Constructional Feature

HOW TO USE INTELLIGENT L.C.D.s

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A n utterly “practical” guide to interfacing and programming intelligent liquid crystal display modules.

RECENTLY, a number of projects using intelligent liquid crystal display (l.c.d.) modules have been featured in EPE. Their ability to display not just numbers, but also letters, words and all manner of symbols, makes them a good deal more versatile than the familiar 7-segment light emitting diode (l.e.d.) displays.

Although still quite expensive when purchased new, the large number of surplus modules finding their way into the hands of the “bargain” electronics suppliers, offers the hobbyist a low cost opportunity to carry out some fascinating experiments and realise some very sophisticated electronic display projects.

BASIC READING

This article deals with the character-based l.c.d. modules which use the Hitachi HD44780 (or compatible) controller chip, as do most modules available to the hobbyist. Of course, these modules are not quite as advanced as the latest generation, full size, full colour, back-lit types used in today’s laptop computers, but far from being “phased out”, character-based l.c.d.s are still used extensively in commercial and industrial equipment, particularly where display requirements are reasonably simple.

The modules have a fairly basic interface, which matches well with traditional microprocessors such as the Z80 or the 6502. It is also ideally suited to the PIC microcontroller, which is probably the most popular microcontroller used by the electronics hobbyist.

However, even if, as yet, you know nothing of microcontrollers, and possess none of the PIC paraphernalia, don’t despair, you can still enjoy all the fun of experimenting with l.c.d.s, using little more than a handful of switches!

SHAPES AND SIZES

Even limited to character-based modules, there is still a wide variety of shapes and sizes available. Line lengths of 8, 16, 20, 24, 32 and 40 characters are all standard, in one, two and four-line versions.

Several different liquid crystal technologies exist. “Supertwist” types, for example, offer improved contrast and viewing angle over the older “twisted nematic” types. Some modules are available with back-lighting, so that they can be viewed in dimly-lit conditions. The back-lighting may be either “electro-luminescent”, requiring a high voltage inverter circuit, or simpler l.e.d. illumination.

Few of these features are important, however, for experimentation purposes. All types are capable of displaying the same basic information, so the cheaper types are probably the best bet initially.

CONNECTIONS

Most l.c.d. modules conform to a standard interface specification. A 14-pin access is provided (14 holes for solder pin insertion or for an IDC connector) having eight data lines, three control lines and three power lines. The connections are laid out in one of two common configurations, either two rows of seven pins, or a single row of 14 pins. The two layout alternatives are displayed in Fig. 1.

On most displays, the pins are numbered on the l.c.d.’s printed circuit board, but if not, it is quite easy to locate pin 1. Since this pin is connected to ground, it often has a thicker p.c.b. track connected to it, and it is generally connected to the metalwork at some point.

The function of each of the connections is shown in Table 1. Pins 1 and 2 are the power supply lines, Vss and Vdd. The Vdd pin should be connected to the...
positive supply, and \( V_{ss} \) to the 0V supply or ground.

Although the l.c.d. module data sheets specify a 5V d.c. supply (at only a few milliamps), supplies of 6V and 4.5V both work well, and even 3V is sufficient for some modules. Consequently, these modules can be effectively, and economically, powered by batteries.

Pin 3 is a control pin, \( V_{ee} \), which is used to alter the contrast of the display. Ideally, this pin should be connected to a variable voltage supply. A preset potentiometer connected between the power supply lines, with its wiper connected to the contrast pin is suitable in many cases, but be aware that some modules may require a negative potential; as low as \(-7\) V in some cases. For absolute simplicity, connecting this pin to 0V will often suffice.

Pin 4 is the Register Select (RS) line, the first of the three command control inputs. When this line is low, data bytes transferred to the display are treated as commands, and data bytes read from the display indicate its status. By setting the RS line high, character data can be transferred to and from the module.

Pin 5 is the Read/Write (R/W) line. This line is pulled low in order to write commands or character data to the module, or pulled high to read character data or status information from its registers.

Pin 6 is the Enable (E) line. This input is used to initiate the actual transfer of commands or character data between the module and the data lines. When writing to the display, data is transferred only on the high to low transition of this signal. However, when reading from the display, data will become available shortly after the low to high transition and remain available until the signal falls low again.

Pins 7 to 14 are the eight data bus lines (D0 to D7). Data can be transferred to and from the display, either as a single 8-bit byte or as two 4-bit “nibbles”. In the latter case, only the upper four data lines (D4 to D7) are used. This 4-bit mode is beneficial when using a microcontroller, as fewer input/output lines are required.

### Table 1. Pinout functions for all the l.c.d. types.

<table>
<thead>
<tr>
<th>Pin No.</th>
<th>Name</th>
<th>Function</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>( V_{ss} )</td>
<td>Ground</td>
</tr>
<tr>
<td>2</td>
<td>( V_{dd} )</td>
<td>+ve supply</td>
</tr>
<tr>
<td>3</td>
<td>( V_{ee} )</td>
<td>Contrast</td>
</tr>
<tr>
<td>4</td>
<td>RS</td>
<td>Register Select</td>
</tr>
<tr>
<td>5</td>
<td>R/W</td>
<td>Read/Write</td>
</tr>
<tr>
<td>6</td>
<td>E</td>
<td>Enable</td>
</tr>
<tr>
<td>7</td>
<td>D0</td>
<td>Data bit 0</td>
</tr>
<tr>
<td>8</td>
<td>D1</td>
<td>Data bit 1</td>
</tr>
<tr>
<td>9</td>
<td>D2</td>
<td>Data bit 2</td>
</tr>
<tr>
<td>10</td>
<td>D3</td>
<td>Data bit 3</td>
</tr>
<tr>
<td>11</td>
<td>D4</td>
<td>Data bit 4</td>
</tr>
<tr>
<td>12</td>
<td>D5</td>
<td>Data bit 5</td>
</tr>
<tr>
<td>13</td>
<td>D6</td>
<td>Data bit 6</td>
</tr>
<tr>
<td>14</td>
<td>D7</td>
<td>Data bit 7</td>
</tr>
</tbody>
</table>

### PROTOTYPE CIRCUIT

For an l.c.d. module to be used effectively in any piece of equipment, a microprocessor or microcontroller is usually required to drive it. However, before attempting to wire the two together, some initial (and very useful) experiments can be performed, by connecting up a series of switches to the pins of the module. This can be quite a beneficial step, even if you are thoroughly conversant with the workings of microprocessors.

In Fig. 2 is shown the circuit diagram of an l.c.d. experimentation rig.

The circuit can be wired-up on a “plug-in” style prototyping board, using d.i.l. (dual-in-line) switches for the data lines (S1 to S8), a toggle switch for the RS input (S10), and a momentary action switch (or microswitch) for the E input (S9). The R/W line is connected to ground (0V), as the display is only going to be written to for the time being.

It is probably most convenient to use a s.i.l. (single-in-line) resistor pack for the eight pull-up resistors (R1 to R8) on the data lines. The other two resistors, R9 and R10, can be discrete types. Preset potentiometer VR1 is used for the contrast control and is shown with one end left disconnected. If desired, this end can be connected to the positive line via a resistor of about 47\(\Omega\) (it should be connected to a negative supply, via a similar resistor, for those modules which require negative biasing).

All the switches should be connected so that they are “on” when in the “down” position, so that “down” generates a logic 0 (low) and “up” provides a logic 1.
The experimental circuit can be built on plug-in prototyping boards.

(high). The switches should also be arranged so that data bit D7 is on the left, and data bit D0 is on the right. In this way, binary numbers can be entered the right way round.

Initially, the contrast control should be adjusted fully clockwise, so that the contrast control input (Vcc) is connected to ground. The initial settings of the switches are unimportant, but it is suggested that the RS switch (S10) is ‘up’ (set to logic 1), and the E switch (S9) is left unpressed. The data switches, S1 to S8, can be set to any value at this stage.

All is now prepared to start sending commands and data to the l.c.d. module.

**EXPERIMENT 1**

**Basic Commands**

When powered up, the display should show a series of dark squares, possibly only on part of the display. These character cells are actually in their off state, so the contrast control should be adjusted anti-clockwise (away from ground) until the contrast control should be adjusted fully clockwise, so that the contrast control input (Vcc) is connected to ground.

The problem here is contact bounce. Practically every time the E switch is closed, its contacts will bounce, so that although occasionally only one character appears, most attempts will result in 10 or 20 characters coming up on the display. What is needed is a ‘debounce’ circuit.

But what about the commands entered earlier, why didn’t contact bounce interfere with them? In fact it did, but it doesn’t matter whether a command is entered (‘enabled’) just once, or several times, it gets executed anyway. A solution to the bounce problem is shown in Fig. 3.

**Table 2. The Command Control Codes.**

<table>
<thead>
<tr>
<th>Command</th>
<th>Binary</th>
<th>Hex</th>
</tr>
</thead>
<tbody>
<tr>
<td>Clear Display</td>
<td>0 0 0 0 0 0 0 1</td>
<td>01</td>
</tr>
<tr>
<td>Display &amp; Cursor Home</td>
<td>0 0 0 0 0 0 1 x</td>
<td>02 or 03</td>
</tr>
<tr>
<td>Character Entry Mode</td>
<td>0 0 0 0 0 1 1/D 5</td>
<td>04 to 07</td>
</tr>
<tr>
<td>Display On/Off &amp; Cursor</td>
<td>0 0 0 1 D/C R/L x x</td>
<td>10 to 1F</td>
</tr>
<tr>
<td>Display/ Cursor Shift</td>
<td>0 0 0 1 8/4 2/1 10/7 x x</td>
<td>20 to 3F</td>
</tr>
<tr>
<td>Function Set</td>
<td>1 A A A A A A A</td>
<td>40 to 7F</td>
</tr>
<tr>
<td>Set CGRAM Address</td>
<td>1 A A A A A A</td>
<td>80 to FF</td>
</tr>
<tr>
<td>Set Display Address</td>
<td>1 A A</td>
<td></td>
</tr>
</tbody>
</table>

\[ V/D: \text{1=Increment}, 0=Decrement \]

\[ S: \text{1=Display shift on, 0=Display shift off*} \]

\[ R/L: \text{1=Right shift, 0=Left shift} \]

\[ B: \text{1=Cursor blink on, 0=Cursor blink off} \]

\[ D/C: \text{1=Display shift, 0=Cursor move} \]

\[ x = \text{Don’t care} \]

\[ * = \text{Initialisation settings} \]

Here, a couple of NAND gates are cross-coupled to form a set-reset latch (or flip-flop) which flips over and latches, so that the contact bounce is eliminated. Either a TTL 74LS00 or a CMOS 74HC00 can be used in this circuit. The switch must be an s.p.d.t. (single-pole, double-throw) type, a microswitch is ideal.

After modifying the circuit, the screen full of As can be cleared using the Clear Display command. Put binary value 00000001 (S01) on the data switches, set the RS switch to the ‘down’ position (logic 0), and the display is cleared.

Note that the output of the ‘debounce’ circuit is high when the switch is pressed and low when the switch is released. Since it is the high to low transition that actually latches data into the l.c.d. module, it will
be observed that characters appear on the display, not when the button is pressed, but when it is released.

**EXPERIMENT 2**

**Entering Text**

First, a little tip: it is manually a lot easier to enter characters and commands in hexadecimal rather than binary (although, of course, you will need to translate commands from binary into hex so that you know which bits you are setting). Replacing the d.i.l. switch pack with a couple of sub-miniature hexadecimal rotary switches is a simple matter, although a little bit of re-wiring is necessary.

The switches must be the type where On = 0, so that when they are turned to the zero position, all four outputs are shorted to the common pin, and in position "F", all four outputs are open circuit.

All the available characters that are built into the module are shown in Table 3. Studying the table, you will see that codes associated with the characters are quoted in binary and hexadecimal, most significant bits ("left-hand" four bits) across the top, and least significant bits ("right-hand" four bits) down the left.

Most of the characters conform to the ASCII standard, although the Japanese and Greek characters (and a few other things) are obvious exceptions. Since these intelligent modules were designed in the "Land of the Rising Sun", it seems only fair that their Katakana phonetic symbols should also be incorporated. The more extensive Kanji character set, which the Japanese share with the Chinese, consisting of several thousand different characters, is not included!

Using the switches, of whatever type, and referring to Table 3, enter a few characters onto the display, both letters and numbers. The RS switch (S10) must be "up" (logic 1) when sending the character data switches, enter the Function Set command by putting the chip into Command mode. On the first line, the RS switch (S9) must be 'on', enter character, trigger E, and so on.

The first 16 codes in Table 3, 00000000 to 00001111, ($00 to $0F) refer to the CGRAM. This is the Character Generator RAM (random access memory), which can be used to hold user-defined graphics characters. This is where these modules really start to show their potential, offering such capabilities as bargraphs, flashing symbols, even animated characters. Before the user-defined characters are set up, these codes will just bring up strange looking symbols.

Codes 00010000 to 00011111 ($10 to $1F) are not used and just display blank characters. ASCII codes "proper" start at 00100000 to 00111111 ($20 to $7F). Codes 10000000 to 10011111 ($80 to $DF) are not used, and 10100000 to 11011111 ($A0 to $FF) are the Japanese characters.

Codes 11100000 to 11111111 ($E0 to $FF) are interesting. Although this last block contains mainly Greek characters, it also includes the lower-case characters which have ‘descenders’. These are the letters g, j, p, q and y, where the tail drops down below the base line of normal upper-case characters. They require the 5 × 10 dot matrix format, rather than the 5 × 7, as you will see if you try to display a lower-case j, for example, on a 5 × 7 module.

Some one-line displays have the 5 × 10 format facility, which allows these characters to be shown unbroken. With 5 × 7 two-line displays, the facility can be simulated by borrowing the top three pixel rows from the second line, so creating a 5 × 10 matrix.

For this simulation, set line RS low to put the chip into Command mode. On the data switches, enter the Function Set command using binary value 00110100 ($34). Press and release switch E. Return RS to high, and then send the character data for the last 32 codes in the normal way (remembering to trigger line E!).

**EXPERIMENT 3**

**Addressing**

When the module is powered up, the cursor is positioned at the beginning of the first line. This is address $00. Each time a character is entered, the cursor moves on to the next address, $01, $02 and so on. This auto-incrementing of the cursor address makes entering strings of characters very easy, as it is not necessary to specify a separate address for each character.

It may be necessary, however, to position a string of characters somewhere other than at the beginning of the first line. In this instance, a new starting address must be entered as a command. Any address between $00 and $7F can be entered, giving a total of 128 different addresses, although not all these addresses have their own display location.

There are in fact only 80 display locations, laid out as 40 on each line in two-line mode, or all 80 on a single line in one-line mode. This situation is further complicated because not all display locations are necessarily visible at one time. Only a 40-character, two-line module can display all 80 locations simultaneously.

To experiment with addressing, first set the i.c.d. to two-line mode (if two lines are...
Out with a bit of software.
The addressing a little, but can be sorted
lines split and interlaced. This complicates
actually, also a two-line type, with the two
one-line mode, only the first 10 characters
line placed to the right of the first. In
actually a two-line type, with the second
single-line module shown in Fig. 4 is
covered during this article’s research. The
second line at address 01000000 ($40).
ing at address 00000000 ($00) and the
two lines of characters, the first line start-
cal examples are shown in Fig. 4.
type of module being used, but some typi-
01111111 ($68 to $7F) cannot be used on
00111111 ($28 to $3F) and 01101000 to
aware that display addresses 00101000 to
dress command is always 10000000 ($80)
can now be entered. The Set Display Ad-
increment/display shift left.

EXPERIMENT 5
Character Entry Mode
Another command listed in Table 2 is
Character Entry Mode. So far, characters
have been entered using auto-incrementing
of the cursor address, but it is also possi-
ble to use auto-decrementing. Further-
more, it is possible to combine shifting of
the display with both auto-incrementing
and auto-decrementing.

Consider an electronic calculator. In-
itially, a single zero is located on the
right-hand side of the display. As numbers
are entered, they move to the left, leaving
the cursor in a fixed position at the far
right. This mode of character entry can be
emulated on the l.c.d. module. Time for
another experiment:
Send suitable Function Set, Display On/Off and Cursor commands as before.
Next, and assuming a 16-character display,
set the cursor address to 00010000 ($10).
Then send the Character Entry Mode
command, binary 00000111 ($07). This
sets the entry mode to auto-
increment/display shift left.
Finally, enter a few numbers from 0 to 9
decimal, i.e. from 00110000 to 00111101
($30 to $39). Characters appear on the
right-hand side and scroll left as more
characters are entered, just like a normal
calculator.
As seen in Table 2, there are four
different Character Entry modes,
00001010 to 00001111 ($04 to $07), all of
which have their different uses in real life
situations.
E X P E R I M E N T 6
User-Defined Graphics

Commands 01000000 to 01111111 ($40 to $7F) are used to program the user-defined graphics. The best way to experiment with these is to program them "on screen". This is carried out as follows:

First, send suitable Function Set, Display On-Off and Cursor commands, then issue a Clear Display command. Next, send a Set Display Address command to position the cursor at address 00000000 ($00). Lastly, display the contents of the eight user character locations by entering binary data 00000000 to 00001111 ($00 to $07) in turn. These characters will initially show up as garbage, or a series of stripes.

Now, send a Set CGRAM Address command, to start defining the user characters. Any value between 01000000 and 01111111 ($40 and $7F) is valid, but for now, use 01000000 ($40). The cursor will jump to the beginning of the second line, but ignore this, as it is not important.

Data entered from now on will build up the user-defined graphics, row by row. Try the following sequence of data: 00001110, 00001110, 00001110, 00001111, 00000000, 00000000, 00000000, 00000000 ($6A, $6A, $6A, $6B, $00, $00, $00, $00).

This will set up the upper seven rows. The bottom row is actually eight pixels high by five wide, only data bits 0 to 4 are used, bits 5 to 7 (the three "left-hand" bits) are ignored.

The CGRAM is volatile memory, which means that when the power supply is removed from the I.C.d. module, the user-defined characters will be lost. It is necessary for the microprocessor to load up the user-defined characters, by copying data from its own EPROM, early on in the program, certainly before it intends to display them.

E X P E R I M E N T 7
4-bit Data Transfer

The HD44780 I.C.d. control chip, found in most I.C.d. modules, was designed to be compatible with 4-bit microprocessors. The 4-bit mode is still very useful when interfacing to microcontrollers, including the PIC types.

Microcontroller input/output (I/O) pins are often at a premium and have to be rationed carefully between the various switches, displays and output input and output devices in a typical circuit. Bigger microcontrollers are available, which have more I/O pins, but minimisation is a key factor these days, along with cost, of course.

Once the display is put into 4-bit mode, using the Function Set command, it is a simple matter of sending two "nibbles" instead of one byte, for each subsequent command or character.

Nibble is a name devised by early computer enthusiasts in America, for half a byte, and is one of the more frivolous terms that has survived. By the time the 16-bit processors arrived, computing was getting serious, and the consumption analogies "gobble" and "munch" were never adopted!

When using 4-bit mode, only data lines D4 to D7 are used. On the prototype test rig, set the switches on the other lines, D0 to D3, to logic 0, and leave them there. Another experiment is now imminent.

In normal use, the unused data I/O lines D0 to D3 should either be left floating, or tied to one of the two power rails via a resistor of somewhere between 4k7Ω and 47kΩ. It is undesirable to tie them directly to ground unless the R/W line is also tied to ground, preventing them from being set into output mode. Otherwise the device could be programmed erroneously for 8-bit output, which could be unkind to lines D0 to D3, even though current limiting exists.

After power on, the I.C.d. module will be in 8-bit mode. The Function Set command must first be sent to put the display into 4-bit mode, but there is a difficulty. With no access to the lower four data lines, D0 to D3, only half the command can be applied.

Fortunately, or rather, by clever design, the 8-bit/4-bit selection is on data bit D4, which, even on the modified test rig, remains accessible. By sending a command with binary value 00100000 ($20), the 4-bit mode is invoked.

Now, another Function Set command can be sent, to set the display to two-line mode. Binary value 00101000 ($28) will do the trick. The value 00111000 ($38) may be a more familiar number, but it cannot be used now, or the display would be put straight back into 8-bit mode! Also, from now on, all commands and data must be sent in two halves, the upper four bits first, then the lower four bits.

Start by setting data lines D7, D6, D5 and D4 to 0010 ($2), the left-hand four bits of the 8-bit code, and press the E switch. Then we set the same four data lines to 1000 ($8), the right-hand four bits of the 8-bit code, and press the E switch again. It’s a lot more laborious for a human being, but to a microcontroller, it’s no problem!

Finish off by experimenting with other commands in 4-bit mode, and then try putting a few characters on the display.

A F I N A L N O T E

The data sheets warn that under certain conditions, the I.C.d. module may fail to initialise properly when power is first applied. This is particularly likely if the Vdd supply does not rise to its correct operating voltage quickly enough.

It is recommended that after power is applied, a command sequence of three bytes of value 0011XXXX ($3X) is sent to the module. The value $30 is probably most convenient. This will guarantee that the module is in 8-bit mode, and properly initialised. Following this, switching to 4-bit mode (and indeed all other commands) will work reliably.

T H A T ’ S I T - F O R N O W !

Well, that’s about it, really. You’ve made it this far, so now you know everything there is to know about I.C.d. modules. Well, almost everything!

The next step, of course, is to connect the display up to a controller of some sort, such as a PIC microcontroller, as will be seen next month. Then we shall also consider such things as signal timing and instruction delays.

A C K N O W L E D G E M E N T

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