

JLX240-027-PN 使用说明书

IPS 全视角

(不带字库 IC)

目 录

序号	内 容 标 题	页 码
1	概述	2
2	特点	2
3	外形及接口引脚功能	3~4
4	基本原理	4
5	技术参数	4~5
6	时序特性	5~8
7	指令功能及硬件接口与编程案例	9~末页

1. 概述

晶联讯电子专注于液晶屏及液晶模块的研发、制造。所生产 JLX240-027-PN 型液晶模块由于使用方便、显示清晰，广泛应用于各种人机交流面板。

JLX240-027-PN 可以显示 320 列*240 行点阵彩色图片，或显示 20 个/行*15 行 16*16 点阵的汉字，或显示 40 个/行*30 行 8*8 点阵的英文、数字、符号。

本产品可选择带中文字库 IC 与不带中文字库 IC 两种。

2. JLX240-027-PN 彩色图像型点阵液晶模块的特性

2.1 结构轻、薄、带背光、铁框、IPS 全视角。

2.2 IC 采用 ST7789V, 功能强大，稳定性好

2.3 显示内容：

- 320*240 点阵彩色图片；

- 可選用 32*32 点阵或其他点阵的图片来自编汉字，按照 32*32 点阵汉字来计算可显示 10 个字/行*7 行。

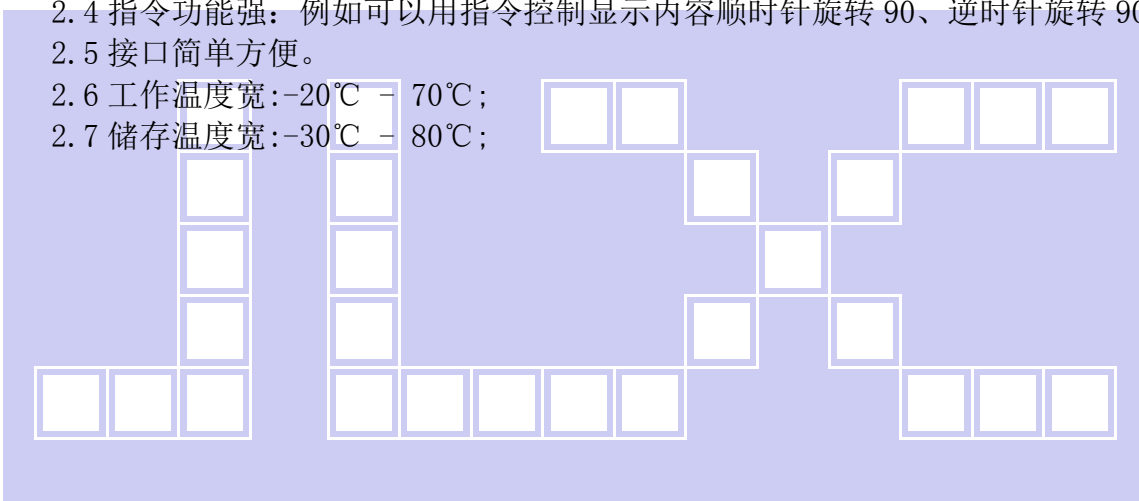
- 可選用 16*16 点阵或其他点阵的图片来自编汉字，按照 16*16 点阵汉字来计算可显示 20 个字/行*15 行。

2.4 指令功能强：例如可以用指令控制显示内容顺时针旋转 90°、逆时针旋转 90° 或倒立竖放。

2.5 接口简单方便。

2.6 工作温度宽：-20℃ - 70℃；

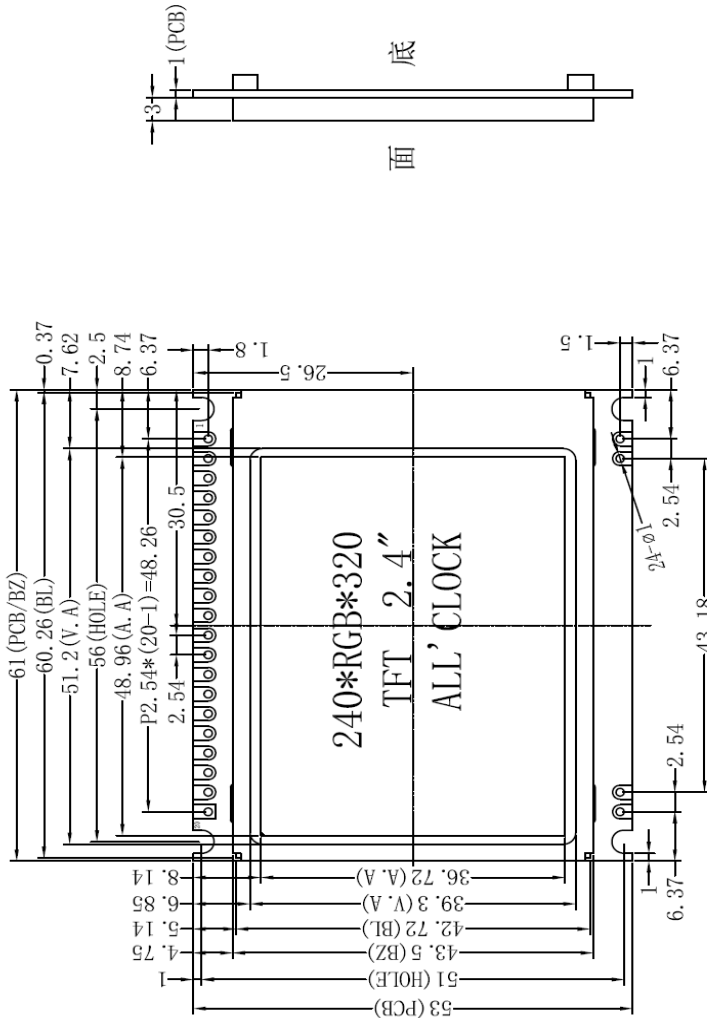
2.7 储存温度宽：-30℃ - 80℃；



3. 外形尺寸及接口引脚功能

侧面图

正面图



接口定义(串口)

Pin No	Symbol
1	NC
2	NC
3	NC
4	NC
5	LEDA
6	VSS
7	VDD
8	SCK
9	RES
10	CS
11	SDA
12	RS
13	NC
14	NC
15	NC
16	NC
17	NC
18	NC
19	NC
20	NC

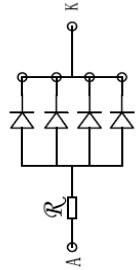
接口定义(并口)

Pin No	Symbol
1	NC
2	NC
3	NC
4	NC
5	LEDA
6	VSS
7	VDD
8	A0(RS)
9	RES
10	CS
11	D7
12	D6
13	D5
14	D4
15	D3
16	D2
17	D1
18	D0
19	RD
20	WR

NOTES:

- VIEWING DIRECTION : ALL' CLOCK
- POLARIZER MODE : TRANSMISSIVE
- OPERATING TEMP : -20° C ~ +70° C
- STORAGE TEMP : -30° C ~ +80° C
- DRIVER IC : ST7789V 3.3V
- LED VOLTAGE : 3.0V
- GENERAL TOLERANCE : ±0.2

1. LED CIRCUIT DIAGRAM:



REV/ISION RECORD	DATE	DATE	DATE	DATE	DATE
1	FIRST	APPROVED	Model No.: JLX240-027-PN	GEN. TOL.: ±0.2	1/1
2			Part No.: LCM	VER.: A	1/1
3			DRAWN: SHEN	DATE: 2020-08-19	mm
4			CHECKED:	DATE:	mm
5			APPROVED:	DATE:	1/1
6					

 深圳市晶联讯电子有限公司
 Http://www.jlxlcd.cn

图 1. 外形尺寸

模块的接口引脚功能

表 1：模块的接口引脚功能

引线号	符号	名称	功能
1	NC	NC	空脚
2	NC	NC	空脚
3	NC	NC	空脚
4	NC	NC	空脚
5	LEDA	背光电源	背光电源正极，3.3V（已加限流电阻）
6	VSS	供电电源负极	供电电源负极
7	VDD	供电电源正极	供电电源正极 3.3V
8	A0 (RS)	寄存器选择信号	并口：H:数据寄存器 0:指令寄存器（IC资料上所写为”A0”） 串口：串行时钟 SCK
9	RST	复位	低电平复位，复位完成后，回到高电平，液晶模块开始工作
10	CS	片选	低电平片选
11	D7	I/O	并口：数据总线 DB7 串口：串行数据 SDA
12	D6	I/O	并口：数据总线 DB6 串口：寄存器选择信号 RS
13-18	D5-D0	I/O	并口：数据总线 DB5-DB0 串口：悬空或接 VDD
19	RD (E)	读功能	并口：读功能 串口：悬空或接 VDD
20	WR	写功能	并口：写功能 串口：悬空或接 VDD

4. 基本原理

4.1 液晶屏 (LCD)

在 LCD 上排列着 320×240 点阵, 320 个列信号与驱动 IC 相连, 240 个行信号也与驱动 IC 相连, IC 邦定在 LCD 玻璃上 (这种加工工艺叫 COG)。

4.3 背光参数

该型号液晶模块带 LED 背光源。它的性能参数如下：

工作温度：-20~+70° C；

存储温度：-30~+80° C；

背光板是白色。

正常工作电流为：32~60mA (LED 灯数共 4 颗, 每颗灯是 8~15 mA)

工作电压：同 VDD 电压 (LED 灯本身的电压是 3.0V, 但是在 PCB 上已加了限流电阻, 所以可以同 VDD 电压)；

5. 技术参数

5.1 最大极限参数 (超过极限参数则会损坏液晶模块)

名称	符号	标准值			单位
		最小	典型	最大	
电路电源	VDD	-0.3	3.0	3.3	V
工作温度		-20		+70	°C
储存温度		-30		+80	°C

表 2: 最大极限参数

5.2 直流 (DC) 参数

名称	符号	测试条件	标准值			单位
			最小	典型值	最大	
工作电压	VDD		2.8	3.0	3.3	V
背光工作电压	VLED		2.9	3.0	3.1	V
背光工作电流	ILED	VLED=3.0V, 共 6 颗 LED 灯并联	32	60	80	mA

表 3: 直流 (DC) 参数

6. 读写时序特性

详见 IC 资料 “ST7789V ”, 请找相关销售人员索要。

6.1 8080 时序

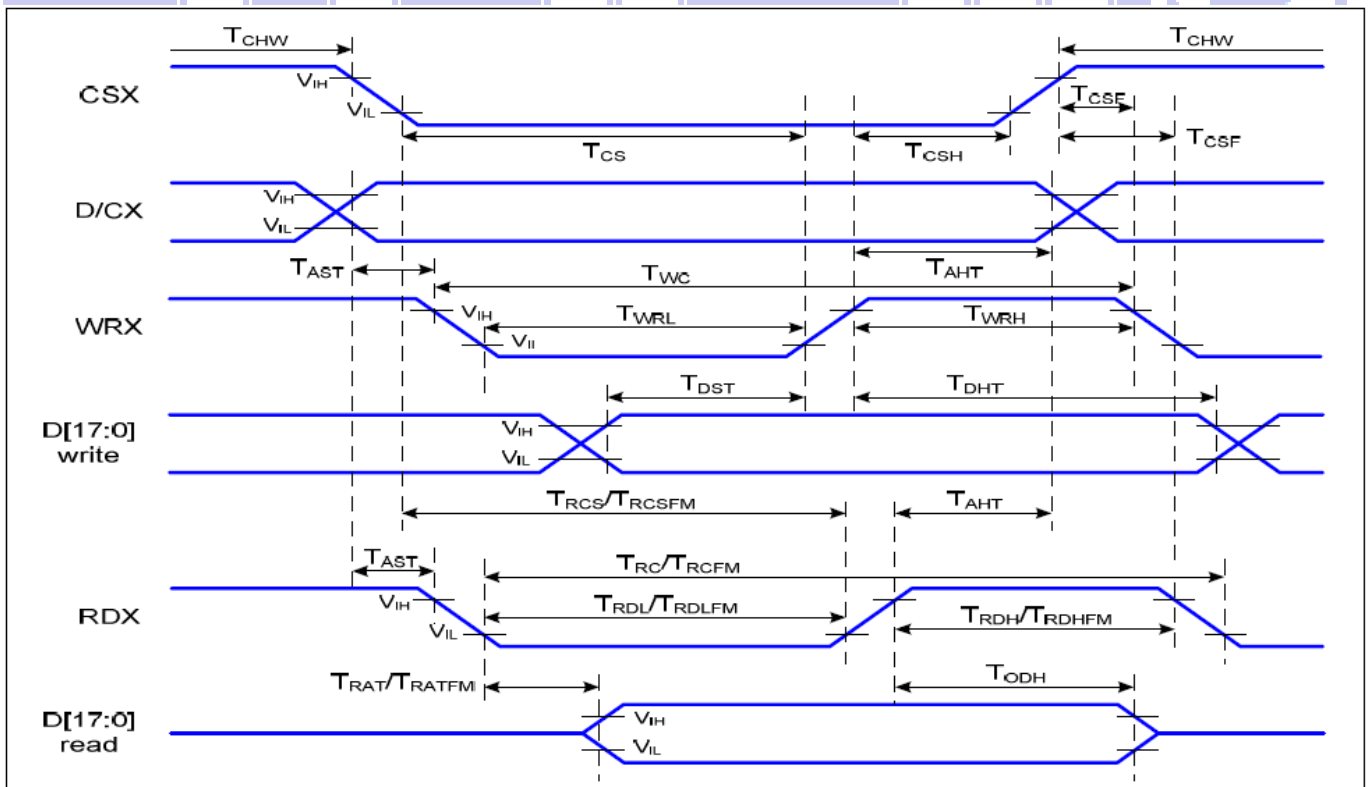


图 2. 8080 时序图

8080 时序要求 (AC 参数) :

表 4.

Signal	Symbol	Parameter	Min	Max	Unit	Description
D/CX	T_{AST}	Address setup time	0		ns	-
	T_{AHT}	Address hold time (Write/Read)	10		ns	
CSX	T_{CHW}	Chip select "H" pulse width	0		ns	-
	T_{CS}	Chip select setup time (Write)	15		ns	
	T_{RCS}	Chip select setup time (Read ID)	45		ns	
	T_{RCSFM}	Chip select setup time (Read FM)	355		ns	
	T_{CSF}	Chip select wait time (Write/Read)	10		ns	
	T_{CSH}	Chip select hold time	10		ns	
WRX	T_{WC}	Write cycle	66		ns	
	T_{WRH}	Control pulse "H" duration	15		ns	
	T_{WRL}	Control pulse "L" duration	15		ns	
RDX (ID)	T_{RC}	Read cycle (ID)	160		ns	When read ID data
	T_{RDH}	Control pulse "H" duration (ID)	90		ns	
	T_{RDL}	Control pulse "L" duration (ID)	45		ns	
RDX (FM)	T_{RCFM}	Read cycle (FM)	450		ns	When read from frame memory
	T_{RDHFM}	Control pulse "H" duration (FM)	90		ns	
	T_{RDLFM}	Control pulse "L" duration (FM)	355		ns	
D[17:0]	T_{DST}	Data setup time	10		ns	For CL=30pF
	T_{DHT}	Data hold time	10		ns	
	T_{RAT}	Read access time (ID)		40	ns	
	T_{RATFM}	Read access time (FM)		340	ns	
	T_{ODH}	Output disable time	20	80	ns	

6.2 4_SPI 时序

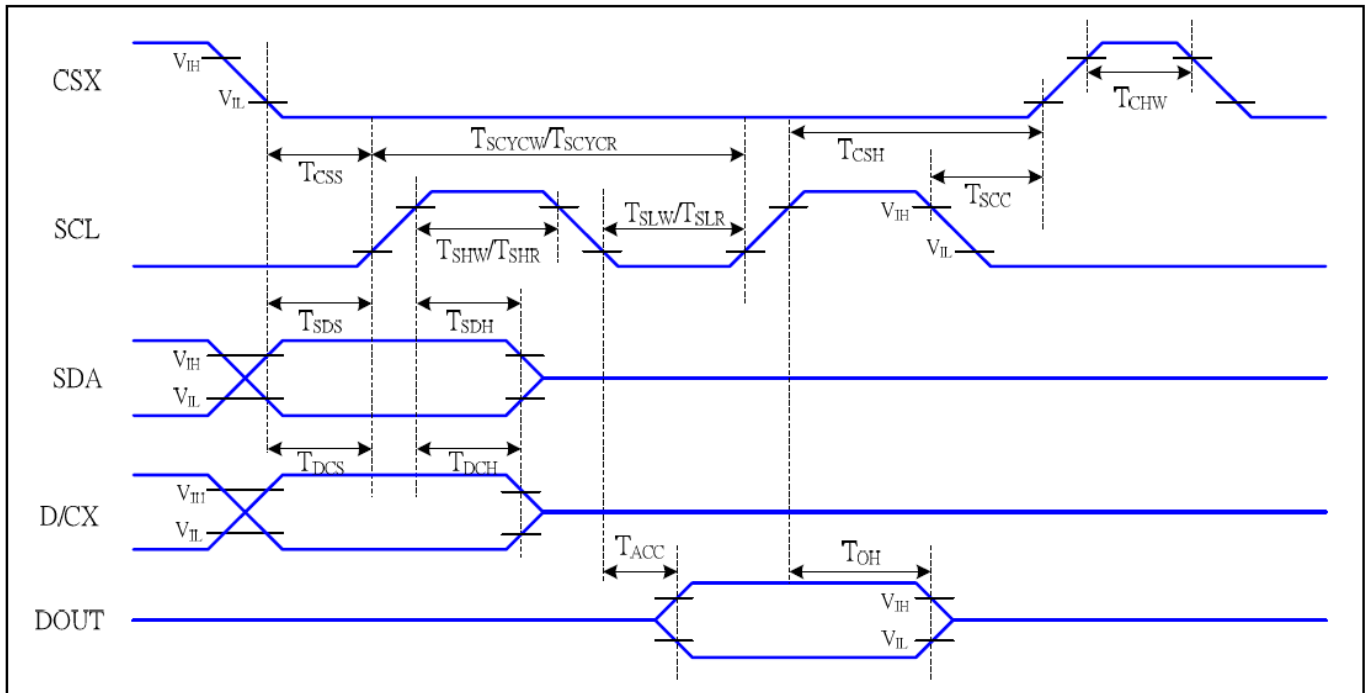


图 3. 4_SPI 时序图

4_SPI 时序要求 (AC 参数)

表 5

Signal	Symbol	Parameter	MIN	MAX	Unit	Description
CSX	T_{CSS}	Chip select setup time (write)	15		ns	
	T_{CSH}	Chip select hold time (write)	15		ns	
	T_{CSS}	Chip select setup time (read)	60		ns	
	T_{SCC}	Chip select hold time (read)	65		ns	
	T_{CHW}	Chip select "H" pulse width	40		ns	
SCL	T_{SCYCW}	Serial clock cycle (Write)	66		ns	-write command & data ram
	T_{SHW}	SCL "H" pulse width (Write)	15		ns	
	T_{SLW}	SCL "L" pulse width (Write)	15		ns	
	T_{SCYCR}	Serial clock cycle (Read)	150		ns	-read command & data ram
	T_{SHR}	SCL "H" pulse width (Read)	60		ns	
	T_{SLR}	SCL "L" pulse width (Read)	60		ns	
D/CX	T_{DCS}	D/CX setup time	10		ns	
	T_{DCH}	D/CX hold time	10		ns	
SDA (DIN)	T_{SDS}	Data setup time	10		ns	
	T_{SDH}	Data hold time	10		ns	
DOUT	T_{ACC}	Access time	10	50	ns	For maximum CL=30pF
	T_{OH}	Output disable time	15	50	ns	For minimum CL=8pF

6.3 电源启动后复位的时序要求 (RESET CONDITION AFTER POWER UP):

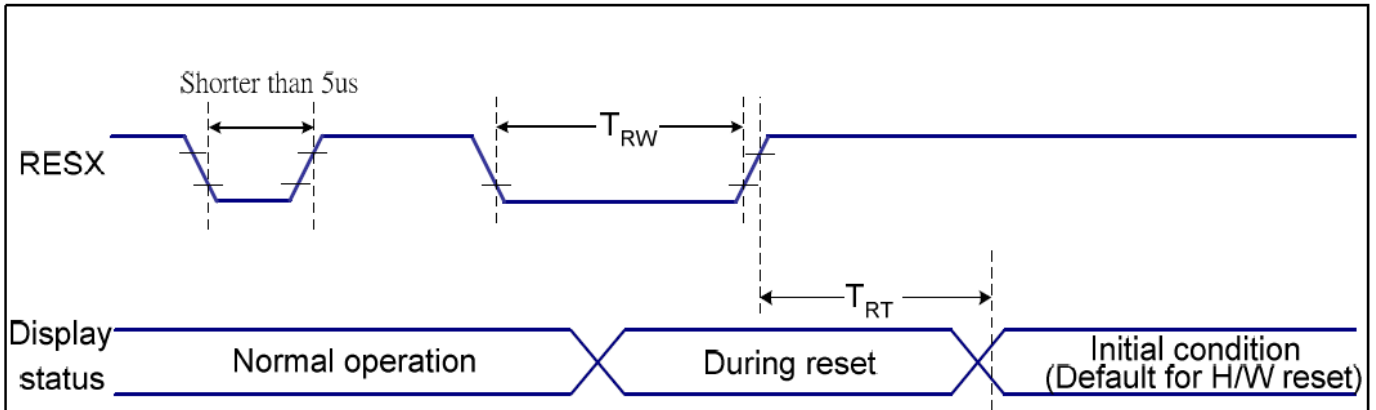
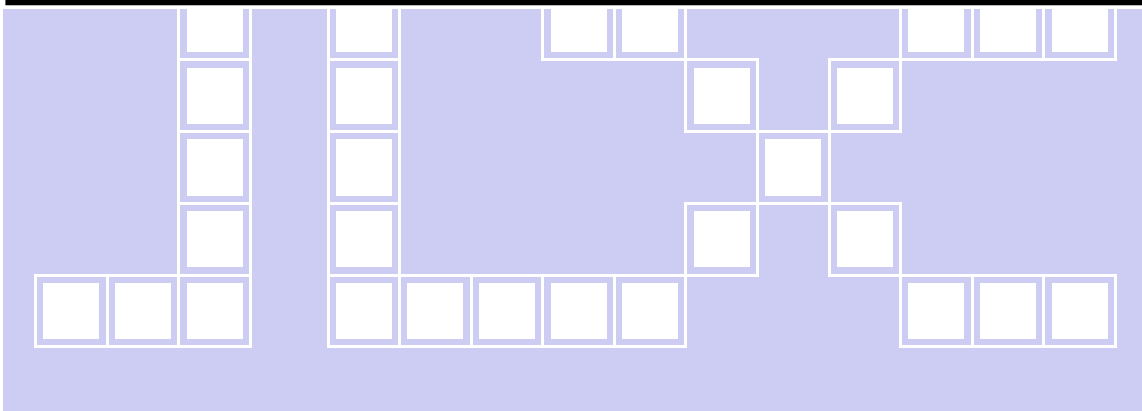


图 4: 为电源启动后复位的时序
表 6: 电源启动后复位的时序要求

Related Pins	Symbol	Parameter	MIN	MAX	Unit
RESX	TRW	Reset pulse duration	10	-	us
	TRT	Reset cancel	-	5 (Note 1, 5)	ms
-			120 (Note 1, 6, 7)	ms	



7. 指令功能:

7.1 指令表

指令表 7.

Instruction	D/CX	WRX	RDX	D17-8	D7	D6	D5	D4	D3	D2	D1	D0	Hex	Function
NOP	0	↑	1	-	0	0	0	0	0	0	0	0	(00h)	No operation
SWRESET	0	↑	1	-	0	0	0	0	0	0	0	1	(01h)	Software reset
RDDID	0	↑	1	-	0	0	0	0	0	1	0	0	(04h)	Read display ID
	1	1	↑	-	-	-	-	-	-	-	-	-		Dummy read
	1	1	↑	-	ID17	ID16	ID15	ID14	ID13	ID12	ID11	ID10		ID1 read
	1	1	↑	-	ID27	ID26	ID25	ID24	ID23	ID22	ID21	ID20		ID2 read
	1	1	↑	-	ID37	ID36	ID35	ID34	ID33	ID32	ID31	ID30		ID3 read
RDDST	0	↑	1	-	0	0	0	0	1	0	0	1	(09h)	Read display status
	1	1	↑	-	-	-	-	-	-	-	-	-		Dummy read
	1	1	↑	-	BSTON	MY	MX	MV	ML	RGB	MH	ST24		-
	1	1	↑	-	ST23	IFPF2	IFPF1	IFPF0	IDMON	PTLON	SLOUT	NORON		-
	1	1	↑	-	ST15	ST14	INVON	ST12	ST11	DISON	TEON	GCS2		-
	1	1	↑	-	GCS1	GCS0	TEM	ST4	ST3	ST2	ST1	ST0		-
RDDPM	0	↑	1	-	0	0	0	0	1	0	1	0	(0Ah)	Read display power
	1	1	↑	-	-	-	-	-	-	-	-	-		Dummy read
	1	1	↑	-	BSTON	IDMON	PTLON	SLPOUT	NORON	DISON	0	0		
RDD MADCTL	0	↑	1	-	0	0	0	0	1	0	1	1	(0Bh)	Read display
	1	1	↑	-	-	-	-	-	-	-	-	-		Dummy read
	1	1	↑	-	MY	MX	MV	ML	RGB	MH	0	0		-
RDD COLMOD	0	↑	1	-	0	0	0	0	1	1	0	0	(0Ch)	Read display pixel
	1	1	↑	-	-	-	-	-	-	-	-	-		Dummy read
	1	1	↑	-	0	D6	D5	D4	0	D2	D1	D0		-
RDDIM	0	↑	1	-	0	0	0	0	1	1	0	1	(0Dh)	Read display image
	1	1	↑	-	-	-	-	-	-	-	-	-		Dummy read
	1	1	↑	-	VSSON	0	INVON	0	0	GC2	GC1	GC0		-
RDDSM	0	↑	1	-	0	0	0	0	1	1	1	0	(0Eh)	Read display signal
	1	1	↑	-	-	-	-	-	-	-	-	-		Dummy read



Instruction	D/CX	WRX	RDX	D17-8	D7	D6	D5	D4	D3	D2	D1	D0	Hex	Function
	1	1	↑	-	TEON	TEM	0	0	0	0	0	0		-
RDDSDR	0	↑	1	-	0	0	0	0	1	1	1	1	(0Fh)	Read display self-diagnostic result
	1	1	↑	-	-	-	-	-	-	-	-	-		Dummy read
	1	1	↑	-	D7	D6	0	0	0	0	0	0		-
SLPIN	0	↑	1	-	0	0	0	1	0	0	0	0	(10h)	Sleep in
SLPOUT	0	↑	1	-	0	0	0	1	0	0	0	1	(11h)	Sleep out
PTLON	0	↑	1	-	0	0	0	1	0	0	1	0	(12h)	Partial mode on
NORON	0	↑	1	-	0	0	0	1	0	0	1	1	(13h)	Partial off (Normal)
INVOFF	0	↑	1	-	0	0	1	0	0	0	0	0	(20h)	Display inversion off
INVON	0	↑	1	-	0	0	1	0	0	0	0	1	(21h)	Display inversion on
GAMSET	0	↑	1	-	0	0	1	0	0	0	0	1	(26h)	Display inversion on
	1	↑	1	-	0	0	0	0	GC3	GC2	GC1	GC0		
DISPOFF	0	↑	1	-	0	0	1	0	1	0	0	0	(28h)	Display off
DISPON	0	↑	1	-	0	0	1	0	1	0	0	1	(29h)	Display on
CASET	0	↑	1	-	0	0	1	0	1	0	1	0	(2Ah)	Column address set
	1	↑	1	-	XS15	XS14	XS13	XS12	XS11	XS10	XS9	XS8		X address start:
	1	↑	1		XS7	XS6	XS5	XS4	XS3	XS2	XS1	XS0		$0 \leq XS \leq X$
	1	↑	1		XE15	XE14	XE13	XE12	XE11	XE10	XE9	XE8		X address start:
1	↑	1		XE7	XE6	XE5	XE4	XE3	XE2	XE1	XE0		$S \leq XE \leq X$	
RASET	0	↑	1	-	0	0	1	0	1	0	1	1	(2Bh)	Row address set
	1	↑	1	-	YS15	YS14	YS13	YS12	YS11	YS10	YS9	YS8		Y address start:
	1	↑	1		YS7	YS6	YS5	YS4	YS3	YS2	YS1	YS0		$0 \leq YS \leq Y$
	1	↑	1		YE15	YE14	YE13	YE12	YE11	YE10	YE9	YE8		Y address start:
1	↑	1		YE7	YE6	YE5	YE4	YE3	YE2	YE1	YE0		$S \leq YE \leq Y$	
RAMWR	0	↑	1	-	0	0	1	0	1	1	0	0	(2Ch)	Memory write
	1	↑	1	D1[17:8]	D1[7]	D1[6]	D1[5]	D1[4]	D1[3]	D1[2]	D1[1]	D1[0]		Write data
	1	↑	1	Dx[17:8]	Dx[7]	Dx[6]	Dx[5]	Dx[4]	Dx[3]	Dx[2]	Dx[1]	Dx[0]		
	1	↑	1	Dn[17:8]	Dn[7]	Dn[6]	Dn[5]	Dn[4]	Dn[3]	Dn[2]	Dn[1]	Dn[0]		
RAMRD	0	↑	1	-	0	0	1	0	1	1	1	0	(2Eh)	Memory read



Instruction	D/CX	WRX	RDX	D17-8	D7	D6	D5	D4	D3	D2	D1	D0	Hex	Function
	1	1	↑	-	-	-	-	-	-	-	-	-		Dummy read
	1	1	↑	D1[17:8]	D1[7]	D1[6]	D1[5]	D1[4]	D1[3]	D1[2]	D1[1]	D1[0]		Read data
	1	1	↑	Dx[17:8]	Dx[7]	Dx[6]	Dx[5]	Dx[4]	Dx[3]	Dx[2]	Dx[1]	Dx[0]		
	1	1	↑	Dn[17:8]	Dn[7]	Dn[6]	Dn[5]	Dn[4]	Dn[3]	Dn[2]	Dn[1]	Dn[0]		
PTLAR	0	↑	1	-	0	0	1	1	0	0	0	0	(30h)	Partial start/end address set
	1	↑	1	-	PSL15	PSL14	PSL13	PSL12	PSL11	PSL10	PSL9	PSL8		Partial start address: (0, 1, 2, ...P)
	1	↑	1	-	PSL7	PSL6	PSL5	PSL4	PSL3	PSL2	PSL1	PSL0		
	1	↑	1	-	PEL15	PEL14	PEL13	PEL12	PEL11	PEL10	PEL9	PEL8		Partial end address (0, 1, 2, 3, ...P)
VSCRDEF	0	↑	1	-	0	0	1	1	0	0	1	1	(33h)	Vertical scrolling definition
	1	↑	1	-	TFA15	TFA14	TFA13	TFA12	TFA11	TFA10	TFA9	TFA8		
	1	↑	1	-	TFA7	TFA6	TFA5	TFA4	TFA3	TFA2	TFA1	TFA0		
	1	↑	1	-	VSA15	VSA14	VSA13	VSA12	VSA11	VSA10	VSA9	VSA8		
	1	↑	1	-	VSA7	VSA6	VSA5	VSA4	VSA3	VSA2	VSA1	VSA0		
	1	↑	1	-	BFA15	BFA14	BFA13	BFA12	BFA11	BFA10	BFA9	BFA8		
	1	↑	1	-	BFA7	BFA6	BFA5	BFA4	BFA3	BFA2	BFA1	BFA0		
TEOFF	0	↑	1	-	0	0	1	1	0	1	0	0	(34h)	Tearing effect line off
TEON	0	↑	1	-	0	0	1	1	0	1	0	1	(35h)	Tearing effect line on
	1	↑	1	-	-	-	-	-	-	-	-	TEM		
MADCTL	0	↑	1	-	0	0	1	1	0	1	1	0	(36h)	Memory data access control
	1	↑	1	-	MY	MX	MV	ML	RGB	0	0	0		-
VSCRSAADD	0	↑	1	-	0	0	1	1	0	1	1	1	(37h)	Vertical scrolling start address
	1	↑	1	-	VSP15	VSP14	VSP13	VSP12	VSP11	VSP10	VSP9	VSP8		
	1	↑	1	-	VSP7	VSP6	VSP5	VSP4	VSP3	VSP2	VSP1	VSP0		
IDMOFF	0	↑	1	-	0	0	1	1	1	0	0	0	(38h)	Idle mode off
IDMON	0	↑	1	-	0	0	1	1	1	0	0	1	(39h)	Idle mode on



Instruction	D/CX	WRX	RDX	D17-8	D7	D6	D5	D4	D3	D2	D1	D0	Hex	Function
COLMOD	0	↑	1	-	0	0	1	1	1	0	1	0	(3Ah)	Interface pixel format
	1	↑	1	-	0	D6	D5	D4	0	D2	D1	D0		Interface format
RAMWRC	0	↑	1	-	0	0	1	1	1	1	0	0	(3Ch)	Memory write continue
	1	↑	1	D1[17:8]	D1[7]	D1[6]	D1[5]	D1[4]	D1[3]	D1[2]	D1[1]	D1[0]		Write data
	1	↑	1	Dx[17:8]	Dx[7]	Dx[6]	Dx[5]	Dx[4]	Dx[3]	Dx[2]	Dx[1]	Dx[0]		
	1	↑	1	Dn[17:8]	Dn[7]	Dn[6]	Dn[5]	Dn[4]	Dn[3]	Dn[2]	Dn[1]	Dn[0]		
RAMRDC	0	↑	1	-	0	0	1	1	1	1	1	0	(3Eh)	Memory read continue
	1	1	↑	-	-	-	-	-	-	-	-	-		Dummy Read
	1	1	↑	D1[17:8]	D1[7]	D1[6]	D1[5]	D1[4]	D1[3]	D1[2]	D1[1]	D1[0]		
	1	1	↑	Dx[17:8]	Dx[7]	Dx[6]	Dx[5]	Dx[4]	Dx[3]	Dx[2]	Dx[1]	Dx[0]		
	1	1	↑	Dn[17:8]	Dn[7]	Dn[6]	Dn[5]	Dn[4]	Dn[3]	Dn[2]	Dn[1]	Dn[0]		
TESCAN	0	↑	1	-	0	1	0	0	0	1	0	0	(44h)	Set tear scanline
	1	↑	1	-	N15	N14	N13	N12	N11	N10	N9	N8		
	1	↑	1	-	N7	N6	N5	N4	N3	N2	N1	N0		
RDTESCAN	0	↑	1	-	0	1	0	0	0	1	0	1	(45h)	Get scanline
	1	1	↑	-	-	-	-	-	-	-	-	-		Dummy Read
	1	1	↑	-	-	-	-	-	-	-	N9	N8		
	1	1	↑	-	N7	N6	N5	N4	N3	N2	N1	N0		
WRDISBV	0	↑	1	-	0	1	0	1	0	0	0	1	(51h)	Write display brightness
	1	↑	1	-	DBV7	DBV6	DBV5	DBV4	DBV3	DBV2	DBV1	DBV0		
RDDISBV	0	↑	1	-	0	1	0	1	0	0	1	0	(52h)	Read display brightness value
	1	1	↑	-	-	-	-	-	-	-	-	-		Dummy read
	1	1	↑	-	DBV7	DBV6	DBV5	DBV4	DBV3	DBV2	DBV1	DBV0		
WRCTRLD	0	↑	1	-	0	1	0	1	0	0	1	1	(53h)	Write CTRL display
	1	↑	1	-	0	0	BCTRL	0	DD	BL	0	0		
RDCTRLD	0	↑	1	-	0	1	0	1	0	1	0	0	(54h)	Read CTRL value display
	1	1	↑	-	-	-	-	-	-	-	-	-		Dummy read
	1	1	↑	-	0	0	BCTRL	0	DD	BL	0	0		



Instruction	D/CX	WRX	RDX	D17-8	D7	D6	D5	D4	D3	D2	D1	D0	Hex	Function
WRCACE	0	↑	1	-	0	1	0	1	0	1	0	1	(55h)	Write content adaptive brightness control and Color enhancemnet
	1	↑	1	-	CECTRL	0	CE1	CE0	0	0	C1	C0		
RDCABC	0	↑	1	-	0	1	0	1	0	1	1	0	(56h)	Read content adaptive brightness control
	1	1	↑	-	-	-	-	-	-	-	-	-		Dummy read
	1	1	↑	-	0	CECTRL	0	0	0	0	C1	C0		
WRCABCMB	0	↑	1	-	0	1	0	1	1	1	1	0	(5Eh)	Write CABC minimum brightness
	1	↑	1	-	CMB7	CMB6	CMB5	CMB4	CMB3	CMB2	CMB1	CMB0		
RDCABCMB	0	↑	1	-	0	1	0	1	1	1	1	1	(5Fh)	Read CABC minimum brightness
	1	1	↑	-	-	-	-	-	-	-	-	-		Dummy read
	1	1	↑	-	CMB7	CMB6	CMB5	CMB4	CMB3	CMB2	CMB1	CMB0		
RDABCSDR	0	↑	1	-	0	1	1	0	1	0	0	0	(68h)	Read Automatic Brightness Control Self-Diagnostic Result
	1	1	↑	-	-	-	-	-	-	-	-	-		Dummy read
	1	1	↑	-	D7	D6	0	0	0	0	0	0		-
RDID1	0	↑	1	-	1	1	0	1	1	0	1	0	(DAh)	Read ID1
	1	1	↑	-	-	-	-	-	-	-	-	-		Dummy read
	1	1	↑	-	ID17	ID16	ID15	ID14	ID13	ID12	ID11	ID10		Read parameter
RDID2	0	↑	1	-	1	1	0	1	1	0	1	1	(DBh)	Read ID2
	1	1	↑	-	-	-	-	-	-	-	-	-		Dummy read
	1	1	↑	-	ID27	ID26	ID25	ID24	ID23	ID22	ID21	ID20		Read parameter
RDID3	0	↑	1	-	1	1	0	1	1	1	0	0	(DCh)	Read ID3

Instruction	D/CX	WRX	RDX	D17-8	D7	D6	D5	D4	D3	D2	D1	D0	Hex	Function
	1	1	↑	-	-	-	-	-	-	-	-	-		Dummy read
	1	1	↑		ID37	ID36	ID35	ID34	ID33	ID32	ID31	ID30		Read parameter

7.2 初始化方法

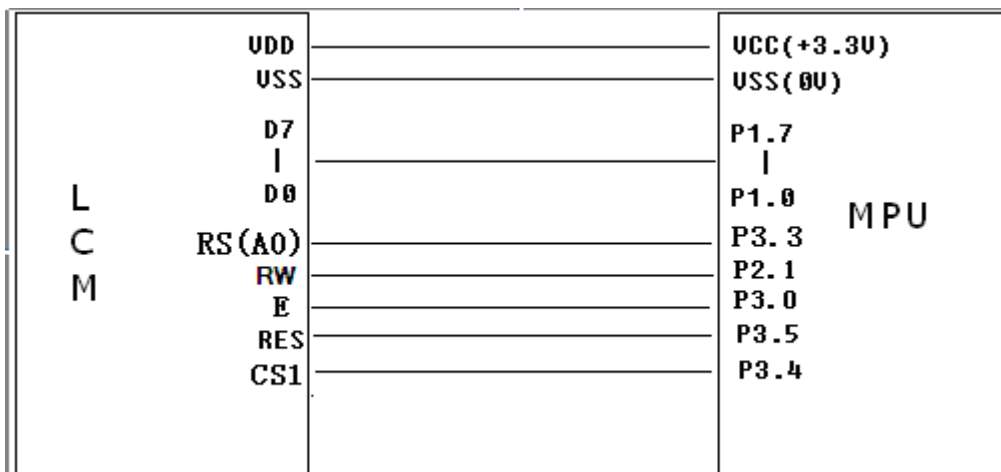
用户所编的显示程序, 开始必须进行初始化, 否则模块无法正常显示, 过程请参考程序

点亮液晶模块的步骤

硬件准备:
开发板 (或专门设计的主板)、单片机、电源、连接线、仿真器或程序下载器 (又名烧录器)

正确地接线
根据说明书正确地与开发板连接, 连接的线包括: 液晶模块电源线、背光电源线、IO端口 (接口)
IO端口包括: 并口时: CS、RESET、RW、E、RS、D0--D7, 串口时: CS、SCLK、SDA、RESET、RS

编写软件
背光给合适的直流电可以点亮, 但液晶屏里面没有程序, 只给电不能让液晶屏显示 (我们通常说“点亮”), 程序须另外编写, 并烧录 (下载) 到单片机里液晶模块才能工作。



7.3 并行接口程序

```
//LCM resolution:240x320,
```

```
//driver IC:ST7789V,
```

```
#include <STC15F2K60S2.H>
```

```
#include <chinese_code.h> //销售有源程序
```

```
//液晶屏 IC 所需要的信号线的接口定义
```

```
sbit DC0=P3^3; //对应 LCD 的 RS (DC/A0) 引脚
```

```
sbit WR0=P2^1; //对应 LCD 的 WR 引脚
```

```
sbit RD0=P3^0; //对应 LCD 的 RD (E) 引脚
```

```
sbit CS0=P3^4; //对应 LCD 的 CS 引脚
```

```
sbit reset=P3^5; //对应 LCD 的 RST 引脚
```

```
sbit key=P2^0; //P2.0 口与 GND 之间接一个按键
```

```
void transfer_command(int com1)
```

```
{
    CS0 = 0;
    DC0 = 0;
    RD0 = 1;
    P1=com1;
    WR0 = 0;
    WR0 = 1;
    CS0 = 1;
}
```

```
void transfer_data(int data1)
```

```
{
    CS0 = 0;
    DC0 = 1;
    RD0 = 1;
    P1=data1;
    WR0 = 0;
    WR0 = 1;
    CS0 = 1;
}
```

```
//连写 2 个字节 (即 16 位) 数据到 LCD 模块
```

```
void transfer_data_16(uint data_16bit)
```

```
{
    transfer_data(data_16bit>>8);
    transfer_data(data_16bit);
}
```



```

void delay(long i)
{
    int j,k;
    for(j=0;j<i;j++)
        for(k=0;k<110;k++);
}

void Switch()
{
    repeat:
        if (key==1) goto repeat;
        else delay(1000);
        if (key) goto repeat;
        else ;
}

void lcd_initial()
{
    reset=0;
    delay(200);
    reset=1;
    delay(200);
    //***** Start Initial Sequence *****//
    //-----display and color format setting-----//
    transfer_command(0x36); //行扫描顺序及 RGB, 列扫描顺序, 横放/竖放
    transfer_data(0x00);
    transfer_data(0x48);

    transfer_command(0xB6); //显示功能设置: 列/行 显示顺序
    transfer_data(0x0A);
    transfer_data(0x82); //改变 SOURCE 线的方向: 0xa2: 左到右, 0x82: 右到左

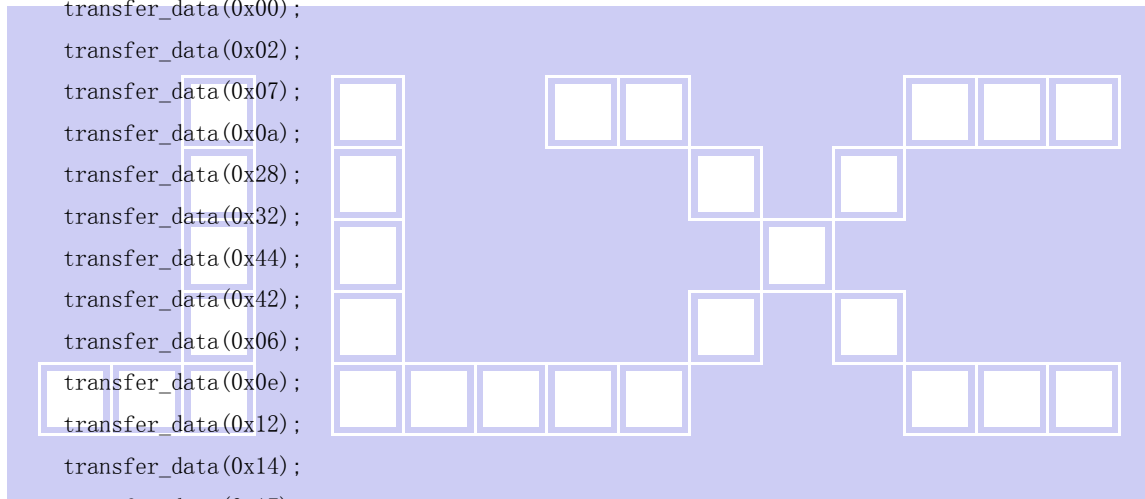
    transfer_command(0x3a); //256K 16bit/pixel
    transfer_data(0x05);
    //-----ST7789V Frame rate setting-----//
    transfer_command(0xb2);
    transfer_data(0x0c);
    transfer_data(0x0c);
    transfer_data(0x00);
    transfer_data(0x33);
    transfer_data(0x33);
    transfer_command(0xb7);
    transfer_data(0x35);
    //-----ST7789V Power setting-----//
    transfer_command(0xbb);
}
    
```




```
transfer_data(0x28);
transfer_command(0xc0);
transfer_data(0x2c);
transfer_command(0xc2);
transfer_data(0x01);
transfer_command(0xc3);
transfer_data(0x10);
transfer_command(0xc4);
transfer_data(0x20);
transfer_command(0xc6);
transfer_data(0x0f);
transfer_command(0xd0);
transfer_data(0xa4);
transfer_data(0xa1);

//-----ST7789V gamma setting-----//
transfer_command(0xe0);
transfer_data(0xd0);
transfer_data(0x00);
transfer_data(0x02);
transfer_data(0x07);
transfer_data(0x0a);
transfer_data(0x28);
transfer_data(0x32);
transfer_data(0x44);
transfer_data(0x42);
transfer_data(0x06);
transfer_data(0x0e);
transfer_data(0x12);
transfer_data(0x14);
transfer_data(0x17);

transfer_command(0xe1);
transfer_data(0xd0);
transfer_data(0x00);
transfer_data(0x02);
transfer_data(0x07);
transfer_data(0x0a);
transfer_data(0x28);
transfer_data(0x31);
transfer_data(0x54);
transfer_data(0x47);
transfer_data(0x0e);
transfer_data(0x1c);
transfer_data(0x17);
transfer_data(0x1b);
transfer_data(0x1e);
```



```

transfer_command(0x21); //这条指令很重要，不加不显示
transfer_command(0x11); //退出睡眠
delay(200);
transfer_command(0x29); //打开显示
}

//定义窗口坐标：开始坐标 (XS,YS)以及窗口大小 (x_total,y_total)
void lcd_address(int XS,int YS,int x_total,int y_total)
{
    int XE,YE;
    XE=XS+x_total-1;
    YE=YS+y_total-1;
    transfer_command(0x2a); // 设置 X 开始及结束的地址
    transfer_data_16(XS); // X 开始地址(16 位)
    transfer_data_16(XE); // X 结束地址(16 位)

    transfer_command(0x2b); // 设置 Y 开始及结束的地址
    transfer_data_16(YS); // Y 开始地址(16 位)
    transfer_data_16(YE); // Y 结束地址(16 位)

    transfer_command(0x2c); // 写数据开始
}

void mono_transfer_data_16(int mono_data,int font_color,int back_color)
{
    int i;
    for(i=0;i<8;i++)
    {
        if(mono_data&0x80)
        {
            transfer_data_16(font_color); //当数据是 1 时，显示字体颜色
        }
        else
        {
            transfer_data_16(back_color); //当数据是 0 时，显示底色
        }
        mono_data<<=1;
    }
}

//全屏显示一种颜色
void display_color(int color_data)
{
    int i,j;
    lcd_address(0,0,240,320);

```



```

for(i=0;i<240;i++)
{
    for(j=0;j<320;j++)
    {
        transfer_data_16(color_data);
    }
}
}

```

```

void display_black(void)
{
    int i;
    display_color(black);
    for(i=0;i<240;i++)
    {
        lcd_address(i, 0, 240, 320);
        transfer_data_16(0xffff);
    }
}

```

```

for(i=0;i<240;i++)
{
    lcd_address(i, 319, 240, 319);
    transfer_data_16(0xffff);
}
for(i=0;i<320;i++)
{
    lcd_address(0, i, 0, 319);
    transfer_data_16(0xffff);
}

```

```

for(i=0;i<320;i++)
{
    lcd_address(239, i, 239, 319);
    transfer_data_16(0xffff);
}
}

```

//显示 8x16 点阵的字符串

```

void disp_string_8x16(int x,int y,char *text,int font_color,int back_color)
{
    int i=0,j,k;
    while(text[i]>0x00)
    {
        if((text[i]>=0x20)&&(text[i]<=0x7e))

```



```

{
    j=text[i]-0x20;
    lcd_address(x, y, 8, 16);
    for(k=0;k<16;k++)
    {
        mono_transfer_data_16(ascii_table_8x16[j*16+k], font_color, back_color);
        //?a??ascii_table_8x16[]"?a??éy×é?ú"ASCII_TABLE_5X8_8X16_horizontal.h"à?
    }
    x+=8;
    i++;
}
else
i++;
}
}
}

```

```
void display_string_16x16(int x,int y,uchar *text,int font_color,int back_color)
```

```

{
    uchar i, j, k;
    uint address;
    j = 0;
    while(text[j] != '\0')
    {
        i = 0;
        address = 1;
        while(Chinese_horizontal_text_16x16[i] > 0x7e) // >0x7f 即说明不是 ASCII 码字符
        {
            if(Chinese_horizontal_text_16x16[i] == text[j])
            {
                if(Chinese_horizontal_text_16x16[i + 1] == text[j + 1])
                {
                    address = i * 16;
                    break;
                }
            }
            i += 2;
        }
        if(y > 320)
        {
            y=0;
            x+=16;
        }

        if(address != 1) // 显示汉字
        {
            lcd_address(x, y, 16, 16);

```



```

        for(i=0;i<2;i++)
        {
            for(k = 0; k <16; k++)
            {
                mono_transfer_data_16(Chinese_horizontal_code_16x16[address], font_color, back_color);
                address++;
            }
            j+=2;
        }
    else //显示空白字符
    {
        lcd_address(x, y, 16, 16);
        for(i = 0; i <2; i++)
        {
            for(k = 0; k < 16; k++)
            {
                mono_transfer_data_16(0x00, font_color, back_color);
            }
            j+=2;
        }
        x=x+16;
    }
}

//显示 32x32 点阵的单色的图像
void disp_32x32(int x, int y, char *dp, int font_color, int back_color)
{
    int i, j;
    lcd_address(x, y, 32, 32);
    for(i=0;i<32;i++)
    {
        for(j=0;j<4;j++)
        {
            mono_transfer_data_16(*dp, font_color, back_color);
            dp++;
        }
    }
}

//显示一幅彩图
void display_image(int x, int y, uchar *dp)
{
    uchar i, j, k=0;
    lcd_address(x, y, 120, 160);

```



```

for(i=0;i<120;i++)
{
    for(j=0;j<160;j++)
    {
        transfer_data(*dp);          //传一个像素的图片数据的高位
        dp++;
        transfer_data(*dp);          //传一个像素的图片数据的低位
        dp++;
    }
}
}

```

```

void main(void)
{

```

```

    P1M1=0x00;

```

```

    P1M0=0x00; //P1 配置为准双向

```

```

    P2M1=0x00;

```

```

    P2M0=0x00; //P2 配置为准双向

```

```

    P3M1=0x00;

```

```

    P3M0=0x00; //P3 配置为准双向

```

```

    lcd_initial();

```

```

    while(1)
    {

```

```

        display_color(blue);

```

```

        disp_32x32(40+32*0, 8, jing_32x32, white, blue);

```

```

        disp_32x32(40+32*1, 8, lian_32x32, white, blue);

```

```

        disp_32x32(40+32*2, 8, xun_32x32, white, blue);

```

```

        disp_32x32(40+32*3, 8, dian_32x32, white, blue);

```

```

        disp_32x32(40+32*4, 8, zi_32x32, white, blue);

```

```

        display_string_16x16(24, 56, "深圳市晶联讯电子有限公司", white, blue);

```

```

        display_string_16x16(48, 88, "型号", white, blue);

```

```

        disp_string_8x16(80, 88, ": JLX240-027-BN", white, blue);

```

```

        display_string_16x16(48, 120, "视窗", white, blue);

```

```

        disp_string_8x16(80, 120, ": 65.6x46.76mm", white, blue);

```

```

        display_string_16x16(48, 152, "驱动", white, blue);

```

```

        disp_string_8x16(80, 152, "IC:ST7789V", white, blue);

```

```

        display_string_16x16(0, 184, "经营宗旨：制造高品质产品及服务", white, blue);

```

```

        display_string_16x16(0, 216, "质量方针：客户至上，质量保证", white, blue);

```

```

        display_string_16x16(79, 236, "持续改进，服务到位", white, blue);

```

```

        display_string_16x16(0, 270, "经营目标：做最好的液晶模块厂家", white, blue);

```

```

        display_string_16x16(79, 292, "做客户信得过的企业", white, blue);

```

```

        Switch();

```

```

        display_image(0, 0, pic1);

```

```

display_image(120, 0, pic1);
display_image(0, 160, pic1);
display_image(120, 160, pic1);
Switch();
display_color(0xf800); //红
Switch();
display_color(0x07e0); //绿
Switch();
display_color(0x001f); //蓝
Switch();
display_black();
Switch();
display_color(0xffff);
Switch();
    }
}
    
```

7.3 串行接口程序

液晶模块与 MPU(以 8051 系列单片机为例)接口图如下:

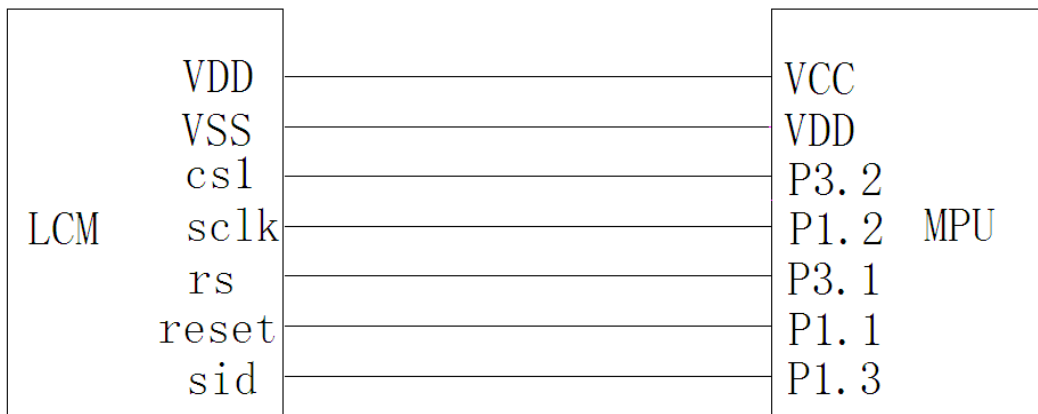


图 9. 串行接口

并程序与串行只是接口定义、写数据和命令不一样，其它都一样

串行接口程序

```

sbit lcd_cs1 = P3^2;//CS
sbit lcd_reset= P1^1;//RST
sbit lcd_sclk = P1^2;//串行时钟
sbit lcd_rs = P3^1;//RS
sbit lcd_sid = P1^3;//串行数据
sbit key = P2^0;//按键
//写指令到 LCD 模块
void transfer_command_lcd(int data1)
{
    
```

```

char i;
lcd_cs1=0;
lcd_rs=0;
for(i=0;i<8;i++)
{
    lcd_sclk=0;
    if(data1&0x80) lcd_sid=1;
    else lcd_sid=0;
    lcd_sclk=1;
    data1<<=1;
}
lcd_cs1=1;
}

```

```

//写数据到LCD 模块
void transfer_data_lcd(int data1)
{

```

```

    char i;
    lcd_cs1=0;
    lcd_rs=1;
    for(i=0;i<8;i++)
    {
        lcd_sclk=0;
        if(data1&0x80) lcd_sid=1;
        else lcd_sid=0;
        lcd_sclk=1;
        data1<<=1;
    }
    lcd_cs1=1;
}

```

