Crystalfontz America, Inc.

CUSTOMER : _____

MODULE NO.: **CFAL12864C-Y-B1**

SALES BY	APPROVED BY	CHECKED BY	PREPARED BY
ISSUED DATE:			

Crystalfontz America, Inc.
12412 East Saltese Avenue
Spokane Valley, WA 99216-0357

Phone: (888) 206-9720
Fax: (509) 892-1203
Email: techinfo@crystalfontz.com
URL: www.crystalfontz.com

Contents

1.Module Classification Information

CFA L 12864 C－Y－ B1

①Brand：**CRYSTALFONTZ AMERICA, INCORPORATED**		
②Display Type：H→Character Type, G→Graphic Type , **L→OLED**		
③Display's Logical Dimensions：**128** columns by **64** rows.		
④Model Variant: **C**		
⑤Color：	**Y→Yellow**	
Special Code	**B1→Panel**	

2.Precautions in use of OLED Modules

(1)Avoid applying excessive shocks to the module or making any alterations or modifications to it.

(2)Don't make extra holes on the printed circuit board, modify its shape or change the components of OLED module.

(3)Don't disassemble the OLED.

(4)Don't operate it above the absolute maximum rating.

(5)Don't drop, bend or twist OLED.

(6)Soldering: only to the I/O terminals.

(7)Storage: please storage in anti-static electricity container and clean environment.

3.General Specification

Item	Dimension	Unit
Number of Characters	128 columns x 64 Rows	—
Module dimension	45.24 x 65.14 (panel+FPC, 29.14 for panel) x 2.2 (MAX)	mm
View area	37.04 x 19.51	mm
Active area	35.04 x 17.51	mm
Dot size	0.244 x 0.244	mm
Dot pitch	0.274 x 0.274	mm
LCD type	OLED , Yellow	
Duty	1/64	

4.Absolute Maximum Ratings

Item	Symbol	Min	Typ	Max	Unit
Operating Temperature	T_{OP}	-20	—	+70	℃
Storage Temperature	T_{ST}	-30	—	+80	℃
Operating Current for V_{CC}	I_{CC}	—	—	60	mA
Total Power *	P_T	—	—	300	
Supply Voltage	V_{DD}	2.4	3.0	3.5	V

* Note: VDD = 3.0V, VCC =12.0V

5.Electrical Characteristics

Item	Symbol	Condition	Min	Typ	Max	Unit
Supply Voltage For Logic	V_{DD}	—	2.4	3.0	3.5	V
OLED Driver Supply Voltage	V_{CC}	—	10	12	14	V
Input High Volt.	V_{IH}	—	2.4	—	3.5	V
Input Low Volt.	V_{IL}	—	0	—	$0.2V_{DD}$	V

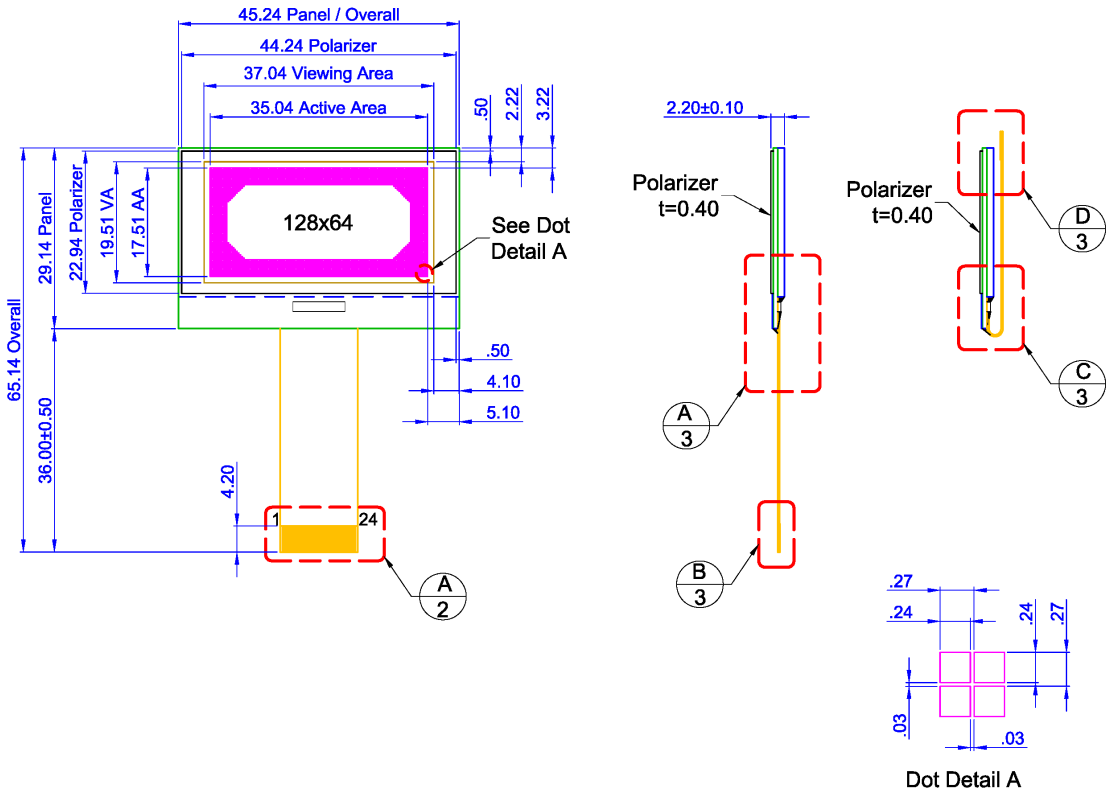
6.Optical Characteristics

Item	Symbol	Condition	Min	Typ	Max	Unit
View Angle	(V)θ			160		deg
	(H)φ			160		deg
Contrast Ratio (Dark Room)	CR	$80cd/m^2$	—	100:1	—	—
Brightness		With polarizer	40	—	—	cd/m^2

7.Interface Pin Function

<table>
<tr><th>PIN NAME</th><th>PIN NO</th><th>DESCRIPTION</th></tr>
<tr><td>NC</td><td>1</td><td>Not connect</td></tr>
<tr><td>GND</td><td>2</td><td>Ground</td></tr>
<tr><td>GND</td><td>3</td><td>Ground</td></tr>
<tr><td>NC</td><td>4</td><td>Not connect</td></tr>
<tr><td>VDD</td><td>5</td><td>Logic Voltage +3V</td></tr>
<tr><td>BS1</td><td>6</td><td>These are MCU interface input selection pins. See the following table for selecting different interfaces:</td></tr>
<tr><td rowspan="3">BS2</td><td rowspan="3">7</td><td>Ttable</td><td>6800-paralle interface</td><td>8080-parallel interface</td><td>Serial interface</td></tr>
<tr><td>BS1</td><td>0</td><td>1</td><td>0</td></tr>
<tr><td>BS2</td><td>1</td><td>1</td><td>0</td></tr>
<tr><td>CS#</td><td>8</td><td>Chip Select,active low</td></tr>
<tr><td>RES#</td><td>9</td><td>Reset,active low</td></tr>
<tr><td>D/C#</td><td>10</td><td>Data/Command Select. This is the Data/Command control pin. When it is pulled HIGH, the input at D7-D0 is treated as display data. When it is pulled LOW, the input at D7-D0 is transferred to the command registers. For detail relationship to MCU interface signals, please refer to the Timing Characteristics Diagrams.</td></tr>
<tr><td>R/W#</td><td>11</td><td>This is a MCU interface input pin. When 6800-series Parallel Interface mode is selected, this pin is used as Read/Write (R/W) selection input. Pull this pin to HIGH for read mode and pull it to LOW for write mode. When 8080-series Parallel Interface mode is selected, this pin is used as Write (WR#) selection input. Pull this pin to LOW for write mode. Data write operation is initiated when this pin is pulled LOW and the CS# is pulled LOW.</td></tr>
<tr><td>E(RD#)</td><td>12</td><td>This is a MCU interface input pin. When 6800-series Parallel Interface is selected, this pin is used as Enable (E) signal. Read/Write operation is initiated when this pin is pulled HIGH and the CS# pin is pulled LOW. When 8080-series Parallel Interface is selected, this pin is used to receive the Read Data (RD#)signal. Data read operation is initiated when this pin is pulled LOW and CS# pin is pulled LOW.</td></tr>
<tr><td>D0-D7</td><td>13-20</td><td>These are 8-bit bi-directional data bus to be connected to the microprocessor's data bus. When serial interface mode is selected, D1 will be the serial data input, SDIN, and D0 will be the serial clock input, SCLK.</td></tr>
<tr><td>IREF</td><td>21</td><td>Segment(Column) Current Reference. A resistor should be connected between this pin and VSS.</td></tr>
<tr><td>VCOMH</td><td>22</td><td>Common(Row) High Voltage, A Capacitor should be connect between this pin and VSS.</td></tr>
<tr><td>VCC</td><td>23</td><td>OLED drive voltage +12V</td></tr>
<tr><td>NC</td><td>24</td><td>Not connect</td></tr>
</table>

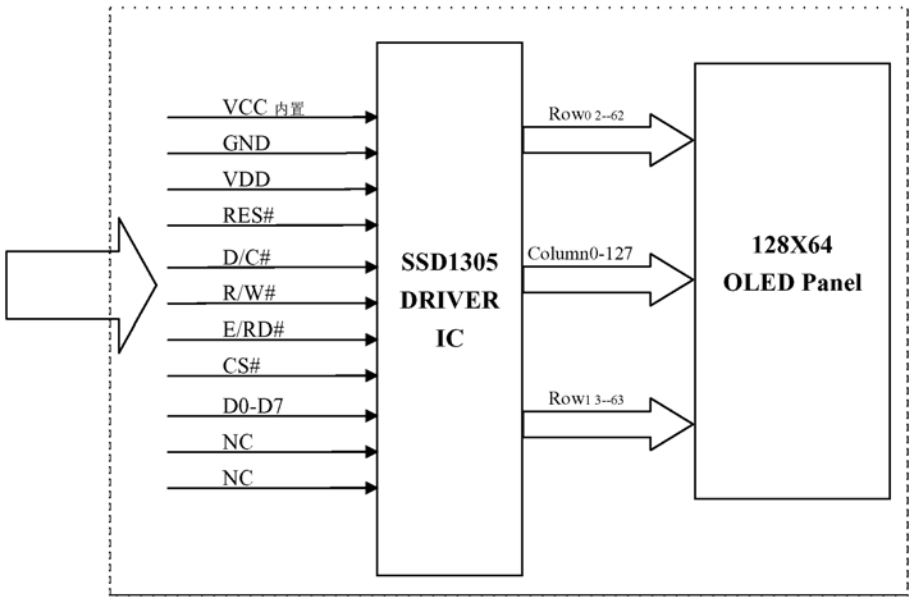
8.Contour Drawing &Block Diagram



Note: Tolerance is ±0.3 mm unless specified.

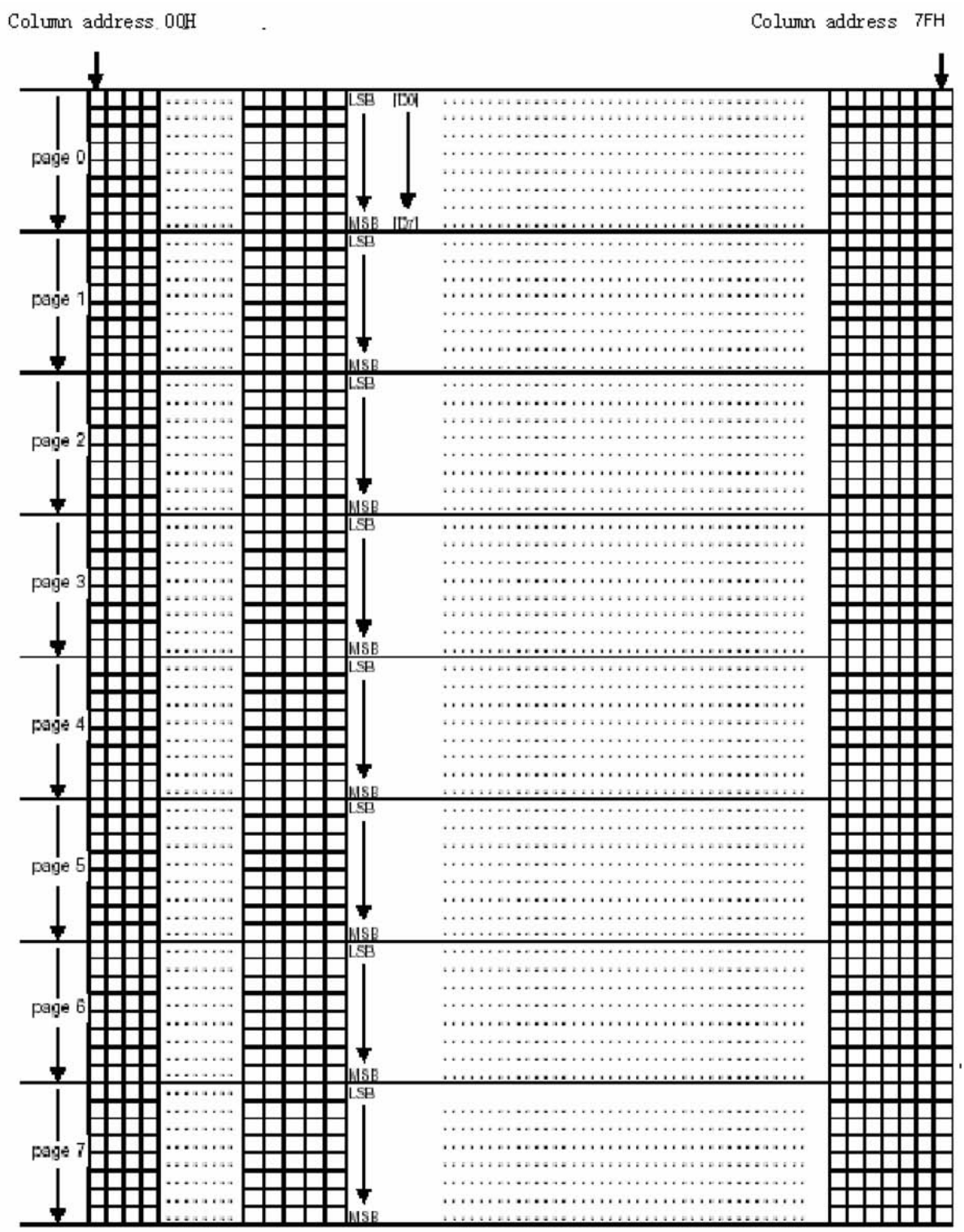
copyright © 2008 by Crystalfontz America, Inc. www.crystalfontz.com/products/	Part No.(s): CFAL12864C-Y-B1	Scale: Not to scale	Drawing Number: CFAL12864C_master	Hardware Rev.: vA
		Units: Millimeters	Date: 2008/12/22	Sheet: 1 of 1

128X64L OLED Module



NOTE: Some pins omitted

9.Graphic Display DDRAM Map



10.Instruction 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_3	X_2	X_1	X_0	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_3	X_2	X_1	X_0	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_1	0 A_0	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_7 B_7	0 A_6 B_6	1 A_5 B_5	0 A_4 B_4	0 A_3 B_3	0 A_2 B_2	0 A_1 B_1	1 A_0 B_0	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_2 B_2	1 A_1 B_1	0 A_0 B_0	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_5	X_4	X_3	X_2	X_1	X_0	Set Display Start Line	Set display RAM display start line register from 0-63 using $X_5X_3X_2X_1X_0$. Display start line register is reset to 000000b during RESET.
0 0	81 A[7:0]	1 A_7	0 A_6	0 A_5	0 A_4	0 A_3	0 A_2	0 A_1	1 A_0	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_7	0 A_6	0 A_5	0 A_4	0 A_3	0 A_2	1 A_1	0 A_0	Set Brightness For 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 0	91 X[5:0] A[5:0] B[5:0] C[5:0]	1 * * * *	0 * * * *	0 X_5 A_5 B_5 C_5	1 X_4 A_4 B_4 C_4	0 X_3 A_3 B_3 C_3	0 X_2 A_2 B_2 C_2	0 X_1 A_1 B_1 C_1	1 X_0 A_0 B_0 C_0	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) **Note** (1) 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**
0	92	1	0	0	1	0	0	1	0	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
0	A[7:0]	A_7	A_6	A_5	A_4	A_3	A_2	A_1	A_0		
0	B[7:0]	B_7	B_6	B_5	B_4	B_3	B_2	B_1	B_0		
0	C[7:0]	C_7	C_6	C_5	C_4	C_3	C_2	C_1	C_0		
0	D[7:0]	D_7	D_6	D_5	D_4	D_3	D_2	D_1	D_0		
0	93	1	0	0	1	0	0	1	1	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	A[7:0]	A_7	A_6	A_5	A_4	A_3	A_2	A_1	A_0		
0	B[7:0]	B_7	B_6	B_5	B_4	B_3	B_2	B_1	B_0		
0	C[7:0]	C_7	C_6	C_5	C_4	C_3	C_2	C_1	C_0		
0	D[7:0]	D_7	D_6	D_5	D_4	D_3	D_2	D_1	D_0		
0	A0/A1	1	0	1	0	0	0	0	X_0	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_0	Entire Display ON	X_0=0b: Resume to RAM content display (RESET) Output follows RAM content X_0=1b: Entire display ON Output ignores RAM content
0	A6/A7	1	0	1	0	0	1	1	X_0	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
0	A8	1	0	1	0	1	0	0	0	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	A[5:0]	*	*	A_5	A_4	A_3	A_2	A_1	A_0		
0	AA	1	0	1	0	1	0	1	0	Reserved	Reserved
0	AB	1	0	1	0	1	0	1	1	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
0	A[3:0]	*	*	*	*	A_3	A_2	A_1	A_0		
0	B[7:0]	B_7	B_6	B_5	B_4	B_3	B_2	B_1	B_0		
0	C[7:0]	C_7	C_6	C_5	C_4	C_3	C_2	C_1	C_0		

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_0	Master Configuration	A[0]=0b, Select external V_{CC} supply (RESET) A[0]=1b, Select internal DC-DC voltage converter **Note** (1) Refer to Section 8.11 for DC-DC converter details (2) The setting will be activated after issuing Set Display ON command (ACh / AFh)
0	AC AE AF	1	0	1	0	1	1	A_1	A_0	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_2	X_1	X_0	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_3	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 CO0 Where N is the Multiplex ratio.
0 0	D3 A[5:0]	1 *	1 *	0 A_5	1 A_4	0 A_3	0 A_2	1 A_1	1 A_0	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_7	1 A_6	0 A_5	1 A_4	0 A_3	1 A_2	0 A_1	1 A_0	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_{OSC}. 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_5	1 X_4	1 0	0 X_2	0 0	0 X_0	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_7	1 A_6	0 A_5	1 A_4	1 A_3	0 A_2	0 A_1	1 A_0	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

Fundamental Command Table

D/C#	Hex	D7	D6	D5	D4	D3	D2	D1	D0	Command	Description
0 0	DA	1 0	1 0	0 X_5	1 X_4	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.
0 0	DB A[5:2]	1 0	1 0	0 A_5	1 A_4	1 A_3	0 A_2	1 0	1 0	Set V_{COMH} Deselect Level	<table><tr><th>A[5:2]</th><th>Hex code</th><th>V_{COMH} deselect level</th></tr><tr><td>0000b</td><td>00h</td><td>~ 0.43 x V_{CC}</td></tr><tr><td>1101b</td><td>34h</td><td>~ 0.77 x V_{CC} (RESET)</td></tr><tr><td>1111b</td><td>3Ch</td><td>~ 0.83 x V_{CC}</td></tr></table>
0	E0	1	1	1	0	0	0	0	0	Enter Read Modify Write	Enter the Read Modify Write mode. During the Read Modify Write mode, the RAM address will not be incremented even there is RAM access by the MCU.
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_0	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 000b – PAGE0 | 011b – PAGE3 | 110b – PAGE6 001b – PAGE1 | 100b – PAGE4 | 111b – PAGE7 010b – PAGE2 | 101b – PAGE5 C[2:0] : Set time interval between each scroll step in terms of frame frequency 000b – 6 frames | 100b – 3 frames 001b – 32 frames | 101b – 4 frames 010b – 64 frames | 110b – 2 frame 011b – 128 frames | 111b – Invalid D[2:0] : Define end page address 000b – PAGE0 | 011b – PAGE3 | 110b – PAGE6 001b – PAGE1 | 100b – PAGE4 | 111b – PAGE7 010b – PAGE2 | 101b – PAGE5 The value of D[2:0] must be larger or equal to B[2:0]
0	A[2:0]	*	*	*	*	*	A_2	A_1	A_0		
0	B[2:0]	*	*	*	*	*	B_2	B_1	B_0		
0	C[2:0]	*	*	*	*	*	C_2	C_1	C_0		
0	D[2:0]	*	*	*	*	*	D_2	D_1	D_0		
0	29/2A	0	0	1	0	1	0	X_1	X_0	Continuous Vertical and Horizontal Scroll Setup	X_1X_0=01b : Vertical and Right Horizontal Scroll X_1X_0=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 000b – PAGE0 | 011b – PAGE3 | 110b – PAGE6 001b – PAGE1 | 100b – PAGE4 | 111b – PAGE7 010b – PAGE2 | 101b – PAGE5 C[2:0] : Set time interval between each scroll step in terms of frame frequency 000b – 6 frames | 100b – 3 frames 001b – 32 frames | 101b – 4 frames 010b – 64 frames | 110b – 2 frame 011b – 128 frames | 111b – Invalid D[2:0] : Define end page address 000b – PAGE0 | 011b – PAGE3 | 110b – PAGE6 001b – PAGE1 | 100b – PAGE4 | 111b – PAGE7 010b – PAGE2 | 101b – PAGE5 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
0	A[2:0]	*	*	*	*	*	A_2	A_1	A_0		
0	B[2:0]	*	*	*	*	*	B_2	B_1	B_0		
0	C[2:0]	*	*	*	*	*	C_2	C_1	C_0		
0	D[2:0]	*	*	*	*	*	D_2	D_1	D_0		
0	E[5:0]	*	*	E_5	E_4	E_3	E_2	E_1	E_0		

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	Stop scrolling that is configured by command 26h/27h/29h/2Ah. **Note** (1) After sending 2Eh command to deactivate the scrolling action, the ram data needs to be rewritten.
0	2F	0	0	1	0	1	1	1	1	Activate scroll	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. 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.
0 0 0	A3 A[5:0] B[6:0]	1 * *	0 * B_6	1 A_5 B_5	0 A_4 B_4	0 A_3 B_3	0 A_2 B_2	1 A_1 B_1	1 A_0 B_0	Set Vertical Scroll Area	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] 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] **Note** (1) A[5:0]+B[6:0] <= MUX ratio (2) B[6:0] <= MUX ratio (3a) Vertical scrolling offset (E[5:0] in 29h/2Ah) < B[6:0] (3b) Set Display Start Line (X5X4X3X2X1X0 of 40h~7Fh) < B[6:0] (4) The last row of the scroll area shifts to the first row of the scroll area. (5) For 64d MUX display A[5:0] = 0, B[6:0]=64 : whole area scrolls A[5:0]= 0, B[6:0] < 64 : top area scrolls A[5:0] + B[6:0] < 64 : central area scrolls A[5:0] + B[6:0] = 64 : bottom area scrolls Please refer to Figure 10-14 for details.

Note
(1) "*" stands for "Don't care".

Read Command Table

Bit Pattern	Command	Description
$D_7D_6D_5D_4D_3D_2D_1D_0$	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

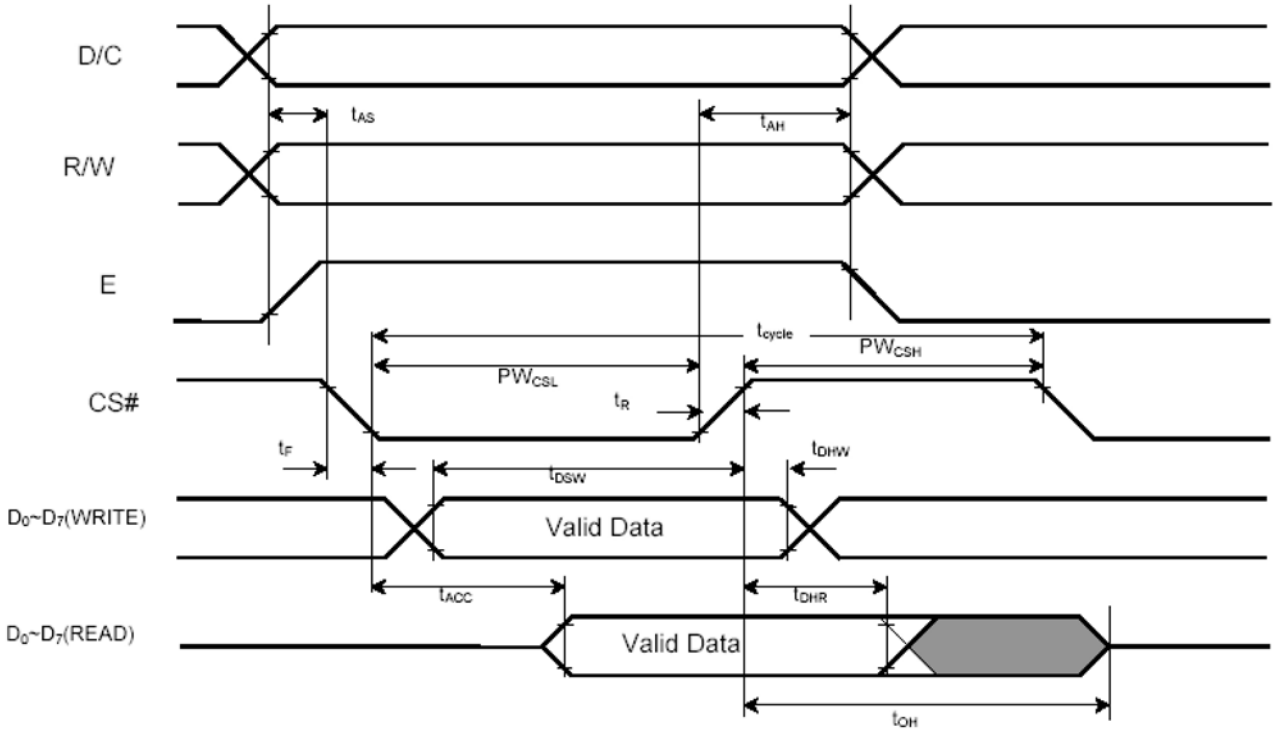
Note

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

11.Timing Characteristics

6800-Series MPU Parallel Interface Timing Characteristics (TA =25°C)

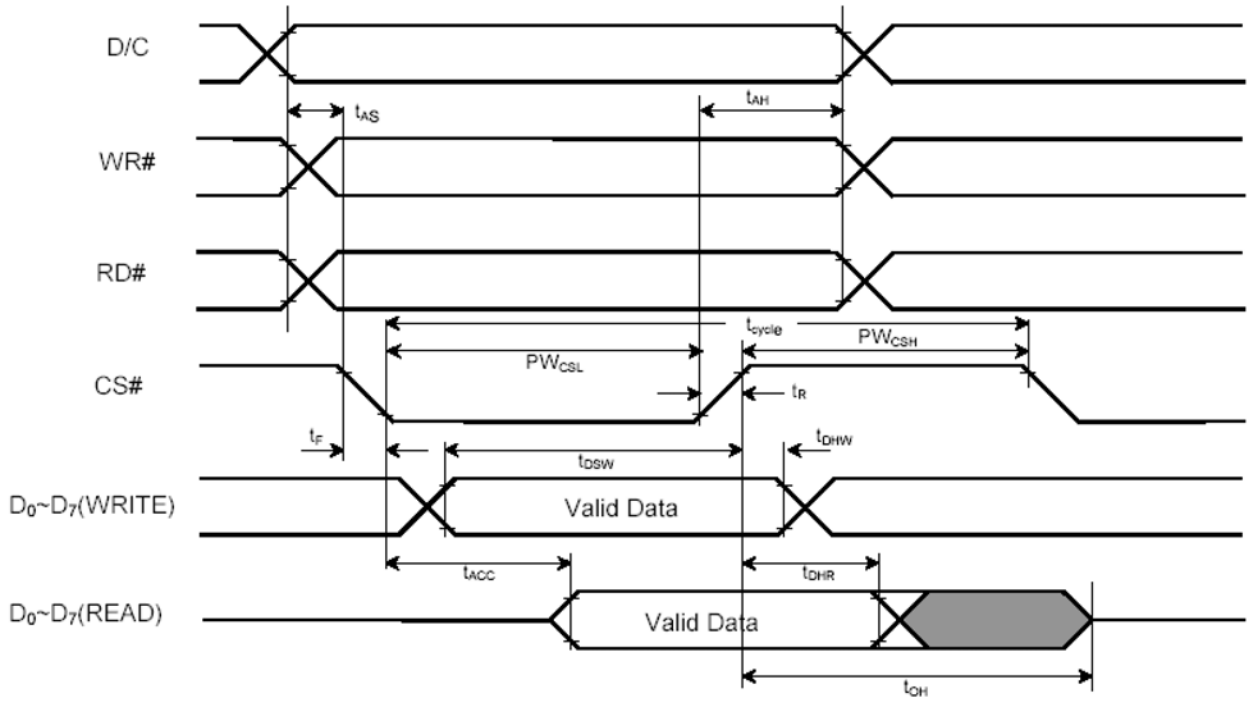
Symbol	Parameter	Min	Typ	Max	Unit
t_{cycle}	Clock Cycle Time	300	-	-	ns
t_{AS}	Address Setup Time	0	-	-	ns
t_{AH}	Address Hold Time	0	-	-	ns
t_{DSW}	Write Data Setup Time	40	-	-	ns
t_{DHW}	Write Data Hold Time	15	-	-	ns
t_{DHR}	Read Data Hold Time	20	-	-	ns
t_{OH}	Output Disable Time	-	-	70	ns
t_{ACC}	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	-	-	15	ns
t_F	Fall Time	-	-	15	ns



6800-series MPU parallel interface characteristics

8080-Series MPU Parallel Interface Timing Characteristics (TA =25°C)

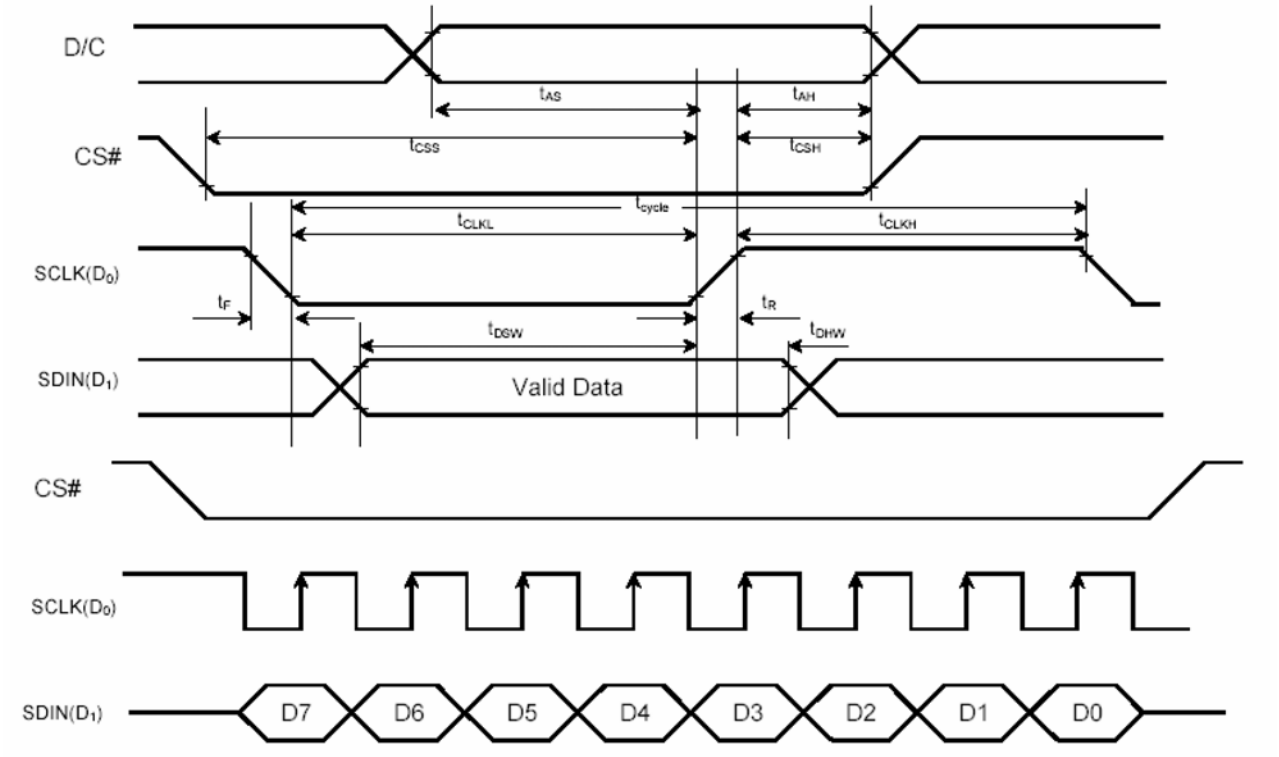
Symbol	Parameter	Min	Typ	Max	Unit
t_{cycle}	Clock Cycle Time	300	-	-	ns
t_{AS}	Address Setup Time	0	-	-	ns
t_{AH}	Address Hold Time	0	-	-	ns
t_{DSW}	Write Data Setup Time	40	-	-	ns
t_{DHW}	Write Data Hold Time	15	-	-	ns
t_{DHR}	Read Data Hold Time	20	-	-	ns
t_{OH}	Output Disable Time	-	-	70	ns
t_{ACC}	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	-	-	15	ns
t_F	Fall Time	-	-	15	ns



8080-series MPU parallel interface characteristics

Serial Interface Timing Characteristics (TA = 25°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	100	-	-	ns
t_{DHW}	Write Data Hold Time	100	-	-	ns
t_{CLKL}	Clock Low Time	100	-	-	ns
t_{CLKH}	Clock High Time	100	-	-	ns
t_R	Rise Time	-	-	15	ns
t_F	Fall Time	-	-	15	ns



Serial interface characteristics

12. OLED Lifetime

Conditions：

Temperature：25℃

Brightness decay to 50％ of original value

Panel lifetime is a function of the brightness as follows：

Average Brightness (cd/m^2**)**	**Lifetime (Hours)**
80	10,000
40	20,000