NEC NG-87243-001 LCD initialisation sequence

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These were recovered from an NEC DTR-16D-1A phone manufactured around 2003 to 2006. LCD controller compatible with Hitachi HD44780.

LCD 16 pin interface: led, led, RS, E, D0, D1, D2, D3, Vcc, Gnd, Contrast?, Vcc, -, Gnd, -

LED K Green LED cathode

Common LED anodes LED K Red LED cathode

RS Register select, low for commands, high for data

Enable, clocks in each 4 byte nibble on the trailing edge.

D0 - D3 Data lines. These are actually lines D4 through D7 as far as the HD44780 is

concerned – the other 4 data-lines aren't brought out to the interface, and so

communication is via 4 bit mode.

Vcc 3.3V, logic power supply.

GND 0V

Contrast? Varies from 1.7V to 1.9V, maybe contrast control

Vcc? Seems to be tied high

- no connection

GND Seems to be tied low, R/W maybe?

- no connection

Once the controller is in 4 bit mode, bytes are sent to the controller as two successive nibbles, with two E clock pulses 39uS apart, most significant nibble first. Generally there is a 39uS delay between nibbles forming one byte and a 72uS delay between successive command bytes.

LCD initialisation:

(each byte is a command, unless designated with a "d" as data, ie RS was high)

Typical initialisation sequence for Hitachi HD44780, starts off assuming it is unknown whether the chip is in 8 bit or 4 bit mode. The first 3 bytes are written with a single E clock pulse each (the MPU is only asserting 4 bits of data each time. It assumes the other 4 datalines (which aren't brought out to the interface) are all tied low.

- 3 3 3 2 28 08 01 06 0C
 - Function set interface to be 8 bits long

8mS delay

30 Function set interface to be 8 bits long

If the chip happened to have been in 4 bit mode already, it has now received the command 33 which would also set it to 8 bit mode

194uS delay

Function set interface to be 8 bits long

Now chip is definitely in 8 bit mode, set it to 4 bit mode!

- 20 Function set interface to be 4 bits long
- Function set 4bits, 2 rows of character, 5x7 font
- 08 Set display OFF, cursor OFF, blink OFF
- 01 Clear display
- 0.6 Set increment

2S delay

Phone test sequence:					
	0C	Set display ON, cursor OFF, blink OFF			
	80	Set display RAM address 0			
ш	EST	PUSH= "			
_	54 d	T			
	45 d	E			
	53 d	S			
	54 d	T			
	20 d	1			
	20 d				
	20 d				
	20 d				
	20 d	_			
	50 d	P			
	55 d	U			
	53 d	S			
	48d	Н			
	3D d	=			
	20 d				
	20 d				
	20 d				
	20 d				
	20 d				
	20 d				
	20 d				
	20 d				
	20 d				
	20 d				
"	AO	Set display RAM address 32 NEXT=F12 "			
	20 d				
	20 d				
	20 d				
	20 d				
	20 d				
	20 d				
	20 d				
	20 d				
	20 d				
	4Ed	N			
	45 d	E			
	58 d	X			
	54 d	Т			
	3D d	=.			
	46 d	F			
	31 d	1			
	32 d	2			
	20 d				

```
20d
  20d
  20d
  20d
  20d
  20d
           Set display RAM address 64
  C0
                    L16+B 0"
  20d
  4Cd
           L
  31d
           1
  36d
           6
  2Bd
           +
  42d
           В
  20d
  30d
           0
Store 8 programmable character patterns
```

ore o prog	tummase emurueter putterns
40	Set character generator address 0
04 d	<u>.</u> .
0E d	
15 d	
04 d	
00 d	
	_
04 d	
15 d	
0E d	
04 d	 .
00 d	-

08d 04d 00d 0Ed 11d 1Fd 11d	 	 	 	
02d 04d 00d 0Ed 11d 1Fd 11d	 	 	 	
04d 0Ad 00d 0Ed 11d 1Fd 11d	 	 	 	
05d 0Ad 00d 0Ed 11d 1Fd 11d	 	 	 	
04d 0Ad 1Fd 10d 1Ed 10d 1Fd 00d	 			
05d 0Ad 00d 0Ed 11d 11d 1Ed 00d	 	 	 	 •

After this point the display and programmable characters appear to be refreshed over and over while it waits for input (key-presses to test the phone):

0C	Set display ON, cursor OFF, blink OFF
80	Set display RAM address 0
"TEST"	
54 d	T
45 d	E
53 d	S
54 d	T

. . .