

STANDARD LCD CONTROL CODES

CONTROL CODES

Control Codes are used for LCD panel setup and control of character or cursor position. All control codes are written to LCD panel address \$B5F0. The BUSY flag should be tested before any control updates to verify that any previous control command has been completed. The BUSY flag is bit position 7 of the Control register (data mask = \$80). A read of the Control address \$B5F0 will return the BUSY flag status and the current display character location address.

<u>COMMAND</u>	<u>DATA</u>	<u>TIME DELAY</u>
Clear Display, Cursor to Home	\$01	1.65ms
Cursor to Home	\$02	1.65ms
Entry Mode:		
Cursor Decrement, Shift off	\$04	40us
Cursor Decrement, Shift on	\$05	40us
Cursor Increment, Shift off	\$06	40us
Cursor Increment, Shift on	\$07	40us
Display Control:		
Display, Cursor, and Cursor Blink off	\$08	40us
Display on, Cursor and Cursor Blink off	\$0C	40us
Display and Cursor on, Cursor Blink off	\$0E	40us
Display, Cursor, and Cursor Blink on	\$0F	40us
Cursor / Display Shift: (nondestructive move)		
Cursor shift left	\$10	40us
Cursor shift right	\$14	40us
Display shift left	\$18	40us
Display shift right	\$1C	40us
Display Function (default 2x40 size)	\$3C	40us
Character Generator Ram Address set	\$40 - \$7F	40us
Display Ram Address set	\$80 - \$FF	40us
(2 x 40 Display = \$80 - \$CF max)		

STANDARD LCD CHARACTER CODES

The display Character Generator Ram is displayed at \$00 - \$1F. Refer to display panel data sheet for extended character set.

<u>DATA</u>	<u>CHARACTER</u>	<u>DATA</u>	<u>CHARACTER</u>	<u>DATA</u>	<u>CHARACTER</u>
\$20	Space	\$40	Time Sym	\$60	`
\$21	!	\$41	A	\$61	a
\$22	"	\$42	B	\$62	b
\$23	#	\$43	C	\$63	c
\$24	\$	\$44	D	\$64	d
\$25	%	\$45	E	\$65	e
\$26	&	\$46	F	\$66	f
\$27	'	\$47	G	\$67	g
\$28	(\$48	H	\$68	h
\$29)	\$49	I	\$69	i
\$2A	*	\$4A	J	\$6A	j
\$2B	+	\$4B	K	\$6B	k
\$2C	,	\$4C	L	\$6C	l
\$2D	-	\$4D	M	\$6D	m
\$2E	.	\$4E	N	\$6E	n
\$2F	/	\$4F	O	\$6F	o
\$30	0	\$50	P	\$70	p
\$31	1	\$51	Q	\$71	q
\$32	2	\$52	R	\$72	r
\$33	3	\$53	S	\$73	s
\$34	4	\$54	T	\$74	t
\$35	5	\$55	U	\$75	u
\$36	6	\$56	V	\$76	v
\$37	7	\$57	W	\$77	w
\$38	8	\$58	X	\$78	x
\$39	9	\$59	Y	\$79	y
\$3A	:	\$5A	Z	\$7A	z
\$3B	;	\$5B	[\$7B	{
\$3C	{	\$5C	Yen Sym	\$7C	
\$3D	=	\$5D]	\$7D	}
\$3E	}	\$5E	^	\$7E	>
\$3F	?	\$5f	_	\$7f	<