

**a-Si TFT LCD Single Chip Driver
320RGBx480 Resolution and 262K color**

Datasheet

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Table of Contents

<i>Section</i>		<i>Page</i>
1.	Introduction.....	5
2.	Features	5
3.	Block Diagram.....	7
4.	Pin Descriptions	8
5.	Pad Arrangement and Coordination.....	12
6.	Block Function Description.....	17
7.	Function Description	17
7.1.	Display Bus Interface (DBI).....	17
7.1.1.	Write Cycle	17
7.1.2.	Read Cycle	17
7.2.	Serial Interface (Type C)	17
7.2.1.	Write Cycle and Sequence	17
7.2.2.	Read Cycle and Sequence.....	17
7.2.3.	Break and Pause Sequences.....	17
7.3.	Display Pixel Interface (DPI)	17
8.	Command.....	17
8.1.	Command List	17
8.2.	Command Description.....	17
8.2.1.	NOP (00h).....	17
8.2.2.	Soft_reset (01h)	17
8.2.3.	Get_power_mode (0Ah)	17
8.2.4.	Get_address_mode (0Bh)	17
8.2.5.	Get_pixel_format (0Ch)	17
8.2.6.	Get_display_mode (0Dh).....	17
8.2.7.	Get_signal_mode (0Eh).....	17
8.2.8.	Get_diagnostic_result (0Fh)	17
8.2.9.	Enter_sleep_mode (10h).....	17
8.2.10.	Exit_sleep_mode (11h).....	17
8.2.11.	Enter_Partial_mode (12h)	17
8.2.12.	Enter_normal_mode (13h).....	17
8.2.13.	Exit_invert_mode (20h)	17
8.2.14.	Enter_invert_mode (21h).....	17
8.2.15.	Set_display_off (28h).....	17
8.2.16.	Set_display_on (29h).....	17
8.2.17.	Set_column_address (2Ah)	17
8.2.18.	Set_page_address (2Bh).....	17
8.2.19.	Write_memory_start (2Ch)	17

8.2.20. Read_memory_start (2Eh)	17
8.2.21. Set_partial_area (30h)	17
8.2.22. Set_scroll_area (33h)	17
8.2.23. Set_tear_off (34h)	17
8.2.24. Set_tear_on (35h)	17
8.2.25. Set_address_mode (36h)	17
8.2.26. Set_scroll_start (37h)	17
8.2.27. Exit_idle_mode (38h)	17
8.2.28. Enter_idle_mode (39h)	17
8.2.29. Set_pixel_format (3Ah)	17
8.2.30. Write_Memory_Continue (3Ch)	17
8.2.31. Read_Memory_Continue (3Eh)	17
8.2.32. Set_Tear_Scanline (44h)	17
8.2.33. Get_Scanline (45h)	17
8.2.34. Read_DDB_Start (A1h)	17
8.2.35. Command Access Protect (B0h)	17
8.2.36. Frame Memory Access and Interface Setting (B3h)	17
8.2.37. Display Mode and Frame Memory Write Mode Setting (B4h)	17
8.2.38. Device Code Read (BFh)	17
8.2.39. Panel Driving Setting (C0h)	17
8.2.40. Display_Timing_Setting for Normal Mode (C1h)	17
8.2.41. Display_Timing_Setting for Partial Mode (C2h)	17
8.2.42. Display_Timing_Setting for Idle Mode (C3h)	17
8.2.43. Frame Rate and Inversion Control (C5h)	17
8.2.44. Interface Control (C6h)	17
8.2.45. Gamma Setting (C8h)	17
8.2.46. Power_Setting (D0h)	17
8.2.47. VCOM Control (D1h)	17
8.2.48. Power_Setting for Normal Mode (D2h)	17
8.2.49. Power_Setting for Partial Mode (D3h)	17
8.2.50. Power_Setting for Idle Mode (D4h)	17
8.2.51. NV Memory Write (E0h)	17
8.2.52. NV Memory Control (E1h)	17
8.2.53. NV Memory Status Read (E2h)	17
8.2.54. NV Memory Protection (E3h)	17
9. Display Data RAM	17
9.1. Configuration	17
9.2. Memory to Display Address Mapping	17
9.3. Vertical Scroll Mode	17

10. Tearing Effect Output.....	17
10.1. Tearing Effect Line Modes.....	17
10.2. Tearing Effect Line Timings	17
11. NV Memory Programming Flow	17
12. Gamma Correction.....	17
13. Application.....	17
13.1. Power Supply Configuration.....	17
13.2. Voltage Generation	17
14. Electrical Characteristics.....	17
14.1. Absolute Maximum Ratings	17
14.2. DC Characteristics	17
14.3. Reset Timing Characteristics	17
14.4. AC Characteristics	17
14.4.1. DBI Type B (18/16/9/8 bit) Interface Timing Characteristics	17
14.4.2. DBI Type C Interface Timing Characteristics.....	17
14.4.3. DPI Interface Timing Characteristics	17
15. Revision History	17

1. Introduction

ILI9481 is a 262,144-color single-chip SoC driver for a-TFT liquid crystal display with resolution of 320RGBx480 dots, comprising a 960-channel source driver, a 480-channel gate driver, 345,600 bytes GRAM for graphic data of 320RGBx480 dots, and power supply circuit.

The ILI9481 supports 18-/16-/9-/8-bit data bus interface (DBI) and serial peripheral interfaces (SPI). It also supplies 18-bit, 16-bit RGB interface (DPI) for driving video signal directly from application controller. 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.

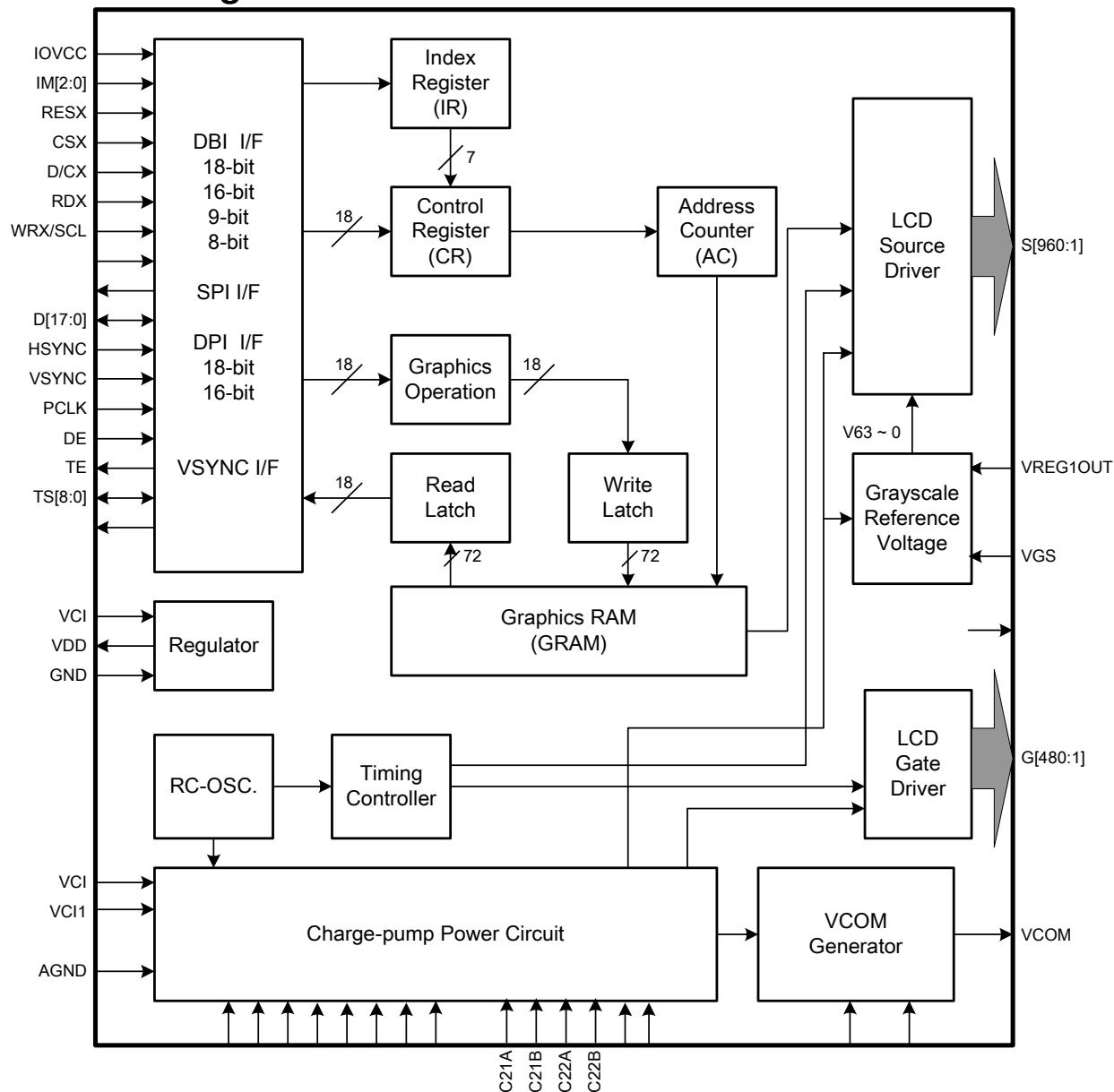
ILI9481 can operate with 1.65V I/O interface voltage, and an incorporated voltage follower circuit to generate voltage levels for driving an LCD. The ILI9481 also supports a function to display in 8 colors and a sleep mode, allowing for precise power control by software and these features make the ILI9481 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: [320xRGB](H) x 480(V)
- ◆ Output:
 - 960 source outputs
 - 480 gate outputs
 - Common electrode output
- ◆ a-TFT LCD driver with on-chip full display RAM: 345,600 bytes
- ◆ MCU Interface
 - MIPI-DBI(Comply with MIPI DBI Version 2.00)
Type B 16-/18-bit, 8-/9-bit
Type C 4-line 9bit (Option 1), 8bit (Option 3)
 - 16-bits, 18-bits RGB (DPI) interface
 - MIPI DCS command sets
 - 3-pin/4-pin serial interface
- ◆ Display mode:
 - Full color mode: 262K-colors
 - Reduced color mode: 8-colors (3-bits MSB bits mode)
- ◆ On chip functions:
 - VCOM generator and adjustment
 - Timing generator
 - Oscillator
 - DC/DC converter
 - Line/frame inversion
- ◆ MTP:
 - 16-bit ID1 and ID2
 - 6-bits for VCOM adjustment
- ◆ Low -power consumption architecture
 - Low operating power supplies:
 - IOVcc = 1.65V ~ 3.3V (interface I/O)

- $V_{ci} = 2.5V \sim 3.3V$ (analog)
- ◆ LCD Voltage drive:
 - Source/VCOM power supply voltage
 - DDVDH - GND = 4.5V ~ 6.0V
 - VCL - GND = -1.0V ~ -3.0V
 - VCI - VCL \leq 6.0V
 - Gate driver output voltage
 - VGH - GND = 10V ~ 18V
 - VGL - GND = -5V ~ -12.5V
 - VGH - VGL \leq 32V
 - VCOM driver output voltage
 - VCOMH = 3.0V ~ (DDVDH-0.5)V
 - VCOML = (VCL+0.5)V ~ 0V
 - VCOMH-VCOML \leq 6.0V
- ◆ Operate temperature range: -40°C to 85°C

3. Block Diagram



4. Pin Descriptions

Pin Name	I/O	Descriptions					
IM[2:0]	I	Select the MPU system interface mode					
		IM2	IM1	IMO	MPU-Interface Mode	DB Pin in use	Colors
		0	0	0	DBI Type B 18-bit	DB[17:0]	262K
		0	0	1	DBI Type B 9-bit	DB[8:0]	262K
		0	1	0	DBI Type B 16-bit	DB[15:0]	65K/262K
		0	1	1	DBI Type B 8-bit	DB[7:0]	65K/262K
		1	0	0	Setting prohibited	-	-
		1	0	1	DBI Type C 9-bit	DIN, DOUT	8/262K
		1	1	0	Setting prohibited	-	-
		1	1	1	DBI Type C 8-bit	DIN, DOUT	8/262K
RESX	I	This signal low will reset the device and must be applied to properly initialize the chip. Signal is low active					
CSX	I	Chip select input pin ("Low" enable).					
D/CX	I	Display data / Command selection pin D/CX='1': Display data. D/CX='0': Command data. If not used, please fix this pin at GND level.					
RDX	I	Read control pin for the DBI interface. If not used, please connect this pin to IOVCC.					
WRX/SCL	I	Write control pin for the DBI interface. When the DBI type C is selected, this pin is used as serial clock pin. If not used, please connect this pin to IOVCC.					
DB[17:0]	I/O	These pin are data bus. If not used, please connect these pins to GND.					
DIN/SDA	I/O	Serial data input pin and used for the DBI type C mode. If not used, please connect this pin to ground.					
DOUT	O	Serial data output pin and used for the DBI type C mode.					
TE	O	Tearing effect output pin to synchronies MCU to frame writing, activated by S/W command. When this pin is not activated, this pin is low. If not used, please open this pin.					
PCLK	I	Pixel clock signal in DPI interface mode. If not used, please fix this pin at GND level.					
VSYNC	I	Vertical sync. signal in DPI interface mode. If not used, please fix this pin at GND level.					
HSYNC	I	Horizontal sync. signal in DPI interface mode. If not used, please fix this pin at GND level.					
DE	I	Data enable signal in DPI interface mode. If not used, please fix this pin at GND level.					

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Pin Name	I/O	Descriptions						
SD	I	<p>Control pin to shut down display, only used in the DPI interface mode.</p> <table border="1"> <tr> <th>SD</th><th>Shut Down Control</th></tr> <tr> <td>0</td><td>Normal Display</td></tr> <tr> <td>1</td><td>Display shut down</td></tr> </table>	SD	Shut Down Control	0	Normal Display	1	Display shut down
SD	Shut Down Control							
0	Normal Display							
1	Display shut down							
CM	I	<p>Control pin for switching between normal color and reduced color mode, only used in the DPI interface mode.</p> <table border="1"> <tr> <th>CM</th><th>Color Mode</th></tr> <tr> <td>0</td><td>Normal Display Color</td></tr> <tr> <td>1</td><td>Reduced Color Mode (8-color)</td></tr> </table>	CM	Color Mode	0	Normal Display Color	1	Reduced Color Mode (8-color)
CM	Color Mode							
0	Normal Display Color							
1	Reduced Color Mode (8-color)							
Power Input Pins								
IOVCC	P	<p>Power supply to interface pins Connect to external power supply (IOVCC= 1.65~3.3V).</p>						
VCI	P	<p>Power supply to liquid crystal power supply analog circuit. Connect to external power supply (VCI=2.5~3.3V).</p>						
DGND AGND	P	<p>Power ground pin. Make sure GND=0V.</p>						
VPG	P	<p>Power supply pin for the NV memory programming. Please provide 7 volt to this pin for NV memory programming.</p>						
LCD signals Pins								
S1 ~ S960	O	Source driver output pins.						
G1 ~ G480	O	Gate driver output pins.						
VDD	O	<p>Internal logic regulator output. Used as internal logic power supply. Connect to stabilizing capacitor.</p>						
VCI1	P	Reference voltage for the step-up circuit 1. Set VCI1 level so that DDVDH, VGH and VGL are within the ratings.						
DDVDH	P	Power supply for the source driver and VCOM.						
VGH	P	Power supply to drive liquid crystal.						
VGL	P	Power supply for LCD drive.						
VCL	P	Power supply to drive VCOML.						
C11A, C11B, C12A, C12B	P	Make sure to connect to capacitor that is used in internal step-up circuit 1.						
C13A, C13B, C21A, C21B, C22A, C22B,	P	Make sure to connect to capacitor that is used in internal step-up circuit 2. Connect to capacitors according to the step-up factors in use.						
VREG1OUT	P	<p>Outputs voltage level generated from VRH VCILVL. The step-up factor applied to VRH VCILVL is set by VRH bits. Used as source driver grayscale reference voltage VREG1OUT, reference voltage to VCOMH, and Vcom amplitude reference voltage. Connect to stabilizing capacitor when in use.</p>						

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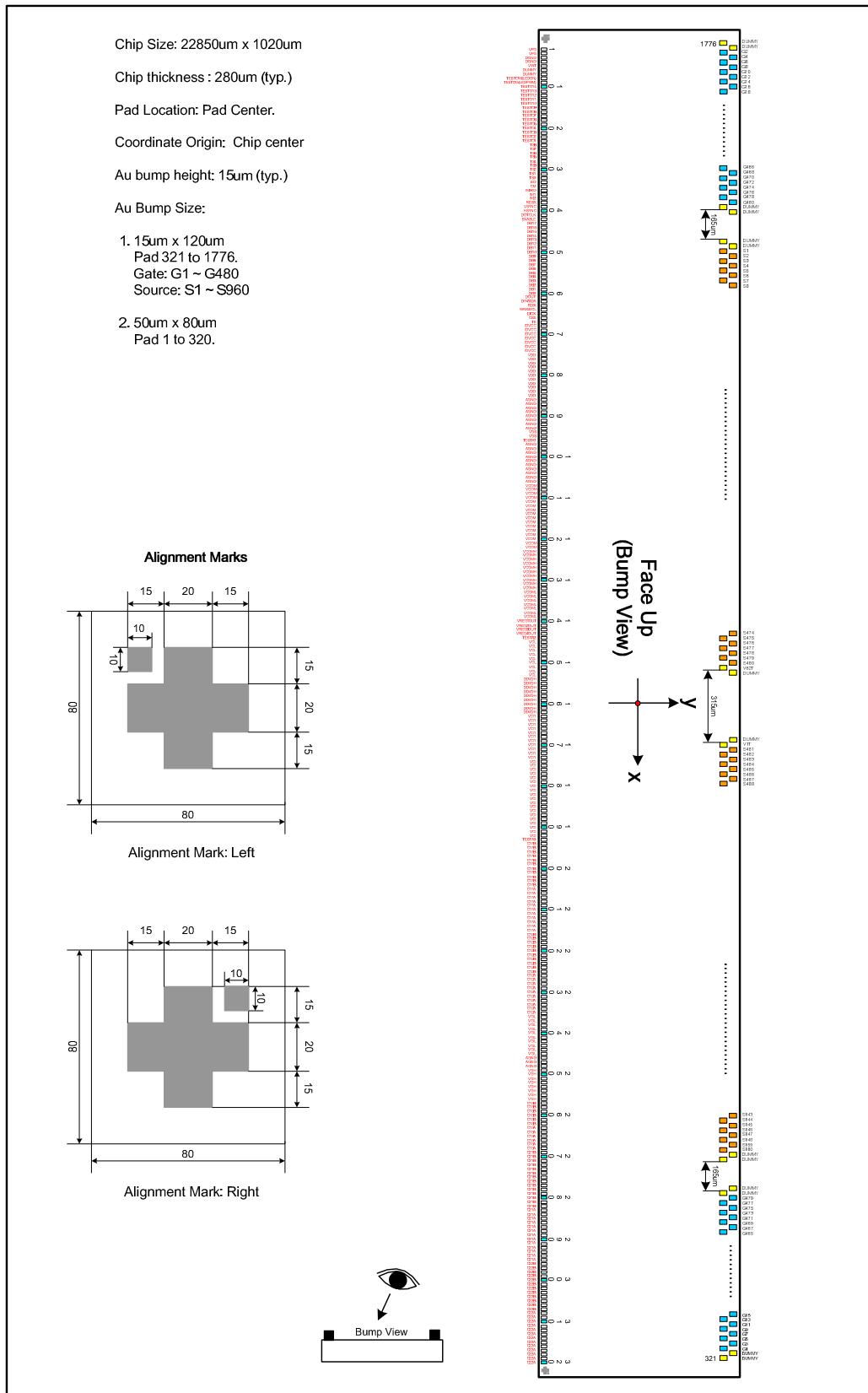
Pin Name	I/O	Descriptions
		VREG1OUT=4.0~(DDVDH-0.500)[V]
VCOM	P	TFT display common electrode power supply. Alternates between voltage levels between VCOMH-VCOML. Registers set the alternating cycle. Registers set the alternating cycle and operate or halt VCOM.
VCOMH	P	VCOM high level. Adjust the voltage by internal electronic volume (VCM)
VCOML	P	VCOM low level. Adjust the voltage by VDV bits. VCOML=(VCL+0.5)~0[V]
VGS	I	Reference level for grayscale generating circuit.
TEST pins		
TS[8:0]	I	Test pins These pins are internal pulled low. Please leave these pins as open.
TESTO[16:1]	O	Test pins Please leave these pins as open.
TESTA1-A3	I/O	Test pins Please leave these pins as open.
DUMMY	-	Dummy Pins These pins are floating.
V1T V62T VWT	I	Test pins Please leave these pins as open.

Liquid crystal power supply specifications Table

No.	Item	Description	
1	TFT Source Driver	960 pins (320 x RGB)	
2	TFT Gate Driver	480 pins	
3	TFT Display's Capacitor Structure	Cst structure only (Common VCOM)	
4	Liquid Crystal Drive Output	S1 ~ S960	V0 ~ V63 grayscales
		G1 ~ G480	VGH - VGL
		VCOM	VCOMH - VCOML: Amplitude = electronic volumes
5	Input Voltage	IOVcc	1.65 ~ 3.30V
		Vci	2.50 ~ 3.30V
6	Liquid Crystal Drive Voltages	DDVDH	4.5V ~ 6.0V
		VGH	10V ~ 18V
		VGL	-5V ~ -12.5V
		VCL	-1.0V ~ -3.0V
		VGH - VGL	Max. 32V
		Vci - VCL	Max. 6.0V
7	Internal Step-up Circuits	DDVDH	Vci1 x2
		VGH	Vci1 x4, x5, x6
		VGL	Vci1 x-3, x-4, x-5
		VCL	Vci1 x-1

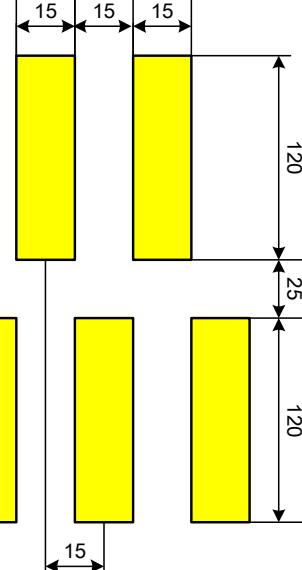
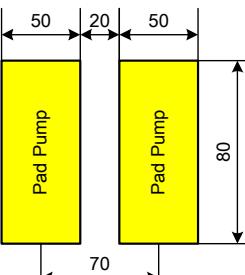
Items	Recommended Specification	Pin connection
Capacity 1 μ F	6.3V	VREG1OUT, VCI1, VDD, VCL, VCOMH, VCOML, C11+/-, C12+/-, C13+/-,
	10V	DDVDH, C21+/-, C22+/-
	25V	VGH, VGL
Schottky diode	VF<0.4V/20mA at 25°C, VR ≥30V (Recommended diode: HSC226)	(GND – VGL), (DDVDH – VCI)

5. Pad Arrangement and Coordination



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No.	Name	X	Y
1751	G48	-10830	389
1752	G46	-10845	244
1753	G44	-10860	389
1754	G42	-10875	244
1755	G40	-10890	389
1756	G38	-10905	244
1757	G36	-10920	389
1758	G34	-10935	244
1759	G32	-10950	389
1760	G30	-10965	244
1761	G28	-10980	389
1762	G26	-10995	244
1763	G24	-11010	389
1764	G22	-11025	244
1765	G20	-11040	389
1766	G18	-11055	244
1767	G16	-11070	389
1768	G14	-11085	244
1769	G12	-11100	389
1770	G10	-11115	244
1771	G8	-11130	389
1772	G6	-11145	244
1773	G4	-11160	389
1774	G2	-11175	244
1775	DUMMY	-11190	389
1776	DUMMY	-11205	244
Alignment mark -Left		-11300	-400
Alignment mark -Right		11300	-400

<p>S1 ~ S960 G1 ~ G480 (No. 321 ~ 1776)</p>	 <p>Unit: um</p>
<p>I/O Pads (No. 1 ~ 320)</p>	 <p>Unit: um</p>

6. Block Function Description

Interface

The ILI9481 incorporates command method 18-/16-/9-/8-bits bus display command interface, which consists of 8 bits command registers and 8 bits parameter registers. Parameter registers consist of 8 bits write data register (WDR) and 8bit read data register (RDR).

WDR stores data to be written into GRAM or parameters temporarily while RDR stores data read out from GRAM temporarily. When data is written from microcomputer to GRAM, the ILI9481 writes firstly to WDR, and then the data is written to GRAM automatically by internal operation. Because read out operation from GRAM is conducted through RDR, first read out data is invalid. Normal data is read out from 2nd read out data.

Register selection

DCX	RDX	WRX	Operation
0	1	↑	Command
1	↑	1	Read parameter
1	1	↑	Write parameter

Address Counter (AC)

Address counter (AC) gives address to GRAM. When command setting address is written to CDR, the data is transferred from CDR to AC.

When data is written to GRAM, address counter (AC) increments by +1 or -1 automatically. AC after data is read out increments by +1 or -1 likewise. The ILI9481 writes data to only rectangular area that was specified by GRAM.

Graphic RAM (GRAM)

The graphic RAM (GRAM) stores 345,600 byte bit pattern data using 18 bits for one pixel, enabling a maximum 320RGB x 480 dot graphic display at the maximum.

Grayscale Voltage Generating Circuit

Grayscale voltage generating circuit generates a liquid crystal drive voltage, which corresponds to grayscale level set in the y correction register. The ILI9481 displays 262,144 colors at the maximum.

Power Supply Circuit

The power supply circuit generates supply voltages to a-TFT panel, VREG1OUT, VGH, VGL, VCOMH and VCOML.

Timing Generating

The timing generator generates timing signals for internal circuits such as the internal GRAM. The timing for display operation such as RAM read operation and the timing for internal operation such as RAM access by MPU is outputted separately so that they do not interfere with each other.

Oscillator

The ILI9481 incorporates RC oscillator circuit. The frame frequency is changeable by command settings.

Panel Driver Circuit

The liquid crystal display driver circuit consists of 960 source drivers (S1~S960). Display pattern data is latched when 960 byte data is input. This latched data controls source drivers and outputs drive waveform.

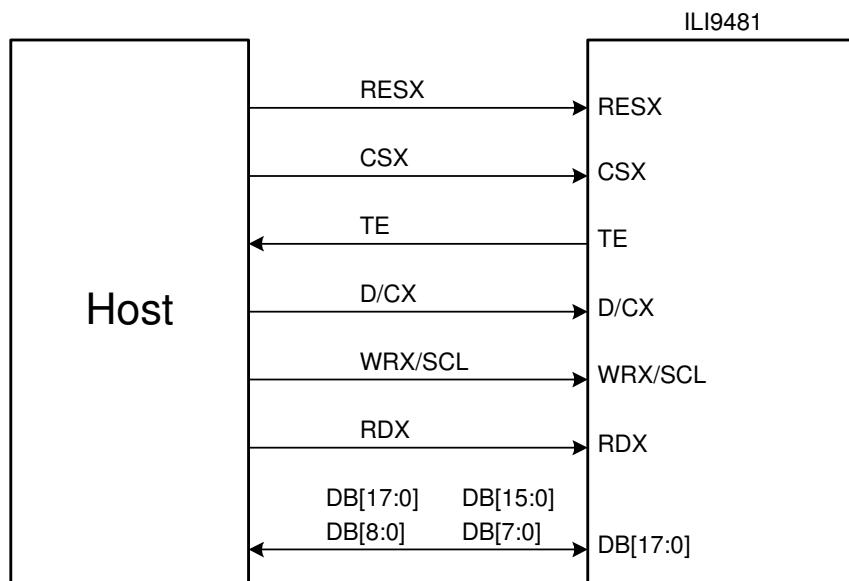
The shift direction of 960-bit output from the source driver can be changed by setting commands.

The gate driver consists of 480 gate drivers (G1~G480) and outputs either VGH or VGL level. The shift direction of gate driver is set by GS bit. Scan direction of gate driver is set by SM bit enabling users to set the ILI9481 so that it suits mounting method

7. Function Description

7.1. Display Bus Interface (DBI)

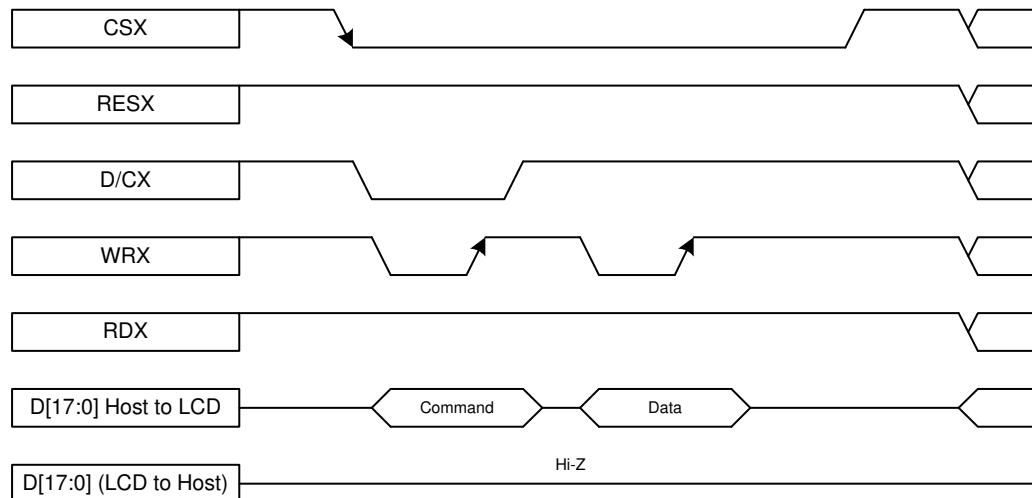
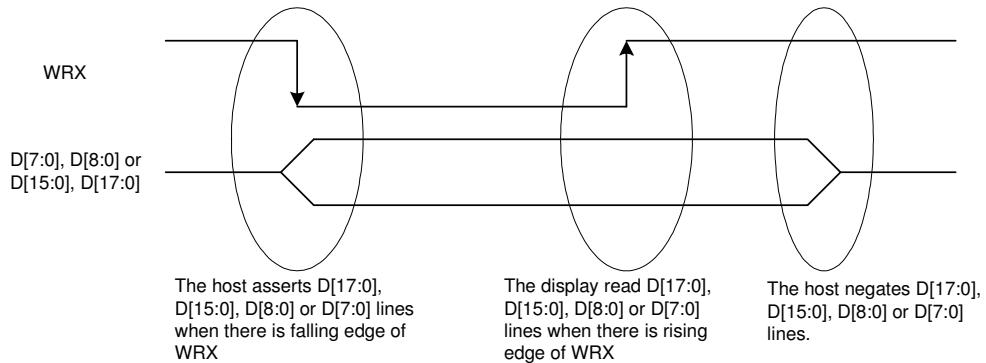
The ILI9481 uses a 22-wires 18-bit parallel interface. The chip-select CSX (active low) enables and disables the DBI interface. RESX (active low) is an external reset signal. WRX is the data write, RDX is the data read and D[17:0] is parallel DBI data. There are four 18/16/9/8-bit types interface supported for the display data transfer. The Graphics Controller Chip reads the data at the rising edge of RDX signal. The D/CX is data/command flag. When D/CX = "1", D17 to D0 bits are display RAM data or command parameters. When D/CX = "0" D7 to D0 bits are commands.



7.1.1. Write Cycle

During a write cycle the host processor sends data to the display module via the interface. The Type B interface utilizes D/CX, RDX and WRX signals as well as all eight (D[7:0]), nine (D[8:0]), sixteen (D[15:0]) or eighteen (D[17:0]) information signals. WRX is driven from high to low then pulled back to high during the write cycle. The host processor provides information during the write cycle while the display module reads the host processor information on the rising edge of WRX. D/CX is driven low while command information is on the interface and is pulled high when data is present.

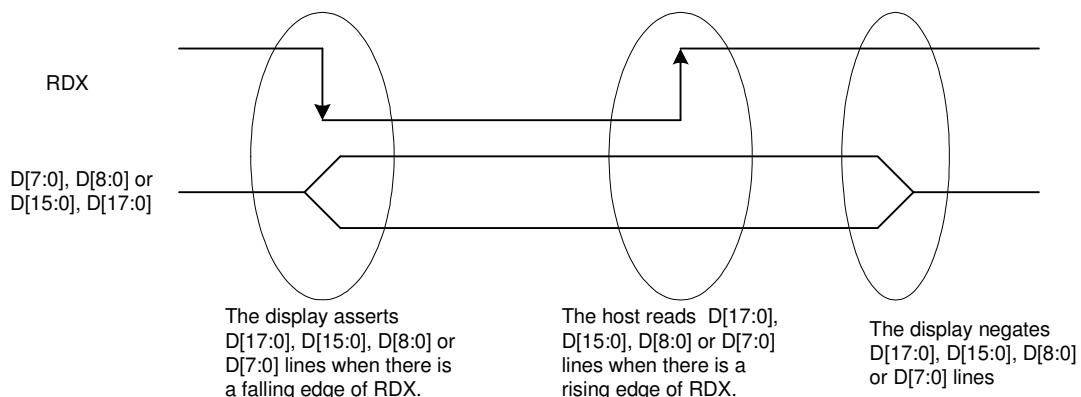
The following figure shows a write cycle for the type B interface.



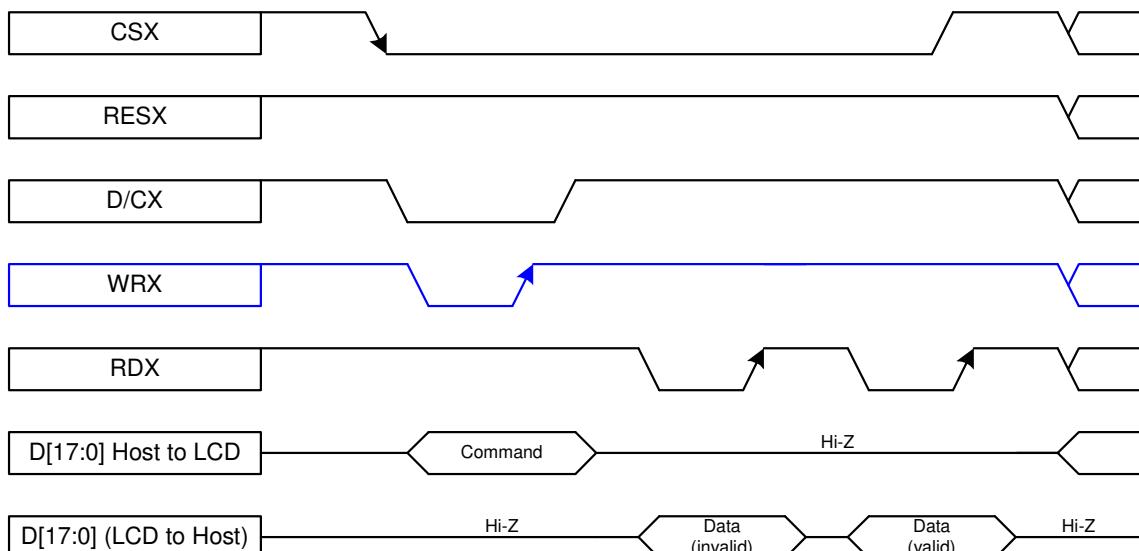
7.1.2. Read Cycle

During a read cycle the host processor reads data from the display module via the interface. The Type B interface utilizes D/CX, RDX and WRX signals as well as all eight (D[7:0]), nine (D[8:0]), sixteen (D[15:0]) or eighteen (D[17:0]) information signals. RDX is driven from high to low 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. D/CX is driven high during the read cycle.

The following figure shows the read cycle for the type B interface.



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



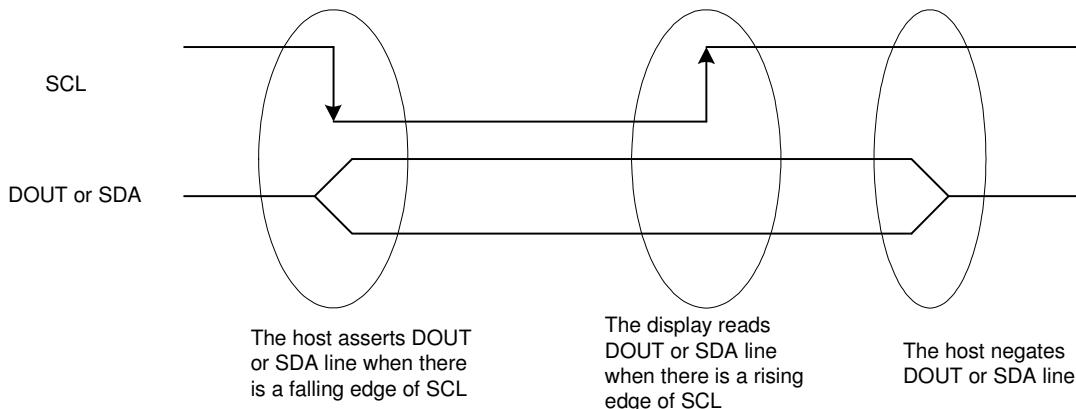
Note: Read Data is only valid when the D/CX input is pulled high. If D/CX is driven low during read then the display information outputs will be High-Z.

7.2. Serial Interface (Type C)

7.2.1. Write Cycle and Sequence

During a write cycle the host processor sends a single bit of data to the display module via the interface. The Type C interface utilizes CSX, SCL and SDA or DOUT signals. SCL is driven from high to low then pulled back to high during the write cycle. The host processor provides information during the write cycle while the display module reads the host processor information on the rising edge of SCL.

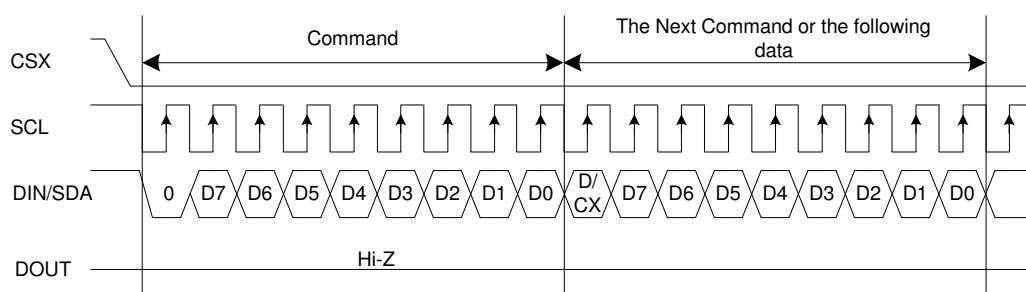
The following figure shows the write cycle for the type C interface.



Note: SCL is an unsynchronized signal; it can be stopped.

During the write sequence the host processor writes one or more bytes of information to the display module via the interface. The write sequence is initiated when CSX is driven from high to low and ends when CSX is pulled high. Each byte is either nine or sixteen write cycles in length. If the optional D/CX signal is used a byte is eight write cycles long. D/CX is driven low while command information is on the interface and is pulled high when data is present.

The type C interface write sequences are described in the following Figure

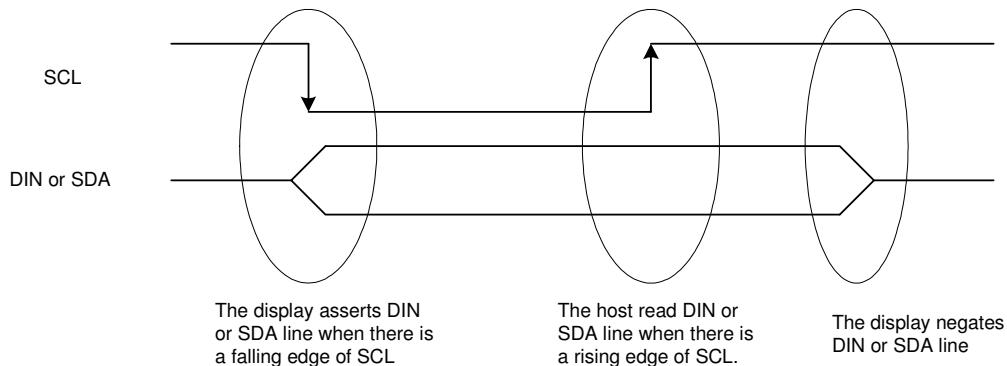


DBI Type C Interface Write Sequence – Option 1

7.2.2. Read Cycle and Sequence

During a read cycle the host processor reads a single bit of data from the display module via the interface. The Type C interface utilizes CSX, SCL and DIN signals. SCL is driven from high to low then pulled back to high during the read cycle. The display module provides information during the read cycle while the host processor reads the display module information on the rising edge of SCL. D/CX is driven during the read cycle if it is used in option 3.

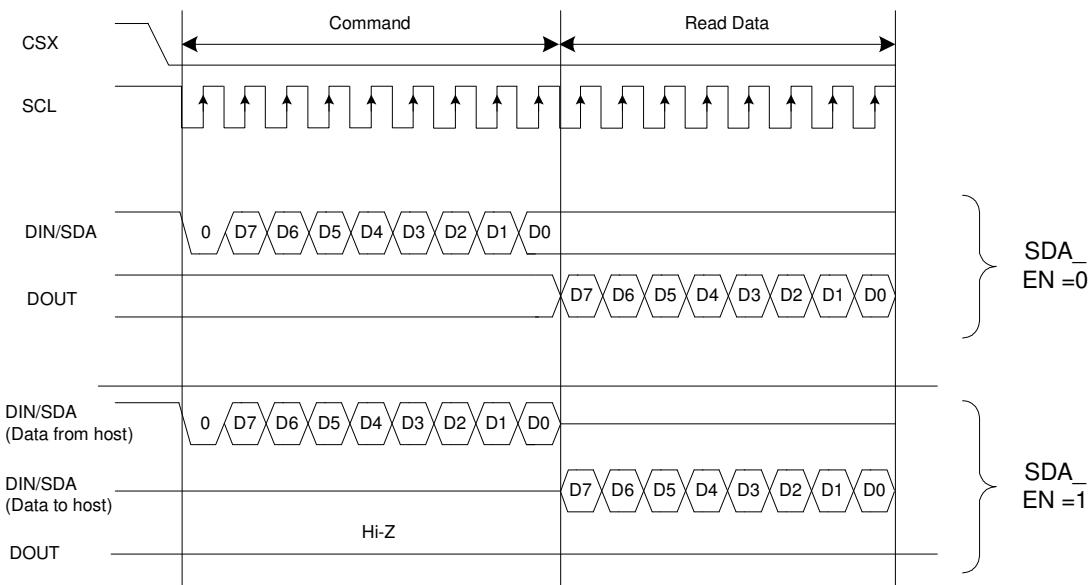
The following figure shows the read cycle for the type C interface.



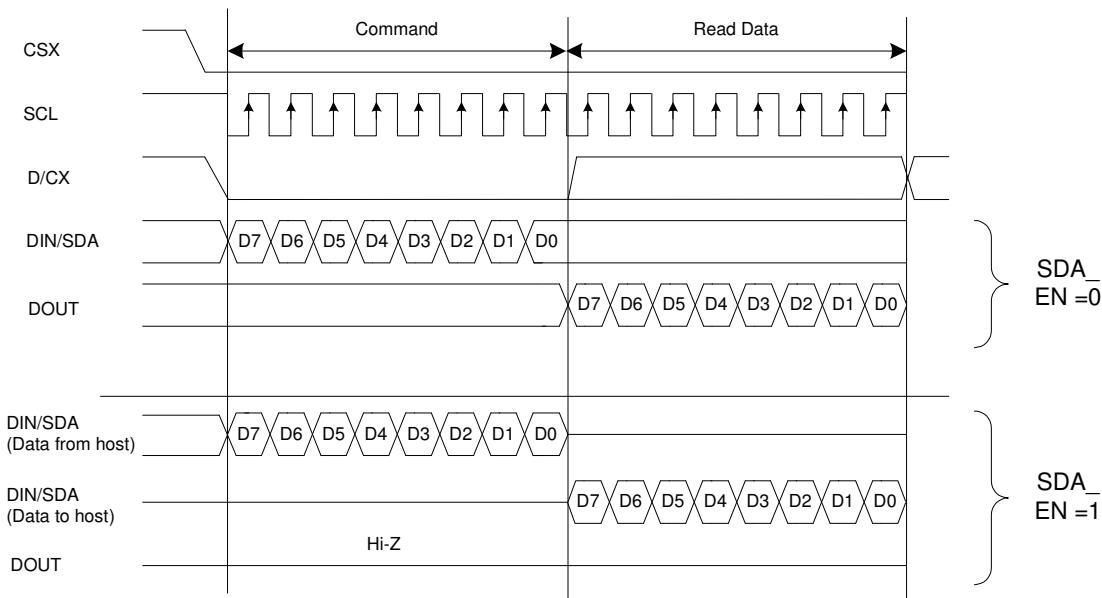
Note: SCL is an unsynchronized signal; it can be stopped.

During the read sequence the host processor reads one or more bytes of information from the display module via the interface. The read sequence is initiated when CSX is driven from high to low and ends when CSX is pulled high. Each byte is either nine or sixteen write cycles in length. If the optional D/CX signal is used a byte is eight read cycles long. D/CX is driven low while command information is on the interface and is pulled high when data is present.

The type C interface read sequences are shown in the following figures



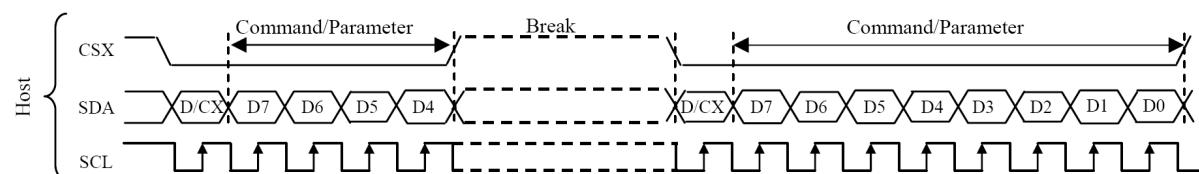
Note: D7 is MSB and D0 is LSB of byte.



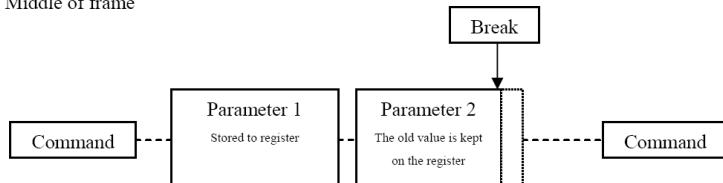
7.2.3. Break and Pause Sequences

The host processor can break a read or write sequence by pulling the CSX signal high during a command or data byte. The display module shall reset its interface so it will be ready to receive the same byte when CSX is again driven low.

The host processor can pause a read or write sequence by pulling the CSX signal high between command or data bytes. The display module shall wait for the host processor to drive CSX low before continuing the read or write sequence at the point where the sequence was paused.

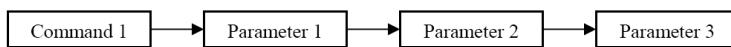


1. Middle of frame

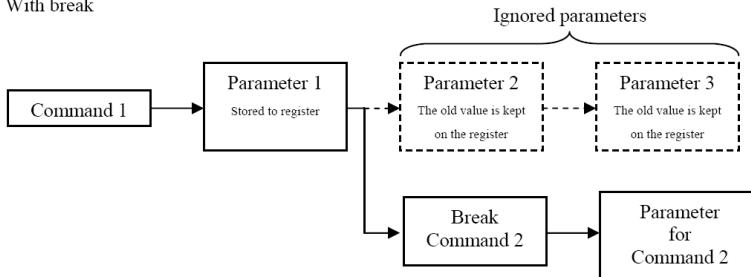


2. Between frames

Without break



With break



Break can be e.g. another command or noise pulse.

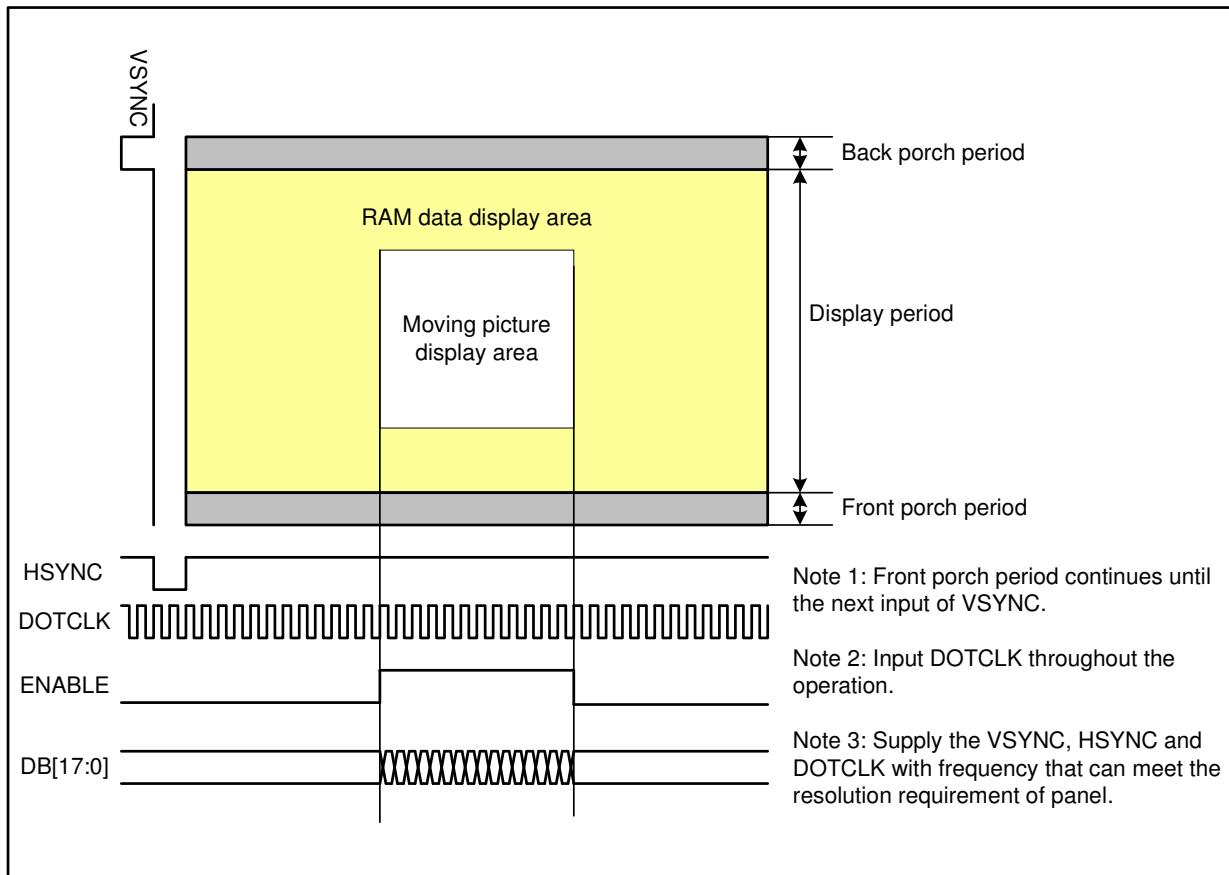
7.3. Display Pixel Interface (DPI)

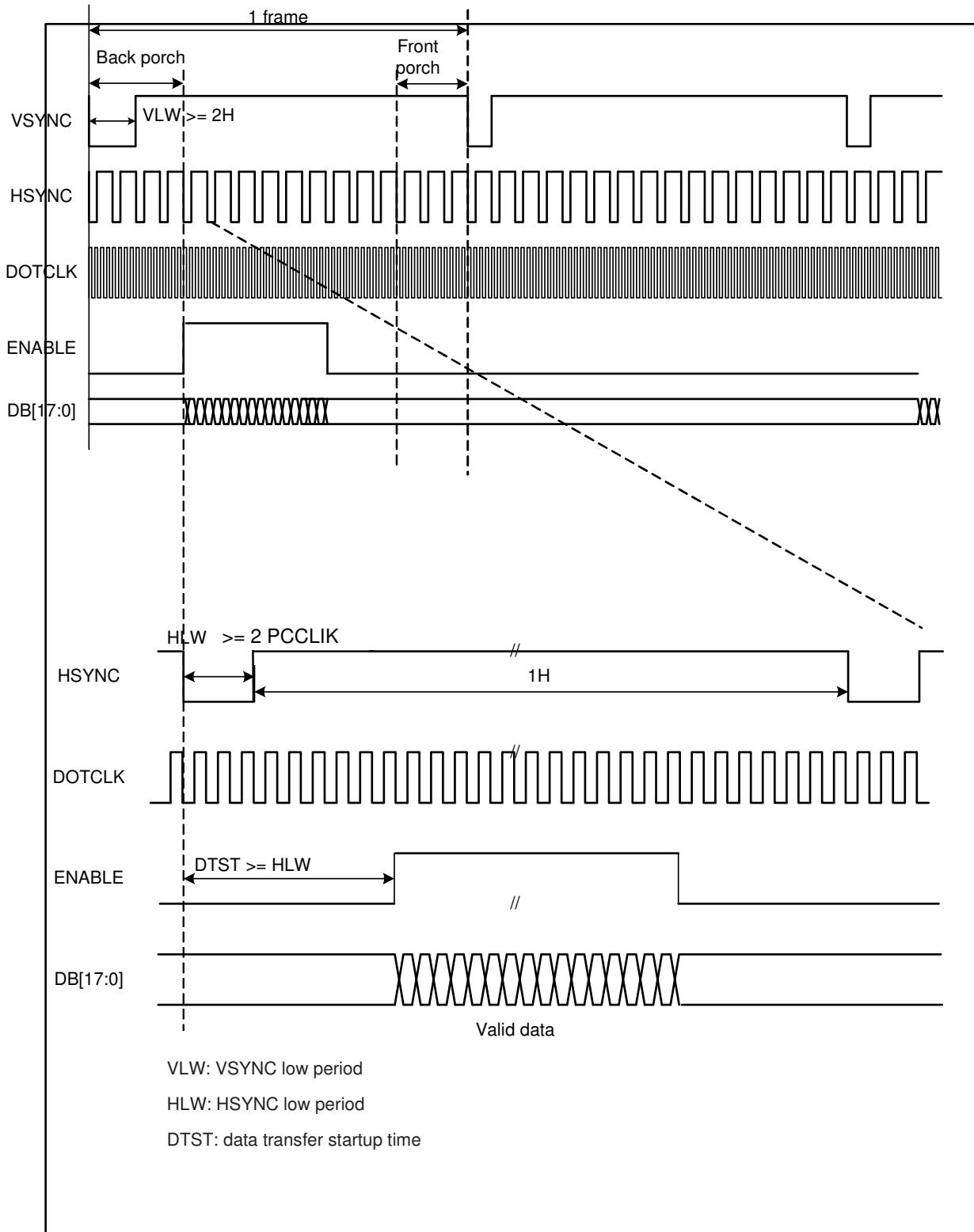
In normal operation, systems based on DPI architecture rely on the host processor to continuously provide complete frames of image data at a sufficient frame rate to avoid flicker or other visible artifacts. The displayed image, or frame, is comprised of a rectangular array of pixels. The frame is transmitted from the host processor to a display module as a sequence of pixels, with each horizontal line of the image data sent as a group of consecutive pixels.

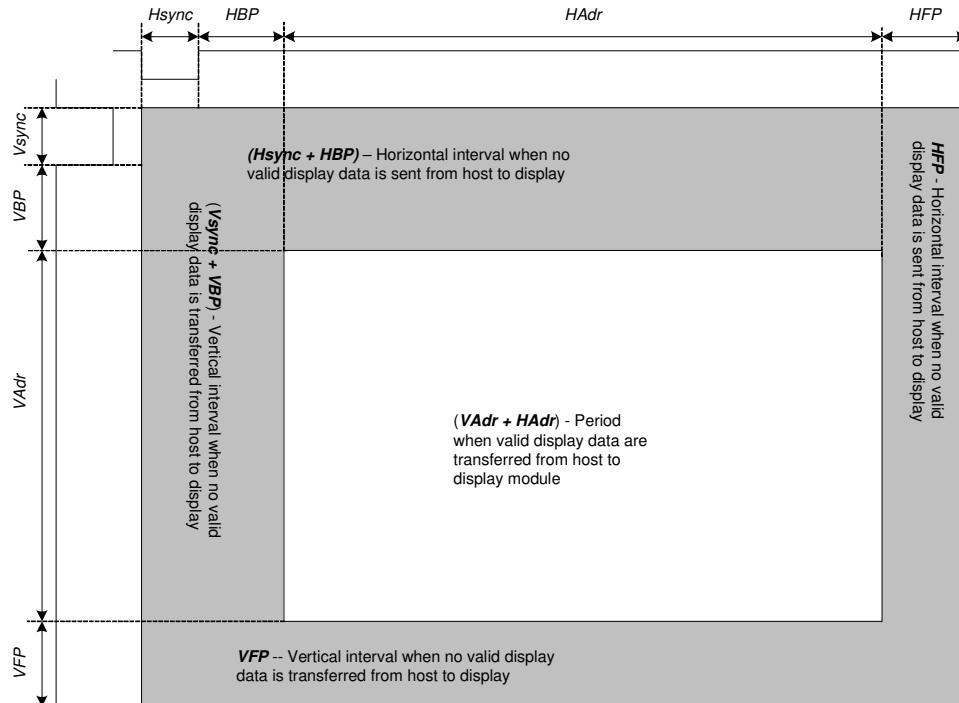
Vsync indicates the beginning of each frame of the displayed image.

Hsync signals the beginning of each horizontal line of pixels.

Each pixel value (16 or 18-bit data) is transferred from the host processor to the display module during one pixel period. The rising edge of PCLK is used by the display module to capture pixel data. Since PCLK runs continuously, control signal DE is required to indicate when valid pixel data is being transmitted on the pixel data signals.







Parameters	Symbols	Condition	Min.	Typ.	Max.	Units
PCLK Cycle	PCLK _{CYC}		-	125	104	ns
Horizontal Synchronization	Hsync		2	2	4	PCLK
Horizontal Back Porch	HBP		3	3	20	PCLK
Horizontal Address	HAdr		-	320	-	PCLK
Horizontal Front Porch	HFP		3	3	40	PCLK
Vertical Synchronization	Vsync		2	2	-	Line
Vertical Back Porch	VBP		2	2	30	Line
Vertical Address	VAdr		-	480	-	Line
Vertical Front Porch	VFP		2	4	30	Line
Vsync setup time	VSST					Hz
Vsync hold time	VSHT					Hz
Hsync setup time	HSST					Hz
Hsync hold time	HSHT					Hz
Data setup time	DST					Hz
Data hold time	DHT					Hz
Vertical Frequency(*)				50	60	Hz
Horizontal Frequency(*)			-	-	-	KHz
PCLK Frequency(*)			-	8	9.6	MHz

Notes:

1. Vertical period (one frame) shall be equal to the sum of Vsync + 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.

8. Command

8.1. Command List

Operational Code (Hex)	Command	Command(C) /Read(R) /Write(W)	Number Of Parameter	MIPI DCS Type1 Requirement	ILI9481 Implementation
00h	nop	C	0	Yes	Yes
01h	soft_reset	C	0	Yes	Yes
06h	get_red_channel	R	1	No	No
07h	get_green_channel	R	1	No	No
08h	get_blue_channel	R	1	No	No
0Ah	get_power_mode	R	1	Yes	Yes
0Bh	get_address_mode	R	1	Yes (Bit[7:0])	Yes (Bit[7:3] , Only)
0Ch	get_pixel_format	R	1	Yes	Yes
0Dh	get_display_mode	R	1	Yes	Yes
0Eh	get_signal_mode	R	1	Yes	Yes
0Fh	get_diagnostic_result	R	1	Bit7/6 : Yes Bit5/4 : Optional	Yes (Bit7/6 Only)
10h	enter_sleep_mode	C	0	Yes	Yes
11h	exit_sleep_mode	C	0	Yes	Yes
12h	enter_partial_mode	C	0	Yes	Yes
13h	enter_normal_mode	C	0	Yes	Yes
20h	exit_invert_mode	C	0	Yes	Yes
21h	enter_invert_mode	C	0	Yes	Yes
26h	set_gamma_curve	W	1	Yes	No
28h	set_display_off	C	0	Yes	Yes
29h	set_display_on	C	0	Yes	Yes
2Ah	set_column_address	W	4	Yes	Yes
2Bh	set_page_address	W	4	Yes	Yes
2Ch	write_memory_start	W	Variable	Yes	Yes
2Dh	wite_LUT	W	Variable	Optional	No
2Eh	read_memory_start	R	Variable	Yes	Yes
30h	set_partial_area	W	4	Yes	Yes
33h	set_scroll_area	W	6	Yes	Yes
34h	set_tear_off	C	0	Yes	Yes
35h	set_tear_on	W	1	Yes	Yes
36h	set_address_mode	W	1	Yes (Bit7-0)	Yes (Bit[7:3], Bit[1:0] Only)
37h	set_scroll_start	W	2	Yes	Yes
38h	exit_idle_mode	C	0	Yes	Yes
39h	enter_idle_mode	C	0	Yes	Yes
3Ah	set_pixel_format	W	1	Yes	Yes
3Ch	write_memory_continue	W	Variable	Yes	Yes
3Eh	read_memory_continue	R	Variable	Yes	Yes
44h	set_tear_scanline	W	2	Yes	Yes
45h	get_scanline	R	3	Yes	Yes
A1h	read_DDB_start	R	6	Yes	Yes

Operational Code (Hex)	Function	Command(C) Read(R)/Write(W)	Number Of Parameter
B0h	Command Access Protect	W/R	1
B3h	Frame Memory Access and Interface setting	W/R	4
B4h	Display Mode and Frame Memory Write Mode setting	W/R	1
BFh	Device code Read	R	6
C0h	Panel Driving Setting	W/R	5
C1h	Display Timing Setting for Normal Mode	W/R	3
C2h	Display Timing Setting for Partial Mode	W/R	3
C3h	Display Timing Setting for Idle Mode	W/R	3
C5h	Frame rate and Inversion Control	W/R	1
C6h	Interface Control	W/R	1
C8h	Gamma Setting	W/R	12
D0h	Power Setting	W/R	3
D1h	VCOM Control	W/R	3
D2h	Power Setting for Normal Mode	W/R	2
D3h	Power Setting for Partial Mode	W/R	2
D4h	Power Setting for Idle Mode	W/R	2
E0h	NV Memory Write	W/R	1
E1h	NV Memory Control	W/R	1
E2h	NV Memory Status	R	3
E3h	NV Memory Protection	W/R	2
B0~FF Except above command	LSI TEST Registers	W/R	Variable

8.2. Command Description

8.2.1. NOP (00h)

NOP (No Operation)																										
00H	D/CX	RDX	WRX	D17-D8	D7	D6	D5	D4	D3	D2	D1	D0	HEX													
Command	0	1	↑	X	0	0	0	0	0	0	0	0	00													
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. X = Don't care.																									
Restriction	None																									
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>N/A</td> </tr> <tr> <td>SW Reset</td> <td>N/A</td> </tr> <tr> <td>HW Reset</td> <td>N/A</td> </tr> </tbody> </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. Soft_reset (01h)

Soft_reset																									
01H	D/CX	RDX	WRX	D17-D8	D7	D6	D5	D4	D3	D2	D1	D0	HEX												
Command	0	1	↑	X	0	0	0	0	0	0	0	1	01												
Parameter	NO PARAMETER																								
Description	When the Software Reset command is written, it causes software reset. It resets the commands and parameters to their S/W Reset default values. (See default tables in each command description.) Note: The Frame Memory contents are affected by this command. X = Don't care																								
Restriction	Software Reset Command cannot be sent during Sleep Out sequence. Any new command is cannot be sent for 10-frame period until the ILI9481 enters Sleep-In mode. Do not send any command.																								
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																								
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Status	Default Value																								
Power On Sequence	N/A																								
SW Reset	N/A																								
HW Reset	N/A																								
Flow Chart	<pre> graph TD SWRESET[SWRESET] --> DisplayBlank{Display whole blank screen} DisplayBlank --> SetCommands{Set Commands to S/W Default Value} SetCommands --> SleepIn{Sleep In Mode} </pre> <p>Legend:</p> <ul style="list-style-type: none"> Command Parameter Display Action Mode Sequential transfer 																								

8.2.3. Get_power_mode (0Ah)

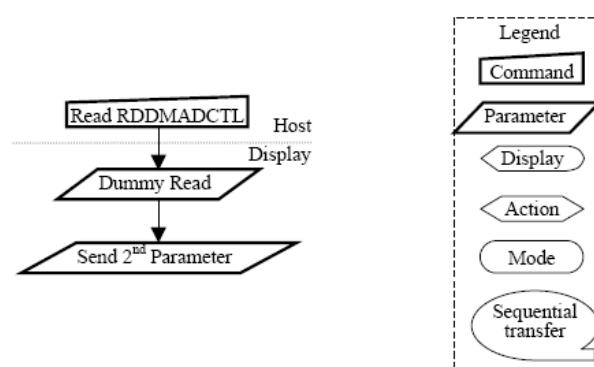
0AH		Get_power_mode																																							
		D/CX	RDX	WRX	D17-8	D7	D6	D5	D4	D3	D2	D1	D0	HEX																											
Command		0	1	↑	x	0	0	0	0	1	0	1	0	0A																											
1 st Parameter		1	↑	1	x	x	x	x	x	x	x	x	x	x																											
2 nd Parameter		1	↑	1	x	D7	D6	D5	D4	D3	D2	0	0	xx																											
This command indicates the current status of the display as described in the table below:																																									
<table border="1"> <thead> <tr> <th>Bit</th><th>Description</th><th>Comment</th></tr> </thead> <tbody> <tr> <td>D7</td><td>Not Defined</td><td>Set to '0'</td></tr> <tr> <td>D6</td><td>Idle Mode On/Off</td><td></td></tr> <tr> <td>D5</td><td>Partial Mode On/Off</td><td></td></tr> <tr> <td>D4</td><td>Sleep In/Out</td><td></td></tr> <tr> <td>D3</td><td>Display Normal Mode On/Off</td><td></td></tr> <tr> <td>D2</td><td>Display On/Off</td><td></td></tr> <tr> <td>D1</td><td>Not Defined</td><td>Set to '0'</td></tr> <tr> <td>D0</td><td>Not Defined</td><td>Set to '0'</td></tr> </tbody> </table>															Bit	Description	Comment	D7	Not Defined	Set to '0'	D6	Idle Mode On/Off		D5	Partial Mode On/Off		D4	Sleep In/Out		D3	Display Normal Mode On/Off		D2	Display On/Off		D1	Not Defined	Set to '0'	D0	Not Defined	Set to '0'
Bit	Description	Comment																																							
D7	Not Defined	Set to '0'																																							
D6	Idle Mode On/Off																																								
D5	Partial Mode On/Off																																								
D4	Sleep In/Out																																								
D3	Display Normal Mode On/Off																																								
D2	Display On/Off																																								
D1	Not Defined	Set to '0'																																							
D0	Not Defined	Set to '0'																																							
Description	Bit D7 – Booster Voltage Status																																								
	'0' = Booster Off or has a fault.																																								
	'1' = Booster On and working OK (Meets Nokia's optical requirements).																																								
	Bit D6 - Idle Mode On/Off																																								
	'0' = Idle Mode Off.																																								
	'1' = Idle Mode On.																																								
	Bit D5 – Partial Mode On/Off																																								
	'0' = Partial Mode Off.																																								
	'1' = Partial Mode On.																																								
	Bit D4 – Sleep In/Out																																								
	'0' = Sleep In Mode.																																								
	'1' = Sleep Out Mode.																																								
	Bit D3 – Display Normal Mode On/Off																																								
	'0' = Display Normal Mode Off.																																								
	'1' = Display Normal Mode On.																																								
	Bit D2 – Display On/Off																																								
	'0' = Display is Off.																																								
	'1' = Display is On.																																								
	Bit D1 – Not Defined																																								
	'This bit is not applicable for this project, so it is set to '0'																																								
	Bit D0 – Not Defined																																								
	'This bit is not applicable for this project, so it is set to '0'																																								
	X = Don't care																																								

Register Availability	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
	Power On Sequence	08 _{HEX}
	SW Reset	08 _{HEX}
	HW Reset	08 _{HEX}
Flow Chart	<pre> graph TD Host[Host] --> Read[Read RDDPM] Read --> Dummy[Dummy Read] Dummy --> Param[Send 2nd Parameter] </pre> <p>The flowchart illustrates the communication sequence between the Host and the Display. It begins with the Host sending a "Read RDDPM" command. The Display then performs a "Dummy Read". Finally, the Host sends a "Send 2nd Parameter". A legend on the right side defines the symbols: Command (rectangle), Parameter (trapezoid), Display (left-pointing arrow), Action (right-pointing arrow), Mode (oval), and Sequential transfer (elliptical speech bubble).</p>	Legend <ul style="list-style-type: none"> Command Parameter Display Action Mode Sequential transfer

8.2.4. Get_address_mode (0Bh)

0BH		Get_address_mode																																							
		D/CX	RDX	WRX	D17-0	D7	D6	D5	D4	D3	D2	D1	D0	HEX																											
Command		0	1	↑	x	0	0	0	0	1	0	1	1	0B																											
1 st Parameter		1	↑	1	x	x	x	x	x	x	x	x	x	x																											
2 nd Parameter		1	↑	1	x	D7	D6	D5	D4	D3	0	0	0	xx																											
Description	This command indicates the current status of the display as described in the table below: <table border="1"> <thead> <tr> <th>Bit</th><th>Description</th><th>Comment</th></tr> </thead> <tbody> <tr> <td>D7</td><td>Page Address Order</td><td></td></tr> <tr> <td>D6</td><td>Column Address Order</td><td></td></tr> <tr> <td>D5</td><td>Page/Column Order</td><td></td></tr> <tr> <td>D4</td><td>Line Address Order</td><td></td></tr> <tr> <td>D3</td><td>RGB/BGR Order</td><td></td></tr> <tr> <td>D2</td><td>Reserved</td><td>Set to '0'</td></tr> <tr> <td>D1</td><td>Reserved</td><td>Set to '0'</td></tr> <tr> <td>D0</td><td>Reserved</td><td>Set to '0'</td></tr> </tbody> </table>														Bit	Description	Comment	D7	Page Address Order		D6	Column Address Order		D5	Page/Column Order		D4	Line Address Order		D3	RGB/BGR Order		D2	Reserved	Set to '0'	D1	Reserved	Set to '0'	D0	Reserved	Set to '0'
Bit	Description	Comment																																							
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D4	Line Address Order																																								
D3	RGB/BGR Order																																								
D2	Reserved	Set to '0'																																							
D1	Reserved	Set to '0'																																							
D0	Reserved	Set to '0'																																							
<ul style="list-style-type: none"> ◆ Bit D7 – Page Address Order '0' = Top to Bottom '1' = Bottom to Top ◆ Bit D6 – Column Address Order '0' = Left to Right '1' = Right to Left ◆ Bit D5 - Page/Column Order '0' = Normal Mode '1' = Reverse Mode Note: For Bits D7 to D5, also refer to Section 8.2.3 MCU to memory write/read direction. ◆ Bit D4 – Line Address Order '0' = LCD Refresh Top to Bottom '1' = LCD Refresh Bottom to Top ◆ Bit D3 – RGB/BGR Order '0' = RGB '1' = BGR 																																									
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																																								
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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>00_{HEX}</td></tr> <tr> <td>SW Reset</td><td>No Change</td></tr> <tr> <td>HW Reset</td><td>00_{HEX}</td></tr> </tbody> </table>														Status	Default Value	Power On Sequence	00 _{HEX}	SW Reset	No Change	HW Reset	00 _{HEX}																			
Status	Default Value																																								
Power On Sequence	00 _{HEX}																																								
SW Reset	No Change																																								
HW Reset	00 _{HEX}																																								

Flow Chart

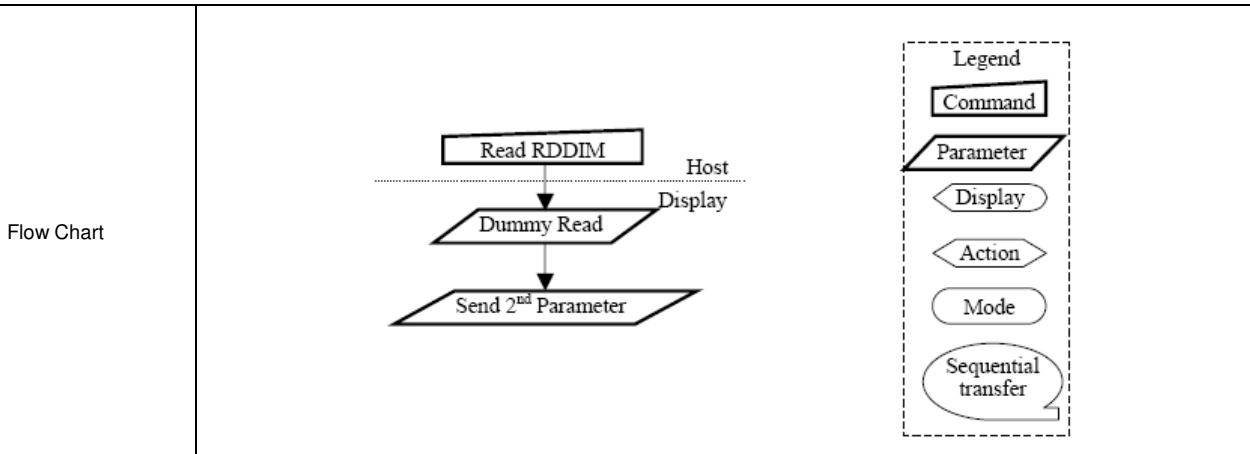


8.2.5. Get_pixel_format (0Ch)

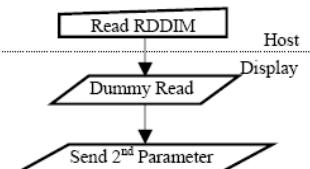
Get_pixel_format																																																																																																																																		
0CH	D/CX	RDX	WRX	D17-8	D7	D6	D5	D4	D3	D2	D1	D0	HEX																																																																																																																					
Command	0	1	↑	x	0	0	0	0	1	1	0	0	0C																																																																																																																					
1 st Parameter	1	↑	1	x	x	x	x	x	x	x	x	x	x																																																																																																																					
2 nd Parameter	1	↑	1	x	0	D6	D5	D4	0	D2	D1	D0	xx																																																																																																																					
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Sleep In	Yes																																																																																																																																	
Flow Chart	<pre> graph TD Host[Host] -- "Read RDDCOLMOD" --> Display[Display] Display -- "Dummy Read" --> Host Host -- "Send 2nd Parameter" --> Display </pre> <p>Legend:</p> <ul style="list-style-type: none"> Command Parameter Display Action Mode Sequential transfer 																																																																																																																																	

8.2.6. Get_display_mode (0Dh)

Get_display_mode																																																																												
0DH	D/CX	RDX	WRX	D17-8	D7	D6	D5	D4	D3	D2	D1	D0	HEX																																																															
Command	0	1	↑	x	0	0	0	0	1	1	0	1	0D																																																															
1 st Parameter	1	↑	1	x	x	x	x	x	x	x	x	x	x																																																															
2 nd Parameter	1	↑	1	x	0	0	0	0	0	0	0	0	xx																																																															
The display module returns the Display Image Mode status.																																																																												
Description	<table border="1"> <thead> <tr> <th>Bit</th><th colspan="5">Description</th><th>Symbol</th></tr> </thead> <tbody> <tr> <td>D7</td><td colspan="5">Vertical Scrolling Status</td><td>VSSON</td></tr> <tr> <td>D6</td><td colspan="5">Reserved</td><td></td></tr> <tr> <td>D5</td><td colspan="5">Inversion On/Off</td><td>DSPINVON</td></tr> <tr> <td>D4</td><td colspan="5">Reserved</td><td></td></tr> <tr> <td>D3</td><td colspan="5">Reserved</td><td></td></tr> <tr> <td>D2</td><td colspan="5">Gamma Curve Selection</td><td></td></tr> <tr> <td>D1</td><td colspan="5">Gamma Curve Selection</td><td></td></tr> <tr> <td>D0</td><td colspan="5">Gamma Curve Selection</td><td></td></tr> </tbody> </table>													Bit	Description					Symbol	D7	Vertical Scrolling Status					VSSON	D6	Reserved						D5	Inversion On/Off					DSPINVON	D4	Reserved						D3	Reserved						D2	Gamma Curve Selection						D1	Gamma Curve Selection						D0	Gamma Curve Selection					
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This command indicates the current status of the display as described in the table below:																																																																												
<ul style="list-style-type: none"> ◆ Bit D7 – Vertical Scrolling On/Off <ul style="list-style-type: none"> '0' = Vertical Scrolling is Off. '1' = Vertical Scrolling is On. ◆ Bit D6 – Reserved ◆ Bit D5 – Inversion On/Off <ul style="list-style-type: none"> '0' = Inversion is Off. '1' = Inversion is On. ◆ Bit D4 – Reserved ◆ Bit D3 – Reserved ◆ Bits D2, D1, D0 – Gamma Curve Selection <ul style="list-style-type: none"> These bits are not applicable for this project, so they are set to '000' 																																																																												
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																																																			
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Partial Mode On, Idle Mode On, Sleep Out	Yes																																																																											
Sleep In	Yes																																																																											



8.2.7. Get_signal_mode (0EH)

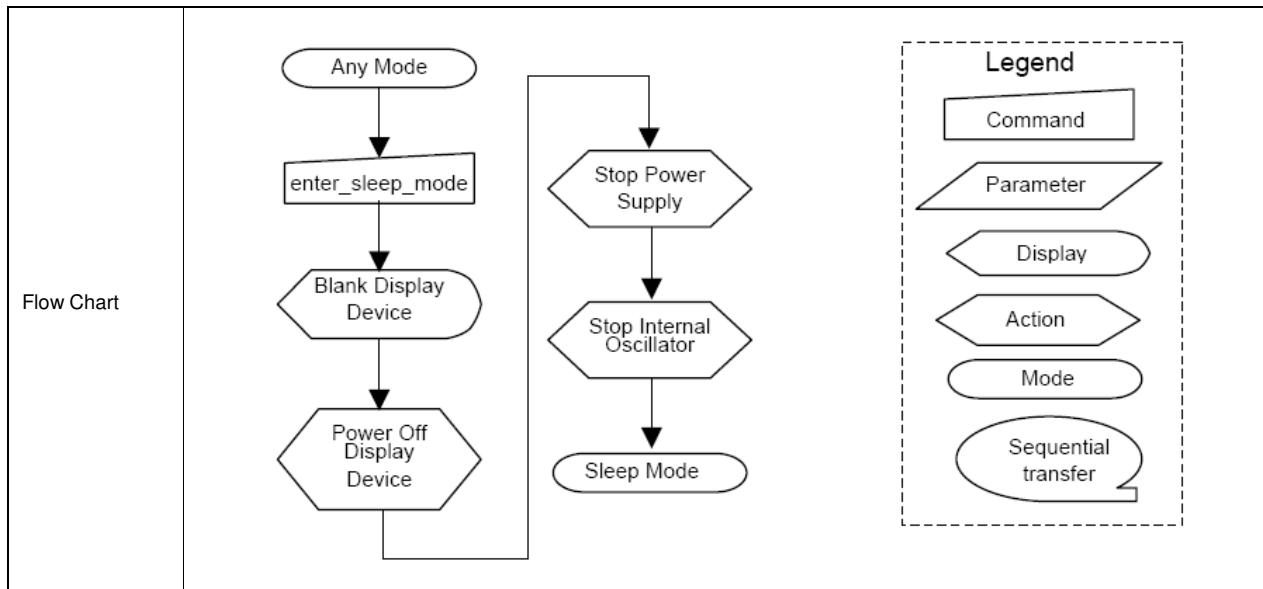
0EH		RDDSM (Read Display Signal Mode)																																							
		D/CX	RDX	WRX	D17-8	D7	D6	D5	D4	D3	D2	D1	D0	HEX																											
Command	0	1	↑	x	0	0	0	0	1	1	1	0	0E																												
1 st Parameter	1	↑	1	x	x	x	x	x	x	x	x	x	x																												
2 nd Parameter	1	↑	1	x	D7	D6	0	0	0	0	0	0	0	xx																											
Description	The display module returns the Display Signal Mode.																																								
	<table border="1"><thead><tr><th>Bit</th><th>Description</th><th>Symbol</th></tr></thead><tbody><tr><td>D7</td><td>Tearing Effect Line On/Off</td><td>TEON</td></tr><tr><td>D6</td><td>Tearing Effect Line Output Mode</td><td>TEOM</td></tr><tr><td>D5</td><td>Reserved</td><td></td></tr><tr><td>D4</td><td>Reserved</td><td></td></tr><tr><td>D3</td><td>Reserved</td><td></td></tr><tr><td>D2</td><td>Reserved</td><td></td></tr><tr><td>D1</td><td>Reserved</td><td></td></tr><tr><td>D0</td><td>Reserved</td><td></td></tr></tbody></table>														Bit	Description	Symbol	D7	Tearing Effect Line On/Off	TEON	D6	Tearing Effect Line Output Mode	TEOM	D5	Reserved		D4	Reserved		D3	Reserved		D2	Reserved		D1	Reserved		D0	Reserved	
Bit	Description	Symbol																																							
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D0	Reserved																																								
	This command indicates the current status of the display as described in the table below:																																								
	<ul style="list-style-type: none">◆ Bit D7 – Tearing Effect Line On/Off<ul style="list-style-type: none">'0' = Tearing Effect Line Off.'1' = Tearing Effect On.◆ Bit D6 – Tearing Effect Line Output Mode, see section 8.3 for mode definitions.<ul style="list-style-type: none">'0' = Mode 1.'1' = Mode 2.◆ Bit D[5:0] – Reserved																																								
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																																								
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Sleep In	Yes																																								
Flow Chart	<p></p> <p>Legend:</p> <ul style="list-style-type: none">CommandParameterDisplayActionModeSequential transfer																																								

8.2.8. Get_diagnostic_result (0Fh)

Get_diagnostic_result																																																										
0FH	D/CX	RDX	WRX	D17-8	D7	D6	D5	D4	D3	D2	D1	D0	HEX																																													
Command	0	1	↑	x	0	0	0	0	1	1	1	1	0F																																													
1 st Parameter	1	↑	1	x	x	x	x	x	x	x	x	x	x																																													
2 nd Parameter	1	↑	1	x	D7	D6	0	0	0	0	0	0	xx																																													
Description	The display module returns the self-diagnostic results following a Sleep Out command.																																																									
	<table border="1"> <thead> <tr> <th>Bit</th><th colspan="3">Description</th><th>Symbol</th></tr> </thead> <tbody> <tr> <td>D7</td><td colspan="3">Register Loading Detection</td><td>SDR</td></tr> <tr> <td>D6</td><td colspan="3">Functionality Detection</td><td>FUNC'D</td></tr> <tr> <td>D5</td><td colspan="3">Chip attachment Detection</td><td>Set '0'</td></tr> <tr> <td>D4</td><td colspan="3">Display Glass Break Detection</td><td>Set '0'</td></tr> <tr> <td>D3</td><td colspan="3">Reserved</td><td>Set '0'</td></tr> <tr> <td>D2</td><td colspan="3">Reserved</td><td>Set '0'</td></tr> <tr> <td>D1</td><td colspan="3">Reserved</td><td>Set '0'</td></tr> <tr> <td>D0</td><td colspan="3">Reserved</td><td>Set '0'</td></tr> </tbody> </table>													Bit	Description			Symbol	D7	Register Loading Detection			SDR	D6	Functionality Detection			FUNC'D	D5	Chip attachment Detection			Set '0'	D4	Display Glass Break Detection			Set '0'	D3	Reserved			Set '0'	D2	Reserved			Set '0'	D1	Reserved			Set '0'	D0	Reserved			Set '0'
Bit	Description			Symbol																																																						
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Partial Mode On, Idle Mode On, Sleep Out	Yes																																																									
Sleep In	Yes																																																									
Flow Chart	<pre> graph TD Host[Host] -- "Read RDDIM" --> Display[Display] Display -- "Dummy Read" --> Send[Send 2nd Parameter] Host -- "Send 2nd Parameter" --> Send </pre> <p>Legend:</p> <ul style="list-style-type: none"> Command Parameter Display Action Mode Sequential transfer 																																																									

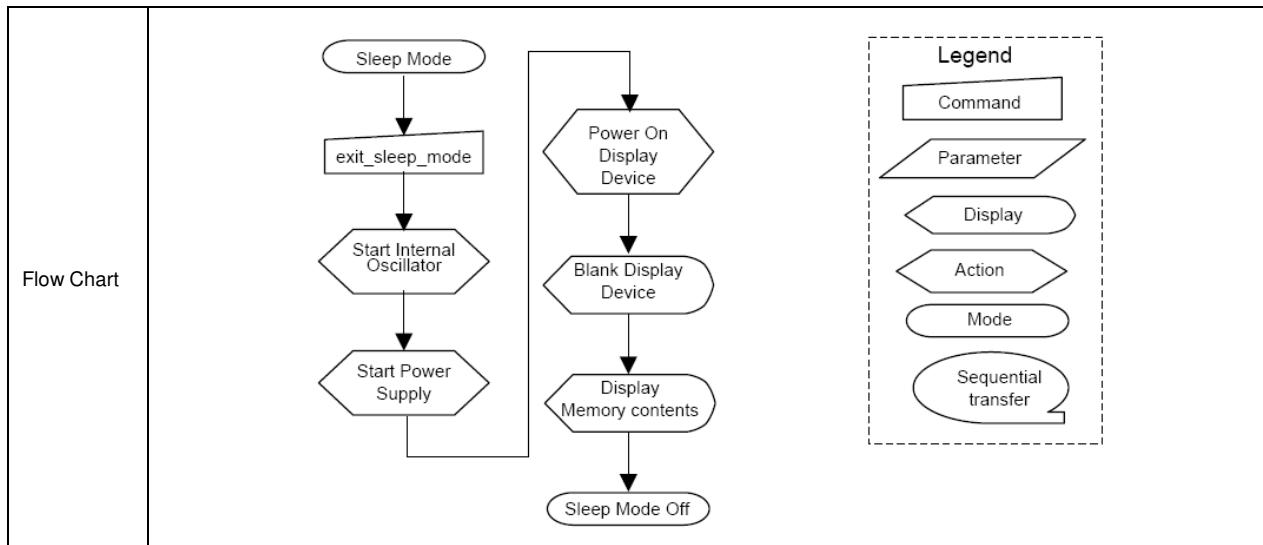
8.2.9. Enter_sleep_mode (10h)

10H		Enter_sleep_mode																							
	D/CX	RDX	WRX	D17-8	D7	D6	D5	D4	D3	D2	D1	D0	HEX												
Command	0	1	↑	x	0	0	0	1	0	0	0	0	10												
Parameter	No Parameter																								
Description	This command causes the display module to enter the Sleep mode. This command causes the LCD module to enter the Sleep mode. In this mode, the DC/DC converter, internal oscillator and panel scanning stop. DBI or DSI Command Mode remains operational and the frame memory maintains its contents. The host processor continues to send PCLK, HS and VS information to Type 2 and Type 3 display modules for two frames after this command is sent when the display module is in Normal mode.																								
Restriction	This command has no effect when the display module is already in Sleep mode. The host processor must wait five milliseconds before sending any new commands to a display module following this command to allow time for the supply voltages and clock circuits to stabilize. The host processor must wait 120 milliseconds after sending an exit_sleep_mode command before sending an enter_sleep_mode command.																								
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																								
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Normal Mode On, Idle Mode On, Sleep Out	Yes																								
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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>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> </tbody> </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																								



8.2.10. Exit_sleep_mode (11h)

Exit_sleep_mode																									
11H	D/CX	RDX	WRX	D17-8	D7	D6	D5	D4	D3	D2	D1	D0	HEX												
Command	0	1	↑	x	0	0	0	1	0	0	0	1	11												
Parameter	No Parameter																								
Description	This command causes the display module to exit Sleep mode. All blocks inside the display module are enabled. The host processor sends PCLK, HS and VS information to Type 2 and Type 3 display modules two frames before this command is sent when the display module is in Normal Mode.																								
Restriction	<p>This command shall not cause any visible effect on the display device when the display module is not in Sleep mode.</p> <p>The host processor must wait five milliseconds after sending this command before sending another command. This delay allows the supply voltages and clock circuits to stabilize.</p> <p>The host processor must wait 120 milliseconds after sending an <code>exit_sleep_mode</code> command before sending an <code>enter_sleep_mode</code> command.</p> <p>The display module loads the display module's default values to the registers when exiting the Sleep mode.</p> <p>There shall not be any abnormal visual effect on the display device when loading the registers if the factory default and register values are the same or when the display module is not in Sleep mode.</p> <p>The display module runs the self-diagnostic functions after this command is received. See section 5.3 for a description of the self-diagnostic functions.</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>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
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Sleep In	Yes																								
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Status	Default Value																								
Power On Sequence	Sleep In Mode																								
SW Reset	Sleep In Mode																								
HW Reset	Sleep In Mode																								



8.2.11. Enter_Partial_mode (12h)

12H		Enter_Partial_mode																							
	D/CX	RDX	WRX	D17-8	D7	D6	D5	D4	D3	D2	D1	D0	HEX												
Command	0	1	↑	x	0	0	0	1	0	0	1	0	12												
Parameter	No Parameter																								
Description	This command causes the display module to enter the Partial Display Mode. The Partial Display Mode window is described by the set_partial_area (30h) command. To leave Partial Display Mode, the enter_normal_mode (13h) command should be written. The host processor continues to send PCLK, HS and VS information to Type 2 display modules for two frames after this command is sent when the display module is in Normal Display Mode.																								
Restriction	This command has no effect when Partial Display Mode is already active.																								
Register Availability	<table border="1" style="margin-left: auto; margin-right: auto;"> <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" style="margin-left: auto; margin-right: auto;"> <thead> <tr> <th>Status</th> <th>Default Value</th> </tr> </thead> <tbody> <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> </tbody> </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	Refer to Partial Area (30h)																								

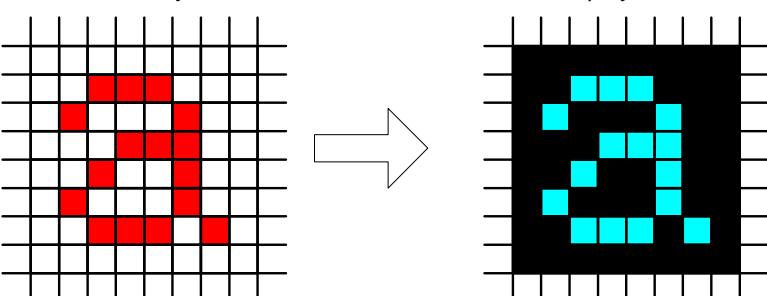
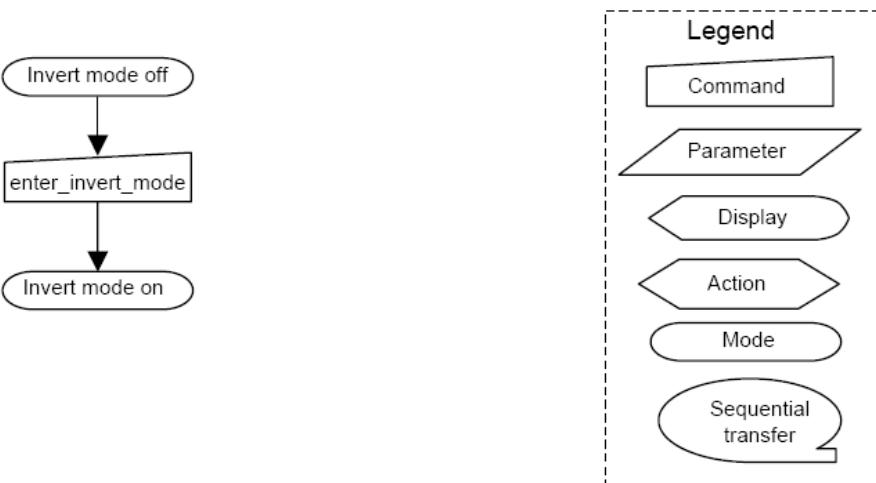
8.2.12. Enter_normal_mode (13h)

Enter_normal_mode																									
13H	D/CX	RDX	WRX	D17-8	D7	D6	D5	D4	D3	D2	D1	D0	HEX												
Command	0	1	↑	x	0	0	0	1	0	0	1	1	13												
Parameter	No Parameter																								
Description	This command causes the display module to enter the Normal mode. Normal Mode is defined as Partial Display mode and Scroll mode are off. The host processor sends PCLK, HS and VS information to Type 2 display modules two frames before this command is sent when the display module is in Partial Display Mode.																								
Restriction	This command has no effect when Normal Display mode is already active.																								
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>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> </tbody> </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	Refer to the description of set_partial_area(30h) and set_scroll_area(33h)																								

8.2.13. Exit_invert_mode (20h)

20H		Exit_invert_mode																							
		D/CX	RDX	WRX	D17-8	D7	D6	D5	D4	D3	D2	D1	D0	HEX											
Command		0	1	↑	x	0	0	1	0	0	0	0	0	20											
Parameter	No Parameter																								
Description	This command causes the display module to stop inverting the image data on the display device. The frame memory contents remain unchanged. No status bits are changed.																								
Restriction	This command has no effect when the display module is not inverting the display image.																								
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>Exit_invert_mode</td></tr> <tr> <td>SW Reset</td><td>Exit_invert_mode</td></tr> <tr> <td>HW Reset</td><td>Exit_invert_mode</td></tr> </tbody> </table>													Status	Default Value	Power On Sequence	Exit_invert_mode	SW Reset	Exit_invert_mode	HW Reset	Exit_invert_mode				
Status	Default Value																								
Power On Sequence	Exit_invert_mode																								
SW Reset	Exit_invert_mode																								
HW Reset	Exit_invert_mode																								
Flow Chart	<pre> graph TD A([Invert mode on]) --> B[exit_invert_mode] B --> C([Invert mode off]) </pre> <p>Legend</p> <ul style="list-style-type: none"> Command Parameter Display Action Mode Sequential transfer 																								

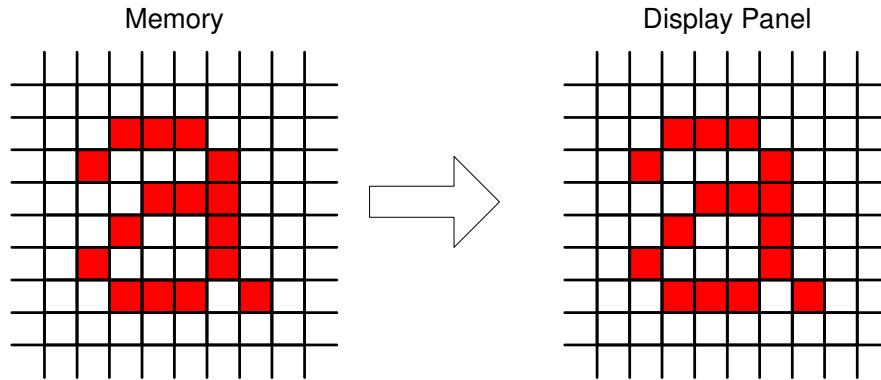
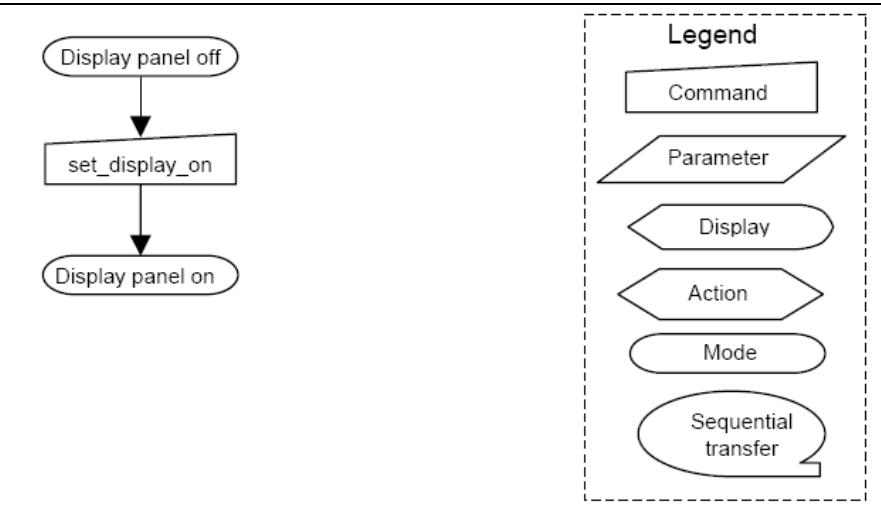
8.2.14. Enter_invert_mode (21h)

21H	Enter_invert mode																								
	D/CX	RDX	WRX	D17-8	D7	D6	D5	D4	D3	D2	D1	D0	HEX												
Command	0	1	↑	x	0	0	1	0	0	0	0	1	21												
Parameter	No Parameter																								
Description	This command causes the display module to invert the image data only on the display device. The frame memory contents remain unchanged. No status bits are changed.																								
Memory																									
Restriction	This command has no effect when module is already in inversion mode.																								
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>Exit_invert_mode</td></tr><tr><td>SW Reset</td><td>Exit_invert_mode</td></tr><tr><td>HW Reset</td><td>Exit_invert_mode</td></tr></tbody></table>													Status	Default Value	Power On Sequence	Exit_invert_mode	SW Reset	Exit_invert_mode	HW Reset	Exit_invert_mode				
Status	Default Value																								
Power On Sequence	Exit_invert_mode																								
SW Reset	Exit_invert_mode																								
HW Reset	Exit_invert_mode																								
Flow Chart	 <pre>graph TD; A([Invert mode off]) --> B[enter_invert_mode]; B --> C([Invert mode on]);</pre>																								

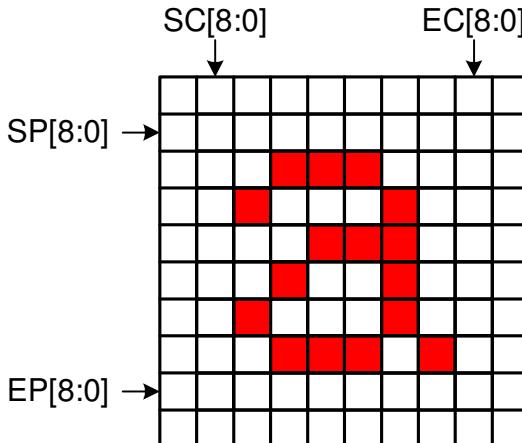
8.2.15. Set_display_off (28h)

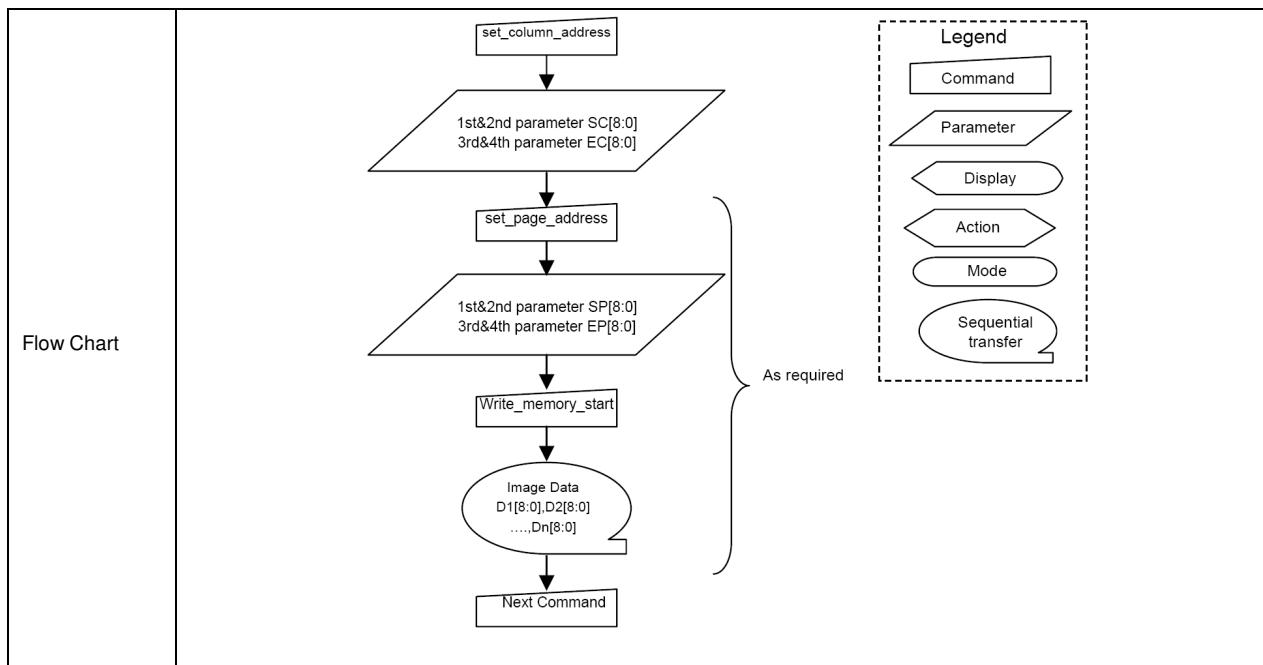
28H	Set_display_off																							
	D/CX	RDX	WRX	D17-8	D7	D6	D5	D4	D3	D2	D1	D0	HEX											
Command	0	1	↑	x	0	0	1	0	1	0	0	0	28											
Parameter	No Parameter																							
Description	This command causes the display module to stop displaying the image data on the display device. The frame memory contents remain unchanged. No status bits are changed.																							
Restriction	This command has no effect when module is already in display off mode.																							
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>Display Off</td> </tr> <tr> <td>SW Reset</td> <td>Display Off</td> </tr> <tr> <td>HW Reset</td> <td>Display Off</td> </tr> </tbody> </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	<pre> graph TD A([Display panel on]) --> B[set_display_off] B --> C([Display panel off]) </pre> <p>Legend</p> <ul style="list-style-type: none"> Command Parameter Display Action Mode Sequential transfer 																							

8.2.16. Set_display_on (29h)

29H		Set display on																							
	D/CX	RDX	WRX	D17-8	D7	D6	D5	D4	D3	D2	D1	D0	HEX												
Command	0	1	↑	x	0	0	1	0	1	0	0	1	29												
Parameter	No Parameter																								
Description	This command causes the display module to start displaying the image data on the display device. The frame memory contents remain unchanged. No status bits are changed. 																								
Restriction	This command has no effect when module is already in display on mode.																								
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>Display Off</td> </tr> <tr> <td>SW Reset</td> <td>Display Off</td> </tr> <tr> <td>HW Reset</td> <td>Display Off</td> </tr> </tbody> </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	 <pre> graph TD A([Display panel off]) --> B[/set_display_on/] B --> C([Display panel on]) </pre> <p>Legend</p> <ul style="list-style-type: none"> Command Parameter Display Action Mode Sequential transfer 																								

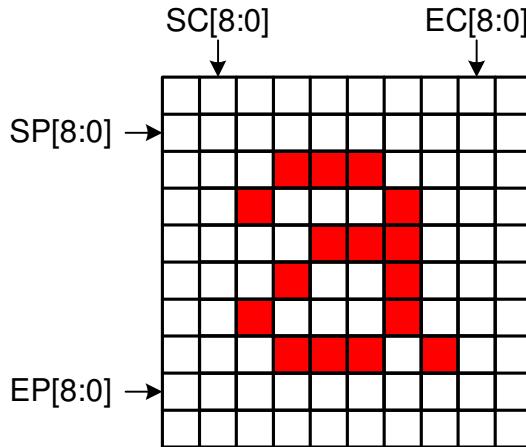
8.2.17. Set_column_address (2Ah)

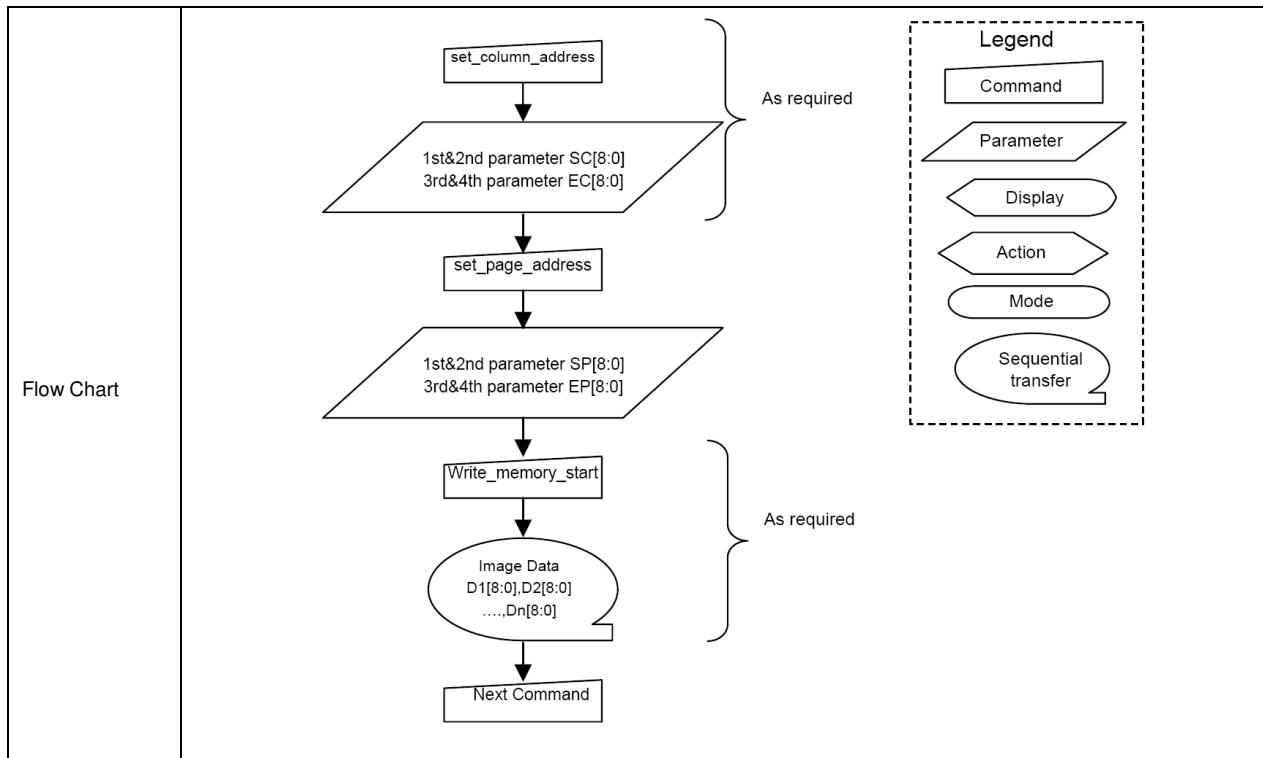
Set_column_address																															
2AH	D/CX	RDX	WRX	D17-8	D7	D6	D5	D4	D3	D2	D1	D0	HEX																		
Command	0	1	↑	x	0	0	1	0	1	0	1	0	2A																		
1 st Parameter	1	1	↑	x	0	0	0	0	0	0	0	0	SC8																		
2 nd Parameter	1	1	↑	x	SC7	SC6	SC5	SC4	SC3	SC2	SC1	SC0	Note 1																		
3 rd Parameter	1	1	↑	x	0	0	0	0	0	0	0	0	EC8																		
4 th Parameter	1	1	↑	x	EC7	EC6	EC5	EC4	EC3	EC2	EC1	EC0	Note 2																		
Description	This command defines the column extent of the frame memory accessed by the host processor with the read_memory_continue and write_memory_continue commands. No status bits are changed. 																														
Restriction	SC [8:0] always must be equal to or less than EC[8:0]. If SC[8:0] or EC[8:0] is greater than the available frame memory then the parameter is not updated.																														
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 colspan="3">Default Value</th></tr> </thead> <tbody> <tr> <td>Power On Sequence</td><td>SC[8:0]=0000_{HEX}</td><td>SC[8:0]=000_{HEX}</td><td>SE[8:0]=013F_{HEX}</td></tr> <tr> <td>SW Reset</td><td>SC[8:0]=0000_{HEX}</td><td colspan="3">If Set_address_mode(36h) B5=0 : EC[8:0]=013F_{HEX} If Set_address_mode(36h) B5=1 : EC[8:0]=01DF_{HEX}</td></tr> <tr> <td>HW Reset</td><td>SC[8:0]=0000_{HEX}</td><td colspan="3">SC[8:0]=000_{HEX} SE[8:0]=013F_{HEX}</td></tr> </tbody> </table>													Status	Default Value			Power On Sequence	SC[8:0]=0000 _{HEX}	SC[8:0]=000 _{HEX}	SE[8:0]=013F _{HEX}	SW Reset	SC[8:0]=0000 _{HEX}	If Set_address_mode(36h) B5=0 : EC[8:0]=013F _{HEX} If Set_address_mode(36h) B5=1 : EC[8:0]=01DF _{HEX}			HW Reset	SC[8:0]=0000 _{HEX}	SC[8:0]=000 _{HEX} SE[8:0]=013F _{HEX}		
Status	Default Value																														
Power On Sequence	SC[8:0]=0000 _{HEX}	SC[8:0]=000 _{HEX}	SE[8:0]=013F _{HEX}																												
SW Reset	SC[8:0]=0000 _{HEX}	If Set_address_mode(36h) B5=0 : EC[8:0]=013F _{HEX} If Set_address_mode(36h) B5=1 : EC[8:0]=01DF _{HEX}																													
HW Reset	SC[8:0]=0000 _{HEX}	SC[8:0]=000 _{HEX} SE[8:0]=013F _{HEX}																													



8.2.18. Set_page_address (2Bh)

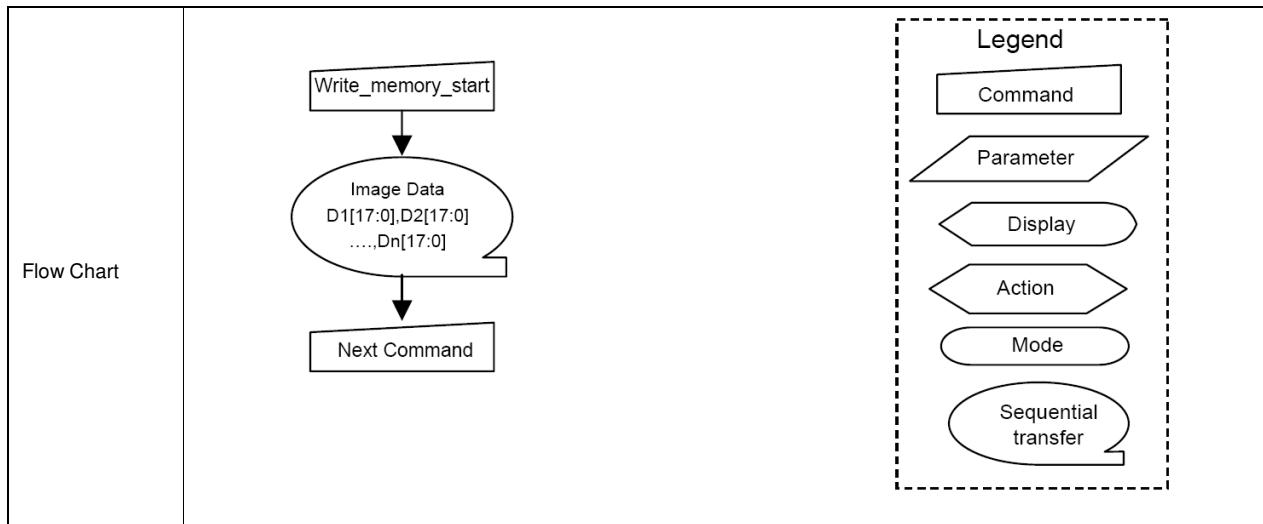
Set_page_address																									
2BH	D/CX	RDX	WRX	D17-8	D7	D6	D5	D4	D3	D2	D1	D0	HEX												
Command	0	1	↑	x	0	0	1	0	1	0	1	1	2B												
1 st Parameter	1	1	↑	x	0	0	0	0	0	0	0	SP8	xxx												
2 nd Parameter	1	1	↑	x	SP7	SP6	SP5	SP4	SP3	SP2	SP1	SP0													
3 rd Parameter	1	1	↑	x	0	0	0	0	0	0	0	EP8	xxx												
4 th Parameter	1	1	↑	x	EP7	EP6	EP5	EP4	EP3	EP2	EP1	EP0													
Description	This command defines the page extent of the frame memory accessed by the host processor with the write_memory_continue and read_memory_continue command. No status bits are changed.																								
Restriction	SP [8:0] always must be equal to or less than EP [8:0]. If SP[8:0] or EP[8:0] is greater than the available frame memory then the parameter is not updated.																								
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 colspan="2">Default Value</th> </tr> </thead> <tbody> <tr> <td>Power On Sequence</td> <td>SP[8:0]=0000_{HEX}</td> <td>EP[8:0]=01DF_{HEX}</td> </tr> <tr> <td>SW Reset</td> <td>SP[8:0]=0000_{HEX}</td> <td>If Set_address_mode(36h) B5=0 : EP[8:0]=01DF_{HEX} If Set_address_mode(36h) B5=1 : EP[8:0]=013F_{HEX}</td> </tr> <tr> <td>HW Reset</td> <td>SP8:0]=0000_{HEX}</td> <td>EP[8:0]=01DF_{HEX}</td> </tr> </tbody> </table>													Status	Default Value		Power On Sequence	SP[8:0]=0000 _{HEX}	EP[8:0]=01DF _{HEX}	SW Reset	SP[8:0]=0000 _{HEX}	If Set_address_mode(36h) B5=0 : EP[8:0]=01DF _{HEX} If Set_address_mode(36h) B5=1 : EP[8:0]=013F _{HEX}	HW Reset	SP8:0]=0000 _{HEX}	EP[8:0]=01DF _{HEX}
Status	Default Value																								
Power On Sequence	SP[8:0]=0000 _{HEX}	EP[8:0]=01DF _{HEX}																							
SW Reset	SP[8:0]=0000 _{HEX}	If Set_address_mode(36h) B5=0 : EP[8:0]=01DF _{HEX} If Set_address_mode(36h) B5=1 : EP[8:0]=013F _{HEX}																							
HW Reset	SP8:0]=0000 _{HEX}	EP[8:0]=01DF _{HEX}																							





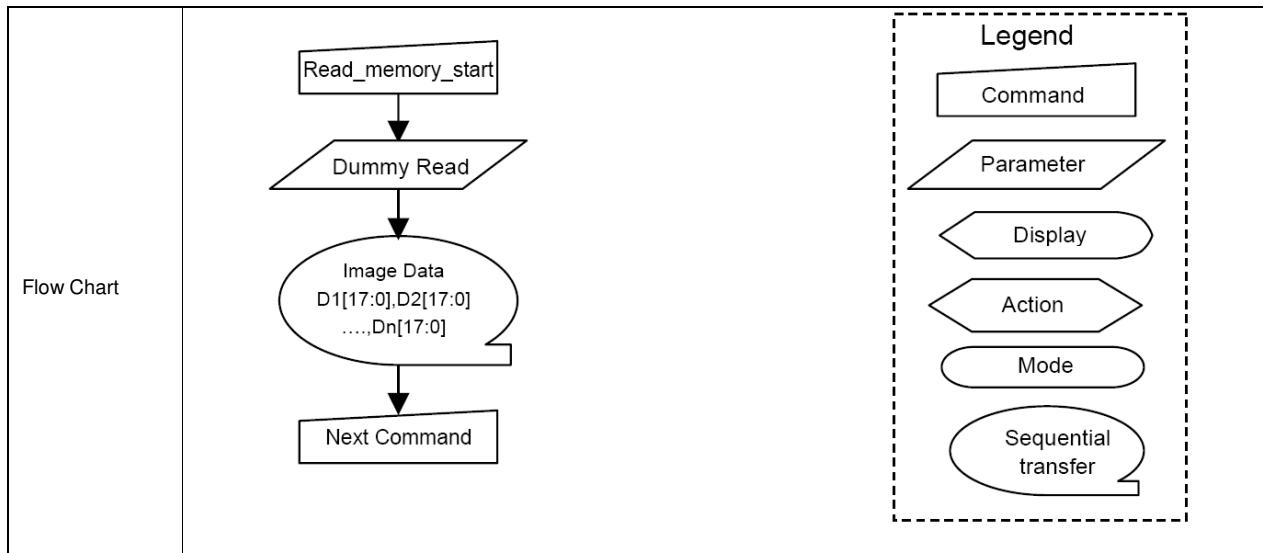
8.2.19. Write_memory_start (2Ch)

2CH		Write_memory_start																							
	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	2C												
1 st pixel data	1	1	↑	D1 [17..8]	D1 7	D1 6	D1 5	D1 4	D1 3	D1 2	D1 1	D1 0	00000..3FFF												
:	1	1	↑	Dx [17..8]	Dx 7	Dx 6	Dx 5	Dx 4	Dx 3	Dx 2	Dx 1	Dx 0	00000..3FFF												
N TH pixel data	1	1	↑	Dn [17..8]	Dn 7	Dn 6	Dn 5	Dn 4	Dn 3	Dn 2	Dn 1	Dn 0	00000..3FFF												
Description	This command transfers image data from the host processor to the display module's frame memory starting at the pixel location specified by preceding set_column_address (2Ah) and set_page_address (2Bh) commands. If set_address_mode (36h) B5 = 0: The column and page registers are reset to the Start Column (SC) and Start Page (SP), respectively. Pixel Data 1 is stored in frame memory at (SC, SP). 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 or the host processor sends another command. If the number of pixels exceeds (EC – SC + 1) * (EP – SP + 1) the extra pixels are ignored. If set_address_mode (36h) B5 = 1: The column and page registers are reset to the Start Column (SC) and Start Page (SP), respectively. Pixel Data 1 is stored in frame memory at (SC, SP). 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 or the host processor sends another command. If the number of pixels exceeds (EC – SC + 1) * (EP – SP + 1) the extra pixels are ignored.																								
Restriction	A write_memory_start should follow a set_column_address, set_page_address or set_address_mode to define the write location. Otherwise, data written with write_memory_start and any following write_memory_continue commands is written to undefined locations..																								
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
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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>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> </tbody> </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				
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Power On Sequence	Contents of memory is set randomly																								
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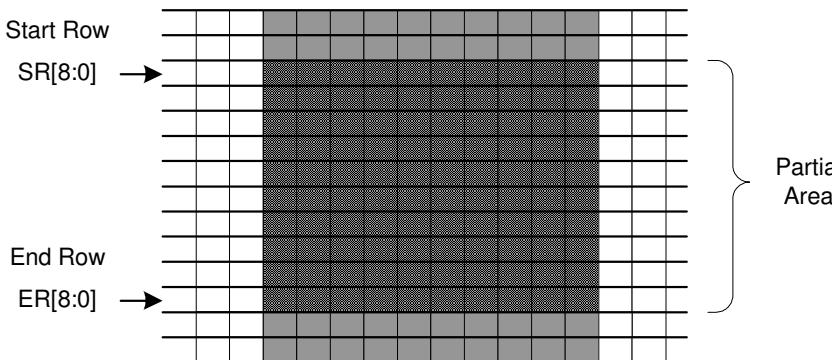
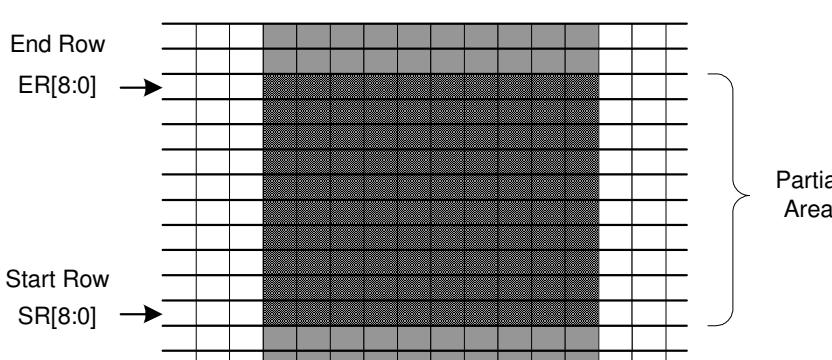


8.2.20. Read_memory_start (2Eh)

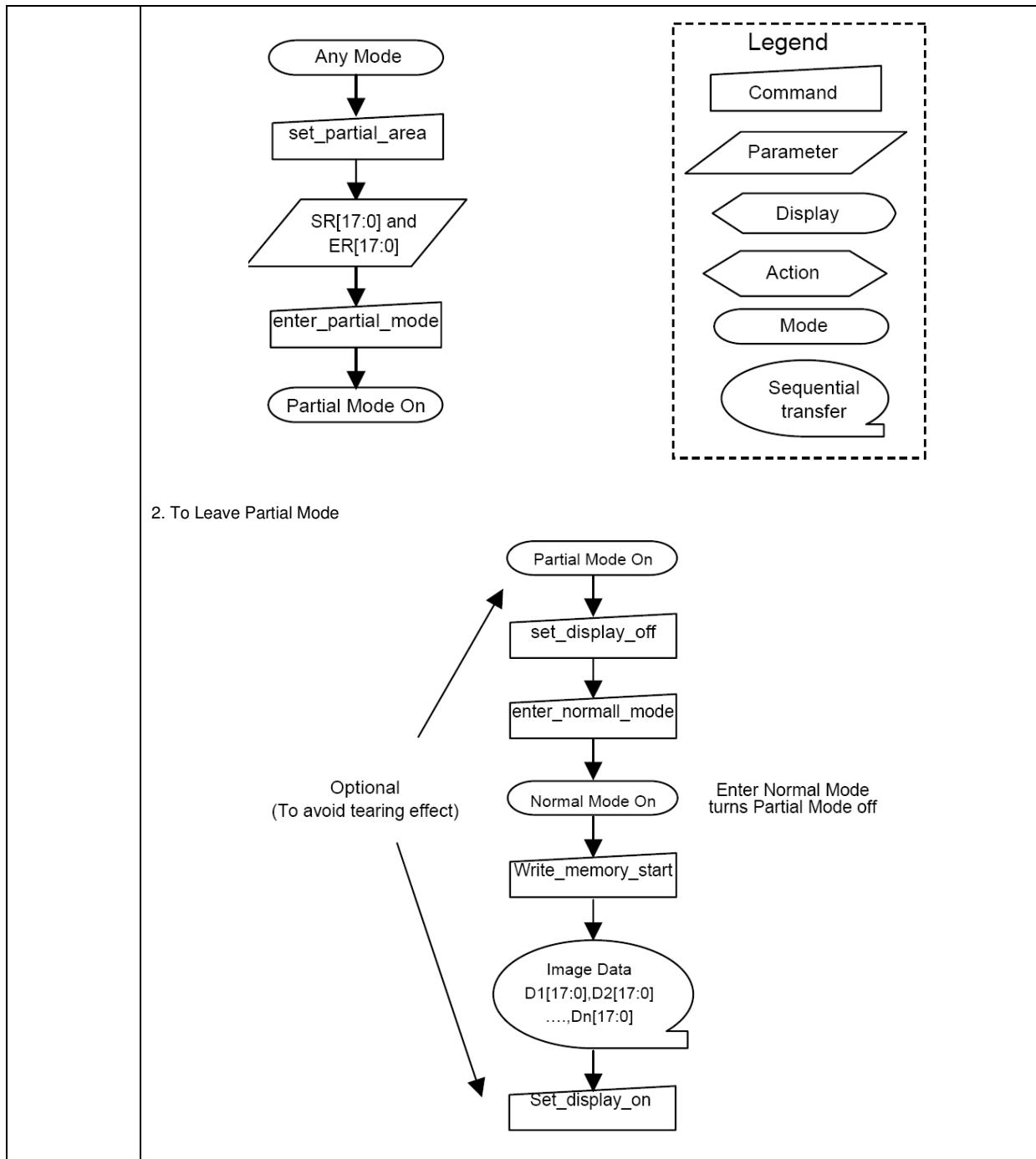
2EH		RAMRD (Memory Read)																							
	D/CX	RDX	WRX	D17-8	D7	D6	D5	D4	D3	D2	D1	D0	HEX												
Command	0	1	↑	x	0	0	1	0	1	1	1	0	2E												
1 st Parameter	1	↑	1	x	x	x	x	x	x	x	x	x	x												
2 nd Parameter	1	↑	1	D1 [17..8]	D1 7	D1 6	D1 5	D1 4	D1 3	D1 2	D1 1	D1 0	00000..3FF												
:	1	↑	1	Dx [17..8]	Dx 7	Dx 6	Dx 5	Dx 4	Dx 3	Dx 2	Dx 1	Dx 0	00000..3FF												
(N+1) TH Parameter	1	↑	1	Dn [17..8]	Dn 7	Dn 6	Dn 5	Dn 4	Dn 3	Dn 2	Dn 1	Dn 0	00000..3FF												
Description	This command transfers image data from the display module's frame memory to the host processor starting at the pixel location specified by preceding set_column_address and set_page_address commands. <u>If set_address_mode B5 = 0:</u> 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.																								
	<u>If set_address_mode B5 = 1:</u> 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	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 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
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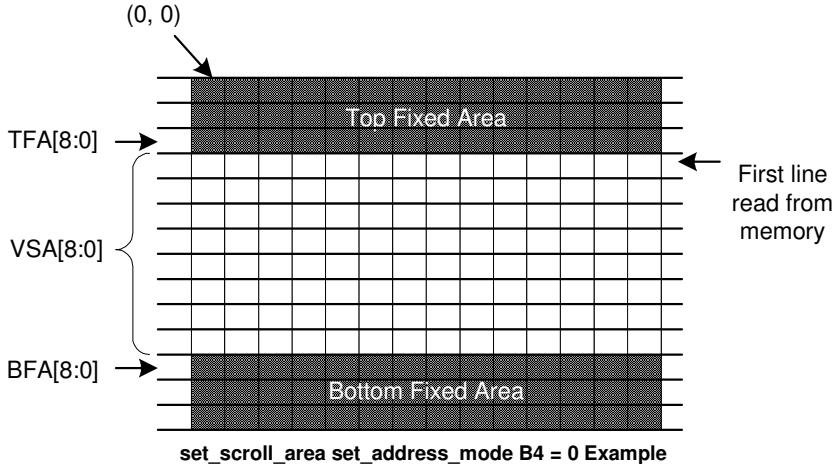
8.2.21. Set_partial_area (30h)

30H		Set_partial_area											
	D/CX	RDX	WRX	D17-8	D7	D6	D5	D4	D3	D2	D1	D0	HEX
Command	0	1	↑	x	0	0	1	1	0	0	0	0	30
1 st Parameter	1	1	↑	x	0	0	0	0	0	0	0	SR8	000..1DFh
2 nd Parameter	1	1	↑	x	SR7	SR6	SR5	SR4	SR3	SR2	SR1	SR0	
3 rd Parameter	1	1	↑	x	0	0	0	0	0	0	0	ER8	000..1DFh
4 th Parameter	1	1	↑	x	ER7	ER6	ER5	ER4	ER3	ER2	ER1	ER0	
Description	This command defines the Partial Display mode's display area. There are two parameters associated with this command, the first defines the Start Row (SR) and the second the End Row (ER), as illustrated in the following figure. SR and ER refer to the Frame Memory <p>If End Row > Start Row and set_address_mode B4 = 0:</p>  <p>If End Row > Start Row and set_address_mode B4 = 1:</p> 												

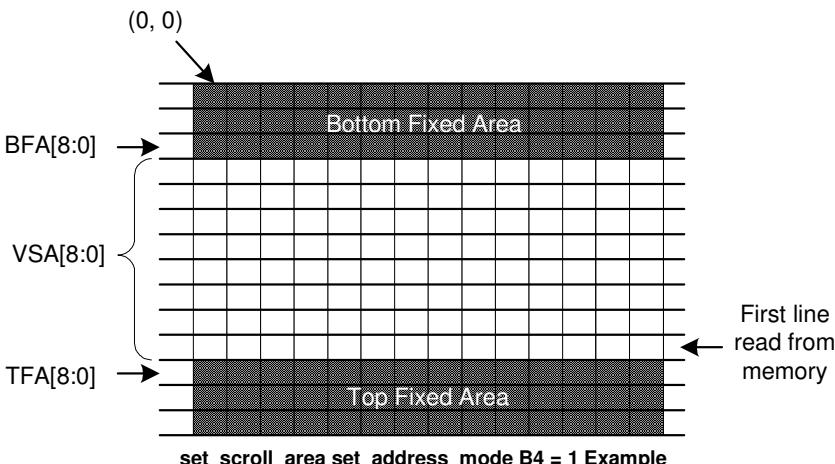
	<p>End Row < Start Row (set_address_mode(36h) B4=0)</p> <p>ER[8:0]</p> <p>SR[8:0]</p> <p>Partial Area</p> <p>Partial Area</p> <p>End Row < Start Row (set_address_mode(36h) B4=1)</p> <p>Start Row</p> <p>SR[8:0]</p> <p>End Row</p> <p>ER[8:0]</p> <p>Partial Area</p> <p>Partial Area</p> <p>If End Row = Start Row then the Partial Area will be one row deep.</p>												
Restriction	SR[15:0] and ER[15:0] cannot be 0000h nor exceed the last vertical line number (01DFh).												
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												
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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 colspan="2">Default Value</th></tr> </thead> <tbody> <tr> <td>Power On Sequence</td><td>SR[8:0]=0000_{HEX}</td><td>ER[8:0]=01DF_{HEX}</td></tr> <tr> <td>SW Reset</td><td>SR[8:0]=0000_{HEX}</td><td>ER[8:0]=01DF_{HEX}</td></tr> <tr> <td>HW Reset</td><td>SR[8:0]=0000_{HEX}</td><td>ER[8:0]=01DF_{HEX}</td></tr> </tbody> </table>	Status	Default Value		Power On Sequence	SR[8:0]=0000 _{HEX}	ER[8:0]=01DF _{HEX}	SW Reset	SR[8:0]=0000 _{HEX}	ER[8:0]=01DF _{HEX}	HW Reset	SR[8:0]=0000 _{HEX}	ER[8:0]=01DF _{HEX}
Status	Default Value												
Power On Sequence	SR[8:0]=0000 _{HEX}	ER[8:0]=01DF _{HEX}											
SW Reset	SR[8:0]=0000 _{HEX}	ER[8:0]=01DF _{HEX}											
HW Reset	SR[8:0]=0000 _{HEX}	ER[8:0]=01DF _{HEX}											
Flow Chart	1. To Enter Partial Mode												

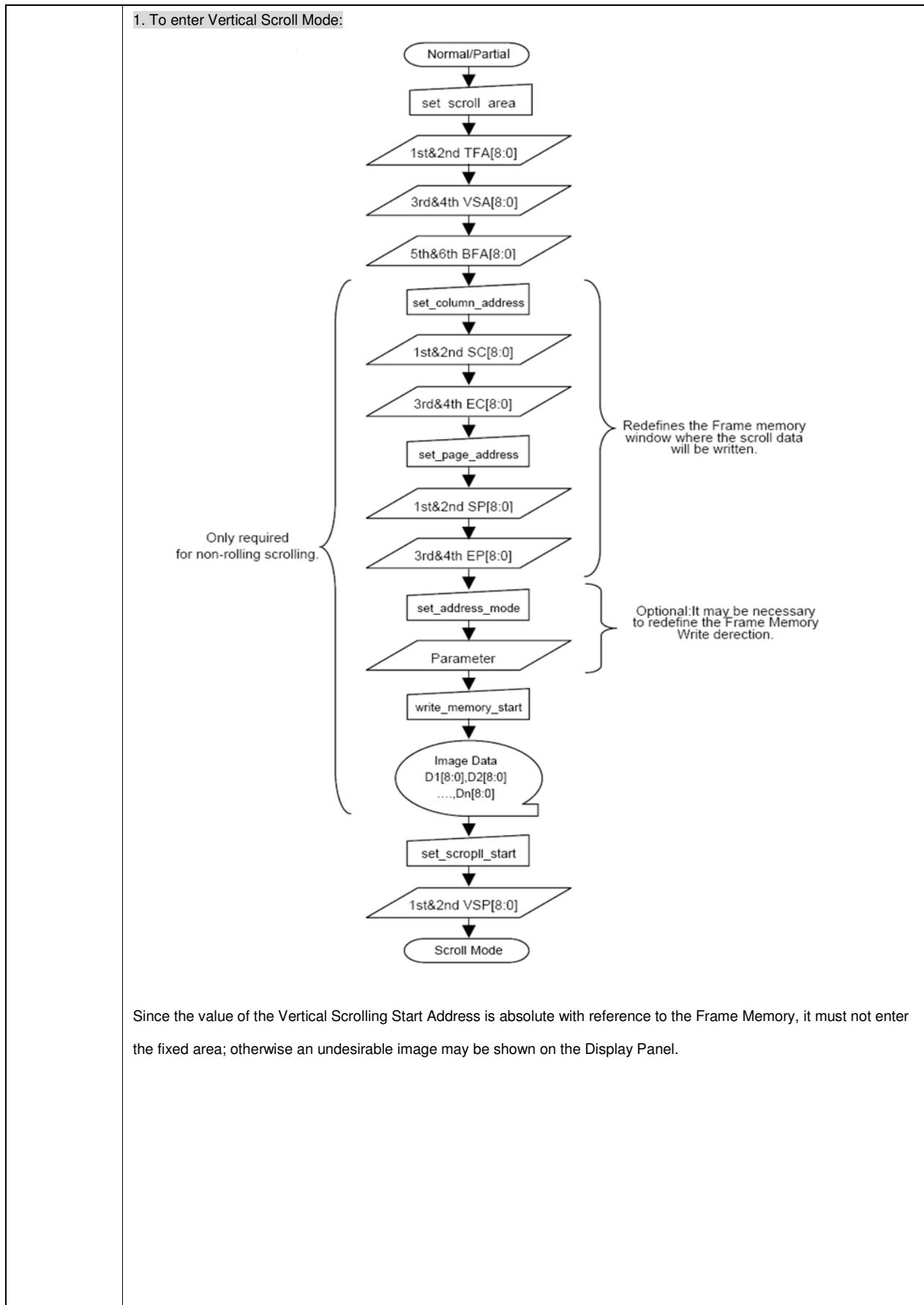


8.2.22. Set_scroll_area (33h)

Set_scroll_area														
33H	D/CX	RDX	WRX	D17-8	D7	D6	D5	D4	D3	D2	D1	D0	HEX	
Command	0	1	↑	x	0	0	1	1	0	0	1	1	33	
1 st Parameter	1	1	↑	x	0	0	0	0	0	0	0	TFA [8]	0000 ... 01E0	
2 nd Parameter	1	1	↑	x	TFA [7]	TFA [6]	TFA [5]	TFA [4]	TFA [3]	TFA [2]	TFA [1]	TFA [0]		
3 rd Parameter	1	1	↑	x	0	0	0	0	0	0	0	VSA [8]	0000 ... 01E0	
4 th Parameter	1	1	↑	x	VSA [7]	VSA [6]	VSA [5]	VSA [4]	VSA [3]	VSA [2]	VSA [1]	VSA [0]		
5 th Parameter	1	1	↑	x	0	0	0	0	0	0	0	BFA [8]	0000 ... 01E0	
6 th Parameter	1	1	↑	x	BFA [7]	BFA [6]	BFA [5]	BFA [4]	BFA [3]	BFA [2]	BFA [1]	BFA [0]		
Description	This command defines the display vertical scrolling area. set_address_mode (36h) B4 = 0: The 1 st & 2 nd parameter, TFA[8:0], describes the Top Fixed Area in number of lines from the top of the frame memory. The top of the frame memory and top of the display device are aligned. The 3 rd & 4 th parameter, VSA[8:0], describes the height of the Vertical Scrolling Area in number of lines of frame memory from the Vertical Scrolling Start Address. The first line of the Vertical Scrolling Area starts immediately after the bottom most line of the Top Fixed Area. The last line of the Vertical Scrolling Area ends immediately before the top most line of the Bottom Fixed Area. The 5 th & 6 th parameter, BFA[8:0], describes the Bottom Fixed Area in number of lines from the bottom of the frame memory. The bottom of the frame memory and bottom of the display device are aligned. TFA, VSA and BFA refer to the Frame Memory Line Pointer.													
	 <p style="text-align: center;">set_scroll_area set_address_mode B4 = 0 Example</p> <p>set_address_mode (36h) B4 = 1: The 1st & 2nd parameter, TFA[8:0], describes the Top Fixed Area in number of lines from the bottom of the frame memory. The bottom of the frame memory and bottom of the display device are aligned. The 3rd & 4th parameter, VSA[8:0], describes the height of the Vertical Scrolling Area in number of lines of frame memory from the Vertical Scrolling Start Address. The first line of the Vertical Scrolling Area starts immediately after the top most line of the Top Fixed Area. The last line of the Vertical Scrolling Area ends immediately before the bottom most line of the Bottom Fixed Area. The 5th & 6th parameter, BFA[8:0], describes the Bottom Fixed Area in number of lines from the top of the frame memory. The top of the frame memory and top of the display device are aligned. TFA, VSA and BFA refer to the Frame Memory Line Pointer.</p>													

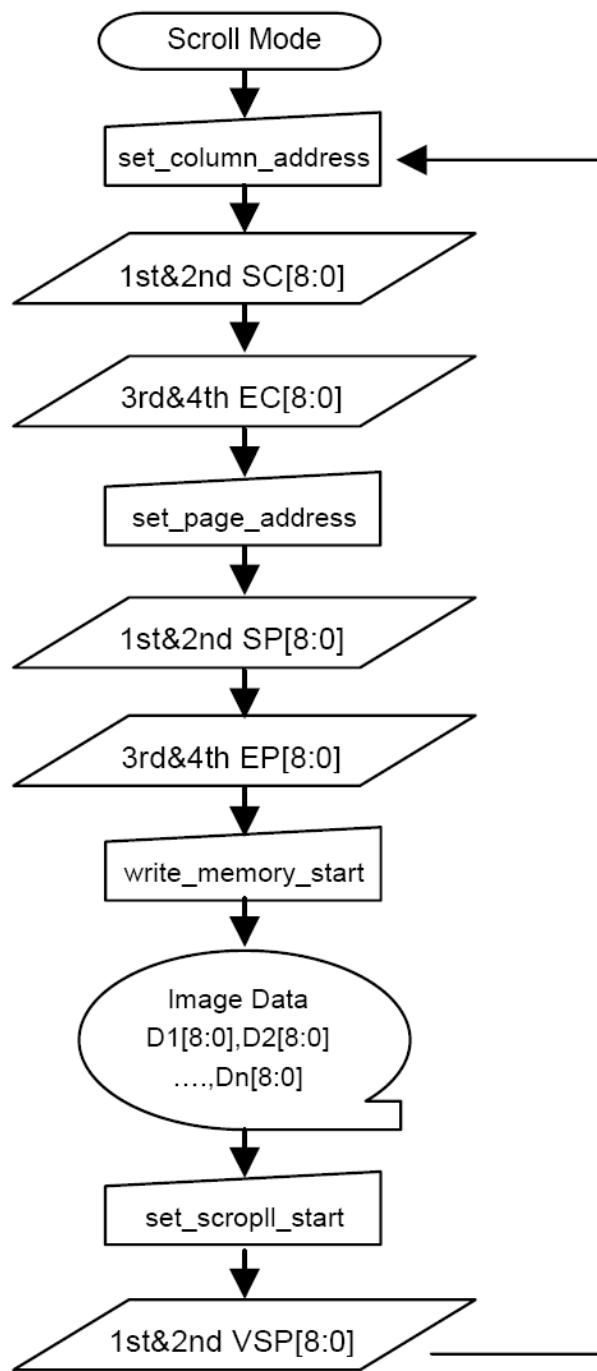
The information contained herein is the exclusive property of ILI Technology Corp. and shall not be distributed, reproduced, or disclosed in whole or in part without prior written permission of ILI Technology Corp.

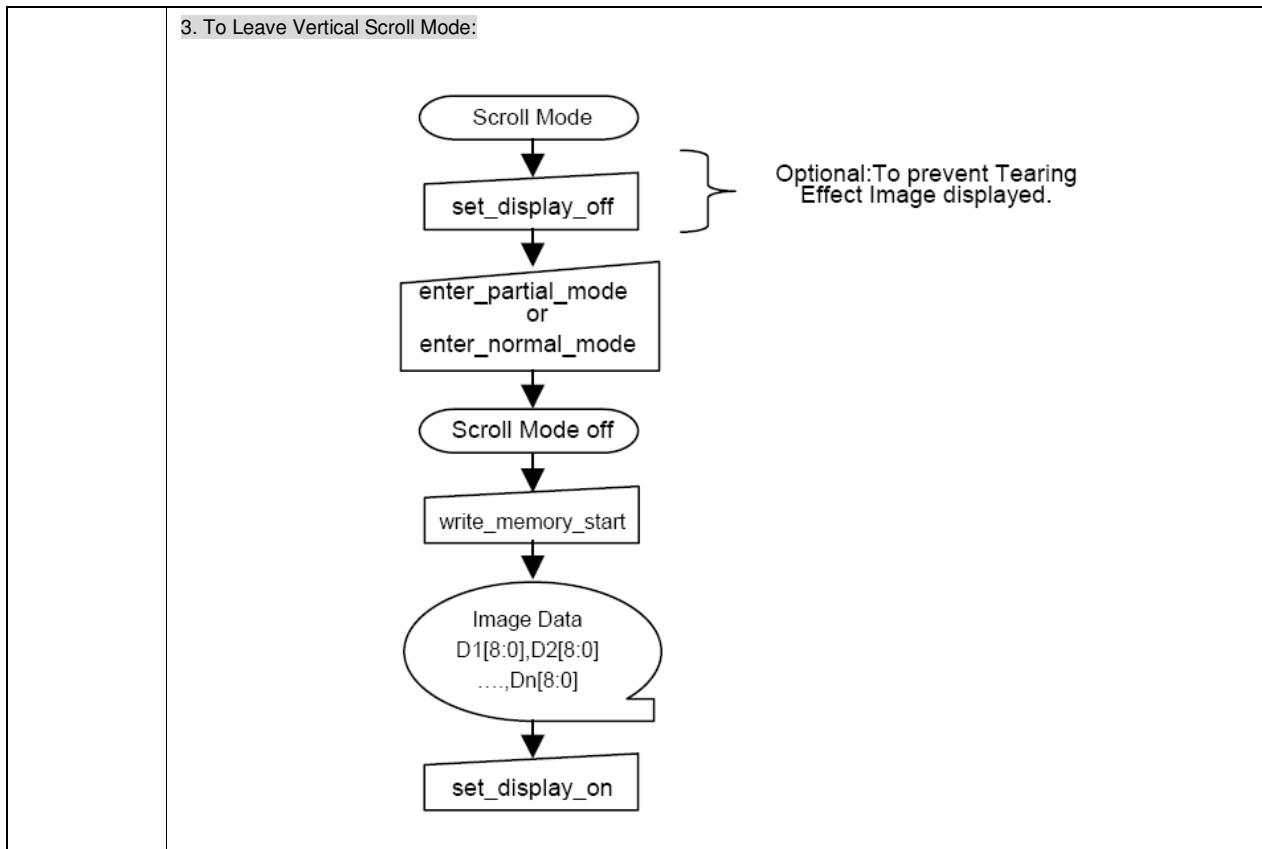
	 <p>set_scroll_area set_address_mode B4 = 1 Example</p>																
Restriction	The sum of TFA, VSA and BFA must equal the number of the display device's horizontal lines (pages), otherwise Scrolling mode is undefined. In Vertical Scroll Mode, set_address_mode B5 should be set to '0' – this only affects the Frame Memory Write.																
Register Availability	<table border="1" data-bbox="372 908 938 1108"> <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				
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Sleep In	Yes																
Default	<table border="1" data-bbox="372 1151 1150 1277"> <thead> <tr> <th>Status</th><th colspan="3">Default Value</th></tr> </thead> <tbody> <tr> <td>Power On Sequence</td><td>TFA[8:0]=0000_{HEX}</td><td>VSA[8:0]=01E0_{HEX}</td><td>BFA[8:0]=0000_{HEX}</td></tr> <tr> <td>SW Reset</td><td>TFA [8:0]=0000_{HEX}</td><td>VSA[8:0]=01E0_{HEX}</td><td>BFA[8:0]=0000_{HEX}</td></tr> <tr> <td>HW Reset</td><td>TFA [8:0]=0000_{HEX}</td><td>VSA[8:0]=01E0_{HEX}</td><td>BFA[8:0]=0000_{HEX}</td></tr> </tbody> </table>	Status	Default Value			Power On Sequence	TFA[8:0]=0000 _{HEX}	VSA[8:0]=01E0 _{HEX}	BFA[8:0]=0000 _{HEX}	SW Reset	TFA [8:0]=0000 _{HEX}	VSA[8:0]=01E0 _{HEX}	BFA[8:0]=0000 _{HEX}	HW Reset	TFA [8:0]=0000 _{HEX}	VSA[8:0]=01E0 _{HEX}	BFA[8:0]=0000 _{HEX}
Status	Default Value																
Power On Sequence	TFA[8:0]=0000 _{HEX}	VSA[8:0]=01E0 _{HEX}	BFA[8:0]=0000 _{HEX}														
SW Reset	TFA [8:0]=0000 _{HEX}	VSA[8:0]=01E0 _{HEX}	BFA[8:0]=0000 _{HEX}														
HW Reset	TFA [8:0]=0000 _{HEX}	VSA[8:0]=01E0 _{HEX}	BFA[8:0]=0000 _{HEX}														
Flow Chart																	



Since the value of the Vertical Scrolling Start Address is absolute with reference to the Frame Memory, it must not enter the fixed area; otherwise an undesirable image may be shown on the Display Panel.

2. Continuous Scroll:

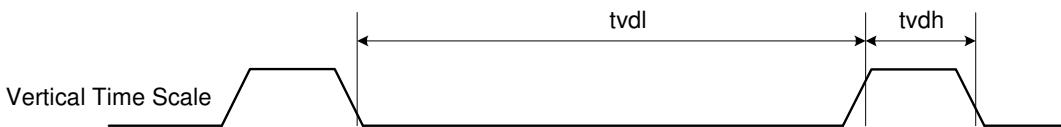
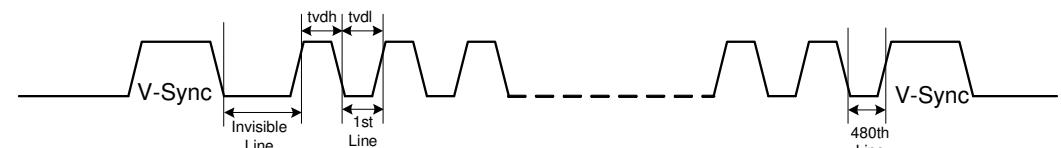


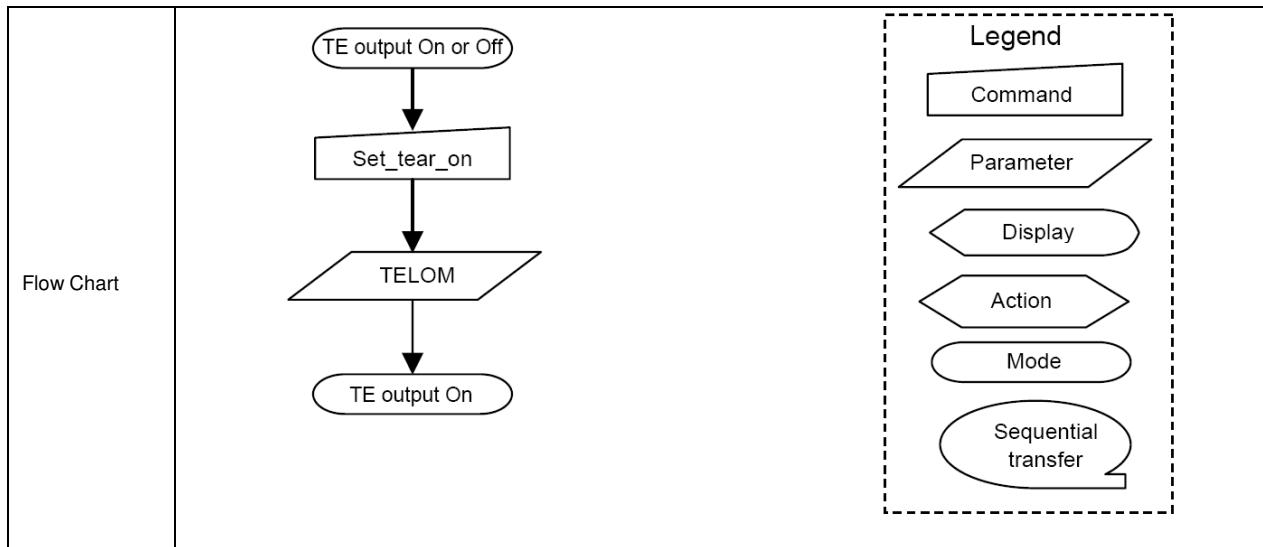


8.2.23. Set_tear_off (34h)

34H		Set_tear_off																							
		D/CX	RDX	WRX	D17-8	D7	D6	D5	D4	D3	D2	D1	D0	HEX											
Command		0	1	↑	x	0	0	1	1	0	1	0	0	34											
Parameter	NO PARAMETER																								
Description	This command turns off the display module's Tearing Effect output signal on the TE signal line.																								
Restriction	This command has no effect when the Tearing Effect output is already off.																								
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
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Status	Default Value																								
Power On Sequence	OFF																								
SW Reset	OFF																								
HW Reset	OFF																								
Flow Chart	<pre> graph TD A([TE output On or Off]) --> B[Set_tear_off] B --> C([TE output off]) </pre> <p>Legend</p> <ul style="list-style-type: none"> Command Parameter Display Action Mode Sequential transfer 																								

8.2.24. Set_tear_on (35h)

Set_tear_on																								
35H	D/CX	RDX	WRX	D17-8	D7	D6	D5	D4	D3	D2	D1	D0	HEX											
Command	0	1	↑	x	0	0	1	1	0	1	0	1	35											
1 st Parameter	1	1	↑	x	x	x	x	x	x	x	x	TELOM	xx											
Description	This command turns on the tearing Effect output signal on the TE signal line. The TE signal is not affected by changing set_address_mode (36h) bit B4 (Line Address Order). The Tearing Effect Line On has one parameter that describes the Tearing Effect Output Line mode. If TELOM = 0: The Tearing Effect Output line consists of V-Blanking information only.  If TELOM = 1: The Tearing Effect Output Line consists of both V-Blanking and H-Blanking information.  <p>The Tearing Effect Output line shall be active low when the display module is in Sleep mode.</p>																							
Restriction	This command has no effect when Tearing Effect output is already ON.																							
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
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Status	Default Value																							
Power On Sequence	OFF																							
SW Reset	OFF																							
HW Reset	OFF																							



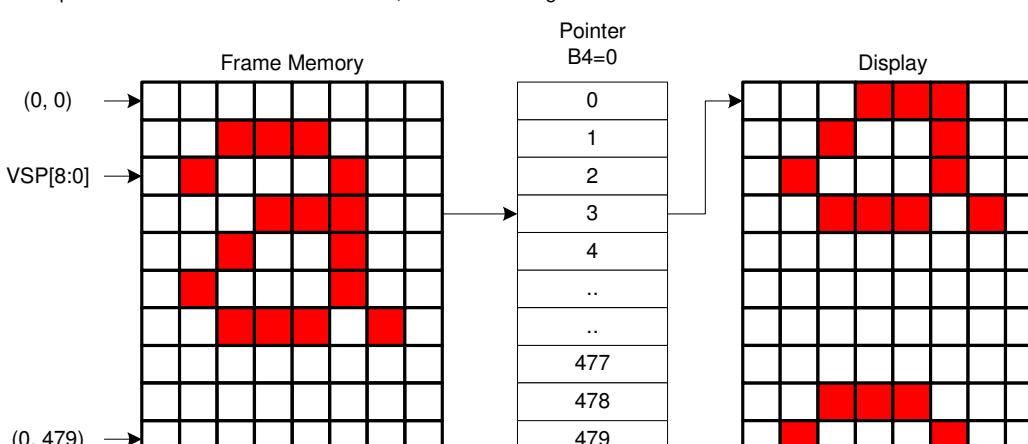
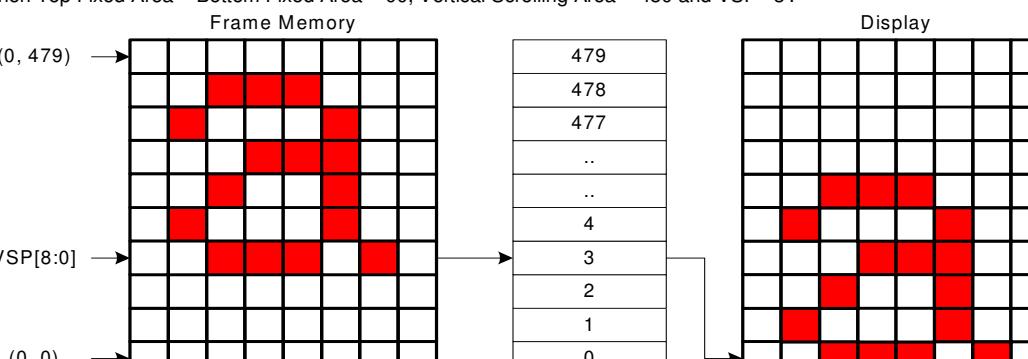
8.2.25. Set_address_mode (36h)

Set_address_mode																																								
36H	D/CX	RDX	WRX	D17-8	D7	D6	D5	D4	D3	D2	D1	D0	HEX																											
Command	0	1	↑	x	0	0	1	1	0	1	1	0	36																											
1 st Parameter	1	1	↑	x	B7	B6	B5	B4	B3	0	B1	B0	xx																											
Description	This command defines read/write scanning direction of frame memory. This command makes no change on the other driver status. <table border="1"> <thead> <tr> <th>Bit</th><th>Description</th><th>Comment</th></tr> </thead> <tbody> <tr> <td>B7</td><td>Page Address Order</td><td></td></tr> <tr> <td>B6</td><td>Column Address Order</td><td></td></tr> <tr> <td>B5</td><td>Page/Column Selection</td><td></td></tr> <tr> <td>B4</td><td>Vertical Order</td><td></td></tr> <tr> <td>B3</td><td>RGB/BGR Order</td><td></td></tr> <tr> <td>B2</td><td>Display data latch data order</td><td>Set to '0'</td></tr> <tr> <td>B1</td><td>Horizontal Flip</td><td></td></tr> <tr> <td>B0</td><td>Vertical Flip</td><td></td></tr> </tbody> </table> • Bit B7 – Page Address Order '0' = Top to Bottom '1' = Bottom to Top • Bit B6 – Column Address Order '0' = Left to Right '1' = Right to Left • Bit B5 – Page/Column Order '0' = Normal Mode '1' = Reverse Mode • Bit B4 – Line Address Order '0' = LCD Refresh Top to Bottom '1' = LCD Refresh Bottom to Top • Bit B3 – RGB/BGR Order '0' = Pixels sent in RGB order '1' = Pixels sent in BGR order • Bit B2 – Display Data Latch Data Order This bit is not applicable for this project, so it is set to '0'. (Not supported) • Bit B1 – Horizontal Flip '0' = Normal display '1' = Flipped display • Bit B0 – Vertical Flip '0' = Normal display '1' = Flipped display X = Don't care													Bit	Description	Comment	B7	Page Address Order		B6	Column Address Order		B5	Page/Column Selection		B4	Vertical Order		B3	RGB/BGR Order		B2	Display data latch data order	Set to '0'	B1	Horizontal Flip		B0	Vertical Flip	
Bit	Description	Comment																																						
B7	Page Address Order																																							
B6	Column Address Order																																							
B5	Page/Column Selection																																							
B4	Vertical Order																																							
B3	RGB/BGR Order																																							
B2	Display data latch data order	Set to '0'																																						
B1	Horizontal Flip																																							
B0	Vertical Flip																																							

	B5	B6	B7	Image in Frame Memory	B5	B6	B7	Image in Frame Memory
	0	0	0		1	0	0	
	0	0	1		1	0	1	
	0	1	0		1	1	0	
	0	1	1		1	1	1	
B3 = 0								
Memory				Sent RGB	Display Panel			
Memory				Sent BGR	Display Panel			
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> </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
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										
<table border="1"> <thead> <tr> <th>Status</th><th>Default Value</th></tr> </thead> <tbody> <tr> <td>Power On Sequence</td><td>0000 0000_{HEX}</td></tr> <tr> <td>SW Reset</td><td>No Change</td></tr> <tr> <td>HW Reset</td><td>0000 0000_{HEX}</td></tr> </tbody> </table>	Status	Default Value	Power On Sequence	0000 0000 _{HEX}	SW Reset	No Change	HW Reset	0000 0000 _{HEX}			
Status	Default Value										
Power On Sequence	0000 0000 _{HEX}										
SW Reset	No Change										
HW Reset	0000 0000 _{HEX}										
Flow Chart	<pre> graph TD A([Address mode]) --> B[Set_address_mode] B --> C{B7,B6,B5,B4,B0} C --> D([New Address mode]) </pre> <p>Legend</p> <ul style="list-style-type: none"> Command Parameter Display Action Mode Sequential transfer 										

8.2.26. Set_scroll_start (37h)

Set_scroll_start													
37H	D/CX	RDX	WRX	D17-8	D7	D6	D5	D4	D3	D2	D1	D0	HEX
Command	0	1	↑	x	0	0	1	1	0	1	1	1	37
1 st Parameter	1	1	↑	x	0	0	0	0	0	0	0	VSP ₈	xx
2 nd Parameter	1	1	↑	x	VSP ₇	VSP ₆	VSP ₅	VSP ₄	VSP ₃	VSP ₂	VSP ₁	VSP ₀	xx
Description	This command sets the start of the vertical scrolling area in the frame memory. The vertical scrolling area is fully defined when this command is used with the set_scroll_area command. The set_scroll_start command has one parameter, the Vertical Scroll Pointer. The VSP defines the line in the frame memory that is written to the display device as the first line of the vertical scroll area. The displayed image also depends on the setting of the Line Address Order bit, B4, in the set_address_mode register. See the examples below.												
	If set_address_mode (R36h) B4 = 0: Example: When Top Fixed Area = Bottom Fixed Area = 0, Vertical Scrolling Area = 480 and VSP = 3. 												
	If set_address_mode (R36h) B4 = 1: Example: When Top Fixed Area = Bottom Fixed Area = 00, Vertical Scrolling Area = 480 and VSP='3'. 												
Restriction	Since the value of the Vertical Scrolling Start Address is absolute (with reference to the Frame Memory), it must not enter the fixed area (defined by Vertical Scrolling Definition (33h) – otherwise undesirable image will be												

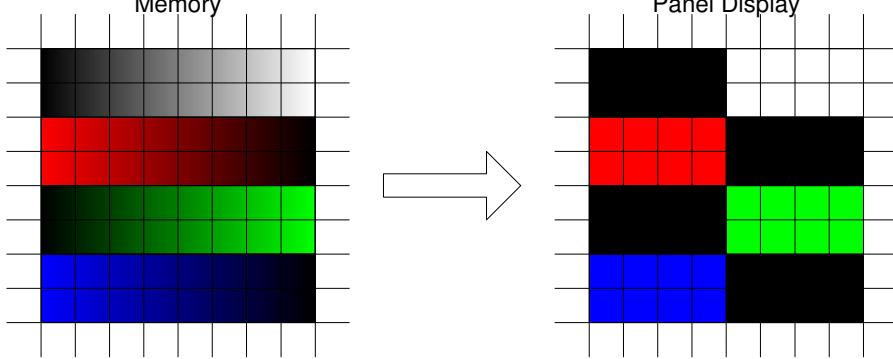
The information contained herein is the exclusive property of ILI Technology Corp. and shall not be distributed, reproduced, or disclosed in whole or in part without prior written permission of ILI Technology Corp.

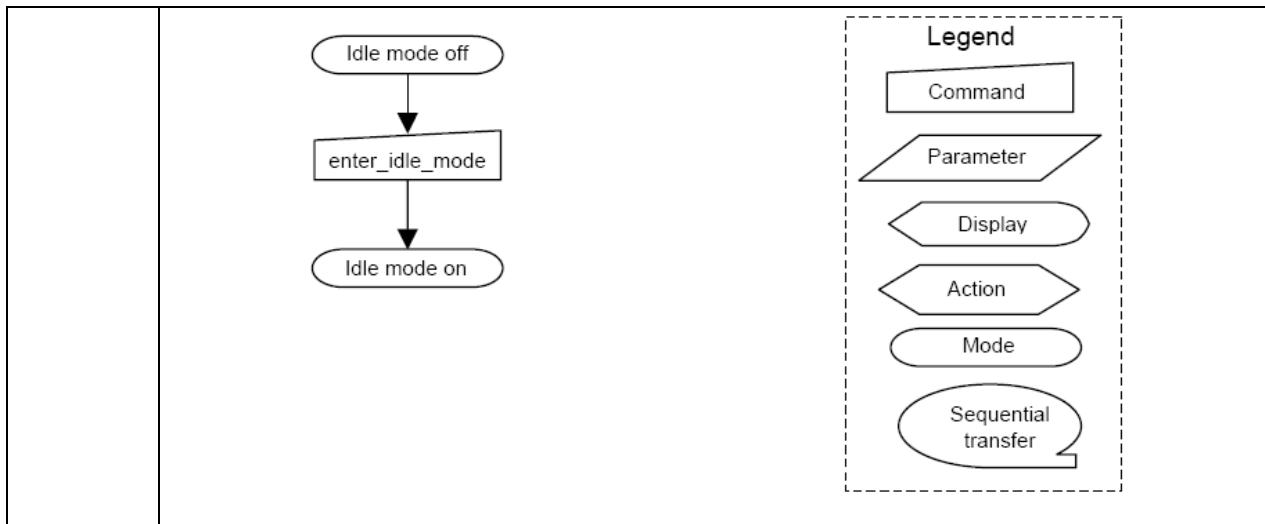
	displayed on the Panel.												
Register Availability	<table border="1"> <thead> <tr> <th>Status</th><th>Availability</th></tr> </thead> <tbody> <tr> <td>Normal Mode On, Idle Mode Off, Sleep Out</td><td>Yes</td></tr> <tr> <td>Normal Mode On, Idle Mode On, Sleep Out</td><td>Yes</td></tr> <tr> <td>Partial Mode On, Idle Mode Off, Sleep Out</td><td>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> </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	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 border="1"> <thead> <tr> <th>Status</th><th>Default Value</th></tr> </thead> <tbody> <tr> <td>Power On Sequence</td><td>0000_{HEX}</td></tr> <tr> <td>SW Reset</td><td>0000_{HEX}</td></tr> <tr> <td>HW Reset</td><td>0000_{HEX}</td></tr> </tbody> </table>	Status	Default Value	Power On Sequence	0000 _{HEX}	SW Reset	0000 _{HEX}	HW Reset	0000 _{HEX}				
Status	Default Value												
Power On Sequence	0000 _{HEX}												
SW Reset	0000 _{HEX}												
HW Reset	0000 _{HEX}												
Flow Chart	Refer to the description set_scroll_area (33h)												

8.2.27. Exit_idle_mode (38h)

Exit_idle_mode																								
38H	D/CX	RDX	WRX	D17-8	D7	D6	D5	D4	D3	D2	D1	D0	HEX											
Command	0	1	↑	x	0	0	1	1	1	0	0	0	38											
Parameter	NO PARAMETER																							
Description	This command causes the display module to exit Idle mode.																							
Restriction	This command has no effect when the display module is not in Idle mode.																							
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>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> </tbody> </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	<pre> graph TD A([Idle mode on]) --> B[Exit_idle_mode] B --> C([Idle mode off]) </pre> <p>Legend:</p> <ul style="list-style-type: none"> Command Parameter Display Action Mode Sequential transfer 																							

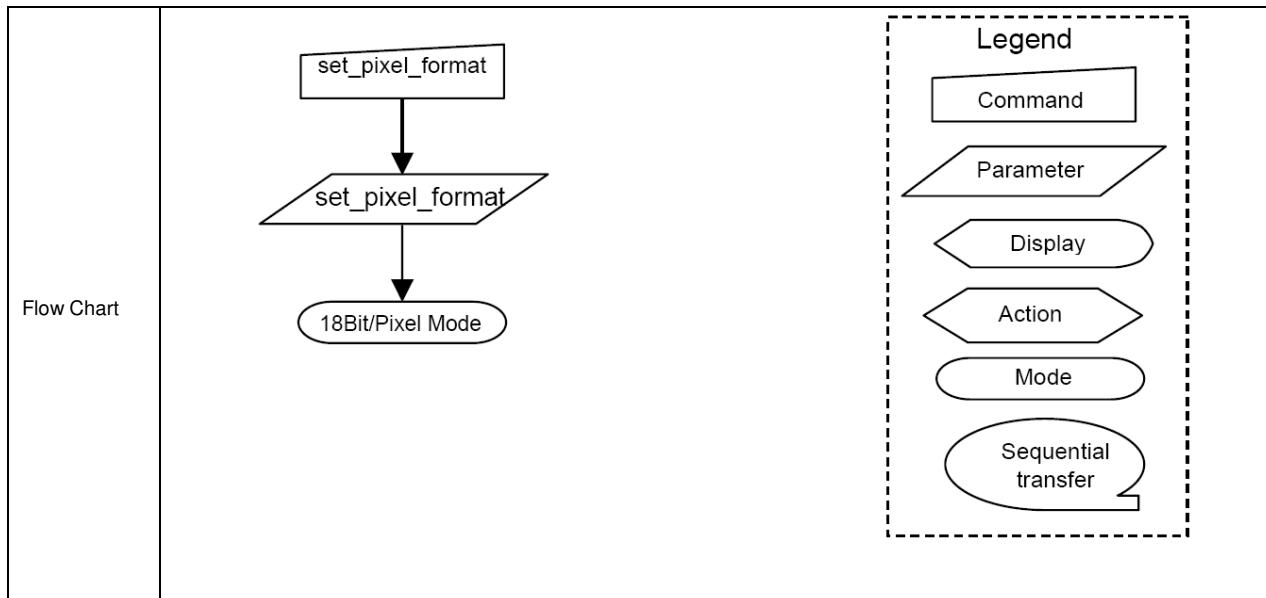
8.2.28. Enter_idle_mode (39h)

Enter_idle_mode																																																	
39H	D/CX	RDX	WRX	D17-8	D7	D6	D5	D4	D3	D2	D1	D0	HEX																																				
Command	0	1	↑	x	0	0	1	1	1	0	0	1	39																																				
Parameter	NO PARAMETER																																																
Description	<p>This command causes the display module to enter Idle Mode.</p> <p>In Idle Mode, color expression is reduced. Colors are shown on the display device using the MSB of each of the R, G and B color components in the frame memory.</p>  <table border="1"> <thead> <tr> <th></th> <th>R5 R4 R3 R2 R1 R0</th> <th>G5 G4 G3 G2 G1 G0</th> <th>B5 B4 B3 B2 B1 B0</th> </tr> </thead> <tbody> <tr> <td>Black</td> <td>0XXXXXX</td> <td>0XXXXXX</td> <td>0XXXXXX</td> </tr> <tr> <td>Blue</td> <td>0XXXXXX</td> <td>0XXXXXX</td> <td>1XXXXXX</td> </tr> <tr> <td>Red</td> <td>1XXXXXX</td> <td>0XXXXXX</td> <td>0XXXXXX</td> </tr> <tr> <td>Magenta</td> <td>1XXXXXX</td> <td>0XXXXXX</td> <td>1XXXXXX</td> </tr> <tr> <td>Green</td> <td>0XXXXXX</td> <td>1XXXXXX</td> <td>0XXXXXX</td> </tr> <tr> <td>Cyan</td> <td>0XXXXXX</td> <td>1XXXXXX</td> <td>1XXXXXX</td> </tr> <tr> <td>Yellow</td> <td>1XXXXXX</td> <td>1XXXXXX</td> <td>0XXXXXX</td> </tr> <tr> <td>White</td> <td>1XXXXXX</td> <td>1XXXXXX</td> <td>1XXXXXX</td> </tr> </tbody> </table>														R5 R4 R3 R2 R1 R0	G5 G4 G3 G2 G1 G0	B5 B4 B3 B2 B1 B0	Black	0XXXXXX	0XXXXXX	0XXXXXX	Blue	0XXXXXX	0XXXXXX	1XXXXXX	Red	1XXXXXX	0XXXXXX	0XXXXXX	Magenta	1XXXXXX	0XXXXXX	1XXXXXX	Green	0XXXXXX	1XXXXXX	0XXXXXX	Cyan	0XXXXXX	1XXXXXX	1XXXXXX	Yellow	1XXXXXX	1XXXXXX	0XXXXXX	White	1XXXXXX	1XXXXXX	1XXXXXX
	R5 R4 R3 R2 R1 R0	G5 G4 G3 G2 G1 G0	B5 B4 B3 B2 B1 B0																																														
Black	0XXXXXX	0XXXXXX	0XXXXXX																																														
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Yellow	1XXXXXX	1XXXXXX	0XXXXXX																																														
White	1XXXXXX	1XXXXXX	1XXXXXX																																														
Restriction	This command has no effect when module is already in idle mode.																																																
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																								
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Partial Mode On, Idle Mode On, Sleep Out	Yes																																																
Sleep In	Yes																																																
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Status	Default Value																																																
Power On Sequence	Idle Mode Off																																																
SW Reset	Idle Mode Off																																																
HW Reset	Idle Mode Off																																																
Flow Chart																																																	



8.2.29. Set_pixel_format (3Ah)

3AH		Set pixel format																						
		D/CX	RDX	WRX	D17-8	D7	D6	D5	D4	D3	D2	D1	D0	HEX										
Command		0	1	↑	x	0	0	1	1	1	0	1	0	3A										
1 st Parameter		1	1	↑	x	x	D6	D5	D4	x	D2	D1	D0	xx										
Description	This command sets the pixel format for the RGB image data used by the interface. Bits D[6:4] – DPI Pixel Format Definition Bits D[2:0] – DBI Pixel Format Definition Bits D7 and D3 are not used. If a particular interface, either DBI or DPI, is not used then the corresponding bits in the parameter are ignored.																							
Restriction	There is no visible effect until the Frame Memory is written to.																							
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>18bit/pixel</td> </tr> <tr> <td>SW Reset</td> <td>No change</td> </tr> <tr> <td>HW Reset</td> <td>18bit/pixel</td> </tr> </tbody> </table>												Status	Default Value	Power On Sequence	18bit/pixel	SW Reset	No change	HW Reset	18bit/pixel				
Status	Default Value																							
Power On Sequence	18bit/pixel																							
SW Reset	No change																							
HW Reset	18bit/pixel																							



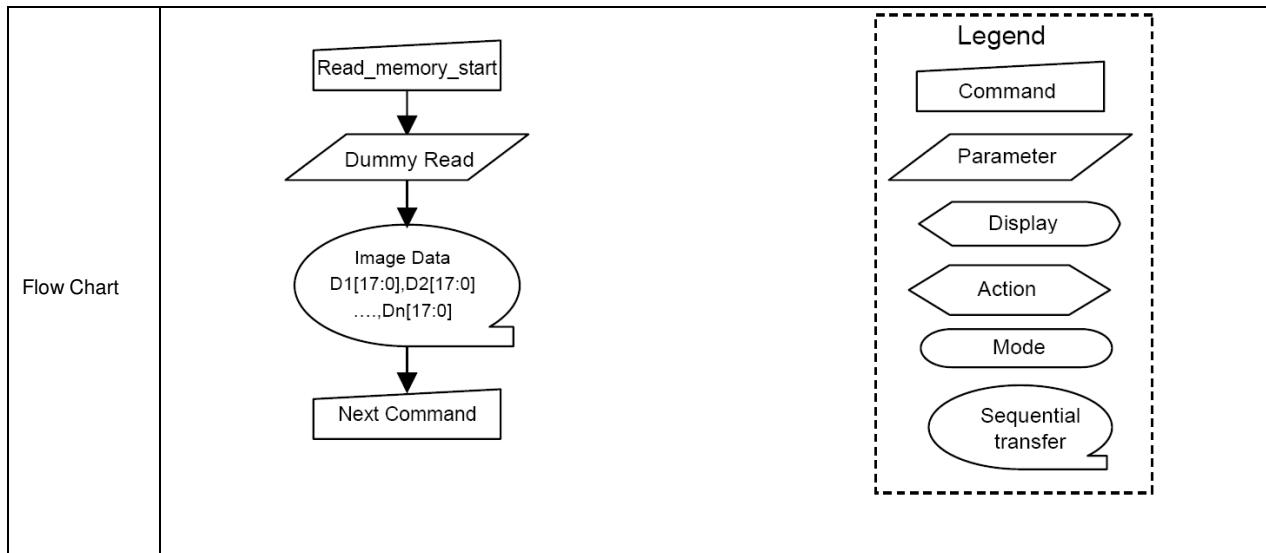
8.2.30. Write_Memory_Continue (3Ch)

Write_Memory_Continue																									
3CH	D/CX	RDX	WRX	D17-8	D7	D6	D5	D4	D3	D2	D1	D0	HEX												
Command	0	1	↑	x	0	0	1	1	1	1	0	0	3C												
1 st Parameter	1	1	↑	D1 [17..8]	D1 [7]	D1 [6]	D1 [5]	D1 [4]	D1 [3]	D1 [2]	D1 [1]	D1 [0]	000 3FF												
x st Parameter	1	1	↑	Dx [17..8]	Dx [7]	Dx [6]	Dx [5]	Dx [4]	Dx [3]	Dx [2]	Dx [1]	Dx [0]	000 3FF												
N st Parameter	1	1	↑	Dn [17..8]	Dn [7]	Dn [6]	Dn [5]	Dn [4]	Dn [3]	Dn [2]	Dn [1]	Dn [0]	000 3FF												
Description	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. If set_address_mode B5 = 0: 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 or the host processor sends another command. If the number of pixels exceeds (EC – SC + 1) * (EP – SP + 1) the extra pixels are ignored. If set_address_mode B5 = 1: 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 or the host processor sends another command. If the number of pixels exceeds (EC – SC + 1) * (EP – SP + 1) the extra pixels are ignored. Frame Memory Access and Interface setting (B3h), WEMODE=0 When the transfer number of data exceeds (EC-SC+1)*(EP-SP+1), the exceeding data will be ignored. Frame Memory Access and Interface setting (B3h), 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.																								
Restriction	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.																								
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
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Sleep In	Yes																								

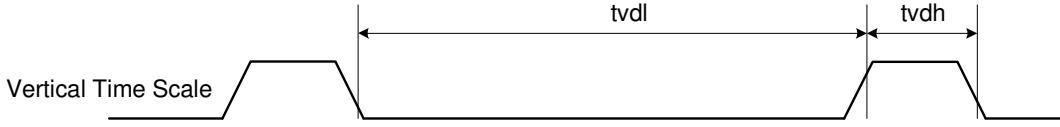
<table border="1" style="width: 100%; border-collapse: collapse;"> <thead> <tr style="background-color: #cccccc;"> <th style="text-align: center; padding: 2px;">Status</th><th style="text-align: center; padding: 2px;">Default Value</th></tr> </thead> <tbody> <tr> <td style="padding: 2px;">Power On Sequence</td><td style="padding: 2px;">All zero</td></tr> <tr> <td style="padding: 2px;">SW Reset</td><td style="padding: 2px;">No change</td></tr> <tr> <td style="padding: 2px;">HW Reset</td><td style="padding: 2px;">All zero</td></tr> </tbody> </table>	Status	Default Value	Power On Sequence	All zero	SW Reset	No change	HW Reset	All zero	<p>Flow Chart</p> <pre> graph TD A[Write_memory_continue] --> B{Image Data D1[17:0], D2[17:0] ..., Dn[17:0]} B --> C[Next Command] </pre> <div style="border: 1px dashed black; padding: 5px; margin-top: 10px;"> Legend <ul style="list-style-type: none"> Command Parameter Display Action Mode Sequential transfer </div>
Status	Default Value								
Power On Sequence	All zero								
SW Reset	No change								
HW Reset	All zero								

8.2.31. Read_Memory_Continue (3Eh)

Read_Memory_Continue																									
3EH	D/CX	RDX	WRX	D17-8	D7	D6	D5	D4	D3	D2	D1	D0	HEX												
Command	0	1	↑	x	0	0	1	1	1	1	1	0	3E												
1 st Parameter	1	↑	1	x	x	x	x	x	x	x	x	x	x												
2 nd Parameter	1	↑	1	D1 [17..8]	D1 [7]	D1 [6]	D1 [5]	D1 [4]	D1 [3]	D1 [2]	D1 [1]	D1 [0]	000 3FF												
x st Parameter	1	↑	1	Dx [17..8]	Dx [7]	Dx [6]	Dx [5]	Dx [4]	Dx [3]	Dx [2]	Dx [1]	Dx [0]	000 3FF												
N st Parameter	1	↑	1	Dn [17..8]	Dn [7]	Dn [6]	Dn [5]	Dn [4]	Dn [3]	Dn [2]	Dn [1]	Dn [0]	000 3FF												
Description	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 or read_memory_start command. If set_address_mode B5 = 0: 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 or the host processor sends another command.																								
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 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
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Sleep In	Yes																								
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Status	Default Value																								
Power On Sequence	Random data																								
SW Reset	No change																								
HW Reset	Random data																								



8.2.32. Set_Tear_Scanline (44h)

Set_Tear_Scanline																									
44H	D/CX	RDX	WRX	D17-8	D7	D6	D5	D4	D3	D2	D1	D0	HEX												
Command	0	1	↑	x	0	1	0	0	0	1	0	0	44												
1 st Parameter	1	1	↑	xx	0	0	0	0	0	0	0	STS [8]	0x												
2 nd Parameter	1	1	↑	xx	STS [7]	STS [6]	STS [5]	STS [4]	STS [3]	STS [2]	STS [1]	STS [0]	xx												
Description	This command turns on the display Tearing Effect output signal on the TE signal line when the display reaches line N. 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.  The Tearing Effect Output line shall be active low when the display module is in Sleep mode.																								
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
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Status	Default Value																								
Power On Sequence	STS[8:0]=8'h0000																								
SW Reset	No change																								
HW Reset	STS[8:0]=8'h0000																								
Flow Chart	<pre> graph TD A([TE Output On or Off]) --> B[/set_tear_scanline/] B --> C[/Send 1st parameter STS[8]/] C --> D[/Send 2nd parameter STS[7:0]/] D --> E([TE Output On the Nth line]) </pre> <p>Legend</p> <ul style="list-style-type: none"> Command Parameter Display Action Mode Sequential transfer 																								

8.2.33. Get_Scanline (45h)

45H		Get_Scanline																								
		D/CX	RDX	WRX	D17-8	D7	D6	D5	D4	D3	D2	D1	D0	HEX												
Command		0	1	↑	x	0	1	0	0	0	1	0	1	45												
1 st Parameter		1	↑	1	x	x	x	x	x	x	x	x	x	x												
2 nd Parameter		1	↑	1	xx	0	0	0	0	0	0	0	GTS [8]	0x												
3 rd Parameter		1	↑	1	xx	GTS [7]	GTS [6]	GTS [5]	GTS [4]	GTS [3]	GTS [2]	GTS [1]	GTS [0]	xx												
Description	The display returns the current scan line, N, 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. When in Sleep Mode, the value returned by get_scanline is undefined.																									
Restriction	None																									
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	
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Partial Mode On, Idle Mode Off, Sleep Out	Yes																									
Partial Mode On, Idle Mode On, Sleep Out	Yes																									
Sleep In	Yes																									
Flow Chart	<pre> graph TD A[get_scanline] --> B{Wait 3us} B --> C[Dummy Read] C --> D[/Send 1st parameter GTS[9:8]/] D --> E[/Send 2nd parameter GTS[7:0]/] </pre> <p>Legend:</p> <ul style="list-style-type: none"> Command Parameter Display Action Mode Sequential transfer 																									

8.2.34. Read_DDB_Start (A1h)

A1H		Read_DDB_Start																								
	D/CX	RDX	WRX	D17-8	D7	D6	D5	D4	D3	D2	D1	D0	HEX													
Command	0	1	↑	x	1	0	1	0	0	0	0	1	A1													
1 st Parameter	1	↑	1	x	x	x	x	x	x	x	x	x	x													
2 nd Parameter	1	↑	1	xx	ID2 [15]	ID2 [14]	ID2 [13]	ID2 [12]	ID2 [11]	ID2 [10]	ID2 [9]	ID2 [8]	xx													
3 rd Parameter	1	↑	1	xx	ID2 [7]	ID2 [6]	ID2 [5]	ID2 [4]	ID2 [3]	ID2 [2]	ID2 [1]	ID2 [0]	xx													
4 th Parameter	1	↑	1	xx	ID1 [15]	ID1 [14]	ID1 [13]	ID1 [12]	ID1 [11]	ID1 [10]	ID1 [9]	ID1 [8]	xx													
5 th Parameter	1	↑	1	xx	ID1 [7]	ID1 [6]	ID1 [5]	ID1 [4]	ID1 [3]	ID1 [2]	ID1 [1]	ID1 [0]	xx													
6 th Parameter	1	↑	1	xx	1	1	1	1	1	1	1	1	FF													
Description	1 st parameter: Dummy read 2 nd parameter: Supplier Elective Data ID code ID2[15:8] 3 rd parameter: Supplier Elective Data ID code ID2[7:0] 4 th parameter: Supplier ID1[15:8] 5 th parameter: Supplier ID1[7:0] 6 th Exit code (FFh).																									
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Partial Mode On, Idle Mode Off, Sleep Out	Yes																									
Partial Mode On, Idle Mode On, Sleep Out	Yes																									
Sleep In	Yes																									
Flow Chart	<pre> graph TD Start[Read_DDB_start] --> Host[Host ILI9481] Host --> Dummy[Dummy Read] Dummy --> P1[1st parameter ID2[15:8]] P1 --> P2[2nd parameter ID2[7:0]] P2 --> P3[3rd parameter ID1[15:8]] P3 --> P4[4th parameter ID1[7:0]] P4 --> P5[5th parameter FFh (Exit code)] </pre> <p>Legend:</p> <ul style="list-style-type: none"> Command Parameter Display Action Mode Sequential transfer 																									

8.2.35. Command Access Protect (B0h)

B0H		Command Access Protect																																									
	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	B0																														
1 st parameter	1	1	↑	xx	0	0	0	0	0	0	MCAP[1]	MCAP[0]	xx																														
Description																																											
Register Availability	<table border="1"> <thead> <tr> <th>MCAP[1:0]</th> <th>User Command</th> <th>Protect command</th> <th colspan="3">Manufacturer Command</th> </tr> <tr> <th></th> <th>00h ~ AFh</th> <th>B0h</th> <th>B1h ~ DFh</th> <th>E0h~EFh</th> <th>F0h~FFh</th> </tr> </thead> <tbody> <tr> <td>2'h0</td> <td>Yes</td> <td>Yes</td> <td>Yes</td> <td>Yes</td> <td>Yes</td> </tr> <tr> <td>2'h1</td> <td>Yes</td> <td>Yes</td> <td>Yes</td> <td>Yes</td> <td>No</td> </tr> <tr> <td>2'h2</td> <td>Yes</td> <td>Yes</td> <td>Yes</td> <td>No</td> <td>No</td> </tr> </tbody> </table>													MCAP[1:0]	User Command	Protect command	Manufacturer Command				00h ~ AFh	B0h	B1h ~ DFh	E0h~EFh	F0h~FFh	2'h0	Yes	Yes	Yes	Yes	Yes	2'h1	Yes	Yes	Yes	Yes	No	2'h2	Yes	Yes	Yes	No	No
MCAP[1:0]	User Command	Protect command	Manufacturer Command																																								
	00h ~ AFh	B0h	B1h ~ DFh	E0h~EFh	F0h~FFh																																						
2'h0	Yes	Yes	Yes	Yes	Yes																																						
2'h1	Yes	Yes	Yes	Yes	No																																						
2'h2	Yes	Yes	Yes	No	No																																						
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		<pre> graph TD A([Sleep Mode]) --> B[Low Power Mode Control] B --> C{DSTB=1} C --> D([Deepstandby Mode]) </pre> <p>Legend:</p> <ul style="list-style-type: none"> Command Parameter Display Action Mode Sequential transfer 																																									

8.2.36. Frame Memory Access and Interface Setting (B3h)

B3H	Frame Memory Access and Interface Setting												
	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	B3
1 st parameter	1	1	↑	xx	0	0	0	0	0	0	WEMODE	0	xx
2 nd parameter	1	1	↑	xx	0	0	0	0	0	TEI[2]	TEI[10]	TEI[0]	xx
3 rd parameter	1	1	↑	xx	0	0	0	0	0	DENC[2]	DENC[1]	DENC[0]	xx
4 th parameter	1	1	↑	xx	0	0	EPF[1]	EPF[0]	0	0	0	DFM	xx

WEMODE: Memory write control

WEMODE=0: When the transfer number of data exceeds (EC-SC+1)*(EP-SP+1), the exceeding data will be ignored.

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.

TEI[2:0]: ILI9481 starts to output TE signal in the output interval set by TEI[2:0] bits.

TEI[2:0]	Output Interval
000	1 frame
001	2 frame
011	4 frame
101	6 frame
Others	Setting Prohibited

DENC[2:0]: Set the GRAM write cycle through the RGB interface

DENC[2:0]	GRAM Write Cycle (Frame periods)
000	1 Frame
001	2 Frames
010	3 Frames
011	4 Frames
100	5 Frames
101	6 Frames
110	7 Frames
111	8 Frames

Description

DFM: The bit is used to define image data write/read format to the Frame Memory in DBI Type B (16bit bus interface) and DBI Type C serial interface operation.

EPF[1:0] Set the data format when 16bbp (R,G,B) to 18 bbp (r, g, b) is stored in the internal GRAM.

EPF[1:0]	Expand 16bbp (R,G,B) to 18 bbp (R, G, B)
00	<p>“0” is inputted to LSB</p> <p>r[5:0] = {R[4:0], 0}</p> <p>g[5:0] = {G[5:0]}</p> <p>b[5:0] = {B[4:0], 0}</p> <p>Exception: R[4:0], B[4:0]=5'h1F → r[5:0], b[5:0] = 6'h3F</p>
01	<p>“1” is inputted to LSB</p> <p>r[5:0] = {R[4:0], 1}</p> <p>g[5:0] = {G[5:0]}</p> <p>b[5:0] = {B[4:0], 1}</p> <p>Exception:</p>

		R[4:0], B[4:0]=5'h00 → r[5:0], b[5:0] = 6'h00												
	10	MSB is inputted to LSB r[5:0] = {R[4:0], R[4]} g[5:0] = {G[5:0]} b[5:0] = {B[4:0], B[4]}												
	11	Setting disabled												
	<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
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Sleep In	Yes													
Register Availability														
Default	<table border="1"> <thead> <tr> <th>Status</th><th>Default Value</th></tr> </thead> <tbody> <tr> <td>Power On Sequence</td><td>WEMODE=1, TEI[2:0]=3'h0, DENC[2:0]=3'h0, DFM=1'h0, EPF[1:0]=2'h0</td></tr> <tr> <td>SW Reset</td><td>No change</td></tr> <tr> <td>HW Reset</td><td>WEMODE=1, TEI[2:0]=3'h0, DENC[2:0]=3'h0, DFM=1'h0, EPF[1:0]=2'h0</td></tr> </tbody> </table>			Status	Default Value	Power On Sequence	WEMODE=1, TEI[2:0]=3'h0, DENC[2:0]=3'h0, DFM=1'h0, EPF[1:0]=2'h0	SW Reset	No change	HW Reset	WEMODE=1, TEI[2:0]=3'h0, DENC[2:0]=3'h0, DFM=1'h0, EPF[1:0]=2'h0			
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8.2.37. Display Mode and Frame Memory Write Mode Setting (B4h)

Display Mode and Frame Memory Write Mode Setting																													
B4H	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	B4																
1 st parameter	1	1	↑	xx	0	0	0	RM	0	0	0	DM	xx																
DM Select the display operation mode.																													
<table border="1"> <thead> <tr> <th>DM0</th> <th>Display Interface</th> </tr> </thead> <tbody> <tr> <td>0</td> <td>Internal system clock</td> </tr> <tr> <td>1</td> <td>DPI (RGB) interface</td> </tr> </tbody> </table>														DM0	Display Interface	0	Internal system clock	1	DPI (RGB) interface										
DM0	Display Interface																												
0	Internal system clock																												
1	DPI (RGB) interface																												
The DM[1:0] setting allows switching between internal clock operation mode and external display interface operation mode.																													
RM Select the interface to access the GRAM.																													
Set RM to "1" when writing display data by the RGB interface.																													
<table border="1"> <thead> <tr> <th>RM</th> <th>Interface for RAM Access</th> </tr> </thead> <tbody> <tr> <td>0</td> <td>DBI Interface (CPU)</td> </tr> <tr> <td>1</td> <td>DPI Interface (RGB)</td> </tr> </tbody> </table>														RM	Interface for RAM Access	0	DBI Interface (CPU)	1	DPI Interface (RGB)										
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0	DBI Interface (CPU)																												
1	DPI Interface (RGB)																												
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Rewrite still picture area while RGB interface Displaying moving pictures.		System interface (RM = 0)	RGB interface (DM = 1)																										
Note 1: Registers are set only via the system interface or SPI interface.																													
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																												
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Status	Default Value																												
Power On Sequence	DM=0, RM=0																												
SW Reset	No change																												
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8.2.38. Device Code Read (BFh)

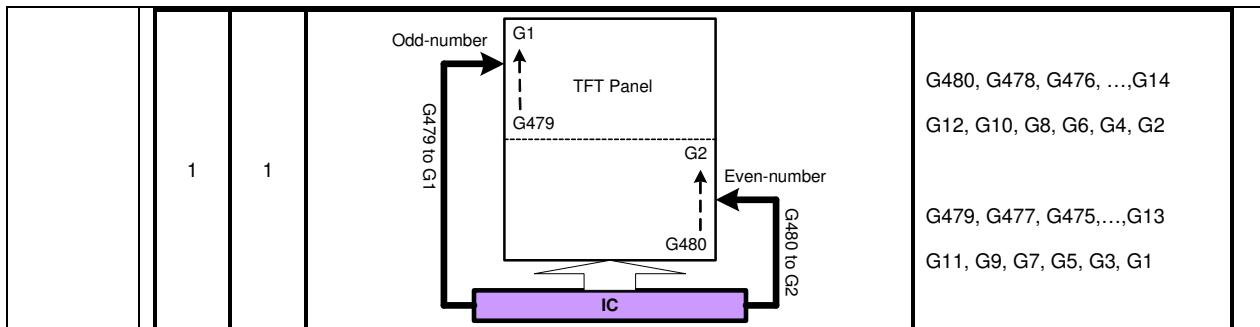
BFH	Device Code Read																								
	D/CX	RDX	WRX	D17-8	D7	D6	D5	D4	D3	D2	D1	D0	HEX												
Command	0	1	↑	xx	1	0	1	1	1	1	1	1	BF												
1 st parameter	1	↑	1	x	x	x	x	x	x	x	x	x	x												
2 nd parameter	1	↑	1	xx	0	0	0	0	0	0	1	0	02												
3 rd parameter	1	↑	1	xx	0	0	0	0	0	1	0	0	04												
4 th parameter	1	↑	1	xx	1	0	0	1	0	1	0	0	94												
5 th parameter	1	↑	1	xx	1	0	0	0	0	0	0	1	81												
6 th parameter	1	↑	1	xx	1	1	1	1	1	1	1	1	FF												
Description	1 st parameter : dummy read 2 nd parameter : MIPI Alliance code 3 rd parameter : MIPI Alliance code 4 th parameter : Device ID code of ILI9481 5 th parameter : Device ID code of ILI9481 6 th parameter : Exit code (FFh)																								
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
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Status	Default Value																								
Power On Sequence	02,04,94,81,FF																								
SW Reset	No change																								
HW Reset	02,04,94,81,FF																								

8.2.39. Panel Driving Setting (C0h)

C0H	Panel Driving Setting												
	D/CX	RDX	WRX	D17-8	D7	D6	D5	D4	D3	D2	D1	D0	HEX
Command	0	1	↑	x	1	1	0	0	0	0	0	0	C0
1 st Parameter	1	1	↑	0	0	0	0	REV	SM	GS	0	0	x
2 nd Parameter	1	1	↑	0	0	0	NL [5]	NL [4]	NL [3]	NL [2]	NL [1]	NL [0]	xx
3 rd Parameter	1	1	↑	0	0	SCN [6]	SCN [5]	SCN [4]	SCN [3]	SCN [2]	SCN [1]	SCN [0]	xxx
4 th Parameter	1	1	↑	0	0	0	0	NDL	0	PTS [2]	PTS [1]	PTS [0]	xxx
5 th Parameter	1	1	↑	0	0	0	0	PTG	ISC [3]	ISC [2]	ISC [1]	ISC [0]	xxx

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	
Description	0	0		G1, G2, G3, G4, ..., G476 G477, G478, G479, G480
	0	1		G480, G479, G478, ..., G9 G7, G5, G4, G3, G2, G1
	1	0		G1, G3, G5, G7, ..., G471 G473, G475, G477, G479 G2, G4, G6, G8, ..., G472 G474, G476, G478, G480



REV: Enables the grayscale inversion of the image by setting REV=1.

REV	GRAM Data	Source Output in Display Area	
		Positive polarity	Negative polarity
0	18'h00000	V63	V0
	:	:	:
1	18'h3FFFF	V0	V63
	:	:	:
1	18'h00000	V0	V63
	:	:	:
1	18'h3FFFF	V63	V0

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
6'h00 ~ 6'h3B	8 * (NL[5:0]+1) lines
Others	Setting inhibited

SCN[6:0]	Scanning Start Position			
	SM=0		SM=1	
	GS=0	GS=1	GS=0	GS=1
00h ~ 3Bh	G[1+SCN[6:0]*4]	G[480 - SCN[6:0]*4]	G[1+SCN[6:0]*8]	G[480 - SCN[6:0]*8]
3Ch ~ 77h	G[1+SCN[6:0]*4]	G[480 - SCN[6:0]*4]	G[2+(SCN[6:0]-3Ch)*8]	G[479 - (SCN[6:0]-3Ch)*8]
Others	Setting disabled	Setting disabled	Setting disabled	Setting disabled

NDL: Sets the source output level in non-display area. Settings are different to normally black panels and normally white panels.

NDL	Non-display Area	
	Positive	Negative
0	V63	V0
1	V0	V63

PTG: Sets the scan mode in non-display area. Select frame-inversion AC drive when interval-scan is selected.

PTG	Scan Mode in non-display area
0	Normal Scan
1	Interval Scan

ISC[3:0]: Set the scan cycle when PTG selects interval scan in non-display area drive period. The scan cycle is defined by n frame periods, where n is an odd number from 3 to 31. The polarity of liquid crystal drive voltage from the gate driver is

	inverted in the same timing as the interval scan cycle.		
ISC[3:0]	Scan cycle	(f_{FRAME})=60Hz	
4'h0	Setting inhibited	-	
4'h1	3 frames	50ms	
4'h2	5 frames	84ms	
4'h3	7 frames	117ms	
4'h4	9 frames	150ms	
4'h5	11 frames	184ms	
4'h6	13 frames	217ms	
4'h7	15 frames	251ms	
4'h8	17 frames	284ms	
4'h9	19 frames	317ms	
4'hA	21 frames	351ms	
4'hB	23 frames	384ms	
4'hC	25 frames	418ms	
4'hD	27 frames	451ms	
4'hE	29 frames	484ms	
4'hF	31 frames	518ms	

PTS[2:0]:

Set the source output level in non-display area drive period (front/back porch period and blank area between partial displays).

When PTS[2] = 1, the operation of amplifiers which generates the grayscales other than V0 and V63 are halted and the step-up clock frequency becomes half the normal frequency in non-display drive period in order to reduce power consumption.

PTS[2:0]	Source output level		Grayscale amplifier in operation	Step-up clock frequency
	Positive polarity	Negative polarity		
000	V63	V0	V63 and V0	Register Setting(DC1, DC0)
001	V0	V63	-	-
010	GND	GND	V63 and V0	Register Setting(DC1, DC0)
011	Hi-Z	Hi-Z	V63 and V0	Register Setting(DC1, DC0)
100	Setting Prohibited	Setting Prohibited		
101	Setting Prohibited	Setting Prohibited		
110	Setting Prohibited	Setting Prohibited		
111	Setting Prohibited	Setting Prohibited		

Restriction -

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	Default Value
Default	Power On Sequence	SM=0, GS=0, REV=1, NL[6:0]=7'h3B, SCN[6:0]=0, NDL=0, PTG=1, ISC[3:0]=4'h1, PTS[2:0]=3'h2	
	SW Reset	No change	
	HW Reset	SM=0, GS=0, REV=1, NL[6:0]=7'h3B, SCN[6:0]=0, PTG=1, NDL=0, ISC[3:0]=4'h1, PTS[2:0]=3'h2	

8.2.40. Display_Timing_Setting for Normal Mode (C1h)

C1H	Display_Timing_Setting for Normal Mode																																																																	
	D/CX	RDX	WRX	D17-8	D7	D6	D5	D4	D3	D2	D1	D0	HEX																																																					
Command	0	1	↑	x	1	1	0	0	0	0	0	1	C1																																																					
1 st Parameter	1	1	↑	0	0	0	0	BC0	0	0	DIV0[1]	DIV0[0]	x																																																					
2 nd Parameter	1	1	↑	0	0	0	0	RTN0[4]	RTN0[3]	RTN0[2]	RTN0[1]	RTN0[0]	xx																																																					
3 rd Parameter	1	1	↑	0	FP0[3]	FP0[2]	FP0[1]	FP0[0]	BP0[3]	BP0[2]	BP0[1]	BP0[0]	xxx																																																					
Description	BC0: BC0 is used to select VCOM liquid crystal drive waveform. BC0 = 0: Frame inversion waveform is selected. BC0 = 1: Line inversion waveform is selected. DIV0[1:0]: DIV0[1:0] is used to set division ratio of internal clock frequency. The internal operation is synchronized with the frequency divided internal clock. When DIV0 setting is changed, the width of the reference clock for liquid crystal control signals is changed. The frame frequency can be adjusted by register setting (RTN and DIV bits). When number of lines to drive is changed, adjust the frame frequency too.																																																																	
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8.2.41. Display_Timing_Setting for Partial Mode (C2h)

C2H	Display_Timing_Setting for Partial Mode												
	D/CX	RDX	WRX	D17-8	D7	D6	D5	D4	D3	D2	D1	D0	HEX
Command	0	1	↑	x	1	1	0	0	0	0	1	0	C2
1 st Parameter	1	1	↑	0	0	0	0	BC1	0	0	DIV1[1]	DIV1[0]	x
2 nd Parameter	1	1	↑	0	0	0	0	RTN1[4]	RTN1[3]	RTN1[2]	RTN1[1]	RTN1[0]	xx
3 rd Parameter	1	1	↑	0	FP1[3]	FP1[2]	FP1[1]	FP1[0]	BP1[3]	BP1[2]	BP1[1]	BP1[0]	xxx

	BC1: BC1 is used to select VCOM liquid crystal drive waveform. BC1 = 0: Frame inversion waveform is selected. BC1 = 1: Line inversion waveform is selected.																																																						
	DIV1[1:0]: DIV1[1:0] is used to set division ratio of internal clock frequency. The internal operation is synchronized with the frequency divided internal clock. When DIV0 setting is changed, the width of the reference clock for liquid crystal control signals is changed. The frame frequency can be adjusted by register setting (RTN and DIV bits). When number of lines to drive is changed, adjust the frame frequency too.																																																						
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Description	Frame Frequency = fosc. / [Clocks per line x division ratio x (Line +BP+FP)] fosc. : internal oscillator frequency clocks per line : RTNn setting division ratio: DIVn setting Line: total driving line number BP: back porch line number FP: front porch line number																																																						
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8.2.42. Display_Timing_Setting for Idle Mode (C3h)

C3H	Display Timing Setting for Idle Mode																																																				
	D/CX	RDX	WRX	D17-8	D7	D6	D5	D4	D3	D2	D1	D0	HEX																																								
Command	0	1	↑	x	1	1	0	0	0	0	1	1	C3																																								
1 st Parameter	1	1	↑	0	0	0	0	BC2	0	0	DIV2[1]	DIV2[0]	x																																								
2 nd Parameter	1	1	↑	0	0	0	0	RTN2[4]	RTN2[3]	RTN2[2]	RTN2[1]	RTN2[0]	xx																																								
3 rd Parameter	1	1	↑	0	FP2[3]	FP2[2]	FP2[1]	FP2[0]	BP2[3]	BP2[2]	BP2[1]	BP2[0]	xxx																																								
Description	BC2: BC1 is used to select VCOM liquid crystal drive waveform. BC1 = 0: Frame inversion waveform is selected. BC1 = 1: Line inversion waveform is selected.																																																				
	DIV2[1:0]: DIV1[1:0] is used to set division ratio of internal clock frequency. The internal operation is synchronized with the frequency divided internal clock. When DIV0 setting is changed, the width of the reference clock for liquid crystal control signals is changed. The frame frequency can be adjusted by register setting (RTN and DIV bits). When number of lines to drive is changed, adjust the frame frequency too.																																																				
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8.2.43. Frame Rate and Inversion Control (C5h)

C5H		Frame Rate Control																													
	D/CX	RDX	WRX	D17-8	D7	D6	D5	D4	D3	D2	D1	D0	HEX																		
Command	0	1	↑	1	1	1	0	0	0	1	0	1	C5																		
1 st Parameter	1	1	↑	0	0	0	0	0	0	FRA[2]	FRA[1]	FRA[0]	-																		
Description	Set the frame frequency of the full colors normal mode. The frame frequency needs to meet 80Hz±5% in this mode. <table border="1"> <thead> <tr> <th>FRA[2:0]</th> <th>Frame Rate (Hz)</th> </tr> </thead> <tbody> <tr> <td>000</td> <td>125</td> </tr> <tr> <td>001</td> <td>100</td> </tr> <tr> <td>010</td> <td>85</td> </tr> <tr> <td>011</td> <td>72 (default)</td> </tr> <tr> <td>100</td> <td>56</td> </tr> <tr> <td>101</td> <td>50</td> </tr> <tr> <td>110</td> <td>45</td> </tr> <tr> <td>111</td> <td>42</td> </tr> </tbody> </table>													FRA[2:0]	Frame Rate (Hz)	000	125	001	100	010	85	011	72 (default)	100	56	101	50	110	45	111	42
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000	125																														
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Status	Default Value																														
	FRA[3:0]																														
Power On Sequence	4'b0011																														
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8.2.44. Interface Control (C6h)

C6H	Interface Control																								
	D/CX	RDX	WRX	D17-8	D7	D6	D5	D4	D3	D2	D1	D0	HEX												
Command	0	1	↑	x	1	1	0	0	0	1	1	0	C6												
1 st Parameter	1	1	↑	x	SDA_EN	0	0	VSPL	HSPL	0	EPL	DPL	xx												
DPL: Sets the signal polarity of the PCLK pin. DPL = "0" The data is input on the rising edge of PCLK. DPL = "1" The data is input on the falling edge of PCLK.																									
EPL: Sets the signal polarity of the ENABLE pin. EPL = "0" The data DB[17:0] is written when ENABLE = "0". EPL = "1" The data DB[17:0] is written when ENABLE = "1".																									
HSPL: Sets the signal polarity of the HSYNC pin. HSPL = "0" Low active HSPL = "1" High active																									
VSPL: Sets the signal polarity of the VSYNC pin. VSPL = "0" Low active VSPL = "1" High active																									
SDA_EN: DBI type C interface selection SDA_EN = "0", DIN and DOUT pins are used for DBI type C interface mode. SDA_EN = "1", DIN/SDA pin is used for DBI type C interface mode and DOUT pin is not used.																									
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
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Status	Default Value																								
Power On Sequence	DPL=1'h0, EPL=1'h1, VSPL=1'h0, HSPL=1'h0, SDA_EN=1'h0																								
SW Reset	No change																								
HW Reset	DPL=1'h0, EPL=1'h1, VSPL=1'h0, HSPL=1'h0, SDA_EN=1'h0																								

8.2.45. Gamma Setting (C8h)

C8H	Gamma Setting																								
	D/CX	RDX	WRX	D17-8	D7	D6	D5	D4	D3	D2	D1	D0	HEX												
Command	0	1	↑	x	1	1	0	0	1	0	0	0	C8												
1 st Parameter	1	1	↑	x	0	KP1[2]	KP1[1]	KP1[0]	0	KP0[2]	KP0[1]	KP0[0]	xx												
2 nd Parameter	1	1	↑	x	0	KP3[2]	KP3[1]	KP3[0]	0	KP2[2]	KP2[1]	KP2[0]	xx												
3 rd Parameter	1	1	↑	x	0	KP5[2]	KP5[1]	KP5[0]	0	KP4[2]	KP4[1]	KP4[0]	xx												
4 th Parameter	1	1	↑	x	0	RP1[2]	RP1[1]	RP1[0]	0	RP0[2]	RP0[1]	RP0[0]	xx												
5 th Parameter	1	1	↑	x	0	0	0	0	VRP0[3]	VRP0[2]	VRP0[1]	VRP0[0]	xx												
6th Parameter	1	1	↑	x	0	0	0	VRP1[4]	VRP1[3]	VRP1[2]	VRP1[1]	VRP1[0]	xx												
7 th Parameter	1	1	↑	x	0	KN1[2]	KN1[1]	KN1[0]	0	KN0[2]	KN0[1]	KN0[0]	xx												
8 th Parameter	1	1	↑	x	0	KN3[2]	KN3[1]	KN3[0]	0	KN2[2]	KN2[1]	KN2[0]	xx												
9 th Parameter	1	1	↑	x	0	KN5[2]	KN5[1]	KN5[0]	0	KN4[2]	KN4[1]	KN4[0]	xx												
10 th Parameter	1	1	↑	x	0	RN1[2]	RN1[1]	RN1[0]	0	RNO[2]	RNO[1]	RNO[0]	xx												
11 th Parameter	1	1	↑	x	0	0	0	0	VRN0[3]	VRN0[2]	VRN0[1]	VRN0[0]	xx												
12 th Parameter	1	1	↑	x	0	0	0	VRN1[4]	VRN1[3]	VRN1[2]	VRN1[1]	VRN1[0]	xx												
Description	KP5-0[2:0] : γ fine adjustment register for positive polarity RP1-0[2:0] : γ gradient adjustment register for positive polarity VRP1-0[4:0] : γ amplitude adjustment register for positive polarity KN5-0[2:0] : γ fine adjustment register for negative polarity RN1-0[2:0] : γ gradient adjustment register for negative polarity VRN1-0[4:0] : γ amplitude adjustment register for negative polarity																								
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
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Status	Default Value																								
Power On Sequence	All the parameters are 00h																								
SW Reset	No change																								
HW Reset	All the parameters are 00h																								

8.2.46. Power_Setting (D0h)

D0H	Power Setting																																																																
	D/CX	RDX	WRX	D17-8	D7	D6	D5	D4	D3	D2	D1	D0	HEX																																																				
Command	0	1	↑	x	1	1	0	1	0	0	0	0	D0																																																				
1 st Parameter	1	1	↑	x	0	0	0	0	0	VC[2]	VC[1]	VC[0]	xx																																																				
2 nd Parameter	1	1	↑	x	0	PON	0	0	0	BT[2]	BT[1]	BT[0]	xx																																																				
3 rd Parameter	1	1	↑	x	0	0	0	VCIRE	VRH[3]	VRH[2]	VRH[1]	VRH[0]	xx																																																				
Description	VC[2:0] Sets the ratio factor of Vci to generate the reference voltages Vci1. <table border="1"> <thead> <tr> <th>VC[2:0]</th> <th>Vci1 voltage</th> </tr> </thead> <tbody> <tr> <td>3'h0</td> <td>0.95 x Vci</td> </tr> <tr> <td>3'h1</td> <td>0.90 x Vci</td> </tr> <tr> <td>3'h2</td> <td>0.85 x Vci</td> </tr> <tr> <td>3'h3</td> <td>0.80 x Vci</td> </tr> <tr> <td>3'h4</td> <td>0.75 x Vci</td> </tr> <tr> <td>3'h5</td> <td>0.70 x Vci</td> </tr> <tr> <td>3'h6</td> <td>Disable</td> </tr> <tr> <td>3'h7</td> <td>1.0 x Vci</td> </tr> </tbody> </table> BT[2:0] Sets the Step up factor and output voltage level from the reference voltages Vci1. <table border="1"> <thead> <tr> <th>BT[2:0]</th> <th>DDVDH</th> <th>VCL</th> <th>VGH</th> <th>VGL</th> </tr> </thead> <tbody> <tr> <td>3'h0</td> <td>Vci1 x 2</td> <td>- Vci1</td> <td rowspan="4">Vci1 x 6</td> <td>- Vci1 x 5</td> </tr> <tr> <td>3'h1</td> <td rowspan="2">Vci1 x 2</td> <td>- Vci1</td> <td>- Vci1 x 4</td> </tr> <tr> <td>3'h2</td> <td>- Vci1</td> <td>- Vci1 x 3</td> </tr> <tr> <td>3'h3</td> <td rowspan="4">Vci1 x 2</td> <td colspan="2">- Vci1</td> <td>- Vci1 x 5</td> </tr> <tr> <td>3'h4</td> <td rowspan="3">Vci1 x 5</td> <td>- Vci1 x 4</td> </tr> <tr> <td>3'h5</td> <td>- Vci1 x 3</td> </tr> <tr> <td>3'h6</td> <td>- Vci1 x 4</td> </tr> <tr> <td>3'h7</td> <td>Vci1 x 2</td> <td>- Vci1</td> <td>Vci1 x 4</td> <td>- Vci1 x 3</td> </tr> </tbody> </table> Note 1: Connect capacitors where required when using DDVDH, VGH, VGL and VCL voltages. Note 2: Set following voltages within the respective ranges: DDVDH = 6.0V (max) VGH = 18.0V (max) VGL= -12.5V (max) VCL= -3.0V (max).													VC[2:0]	Vci1 voltage	3'h0	0.95 x Vci	3'h1	0.90 x Vci	3'h2	0.85 x Vci	3'h3	0.80 x Vci	3'h4	0.75 x Vci	3'h5	0.70 x Vci	3'h6	Disable	3'h7	1.0 x Vci	BT[2:0]	DDVDH	VCL	VGH	VGL	3'h0	Vci1 x 2	- Vci1	Vci1 x 6	- Vci1 x 5	3'h1	Vci1 x 2	- Vci1	- Vci1 x 4	3'h2	- Vci1	- Vci1 x 3	3'h3	Vci1 x 2	- Vci1		- Vci1 x 5	3'h4	Vci1 x 5	- Vci1 x 4	3'h5	- Vci1 x 3	3'h6	- Vci1 x 4	3'h7	Vci1 x 2	- Vci1	Vci1 x 4	- Vci1 x 3
VC[2:0]	Vci1 voltage																																																																
3'h0	0.95 x Vci																																																																
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3'h7	1.0 x Vci																																																																
BT[2:0]	DDVDH	VCL	VGH	VGL																																																													
3'h0	Vci1 x 2	- Vci1	Vci1 x 6	- Vci1 x 5																																																													
3'h1	Vci1 x 2	- Vci1		- Vci1 x 4																																																													
3'h2		- Vci1		- Vci1 x 3																																																													
3'h3	Vci1 x 2	- Vci1		- Vci1 x 5																																																													
3'h4		Vci1 x 5	- Vci1 x 4																																																														
3'h5			- Vci1 x 3																																																														
3'h6			- Vci1 x 4																																																														
3'h7	Vci1 x 2	- Vci1	Vci1 x 4	- Vci1 x 3																																																													
PON is used to control the operation to generate VGL. PON=0: Halts the step-up operation to generate VGL. PON=1: Starts the step-up operation to generate VGL.																																																																	
VRH[3:0] : Sets the factor to generate VREG1OUT from VCI																																																																	
VCIRE : Select the external reference voltage Vci or internal reference voltage VCIR.																																																																	
<table border="1"> <tr> <td>VCIRE=0</td> <td>External reference voltage Vci (default)</td> </tr> <tr> <td>VCIRE =1</td> <td>Internal reference voltage 2.5V</td> </tr> </table>													VCIRE=0	External reference voltage Vci (default)	VCIRE =1	Internal reference voltage 2.5V																																																	
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	VCIRE =0					VCIR1 =1																
	VRH3	VRH2	VRH1	VRH0	VREG1OUT	VRH3	VRH2	VRH1	VRH0	VREG1OUT												
0	0	0	0	0	Halt	0	0	0	0	Halt												
0	0	0	1		Vci x 2.00	0	0	0	1	2.5V x 2.00 = 5.000V												
0	0	1	0		Vci x 2.05	0	0	1	0	2.5V x 2.05 = 5.125V												
0	0	1	1		Vci x 2.10	0	0	1	1	2.5V x 2.10 = 5.250V												
0	1	0	0		Vci x 2.20	0	1	0	0	2.5V x 2.20 = 5.500V												
0	1	0	1		Vci x 2.30	0	1	0	1	2.5V x 2.30 = 5.750V												
0	1	1	0		Vci x 2.45	0	1	1	0	2.5V x 2.40 = 6.000V												
0	1	1	1		Vci x 2.40	1	0	0	0	2.5V x 1.60 = 4.000V												
1	0	0	0		Vci x 1.60	1	0	0	1	2.5V x 1.65 = 4.125V												
1	0	0	1		Vci x 1.65	1	0	1	0	2.5V x 1.70 = 4.250V												
1	0	1	0		Vci x 1.70	1	0	1	1	2.5V x 1.75 = 4.375V												
1	1	0	1		Vci x 1.75	1	1	0	0	2.5V x 1.80 = 4.500V												
1	1	0	0		Vci x 1.80	1	1	0	1	2.5V x 1.85 = 4.625V												
1	1	1	0		Vci x 1.85	1	1	1	0	2.5V x 1.90 = 4.750V												
1	1	1	1		Vci x 1.90	1	1	1	1	2.5V x 1.95 = 4.875V												
	When VCI<2.5V, Internal reference voltage will be same as VCI.																					
	Make sure that VC[2:0] and VRH[3:0] setting restriction: VREG1OUT \leq (DDVDH - 0.25)V.																					
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																					
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<table border="1"> <thead> <tr> <th>Status</th> <th>Default Value</th> </tr> </thead> <tbody> <tr><td>Power On Sequence</td><td>VC[2:0]=3'h0, BT[2:0]=3'h3, PON=1'h1; VRH[3:0]=4'h8, VCIRE=1'h1</td></tr> <tr><td>SW Reset</td><td>No change</td></tr> <tr><td>HW Reset</td><td>VC[2:0]=3'h0, BT[2:0]=3'h3, PON=1'h1; VRH[3:0]=4'h8, VCIRE=1'h1</td></tr> </tbody> </table>										Status	Default Value	Power On Sequence	VC[2:0]=3'h0, BT[2:0]=3'h3, PON=1'h1; VRH[3:0]=4'h8, VCIRE=1'h1	SW Reset	No change	HW Reset	VC[2:0]=3'h0, BT[2:0]=3'h3, PON=1'h1; VRH[3:0]=4'h8, VCIRE=1'h1					
Status	Default Value																					
Power On Sequence	VC[2:0]=3'h0, BT[2:0]=3'h3, PON=1'h1; VRH[3:0]=4'h8, VCIRE=1'h1																					
SW Reset	No change																					
HW Reset	VC[2:0]=3'h0, BT[2:0]=3'h3, PON=1'h1; VRH[3:0]=4'h8, VCIRE=1'h1																					

8.2.47. VCOM Control (D1h)

D1H	VCOM Control																																																																																																																																		
	D/CX	RDX	WRX	D17-8	D7	D6	D5	D4	D3	D2	D1	D0	HEX																																																																																																																						
Command	0	1	↑	x	1	1	0	1	0	0	0	1	D1																																																																																																																						
1 st Parameter	1	1	↑	x	0	0	0	0	0	0	0	SEL VCM	xx																																																																																																																						
2 nd Parameter	1	1	↑	x	0	0	VCM[5]	VCM[4]	VCM[3]	VCM[2]	VCM[1]	VCM[0]	xx																																																																																																																						
3 rd Parameter	1	1	↑	x	0	0	0	VDV[4]	VDV[3]	VDV[2]	VDV[1]	VDV[0]	xx																																																																																																																						
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8.2.48. Power_Setting for Normal Mode (D2h)

D2H	Power Setting for Normal Mode																																						
	D/CX	RDX	WRX	D17-8	D7	D6	D5	D4	D3	D2	D1	D0	HEX																										
Command	0	1	↑	x	1	1	0	1	0	0	1	0	D2																										
1 st Parameter	1	1	↑	x	0	0	0	0	0	AP0[2]	AP0[1]	AP0[0]	xx																										
2 nd Parameter	1	1	↑	x	0	DC10[2]	DC10[1]	DC10[0]	0	DC00[2]	DC00[1]	DC00[0]	xx																										
Description	AP0[2:0]																																						
	AP0 bit is used to adjust the constant current in the operational amplifier circuit in the LCD power supply circuit. Larger constant current enhances the drivability of the LCD, but it also increases the current consumption. Adjust the constant current taking the trade-off between the display quality and the current consumption into account. In no-display period, set AP=3'h0 to halt the operational amplifier circuit and the step-up circuits to reduce current consumption.																																						
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AP0[2:0]	Gamma Driver Amplifier	Source Driver Amplifier																																					
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DC00/DC10 are used to select the charge-pump frequency of circuit and circuit2.																																							
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DC00[1:0]	Step-up circuit 1 clock frequency (fDCDC1)																																						
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<table border="1"> <thead> <tr> <th>DC10[1:0]</th><th>Step-up circuit 2 clock frequency (fDCDC2)</th></tr> </thead> <tbody> <tr><td>2'h0</td><td>Fosc / 16</td></tr> <tr><td>2'h1</td><td>Fosc / 32</td></tr> <tr><td>2'h2</td><td>Fosc / 64</td></tr> <tr><td>2'h3</td><td>Fosc / 128</td></tr> <tr><td>2'h4</td><td>Fosc / 256</td></tr> <tr><td>2'h5</td><td>Fosc / 512</td></tr> <tr><td>2'h6</td><td>Setting inhibited</td></tr> <tr><td>2'h7</td><td>Halt step-up circuit 2</td></tr> </tbody> </table>													DC10[1:0]	Step-up circuit 2 clock frequency (fDCDC2)	2'h0	Fosc / 16	2'h1	Fosc / 32	2'h2	Fosc / 64	2'h3	Fosc / 128	2'h4	Fosc / 256	2'h5	Fosc / 512	2'h6	Setting inhibited	2'h7	Halt step-up circuit 2									
DC10[1:0]	Step-up circuit 2 clock frequency (fDCDC2)																																						
2'h0	Fosc / 16																																						
2'h1	Fosc / 32																																						
2'h2	Fosc / 64																																						
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Default	Status	Default Value
	Power On Sequence	AP0[2:0]=3'h1, DC10[2:0]=3'h2, DC00[2:0]=3'h2
	SW Reset	No change

8.2.49. Power_Setting for Partial Mode (D3h)

D3H	Power Setting for Partial Mode																																						
	D/CX	RDX	WRX	D17-8	D7	D6	D5	D4	D3	D2	D1	D0	HEX																										
Command	0	1	↑	x	1	1	0	1	0	0	1	1	D3																										
1 st Parameter	1	1	↑	x	0	0	0	0	0	AP1[2]	AP1[1]	AP1[0]	xx																										
2 nd Parameter	1	1	↑	x	0	DC11[2]	DC11[1]	DC11[0]	0	DC01[2]	DC01[1]	DC01[0]	xx																										
Description	AP1[2:0]																																						
	AP1 bit is used to adjust the constant current in the operational amplifier circuit in the LCD power supply circuit. Larger constant current enhances the drivability of the LCD, but it also increases the current consumption. Adjust the constant current taking the trade-off between the display quality and the current consumption into account. In no-display period, set AP1=3'h0 to halt the operational amplifier circuit and the step-up circuits to reduce current consumption.																																						
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AP1[2:0]	Gamma Driver Amplifier	Source Driver Amplifier																																					
3'h0	Halt operation	Halt operation																																					
3'h1	1.00	1.00																																					
3'h2	1.00	0.75																																					
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DC01[1:0]	Step-up circuit 1 clock frequency (fDCDC1)																																						
2'h0	Fosc																																						
2'h1	Fosc / 2																																						
2'h2	Fosc / 4																																						
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<table border="1"> <thead> <tr> <th>DC11[1:0]</th><th>Step-up circuit 2 clock frequency (fDCDC2)</th></tr> </thead> <tbody> <tr><td>2'h0</td><td>Fosc / 16</td></tr> <tr><td>2'h1</td><td>Fosc / 32</td></tr> <tr><td>2'h2</td><td>Fosc / 64</td></tr> <tr><td>2'h3</td><td>Fosc / 128</td></tr> <tr><td>2'h4</td><td>Fosc / 256</td></tr> <tr><td>2'h5</td><td>Fosc / 512</td></tr> <tr><td>2'h6</td><td>Setting inhibited</td></tr> <tr><td>2'h7</td><td>Halt step-up circuit 2</td></tr> </tbody> </table>													DC11[1:0]	Step-up circuit 2 clock frequency (fDCDC2)	2'h0	Fosc / 16	2'h1	Fosc / 32	2'h2	Fosc / 64	2'h3	Fosc / 128	2'h4	Fosc / 256	2'h5	Fosc / 512	2'h6	Setting inhibited	2'h7	Halt step-up circuit 2									
DC11[1:0]	Step-up circuit 2 clock frequency (fDCDC2)																																						
2'h0	Fosc / 16																																						
2'h1	Fosc / 32																																						
2'h2	Fosc / 64																																						
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Sleep In	Yes																																						

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Status		Default Value
Power On Sequence		AP1[2:0]=3'h1, DC11[2:0]=3'h2, DC01[2:0]=3'h2
SW Reset		No change
HW Reset		AP1[2:0]=3'h1, DC11[2:0]=3'h2, DC01[2:0]=3'h2

8.2.50. Power_Setting for Idle Mode (D4h)

D4H	Power Setting for Idle Mode																																						
	D/CX	RDX	WRX	D17-8	D7	D6	D5	D4	D3	D2	D1	D0	HEX																										
Command	0	1	↑	x	1	1	0	1	0	1	0	0	D4																										
1 st Parameter	1	1	↑	x	0	0	0	0	0	AP2[2]	AP2[1]	AP2[0]	xx																										
2 nd Parameter	1	1	↑	x	0	DC12[2]	DC12[1]	DC12[0]	0	DC02[2]	DC02[1]	DC02[0]	xx																										
Description	AP2[2:0]																																						
	AP2 bit is used to adjust the constant current in the operational amplifier circuit in the LCD power supply circuit. Larger constant current enhances the drivability of the LCD, but it also increases the current consumption. Adjust the constant current taking the trade-off between the display quality and the current consumption into account. In no-display period, set AP2=3'h0 to halt the operational amplifier circuit and the step-up circuits to reduce current consumption.																																						
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AP2[2:0]	Gamma Driver Amplifier	Source Driver Amplifier																																					
3'h0	Halt operation	Halt operation																																					
3'h1	1.00	1.00																																					
3'h2	1.00	0.75																																					
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3'h5	0.75	0.75																																					
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DC02[2:0], DC12[2:0]																																							
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DC02[1:0]	Step-up circuit 1 clock frequency (fDCDC1)																																						
2'h0	Fosc																																						
2'h1	Fosc / 2																																						
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DC12[1:0]	Step-up circuit 2 clock frequency (fDCDC2)																																						
2'h0	Fosc / 16																																						
2'h1	Fosc / 32																																						
2'h2	Fosc / 64																																						
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Default	<table border="1"><thead><tr><th>Status</th><th>Default Value</th></tr></thead><tbody><tr><td>Power On Sequence</td><td>AP2[2:0]=3'h1, DC12[2:0]=3'h2, DC02[2:0]=3'h2</td></tr><tr><td>SW Reset</td><td>No change</td></tr><tr><td>HW Reset</td><td>AP2[2:0]=3'h1, DC11[2:0]=3'h2, DC02[2:0]=3'h2</td></tr></tbody></table>	Status	Default Value	Power On Sequence	AP2[2:0]=3'h1, DC12[2:0]=3'h2, DC02[2:0]=3'h2	SW Reset	No change	HW Reset	AP2[2:0]=3'h1, DC11[2:0]=3'h2, DC02[2:0]=3'h2
Status	Default Value								
Power On Sequence	AP2[2:0]=3'h1, DC12[2:0]=3'h2, DC02[2:0]=3'h2								
SW Reset	No change								
HW Reset	AP2[2:0]=3'h1, DC11[2:0]=3'h2, DC02[2:0]=3'h2								

8.2.51. NV Memory Write (E0h)

E0H		NV Memory Write																								
	D/CX	RDX	WRX	D17-8	D7	D6	D5	D4	D3	D2	D1	D0	HEX													
Command	0	1	↑	x	1	1	1	0	0	0	0	0	E0													
1 st Parameter	1	1	↑	x	VM_D [7]	VM_D [6]	VM_D [5]	VM_D [4]	VM_D [3]	VM_D [2]	VM_D [1]	VM_D [0]	xx													
Description	This command is used to program the NV memory data. VM_D[7:0]: Use to write the data (including VCM and ID code) into the NV memory data. When program VCM: 1. VM_D[7]: Must be set to "1". 2. VM_D[6]: Set to "0" when SELVCM=1. 3. VM_D[5:0]: Program VCM data.																									
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																									
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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>VM_D[7:0]=8'h00</td></tr> <tr> <td>SW Reset</td><td>No change</td></tr> <tr> <td>HW Reset</td><td>VM_D[7:0]=8'h00</td></tr> </tbody> </table>														Status	Default Value	Power On Sequence	VM_D[7:0]=8'h00	SW Reset	No change	HW Reset	VM_D[7:0]=8'h00				
Status	Default Value																									
Power On Sequence	VM_D[7:0]=8'h00																									
SW Reset	No change																									
HW Reset	VM_D[7:0]=8'h00																									

8.2.52. NV Memory Control (E1h)

E1H		NV Memory Control																										
	D/CX	RDX	WRX	D17-8	D7	D6	D5	D4	D3	D2	D1	D0	HEX															
Command	0	1	↑	x	1	1	1	0	0	0	0	1	E1															
1 st Parameter	1	1	↑	x	0	0	ID_PGM_EN	VCM_PGM_EN	0	0	ID_SEL[1]	ID_SEL[0]	xx															
		This command is used to control the NV memory programming.																										
		ID_SEL[1:0]: ID NV memory selection																										
		<table border="1"> <thead> <tr> <th>ID_SEL[1:0]</th><th>ID OTP Selection</th></tr> </thead> <tbody> <tr> <td>00</td><td>ID code 1 [15:8]</td></tr> <tr> <td>01</td><td>ID code 1 [7:0]</td></tr> <tr> <td>10</td><td>ID code 2 [15:8]</td></tr> <tr> <td>11</td><td>ID code 2 [7:0]</td></tr> </tbody> </table>													ID_SEL[1:0]	ID OTP Selection	00	ID code 1 [15:8]	01	ID code 1 [7:0]	10	ID code 2 [15:8]	11	ID code 2 [7:0]				
ID_SEL[1:0]	ID OTP Selection																											
00	ID code 1 [15:8]																											
01	ID code 1 [7:0]																											
10	ID code 2 [15:8]																											
11	ID code 2 [7:0]																											
Description		<p>VCM_PGM_EN: VCM OTP programming enable. When writing the VCOMH NV memory, the bit must be set as '1'.</p> <p>ID_PGM_EN: ID OTP programming enable. When writing the ID code NV memory, the bit must be set as '1'.</p> <table border="1"> <thead> <tr> <th>ID_PGM_EN</th><th>VCM_PGM_EN</th><th>OTP Programming Selection</th></tr> </thead> <tbody> <tr> <td>0</td><td>0</td><td>NV Memory programming disabled</td></tr> <tr> <td>0</td><td>1</td><td>VCM (VCOMH) NV Memory programming enable</td></tr> <tr> <td>1</td><td>0</td><td>ID code NV Memory programming enable</td></tr> <tr> <td>1</td><td>1</td><td>Setting Prohibited</td></tr> </tbody> </table>												ID_PGM_EN	VCM_PGM_EN	OTP Programming Selection	0	0	NV Memory programming disabled	0	1	VCM (VCOMH) NV Memory programming enable	1	0	ID code NV Memory programming enable	1	1	Setting Prohibited
ID_PGM_EN	VCM_PGM_EN	OTP Programming Selection																										
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1	0	ID code NV Memory programming enable																										
1	1	Setting Prohibited																										
Restriction																												
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Status	Availability																											
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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>ID_PGM_EN=1'h0; VCM_PGM_EN=1'h0; ID_SEL[1:0]=2'h0</td></tr> <tr> <td>SW Reset</td><td>No change</td></tr> <tr> <td>HW Reset</td><td>ID_PGM_EN=1'h0; VCM_PGM_EN=1'h0; ID_SEL[1:0]=2'h0</td></tr> </tbody> </table>													Status	Default Value	Power On Sequence	ID_PGM_EN=1'h0; VCM_PGM_EN=1'h0; ID_SEL[1:0]=2'h0	SW Reset	No change	HW Reset	ID_PGM_EN=1'h0; VCM_PGM_EN=1'h0; ID_SEL[1:0]=2'h0						
Status	Default Value																											
Power On Sequence	ID_PGM_EN=1'h0; VCM_PGM_EN=1'h0; ID_SEL[1:0]=2'h0																											
SW Reset	No change																											
HW Reset	ID_PGM_EN=1'h0; VCM_PGM_EN=1'h0; ID_SEL[1:0]=2'h0																											

8.2.53. NV Memory Status Read (E2h)

E2H		NV Memory Status Read												
		D/CX	RDX	WRX	D17-8	D7	D6	D5	D4	D3	D2	D1	D0	HEX
Command		0	1	↑	x	1	1	1	0	0	0	1	0	E2
1 st Parameter		1	↑	1	x	x	x	x	x	x	x	x	x	x
2 nd Parameter		1	↑	1	x	0	0	0	0	0	0	PGM_CNT1	PGM_CNT0	xx
3 rd Parameter		1	↑	1	x	0	0	NV_VCM[5]	NV_VCM[4]	NV_VCM[3]	NV_VCM[2]	NV_VCM[1]	NV_VCM[0]	xx

Description

PGM_CNT[1:0]: NV memory programmed record. The bit will increase “+1” automatically when writing the NV_VCM [5:0].

PGM_CNT[1:0]	Description
00	NV Memory clean
01	NV Memory programmed 1 time
10	NV Memory programmed 2 times

These bits are read only.

NV_VCM [5:0]: NV memory VCM data read value. These bits are read only.

Restriction

Register Availability

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

8.2.54. NV Memory Protection (E3h)

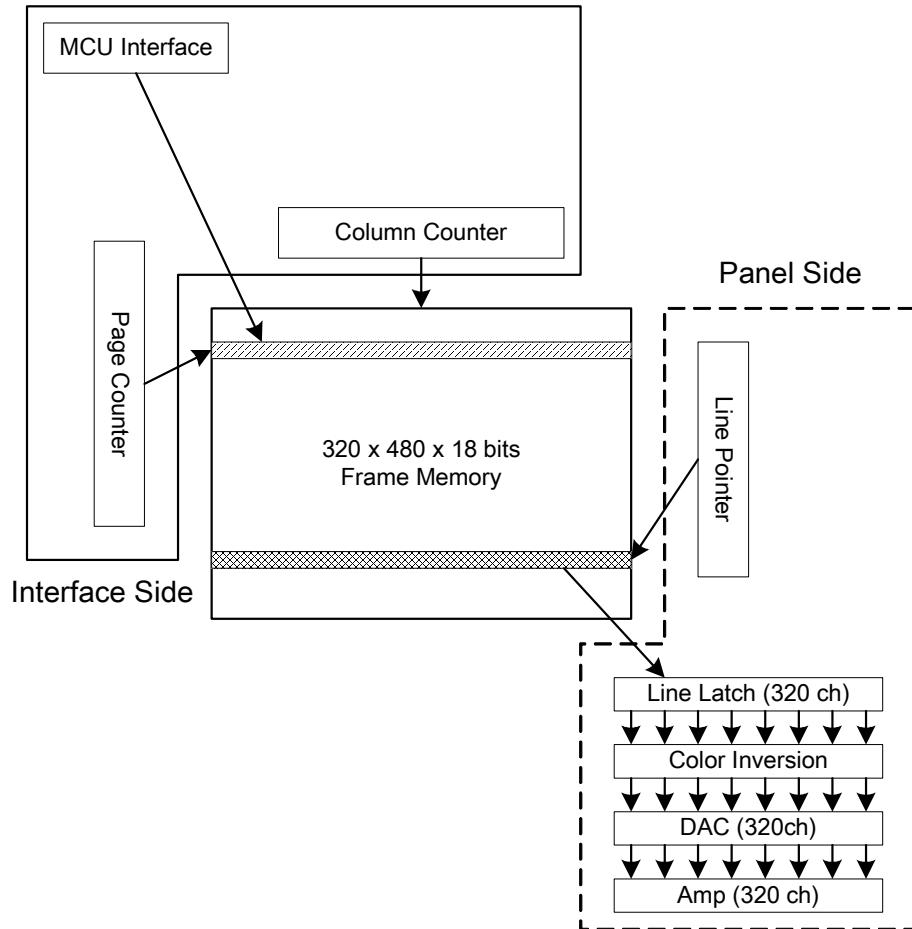
NV Memory Protection																									
E3H	D/CX	RDX	WRX	D17-8	D7	D6	D5	D4	D3	D2	D1	D0	HEX												
Command	0	1	↑	--	1	1	1	0	0	0	1	1	E3												
1 st Parameter	1	1	↑	--	KEY [15]	KEY [14]	KEY [13]	KEY [12]	KEY [11]	KEY [10]	KEY [9]	KEY [8]	xx												
2 nd Parameter	1	1	↑	--	KEY [7]	KEY [6]	KEY [5]	KEY [4]	KEY [3]	KEY [2]	KEY [1]	KEY [0]	xx												
Description	KEY[15:0]: NV memory programming protection key. When writing OTP data C8h, this register must be set as 0xAA55 to enable OTP programming. If C8h register is not written with 0xAA55, NV Memory programming will fail.																								
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
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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>KEY[15:0]=16'h0000</td> </tr> <tr> <td>SW Reset</td> <td>No change</td> </tr> <tr> <td>HW Reset</td> <td>KEY[15:0]=16'h0000</td> </tr> </tbody> </table>													Status	Default Value	Power On Sequence	KEY[15:0]=16'h0000	SW Reset	No change	HW Reset	KEY[15:0]=16'h0000				
Status	Default Value																								
Power On Sequence	KEY[15:0]=16'h0000																								
SW Reset	No change																								
HW Reset	KEY[15:0]=16'h0000																								

9. Display Data RAM

9.1. Configuration

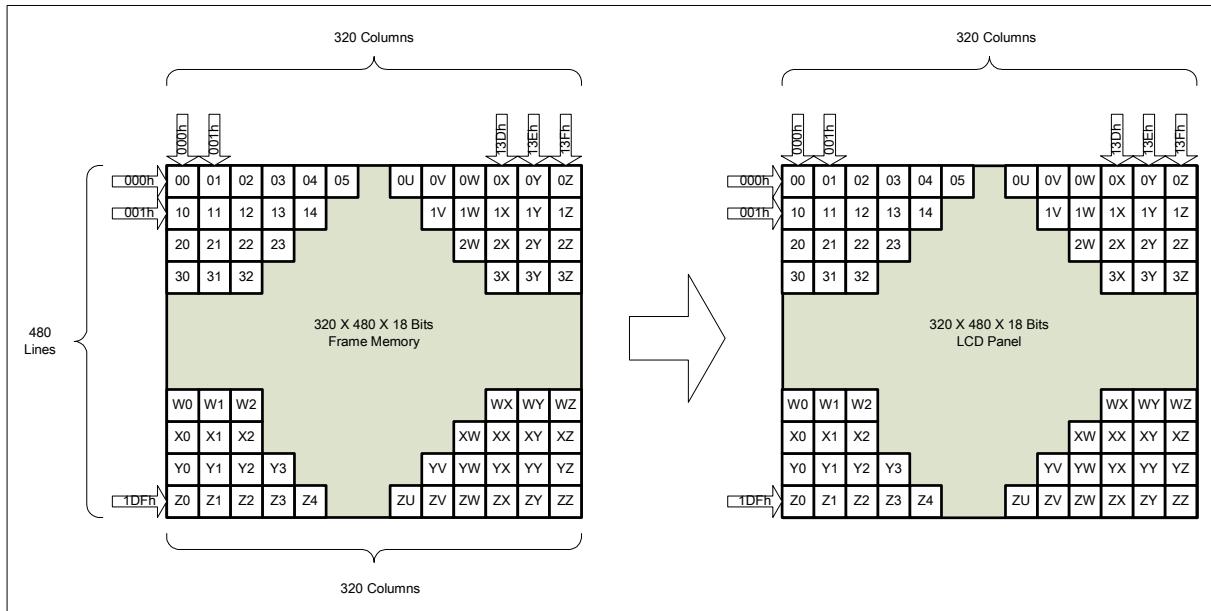
The display data RAM stores display dots and consists of 2,764,800bits (320 x 18 x 480 bits). There is no restriction on access to the RAM even when the display data on the same address is loaded to DAC.

There will be no abnormal visible effect on the display when there is a simultaneous Panel Read and Interface Read or Write to the same location of the frame memory.



9.2. Memory to Display Address Mapping

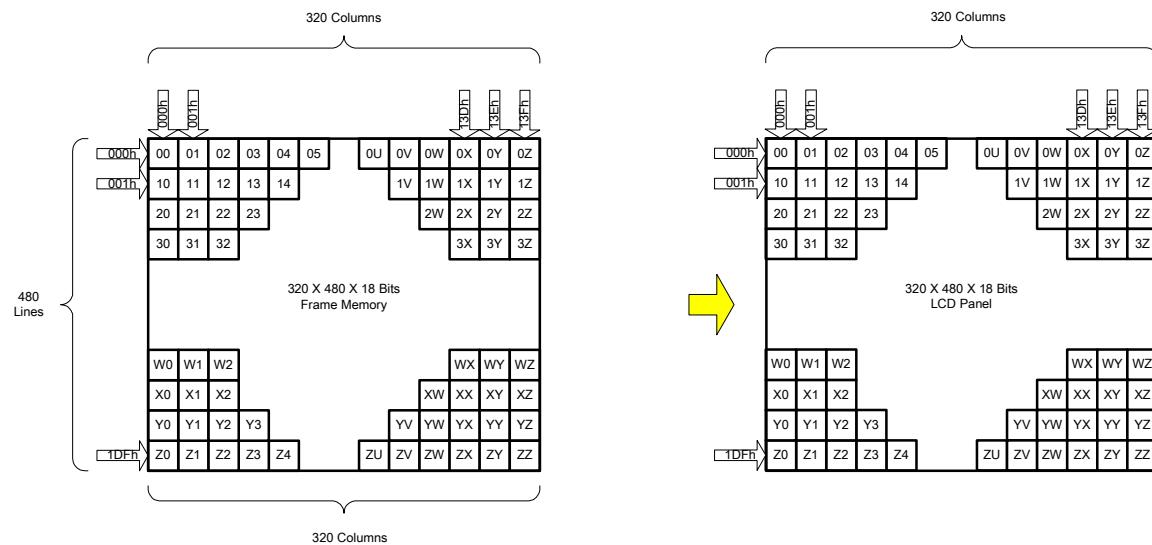
In this mode, content of the frame memory within an area where column pointer is 0000h to 013Fh and page pointer 0000h to 01DFh is displayed. To display a dot on leftmost top corner, store the dot data at (column pointer, page pointer) = (0, 0).



9.3. Vertical Scroll Mode

There is a vertical scrolling mode, which is described by the commands "set_scroll_area"(33h) and "set_scroll_start"(37h).

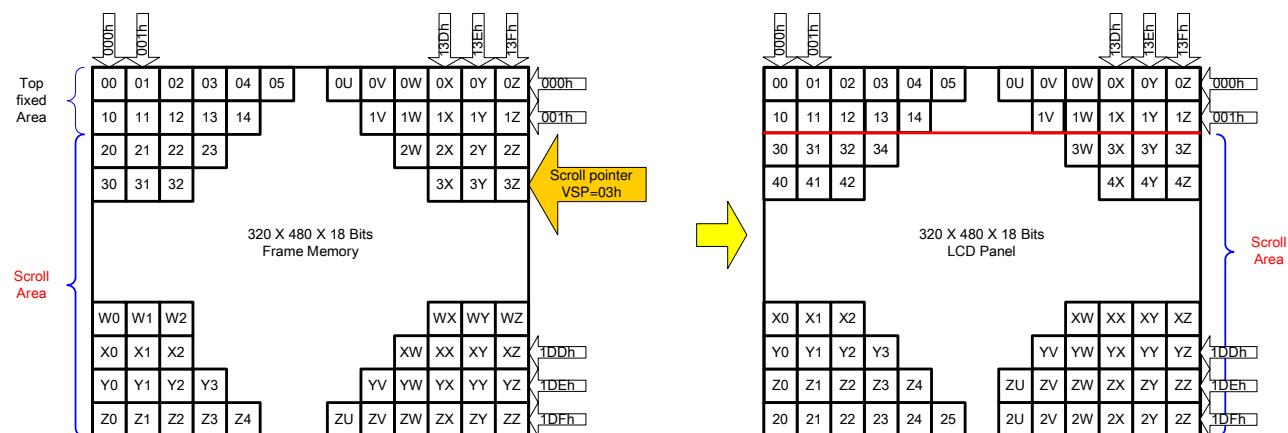
(1)Normal Display On or Partial Mode On, Vertical Scroll Off



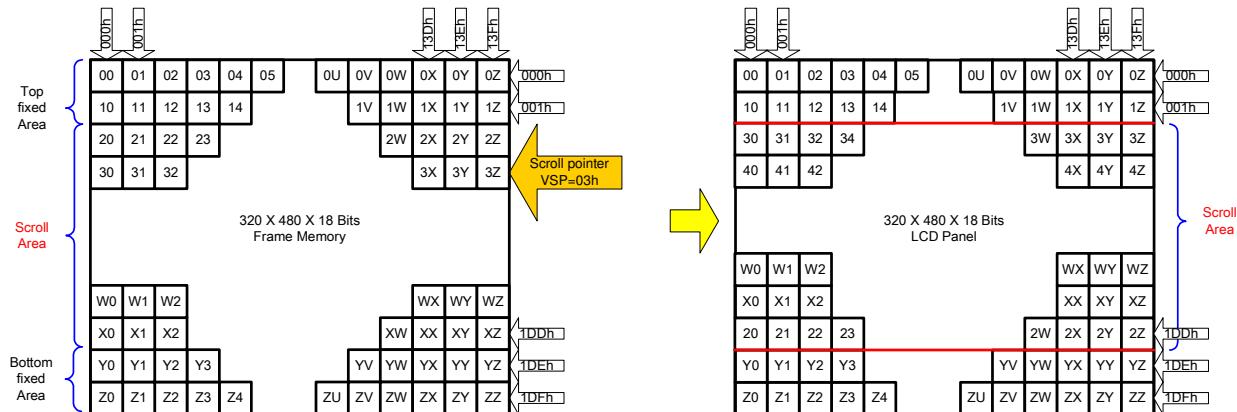
(2) Vertical Scroll Mode

"set_scroll_area(33h)" and "set_scroll_start(37h)" setting define the scroll area.

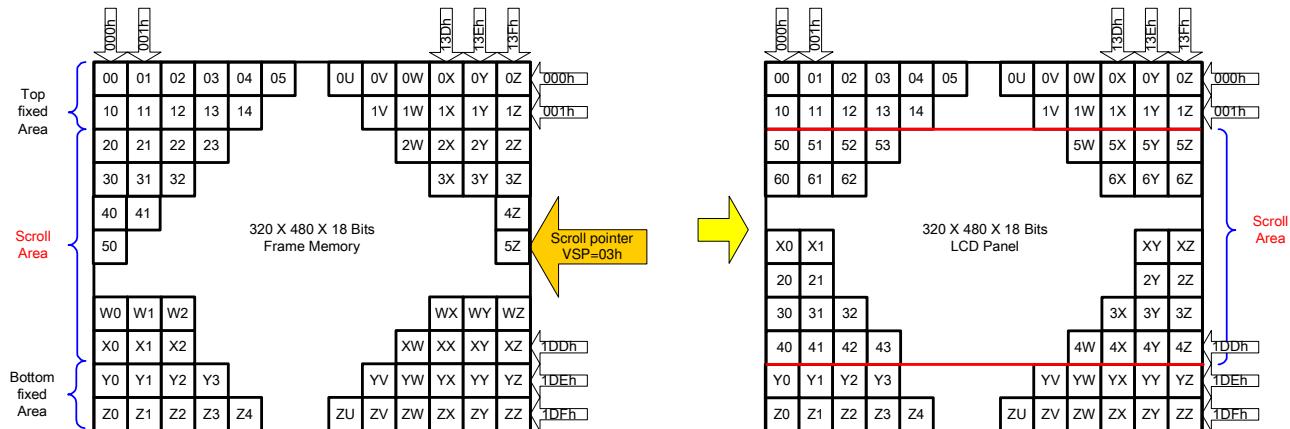
Example1: TFA=2, VSA=478, BFA=0 (set_address_mode(36h) B4=0), VSP=3



Example2: TFA=2,VSA=476,BFA=2 (set_address_mode(36h) B4=0), VSP=3



Example3: TFA=2,VSA=476,BFA=2 (set_address_mode(36h) B4=0), VSP=5



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 set_tear_off (34h) and set_tear_on (35h) commands. The mode of the tearing effect signal is defined by the parameter of the set_tear_on (35h) and set_tear_scanline(44h) commands.

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

10.1. Tearing Effect Line Modes

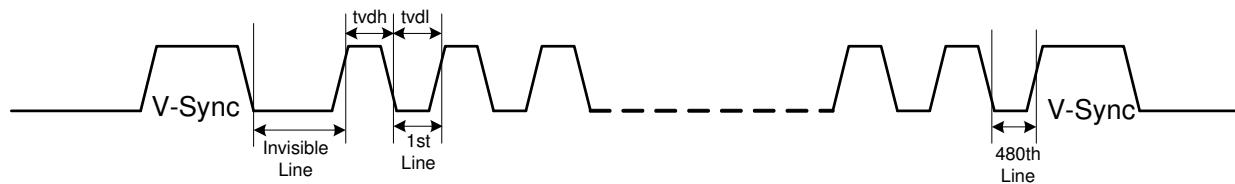
Mode 1 (set_tear_on, TELOM=0), the Tearing Effect Output signal consists of V-Sync information only:



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

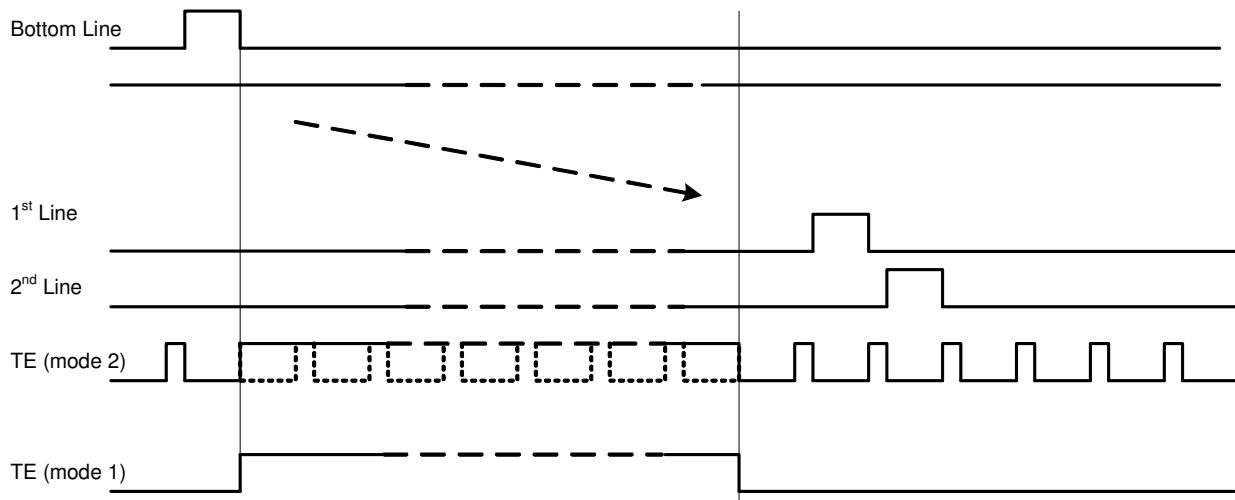
tvdl = The LCD display is updated from the Frame Memory (except Invisible Line – see below).

Mode 2 (set_tear_on, TELOM=1), the tearing effect output signal consists of V-Sync and H-Sync information; there is one V-sync and 480 H-sync pulses per field:



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

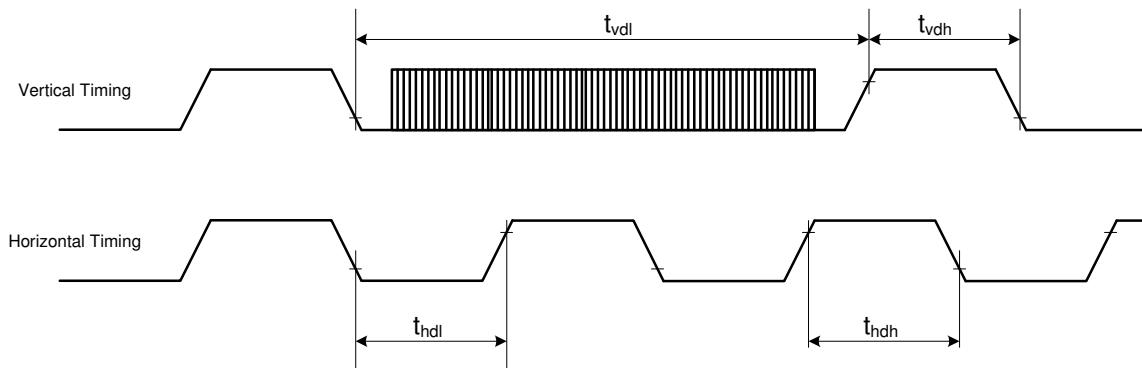
thdl = The LCD display is updated from the Frame Memory (except Invisible Line – see above).



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:

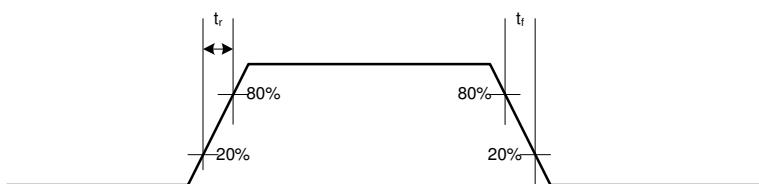


AC characteristics of Tearing Effect Signal (Frame Rate = 60Hz)

Symbol	Parameter	Min.	Max.	Unit	Description
t_{vdl}	Vertical timing low duration	16.5		ms	
t_{vdh}	Vertical timing high duration	302		us	
t_{hdl}	Horizontal timing low duration	11.2		us	
t_{hdh}	Horizontal timing high duration	22.4		us	

Notes:

1. The timings in Table 8.3.1 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.

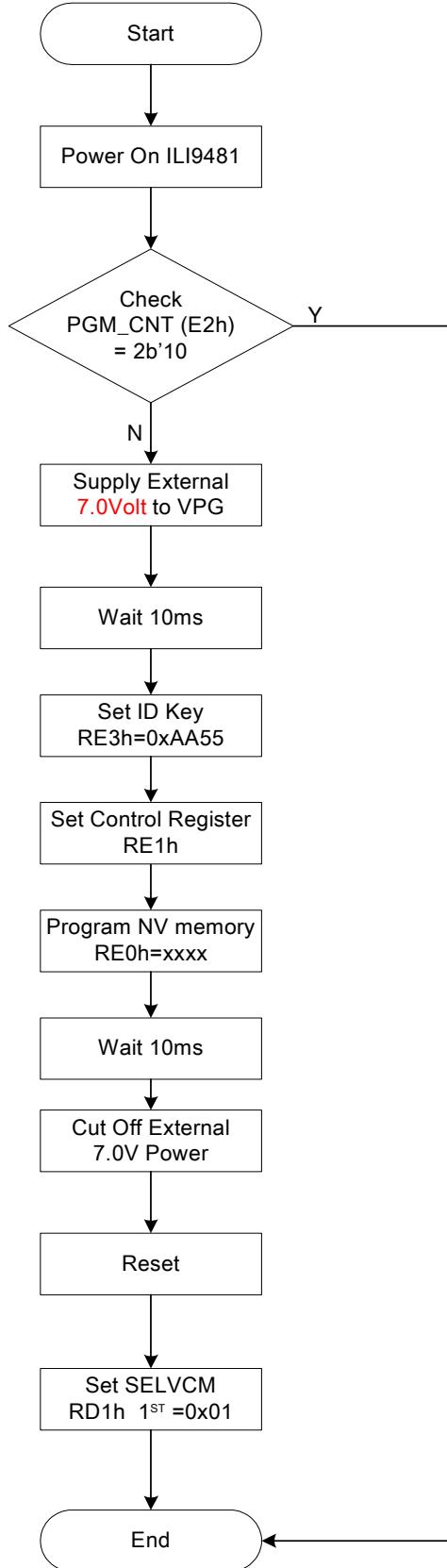


The Tearing Effect Output Line is fed back to the MCU and should be used as shown below to avoid Tearing Effect:

The Tearing Effect output line supplies to the MCU a Panel synchronization signal. This signal can be enabled or disabled by the `set_tear_off(34h)`, `set_tear_on(35h)` commands. The mode of the Tearing Effect Signal is defined by the Parameter of the Tearing Effect Line On command. The signal can be used by the MCU to synchronize Frame Memory Writing when displaying video images.

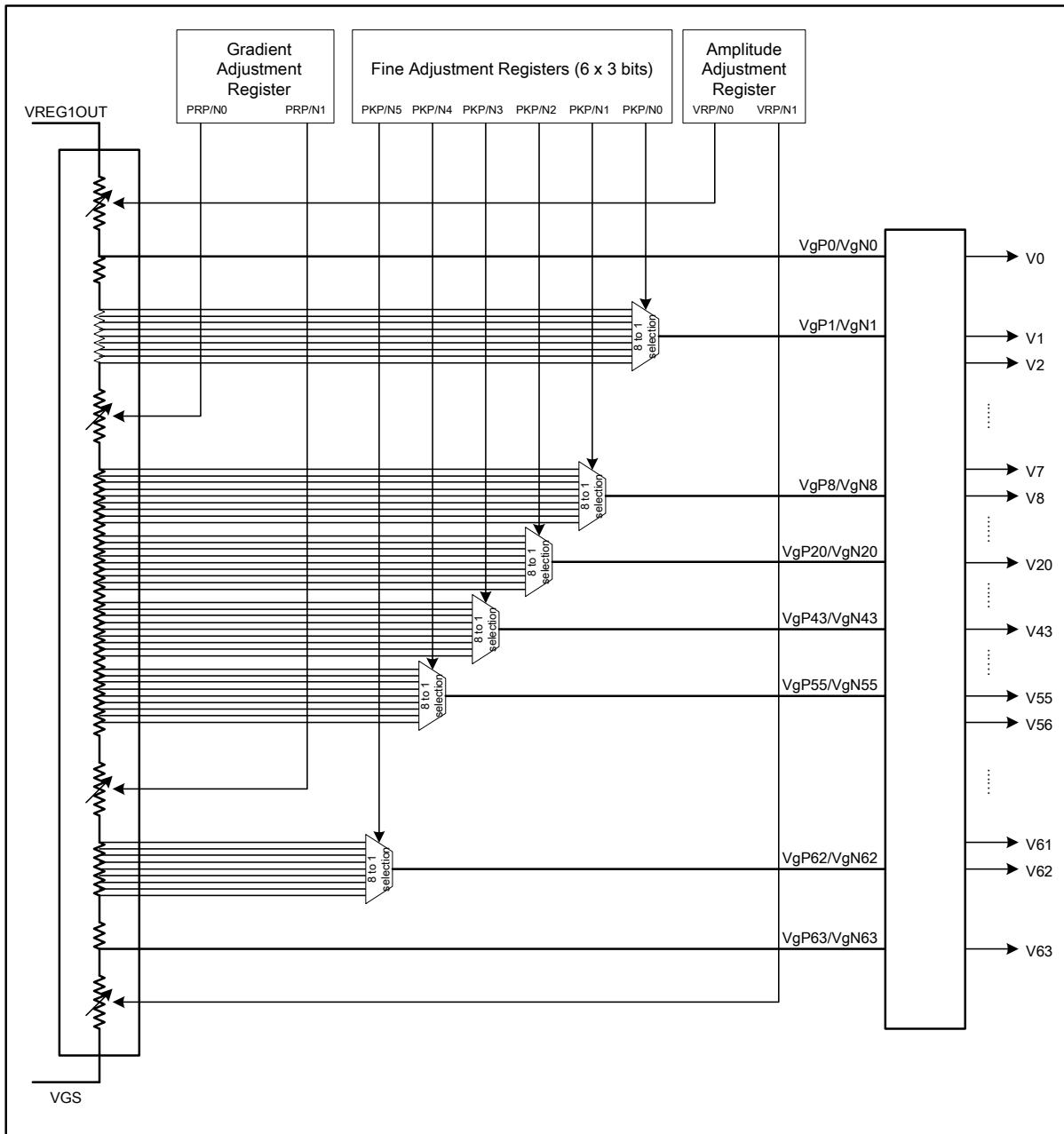
TEON (35h)	TEL0M (35h, 1 st bit)	TE signal Output
0	*	GND
1	0	TE (Mode 1)
1	1	TE (Mode 2)

11. NV Memory Programming Flow



12. Gamma Correction

ILI9481 incorporates the γ -correction function to display 262,144 colors for the LCD panel. The γ -correction is performed with 3 groups of registers determining eight reference grayscale levels, which are gradient adjustment, amplitude adjustment and fine-adjustment registers for positive and negative polarities, to make ILI9481 available with liquid crystal panels of various characteristics.



Grayscale Voltage Generation

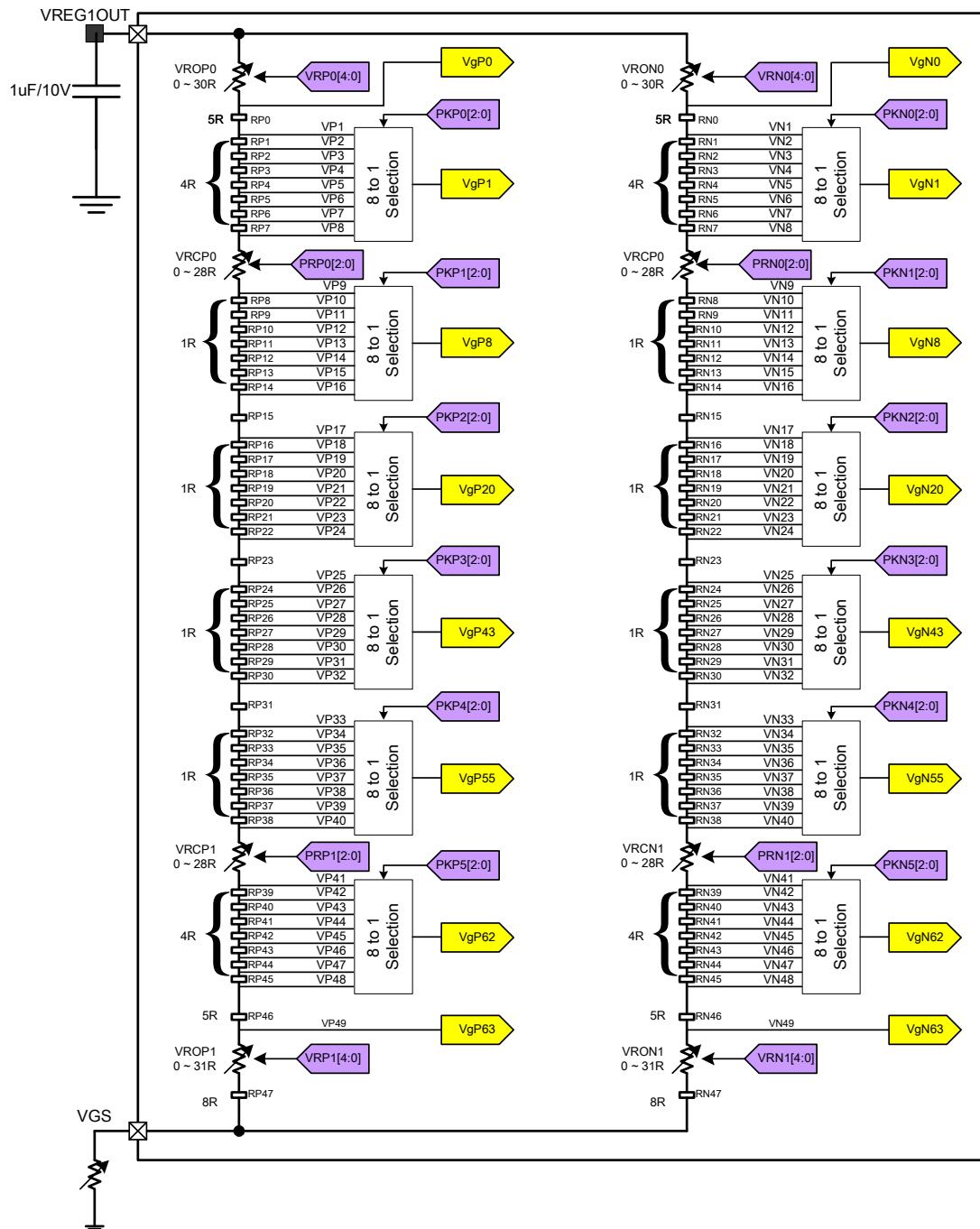
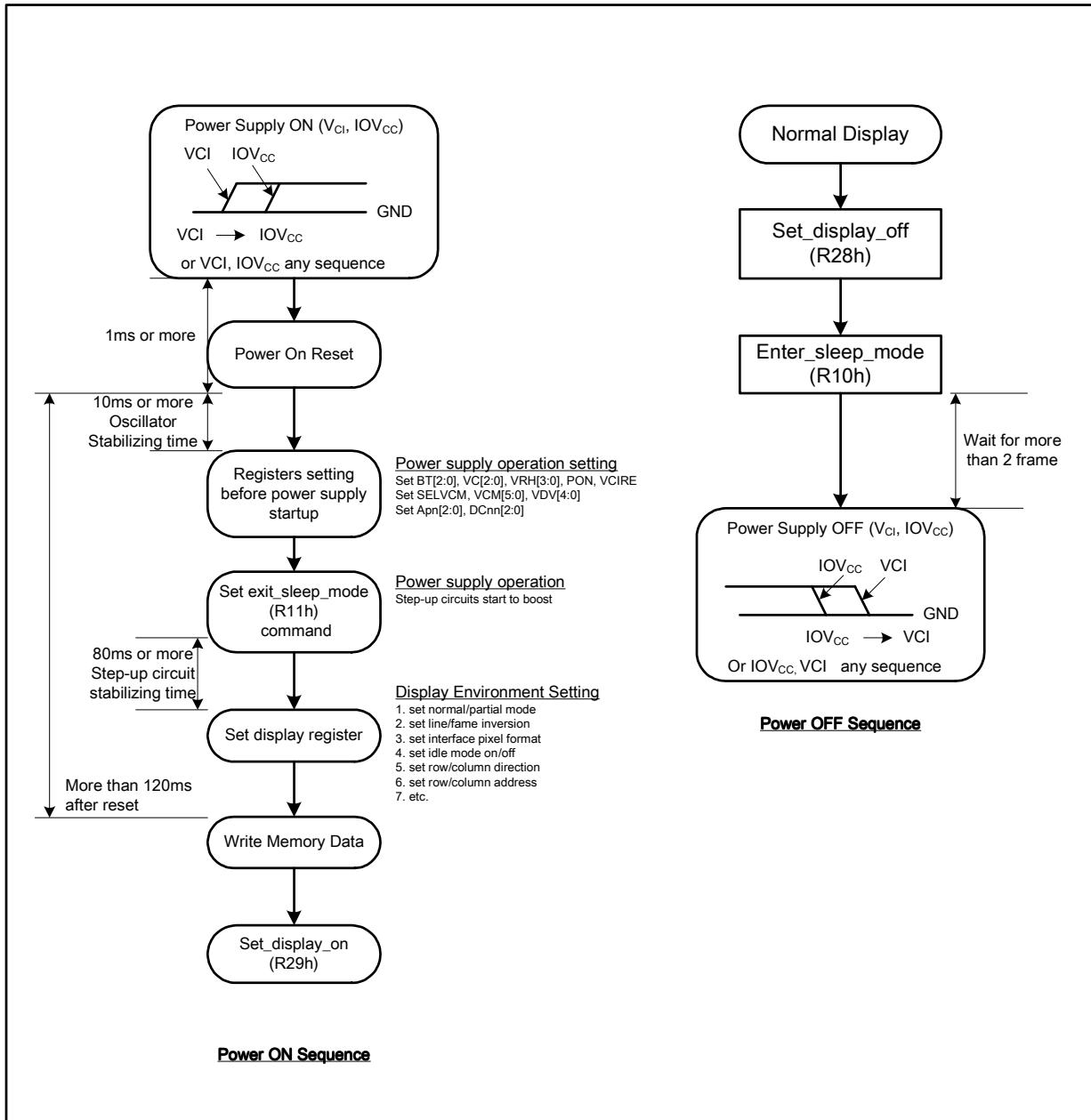


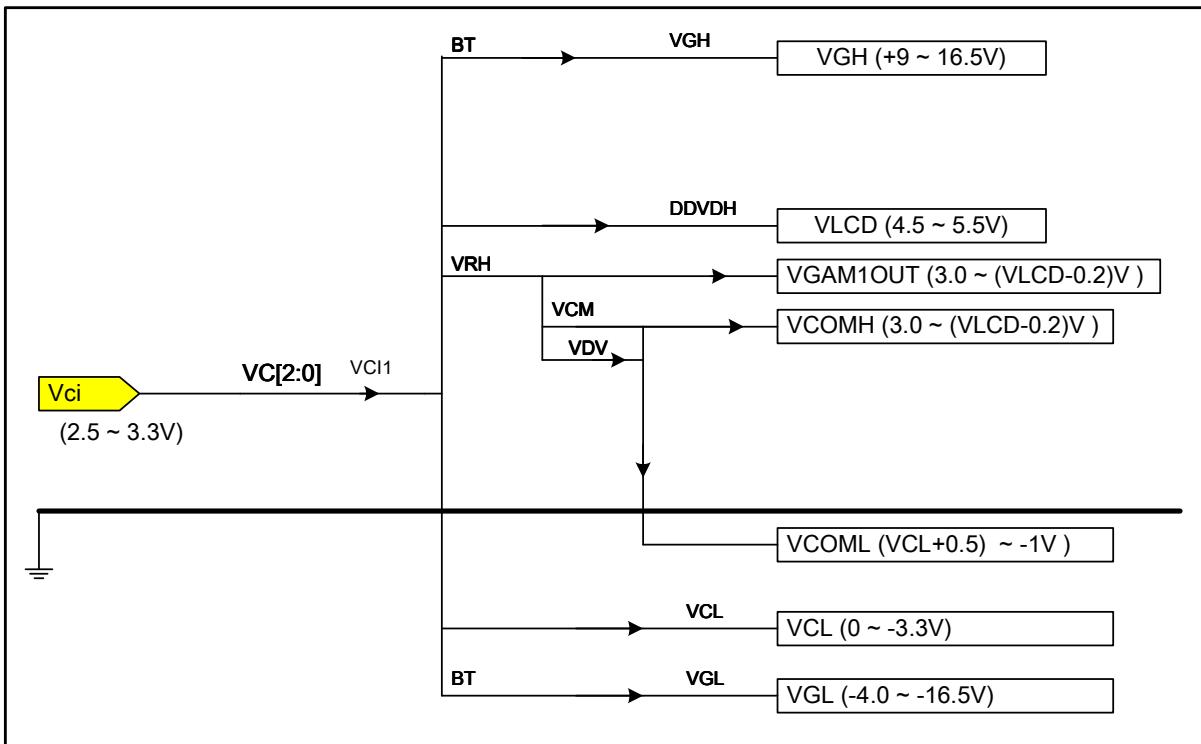
Figure 1 Grayscale Voltage Adjustment

13. Application

13.1. Power Supply Configuration



13.2. Voltage Generation



14. Electrical Characteristics

14.1. Absolute Maximum Ratings

The absolute maximum rating is listed on following table. When ILI9481 is used out of the absolute maximum ratings, the ILI9481 may be permanently damaged. To use the ILI9481 within the following electrical characteristics limit is strongly recommended for normal operation. If these electrical characteristic conditions are exceeded during normal operation, the ILI9481 will malfunction and cause poor reliability.

Item	Symbol	Unit	Value	Note
Power supply voltage	IOVCC	V	-0.3 ~ + 4.6	1,
Power supply voltage	VCI - GND	V	-0.3 ~ + 4.6	2
Power supply voltage	DDVDH - GND	V	-0.3 ~ + 6.5	3
Power supply voltage	GND - VCL	V	-0.3 ~ + 4.6	4
Power supply voltage	DDVDH - VCL	V	-0.3 ~ + 9.0	
Power supply voltage	VGH - GND	V	-0.3 ~ + 18.5	
Power supply voltage	GND - VGL	V	-0.3 ~ + 18.5	
Power supply voltage	VGH - VGL	V	-0.3 ~ + 32	
Input voltage	Vt	V	-0.3 ~ IOVCC+ 0.3	
Operating temperature	Topr	°C	-40 ~ + 85	
Storage temperature	Tstg	°C	-55 ~ + 110	

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Notes:

1. Make sure IOVCC \geq GND
2. Make sure VCI \geq AGND.
3. Make sure DDVDH \geq VCL and DDVDH \geq VCI
4. Make sure AGND \geq VGL.

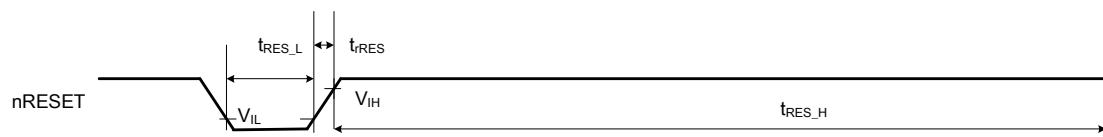
14.2. DC Characteristics

Parameter	Symbol	Condition	Min.	Typ.	Max.	Unit
Analog Power Supply Voltage	VCI	Analog Operation Voltage	2.5	2.8	3.3	V
I/O pin Power Supply Voltage	IOVCC	I/O pin Operation Voltage	1.65	2.8	3.3	V
Logic High level input voltage	V_{IH}	$IOVCC = 1.65V \sim 3.3V$	$0.7*IOVCC$	-	$IOVCC$	V
Logic Low level input voltage	V_{IL}	$IOVCC = 1.65V \sim 3.3V$	0.0	-	$0.3*IOVCC$	V
Logic High level Output voltage	V_{IH}	$I_{out} = -1\text{ mA}$	$0.8*IOVCC$	-	$IOVCC$	V
Logic Low level Output voltage	V_{IL}	$I_{out} = +1\text{ mA}$	0.0	-	$0.2*IOVCC$	V
Logic High level input current	I_{IH}	D[17:0]			10	uA
Logic Low level input current	I_{IL}	D[17:0]	-10			uA

14.3. Reset Timing Characteristics

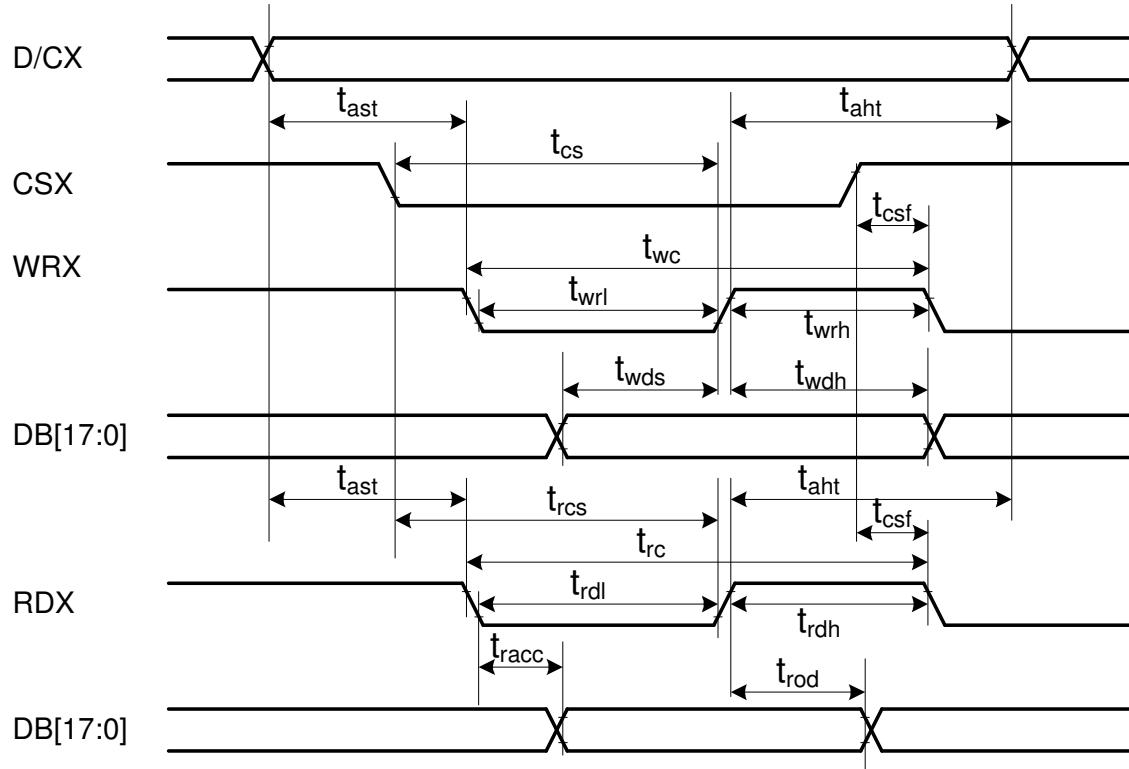
Reset Timing Characteristics (IOVCC = 1.65 ~ 3.3 V)

Item	Symbol	Unit	Min.	Typ.	Max.
Reset low-level width	t_{RES_L}	ms	1	-	-
Reset rise time	t_{rRES}	μs	-	-	10
Reset high-level width	t_{RES_H}	ms	50	-	-



14.4. AC Characteristics

14.4.1. DBI Type B (18/16/9/8 bit) Interface Timing Characteristics

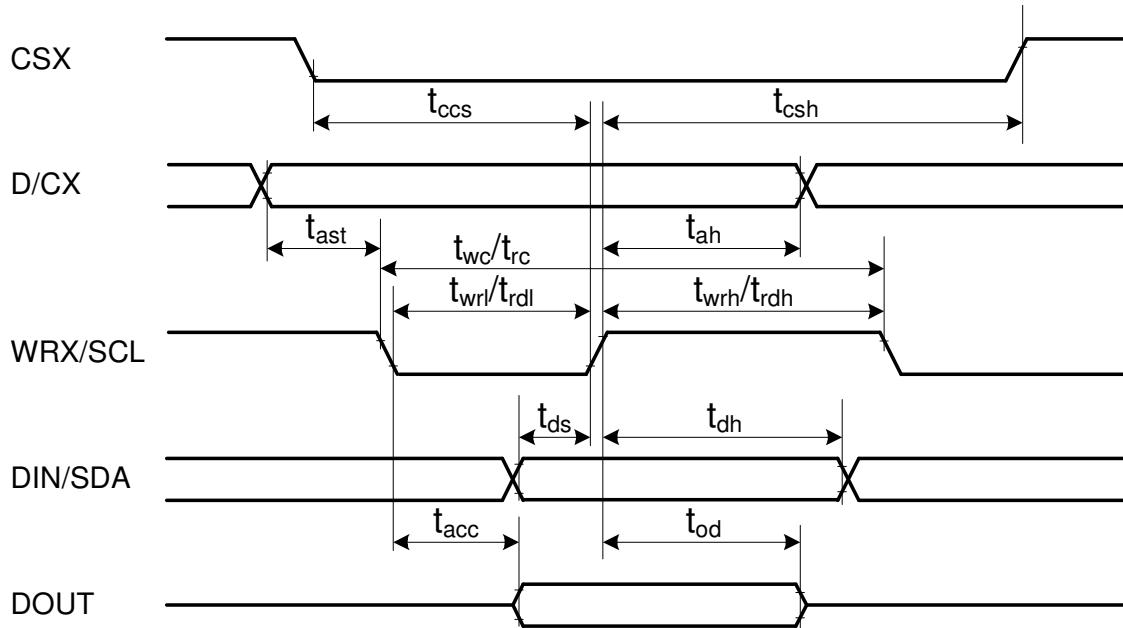


Signal	Symbol	Parameter	min	max	Unit	Description
D/CX	t_{ast}	Address setup time	10	-	ns	
	t_{aht}	Address hold time (Write/Read)	10	-	ns	
CSX	t_{cs}	Chip Select setup time (Write)	20	-	ns	
	t_{rcs}	Chip Select setup time (Read)	20	-	ns	
	t_{csf}	Chip Select Wait time (Write/Read)	20	-	ns	
WRX	t_{wc}	Write cycle	100	-	ns	
	t_{wrh}	Write Control pulse H duration	50	-	ns	
	t_{wrl}	Write Control pulse L duration	50	-	ns	
RDX	t_{rc}	Read cycle	450	-	ns	
	t_{rdh}	Read Control pulse H duration	250	-	ns	
	t_{rdl}	Read Control pulse L duration	170	-	ns	
DB[17:0], DB[15:0], DB[8:0], DB[7:0]	t_{wds}	Write data setup time	15	-	ns	For maximum CL=30pF
	t_{wdh}	Write data hold time	25	-	ns	
	t_{racc}	Read access time	10	340	ns	For minimum CL=8pF
	t_{rod}	Read output disable time	10	-	ns	

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

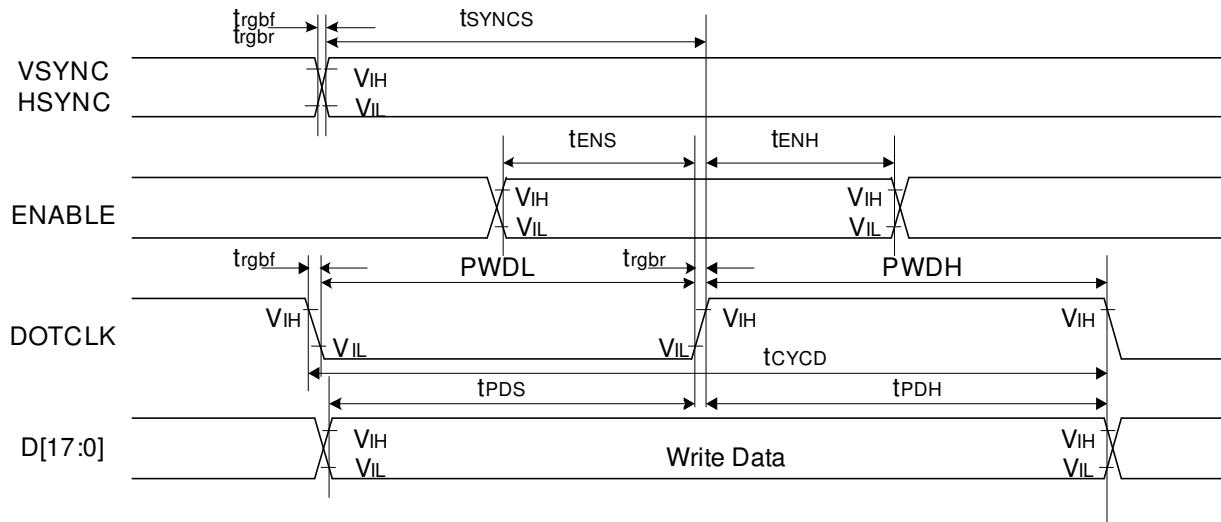
Note: Ta = -30 to 70 °C, IOVCC=1.65V to 3.3V, VCI=2.5V to 3.3V, GND=0V

14.4.2. DBI Type C Interface Timing Characteristics



Signal	Symbol	Parameter	Min.	Max.	Unit	Description
CSX	t_{css}	Chip select setup time (Write)	40	-	ns	
	t_{csh}	Chip select hold time (Write)	40	-	ns	
D/CX	t_{as}	Address setup time	10		ns	
	t_{ah}	Address hold time (Write/Read)	10		ns	
WRX/SCL (Write)	t_{wc}	Write cycle	100		ns	
	t_{wrh}	SCL High duration (write)	50		ns	
	t_{wrl}	SCL Low duration (write)	50		ns	
WRX/SCL (Read)	t_{rc}	Read cycle	300		ns	
	t_{rdh}	SCL High duration (read)	120		ns	
	t_{rdl}	SCL Low duration (read)	120		ns	
DIN/SDA (Driver IC)	t_{ds}	Data setup time	30		ns	
	t_{dh}	Data hold time	30		ns	
DOUT (Driver IC)	t_{acc}	Access time	-	110	ns	
	t_{od}	Output disable time	10		ns	

14.4.3. DPI Interface Timing Characteristics



Signal	Symbol	Parameter	min	max	Unit
VSYNC / HSYNC	t_{VSYNC}	VSYNC/HSYNC setup time	15	-	ns
	t_{VH}	VSYNC/HSYNC hold time	15	-	ns
ENABLE	t_{ENS}	ENABLE setup time	15	-	ns
	t_{ENH}	ENABLE hold time	15	-	ns
D[17:0]	t_{TPS}	Data setup time	15	-	ns
	t_{TPDH}	Data hold time	15	-	ns
DOTCLK	t_{PWDH}	DOTCLK high-level period	52	-	ns
	t_{PWDL}	DOTCLK low-level period	52	-	ns
	t_{CYCD}	DOTCLK cycle time	104	-	ns
	t_{rgbf}, t_{rgbr}	DOTCLK, HSYNC, VSYNC rise/fall time	-	15	ns

15. Revision History

Version No.	Date	Page	Description
0.1	2009/10/6		New Formal Create
0.2	2009/11/24	35 141	Modify RGB PCLK limitation
0.3	2009/12/23	34	Modify Hsync HLW
0.4	2010/03/10	139/140/14 1	Modify Clock duty cycle
0.5	2010/07/27	135	add Grayscale Voltage Generation