

NHD-1.5-128128UGC3

Graphic Color OLED Display Module

| | |
|---------|--------------------|
| NHD- | Newhaven Display |
| 1.5- | 1.5" Diagonal Size |
| 128128- | 128 x 128 Pixels |
| UG- | Model |
| C- | Full Color |
| 3- | +3V Power Supply |

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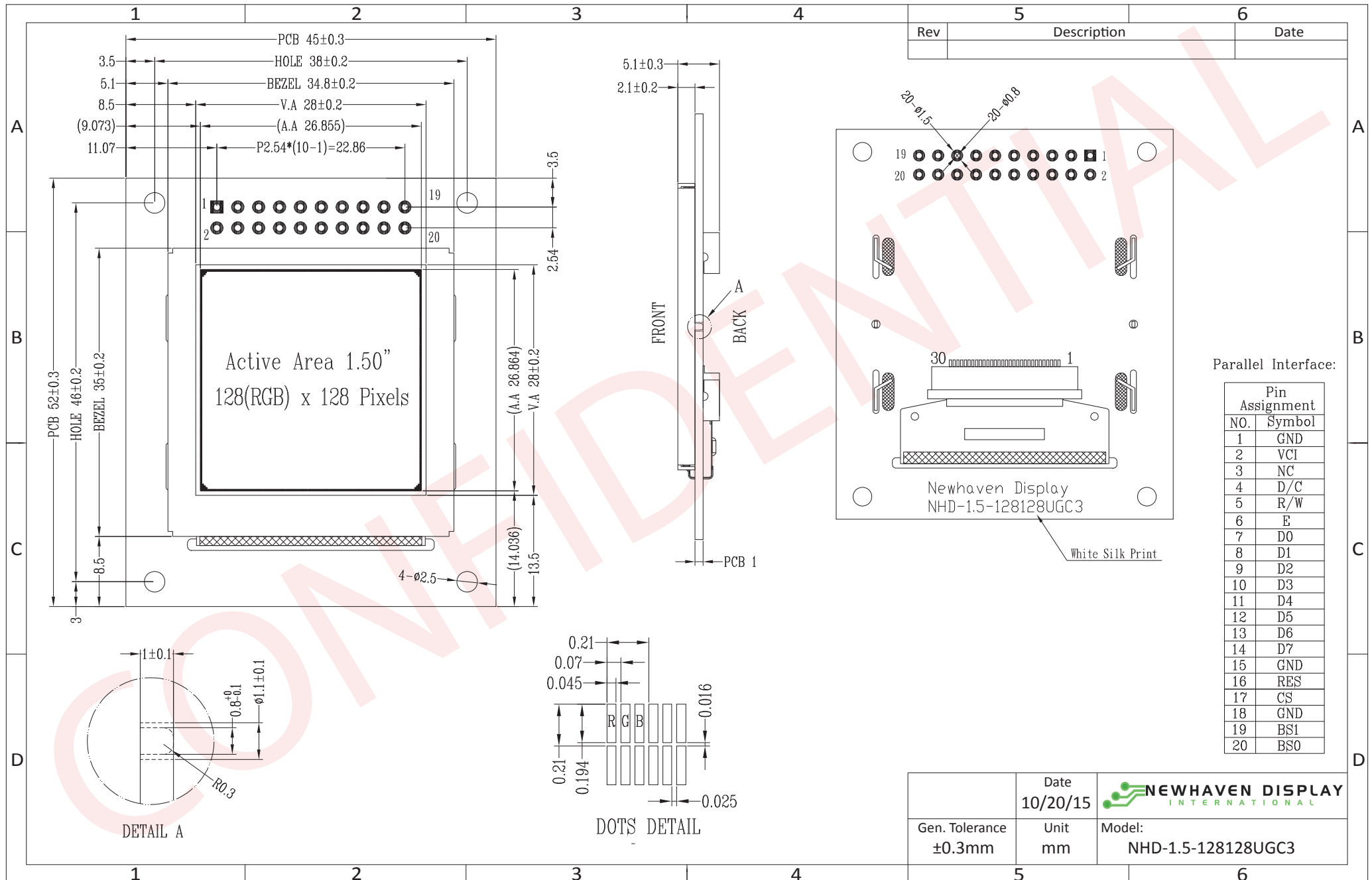
Document Revision History

| Revision | Date | Description | Changed by |
|----------|-----------|----------------------------|------------|
| 0 | 3/23/2014 | Initial Release | AK |
| 1 | 10/20/15 | Mechanical Drawing Updated | SB |

Functions and Features

- 128 x 128 pixel resolution
- Built-in SSD1351 controller
- Parallel or serial MPU interface
- Single, low voltage power supply
- RoHS compliant

Mechanical Drawing



| Rev | Description | Date |
|-----|-------------|------|
| | | |

| | | |
|--------------------------|------------------|--|
| | Date 10/20/15 | NEWHAVEN DISPLAY INTERNATIONAL |
| Gen. Tolerance ±0.3mm | Unit mm | |

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Interface Description

Parallel Interface:

| Pin No. | Symbol | External Connection | Function Description |
|---------|------------|---------------------|--|
| 1 | GND | Power Supply | Ground |
| 2 | VDD | Power Supply | Supply Voltage for OLED and logic. |
| 3 | NC | - | No Connect |
| 4 | D/C | MPU | Register select signal. D/C=0: Command, D/C=1: Data |
| 5 | R/W or /WR | MPU | 6800-interface: Read/Write select signal, R/W=1: Read R/W: =0: Write 8080-interface: Active LOW Write signal. |
| 6 | E or /RD | MPU | 6800-interface: Operation enable signal. Falling edge triggered. 8080-interface: Active LOW Read signal. |
| 7-14 | DB0 – DB7 | MPU | 8-bit Bi-directional data bus lines. |
| 15 | GND | Power Supply | Ground |
| 16 | /RES | MPU | Active LOW Reset signal. |
| 17 | /CS | MPU | Active LOW Chip Select signal. |
| 18 | GND | Power Supply | Ground |
| 19 | BS1 | MPU | MPU Interface Select signal. |
| 20 | BS0 | MPU | MPU Interface Select signal. |

Serial Interface:

| Pin No. | Symbol | External Connection | Function Description |
|---------|--------|---------------------|---|
| 1 | GND | Power Supply | Ground |
| 2 | VDD | Power Supply | Supply Voltage for OLED and logic. |
| 3 | NC | - | No Connect |
| 4 | D/C | MPU | Register select signal. D/C=0: Command, D/C=1: Data Tie LOW for 3-wire Serial Interface. |
| 5-6 | VSS | Power Supply | Ground |
| 7 | SCLK | MPU | Serial Clock signal. |
| 8 | SDIN | MPU | Serial Data Input signal. |
| 9 | NC | - | No Connect |
| 10-14 | VSS | Power Supply | Ground |
| 15 | GND | Power Supply | Ground |
| 16 | /RES | MPU | Active LOW Reset signal. |
| 17 | /CS | MPU | Active LOW Chip Select signal. |
| 18 | GND | Power Supply | Ground |
| 19 | BS1 | MPU | MPU Interface Select signal. |
| 20 | BS0 | MPU | MPU Interface Select signal. |

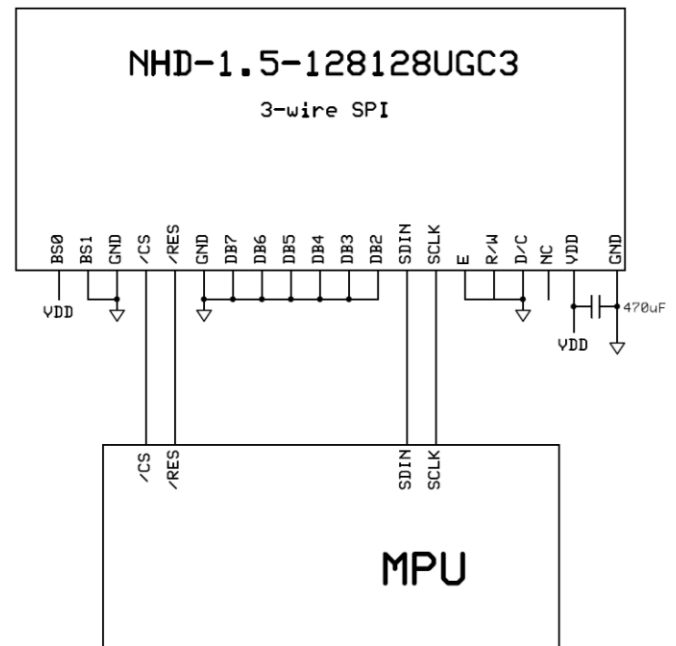
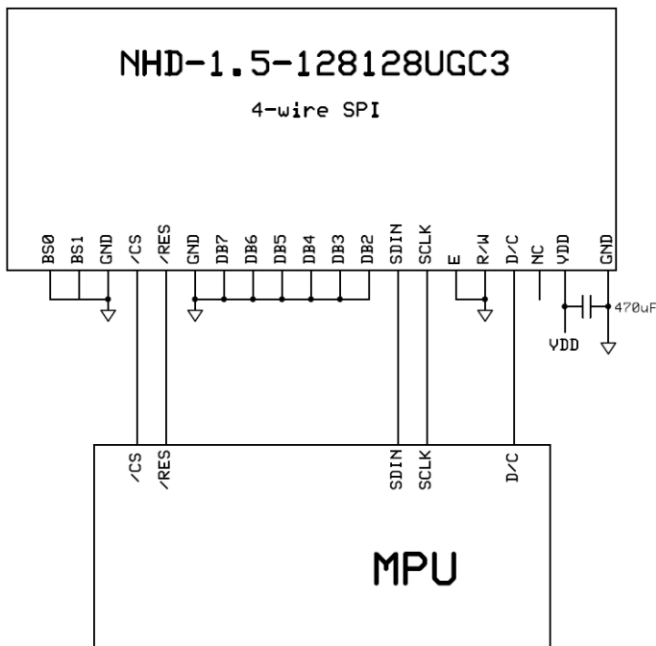
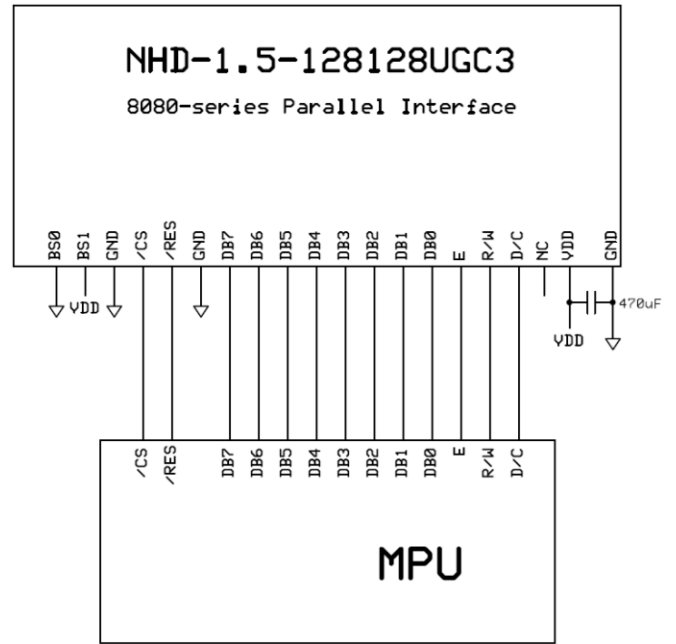
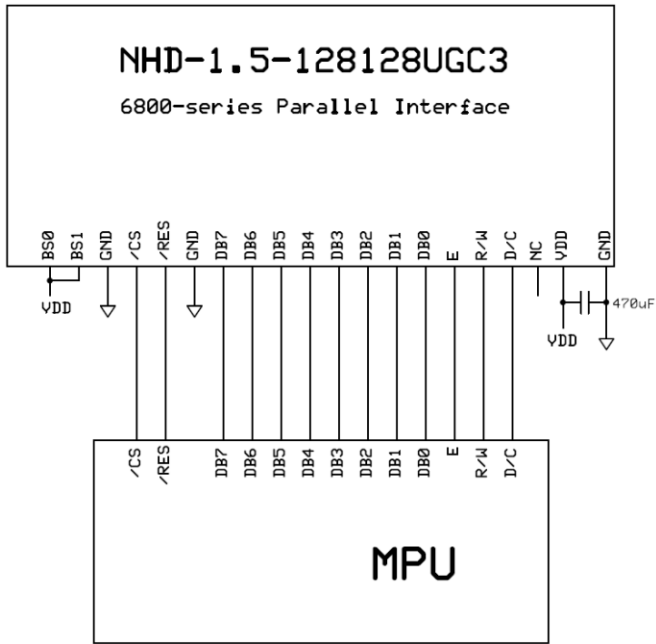
MPU Interface Pin Selections

| Pin Name | 6800 Parallel 8-bit interface | 8080 Parallel 8-bit interface | 4-wire Serial Interface | 3-wire Serial Interface |
|----------|-------------------------------|-------------------------------|-------------------------|-------------------------|
| BS1 | 1 | 1 | 0 | 0 |
| BS0 | 1 | 0 | 0 | 1 |

MPU Interface Pin Assignment Summary

| Bus Interface | Data/Command Interface | | | | | | | Control Signals | | | | | | |
|---------------|------------------------|----|----|----|----|------|------|-----------------|---------|-----|---------|------|------|--|
| | D7 | D6 | D5 | D4 | D3 | D2 | D1 | D0 | E | R/W | /CS | D/C | /RES | |
| 8-bit 6800 | D[7:0] | | | | | | | E | R/W | /CS | D/C | /RES | | |
| 8-bit 8080 | D[7:0] | | | | | | | /RD | /WR | /CS | D/C | /RES | | |
| 4-wire SPI | Tie LOW | | | | NC | SDIN | SCLK | | Tie LOW | /CS | D/C | /RES | | |
| 3-wire SPI | Tie LOW | | | | NC | SDIN | SCLK | | Tie LOW | /CS | Tie LOW | /RES | | |

Wiring Diagrams



Electrical Characteristics

| Item | Symbol | Condition | Min. | Typ. | Max. | Unit |
|-----------------------------|--------------------------|-------------------|---------|------|---------|------|
| Operating Temperature Range | Top | Absolute Max | -30 | - | +70 | °C |
| Storage Temperature Range | Tst | Absolute Max | -40 | - | +80 | °C |
| Supply Voltage | VDD | | 2.4 | 2.8 | 3.5 | V |
| Supply Current (logic) | IDD | Ta=25°C, VDD=2.8V | - | 4 | 12 | mA |
| Supply Current (display) | ICC | VDD=2.8V | - | 160 | 330 | mA |
| Sleep Mode Current | IDD+ICC _{SLEEP} | | - | 2 | 10 | µA |
| "H" Level input | Vih | | 0.8*VDD | - | VDD | V |
| "L" Level input | Vil | | 0 | - | 0.2*VDD | V |
| "H" Level output | Voh | | 0.9*VDD | - | VDD | V |
| "L" Level output | Vol | | 0 | - | 0.1*VDD | V |

Optical Characteristics

| Item | Symbol | Condition | Min. | Typ. | Max. | Unit |
|------------------------|--------|---|--------|--------|------|-------------------|
| Viewing Angle – Top | | | 80 | - | - | ° |
| Viewing Angle – Bottom | | | 80 | - | - | ° |
| Viewing Angle – Left | | | 80 | - | - | ° |
| Viewing Angle – Right | | | 80 | - | - | ° |
| Contrast Ratio | Cr | | - | 2000:1 | - | - |
| Response Time (rise) | Tr | - | - | 10 | - | us |
| Response Time (fall) | Tf | - | - | 10 | - | us |
| Brightness | | 50% checkerboard | 70 | 90 | - | cd/m ² |
| Lifetime | | 90 cd/m ² , Ta=25°C, 50% checkerboard | 10,000 | - | - | Hrs |

Note: Lifetime at typical temperature is based on accelerated high-temperature operation. Lifetime is tested at average 50% pixels on and is rated as Hours until **Half-Brightness**. The Display OFF command can be used to extend the lifetime of the display.

Luminance of active pixels will degrade faster than inactive pixels. Residual (burn-in) images may occur. To avoid this, every pixel should be illuminated uniformly.

Controller information

Built-in SSD1351 controller.

Please download specification at www.newhavendisplay.com/app_notes/SSD1351.pdf

Table of Commands

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

Single byte command (D/C# = 0), Multiple byte command (D/C# = 0 for first byte, D/C# = 1 for other bytes)

| Fundamental Command Table | | | | | | | | | | | |
|---------------------------|--------|----------------|----------------|----------------|----------------|----------------|----------------|----------------|----------------|---|---|
| D/C# | Hex | D7 | D6 | D5 | D4 | D3 | D2 | D1 | D0 | Command | Description |
| 0 | 15 | 0 | 0 | 0 | 1 | 0 | 1 | 0 | 1 | Set Column Address | A[6:0]: Start Address. [reset=0] B[6:0]: End Address. [reset=127] Range from 0 to 127 |
| 1 | A[6:0] | * | A ₆ | A ₅ | A ₄ | A ₃ | A ₂ | A ₁ | A ₀ | | |
| 1 | B[6:0] | * | B ₆ | B ₅ | B ₄ | B ₃ | B ₂ | B ₁ | B ₀ | | |
| 0 | 75 | 0 | 1 | 1 | 1 | 0 | 1 | 0 | 1 | Set Row Address | A[6:0]: Start Address. [reset=0] B[6:0]: End Address. [reset=127] Range from 0 to 127 |
| 1 | A[6:0] | * | A ₆ | A ₅ | A ₄ | A ₃ | A ₂ | A ₁ | A ₀ | | |
| 1 | B[6:0] | * | B ₆ | B ₅ | B ₄ | B ₃ | B ₂ | B ₁ | B ₀ | | |
| 0 | 5C | 0 | 1 | 0 | 1 | 1 | 1 | 0 | 0 | Write RAM Command | Enable MCU to write Data into RAM |
| 0 | 5D | 0 | 1 | 0 | 1 | 1 | 1 | 0 | 1 | Read RAM Command | Enable MCU to read Data from RAM |
| 0 | A0 | 1 | 0 | 1 | 0 | 0 | 0 | 0 | 0 | Set Re-map / Color Depth (Display RAM to Panel) | A[0]=0b, Horizontal address increment [reset] A[0]=1b, Vertical address increment |
| 1 | A[7:0] | A ₇ | A ₆ | A ₅ | A ₄ | A ₃ | A ₂ | A ₁ | A ₀ | | <p>A[1]=0b, Column address 0 is mapped to SEG0 [reset] A[1]=1b, Column address 127 is mapped to SEG0</p> <p>A[2]=0b, Color sequence: A → B → C [reset] A[2]=1b, Color sequence is swapped: C → B → A</p> <p>A[3]=0b, Reserved A[3]=1b, Reserved</p> <p>A[4]=0b, Scan from COM0 to COM[N-1] [reset] A[4]=1b, Scan from COM[N-1] to COM0. Where N is the Multiplex ratio.</p> <p>A[5]=0b, Disable COM Split Odd Even A[5]=1b, Enable COM Split Odd Even [reset]</p> <p>A[7:6] Set Color Depth, 00b / 01b: 65k color [reset] 10b: 262k color 11b 262k color, 16-bit format 2</p> <p>Refer to Table 8-8 for details</p> |

| Fundamental Command Table | | | | | | | | | | | |
|---------------------------|--------------|---------------------|---------------------|---------------------|---------------------|---------------------|---------------------|---------------------|---------------------|---|--|
| D/C# | Hex | D7 | D6 | D5 | D4 | D3 | D2 | D1 | D0 | Command | Description |
| 0 1 | A1 A[6:0] | 1 * | 0 A ₆ | 1 A ₅ | 0 A ₄ | 0 A ₃ | 0 A ₂ | 0 A ₁ | 1 A ₀ | Set Display Start Line | Set vertical scroll by RAM from 0~127. [reset=00h] |
| 0 1 | A2 A[6:0] | 1 * | 0 A ₆ | 1 A ₅ | 0 A ₄ | 0 A ₃ | 0 A ₂ | 1 A ₁ | 0 A ₀ | Set Display Offset | Set vertical scroll by Row from 0-127. [reset=60h] Note (1) This command is locked by Command FDh by default. To unlock it, please refer to Command FDh. |
| 0 | A4~A7 | 1 | 0 | 1 | 0 | 0 | 1 | X ₁ | X ₀ | Set Display Mode | A4h: All OFF A5h: All ON (All pixels have GS63) A6h : Reset to normal display [reset] A7h: Inverse Display (GS0 -> GS63, GS1 -> GS62,) |
| 0 1 | AB A[7:0] | 1 A ₇ | 0 A ₆ | 1 0 | 0 0 | 1 0 | 0 0 | 1 0 | 1 A ₀ | Function Selection | A[0]=0b, Select external V _{DD} A[0]=1b, Enable internal V _{DD} regulator [reset] A[7:6]=00b, Select 8-bit parallel interface [reset] A[7:6]=01b, Select 16-bit parallel interface A[7:6]=11b, Select 18-bit parallel interface |
| 0 | AD | 1 | 0 | 1 | 0 | 1 | 1 | 0 | 1 | NOP | Command for no operation. |
| 0 | AE~AF | 1 | 0 | 1 | 0 | 1 | 1 | 1 | X ₀ | Set Sleep mode ON/OFF | AEh = Sleep mode On (Display OFF) AFh = Sleep mode OFF (Display ON) |
| 0 | B0 | 1 | 0 | 1 | 1 | 0 | 0 | 0 | 0 | NOP | Command for no operation. |
| 0 1 | B1 A[7:0] | 1 A ₇ | 0 A ₆ | 1 A ₅ | 1 A ₄ | 0 A ₃ | 0 A ₂ | 0 A ₁ | 1 A ₀ | Set Reset (Phase 1) / Pre-charge (Phase 2) period | A[3:0] Phase 1 period of 5~31 DCLK(s) clocks [reset=0010b] A[3:0]: 0-1 invalid 2 = 5 DCLKs 3 = 7 DCLKs : 15 = 31DCLKs A[7:4] Phase 2 period of 3~15 DCLK(s) clocks [reset=1000b] A[7:4]: 0-2 invalid 3 = 3 DCLKs 4 = 4 DCLKs : 15 = 15DCLKs Note (1) 0 DCLK is invalid in phase 1 & phase 2 (2) This command is locked by Command FDh by default. To unlock it, please refer to Command FDh. |

| Fundamental Command Table | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
|---------------------------|----------------|----------------|----------------|----------------|----------------|----------------|----------------|----------------|----------------|--|--|--------|--------|------|-------------|------|-------------|------|-------------|------|-------------|------|--------------|------|--------------|------|--------------|------|---------------|------|---------------|------|---------------|------|----------------|--------|---------|
| D/C# | Hex | D7 | D6 | D5 | D4 | D3 | D2 | D1 | D0 | Command | Description | | | | | | | | | | | | | | | | | | | | | | | | | | |
| 0 | B2 | 1 | 0 | 1 | 1 | 0 | 0 | 1 | 0 | Display Enhancement | A[7:0] = 00h, B[7:0] = 00h, C[7:0] = 00h normal [reset] A[7:0] = A4h, B[7:0] = 00h, C[7:0] = 00h enhance display performance | | | | | | | | | | | | | | | | | | | | | | | | | | |
| 1 | A[7:0] | A ₇ | A ₆ | A ₅ | A ₄ | A ₃ | A ₂ | A ₁ | A ₀ | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| 1 | B[7:0] | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| 1 | C[7:0] | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| 0 | B3 | 1 | 0 | 1 | 1 | 0 | 0 | 1 | 1 | Front Clock Divider (DivSet)/ Oscillator Frequency | A[3:0] [reset=0001], divide by DIVSET where <table border="1" style="margin-left: auto; margin-right: auto;"> <thead> <tr> <th>A[3:0]</th> <th>DIVSET</th> </tr> </thead> <tbody> <tr><td>0000</td><td>divide by 1</td></tr> <tr><td>0001</td><td>divide by 2</td></tr> <tr><td>0010</td><td>divide by 4</td></tr> <tr><td>0011</td><td>divide by 8</td></tr> <tr><td>0100</td><td>divide by 16</td></tr> <tr><td>0101</td><td>divide by 32</td></tr> <tr><td>0110</td><td>divide by 64</td></tr> <tr><td>0111</td><td>divide by 128</td></tr> <tr><td>1000</td><td>divide by 256</td></tr> <tr><td>1001</td><td>divide by 512</td></tr> <tr><td>1010</td><td>divide by 1024</td></tr> <tr><td>>=1011</td><td>invalid</td></tr> </tbody> </table> A[7:4] Oscillator frequency, frequency increases as level increases [reset=1101b] Note ⁽¹⁾ This command is locked by Command FDh by default. To unlock it, please refer to Command FDh. | A[3:0] | DIVSET | 0000 | divide by 1 | 0001 | divide by 2 | 0010 | divide by 4 | 0011 | divide by 8 | 0100 | divide by 16 | 0101 | divide by 32 | 0110 | divide by 64 | 0111 | divide by 128 | 1000 | divide by 256 | 1001 | divide by 512 | 1010 | divide by 1024 | >=1011 | invalid |
| A[3:0] | DIVSET | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| 0000 | divide by 1 | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| 0001 | divide by 2 | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| 0010 | divide by 4 | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| 0011 | divide by 8 | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| 0100 | divide by 16 | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| 0101 | divide by 32 | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| 0110 | divide by 64 | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| 0111 | divide by 128 | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| 1000 | divide by 256 | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| 1001 | divide by 512 | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| 1010 | divide by 1024 | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| >=1011 | invalid | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| 1 | A[7:0] | A ₇ | A ₆ | A ₅ | A ₄ | A ₃ | A ₂ | A ₁ | A ₀ | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| 0 | B4 | 1 | 0 | 1 | 1 | 0 | 1 | 0 | 0 | Set Segment Low Voltage (VSL) | A[1:0]=00 External VSL [reset] A[1:0]=01,10,11 are invalid Note ⁽¹⁾ When external VSL is enabled, in order to avoid distortion in display pattern, an external circuit is needed to connect between VSL and V _{SS} as shown in Figure 14-1. | | | | | | | | | | | | | | | | | | | | | | | | | | |
| 1 | A[7:0] | 1 | 0 | 1 | 0 | 0 | 0 | A ₁ | A ₀ | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| 1 | B[7:0] | 1 | 0 | 1 | 1 | 0 | 1 | 0 | 1 | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| 1 | C[7:0] | 0 | 1 | 0 | 1 | 0 | 1 | 0 | 1 | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| 0 | B5 | 1 | 0 | 1 | 1 | 0 | 1 | 0 | 1 | Set GPIO | A[1:0] GPIO0: 00 pin HiZ, Input disabled 01 pin HiZ, Input enabled 10 pin output LOW [reset] 11 pin output HIGH A[3:2] GPIO1: 00 pin HiZ, Input disabled 01 pin HiZ, Input enabled 10 pin output LOW [reset] 11 pin output HIGH | | | | | | | | | | | | | | | | | | | | | | | | | | |
| 1 | A[3:0] | * | * | * | * | A ₃ | A ₂ | A ₁ | A ₀ | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| 0 | B6 | 1 | 0 | 1 | 1 | 0 | 1 | 0 | 0 | Set Second Pre-charge Period | A[3:0] Set Second Pre-charge Period 0000b invalid 0001b 1 DCLKS 0010b 2 DCLKS 1000 8 DCLKS [reset] 1111 15 DCLKS | | | | | | | | | | | | | | | | | | | | | | | | | | |
| 1 | A[3:0] | * | * | * | * | A ₃ | A ₂ | A ₁ | A ₀ | | | | | | | | | | | | | | | | | | | | | | | | | | | | |

| Fundamental Command Table | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
|---------------------------|----------|--------------------------------|------------------|------------------|------------------|------------------|------------------|------------------|------------------|--|--|--------|----------|--------------------|-------|-----|------------------------|---|---|---|-------|-----|--------------------------------|---|---|---|-----|-----|------------------------|
| D/C# | Hex | D7 | D6 | D5 | D4 | D3 | D2 | D1 | D0 | Command | Description | | | | | | | | | | | | | | | | | | |
| 0 | B8 | 1 | 0 | 1 | 1 | 1 | 0 | 0 | 0 | Look Up Table for Gray Scale Pulse width | <p>The next 63 data bytes define Gray Scale (GS) Table by setting the gray scale pulse width in unit of DCLK's (ranges from 0d ~ 180d)</p> <p>A1[7:0]: Gamma Setting for GS1, A2[7:0]: Gamma Setting for GS2, : A62[7:0]: Gamma Setting for GS62, A63[7:0]: Gamma Setting for GS63</p> <p>Note ⁽¹⁾ $0 \leq \text{Setting of GS1} < \text{Setting of GS2} < \text{Setting of GS3} \dots < \text{Setting of GS62} < \text{Setting of GS63}$ ⁽²⁾ GS0 has only pre-charge but no current drive stages. ⁽³⁾ GS1 can be set as only pre-charge but no current drive stage by input gamma setting for GS1 equals 0.</p> | | | | | | | | | | | | | | | | | | |
| 1 | A1[7:0] | A1 ₇ | A1 ₆ | A1 ₅ | A1 ₄ | A1 ₃ | A1 ₂ | A1 ₁ | A1 ₀ | | | | | | | | | | | | | | | | | | | | |
| 1 | A2[7:0] | A2 ₇ | A2 ₆ | A2 ₅ | A2 ₄ | A2 ₃ | A2 ₂ | A2 ₁ | A2 ₀ | | | | | | | | | | | | | | | | | | | | |
| 1 | . | . | . | . | . | . | . | . | . | | | | | | | | | | | | | | | | | | | | |
| 1 | . | . | . | . | . | . | . | . | . | | | | | | | | | | | | | | | | | | | | |
| 1 | . | . | . | . | . | . | . | . | . | | | | | | | | | | | | | | | | | | | | |
| 1 | A62[7:0] | A62 ₇ | A62 ₆ | A62 ₅ | A62 ₄ | A62 ₃ | A62 ₂ | A62 ₁ | A62 ₀ | | | | | | | | | | | | | | | | | | | | |
| 1 | A63[7:0] | A63 ₇ | A63 ₆ | A63 ₅ | A63 ₄ | A63 ₃ | A63 ₂ | A63 ₁ | A63 ₀ | | | | | | | | | | | | | | | | | | | | |
| 0 | B9 | 1 | 0 | 1 | 1 | 1 | 0 | 0 | 1 | Use Built-in Linear LUT [reset= linear] | Reset to default Look Up Table: GS1 = 0 DCLK GS2 = 2 DCLK GS3 = 4 DCLK GS4 = 6 DCLK ... GS62 = 122 DCLK GS63 = 124 DCLK | | | | | | | | | | | | | | | | | | |
| 0 | BB | 1 | 0 | 1 | 1 | 1 | 0 | 1 | 1 | Set Pre-charge voltage | Set pre-charge voltage level.[reset = 17h] | | | | | | | | | | | | | | | | | | |
| 1 | A[4:0] | 0 | 0 | 0 | A ₄ | A ₃ | A ₂ | A ₁ | A ₀ | | | | | | | | | | | | | | | | | | | | |
| | | | | | | | | | | | <table border="1"> <thead> <tr> <th>A[4:0]</th> <th>Hex code</th> <th>pre-charge voltage</th> </tr> </thead> <tbody> <tr> <td>00000</td> <td>00h</td> <td>0.20 x V_{CC}</td> </tr> <tr> <td>:</td> <td>:</td> <td>:</td> </tr> <tr> <td>11111</td> <td>1Fh</td> <td>0.60 x V_{CC}</td> </tr> </tbody> </table> | A[4:0] | Hex code | pre-charge voltage | 00000 | 00h | 0.20 x V _{CC} | : | : | : | 11111 | 1Fh | 0.60 x V _{CC} | | | | | | |
| A[4:0] | Hex code | pre-charge voltage | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| 00000 | 00h | 0.20 x V _{CC} | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| : | : | : | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| 11111 | 1Fh | 0.60 x V _{CC} | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| | | | | | | | | | | | <p>Note ⁽¹⁾This command is locked by Command FDh by default. To unlock it, please refer to Command FDh.</p> | | | | | | | | | | | | | | | | | | |
| 0 | BE | 1 | 0 | 1 | 1 | 1 | 1 | 1 | 0 | Set V _{COMH} Voltage | Set COM deselect voltage level [reset = 05h] | | | | | | | | | | | | | | | | | | |
| 1 | A[2:0] | 0 | 0 | 0 | 0 | 0 | A ₂ | A ₁ | A ₀ | | | | | | | | | | | | | | | | | | | | |
| | | | | | | | | | | | <table border="1"> <thead> <tr> <th>A[2:0]</th> <th>Hex code</th> <th>V_{COMH}</th> </tr> </thead> <tbody> <tr> <td>000</td> <td>00h</td> <td>0.72 x V_{CC}</td> </tr> <tr> <td>:</td> <td>:</td> <td>:</td> </tr> <tr> <td>101</td> <td>05h</td> <td>0.82 x V_{CC} [reset]</td> </tr> <tr> <td>:</td> <td>:</td> <td>:</td> </tr> <tr> <td>111</td> <td>07h</td> <td>0.86 x V_{CC}</td> </tr> </tbody> </table> | A[2:0] | Hex code | V _{COMH} | 000 | 00h | 0.72 x V _{CC} | : | : | : | 101 | 05h | 0.82 x V _{CC} [reset] | : | : | : | 111 | 07h | 0.86 x V _{CC} |
| A[2:0] | Hex code | V _{COMH} | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| 000 | 00h | 0.72 x V _{CC} | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| : | : | : | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| 101 | 05h | 0.82 x V _{CC} [reset] | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| : | : | : | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| 111 | 07h | 0.86 x V _{CC} | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| | | | | | | | | | | | <p>Note ⁽¹⁾This command is locked by Command FDh by default. To unlock it, please refer to Command FDh.</p> | | | | | | | | | | | | | | | | | | |

| Fundamental Command Table | | | | | | | | | | | |
|---------------------------|--------|----------------|----------------|----------------|----------------|----------------|----------------|----------------|----------------|--------------------------------------|---|
| D/C# | Hex | D7 | D6 | D5 | D4 | D3 | D2 | D1 | D0 | Command | Description |
| 0 | C1 | 1 | 1 | 0 | 0 | 0 | 0 | 0 | 1 | Set Contrast Current for Color A,B,C | A[7:0] Contrast Value Color A [reset=10001010b] |
| 1 | A[7:0] | A ₇ | A ₆ | A ₅ | A ₄ | A ₃ | A ₂ | A ₁ | A ₀ | | B[7:0] Contrast Value Color B [reset=01010001b] |
| 1 | B[7:0] | B ₇ | B ₆ | B ₅ | B ₄ | B ₃ | B ₂ | B ₁ | B ₀ | | C[7:0] Contrast Value Color C [reset=10001010b] |
| 1 | C[7:0] | C ₇ | C ₆ | C ₅ | C ₄ | C ₃ | C ₂ | C ₁ | C ₀ | | |
| 0 | C7 | 1 | 1 | 0 | 0 | 0 | 1 | 1 | 1 | Master Contrast Current Control | A[3:0] : |
| 1 | A[3:0] | * | * | * | * | A ₃ | A ₂ | A ₁ | A ₀ | | 0000b reduce output currents for all colors to 1/16 0001b reduce output currents for all colors to 2/16 1110b reduce output currents for all colors to 15/16 1111b no change [reset] |
| 0 | CA | 1 | 1 | 0 | 0 | 1 | 0 | 1 | 0 | Set MUX Ratio | A[6:0] MUX ratio 16MUX ~ 128MUX, [reset=127], (Range from 15 to 127) |
| 1 | A[6:0] | 0 | A ₆ | A ₅ | A ₄ | A ₃ | A ₂ | A ₁ | A ₀ | | |
| 0 | D1 | 1 | 0 | 1 | 0 | 1 | 1 | 0 | 1 | NOP | Command for No Operation |
| 0 | E3 | 1 | 1 | 1 | 0 | 0 | 0 | 1 | 1 | NOP | Command for No Operation |
| 0 | FD | 1 | 1 | 1 | 1 | 1 | 1 | 0 | 1 | Set Command Lock | A[7:0]: MCU protection status [reset = 12h] A[7:0] = 12b, Unlock OLED driver IC MCU interface from entering command [reset] A[7:0] = 16b, Lock OLED driver IC MCU interface from entering command |
| 1 | A[7:0] | A ₇ | A ₆ | A ₅ | A ₄ | A ₃ | A ₂ | A ₁ | A ₀ | | A[7:0] = B0b, Command A2,B1,B3,BB,BE,C1 inaccessible in both lock and unlock state [reset] A[7:0] = B1b, Command A2,B1,B3,BB,BE,C1 accessible if in unlock state |
| | | | | | | | | | | | Note (1) The locked OLED driver IC MCU interface prohibits all commands and memory access except the FDh command. |

Note

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

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

Single byte command (D/C# = 0), Multiple byte command (D/C# = 0 for first byte, D/C# = 1 for other bytes)

| Graphic acceleration command | | | | | | | | | | Command | Description |
|------------------------------|--------|----------------|----------------|----------------|----------------|----------------|----------------|----------------|----------------|-------------------|---|
| D/C# | Hex | D7 | D6 | D5 | D4 | D3 | D2 | D2 | D0 | | |
| 0 | 96 | 1 | 0 | 0 | 1 | 0 | 1 | 1 | 0 | | A[7:0] = 00000000b No scrolling |
| 1 | A[7:0] | A ₇ | A ₆ | A ₅ | A ₄ | A ₃ | A ₂ | A ₁ | A ₀ | | A[7:0] = 00000001b to 00111111b Scroll towards SEG127 with 1 column offset |
| 1 | B[6:0] | 0 | B ₆ | B ₅ | B ₄ | B ₃ | B ₂ | B ₁ | B ₀ | | A[7:0] = 01000000b to 11111111b Scroll towards SEG0 with 1 column offset |
| 1 | C[7:0] | C ₇ | C ₆ | C ₅ | C ₄ | C ₃ | C ₂ | C ₁ | C ₀ | | |
| 1 | D[6:0] | 0 | D ₆ | D ₅ | D ₄ | D ₃ | D ₂ | D ₁ | D ₀ | | B[6:0] : start row address |
| 1 | E[1:0] | 0 | 0 | 0 | 0 | 0 | 0 | E ₁ | E ₀ | | C[7:0] : number of rows to be H-scrolled B+C ≤ 128 |
| | | | | | | | | | | Horizontal Scroll | D[6:0] : Reserved (reset=00h) |
| | | | | | | | | | | | E[1:0] : scrolling time interval 00b test mode 01b normal 10b slow 11b slowest |
| | | | | | | | | | | | Note (1) Operates during display ON. |
| 0 | 9E | 1 | 0 | 0 | 1 | 1 | 1 | 1 | 0 | Stop Moving | Stop horizontal scroll |
| | | | | | | | | | | | Note (1) After sending 9Eh command to stop the scrolling action, the ram data needs to be rewritten |
| 0 | 9F | 1 | 0 | 0 | 1 | 1 | 1 | 1 | 1 | Start Moving | Start horizontal scroll |

Note

(1) After executed the graphic command, waiting time is required for update GDDRAM content.

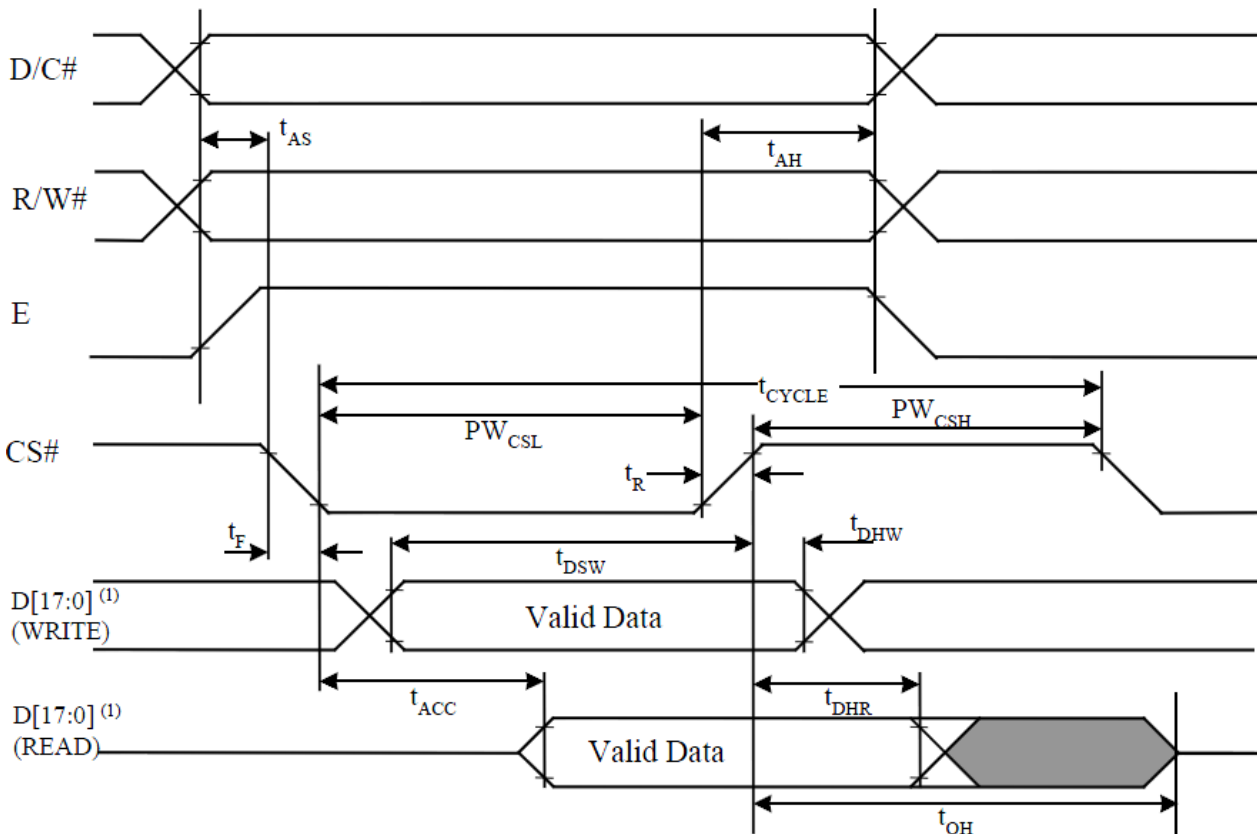
V_{CI} = 2.4~3.5V, waiting time = 500ns/pixel.

(2) “*” stands for “Don’t care”.

Timing Characteristics

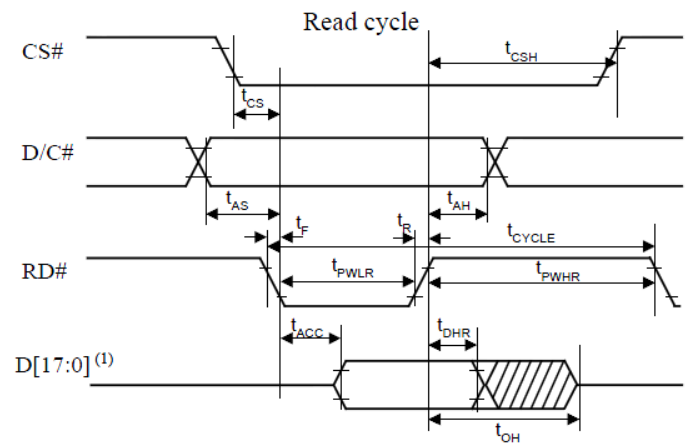
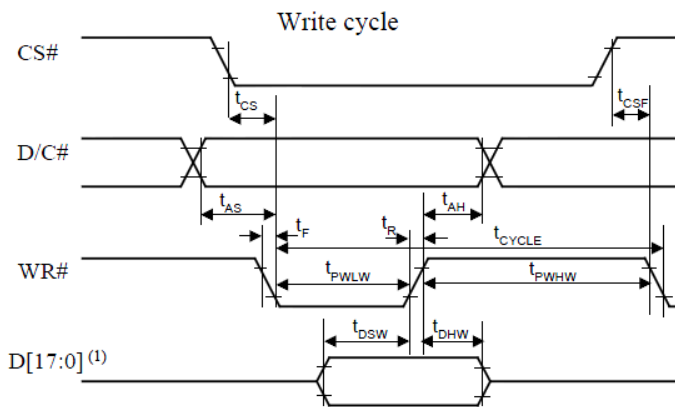
6800-Series MCU Parallel Interface:

| Symbol | Parameter | Min | Typ | Max | Unit |
|-------------|---|------------|-----|-----|------|
| t_{CYCLE} | Clock Cycle Time (read) Clock Cycle Time (write) | 320 300 | - | - | ns |
| t_{AS} | Address Setup Time | 24 | - | - | 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 | - | - | 15 | ns |
| t_F | Fall Time | - | - | 15 | ns |



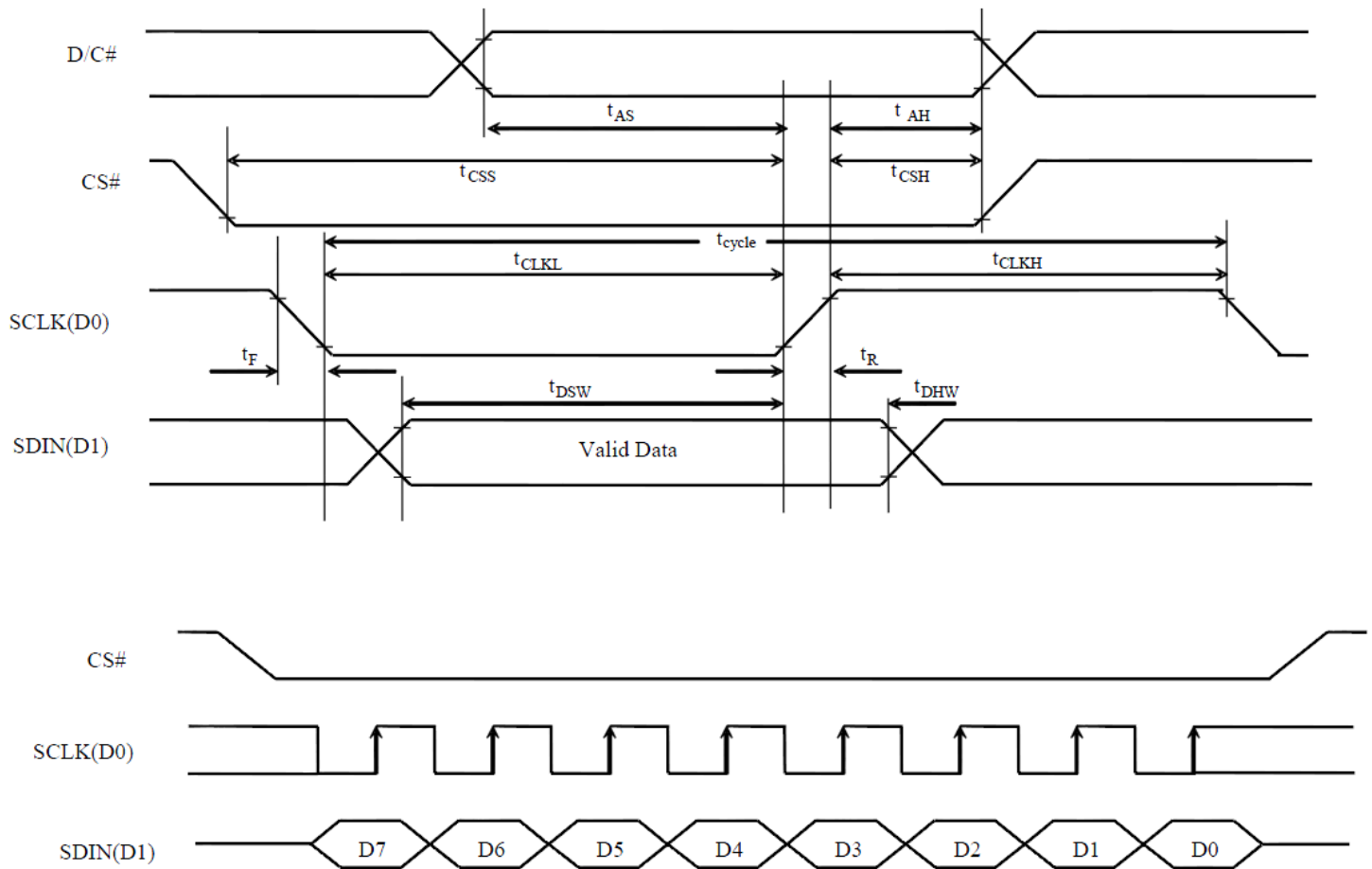
8080-Series MCU Parallel Interface:

| Symbol | Parameter | Min | Typ | Max | Unit |
|-------------|--------------------------------------|-----|-----|-----|------|
| t_{CYCLE} | 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 | - | - | 46 | ns |
| t_{ACC} | Access Time | - | - | 140 | ns |
| t_{PWLW} | Read Low Time | 150 | - | - | ns |
| t_{PWLW} | Write Low Time | 60 | - | - | ns |
| t_{PWHR} | Read High Time | 60 | - | - | ns |
| t_{PWHW} | Write High Time | 60 | - | - | ns |
| t_R | Rise Time | - | - | 15 | ns |
| t_F | Fall Time | - | - | 15 | 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 |



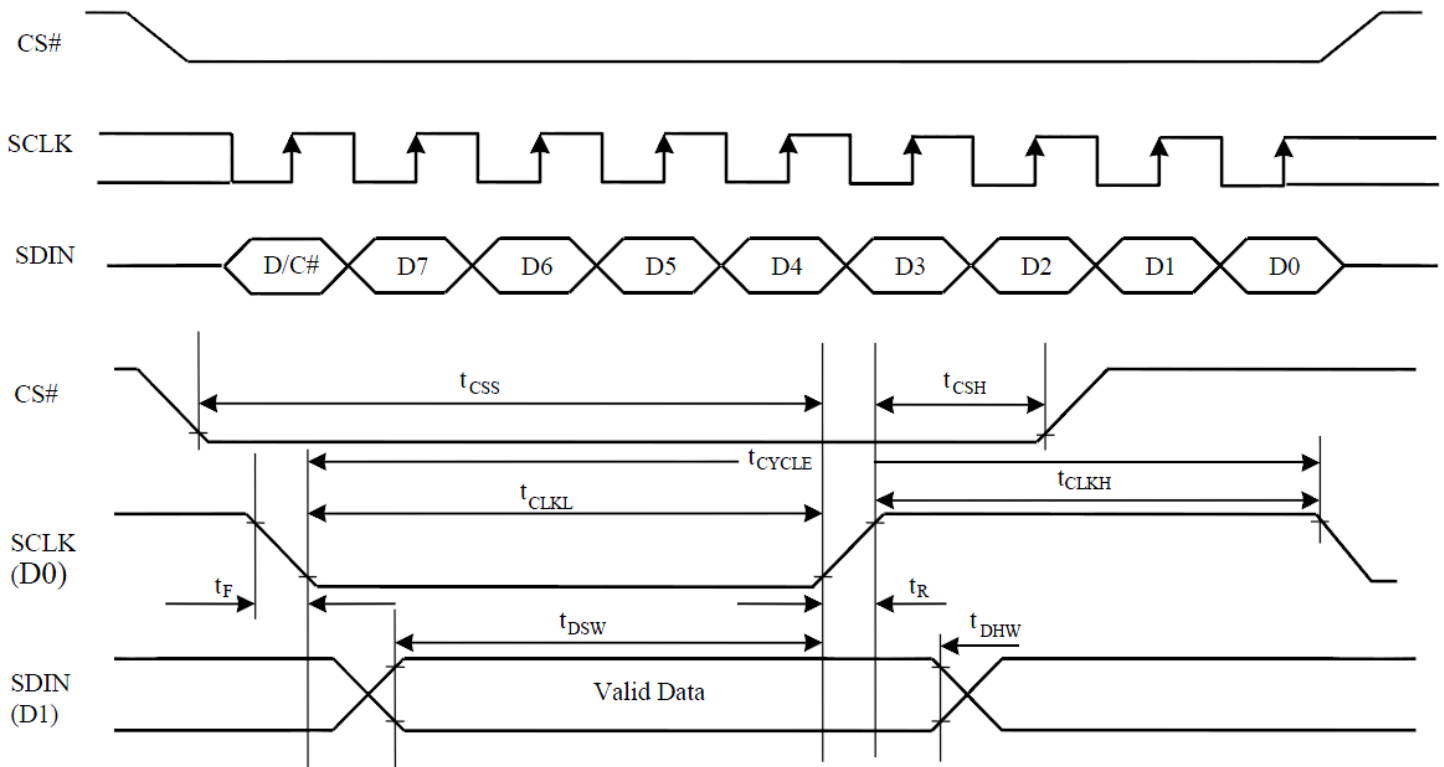
4-wire SPI:

| Symbol | Parameter | Min | Typ | Max | Unit |
|--------------------|------------------------|-----|-----|-----|------|
| t_{cycle} | Clock Cycle Time | 220 | - | - | ns |
| t_{AS} | Address Setup Time | 15 | - | - | ns |
| t_{AH} | Address Hold Time | 42 | - | - | ns |
| t_{CSS} | Chip Select Setup Time | 20 | - | - | ns |
| t_{CSH} | Chip Select Hold Time | 10 | - | - | ns |
| t_{DSW} | Write Data Setup Time | 15 | - | - | ns |
| t_{DHW} | Write Data Hold Time | 20 | - | - | ns |
| t_{CLKL} | Clock Low Time | 20 | - | - | ns |
| t_{CLKH} | Clock High Time | 20 | - | - | ns |
| t_{R} | Rise Time | - | - | 15 | ns |
| t_{F} | Fall Time | - | - | 15 | ns |



3-wire SPI:

| Symbol | Parameter | Min | Typ | Max | Unit |
|--------------------|------------------------|-----|-----|-----|------|
| t_{cycle} | Clock Cycle Time | 220 | - | - | ns |
| t_{CSS} | Chip Select Setup Time | 20 | - | - | ns |
| t_{CSH} | Chip Select Hold Time | 44 | - | - | ns |
| t_{DSW} | Write Data Setup Time | 15 | - | - | ns |
| t_{DHW} | Write Data Hold Time | 20 | - | - | ns |
| t_{CLKL} | Clock Low Time | 20 | - | - | ns |
| t_{CLKH} | Clock High Time | 20 | - | - | ns |
| t_{R} | Rise Time | - | - | 15 | ns |
| t_{F} | Fall Time | - | - | 15 | ns |



Example Initialization Sequence:

```
void oled_Data_128128RGB(unsigned char Data)
{
    GPIO_Write(GPIOB, Data);
    GPIO_SetBits(GPIOC, RS);
    GPIO_ResetBits(GPIOC, CS1);
    GPIO_ResetBits(GPIOC, RW);
    GPIO_SetBits(GPIOC, E1);
    GPIO_ResetBits(GPIOC, E1);
    GPIO_SetBits(GPIOC, RW);
    GPIO_SetBits(GPIOC, CS1);
}

void oled_Command_128128RGB(unsigned char Data)
{
    GPIO_Write(GPIOB, Data);
    GPIO_ResetBits(GPIOC, RS);
    GPIO_ResetBits(GPIOC, CS1);
    GPIO_ResetBits(GPIOC, RW);
    GPIO_SetBits(GPIOC, E1);
    GPIO_ResetBits(GPIOC, E1);
    GPIO_SetBits(GPIOC, RW);
    GPIO_SetBits(GPIOC, CS1);
}

void OLED_Init_128128RGB(void)
{
    int i,j;
    GPIO_ResetBits(GPIOC, RES);
    graphic_delay(500000);
    GPIO_SetBits(GPIOC, RES);
    graphic_delay(500000);

    oled_Command_128128RGB(0xFD); //Command lock setting
    oled_Data_128128RGB(0x12); //unlock
    oled_Command_128128RGB(0xFD); //Command lock setting
    oled_Data_128128RGB(0xB1); //unlock

    oled_Command_128128RGB(0xAE);

    oled_Command_128128RGB(0xB3); //clock & frequency
    oled_Data_128128RGB(0xF1); //clock=Diviser+1 frequency=fh

    oled_Command_128128RGB(0xCA); //Duty
    oled_Data_128128RGB(0x7F); //OLED_END+1

    oled_Command_128128RGB(0xA2); //Display offset
    oled_Data_128128RGB(0x00);
```

```

oled_Command_128128RGB(0xA1); //Set display start line
oled_Data_128128RGB(0x00); //0x00 start line

oled_Command_128128RGB(0xA0); //Set Re-map, color depth
oled_Data_128128RGB(0xA0); //8-bit 262K

oled_Command_128128RGB(0xB5); //set GPIO
oled_Data_128128RGB(0x00); //disabled

oled_Command_128128RGB(0xAB); //Function Set
oled_Data_128128RGB(0x01); //8-bit interface, internal VDD regulator

oled_Command_128128RGB(0xB4); //set VSL
oled_Data_128128RGB(0xA0); //external VSL
oled_Data_128128RGB(0xB5);
oled_Data_128128RGB(0x55);

oled_Command_128128RGB(0xC1); //Set contrast current for A,B,C
oled_Data_128128RGB(0x8a); //Color A //8a
oled_Data_128128RGB(0x51); //Color B //51
oled_Data_128128RGB(0x8a); //Color C //8a

oled_Command_128128RGB(0xC7); //Set master contrast
oled_Data_128128RGB(0x0F); //

oled_Command_128128RGB(0xB9); //use linear grayscale LUT

oled_Command_128128RGB(0xB1); //Set pre & dis-charge
oled_Data_128128RGB(0x32); //pre=1h, dis=1h

oled_Command_128128RGB(0xBB); //Set precharge voltage of color A,B,C
oled_Data_128128RGB(0x07); //

oled_Command_128128RGB(0xB2); //display enhancement
oled_Data_128128RGB(0xa4);
oled_Data_128128RGB(0x00);
oled_Data_128128RGB(0x00);

oled_Command_128128RGB(0xB6); //precharge period
oled_Data_128128RGB(0x01);

oled_Command_128128RGB(0xBE); //Set VcomH
oled_Data_128128RGB(0x07);

oled_Command_128128RGB(0xA6); //Normal display

oled_Command_128128RGB(0x15); //set column start and end addresses
oled_Data_128128RGB(0x00); //
oled_Data_128128RGB(0x7F); //

```

```

oled_Command_128128RGB(0x75); //set row start and end addresses
oled_Data_128128RGB(0x00); //
oled_Data_128128RGB(0x7F); //
oled_Command_128128RGB(0x5C); //write to RAM command

    for(i=0;i<128;i++)
    {
        for(j=0;j<128;j++)
        {
            oled_Data_128128RGB(0x00);
            oled_Data_128128RGB(0x00);
            oled_Data_128128RGB(0x00);
        }
    }
oled_Command_128128RGB(0xAF); //Display on
}

int oled_128128RGB(void)
{
column = 0x00;
byte1 = 0x00;
byte2 = 0x00;
oled_Command_128128RGB(0x15); //set column start and end addresses
oled_Data_128128RGB(column); //
oled_Data_128128RGB(0x7F); //
oled_Command_128128RGB(0x75); //set row start and end addresses
oled_Data_128128RGB(0x00); //
oled_Data_128128RGB(0x7F); //
oled_Command_128128RGB(0x5C); //write to RAM command

for (i=0;i<16384;i++) //for each 24-bit pixel...128*128=16384
{
    f_read(&File1, &red, 1, &blen); //read the red 8-bits
    f_read(&File1, &green, 1, &blen); //read the green 8-bits
    f_read(&File1, &blue, 1, &blen); //read the blue 8-bits

    red = red >> 2;
    green = green >> 2;
    blue = blue >> 2;
    oled_Data_128128RGB(red);
    oled_Data_128128RGB(green);
    oled_Data_128128RGB(blue);

}
////////////////////////////////////

```

Quality Information

| Test Item | Content of Test | Test Condition | Note |
|---------------------------------------|--|--|------|
| High Temperature storage | Test the endurance of the display at high storage temperature. | +80°C , 96hrs | 2 |
| Low Temperature storage | Test the endurance of the display at low storage temperature. | -40°C , 96hrs | 1,2 |
| High Temperature Operation | Test the endurance of the display by applying electric stress (voltage & current) at high temperature. | +70°C 96hrs | 2 |
| Low Temperature Operation | Test the endurance of the display by applying electric stress (voltage & current) at low temperature. | -30°C , 96hrs | 1,2 |
| High Temperature / Humidity Operation | Test the endurance of the display by applying electric stress (voltage & current) at high temperature with high humidity. | +60°C , 90% RH , 96hrs | 1,2 |
| Thermal Shock resistance | Test the endurance of the display by applying electric stress (voltage & current) during a cycle of low and high temperatures. | -30°C,30min -> 25°C,5min -> 70°C,30min = 1 cycle 100 cycles | |
| Vibration test | Test the endurance of the display by applying vibration to simulate transportation and use. | 10-22Hz , 15mm amplitude. 22-500Hz, 1.5G 30min in each of 3 directions X,Y,Z | 3 |
| Atmospheric Pressure test | Test the endurance of the display by applying atmospheric pressure to simulate transportation by air. | 115mbar, 40hrs | 3 |
| Static electricity test | Test the endurance of the display by applying electric static discharge. | VS=800V, RS=1.5kΩ, CS=100pF One time | |

Note 1: No condensation to be observed.

Note 2: Conducted after 2 hours of storage at 25°C, 0%RH.

Note 3: Test performed on product itself, not inside a container.

Evaluation Criteria:

- 1: Display is fully functional during operational tests and after all tests, at room temperature.
- 2: No observable defects.
- 3: Luminance >50% of initial value.
- 4: Current consumption within 50% of initial value

Precautions for using OLEDs/LCDs/LCMs

See Precautions at www.newhavendisplay.com/specs/precautions.pdf

Warranty Information and Terms & Conditions

http://www.newhavendisplay.com/index.php?main_page=terms