



# SSD1305

## *Advance Information*

### **132 x 64 Dot Matrix OLED/PLED Segment/Common Driver with Controller**

This document contains information on a new product. Specifications and information herein are subject to change without notice.

### Appendix: IC Revision history of SSD1305 Specification

Version	Change Items	Effective Date
1.0	Change to Advance Info.	27-Mar-06
1.1	Revise command 91h Add a note on the capacitor value in Section 13 Application Example Add I2C Interface	28-Apr-06
1.2	Revise CL pin description in Table 7-1 Revise Figure 10-6	26-Jun-06
1.3	Revise section 8.1.2 & Section 13 Add Figure 10-7	17-Aug-06
1.4	Remove software reset command (E2h) Revise command 26h/27h/29h/2Ah (Set time interval between each scroll step)	06-Sep-06
1.5	Revise Figure 14-1 Application Example Revise Die thickness to 457um from 475um	22-Sep-06
1.6	Revise “Bump Size” of pin “127-147, 294-314” Revise Figure 10-6 ,Figure 8-5 , Figure 13-4	21-Dec-06
1.7	Add light sensitive note In Section 11 – Maximum ratings Revise Note 2 in Section 8.10 Power ON/OFF sequence by adding the word “disable” Add China RoHS disclaimer at the last page.	16-May-07
1.8	For SPI/6800/8080 MCU interface, change the Rise / Fall time (tR/tF) to max. 40ns Revise typo in SSD1305T6R1 dwg on P.68 pitch: From 0.85 change to 0.845	02-Aug-07
1.9	Add SSD1305Z3 in ordering information & add die tray Revise CL pin to “connected to VSS” in Section 8.3 Revise typo in page 42 : from “upper column address is 00h” to “upper column address is 10h”	23-May-08
2.0	Add IC revision history on spec	27-Oct-08
2.1	1) P.8 Revise ordering information 2) P.63 Revise application example to SSD1305Z 3) P.67 Revise disclaimer	10-Mar-11

## CONTENTS

<b>1</b>	<b>GENERAL DESCRIPTION</b> .....	<b>8</b>
<b>2</b>	<b>FEATURES</b> .....	<b>8</b>
<b>3</b>	<b>ORDERING INFORMATION</b> .....	<b>8</b>
<b>4</b>	<b>BLOCK DIAGRAM</b> .....	<b>9</b>
<b>5</b>	<b>DIE PAD FLOOR PLAN</b> .....	<b>10</b>
<b>6</b>	<b>PIN ARRANGEMENT</b> .....	<b>13</b>
6.1	SSD1305T7R1 PIN ASSIGNMENT.....	13
<b>7</b>	<b>PIN DESCRIPTION</b> .....	<b>15</b>
<b>8</b>	<b>FUNCTIONAL BLOCK DESCRIPTIONS</b> .....	<b>17</b>
8.1	MCU INTERFACE SELECTION.....	17
8.1.1	MCU Parallel 6800-series Interface.....	17
8.1.2	MCU Parallel 8080-series Interface.....	18
8.1.3	MCU Serial Interface.....	20
8.1.4	MCU I <sup>2</sup> C Interface.....	20
8.2	COMMAND DECODER .....	23
8.3	OSCILLATOR CIRCUIT AND DISPLAY TIME GENERATOR.....	24
8.4	FR SYNCHRONIZATION .....	25
8.5	RESET CIRCUIT .....	25
8.6	SEGMENT DRIVERS / COMMON DRIVERS .....	26
8.7	GRAPHIC DISPLAY DATA RAM (GDDRAM).....	28
8.8	AREA COLOR DECODER.....	29
8.9	SEG/COM DRIVING BLOCK .....	30
8.10	POWER ON AND OFF SEQUENCE .....	31
<b>9</b>	<b>COMMAND TABLE</b> .....	<b>32</b>
9.1	DATA READ / WRITE .....	38
<b>10</b>	<b>COMMAND DESCRIPTIONS</b> .....	<b>39</b>
10.1	FUNDAMENTAL COMMAND .....	39
10.1.1	Set Lower Column Start Address for Page Addressing Mode (00h~0Fh) .....	39
10.1.2	Set Higher Column Start Address for Page Addressing Mode (10h~1Fh) .....	39
10.1.3	Set Memory Addressing Mode (20h).....	39
10.1.4	Set Column Address (21h) .....	40
10.1.5	Set Page Address (22h).....	41
10.1.6	Set Display Start Line (40h~7Fh) .....	42
10.1.7	Set Contrast Control for BANK0 (81h).....	42
10.1.8	Set Brightness for Area Color Banks (82h).....	42
10.1.9	Set Look Up Table (LUT) (91h) .....	42
10.1.10	Set Bank Color of BANK1 to BANK16 (PAGE0) (92h) .....	43
10.1.11	Set Bank Color of BANK17 to BANK32 (PAGE0) (93h) .....	43
10.1.12	Set Segment Re-map (A0h/A1h).....	43
10.1.13	Entire Display ON (A4h/A5h).....	43
10.1.14	Set Normal/Inverse Display (A6h/A7h).....	43
10.1.15	Set Multiplex Ratio (A8h).....	43
10.1.16	Reserved (AAh) .....	43
10.1.17	Dim Mode setting (ABh) .....	43
10.1.18	Master Configuration (ADh).....	43
10.1.19	Set Display ON/OFF (ACh/AEh/AFh) .....	44

10.1.20	Set Page Start Address for Page Addressing Mode (B0h~B7h).....	44
10.1.21	Set COM Output Scan Direction (C0h/C8h).....	44
10.1.22	Set Display Offset (D3h).....	44
10.1.23	Set Display Clock Divide Ratio/ Oscillator Frequency (D5h).....	47
10.1.24	Set Area Color Mode ON/OFF & Low Power Display Mode (D8h).....	47
10.1.25	Set Pre-charge Period (D9h).....	47
10.1.26	Set COM Pins Hardware Configuration (DAh).....	48
10.1.27	Set V <sub>COMH</sub> Deselect Level (DBh).....	50
10.1.28	Enter Read Modify Write (E0h).....	50
10.1.29	NOP (E3h).....	51
10.1.30	Exit Read Modify Write (EEh).....	51
10.1.31	Status register Read.....	51
10.2	GRAPHIC ACCELERATION COMMAND.....	52
10.2.1	Horizontal Scroll Setup (26h/27h).....	52
10.2.2	Continuous Vertical and Horizontal Scroll Setup (29h/2Ah).....	53
10.2.3	Deactivate Scroll (2Eh).....	54
10.2.4	Activate Scroll (2Fh).....	54
10.2.5	Set Vertical Scroll Area(A3h).....	55
<b>11</b>	<b>MAXIMUM RATINGS.....</b>	<b>56</b>
<b>12</b>	<b>DC CHARACTERISTICS.....</b>	<b>57</b>
<b>13</b>	<b>AC CHARACTERISTICS.....</b>	<b>58</b>
<b>14</b>	<b>APPLICATION EXAMPLE.....</b>	<b>63</b>
<b>15</b>	<b>PACKAGE INFORMATION.....</b>	<b>64</b>
15.1	SSD1305Z DIE TRAY INFORMATION.....	64
15.2	SSD1305T7R1 DETAIL DIMENSION.....	65
15.3	SSD1305Z3 DIE TRAY INFORMATION.....	66

## TABLES

TABLE 3-1 : ORDERING INFORMATION .....	8
TABLE 5-1 : SSD1305Z BUMP DIE PAD COORDINATES .....	12
TABLE 6-2 : SSD1305T7R1 PIN ASSIGNMENT .....	14
TABLE 7-1 : PIN DESCRIPTION .....	15
TABLE 7-2 : MCU BUS INTERFACE PIN SELECTION .....	16
TABLE 8-1 : MCU INTERFACE ASSIGNMENT UNDER DIFFERENT BUS INTERFACE MODE.....	17
TABLE 8-2 : CONTROL PINS OF 6800 INTERFACE .....	17
TABLE 8-3 : CONTROL PINS OF 8080 INTERFACE (FORM 1) .....	19
TABLE 8-4 : CONTROL PINS OF 8080 INTERFACE (FORM 2) .....	19
TABLE 8-5 : CONTROL PINS OF SERIAL INTERFACE .....	20
TABLE 9-1: COMMAND TABLE.....	32
TABLE 9-2 : READ COMMAND TABLE .....	38
TABLE 9-3 : ADDRESS INCREMENT TABLE (AUTOMATIC).....	38
TABLE 10-1 : EXAMPLE OF SET DISPLAY OFFSET AND DISPLAY START LINE WITH NO REMAP .....	45
TABLE 10-2 :EXAMPLE OF SET DISPLAY OFFSET AND DISPLAY START LINE WITH REMAP .....	46
TABLE 10-3 : COM PINS HARDWARE CONFIGURATION.....	48
TABLE 10-4 : EXAMPLE OF READ MODIFY WRITE MODE .....	51
TABLE 11-1 : MAXIMUM RATINGS (VOLTAGE REFERENCED TO $V_{SS}$ ) .....	56
TABLE 12-1 : DC CHARACTERISTICS .....	57
TABLE 13-1 : AC CHARACTERISTICS .....	58
TABLE 13-2 : 6800-SERIES MCU PARALLEL INTERFACE TIMING CHARACTERISTICS.....	59
TABLE 13-3 : 8080-SERIES MCU PARALLEL INTERFACE TIMING CHARACTERISTICS.....	60
TABLE 13-4 : SERIAL INTERFACE TIMING CHARACTERISTICS .....	61
TABLE 13-5 : I <sup>2</sup> C INTERFACE TIMING CHARACTERISTICS .....	62

## FIGURES

FIGURE 4-1 : SSD1305 BLOCK DIAGRAM.....	9
FIGURE 5-1 : SSD1305Z DIE DRAWING.....	10
FIGURE 5-2 : SSD1305Z ALIGNMENT MARKS DIMENSION.....	11
FIGURE 6-2 : SSD1305T7R1 PIN ASSIGNMENT .....	13
FIGURE 8-1 : DATA READ BACK PROCEDURE - INSERTION OF DUMMY READ.....	18
FIGURE 8-2 : EXAMPLE OF WRITE PROCEDURE IN 8080 PARALLEL INTERFACE MODE .....	18
FIGURE 8-3 : EXAMPLE OF READ PROCEDURE IN 8080 PARALLEL INTERFACE MODE.....	18
FIGURE 8-4 : DISPLAY DATA READ BACK PROCEDURE - INSERTION OF DUMMY READ .....	19
FIGURE 8-5 : WRITE PROCEDURE IN SPI MODE.....	20
FIGURE 8-6 : I <sup>2</sup> C -BUS DATA FORMAT.....	21
FIGURE 8-7 : DEFINITION OF THE START AND STOP CONDITION.....	22
FIGURE 8-8 : DEFINITION OF THE ACKNOWLEDGEMENT CONDITION.....	23
FIGURE 8-9 : DEFINITION OF THE DATA TRANSFER CONDITION .....	23
FIGURE 8-10 : OSCILLATOR CIRCUIT AND DISPLAY TIME GENERATOR .....	24
FIGURE 8-11 : SEGMENT OUTPUT WAVEFORM IN THREE PHASES.....	26
FIGURE 8-12 : SEGMENT OUTPUT WAVEFORM FOR TWO DIFFERENT COLORS LUT SETTING.....	26
FIGURE 8-13 : EXAMPLE OF SEGMENT OUTPUT WAVEFORM OF MONOCHROME DISPLAY SECTION UNDER MONOCHROME MODE.....	27
FIGURE 8-14 : EXAMPLE OF SEGMENT OUTPUT WAVEFORM OF AREA COLOR DISPLAY SECTION UNDER AREA COLOR MODE.....	27
FIGURE 8-15 : GDDRAM PAGES STRUCTURE OF SSD1305 .....	28
FIGURE 8-16 : ENLARGEMENT OF GDDRAM (NO ROW RE-MAPPING AND COLUMN-REMAPING) .....	28
FIGURE 8-17 : EXAMPLE OF AREA COLOR ASSIGNMENT ON A 132X64 OLED PANEL .....	29
FIGURE 8-18 : I <sub>REF</sub> CURRENT SETTING BY RESISTOR VALUE .....	30
FIGURE 8-19 : THE POWER ON SEQUENCE .....	31
FIGURE 8-20 : THE POWER OFF SEQUENCE .....	31
FIGURE 10-1 : ADDRESS POINTER MOVEMENT OF PAGE ADDRESSING MODE .....	39
FIGURE 10-2 : EXAMPLE OF GDDRAM ACCESS POINTER SETTING IN PAGE ADDRESSING MODE (NO ROW AND COLUMN-REMAPING) .....	39
FIGURE 10-3 : ADDRESS POINTER MOVEMENT OF HORIZONTAL ADDRESSING MODE.....	40
FIGURE 10-4 : ADDRESS POINTER MOVEMENT OF VERTICAL ADDRESSING MODE .....	40
FIGURE 10-5 : EXAMPLE OF COLUMN AND ROW ADDRESS POINTER MOVEMENT.....	41
FIGURE 10-6 : SEGMENT CURRENT VS CONTRAST SETTING .....	42
FIGURE 10-7 : TRANSITION BETWEEN DIFFERENT MODES .....	44
FIGURE 10-8 : TYPICAL OSCILLATOR FREQUENCY ADJUSTMENT BY D5 COMMAND (V <sub>DD</sub> =2.8V).....	47
FIGURE 10-9 : HORIZONTAL SCROLL EXAMPLE: SCROLL RIGHT BY 4 COLUMNS .....	52
FIGURE 10-10 : HORIZONTAL SCROLL EXAMPLE: SCROLL LEFT BY 2 COLUMNS .....	52
FIGURE 10-11 : HORIZONTAL SCROLLING SETUP EXAMPLE .....	52
FIGURE 10-12 : CONTINUOUS VERTICAL AND HORIZONTAL SCROLLING SETUP EXAMPLES.....	53
FIGURE 10-13 : CONTINUOUS VERTICAL AND HORIZONTAL SCROLLING EXAMPLE: WITH SETTING IN MUX RATIO .....	54
FIGURE 10-14 : VERTICAL SCROLL AREA SETUP EXAMPLES .....	55
FIGURE 13-1 : 6800-SERIES MCU PARALLEL INTERFACE CHARACTERISTICS .....	59
FIGURE 13-2 : 8080-SERIES PARALLEL INTERFACE CHARACTERISTICS (FORM 1) .....	60
FIGURE 13-3 : 8080-SERIES PARALLEL INTERFACE CHARACTERISTICS (FORM 2) .....	60
FIGURE 13-4 : SERIAL INTERFACE CHARACTERISTICS .....	61
FIGURE 13-5 : I <sup>2</sup> C INTERFACE TIMING CHARACTERISTICS .....	62
FIGURE 14-1 : APPLICATION EXAMPLE OF SSD1305Z.....	63
FIGURE 15-1 SSD1305Z DIE TRAY INFORMATION .....	64

FIGURE 15-3 SSD1305T7R1 DETAIL DIMENSION ..... 65  
FIGURE 15-4 SSD1305Z3 DIE TRAY INFORMATION ..... 66

## 1 GENERAL DESCRIPTION

The SSD1305 is a CMOS OLED/PLED driver with controller for organic/polymer light emitting diode dot-matrix graphic display system. It consists of 132 segments and 64 commons that can support a maximum display resolution of 132x64. There are 4-color selections to support monochrome or area color OLED/PLED. This IC is designed for Common Cathode type OLED panel.

The SSD1305 embeds with contrast control, display RAM and oscillator, which reduces the number of external components and power consumption. It has 256-step brightness control and separate power for I/O interface logic. It is suitable for many compact portable applications, such as mobile phone sub-display, calculator and MP3 player, etc.

## 2 FEATURES

- Resolution: 132 x 64 dot matrix panel
- Area color support with 4 Color Selection and 64 steps per color
- Power supply:
  - $V_{DD} = 2.4V$  to  $3.5V$  for IC logic
  - $V_{CC} = 7.0V$  to  $15.0V$  for Panel driving
  - $V_{DDIO} = 1.6V$  to  $V_{DD}$  for MCU interface
- Segment maximum source current: 320uA
- Common maximum sink current: 45mA
- Embedded 132 x 64 bit SRAM display buffer
- 256-step Contrast Control
- 8-bit 6800-series Parallel Interface, 8-bit 8080-series Parallel Interface, Serial Peripheral Interface, I<sup>2</sup>C Interface
- Row Re-mapping and Column Re-mapping
- Continuous Horizontal, Vertical and Diagonal Scrolling
- Dim Mode operations
- Programmable Frame Frequency and Multiplexing Ratio
- On-Chip Oscillator
- Low power consumption
- Wide range of operating temperatures: -40 to 85 °C

## 3 ORDERING INFORMATION

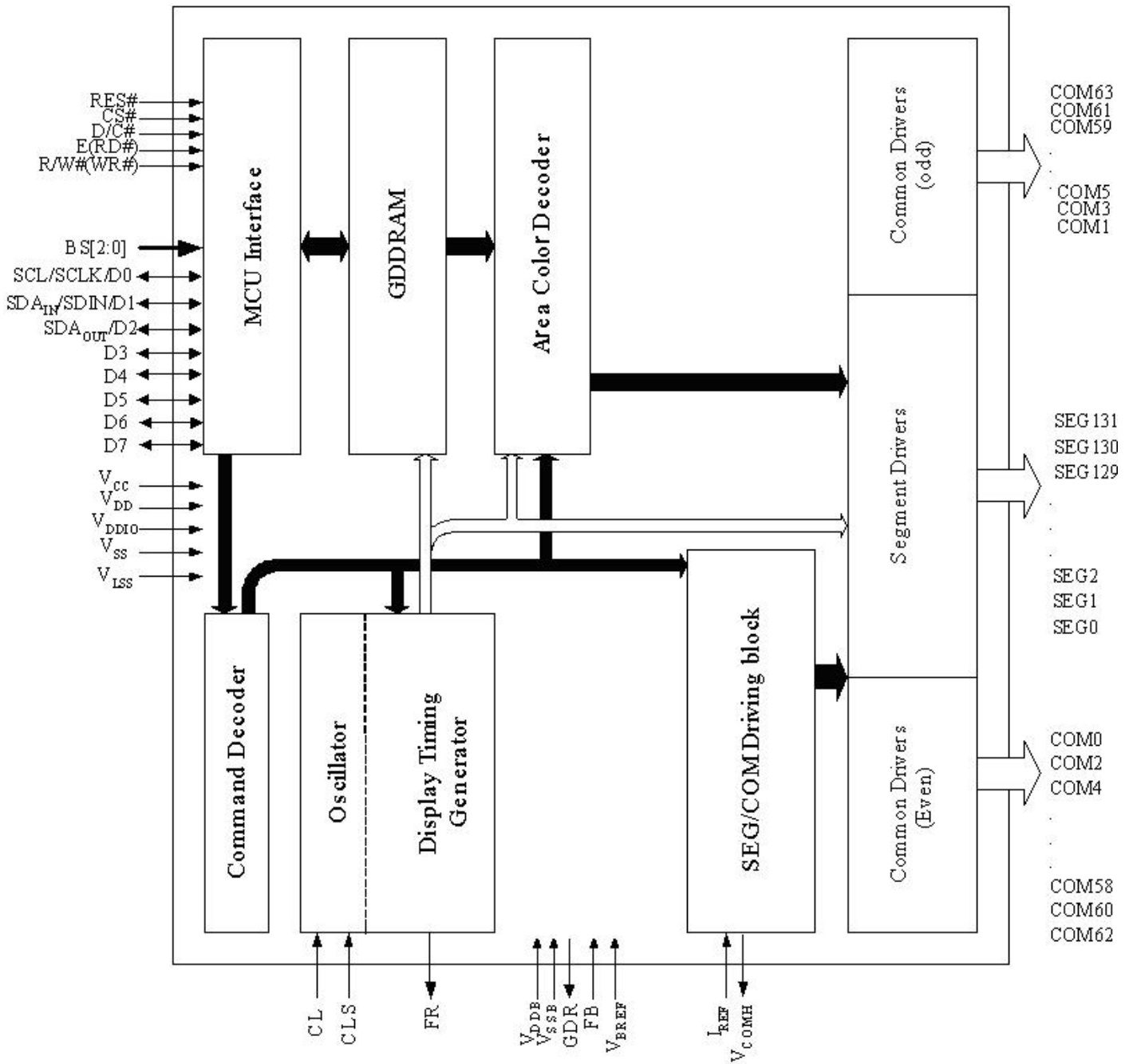
Table 3-1 : Ordering Information

Ordering Part Number	SEG	COM	Package Form	Reference	Remark
SSD1305Z	132	64	Gold Bump Die	Page 10, 64	<ul style="list-style-type: none"> <li>• Min SEG pad pitch: 52um</li> <li>• Min COM pad pitch: 45um</li> </ul>
SSD1305Z3	132	64	Gold Bump Die	Page 66	<ul style="list-style-type: none"> <li>• Die Thickness : 300 um ± 25 um</li> </ul>
SSD1305T7R1	132	64	TAB	Page 13, 65	<ul style="list-style-type: none"> <li>• 35mm film, 4 sprocket hole</li> <li>• Folding TAB</li> <li>• 8-bit 80 / 8-bit 68 / SPI / I<sup>2</sup>C interface</li> <li>• SEG lead pitch 0.120mm x 0.998 =0.11976mm</li> <li>• COM lead pitch 0.120mm x 0.998 =0.11976mm</li> </ul>



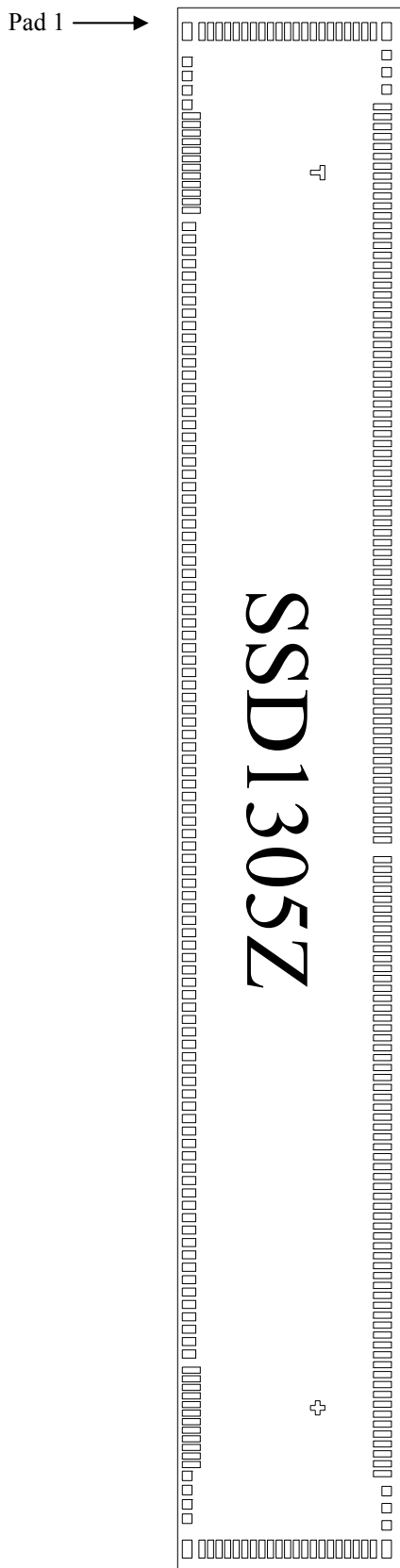
## 4 BLOCK DIAGRAM

Figure 4-1 : SSD1305 Block Diagram



## 5 DIE PAD FLOOR PLAN

Figure 5-1 : SSD1305Z Die Drawing



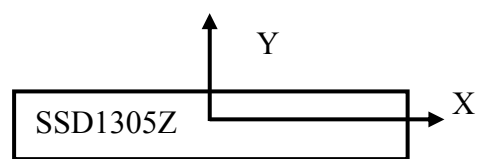
### Alignment marks

(For details dimension please see p.9)

	Position	Size
T shape	(-3240, 139)	75um x 75um
+ shape	(3240, 139)	75um x 75um

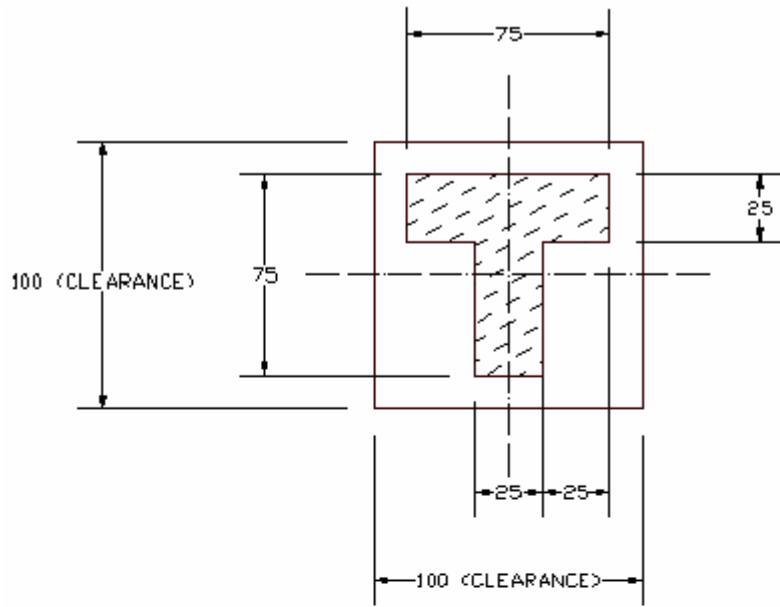
Die Size	8.2mm x 1.2mm
Die Thickness	457 um ± 25 um
Min I/O pad pitch	65 um
Min SEG pad pitch	52 um
Min COM pad pitch	45 um
Bump Height	Nominal 15 um

Bump Size		
Pad #	X [um]	Y [um]
1, 126, 148, 293	94	50
18-109	42	70
2-5, 122-125, 149-151, 290-292	50	50
6-17, 110-121, 152-289	32	94
127-147, 294-314	94	32

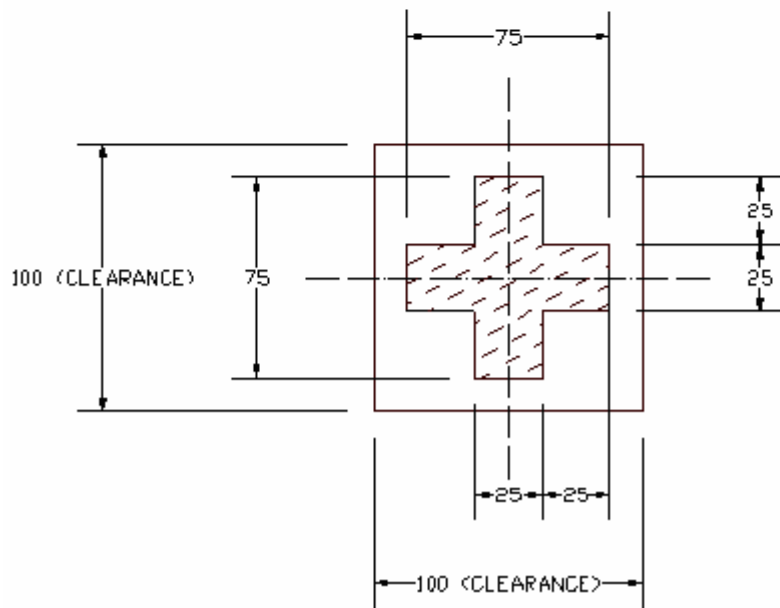


Pad 1,2,3,...->126  
Gold Bumps face up

Figure 5-2 : SSD1305Z Alignment Marks Dimension



T shape



+ shape

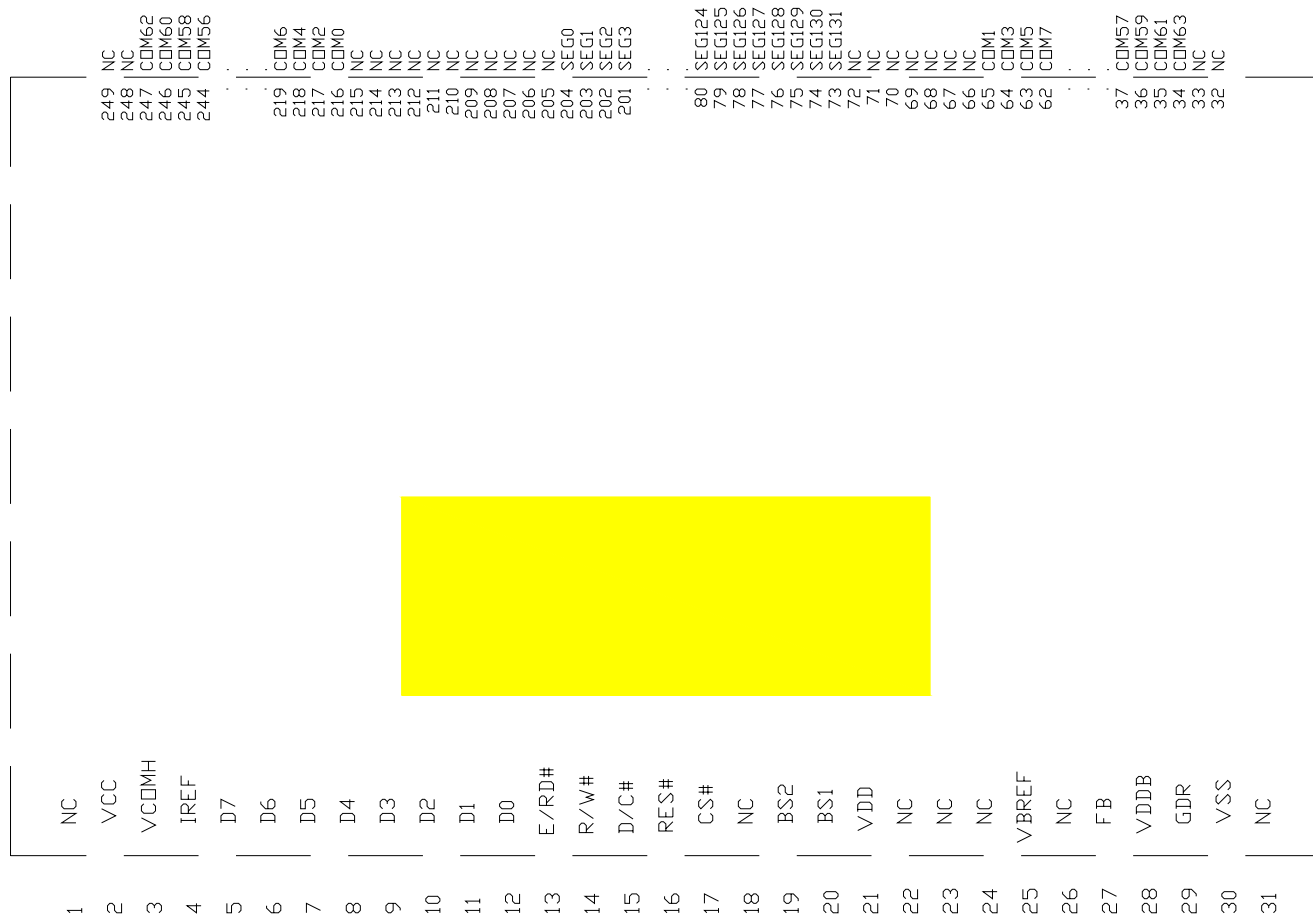
Unit in um



## 6 PIN ARRANGEMENT

### SSD1305T7R1 pin assignment

Figure 6-1 : SSD1305T7R1 Pin Assignment



**Table 6-1 : SSD1305T7R1 Pin Assignment**

Pin #	Name	Pin #	Name	Pin #	Name	Pin #	Name
1	NC	81	SEG123	161	SEG43	241	COM50
2	VCC	82	SEG122	162	SEG42	242	COM52
3	VCOMH	83	SEG121	163	SEG41	243	COM54
4	IREF	84	SEG120	164	SEG40	244	COM56
5	D7	85	SEG119	165	SEG39	245	COM58
6	D6	86	SEG118	166	SEG38	246	COM60
7	D5	87	SEG117	167	SEG37	247	COM62
8	D4	88	SEG116	168	SEG36	248	NC
9	D3	89	SEG115	169	SEG35	249	NC
10	D2	90	SEG114	170	SEG34		
11	D1	91	SEG113	171	SEG33		
12	D0	92	SEG112	172	SEG32		
13	E/RD#	93	SEG111	173	SEG31		
14	R/W#	94	SEG110	174	SEG30		
15	D/C#	95	SEG109	175	SEG29		
16	RES#	96	SEG108	176	SEG28		
17	CS#	97	SEG107	177	SEG27		
18	NC	98	SEG106	178	SEG26		
19	BS2	99	SEG105	179	SEG25		
20	BS1	100	SEG104	180	SEG24		
21	VDD	101	SEG103	181	SEG23		
22	NC	102	SEG102	182	SEG22		
23	NC	103	SEG101	183	SEG21		
24	NC	104	SEG100	184	SEG20		
25	VBREF	105	SEG99	185	SEG19		
26	NC	106	SEG98	186	SEG18		
27	FB	107	SEG97	187	SEG17		
28	VDDB	108	SEG96	188	SEG16		
29	GDR	109	SEG95	189	SEG15		
30	VSS	110	SEG94	190	SEG14		
31	NC	111	SEG93	191	SEG13		
32	NC	112	SEG92	192	SEG12		
33	NC	113	SEG91	193	SEG11		
34	COM63	114	SEG90	194	SEG10		
35	COM61	115	SEG89	195	SEG9		
36	COM59	116	SEG88	196	SEG8		
37	COM57	117	SEG87	197	SEG7		
38	COM55	118	SEG86	198	SEG6		
39	COM53	119	SEG85	199	SEG5		
40	COM51	120	SEG84	200	SEG4		
41	COM49	121	SEG83	201	SEG3		
42	COM47	122	SEG82	202	SEG2		
43	COM45	123	SEG81	203	SEG1		
44	COM43	124	SEG80	204	SEG0		
45	COM41	125	SEG79	205	NC		
46	COM39	126	SEG78	206	NC		
47	COM37	127	SEG77	207	NC		
48	COM35	128	SEG76	208	NC		
49	COM33	129	SEG75	209	NC		
50	COM31	130	SEG74	210	NC		
51	COM29	131	SEG73	211	NC		
52	COM27	132	SEG72	212	NC		
53	COM25	133	SEG71	213	NC		
54	COM23	134	SEG70	214	NC		
55	COM21	135	SEG69	215	NC		
56	COM19	136	SEG68	216	COM0		
57	COM17	137	SEG67	217	COM2		
58	COM15	138	SEG66	218	COM4		
59	COM13	139	SEG65	219	COM6		
60	COM11	140	SEG64	220	COM8		
61	COM9	141	SEG63	221	COM10		
62	COM7	142	SEG62	222	COM12		
63	COM5	143	SEG61	223	COM14		
64	COM3	144	SEG60	224	COM16		
65	COM1	145	SEG59	225	COM18		
66	NC	146	SEG58	226	COM20		
67	NC	147	SEG57	227	COM22		
68	NC	148	SEG56	228	COM24		
69	NC	149	SEG55	229	COM26		
70	NC	150	SEG54	230	COM28		
71	NC	151	SEG53	231	COM30		
72	NC	152	SEG52	232	COM32		
73	SEG131	153	SEG51	233	COM34		
74	SEG130	154	SEG50	234	COM36		
75	SEG129	155	SEG49	235	COM38		
76	SEG128	156	SEG48	236	COM40		
77	SEG127	157	SEG47	237	COM42		
78	SEG126	158	SEG46	238	COM44		
79	SEG125	159	SEG45	239	COM46		
80	SEG124	160	SEG44	240	COM48		

## 7 PIN DESCRIPTION

**Key:** I = Input, O =Output, IO = Bi-directional (input/output), P = Power pin

**Table 7-1 : Pin Description**

Pin Name	Pin Type	Description
V <sub>DD</sub>	P	Power supply pin for core logic operation.
V <sub>DDIO</sub>	P	Power supply for interface logic level. It should be match with MCU interface voltage level. V <sub>DDIO</sub> must always be equal or lower than V <sub>DD</sub> .
V <sub>CC</sub>	P	Power supply for panel driving voltage. This is also the most positive power voltage supply pin.
V <sub>SS</sub>	P	This is a ground pin.
V <sub>LSS</sub>	P	This is an analog ground pin. It should be connected to V <sub>SS</sub> externally.
V <sub>COMH</sub>	O	The pin for COM signal deselected voltage level. A capacitor should be connected between this pin and V <sub>SS</sub> .
BGGND	P	This pin must be connected to ground.
V <sub>DDB</sub>	P	This is a reserved pin. It must be connected to V <sub>DD</sub> .
V <sub>SSB</sub>	P	This is a reserved pin. It must be connected to V <sub>SS</sub> .
GDR	O	This is a reserved pin. It should be kept NC (i.e. Float during normal operation).
FB	I	This is a reserved pin. It should be kept NC (i.e. Float during normal operation).
V <sub>BREF</sub>	P	This is a reserved pin. It should be kept NC (i.e. Float during normal operation).
V <sub>CIR</sub>	O	This is a reserved pin. It should be kept NC (i.e. Float during normal operation).
BS[2:0]	I	MCU bus interface selection pins. Please refer to Table 7-2 for the details of setting.
I <sub>REF</sub>	I	This is segment output current reference pin. A resistor should be connected between this pin and V <sub>SS</sub> to maintain the I <sub>REF</sub> current at 10uA. Please refer to Figure 8-18 for the details of resistor value.
FR	O	This pin outputs RAM write synchronization signal. Proper timing between MCU data writing and frame display timing can be achieved to prevent tearing effect. It should be kept NC if it is not used. Please refer to Section 8.4 for details usage.
CL	I	This is external clock input pin. When internal clock is enabled (i.e. HIGH in CLS pin), this pin is not used and should be connected to V <sub>SS</sub> . When internal clock is disabled (i.e. LOW in CLS pin), this pin is the external clock source input pin.
CLS	I	This is internal clock enable pin. When it is pulled HIGH (i.e. connect to V <sub>DDIO</sub> ), internal clock is enabled. When it is pulled LOW, the internal clock is disabled; an external clock source must be connected to the CL pin for normal operation.
RES#	I	This pin is reset signal input. When the pin is LOW, initialization of the chip is executed. Keep this pin HIGH (i.e. connect to V <sub>DDIO</sub> ) during normal operation.

Pin Name	Pin Type	Description
CS#	I	This pin is the chip select input. (active LOW)
D/C#	I	This is Data/Command control pin. When it is pulled HIGH (i.e. connect to V <sub>DDIO</sub> ), the data at D[7:0] is treated as data. When it is pulled LOW, the data at D[7:0] will be transferred to the command register. In I <sup>2</sup> C mode, this pin acts as SA0 for slave address selection. For detail relationship to MCU interface signals, please refer to the Timing Characteristics Diagrams: Figure 13-1 to Figure 13-5.
E (RD#)	I	When interfacing to a 6800-series microprocessor, this pin will be used as the Enable (E) signal. Read/write operation is initiated when this pin is pulled HIGH (i.e. connect to V <sub>DDIO</sub> ) and the chip is selected. When connecting to an 8080-microprocessor, this pin receives the Read (RD#) signal. Read operation is initiated when this pin is pulled LOW and the chip is selected. When serial interface is selected, this pin must be connected to V <sub>SS</sub> .
R/W#(WR#)	I	This is read / write control input pin connecting to the MCU interface. When interfacing to a 6800-series microprocessor, this pin will be used as Read/Write (R/W#) selection input. Read mode will be carried out when this pin is pulled HIGH (i.e. connect to V <sub>DDIO</sub> ) and write mode when LOW. When 8080 interface mode is selected, this pin will be the Write (WR#) input. Data write operation is initiated when this pin is pulled LOW and the chip is selected. When serial interface is selected, this pin must be connected to V <sub>SS</sub> .
D[7:0]	IO	These are 8-bit bi-directional data bus to be connected to the microprocessor's data bus. When serial interface mode is selected, D0 will be the serial clock input: SCLK; D1 will be the serial data input: SDIN and D2 should be left opened. When I <sup>2</sup> C mode is selected, D2, D1 should be tied together and serve as SDA <sub>out</sub> , SDA <sub>in</sub> in application and D0 is the serial clock input, SCL.
TR0-TR11	-	Testing reserved pins. It should be kept NC.
SEG0 ~ SEG131	O	These pins provide Segment switch signals to OLED panel. They are in high impedance stage when display is OFF.
COM0 ~ COM63	O	These pins provide Common switch signals to OLED panel. They are in high impedance state when display is OFF.
NC	-	This is dummy pin. Do not group or short NC pins together.

**Table 7-2 : MCU Bus Interface Pin Selection**

Pin Name	I <sup>2</sup> C Interface	6800-parallel interface (8 bit)	8080-parallel interface (8 bit)	Serial interface
BS0	0	0	0	0
BS1	1	0	1	0
BS2	0	1	1	0

**Note**

<sup>(1)</sup> 0 is connected to V<sub>SS</sub>

<sup>(2)</sup> 1 is connected to V<sub>DDIO</sub>



## 8 FUNCTIONAL BLOCK DESCRIPTIONS

### 8.1 MCU Interface selection

SSD1305 MCU interface consist of 8 data pins and 5 control pins. The pin assignment at different interface mode is summarized in Table 8-1. Different MCU mode can be set by hardware selection on BS[2:0] pins (please refer to Table 7-2 for BS[2:0] setting).

**Table 8-1 : MCU interface assignment under different bus interface mode**

Pin Name Bus Interface	Data/Command Interface								Control Signal				
	D7	D6	D5	D4	D3	D2	D1	D0	E	R/W#	CS#	D/C#	RES#
8-bit 8080	D[7:0]								RD#	WR#	CS#	D/C#	RES#
8-bit 6800	D[7:0]								E	R/W#	CS#	D/C#	RES#
SPI	Tie LOW				NC	SDIN	SCLK	Tie LOW		CS#	D/C#	RES#	
I <sup>2</sup> C	Tie LOW				SDA <sub>OUT</sub>	SDA <sub>IN</sub>	SCL	Tie LOW		SA0	RES#		

#### 8.1.1 MCU Parallel 6800-series Interface

The parallel interface consists of 8 bi-directional data pins (D[7:0]), R/W#, D/C#, E and CS#.

A LOW in R/W# indicates WRITE operation and HIGH in R/W# indicates READ operation.

A LOW in D/C# indicates COMMAND read/write and HIGH in D/C# indicates DATA read/write.

The E input serves as data latch signal while CS# is LOW. Data is latched at the falling edge of E signal.

**Table 8-2 : Control pins of 6800 interface**

Function	E	R/W#	CS#	D/C#
Write command	↓	L	L	L
Read status	↓	H	L	L
Write data	↓	L	L	H
Read data	↓	H	L	H

#### Note

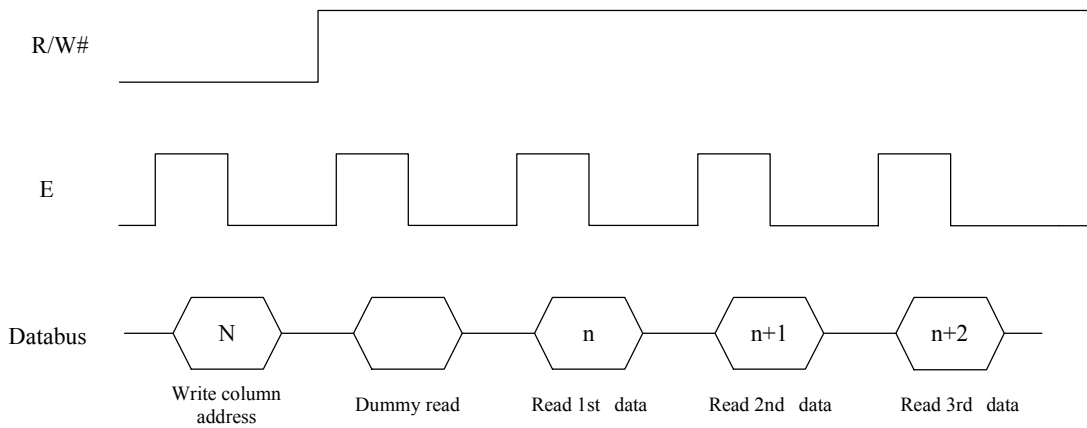
<sup>(1)</sup> ↓ stands for falling edge of signal

H stands for HIGH in signal

L stands for LOW in signal

In order to match the operating frequency of display RAM with that of the microprocessor, some pipeline processing is internally performed which requires the insertion of a dummy read before the first actual display data read. This is shown in Figure 8-1.

**Figure 8-1 : Data read back procedure - insertion of dummy read**



### 8.1.2 MCU Parallel 8080-series Interface

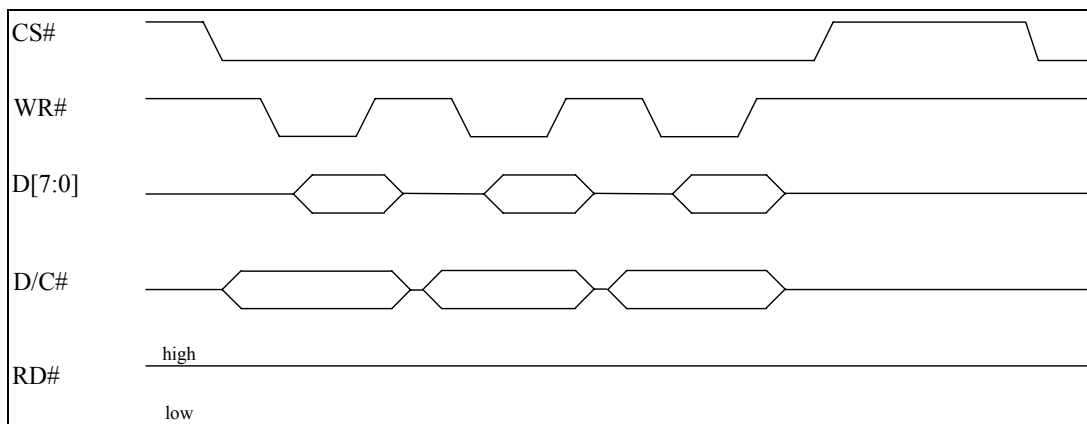
The parallel interface consists of 8 bi-directional data pins (D[7:0]), RD#, WR#, D/C# and CS#.

A LOW in D/C# indicates COMMAND read/write and HIGH in D/C# indicates DATA read/write.

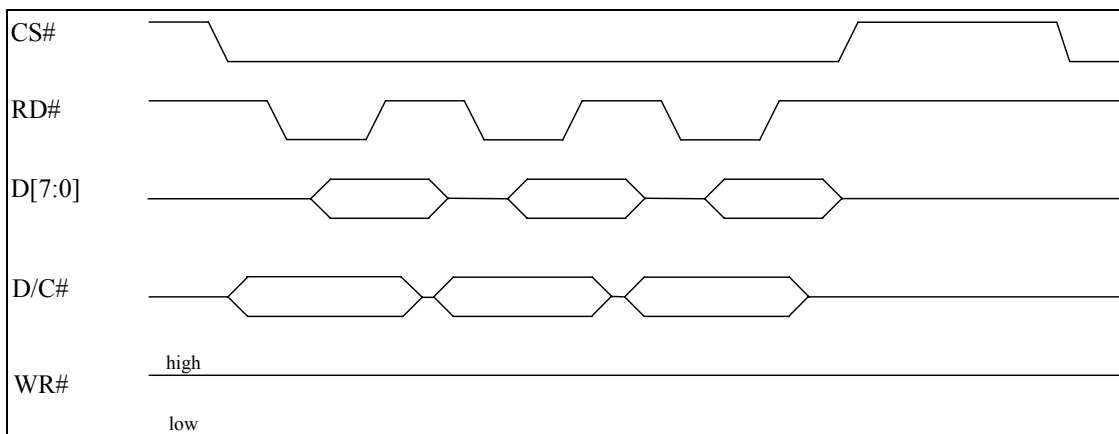
A rising edge of RD# input serves as a data READ latch signal while CS# is kept LOW.

A rising edge of WR# input serves as a data/command WRITE latch signal while CS# is kept LOW.

**Figure 8-2 : Example of Write procedure in 8080 parallel interface mode**



**Figure 8-3 : Example of Read procedure in 8080 parallel interface mode**



**Table 8-3 : Control pins of 8080 interface (Form 1)**

Function	RD#	WR#	CS#	D/C#
Write command	H	↑	L	L
Read status	↑	H	L	L
Write data	H	↑	L	H
Read data	↑	H	L	H

**Note**

- (1) ↑ stands for rising edge of signal
- (2) H stands for HIGH in signal
- (3) L stands for LOW in signal
- (4) Refer to Figure 13-2 for Form 1 8080-Series MPU Parallel Interface Timing Characteristics

Alternatively, RD# and WR# can be keep stable while CS# serves as the data/command latch signal.

**Table 8-4 : Control pins of 8080 interface (Form 2)**

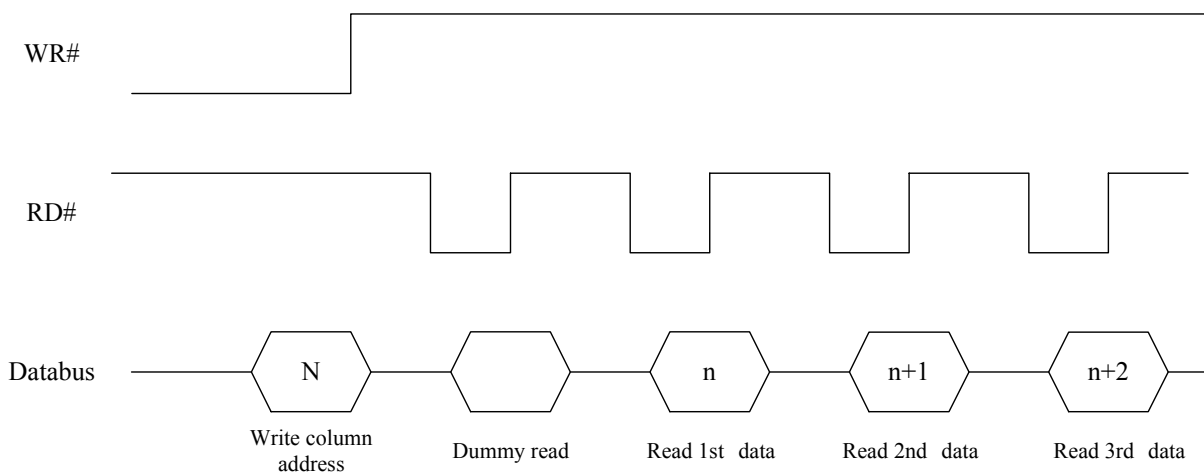
Function	RD#	WR#	CS#	D/C#
Write command	H	L	↑	L
Read status	L	H	↑	L
Write data	H	L	↑	H
Read data	L	H	↑	H

**Note**

- (1) ↑ stands for rising edge of signal
- (2) H stands for HIGH in signal
- (3) L stands for LOW in signal
- (4) Refer to Figure 13-3 for Form 2 8080-Series MPU Parallel Interface Timing Characteristics

In order to match the operating frequency of display RAM with that of the microprocessor, some pipeline processing is internally performed which requires the insertion of a dummy read before the first actual display data read. This is shown in Figure 8-4.

**Figure 8-4 : Display data read back procedure - insertion of dummy read**



### 8.1.3 MCU Serial Interface

The serial interface consists of serial clock SCLK, serial data SDIN, D/C#, CS#. In SPI mode, D0 acts as SCLK, D1 acts as SDIN. For the unused data pins, D2 should be left open. The pins from D3 to D7, E and R/W# can be connected to an external ground.

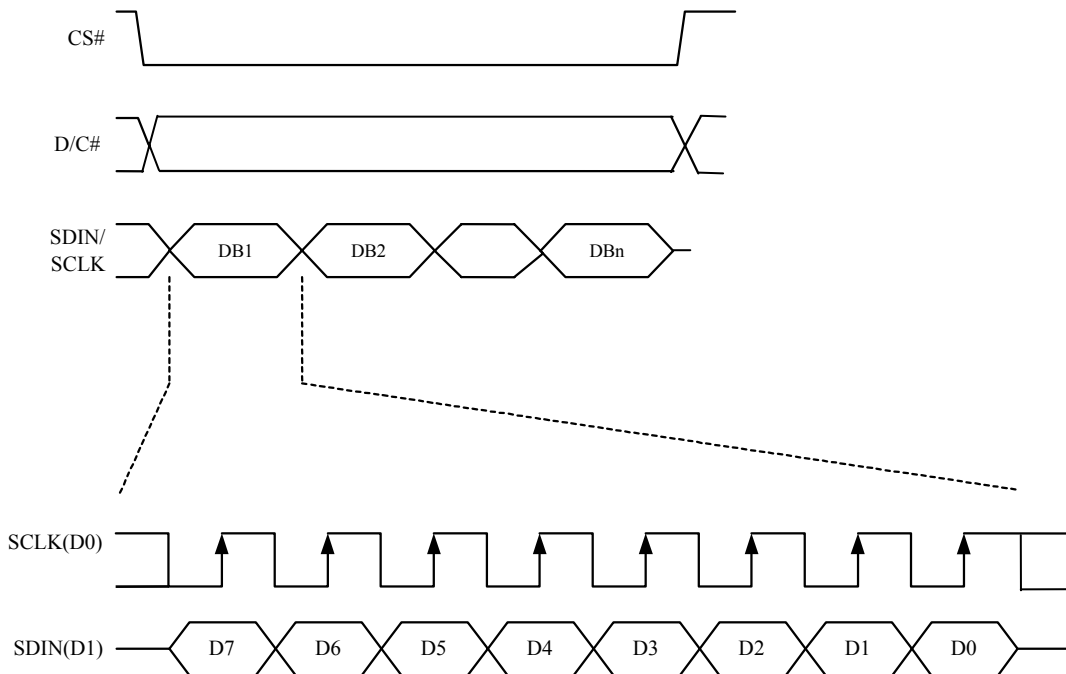
**Table 8-5 : Control pins of Serial interface**

Function	E(RD#)	R/W#(WR#)	CS#	D/C#	D0	Note
Write command	Tie LOW	Tie LOW	L	L	↑	(1) ↑ stands for rising edge of signal (2) H stands for HIGH in signal
Write data	Tie LOW	Tie LOW	L	H	↑	(3) L stands for LOW in signal

SDIN is shifted into an 8-bit shift register on every rising edge of SCLK in the order of D7, D6, ... D0. D/C# is sampled on every eighth clock and the data byte in the shift register is written to the Graphic Display Data RAM (GDDRAM) or command register in the same clock.

Under serial mode, only write operations are allowed.

**Figure 8-5 : Write procedure in SPI mode**



### 8.1.4 MCU I<sup>2</sup>C Interface

The I<sup>2</sup>C communication interface consists of slave address bit SA0, I<sup>2</sup>C-bus data signal SDA (SDA<sub>OUT</sub>/D<sub>2</sub> for output and SDA<sub>IN</sub>/D<sub>1</sub> for input) and I<sup>2</sup>C-bus clock signal SCL (D<sub>0</sub>). Both the data and clock signals must be connected to pull-up resistors. RES# is used for the initialization of device.

a) Slave address bit (SA0)

SSD1305 has to recognize the slave address before transmitting or receiving any information by the I<sup>2</sup>C-bus. The device will respond to the slave address following by the slave address bit (“SA0” bit) and the read/write select bit (“R/W#” bit) with the following byte format,

b<sub>7</sub> b<sub>6</sub> b<sub>5</sub> b<sub>4</sub> b<sub>3</sub> b<sub>2</sub> b<sub>1</sub> b<sub>0</sub>  
 0 1 1 1 1 0 SA0 R/W#

“SA0” bit provides an extension bit for the slave address. Either “0111100” or “0111101”, can be selected as the slave address of SSD1305. D/C# pin acts as SA0 for slave address selection.

“R/W#” bit is used to determine the operation mode of the I<sup>2</sup>C-bus interface. R/W#=1, it is in read mode. R/W#=0, it is in write mode.

b) I<sup>2</sup>C-bus data signal (SDA)

SDA acts as a communication channel between the transmitter and the receiver. The data and the acknowledgement are sent through the SDA.

It should be noticed that the ITO track resistance and the pulled-up resistance at “SDA” pin becomes a voltage potential divider. As a result, the acknowledgement would not be possible to attain a valid logic 0 level in “SDA”.

“SDA<sub>IN</sub>” and “SDA<sub>OUT</sub>” are tied together and serve as SDA. The “SDA<sub>IN</sub>” pin must be connected to act as SDA. The “SDA<sub>OUT</sub>” pin may be disconnected. When “SDA<sub>OUT</sub>” pin is disconnected, the acknowledgement signal will be ignored in the I<sup>2</sup>C-bus.

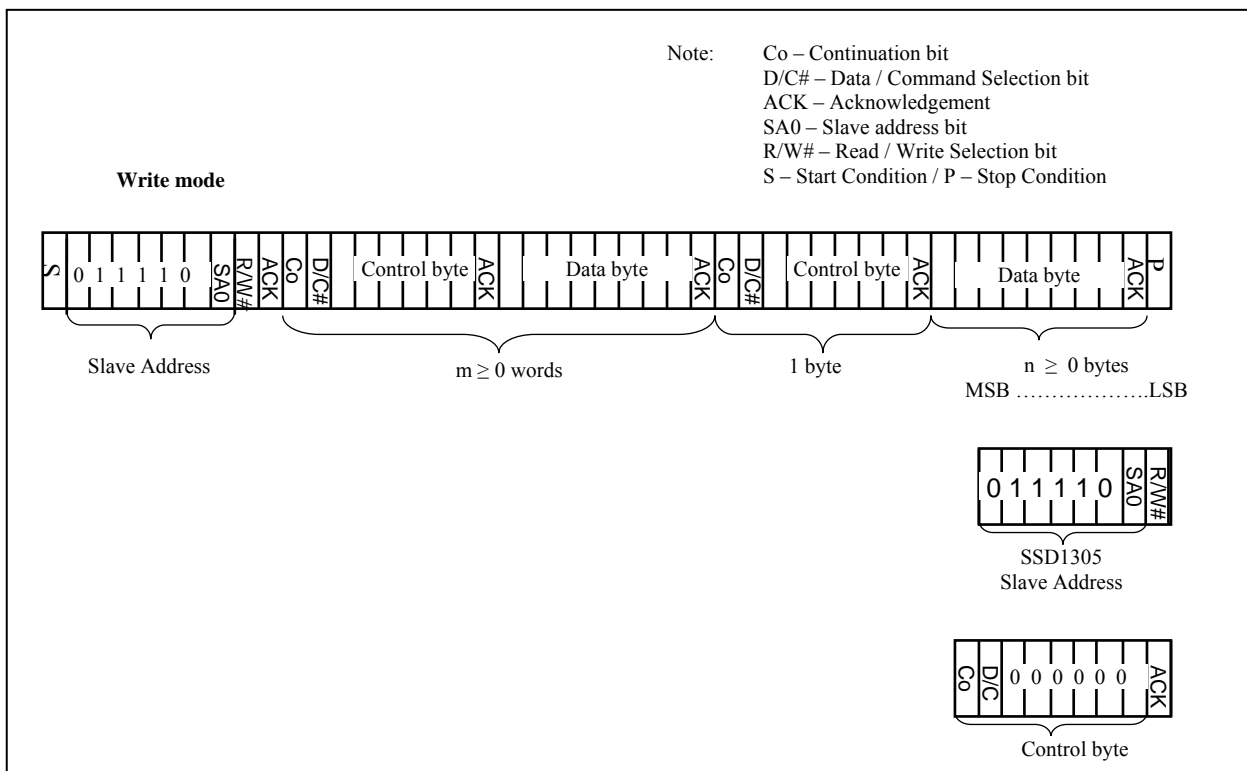
c) I<sup>2</sup>C-bus clock signal (SCL)

The transmission of information in the I<sup>2</sup>C-bus is following a clock signal, SCL. Each transmission of data bit is taken place during a single clock period of SCL.

### 8.1.4.1 I<sup>2</sup>C-bus Write data

The I<sup>2</sup>C-bus interface gives access to write data and command into the device. Please refer to Figure 8-6 for the write mode of I<sup>2</sup>C-bus in chronological order.

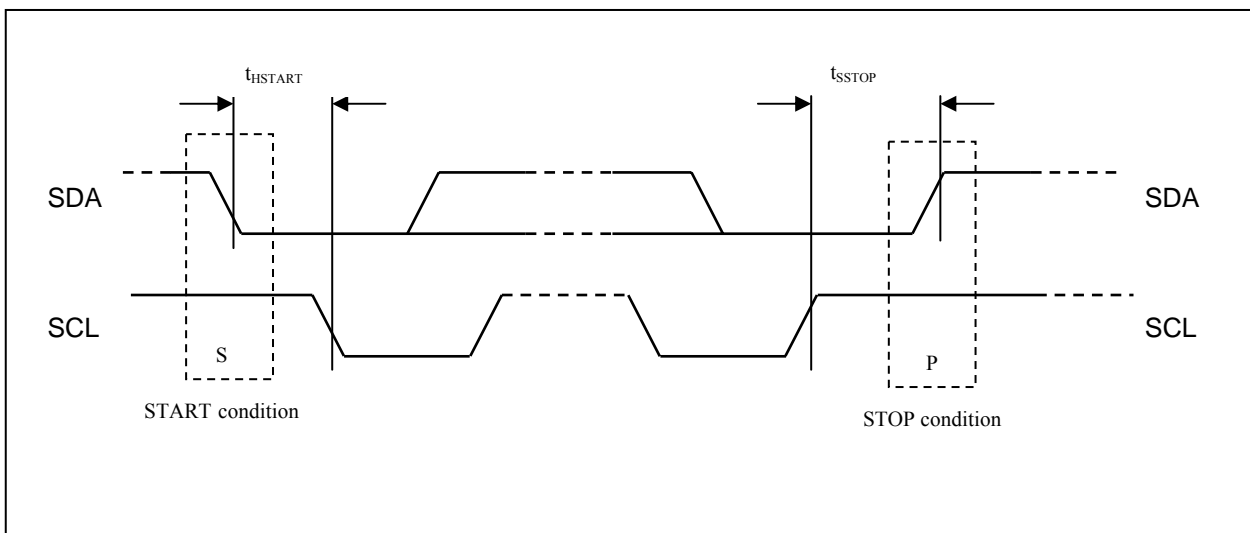
**Figure 8-6 : I<sup>2</sup>C -bus data format**



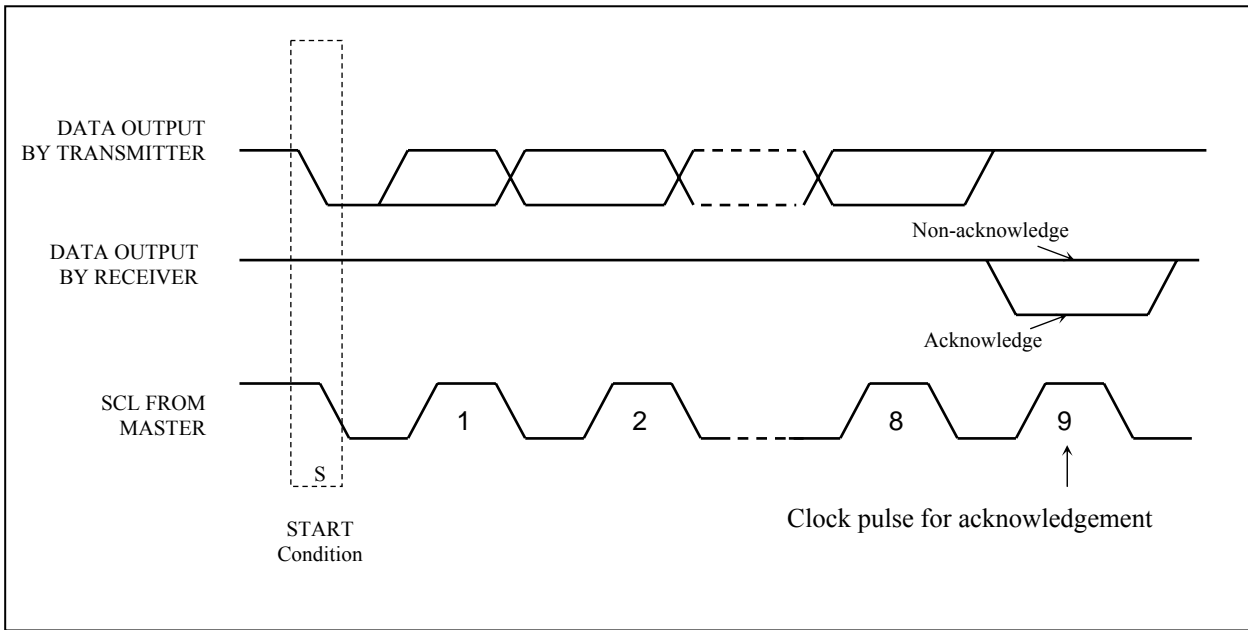
### 8.1.4.2 Write mode for I<sup>2</sup>C

- 1) The master device initiates the data communication by a start condition. The definition of the start condition is shown in Figure 8-7. The start condition is established by pulling the SDA from HIGH to LOW while the SCL stays HIGH.
- 2) The slave address is following the start condition for recognition use. For the SSD1305, the slave address is either “b0111100” or “b0111101” by changing the SA0 to LOW or HIGH (D/C pin acts as SA0).
- 3) The write mode is established by setting the R/W# bit to logic “0”.
- 4) An acknowledgement signal will be generated after receiving one byte of data, including the slave address and the R/W# bit. Please refer to the Figure 8-8 for the graphical representation of the acknowledge signal. The acknowledge bit is defined as the SDA line is pulled down during the HIGH period of the acknowledgement related clock pulse.
- 5) After the transmission of the slave address, either the control byte or the data byte may be sent across the SDA. A control byte mainly consists of Co and D/C# bits following by six “0” ‘s.
  - a. If the Co bit is set as logic “0”, the transmission of the following information will contain data bytes only.
  - b. The D/C# bit determines the next data byte is acted as a command or a data. If the D/C# bit is set to logic “0”, it defines the following data byte as a command. If the D/C# bit is set to logic “1”, it defines the following data byte as a data which will be stored at the GDDRAM. The GDDRAM column address pointer will be increased by one automatically after each data write.
- 6) Acknowledge bit will be generated after receiving each control byte or data byte.
- 7) The write mode will be finished when a stop condition is applied. The stop condition is also defined in Figure 8-7. The stop condition is established by pulling the “SDA in” from LOW to HIGH while the “SCL” stays HIGH.

**Figure 8-7 : Definition of the Start and Stop Condition**



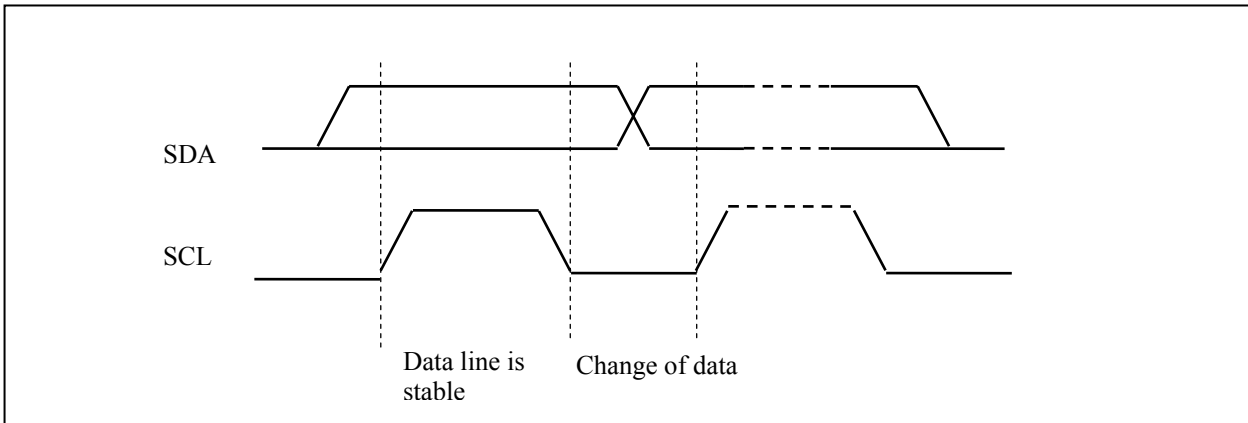
**Figure 8-8 : Definition of the acknowledgement condition**



Please be noted that the transmission of the data bit has some limitations.

1. The data bit, which is transmitted during each SCL pulse, must keep at a stable state within the “HIGH” period of the clock pulse. Please refer to the Figure 8-9 for graphical representations. Except in start or stop conditions, the data line can be switched only when the SCL is LOW.
2. Both the data line (SDA) and the clock line (SCL) should be pulled up by external resistors.

**Figure 8-9 : Definition of the data transfer condition**



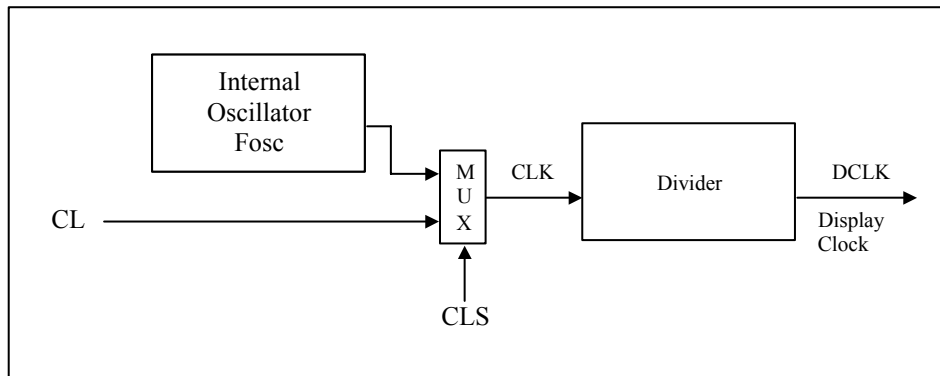
## 8.2 Command Decoder

This module determines whether the input data is interpreted as data or command. Data is interpreted based upon the input of the D/C# pin.

If D/C# pin is HIGH, D[7:0] is interpreted as display data written to Graphic Display Data RAM (GDDRAM). If it is LOW, the input at D[7:0] is interpreted as a command. Then data input will be decoded and written to the corresponding command register.

### 8.3 Oscillator Circuit and Display Time Generator

Figure 8-10 : Oscillator Circuit and Display Time Generator



This module is an on-chip LOW power RC oscillator circuitry. The operation clock (CLK) can be generated either from internal oscillator or external source CL pin. This selection is done by CLS pin. If CLS pin is pulled HIGH, internal oscillator is chosen and CL should be connected to V<sub>SS</sub>. Pulling CLS pin LOW disables internal oscillator and external clock must be connected to CL pins for proper operation. When the internal oscillator is selected, its output frequency F<sub>osc</sub> can be changed by command D5h A[7:4].

The display clock (DCLK) for the Display Timing Generator is derived from CLK. The division factor “D” can be programmed from 1 to 16 by command D5h

$$DCLK = F_{OSC} / D$$

The frame frequency of display is determined by the following formula.

$$F_{FRM} = \frac{F_{osc}}{D \times K \times \text{No. of Mux}}$$

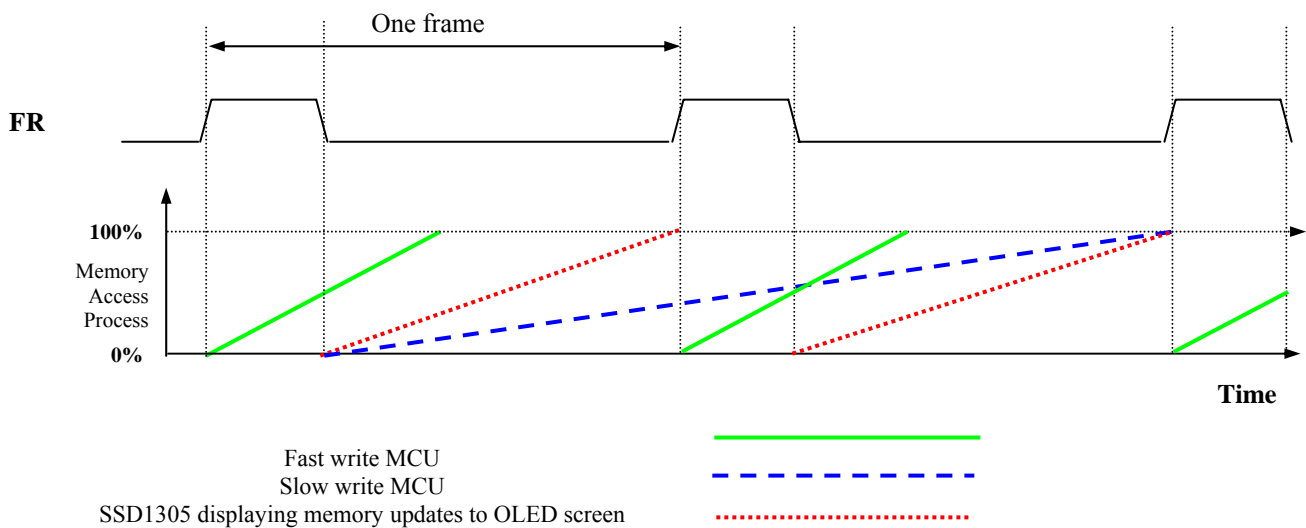
where

- D stands for clock divide ratio. It is set by command D5h A[3:0]. The divide ratio has the range from 1 to 16.
- K is the number of display clocks per row. The value is derived by  
 $K = \text{Phase 1 period} + \text{Phase 2 period} + \text{BANK0 pulse width}$   
 $= 2 + 2 + 50 = 54$  at power on reset  
 (Please refer to Section 8.6 “Segment Drivers / Common Drivers” for the details of the “Phase”)
- Number of multiplex ratio is set by command A8h. The power on reset value is 63 (i.e. 64MUX).
- F<sub>OSC</sub> is the oscillator frequency. It can be changed by command D5h A[7:4]. The higher the register setting results in higher frequency.



## 8.4 FR synchronization

FR synchronization signal can be used to prevent tearing effect.



The starting time to write a new image to OLED driver is depended on the MCU writing speed. If MCU can finish writing a frame image within one frame period, it is classified as fast write MCU. For MCU needs longer writing time to complete (more than one frame but within two frames), it is a slow write one.

**For fast write MCU:** MCU should start to write new frame of ram data just after rising edge of FR pulse and should be finished well before the rising edge of the next FR pulse.

**For slow write MCU:** MCU should start to write new frame ram data after the falling edge of the 1<sup>st</sup> FR pulse and must be finished before the rising edge of the 3<sup>rd</sup> FR pulse.

## 8.5 Reset Circuit

When RES# input is LOW, the chip is initialized with the following status:

1. Display is OFF
2. 132 x 64 Display Mode
3. Normal segment and display data column address and row address mapping (SEG0 mapped to address 00h and COM0 mapped to address 00h)
4. Shift register data clear in serial interface
5. Display start line is set at display RAM address 0
6. Column address counter is set at 0
7. Normal scan direction of the COM outputs
8. Contrast control register is set at 80h
9. Normal display mode (Equivalent to A4h command)

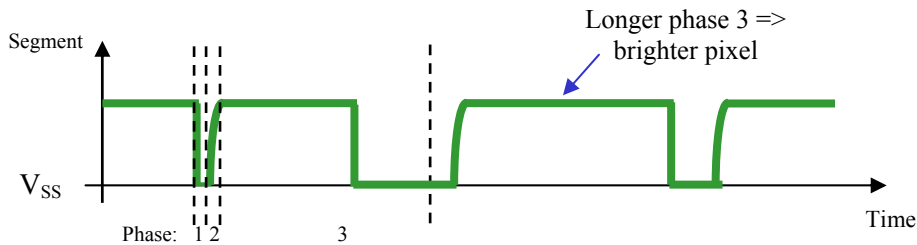
## 8.6 Segment Drivers / Common Drivers

Segment drivers deliver 132 current sources to drive the OLED panel. The driving current can be adjusted from 0 to 320uA with 256 steps. Common drivers generate voltage-scanning pulses.

The segment driving waveform is divided into three phases:

1. In phase 1, the OLED pixel charges of previous image are discharged in order to prepare for next image content display.
2. In phase 2, the OLED pixel is driven to the targeted voltage. The pixel is driven to attain the corresponding voltage level from  $V_{SS}$ . The period of phase 2 can be programmed in length from 1 to 15 DCLKs. If the capacitance value of the pixel of OLED panel is larger, a longer period is required to charge up the capacitor to reach the desired voltage.
3. In phase 3, the OLED driver switches to use current source to drive the OLED pixels and this is the current drive stage. SSD1305 employs PWM (Pulse Width Modulation) method to control the brightness of area color A, B, C, D color individually. The longer the waveform in current drive stage is, the brighter is the pixel and vice versa.

**Figure 8-11 : Segment Output Waveform in three phases**

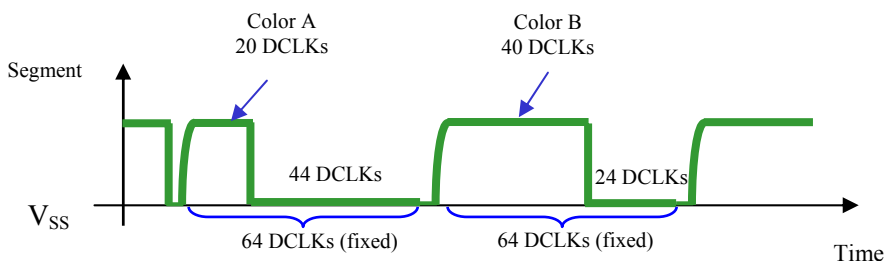


After finishing phase 3, the driver IC will go back to phase 1 to display the next row image data. This three-step cycle is run continuously to refresh image display on OLED panel.

The length of phase 3 for area colors: A,B,C and monochrome BANK0 can be configured by command 91h "Set Look Up Table". There are 64 steps available for each color but the one of color D is fixed at 64. The unit of the step is in DCLK.

For example, the look up table for area color A, B, is set to 20, 40 DCLKs respectively. Color B is set to be brighter than color A. Then the result segment output waveform of these two colors is shown below.

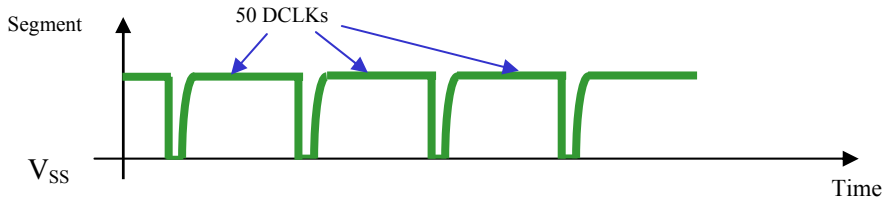
**Figure 8-12 : Segment Output Waveform for two different colors LUT setting**



In phase 3, the segment output waveforms under the monochrome mode and area color mode are different.

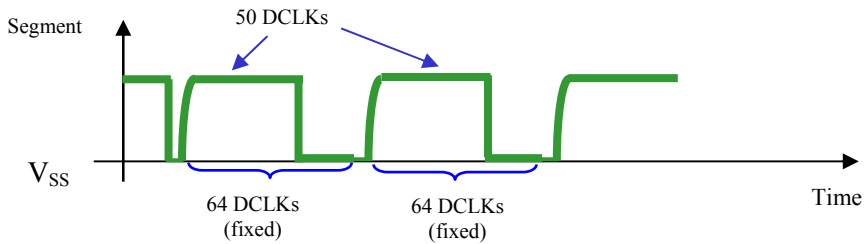
In monochrome mode, if the length of current drive pulse width is set to 50, after finishing 50 DCLKs in current drive phase, the driver IC will go back to phase 1 for next row display.

**Figure 8-13 : Example of Segment Output Waveform of monochrome display section under monochrome mode**



In area color mode, the phase 3 of both BANK0 and area color banks (BANK1 to BANK32) are fixed into 64 DCLKs. For instance, if the length of the pulse width is set to 50, then after the end of 50 DCLKs of current drive phase, the segment waveform will be gone to  $V_{SS}$  level and the driver is still in current drive phase. This phase will be end after 64 DCLKs from the start of the phase is passed. And then the drive goes back to phase 1 for next row display. Figure 8-14 shows the example of the segment output waveform of area color display section when the pulse width of area color is set to 50.

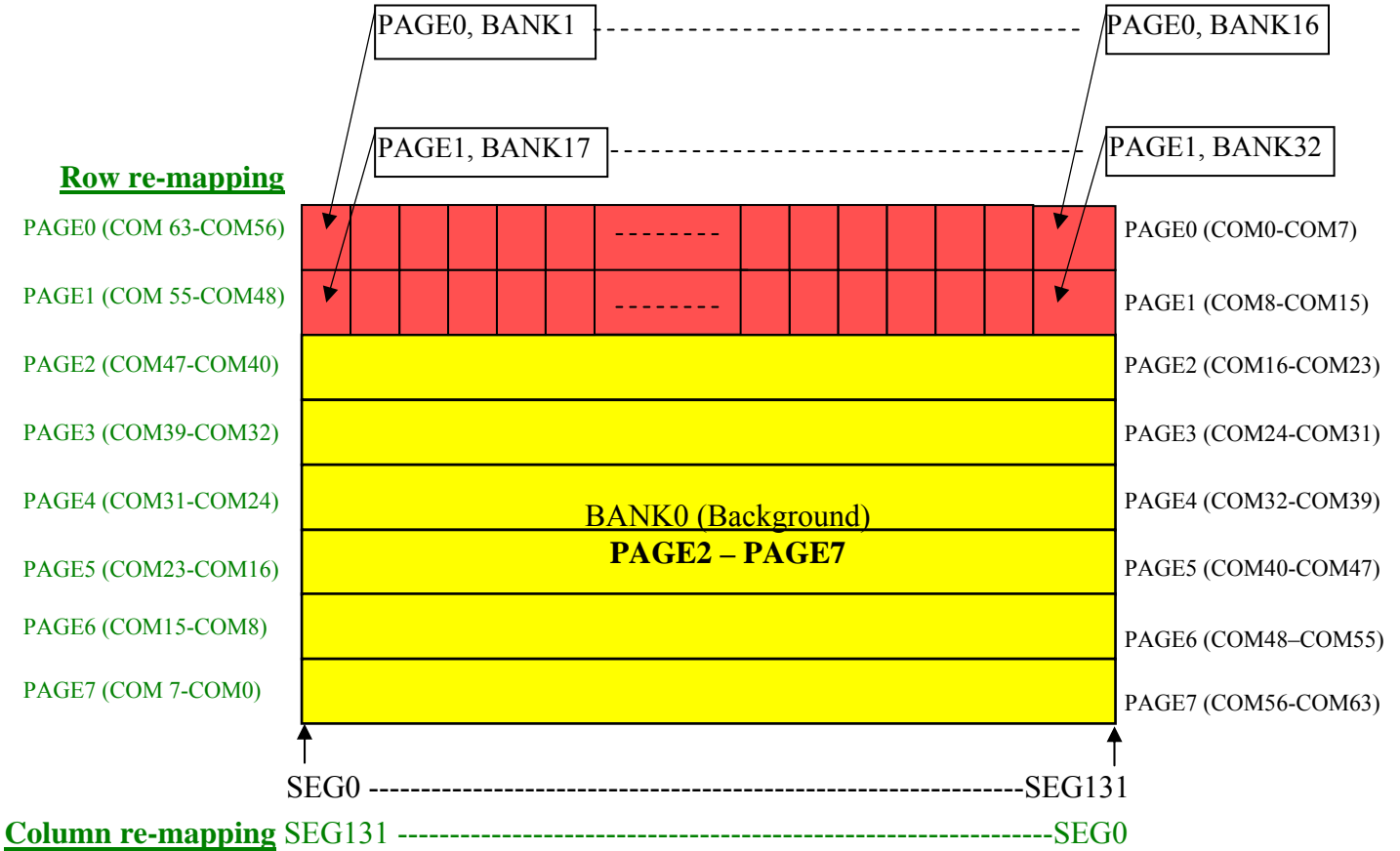
**Figure 8-14 : Example of Segment Output Waveform of area color display section under area color mode**



### 8.7 Graphic Display Data RAM (GDDRAM)

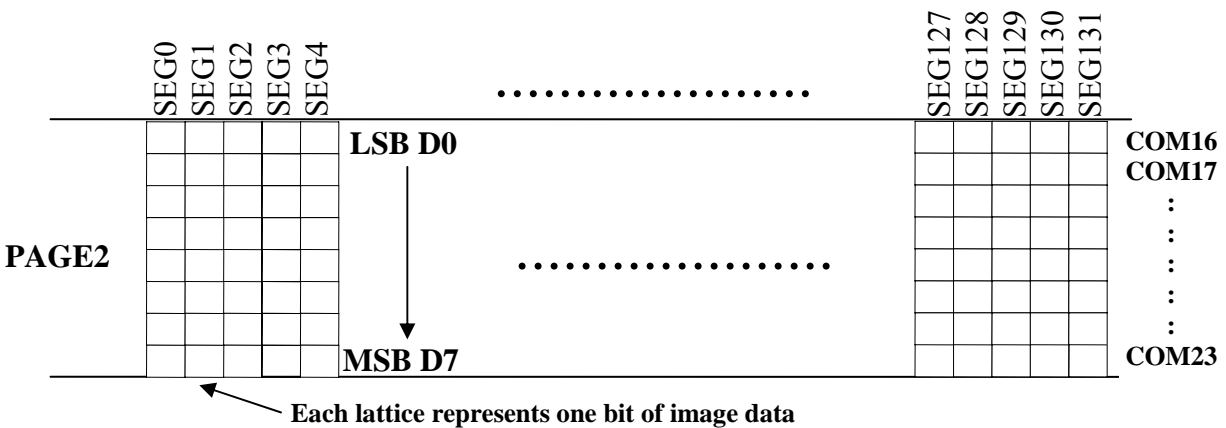
The GDDRAM is a bit mapped static RAM holding the bit pattern to be displayed. The size of the RAM is 132 x 64 bits and the RAM is divided into eight pages, from PAGE0 to PAGE7, as shown in Figure 8-15. In GDDRAM, PAGE0 and PAGE1 are belonged to area color section with resolution 132x16. PAGE2 to PAGE7 are used for monochrome 132x48 dot matrix display.

Figure 8-15 : GDDRAM pages structure of SSD1305



When one data byte is written into GDDRAM, all the rows image data of the same page of the current column are filled (i.e. the whole column (8 bits) pointed by the column address pointer is filled.). Data bit D0 is written into the top row, while data bit D7 is written into bottom row as shown in Figure 8-16.

Figure 8-16 : Enlargement of GDDRAM (No row re-mapping and column-remapping)



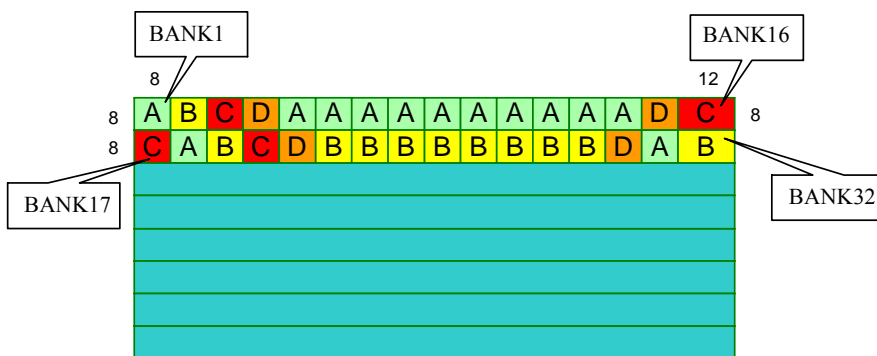
For mechanical flexibility, re-mapping on both Segment and Common outputs can be selected by software as shown in Figure 8-15.

For vertical shifting of the display, an internal register storing the display start line can be set to control the portion of the RAM data to be mapped to the display (command D3h).

### 8.8 Area Color Decoder

The 132x64 display matrix is divided into 8 pages. The first two pages, PAGE0 and PAGE1, are divided into 32 banks. BANK16 and BANK32 consist of a display area of 12x8 pixels. Other banks (BANK0 to BANK15 & BANK17 to BANK31) have matrices of 8x8 pixels. Each bank can be programmed to any one of the four colors (color A, B, C and D) as the example shown in Figure 8-17. Detailed operation can be referred to command 92h in Table 9-1.

**Figure 8-17 : Example of area color assignment on a 132x64 OLED panel**



## 8.9 SEG/COM Driving block

This block is used to derive the incoming power sources into the different levels of internal use voltage and current.

- $V_{CC}$  is the most positive voltage supply.
- $V_{COMH}$  is the Common deselected level. It is internally regulated.
- $V_{LSS}$  is the ground path of the analog and panel current.
- $I_{REF}$  is a reference current source for segment current drivers  $I_{SEG}$ . The relationship between reference current and segment current of a color is:

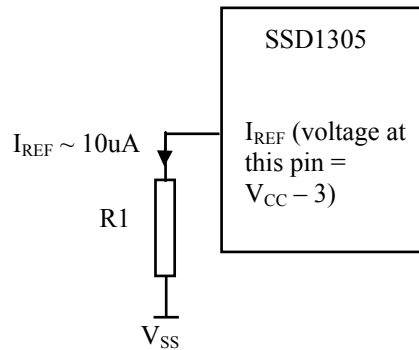
$$I_{SEG} = \text{Contrast} / 256 \times I_{REF} \times \text{scale factor}$$

in which

the contrast (0~255) is set by Set Contrast command 81h; and  
the scale factor is 32 by default.

The magnitude of  $I_{REF}$  is controlled by the value of resistor, which is connected between  $I_{REF}$  pin and  $V_{SS}$  as shown in Figure 8-18. It is recommended to set  $I_{REF}$  to 10uA+/- 2uA so as to achieve  $I_{SEG} = 320\mu\text{A}$  at maximum contrast 255.

**Figure 8-18 :  $I_{REF}$  Current Setting by Resistor Value**



Since the voltage at  $I_{REF}$  pin is  $V_{CC} - 3\text{V}$ , the value of resistor  $R1$  can be found as below.

$$R1 = (\text{Voltage at } I_{REF} - V_{SS}) / I_{REF} = (V_{CC} - 3) / 10\mu\text{A} \approx 910\text{k}\Omega \text{ for } V_{CC} = 12\text{V}.$$

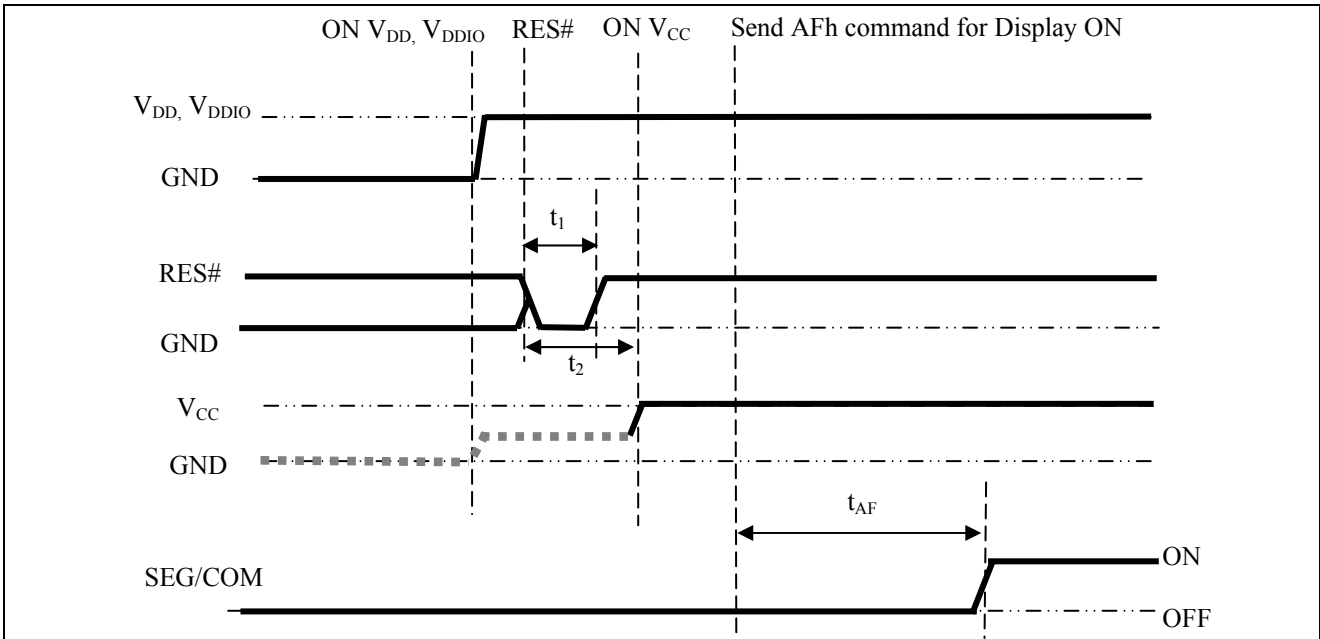
### 8.10 Power ON and OFF sequence

The following figures illustrate the recommended power ON and power OFF sequence of SSD1305 (assume  $V_{DD}$  and  $V_{DDIO}$  are at the same voltage level).

*Power ON sequence:*

1. Power ON  $V_{DD}$ ,  $V_{DDIO}$ .
2. After  $V_{DD}$ ,  $V_{DDIO}$  become stable, set RES# pin LOW (logic low) for at least 3 $\mu$ s ( $t_1$ )<sup>(4)</sup> and then HIGH (logic high).
3. After set RES# pin LOW (logic low), wait for at least 3 $\mu$ s ( $t_2$ ). Then Power ON  $V_{CC}$ .<sup>(1)</sup>
4. After  $V_{CC}$  become stable, send command AFh for display ON. SEG/COM will be ON after 100ms ( $t_{AF}$ ).

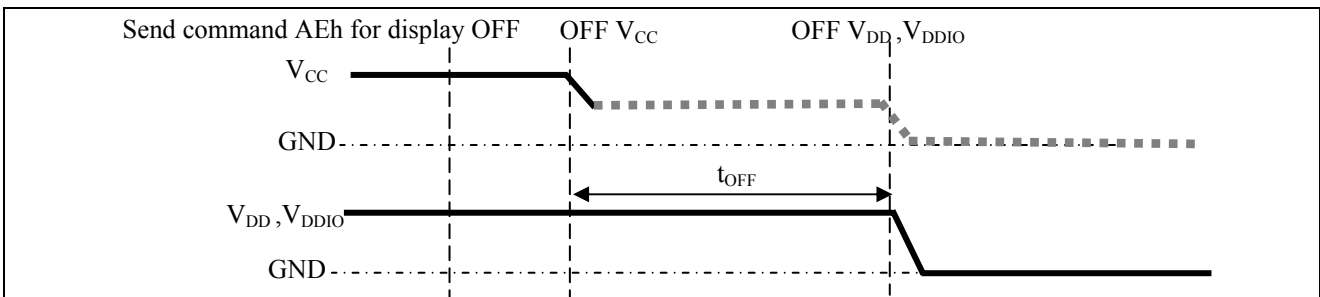
**Figure 8-19 : The Power ON sequence**



*Power OFF sequence:*

1. Send command AEh for display OFF.
2. Power OFF  $V_{CC}$ .<sup>(1), (2), (3)</sup>
3. Wait for  $t_{OFF}$ . Power OFF  $V_{DD}$ ,  $V_{DDIO}$ . (where Minimum  $t_{OFF}=0\text{ms}$ <sup>(5)</sup>, Typical  $t_{OFF}=100\text{ms}$ )

**Figure 8-20 : The Power OFF sequence**



**Note:**

- (1) Since an ESD protection circuit is connected between  $V_{DD}$ ,  $V_{DDIO}$  and  $V_{CC}$ ,  $V_{CC}$  becomes lower than  $V_{DD}$  whenever  $V_{DD}$ ,  $V_{DDIO}$  is ON and  $V_{CC}$  is OFF as shown in the dotted line of  $V_{CC}$  in Figure 8-19 and Figure 8-20.
- (2)  $V_{CC}$  should be kept float (disable) when it is OFF.
- (3) Power Pins ( $V_{DD}$ ,  $V_{CC}$ ) can never be pulled to ground under any circumstance.
- (4) The register values are reset after  $t_1$ .
- (5)  $V_{DD}$  should not be Power OFF before  $V_{CC}$  Power OFF.

## 9 COMMAND TABLE

**Table 9-1: Command Table**

(D/C#=0, R/W#(WR#) = 0, E(RD#=1) unless specific setting is stated)

Fundamental Command Table											
D/C#	Hex	D7	D6	D5	D4	D3	D2	D1	D0	Command	Description
0	00~0F	0	0	0	0	X <sub>3</sub>	X <sub>2</sub>	X <sub>1</sub>	X <sub>0</sub>	Set Lower Column Start Address for Page Addressing Mode	Set the lower nibble of the column start address register for Page Addressing Mode using X[3:0] as data bits. The initial display line register is reset to 0000b after RESET.
0	10~1F	0	0	0	1	X <sub>3</sub>	X <sub>2</sub>	X <sub>1</sub>	X <sub>0</sub>	Set Higher Column Start Address for Page Addressing Mode	Set the higher nibble of the column start address register for Page Addressing Mode using X[3:0] as data bits. The initial display line register is reset to 0000b after RESET.
0 0	20 A[1:0]	0 *	0 *	1 *	0 *	0 *	0 *	0 A <sub>1</sub>	0 A <sub>0</sub>	Set Memory Addressing Mode	A[1:0] = 00b, Horizontal Addressing Mode A[1:0] = 01b, Vertical Addressing Mode A[1:0] = 10b, Page Addressing Mode (RESET) A[1:0] = 11b, Invalid
0 0 0	21 A[7:0] B[7:0]	0 A <sub>7</sub> B <sub>7</sub>	0 A <sub>6</sub> B <sub>6</sub>	1 A <sub>5</sub> B <sub>5</sub>	0 A <sub>4</sub> B <sub>4</sub>	0 A <sub>3</sub> B <sub>3</sub>	0 A <sub>2</sub> B <sub>2</sub>	0 A <sub>1</sub> B <sub>1</sub>	1 A <sub>0</sub> B <sub>0</sub>	Set Column Address	Setup column start and end address A[7:0] : Column start address, range : 0-131d, (RESET=0d)  B[7:0]: Column end address, range : 0-131d, (RESET =131d)
0 0 0	22 A[2:0] B[2:0]	0 * *	0 * *	1 * *	0 * *	0 * *	0 A <sub>2</sub> B <sub>2</sub>	1 A <sub>1</sub> B <sub>1</sub>	0 A <sub>0</sub> B <sub>0</sub>	Set Page Address	Setup page start and end address A[2:0] : Page start Address, range : 0-7d, (RESET = 0d) B[2:0] : Page end Address, range : 0-7d, (RESET = 7d)
0	40~7F	0	1	X <sub>5</sub>	X <sub>4</sub>	X <sub>3</sub>	X <sub>2</sub>	X <sub>1</sub>	X <sub>0</sub>	Set Display Start Line	Set display RAM display start line register from 0-63 using X <sub>5</sub> X <sub>3</sub> X <sub>2</sub> X <sub>1</sub> X <sub>0</sub> . Display start line register is reset to 000000b during RESET.
0 0	81 A[7:0]	1 A <sub>7</sub>	0 A <sub>6</sub>	0 A <sub>5</sub>	0 A <sub>4</sub>	0 A <sub>3</sub>	0 A <sub>2</sub>	0 A <sub>1</sub>	1 A <sub>0</sub>	Set Contrast Control For BANK0	Double byte command to select 1 out of 256 contrast steps. Contrast increases as the value increases. (RESET = 80h)
0 0	82 A[7:0]	1 A <sub>7</sub>	0 A <sub>6</sub>	0 A <sub>5</sub>	0 A <sub>4</sub>	0 A <sub>3</sub>	0 A <sub>2</sub>	1 A <sub>1</sub>	0 A <sub>0</sub>	Set Brightness For Area Color Banks	Double byte command to select 1 out of 256 brightness steps. Brightness increases as the value increases. (RESET = 80h)
0 0 0 0	91 X[5:0] A[5:0] B[5:0] C[5:0]	1 * * * *	0 * * * *	0 X <sub>5</sub> A <sub>5</sub> B <sub>5</sub> C <sub>5</sub>	1 X <sub>4</sub> A <sub>4</sub> B <sub>4</sub> C <sub>4</sub>	0 X <sub>3</sub> A <sub>3</sub> B <sub>3</sub> C <sub>3</sub>	0 X <sub>2</sub> A <sub>2</sub> B <sub>2</sub> C <sub>2</sub>	0 X <sub>1</sub> A <sub>1</sub> B <sub>1</sub> C <sub>1</sub>	1 X <sub>0</sub> A <sub>0</sub> B <sub>0</sub> C <sub>0</sub>	Set Look Up Table (LUT)	Set current drive pulse width of BANK0, Color A, B and C. BANK0: X[5:0] = 31... 63; for pulse width set to 32 ~ 64 clocks (RESET = 110001b) Color A: A[5:0] same as above (RESET = 111111b) Color B: B[5:0] same as above (RESET = 111111b) Color C: C[5:0] same as above (RESET = 111111b)  <b>Note</b> ( <sup>1</sup> ) Color D pulse width is fixed at 64 clocks pulse.



Fundamental Command Table											
D/C#	Hex	D7	D6	D5	D4	D3	D2	D1	D0	Command	Description
0000	92 A[7:0] B[7:0] C[7:0] D[7:0]	1 A <sub>7</sub> B <sub>7</sub> C <sub>7</sub> D <sub>7</sub>	0 A <sub>6</sub> B <sub>6</sub> C <sub>6</sub> D <sub>6</sub>	0 A <sub>5</sub> B <sub>5</sub> C <sub>5</sub> D <sub>5</sub>	1 A <sub>4</sub> B <sub>4</sub> C <sub>4</sub> D <sub>4</sub>	0 A <sub>3</sub> B <sub>3</sub> C <sub>3</sub> D <sub>3</sub>	0 A <sub>2</sub> B <sub>2</sub> C <sub>2</sub> D <sub>2</sub>	1 A <sub>1</sub> B <sub>1</sub> C <sub>1</sub> D <sub>1</sub>	0 A <sub>0</sub> B <sub>0</sub> C <sub>0</sub> D <sub>0</sub>	Set Bank Color of BANK1 to BANK16 (PAGE0)	Set the bank color of BANK1~BANK16 to any one of the 4 colors : A, B, C and D .  A[1:0] : 00b, 01b, 10b, or 11b for Color = A, B, C or D of BANK1 A[3:2] : 00b, 01b, 10b, or 11b for Color = A, B, C or D of BANK2 : : : D[5:4]: 00b, 01b, 10b, or 11b for Color = A, B, C or D of BANK15 D[7:6]: 00b, 01b, 10b, or 11b for Color = A, B, C or D of BANK16
0000	93 A[7:0] B[7:0] C[7:0] D[7:0]	1 A <sub>7</sub> B <sub>7</sub> C <sub>7</sub> D <sub>7</sub>	0 A <sub>6</sub> B <sub>6</sub> C <sub>6</sub> D <sub>6</sub>	0 A <sub>5</sub> B <sub>5</sub> C <sub>5</sub> D <sub>5</sub>	1 A <sub>4</sub> B <sub>4</sub> C <sub>4</sub> D <sub>4</sub>	0 A <sub>3</sub> B <sub>3</sub> C <sub>3</sub> D <sub>3</sub>	0 A <sub>2</sub> B <sub>2</sub> C <sub>2</sub> D <sub>2</sub>	1 A <sub>1</sub> B <sub>1</sub> C <sub>1</sub> D <sub>1</sub>	1 A <sub>0</sub> B <sub>0</sub> C <sub>0</sub> D <sub>0</sub>	Set Bank Color of BANK17~BANK32 (PAGE1)	Set the bank color of BANK17~BANK32 to any one of the 4 colors: A, B, C and D.  A[1:0] : 00b, 01b, 10b, or 11b for Color = A, B, C or D of BANK17 A[3:2] : 00b, 01b, 10b, or 1b1 for Color = A, B, C or D of BANK18 : : : D[5:4]: 00b, 01b, 10b, or 11b for Color = A, B, C or D of BANK31 D[7:6]: 00b, 01b, 10b, or 11b for Color = A, B, C or D of BANK32
0	A0/A1	1	0	1	0	0	0	0	X <sub>0</sub>	Set Segment Re-map	X[0]=0b: column address 0 is mapped to SEG0 (RESET) X[0]=1b: column address 131 is mapped to SEG0
0	A4/A5	1	0	1	0	0	1	0	X <sub>0</sub>	Entire Display ON	X <sub>0</sub> =0b: Resume to RAM content display (RESET) Output follows RAM content X <sub>0</sub> =1b: Entire display ON Output ignores RAM content
0	A6/A7	1	0	1	0	0	1	1	X <sub>0</sub>	Set Normal/Inverse Display	X[0]=0b: Normal display (RESET) 0 in RAM: OFF in display panel 1 in RAM: ON in display panel  X[0]=1b: inverse display 0 in RAM: ON in display panel 1 in RAM: OFF in display panel
00	A8 A[5:0]	1 *	0 *	1 A <sub>5</sub>	0 A <sub>4</sub>	1 A <sub>3</sub>	0 A <sub>2</sub>	0 A <sub>1</sub>	0 A <sub>0</sub>	Set Multiplex Ratio	Set MUX ratio to N+1 MUX N=A[5:0] : from 16MUX to 64MUX, RESET= 111111b (i.e. 64MUX) A[5:0] from 0 to 14 are invalid entry.
0	AA	1	0	1	0	1	0	1	0	Reserved	Reserved
0000	AB A[3:0] B[7:0] C[7:0]	1 * B <sub>7</sub> C <sub>7</sub>	0 * B <sub>6</sub> C <sub>6</sub>	1 * B <sub>5</sub> C <sub>5</sub>	0 * B <sub>4</sub> C <sub>4</sub>	1 A <sub>3</sub> B <sub>3</sub> C <sub>3</sub>	0 A <sub>2</sub> B <sub>2</sub> C <sub>2</sub>	1 A <sub>1</sub> B <sub>1</sub> C <sub>1</sub>	1 A <sub>0</sub> B <sub>0</sub> C <sub>0</sub>	Dim mode setting	A[3:0] : Reserved (set as 0000b) B [7:0] : Set contrast for BANK0, valid range 0-255d, please refer to command 81h C [7:0] : Set brightness for color bank, valid range 0-255d, please refer to command 82h

Fundamental Command Table											
D/C#	Hex	D7	D6	D5	D4	D3	D2	D1	D0	Command	Description
0 0	AD A[7:0]	1 1	0 0	1 0	0 0	1 1	1 1	0 1	1 A <sub>0</sub>	Master Configuration	A[0]=0b, Select external V <sub>CC</sub> supply (RESET) A[0]=1b, Reserved
0	AC AE AF	1	0	1	0	1	1	A <sub>1</sub>	A <sub>0</sub>	Set Display ON/OFF	ACh = Display ON in dim mode  AEh = Display OFF (sleep mode) (RESET)  AFh = Display ON in normal mode
0	B0~B7	1	0	1	1	0	X <sub>2</sub>	X <sub>1</sub>	X <sub>0</sub>	Set Page Start Address for Page Addressing Mode	Set GDDRAM Page Start Address (PAGE0~PAGE7) for Page Addressing Mode using X[2:0].
0	C0/C8	1	1	0	0	X <sub>3</sub>	0	0	0	Set COM Output Scan Direction	X[3]=0b: normal mode (RESET) Scan from COM0 to COM[N-1] X[3]=1b: remapped mode. Scan from COM[N-1] to COM0  Where N is the Multiplex ratio.
0 0	D3 A[5:0]	1 *	1 *	0 A <sub>5</sub>	1 A <sub>4</sub>	0 A <sub>3</sub>	0 A <sub>2</sub>	1 A <sub>1</sub>	1 A <sub>0</sub>	Set Display Offset	Set vertical shift by COM from 0~63. The value is reset to 00h after RESET.
0	D5 A[7:0]	1 A <sub>7</sub>	1 A <sub>6</sub>	0 A <sub>5</sub>	1 A <sub>4</sub>	0 A <sub>3</sub>	1 A <sub>2</sub>	0 A <sub>1</sub>	1 A <sub>0</sub>	Set Display Clock Divide Ratio/Oscillator Frequency	A[3:0] : Define the divide ratio (D) of the display clocks (DCLK): Divide ratio= A[3:0] + 1, RESET is 0000b (divide ratio = 1)  A[7:4] : Set the Oscillator Frequency, F <sub>OSC</sub> . Oscillator Frequency increases with the value of A[7:4] and vice versa. RESET is 0111b Range:0000b~1111b Frequency increases as setting value increases. Refer to section 10.1.23 for details.
0 0	D8	1 0	1 0	0 X <sub>5</sub>	1 X <sub>4</sub>	1 0	0 X <sub>2</sub>	0 0	0 X <sub>0</sub>	Set Area Color Mode ON/OFF & Low Power Display Mode	X[5:4]= 00b (RESET) : monochrome mode X[5:4]= 11b Area Color enable  X[2]=0b and X[0]=0b: Normal power mode(RESET) X[2]=1b and X[0]=1b: Set low power display mode
0 0	D9 A[7:0]	1 A <sub>7</sub>	1 A <sub>6</sub>	0 A <sub>5</sub>	1 A <sub>4</sub>	1 A <sub>3</sub>	0 A <sub>2</sub>	0 A <sub>1</sub>	1 A <sub>0</sub>	Set Pre-charge Period	A[3:0] : Phase 1 period of up to 15 DCLK clocks (RESET=2h); 0 is invalid entry  A[7:4] : Phase 2 period of up to 15 DCLK clocks (RESET=2h); 0 is invalid entry
0 0	DA	1 0	1 0	0 X <sub>5</sub>	1 X <sub>4</sub>	1 0	0 0	1 1	0 0	Set COM Pins Hardware Configuration	X[4]=0b, Sequential COM pin configuration X[4]=1b(RESET), Alternative COM pin configuration  X[5]=0b(RESET), Disable COM Left/Right remap X[5]=1b, Enable COM Left/Right remap  Please refer to Table 10-3 for details.

**Fundamental Command Table**

D/C#	Hex	D7	D6	D5	D4	D3	D2	D1	D0	Command	Description												
0	DB	1	1	0	1	1	0	1	1	Set V <sub>COMH</sub> Deselect Level	<table border="1"> <thead> <tr> <th>A[5:2]</th> <th>Hex code</th> <th>V<sub>COMH</sub> deselect level</th> </tr> </thead> <tbody> <tr> <td>0000b</td> <td>00h</td> <td>~ 0.43 x V<sub>CC</sub></td> </tr> <tr> <td>1101b</td> <td>34h</td> <td>~ 0.77 x V<sub>CC</sub> (RESET)</td> </tr> <tr> <td>1111b</td> <td>3Ch</td> <td>~ 0.83 x V<sub>CC</sub></td> </tr> </tbody> </table>	A[5:2]	Hex code	V <sub>COMH</sub> deselect level	0000b	00h	~ 0.43 x V <sub>CC</sub>	1101b	34h	~ 0.77 x V <sub>CC</sub> (RESET)	1111b	3Ch	~ 0.83 x V <sub>CC</sub>
A[5:2]	Hex code	V <sub>COMH</sub> deselect level																					
0000b	00h	~ 0.43 x V <sub>CC</sub>																					
1101b	34h	~ 0.77 x V <sub>CC</sub> (RESET)																					
1111b	3Ch	~ 0.83 x V <sub>CC</sub>																					
0	A[5:2]	0	0	A <sub>5</sub>	A <sub>4</sub>	A <sub>3</sub>	A <sub>2</sub>	0	0														
0	E0	1	1	1	0	0	0	0	0	Enter Read Modify Write	Enter the Read Modify Write mode. Details please refer to section 10.1.28.												
0	E3	1	1	1	0	0	0	1	1	NOP	Command for no operation												
0	EE	1	1	1	0	1	1	1	0	Exit Read Modify Write	Exit the Read Modify Write mode (Please refer to command E0h)												

**Graphic Acceleration Command Table**

D/C#	Hex	D7	D6	D5	D4	D3	D2	D1	D0	Command	Description																										
0	26/27	0	0	1	0	0	1	1	X <sub>0</sub>	Horizontal Scroll Setup	X[0]=0, Right Horizontal Scroll X[0]=1, Left Horizontal Scroll  A[2:0] : Set number of column scroll offset 000b No horizontal scroll 001b Horizontal scroll by 1 column 010b Horizontal scroll by 2 columns 011b Horizontal scroll by 3 columns 100b Horizontal scroll by 4 columns Other values are invalid. B[2:0] : Define start page address <table border="1"> <tr> <td>000b – PAGE0</td> <td>011b – PAGE3</td> <td>110b – PAGE6</td> </tr> <tr> <td>001b – PAGE1</td> <td>100b – PAGE4</td> <td>111b – PAGE7</td> </tr> <tr> <td>010b – PAGE2</td> <td>101b – PAGE5</td> <td></td> </tr> </table> C[2:0] : Set time interval between each scroll step in terms of frame frequency <table border="1"> <tr> <td>000b – 6 frames</td> <td>100b – 3 frames</td> </tr> <tr> <td>001b – 32 frames</td> <td>101b – 4 frames</td> </tr> <tr> <td>010b – 64 frames</td> <td>110b – 2 frame</td> </tr> <tr> <td>011b – 128 frames</td> <td>111b – Invalid</td> </tr> </table> D[2:0] : Define end page address <table border="1"> <tr> <td>000b – PAGE0</td> <td>011b – PAGE3</td> <td>110b – PAGE6</td> </tr> <tr> <td>001b – PAGE1</td> <td>100b – PAGE4</td> <td>111b – PAGE7</td> </tr> <tr> <td>010b – PAGE2</td> <td>101b – PAGE5</td> <td></td> </tr> </table> The value of D[2:0] must be larger or equal to B[2:0]	000b – PAGE0	011b – PAGE3	110b – PAGE6	001b – PAGE1	100b – PAGE4	111b – PAGE7	010b – PAGE2	101b – PAGE5		000b – 6 frames	100b – 3 frames	001b – 32 frames	101b – 4 frames	010b – 64 frames	110b – 2 frame	011b – 128 frames	111b – Invalid	000b – PAGE0	011b – PAGE3	110b – PAGE6	001b – PAGE1	100b – PAGE4	111b – PAGE7	010b – PAGE2	101b – PAGE5	
000b – PAGE0	011b – PAGE3	110b – PAGE6																																			
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001b – PAGE1	100b – PAGE4	111b – PAGE7																																			
010b – PAGE2	101b – PAGE5																																				
0	A[2:0]	*	*	*	*	*	A <sub>2</sub>	A <sub>1</sub>	A <sub>0</sub>																												
0	B[2:0]	*	*	*	*	*	B <sub>2</sub>	B <sub>1</sub>	B <sub>0</sub>																												
0	C[2:0]	*	*	*	*	*	C <sub>2</sub>	C <sub>1</sub>	C <sub>0</sub>																												
0	D[2:0]	*	*	*	*	*	D <sub>2</sub>	D <sub>1</sub>	D <sub>0</sub>																												
0	29/2A	0	0	1	0	1	0	X <sub>1</sub>	X <sub>0</sub>	Continuous Vertical and Horizontal Scroll Setup	X <sub>1</sub> X <sub>0</sub> =01b : Vertical and Right Horizontal Scroll X <sub>1</sub> X <sub>0</sub> =10b : Vertical and Left Horizontal Scroll  A[2:0] : Set number of column scroll offset 000b No horizontal scroll 001b Horizontal scroll by 1 column 010b Horizontal scroll by 2 columns 011b Horizontal scroll by 3 columns 100b Horizontal scroll by 4 columns Other values are invalid. B[2:0] : Define start page address <table border="1"> <tr> <td>000b – PAGE0</td> <td>011b – PAGE3</td> <td>110b – PAGE6</td> </tr> <tr> <td>001b – PAGE1</td> <td>100b – PAGE4</td> <td>111b – PAGE7</td> </tr> <tr> <td>010b – PAGE2</td> <td>101b – PAGE5</td> <td></td> </tr> </table> C[2:0] : Set time interval between each scroll step in terms of frame frequency <table border="1"> <tr> <td>000b – 6 frames</td> <td>100b – 3 frames</td> </tr> <tr> <td>001b – 32 frames</td> <td>101b – 4 frames</td> </tr> <tr> <td>010b – 64 frames</td> <td>110b – 2 frame</td> </tr> <tr> <td>011b – 128 frames</td> <td>111b – Invalid</td> </tr> </table> D[2:0] : Define end page address <table border="1"> <tr> <td>000b – PAGE0</td> <td>011b – PAGE3</td> <td>110b – PAGE6</td> </tr> <tr> <td>001b – PAGE1</td> <td>100b – PAGE4</td> <td>111b – PAGE7</td> </tr> <tr> <td>010b – PAGE2</td> <td>101b – PAGE5</td> <td></td> </tr> </table> The value of D[2:0] must be larger or equal to B[2:0] E[5:0] : Vertical scrolling offset e.g. E[5:0]= 01h refer to offset =1 row E[5:0] =3Fh refer to offset =63 rows	000b – PAGE0	011b – PAGE3	110b – PAGE6	001b – PAGE1	100b – PAGE4	111b – PAGE7	010b – PAGE2	101b – PAGE5		000b – 6 frames	100b – 3 frames	001b – 32 frames	101b – 4 frames	010b – 64 frames	110b – 2 frame	011b – 128 frames	111b – Invalid	000b – PAGE0	011b – PAGE3	110b – PAGE6	001b – PAGE1	100b – PAGE4	111b – PAGE7	010b – PAGE2	101b – PAGE5	
000b – PAGE0	011b – PAGE3	110b – PAGE6																																			
001b – PAGE1	100b – PAGE4	111b – PAGE7																																			
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001b – 32 frames	101b – 4 frames																																				
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000b – PAGE0	011b – PAGE3	110b – PAGE6																																			
001b – PAGE1	100b – PAGE4	111b – PAGE7																																			
010b – PAGE2	101b – PAGE5																																				
0	A[2:0]	*	*	*	*	*	A <sub>2</sub>	A <sub>1</sub>	A <sub>0</sub>																												
0	B[2:0]	*	*	*	*	*	B <sub>2</sub>	B <sub>1</sub>	B <sub>0</sub>																												
0	C[2:0]	*	*	*	*	*	C <sub>2</sub>	C <sub>1</sub>	C <sub>0</sub>																												
0	D[2:0]	*	*	*	*	*	D <sub>2</sub>	D <sub>1</sub>	D <sub>0</sub>																												
0	E[5:0]	*	*	E <sub>5</sub>	E <sub>4</sub>	E <sub>3</sub>	E <sub>2</sub>	E <sub>1</sub>	E <sub>0</sub>																												

**Graphic Acceleration Command Table**

D/C#	Hex	D7	D6	D5	D4	D3	D2	D1	D0	Command	Description
0	2E	0	0	1	0	1	1	1	0	Deactivate scroll	<p>Stop scrolling that is configured by command 26h/27h/29h/2Ah.</p> <p><b>Note</b>  <sup>(1)</sup> After sending 2Eh command to deactivate the scrolling action, the ram data needs to be rewritten.</p>
0	2F	0	0	1	0	1	1	1	1	Activate scroll	<p>Start scrolling that is configured by the scrolling setup commands :26h/27h/29h/2Ah with the following valid sequences:                      Valid command sequence 1: 26h ;2Fh.                      Valid command sequence 2: 27h ;2Fh.                      Valid command sequence 3: 29h ;2Fh.                      Valid command sequence 4: 2Ah ;2Fh.</p> <p>For example, if “26h; 2Ah; 2Fh.” commands are issued, the setting in the last scrolling setup command, i.e. 2Ah in this case, will be executed. In other words, setting in the last scrolling setup command overwrites the setting in the previous scrolling setup commands.</p>
0 0 0	A3 A[5:0] B[6:0]	1 * *	0 * B <sub>6</sub>	1 A <sub>5</sub> B <sub>5</sub>	0 A <sub>4</sub> B <sub>4</sub>	0 A <sub>3</sub> B <sub>3</sub>	0 A <sub>2</sub> B <sub>2</sub>	1 A <sub>1</sub> B <sub>1</sub>	1 A <sub>0</sub> B <sub>0</sub>	Set Vertical Scroll Area	<p>A[5:0] : Set No. of rows in top fixed area. The No. of rows in top fixed area is referenced to the top of the GDDRAM (i.e. row 0).[RESET = 0]</p> <p>B[6:0] : Set No. of rows in scroll area. This is the number of rows to be used for vertical scrolling. The scroll area starts in the first row below the top fixed area. [RESET = 64]</p> <p><b>Note</b>  <sup>(1)</sup> A[5:0]+B[6:0] &lt;= MUX ratio  <sup>(2)</sup> B[6:0] &lt;= MUX ratio  <sup>(3a)</sup> Vertical scrolling offset (E[5:0] in 29h/2Ah) &lt; B[6:0]  <sup>(3b)</sup> Set Display Start Line (X5X4X3X2X1X0 of 40h~7Fh) &lt; B[6:0]  <sup>(4)</sup> The last row of the scroll area shifts to the first row of the scroll area.  <sup>(5)</sup> For 64d MUX display                      A[5:0] = 0, B[6:0]=64 : whole area scrolls                      A[5:0]= 0, B[6:0] &lt; 64 : top area scrolls                      A[5:0] + B[6:0] &lt; 64 : central area scrolls                      A[5:0] + B[6:0] = 64 : bottom area scrolls                      Please refer to Figure 10-14 for details.</p>

**Note**

<sup>(1)</sup> “\*” stands for “Don’t care”.

**Table 9-2 : Read Command Table**

Bit Pattern	Command	Description
D <sub>7</sub> D <sub>6</sub> D <sub>5</sub> D <sub>4</sub> D <sub>3</sub> D <sub>2</sub> D <sub>1</sub> D <sub>0</sub>	Status Register Read	D[7] : Reserve D[6] : “1” for display OFF / “0” for display ON D[5] : Reserve D[4] : Reserve D[3] : Reserve D[2] : Reserve D[1] : Reserve D[0] : Reserve

**Note**

<sup>(1)</sup> Patterns other than those given in the Command Table are prohibited to enter the chip as a command; as unexpected results can occur.

**9.1 Data Read / Write**

To read data from the GDDRAM, select HIGH for both the R/W# (WR#) pin and the D/C# pin for 6800-series parallel mode and select LOW for the E (RD#) pin and HIGH for the D/C# pin for 8080-series parallel mode. No data read is provided in serial mode operation.

In normal data read mode the GDDRAM column address pointer will be increased automatically by one after each data read.

Also, a dummy read is required before the first data read.

To write data to the GDDRAM, select LOW for the R/W# (WR#) pin and HIGH for the D/C# pin for both 6800-series parallel mode and 8080-series parallel mode. The serial interface mode is always in write mode. The GDDRAM column address pointer will be increased automatically by one after each data write.

**Table 9-3 : Address increment table (Automatic)**

D/C#	R/W# (WR#)	Comment	Address Increment
0	0	Write Command	No
0	1	Read Status	No
1	0	Write Data	Yes
1	1	Read Data	Yes <sup>(1)</sup>

**Note**

<sup>(1)</sup> If read-data command is issued in read-modify-write mode no address increase occurs.

## 10 COMMAND DESCRIPTIONS

### 10.1 Fundamental Command

#### 10.1.1 Set Lower Column Start Address for Page Addressing Mode (00h~0Fh)

This command specifies the lower nibble of the 8-bit column start address for the display data RAM under Page Addressing Mode. The column address will be incremented by each data access. Please refer to Section Table 9-1 and Section 10.1.3 for details.

#### 10.1.2 Set Higher Column Start Address for Page Addressing Mode (10h~1Fh)

This command specifies the higher nibble of the 8-bit column start address for the display data RAM under Page Addressing Mode. The column address will be incremented by each data access. Please refer to Section Table 9-1 and Section 10.1.3 for details.

#### 10.1.3 Set Memory Addressing Mode (20h)

There are 3 different memory addressing mode in SSD1305: page addressing mode, horizontal addressing mode and vertical addressing mode. This command sets the way of memory addressing into one of the above three modes. In there, “COL” means the graphic display data RAM column.

##### Page addressing mode (A[1:0]=10xb)

In page addressing mode, after the display RAM is read/written, the column address pointer is increased automatically by 1. If the column address pointer reaches column end address, the column address pointer is reset to column start address and page address pointer is not changed. Users have to set the new page and column addresses in order to access the next page RAM content. The sequence of movement of the PAGE and column address pointer for page addressing mode is shown in Figure 10-1.

**Figure 10-1 : Address Pointer Movement of Page addressing mode**

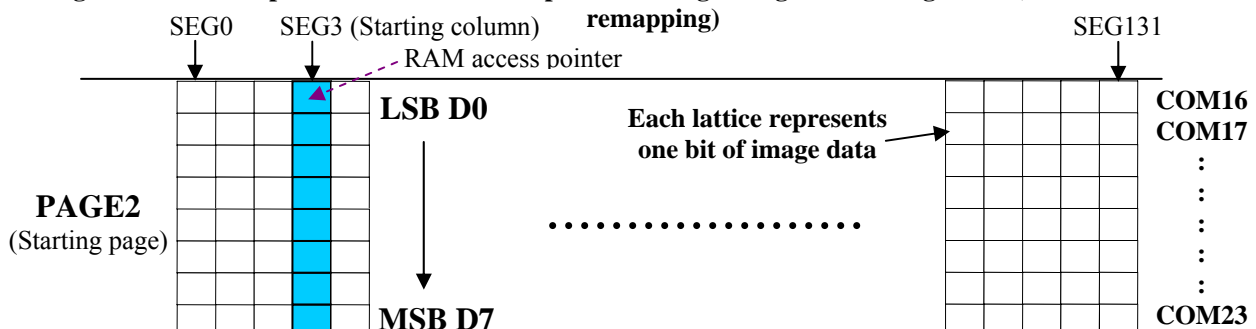
	COL0	COL 1	.....	COL 130	COL 131
PAGE0	→				
PAGE1	→				
:	:	:	:	:	:
PAGE6	→				
PAGE7	→				

In normal display data RAM read or write and page addressing mode, the following steps are required to define the starting RAM access pointer location:

- Set the page start address of the target display location by command B0h to B7h.
- Set the lower start column address of pointer by command 00h~0Fh.
- Set the upper start column address of pointer by command 10h~1Fh.

For example, if the page address is set to B2h, lower column address is 03h and upper column address is 10h, then that means the starting column is SEG3 of PAGE2. The RAM access pointer is located as shown in Figure 10-2. The input data byte will be written into RAM position of column 3.

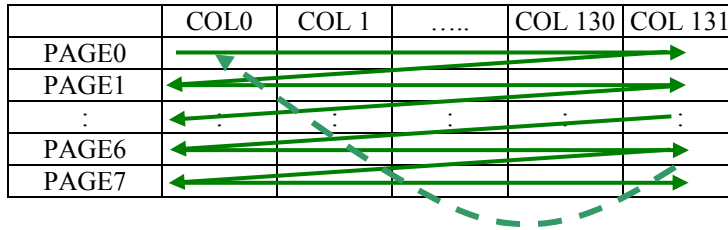
**Figure 10-2 : Example of GDDRAM access pointer setting in Page Addressing Mode (No row and column-remapping)**



Horizontal addressing mode (A[1:0]=00b)

In horizontal addressing mode, after the display RAM is read/written, the column address pointer is increased automatically by 1. If the column address pointer reaches column end address, the column address pointer is reset to column start address and page address pointer is increased by 1. The sequence of movement of the page and column address point for horizontal addressing mode is shown in Figure 10-3. When both column and page address pointers reach the end address, the pointers are reset to column start address and page start address (Dotted line in Figure 10-3.)

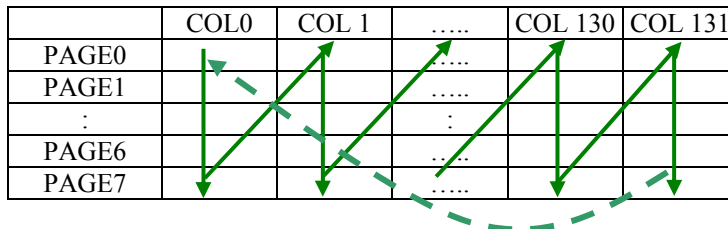
**Figure 10-3 : Address Pointer Movement of Horizontal addressing mode**



Vertical addressing mode: (A[1:0]=01b)

In vertical addressing mode, after the display RAM is read/written, the page address pointer is increased automatically by 1. If the page address pointer reaches the page end address, the page address pointer is reset to page start address and column address pointer is increased by 1. The sequence of movement of the page and column address point for vertical addressing mode is shown in Figure 10-4. When both column and page address pointers reach the end address, the pointers are reset to column start address and page start address (Dotted line in Figure 10-4.)

**Figure 10-4 : Address Pointer Movement of Vertical addressing mode**



In normal display data RAM read or write and horizontal / vertical addressing mode, the following steps are required to define the RAM access pointer location:

- Set the column start and end address of the target display location by command 21h.
- Set the page start and end address of the target display location by command 22h.

Example is shown in Figure 10-5.

**10.1.4 Set Column Address (21h)**

This triple byte command specifies column start address and end address of the display data RAM. This command also sets the column address pointer to column start address. This pointer is used to define the current read/write column address in graphic display data RAM. If horizontal address increment mode is enabled by command 20h, after finishing read/write one column data, it is incremented automatically to the next column address. Whenever the column address pointer finishes accessing the end column address, it is reset back to start column address and the row address is incremented to the next row.

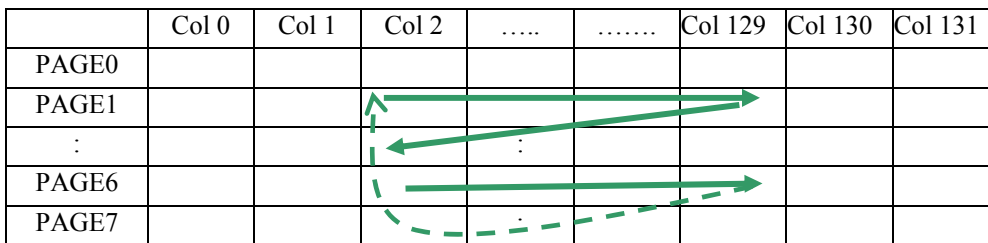


### 10.1.5 Set Page Address (22h)

This triple byte command specifies page start address and end address of the display data RAM. This command also sets the page address pointer to page start address. This pointer is used to define the current read/write page address in graphic display data RAM. If vertical address increment mode is enabled by command 20h, after finishing read/write one page data, it is incremented automatically to the next page address. Whenever the page address pointer finishes accessing the end page address, it is reset back to start page address.

The figure below shows the way of column and page address pointer movement through the example: column start address is set to 2 and column end address is set to 129, page start address is set to 1 and page end address is set to 6; Horizontal address increment mode is enabled by command 20h. In this case, the graphic display data RAM column accessible range is from column 2 to column 129 and from page 1 to page 6 only. In addition, the column address pointer is set to 2 and page address pointer is set to 1. After finishing read/write one pixel of data, the column address is increased automatically by 1 to access the next RAM location for next read/write operation (*solid line in Figure 10-5*). Whenever the column address pointer finishes accessing the end column 129, it is reset back to column 2 and page address is automatically increased by 1 (*solid line in Figure 10-5*). While the end page 6 and end column 129 RAM location is accessed, the page address is reset back to 1 and the column address is reset back to 2 (*dotted line in Figure 10-5*). .

**Figure 10-5 : Example of Column and Row Address Pointer Movement**



### 10.1.6 Set Display Start Line (40h~7Fh)

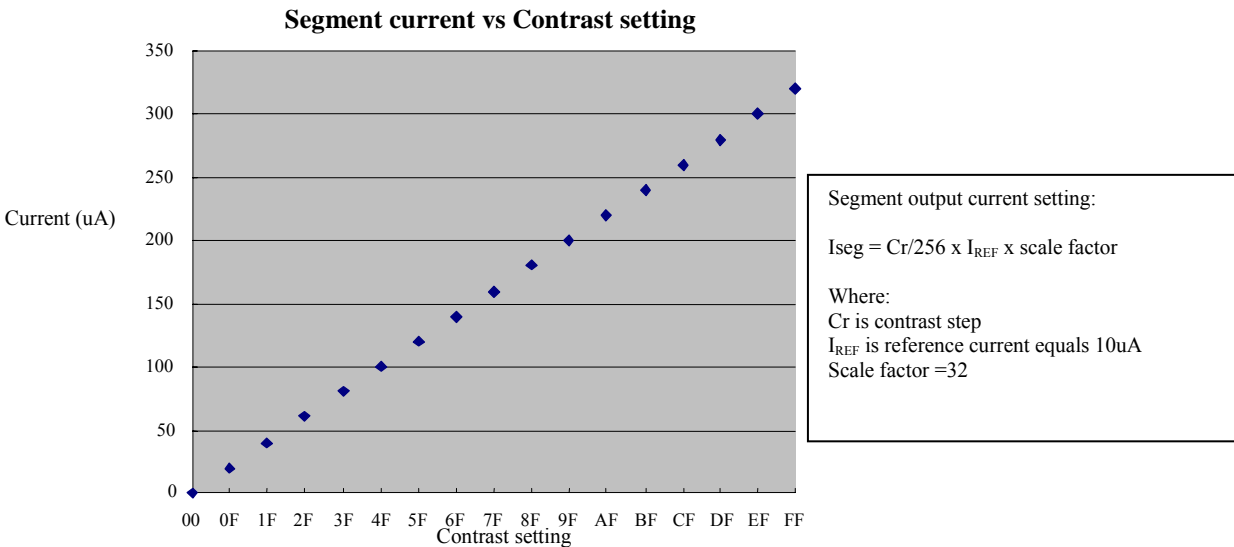
This command sets the Display Start Line register to determine starting address of display RAM, by selecting a value from 0 to 63. With value equal to 0, RAM row 0 is mapped to COM0. With value equal to 1, RAM row 1 is mapped to COM0 and so on.

Refer to Table 10-1 for more illustrations.

### 10.1.7 Set Contrast Control for BANK0 (81h)

This command sets the Contrast Setting of the display. The chip has 256 contrast steps from 00h to FFh. The segment output current increases as the contrast step value increases. See Figure 10-6 below.

Figure 10-6 : Segment current vs Contrast setting



### 10.1.8 Set Brightness for Area Color Banks (82h)

This command sets the Brightness Setting of the display for the area color banks. The chip has 256 brightness steps from 00h to FFh. The segment output current increases as the brightness step value increases.

This setting does not affect the contrast of BANK0, which is set by command 81h.

### 10.1.9 Set Look Up Table (LUT) (91h)

The SSD1305 provides 4 color settings - Colors A, B, C and D for the bank color of BANK1 to BANK32 under the area color mode. The color intensity (or grey scale) is defined by the current drive pulse width. This pulse width setting must be stored in the Look Up Table (LUT). The pulse width of colors A, B, C is programmable from 32 to 64 DCLKs. The color D is fixed at 64 DCLKs pulse width. For the grey scale in BANK0, the pulse width is programmable from 32 to 64 DCLKs. Please refer to 91h command in Table 9-1 for details of the LUT setting.

After setting the pulse widths for the color of A, B, C, D and BANK0, the next step is to define the color of each display area. Each bank can be programmable to any one of the 4 colors (A, B, C and D). The user can use 92h and 93h commands for the bank color setting. It should be notice that this is only applicable in area color mode.

#### **10.1.10 Set Bank Color of BANK1 to BANK16 (PAGE0) (92h)**

This command maps the bank color (pulse width) of BANK1~BANK16 to any one of the 4 colors: A, B, C and D. For details of the setting, please refer to 92h command in Table 9-1.

#### **10.1.11 Set Bank Color of BANK17 to BANK32 (PAGE0) (93h)**

This command maps the bank color (pulse width) of BANK17~BANK32 to any one of the 4 colors: A, B, C and D. For details of the setting, please refer to 93h command in Table 9-1.

#### **10.1.12 Set Segment Re-map (A0h/A1h)**

This command changes the mapping between the display data column address and the segment driver. It allows flexibility in OLED module design. Please refer to Table 9-1.

This command only affects subsequent data input. Data already stored in GDDRAM will have no changes.

#### **10.1.13 Entire Display ON (A4h/A5h)**

A4h command enable display outputs according to the GDDRAM contents.

If A5h command is issued, then by using A4h command, the display will resume to the GDDRAM contents. In other words, A4h command resumes the display from entire display “ON” stage.

A5h command forces the entire display to be “ON”, regardless of the contents of the display data RAM.

#### **10.1.14 Set Normal/Inverse Display (A6h/A7h)**

This command sets the display to be either normal or inverse. In normal display a RAM data of 1 indicates an “ON” pixel while in inverse display a RAM data of 0 indicates an “ON” pixel.

#### **10.1.15 Set Multiplex Ratio (A8h)**

This command switches the default 63 multiplex mode to any multiplex ratio, ranging from 16 to 63. The output pads COM0~COM63 will be switched to the corresponding COM signal.

#### **10.1.16 Reserved (AAh)**

This command is reserved.

#### **10.1.17 Dim Mode setting (ABh)**

This command contains multiple bits to configure the contrast and brightness of color bank for the display in dim mode. The brightness setting of color bank can be set different to normal mode (AFh). The display can be set in dim mode through command ACh.

#### **10.1.18 Master Configuration (ADh)**

This command selects the external  $V_{CC}$  power supply by default. As external  $V_{CC}$  power supply is selected, external  $V_{CC}$  power should be connected to the  $V_{CC}$  pin.

### 10.1.19 Set Display ON/OFF (ACh/AEh/AFh)

These single byte commands are used to turn the OLED panel display ON or OFF.

When the display is ON, the selected circuits by Set Master Configuration command will be turned ON.

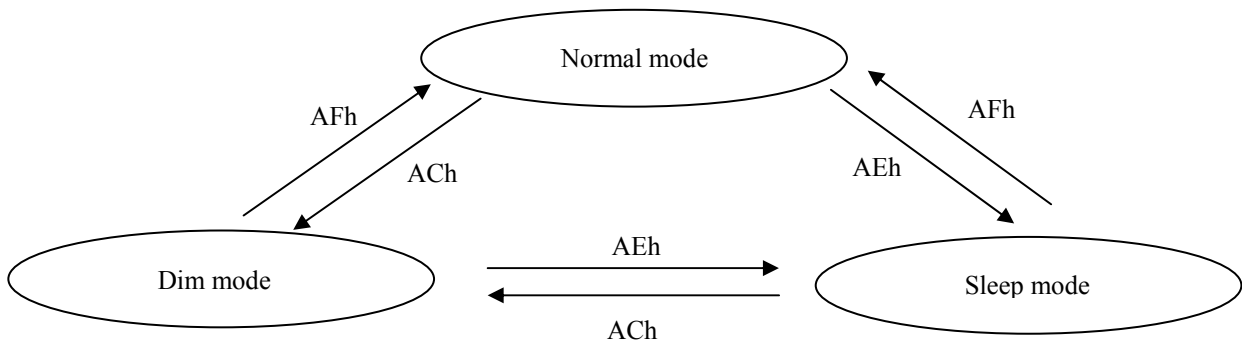
When the display is OFF, those circuits will be turned OFF and the segment and common output are in high impedance state.

These commands set the display to one of the three states:

- ACh : Dim Mode Display ON
- AEh : Display OFF
- AFh : Normal Brightness Display ON

where the dim mode settings are controlled by command ABh.

**Figure 10-7 :Transition between different modes**



### 10.1.20 Set Page Start Address for Page Addressing Mode (B0h~B7h)

This command positions the page start address from 0 to 7 in GDDRAM under Page Addressing Mode. Please refer to Table 9-1 and Section 10.1.3 for details.

### 10.1.21 Set COM Output Scan Direction (C0h/C8h)

This command sets the scan direction of the COM output, allowing layout flexibility in the OLED module design. Additionally, the display will show once this command is issued. For example, if this command is sent during normal display then the graphic display will be vertically flipped immediately. Please refer to Table 10-3 for details.

### 10.1.22 Set Display Offset (D3h)

This is a double byte command. The second command specifies the mapping of the display start line to one of COM0~COM63 (assuming that COM0 is the display start line then the display start line register is equal to 0). For example, to move the COM16 towards the COM0 direction by 16 lines the 6-bit data in the second byte should be given as 010000b. To move in the opposite direction by 16 lines the 6-bit data should be given by 64 – 16, so the second byte would be 100000b.

The following two tables (Table 10-1, Table 10-2) show the example of setting the command C0h/C8h and D3h.

**Table 10-1 : Example of Set Display Offset and Display Start Line with no Remap**

Hardware pin name	Output											Set MUX ratio(A8h) COM Normal / Remapped (C0h / C8h) Display offset (D3h) Display start line (40h - 7Fh)	
	64		64		64		56		56		56		
	Normal		Normal		Normal		Normal		Normal		Normal		
	0	8	0	8	0	8	0	8	0	8	0		8
COM0	Row0	RAM0	Row8	RAM8	Row0	RAM8	Row0	RAM0	Row8	RAM8	Row0	RAM8	
COM1	Row1	RAM1	Row9	RAM9	Row1	RAM9	Row1	RAM1	Row9	RAM9	Row1	RAM9	
COM2	Row2	RAM2	Row10	RAM10	Row2	RAM10	Row2	RAM2	Row10	RAM10	Row2	RAM10	
COM3	Row3	RAM3	Row11	RAM11	Row3	RAM11	Row3	RAM3	Row11	RAM11	Row3	RAM11	
COM4	Row4	RAM4	Row12	RAM12	Row4	RAM12	Row4	RAM4	Row12	RAM12	Row4	RAM12	
COM5	Row5	RAM5	Row13	RAM13	Row5	RAM13	Row5	RAM5	Row13	RAM13	Row5	RAM13	
COM6	Row6	RAM6	Row14	RAM14	Row6	RAM14	Row6	RAM6	Row14	RAM14	Row6	RAM14	
COM7	Row7	RAM7	Row15	RAM15	Row7	RAM15	Row7	RAM7	Row15	RAM15	Row7	RAM15	
COM8	Row8	RAM8	Row16	RAM16	Row8	RAM16	Row8	RAM8	Row16	RAM16	Row8	RAM16	
COM9	Row9	RAM9	Row17	RAM17	Row9	RAM17	Row9	RAM9	Row17	RAM17	Row9	RAM17	
COM10	Row10	RAM10	Row18	RAM18	Row10	RAM18	Row10	RAM10	Row18	RAM18	Row10	RAM18	
COM11	Row11	RAM11	Row19	RAM19	Row11	RAM19	Row11	RAM11	Row19	RAM19	Row11	RAM19	
COM12	Row12	RAM12	Row20	RAM20	Row12	RAM20	Row12	RAM12	Row20	RAM20	Row12	RAM20	
COM13	Row13	RAM13	Row21	RAM21	Row13	RAM21	Row13	RAM13	Row21	RAM21	Row13	RAM21	
COM14	Row14	RAM14	Row22	RAM22	Row14	RAM22	Row14	RAM14	Row22	RAM22	Row14	RAM22	
COM15	Row15	RAM15	Row23	RAM23	Row15	RAM23	Row15	RAM15	Row23	RAM23	Row15	RAM23	
COM16	Row16	RAM16	Row24	RAM24	Row16	RAM24	Row16	RAM16	Row24	RAM24	Row16	RAM24	
COM17	Row17	RAM17	Row25	RAM25	Row17	RAM25	Row17	RAM17	Row25	RAM25	Row17	RAM25	
COM18	Row18	RAM18	Row26	RAM26	Row18	RAM26	Row18	RAM18	Row26	RAM26	Row18	RAM26	
COM19	Row19	RAM19	Row27	RAM27	Row19	RAM27	Row19	RAM19	Row27	RAM27	Row19	RAM27	
COM20	Row20	RAM20	Row28	RAM28	Row20	RAM28	Row20	RAM20	Row28	RAM28	Row20	RAM28	
COM21	Row21	RAM21	Row29	RAM29	Row21	RAM29	Row21	RAM21	Row29	RAM29	Row21	RAM29	
COM22	Row22	RAM22	Row30	RAM30	Row22	RAM30	Row22	RAM22	Row30	RAM30	Row22	RAM30	
COM23	Row23	RAM23	Row31	RAM31	Row23	RAM31	Row23	RAM23	Row31	RAM31	Row23	RAM31	
COM24	Row24	RAM24	Row32	RAM32	Row24	RAM32	Row24	RAM24	Row32	RAM32	Row24	RAM32	
COM25	Row25	RAM25	Row33	RAM33	Row25	RAM33	Row25	RAM25	Row33	RAM33	Row25	RAM33	
COM26	Row26	RAM26	Row34	RAM34	Row26	RAM34	Row26	RAM26	Row34	RAM34	Row26	RAM34	
COM27	Row27	RAM27	Row35	RAM35	Row27	RAM35	Row27	RAM27	Row35	RAM35	Row27	RAM35	
COM28	Row28	RAM28	Row36	RAM36	Row28	RAM36	Row28	RAM28	Row36	RAM36	Row28	RAM36	
COM29	Row29	RAM29	Row37	RAM37	Row29	RAM37	Row29	RAM29	Row37	RAM37	Row29	RAM37	
COM30	Row30	RAM30	Row38	RAM38	Row30	RAM38	Row30	RAM30	Row38	RAM38	Row30	RAM38	
COM31	Row31	RAM31	Row39	RAM39	Row31	RAM39	Row31	RAM31	Row39	RAM39	Row31	RAM39	
COM32	Row32	RAM32	Row40	RAM40	Row32	RAM40	Row32	RAM32	Row40	RAM40	Row32	RAM40	
COM33	Row33	RAM33	Row41	RAM41	Row33	RAM41	Row33	RAM33	Row41	RAM41	Row33	RAM41	
COM34	Row34	RAM34	Row42	RAM42	Row34	RAM42	Row34	RAM34	Row42	RAM42	Row34	RAM42	
COM35	Row35	RAM35	Row43	RAM43	Row35	RAM43	Row35	RAM35	Row43	RAM43	Row35	RAM43	
COM36	Row36	RAM36	Row44	RAM44	Row36	RAM44	Row36	RAM36	Row44	RAM44	Row36	RAM44	
COM37	Row37	RAM37	Row45	RAM45	Row37	RAM45	Row37	RAM37	Row45	RAM45	Row37	RAM45	
COM38	Row38	RAM38	Row46	RAM46	Row38	RAM46	Row38	RAM38	Row46	RAM46	Row38	RAM46	
COM39	Row39	RAM39	Row47	RAM47	Row39	RAM47	Row39	RAM39	Row47	RAM47	Row39	RAM47	
COM40	Row40	RAM40	Row48	RAM48	Row40	RAM48	Row40	RAM40	Row48	RAM48	Row40	RAM48	
COM41	Row41	RAM41	Row49	RAM49	Row41	RAM49	Row41	RAM41	Row49	RAM49	Row41	RAM49	
COM42	Row42	RAM42	Row50	RAM50	Row42	RAM50	Row42	RAM42	Row50	RAM50	Row42	RAM50	
COM43	Row43	RAM43	Row51	RAM51	Row43	RAM51	Row43	RAM43	Row51	RAM51	Row43	RAM51	
COM44	Row44	RAM44	Row52	RAM52	Row44	RAM52	Row44	RAM44	Row52	RAM52	Row44	RAM52	
COM45	Row45	RAM45	Row53	RAM53	Row45	RAM53	Row45	RAM45	Row53	RAM53	Row45	RAM53	
COM46	Row46	RAM46	Row54	RAM54	Row46	RAM54	Row46	RAM46	Row54	RAM54	Row46	RAM54	
COM47	Row47	RAM47	Row55	RAM55	Row47	RAM55	Row47	RAM47	Row55	RAM55	Row47	RAM55	
COM48	Row48	RAM48	Row56	RAM56	Row48	RAM56	Row48	RAM48	-	-	Row48	RAM56	
COM49	Row49	RAM49	Row57	RAM57	Row49	RAM57	Row49	RAM49	-	-	Row49	RAM57	
COM50	Row50	RAM50	Row58	RAM58	Row50	RAM58	Row50	RAM50	-	-	Row50	RAM58	
COM51	Row51	RAM51	Row59	RAM59	Row51	RAM59	Row51	RAM51	-	-	Row51	RAM59	
COM52	Row52	RAM52	Row60	RAM60	Row52	RAM60	Row52	RAM52	-	-	Row52	RAM60	
COM53	Row53	RAM53	Row61	RAM61	Row53	RAM61	Row53	RAM53	-	-	Row53	RAM61	
COM54	Row54	RAM54	Row62	RAM62	Row54	RAM62	Row54	RAM54	-	-	Row54	RAM62	
COM55	Row55	RAM55	Row63	RAM63	Row55	RAM63	Row55	RAM55	-	-	Row55	RAM63	
COM56	Row56	RAM56	Row0	RAM0	Row56	RAM0	-	-	Row0	RAM0	-	-	
COM57	Row57	RAM57	Row1	RAM1	Row57	RAM1	-	-	Row1	RAM1	-	-	
COM58	Row58	RAM58	Row2	RAM2	Row58	RAM2	-	-	Row2	RAM2	-	-	
COM59	Row59	RAM59	Row3	RAM3	Row59	RAM3	-	-	Row3	RAM3	-	-	
COM60	Row60	RAM60	Row4	RAM4	Row60	RAM4	-	-	Row4	RAM4	-	-	
COM61	Row61	RAM61	Row5	RAM5	Row61	RAM5	-	-	Row5	RAM5	-	-	
COM62	Row62	RAM62	Row6	RAM6	Row62	RAM6	-	-	Row6	RAM6	-	-	
COM63	Row63	RAM63	Row7	RAM7	Row63	RAM7	-	-	Row7	RAM7	-	-	

Display examples	(a)	(b)	(c)	(d)	(e)	(f)
	(a)	(b)	(c)	(d)	(e)	(f)
	(e)	(f)		(RAM)		

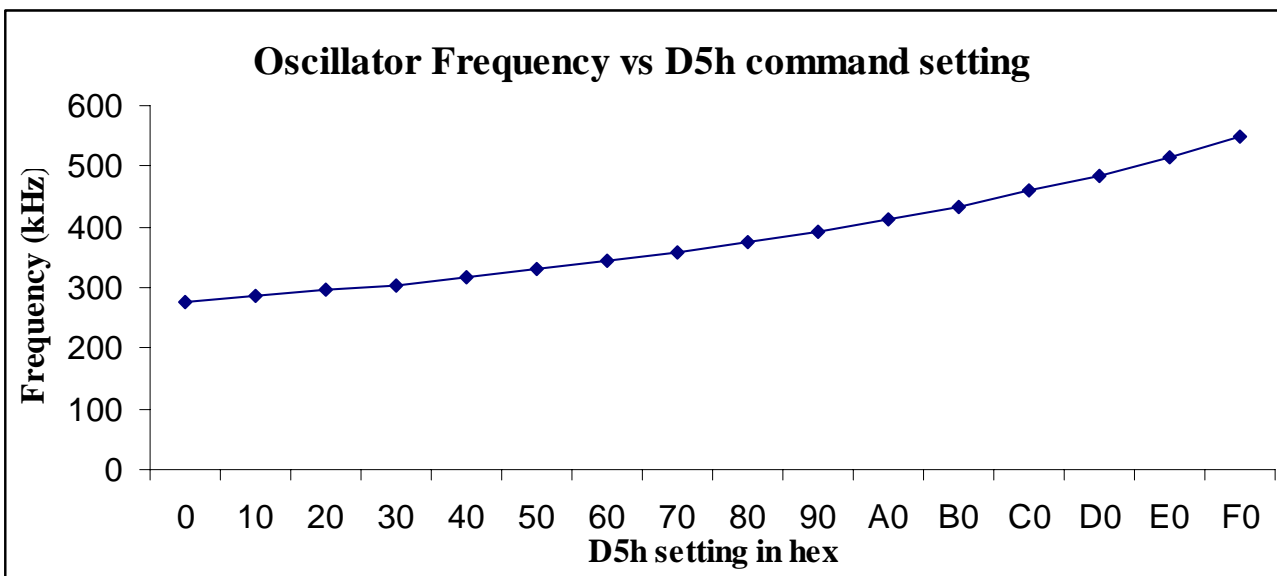


### 10.1.23 Set Display Clock Divide Ratio/ Oscillator Frequency (D5h)

This command consists of two functions:

- Display Clock Divide Ratio (D)(A[3:0])  
Set the divide ratio to generate DCLK (Display Clock) from CLK. The divide ratio is from 1 to 16, with reset value = 1. Please refer to section 8.3 for the details relationship of DCLK and CLK.
- Oscillator Frequency (A[7:4])  
Program the oscillator frequency Fosc that is the source of CLK if CLS pin is pulled high. The 4-bit value results in 16 different frequency settings available as shown below. The default setting is 0111b.

Figure 10-8 : Typical Oscillator frequency adjustment by D5 command ( $V_{DD} = 2.8V$ )



**Note**

<sup>(1)</sup> There is 10% tolerance in the above frequency values

### 10.1.24 Set Area Color Mode ON/OFF & Low Power Display Mode (D8h)

This command is used to enable area color mode. RESET is monochrome mode. The low power display mode can reduce power consumption during IC operation.

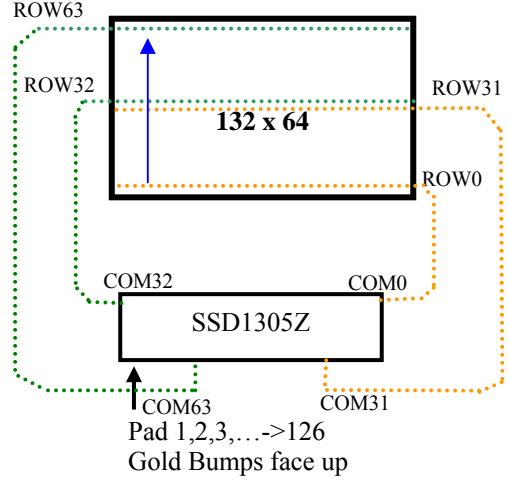
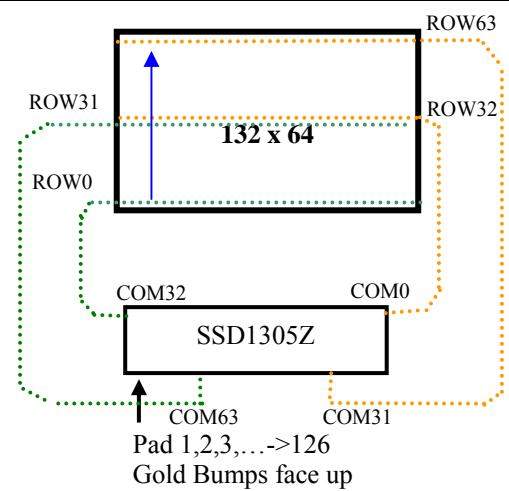
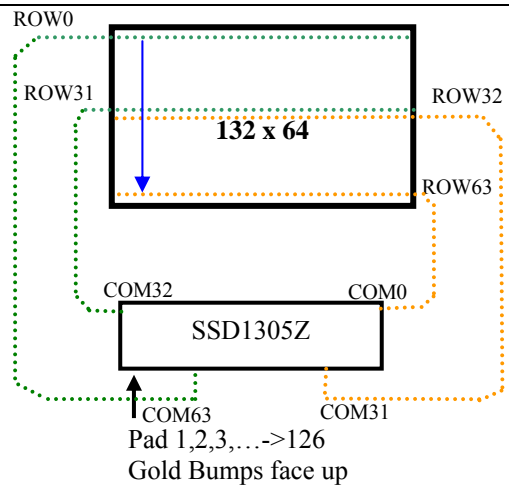
### 10.1.25 Set Pre-charge Period (D9h)

This command is used to set the duration of the pre-charge period. The interval is counted in number of DCLK, where RESET equals 2 DCLKs.

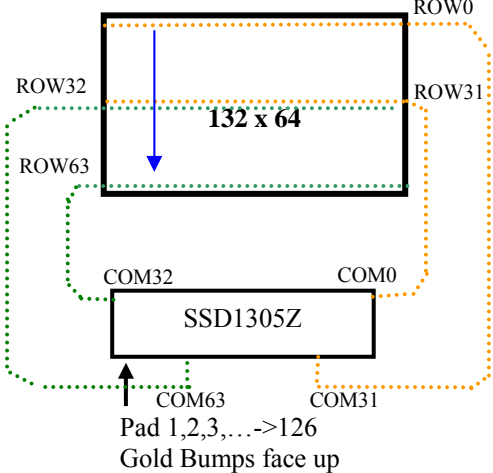
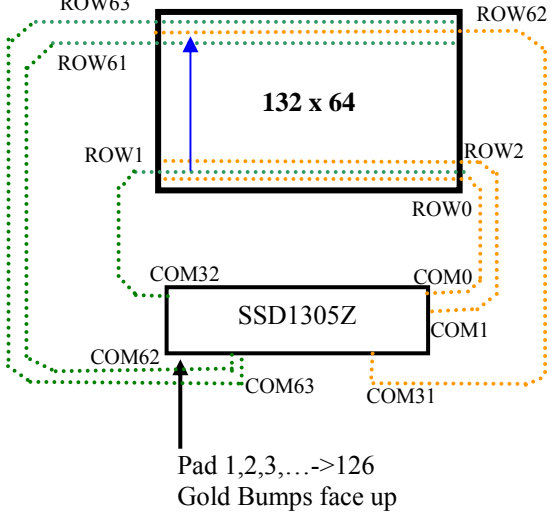
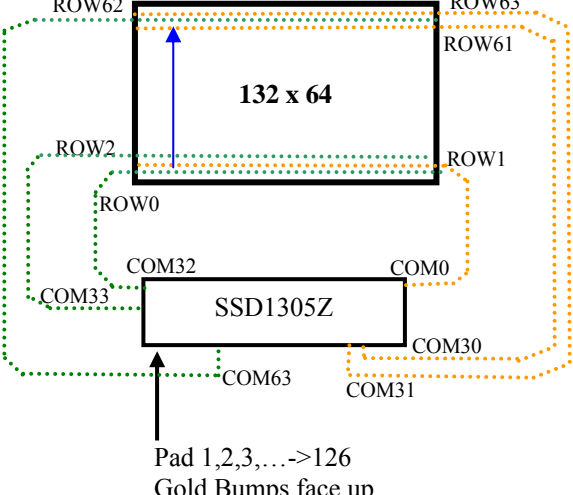
### 10.1.26 Set COM Pins Hardware Configuration (DAh)

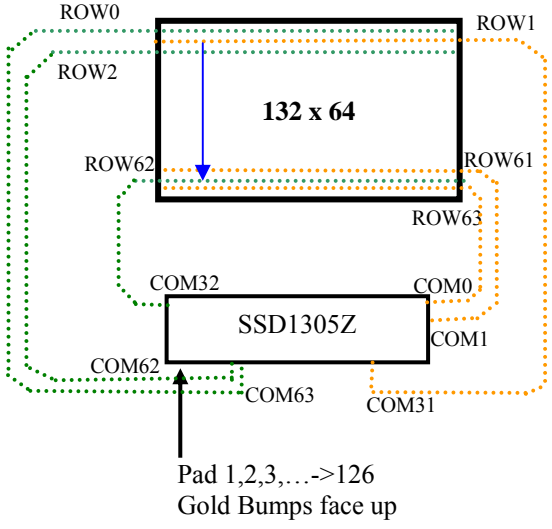
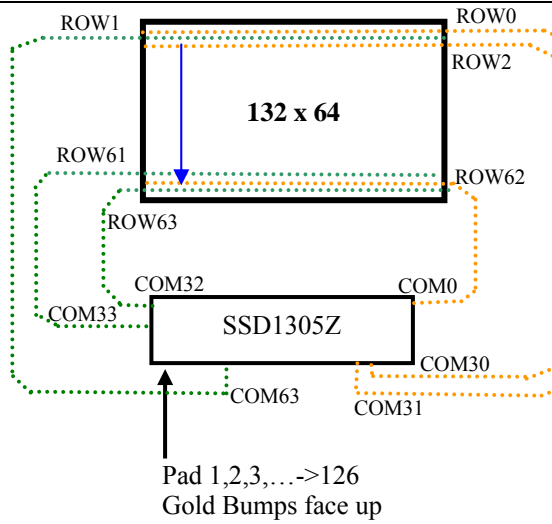
This command sets the COM signals pin configuration to match the OLED panel hardware layout. The table below shows the COM pin configuration under different conditions (for MUX ratio =64):

**Table 10-3 : COM Pins Hardware Configuration**

Conditions	COM pins Configurations
<p>1 Sequential COM pin configuration (DAh X[4] =0)            COM output Scan direction: from COM0 to COM63 (C0h)            Disable COM Left/Right remap (DAh X[5] =0)</p>	 <p>Pad 1,2,3,...-&gt;126 Gold Bumps face up</p>
<p>2 Sequential COM pin configuration (DAh X[4] =0)            COM output Scan direction: from COM0 to COM63 (C0h)            Enable COM Left/Right remap (DAh X[5] =1)</p>	 <p>Pad 1,2,3,...-&gt;126 Gold Bumps face up</p>
<p>3 Sequential COM pin configuration (DAh X[4] =0)            COM output Scan direction: from COM63 to COM0 (C8h)            Disable COM Left/Right remap (DAh X[5] =0)</p>	 <p>Pad 1,2,3,...-&gt;126 Gold Bumps face up</p>



Conditions	COM pins Configurations
<p>4 Sequential COM pin configuration (DAh X[4] =0)  COM output Scan direction: from COM63 to COM0 (C8h)  Enable COM Left/Right remap (DAh X[5] =1)</p>	
<p>5 Alternative COM pin configuration (DAh X[4] =1)  COM output Scan direction: from COM0 to COM63 (C0h)  Disable COM Left/Right remap (DAh X[5] =0)</p>	
<p>6 Alternative COM pin configuration (DAh X[4] =1)  COM output Scan direction: from COM0 to COM63 (C0h)  Enable COM Left/Right remap (DAh X[5] =1)</p>	

Conditions	COM pins Configurations
7 Alternative COM pin configuration (DAh X[4] =1) COM output Scan direction: from COM63 to COM0(C8h) Disable COM Left/Right remap (DAh X[5] =0)	
8 Alternative COM pin configuration (DAh X[4] =1) COM output Scan direction: from COM63 to COM0(C8h) Enable COM Left/Right remap (DAh X[5] =1)	

### 10.1.27 Set $V_{COMH}$ Deselect Level (DBh)

This command adjusts the  $V_{COMH}$  regulator output.

### 10.1.28 Enter Read Modify Write (E0h)

This single byte command is used to enter the Read Modify Write mode.

During the Read Modify Write mode:

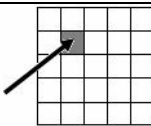
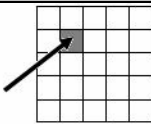
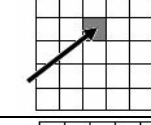
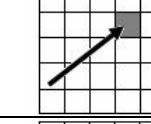
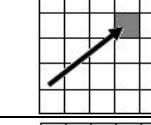
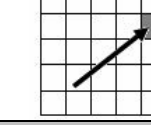
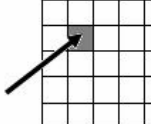
The RAM address pointer will not be incremented when there is data read.

The RAM address pointer will be increased by one automatically after each data write.

After exit the Read Modify Write Mode by command EEh, the RAM address pointer returns back to the original location before enter the Read Modify Write mode.

For instance, when reading the data from the RAM and re-writing a new data to the same location, there is no need to re-enter the column and page addresses again under this mode.

**Table 10-4 : Example of Read Modify Write Mode**

Condition	RAM & address pointer (under Horizontal addressing mode)
Originally, Address Pointer point to address A	
<b>Enter Read Modify Write Mode by command E0h</b>	
Data read : address pointer does not change	
Data Write: address pointer increases by one automatically after each data write	
Data Write: address pointer increases by one automatically after each data write	
Data read : address pointer does not change	
Data Write: address pointer increases by one automatically after each data write	
<b>Exit Read Modify Write Mode by command EEh</b>	
Address Pointer point to address A after exit Read Modify Write Mode	

### 10.1.29 NOP (E3h)

No Operation Command

### 10.1.30 Exit Read Modify Write (EEh)

This single byte command is used to exit the Read Modify Write mode (Please refer to Section 10.1.28. for details of the Read Modify Write Mode).

### 10.1.31 Status register Read

This command is issued by setting D/C# ON LOW during a data read (See Figure 13-1 to Figure 13-3 for parallel interface waveform). It allows the MCU to monitor the internal status of the chip. No status read is provided for serial mode.

## 10.2 Graphic Acceleration Command

### 10.2.1 Horizontal Scroll Setup (26h/27h)

This command consists of 5 consecutive bytes to set up the horizontal scroll parameters and determines the scrolling start page, end page and scrolling speed.

Before issuing this command the horizontal scroll must be deactivated (2Eh). Otherwise, RAM content may be corrupted.

The SSD1305 horizontal scroll is designed for 132 columns scrolling. The following three figures (Figure 10-9, Figure 10-10, Figure 10-11) show the examples of using the horizontal scroll:

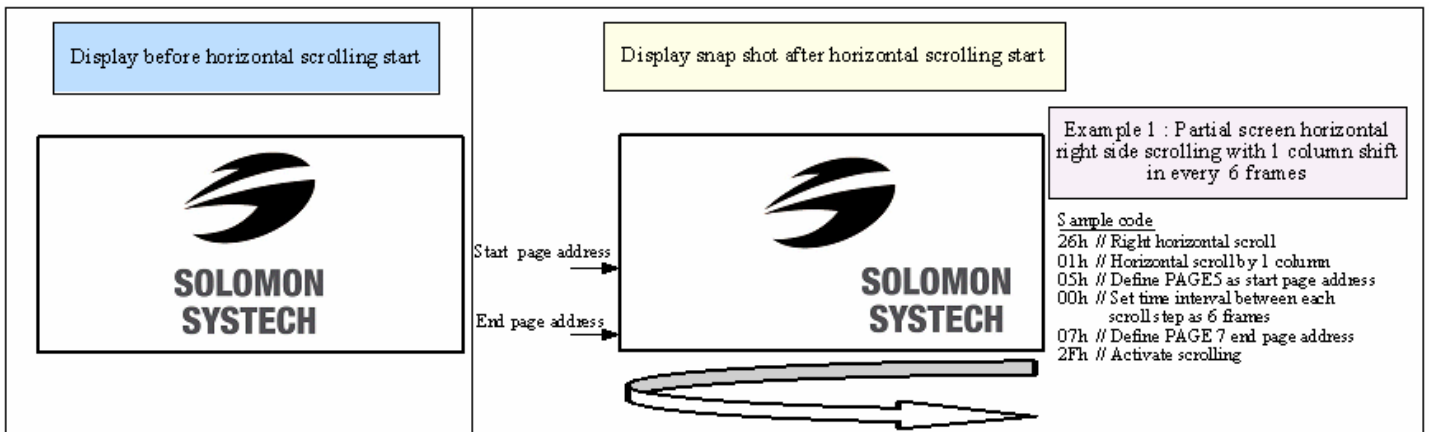
**Figure 10-9 : Horizontal scroll example: Scroll RIGHT by 4 columns**

Original Setting	SEG0	SEG1	SEG2	SEG3	SEG4	SEG5	...	...	...	SEG126	SEG127	SEG128	SEG129	SEG130	SEG131
After one scroll step	SEG128	SEG129	SEG130	SEG131	SEG0	SEG1	...	...	...	SEG122	SEG123	SEG124	SEG125	SEG126	SEG127

**Figure 10-10 : Horizontal scroll example: Scroll LEFT by 2 columns**

Original Setting	SEG0	SEG1	SEG2	SEG3	SEG4	SEG5	...	...	...	SEG126	SEG127	SEG128	SEG129	SEG130	SEG131
After one scroll step	SEG2	SEG3	SEG4	SEG5	SEG6	SEG7	...	...	...	SEG128	SEG129	SEG130	SEG131	SEG0	SEG1

**Figure 10-11 : Horizontal scrolling setup example**



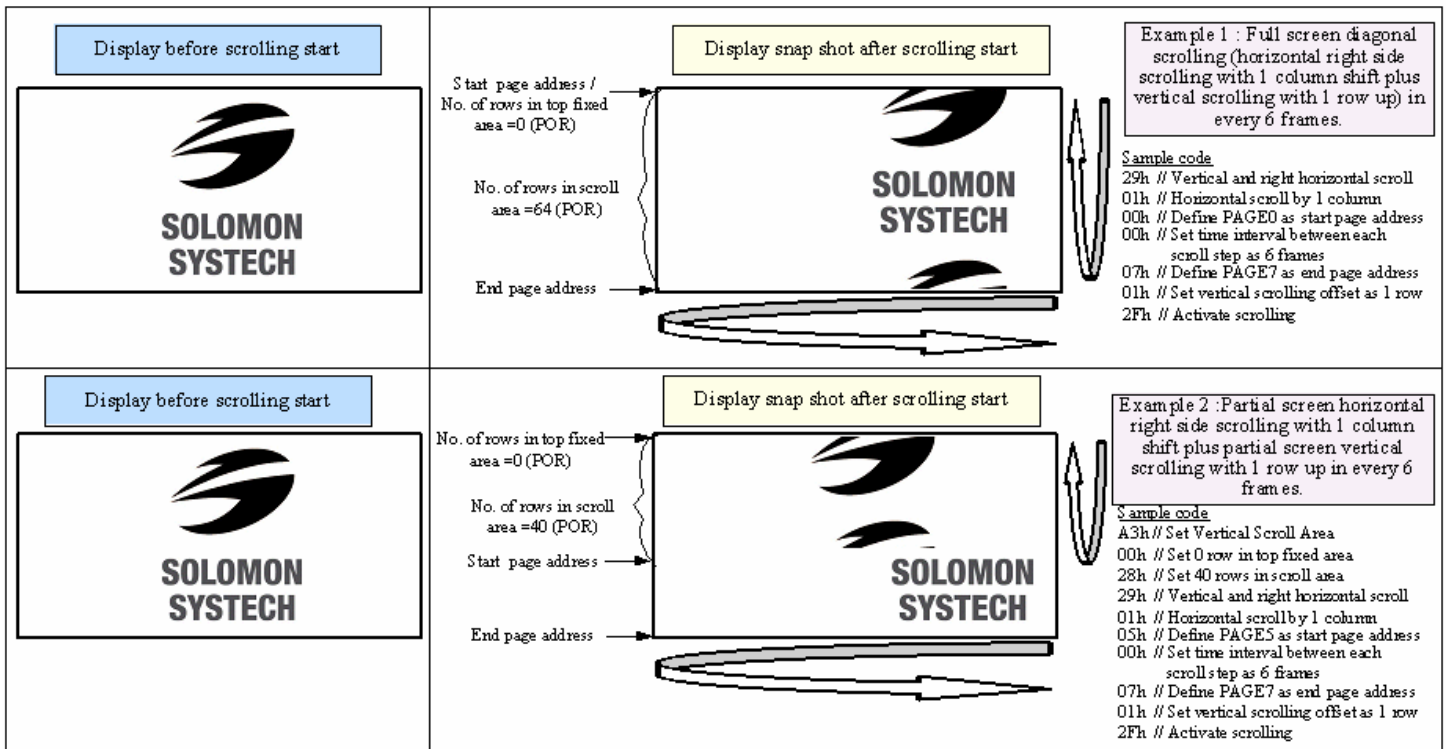
## 10.2.2 Continuous Vertical and Horizontal Scroll Setup (29h/2Ah)

This command consists of 6 consecutive bytes to set up the continuous vertical and horizontal scroll parameters and determines the scrolling start page, end page, scrolling speed and vertical scrolling offset.

The bytes A[2:0], B[2:0], C[2:0] and D[2:0] of command 29h/2Ah are for the setting of the continuous horizontal scrolling. The byte E[5:0] is for the setting of the continuous vertical scrolling offset. All these bytes together are for the setting of continuous diagonal (horizontal + vertical) scrolling. If the vertical scrolling offset byte E[5:0] is set to zero, then only horizontal scrolling is performed (like command 26/27h). Alternatively, if the byte A[2:0] is set to zero and E[5:0] is not set to zero, then only vertical scrolling is performed.

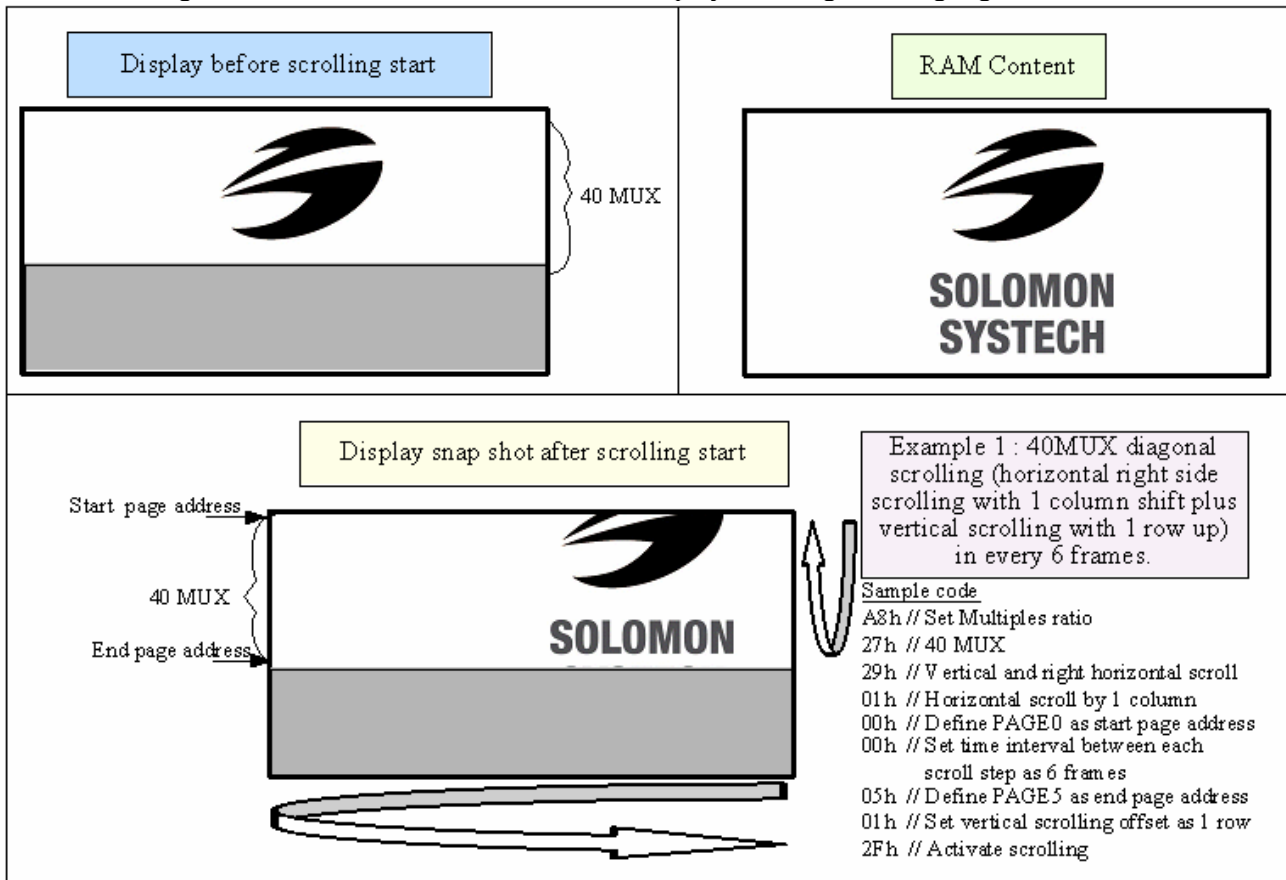
Before issuing this command the scroll must be deactivated (2Eh). Otherwise, RAM content may be corrupted. The following two figures (Figure 10-12 , Figure 10-13) show the examples of using the continuous vertical and horizontal scroll:

**Figure 10-12 : Continuous Vertical and Horizontal scrolling setup examples**



**Figure 10-13 : Continuous Vertical and Horizontal scrolling example: With setting in MUX ratio**

As shown in Figure 10-13, the whole RAM content is displayed during scrolling regardless of the MUX ratio.



### 10.2.3 Deactivate Scroll (2Eh)

This command stops the motion of scrolling. After sending 2Eh command to deactivate the scrolling action, the ram data needs to be rewritten.

### 10.2.4 Activate Scroll (2Fh)

This command starts the motion of scrolling and should only be issued after the scroll setup parameters have been defined by the scrolling setup commands :26h/27h/29h/2Ah . The setting in the last scrolling setup command overwrites the setting in the previous scrolling setup commands.









The following actions are prohibited after the scrolling is activated

1. RAM access (Data write or read)
2. Changing the horizontal scroll setup parameters

### 10.2.5 Set Vertical Scroll Area(A3h)

This command consists of 3 consecutive bytes to set up the vertical scroll area. For the continuous vertical scroll function (command 29/2Ah), the number of rows that in vertical scrolling can be set smaller or equal to the MUX ratio. Figure 10-14 shows some vertical scrolling example with different settings in vertical scroll area.

Figure 10-14 : Vertical scroll area setup examples

Display before vertical scrolling start	Display snap shot after vertical scrolling start	
	<p>No. of rows in top fixed area =0 (POR)</p> <p>No. of rows in scroll area=64 (POR)</p> 	<p>Example 1 : Full screen vertical scrolling with 1 row up in every 6 frames</p> <p>Sample code            29h // Vertical and right horizontal scroll            00h // No horizontal scroll            00h // Dummy byte for start page address            00h // Set time interval between each scroll step as 6 frames            00h // Dummy byte for end page address            01h // Set vertical scrolling offset as 1 row            2Fh // Activate scrolling</p>
	<p>No. of rows in top fixed area=0</p> <p>No. of rows in scroll area=40</p> 	<p>Example 2 : Partial screen (top area) vertical scrolling with 1 row up in every 32 frames</p> <p>Sample code            A3h // Set Vertical Scroll Area            00h // Set 0 row in top fixed area            28h // Set 40 rows in scroll area            29h // Vertical and right horizontal scroll            00h // No horizontal scroll            00h // Dummy byte for start page address            01h // Set time interval between each scroll step as 32 frames            00h // Dummy byte for end page address            01h // Set vertical scrolling offset as 1 row            2Fh // Activate scrolling</p>
	<p>No. of rows in top fixed area=40</p> <p>No. of rows in scroll area=24</p> 	<p>Example 3 : Partial screen (bottom area) vertical scrolling with 1 row up in every 6 frames</p> <p>Sample code            A3h // Set Vertical Scroll Area            28h // Set 40 rows in top fixed area            18h // Set 24 rows in scroll area            29h // Vertical and right horizontal scroll            00h // No horizontal scroll            00h // Dummy byte for start page address            00h // Set time interval between each scroll step as 6 frames            00h // Dummy byte for end page address            01h // Set vertical scrolling offset as 1 row            2Fh // Activate scrolling</p>
	<p>No. of rows in top fixed area=32</p> <p>No. of rows in scroll area=24</p> 	<p>Example 4 : Partial screen (central area) vertical scrolling with 1 row up in every 3 frames</p> <p>Sample code            A3h // Set Vertical Scroll Area            20h // Set 32 rows in top fixed area            18h // Set 24 rows in scroll area            29h // Vertical and right horizontal scroll            00h // No horizontal scroll            00h // Dummy byte for start page address            04h // Set time interval between each scroll step as 3 frames            00h // Dummy byte for end page address            01h // Set vertical scrolling offset as 1 row            2Fh // Activate scrolling</p>

## 11 MAXIMUM RATINGS

**Table 11-1 : Maximum Ratings (Voltage Referenced to  $V_{SS}$ )**

Symbol	Parameter	Value	Unit
$V_{DD}$	Supply Voltage	-0.3 to +4	V
$V_{DDIO}$		-0.3 to $V_{DD}+0.5$	V
$V_{CC}$		0 to 16	V
$V_{SEG}$	SEG output voltage	0 to $V_{CC}$	V
$V_{COM}$	COM output voltage	0 to $0.9 \cdot V_{CC}$	V
$V_{in}$	Input voltage	$V_{SS}-0.3$ to $V_{DD}+0.3$	V
$T_A$	Operating Temperature	-40 to +85	°C
$T_{stg}$	Storage Temperature Range	-65 to +150	°C

Maximum ratings are those values beyond which damages to the device may occur. Functional operation should be restricted to the limits in the Electrical Characteristics tables or Pin Description section

This device may be light sensitive. Caution should be taken to avoid exposure of this device to any light source during normal operation. This device is not radiation protected.



## 12 DC CHARACTERISTICS

### Condition (Unless otherwise specified):

Voltage referenced to  $V_{SS}$

$V_{DD} = 2.4$  to  $3.5V$

$T_A = 25^\circ C$

**Table 12-1 : DC Characteristics**

Symbol	Parameter	Test Condition	Min	Typ	Max	Unit
$V_{CC}$	Operating Voltage	-	7	-	15	V
$V_{DD}$	Logic Supply Voltage	-	2.4	-	3.5	V
$V_{DDIO}$	Logic Supply Voltage for MCU interface	-	1.6	-	$V_{DD}$	V
$V_{OH}$	High Logic Output Level	$I_{OUT} = 100\mu A, 3.3MHz$	$0.9 \times V_{DDIO}$	-	-	V
$V_{OL}$	Low Logic Output Level	$I_{OUT} = 100\mu A, 3.3MHz$	-	-	$0.1 \times V_{DDIO}$	V
$V_{IH}$	High Logic Input Level	-	$0.8 \times V_{DDIO}$	-	-	V
$V_{IL}$	Low Logic Input Level	-	-	-	$0.2 \times V_{DDIO}$	V
$I_{CC, SLEEP}$	$I_{CC}$ Sleep mode Current	$V_{DDIO} = 1.6V \sim 3.3V, V_{DD} = 2.4V \sim 3.5V,$ $V_{CC} = 7V \sim 15V$ Display OFF, No panel attached	-	-	10	$\mu A$
$I_{DD, SLEEP}$	$I_{DD}$ Sleep mode Current	$V_{DDIO} = 1.6V \sim 3.3V, V_{DD} = 2.4V \sim 3.5V,$ $V_{CC} = 7V \sim 15V$ Display OFF, No panel attached	-	-	10	$\mu A$
$I_{DDIO, SLEEP}$	$I_{DDIO}$ Sleep mode Current	$V_{DDIO} = 1.6V \sim 3.3V, V_{DD} = 2.4V \sim 3.5V,$ $V_{CC} = 7V \sim 15V$ Display OFF, No panel attached	-	-	10	$\mu A$
$I_{CC}$	$V_{CC}$ Supply Current $V_{DD} = 2.7V, V_{CC} = 12V,$ $I_{REF} = 10\mu A$ No loading, Display ON, All ON	Contrast = FFh	-	550	1000	$\mu A$
$I_{DD}$	$V_{DD}$ Supply Current $V_{DD} = 2.7V, V_{CC} = 12V,$ $I_{REF} = 10\mu A$ No loading, Display ON, All ON		-	100	300	$\mu A$
$I_{SEG}$	Segment Output Current $V_{DD} = 2.7V, V_{CC} = 12V,$ $I_{REF} = 10\mu A, Display ON.$	Contrast=FFh	294	320	346	$\mu A$
		Contrast=AFh	-	220	-	
		Contrast=7Fh	-	159	-	
		Contrast=3Fh	-	79	-	
		Contrast=0Fh	-	19	-	
Dev	Segment output current uniformity	$Dev = (I_{SEG} - I_{MID}) / I_{MID}$ $I_{MID} = (I_{MAX} + I_{MIN}) / 2$ $I_{SEG}[0:131] = \text{Segment current at contrast} = FFh$	-3	-	+3	%
Adj. Dev	Adjacent pin output current uniformity (contrast = FF)	$Adj Dev = (I[n] - I[n+1]) / (I[n] + I[n+1])$	-2	-	+2	%

## 13 AC CHARACTERISTICS

### Conditions:

Voltage referenced to  $V_{SS}$

$V_{DD}$ =2.4 to 3.5V

$T_A$  = 25°C

**Table 13-1 : AC Characteristics**

Symbol	Parameter	Test Condition	Min	Typ	Max	Unit
FOSC <sup>(1)</sup>	Oscillation Frequency of Display Timing Generator	$V_{DD} = 2.8V$	324	360	396	kHz
FFRM	Frame Frequency for 64 MUX Mode	132x64 Graphic Display Mode, Display ON, Internal Oscillator Enabled	-	$F_{OSC} \times 1/(D \times K \times 64)$ <sup>(2)</sup>	-	Hz
RES#	Reset low pulse width		3	-	-	us

### Note

<sup>(1)</sup> Fosc stands for the frequency value of the internal oscillator and the value is measured when command D5h A[7:4] is in default value.

<sup>(2)</sup> D: divide ratio (default value = 1)

K: number of display clocks (default value = 54)

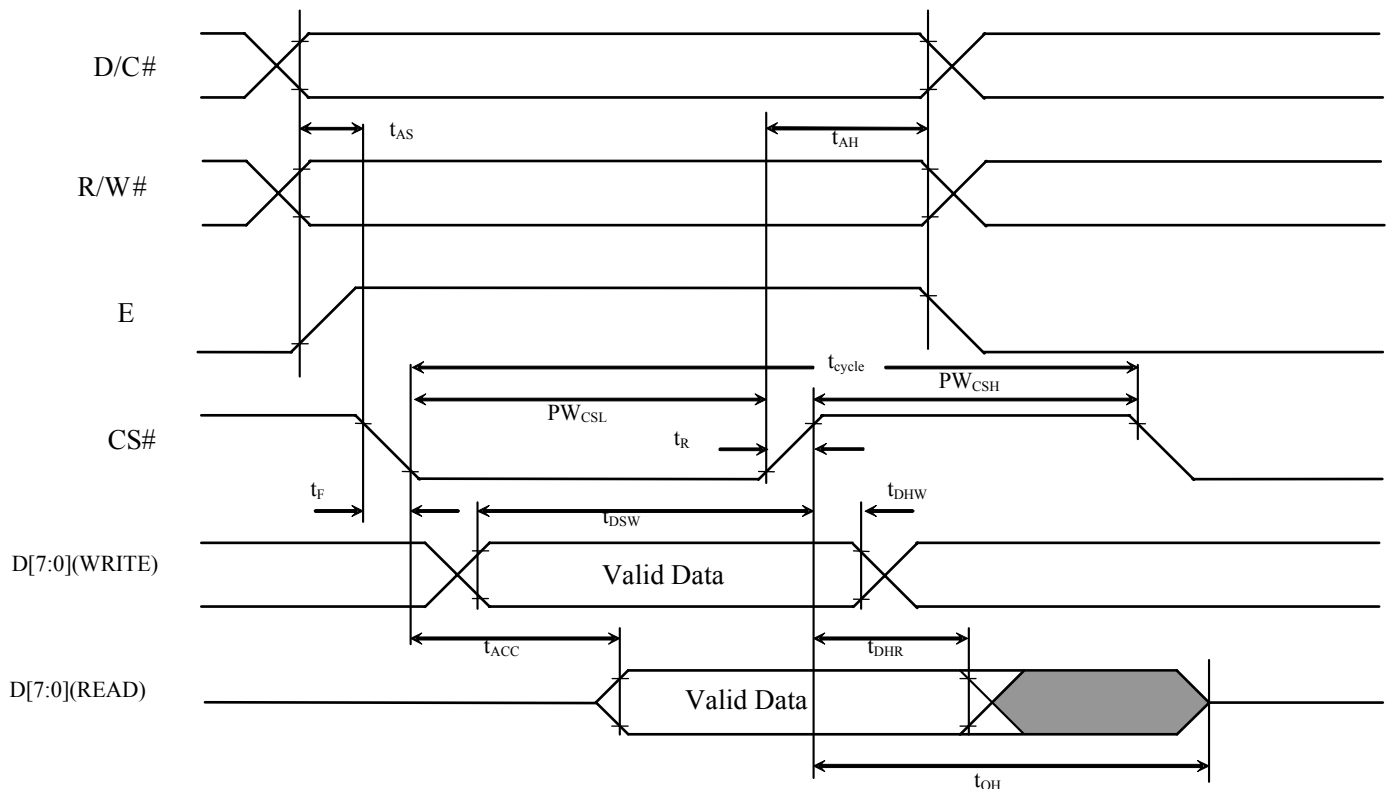
Please refer to Table 9-1 (Set Display Clock Divide Ratio/Oscillator Frequency, D5h) for detailed description

**Table 13-2 : 6800-Series MCU Parallel Interface Timing Characteristics**

( $V_{DD} - V_{SS} = 2.4V$  to  $3.5V$ ,  $V_{DDIO} = V_{DD}$ ,  $T_A = 25^{\circ}C$ )

Symbol	Parameter	Min	Typ	Max	Unit
$t_{cycle}$	Clock Cycle Time	300	-	-	ns
$t_{AS}$	Address Setup Time	0	-	-	ns
$t_{AH}$	Address Hold Time	0	-	-	ns
$t_{DSW}$	Write Data Setup Time	40	-	-	ns
$t_{DHW}$	Write Data Hold Time	7	-	-	ns
$t_{DHR}$	Read Data Hold Time	20	-	-	ns
$t_{OH}$	Output Disable Time	-	-	70	ns
$t_{ACC}$	Access Time	-	-	140	ns
$PW_{CSL}$	Chip Select Low Pulse Width (read) Chip Select Low Pulse Width (write)	120 60	-	-	ns
$PW_{CSH}$	Chip Select High Pulse Width (read) Chip Select High Pulse Width (write)	60 60	-	-	ns
$t_R$	Rise Time	-	-	40	ns
$t_F$	Fall Time	-	-	40	ns

**Figure 13-1 : 6800-series MCU parallel interface characteristics**

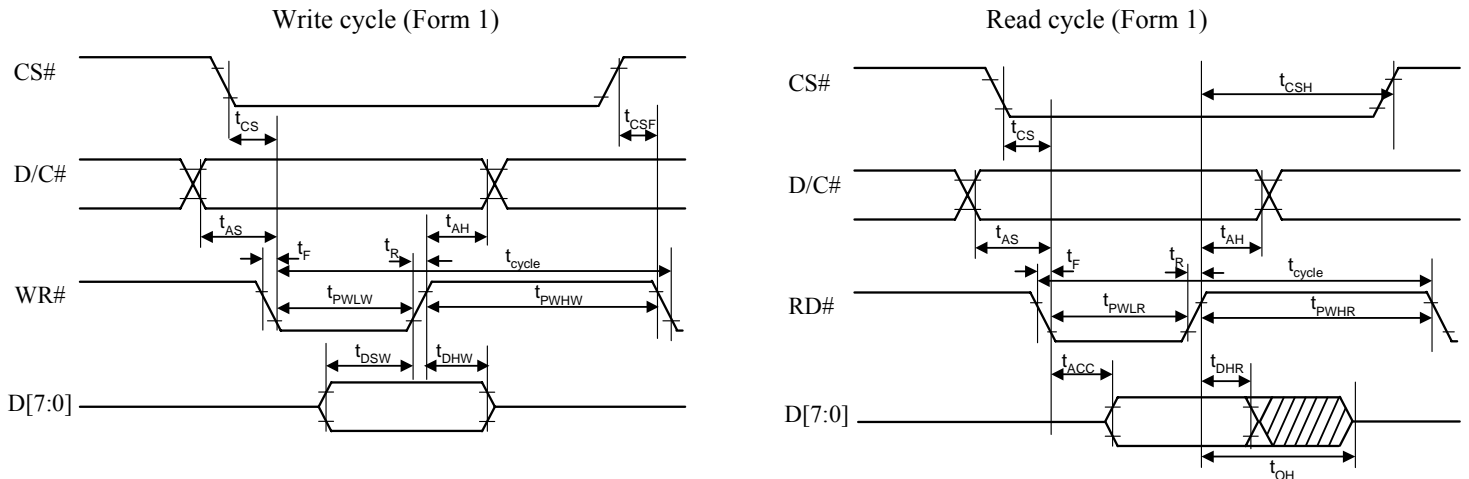


**Table 13-3 : 8080-Series MCU Parallel Interface Timing Characteristics**

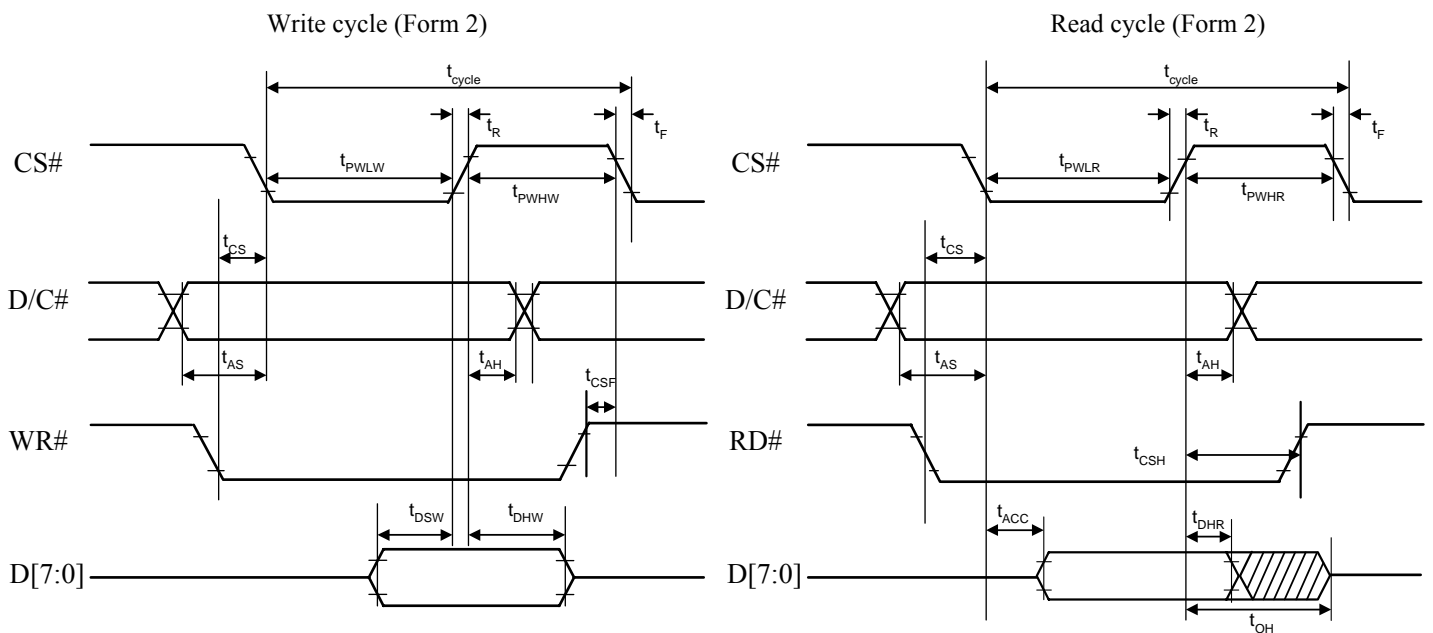
( $V_{DD} - V_{SS} = 2.4V$  to  $3.5V$ ,  $V_{DDIO} = V_{DD}$ ,  $T_A = 25^\circ C$ )

Symbol	Parameter	Min	Typ	Max	Unit
$t_{cclk}$	Clock Cycle Time	300	-	-	ns
$t_{AS}$	Address Setup Time	10	-	-	ns
$t_{AH}$	Address Hold Time	0	-	-	ns
$t_{DSW}$	Write Data Setup Time	40	-	-	ns
$t_{DHW}$	Write Data Hold Time	7	-	-	ns
$t_{DHR}$	Read Data Hold Time	20	-	-	ns
$t_{OH}$	Output Disable Time	-	-	70	ns
$t_{ACC}$	Access Time	-	-	140	ns
$t_{PWL R}$	Read Low Time	120	-	-	ns
$t_{PWL W}$	Write Low Time	60	-	-	ns
$t_{PWH R}$	Read High Time	60	-	-	ns
$t_{PWH W}$	Write High Time	60	-	-	ns
$t_R$	Rise Time	-	-	40	ns
$t_F$	Fall Time	-	-	40	ns
$t_{CS}$	Chip select setup time	0	-	-	ns
$t_{CSH}$	Chip select hold time to read signal	0	-	-	ns
$t_{CSF}$	Chip select hold time	20	-	-	ns

**Figure 13-2 : 8080-series parallel interface characteristics (Form 1)**



**Figure 13-3 : 8080-series parallel interface characteristics (Form 2)**

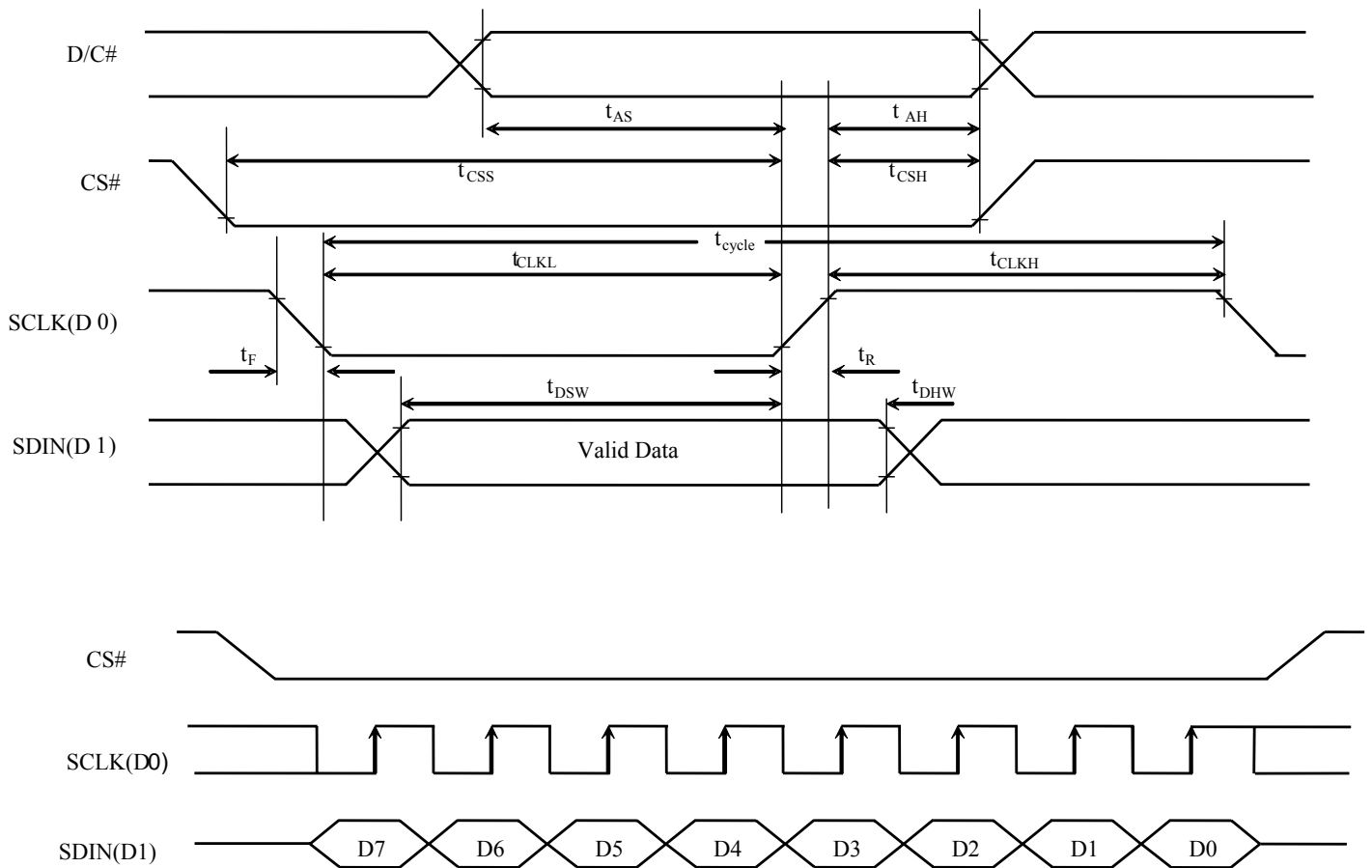


**Table 13-4 : Serial Interface Timing Characteristics**

( $V_{DD} - V_{SS} = 2.4V$  to  $3.5V$ ,  $V_{DDIO} = V_{DD}$ ,  $T_A = 25^{\circ}C$ )

Symbol	Parameter	Min	Typ	Max	Unit
$t_{cycle}$	Clock Cycle Time	250	-	-	ns
$t_{AS}$	Address Setup Time	150	-	-	ns
$t_{AH}$	Address Hold Time	150	-	-	ns
$t_{CSS}$	Chip Select Setup Time	120	-	-	ns
$t_{CSH}$	Chip Select Hold Time	60	-	-	ns
$t_{DSW}$	Write Data Setup Time	50	-	-	ns </td
$t_{DHW}$	Write Data Hold Time	15	-	-	ns
$t_{CLKL}$	Clock Low Time	100	-	-	ns
$t_{CLKH}$	Clock High Time	100	-	-	ns
$t_R$	Rise Time	-	-	40	ns
$t_F$	Fall Time	-	-	40	ns

**Figure 13-4 : Serial interface characteristics**



**Conditions:**

$$V_{DD} - V_{SS} = 2.4 \text{ to } 3.5\text{V}$$

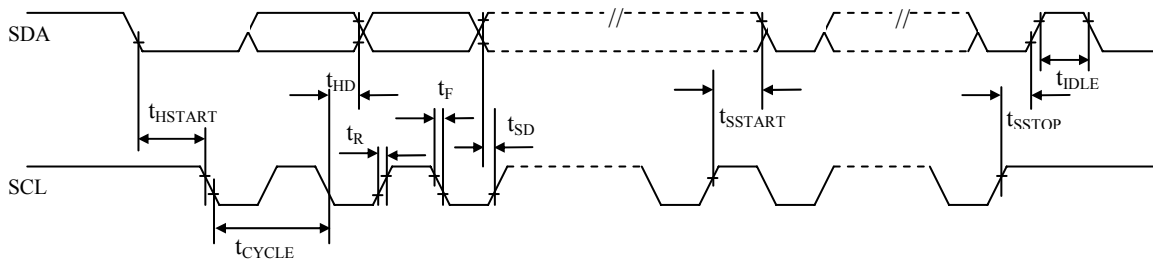
$$V_{DDIO} = V_{DD}$$

$$T_A = 25^\circ\text{C}$$

**Table 13-5 :I<sup>2</sup>C Interface Timing Characteristics**

Symbol	Parameter	Min	Typ	Max	Unit
t <sub>cycle</sub>	Clock Cycle Time	2.5	-	-	us
t <sub>HSTART</sub>	Start condition Hold Time	0.6	-	-	us
t <sub>HD</sub>	Data Hold Time (for “SDA <sub>OUT</sub> ” pin)	0	-	-	ns
	Data Hold Time (for “SDA <sub>IN</sub> ” pin)	300	-	-	ns
t <sub>SD</sub>	Data Setup Time	100	-	-	ns
t <sub>SSTART</sub>	Start condition Setup Time (Only relevant for a repeated Start condition)	0.6	-	-	us
t <sub>SSTOP</sub>	Stop condition Setup Time	0.6	-	-	us
t <sub>R</sub>	Rise Time for data and clock pin	-	-	300	ns
t <sub>F</sub>	Fall Time for data and clock pin	-	-	300	ns
t <sub>IDLE</sub>	Idle Time before a new transmission can start	1.3	-	-	us

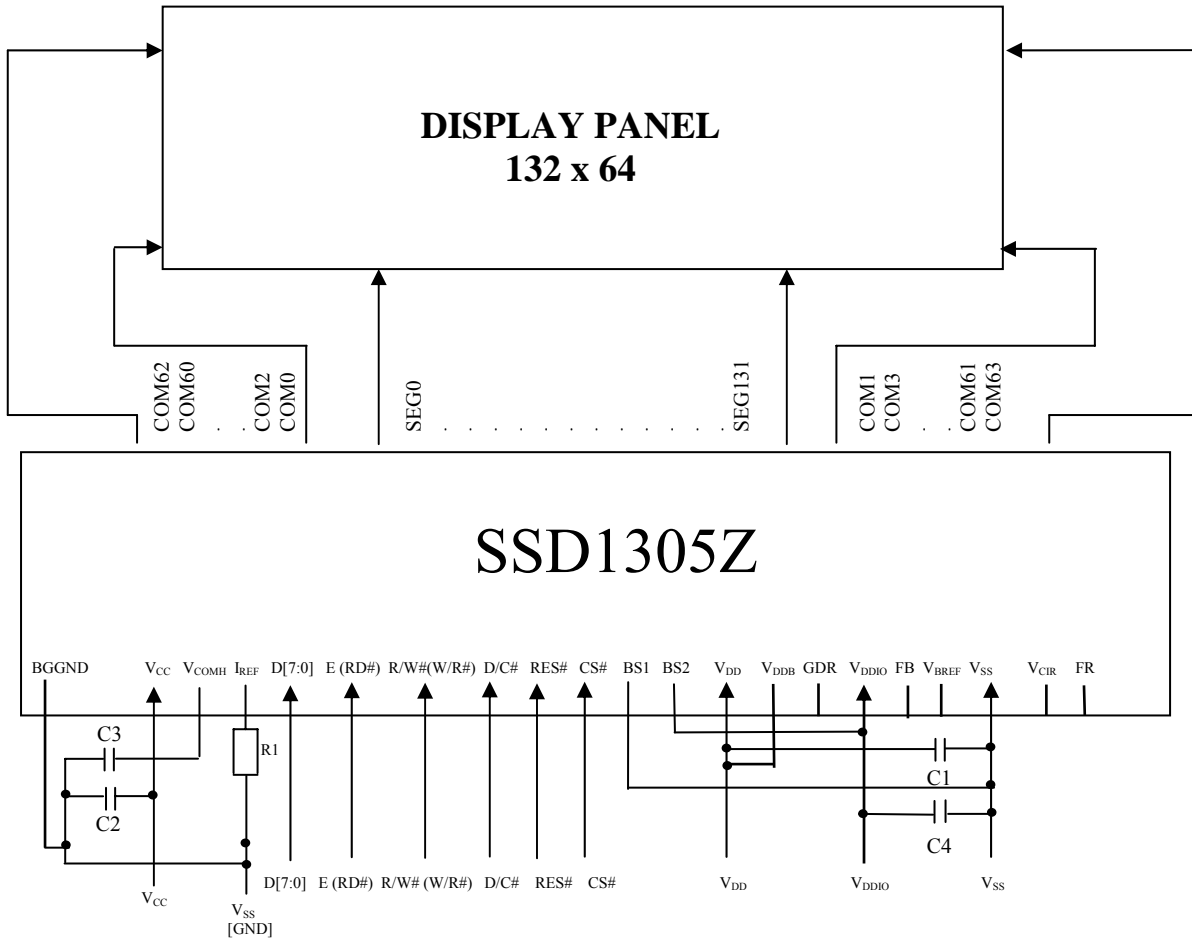
**Figure 13-5 : I<sup>2</sup>C interface Timing characteristics**



## 14 APPLICATION EXAMPLE

Figure 14-1 : Application Example of SSD1305Z

The configuration for 6800-parallel interface mode, external  $V_{CC}$  is shown in the following diagram:  
 ( $V_{DD}=2.7V$ ,  $V_{CC}=12V$ ,  $I_{REF}=10\mu A$ )



Pin connected to MCU interface: D[7:0], E, R/W#, D/C#, CS#, RES#

Pin connected to  $V_{SS}$ : BS0,  $V_{SSB}$

GDR,  $V_{BREF}$ , FB should be left open.

C1: 4.7 $\mu F$  <sup>(1)</sup>

C2: 4.7 $\mu F$  <sup>(1)</sup>

C3: 4.7 $\mu F$  <sup>(1)</sup>

C4: 4.7 $\mu F$  <sup>(1)</sup>

R1: 910k $\Omega$ ,  $R1 = (\text{Voltage at } I_{REF} \text{ pin} - V_{SS}) / I_{REF}$

Voltage at  $I_{REF}$  pin =  $V_{CC} - 3V$

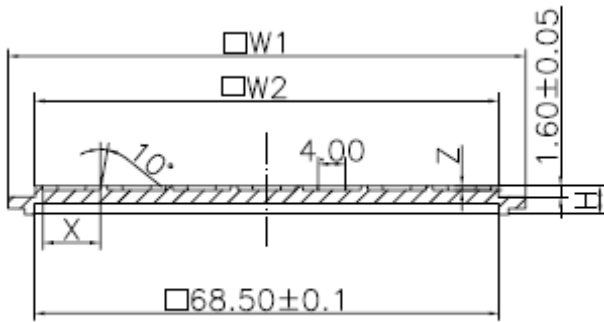
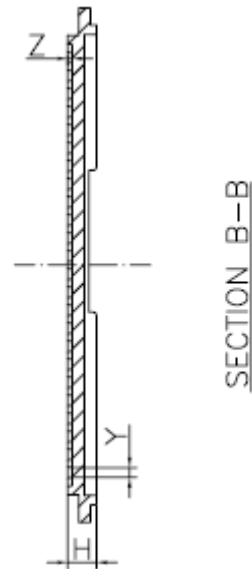
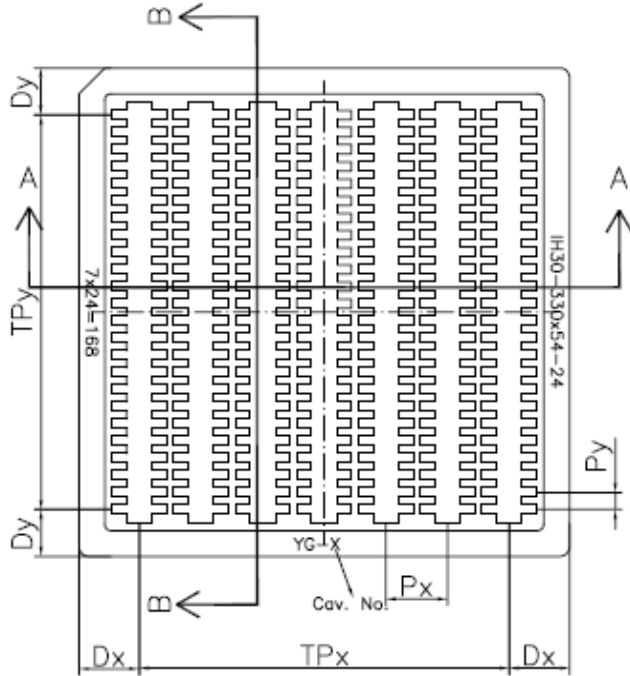
### Note

<sup>(1)</sup> The capacitor value is recommended value. Select appropriate value against module application.

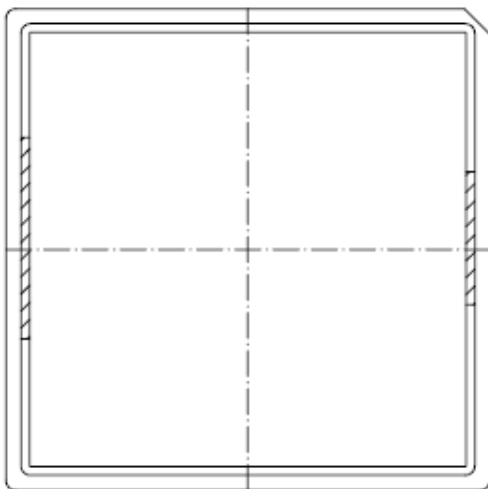
# 15 PACKAGE INFORMATION

## 15.1 SSD1305Z Die Tray Information

Figure 15-1 SSD1305Z die tray information



SECTION A-A

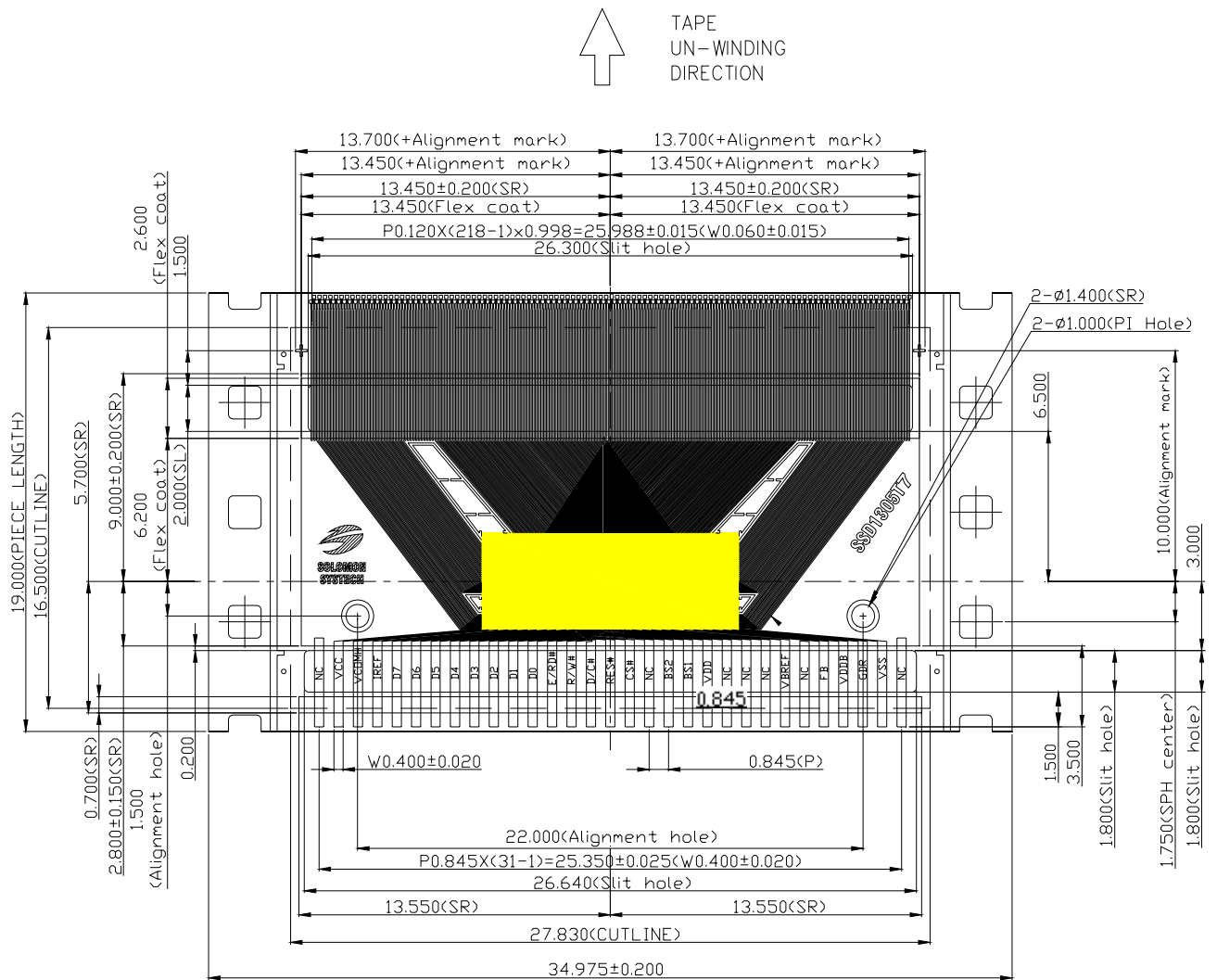


	Spec	
	mm	(mil)
W1	76.00±0.10	(2992)
W2	68.00±0.10	(2677)
H	4.20±0.10	(165)
Dx	9.35±0.10	(368)
TPx	57.30±0.10	(2256)
Dy	7.30±0.10	(287)
TPy	61.41±0.10	(2418)
Px	9.55±0.05	(376)
Py	2.67±0.05	(105)
X	8.39± <sup>0.1</sup> <sub>0</sub>	(330)
Y	1.37± <sup>0.1</sup> <sub>0</sub>	(54)
Z	0.62±0.05	(24)
N	168(pocket number)	



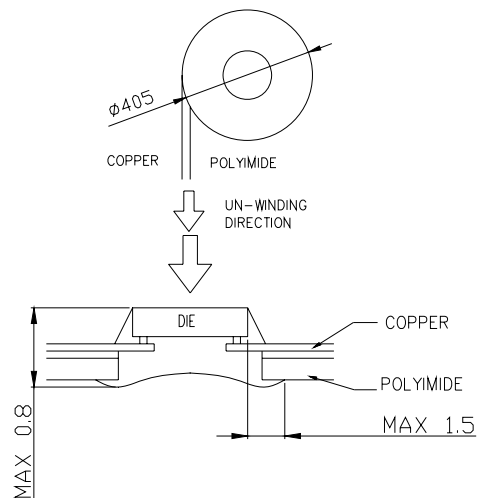
## 15.2 SSD1305T7R1 Detail Dimension

Figure 15-2 SSD1305T7R1 Detail Dimension



NOTE:

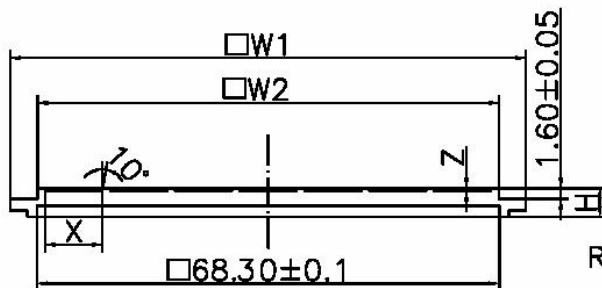
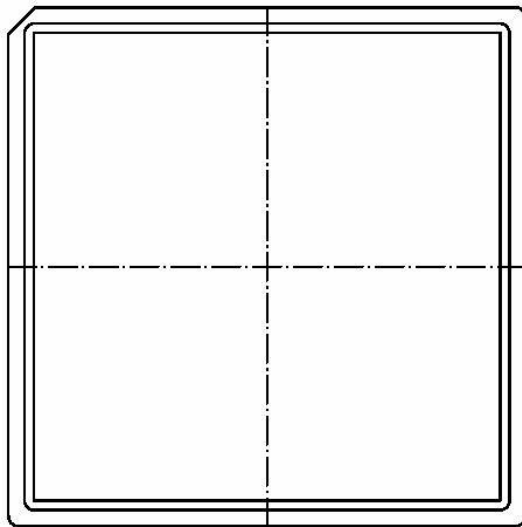
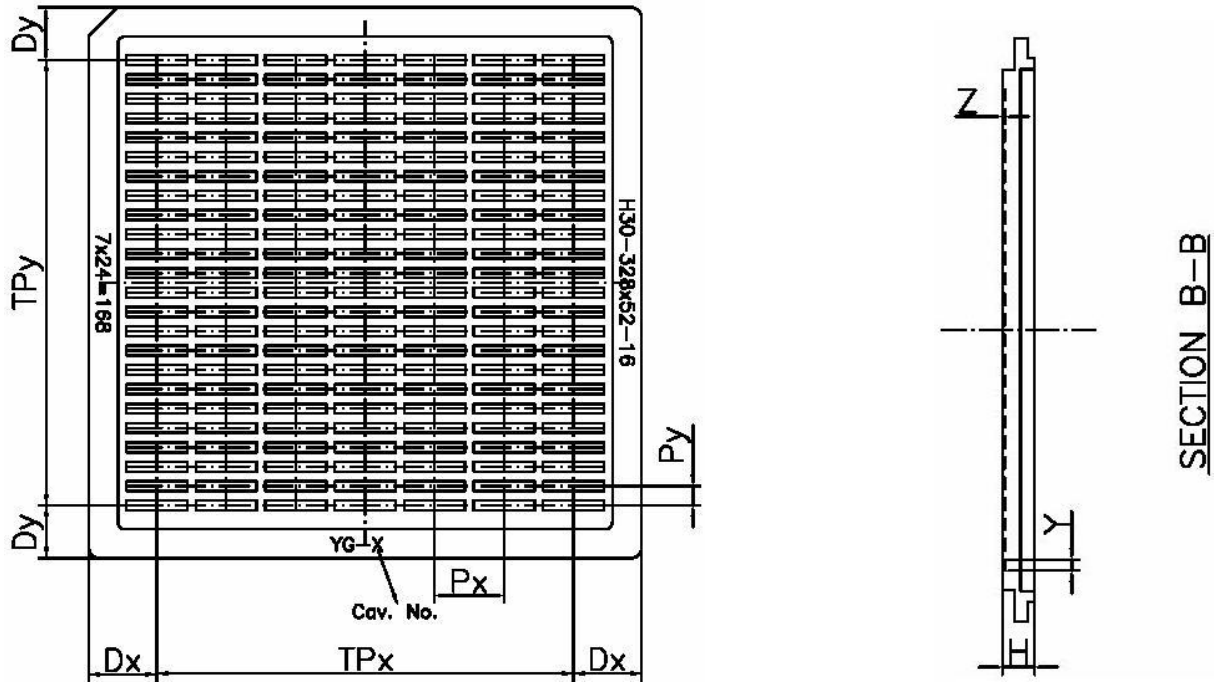
1. GENERAL TOLERANCE: ±0.05MM
2. MATERIAL  
 PI: 75±6um  
 Adhesive: 12±2um  
 CU: 18±5um  
 SR: 26±14um  
 TOLERANCE±200um  
 FC: Min 10um
3. SN PLATING: 0.200±0.05um
4. TAPESITE: 4 SPH,19mm



### MIRROR DESIGN

### 15.3 SSD1305Z3 Die Tray Information

Figure 15-3 SSD1305Z3 die tray information



SECTION A-A

	Spec	
	mm	(mil)
W1	76.00±0.10	(2992)
W2	68.00±0.10	(2677)
H	4.20±0.10	(165)
Dx	9.35±0.10	(368)
TPx	57.30±0.10	(2256)
Dy	7.30±0.10	(287)
TPy	61.41±0.10	(2418)
Px	9.55±0.05	(376)
Py	2.67±0.05	(105)
X	8.34±0.05	(328)
Y	1.32±0.05	(52)
Z	0.40±0.05	(16)
N	168(pocket number)	

Remark:

1. Tray Material : ABS
2. Tray Color Code: Black
3. Surface Resistance:  $10^9 \sim 10^{12} \Omega/\text{cm}$
4. Pocket Bottom: Rough Surface

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