

## STANDARD LCD CONTROL CODES

### CONTROL CODES

Control Codes are used for LCD panel setup and control of character or cursor position. All control codes are written to LCD command address See your board manual. The BUSY flag should be tested before any control updates to verify that any previous control command has been completed. The BUSY flag is bit position 7 of the Control register (data mask = \$80). A read of the command address will return the BUSY flag status and the current display character location address.

<u>COMMAND</u>	<u>DATA</u>	<u>TIME DELAY</u>
Clear Display, Cursor to Home	\$01	1.65ms
Cursor to Home	\$02	1.65ms
Entry Mode:		
Cursor Decrement, Shift off	\$04	40us
Cursor Decrement, Shift on	\$05	40us
Cursor Increment, Shift off	\$06	40us
Cursor Increment, Shift on	\$07	40us
Display Control:		
Display, Cursor, and Cursor Blink off	\$08	40us
Display on, Cursor and Cursor Blink off	\$0C	40us
Display and Cursor on, Cursor Blink off	\$0E	40us
Display, Cursor, and Cursor Blink on	\$0F	40us
Cursor / Display Shift: (nondestructive move)		
Cursor shift left	\$10	40us
Cursor shift right	\$14	40us
Display shift left	\$18	40us
Display shift right	\$1C	40us
Display Function (default 2x40 size)	\$3C	40us
Character Generator Ram Address set	\$40 - \$7F	40us
Display Ram Address set	\$80 - \$FF	40us
(2 x 40 Display = \$80 - \$CF max)		

### STANDARD LCD CHARACTER CODES

The display Character Generator Ram is displayed at \$00 - \$1F. Refer to display panel data sheet for extended character set.

<u>DATA</u>	<u>CHARACTER</u>	<u>DATA</u>	<u>CHARACTER</u>	<u>DATA</u>	<u>CHARACTER</u>
\$20	Space	\$40	Time Sym	\$60	`
\$21	!	\$41	A	\$61	a
\$22	"	\$42	B	\$62	b
\$23	#	\$43	C	\$63	c
\$24	\$	\$44	D	\$64	d
\$25	%	\$45	E	\$65	e
\$26	&	\$46	F	\$66	f
\$27	'	\$47	G	\$67	g
\$28	(	\$48	H	\$68	h
\$29	)	\$49	I	\$69	i
\$2A	*	\$4A	J	\$6A	j
\$2B	+	\$4B	K	\$6B	k
\$2C	,	\$4C	L	\$6C	l
\$2D	-	\$4D	M	\$6D	m
\$2E	.	\$4E	N	\$6E	n
\$2F	/	\$4F	O	\$6F	o
\$30	0	\$50	P	\$70	p
\$31	1	\$51	Q	\$71	q
\$32	2	\$52	R	\$72	r
\$33	3	\$53	S	\$73	s
\$34	4	\$54	T	\$74	t
\$35	5	\$55	U	\$75	u
\$36	6	\$56	V	\$76	v
\$37	7	\$57	W	\$77	w
\$38	8	\$58	X	\$78	x
\$39	9	\$59	Y	\$79	y
\$3A	:	\$5A	Z	\$7A	z
\$3B	;	\$5B	[	\$7B	{
\$3C	{	\$5C	Yen Sym	\$7C	
\$3D	=	\$5D	]	\$7D	}
\$3E	}	\$5E	^	\$7E	>
\$3F	?	\$5f	_	\$7f	<