |  |  |  |  |  |  |  |  |  |  |  |     |  |  |  |  |  |  |  |  |  |  |          |  |     |  |  |  |  |  |  |  |  |  |  |
|   | 0  | Idle         |                         |                    |      |               |    |    |    |               |    |    |     |        |               |              |  |  |  |         |         |         |         |      |                   |   |  |   |     |   |          |   |   |   |   |   |          |   |   |   |   |     |  |  |  |  |  |  |  |  |  |  |   |  |     |  |  |  |  |  |  |  |  |  |  |  |  |     |  |  |  |  |  |  |  |  |  |  |          |  |     |  |  |  |  |  |  |  |  |  |  |
| 1   | Busy   |              |                         |                    |      |               |    |    |    |               |    |    |     |        |               |              |  |  |  |         |         |         |         |      |                   |   |  |   |     |   |          |   |   |   |   |   |          |   |   |   |   |     |  |  |  |  |  |  |  |  |  |  |   |  |     |  |  |  |  |  |  |  |  |  |  |  |  |     |  |  |  |  |  |  |  |  |  |  |          |  |     |  |  |  |  |  |  |  |  |  |  |
| Restriction                               | EXTC should be high to enable this command   |              |                         |                    |      |               |    |    |    |               |    |    |     |        |               |              |  |  |  |         |         |         |         |      |                   |   |  |   |     |   |          |   |   |   |   |   |          |   |   |   |   |     |  |  |  |  |  |  |  |  |  |  |   |  |     |  |  |  |  |  |  |  |  |  |  |  |  |     |  |  |  |  |  |  |  |  |  |  |          |  |     |  |  |  |  |  |  |  |  |  |  |
| Register Availability                     | <table><tr><td colspan="2">Status</td><td colspan="11">Availability</td></tr><tr><td colspan="2">Normal Mode ON, Idle Mode OFF, Sleep OUT</td><td colspan="11">Yes</td></tr><tr><td colspan="2">Normal Mode ON, Idle Mode ON, Sleep OUT</td><td colspan="11">Yes</td></tr><tr><td colspan="2">Partial Mode ON, Idle Mode OFF, Sleep OUT</td><td colspan="11">Yes</td></tr><tr><td colspan="2">Partial Mode ON, Idle Mode ON, Sleep OUT</td><td colspan="11">Yes</td></tr><tr><td colspan="2">Sleep IN</td><td colspan="11">Yes</td></tr></table> |              |                         |                    |      |               |    |    |    |               |    |    |     | Status |               | Availability |  |  |  |         |         |         |         |      |                   |   | Normal Mode ON, Idle Mode OFF, Sleep OUT |   | Yes |   |          |   |   |   |   |   |          |   |   | Normal Mode ON, Idle Mode ON, Sleep OUT |   | Yes |  |  |  |  |  |  |  |  |  |  | Partial Mode ON, Idle Mode OFF, Sleep OUT |  | Yes |  |  |  |  |  |  |  |  |  |  | Partial Mode ON, Idle Mode ON, Sleep OUT |  | Yes |  |  |  |  |  |  |  |  |  |  | Sleep IN |  | Yes |  |  |  |  |  |  |  |  |  |  |
| Status                                    |  | Availability |                         |                    |      |               |    |    |    |               |    |    |     |        |               |              |  |  |  |         |         |         |         |      |                   |   |  |   |     |   |          |   |   |   |   |   |          |   |   |   |   |     |  |  |  |  |  |  |  |  |  |  |   |  |     |  |  |  |  |  |  |  |  |  |  |  |  |     |  |  |  |  |  |  |  |  |  |  |          |  |     |  |  |  |  |  |  |  |  |  |  |
| Normal Mode ON, Idle Mode OFF, Sleep OUT  |  | Yes          |                         |                    |      |               |    |    |    |               |    |    |     |        |               |              |  |  |  |         |         |         |         |      |                   |   |  |   |     |   |          |   |   |   |   |   |          |   |   |   |   |     |  |  |  |  |  |  |  |  |  |  |   |  |     |  |  |  |  |  |  |  |  |  |  |  |  |     |  |  |  |  |  |  |  |  |  |  |          |  |     |  |  |  |  |  |  |  |  |  |  |
| Normal Mode ON, Idle Mode ON, Sleep OUT   |  | Yes          |                         |                    |      |               |    |    |    |               |    |    |     |        |               |              |  |  |  |         |         |         |         |      |                   |   |  |   |     |   |          |   |   |   |   |   |          |   |   |   |   |     |  |  |  |  |  |  |  |  |  |  |   |  |     |  |  |  |  |  |  |  |  |  |  |  |  |     |  |  |  |  |  |  |  |  |  |  |          |  |     |  |  |  |  |  |  |  |  |  |  |
| Partial Mode ON, Idle Mode OFF, Sleep OUT |  | Yes          |                         |                    |      |               |    |    |    |               |    |    |     |        |               |              |  |  |  |         |         |         |         |      |                   |   |  |   |     |   |          |   |   |   |   |   |          |   |   |   |   |     |  |  |  |  |  |  |  |  |  |  |   |  |     |  |  |  |  |  |  |  |  |  |  |  |  |     |  |  |  |  |  |  |  |  |  |  |          |  |     |  |  |  |  |  |  |  |  |  |  |
| Partial Mode ON, Idle Mode ON, Sleep OUT  |  | Yes          |                         |                    |      |               |    |    |    |               |    |    |     |        |               |              |  |  |  |         |         |         |         |      |                   |   |  |   |     |   |          |   |   |   |   |   |          |   |   |   |   |     |  |  |  |  |  |  |  |  |  |  |   |  |     |  |  |  |  |  |  |  |  |  |  |  |  |     |  |  |  |  |  |  |  |  |  |  |          |  |     |  |  |  |  |  |  |  |  |  |  |
| Sleep IN                                  |  | Yes          |                         |                    |      |               |    |    |    |               |    |    |     |        |               |              |  |  |  |         |         |         |         |      |                   |   |  |   |     |   |          |   |   |   |   |   |          |   |   |   |   |     |  |  |  |  |  |  |  |  |  |  |   |  |     |  |  |  |  |  |  |  |  |  |  |  |  |     |  |  |  |  |  |  |  |  |  |  |          |  |     |  |  |  |  |  |  |  |  |  |  |
| Default                                   | <table><tr><td rowspan="2">Status</td><td colspan="5">Default Value</td></tr><tr><td>ID3_CNT</td><td>ID2_CNT</td><td>ID1_CNT</td><td>VMF_CNT</td><td>BUSY</td></tr><tr><td>Power ON Sequence</td><td>X</td><td>X</td><td>X</td><td>X</td><td>X</td></tr><tr><td>SW Reset</td><td>X</td><td>X</td><td>X</td><td>X</td><td>X</td></tr><tr><td>HW Reset</td><td>X</td><td>X</td><td>X</td><td>X</td><td>X</td></tr></table>   |              |                         |                    |      |               |    |    |    |               |    |    |     | Status | Default Value |              |  |  |  | ID3_CNT | ID2_CNT | ID1_CNT | VMF_CNT | BUSY | Power ON Sequence | X | X  | X | X   | X | SW Reset | X | X | X | X | X | HW Reset | X | X | X                                       | X | X   |  |  |  |  |  |  |  |  |  |  |   |  |     |  |  |  |  |  |  |  |  |  |  |  |  |     |  |  |  |  |  |  |  |  |  |  |          |  |     |  |  |  |  |  |  |  |  |  |  |
| Status                                    | Default Value  |              |                         |                    |      |               |    |    |    |               |    |    |     |        |               |              |  |  |  |         |         |         |         |      |                   |   |  |   |     |   |          |   |   |   |   |   |          |   |   |   |   |     |  |  |  |  |  |  |  |  |  |  |   |  |     |  |  |  |  |  |  |  |  |  |  |  |  |     |  |  |  |  |  |  |  |  |  |  |          |  |     |  |  |  |  |  |  |  |  |  |  |
|   | ID3_CNT  | ID2_CNT      | ID1_CNT                 | VMF_CNT            | BUSY |               |    |    |    |               |    |    |     |        |               |              |  |  |  |         |         |         |         |      |                   |   |  |   |     |   |          |   |   |   |   |   |          |   |   |   |   |     |  |  |  |  |  |  |  |  |  |  |   |  |     |  |  |  |  |  |  |  |  |  |  |  |  |     |  |  |  |  |  |  |  |  |  |  |          |  |     |  |  |  |  |  |  |  |  |  |  |
| Power ON Sequence                         | X  | X            | X                       | X                  | X    |               |    |    |    |               |    |    |     |        |               |              |  |  |  |         |         |         |         |      |                   |   |  |   |     |   |          |   |   |   |   |   |          |   |   |   |   |     |  |  |  |  |  |  |  |  |  |  |   |  |     |  |  |  |  |  |  |  |  |  |  |  |  |     |  |  |  |  |  |  |  |  |  |  |          |  |     |  |  |  |  |  |  |  |  |  |  |
| SW Reset                                  | X  | X            | X                       | X                  | X    |               |    |    |    |               |    |    |     |        |               |              |  |  |  |         |         |         |         |      |                   |   |  |   |     |   |          |   |   |   |   |   |          |   |   |   |   |     |  |  |  |  |  |  |  |  |  |  |   |  |     |  |  |  |  |  |  |  |  |  |  |  |  |     |  |  |  |  |  |  |  |  |  |  |          |  |     |  |  |  |  |  |  |  |  |  |  |
| HW Reset                                  | X  | X            | X                       | X                  | X    |               |    |    |    |               |    |    |     |        |               |              |  |  |  |         |         |         |         |      |                   |   |  |   |     |   |          |   |   |   |   |   |          |   |   |   |   |     |  |  |  |  |  |  |  |  |  |  |   |  |     |  |  |  |  |  |  |  |  |  |  |  |  |     |  |  |  |  |  |  |  |  |  |  |          |  |     |  |  |  |  |  |  |  |  |  |  |

### 8.3.23. Read ID4 (D3h)

| D3h                                       | RDID4 (Read ID4)   |     |     |       |    |    |    |    |    |    |    |    |     |        |               |  |             |   |             |   |             |  |     |          |     |
|---|--|-----|-----|-------|----|----|----|----|----|----|----|----|-----|--------|---------------|--|-------------|---|-------------|---|-------------|--|-----|----------|-----|
|   | D/CX   | RDX | WRX | D17-8 | D7 | D6 | D5 | D4 | D3 | D2 | D1 | D0 | HEX |        |               |  |             |   |             |   |             |  |     |          |     |
| Command                                   | 0  | 1   | ↑   | XX    | 1  | 1  | 0  | 1  | 0  | 0  | 1  | 1  | D3h |        |               |  |             |   |             |   |             |  |     |          |     |
| 1 <sup>st</sup> Parameter                 | 1  | ↑   | 1   | XX    | X  | X  | X  | X  | X  | X  | X  | X  | X   |        |               |  |             |   |             |   |             |  |     |          |     |
| 2 <sup>nd</sup> Parameter                 | 1  | ↑   | 1   | XX    | 0  | 0  | 0  | 0  | 0  | 0  | 0  | 0  | 00h |        |               |  |             |   |             |   |             |  |     |          |     |
| 3 <sup>rd</sup> Parameter                 | 1  | ↑   | 1   | XX    | 1  | 0  | 0  | 1  | 0  | 0  | 1  | 1  | 93h |        |               |  |             |   |             |   |             |  |     |          |     |
| 4 <sup>th</sup> Parameter                 | 1  | ↑   | 1   | XX    | 0  | 1  | 0  | 0  | 0  | 0  | 0  | 1  | 41h |        |               |  |             |   |             |   |             |  |     |          |     |
| Description                               | Read IC device code.<br>The 1 <sup>st</sup> parameter is dummy read period.<br>The 2 <sup>nd</sup> parameter means the IC version.<br>The 3 <sup>rd</sup> and 4 <sup>th</sup> parameter mean the IC model name.  |     |     |       |    |    |    |    |    |    |    |    |     |        |               |  |             |   |             |   |             |  |     |          |     |
| Restriction                               | EXTC should be high to enable this command   |     |     |       |    |    |    |    |    |    |    |    |     |        |               |  |             |   |             |   |             |  |     |          |     |
| Register Availability                     | <table><tr><th>Status</th><th>Availability</th></tr><tr><td>Normal Mode ON, Idle Mode OFF, Sleep OUT</td><td>Yes</td></tr><tr><td>Normal Mode ON, Idle Mode ON, Sleep OUT</td><td>Yes</td></tr><tr><td>Partial Mode ON, Idle Mode OFF, Sleep OUT</td><td>Yes</td></tr><tr><td>Partial Mode ON, Idle Mode ON, Sleep OUT</td><td>Yes</td></tr><tr><td>Sleep IN</td><td>Yes</td></tr></table> |     |     |       |    |    |    |    |    |    |    |    |     | Status | Availability  | Normal Mode ON, Idle Mode OFF, Sleep OUT | Yes         | Normal Mode ON, Idle Mode ON, Sleep OUT | Yes         | Partial Mode ON, Idle Mode OFF, Sleep OUT | Yes         | Partial Mode ON, Idle Mode ON, Sleep OUT | Yes | Sleep IN | Yes |
| Status                                    | Availability   |     |     |       |    |    |    |    |    |    |    |    |     |        |               |  |             |   |             |   |             |  |     |          |     |
| Normal Mode ON, Idle Mode OFF, Sleep OUT  | Yes  |     |     |       |    |    |    |    |    |    |    |    |     |        |               |  |             |   |             |   |             |  |     |          |     |
| Normal Mode ON, Idle Mode ON, Sleep OUT   | Yes  |     |     |       |    |    |    |    |    |    |    |    |     |        |               |  |             |   |             |   |             |  |     |          |     |
| Partial Mode ON, Idle Mode OFF, Sleep OUT | Yes  |     |     |       |    |    |    |    |    |    |    |    |     |        |               |  |             |   |             |   |             |  |     |          |     |
| Partial Mode ON, Idle Mode ON, Sleep OUT  | Yes  |     |     |       |    |    |    |    |    |    |    |    |     |        |               |  |             |   |             |   |             |  |     |          |     |
| Sleep IN                                  | Yes  |     |     |       |    |    |    |    |    |    |    |    |     |        |               |  |             |   |             |   |             |  |     |          |     |
| Default                                   | <table><tr><th>Status</th><th>Default Value</th></tr><tr><td>Power ON Sequence</td><td>24'h009341h</td></tr><tr><td>SW Reset</td><td>24'h009341h</td></tr><tr><td>HW Reset</td><td>24'h009341h</td></tr></table>   |     |     |       |    |    |    |    |    |    |    |    |     | Status | Default Value | Power ON Sequence                        | 24'h009341h | SW Reset                                | 24'h009341h | HW Reset                                  | 24'h009341h |  |     |          |     |
| Status                                    | Default Value  |     |     |       |    |    |    |    |    |    |    |    |     |        |               |  |             |   |             |   |             |  |     |          |     |
| Power ON Sequence                         | 24'h009341h  |     |     |       |    |    |    |    |    |    |    |    |     |        |               |  |             |   |             |   |             |  |     |          |     |
| SW Reset                                  | 24'h009341h  |     |     |       |    |    |    |    |    |    |    |    |     |        |               |  |             |   |             |   |             |  |     |          |     |
| HW Reset                                  | 24'h009341h  |     |     |       |    |    |    |    |    |    |    |    |     |        |               |  |             |   |             |   |             |  |     |          |     |

### 8.3.24. Positive Gamma Correction (E0h)

| E0h                                       | PGAMCTRL (Positive Gamma Control)  |     |     |       |            |            |            |            |            |    |    |    |     |        |              |  |     |   |     |   |     |  |     |          |     |
|---|--|-----|-----|-------|------------|------------|------------|------------|------------|----|----|----|-----|--------|--------------|--|-----|---|-----|---|-----|--|-----|----------|-----|
|   | D/CX   | RDX | WRX | D17-8 | D7         | D6         | D5         | D4         | D3         | D2 | D1 | D0 | HEX |        |              |  |     |   |     |   |     |  |     |          |     |
| Command                                   | 0  | 1   | ↑   | XX    | 1          | 1          | 1          | 0          | 0          | 0  | 0  | 0  | E0h |        |              |  |     |   |     |   |     |  |     |          |     |
| 1 <sup>st</sup> Parameter                 | 1  | 1   | ↑   | XX    | 0          | 0          | 0          | 0          | VP63 [3:0] |    |    |    | 08  |        |              |  |     |   |     |   |     |  |     |          |     |
| 2 <sup>nd</sup> Parameter                 | 1  | 1   | ↑   | XX    | 0          | 0          | VP62 [5:0] |            |            |    |    |    |     |        |              |  |     |   |     |   |     |  |     |          |     |
| 3 <sup>rd</sup> Parameter                 | 1  | 1   | ↑   | XX    | 0          | 0          | VP61 [5:0] |            |            |    |    |    |     |        |              |  |     |   |     |   |     |  |     |          |     |
| 4 <sup>th</sup> Parameter                 | 1  | 1   | ↑   | X     | 0          | 0          | 0          | 0          | VP59 [3:0] |    |    |    | 05  |        |              |  |     |   |     |   |     |  |     |          |     |
| 5 <sup>th</sup> Parameter                 | 1  | 1   | ↑   | XX    | 0          | 0          | 0          | VP57 [4:0] |            |    |    |    |     |        |              |  |     |   |     |   |     |  |     |          |     |
| 6 <sup>th</sup> Parameter                 | 1  | 1   | ↑   | XX    | 0          | 0          | 0          | 0          | VP50 [3:0] |    |    |    | 09  |        |              |  |     |   |     |   |     |  |     |          |     |
| 7 <sup>th</sup> Parameter                 | 1  | 1   | ↑   | XX    | 0          | VP43 [6:0] |            |            |            |    |    |    |     |        |              |  |     |   |     |   |     |  |     |          |     |
| 8 <sup>th</sup> Parameter                 | 1  | 1   | ↑   | XX    | VP27 [3:0] |            |            |            | VP36 [3:0] |    |    |    |     |        |              |  |     |   |     |   |     |  |     |          |     |
| 9 <sup>th</sup> Parameter                 | 1  | 1   | ↑   | XX    | 0          | VP20 [6:0] |            |            |            |    |    |    |     |        |              |  |     |   |     |   |     |  |     |          |     |
| 10 <sup>th</sup> Parameter                | 1  | 1   | ↑   | XX    | 0          | 0          | 0          | 0          | VP13 [3:0] |    |    |    | 0B  |        |              |  |     |   |     |   |     |  |     |          |     |
| 11 <sup>th</sup> Parameter                | 1  | 1   | ↑   | XX    | 0          | 0          | 0          | VP6 [4:0]  |            |    |    |    |     |        |              |  |     |   |     |   |     |  |     |          |     |
| 12 <sup>th</sup> Parameter                | 1  | 1   | ↑   | XX    | 0          | 0          | 0          | 0          | VP4 [3:0]  |    |    |    | 00  |        |              |  |     |   |     |   |     |  |     |          |     |
| 13 <sup>th</sup> Parameter                | 1  | 1   | ↑   | XX    | 0          | 0          | VP2 [5:0]  |            |            |    |    |    |     |        |              |  |     |   |     |   |     |  |     |          |     |
| 14 <sup>th</sup> Parameter                | 1  | 1   | ↑   | XX    | 0          | 0          | VP1 [5:0]  |            |            |    |    |    |     |        |              |  |     |   |     |   |     |  |     |          |     |
| 15 <sup>th</sup> Parameter                | 1  | 1   | ↑   | XX    | 0          | 0          | 0          | 0          | VP0 [3:0]  |    |    |    | 00  |        |              |  |     |   |     |   |     |  |     |          |     |
| Description                               | Set the gray scale voltage to adjust the gamma characteristics of the TFT panel.   |     |     |       |            |            |            |            |            |    |    |    |     |        |              |  |     |   |     |   |     |  |     |          |     |
| Restriction                               | EXTC should be high to enable this command   |     |     |       |            |            |            |            |            |    |    |    |     |        |              |  |     |   |     |   |     |  |     |          |     |
| Register Availability                     | <table><tr><th>Status</th><th>Availability</th></tr><tr><td>Normal Mode ON, Idle Mode OFF, Sleep OUT</td><td>Yes</td></tr><tr><td>Normal Mode ON, Idle Mode ON, Sleep OUT</td><td>Yes</td></tr><tr><td>Partial Mode ON, Idle Mode OFF, Sleep OUT</td><td>Yes</td></tr><tr><td>Partial Mode ON, Idle Mode ON, Sleep OUT</td><td>Yes</td></tr><tr><td>Sleep IN</td><td>Yes</td></tr></table> |     |     |       |            |            |            |            |            |    |    |    |     | Status | Availability | Normal Mode ON, Idle Mode OFF, Sleep OUT | Yes | Normal Mode ON, Idle Mode ON, Sleep OUT | Yes | Partial Mode ON, Idle Mode OFF, Sleep OUT | Yes | Partial Mode ON, Idle Mode ON, Sleep OUT | Yes | Sleep IN | Yes |
| Status                                    | Availability   |     |     |       |            |            |            |            |            |    |    |    |     |        |              |  |     |   |     |   |     |  |     |          |     |
| Normal Mode ON, Idle Mode OFF, Sleep OUT  | Yes  |     |     |       |            |            |            |            |            |    |    |    |     |        |              |  |     |   |     |   |     |  |     |          |     |
| Normal Mode ON, Idle Mode ON, Sleep OUT   | Yes  |     |     |       |            |            |            |            |            |    |    |    |     |        |              |  |     |   |     |   |     |  |     |          |     |
| Partial Mode ON, Idle Mode OFF, Sleep OUT | Yes  |     |     |       |            |            |            |            |            |    |    |    |     |        |              |  |     |   |     |   |     |  |     |          |     |
| Partial Mode ON, Idle Mode ON, Sleep OUT  | Yes  |     |     |       |            |            |            |            |            |    |    |    |     |        |              |  |     |   |     |   |     |  |     |          |     |
| Sleep IN                                  | Yes  |     |     |       |            |            |            |            |            |    |    |    |     |        |              |  |     |   |     |   |     |  |     |          |     |
| Default                                   |  |     |     |       |            |            |            |            |            |    |    |    |     |        |              |  |     |   |     |   |     |  |     |          |     |

### 8.3.25. Negative Gamma Correction (E1h)

| E1h                                       | NGAMCTRL (Negative Gamma Correction)   |     |     |       |            |            |            |            |            |    |    |    |     |        |              |  |     |   |     |   |     |  |     |          |     |
|---|--|-----|-----|-------|------------|------------|------------|------------|------------|----|----|----|-----|--------|--------------|--|-----|---|-----|---|-----|--|-----|----------|-----|
|   | D/CX   | RDX | WRX | D17-8 | D7         | D6         | D5         | D4         | D3         | D2 | D1 | D0 | HEX |        |              |  |     |   |     |   |     |  |     |          |     |
| Command                                   | 0  | 1   | ↑   | XX    | 1          | 1          | 1          | 0          | 0          | 0  | 0  | 1  | E1h |        |              |  |     |   |     |   |     |  |     |          |     |
| 1 <sup>st</sup> Parameter                 | 1  | 1   | ↑   | XX    | 0          | 0          | 0          | 0          | VN63 [3:0] |    |    |    | 08  |        |              |  |     |   |     |   |     |  |     |          |     |
| 2 <sup>nd</sup> Parameter                 | 1  | 1   | ↑   | XX    | 0          | 0          | VN62 [5:0] |            |            |    |    |    |     |        |              |  |     |   |     |   |     |  |     |          |     |
| 3 <sup>rd</sup> Parameter                 | 1  | 1   | ↑   | XX    | 0          | 0          | VN61 [5:0] |            |            |    |    |    |     |        |              |  |     |   |     |   |     |  |     |          |     |
| 4 <sup>th</sup> Parameter                 | 1  | 1   | ↑   | XX    | 0          | 0          | 0          | 0          | VN59 [3:0] |    |    |    | 07  |        |              |  |     |   |     |   |     |  |     |          |     |
| 5 <sup>th</sup> Parameter                 | 1  | 1   | ↑   | XX    | 0          | 0          | 0          | VN57 [4:0] |            |    |    |    |     |        |              |  |     |   |     |   |     |  |     |          |     |
| 6 <sup>th</sup> Parameter                 | 1  | 1   | ↑   | XX    | 0          | 0          | 0          | 0          | VN50 [3:0] |    |    |    | 05  |        |              |  |     |   |     |   |     |  |     |          |     |
| 7 <sup>th</sup> Parameter                 | 1  | 1   | ↑   | XX    | 0          | VN43 [6:0] |            |            |            |    |    |    |     |        |              |  |     |   |     |   |     |  |     |          |     |
| 8 <sup>th</sup> Parameter                 | 1  | 1   | ↑   | XX    | VN36 [3:0] |            |            |            | VN27 [3:0] |    |    |    |     |        |              |  |     |   |     |   |     |  |     |          |     |
| 9 <sup>th</sup> Parameter                 | 1  | 1   | ↑   | XX    | 0          | VN20 [6:0] |            |            |            |    |    |    |     |        |              |  |     |   |     |   |     |  |     |          |     |
| 10 <sup>th</sup> Parameter                | 1  | 1   | ↑   | XX    | 0          | 0          | 0          | 0          | VN13 [3:0] |    |    |    | 04  |        |              |  |     |   |     |   |     |  |     |          |     |
| 11 <sup>th</sup> Parameter                | 1  | 1   | ↑   | XX    | 0          | 0          | 0          | VN6 [4:0]  |            |    |    |    |     |        |              |  |     |   |     |   |     |  |     |          |     |
| 12 <sup>th</sup> Parameter                | 1  | 1   | ↑   | XX    | 0          | 0          | 0          | 0          | VN4 [3:0]  |    |    |    | 0F  |        |              |  |     |   |     |   |     |  |     |          |     |
| 13 <sup>th</sup> Parameter                | 1  | 1   | ↑   | XX    | 0          | 0          | VN2 [5:0]  |            |            |    |    |    |     |        |              |  |     |   |     |   |     |  |     |          |     |
| 14 <sup>th</sup> Parameter                | 1  | 1   | ↑   | XX    | 0          | 0          | VN1 [5:0]  |            |            |    |    |    |     |        |              |  |     |   |     |   |     |  |     |          |     |
| 15 <sup>th</sup> Parameter                | 1  | 1   | ↑   | XX    | 0          | 0          | 0          | 0          | VN0 [3:0]  |    |    |    | 0F  |        |              |  |     |   |     |   |     |  |     |          |     |
| Description                               | Set the gray scale voltage to adjust the gamma characteristics of the TFT panel.   |     |     |       |            |            |            |            |            |    |    |    |     |        |              |  |     |   |     |   |     |  |     |          |     |
| Restriction                               | EXTC should be high to enable this command   |     |     |       |            |            |            |            |            |    |    |    |     |        |              |  |     |   |     |   |     |  |     |          |     |
| Register Availability                     | <table><tr><th>Status</th><th>Availability</th></tr><tr><td>Normal Mode ON, Idle Mode OFF, Sleep OUT</td><td>Yes</td></tr><tr><td>Normal Mode ON, Idle Mode ON, Sleep OUT</td><td>Yes</td></tr><tr><td>Partial Mode ON, Idle Mode OFF, Sleep OUT</td><td>Yes</td></tr><tr><td>Partial Mode ON, Idle Mode ON, Sleep OUT</td><td>Yes</td></tr><tr><td>Sleep IN</td><td>Yes</td></tr></table> |     |     |       |            |            |            |            |            |    |    |    |     | Status | Availability | Normal Mode ON, Idle Mode OFF, Sleep OUT | Yes | Normal Mode ON, Idle Mode ON, Sleep OUT | Yes | Partial Mode ON, Idle Mode OFF, Sleep OUT | Yes | Partial Mode ON, Idle Mode ON, Sleep OUT | Yes | Sleep IN | Yes |
| Status                                    | Availability   |     |     |       |            |            |            |            |            |    |    |    |     |        |              |  |     |   |     |   |     |  |     |          |     |
| Normal Mode ON, Idle Mode OFF, Sleep OUT  | Yes  |     |     |       |            |            |            |            |            |    |    |    |     |        |              |  |     |   |     |   |     |  |     |          |     |
| Normal Mode ON, Idle Mode ON, Sleep OUT   | Yes  |     |     |       |            |            |            |            |            |    |    |    |     |        |              |  |     |   |     |   |     |  |     |          |     |
| Partial Mode ON, Idle Mode OFF, Sleep OUT | Yes  |     |     |       |            |            |            |            |            |    |    |    |     |        |              |  |     |   |     |   |     |  |     |          |     |
| Partial Mode ON, Idle Mode ON, Sleep OUT  | Yes  |     |     |       |            |            |            |            |            |    |    |    |     |        |              |  |     |   |     |   |     |  |     |          |     |
| Sleep IN                                  | Yes  |     |     |       |            |            |            |            |            |    |    |    |     |        |              |  |     |   |     |   |     |  |     |          |     |
| Default                                   |  |     |     |       |            |            |            |            |            |    |    |    |     |        |              |  |     |   |     |   |     |  |     |          |     |

### 8.3.26. Digital Gamma Control 1 (E2h)

| E2h                                       | DGAMCTRL (Digital Gamma Control 1)   |            |     |       |             |    |    |    |             |    |    |    |     |        |               |  |            |   |                   |   |     |  |     |          |          |     |     |
|---|--|------------|-----|-------|-------------|----|----|----|-------------|----|----|----|-----|--------|---------------|--|------------|---|-------------------|---|-----|--|-----|----------|----------|-----|-----|
|   | D/CX   | RDX        | WRX | D17-8 | D7          | D6 | D5 | D4 | D3          | D2 | D1 | D0 | HEX |        |               |  |            |   |                   |   |     |  |     |          |          |     |     |
| Command                                   | 0  | 1          | ↑   | XX    | 1           | 1  | 1  | 0  | 0           | 0  | 1  | 0  | E2h |        |               |  |            |   |                   |   |     |  |     |          |          |     |     |
| 1 <sup>st</sup> Parameter                 | 1  | 1          | ↑   | XX    | RCA0 [3:0]  |    |    |    | BCA0 [3:0]  |    |    |    | XX  |        |               |  |            |   |                   |   |     |  |     |          |          |     |     |
| :   | 1  | 1          | ↑   | XX    | RCAx [3:0]  |    |    |    | BCAx [3:0]  |    |    |    | XX  |        |               |  |            |   |                   |   |     |  |     |          |          |     |     |
| 16 <sup>th</sup> Parameter                | 1  | 1          | ↑   | XX    | RCA15 [3:0] |    |    |    | BCA15 [3:0] |    |    |    | XX  |        |               |  |            |   |                   |   |     |  |     |          |          |     |     |
| Description                               | <b>RCAx [3:0]</b> : Gamma Macro-adjustment registers for red gamma curve.<br><b>BCAx [3:0]</b> : Gamma Macro-adjustment registers for blue gamma curve.  |            |     |       |             |    |    |    |             |    |    |    |     |        |               |  |            |   |                   |   |     |  |     |          |          |     |     |
| Restriction                               | EXTC should be high to enable this command   |            |     |       |             |    |    |    |             |    |    |    |     |        |               |  |            |   |                   |   |     |  |     |          |          |     |     |
| Register Availability                     | <table><tr><th>Status</th><th>Availability</th></tr><tr><td>Normal Mode ON, Idle Mode OFF, Sleep OUT</td><td>Yes</td></tr><tr><td>Normal Mode ON, Idle Mode ON, Sleep OUT</td><td>Yes</td></tr><tr><td>Partial Mode ON, Idle Mode OFF, Sleep OUT</td><td>Yes</td></tr><tr><td>Partial Mode ON, Idle Mode ON, Sleep OUT</td><td>Yes</td></tr><tr><td>Sleep IN</td><td>Yes</td></tr></table> |            |     |       |             |    |    |    |             |    |    |    |     | Status | Availability  | Normal Mode ON, Idle Mode OFF, Sleep OUT | Yes        | Normal Mode ON, Idle Mode ON, Sleep OUT | Yes               | Partial Mode ON, Idle Mode OFF, Sleep OUT | Yes | Partial Mode ON, Idle Mode ON, Sleep OUT | Yes | Sleep IN | Yes      |     |     |
| Status                                    | Availability   |            |     |       |             |    |    |    |             |    |    |    |     |        |               |  |            |   |                   |   |     |  |     |          |          |     |     |
| Normal Mode ON, Idle Mode OFF, Sleep OUT  | Yes  |            |     |       |             |    |    |    |             |    |    |    |     |        |               |  |            |   |                   |   |     |  |     |          |          |     |     |
| Normal Mode ON, Idle Mode ON, Sleep OUT   | Yes  |            |     |       |             |    |    |    |             |    |    |    |     |        |               |  |            |   |                   |   |     |  |     |          |          |     |     |
| Partial Mode ON, Idle Mode OFF, Sleep OUT | Yes  |            |     |       |             |    |    |    |             |    |    |    |     |        |               |  |            |   |                   |   |     |  |     |          |          |     |     |
| Partial Mode ON, Idle Mode ON, Sleep OUT  | Yes  |            |     |       |             |    |    |    |             |    |    |    |     |        |               |  |            |   |                   |   |     |  |     |          |          |     |     |
| Sleep IN                                  | Yes  |            |     |       |             |    |    |    |             |    |    |    |     |        |               |  |            |   |                   |   |     |  |     |          |          |     |     |
| Default                                   | <table><tr><th rowspan="2">Status</th><th colspan="2">Default Value</th></tr><tr><th>RCAx [3:0]</th><th>BCAx [3:0]</th></tr><tr><td>Power ON Sequence</td><td>TBD</td><td>TBD</td></tr><tr><td>SW Reset</td><td>TBD</td><td>TBD</td></tr><tr><td>HW Reset</td><td>TBD</td><td>TBD</td></tr></table>  |            |     |       |             |    |    |    |             |    |    |    |     | Status | Default Value |  | RCAx [3:0] | BCAx [3:0]                              | Power ON Sequence | TBD                                       | TBD | SW Reset                                 | TBD | TBD      | HW Reset | TBD | TBD |
| Status                                    | Default Value  |            |     |       |             |    |    |    |             |    |    |    |     |        |               |  |            |   |                   |   |     |  |     |          |          |     |     |
|   | RCAx [3:0]   | BCAx [3:0] |     |       |             |    |    |    |             |    |    |    |     |        |               |  |            |   |                   |   |     |  |     |          |          |     |     |
| Power ON Sequence                         | TBD  | TBD        |     |       |             |    |    |    |             |    |    |    |     |        |               |  |            |   |                   |   |     |  |     |          |          |     |     |
| SW Reset                                  | TBD  | TBD        |     |       |             |    |    |    |             |    |    |    |     |        |               |  |            |   |                   |   |     |  |     |          |          |     |     |
| HW Reset                                  | TBD  | TBD        |     |       |             |    |    |    |             |    |    |    |     |        |               |  |            |   |                   |   |     |  |     |          |          |     |     |

### 8.3.27. Digital Gamma Control 2(E3h)

| E3h                                       | DGAMCTRL (Digital Gamma Control 2)   |            |     |       |             |    |    |    |             |    |    |    |     |        |               |  |            |   |                   |   |     |  |     |          |          |     |     |
|---|--|------------|-----|-------|-------------|----|----|----|-------------|----|----|----|-----|--------|---------------|--|------------|---|-------------------|---|-----|--|-----|----------|----------|-----|-----|
|   | D/CX   | RDX        | WRX | D17-8 | D7          | D6 | D5 | D4 | D3          | D2 | D1 | D0 | HEX |        |               |  |            |   |                   |   |     |  |     |          |          |     |     |
| Command                                   | 0  | 1          | ↑   | XX    | 1           | 1  | 1  | 0  | 0           | 0  | 1  | 1  | E3h |        |               |  |            |   |                   |   |     |  |     |          |          |     |     |
| 1 <sup>st</sup> Parameter                 | 1  | 1          | ↑   | XX    | RFA0 [3:0]  |    |    |    | BFA0 [3:0]  |    |    |    | XX  |        |               |  |            |   |                   |   |     |  |     |          |          |     |     |
| :   | 1  | 1          | ↑   | XX    | RFAx [3:0]  |    |    |    | BFAx [3:0]  |    |    |    | XX  |        |               |  |            |   |                   |   |     |  |     |          |          |     |     |
| 64 <sup>rd</sup> Parameter                | 1  | 1          | ↑   | XX    | RFA63 [3:0] |    |    |    | BFA63 [3:0] |    |    |    | XX  |        |               |  |            |   |                   |   |     |  |     |          |          |     |     |
| Description                               | <b>RFax [3:0]:</b> Gamma Micro-adjustment register for red gamma curve.<br><b>BFAx [3:0]:</b> Gamma Micro-adjustment register for blue gamma curve.  |            |     |       |             |    |    |    |             |    |    |    |     |        |               |  |            |   |                   |   |     |  |     |          |          |     |     |
| Restriction                               | EXTC should be high to enable this command   |            |     |       |             |    |    |    |             |    |    |    |     |        |               |  |            |   |                   |   |     |  |     |          |          |     |     |
| Register Availability                     | <table><tr><th>Status</th><th>Availability</th></tr><tr><td>Normal Mode ON, Idle Mode OFF, Sleep OUT</td><td>Yes</td></tr><tr><td>Normal Mode ON, Idle Mode ON, Sleep OUT</td><td>Yes</td></tr><tr><td>Partial Mode ON, Idle Mode OFF, Sleep OUT</td><td>Yes</td></tr><tr><td>Partial Mode ON, Idle Mode ON, Sleep OUT</td><td>Yes</td></tr><tr><td>Sleep IN</td><td>Yes</td></tr></table> |            |     |       |             |    |    |    |             |    |    |    |     | Status | Availability  | Normal Mode ON, Idle Mode OFF, Sleep OUT | Yes        | Normal Mode ON, Idle Mode ON, Sleep OUT | Yes               | Partial Mode ON, Idle Mode OFF, Sleep OUT | Yes | Partial Mode ON, Idle Mode ON, Sleep OUT | Yes | Sleep IN | Yes      |     |     |
| Status                                    | Availability   |            |     |       |             |    |    |    |             |    |    |    |     |        |               |  |            |   |                   |   |     |  |     |          |          |     |     |
| Normal Mode ON, Idle Mode OFF, Sleep OUT  | Yes  |            |     |       |             |    |    |    |             |    |    |    |     |        |               |  |            |   |                   |   |     |  |     |          |          |     |     |
| Normal Mode ON, Idle Mode ON, Sleep OUT   | Yes  |            |     |       |             |    |    |    |             |    |    |    |     |        |               |  |            |   |                   |   |     |  |     |          |          |     |     |
| Partial Mode ON, Idle Mode OFF, Sleep OUT | Yes  |            |     |       |             |    |    |    |             |    |    |    |     |        |               |  |            |   |                   |   |     |  |     |          |          |     |     |
| Partial Mode ON, Idle Mode ON, Sleep OUT  | Yes  |            |     |       |             |    |    |    |             |    |    |    |     |        |               |  |            |   |                   |   |     |  |     |          |          |     |     |
| Sleep IN                                  | Yes  |            |     |       |             |    |    |    |             |    |    |    |     |        |               |  |            |   |                   |   |     |  |     |          |          |     |     |
| Default                                   | <table><tr><th rowspan="2">Status</th><th colspan="2">Default Value</th></tr><tr><th>RFax [3:0]</th><th>BFAx [3:0]</th></tr><tr><td>Power ON Sequence</td><td>TBD</td><td>TBD</td></tr><tr><td>SW Reset</td><td>TBD</td><td>TBD</td></tr><tr><td>HW Reset</td><td>TBD</td><td>TBD</td></tr></table>  |            |     |       |             |    |    |    |             |    |    |    |     | Status | Default Value |  | RFax [3:0] | BFAx [3:0]                              | Power ON Sequence | TBD                                       | TBD | SW Reset                                 | TBD | TBD      | HW Reset | TBD | TBD |
| Status                                    | Default Value  |            |     |       |             |    |    |    |             |    |    |    |     |        |               |  |            |   |                   |   |     |  |     |          |          |     |     |
|   | RFax [3:0]   | BFAx [3:0] |     |       |             |    |    |    |             |    |    |    |     |        |               |  |            |   |                   |   |     |  |     |          |          |     |     |
| Power ON Sequence                         | TBD  | TBD        |     |       |             |    |    |    |             |    |    |    |     |        |               |  |            |   |                   |   |     |  |     |          |          |     |     |
| SW Reset                                  | TBD  | TBD        |     |       |             |    |    |    |             |    |    |    |     |        |               |  |            |   |                   |   |     |  |     |          |          |     |     |
| HW Reset                                  | TBD  | TBD        |     |       |             |    |    |    |             |    |    |    |     |        |               |  |            |   |                   |   |     |  |     |          |          |     |     |

### 8.3.28. Interface Control (F6h)

| F6h                       | IFCTL (16bits Data Format Selection)  |                             |                          |       |            |            |            |         |             |        |            |            |     |        |                    |                        |                             |   |                           |   |   |                    |   |   |                      |   |   |                  |
|---------------------------|---|-----------------------------|--------------------------|-------|------------|------------|------------|---------|-------------|--------|------------|------------|-----|--------|--------------------|------------------------|-----------------------------|---|---------------------------|---|---|--------------------|---|---|----------------------|---|---|------------------|
|                           | D/CX  | RDX                         | WRX                      | D17-8 | D7         | D6         | D5         | D4      | D3          | D2     | D1         | D0         | HEX |        |                    |                        |                             |   |                           |   |   |                    |   |   |                      |   |   |                  |
| Command                   | 0   | 1                           | ↑                        | XX    | 1          | 1          | 1          | 1       | 0           | 1      | 1          | 0          | F6h |        |                    |                        |                             |   |                           |   |   |                    |   |   |                      |   |   |                  |
| 1 <sup>st</sup> Parameter | 1   | 1                           | ↑                        | XX    | MY_<br>EOR | MX_<br>EOR | MV_<br>EOR | 0       | BGR_<br>EOR | 0      | 0          | WE<br>MODE | 01  |        |                    |                        |                             |   |                           |   |   |                    |   |   |                      |   |   |                  |
| 2 <sup>nd</sup> Parameter | 1   | 1                           | ↑                        | XX    | 0          | 0          | EPF [1]    | EPF [0] | 0           | 0      | MDT<br>[1] | MDT<br>[0] | 00  |        |                    |                        |                             |   |                           |   |   |                    |   |   |                      |   |   |                  |
| 3 <sup>rd</sup> Parameter | 1   | 1                           | ↑                        | XX    | 0          | 0          | ENDIAN     | 0       | DM [1]      | DM [0] | RM         | RIM        | 00  |        |                    |                        |                             |   |                           |   |   |                    |   |   |                      |   |   |                  |
| Description               | <b>MY_EOR / MX_EOR / MV_EOR / BGR_EOR:</b><br><br>The set value of MADCTL is used in the IC is derived as exclusive OR between 1st Parameter of IFCTL and MADCTL Parameter.<br><br><b>MDT [1:0]:</b> Select the method of display data transferring.<br><br><b>WEMODE:</b> Memory write control<br><br>WEMODE=0: When the transfer number of data exceeds (EC-SC+1)*(EP-SP+1), the exceeding data will be ignored.<br><br>WEMODE=1: When the transfer number of data exceeds (EC-SC+1)*(EP-SP+1), the column and page number will be reset, and the exceeding data will be written into the following column and page.<br><br><b>ENDIAN:</b> Select Little Endian Interface bit. At Little Endian mode, the host sends LSB data first.<br><table><tr><th>ENDIAN</th><th>Data transfer Mode</th></tr><tr><td>0</td><td>Normal (MSB first, default)</td></tr><tr><td>1</td><td>Little Endian (LSB first)</td></tr></table><br><i>Note: Little Endian is valid on only 65K 8-bit and 9-bit MCU interface mode.</i> |                             |                          |       |            |            |            |         |             |        |            |            |     | ENDIAN | Data transfer Mode | 0                      | Normal (MSB first, default) | 1 | Little Endian (LSB first) |   |   |                    |   |   |                      |   |   |                  |
|                           | ENDIAN  | Data transfer Mode          |                          |       |            |            |            |         |             |        |            |            |     |        |                    |                        |                             |   |                           |   |   |                    |   |   |                      |   |   |                  |
|                           | 0   | Normal (MSB first, default) |                          |       |            |            |            |         |             |        |            |            |     |        |                    |                        |                             |   |                           |   |   |                    |   |   |                      |   |   |                  |
|                           | 1   | Little Endian (LSB first)   |                          |       |            |            |            |         |             |        |            |            |     |        |                    |                        |                             |   |                           |   |   |                    |   |   |                      |   |   |                  |
|                           |   |                             |                          |       |            |            |            |         |             |        |            |            |     |        |                    |                        |                             |   |                           |   |   |                    |   |   |                      |   |   |                  |
|                           | <b>DM [1:0]:</b> Select the display operation mode.<br><table><tr><th>DM [1]</th><th>DM [0]</th><th>Display Operation Mode</th></tr><tr><td>0</td><td>0</td><td>Internal clock operation</td></tr><tr><td>0</td><td>1</td><td>RGB Interface Mode</td></tr><tr><td>1</td><td>0</td><td>VSYNC interface mode</td></tr><tr><td>1</td><td>1</td><td>Setting disabled</td></tr></table><br>The DM [1:0] setting allows switching between internal clock operation mode and external display interface operation mode. However, switching between the RGB interface operation mode and the VSYNC interface operation mode is prohibited.  |                             |                          |       |            |            |            |         |             |        |            |            |     | DM [1] | DM [0]             | Display Operation Mode | 0                           | 0 | Internal clock operation  | 0 | 1 | RGB Interface Mode | 1 | 0 | VSYNC interface mode | 1 | 1 | Setting disabled |
|                           | DM [1]  | DM [0]                      | Display Operation Mode   |       |            |            |            |         |             |        |            |            |     |        |                    |                        |                             |   |                           |   |   |                    |   |   |                      |   |   |                  |
|                           | 0   | 0                           | Internal clock operation |       |            |            |            |         |             |        |            |            |     |        |                    |                        |                             |   |                           |   |   |                    |   |   |                      |   |   |                  |
|                           | 0   | 1                           | RGB Interface Mode       |       |            |            |            |         |             |        |            |            |     |        |                    |                        |                             |   |                           |   |   |                    |   |   |                      |   |   |                  |
|                           | 1   | 0                           | VSYNC interface mode     |       |            |            |            |         |             |        |            |            |     |        |                    |                        |                             |   |                           |   |   |                    |   |   |                      |   |   |                  |
| 1                         | 1   | Setting disabled            |                          |       |            |            |            |         |             |        |            |            |     |        |                    |                        |                             |   |                           |   |   |                    |   |   |                      |   |   |                  |



**RM:** Select the interface to access the GRAM.

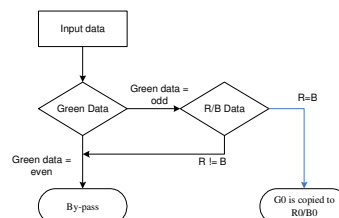
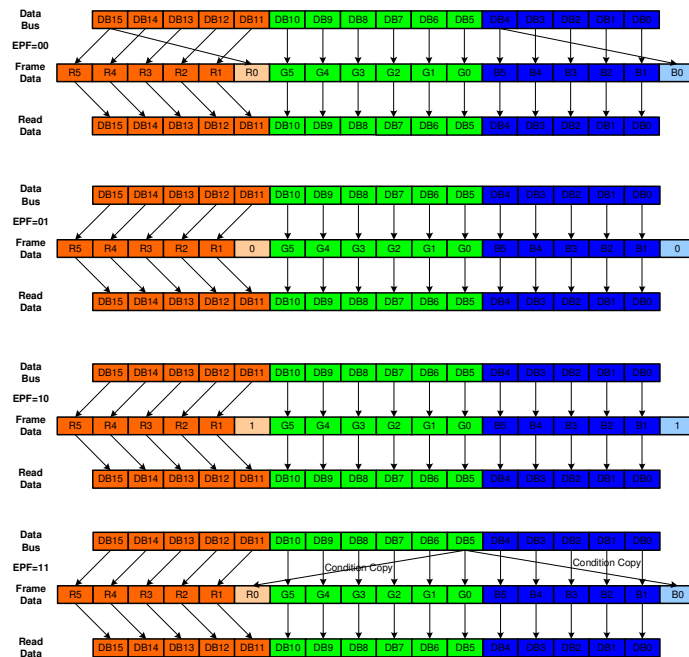
Set RM to "1" when writing display data by the RGB interface.

| RM | Interface for RAM Access         |
|----|----------------------------------|
| 0  | System interface/VSYNC interface |
| 1  | RGB interface                    |

**RIM:** Specify the RGB interface mode when the RGB interface is used. These bits should be set before display operation through the RGB interface and should not be set during operation.

| RIM | COLMOD [6:4]     | RGB Interface Mode                       |
|-----|------------------|--|
| 0   | 110 (262K color) | 18- bit RGB interface (1 transfer/pixel) |
|     | 101 (65K color)  | 16- bit RGB interface (1 transfer/pixel) |
| 1   | 110 (262K color) | 6- bit RGB interface (3 transfer/pixel)  |
|     | 101 (65K color)  | 6- bit RGB interface (3 transfer/pixel)  |

**EPF [1:0]:** 65K color mode data format.



|   | <table><tr><th>EPF [1:0]</th><th>Expand 16 bbp (R,G,B) to 18bbp (R,G,B)</th></tr><tr><td>00</td><td>MSB is inputted to LSB<br/>r [5:0] = {R [4:0], R [4]}<br/>g [5:0] = {G [5:0]}<br/>b [5:0] = {B [4:0], B [4]}</td></tr><tr><td>01</td><td>“0” is inputted to LSB<br/>r [5:0] = {R [4:0], 0}<br/>g [5:0] = {G [5:0]}<br/>b [5:0] = {B [4:0], 0}<br/><br/>Exception:<br/>R [4:0], B[4:0] = 5'h1F → r [5:0], b[5:0] = 6'h3F</td></tr><tr><td>10</td><td>“1” is inputted to LSB<br/>r [5:0] = {R [4:0], 1}<br/>g [5:0] = {G [5:0]}<br/>b [5:0] = {B [4:0], 1}<br/><br/>Exception:<br/>R [4:0], B[4:0] = 5'h00 → r [5:0], b[5:0] = 6'h00</td></tr><tr><td>11</td><td>Compare R [4:0], G [5:1], B [4:0] case:<br/>Case 1: R=G=B → r [5:0] = {R [4:0], G [0]}, g [5:0] = {G [5:0]}, b [5:0] = {B [4:0], G [0]}<br/>Case 2: R=B≠G → r [5:0] = {R [4:0], R [4]}, g [5:0] = {G [5:0]}, b [5:0] = {B [4:0], B [0]}<br/>Case 3: R=G≠B → r [5:0] = {R [4:0], G [0]}, g [5:0] = {G [5:0]}, b [5:0] = {B [4:0], B [0]}<br/>Case 4: B=G≠R → r [5:0] = {R [4:0], R [4]}, g [5:0] = {G [5:0]}, b [5:0] = {B [4:0], G [0]}</td></tr></table> | EPF [1:0] | Expand 16 bbp (R,G,B) to 18bbp (R,G,B) | 00                                       | MSB is inputted to LSB<br>r [5:0] = {R [4:0], R [4]}<br>g [5:0] = {G [5:0]}<br>b [5:0] = {B [4:0], B [4]} | 01                                      | “0” is inputted to LSB<br>r [5:0] = {R [4:0], 0}<br>g [5:0] = {G [5:0]}<br>b [5:0] = {B [4:0], 0}<br><br>Exception:<br>R [4:0], B[4:0] = 5'h1F → r [5:0], b[5:0] = 6'h3F | 10  | “1” is inputted to LSB<br>r [5:0] = {R [4:0], 1}<br>g [5:0] = {G [5:0]}<br>b [5:0] = {B [4:0], 1}<br><br>Exception:<br>R [4:0], B[4:0] = 5'h00 → r [5:0], b[5:0] = 6'h00 | 11                                       | Compare R [4:0], G [5:1], B [4:0] case:<br>Case 1: R=G=B → r [5:0] = {R [4:0], G [0]}, g [5:0] = {G [5:0]}, b [5:0] = {B [4:0], G [0]}<br>Case 2: R=B≠G → r [5:0] = {R [4:0], R [4]}, g [5:0] = {G [5:0]}, b [5:0] = {B [4:0], B [0]}<br>Case 3: R=G≠B → r [5:0] = {R [4:0], G [0]}, g [5:0] = {G [5:0]}, b [5:0] = {B [4:0], B [0]}<br>Case 4: B=G≠R → r [5:0] = {R [4:0], R [4]}, g [5:0] = {G [5:0]}, b [5:0] = {B [4:0], G [0]} |          |        |          |    |     |                   |       |       |      |      |       |      |      |          |       |       |      |      |       |      |      |          |       |       |      |      |       |      |      |
|---|--|-----------|--|--|---|---|--|---|--|--|---|----------|--------|----------|----|-----|-------------------|-------|-------|------|------|-------|------|------|----------|-------|-------|------|------|-------|------|------|----------|-------|-------|------|------|-------|------|------|
| EPF [1:0]                                 | Expand 16 bbp (R,G,B) to 18bbp (R,G,B)   |           |  |  |   |   |  |   |  |  |   |          |        |          |    |     |                   |       |       |      |      |       |      |      |          |       |       |      |      |       |      |      |          |       |       |      |      |       |      |      |
| 00  | MSB is inputted to LSB<br>r [5:0] = {R [4:0], R [4]}<br>g [5:0] = {G [5:0]}<br>b [5:0] = {B [4:0], B [4]}  |           |  |  |   |   |  |   |  |  |   |          |        |          |    |     |                   |       |       |      |      |       |      |      |          |       |       |      |      |       |      |      |          |       |       |      |      |       |      |      |
| 01  | “0” is inputted to LSB<br>r [5:0] = {R [4:0], 0}<br>g [5:0] = {G [5:0]}<br>b [5:0] = {B [4:0], 0}<br><br>Exception:<br>R [4:0], B[4:0] = 5'h1F → r [5:0], b[5:0] = 6'h3F   |           |  |  |   |   |  |   |  |  |   |          |        |          |    |     |                   |       |       |      |      |       |      |      |          |       |       |      |      |       |      |      |          |       |       |      |      |       |      |      |
| 10  | “1” is inputted to LSB<br>r [5:0] = {R [4:0], 1}<br>g [5:0] = {G [5:0]}<br>b [5:0] = {B [4:0], 1}<br><br>Exception:<br>R [4:0], B[4:0] = 5'h00 → r [5:0], b[5:0] = 6'h00   |           |  |  |   |   |  |   |  |  |   |          |        |          |    |     |                   |       |       |      |      |       |      |      |          |       |       |      |      |       |      |      |          |       |       |      |      |       |      |      |
| 11  | Compare R [4:0], G [5:1], B [4:0] case:<br>Case 1: R=G=B → r [5:0] = {R [4:0], G [0]}, g [5:0] = {G [5:0]}, b [5:0] = {B [4:0], G [0]}<br>Case 2: R=B≠G → r [5:0] = {R [4:0], R [4]}, g [5:0] = {G [5:0]}, b [5:0] = {B [4:0], B [0]}<br>Case 3: R=G≠B → r [5:0] = {R [4:0], G [0]}, g [5:0] = {G [5:0]}, b [5:0] = {B [4:0], B [0]}<br>Case 4: B=G≠R → r [5:0] = {R [4:0], R [4]}, g [5:0] = {G [5:0]}, b [5:0] = {B [4:0], G [0]}  |           |  |  |   |   |  |   |  |  |   |          |        |          |    |     |                   |       |       |      |      |       |      |      |          |       |       |      |      |       |      |      |          |       |       |      |      |       |      |      |
| Restriction                               | EXTC should be high to enable this command   |           |  |  |   |   |  |   |  |  |   |          |        |          |    |     |                   |       |       |      |      |       |      |      |          |       |       |      |      |       |      |      |          |       |       |      |      |       |      |      |
| Register Availability                     | <table><tr><th>Status</th><th>Availability</th></tr><tr><td>Normal Mode ON, Idle Mode OFF, Sleep OUT</td><td>Yes</td></tr><tr><td>Normal Mode ON, Idle Mode ON, Sleep OUT</td><td>Yes</td></tr><tr><td>Partial Mode ON, Idle Mode OFF, Sleep OUT</td><td>Yes</td></tr><tr><td>Partial Mode ON, Idle Mode ON, Sleep OUT</td><td>Yes</td></tr><tr><td>Sleep IN</td><td>Yes</td></tr></table>   | Status    | Availability                           | Normal Mode ON, Idle Mode OFF, Sleep OUT | Yes   | Normal Mode ON, Idle Mode ON, Sleep OUT | Yes  | Partial Mode ON, Idle Mode OFF, Sleep OUT | Yes  | Partial Mode ON, Idle Mode ON, Sleep OUT | Yes   | Sleep IN | Yes    |          |    |     |                   |       |       |      |      |       |      |      |          |       |       |      |      |       |      |      |          |       |       |      |      |       |      |      |
| Status                                    | Availability   |           |  |  |   |   |  |   |  |  |   |          |        |          |    |     |                   |       |       |      |      |       |      |      |          |       |       |      |      |       |      |      |          |       |       |      |      |       |      |      |
| Normal Mode ON, Idle Mode OFF, Sleep OUT  | Yes  |           |  |  |   |   |  |   |  |  |   |          |        |          |    |     |                   |       |       |      |      |       |      |      |          |       |       |      |      |       |      |      |          |       |       |      |      |       |      |      |
| Normal Mode ON, Idle Mode ON, Sleep OUT   | Yes  |           |  |  |   |   |  |   |  |  |   |          |        |          |    |     |                   |       |       |      |      |       |      |      |          |       |       |      |      |       |      |      |          |       |       |      |      |       |      |      |
| Partial Mode ON, Idle Mode OFF, Sleep OUT | Yes  |           |  |  |   |   |  |   |  |  |   |          |        |          |    |     |                   |       |       |      |      |       |      |      |          |       |       |      |      |       |      |      |          |       |       |      |      |       |      |      |
| Partial Mode ON, Idle Mode ON, Sleep OUT  | Yes  |           |  |  |   |   |  |   |  |  |   |          |        |          |    |     |                   |       |       |      |      |       |      |      |          |       |       |      |      |       |      |      |          |       |       |      |      |       |      |      |
| Sleep IN                                  | Yes  |           |  |  |   |   |  |   |  |  |   |          |        |          |    |     |                   |       |       |      |      |       |      |      |          |       |       |      |      |       |      |      |          |       |       |      |      |       |      |      |
| Default                                   | <table><tr><th rowspan="2">Status</th><th colspan="7">Default Value</th></tr><tr><th>EPF [1:0]</th><th>MDT [1:0]</th><th>ENDIAN</th><th>WEMODE</th><th>DM [1:0]</th><th>RM</th><th>RIM</th></tr><tr><td>Power ON Sequence</td><td>2'b00</td><td>2'b00</td><td>1'b0</td><td>1'b1</td><td>2'b00</td><td>1'b0</td><td>1'b0</td></tr><tr><td>SW Reset</td><td>2'b00</td><td>2'b00</td><td>1'b0</td><td>1'b1</td><td>2'b00</td><td>1'b0</td><td>1'b0</td></tr><tr><td>HW Reset</td><td>2'b00</td><td>2'b00</td><td>1'b0</td><td>1'b1</td><td>2'b00</td><td>1'b0</td><td>1'b0</td></tr></table>  | Status    | Default Value                          |  |   |   |  |   |  | EPF [1:0]                                | MDT [1:0]   | ENDIAN   | WEMODE | DM [1:0] | RM | RIM | Power ON Sequence | 2'b00 | 2'b00 | 1'b0 | 1'b1 | 2'b00 | 1'b0 | 1'b0 | SW Reset | 2'b00 | 2'b00 | 1'b0 | 1'b1 | 2'b00 | 1'b0 | 1'b0 | HW Reset | 2'b00 | 2'b00 | 1'b0 | 1'b1 | 2'b00 | 1'b0 | 1'b0 |
| Status                                    | Default Value  |           |  |  |   |   |  |   |  |  |   |          |        |          |    |     |                   |       |       |      |      |       |      |      |          |       |       |      |      |       |      |      |          |       |       |      |      |       |      |      |
|   | EPF [1:0]  | MDT [1:0] | ENDIAN                                 | WEMODE                                   | DM [1:0]  | RM                                      | RIM  |   |  |  |   |          |        |          |    |     |                   |       |       |      |      |       |      |      |          |       |       |      |      |       |      |      |          |       |       |      |      |       |      |      |
| Power ON Sequence                         | 2'b00  | 2'b00     | 1'b0                                   | 1'b1                                     | 2'b00   | 1'b0                                    | 1'b0   |   |  |  |   |          |        |          |    |     |                   |       |       |      |      |       |      |      |          |       |       |      |      |       |      |      |          |       |       |      |      |       |      |      |
| SW Reset                                  | 2'b00  | 2'b00     | 1'b0                                   | 1'b1                                     | 2'b00   | 1'b0                                    | 1'b0   |   |  |  |   |          |        |          |    |     |                   |       |       |      |      |       |      |      |          |       |       |      |      |       |      |      |          |       |       |      |      |       |      |      |
| HW Reset                                  | 2'b00  | 2'b00     | 1'b0                                   | 1'b1                                     | 2'b00   | 1'b0                                    | 1'b0   |   |  |  |   |          |        |          |    |     |                   |       |       |      |      |       |      |      |          |       |       |      |      |       |      |      |          |       |       |      |      |       |      |      |

## 8.4 Description of Extend register command

### 8.4.1 Power control A (CBh)

| CBh                                       | Power control A   |            |            |            |            |    |    |    |    |             |    |    |     |        |               |  |     |   |     |   |            |  |            |            |                   |    |    |    |    |    |          |    |    |    |    |    |          |    |    |    |    |    |
|---|---|------------|------------|------------|------------|----|----|----|----|-------------|----|----|-----|--------|---------------|--|-----|---|-----|---|------------|--|------------|------------|-------------------|----|----|----|----|----|----------|----|----|----|----|----|----------|----|----|----|----|----|
|   | D/CX  | RDX        | WRX        | D17-8      | D7         | D6 | D5 | D4 | D3 | D2          | D1 | D0 | HEX |        |               |  |     |   |     |   |            |  |            |            |                   |    |    |    |    |    |          |    |    |    |    |    |          |    |    |    |    |    |
| Command                                   | 0   | 1          | ↑          | XX         | 1          | 1  | 1  | 1  | 0  | 1           | 1  | 0  | CBh |        |               |  |     |   |     |   |            |  |            |            |                   |    |    |    |    |    |          |    |    |    |    |    |          |    |    |    |    |    |
| 1 <sup>st</sup> Parameter                 | 1   | 1          | ↑          | XX         | 0          | 0  | 1  | 1  | 1  | 0           | 0  | 1  | 39  |        |               |  |     |   |     |   |            |  |            |            |                   |    |    |    |    |    |          |    |    |    |    |    |          |    |    |    |    |    |
| 2 <sup>nd</sup> Parameter                 | 1   | 1          | ↑          | XX         | 0          | 0  | 1  | 0  | 1  | 1           | 0  | 0  | 2C  |        |               |  |     |   |     |   |            |  |            |            |                   |    |    |    |    |    |          |    |    |    |    |    |          |    |    |    |    |    |
| 3 <sup>rd</sup> Parameter                 | 1   | 1          | ↑          | XX         | 0          | 0  | 0  | 0  | 0  | 0           | 0  | 0  | 00  |        |               |  |     |   |     |   |            |  |            |            |                   |    |    |    |    |    |          |    |    |    |    |    |          |    |    |    |    |    |
| 4 <sup>rd</sup> Parameter                 | 1   | 1          | ↑          | XX         | 0          | 0  | 1  | 1  | 0  | REG_VD[2:0] |    |    | 34  |        |               |  |     |   |     |   |            |  |            |            |                   |    |    |    |    |    |          |    |    |    |    |    |          |    |    |    |    |    |
| 5 <sup>rd</sup> Parameter                 | 1   | 1          | ↑          | XX         | 0          | 0  | 0  | 0  | 0  | VBC[2:0]    |    |    | 02  |        |               |  |     |   |     |   |            |  |            |            |                   |    |    |    |    |    |          |    |    |    |    |    |          |    |    |    |    |    |
| Description                               | REG_VD[2:0]: vcore control  |            |            |            |            |    |    |    |    |             |    |    |     |        |               |  |     |   |     |   |            |  |            |            |                   |    |    |    |    |    |          |    |    |    |    |    |          |    |    |    |    |    |
|   | REG_VD[2:0]   |            | Vcore(V)   |            |            |    |    |    |    |             |    |    |     |        |               |  |     |   |     |   |            |  |            |            |                   |    |    |    |    |    |          |    |    |    |    |    |          |    |    |    |    |    |
|   | 000   |            | 1.55       |            |            |    |    |    |    |             |    |    |     |        |               |  |     |   |     |   |            |  |            |            |                   |    |    |    |    |    |          |    |    |    |    |    |          |    |    |    |    |    |
|   | 001   |            | 1.4        |            |            |    |    |    |    |             |    |    |     |        |               |  |     |   |     |   |            |  |            |            |                   |    |    |    |    |    |          |    |    |    |    |    |          |    |    |    |    |    |
|   | 010   |            | 1.5        |            |            |    |    |    |    |             |    |    |     |        |               |  |     |   |     |   |            |  |            |            |                   |    |    |    |    |    |          |    |    |    |    |    |          |    |    |    |    |    |
|   | 011   |            | 1.65       |            |            |    |    |    |    |             |    |    |     |        |               |  |     |   |     |   |            |  |            |            |                   |    |    |    |    |    |          |    |    |    |    |    |          |    |    |    |    |    |
|   | 100   |            | 1.6        |            |            |    |    |    |    |             |    |    |     |        |               |  |     |   |     |   |            |  |            |            |                   |    |    |    |    |    |          |    |    |    |    |    |          |    |    |    |    |    |
|   | 101   |            | 1.7        |            |            |    |    |    |    |             |    |    |     |        |               |  |     |   |     |   |            |  |            |            |                   |    |    |    |    |    |          |    |    |    |    |    |          |    |    |    |    |    |
|   | 110   |            | reserved   |            |            |    |    |    |    |             |    |    |     |        |               |  |     |   |     |   |            |  |            |            |                   |    |    |    |    |    |          |    |    |    |    |    |          |    |    |    |    |    |
|   | 111   |            | reserved   |            |            |    |    |    |    |             |    |    |     |        |               |  |     |   |     |   |            |  |            |            |                   |    |    |    |    |    |          |    |    |    |    |    |          |    |    |    |    |    |
|   | VBC[2:0]: ddvdh control   |            |            |            |            |    |    |    |    |             |    |    |     |        |               |  |     |   |     |   |            |  |            |            |                   |    |    |    |    |    |          |    |    |    |    |    |          |    |    |    |    |    |
|   | VBC[2:0]  |            | DDVDH(V)   |            |            |    |    |    |    |             |    |    |     |        |               |  |     |   |     |   |            |  |            |            |                   |    |    |    |    |    |          |    |    |    |    |    |          |    |    |    |    |    |
|   | 000   |            | 5.8        |            |            |    |    |    |    |             |    |    |     |        |               |  |     |   |     |   |            |  |            |            |                   |    |    |    |    |    |          |    |    |    |    |    |          |    |    |    |    |    |
|   | 001   |            | 5.7        |            |            |    |    |    |    |             |    |    |     |        |               |  |     |   |     |   |            |  |            |            |                   |    |    |    |    |    |          |    |    |    |    |    |          |    |    |    |    |    |
|   | 010   |            | 5.6        |            |            |    |    |    |    |             |    |    |     |        |               |  |     |   |     |   |            |  |            |            |                   |    |    |    |    |    |          |    |    |    |    |    |          |    |    |    |    |    |
|   | 011   |            | 5.5        |            |            |    |    |    |    |             |    |    |     |        |               |  |     |   |     |   |            |  |            |            |                   |    |    |    |    |    |          |    |    |    |    |    |          |    |    |    |    |    |
|   | 100   |            | 5.4        |            |            |    |    |    |    |             |    |    |     |        |               |  |     |   |     |   |            |  |            |            |                   |    |    |    |    |    |          |    |    |    |    |    |          |    |    |    |    |    |
|   | 101   |            | 5.3        |            |            |    |    |    |    |             |    |    |     |        |               |  |     |   |     |   |            |  |            |            |                   |    |    |    |    |    |          |    |    |    |    |    |          |    |    |    |    |    |
|   | 110   |            | 5.2        |            |            |    |    |    |    |             |    |    |     |        |               |  |     |   |     |   |            |  |            |            |                   |    |    |    |    |    |          |    |    |    |    |    |          |    |    |    |    |    |
|   | 111   |            | Reserved   |            |            |    |    |    |    |             |    |    |     |        |               |  |     |   |     |   |            |  |            |            |                   |    |    |    |    |    |          |    |    |    |    |    |          |    |    |    |    |    |
| Restriction                               | EXTC should be high to enable this command  |            |            |            |            |    |    |    |    |             |    |    |     |        |               |  |     |   |     |   |            |  |            |            |                   |    |    |    |    |    |          |    |    |    |    |    |          |    |    |    |    |    |
| Register Availability                     | <table><tr><th>Status</th><th>Availability</th></tr><tr><td>Normal Mode ON, Idle Mode OFF, Sleep OUT</td><td>Yes</td></tr><tr><td>Normal Mode ON, Idle Mode ON, Sleep OUT</td><td>Yes</td></tr><tr><td>Partial Mode ON, Idle Mode OFF, Sleep OUT</td><td>Yes</td></tr><tr><td>Partial Mode ON, Idle Mode ON, Sleep OUT</td><td>Yes</td></tr><tr><td>Sleep IN</td><td>Yes</td></tr></table>  |            |            |            |            |    |    |    |    |             |    |    |     | Status | Availability  | Normal Mode ON, Idle Mode OFF, Sleep OUT | Yes | Normal Mode ON, Idle Mode ON, Sleep OUT | Yes | Partial Mode ON, Idle Mode OFF, Sleep OUT | Yes        | Partial Mode ON, Idle Mode ON, Sleep OUT | Yes        | Sleep IN   | Yes               |    |    |    |    |    |          |    |    |    |    |    |          |    |    |    |    |    |
| Status                                    | Availability  |            |            |            |            |    |    |    |    |             |    |    |     |        |               |  |     |   |     |   |            |  |            |            |                   |    |    |    |    |    |          |    |    |    |    |    |          |    |    |    |    |    |
| Normal Mode ON, Idle Mode OFF, Sleep OUT  | Yes   |            |            |            |            |    |    |    |    |             |    |    |     |        |               |  |     |   |     |   |            |  |            |            |                   |    |    |    |    |    |          |    |    |    |    |    |          |    |    |    |    |    |
| Normal Mode ON, Idle Mode ON, Sleep OUT   | Yes   |            |            |            |            |    |    |    |    |             |    |    |     |        |               |  |     |   |     |   |            |  |            |            |                   |    |    |    |    |    |          |    |    |    |    |    |          |    |    |    |    |    |
| Partial Mode ON, Idle Mode OFF, Sleep OUT | Yes   |            |            |            |            |    |    |    |    |             |    |    |     |        |               |  |     |   |     |   |            |  |            |            |                   |    |    |    |    |    |          |    |    |    |    |    |          |    |    |    |    |    |
| Partial Mode ON, Idle Mode ON, Sleep OUT  | Yes   |            |            |            |            |    |    |    |    |             |    |    |     |        |               |  |     |   |     |   |            |  |            |            |                   |    |    |    |    |    |          |    |    |    |    |    |          |    |    |    |    |    |
| Sleep IN                                  | Yes   |            |            |            |            |    |    |    |    |             |    |    |     |        |               |  |     |   |     |   |            |  |            |            |                   |    |    |    |    |    |          |    |    |    |    |    |          |    |    |    |    |    |
| Default                                   | <table><tr><th rowspan="2">Status</th><th colspan="5">Default Value</th></tr><tr><th>Parameter1</th><th>Parameter2</th><th>Parameter3</th><th>Parameter4</th><th>Parameter5</th></tr><tr><td>Power ON Sequence</td><td>39</td><td>2C</td><td>00</td><td>34</td><td>02</td></tr><tr><td>SW Reset</td><td>39</td><td>2C</td><td>00</td><td>34</td><td>02</td></tr><tr><td>HW Reset</td><td>39</td><td>2C</td><td>00</td><td>34</td><td>02</td></tr></table> |            |            |            |            |    |    |    |    |             |    |    |     | Status | Default Value |  |     |   |     | Parameter1                                | Parameter2 | Parameter3                               | Parameter4 | Parameter5 | Power ON Sequence | 39 | 2C | 00 | 34 | 02 | SW Reset | 39 | 2C | 00 | 34 | 02 | HW Reset | 39 | 2C | 00 | 34 | 02 |
| Status                                    | Default Value   |            |            |            |            |    |    |    |    |             |    |    |     |        |               |  |     |   |     |   |            |  |            |            |                   |    |    |    |    |    |          |    |    |    |    |    |          |    |    |    |    |    |
|   | Parameter1  | Parameter2 | Parameter3 | Parameter4 | Parameter5 |    |    |    |    |             |    |    |     |        |               |  |     |   |     |   |            |  |            |            |                   |    |    |    |    |    |          |    |    |    |    |    |          |    |    |    |    |    |
| Power ON Sequence                         | 39  | 2C         | 00         | 34         | 02         |    |    |    |    |             |    |    |     |        |               |  |     |   |     |   |            |  |            |            |                   |    |    |    |    |    |          |    |    |    |    |    |          |    |    |    |    |    |
| SW Reset                                  | 39  | 2C         | 00         | 34         | 02         |    |    |    |    |             |    |    |     |        |               |  |     |   |     |   |            |  |            |            |                   |    |    |    |    |    |          |    |    |    |    |    |          |    |    |    |    |    |
| HW Reset                                  | 39  | 2C         | 00         | 34         | 02         |    |    |    |    |             |    |    |     |        |               |  |     |   |     |   |            |  |            |            |                   |    |    |    |    |    |          |    |    |    |    |    |          |    |    |    |    |    |

### 8.4.2 Power control B (CFh)

| CFh                                       | Power control B  |              |            |         |              |          |         |                    |            |              |    |    |     |        |               |              |  |            |            |   |                   |     |   |    |          |  |    |     |          |    |     |    |
|---|--|--------------|------------|---------|--------------|----------|---------|--------------------|------------|--------------|----|----|-----|--------|---------------|--------------|--|------------|------------|---|-------------------|-----|---|----|----------|--|----|-----|----------|----|-----|----|
|   | D/CX   | RDX          | WRX        | D17-8   | D7           | D6       | D5      | D4                 | D3         | D2           | D1 | D0 | HEX |        |               |              |  |            |            |   |                   |     |   |    |          |  |    |     |          |    |     |    |
| Command                                   | 0  | 1            | ↑          | XX      | 1            | 1        | 0       | 0                  | 1          | 1            | 1  | 1  | CFh |        |               |              |  |            |            |   |                   |     |   |    |          |  |    |     |          |    |     |    |
| 1 <sup>st</sup> Parameter                 | 1  | 1            | ↑          | XX      | 0            | 0        | 0       | 0                  | 0          | 0            | 0  | 0  | 00  |        |               |              |  |            |            |   |                   |     |   |    |          |  |    |     |          |    |     |    |
| 2 <sup>nd</sup> Parameter                 | 1  | 1            | ↑          | XX      | 1            | PCEQ     | DRV_ena | Power control[1:0] |            |              | 0  | 0  | 1   | 81     |               |              |  |            |            |   |                   |     |   |    |          |  |    |     |          |    |     |    |
| 3 <sup>rd</sup> Parameter                 | 1  | 1            | ↑          | XX      | DRV_vml[2:1] |          | 1       | DC_ena             | DRV_vml[0] | DRV_vmh[2:0] |    |    | 30  |        |               |              |  |            |            |   |                   |     |   |    |          |  |    |     |          |    |     |    |
| Description                               | 2 <sup>nd</sup> parameter: power control[1:0]  |              |            |         |              |          |         |                    |            |              |    |    |     |        |               |              |  |            |            |   |                   |     |   |    |          |  |    |     |          |    |     |    |
|   | Only setting power control [1:0]=11, the VGH and VGL voltage level follow the table below.   |              |            |         |              |          |         |                    |            |              |    |    |     |        |               |              |  |            |            |   |                   |     |   |    |          |  |    |     |          |    |     |    |
|   | BT [2:0]   |              |            | DDVDH   | VGH          | VGL      |         |                    |            |              |    |    |     |        |               |              |  |            |            |   |                   |     |   |    |          |  |    |     |          |    |     |    |
|   | 0  | 0            | 0          | VCI x 2 | VCI x 7      | -VCI x 4 |         |                    |            |              |    |    |     |        |               |              |  |            |            |   |                   |     |   |    |          |  |    |     |          |    |     |    |
|   | 0  | 0            | 1          |         |              | -VCI x 3 |         |                    |            |              |    |    |     |        |               |              |  |            |            |   |                   |     |   |    |          |  |    |     |          |    |     |    |
|   | 0  | 1            | 0          |         | VCI x 6      | -VCI x 4 |         |                    |            |              |    |    |     |        |               |              |  |            |            |   |                   |     |   |    |          |  |    |     |          |    |     |    |
|   | 0  | 1            | 1          |         |              | -VCI x 3 |         |                    |            |              |    |    |     |        |               |              |  |            |            |   |                   |     |   |    |          |  |    |     |          |    |     |    |
|   | bit[5]: DRV_ena : For VCOM driving ability enhancement, DRV_ena = 1: Enable, and vice versa  |              |            |         |              |          |         |                    |            |              |    |    |     |        |               |              |  |            |            |   |                   |     |   |    |          |  |    |     |          |    |     |    |
|   | bit[6]: PCEQ: PC and EQ operation for power saving   |              |            |         |              |          |         |                    |            |              |    |    |     |        |               |              |  |            |            |   |                   |     |   |    |          |  |    |     |          |    |     |    |
|   | 0:disable this function  |              |            |         |              |          |         |                    |            |              |    |    |     |        |               |              |  |            |            |   |                   |     |   |    |          |  |    |     |          |    |     |    |
| 1:enable this function                    |  |              |            |         |              |          |         |                    |            |              |    |    |     |        |               |              |  |            |            |   |                   |     |   |    |          |  |    |     |          |    |     |    |
| Restriction                               | 3 <sup>rd</sup> parameter: default: 30h  |              |            |         |              |          |         |                    |            |              |    |    |     |        |               |              |  |            |            |   |                   |     |   |    |          |  |    |     |          |    |     |    |
|   | bit[2:0]: DRV_vmh[2:0] 3'b000 adjust over drive width for VMH(000: 1 op_clk ~111: 8 op_clk)  |              |            |         |              |          |         |                    |            |              |    |    |     |        |               |              |  |            |            |   |                   |     |   |    |          |  |    |     |          |    |     |    |
|   | bit[3]: DRV_vml[0] 1'b0  |              |            |         |              |          |         |                    |            |              |    |    |     |        |               |              |  |            |            |   |                   |     |   |    |          |  |    |     |          |    |     |    |
|   | bit[4]: DC_ena: Discharge path enable. Enable high for ESD protection, 1: enable and vice versa  |              |            |         |              |          |         |                    |            |              |    |    |     |        |               |              |  |            |            |   |                   |     |   |    |          |  |    |     |          |    |     |    |
|   | bit[7:6] : DRV_vml[2:1] 2'b00  |              |            |         |              |          |         |                    |            |              |    |    |     |        |               |              |  |            |            |   |                   |     |   |    |          |  |    |     |          |    |     |    |
|   |  |              |            |         |              |          |         |                    |            |              |    |    |     |        |               |              |  |            |            |   |                   |     |   |    |          |  |    |     |          |    |     |    |
| Register Availability                     | <table><tr><th colspan="2">Status</th><th>Availability</th></tr><tr><td colspan="2">Normal Mode ON, Idle Mode OFF, Sleep OUT</td><td>Yes</td></tr><tr><td colspan="2">Normal Mode ON, Idle Mode ON, Sleep OUT</td><td>Yes</td></tr><tr><td colspan="2">Partial Mode ON, Idle Mode OFF, Sleep OUT</td><td>Yes</td></tr><tr><td colspan="2">Partial Mode ON, Idle Mode ON, Sleep OUT</td><td>Yes</td></tr><tr><td colspan="2">Sleep IN</td><td>Yes</td></tr></table> |              |            |         |              |          |         |                    |            |              |    |    |     | Status |               | Availability | Normal Mode ON, Idle Mode OFF, Sleep OUT |            | Yes        | Normal Mode ON, Idle Mode ON, Sleep OUT |                   | Yes | Partial Mode ON, Idle Mode OFF, Sleep OUT |    | Yes      | Partial Mode ON, Idle Mode ON, Sleep OUT |    | Yes | Sleep IN |    | Yes |    |
| Status                                    |  | Availability |            |         |              |          |         |                    |            |              |    |    |     |        |               |              |  |            |            |   |                   |     |   |    |          |  |    |     |          |    |     |    |
| Normal Mode ON, Idle Mode OFF, Sleep OUT  |  | Yes          |            |         |              |          |         |                    |            |              |    |    |     |        |               |              |  |            |            |   |                   |     |   |    |          |  |    |     |          |    |     |    |
| Normal Mode ON, Idle Mode ON, Sleep OUT   |  | Yes          |            |         |              |          |         |                    |            |              |    |    |     |        |               |              |  |            |            |   |                   |     |   |    |          |  |    |     |          |    |     |    |
| Partial Mode ON, Idle Mode OFF, Sleep OUT |  | Yes          |            |         |              |          |         |                    |            |              |    |    |     |        |               |              |  |            |            |   |                   |     |   |    |          |  |    |     |          |    |     |    |
| Partial Mode ON, Idle Mode ON, Sleep OUT  |  | Yes          |            |         |              |          |         |                    |            |              |    |    |     |        |               |              |  |            |            |   |                   |     |   |    |          |  |    |     |          |    |     |    |
| Sleep IN                                  |  | Yes          |            |         |              |          |         |                    |            |              |    |    |     |        |               |              |  |            |            |   |                   |     |   |    |          |  |    |     |          |    |     |    |
| Default                                   | <table><tr><th rowspan="2">Status</th><th colspan="3">Default Value</th></tr><tr><th>Parameter1</th><th>Parameter2</th><th>Parameter3</th></tr><tr><td>Power ON Sequence</td><td>00</td><td>A2</td><td>F0</td></tr><tr><td>SW Reset</td><td>00</td><td>A2</td><td>F0</td></tr><tr><td>HW Reset</td><td>00</td><td>A2</td><td>F0</td></tr></table>  |              |            |         |              |          |         |                    |            |              |    |    |     | Status | Default Value |              |  | Parameter1 | Parameter2 | Parameter3                              | Power ON Sequence | 00  | A2  | F0 | SW Reset | 00                                       | A2 | F0  | HW Reset | 00 | A2  | F0 |
| Status                                    | Default Value  |              |            |         |              |          |         |                    |            |              |    |    |     |        |               |              |  |            |            |   |                   |     |   |    |          |  |    |     |          |    |     |    |
|   | Parameter1   | Parameter2   | Parameter3 |         |              |          |         |                    |            |              |    |    |     |        |               |              |  |            |            |   |                   |     |   |    |          |  |    |     |          |    |     |    |
| Power ON Sequence                         | 00   | A2           | F0         |         |              |          |         |                    |            |              |    |    |     |        |               |              |  |            |            |   |                   |     |   |    |          |  |    |     |          |    |     |    |
| SW Reset                                  | 00   | A2           | F0         |         |              |          |         |                    |            |              |    |    |     |        |               |              |  |            |            |   |                   |     |   |    |          |  |    |     |          |    |     |    |
| HW Reset                                  | 00   | A2           | F0         |         |              |          |         |                    |            |              |    |    |     |        |               |              |  |            |            |   |                   |     |   |    |          |  |    |     |          |    |     |    |

### 8.4.3 Driver timing control A (E8h)

| F6h                                       | Driver timing control A   |            |            |       |    |    |    |    |    |    |         |     |     |        |               |  |     |   |            |   |                   |  |     |          |          |    |    |    |          |    |    |    |
|---|---|------------|------------|-------|----|----|----|----|----|----|---------|-----|-----|--------|---------------|--|-----|---|------------|---|-------------------|--|-----|----------|----------|----|----|----|----------|----|----|----|
|   | D/CX  | RDX        | WRX        | D17-8 | D7 | D6 | D5 | D4 | D3 | D2 | D1      | D0  | HEX |        |               |  |     |   |            |   |                   |  |     |          |          |    |    |    |          |    |    |    |
| Command                                   | 0   | 1          | ↑          | XX    | 1  | 1  | 1  | 0  | 1  | 0  | 0       | 0   | E8h |        |               |  |     |   |            |   |                   |  |     |          |          |    |    |    |          |    |    |    |
| 1 <sup>st</sup> Parameter                 | 1   | 1          | ↑          | XX    | 1  | 0  | 0  | 0  | 0  | 1  | 0       | NOW | 84  |        |               |  |     |   |            |   |                   |  |     |          |          |    |    |    |          |    |    |    |
| 2 <sup>nd</sup> Parameter                 | 1   | 1          | ↑          | XX    | 0  | 0  | 0  | EQ | 0  | 0  | 0       | CR  | 11  |        |               |  |     |   |            |   |                   |  |     |          |          |    |    |    |          |    |    |    |
| 3 <sup>rd</sup> Parameter                 | 1   | 1          | ↑          | XX    | 0  | 1  | 1  | 1  | 1  | 0  | PC[1:0] |     | 7A  |        |               |  |     |   |            |   |                   |  |     |          |          |    |    |    |          |    |    |    |
| Description                               | <div>EQ timing for Internal clock</div> <div>1<sup>st</sup> parameter:gate driver non-overlap timing control</div> <div>0:default non-overlap time</div> <div>1:default + 1unit</div> <div>2<sup>nd</sup> parameter:EQ timing control</div> <div>0: default – 1unit</div> <div>1:default EQ timing</div> <div>parameter:CR timing control</div> <div>0: default – 1unit</div> <div>1:default CR timing</div> <div>3<sup>rd</sup> parameter:pre-charge timing control</div> <div>11: reserved</div> <div>10: default pre-charge timing</div> <div>01:default – 1unit</div> <div>00:default – 2unit</div> |            |            |       |    |    |    |    |    |    |         |     |     |        |               |  |     |   |            |   |                   |  |     |          |          |    |    |    |          |    |    |    |
| Restriction                               | EXTC should be high to enable this command  |            |            |       |    |    |    |    |    |    |         |     |     |        |               |  |     |   |            |   |                   |  |     |          |          |    |    |    |          |    |    |    |
| Register Availability                     | <table><tr><th>Status</th><th>Availability</th></tr><tr><td>Normal Mode ON, Idle Mode OFF, Sleep OUT</td><td>Yes</td></tr><tr><td>Normal Mode ON, Idle Mode ON, Sleep OUT</td><td>Yes</td></tr><tr><td>Partial Mode ON, Idle Mode OFF, Sleep OUT</td><td>Yes</td></tr><tr><td>Partial Mode ON, Idle Mode ON, Sleep OUT</td><td>Yes</td></tr><tr><td>Sleep IN</td><td>Yes</td></tr></table>  |            |            |       |    |    |    |    |    |    |         |     |     | Status | Availability  | Normal Mode ON, Idle Mode OFF, Sleep OUT | Yes | Normal Mode ON, Idle Mode ON, Sleep OUT | Yes        | Partial Mode ON, Idle Mode OFF, Sleep OUT | Yes               | Partial Mode ON, Idle Mode ON, Sleep OUT | Yes | Sleep IN | Yes      |    |    |    |          |    |    |    |
| Status                                    | Availability  |            |            |       |    |    |    |    |    |    |         |     |     |        |               |  |     |   |            |   |                   |  |     |          |          |    |    |    |          |    |    |    |
| Normal Mode ON, Idle Mode OFF, Sleep OUT  | Yes   |            |            |       |    |    |    |    |    |    |         |     |     |        |               |  |     |   |            |   |                   |  |     |          |          |    |    |    |          |    |    |    |
| Normal Mode ON, Idle Mode ON, Sleep OUT   | Yes   |            |            |       |    |    |    |    |    |    |         |     |     |        |               |  |     |   |            |   |                   |  |     |          |          |    |    |    |          |    |    |    |
| Partial Mode ON, Idle Mode OFF, Sleep OUT | Yes   |            |            |       |    |    |    |    |    |    |         |     |     |        |               |  |     |   |            |   |                   |  |     |          |          |    |    |    |          |    |    |    |
| Partial Mode ON, Idle Mode ON, Sleep OUT  | Yes   |            |            |       |    |    |    |    |    |    |         |     |     |        |               |  |     |   |            |   |                   |  |     |          |          |    |    |    |          |    |    |    |
| Sleep IN                                  | Yes   |            |            |       |    |    |    |    |    |    |         |     |     |        |               |  |     |   |            |   |                   |  |     |          |          |    |    |    |          |    |    |    |
| Default                                   | <table><tr><th rowspan="2">Status</th><th colspan="3">Default Value</th></tr><tr><th>Parameter1</th><th>Parameter2</th><th>Parameter3</th></tr><tr><td>Power ON Sequence</td><td>84</td><td>11</td><td>7A</td></tr><tr><td>SW Reset</td><td>84</td><td>11</td><td>7A</td></tr><tr><td>HW Reset</td><td>84</td><td>11</td><td>7A</td></tr></table>   |            |            |       |    |    |    |    |    |    |         |     |     | Status | Default Value |  |     | Parameter1                              | Parameter2 | Parameter3                                | Power ON Sequence | 84                                       | 11  | 7A       | SW Reset | 84 | 11 | 7A | HW Reset | 84 | 11 | 7A |
| Status                                    | Default Value   |            |            |       |    |    |    |    |    |    |         |     |     |        |               |  |     |   |            |   |                   |  |     |          |          |    |    |    |          |    |    |    |
|   | Parameter1  | Parameter2 | Parameter3 |       |    |    |    |    |    |    |         |     |     |        |               |  |     |   |            |   |                   |  |     |          |          |    |    |    |          |    |    |    |
| Power ON Sequence                         | 84  | 11         | 7A         |       |    |    |    |    |    |    |         |     |     |        |               |  |     |   |            |   |                   |  |     |          |          |    |    |    |          |    |    |    |
| SW Reset                                  | 84  | 11         | 7A         |       |    |    |    |    |    |    |         |     |     |        |               |  |     |   |            |   |                   |  |     |          |          |    |    |    |          |    |    |    |
| HW Reset                                  | 84  | 11         | 7A         |       |    |    |    |    |    |    |         |     |     |        |               |  |     |   |            |   |                   |  |     |          |          |    |    |    |          |    |    |    |

### 8.4.4 Driver timing control A (E9h)

| F6h                                       | Driver timing control A  |            |            |       |    |    |    |     |    |    |          |      |     |        |               |  |     |   |            |   |                   |  |     |          |          |    |    |    |          |    |    |    |
|---|--|------------|------------|-------|----|----|----|-----|----|----|----------|------|-----|--------|---------------|--|-----|---|------------|---|-------------------|--|-----|----------|----------|----|----|----|----------|----|----|----|
|   | D/CX   | RDX        | WRX        | D17-8 | D7 | D6 | D5 | D4  | D3 | D2 | D1       | D0   | HEX |        |               |  |     |   |            |   |                   |  |     |          |          |    |    |    |          |    |    |    |
| Command                                   | 0  | 1          | ↑          | XX    | 1  | 1  | 1  | 0   | 1  | 0  | 0        | 0    | E8h |        |               |  |     |   |            |   |                   |  |     |          |          |    |    |    |          |    |    |    |
| 1 <sup>st</sup> Parameter                 | 1  | 1          | ↑          | XX    | 1  | 0  | 0  | 0   | 0  | 1  | 0        | NOWE | 84  |        |               |  |     |   |            |   |                   |  |     |          |          |    |    |    |          |    |    |    |
| 2 <sup>nd</sup> Parameter                 | 1  | 1          | ↑          | XX    | 0  | 0  | 0  | EQE | 0  | 0  | 0        | CRE  | 11  |        |               |  |     |   |            |   |                   |  |     |          |          |    |    |    |          |    |    |    |
| 3 <sup>rd</sup> Parameter                 | 1  | 1          | ↑          | XX    | 0  | 1  | 1  | 1   | 1  | 0  | PCE[1:0] |      | 7A  |        |               |  |     |   |            |   |                   |  |     |          |          |    |    |    |          |    |    |    |
| Description                               | <p>EQE timing for External clock</p> <p>1<sup>st</sup> parameter:gate driver non-overlap timing control</p> <p>0:default non-overlap time</p> <p>1:default + 1unit</p> <p>2<sup>nd</sup> parameter:EQE timing control</p> <p>0: default – 1unit</p> <p>1:default EQE timing</p> <p>parameter:CRE timing control</p> <p>0: default – 1unit</p> <p>1:default CRE timing</p> <p>3<sup>rd</sup> parameter:pre-charge timing control</p> <p>11: reserved</p> <p>10: default pre-charge timing</p> <p>01:default – 1unit</p> <p>00:default – 2unit</p> |            |            |       |    |    |    |     |    |    |          |      |     |        |               |  |     |   |            |   |                   |  |     |          |          |    |    |    |          |    |    |    |
| Restriction                               | EXTC should be high to enable this command   |            |            |       |    |    |    |     |    |    |          |      |     |        |               |  |     |   |            |   |                   |  |     |          |          |    |    |    |          |    |    |    |
| Register Availability                     | <table><tr><th>Status</th><th>Availability</th></tr><tr><td>Normal Mode ON, Idle Mode OFF, Sleep OUT</td><td>Yes</td></tr><tr><td>Normal Mode ON, Idle Mode ON, Sleep OUT</td><td>Yes</td></tr><tr><td>Partial Mode ON, Idle Mode OFF, Sleep OUT</td><td>Yes</td></tr><tr><td>Partial Mode ON, Idle Mode ON, Sleep OUT</td><td>Yes</td></tr><tr><td>Sleep IN</td><td>Yes</td></tr></table>   |            |            |       |    |    |    |     |    |    |          |      |     | Status | Availability  | Normal Mode ON, Idle Mode OFF, Sleep OUT | Yes | Normal Mode ON, Idle Mode ON, Sleep OUT | Yes        | Partial Mode ON, Idle Mode OFF, Sleep OUT | Yes               | Partial Mode ON, Idle Mode ON, Sleep OUT | Yes | Sleep IN | Yes      |    |    |    |          |    |    |    |
| Status                                    | Availability   |            |            |       |    |    |    |     |    |    |          |      |     |        |               |  |     |   |            |   |                   |  |     |          |          |    |    |    |          |    |    |    |
| Normal Mode ON, Idle Mode OFF, Sleep OUT  | Yes  |            |            |       |    |    |    |     |    |    |          |      |     |        |               |  |     |   |            |   |                   |  |     |          |          |    |    |    |          |    |    |    |
| Normal Mode ON, Idle Mode ON, Sleep OUT   | Yes  |            |            |       |    |    |    |     |    |    |          |      |     |        |               |  |     |   |            |   |                   |  |     |          |          |    |    |    |          |    |    |    |
| Partial Mode ON, Idle Mode OFF, Sleep OUT | Yes  |            |            |       |    |    |    |     |    |    |          |      |     |        |               |  |     |   |            |   |                   |  |     |          |          |    |    |    |          |    |    |    |
| Partial Mode ON, Idle Mode ON, Sleep OUT  | Yes  |            |            |       |    |    |    |     |    |    |          |      |     |        |               |  |     |   |            |   |                   |  |     |          |          |    |    |    |          |    |    |    |
| Sleep IN                                  | Yes  |            |            |       |    |    |    |     |    |    |          |      |     |        |               |  |     |   |            |   |                   |  |     |          |          |    |    |    |          |    |    |    |
| Default                                   | <table><tr><th rowspan="2">Status</th><th colspan="3">Default Value</th></tr><tr><th>Parameter1</th><th>Parameter2</th><th>Parameter3</th></tr><tr><td>Power ON Sequence</td><td>84</td><td>11</td><td>7A</td></tr><tr><td>SW Reset</td><td>84</td><td>11</td><td>7A</td></tr><tr><td>HW Reset</td><td>84</td><td>11</td><td>7A</td></tr></table>  |            |            |       |    |    |    |     |    |    |          |      |     | Status | Default Value |  |     | Parameter1                              | Parameter2 | Parameter3                                | Power ON Sequence | 84                                       | 11  | 7A       | SW Reset | 84 | 11 | 7A | HW Reset | 84 | 11 | 7A |
| Status                                    | Default Value  |            |            |       |    |    |    |     |    |    |          |      |     |        |               |  |     |   |            |   |                   |  |     |          |          |    |    |    |          |    |    |    |
|   | Parameter1   | Parameter2 | Parameter3 |       |    |    |    |     |    |    |          |      |     |        |               |  |     |   |            |   |                   |  |     |          |          |    |    |    |          |    |    |    |
| Power ON Sequence                         | 84   | 11         | 7A         |       |    |    |    |     |    |    |          |      |     |        |               |  |     |   |            |   |                   |  |     |          |          |    |    |    |          |    |    |    |
| SW Reset                                  | 84   | 11         | 7A         |       |    |    |    |     |    |    |          |      |     |        |               |  |     |   |            |   |                   |  |     |          |          |    |    |    |          |    |    |    |
| HW Reset                                  | 84   | 11         | 7A         |       |    |    |    |     |    |    |          |      |     |        |               |  |     |   |            |   |                   |  |     |          |          |    |    |    |          |    |    |    |

### 8.4.5 Driver timing control B (EAh)

| F6h                                       | Driver timing control B  |            |     |       |          |    |          |    |          |    |          |    |     |        |               |  |            |   |                   |   |     |  |     |          |          |    |    |
|---|--|------------|-----|-------|----------|----|----------|----|----------|----|----------|----|-----|--------|---------------|--|------------|---|-------------------|---|-----|--|-----|----------|----------|----|----|
|   | D/CX   | RDX        | WRX | D17-8 | D7       | D6 | D5       | D4 | D3       | D2 | D1       | D0 | HEX |        |               |  |            |   |                   |   |     |  |     |          |          |    |    |
| Command                                   | 0  | 1          | ↑   | XX    | 1        | 1  | 1        | 0  | 1        | 0  | 1        | 0  | EAh |        |               |  |            |   |                   |   |     |  |     |          |          |    |    |
| 1 <sup>st</sup> Parameter                 | 1  | 1          | ↑   | XX    | VG_SW_T4 |    | VG_SW_T3 |    | VG_SW_T2 |    | VG_SW_T1 |    | 66  |        |               |  |            |   |                   |   |     |  |     |          |          |    |    |
| 2 <sup>nd</sup> Parameter                 | 1  | 1          | ↑   | XX    | X        | X  | X        | X  | X        | X  | 0        | 0  | 00  |        |               |  |            |   |                   |   |     |  |     |          |          |    |    |
| Description                               | 1 <sup>st</sup> parameter:gate driver timing control<br><br>VG_SW_T1[1:0]:EQ to GND<br><br>VG_SW_T2[1:0]:EQ to DDVDH<br><br>VG_SW_T3[1:0]:EQ to DDVDH<br><br>VG_SW_T4[1:0]:EQ to GND<br><br>00: 0 unit<br><br>01: 1 unit<br><br>10: 2 unit<br><br>11: 3 unit   |            |     |       |          |    |          |    |          |    |          |    |     |        |               |  |            |   |                   |   |     |  |     |          |          |    |    |
| Restriction                               | EXTC should be high to enable this command   |            |     |       |          |    |          |    |          |    |          |    |     |        |               |  |            |   |                   |   |     |  |     |          |          |    |    |
| Register Availability                     | <table><tr><th>Status</th><th>Availability</th></tr><tr><td>Normal Mode ON, Idle Mode OFF, Sleep OUT</td><td>Yes</td></tr><tr><td>Normal Mode ON, Idle Mode ON, Sleep OUT</td><td>Yes</td></tr><tr><td>Partial Mode ON, Idle Mode OFF, Sleep OUT</td><td>Yes</td></tr><tr><td>Partial Mode ON, Idle Mode ON, Sleep OUT</td><td>Yes</td></tr><tr><td>Sleep IN</td><td>Yes</td></tr></table> |            |     |       |          |    |          |    |          |    |          |    |     | Status | Availability  | Normal Mode ON, Idle Mode OFF, Sleep OUT | Yes        | Normal Mode ON, Idle Mode ON, Sleep OUT | Yes               | Partial Mode ON, Idle Mode OFF, Sleep OUT | Yes | Partial Mode ON, Idle Mode ON, Sleep OUT | Yes | Sleep IN | Yes      |    |    |
| Status                                    | Availability   |            |     |       |          |    |          |    |          |    |          |    |     |        |               |  |            |   |                   |   |     |  |     |          |          |    |    |
| Normal Mode ON, Idle Mode OFF, Sleep OUT  | Yes  |            |     |       |          |    |          |    |          |    |          |    |     |        |               |  |            |   |                   |   |     |  |     |          |          |    |    |
| Normal Mode ON, Idle Mode ON, Sleep OUT   | Yes  |            |     |       |          |    |          |    |          |    |          |    |     |        |               |  |            |   |                   |   |     |  |     |          |          |    |    |
| Partial Mode ON, Idle Mode OFF, Sleep OUT | Yes  |            |     |       |          |    |          |    |          |    |          |    |     |        |               |  |            |   |                   |   |     |  |     |          |          |    |    |
| Partial Mode ON, Idle Mode ON, Sleep OUT  | Yes  |            |     |       |          |    |          |    |          |    |          |    |     |        |               |  |            |   |                   |   |     |  |     |          |          |    |    |
| Sleep IN                                  | Yes  |            |     |       |          |    |          |    |          |    |          |    |     |        |               |  |            |   |                   |   |     |  |     |          |          |    |    |
| Default                                   | <table><tr><th rowspan="2">Status</th><th colspan="2">Default Value</th></tr><tr><th>Parameter1</th><th>Parameter2</th></tr><tr><td>Power ON Sequence</td><td>66</td><td>00</td></tr><tr><td>SW Reset</td><td>66</td><td>00</td></tr><tr><td>HW Reset</td><td>66</td><td>00</td></tr></table>  |            |     |       |          |    |          |    |          |    |          |    |     | Status | Default Value |  | Parameter1 | Parameter2                              | Power ON Sequence | 66  | 00  | SW Reset                                 | 66  | 00       | HW Reset | 66 | 00 |
| Status                                    | Default Value  |            |     |       |          |    |          |    |          |    |          |    |     |        |               |  |            |   |                   |   |     |  |     |          |          |    |    |
|   | Parameter1   | Parameter2 |     |       |          |    |          |    |          |    |          |    |     |        |               |  |            |   |                   |   |     |  |     |          |          |    |    |
| Power ON Sequence                         | 66   | 00         |     |       |          |    |          |    |          |    |          |    |     |        |               |  |            |   |                   |   |     |  |     |          |          |    |    |
| SW Reset                                  | 66   | 00         |     |       |          |    |          |    |          |    |          |    |     |        |               |  |            |   |                   |   |     |  |     |          |          |    |    |
| HW Reset                                  | 66   | 00         |     |       |          |    |          |    |          |    |          |    |     |        |               |  |            |   |                   |   |     |  |     |          |          |    |    |

### 8.4.6 Power on sequence control (EDh)

| F6h                                       | Power on sequence control   |            |            |            |           |    |                |    |    |    |                 |    |     |        |               |  |     |   |            |   |            |  |                   |          |     |    |    |          |    |    |    |    |          |    |    |    |    |
|---|---|------------|------------|------------|-----------|----|----------------|----|----|----|-----------------|----|-----|--------|---------------|--|-----|---|------------|---|------------|--|-------------------|----------|-----|----|----|----------|----|----|----|----|----------|----|----|----|----|
|   | D/CX  | RDX        | WRX        | D17-8      | D7        | D6 | D5             | D4 | D3 | D2 | D1              | D0 | HEX |        |               |  |     |   |            |   |            |  |                   |          |     |    |    |          |    |    |    |    |          |    |    |    |    |
| Command                                   | 0   | 1          | ↑          | XX         | 1         | 1  | 1              | 0  | 1  | 1  | 0               | 1  | EDh |        |               |  |     |   |            |   |            |  |                   |          |     |    |    |          |    |    |    |    |          |    |    |    |    |
| 1 <sup>st</sup> Parameter                 | 1   | 1          | ↑          | XX         | X         | 1  | CP1 soft start |    | X  | 1  | CP23 soft start |    | 55  |        |               |  |     |   |            |   |            |  |                   |          |     |    |    |          |    |    |    |    |          |    |    |    |    |
| 2 <sup>nd</sup> Parameter                 | 1   | 1          | ↑          | XX         | X         | 0  | En_vcl         |    | X  | 0  | En_ddvdh        |    | 01  |        |               |  |     |   |            |   |            |  |                   |          |     |    |    |          |    |    |    |    |          |    |    |    |    |
| 3 <sup>rd</sup> Parameter                 | 1   | 1          | ↑          | XX         | X         | 0  | En_vgh         |    | X  | 0  | En_vgl          |    | 23  |        |               |  |     |   |            |   |            |  |                   |          |     |    |    |          |    |    |    |    |          |    |    |    |    |
| 4 <sup>th</sup> Parameter                 | 1   | 1          | ↑          | XX         | DDVDH_ENH | 0  | 0              | 0  | 0  | 0  | 0               | 1  | 1   |        |               |  |     |   |            |   |            |  |                   |          |     |    |    |          |    |    |    |    |          |    |    |    |    |
| Description                               | 1 <sup>st</sup> parameter:soft start control  |            |            |            |           |    |                |    |    |    |                 |    |     |        |               |  |     |   |            |   |            |  |                   |          |     |    |    |          |    |    |    |    |          |    |    |    |    |
|   | 00:soft start keep 3 frame  |            |            |            |           |    |                |    |    |    |                 |    |     |        |               |  |     |   |            |   |            |  |                   |          |     |    |    |          |    |    |    |    |          |    |    |    |    |
|   | 01:soft start keep 2 frame  |            |            |            |           |    |                |    |    |    |                 |    |     |        |               |  |     |   |            |   |            |  |                   |          |     |    |    |          |    |    |    |    |          |    |    |    |    |
|   | 01:soft start keep 1 frame  |            |            |            |           |    |                |    |    |    |                 |    |     |        |               |  |     |   |            |   |            |  |                   |          |     |    |    |          |    |    |    |    |          |    |    |    |    |
|   | 11:disable  |            |            |            |           |    |                |    |    |    |                 |    |     |        |               |  |     |   |            |   |            |  |                   |          |     |    |    |          |    |    |    |    |          |    |    |    |    |
|   | 2 <sup>nd</sup> / 3 <sup>rd</sup> parameter:power on sequence control   |            |            |            |           |    |                |    |    |    |                 |    |     |        |               |  |     |   |            |   |            |  |                   |          |     |    |    |          |    |    |    |    |          |    |    |    |    |
|   | 00:1 <sup>st</sup> frame enable   |            |            |            |           |    |                |    |    |    |                 |    |     |        |               |  |     |   |            |   |            |  |                   |          |     |    |    |          |    |    |    |    |          |    |    |    |    |
|   | 01:2 <sup>nd</sup> frame enable   |            |            |            |           |    |                |    |    |    |                 |    |     |        |               |  |     |   |            |   |            |  |                   |          |     |    |    |          |    |    |    |    |          |    |    |    |    |
|   | 10:3 <sup>rd</sup> frame enable   |            |            |            |           |    |                |    |    |    |                 |    |     |        |               |  |     |   |            |   |            |  |                   |          |     |    |    |          |    |    |    |    |          |    |    |    |    |
|   | 11:4 <sup>th</sup> frame enable   |            |            |            |           |    |                |    |    |    |                 |    |     |        |               |  |     |   |            |   |            |  |                   |          |     |    |    |          |    |    |    |    |          |    |    |    |    |
|   | 4 <sup>th</sup> parameter:DDVDH enhance mode(only for 8 external capacitors)  |            |            |            |           |    |                |    |    |    |                 |    |     |        |               |  |     |   |            |   |            |  |                   |          |     |    |    |          |    |    |    |    |          |    |    |    |    |
|   | 0: disable  |            |            |            |           |    |                |    |    |    |                 |    |     |        |               |  |     |   |            |   |            |  |                   |          |     |    |    |          |    |    |    |    |          |    |    |    |    |
|   | 1: enable   |            |            |            |           |    |                |    |    |    |                 |    |     |        |               |  |     |   |            |   |            |  |                   |          |     |    |    |          |    |    |    |    |          |    |    |    |    |
| Restriction                               | EXTC should be high to enable this command  |            |            |            |           |    |                |    |    |    |                 |    |     |        |               |  |     |   |            |   |            |  |                   |          |     |    |    |          |    |    |    |    |          |    |    |    |    |
| Register Availability                     | <table><tr><th>Status</th><th>Availability</th></tr><tr><td>Normal Mode ON, Idle Mode OFF, Sleep OUT</td><td>Yes</td></tr><tr><td>Normal Mode ON, Idle Mode ON, Sleep OUT</td><td>Yes</td></tr><tr><td>Partial Mode ON, Idle Mode OFF, Sleep OUT</td><td>Yes</td></tr><tr><td>Partial Mode ON, Idle Mode ON, Sleep OUT</td><td>Yes</td></tr><tr><td>Sleep IN</td><td>Yes</td></tr></table>            |            |            |            |           |    |                |    |    |    |                 |    |     | Status | Availability  | Normal Mode ON, Idle Mode OFF, Sleep OUT | Yes | Normal Mode ON, Idle Mode ON, Sleep OUT | Yes        | Partial Mode ON, Idle Mode OFF, Sleep OUT | Yes        | Partial Mode ON, Idle Mode ON, Sleep OUT | Yes               | Sleep IN | Yes |    |    |          |    |    |    |    |          |    |    |    |    |
| Status                                    | Availability  |            |            |            |           |    |                |    |    |    |                 |    |     |        |               |  |     |   |            |   |            |  |                   |          |     |    |    |          |    |    |    |    |          |    |    |    |    |
| Normal Mode ON, Idle Mode OFF, Sleep OUT  | Yes   |            |            |            |           |    |                |    |    |    |                 |    |     |        |               |  |     |   |            |   |            |  |                   |          |     |    |    |          |    |    |    |    |          |    |    |    |    |
| Normal Mode ON, Idle Mode ON, Sleep OUT   | Yes   |            |            |            |           |    |                |    |    |    |                 |    |     |        |               |  |     |   |            |   |            |  |                   |          |     |    |    |          |    |    |    |    |          |    |    |    |    |
| Partial Mode ON, Idle Mode OFF, Sleep OUT | Yes   |            |            |            |           |    |                |    |    |    |                 |    |     |        |               |  |     |   |            |   |            |  |                   |          |     |    |    |          |    |    |    |    |          |    |    |    |    |
| Partial Mode ON, Idle Mode ON, Sleep OUT  | Yes   |            |            |            |           |    |                |    |    |    |                 |    |     |        |               |  |     |   |            |   |            |  |                   |          |     |    |    |          |    |    |    |    |          |    |    |    |    |
| Sleep IN                                  | Yes   |            |            |            |           |    |                |    |    |    |                 |    |     |        |               |  |     |   |            |   |            |  |                   |          |     |    |    |          |    |    |    |    |          |    |    |    |    |
| Default                                   | <table><tr><th rowspan="2">Status</th><th colspan="4">Default Value</th></tr><tr><th>Parameter1</th><th>Parameter2</th><th>Parameter3</th><th>Parameter4</th></tr><tr><td>Power ON Sequence</td><td>55</td><td>01</td><td>23</td><td>01</td></tr><tr><td>SW Reset</td><td>55</td><td>01</td><td>23</td><td>01</td></tr><tr><td>HW Reset</td><td>55</td><td>01</td><td>23</td><td>01</td></tr></table> |            |            |            |           |    |                |    |    |    |                 |    |     | Status | Default Value |  |     |   | Parameter1 | Parameter2                                | Parameter3 | Parameter4                               | Power ON Sequence | 55       | 01  | 23 | 01 | SW Reset | 55 | 01 | 23 | 01 | HW Reset | 55 | 01 | 23 | 01 |
| Status                                    | Default Value   |            |            |            |           |    |                |    |    |    |                 |    |     |        |               |  |     |   |            |   |            |  |                   |          |     |    |    |          |    |    |    |    |          |    |    |    |    |
|   | Parameter1  | Parameter2 | Parameter3 | Parameter4 |           |    |                |    |    |    |                 |    |     |        |               |  |     |   |            |   |            |  |                   |          |     |    |    |          |    |    |    |    |          |    |    |    |    |
| Power ON Sequence                         | 55  | 01         | 23         | 01         |           |    |                |    |    |    |                 |    |     |        |               |  |     |   |            |   |            |  |                   |          |     |    |    |          |    |    |    |    |          |    |    |    |    |
| SW Reset                                  | 55  | 01         | 23         | 01         |           |    |                |    |    |    |                 |    |     |        |               |  |     |   |            |   |            |  |                   |          |     |    |    |          |    |    |    |    |          |    |    |    |    |
| HW Reset                                  | 55  | 01         | 23         | 01         |           |    |                |    |    |    |                 |    |     |        |               |  |     |   |            |   |            |  |                   |          |     |    |    |          |    |    |    |    |          |    |    |    |    |



### 8.4.7 Enable 3G (F2h)

| F6h                                       | Enable_3G  |     |     |       |    |    |    |    |    |    |    |        |     |        |               |  |                   |   |          |   |          |  |     |          |     |
|---|--|-----|-----|-------|----|----|----|----|----|----|----|--------|-----|--------|---------------|--|-------------------|---|----------|---|----------|--|-----|----------|-----|
|   | D/CX   | RDX | WRX | D17-8 | D7 | D6 | D5 | D4 | D3 | D2 | D1 | D0     | HEX |        |               |  |                   |   |          |   |          |  |     |          |     |
| Command                                   | 0  | 1   | ↑   | XX    | 1  | 1  | 1  | 1  | 0  | 0  | 1  | 0      | F2h |        |               |  |                   |   |          |   |          |  |     |          |     |
| 1 <sup>st</sup> Parameter                 | 1  | 1   | ↑   | XX    | 0  | 0  | 0  | 0  | 0  | 0  | 1  | 3G_enb | 02  |        |               |  |                   |   |          |   |          |  |     |          |     |
| Description                               | 1 <sup>st</sup> Parameter: Enable 3 gamma control<br><br>3G_enb high for 3 gamma control enable  |     |     |       |    |    |    |    |    |    |    |        |     |        |               |  |                   |   |          |   |          |  |     |          |     |
| Restriction                               | EXTC should be high to enable this command   |     |     |       |    |    |    |    |    |    |    |        |     |        |               |  |                   |   |          |   |          |  |     |          |     |
| Register Availability                     | <table><tr><th>Status</th><th>Availability</th></tr><tr><td>Normal Mode ON, Idle Mode OFF, Sleep OUT</td><td>Yes</td></tr><tr><td>Normal Mode ON, Idle Mode ON, Sleep OUT</td><td>Yes</td></tr><tr><td>Partial Mode ON, Idle Mode OFF, Sleep OUT</td><td>Yes</td></tr><tr><td>Partial Mode ON, Idle Mode ON, Sleep OUT</td><td>Yes</td></tr><tr><td>Sleep IN</td><td>Yes</td></tr></table> |     |     |       |    |    |    |    |    |    |    |        |     | Status | Availability  | Normal Mode ON, Idle Mode OFF, Sleep OUT | Yes               | Normal Mode ON, Idle Mode ON, Sleep OUT | Yes      | Partial Mode ON, Idle Mode OFF, Sleep OUT | Yes      | Partial Mode ON, Idle Mode ON, Sleep OUT | Yes | Sleep IN | Yes |
| Status                                    | Availability   |     |     |       |    |    |    |    |    |    |    |        |     |        |               |  |                   |   |          |   |          |  |     |          |     |
| Normal Mode ON, Idle Mode OFF, Sleep OUT  | Yes  |     |     |       |    |    |    |    |    |    |    |        |     |        |               |  |                   |   |          |   |          |  |     |          |     |
| Normal Mode ON, Idle Mode ON, Sleep OUT   | Yes  |     |     |       |    |    |    |    |    |    |    |        |     |        |               |  |                   |   |          |   |          |  |     |          |     |
| Partial Mode ON, Idle Mode OFF, Sleep OUT | Yes  |     |     |       |    |    |    |    |    |    |    |        |     |        |               |  |                   |   |          |   |          |  |     |          |     |
| Partial Mode ON, Idle Mode ON, Sleep OUT  | Yes  |     |     |       |    |    |    |    |    |    |    |        |     |        |               |  |                   |   |          |   |          |  |     |          |     |
| Sleep IN                                  | Yes  |     |     |       |    |    |    |    |    |    |    |        |     |        |               |  |                   |   |          |   |          |  |     |          |     |
| Default                                   | <table><tr><th rowspan="2">Status</th><th>Default Value</th></tr><tr><th>Parameter1</th></tr><tr><td>Power ON Sequence</td><td>02</td></tr><tr><td>SW Reset</td><td>02</td></tr><tr><td>HW Reset</td><td>02</td></tr></table>  |     |     |       |    |    |    |    |    |    |    |        |     | Status | Default Value | Parameter1                               | Power ON Sequence | 02                                      | SW Reset | 02  | HW Reset | 02                                       |     |          |     |
| Status                                    | Default Value  |     |     |       |    |    |    |    |    |    |    |        |     |        |               |  |                   |   |          |   |          |  |     |          |     |
|   | Parameter1   |     |     |       |    |    |    |    |    |    |    |        |     |        |               |  |                   |   |          |   |          |  |     |          |     |
| Power ON Sequence                         | 02   |     |     |       |    |    |    |    |    |    |    |        |     |        |               |  |                   |   |          |   |          |  |     |          |     |
| SW Reset                                  | 02   |     |     |       |    |    |    |    |    |    |    |        |     |        |               |  |                   |   |          |   |          |  |     |          |     |
| HW Reset                                  | 02   |     |     |       |    |    |    |    |    |    |    |        |     |        |               |  |                   |   |          |   |          |  |     |          |     |

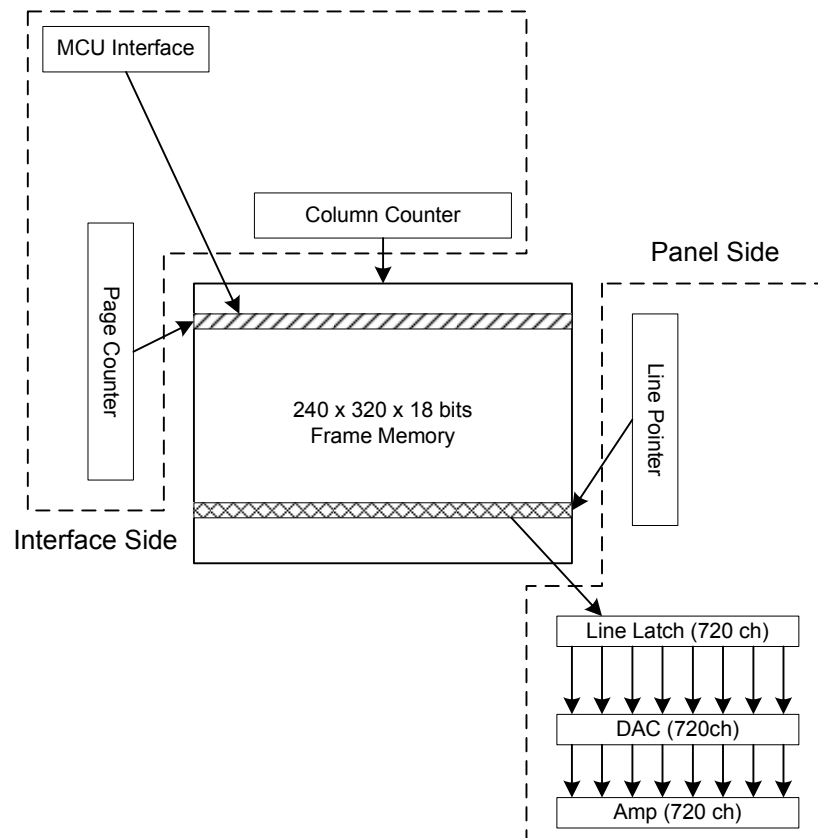
### 8.4.8 Pump ratio control (F7h)

| F6h                                       | Pump ratio control   |     |     |       |    |    |            |    |    |    |    |    |     |        |               |  |                   |   |          |   |          |  |     |          |     |
|---|--|-----|-----|-------|----|----|------------|----|----|----|----|----|-----|--------|---------------|--|-------------------|---|----------|---|----------|--|-----|----------|-----|
|   | D/CX   | RDX | WRX | D17-8 | D7 | D6 | D5         | D4 | D3 | D2 | D1 | D0 | HEX |        |               |  |                   |   |          |   |          |  |     |          |     |
| Command                                   | 0  | 1   | ↑   | XX    | 1  | 1  | 1          | 1  | 0  | 1  | 1  | 0  | F7h |        |               |  |                   |   |          |   |          |  |     |          |     |
| 1 <sup>st</sup> Parameter                 | 1  | 1   | ↑   | XX    | X  | X  | Ratio[1:0] |    | 0  | 0  | 0  | 0  | 10  |        |               |  |                   |   |          |   |          |  |     |          |     |
| Description                               | 1 <sup>st</sup> parameter:ratio control<br><br>00:reserved<br><br>01:reserved<br><br>10:DDVDH=2xVCI<br><br>11:DDVDH=3xVCI  |     |     |       |    |    |            |    |    |    |    |    |     |        |               |  |                   |   |          |   |          |  |     |          |     |
| Restriction                               | EXTC should be high to enable this command   |     |     |       |    |    |            |    |    |    |    |    |     |        |               |  |                   |   |          |   |          |  |     |          |     |
| Register Availability                     | <table><tr><th>Status</th><th>Availability</th></tr><tr><td>Normal Mode ON, Idle Mode OFF, Sleep OUT</td><td>Yes</td></tr><tr><td>Normal Mode ON, Idle Mode ON, Sleep OUT</td><td>Yes</td></tr><tr><td>Partial Mode ON, Idle Mode OFF, Sleep OUT</td><td>Yes</td></tr><tr><td>Partial Mode ON, Idle Mode ON, Sleep OUT</td><td>Yes</td></tr><tr><td>Sleep IN</td><td>Yes</td></tr></table> |     |     |       |    |    |            |    |    |    |    |    |     | Status | Availability  | Normal Mode ON, Idle Mode OFF, Sleep OUT | Yes               | Normal Mode ON, Idle Mode ON, Sleep OUT | Yes      | Partial Mode ON, Idle Mode OFF, Sleep OUT | Yes      | Partial Mode ON, Idle Mode ON, Sleep OUT | Yes | Sleep IN | Yes |
| Status                                    | Availability   |     |     |       |    |    |            |    |    |    |    |    |     |        |               |  |                   |   |          |   |          |  |     |          |     |
| Normal Mode ON, Idle Mode OFF, Sleep OUT  | Yes  |     |     |       |    |    |            |    |    |    |    |    |     |        |               |  |                   |   |          |   |          |  |     |          |     |
| Normal Mode ON, Idle Mode ON, Sleep OUT   | Yes  |     |     |       |    |    |            |    |    |    |    |    |     |        |               |  |                   |   |          |   |          |  |     |          |     |
| Partial Mode ON, Idle Mode OFF, Sleep OUT | Yes  |     |     |       |    |    |            |    |    |    |    |    |     |        |               |  |                   |   |          |   |          |  |     |          |     |
| Partial Mode ON, Idle Mode ON, Sleep OUT  | Yes  |     |     |       |    |    |            |    |    |    |    |    |     |        |               |  |                   |   |          |   |          |  |     |          |     |
| Sleep IN                                  | Yes  |     |     |       |    |    |            |    |    |    |    |    |     |        |               |  |                   |   |          |   |          |  |     |          |     |
| Default                                   | <table><tr><th rowspan="2">Status</th><th>Default Value</th></tr><tr><th>Parameter1</th></tr><tr><td>Power ON Sequence</td><td>10</td></tr><tr><td>SW Reset</td><td>10</td></tr><tr><td>HW Reset</td><td>10</td></tr></table>  |     |     |       |    |    |            |    |    |    |    |    |     | Status | Default Value | Parameter1                               | Power ON Sequence | 10                                      | SW Reset | 10  | HW Reset | 10                                       |     |          |     |
| Status                                    | Default Value  |     |     |       |    |    |            |    |    |    |    |    |     |        |               |  |                   |   |          |   |          |  |     |          |     |
|   | Parameter1   |     |     |       |    |    |            |    |    |    |    |    |     |        |               |  |                   |   |          |   |          |  |     |          |     |
| Power ON Sequence                         | 10   |     |     |       |    |    |            |    |    |    |    |    |     |        |               |  |                   |   |          |   |          |  |     |          |     |
| SW Reset                                  | 10   |     |     |       |    |    |            |    |    |    |    |    |     |        |               |  |                   |   |          |   |          |  |     |          |     |
| HW Reset                                  | 10   |     |     |       |    |    |            |    |    |    |    |    |     |        |               |  |                   |   |          |   |          |  |     |          |     |

## 9. Display Data RAM

### 9.1. Configuration

The display data RAM stores display dots and consists of 1,382,400 bits (240x18x320 bits). There is no restriction on access to the RAM even when the display data on the same address is loaded to DAC. There will be no abnormal visible effect on the display when there is a simultaneous panel read and interface read or write display data to the same location of the frame memory.

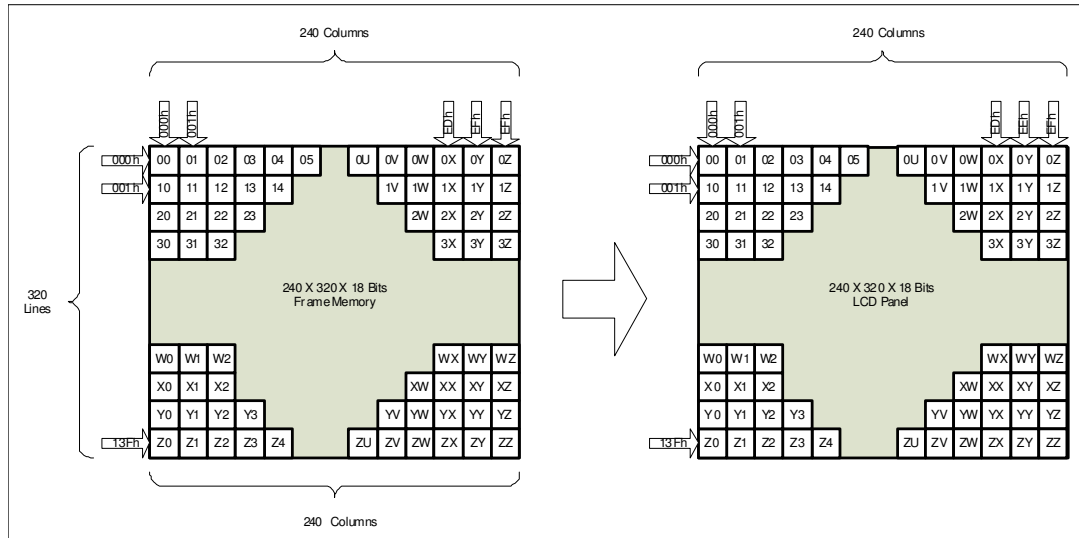


## 9.2. Memory to Display Address Mapping

### 9.2.1. Normal Display ON or Partial Mode ON, Vertical Scroll Mode OFF

In this mode, the content of frame memory within an area where column pointer is 0000h to 00EFh and page pointer is 0000h to 013Fh is displayed.

To display a dot on leftmost top corner, store the dot data at (column pointer, page pointer) = (0, 0)

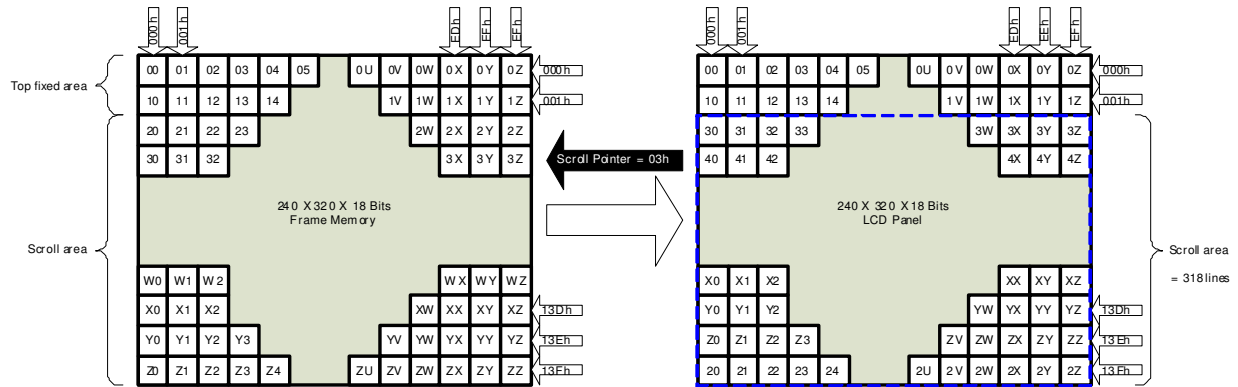


### 9.2.2. Vertical Scroll Mode

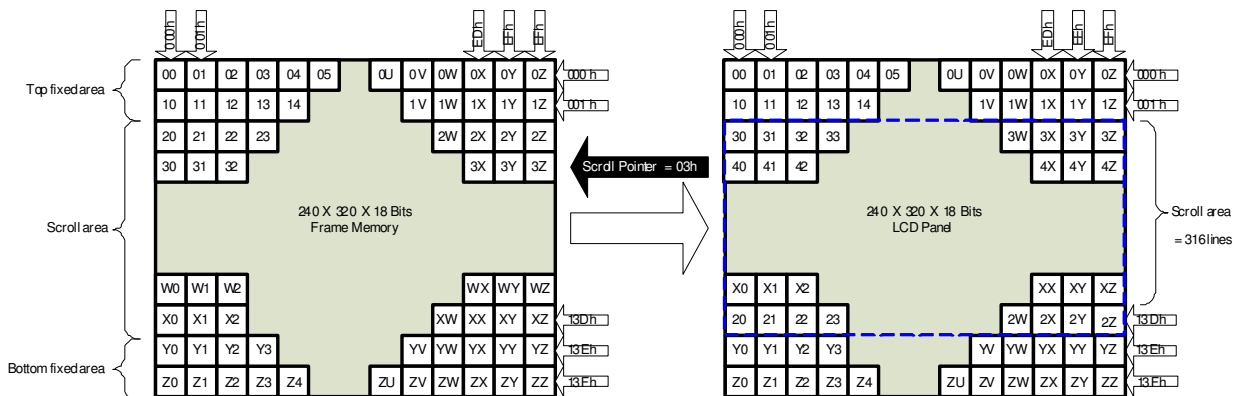
There is a vertical scrolling mode, which is determined by the commands “Vertical Scrolling Definition” (33h) and “Vertical Scrolling Start Address” (37h).

The Vertical Scroll Mode function is explained by these examples in the following.

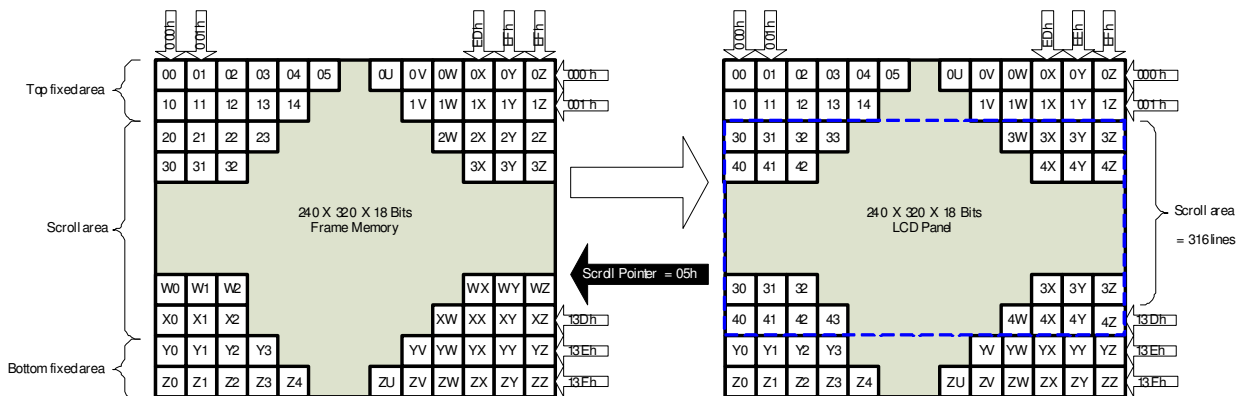
TFA=2, VSA=318, BFA=0 when MADCTL ML bit = 0



TFA=2, VSA=316, BFA=2 when MADCTL ML bit = 0



TFA=2, VSA=316, BFA=4 when MADCTL ML bit = 0



Note: When Vertical Scrolling Definition Parameters (TFA+VSA+BFA) ≠ 320, Scrolling Mode is undefined.

### 9.2.3. Vertical Scroll Example

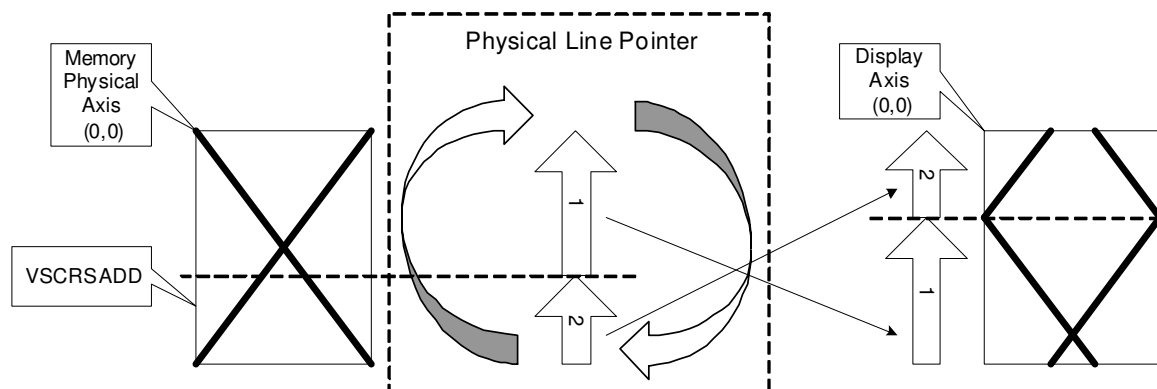
#### 9.2.4. Case1: $TFA+VSA+BFA < 320$

This setting is prohibited, unless unexpected picture will be shown.

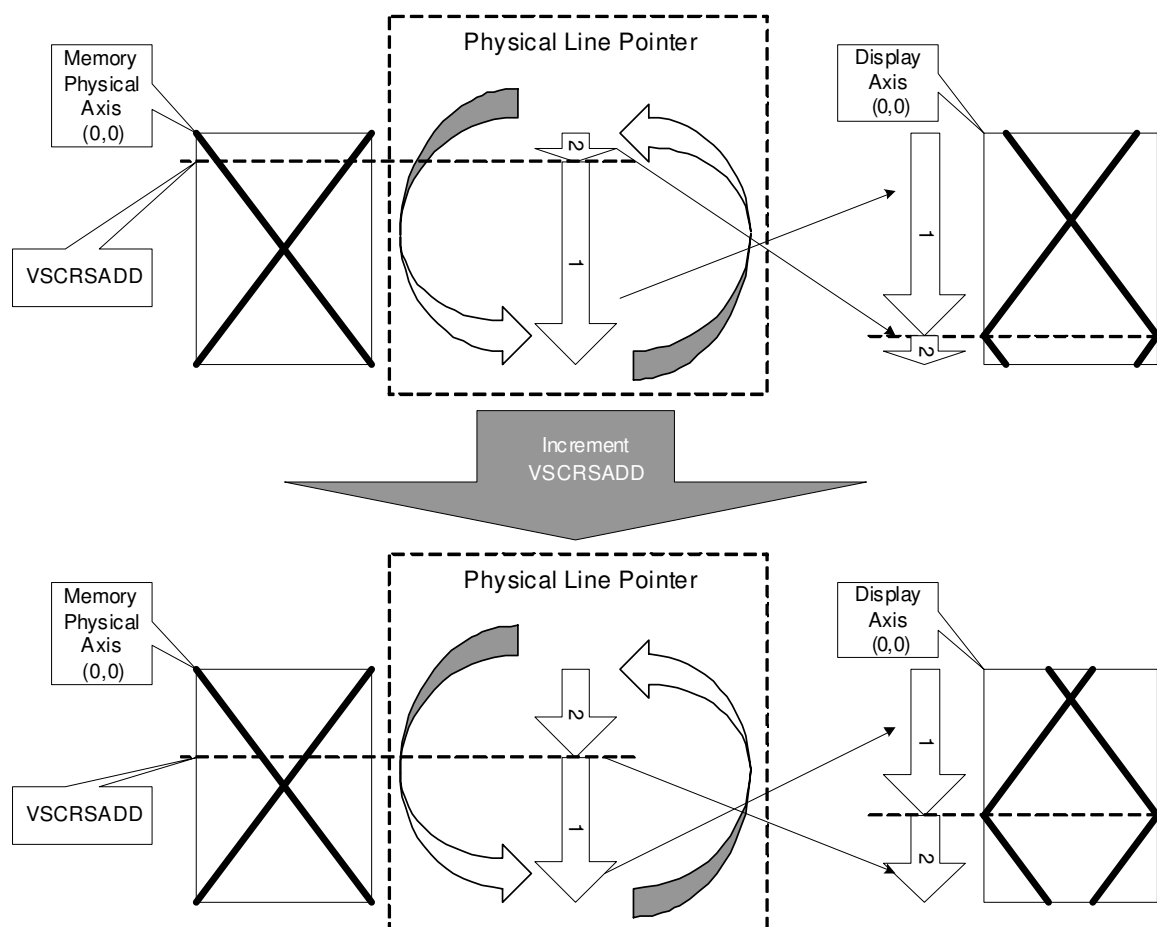
#### 9.2.5. Case2: $TFA+VSA+BFA = 320$ (Rolling Scrolling)

The operation of Rolling Scrolling is explained by these examples in the following.

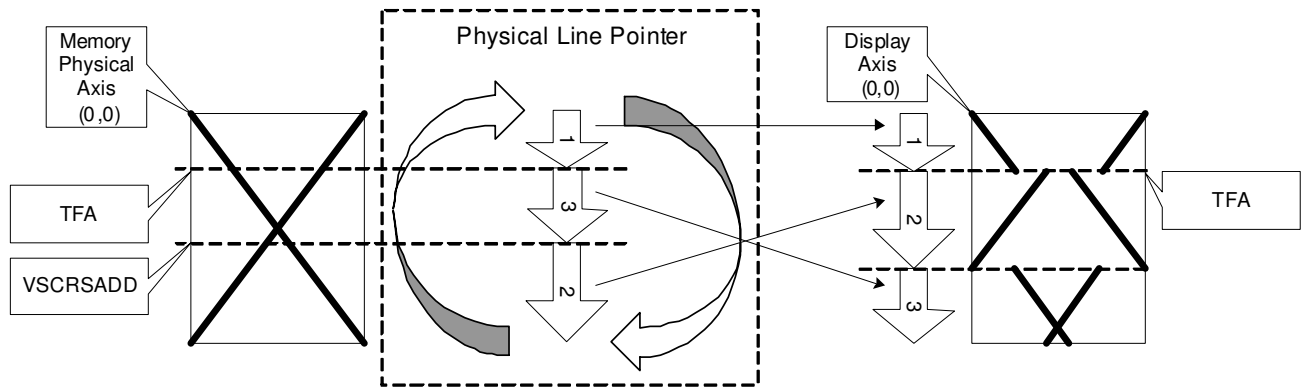
When  $TFA=0$ ,  $VSA=320$ ,  $BFA=0$ ,  $VSCRSADD=40$  and  $MADCTL$  ML bit = 1



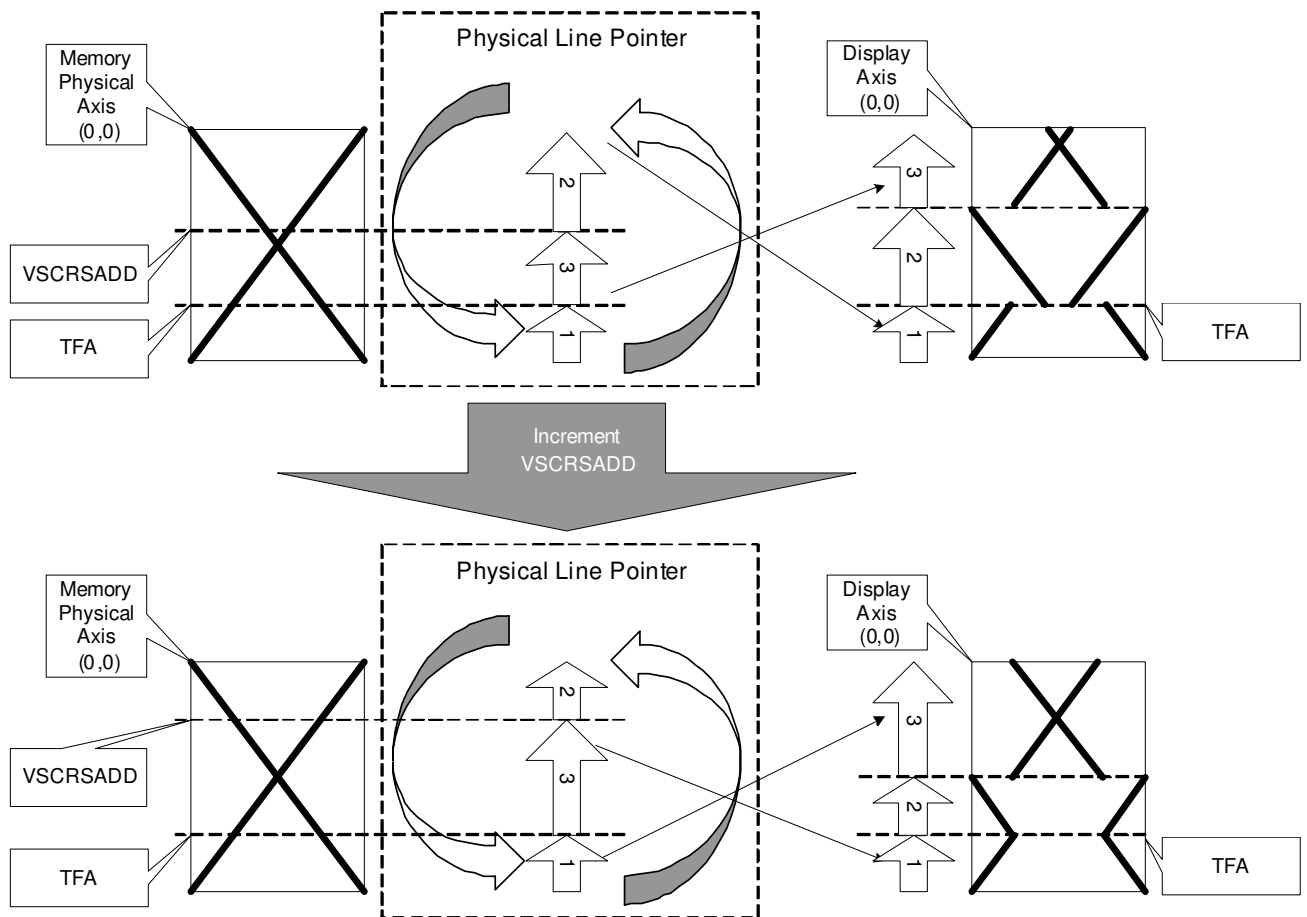
When  $TFA=0$ ,  $VSA=320$ ,  $BFA=0$ ,  $VSCRSADD=40$  and  $MADCTL$  ML bit = 0



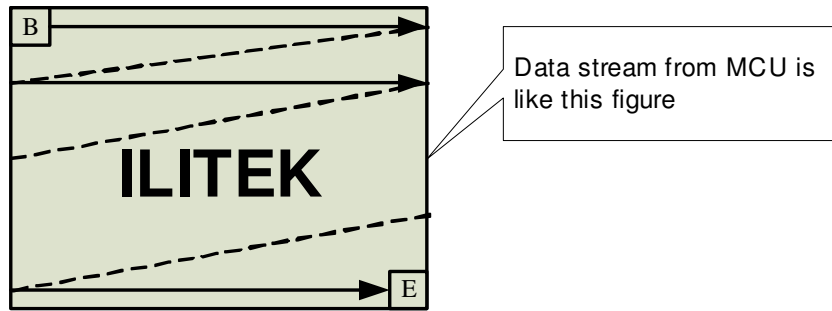
When TFA=30, VSA=290, BFA=0, VSCRSADD=80 and MADCTL ML bit = 0



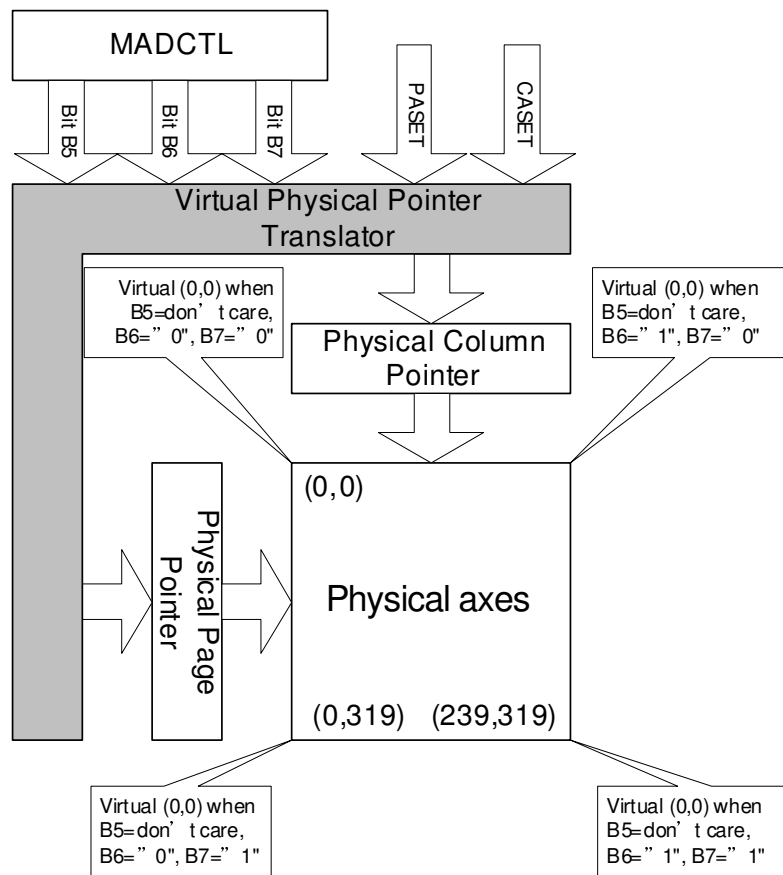
When TFA=30, VSA=290, BFA=0, VSCRSADD=80 and MADCTL ML bit = 1



### 9.3. MCU to memory write/read direction



The data is written in the order illustrated above. The Counter which dictates where in the physical memory the data is to be written is controlled by “Memory Data Access Control” Command, Bits B5, B6, and B7 as described below.



| B5   | B6 | B7 | CASET                                   | PASET                                   |
|--|----|----|---|---|
| 0  | 0  | 0  | Direct to Physical Column Pointer       | Direct to Physical Page Pointer         |
| 0  | 0  | 1  | Direct to Physical Column Pointer       | Direct to (319-Physical Page Pointer)   |
| 0  | 1  | 0  | Direct to (239-Physical Column Pointer) | Direct to Physical Page Pointer         |
| 0  | 1  | 1  | Direct to (239-Physical Column Pointer) | Direct to (319-Physical Page Pointer)   |
| 1  | 0  | 0  | Direct to Physical Page Pointer         | Direct to Physical Column Pointer       |
| 1  | 0  | 1  | Direct to (319-Physical Page Pointer)   | Direct to Physical Column Pointer       |
| 1  | 1  | 0  | Direct to Physical Page Pointer         | Direct to (239-Physical Column Pointer) |
| 1  | 1  | 1  | Direct to (319-Physical Page Pointer)   | Direct to (239-Physical Column Pointer) |
| Condition                                    |    |    | Column Counter                          | Page counter                            |
| When RAMWR/RAMRD command is accepted         |    |    | Return to “Start column”                | Return to “Start Page”                  |
| Complete Pixel Read/Write action             |    |    | Increment by 1                          | No change                               |
| The Column values is large than “End Column” |    |    | Return to “Start column”                | Increment by 1                          |
| The Page counter is large than “End Page”    |    |    | Return to “Start column”                | Return to “Start Page”                  |

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Note:

Data is always written to the Frame Memory in the same order, regardless of the Memory Write Direction set by MADCTL bits B7, B6 and B5. The write order for each pixel unit is

|     |     |     |     |     |     |     |     |    |    |    |    |    |    |    |    |    |    |
|-----|-----|-----|-----|-----|-----|-----|-----|----|----|----|----|----|----|----|----|----|----|
| D17 | D16 | D15 | D14 | D13 | D12 | D11 | D10 | D9 | D8 | D7 | D6 | D5 | D4 | D3 | D2 | D1 | D0 |
| R5  | R4  | R3  | R2  | R1  | R0  | G5  | G4  | G3 | G2 | G1 | G0 | B5 | B4 | B3 | B2 | B1 | B0 |

One pixel unit represents 1 column and 1 page counter value on the Frame Memory.

| Display Data Direction | MADCTR Parameter |    |    | Image in the Memory (MPU) | Image in the Driver (Frame Memory) |
|------------------------|------------------|----|----|---------------------------|------------------------------------|
|                        | MV               | MX | MY |                           |                                    |
| Normal                 | 0                | 0  | 0  |                           |                                    |
| Y-Mirror               | 0                | 0  | 1  |                           |                                    |
| X-Mirror               | 0                | 1  | 0  |                           |                                    |
| X-Mirror Y-Mirror      | 0                | 1  | 1  |                           |                                    |
| X-Y Exchange           | 1                | 0  | 0  |                           |                                    |
| X-Y Exchange Y-Mirror  | 1                | 0  | 1  |                           |                                    |
| XY Exchange X-Mirror   | 1                | 1  | 0  |                           |                                    |
| XY Exchange XY-Mirror  | 1                | 1  | 1  |                           |                                    |

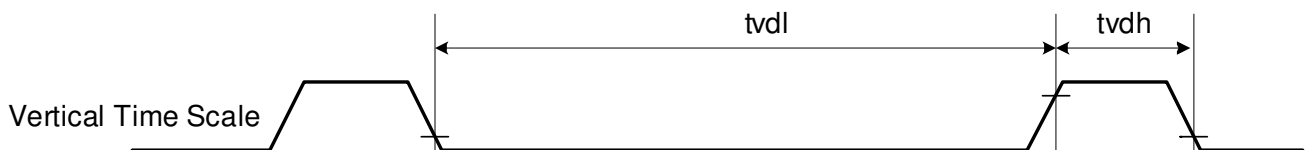
## 10. Tearing Effect Output

The Tearing Effect output line supplies to the MCU a Panel synchronization signal. This signal can be enabled or disabled by the Tearing Effect Line Off & On commands. The mode of the Tearing Effect Signal is defined by the parameter of the Tearing Effect Line Off & On commands.

The signal can be used by the MCU to synchronize Frame Memory Writing when displaying video images.

### 10.1. Tearing Effect Line Modes

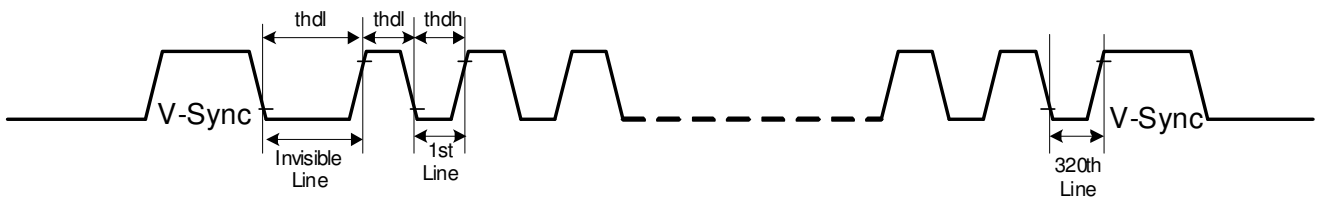
**Mode 1**, the Tearing Effect Output signal consists of V-Sync information only:



tvdh = The LCD display is not updated from the Frame Memory.

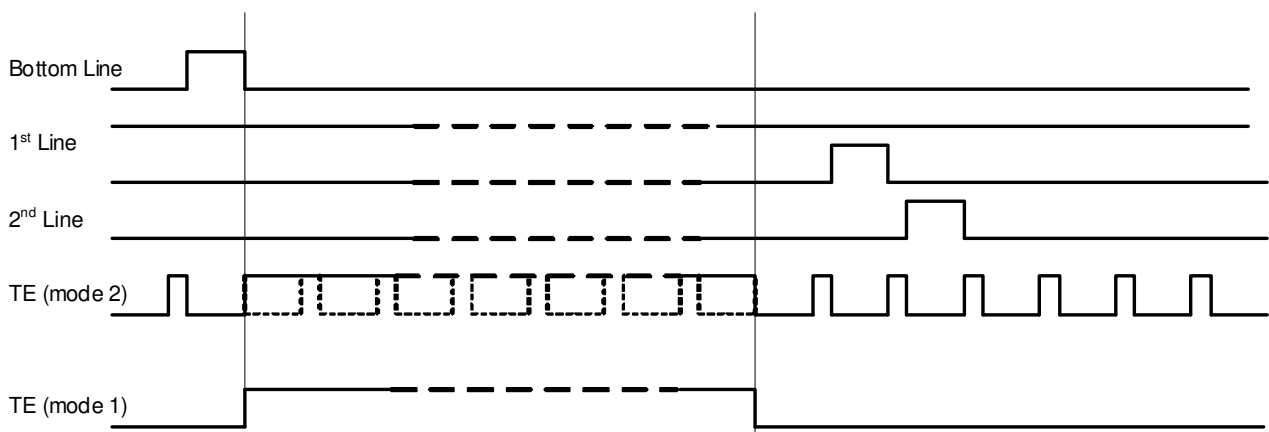
tvdl = The LCD display is updated from the Frame Memory (except Invisible Line – see below).

**Mode 2**, the tearing effect output signal consists of V-Sync and H-Sync information; there is one V-sync and 320 H-sync pulses per field:



thdh = The LCD display is not updated from the Frame Memory.

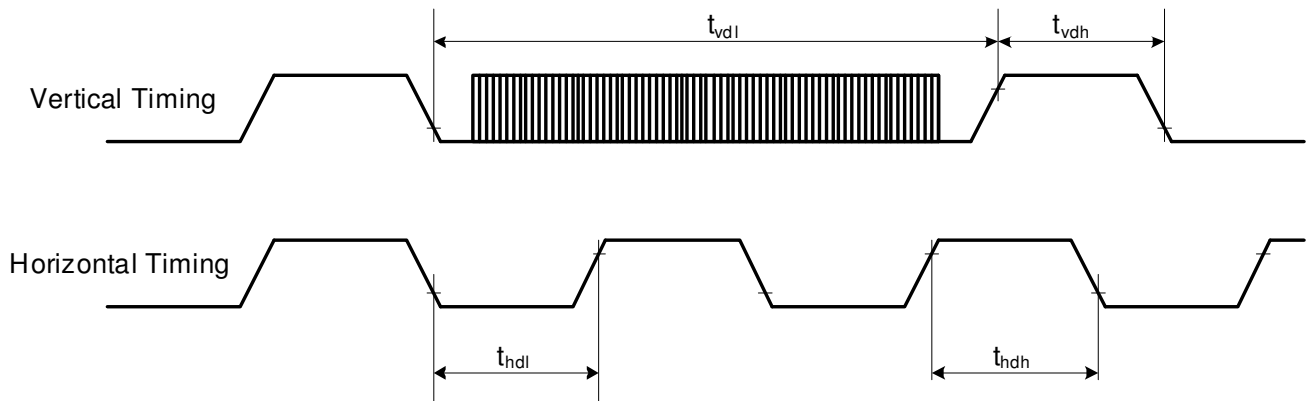
thdl = The LCD display is updated from the Frame Memory (except Invisible Line – see above).



*Note: During Sleep In Mode, the Tearing Effect Output Pin is active Low.*

## 10.2. Tearing Effect Line Timings

The tearing effect signal is described below:

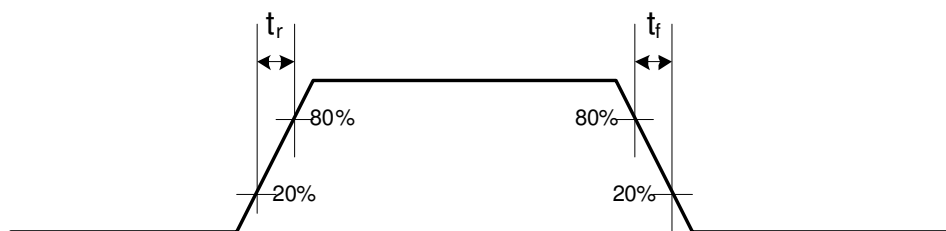


AC characteristics of Tearing Effect Signal (Frame Rate = 60Hz)

| Symbol    | Parameter                       | Min. | Typ. | Max. | Unit | Description |
|-----------|---------------------------------|------|------|------|------|-------------|
| $t_{vdl}$ | Vertical timing low duration    | --   | --   | --   | ms   |             |
| $t_{vdh}$ | Vertical timing high duration   | 1000 | --   | --   | us   |             |
| $t_{hdl}$ | Horizontal timing low duration  | --   | --   | --   | us   |             |
| $t_{hdh}$ | Horizontal timing high duration | --   | --   | 500  | us   |             |

Note:

1. The timings in Table as above apply when MADCTL B4=0 and B4=1
2. The signal's rise and fall times ( $t_f$ ,  $t_r$ ) are stipulated to be equal to or less than 15ns.



The Tearing Effect Output Line is fed back to the MCU and should be used to avoid Tearing Effect.

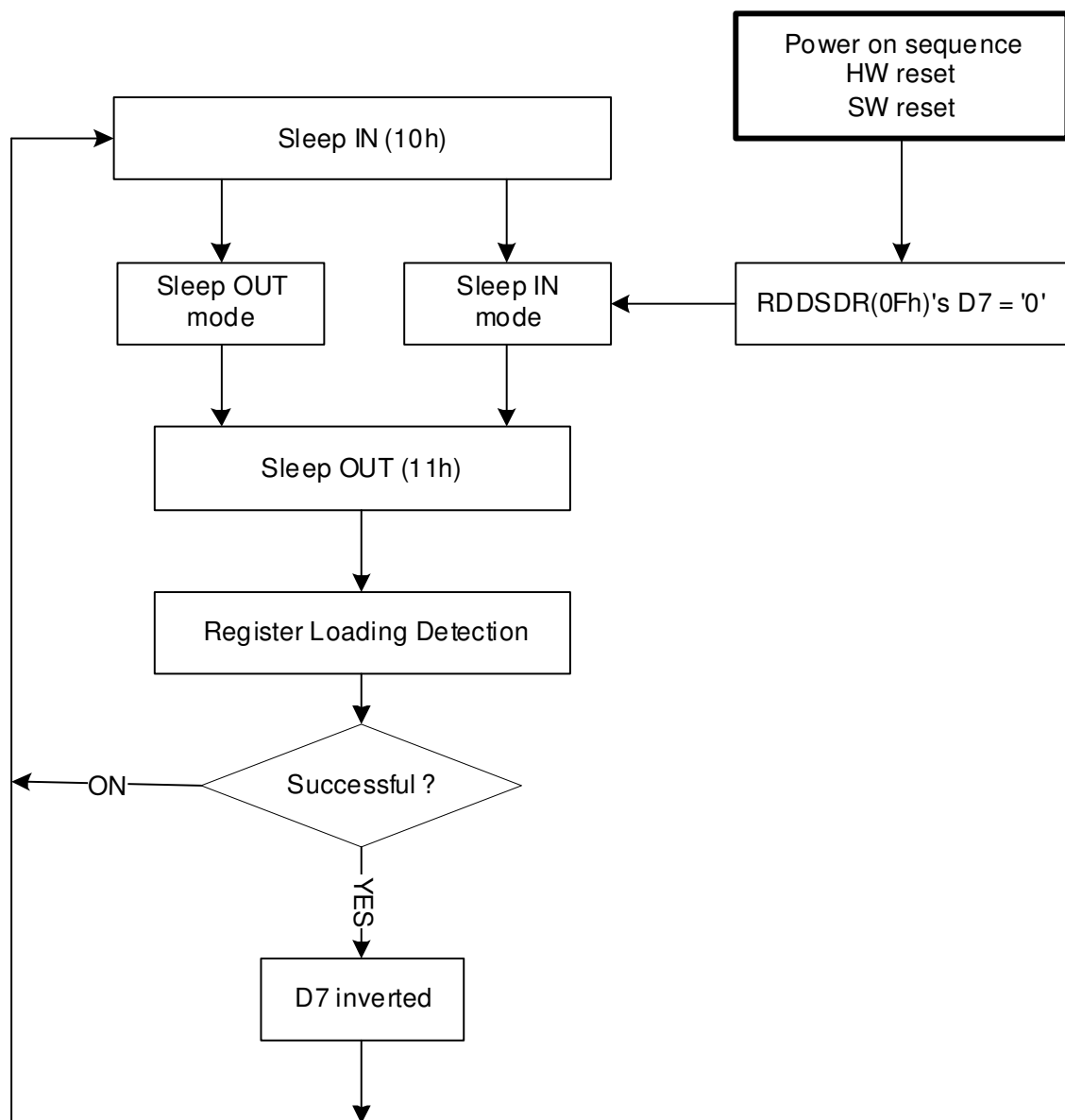
## 11. Sleep Out – Command and Self-Diagnostic Functions of the Display Module

### 11.1. Register loading Detection

Sleep Out-command (Command “Sleep Out (11h)”) is a trigger for an internal function of the display module, which indicates, if the display module loading function of factory default values from EV Memory(or similar device) to registers of the display controller is working properly.

If the register loading detection is successfully, there is inverted (= increased by 1) a bit, which is defined in command “Read Display Self-Diagnostic Result (0Fh)” (= RDDSDR) (The used bit of this command is D7). If it is failure, this bit (D7) is not inverted (= not increased by 1).

The flow chart for this internal function is following:

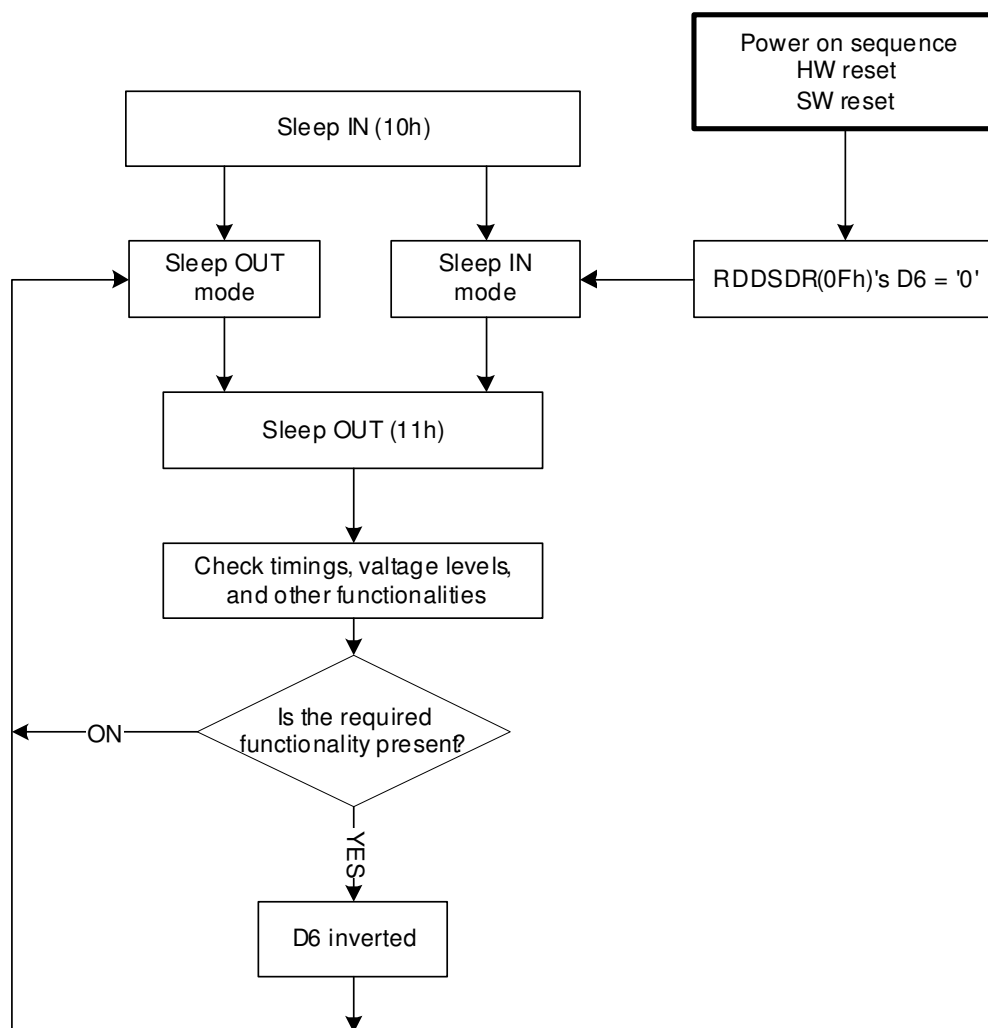


## 11.2. Functionality Detection

Sleep Out-command (Command "Sleep Out (11h)") is a trigger for an internal function of the display module, which indicates, if the display module is still running and meets functionality requirements.

The internal function (= the display controller) is comparing, if the display module is still meeting functionality requirements (e.g. booster voltage levels, timings, etc.) If functionality requirement is met, there is an inverted (= increased by 1) bit, which defined in command "Read Display Self- Diagnostic Result (0Fh)" (= RDDSDR) (The used bit of this command is D6). If functionality requirement is not same, this bit (D6) is not inverted (= increased by 1). The flow chart for this internal function is shown as below.

The flow chart for this internal function is following:



*Note 1: There is needed 120msec after Sleep Out -command, when there is changing from Sleep In -mode to Sleep Out -mode, before there is possible to check if User's functionality requirements are met and a value of RDDSDR's D6 is valid. Otherwise, there is 5msec delay for D6's value, when Sleep Out -command is sent in Sleep Out -mode.*

## 12. Power ON/OFF Sequence

VDDI and VCI can be applied in any order.

VCI and VDDI can be powered down in any order.

During power off, if LCD is in the Sleep Out mode, VCI and VDDI must be powered down minimum 120msec after RESX has been released.

During power off, if LCD is in the Sleep In mode, VDDI or VCI can be powered down minimum 0msec after RESX has been released.

CSX can be applied at any timing or can be permanently grounded. RESX has priority over CSX.

*Note 1: There will be no damage to the display module if the power sequences are not met.*

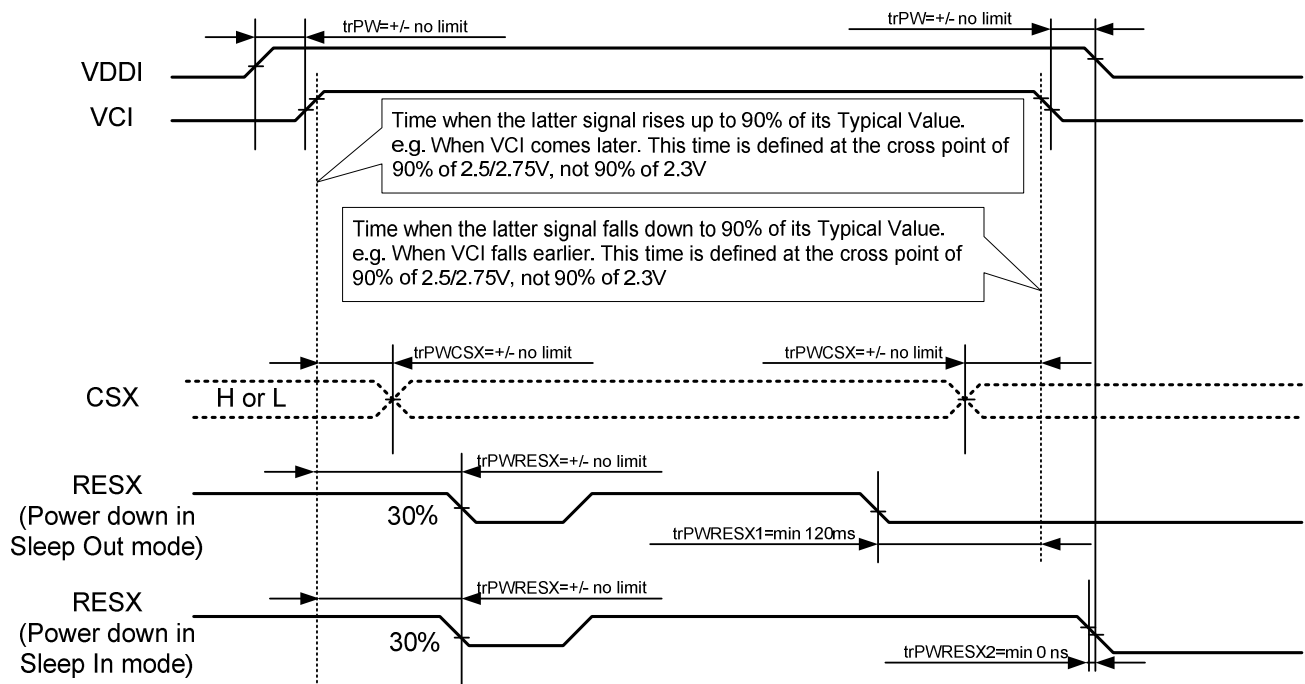
*Note 2: There will be no abnormal visible effects on the display panel during the Power On/Off Sequences.*

*Note 3: There will be no abnormal visible effects on the display between end of Power On Sequence and before receiving Sleep Out command. Also between receiving Sleep In command and Power Off Sequence.*

*Note 4: If RESX line is not held stable by host during Power On Sequence as defined in Sections 12.1 and 12.2, then it will be necessary to apply a Hardware Reset (RESX) after Host Power On Sequence is complete to ensure correct operation. Otherwise function is not guaranteed.*

### 12.1. Case 1 – RESX line is held High or Unstable by Host at Power ON

If RESX line is held High or unstable by the host during Power On, then a Hardware Reset must be applied after both VCI and VDDI have been applied – otherwise correct functionality is not guaranteed. There is no timing restriction upon this hardware reset.



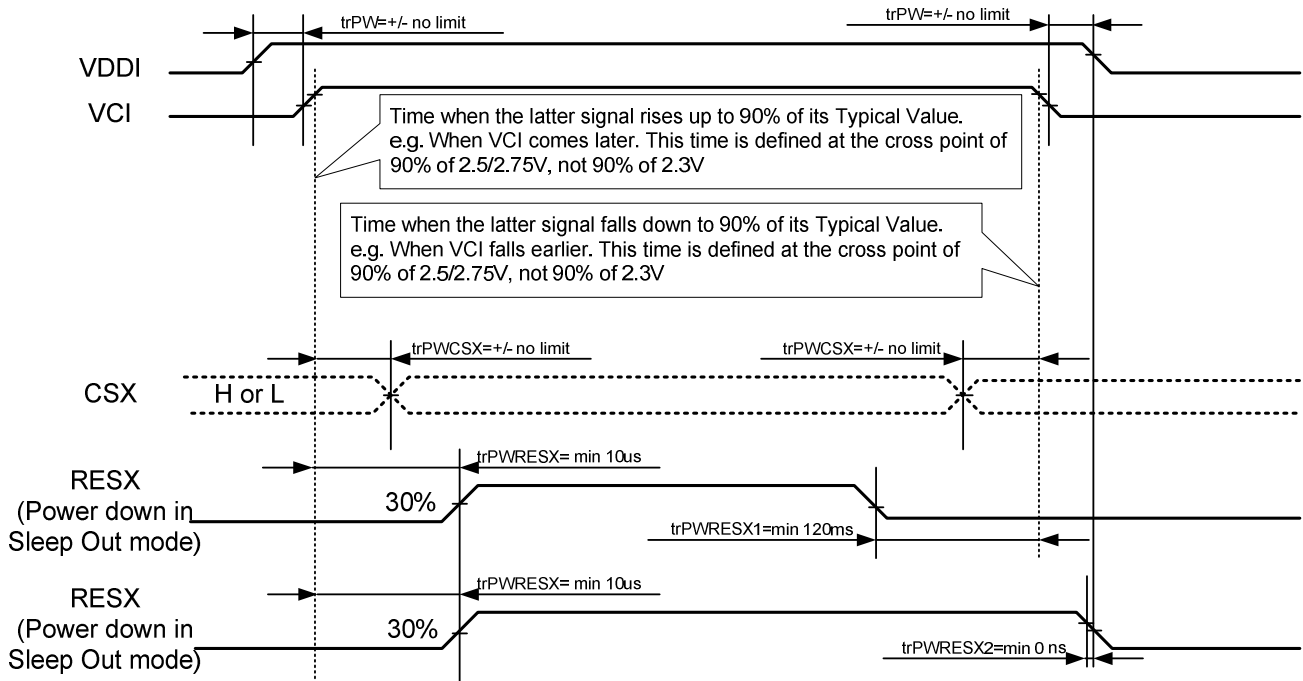
trPWRESX1 is applied to RESX falling in the Sleep Out Mode  
trPWRESX2 is applied to RESX falling in the Sleep In Mode

*Note 1: Unless otherwise specified, timings herein show cross point at 50% of signal power level.*

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## 12.2. Case 2 – RESX line is held Low by Host at Power ON

If RESX line is held Low (and stable) by the host during Power On, then the RESX must be held low for minimum 10μsec after both VCI and VDDI have been applied.



trPWRESX1 is applied to RESX falling in the Sleep Out Mode  
trPWRESX2 is applied to RESX falling in the Sleep In Mode

Note 1: Unless otherwise specified, timings herein show cross point at 50% of signal power level.

### **12.3. Uncontrolled Power Off**

The uncontrolled power off means a situation when e.g. there is removed a battery without the controlled power off sequence. There will not be any damages for the display module or the display module will not cause any damages for the host or lines of the interface. At an uncontrolled power off event, ILI9341 will force the display to blank and will not be any abnormal visible effects with in 1 second on the display and remains blank until "Power On Sequence" activates.



## 13. Power Level Definition

### 13.1. Power Levels

7 level modes are defined they are in order of Maximum Power consumption to Minimum Power Consumption:

1. Normal Mode On (full display), Idle Mode Off, Sleep Out.

In this mode, the display is able to show maximum 262,144 colors.

2. Partial Mode On, Idle Mode Off, Sleep Out.

In this mode part of the display is used with maximum 262,144 colors.

3. Normal Mode On (full display), Idle Mode On, Sleep Out.

In this mode, the full display area is used but with 8 colors.

4. Partial Mode On, Idle Mode On, Sleep Out.

In this mode, part of the display is used but with 8 colors.

5. Sleep In Mode.

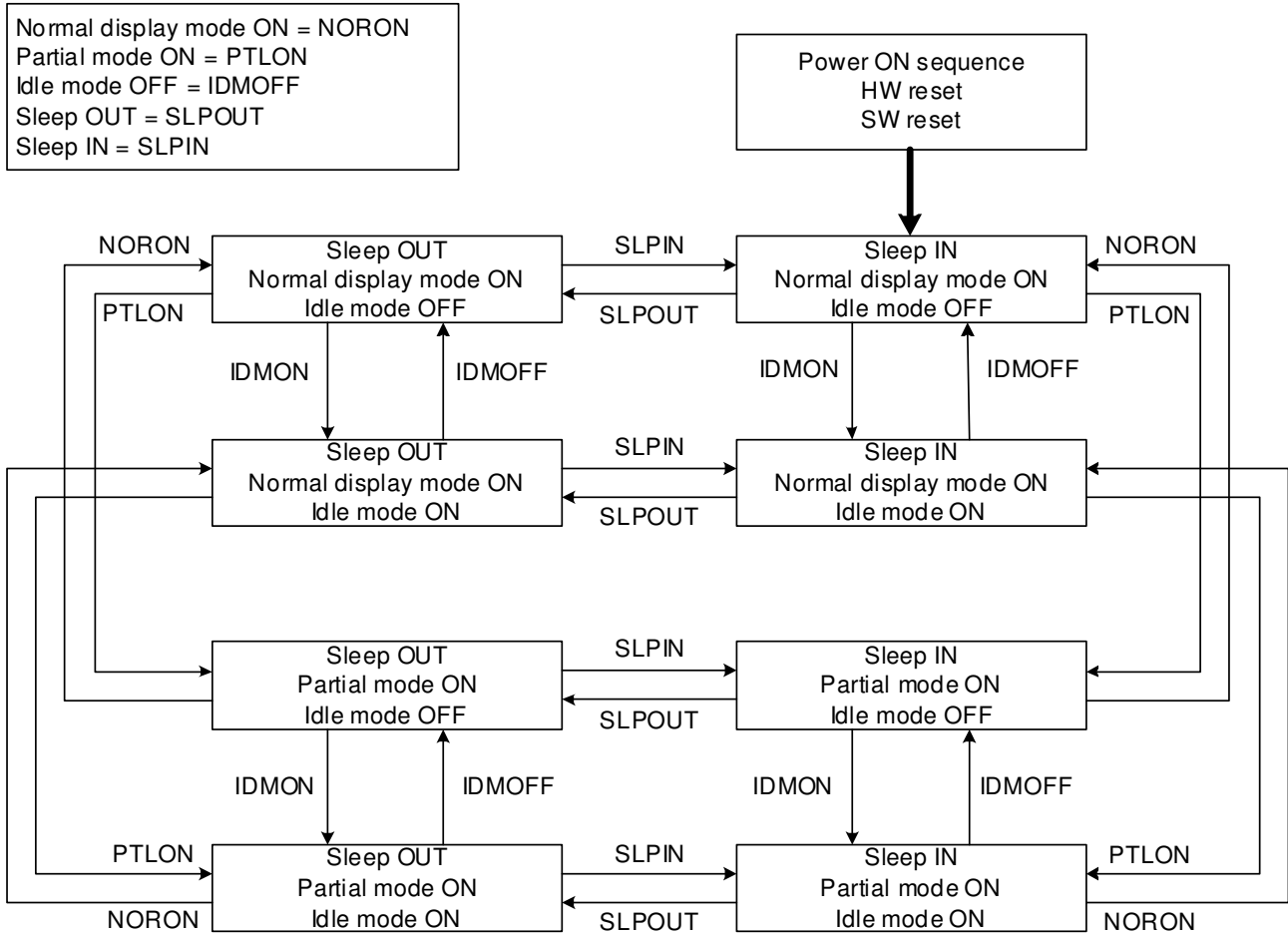
In this mode, the DC : DC converter, Internal oscillator and panel driver circuit are stopped. Only the MCU interface and memory works with VDDI power supply. Contents of the memory are safe.

6. Power Off Mode.

In this mode, both VCI and VDDI are removed.

*Note1: Transition between modes 1-5 is controllable by MCU commands.*

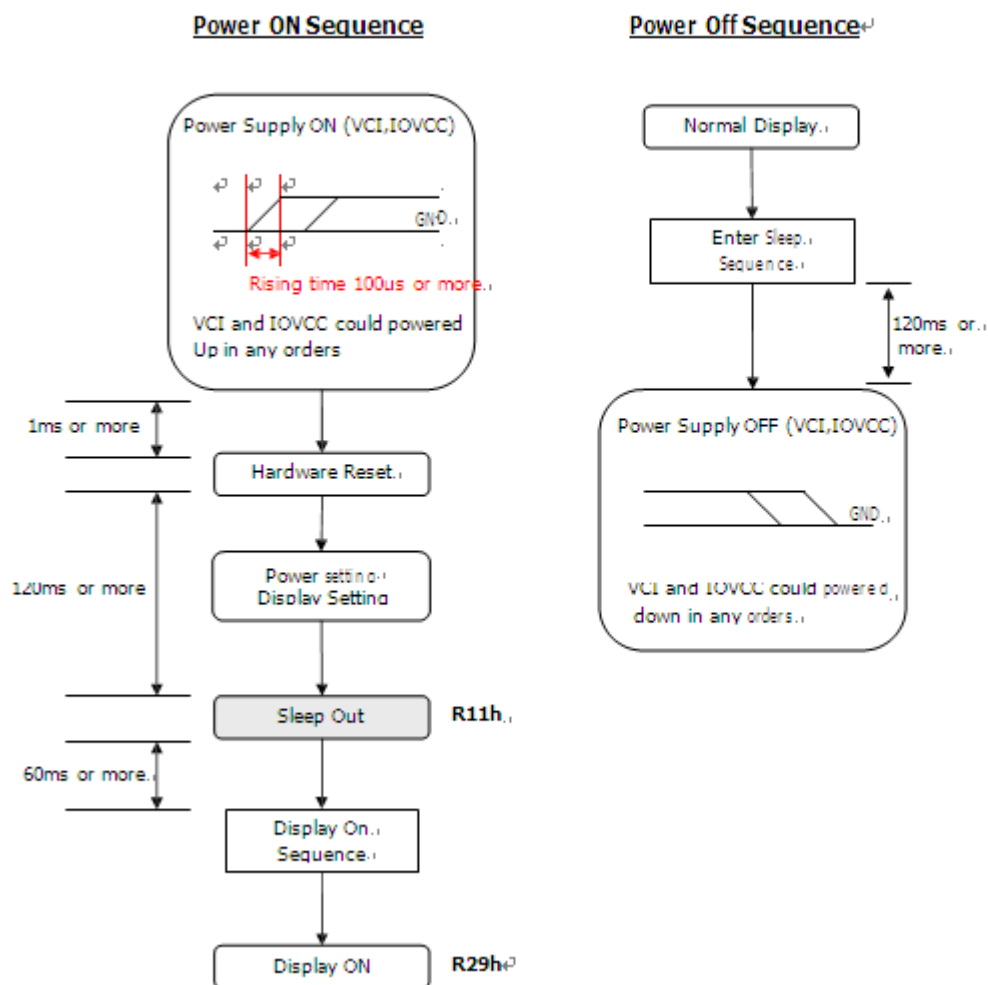
## 13.2. Power Flow Chart



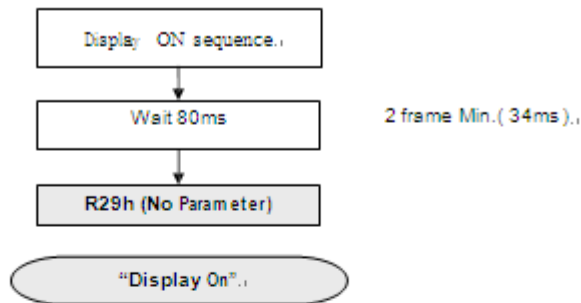
Note 1: There is not any abnormal visual effect when there is changing from one power mode to another power mode.

Note 2: There is not any limitation, which is not specified by User, when there is changing from one power mode to another power mode.

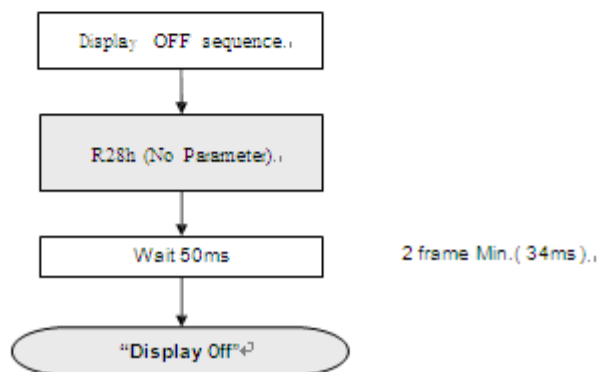
Power On /Off Sequence.



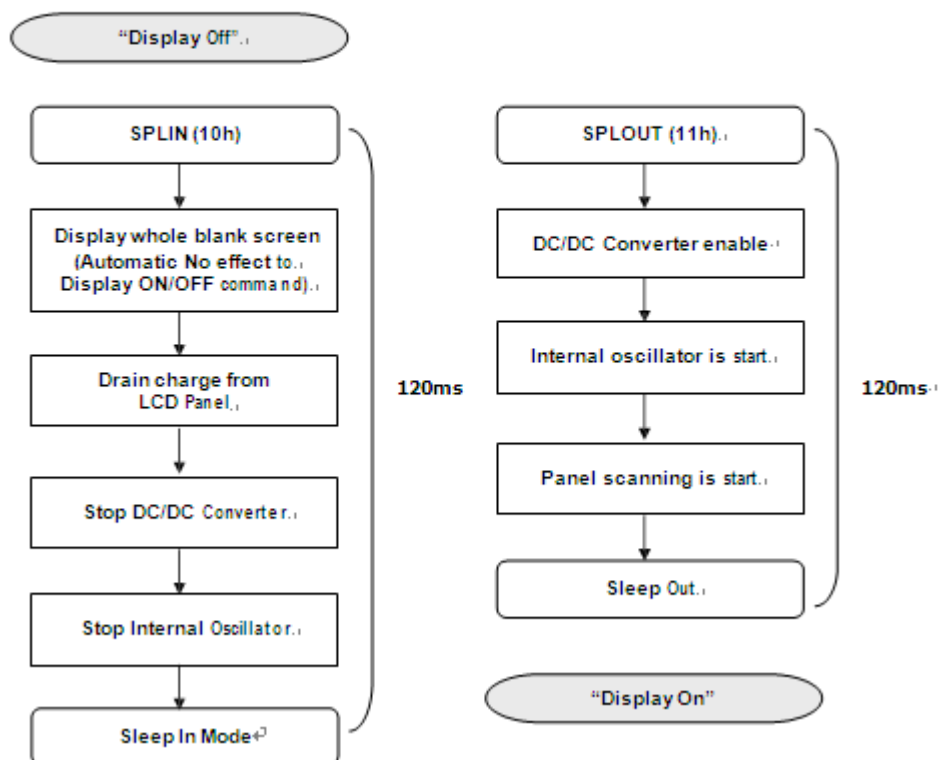
Display On Sequence Setting.

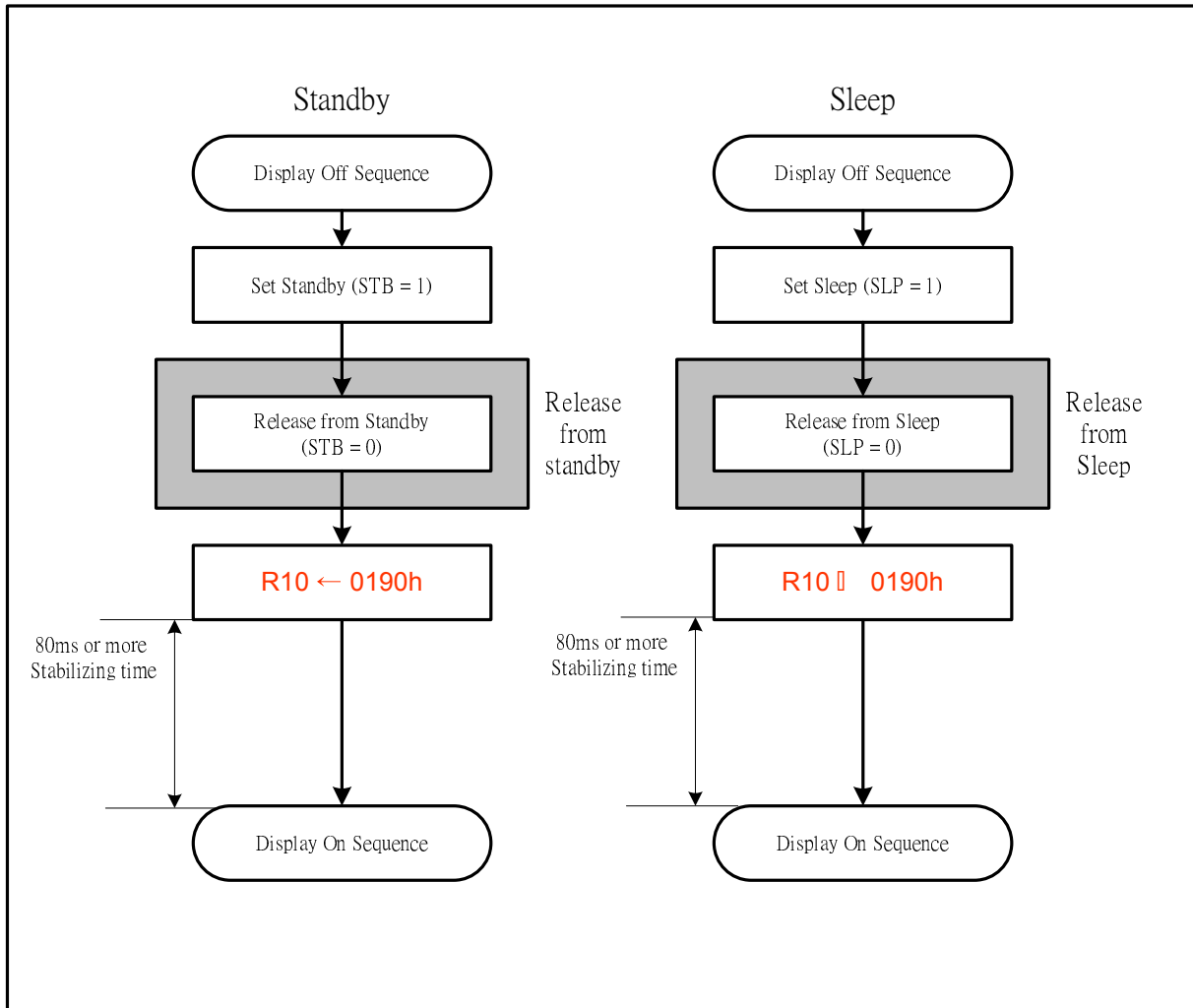


Display OFF Sequence Setting.



LCD Sleep Mode In/Out





## 14. Gamma Curves Selection

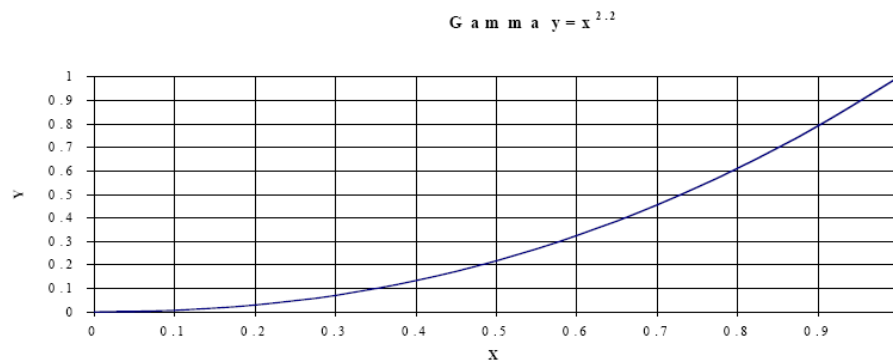
ILI9341 provide one gamma curve Gamma2.2. The gamma curve can be selected by the GC0 settings.

### 14.1. Gamma Default Values (for NW type LC)

| Data | Output Voltage |       |             |       |
|------|----------------|-------|-------------|-------|
|      | VCOM = Low     |       | VCOM = High |       |
|      | Gamma          | 2.2   | Gamma       | 2.2   |
| 0    | V0P            | 4.084 | V0N         | 0.277 |
| 1    | V1P            | 4.015 | V1N         | 0.346 |
| 2    | V2P            | 3.843 | V2N         | 0.482 |
| 3    | V3P            | 3.681 | V3N         | 0.629 |
| 4    | V4P            | 3.518 | V4N         | 0.776 |
| 5    | V5P            | 3.445 | V5N         | 0.924 |
| 6    | V6P            | 3.371 | V6N         | 1.071 |
| 7    | V7P            | 3.285 | V7N         | 1.157 |
| 8    | V8P            | 3.199 | V8N         | 1.242 |
| 9    | V9P            | 3.128 | V9N         | 1.314 |
| 10   | V10P           | 3.056 | V10N        | 1.385 |
| 11   | V11P           | 2.985 | V11N        | 1.456 |
| 12   | V12P           | 2.928 | V12N        | 1.513 |
| 13   | V13P           | 2.871 | V13N        | 1.570 |
| 14   | V14P           | 2.802 | V14N        | 1.619 |
| 15   | V15P           | 2.733 | V15N        | 1.668 |
| 16   | V16P           | 2.674 | V16N        | 1.710 |
| 17   | V17P           | 2.615 | V17N        | 1.753 |
| 18   | V18P           | 2.557 | V18N        | 1.795 |
| 19   | V19P           | 2.508 | V19N        | 1.830 |
| 20   | V20P           | 2.458 | V20N        | 1.865 |
| 21   | V21P           | 2.425 | V21N        | 1.899 |
| 22   | V22P           | 2.391 | V22N        | 1.932 |
| 23   | V23P           | 2.357 | V23N        | 1.966 |
| 24   | V24P           | 2.323 | V24N        | 2.000 |
| 25   | V25P           | 2.289 | V25N        | 2.034 |
| 26   | V26P           | 2.256 | V26N        | 2.068 |
| 27   | V27P           | 2.222 | V27N        | 2.102 |
| 28   | V28P           | 2.193 | V28N        | 2.129 |
| 29   | V29P           | 2.165 | V29N        | 2.155 |
| 30   | V30P           | 2.136 | V30N        | 2.182 |
| 31   | V31P           | 2.108 | V31N        | 2.208 |
| 32   | V32P           | 2.080 | V32N        | 2.235 |
| 33   | V33P           | 2.051 | V33N        | 2.262 |
| 34   | V34P           | 2.023 | V34N        | 2.288 |
| 35   | V35P           | 1.994 | V35N        | 2.315 |
| 36   | V36P           | 1.966 | V36N        | 2.342 |
| 37   | V37P           | 1.942 | V37N        | 2.368 |
| 38   | V38P           | 1.917 | V38N        | 2.395 |
| 39   | V39P           | 1.893 | V39N        | 2.421 |
| 40   | V40P           | 1.869 | V40N        | 2.448 |
| 41   | V41P           | 1.845 | V41N        | 2.475 |
| 42   | V42P           | 1.820 | V42N        | 2.501 |
| 43   | V43P           | 1.796 | V43N        | 2.528 |
| 44   | V44P           | 1.776 | V44N        | 2.549 |
| 45   | V45P           | 1.755 | V45N        | 2.571 |
| 46   | V46P           | 1.730 | V46N        | 2.597 |
| 47   | V47P           | 1.706 | V47N        | 2.623 |
| 48   | V48P           | 1.681 | V48N        | 2.649 |
| 49   | V49P           | 1.653 | V49N        | 2.679 |
| 50   | V50P           | 1.624 | V50N        | 2.710 |
| 51   | V51P           | 1.598 | V51N        | 2.735 |
| 52   | V52P           | 1.573 | V52N        | 2.761 |
| 53   | V53P           | 1.541 | V53N        | 2.793 |
| 54   | V54P           | 1.508 | V54N        | 2.825 |
| 55   | V55P           | 1.476 | V55N        | 2.857 |
| 56   | V56P           | 1.438 | V56N        | 2.895 |
| 57   | V57P           | 1.400 | V57N        | 2.933 |
| 58   | V58P           | 1.359 | V58N        | 2.982 |
| 59   | V59P           | 1.319 | V59N        | 3.031 |
| 60   | V60P           | 1.246 | V60N        | 3.109 |
| 61   | V61P           | 1.173 | V61N        | 3.186 |
| 62   | V62P           | 1.070 | V62N        | 3.289 |
| 63   | V63P           | 0.279 | V63N        | 4.083 |

## 14.2. Gamma Curves

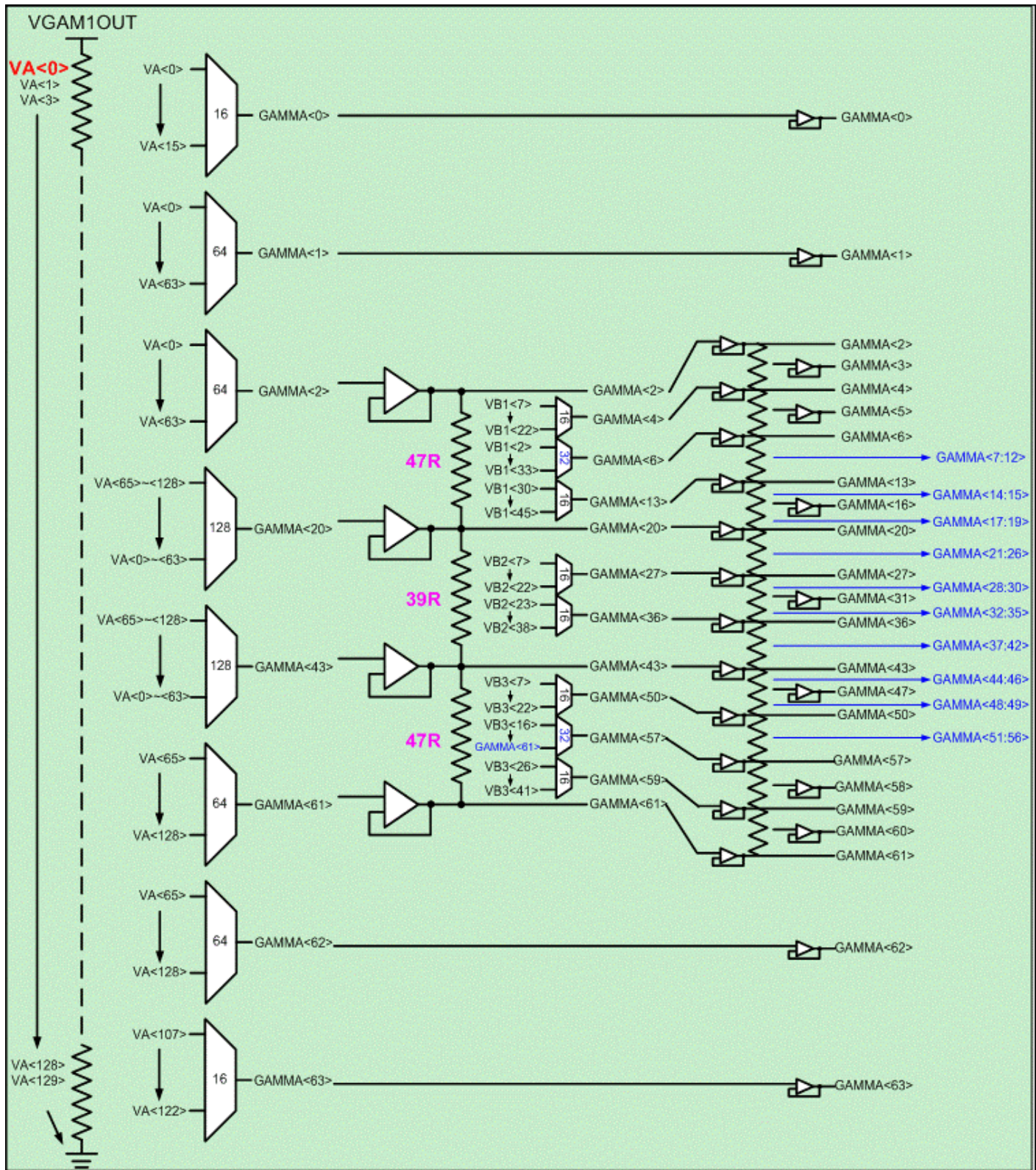
### 14.2.1. Gamma Curve 1 (GC0), applies the function $y=x^{2.2}$





## 14.3. Gamma Curves

### 14.3.1. Grayscale Voltage Generation



### 14.3.2. Positive Gamma Correction

| Gamma Level | Value "X" in Formula | Formula  |                                    |
|-------------|----------------------|--|------------------------------------|
| VP0         | VP0[3:0]             | $(VREG1-VGS)^*(130R-X^*R)/130R$                                |                                    |
| VP1         | VP1[5:0]             | $(VREG1-VGS)^*(130R-X^*R)/130R$                                |                                    |
| VP2         | VP2[5:0]             | $(VREG1-VGS)^*(130R-X^*R)/130R$                                |                                    |
| VP3         | —                    | $(VP2-VP4)^*35R/(35R^*2)+VP4$                                  |                                    |
| VP4         | VP4[3:0]             | $(VP2-VP20)^*(47R-X^*R-7R)/47R+VP20$                           |                                    |
| VP5         | —                    | $(VP4-VP6)^*35R/(35R^*2)+VP6$                                  |                                    |
| VP6         | VP6[4:0]             | $(VP2-VP20)^*(47R-X^*R-2R)/47R+VP20$                           |                                    |
| VP7         | —                    | $(VP6-VP13)^*(12R+10R^*3+8R^*2)/(12R^*2+10R^*3+8R^*2)+VP13$    |                                    |
| VP8         | —                    | $(VP6-VP13)^*(10R^*3+8R^*2)/(12R^*2+10R^*3+8R^*2)+VP13$        |                                    |
| VP9         | —                    | $(VP6-VP13)^*(10R^*2+8R^*2)/(12R^*2+10R^*3+8R^*2)+VP13$        |                                    |
| VP10        | —                    | $(VP6-VP13)^*(10R+8R^*2)/(12R^*2+10R^*3+8R^*2)+VP13$           |                                    |
| VP11        | —                    | $(VP6-VP13)^*(8R^*2)/(12R^*2+10R^*3+8R^*2)+VP13$               |                                    |
| VP12        | —                    | $(VP6-VP13)^*8R/(12R^*2+10R^*3+8R^*2)+VP13$                    |                                    |
| VP13        | VP13[3:0]            | $(VP2-VP20)^*(47R-X^*R-30R)/47R+VP20$                          |                                    |
| VP14        | —                    | $(VP13-VP20)^*(14R+12R^*3+10R^*2)/(14R^*2+12R^*3+10R^*2)+VP20$ |                                    |
| VP15        | —                    | $(VP13-VP20)^*(12R^*3+10R^*2)/(14R^*2+12R^*3+10R^*2)+VP20$     |                                    |
| VP16        | —                    | $(VP13-VP20)^*(12R^*2+10R^*2)/(14R^*2+12R^*3+10R^*2)+VP20$     |                                    |
| VP17        | —                    | $(VP13-VP20)^*(12R+10R^*2)/(14R^*2+12R^*3+10R^*2)+VP20$        |                                    |
| VP18        | —                    | $(VP13-VP20)^*(10R^*2)/(14R^*2+12R^*3+10R^*2)+VP20$            |                                    |
| VP19        | —                    | $(VP13-VP20)^*10R/(14R^*2+12R^*3+10R^*2)+VP20$                 |                                    |
| VP20        | VP20[6:0]            | <64  | $(VREG1-VGS)^*(130R-X^*R)/130R$    |
|             |                      | >=64   | $(VREG1-VGS)^*(130R-X^*R-1R)/130R$ |
| VP21        | —                    | $(VP20-VP27)^*(12R^*6)/(12R^*7)+VP27$                          |                                    |
| VP22        | —                    | $(VP20-VP27)^*(12R^*5)/(12R^*7)+VP27$                          |                                    |
| VP23        | —                    | $(VP20-VP27)^*(12R^*4)/(12R^*7)+VP27$                          |                                    |
| VP24        | —                    | $(VP20-VP27)^*(12R^*3)/(12R^*7)+VP27$                          |                                    |
| VP25        | —                    | $(VP20-VP27)^*(12R^*2)/(12R^*7)+VP27$                          |                                    |
| VP26        | —                    | $(VP20-VP27)^*12R/(12R^*7)+VP27$                               |                                    |
| VP27        | VP27[3:0]            | $(VP20-VP43)^*(39R-X^*R-7R)/39R+VP43$                          |                                    |
| VP28        | —                    | $(VP27-VP36)^*(8R^*8)/(8R^*9)+VP36$                            |                                    |
| VP29        | —                    | $(VP27-VP36)^*(8R^*7)/(8R^*9)+VP36$                            |                                    |
| VP30        | —                    | $(VP27-VP36)^*(8R^*6)/(8R^*9)+VP36$                            |                                    |
| VP31        | —                    | $(VP27-VP36)^*(8R^*5)/(8R^*9)+VP36$                            |                                    |
| VP32        | —                    | $(VP27-VP36)^*(8R^*4)/(8R^*9)+VP36$                            |                                    |
| VP33        | —                    | $(VP27-VP36)^*(8R^*3)/(8R^*9)+VP36$                            |                                    |
| VP34        | —                    | $(VP27-VP36)^*(8R^*2)/(8R^*9)+VP36$                            |                                    |
| VP35        | —                    | $(VP27-VP36)^*8R/(8R^*9)+VP36$                                 |                                    |
| VP36        | VP36[3:0]            | $(VP20-VP43)^*(39R-X^*R-23R)/39R+VP43$                         |                                    |
| VP37        | —                    | $(VP36-VP43)^*(12R^*6)/(12R^*7)+VP43$                          |                                    |
| VP38        | —                    | $(VP36-VP43)^*(12R^*5)/(12R^*7)+VP43$                          |                                    |
| VP39        | —                    | $(VP36-VP43)^*(12R^*4)/(12R^*7)+VP43$                          |                                    |
| VP40        | —                    | $(VP36-VP43)^*(12R^*3)/(12R^*7)+VP43$                          |                                    |
| VP41        | —                    | $(VP36-VP43)^*(12R^*2)/(12R^*7)+VP43$                          |                                    |
| VP42        | —                    | $(VP36-VP43)^*12R/(12R^*7)+VP43$                               |                                    |
| VP43        | VP43[6:0]            | <64  | $(VREG1-VGS)^*(130R-X^*R)/130R$    |
|             |                      | >=64   | $(VREG1-VGS)^*(130R-X^*R-1R)/130R$ |
| VP44        | —                    | $(VP43-VP50)^*(14R^*2+12R^*3+10R)/(14R^*2+12R^*3+10R^*2)+VP50$ |                                    |
| VP45        | —                    | $(VP43-VP50)^*(14R^*2+12R^*3)/(14R^*2+12R^*3+10R^*2)+VP50$     |                                    |
| VP46        | —                    | $(VP43-VP50)^*(14R^*2+12R^*2)/(14R^*2+12R^*3+10R^*2)+VP50$     |                                    |
| VP47        | —                    | $(VP43-VP50)^*(14R^*2+12R)/(14R^*2+12R^*3+10R^*2)+VP50$        |                                    |
| VP48        | —                    | $(VP43-VP50)^*(14R^*2)/(14R^*2+12R^*3+10R^*2)+VP50$            |                                    |
| VP49        | —                    | $(VP43-VP50)^*14R/(14R^*2+12R^*3+10R^*2)+VP50$                 |                                    |
| VP50        | VP50[3:0]            | $(VP43-VP61)^*(47R-X^*R-7R)/47R+VP61$                          |                                    |
| VP51        | —                    | $(VP50-VP57)^*(12R^*2+10R^*3+8R)/(12R^*2+10R^*3+8R^*2)+VP57$   |                                    |
| VP52        | —                    | $(VP50-VP57)^*(12R^*2+10R^*3)/(12R^*2+10R^*3+8R^*2)+VP57$      |                                    |
| VP53        | —                    | $(VP50-VP57)^*(12R^*2+10R^*2)/(12R^*2+10R^*3+8R^*2)+VP57$      |                                    |
| VP54        | —                    | $(VP50-VP57)^*(12R^*2+10R)/(12R^*2+10R^*3+8R^*2)+VP57$         |                                    |
| VP55        | —                    | $(VP50-VP57)^*(12R^*2)/(12R^*2+10R^*3+8R^*2)+VP57$             |                                    |
| VP56        | —                    | $(VP50-VP57)^*12R/(12R^*2+10R^*3+8R^*2)+VP57$                  |                                    |
| VP57        | VP57[4:0]            | $(VP43-VP61)^*(47R-X^*R-16R)/47R+VP61$                         |                                    |
| VP58        | —                    | $(VP57-VP59)^*35R/(35R^*2)+VP59$                               |                                    |
| VP59        | VP59[3:0]            | $(VP43-VP61)^*(47R-X^*R-26R)/47R+VP61$                         |                                    |
| VP60        | —                    | $(VP59-VP61)^*35R/(35R^*2)+VP61$                               |                                    |
| VP61        | VP61[5:0]            | $(VREG1-VGS)^*(65R-X^*R)/130R$                                 |                                    |
| VP62        | VP62[5:0]            | $(VREG1-VGS)^*(65R-X^*R)/130R$                                 |                                    |
| VP63        | VP63[3:0]            | $(VREG1-VGS)^*(23R-X^*R)/130R$                                 |                                    |



### 14.3.3. Negative Gamma Correction

| Gamma Level | Value "X" in Formula | Formula   |                                    |
|-------------|----------------------|---|------------------------------------|
| VN63        | VN63[3:0]            | $(VREG1-VGS)^*(130R-X^*R)/130R$                               |                                    |
| VN62        | VN62[5:0]            | $(VREG1-VGS)^*(130R-X^*R)/130R$                               |                                    |
| VN61        | VN61[5:0]            | $(VREG1-VGS)^*(130R-X^*R)/130R$                               |                                    |
| VN60        | —                    | $(VN61-VN59)*35R/(35R^*2)+VN59$                               |                                    |
| VN59        | VN59[3:0]            | $(VN61-VN43)^*(47R-X^*R-7R)/47R+VN43$                         |                                    |
| VN58        | —                    | $(VN59-VN57)*35R/(35R^*2)+VN57$                               |                                    |
| VN57        | VN57[4:0]            | $(VN61-VN43)^*(47R-X^*R-2R)/47R+VN43$                         |                                    |
| VN56        | —                    | $(VN57-VN50)*(12R+10R^*3+8R^*2)/(12R^*2+10R^*3+8R^*2)+VN50$   |                                    |
| VN55        | —                    | $(VN57-VN50)*(10R^*3+8R^*2)/(12R^*2+10R^*3+8R^*2)+VN50$       |                                    |
| VN54        | —                    | $(VN57-VN50)*(10R^*2+8R^*2)/(12R^*2+10R^*3+8R^*2)+VN50$       |                                    |
| VN53        | —                    | $(VN57-VN50)*(10R+8R^*2)/(12R^*2+10R^*3+8R^*2)+VN50$          |                                    |
| VN52        | —                    | $(VN57-VN50)*(8R^*2)/(12R^*2+10R^*3+8R^*2)+VN50$              |                                    |
| VN51        | —                    | $(VN57-VN50)*8R/(12R^*2+10R^*3+8R^*2)+VN50$                   |                                    |
| VN50        | VN50[3:0]            | $(VN61-VN43)^*(47R-X^*R-30R)/47R+VN43$                        |                                    |
| VN49        | —                    | $(VN50-VN43)*(14R+12R^*3+10R^*2)/(14R^*2+12R^*3+10R^*2)+VN43$ |                                    |
| VN48        | —                    | $(VN50-VN43)*(12R^*3+10R^*2)/(14R^*2+12R^*3+10R^*2)+VN43$     |                                    |
| VN47        | —                    | $(VN50-VN43)*(12R^*2+10R^*2)/(14R^*2+12R^*3+10R^*2)+VN43$     |                                    |
| VN46        | —                    | $(VN50-VN43)*(12R+10R^*2)/(14R^*2+12R^*3+10R^*2)+VN43$        |                                    |
| VN45        | —                    | $(VN50-VN43)*(10R^*2)/(14R^*2+12R^*3+10R^*2)+VN43$            |                                    |
| VN44        | —                    | $(VN50-VN43)*10R/(14R^*2+12R^*3+10R^*2)+VN43$                 |                                    |
| VN43        | VN43[6:0]            | <64   | $(VREG1-VGS)^*(130R-X^*R)/130R$    |
|             |                      | >=64  | $(VREG1-VGS)^*(130R-X^*R-1R)/130R$ |
| VN42        | —                    | $(VN43-VN36)*(12R^*6)/(12R^*7)+VN36$                          |                                    |
| VN41        | —                    | $(VN43-VN36)*(12R^*5)/(12R^*7)+VN36$                          |                                    |
| VN40        | —                    | $(VN43-VN36)*(12R^*4)/(12R^*7)+VN36$                          |                                    |
| VN39        | —                    | $(VN43-VN36)*(12R^*3)/(12R^*7)+VN36$                          |                                    |
| VN38        | —                    | $(VN43-VN36)*(12R^*2)/(12R^*7)+VN36$                          |                                    |
| VN37        | —                    | $(VN43-VN36)*12R/(12R^*7)+VN36$                               |                                    |
| VN36        | VN36[3:0]            | $(VN43-VN20)^*(39R-X^*R-7R)/39R+VN20$                         |                                    |
| VN35        | —                    | $(VN36-VN27)*(8R^*8)/(8R^*9)+VN27$                            |                                    |
| VN34        | —                    | $(VN36-VN27)*(8R^*7)/(8R^*9)+VN27$                            |                                    |
| VN33        | —                    | $(VN36-VN27)*(8R^*6)/(8R^*9)+VN27$                            |                                    |
| VN32        | —                    | $(VN36-VN27)*(8R^*5)/(8R^*9)+VN27$                            |                                    |
| VN31        | —                    | $(VN36-VN27)*(8R^*4)/(8R^*9)+VN27$                            |                                    |
| VN30        | —                    | $(VN36-VN27)*(8R^*3)/(8R^*9)+VN27$                            |                                    |
| VN29        | —                    | $(VN36-VN27)*(8R^*2)/(8R^*9)+VN27$                            |                                    |
| VN28        | —                    | $(VN36-VN27)*8R/(8R^*9)+VN27$                                 |                                    |
| VN27        | VN27[3:0]            | $(VN43-VN20)^*(39R-X^*R-23R)/39R+VN20$                        |                                    |
| VN26        | —                    | $(VN27-VN20)*(12R^*6)/(12R^*7)+VN20$                          |                                    |
| VN25        | —                    | $(VN27-VN20)*(12R^*5)/(12R^*7)+VN20$                          |                                    |
| VN24        | —                    | $(VN27-VN20)*(12R^*4)/(12R^*7)+VN20$                          |                                    |
| VN23        | —                    | $(VN27-VN20)*(12R^*3)/(12R^*7)+VN20$                          |                                    |
| VN22        | —                    | $(VN27-VN20)*(12R^*2)/(12R^*7)+VN20$                          |                                    |
| VN21        | —                    | $(VN27-VN20)*12R/(12R^*7)+VN20$                               |                                    |
| VN20        | VN20[6:0]            | <64   | $(VREG1-VGS)^*(130R-X^*R)/130R$    |
|             |                      | >=64  | $(VREG1-VGS)^*(130R-X^*R-1R)/130R$ |
| VN19        | —                    | $(VN20-VN13)*(14R^*2+12R^*3+10R)/(14R^*2+12R^*3+10R^*2)+VN13$ |                                    |
| VN18        | —                    | $(VN20-VN13)*(14R^*2+12R^*3)/(14R^*2+12R^*3+10R^*2)+VN13$     |                                    |
| VN17        | —                    | $(VN20-VN13)*(14R^*2+12R^*2)/(14R^*2+12R^*3+10R^*2)+VN13$     |                                    |
| VN16        | —                    | $(VN20-VN13)*(14R^*2+12R)/(14R^*2+12R^*3+10R^*2)+VN13$        |                                    |
| VN15        | —                    | $(VN20-VN13)*(14R^*2)/(14R^*2+12R^*3+10R^*2)+VN13$            |                                    |
| VN14        | —                    | $(VN20-VN13)*14R/(14R^*2+12R^*3+10R^*2)+VN13$                 |                                    |
| VN13        | VN13[3:0]            | $(VN20-VN2)^*(47R-X^*R-7R)/47R+VN2$                           |                                    |
| VN12        | —                    | $(VN13-VN6)*(12R^*2+10R^*3+8R)/(12R^*2+10R^*3+8R^*2)+VN6$     |                                    |
| VN11        | —                    | $(VN13-VN6)*(12R^*2+10R^*3)/(12R^*2+10R^*3+8R^*2)+VN6$        |                                    |
| VN10        | —                    | $(VN13-VN6)*(12R^*2+10R^*2)/(12R^*2+10R^*3+8R^*2)+VN6$        |                                    |
| VN9         | —                    | $(VN13-VN6)*(12R^*2+10R)/(12R^*2+10R^*3+8R^*2)+VN6$           |                                    |
| VN8         | —                    | $(VN13-VN6)*(12R^*2)/(12R^*2+10R^*3+8R^*2)+VN6$               |                                    |
| VN7         | —                    | $(VN13-VN6)*12R/(12R^*2+10R^*3+8R^*2)+VN6$                    |                                    |
| VN6         | VN6[4:0]             | $(VN20-VN2)^*(47R-X^*R-16R)/47R+VN2$                          |                                    |
| VN5         | —                    | $(VN6-VN4)*35R/(35R^*2)+VN4$                                  |                                    |
| VN4         | VN4[3:0]             | $(VN20-VN2)^*(47R-X^*R-26R)/47R+VN2$                          |                                    |
| VN3         | —                    | $(VN4-VN2)*35R/(35R^*2)+VN2$                                  |                                    |
| VN2         | VN2[5:0]             | $(VREG1-VGS)^*(65R-X^*R)/130R$                                |                                    |
| VN1         | VN1[5:0]             | $(VREG1-VGS)^*(65R-X^*R)/130R$                                |                                    |
| VN0         | VN0[3:0]             | $(VREG1-VGS)^*(23R-X^*R)/130R$                                |                                    |

## 15. Reset

### 15.1. Registers

The registers that are initialized are listed as below:

|                               | After<br>Powered ON | After<br>Hardware Reset | After<br>Software Reset                              |
|-------------------------------|---------------------|-------------------------|--|
| Frame Memory                  | Random              | Repair data             | No Change  |
| Sleep                         | In                  | In                      | In   |
| Display Mode                  | Normal              | Normal                  | Normal   |
| Display                       | Off                 | Off                     | Off  |
| Idle                          | Off                 | Off                     | Off  |
| Column Start Address          | 0000 h              | 0000 h                  | 0000 h   |
| Column End Address            | 00EF h              | 00EF h                  | If MADCTL's B5=0:00EF h<br>If MADCTL's B5=1:013F h   |
| Page Start Address            | 0000 h              | 0000 h                  | 0000 h   |
| Page End Address              | 013F h              | 013F h                  | If MADCTL's B5 = 0:013F h<br>If MADCTL's B5=1:00EF h |
| Gamma Setting                 | GC0                 | GC0                     | GC0  |
| Partial Area Start            | 0000 h              | 0000 h                  | 0000 h   |
| Partial Area End              | 013F h              | 013F h                  | 013F h   |
| Memory Data Access<br>Control | 00 h                | 00 h                    | No Change  |
| RDDPM                         | 08 h                | 08 h                    | 08 h   |
| RDDMADCTL                     | 00 h                | 00 h                    | No Change  |
| RDDCOLMOD                     | 06 h                | 06 h                    | 06 h   |
| RDDIM                         | 00 h                | 00 h                    | 00 h   |
| RDDSM                         | 00 h                | 00 h                    | 00 h   |
| RDDSDR                        | 00 h                | 00 h                    | 00 h   |
| TE Output Line                | Off                 | Off                     | Off  |
| TE Line Mode                  | Mode 1 (Note 3)     | Mode 1 (Note 3)         | Mode 1 (Note 3)                                      |

*Note 1: There will be no abnormal visible effects on the display when S/W or H/W Resets are applied.*

*Note 2: After Powered-On Reset finishes within 10μs after both VCI & VDDI are applied.*

*Note 3: Mode 1 means Tearing Effect Output Line consists of V-Blanking Information only.*

## 15.2. Output Pins, I/O Pins

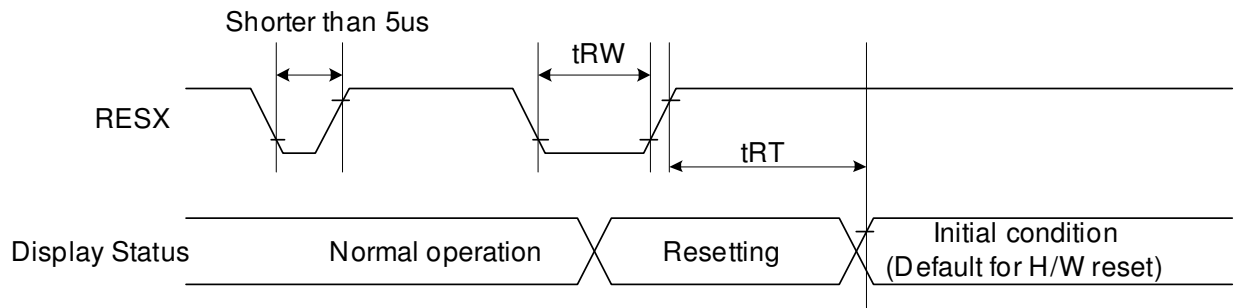
|                         | After Power ON  | After Hardware Reset | After Software Reset |
|-------------------------|-----------------|----------------------|----------------------|
| TE line                 | Low             | Low                  | Low                  |
| D[17:0] (output driver) | Hi-Z (Inactive) | Hi-Z (Inactive)      | Hi-Z (Inactive)      |

*Note 1: There will be no output from D [17:0] during Power ON/OFF sequence, hardware reset and software reset.*

## 15.3. Input Pins

|                        | During Power ON Process | After Power ON | After Hardware Reset | After Software Reset | During Power OFF Process |
|------------------------|-------------------------|----------------|----------------------|----------------------|--------------------------|
| RESX                   | See Chapter 12          | Input valid    | Input valid          | Input valid          | See Chapter 12           |
| CSX                    | Input invalid           | Input valid    | Input valid          | Input valid          | Input invalid            |
| D/CX                   | Input invalid           | Input valid    | Input valid          | Input valid          | Input invalid            |
| WRX                    | Input invalid           | Input valid    | Input valid          | Input valid          | Input invalid            |
| RDX                    | Input invalid           | Input valid    | Input valid          | Input valid          | Input invalid            |
| D[17:0] (input driver) | Input invalid           | Input valid    | Input valid          | Input valid          | Input invalid            |

## 15.4. Reset Timing



| Signal | Symbol | Parameter            | Min | Max                 | Unit |
|--------|--------|----------------------|-----|---------------------|------|
| RESX   | tRW    | Reset pulse duration | 10  |                     | uS   |
|        | tRT    | Reset cancel         |     | 5<br>(note 1,5)     | mS   |
|        |        |                      |     | 120<br>(note 1,6,7) | mS   |

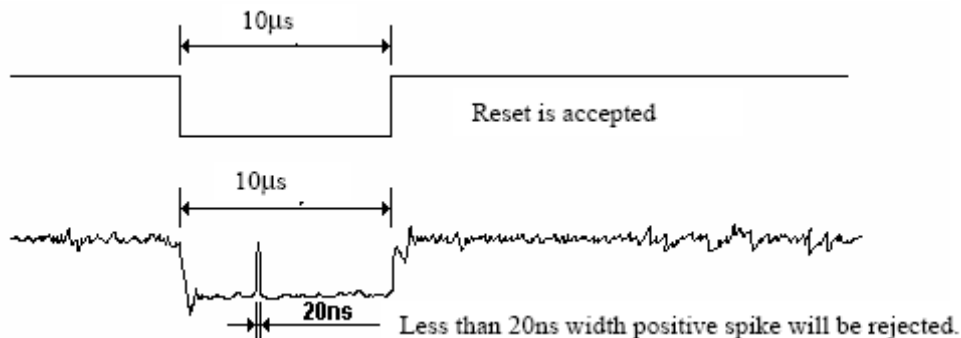
*Note 1: The reset cancel includes also required time for loading ID bytes, VCOM setting and other settings from NV memory to registers. This loading is done every time when there is HW reset cancel time (tRT) within 5 ms after a rising edge of RESX.*

*Note 2: Spike due to an electrostatic discharge on RESX line does not cause irregular system reset according to the table below: -*

| RESX Pulse           | Action         |
|----------------------|----------------|
| Shorter than 5us     | Reset Rejected |
| Longer than 10us     | Reset          |
| Between 5us and 10us | Reset starts   |

*Note 3: During the Resetting period, the display will be blanked (The display is entering blanking sequence, which maximum time is 120 ms, when Reset Starts in Sleep Out –mode. The display remains the blank state in Sleep In -mode.) And then return to Default condition for Hardware Reset.*

*Note 4: Spike Rejection also applies during a valid reset pulse as shown below:*

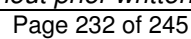


*Note 5: When Reset applied during Sleep In Mode.*

*Note 6: When Reset applied during Sleep Out Mode.*

*Note 7: It is necessary to wait 5msec after releasing RESX before sending commands. Also Sleep Out command cannot be sent for 120msec.*

## 16. Configuration of Power Supply Circuit

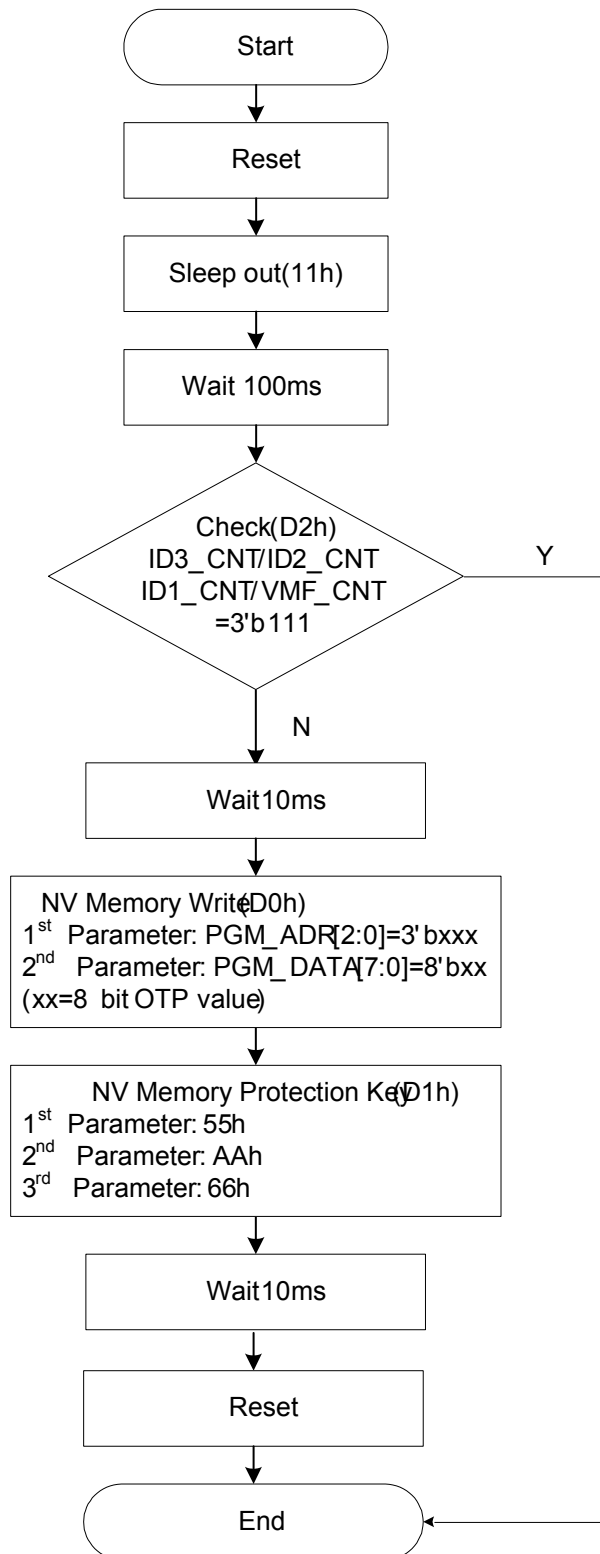




The Following tables shows specifications of external elements connected to the ILI9341's power supply circuit.

| Items                                     | Recommended Specification | Pin connection                     |
|---|---------------------------|------------------------------------|
| Capacity<br>1 $\mu$ F (B characteristics) | 6.3V                      | DDVDH ,VCL,C11P/M,C12P/M,Vcore,VCI |
|   | 10V                       | C21P/M,C22P/M                      |
|   | 25V                       | VGL, VGH                           |

## 17. NV Memory Programming Flow



## 18. Electrical Characteristics

### 18.1 Absolute Maximum Ratings

The absolute maximum rating is listed on following table. When ILI9341 is used out of the absolute maximum ratings, ILI9341 may be permanently damaged. To use ILI9341 within the following electrical characteristics limitation is strongly recommended for normal operation. If these electrical characteristic conditions are exceeded during normal operation, ILI9341 will malfunction and cause poor reliability.

| Item   | Symbol  | Unit | Value             |
|--|---------|------|-------------------|
| Supply voltage   | VCI     | V    | -0.3 ~ +4.6       |
| Supply voltage (Logic)   | VDDI    | V    | -0.3 ~ +4.6       |
| Supply voltage (Digital)   | VCORE   | V    | -0.3 ~ +2.0       |
| Driver supply voltage  | VGH-VGL | V    | -0.3 ~ +28.0      |
| Logic input voltage range  | VIN     | V    | -0.3 ~ VDDI + 0.3 |
| Logic output voltage range   | VO      | V    | -0.3 ~ VDDI + 0.3 |
| Operating temperature  | Topr    | °C   | -40 ~ +85         |
| Storage temperature  | Tstg    | °C   | -55 ~ +110        |
| <i>Note: If the absolute maximum rating of even is one of the above parameters is exceeded even momentarily, the quality of the product may be degraded. Absolute maximum ratings, therefore, specify the values exceeding which the product may be physically damaged. Be sure to use the product within the range of the absolute maximum ratings.</i> |         |      |                   |

## 18.2 DC Characteristics

### 18.2.1 General DC Characteristics

| Item   | Symbol          | Unit | Condition              | Min.          | Typ. | Max.         | Note      |
|--|-----------------|------|------------------------|---------------|------|--------------|-----------|
| Power and Operation Voltage                      |                 |      |                        |               |      |              |           |
| Analog Operating Voltage                         | VCI             | V    | Operating voltage      | 2.5           | 2.8  | 3.3          | Note2     |
| Logic Operating Voltage                          | VDDI            | V    | I/O supply voltage     | 1.65          | 2.8  | 3.3          | Note2     |
| Digital Operating voltage                        | VCORE           | V    | Digital supply voltage | -             | 1.5  | -            | Note2     |
| Gate Driver High Voltage                         | VGH             | V    | -                      | 10.0          | -    | 18.0         | Note3     |
| Gate Driver Low Voltage                          | VGL             | V    | -                      | -10.0         | -    | -5.0         | Note3     |
| Driver Supply Voltage                            | -               | V    | VGH-VGL                | 15            | -    | 28           | Note3     |
| Current consumption during standby mode          | I <sub>ST</sub> | μA   | VCI=2.8V , Ta=25 °C    | -             | -    | 100          | -         |
| Input and Output                                 |                 |      |                        |               |      |              |           |
| Logic High Level Input Voltage                   | VIH             | V    | -                      | 0.7*VDDI      | -    | VDDI         | Note1,2,3 |
| Logic Low Level Input Voltage                    | VIL             | V    | -                      | VSS           | -    | 0.3*VDDI     | Note1,2,3 |
| Logic High Level Output Voltage                  | VOH             | V    | IOL=-1.0mA             | 0.8*VDDI      | -    | VDDI         | Note1,2,3 |
| Logic Low Level Output Voltage                   | VOL             | V    | IOL=1.0mA              | VSS           | -    | 0.2*VDDI     | Note1,2,3 |
| Logic High Level Input Current                   | IIH             | μA   | -                      | -             | -    | 1            | Note1,2,3 |
| Logic Low Level input Current                    | IIL             | μA   | -                      | -1            | -    | -            | Note1,2,3 |
| Logic Input Leakage Current                      | ILEA            | μA   | VIN=VDDI or VSS        | -0.1          | -    | +0.1         | Note1,2,3 |
| VCOM Operation                                   |                 |      |                        |               |      |              |           |
| VCOM High Voltage                                | VCOMH           | V    | Ccom=12nF              | 2.5           | -    | 5.0          | Note3     |
| VCOM Low Voltage                                 | VCOML           | V    | Ccom=12nF              | -2.5          | -    | 0.0          | Note3     |
| VCOM Amplitude Voltage                           | VCOMA           | V    | VCOMH-VCOML            | 4.0           | -    | 5.5          | Note3     |
| Source Driver                                    |                 |      |                        |               |      |              |           |
| Source Output Range                              | Vsout           | V    | -                      | 0.1           | -    | DDVDH-0.1    | Note4     |
| Gamma Reference Voltage                          | GVDD            | V    | -                      | 3.0           | -    | 5.0          | Note3     |
| Output Deviation Voltage (Source Output channel) | Vdev            | mV   | Sout>=4.2V             | -             | -    | 20           | Note4     |
|  |                 |      | Sout<=0.8V             | -             | -    | 15           | -         |
| Output Offset Voltage                            | VOFSET          | mV   | 4.2V>Sout>0.8V         | -             | -    | 35           | Note7     |
| Booster Operation                                |                 |      |                        |               |      |              |           |
| 1 <sup>st</sup> Booster (VCIx2) Voltage          | DDVDH           | V    | -                      | 4.95 (Note 5) | -    | 5.8 (Note 6) | Note3     |
| 1 <sup>st</sup> Booster (VCIx2) Drop Voltage     | VCIx2 drop      | %    | loading=1mA            | -             | -    | 5            | Note3     |
| Liner Range                                      | Vliner          | V    | -                      | 0.2           | -    | DDVDH-0.2    |           |

*Note 1: VDDI=1.65 to 3.3V, VCI=2.5 to 3.3V, AGND=VSS=0V, Ta=-30 to 70 (to +85 no damage) °C.*

*Note2: Please supply digital VDDI voltage equal or less than analog VCI voltage.*

*Note3: CSX, RDX, WRX, D[17:0], D/CX, RESX, TE, DOTCLK, VSYNC, HSYNC, DE, SDA, SCL, IM3, IM2, IM1, IM0, and Test pins.*

*Note4: When the measurements are performed with LCD module. Measurement Points are like Note3.*

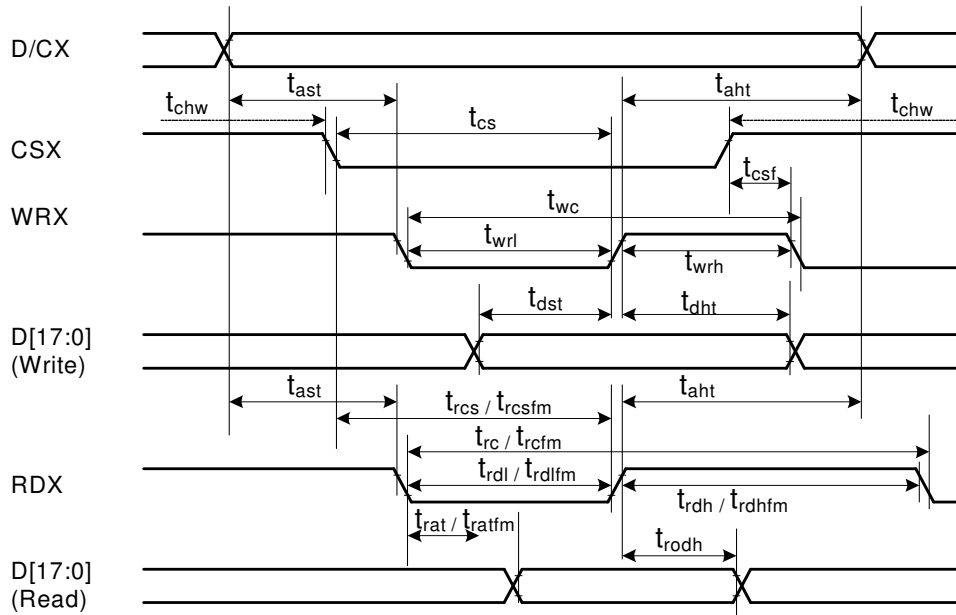
*Note5: VCI=2.6V*

*Note6: VCI=3.3V*

*Note7: The Max. Value is between with Note 4 measure point and Gamma setting value*

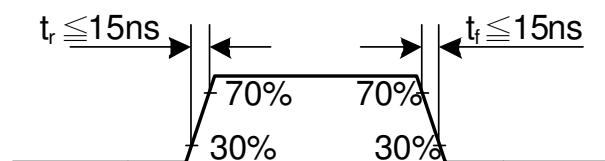
## 18.3 AC Characteristics

### 18.3.1 Display Parallel 18/16/9/8-bit Interface Timing Characteristics (8080- I system)

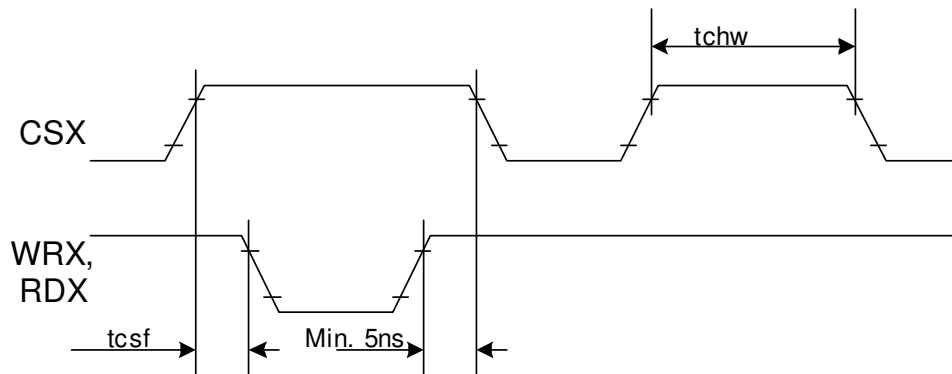


| Signal                                    | Symbol              | Parameter                          | min | max | Unit | Description                               |
|---|---------------------|------------------------------------|-----|-----|------|---|
| DCX                                       | t <sub>ast</sub>    | Address setup time                 | 0   | -   | ns   |   |
|   | t <sub>ahh</sub>    | Address hold time (Write/Read)     | 0   | -   | ns   |   |
| CSX                                       | t <sub>chw</sub>    | CSX "H" pulse width                | 0   | -   | ns   |   |
|   | t <sub>cs</sub>     | Chip Select setup time (Write)     | 15  | -   | ns   |   |
|   | t <sub>rcs</sub>    | Chip Select setup time (Read ID)   | 45  | -   | ns   |   |
|   | t <sub>rcsfm</sub>  | Chip Select setup time (Read FM)   | 355 | -   | ns   |   |
| WRX                                       | t <sub>csf</sub>    | Chip Select Wait time (Write/Read) | 10  | -   | ns   |   |
|   | t <sub>wc</sub>     | Write cycle                        | 66  | -   | ns   |   |
|   | t <sub>wrl</sub>    | Write Control pulse L duration     | 15  | -   | ns   |   |
| RDX (FM)                                  | t <sub>wrh</sub>    | Write Control pulse H duration     | 15  | -   | ns   |   |
|   | t <sub>rcfm</sub>   | Read Cycle (FM)                    | 450 | -   | ns   |   |
|   | t <sub>trdhfm</sub> | Read Control H duration (FM)       | 90  | -   | ns   |   |
| RDX (ID)                                  | t <sub>trdlfm</sub> | Read Control L duration (FM)       | 355 | -   | ns   |   |
|   | t <sub>trc</sub>    | Read cycle (ID)                    | 160 | -   | ns   |   |
|   | t <sub>trdh</sub>   | Read Control pulse H duration      | 90  | -   | ns   |   |
| D[17:0],<br>D[15:0],<br>D[8:0],<br>D[7:0] | t <sub>trdl</sub>   | Read Control pulse L duration      | 45  | -   | ns   |   |
|   | t <sub>dst</sub>    | Write data setup time              | 10  | -   | ns   |   |
|   | t <sub>dht</sub>    | Write data hold time               | 10  | -   | ns   |   |
|   | t <sub>rat</sub>    | Read access time                   | -   | 40  | ns   | For maximum CL=30pF<br>For minimum CL=8pF |
|   | t <sub>ratfm</sub>  | Read access time                   | -   | 340 | ns   |   |
|   | t <sub>rodh</sub>   | Read output disable time           | 20  | 80  | ns   |   |

Note: Ta = -30 to 70 °C, VDDI=1.65V to 3.3V, VCI=2.5V to 3.3V, VSS=0V

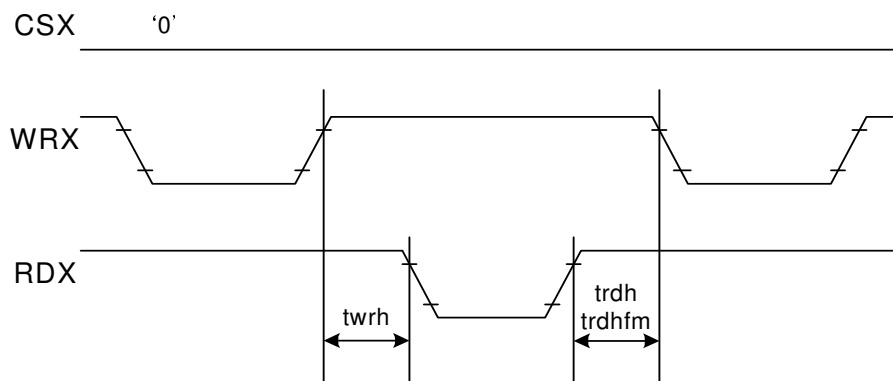


CSX timings :



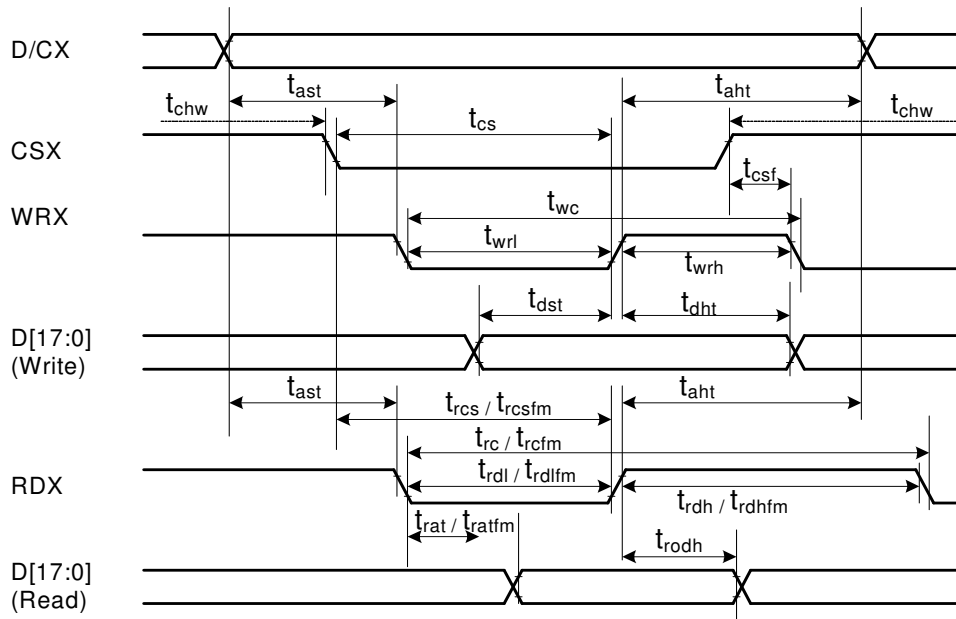
Note: Logic high and low levels are specified as 30% and 70% of VDDI for Input signals.

Write to read or read to write timings:



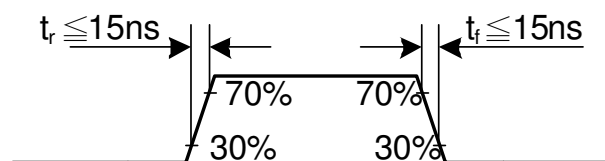
Note: Logic high and low levels are specified as 30% and 70% of VDDI for Input signals.

### 18.3.2 Display Parallel 18/16/9/8-bit Interface Timing Characteristics(8080- II system)



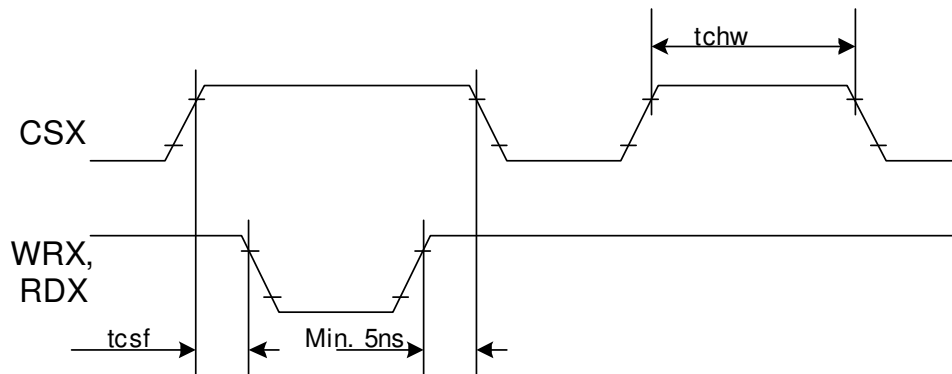
| Signal   | Symbol             | Parameter                          | min | max | Unit | Description                               |
|--|--------------------|------------------------------------|-----|-----|------|---|
| DCX  | t <sub>ast</sub>   | Address setup time                 | 0   | -   | ns   |   |
|  | t <sub>ahh</sub>   | Address hold time (Write/Read)     | 0   | -   | ns   |   |
| CSX  | t <sub>chw</sub>   | CSX "H" pulse width                | 0   | -   | ns   |   |
|  | t <sub>cs</sub>    | Chip Select setup time (Write)     | 15  | -   | ns   |   |
|  | t <sub>rcs</sub>   | Chip Select setup time (Read ID)   | 45  | -   | ns   |   |
|  | t <sub>rcsfm</sub> | Chip Select setup time (Read FM)   | 355 | -   | ns   |   |
|  | t <sub>csf</sub>   | Chip Select Wait time (Write/Read) | 10  | -   | ns   |   |
| WRX  | t <sub>wc</sub>    | Write cycle                        | 66  | -   | ns   |   |
|  | t <sub>wrh</sub>   | Write Control pulse H duration     | 15  | -   | ns   |   |
|  | t <sub>wrl</sub>   | Write Control pulse L duration     | 15  | -   | ns   |   |
| RDX (FM)   | t <sub>rcfm</sub>  | Read Cycle (FM)                    | 450 | -   | ns   |   |
|  | t <sub>rdhfm</sub> | Read Control H duration (FM)       | 90  | -   | ns   |   |
|  | t <sub>rdlfm</sub> | Read Control L duration (FM)       | 355 | -   | ns   |   |
| RDX (ID)   | t <sub>rc</sub>    | Read cycle (ID)                    | 160 | -   | ns   |   |
|  | t <sub>rdh</sub>   | Read Control pulse H duration      | 90  | -   | ns   |   |
|  | t <sub>rdl</sub>   | Read Control pulse L duration      | 45  | -   | ns   |   |
| D[17:0],<br>D[17:10]&D[8:1],<br>D[17:10],<br>D[17:9] | t <sub>dst</sub>   | Write data setup time              | 10  | -   | ns   | For maximum CL=30pF<br>For minimum CL=8pF |
|  | t <sub>dht</sub>   | Write data hold time               | 10  | -   | ns   |   |
|  | t <sub>rat</sub>   | Read access time                   | -   | 40  | ns   |   |
|  | t <sub>ratfm</sub> | Read access time                   | -   | 340 | ns   |   |
|  | t <sub>rod</sub>   | Read output disable time           | 20  | 80  | ns   |   |

Note: Ta = -30 to 70 °C, VDDI=1.65V to 3.3V, VCI=2.5V to 3.3V, VSS=0V.



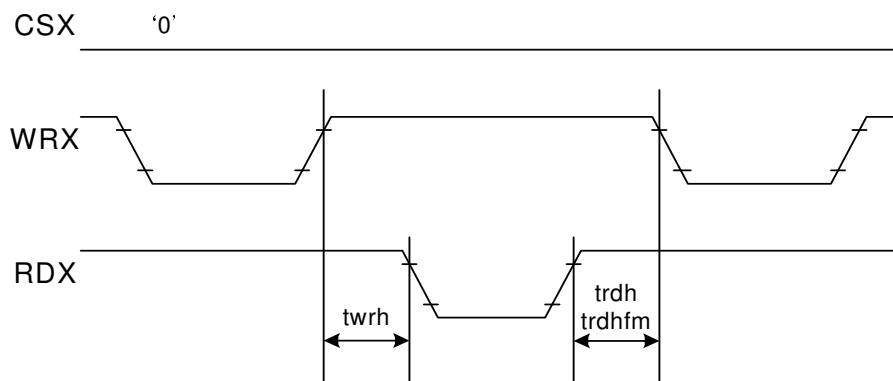


CSX timings :



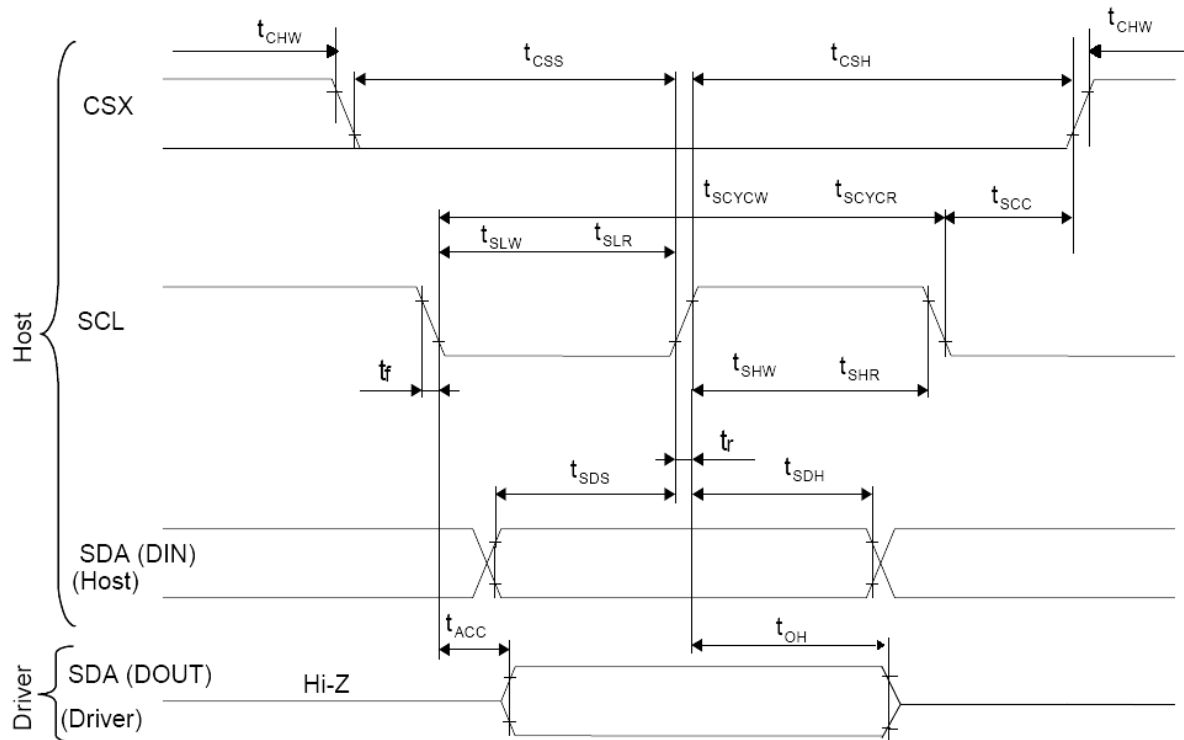
Note: Logic high and low levels are specified as 30% and 70% of VDDI for Input signals.

Write to read or read to write timings:



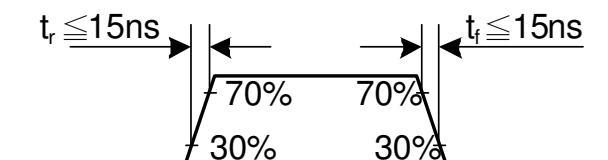
Note: Logic high and low levels are specified as 30% and 70% of VDDI for Input signals.

### 18.3.3 Display Serial Interface Timing Characteristics (3-line SPI system)

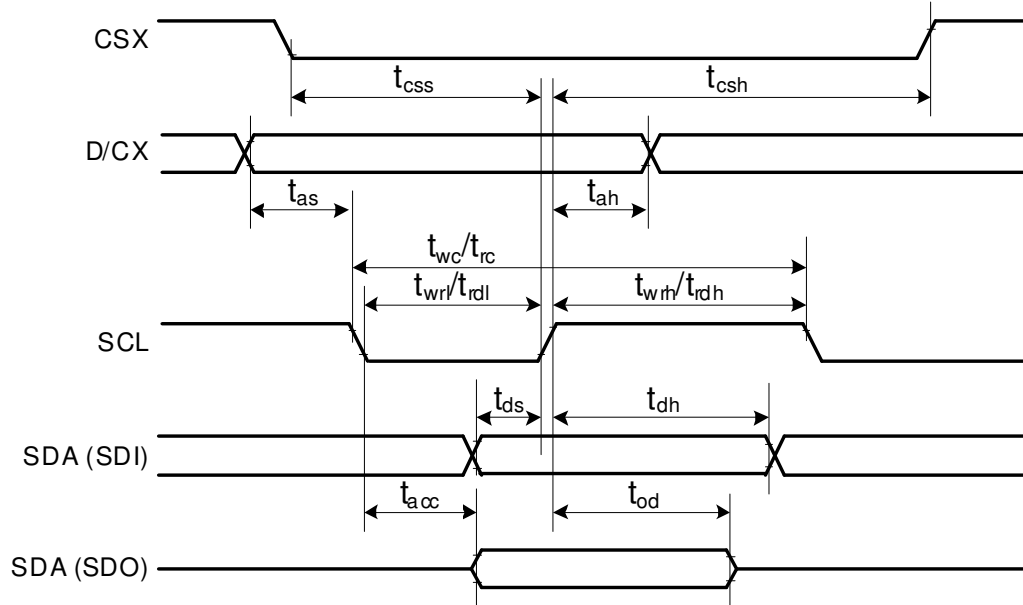


| Signal             | Symbol | Parameter                   | min | max | Unit | Description |
|--------------------|--------|-----------------------------|-----|-----|------|-------------|
| SCL                | tscycw | Serial Clock Cycle (Write)  | 100 | -   | ns   |             |
|                    | tshw   | SCL "H" Pulse Width (Write) | 40  | -   | ns   |             |
|                    | tslw   | SCL "L" Pulse Width (Write) | 40  | -   | ns   |             |
|                    | tscycr | Serial Clock Cycle (Read)   | 150 | -   | ns   |             |
|                    | tshr   | SCL "H" Pulse Width (Read)  | 60  | -   | ns   |             |
|                    | tslr   | SCL "L" Pulse Width (Read)  | 60  | -   | ns   |             |
| SDA / SDI (Input)  | tsds   | Data setup time (Write)     | 30  | -   | ns   |             |
|                    | tsdh   | Data hold time (Write)      | 30  | -   | ns   |             |
| SDA / SDO (Output) | tacc   | Access time (Read)          | 10  | -   | ns   |             |
|                    | toh    | Output disable time (Read)  | 10  | 50  | ns   |             |
| CSX                | tsc    | SCL-CSX                     | 20  | -   | ns   |             |
|                    | tch    | CSX "H" Pulse Width         | 40  | -   | ns   |             |
|                    | tc     | CSX-SCL Time                | 60  | -   | ns   |             |
|                    | tc     |                             | 65  | -   | ns   |             |

Note:  $T_a = 25^\circ\text{C}$ ,  $V_{DDI}=1.65\text{V to }3.3\text{V}$ ,  $V_{CI}=2.5\text{V to }3.3\text{V}$ ,  $AGND=VSS=0\text{V}$

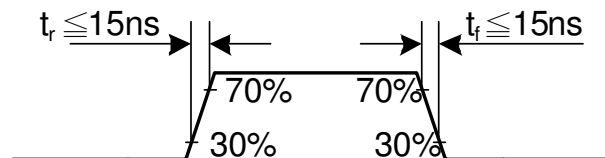


### 18.3.4 Display Serial Interface Timing Characteristics (4-line SPI system)

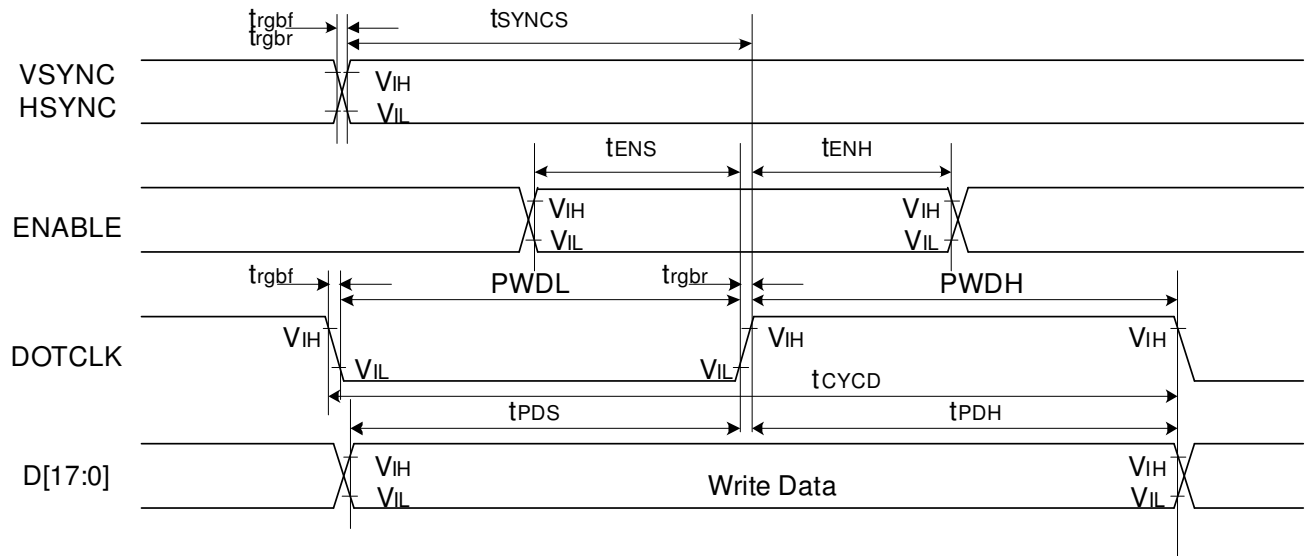


| Signal                | Symbol | Parameter                     | min | max | Unit | Description         |
|-----------------------|--------|-------------------------------|-----|-----|------|---------------------|
| CSX                   | tcss   | Chip select time (Write)      | 40  | -   | ns   |                     |
|                       | tcsh   | Chip select hold time (Read)  | 40  | -   | ns   |                     |
| SCL                   | twc    | Serial clock cycle (Write)    | 100 | -   | ns   |                     |
|                       | twrh   | SCL "H" pulse width (Write)   | 40  | -   | ns   |                     |
|                       | twrl   | SCL "L" pulse width (Write)   | 40  | -   | ns   |                     |
|                       | trc    | Serial clock cycle (Read)     | 150 | -   | ns   |                     |
|                       | trdh   | SCL "H" pulse width (Read)    | 60  | -   | ns   |                     |
|                       | trdl   | SCL "L" pulse width (Read)    | 60  | -   | ns   |                     |
| D/CX                  | tas    | D/CX setup time               | 10  | -   |      |                     |
|                       | tah    | D/CX hold time (Write / Read) | 10  | -   |      |                     |
| SDA / SDI<br>(Input)  | tds    | Data setup time (Write)       | 30  | -   | ns   |                     |
|                       | tdh    | Data hold time (Write)        | 30  | -   | ns   |                     |
| SDA / SDO<br>(Output) | tacc   | Access time (Read)            | 10  | -   | ns   | For maximum CL=30pF |
|                       | tod    | Output disable time (Read)    | 10  | 50  | ns   | For minimum CL=8pF  |

Note:  $T_a = 25^\circ\text{C}$ ,  $V_{DDI}=1.65\text{V to }3.3\text{V}$ ,  $V_{CI}=2.5\text{V to }3.3\text{V}$ ,  $AGND=VSS=0\text{V}$

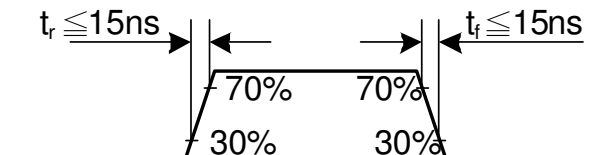


### 18.3.5 Parallel 18/16/6-bit RGB Interface Timing Characteristics



| Signal        | Symbol       | Parameter                           | min | max | Unit | Description                      |
|---------------|--------------|-------------------------------------|-----|-----|------|----------------------------------|
| VSYNC / HSYNC | tSYNCS       | VSYNC/HSYNC setup time              | 15  | -   | ns   | 18/16-bit bus RGB interface mode |
|               | tSYNCH       | VSYNC/HSYNC hold time               | 15  | -   | ns   |                                  |
| DE            | tENS         | DE setup time                       | 15  | -   | ns   |                                  |
|               | tENH         | DE hold time                        | 15  | -   | ns   |                                  |
| D[17:0]       | tPOS         | Data setup time                     | 15  | -   | ns   |                                  |
|               | tPDH         | Data hold time                      | 15  | -   | ns   |                                  |
| DOTCLK        | PWDH         | DOTCLK high-level period            | 15  | -   | ns   |                                  |
|               | PWDL         | DOTCLK low-level period             | 15  | -   | ns   |                                  |
|               | tCYCD        | DOTCLK cycle time                   | 100 | -   | ns   |                                  |
|               | trgbr, trgbf | DOTCLK, HSYNC, VSYNC rise/fall time | -   | 15  | ns   |                                  |
| VSYNC / HSYNC | tSYNCS       | VSYNC/HSYNC setup time              | 15  | -   | ns   | 6-bit bus RGB interface mode     |
|               | tSYNCH       | VSYNC/HSYNC hold time               | 15  | -   | ns   |                                  |
| DE            | tENS         | DE setup time                       | 15  | -   | ns   |                                  |
|               | tENH         | DE hold time                        | 15  | -   | ns   |                                  |
| D[17:0]       | tPOS         | Data setup time                     | 15  | -   | ns   |                                  |
|               | tPDH         | Data hold time                      | 15  | -   | ns   |                                  |
| DOTCLK        | PWDH         | DOTCLK high-level pulse period      | 15  | -   | ns   |                                  |
|               | PWDL         | DOTCLK low-level pulse period       | 15  | -   | ns   |                                  |
|               | tCYCD        | DOTCLK cycle time                   | 100 | -   | ns   |                                  |
|               | trgbr, trgbf | DOTCLK, HSYNC, VSYNC rise/fall time | -   | 15  | ns   |                                  |

Note: Ta = -30 to 70 °C, VDDI=1.65V to 3.3V, VCI=2.5V to 3.3V, AGND=VSS=0V



## 19 Revision History

| Version No. | Date       | Page                        | Description   |
|-------------|------------|-----------------------------|---|
| V1.00       | 2010/10/12 | All                         | New Created.  |
| V1.01       | 2010/10/12 | 179                         | Update charge pump ratio  |
| V1.02       | 2010/12/17 | 35,195~200                  | Add description of extend register command  |
| V1.03       | 2010/12/20 | 196                         | Modify description of pumping   |
| V1.04       | 2010/12/24 | All                         | Update extend register and OTP flow   |
| V1.05       | 2011/01/05 | All                         | Update extend register  |
| V1.06       | 2011/01/20 | 16,230                      | No.75 pad location, DC Characteristics  |
| V1.07       | 2011/02/24 | 199,226,227                 | Modify register, external element.  |
| V1.08       | 2011/03/04 | 179,196,227,228             | Analog supply voltage naming, external element, DDVDH Max, Modify C1h,CFh default setting   |
| V1.09       | 2011/03/15 | 9,159,197,199,226           | Update clock timing, IC Configuration, E8h, EDh   |
| V1.10       | 2011/04/15 | 226                         | Update for general FPC application  |
| V1.11       | 2011/06/10 | 13                          | Rename pad 231, 232 as INT_TEST1 and INT_TEST2 (please leave these pins as open)  |
|             |            | 15                          | Modify chip size 15860u x 650u  |
|             |            | 166                         | Modify SM bit gate arrangement  |
| V1.12       | 2011/07/15 | 8,14, 230, 231              | Modify VGH from 16V to 18V  |
| V1.13       | 2011/07/20 | 183, 185, 196, 198, 219-222 | Add OTP: ID and VMF x 3 times<br>Add "E9h register, Add power on sequence flow chart<br>Add CFH, Bit[5], Bit[6] and all 3 <sup>rd</sup> parameter description |
|             |            |                             |   |