

## **a-Si TFT LCD Single Chip Driver 320RGBx480 Resolution and 262K-color**

### **Specification** *Preliminary*

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**Table of Contents**

| <b>Section</b>   | <b>Page</b> |
|--|-------------|
| 1. Introduction.....   | 7           |
| 2. Features .....  | 7           |
| 3. Block Diagram .....   | 9           |
| 4. Pin Descriptions .....  | 10          |
| 5. Pad Arrangement and Coordination.....   | 14          |
| 6. Block Function Description.....   | 24          |
| 7. Function Description .....  | 26          |
| 7.1. MCU interfaces .....  | 26          |
| 7.1.1. MCU interface selection .....   | 26          |
| 7.1.2. 8080-Series Parallel Interface .....  | 27          |
| 7.1.2.1. Write Cycle Sequence .....  | 28          |
| 7.1.2.2. Read Cycle Sequence .....   | 29          |
| 7.1.3. Serial Interface .....  | 30          |
| 7.1.3.1. Write Cycle Sequence .....  | 30          |
| 7.1.3.2. Read Cycle Sequence .....   | 32          |
| 7.1.4. Data Transfer Break and Recovery .....                                      | 34          |
| 7.1.5. Data Transfer Pause.....  | 36          |
| 7.1.5.1. Serial Interface Pause .....  | 37          |
| 7.1.5.2. Parallel Interface Pause .....  | 37          |
| 7.1.6. Data Transfer Mode.....   | 38          |
| 7.1.6.1. Method 1 .....  | 38          |
| 7.1.6.2. Method 2.....   | 38          |
| 7.2. RGB Interface .....   | 39          |
| 7.2.1. RGB Interface Selection .....   | 39          |
| 7.2.2. RGB Interface Timing .....  | 41          |
| 7.3. CABC (Content Adaptive Brightness Control).....                               | 42          |
| 7.4. Display Data RAM (DDRAM) .....  | 44          |
| 7.5. Display Data Format .....   | 45          |
| 7.5.1. 3-line Serial Interface.....  | 45          |
| 7.5.2. 4-line Serial Interface.....  | 47          |
| 7.5.3. 8-bit Parallel MCU Interface .....  | 49          |
| 7.5.3.1. 8-bit Data Bus for 16-bit/pixel (RGB 5-6-5 bits input), 65K-color .....   | 50          |
| 7.5.3.2. 8-bit Data Bus for 18-bit/pixel (RGB 6-6-6 bits input), 262K-color .....  | 51          |
| 7.5.4. 9-bit Parallel MCU Interface .....  | 52          |
| 7.5.5. 16-bit Parallel MCU Interface .....   | 53          |
| 7.5.5.1. 16-bit Data Bus for 16-bit/pixel (RGB 5-6-5 bits input), 65K-color .....  | 54          |
| 7.5.5.2. 16-bit Data Bus for 18-bit/pixel (RGB 6-6-6 bits input), 262K-color ..... | 55          |

|          |   |     |
|----------|---|-----|
| 7.5.6.   | 18-bit Parallel MCU Interface .....                                       | 56  |
| 7.5.6.1. | 18-bit Data Bus for 18-bit/pixel (RGB 6-6-6 bits input), 262K-color ..... | 57  |
| 7.5.7.   | 16-bit Parallel RGB Interface.....  | 58  |
| 7.5.8.   | 18-bit Parallel RGB Interface.....  | 58  |
| 7.6.     | Z-inversion.....  | 59  |
| 7.8.1    | Z-inversion concept.....  | 60  |
| 7.8.2    | Z-inversion Odd/Even Gate data input method.....                          | 61  |
| 7.8.3    | Z-inversion data input method.....  | 62  |
| 7.8.3.1  | Z-inversion RED Data display .....  | 63  |
| 7.8.3.2  | Z-inversion GREEN Data display .....                                      | 64  |
| 7.8.3.3  | Z-inversion BLUE Data display .....                                       | 65  |
| 8.       | Command.....  | 66  |
| 8.1.     | Command List.....   | 66  |
| 8.2.     | Command Description.....  | 71  |
| 8.2.1.   | NOP (00h).....  | 71  |
| 8.2.2.   | Soft Reset (01h) .....  | 72  |
| 8.2.3.   | Read display identification information (04h) .....                       | 73  |
| 8.2.4.   | Read Number of the Errors on DSI (05h).....                               | 74  |
| 8.2.5.   | Read Display Status (09h).....  | 75  |
| 8.2.6.   | Read Display Power Mode (0Ah) .....                                       | 77  |
| 8.2.7.   | Read Display MADCTL (0Bh).....  | 79  |
| 8.2.8.   | Read Display Pixel Format (0Ch).....                                      | 81  |
| 8.2.9.   | Read Display Image Mode (0Dh) .....                                       | 82  |
| 8.2.10.  | Read Display Signal Mode (0Eh) .....                                      | 84  |
| 8.2.11.  | Read Display Self-Diagnostic Result (0Fh).....                            | 86  |
| 8.2.12.  | Sleep IN (10h) .....  | 88  |
| 8.2.13.  | Sleep OUT (11h).....  | 89  |
| 8.2.14.  | Partial Mode ON (12h).....  | 90  |
| 8.2.15.  | Normal Display Mode ON (13h) .....  | 91  |
| 8.2.16.  | Display Inversion OFF (20h).....  | 92  |
| 8.2.17.  | Display Inversion ON (21h) .....  | 93  |
| 8.2.18.  | Display OFF (28h) .....   | 94  |
| 8.2.19.  | Display ON (29h) .....  | 95  |
| 8.2.20.  | Column Address Set (2Ah) .....  | 96  |
| 8.2.21.  | Page Address Set (2Bh).....   | 98  |
| 8.2.22.  | Memory Write (2Ch) .....  | 100 |
| 8.2.23.  | Memory Read (2Eh) .....   | 102 |
| 8.2.24.  | Partial Area (30h).....   | 104 |
| 8.2.25.  | Vertical Scrolling Definition (33h) .....                                 | 106 |

|   |     |
|---|-----|
| 8.2.26. Tearing Effect Line OFF (34h) .....                         | 109 |
| 8.2.27. Tearing Effect Line ON (35h) .....                          | 110 |
| 8.2.28. Memory Access Control (36h) .....                           | 112 |
| 8.2.29. Vertical Scrolling Start Address (37h) .....                | 114 |
| 8.2.30. Idle Mode OFF (38h) .....                                   | 116 |
| 8.2.31. Idle Mode ON (39h) .....                                    | 117 |
| 8.2.32. Interface Pixel Format (3Ah).....                           | 119 |
| 8.2.33. Memory Write Continue (3Ch).....                            | 120 |
| 8.2.34. Memory Read Continue (3Eh).....                             | 122 |
| 8.2.35. Write Tear Scan Line (44h).....                             | 124 |
| 8.2.36. Read Scan Line (45h).....                                   | 125 |
| 8.2.37. Write Display Brightness Value (51h) .....                  | 126 |
| 8.2.38. Read Display Brightness Value (52h).....                    | 127 |
| 8.2.39. Write CTRL Display Value (53h).....                         | 128 |
| 8.2.40. Read CTRL Display Value (54h) .....                         | 130 |
| 8.2.41. Write Content Adaptive Brightness Control Value (55h).....  | 131 |
| 8.2.42. Read Content Adaptive Brightness Control Value (56h) .....  | 132 |
| 8.2.43. Write CABC Minimum Brightness (5Eh).....                    | 133 |
| 8.2.44. Read CABC Minimum Brightness (5Fh).....                     | 134 |
| 8.2.45. Read First Checksum (AAh).....                              | 135 |
| 8.2.46. Read Continue Checksum (AFh) .....                          | 136 |
| 8.2.47. Read ID1 (DAh).....   | 137 |
| 8.2.48. Read ID2 (DBh).....   | 138 |
| 8.2.49. Read ID3 (DCh).....   | 139 |
| 8.2.50. Interface Mode Control (B0h) .....                          | 140 |
| 8.2.51. Frame Rate Control (In Normal Mode/Full Colors) (B1h).....  | 142 |
| 8.2.52. Frame Rate Control (In Idle Mode/8 colors) (B2h) .....      | 144 |
| 8.2.53. Frame Rate control (In Partial Mode/Full Colors) (B3h)..... | 145 |
| 8.2.54. Display Inversion Control (B4h).....                        | 146 |
| 8.2.55. Blanking Porch Control (B5h) .....                          | 147 |
| 8.2.56. Display Function Control (B6h).....                         | 149 |
| 8.2.57. Entry Mode Set (B7h) .....                                  | 153 |
| 8.2.58. Power Control 1 (C0h).....                                  | 156 |
| 8.2.59. Power Control 2 (C1h).....                                  | 158 |
| 8.2.60. Power Control 3 (For Normal Mode) (C2h) .....               | 159 |
| 8.2.61. Power Control 4 (For Idle Mode) (C3h) .....                 | 160 |
| 8.2.62. Power Control 5 (For Partial Mode) (C4h).....               | 161 |
| 8.2.63. VCOM Control (C5h) .....                                    | 162 |
| 8.2.64. CABC Control 1 (C6h).....                                   | 165 |

|  |     |
|--|-----|
| 8.2.65. CABC Control 2 (C8h) .....   | 166 |
| 8.2.66. CABC Control 3 (C9h) .....   | 167 |
| 8.2.67. CABC Control 4 (CAh).....  | 169 |
| 8.2.68. CABC Control 5 (CBh).....  | 170 |
| 8.2.69. CABC Control 6 (CCh) .....   | 172 |
| 8.2.70. CABC Control 7 (CDh) .....   | 173 |
| 8.2.71. CABC Control 8 (CEh).....  | 174 |
| 8.2.72. CABC Control 9 (CFh).....  | 175 |
| 8.2.73. NV Memory Write (D0h) .....  | 176 |
| 8.2.74. NV Memory Protection Key (D1h).....                                | 177 |
| 8.2.75. NV Memory Status Read (D2h).....                                   | 178 |
| 8.2.76. Read ID4 (D3h) .....   | 179 |
| 8.2.77. PGAMCTRL(Positive Gamma Control) (E0h).....                        | 180 |
| 8.2.78. NGAMCTRL (Negative Gamma Correction) (E1h) .....                   | 181 |
| 8.2.79. Digital Gamma Control 1 (E2h) .....                                | 182 |
| 8.2.80. Digital Gamma Control 2 (E3h) .....                                | 182 |
| 8.2.81. SPI Read Command Setting(FBh) .....                                | 183 |
| 9. Display Data RAM .....  | 184 |
| 9.1. Configuration.....  | 184 |
| 9.2. Memory to Display Address Mapping .....                               | 185 |
| 9.3. MCU to memory write/read direction .....                              | 186 |
| 10. Tearing Effect Information .....                                       | 189 |
| 10.1. Tearing Effect Line .....  | 190 |
| 10.1.1. Tearing Effect Line Modes.....                                     | 190 |
| 10.1.2. Tearing Effect Line Timing.....                                    | 191 |
| 11. Sleep Out – Command and Self-Diagnostic Functions .....                | 192 |
| 11.1. Register loading Detection .....                                     | 192 |
| 11.2. Functionality Detection.....   | 193 |
| 12. Power ON/OFF Sequence .....  | 194 |
| 12.1. Case 1 – RESX line is held High or Unstable by Host at Power ON..... | 194 |
| 12.2. Case 2 – RESX line is held Low by Host at Power ON .....             | 194 |
| 12.3. Uncontrolled Power Off.....  | 196 |
| 13. Power Level Definition .....   | 197 |
| 13.1. Power Levels.....  | 197 |
| 13.2. Power Flow Chart.....  | 198 |
| 13.3. LCM Voltage Generation.....  | 199 |
| 14. Reset.....   | 200 |
| 14.1. Registers .....  | 200 |
| 14.2. Output Pins, I/O Pins.....   | 201 |

|   |     |
|---|-----|
| 14.3. Input Pins .....  | 201 |
| 14.4. Reset Timing .....  | 202 |
| 15. NV Memory Programming Flow .....  | 203 |
| 16. Gamma Correction .....  | 204 |
| 17. Electrical Characteristics .....  | 206 |
| 17.1. Absolute Maximum Ratings .....  | 206 |
| 17.2. DC Characteristics .....  | 207 |
| 17.2.1. DC characteristics for Power Lines .....  | 207 |
| 17.2.2. DC characteristics for DSI LP mode .....  | 208 |
| 17.2.3. Spike / Glitch Rejection .....  | 208 |
| 17.2.4. DC Characteristics for DSI HS mode .....  | 209 |
| 17.2.5. DC Characteristics for Panel Driving .....  | 211 |
| 17.3. AC Characteristics .....  | 212 |
| 17.3.1. Display Parallel 18/16/9/8-bit Interface Timing Characteristics (8080-series) ..... | 212 |
| 17.3.2. Display Serial Interface Timing Characteristics (3-line SPI system) .....           | 214 |
| 17.3.3. Display Serial Interface Timing Characteristics (4-line SPI system) .....           | 215 |
| 17.3.4. Parallel 18/16-bit RGB Interface Timing Characteristics .....                       | 216 |
| 18. Application Circuit .....   | 217 |
| 19. Revision History .....  | 219 |

## 1. Introduction

ILI9486L is a 262,144-color single-chip SoC driver for a-Si TFT liquid crystal display with resolution of 320RGBx480 dots, comprising a 960-channel source driver, a 480-channel gate driver, 345,600bytes GRAM for graphic data of 320RGBx480 dots, and power supply circuit.

The ILI9486L supports parallel CPU 8-/9-/16-/18-bit data bus interface and 3-/4-line serial peripheral interfaces (SPI). The ILI9486L is also compliant with RGB (16-/18-bit) data bus for video image display.

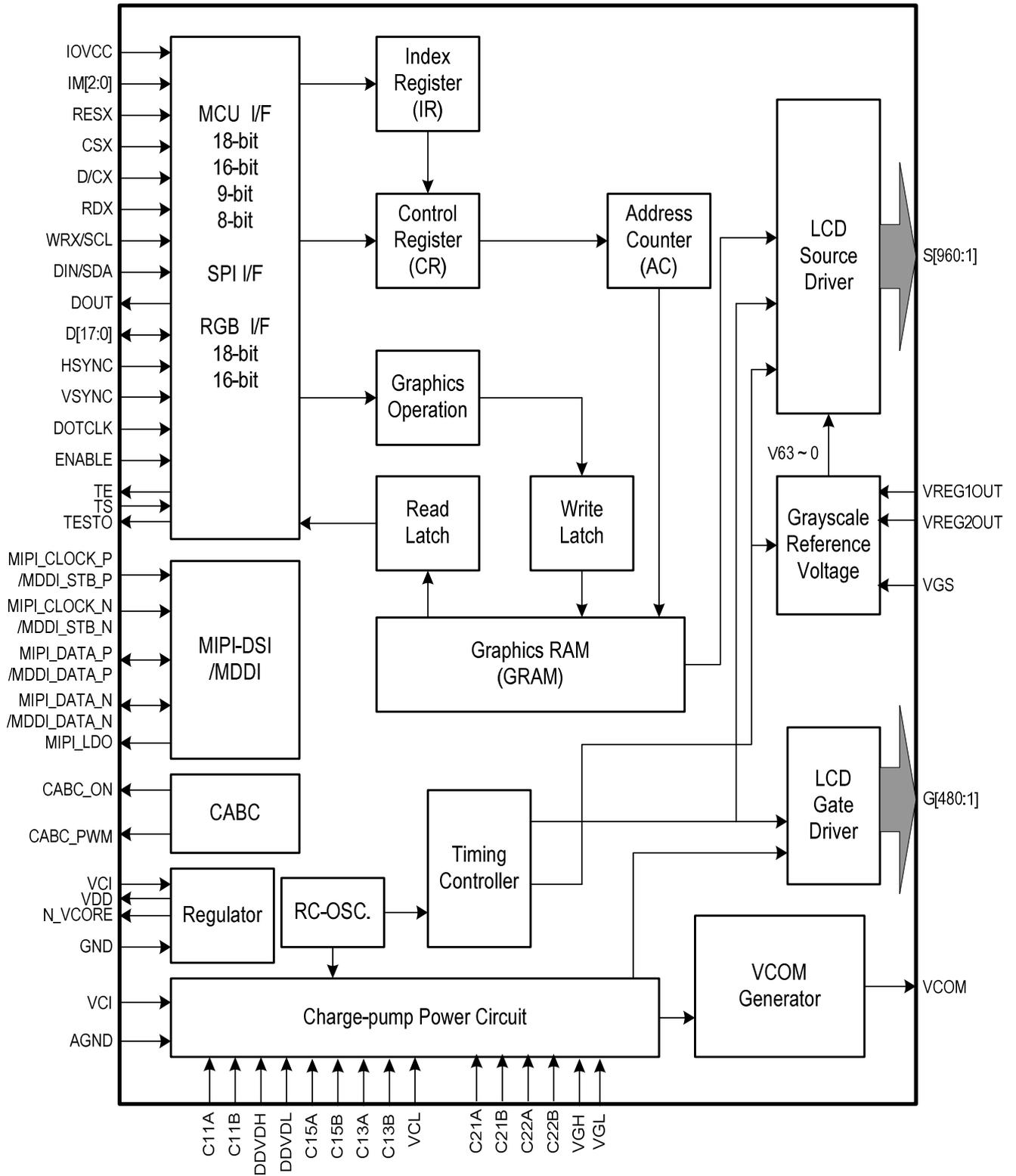
ILI9486L can operate with 1.65V I/O interface voltage and support wide analog power supply range. ILI9486L also supports a function to display in 8 colors and a sleep mode, allowing for precise power control by software and these features make the ILI9486L as an ideal LCD driver for medium or small size portable products such as digital cellular phones, smart phone, MP3 and PMP where long battery life is a major concern.

## 2. Features

- ◆ Display resolution: [320xRGB](H) x 480(V)
- ◆ Output:
  - 960 source outputs
  - 480 gate outputs
  - Common electrode output
- ◆ a-TFT LCD driver with on-chip full display RAM: 345,600 bytes
- ◆ Interface
  - 8-bits, 9-bits, 16-bits, 18-bits interface with 8080-series MCU
  - 16-bits, 18-bits RGB interface with graphic controller
  - 3-line / 4-line serial interface
- ◆ Display mode:
  - Full color mode (Idle mode OFF) : 262K-colors, 65K-colors.
  - Reduce color mode (Idle mode ON) : 8-color.
- ◆ Power saving mode:
  - Deep-standby mode
  - Sleep mode
- ◆ On chip functions:
  - DC VCOM generator and adjustment
  - Timing generator
  - Oscillator
  - DC/DC converter
  - Dot/Column/Z inversion
  - Separate RGB Gamma correction
  - CABC(Content adaptive brightness control)
- ◆ MTP (4 times):
  - 8-bits for ID1
  - 8-bits for ID2
  - 8-bits for ID3
  - 7-bits for VCOM adjustment
- ◆ Low -power consumption architecture
  - Low operating power supplies:
    - IOVCC = 1.65V ~ 3.6V (Digital)
    - VCI = 2.5V ~ 3.6V (Analog)

- ◆ LCD Voltage drive:
  - Source/VCOM power supply voltage
    - DDVDH - GND = 4.5V ~ 6.0V
    - VCL - GND = -2.0~-3.0V
    - VCI1 - VCL  $\leq$  6.0V
  - Gate driver output voltage
    - VGH - GND = 10.0V ~ 20.0V
    - VGL - GND = -5.0V ~ -15.0V
    - VGH - VGL  $\leq$  32.0V
  - VCOM driver output voltage
    - VCOM = 0~-2.0V
- ◆ Operate temperature range: -40°C to 85°C
- ◆ a-Si TFT LCD storage capacitor : Cst on Common structure only

### 3. Block Diagram



## 4. Pin Descriptions

| Bus Interface Pins |     |                       |  |                 |     |     |     |           |                 |   |   |   |                           |          |   |   |   |                          |         |   |   |   |                           |          |   |   |   |                          |         |   |   |   |            |   |   |   |   |            |     |   |   |   |            |   |   |   |   |            |     |
|--------------------|-----|-----------------------|--|-----------------|-----|-----|-----|-----------|-----------------|---|---|---|---------------------------|----------|---|---|---|--------------------------|---------|---|---|---|---------------------------|----------|---|---|---|--------------------------|---------|---|---|---|------------|---|---|---|---|------------|-----|---|---|---|------------|---|---|---|---|------------|-----|
| Pin Name           | I/O | Type                  | Descriptions   |                 |     |     |     |           |                 |   |   |   |                           |          |   |   |   |                          |         |   |   |   |                           |          |   |   |   |                          |         |   |   |   |            |   |   |   |   |            |     |   |   |   |            |   |   |   |   |            |     |
| IM[2:0]            | I   | MPU<br>IOVCC/DGND     | <p>- Select the interface mode</p> <table border="1"> <thead> <tr> <th>IM2</th> <th>IM1</th> <th>IM0</th> <th>Interface</th> <th>Data Pin in Use</th> </tr> </thead> <tbody> <tr> <td>0</td> <td>0</td> <td>0</td> <td>8080 18-bit bus interface</td> <td>DB[17:0]</td> </tr> <tr> <td>0</td> <td>0</td> <td>1</td> <td>8080 9-bit bus interface</td> <td>DB[8:0]</td> </tr> <tr> <td>0</td> <td>1</td> <td>0</td> <td>8080 16-bit bus interface</td> <td>DB[15:0]</td> </tr> <tr> <td>0</td> <td>1</td> <td>1</td> <td>8080 8-bit bus interface</td> <td>DB[7:0]</td> </tr> <tr> <td>1</td> <td>0</td> <td>0</td> <td>Prohibited</td> <td>-</td> </tr> <tr> <td>1</td> <td>0</td> <td>1</td> <td>3-line SPI</td> <td>SDA</td> </tr> <tr> <td>1</td> <td>1</td> <td>0</td> <td>Prohibited</td> <td>-</td> </tr> <tr> <td>1</td> <td>1</td> <td>1</td> <td>4-line SPI</td> <td>SDA</td> </tr> </tbody> </table> |                 | IM2 | IM1 | IM0 | Interface | Data Pin in Use | 0 | 0 | 0 | 8080 18-bit bus interface | DB[17:0] | 0 | 0 | 1 | 8080 9-bit bus interface | DB[8:0] | 0 | 1 | 0 | 8080 16-bit bus interface | DB[15:0] | 0 | 1 | 1 | 8080 8-bit bus interface | DB[7:0] | 1 | 0 | 0 | Prohibited | - | 1 | 0 | 1 | 3-line SPI | SDA | 1 | 1 | 0 | Prohibited | - | 1 | 1 | 1 | 4-line SPI | SDA |
| IM2                | IM1 | IM0                   | Interface  | Data Pin in Use |     |     |     |           |                 |   |   |   |                           |          |   |   |   |                          |         |   |   |   |                           |          |   |   |   |                          |         |   |   |   |            |   |   |   |   |            |     |   |   |   |            |   |   |   |   |            |     |
| 0                  | 0   | 0                     | 8080 18-bit bus interface  | DB[17:0]        |     |     |     |           |                 |   |   |   |                           |          |   |   |   |                          |         |   |   |   |                           |          |   |   |   |                          |         |   |   |   |            |   |   |   |   |            |     |   |   |   |            |   |   |   |   |            |     |
| 0                  | 0   | 1                     | 8080 9-bit bus interface   | DB[8:0]         |     |     |     |           |                 |   |   |   |                           |          |   |   |   |                          |         |   |   |   |                           |          |   |   |   |                          |         |   |   |   |            |   |   |   |   |            |     |   |   |   |            |   |   |   |   |            |     |
| 0                  | 1   | 0                     | 8080 16-bit bus interface  | DB[15:0]        |     |     |     |           |                 |   |   |   |                           |          |   |   |   |                          |         |   |   |   |                           |          |   |   |   |                          |         |   |   |   |            |   |   |   |   |            |     |   |   |   |            |   |   |   |   |            |     |
| 0                  | 1   | 1                     | 8080 8-bit bus interface   | DB[7:0]         |     |     |     |           |                 |   |   |   |                           |          |   |   |   |                          |         |   |   |   |                           |          |   |   |   |                          |         |   |   |   |            |   |   |   |   |            |     |   |   |   |            |   |   |   |   |            |     |
| 1                  | 0   | 0                     | Prohibited   | -               |     |     |     |           |                 |   |   |   |                           |          |   |   |   |                          |         |   |   |   |                           |          |   |   |   |                          |         |   |   |   |            |   |   |   |   |            |     |   |   |   |            |   |   |   |   |            |     |
| 1                  | 0   | 1                     | 3-line SPI   | SDA             |     |     |     |           |                 |   |   |   |                           |          |   |   |   |                          |         |   |   |   |                           |          |   |   |   |                          |         |   |   |   |            |   |   |   |   |            |     |   |   |   |            |   |   |   |   |            |     |
| 1                  | 1   | 0                     | Prohibited   | -               |     |     |     |           |                 |   |   |   |                           |          |   |   |   |                          |         |   |   |   |                           |          |   |   |   |                          |         |   |   |   |            |   |   |   |   |            |     |   |   |   |            |   |   |   |   |            |     |
| 1                  | 1   | 1                     | 4-line SPI   | SDA             |     |     |     |           |                 |   |   |   |                           |          |   |   |   |                          |         |   |   |   |                           |          |   |   |   |                          |         |   |   |   |            |   |   |   |   |            |     |   |   |   |            |   |   |   |   |            |     |
| RESX               | I   | MPU/<br>Reset circuit | <p>- The external reset input.<br/>- Initializes the chip with a low input. Be sure to execute a power-on reset after supplying power.</p>   |                 |     |     |     |           |                 |   |   |   |                           |          |   |   |   |                          |         |   |   |   |                           |          |   |   |   |                          |         |   |   |   |            |   |   |   |   |            |     |   |   |   |            |   |   |   |   |            |     |
| CSX                | I   | MPU                   | <p>- A chip select signal.<br/>Low: the chip is selected and accessible<br/>High: the chip is not selected and not accessible<br/><b>Fix to IOVCC or DGND level when not in use.</b></p>   |                 |     |     |     |           |                 |   |   |   |                           |          |   |   |   |                          |         |   |   |   |                           |          |   |   |   |                          |         |   |   |   |            |   |   |   |   |            |     |   |   |   |            |   |   |   |   |            |     |
| D/CX               | I   | MPU                   | <p>- Parallel interface (D/CX): The signal for command or parameter select.<br/>Low: Command.<br/>High: Parameter.<br/><b>Fix to IOVCC or DGND level when not in use.</b></p>  |                 |     |     |     |           |                 |   |   |   |                           |          |   |   |   |                          |         |   |   |   |                           |          |   |   |   |                          |         |   |   |   |            |   |   |   |   |            |     |   |   |   |            |   |   |   |   |            |     |
| WRX/SCL            | I   | MPU<br>IOVCC          | <p>- 8080 system (WRX): Serves as a write signal and writes data at the rising edge.<br/>- 3/4-line serial interface (SCL): The pin used as serial clock pin.<br/><b>Fix to IOVCC or DGND level when not in use.</b></p>   |                 |     |     |     |           |                 |   |   |   |                           |          |   |   |   |                          |         |   |   |   |                           |          |   |   |   |                          |         |   |   |   |            |   |   |   |   |            |     |   |   |   |            |   |   |   |   |            |     |
| RDX                | I   | MPU                   | <p>- 8080 system (RDX): Serves as a read signal and read data at the rising edge.<br/><b>Fix to IOVCC or DGND level when not in use.</b></p>   |                 |     |     |     |           |                 |   |   |   |                           |          |   |   |   |                          |         |   |   |   |                           |          |   |   |   |                          |         |   |   |   |            |   |   |   |   |            |     |   |   |   |            |   |   |   |   |            |     |
| DIN/SDA            | I/O | MPU                   | <p>- Serial data input / output.<br/><b>Fix to IOVCC or DGND level when not in use.</b></p>  |                 |     |     |     |           |                 |   |   |   |                           |          |   |   |   |                          |         |   |   |   |                           |          |   |   |   |                          |         |   |   |   |            |   |   |   |   |            |     |   |   |   |            |   |   |   |   |            |     |
| DOUT               | O   | MCU                   | <p>- Serial data output<br/><b>Leave the pin to open when not in use.</b></p>  |                 |     |     |     |           |                 |   |   |   |                           |          |   |   |   |                          |         |   |   |   |                           |          |   |   |   |                          |         |   |   |   |            |   |   |   |   |            |     |   |   |   |            |   |   |   |   |            |     |
| TE                 | O   | MPU                   | <p>- Tearing effect output.<br/><b>Leave the pin to open when not in use.</b></p>  |                 |     |     |     |           |                 |   |   |   |                           |          |   |   |   |                          |         |   |   |   |                           |          |   |   |   |                          |         |   |   |   |            |   |   |   |   |            |     |   |   |   |            |   |   |   |   |            |     |
| CABC_PWM           | O   | VCI                   | <p>- Back light control pin.<br/><b>Leave the pin to open when not in use.</b></p>   |                 |     |     |     |           |                 |   |   |   |                           |          |   |   |   |                          |         |   |   |   |                           |          |   |   |   |                          |         |   |   |   |            |   |   |   |   |            |     |   |   |   |            |   |   |   |   |            |     |
| CABC_ON            | O   | VCI                   | <p>- Back light control pin.<br/><b>Leave the pin to open when not in use.</b></p>   |                 |     |     |     |           |                 |   |   |   |                           |          |   |   |   |                          |         |   |   |   |                           |          |   |   |   |                          |         |   |   |   |            |   |   |   |   |            |     |   |   |   |            |   |   |   |   |            |     |
| MIPI_CLOCK_P       | I   | MIPI                  | <p><b>Leave the pin to open.</b></p>   |                 |     |     |     |           |                 |   |   |   |                           |          |   |   |   |                          |         |   |   |   |                           |          |   |   |   |                          |         |   |   |   |            |   |   |   |   |            |     |   |   |   |            |   |   |   |   |            |     |
| MIPI_CLOCK_N       | I   | MIPI                  | <p><b>Leave the pin to open.</b></p>   |                 |     |     |     |           |                 |   |   |   |                           |          |   |   |   |                          |         |   |   |   |                           |          |   |   |   |                          |         |   |   |   |            |   |   |   |   |            |     |   |   |   |            |   |   |   |   |            |     |
| MIPI_DATA_P        | I/O | MIPI                  | <p><b>Leave the pin to open.</b></p>   |                 |     |     |     |           |                 |   |   |   |                           |          |   |   |   |                          |         |   |   |   |                           |          |   |   |   |                          |         |   |   |   |            |   |   |   |   |            |     |   |   |   |            |   |   |   |   |            |     |
| MIPI_DATA_N        | I/O | MIPI                  | <p><b>Leave the pin to open.</b></p>   |                 |     |     |     |           |                 |   |   |   |                           |          |   |   |   |                          |         |   |   |   |                           |          |   |   |   |                          |         |   |   |   |            |   |   |   |   |            |     |   |   |   |            |   |   |   |   |            |     |

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| DB[17:0]                  | I/O      | MPU | A 18-bit parallel bi-directional data bus for MCU system  |                 |                 |                                 |         |                                 |         |                                  |          |                                  |          |                           |          |                           |          |
|---------------------------|----------|-----|---|-----------------|-----------------|---------------------------------|---------|---------------------------------|---------|----------------------------------|----------|----------------------------------|----------|---------------------------|----------|---------------------------|----------|
|                           |          |     | <table border="1"> <thead> <tr> <th>Interface Mode</th> <th>Data Pin in Use</th> </tr> </thead> <tbody> <tr> <td>8-bit MCU System Interface Mode</td> <td>DB[7:0]</td> </tr> <tr> <td>9-bit MCU System Interface Mode</td> <td>DB[8:0]</td> </tr> <tr> <td>16-bit MCU System Interface Mode</td> <td>DB[15:0]</td> </tr> <tr> <td>18-bit MCU System Interface Mode</td> <td>DB[17:0]</td> </tr> <tr> <td>16-bit RGB Interface Mode</td> <td>DB[15:0]</td> </tr> <tr> <td>18-bit RGB Interface Mode</td> <td>DB[17:0]</td> </tr> </tbody> </table> | Interface Mode  | Data Pin in Use | 8-bit MCU System Interface Mode | DB[7:0] | 9-bit MCU System Interface Mode | DB[8:0] | 16-bit MCU System Interface Mode | DB[15:0] | 18-bit MCU System Interface Mode | DB[17:0] | 16-bit RGB Interface Mode | DB[15:0] | 18-bit RGB Interface Mode | DB[17:0] |
|                           |          |     | Interface Mode  | Data Pin in Use |                 |                                 |         |                                 |         |                                  |          |                                  |          |                           |          |                           |          |
|                           |          |     | 8-bit MCU System Interface Mode   | DB[7:0]         |                 |                                 |         |                                 |         |                                  |          |                                  |          |                           |          |                           |          |
|                           |          |     | 9-bit MCU System Interface Mode   | DB[8:0]         |                 |                                 |         |                                 |         |                                  |          |                                  |          |                           |          |                           |          |
|                           |          |     | 16-bit MCU System Interface Mode  | DB[15:0]        |                 |                                 |         |                                 |         |                                  |          |                                  |          |                           |          |                           |          |
|                           |          |     | 18-bit MCU System Interface Mode  | DB[17:0]        |                 |                                 |         |                                 |         |                                  |          |                                  |          |                           |          |                           |          |
| 16-bit RGB Interface Mode | DB[15:0] |     |   |                 |                 |                                 |         |                                 |         |                                  |          |                                  |          |                           |          |                           |          |
| 18-bit RGB Interface Mode | DB[17:0] |     |   |                 |                 |                                 |         |                                 |         |                                  |          |                                  |          |                           |          |                           |          |
|                           |          |     | <b>Fix to DGND level when not in use.</b>   |                 |                 |                                 |         |                                 |         |                                  |          |                                  |          |                           |          |                           |          |
| VSYNC                     | I        | MPU | Frame synchronizing signal for RGB interface operation.<br><b>Fix to DGND level when not in use.</b>  |                 |                 |                                 |         |                                 |         |                                  |          |                                  |          |                           |          |                           |          |
| HSYNC                     | I        | MPU | - Line synchronizing signal for RGB interface operation.<br><b>Fix to DGND level when not in use.</b>   |                 |                 |                                 |         |                                 |         |                                  |          |                                  |          |                           |          |                           |          |
| ENABLE                    | I        | MPU | - Data enable signal for RGB interface operation.<br>Low : access enabled.<br>High : access inhibited.<br><b>Fix to DGND level when not in use.</b>   |                 |                 |                                 |         |                                 |         |                                  |          |                                  |          |                           |          |                           |          |
| DOTCLK                    | I        | MPU | - Dot clock signal for RGB interface operation.<br><b>Fix to IOVCC level when not in use.</b>   |                 |                 |                                 |         |                                 |         |                                  |          |                                  |          |                           |          |                           |          |

| LCD Driving Signals |     |      |   |
|---------------------|-----|------|---|
| Pin Name            | I/O | Type | Descriptions  |
| S961~S1             | O   | LCD  | - Source output voltage signals applied to liquid crystal.<br><b>Leave the pin to open when not in use.</b>   |
| G480~G1             | O   | LCD  | - Gate line output signals.<br>VGH: the level selecting gate lines<br>VGL: the level not selecting gate lines<br><b>Leave the pin to open when not in use.</b>  |
| VCOM                | O   | -    | - The power supply of common voltage in DC VCOM driving.<br>- The voltage range is set between -2V to 0V.   |
| VREG1OUT            | O   | -    | - Internal generated stable power for source driver unit.<br>- The voltage level can be set by VRH1[4:0].<br>- VREG1OUT is a positive grayscale reference voltage of source driver.<br>- VREG1OUT =3.6~5.5V   |
| VREG2OUT            | O   | -    | - Internal generated stable power for source driver unit.<br>- The voltage level can be set by VRH2[4:0].<br>- VREG2OUT is a negative grayscale reference voltage of source driver.<br>- VREG2OUT =-3.6~-5.5V |
| VGS                 | I   | -    | Reference level for grayscale generating circuit.   |

| Charge-pump and Regulator Circuit |     |                       |  |
|-----------------------------------|-----|-----------------------|--|
| Pin Name                          | I/O | Type                  | Descriptions   |
| VCI                               | P   | Power supply          | - A supply voltage to the analog circuit. Connect to an external power supply of 2.5 ~ 3.6V.                         |
| DDVDH                             | O   | Stabilizing capacitor | - Power supply for the source driver and VCOM driver.<br>- Connect to a stabilizing capacitor between DDVDH and GND. |
| DDVDL                             | O   | Stabilizing capacitor | - Power supply for the source driver and VCOM driver.<br>- Connect to a stabilizing capacitor between DDVDL and GND. |
| VGH                               | O   | Stabilizing capacitor | - Power supply for the gate driver.<br>- Connect to a stabilizing capacitor between VGH and GND.                     |
| VGL                               | O   | Stabilizing           | - Power supply for the gate driver. .  |

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|  |   |                       |  |
|--|---|-----------------------|--|
|  |   | capacitor             | - Connect to a stabilizing capacitor between VGL and GND.  |
| VCL                                    | O | Stabilizing capacitor | - VCOML driver power supply.<br>- VCL = 0.5 ~ -VCI, place a stabilizing capacitor between VCL and GND. |
| C11A, C11B<br>C15A, C15B               | O | Step-up capacitor     | - Capacitor connection pins for the step-up circuit 1  |
| C13A, C13B<br>C21A, C21B<br>C22A, C22B | O | Step-up capacitor     | - Capacitor connection pins for the step-up circuit 2.   |
|  |   |                       |  |

| Power Pads |     |                       |   |
|------------|-----|-----------------------|---|
| Pin Name   | I/O | Type                  | Descriptions  |
| IOVCC      | P   | Power supply          | - A supply voltage to the digital circuit. Connect to an external power supply of 1.65 ~ 3.6V.                    |
| VDD        | O   | Power                 | - Digital circuit power pad.<br>Connect these pins with the 1uF capacitor.  |
| N_VCORE    | O   | Power                 | - Digital circuit negative power pad.<br>Connect these pins with the 1uF capacitor.                               |
| DGND       | P   | Power supply          | - DGND for the digital side: DGND = 0V. In case of COG, connect to GND on the FPC to prevent noise.               |
| AGND       | P   | Power supply          | - AGND for the analog side: AGND = 0V. In case of COG, connect to GND on the FPC to prevent noise.                |
| VPG        | P   | Power supply          | - Power supply pin for the NV memory programming.<br>Please provide 7 volt to this pin for NV memory programming. |
| MIPI_LDO   | P   | Stabilizing capacitor | Leave this pad as open.   |

| Test Pads          |     |       |  |
|--------------------|-----|-------|--|
| Pin Name           | I/O | Type  | Descriptions   |
| DUMMY              | -   | -     | -- Dummy pad.<br><b>Leave the pin to be open when not in use.</b>  |
| TS[2:0]            | I   | IOGND | - Test pins<br>These pins are internal pulled low. Please leave these pins as open or connected to GND.          |
| TEST[5:0]          | O   | -     | -TEST[5:0]: When set in test mode, the pin are test pins.<br><b>Leave these pins to be open when not in use.</b> |
| V1T<br>V62T<br>VWT | I   | -     | - Test pins.<br><b>Leave these pins to be open when not in use.</b>  |

**Liquid crystal power supply specifications Table**

| No. | Item                              | Description                       |                     |
|-----|-----------------------------------|-----------------------------------|---------------------|
| 1   | TFT Source Driver                 | 960 pins (320 x RGB)              |                     |
| 2   | TFT Gate Driver                   | 480 pins                          |                     |
| 3   | TFT Display's Capacitor Structure | Cst structure only (Cs on Common) |                     |
| 4   | Liquid Crystal Drive Output       | S1 ~ S960                         | V0 ~ V63 grayscales |
|     |                                   | G1 ~ G480                         | VGH – VGL           |
|     |                                   | VCOM                              | 0~-2.0V             |
| 5   | Input Voltage                     | IOVCC                             | 1.65 ~ 3.60V        |
|     |                                   | VCI                               | 2.50 ~ 3.60V        |
| 6   | Liquid Crystal Drive Voltages     | DDVDH                             | 4.5V ~ 6.5V         |
|     |                                   | DDVDL                             | -6.5V ~ -4.5V       |
|     |                                   | VGH                               | 10.0V ~ 20.0V       |
|     |                                   | VGL                               | -5.0V ~ -15.0V      |
|     |                                   | VCL                               | -1.9 ~ -3.0V        |
|     | VGH – VGL                         | Max. 32.0V                        |                     |
| 7   | Internal Step-up Circuits         | DDVDH                             | VCI1 X2             |
|     |                                   | DDVDL                             | -(VCI1-VCL)         |
|     |                                   | VGH                               | VCI1 x4, x5, x6     |
|     |                                   | VGL                               | VCI1 x-3, x-4, x-5  |
|     |                                   | VCL                               | VCI1 x-1            |



| No. | Name         | X      | Y    | No. | Name    | X     | Y    | No. | Name     | X     | Y    | No. | Name  | X    | Y    | No. | Name | X    | Y    |
|-----|--------------|--------|------|-----|---------|-------|------|-----|----------|-------|------|-----|-------|------|------|-----|------|------|------|
| 1   | VPG          | -11165 | -279 | 51  | DB9     | -7665 | -279 | 101 | AGND     | -4165 | -279 | 151 | DDVDL | -665 | -279 | 201 | C13B | 2835 | -279 |
| 2   | VPG          | -11095 | -279 | 52  | DB8     | -7595 | -279 | 102 | AGND     | -4095 | -279 | 152 | DDVDL | -595 | -279 | 202 | C13B | 2905 | -279 |
| 3   | DGND         | -11025 | -279 | 53  | DB7     | -7525 | -279 | 103 | AGND     | -4025 | -279 | 153 | DDVDL | -525 | -279 | 203 | C13B | 2975 | -279 |
| 4   | DGND         | -10955 | -279 | 54  | DB6     | -7455 | -279 | 104 | AGND     | -3955 | -279 | 154 | DDVDH | -455 | -279 | 204 | C13B | 3045 | -279 |
| 5   | VWT          | -10885 | -279 | 55  | DB5     | -7385 | -279 | 105 | AGND     | -3885 | -279 | 155 | DDVDH | -385 | -279 | 205 | C13A | 3115 | -279 |
| 6   | DUMMY        | -10815 | -279 | 56  | DB4     | -7315 | -279 | 106 | AGND     | -3815 | -279 | 156 | DDVDH | -315 | -279 | 206 | C13A | 3185 | -279 |
| 7   | DUMMY        | -10745 | -279 | 57  | DB3     | -7245 | -279 | 107 | VCOM     | -3745 | -279 | 157 | DDVDH | -245 | -279 | 207 | C13A | 3255 | -279 |
| 8   | DUMMY        | -10675 | -279 | 58  | DB2     | -7175 | -279 | 108 | VCOM     | -3675 | -279 | 158 | DDVDH | -175 | -279 | 208 | C13A | 3325 | -279 |
| 9   | DUMMY        | -10605 | -279 | 59  | DB1     | -7105 | -279 | 109 | VCOM     | -3605 | -279 | 159 | DDVDH | -105 | -279 | 209 | C13A | 3395 | -279 |
| 10  | DUMMY        | -10535 | -279 | 60  | DB0     | -7035 | -279 | 110 | VCOM     | -3535 | -279 | 160 | DDVDH | -35  | -279 | 210 | C13A | 3465 | -279 |
| 11  | DUMMY        | -10465 | -279 | 61  | DOUT    | -6965 | -279 | 111 | VCOM     | -3465 | -279 | 161 | DDVDH | 35   | -279 | 211 | C13A | 3535 | -279 |
| 12  | DUMMY        | -10395 | -279 | 62  | DIN/SDA | -6895 | -279 | 112 | VCOM     | -3395 | -279 | 162 | DDVDH | 105  | -279 | 212 | C13A | 3605 | -279 |
| 13  | MIPI LDO     | -10325 | -279 | 63  | RDX     | -6825 | -279 | 113 | VCOM     | -3325 | -279 | 163 | VCL   | 175  | -279 | 213 | C13A | 3675 | -279 |
| 14  | MIPI LDO     | -10255 | -279 | 64  | WRX/SCL | -6755 | -279 | 114 | VCOM     | -3255 | -279 | 164 | VCL   | 245  | -279 | 214 | C13A | 3745 | -279 |
| 15  | DUMMY        | -10185 | -279 | 65  | D/CX    | -6685 | -279 | 115 | VCOM     | -3185 | -279 | 165 | VCL   | 315  | -279 | 215 | C13A | 3815 | -279 |
| 16  | MIPI DATA N  | -10115 | -279 | 66  | CSX     | -6615 | -279 | 116 | VCOM     | -3115 | -279 | 166 | VCL   | 385  | -279 | 216 | C15B | 3885 | -279 |
| 17  | MIPI DATA N  | -10045 | -279 | 67  | TE      | -6545 | -279 | 117 | VCOM     | -3045 | -279 | 167 | VCL   | 455  | -279 | 217 | C15B | 3955 | -279 |
| 18  | MIPI DATA P  | -9975  | -279 | 68  | IOVCC   | -6475 | -279 | 118 | VCOM     | -2975 | -279 | 168 | VCL   | 525  | -279 | 218 | C15B | 4025 | -279 |
| 19  | MIPI DATA P  | -9905  | -279 | 69  | IOVCC   | -6405 | -279 | 119 | VCOM     | -2905 | -279 | 169 | VCL   | 595  | -279 | 219 | C15B | 4095 | -279 |
| 20  | MIPI CLOCK N | -9835  | -279 | 70  | IOVCC   | -6335 | -279 | 120 | VCOM     | -2835 | -279 | 170 | VCL   | 665  | -279 | 220 | C15B | 4165 | -279 |
| 21  | MIPI CLOCK N | -9765  | -279 | 71  | IOVCC   | -6265 | -279 | 121 | VCOM     | -2765 | -279 | 171 | VCL   | 735  | -279 | 221 | C15B | 4235 | -279 |
| 22  | MIPI CLOCK P | -9695  | -279 | 72  | IOVCC   | -6195 | -279 | 122 | VCOM     | -2695 | -279 | 172 | VCL   | 805  | -279 | 222 | C15B | 4305 | -279 |
| 23  | MIPI CLOCK P | -9625  | -279 | 73  | IOVCC   | -6125 | -279 | 123 | VREG1OUT | -2625 | -279 | 173 | VCL   | 875  | -279 | 223 | C15B | 4375 | -279 |
| 24  | TS0          | -9555  | -279 | 74  | IOVCC   | -6055 | -279 | 124 | VREG1OUT | -2555 | -279 | 174 | VCI   | 945  | -279 | 224 | C15B | 4445 | -279 |
| 25  | TS1          | -9485  | -279 | 75  | VDD     | -5985 | -279 | 125 | VREG1OUT | -2485 | -279 | 175 | VCI   | 1015 | -279 | 225 | C15B | 4515 | -279 |
| 26  | TS2          | -9415  | -279 | 76  | VDD     | -5915 | -279 | 126 | VREG1OUT | -2415 | -279 | 176 | VCI   | 1085 | -279 | 226 | C15A | 4585 | -279 |
| 27  | TEST0        | -9345  | -279 | 77  | VDD     | -5845 | -279 | 127 | VREG1OUT | -2345 | -279 | 177 | VCI   | 1155 | -279 | 227 | C15A | 4655 | -279 |
| 28  | TEST1        | -9275  | -279 | 78  | VDD     | -5775 | -279 | 128 | VREG1OUT | -2275 | -279 | 178 | VCI   | 1225 | -279 | 228 | C15A | 4725 | -279 |
| 29  | TEST2        | -9205  | -279 | 79  | VDD     | -5705 | -279 | 129 | VREG1OUT | -2205 | -279 | 179 | VCI   | 1295 | -279 | 229 | C15A | 4795 | -279 |
| 30  | TEST3        | -9135  | -279 | 80  | VDD     | -5635 | -279 | 130 | VREG1OUT | -2135 | -279 | 180 | VCI   | 1365 | -279 | 230 | C15A | 4865 | -279 |
| 31  | TEST4        | -9065  | -279 | 81  | VDD     | -5565 | -279 | 131 | VREG1OUT | -2065 | -279 | 181 | VCI   | 1435 | -279 | 231 | C15A | 4935 | -279 |
| 32  | TEST5        | -8995  | -279 | 82  | VDD     | -5495 | -279 | 132 | VREG1OUT | -1995 | -279 | 182 | VCI   | 1505 | -279 | 232 | C15A | 5005 | -279 |
| 33  | CABC_ON      | -8925  | -279 | 83  | VDD     | -5425 | -279 | 133 | VREG2OUT | -1925 | -279 | 183 | VCI   | 1575 | -279 | 233 | C15A | 5075 | -279 |
| 34  | CABC_PWM     | -8855  | -279 | 84  | VDD     | -5355 | -279 | 134 | VREG2OUT | -1855 | -279 | 184 | VCI   | 1645 | -279 | 234 | C15A | 5145 | -279 |
| 35  | IM0/ID       | -8785  | -279 | 85  | VDD     | -5285 | -279 | 135 | VREG2OUT | -1785 | -279 | 185 | VCI   | 1715 | -279 | 235 | C15A | 5215 | -279 |
| 36  | IM1          | -8715  | -279 | 86  | AGND    | -5215 | -279 | 136 | VREG2OUT | -1715 | -279 | 186 | VCI   | 1785 | -279 | 236 | VGL  | 5285 | -279 |
| 37  | IM2          | -8645  | -279 | 87  | AGND    | -5145 | -279 | 137 | VREG2OUT | -1645 | -279 | 187 | VCI   | 1855 | -279 | 237 | VGL  | 5355 | -279 |
| 38  | RESX         | -8575  | -279 | 88  | AGND    | -5075 | -279 | 138 | VREG2OUT | -1575 | -279 | 188 | VCI   | 1925 | -279 | 238 | VGL  | 5425 | -279 |
| 39  | VSYNC        | -8505  | -279 | 89  | AGND    | -5005 | -279 | 139 | VREG2OUT | -1505 | -279 | 189 | VCI   | 1995 | -279 | 239 | VGL  | 5495 | -279 |
| 40  | HSYNC        | -8435  | -279 | 90  | AGND    | -4935 | -279 | 140 | N_VCORE  | -1435 | -279 | 190 | VCI   | 2065 | -279 | 240 | VGL  | 5565 | -279 |
| 41  | DOTCLK       | -8365  | -279 | 91  | AGND    | -4865 | -279 | 141 | N_VCORE  | -1365 | -279 | 191 | VCI   | 2135 | -279 | 241 | VGL  | 5635 | -279 |
| 42  | ENABLE       | -8295  | -279 | 92  | AGND    | -4795 | -279 | 142 | N_VCORE  | -1295 | -279 | 192 | VCI   | 2205 | -279 | 242 | VGL  | 5705 | -279 |
| 43  | DB17         | -8225  | -279 | 93  | AGND    | -4725 | -279 | 143 | N_VCORE  | -1225 | -279 | 193 | DUMMY | 2275 | -279 | 243 | VGL  | 5775 | -279 |
| 44  | DB16         | -8155  | -279 | 94  | VGS     | -4655 | -279 | 144 | DUMMY    | -1155 | -279 | 194 | C13B  | 2345 | -279 | 244 | VGL  | 5845 | -279 |
| 45  | DB15         | -8085  | -279 | 95  | VGS     | -4585 | -279 | 145 | DDVDL    | -1085 | -279 | 195 | C13B  | 2415 | -279 | 245 | VGL  | 5915 | -279 |
| 46  | DB14         | -8015  | -279 | 96  | DUMMY   | -4515 | -279 | 146 | DDVDL    | -1015 | -279 | 196 | C13B  | 2485 | -279 | 246 | AGND | 5985 | -279 |
| 47  | DB13         | -7945  | -279 | 97  | AGND    | -4445 | -279 | 147 | DDVDL    | -945  | -279 | 197 | C13B  | 2555 | -279 | 247 | AGND | 6055 | -279 |
| 48  | DB12         | -7875  | -279 | 98  | AGND    | -4375 | -279 | 148 | DDVDL    | -875  | -279 | 198 | C13B  | 2625 | -279 | 248 | AGND | 6125 | -279 |
| 49  | DB11         | -7805  | -279 | 99  | AGND    | -4305 | -279 | 149 | DDVDL    | -805  | -279 | 199 | C13B  | 2695 | -279 | 249 | VGH  | 6195 | -279 |
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|     |      |      |      |     |       |       |      |     |      |       |     |     |      |       |     |     |      |      |     |
|-----|------|------|------|-----|-------|-------|------|-----|------|-------|-----|-----|------|-------|-----|-----|------|------|-----|
| 251 | VGH  | 6335 | -279 | 301 | C22B  | 9835  | -279 | 351 | G57  | 10755 | 164 | 401 | G157 | 10005 | 164 | 451 | G257 | 9255 | 164 |
| 252 | VGH  | 6405 | -279 | 302 | C22B  | 9905  | -279 | 352 | G59  | 10740 | 289 | 402 | G159 | 9990  | 289 | 452 | G259 | 9240 | 289 |
| 253 | VGH  | 6475 | -279 | 303 | C22B  | 9975  | -279 | 353 | G61  | 10725 | 164 | 403 | G161 | 9975  | 164 | 453 | G261 | 9225 | 164 |
| 254 | VGH  | 6545 | -279 | 304 | C22B  | 10045 | -279 | 354 | G63  | 10710 | 289 | 404 | G163 | 9960  | 289 | 454 | G263 | 9210 | 289 |
| 255 | VGH  | 6615 | -279 | 305 | C22B  | 10115 | -279 | 355 | G65  | 10695 | 164 | 405 | G165 | 9945  | 164 | 455 | G265 | 9195 | 164 |
| 256 | VGH  | 6685 | -279 | 306 | C22B  | 10185 | -279 | 356 | G67  | 10680 | 289 | 406 | G167 | 9930  | 289 | 456 | G267 | 9180 | 289 |
| 257 | C11B | 6755 | -279 | 307 | C22B  | 10255 | -279 | 357 | G69  | 10665 | 164 | 407 | G169 | 9915  | 164 | 457 | G269 | 9165 | 164 |
| 258 | C11B | 6825 | -279 | 308 | C22A  | 10325 | -279 | 358 | G71  | 10650 | 289 | 408 | G171 | 9900  | 289 | 458 | G271 | 9150 | 289 |
| 259 | C11B | 6895 | -279 | 309 | C22A  | 10395 | -279 | 359 | G73  | 10635 | 164 | 409 | G173 | 9885  | 164 | 459 | G273 | 9135 | 164 |
| 260 | C11B | 6965 | -279 | 310 | C22A  | 10465 | -279 | 360 | G75  | 10620 | 289 | 410 | G175 | 9870  | 289 | 460 | G275 | 9120 | 289 |
| 261 | C11B | 7035 | -279 | 311 | C22A  | 10535 | -279 | 361 | G77  | 10605 | 164 | 411 | G177 | 9855  | 164 | 461 | G277 | 9105 | 164 |
| 262 | C11B | 7105 | -279 | 312 | C22A  | 10605 | -279 | 362 | G79  | 10590 | 289 | 412 | G179 | 9840  | 289 | 462 | G279 | 9090 | 289 |
| 263 | C11A | 7175 | -279 | 313 | C22A  | 10675 | -279 | 363 | G81  | 10575 | 164 | 413 | G181 | 9825  | 164 | 463 | G281 | 9075 | 164 |
| 264 | C11A | 7245 | -279 | 314 | C22A  | 10745 | -279 | 364 | G83  | 10560 | 289 | 414 | G183 | 9810  | 289 | 464 | G283 | 9060 | 289 |
| 265 | C11A | 7315 | -279 | 315 | C22A  | 10815 | -279 | 365 | G85  | 10545 | 164 | 415 | G185 | 9795  | 164 | 465 | G285 | 9045 | 164 |
| 266 | C11A | 7385 | -279 | 316 | C22A  | 10885 | -279 | 366 | G87  | 10530 | 289 | 416 | G187 | 9780  | 289 | 466 | G287 | 9030 | 289 |
| 267 | C11A | 7455 | -279 | 317 | C22A  | 10955 | -279 | 367 | G89  | 10515 | 164 | 417 | G189 | 9765  | 164 | 467 | G289 | 9015 | 164 |
| 268 | C11A | 7525 | -279 | 318 | C22A  | 11025 | -279 | 368 | G91  | 10500 | 289 | 418 | G191 | 9750  | 289 | 468 | G291 | 9000 | 289 |
| 269 | C21B | 7595 | -279 | 319 | C22A  | 11095 | -279 | 369 | G93  | 10485 | 164 | 419 | G193 | 9735  | 164 | 469 | G293 | 8985 | 164 |
| 270 | C21B | 7665 | -279 | 320 | C22A  | 11165 | -279 | 370 | G95  | 10470 | 289 | 420 | G195 | 9720  | 289 | 470 | G295 | 8970 | 289 |
| 271 | C21B | 7735 | -279 | 321 | DUMMY | 11205 | 164  | 371 | G97  | 10455 | 164 | 421 | G197 | 9705  | 164 | 471 | G297 | 8955 | 164 |
| 272 | C21B | 7805 | -279 | 322 | DUMMY | 11190 | 289  | 372 | G99  | 10440 | 289 | 422 | G199 | 9690  | 289 | 472 | G299 | 8940 | 289 |
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| 274 | C21B | 7945 | -279 | 324 | G3    | 11160 | 289  | 374 | G103 | 10410 | 289 | 424 | G203 | 9660  | 289 | 474 | G303 | 8910 | 289 |
| 275 | C21B | 8015 | -279 | 325 | G5    | 11145 | 164  | 375 | G105 | 10395 | 164 | 425 | G205 | 9645  | 164 | 475 | G305 | 8895 | 164 |
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| 277 | C21B | 8155 | -279 | 327 | G9    | 11115 | 164  | 377 | G109 | 10365 | 164 | 427 | G209 | 9615  | 164 | 477 | G309 | 8865 | 164 |
| 278 | C21B | 8225 | -279 | 328 | G11   | 11100 | 289  | 378 | G111 | 10350 | 289 | 428 | G211 | 9600  | 289 | 478 | G311 | 8850 | 289 |
| 279 | C21B | 8295 | -279 | 329 | G13   | 11085 | 164  | 379 | G113 | 10335 | 164 | 429 | G213 | 9585  | 164 | 479 | G313 | 8835 | 164 |
| 280 | C21B | 8365 | -279 | 330 | G15   | 11070 | 289  | 380 | G115 | 10320 | 289 | 430 | G215 | 9570  | 289 | 480 | G315 | 8820 | 289 |
| 281 | C21B | 8435 | -279 | 331 | G17   | 11055 | 164  | 381 | G117 | 10305 | 164 | 431 | G217 | 9555  | 164 | 481 | G317 | 8805 | 164 |
| 282 | C21B | 8505 | -279 | 332 | G19   | 11040 | 289  | 382 | G119 | 10290 | 289 | 432 | G219 | 9540  | 289 | 482 | G319 | 8790 | 289 |
| 283 | C21A | 8575 | -279 | 333 | G21   | 11025 | 164  | 383 | G121 | 10275 | 164 | 433 | G221 | 9525  | 164 | 483 | G321 | 8775 | 164 |
| 284 | C21A | 8645 | -279 | 334 | G23   | 11010 | 289  | 384 | G123 | 10260 | 289 | 434 | G223 | 9510  | 289 | 484 | G323 | 8760 | 289 |
| 285 | C21A | 8715 | -279 | 335 | G25   | 10995 | 164  | 385 | G125 | 10245 | 164 | 435 | G225 | 9495  | 164 | 485 | G325 | 8745 | 164 |
| 286 | C21A | 8785 | -279 | 336 | G27   | 10980 | 289  | 386 | G127 | 10230 | 289 | 436 | G227 | 9480  | 289 | 486 | G327 | 8730 | 289 |
| 287 | C21A | 8855 | -279 | 337 | G29   | 10965 | 164  | 387 | G129 | 10215 | 164 | 437 | G229 | 9465  | 164 | 487 | G329 | 8715 | 164 |
| 288 | C21A | 8925 | -279 | 338 | G31   | 10950 | 289  | 388 | G131 | 10200 | 289 | 438 | G231 | 9450  | 289 | 488 | G331 | 8700 | 289 |
| 289 | C21A | 8995 | -279 | 339 | G33   | 10935 | 164  | 389 | G133 | 10185 | 164 | 439 | G233 | 9435  | 164 | 489 | G333 | 8685 | 164 |
| 290 | C21A | 9065 | -279 | 340 | G35   | 10920 | 289  | 390 | G135 | 10170 | 289 | 440 | G235 | 9420  | 289 | 490 | G335 | 8670 | 289 |
| 291 | C21A | 9135 | -279 | 341 | G37   | 10905 | 164  | 391 | G137 | 10155 | 164 | 441 | G237 | 9405  | 164 | 491 | G337 | 8655 | 164 |
| 292 | C21A | 9205 | -279 | 342 | G39   | 10890 | 289  | 392 | G139 | 10140 | 289 | 442 | G239 | 9390  | 289 | 492 | G339 | 8640 | 289 |
| 293 | C21A | 9275 | -279 | 343 | G41   | 10875 | 164  | 393 | G141 | 10125 | 164 | 443 | G241 | 9375  | 164 | 493 | G341 | 8625 | 164 |
| 294 | C21A | 9345 | -279 | 344 | G43   | 10860 | 289  | 394 | G143 | 10110 | 289 | 444 | G243 | 9360  | 289 | 494 | G343 | 8610 | 289 |
| 295 | C21A | 9415 | -279 | 345 | G45   | 10845 | 164  | 395 | G145 | 10095 | 164 | 445 | G245 | 9345  | 164 | 495 | G345 | 8595 | 164 |
| 296 | C22B | 9485 | -279 | 346 | G47   | 10830 | 289  | 396 | G147 | 10080 | 289 | 446 | G247 | 9330  | 289 | 496 | G347 | 8580 | 289 |
| 297 | C22B | 9555 | -279 | 347 | G49   | 10815 | 164  | 397 | G149 | 10065 | 164 | 447 | G249 | 9315  | 164 | 497 | G349 | 8565 | 164 |
| 298 | C22B | 9625 | -279 | 348 | G51   | 10800 | 289  | 398 | G151 | 10050 | 289 | 448 | G251 | 9300  | 289 | 498 | G351 | 8550 | 289 |
| 299 | C22B | 9695 | -279 | 349 | G53   | 10785 | 164  | 399 | G153 | 10035 | 164 | 449 | G253 | 9285  | 164 | 499 | G353 | 8535 | 164 |
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| No. | Name | X    | Y   | No. | Name  | X    | Y   | No. | Name | X    | Y   | No. | Name | X    | Y   | No. | Name | X    | Y   |
|-----|------|------|-----|-----|-------|------|-----|-----|------|------|-----|-----|------|------|-----|-----|------|------|-----|
| 501 | G357 | 8505 | 164 | 551 | G457  | 7755 | 164 | 601 | S926 | 6855 | 164 | 651 | S876 | 6105 | 164 | 701 | S826 | 5355 | 164 |
| 502 | G359 | 8490 | 289 | 552 | G459  | 7740 | 289 | 602 | S925 | 6840 | 289 | 652 | S875 | 6090 | 289 | 702 | S825 | 5340 | 289 |
| 503 | G361 | 8475 | 164 | 553 | G461  | 7725 | 164 | 603 | S924 | 6825 | 164 | 653 | S874 | 6075 | 164 | 703 | S824 | 5325 | 164 |
| 504 | G363 | 8460 | 289 | 554 | G463  | 7710 | 289 | 604 | S923 | 6810 | 289 | 654 | S873 | 6060 | 289 | 704 | S823 | 5310 | 289 |
| 505 | G365 | 8445 | 164 | 555 | G465  | 7695 | 164 | 605 | S922 | 6795 | 164 | 655 | S872 | 6045 | 164 | 705 | S822 | 5295 | 164 |
| 506 | G367 | 8430 | 289 | 556 | G467  | 7680 | 289 | 606 | S921 | 6780 | 289 | 656 | S871 | 6030 | 289 | 706 | S821 | 5280 | 289 |
| 507 | G369 | 8415 | 164 | 557 | G469  | 7665 | 164 | 607 | S920 | 6765 | 164 | 657 | S870 | 6015 | 164 | 707 | S820 | 5265 | 164 |
| 508 | G371 | 8400 | 289 | 558 | G471  | 7650 | 289 | 608 | S919 | 6750 | 289 | 658 | S869 | 6000 | 289 | 708 | S819 | 5250 | 289 |
| 509 | G373 | 8385 | 164 | 559 | G473  | 7635 | 164 | 609 | S918 | 6735 | 164 | 659 | S868 | 5985 | 164 | 709 | S818 | 5235 | 164 |
| 510 | G375 | 8370 | 289 | 560 | G475  | 7620 | 289 | 610 | S917 | 6720 | 289 | 660 | S867 | 5970 | 289 | 710 | S817 | 5220 | 289 |
| 511 | G377 | 8355 | 164 | 561 | G477  | 7605 | 164 | 611 | S916 | 6705 | 164 | 661 | S866 | 5955 | 164 | 711 | S816 | 5205 | 164 |
| 512 | G379 | 8340 | 289 | 562 | G479  | 7590 | 289 | 612 | S915 | 6690 | 289 | 662 | S865 | 5940 | 289 | 712 | S815 | 5190 | 289 |
| 513 | G381 | 8325 | 164 | 563 | DUMMY | 7575 | 164 | 613 | S914 | 6675 | 164 | 663 | S864 | 5925 | 164 | 713 | S814 | 5175 | 164 |
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| 516 | G387 | 8280 | 289 | 566 | S961  | 7380 | 289 | 616 | S911 | 6630 | 289 | 666 | S861 | 5880 | 289 | 716 | S811 | 5130 | 289 |
| 517 | G389 | 8265 | 164 | 567 | S960  | 7365 | 164 | 617 | S910 | 6615 | 164 | 667 | S860 | 5865 | 164 | 717 | S810 | 5115 | 164 |
| 518 | G391 | 8250 | 289 | 568 | S959  | 7350 | 289 | 618 | S909 | 6600 | 289 | 668 | S859 | 5850 | 289 | 718 | S809 | 5100 | 289 |
| 519 | G393 | 8235 | 164 | 569 | S958  | 7335 | 164 | 619 | S908 | 6585 | 164 | 669 | S858 | 5835 | 164 | 719 | S808 | 5085 | 164 |
| 520 | G395 | 8220 | 289 | 570 | S957  | 7320 | 289 | 620 | S907 | 6570 | 289 | 670 | S857 | 5820 | 289 | 720 | S807 | 5070 | 289 |
| 521 | G397 | 8205 | 164 | 571 | S956  | 7305 | 164 | 621 | S906 | 6555 | 164 | 671 | S856 | 5805 | 164 | 721 | S806 | 5055 | 164 |
| 522 | G399 | 8190 | 289 | 572 | S955  | 7290 | 289 | 622 | S905 | 6540 | 289 | 672 | S855 | 5790 | 289 | 722 | S805 | 5040 | 289 |
| 523 | G401 | 8175 | 164 | 573 | S954  | 7275 | 164 | 623 | S904 | 6525 | 164 | 673 | S854 | 5775 | 164 | 723 | S804 | 5025 | 164 |
| 524 | G403 | 8160 | 289 | 574 | S953  | 7260 | 289 | 624 | S903 | 6510 | 289 | 674 | S853 | 5760 | 289 | 724 | S803 | 5010 | 289 |
| 525 | G405 | 8145 | 164 | 575 | S952  | 7245 | 164 | 625 | S902 | 6495 | 164 | 675 | S852 | 5745 | 164 | 725 | S802 | 4995 | 164 |
| 526 | G407 | 8130 | 289 | 576 | S951  | 7230 | 289 | 626 | S901 | 6480 | 289 | 676 | S851 | 5730 | 289 | 726 | S801 | 4980 | 289 |
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| 528 | G411 | 8100 | 289 | 578 | S949  | 7200 | 289 | 628 | S899 | 6450 | 289 | 678 | S849 | 5700 | 289 | 728 | S799 | 4950 | 289 |
| 529 | G413 | 8085 | 164 | 579 | S948  | 7185 | 164 | 629 | S898 | 6435 | 164 | 679 | S848 | 5685 | 164 | 729 | S798 | 4935 | 164 |
| 530 | G415 | 8070 | 289 | 580 | S947  | 7170 | 289 | 630 | S897 | 6420 | 289 | 680 | S847 | 5670 | 289 | 730 | S797 | 4920 | 289 |
| 531 | G417 | 8055 | 164 | 581 | S946  | 7155 | 164 | 631 | S896 | 6405 | 164 | 681 | S846 | 5655 | 164 | 731 | S796 | 4905 | 164 |
| 532 | G419 | 8040 | 289 | 582 | S945  | 7140 | 289 | 632 | S895 | 6390 | 289 | 682 | S845 | 5640 | 289 | 732 | S795 | 4890 | 289 |
| 533 | G421 | 8025 | 164 | 583 | S944  | 7125 | 164 | 633 | S894 | 6375 | 164 | 683 | S844 | 5625 | 164 | 733 | S794 | 4875 | 164 |
| 534 | G423 | 8010 | 289 | 584 | S943  | 7110 | 289 | 634 | S893 | 6360 | 289 | 684 | S843 | 5610 | 289 | 734 | S793 | 4860 | 289 |
| 535 | G425 | 7995 | 164 | 585 | S942  | 7095 | 164 | 635 | S892 | 6345 | 164 | 685 | S842 | 5595 | 164 | 735 | S792 | 4845 | 164 |
| 536 | G427 | 7980 | 289 | 586 | S941  | 7080 | 289 | 636 | S891 | 6330 | 289 | 686 | S841 | 5580 | 289 | 736 | S791 | 4830 | 289 |
| 537 | G429 | 7965 | 164 | 587 | S940  | 7065 | 164 | 637 | S890 | 6315 | 164 | 687 | S840 | 5565 | 164 | 737 | S790 | 4815 | 164 |
| 538 | G431 | 7950 | 289 | 588 | S939  | 7050 | 289 | 638 | S889 | 6300 | 289 | 688 | S839 | 5550 | 289 | 738 | S789 | 4800 | 289 |
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| 540 | G435 | 7920 | 289 | 590 | S937  | 7020 | 289 | 640 | S887 | 6270 | 289 | 690 | S837 | 5520 | 289 | 740 | S787 | 4770 | 289 |
| 541 | G437 | 7905 | 164 | 591 | S936  | 7005 | 164 | 641 | S886 | 6255 | 164 | 691 | S836 | 5505 | 164 | 741 | S786 | 4755 | 164 |
| 542 | G439 | 7890 | 289 | 592 | S935  | 6990 | 289 | 642 | S885 | 6240 | 289 | 692 | S835 | 5490 | 289 | 742 | S785 | 4740 | 289 |
| 543 | G441 | 7875 | 164 | 593 | S934  | 6975 | 164 | 643 | S884 | 6225 | 164 | 693 | S834 | 5475 | 164 | 743 | S784 | 4725 | 164 |
| 544 | G443 | 7860 | 289 | 594 | S933  | 6960 | 289 | 644 | S883 | 6210 | 289 | 694 | S833 | 5460 | 289 | 744 | S783 | 4710 | 289 |
| 545 | G445 | 7845 | 164 | 595 | S932  | 6945 | 164 | 645 | S882 | 6195 | 164 | 695 | S832 | 5445 | 164 | 745 | S782 | 4695 | 164 |
| 546 | G447 | 7830 | 289 | 596 | S931  | 6930 | 289 | 646 | S881 | 6180 | 289 | 696 | S831 | 5430 | 289 | 746 | S781 | 4680 | 289 |
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| 548 | G451 | 7800 | 289 | 598 | S929  | 6900 | 289 | 648 | S879 | 6150 | 289 | 698 | S829 | 5400 | 289 | 748 | S779 | 4650 | 289 |
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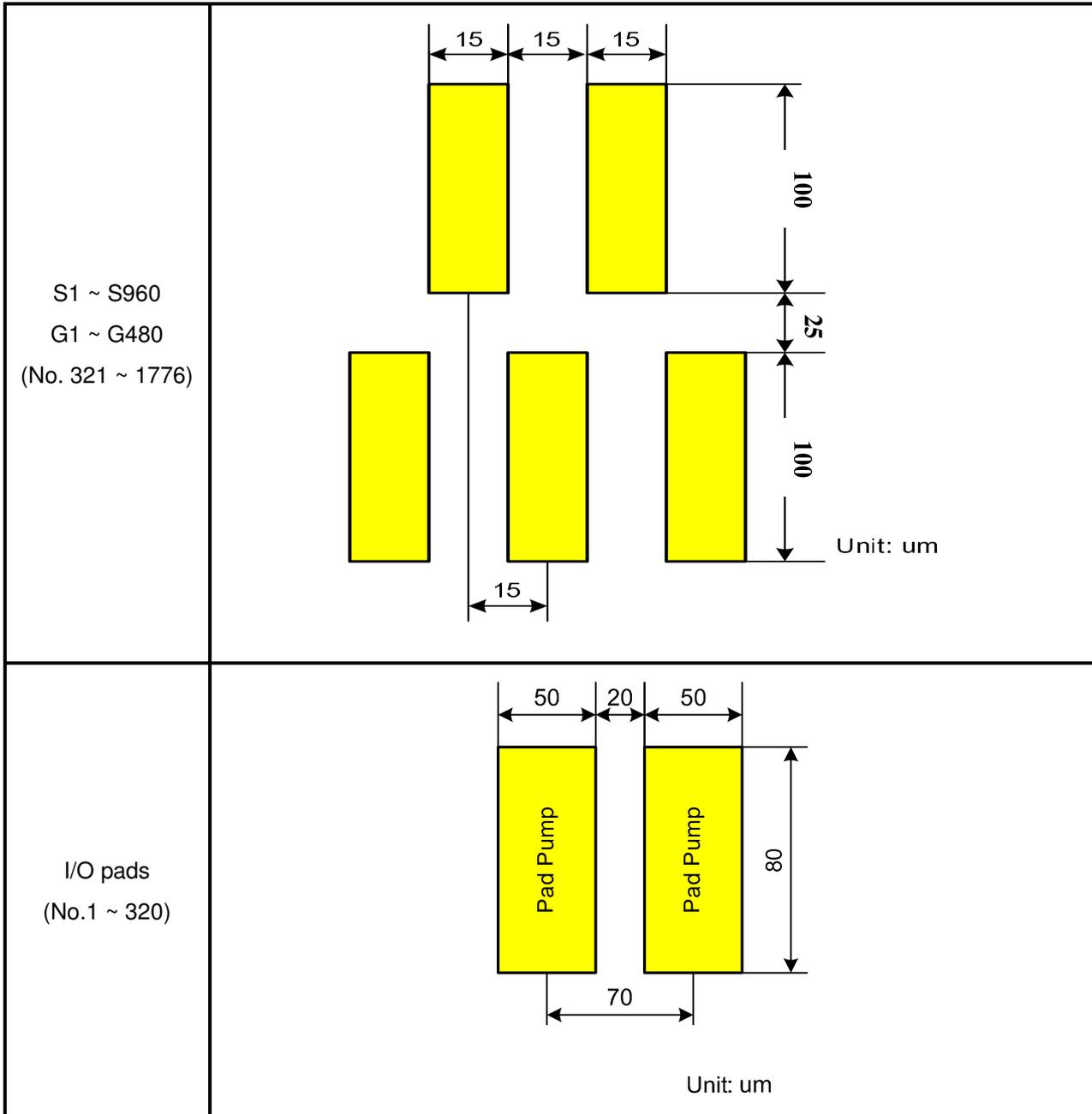
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| 751 | S776 | 4605 | 164 | 801 | S726 | 3855 | 164 | 851 | S676 | 3105 | 164 | 901 | S626 | 2355 | 164 | 951  | S576 | 1605 | 164 |
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| 758 | S769 | 4500 | 289 | 808 | S719 | 3750 | 289 | 858 | S669 | 3000 | 289 | 908 | S619 | 2250 | 289 | 958  | S569 | 1500 | 289 |
| 759 | S768 | 4485 | 164 | 809 | S718 | 3735 | 164 | 859 | S668 | 2985 | 164 | 909 | S618 | 2235 | 164 | 959  | S568 | 1485 | 164 |
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| 761 | S766 | 4455 | 164 | 811 | S716 | 3705 | 164 | 861 | S666 | 2955 | 164 | 911 | S616 | 2205 | 164 | 961  | S566 | 1455 | 164 |
| 762 | S765 | 4440 | 289 | 812 | S715 | 3690 | 289 | 862 | S665 | 2940 | 289 | 912 | S615 | 2190 | 289 | 962  | S565 | 1440 | 289 |
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| 772 | S755 | 4290 | 289 | 822 | S705 | 3540 | 289 | 872 | S655 | 2790 | 289 | 922 | S605 | 2040 | 289 | 972  | S555 | 1290 | 289 |
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| 779 | S748 | 4185 | 164 | 829 | S698 | 3435 | 164 | 879 | S648 | 2685 | 164 | 929 | S598 | 1935 | 164 | 979  | S548 | 1185 | 164 |
| 780 | S747 | 4170 | 289 | 830 | S697 | 3420 | 289 | 880 | S647 | 2670 | 289 | 930 | S597 | 1920 | 289 | 980  | S547 | 1170 | 289 |
| 781 | S746 | 4155 | 164 | 831 | S696 | 3405 | 164 | 881 | S646 | 2655 | 164 | 931 | S596 | 1905 | 164 | 981  | S546 | 1155 | 164 |
| 782 | S745 | 4140 | 289 | 832 | S695 | 3390 | 289 | 882 | S645 | 2640 | 289 | 932 | S595 | 1890 | 289 | 982  | S545 | 1140 | 289 |
| 783 | S744 | 4125 | 164 | 833 | S694 | 3375 | 164 | 883 | S644 | 2625 | 164 | 933 | S594 | 1875 | 164 | 983  | S544 | 1125 | 164 |
| 784 | S743 | 4110 | 289 | 834 | S693 | 3360 | 289 | 884 | S643 | 2610 | 289 | 934 | S593 | 1860 | 289 | 984  | S543 | 1110 | 289 |
| 785 | S742 | 4095 | 164 | 835 | S692 | 3345 | 164 | 885 | S642 | 2595 | 164 | 935 | S592 | 1845 | 164 | 985  | S542 | 1095 | 164 |
| 786 | S741 | 4080 | 289 | 836 | S691 | 3330 | 289 | 886 | S641 | 2580 | 289 | 936 | S591 | 1830 | 289 | 986  | S541 | 1080 | 289 |
| 787 | S740 | 4065 | 164 | 837 | S690 | 3315 | 164 | 887 | S640 | 2565 | 164 | 937 | S590 | 1815 | 164 | 987  | S540 | 1065 | 164 |
| 788 | S739 | 4050 | 289 | 838 | S689 | 3300 | 289 | 888 | S639 | 2550 | 289 | 938 | S589 | 1800 | 289 | 988  | S539 | 1050 | 289 |
| 789 | S738 | 4035 | 164 | 839 | S688 | 3285 | 164 | 889 | S638 | 2535 | 164 | 939 | S588 | 1785 | 164 | 989  | S538 | 1035 | 164 |
| 790 | S737 | 4020 | 289 | 840 | S687 | 3270 | 289 | 890 | S637 | 2520 | 289 | 940 | S587 | 1770 | 289 | 990  | S537 | 1020 | 289 |
| 791 | S736 | 4005 | 164 | 841 | S686 | 3255 | 164 | 891 | S636 | 2505 | 164 | 941 | S586 | 1755 | 164 | 991  | S536 | 1005 | 164 |
| 792 | S735 | 3990 | 289 | 842 | S685 | 3240 | 289 | 892 | S635 | 2490 | 289 | 942 | S585 | 1740 | 289 | 992  | S535 | 990  | 289 |
| 793 | S734 | 3975 | 164 | 843 | S684 | 3225 | 164 | 893 | S634 | 2475 | 164 | 943 | S584 | 1725 | 164 | 993  | S534 | 975  | 164 |
| 794 | S733 | 3960 | 289 | 844 | S683 | 3210 | 289 | 894 | S633 | 2460 | 289 | 944 | S583 | 1710 | 289 | 994  | S533 | 960  | 289 |
| 795 | S732 | 3945 | 164 | 845 | S682 | 3195 | 164 | 895 | S632 | 2445 | 164 | 945 | S582 | 1695 | 164 | 995  | S532 | 945  | 164 |
| 796 | S731 | 3930 | 289 | 846 | S681 | 3180 | 289 | 896 | S631 | 2430 | 289 | 946 | S581 | 1680 | 289 | 996  | S531 | 930  | 289 |
| 797 | S730 | 3915 | 164 | 847 | S680 | 3165 | 164 | 897 | S630 | 2415 | 164 | 947 | S580 | 1665 | 164 | 997  | S530 | 915  | 164 |
| 798 | S729 | 3900 | 289 | 848 | S679 | 3150 | 289 | 898 | S629 | 2400 | 289 | 948 | S579 | 1650 | 289 | 998  | S529 | 900  | 289 |
| 799 | S728 | 3885 | 164 | 849 | S678 | 3135 | 164 | 899 | S628 | 2385 | 164 | 949 | S578 | 1635 | 164 | 999  | S528 | 885  | 164 |
| 800 | S727 | 3870 | 289 | 850 | S677 | 3120 | 289 | 900 | S627 | 2370 | 289 | 950 | S577 | 1620 | 289 | 1000 | S527 | 870  | 289 |

| No.  | Name  | X    | Y   | No.  | Name | X    | Y   | No.  | Name | X     | Y   | No.  | Name | X     | Y   | No.  | Name | X     | Y   |
|------|-------|------|-----|------|------|------|-----|------|------|-------|-----|------|------|-------|-----|------|------|-------|-----|
| 1001 | S526  | 855  | 164 | 1051 | S480 | -180 | 289 | 1101 | S430 | -930  | 289 | 1151 | S380 | -1680 | 289 | 1201 | S330 | -2430 | 289 |
| 1002 | S525  | 840  | 289 | 1052 | S479 | -195 | 164 | 1102 | S429 | -945  | 164 | 1152 | S379 | -1695 | 164 | 1202 | S329 | -2445 | 164 |
| 1003 | S524  | 825  | 164 | 1053 | S478 | -210 | 289 | 1103 | S428 | -960  | 289 | 1153 | S378 | -1710 | 289 | 1203 | S328 | -2460 | 289 |
| 1004 | S523  | 810  | 289 | 1054 | S477 | -225 | 164 | 1104 | S427 | -975  | 164 | 1154 | S377 | -1725 | 164 | 1204 | S327 | -2475 | 164 |
| 1005 | S522  | 795  | 164 | 1055 | S476 | -240 | 289 | 1105 | S426 | -990  | 289 | 1155 | S376 | -1740 | 289 | 1205 | S326 | -2490 | 289 |
| 1006 | S521  | 780  | 289 | 1056 | S475 | -255 | 164 | 1106 | S425 | -1005 | 164 | 1156 | S375 | -1755 | 164 | 1206 | S325 | -2505 | 164 |
| 1007 | S520  | 765  | 164 | 1057 | S474 | -270 | 289 | 1107 | S424 | -1020 | 289 | 1157 | S374 | -1770 | 289 | 1207 | S324 | -2520 | 289 |
| 1008 | S519  | 750  | 289 | 1058 | S473 | -285 | 164 | 1108 | S423 | -1035 | 164 | 1158 | S373 | -1785 | 164 | 1208 | S323 | -2535 | 164 |
| 1009 | S518  | 735  | 164 | 1059 | S472 | -300 | 289 | 1109 | S422 | -1050 | 289 | 1159 | S372 | -1800 | 289 | 1209 | S322 | -2550 | 289 |
| 1010 | S517  | 720  | 289 | 1060 | S471 | -315 | 164 | 1110 | S421 | -1065 | 164 | 1160 | S371 | -1815 | 164 | 1210 | S321 | -2565 | 164 |
| 1011 | S516  | 705  | 164 | 1061 | S470 | -330 | 289 | 1111 | S420 | -1080 | 289 | 1161 | S370 | -1830 | 289 | 1211 | S320 | -2580 | 289 |
| 1012 | S515  | 690  | 289 | 1062 | S469 | -345 | 164 | 1112 | S419 | -1095 | 164 | 1162 | S369 | -1845 | 164 | 1212 | S319 | -2595 | 164 |
| 1013 | S514  | 675  | 164 | 1063 | S468 | -360 | 289 | 1113 | S418 | -1110 | 289 | 1163 | S368 | -1860 | 289 | 1213 | S318 | -2610 | 289 |
| 1014 | S513  | 660  | 289 | 1064 | S467 | -375 | 164 | 1114 | S417 | -1125 | 164 | 1164 | S367 | -1875 | 164 | 1214 | S317 | -2625 | 164 |
| 1015 | S512  | 645  | 164 | 1065 | S466 | -390 | 289 | 1115 | S416 | -1140 | 289 | 1165 | S366 | -1890 | 289 | 1215 | S316 | -2640 | 289 |
| 1016 | S511  | 630  | 289 | 1066 | S465 | -405 | 164 | 1116 | S415 | -1155 | 164 | 1166 | S365 | -1905 | 164 | 1216 | S315 | -2655 | 164 |
| 1017 | S510  | 615  | 164 | 1067 | S464 | -420 | 289 | 1117 | S414 | -1170 | 289 | 1167 | S364 | -1920 | 289 | 1217 | S314 | -2670 | 289 |
| 1018 | S509  | 600  | 289 | 1068 | S463 | -435 | 164 | 1118 | S413 | -1185 | 164 | 1168 | S363 | -1935 | 164 | 1218 | S313 | -2685 | 164 |
| 1019 | S508  | 585  | 164 | 1069 | S462 | -450 | 289 | 1119 | S412 | -1200 | 289 | 1169 | S362 | -1950 | 289 | 1219 | S312 | -2700 | 289 |
| 1020 | S507  | 570  | 289 | 1070 | S461 | -465 | 164 | 1120 | S411 | -1215 | 164 | 1170 | S361 | -1965 | 164 | 1220 | S311 | -2715 | 164 |
| 1021 | S506  | 555  | 164 | 1071 | S460 | -480 | 289 | 1121 | S410 | -1230 | 289 | 1171 | S360 | -1980 | 289 | 1221 | S310 | -2730 | 289 |
| 1022 | S505  | 540  | 289 | 1072 | S459 | -495 | 164 | 1122 | S409 | -1245 | 164 | 1172 | S359 | -1995 | 164 | 1222 | S309 | -2745 | 164 |
| 1023 | S504  | 525  | 164 | 1073 | S458 | -510 | 289 | 1123 | S408 | -1260 | 289 | 1173 | S358 | -2010 | 289 | 1223 | S308 | -2760 | 289 |
| 1024 | S503  | 510  | 289 | 1074 | S457 | -525 | 164 | 1124 | S407 | -1275 | 164 | 1174 | S357 | -2025 | 164 | 1224 | S307 | -2775 | 164 |
| 1025 | S502  | 495  | 164 | 1075 | S456 | -540 | 289 | 1125 | S406 | -1290 | 289 | 1175 | S356 | -2040 | 289 | 1225 | S306 | -2790 | 289 |
| 1026 | S501  | 480  | 289 | 1076 | S455 | -555 | 164 | 1126 | S405 | -1305 | 164 | 1176 | S355 | -2055 | 164 | 1226 | S305 | -2805 | 164 |
| 1027 | S500  | 465  | 164 | 1077 | S454 | -570 | 289 | 1127 | S404 | -1320 | 289 | 1177 | S354 | -2070 | 289 | 1227 | S304 | -2820 | 289 |
| 1028 | S499  | 450  | 289 | 1078 | S453 | -585 | 164 | 1128 | S403 | -1335 | 164 | 1178 | S353 | -2085 | 164 | 1228 | S303 | -2835 | 164 |
| 1029 | S498  | 435  | 164 | 1079 | S452 | -600 | 289 | 1129 | S402 | -1350 | 289 | 1179 | S352 | -2100 | 289 | 1229 | S302 | -2850 | 289 |
| 1030 | S497  | 420  | 289 | 1080 | S451 | -615 | 164 | 1130 | S401 | -1365 | 164 | 1180 | S351 | -2115 | 164 | 1230 | S301 | -2865 | 164 |
| 1031 | S496  | 405  | 164 | 1081 | S450 | -630 | 289 | 1131 | S400 | -1380 | 289 | 1181 | S350 | -2130 | 289 | 1231 | S300 | -2880 | 289 |
| 1032 | S495  | 390  | 289 | 1082 | S449 | -645 | 164 | 1132 | S399 | -1395 | 164 | 1182 | S349 | -2145 | 164 | 1232 | S299 | -2895 | 164 |
| 1033 | S494  | 375  | 164 | 1083 | S448 | -660 | 289 | 1133 | S398 | -1410 | 289 | 1183 | S348 | -2160 | 289 | 1233 | S298 | -2910 | 289 |
| 1034 | S493  | 360  | 289 | 1084 | S447 | -675 | 164 | 1134 | S397 | -1425 | 164 | 1184 | S347 | -2175 | 164 | 1234 | S297 | -2925 | 164 |
| 1035 | S492  | 345  | 164 | 1085 | S446 | -690 | 289 | 1135 | S396 | -1440 | 289 | 1185 | S346 | -2190 | 289 | 1235 | S296 | -2940 | 289 |
| 1036 | S491  | 330  | 289 | 1086 | S445 | -705 | 164 | 1136 | S395 | -1455 | 164 | 1186 | S345 | -2205 | 164 | 1236 | S295 | -2955 | 164 |
| 1037 | S490  | 315  | 164 | 1087 | S444 | -720 | 289 | 1137 | S394 | -1470 | 289 | 1187 | S344 | -2220 | 289 | 1237 | S294 | -2970 | 289 |
| 1038 | S489  | 300  | 289 | 1088 | S443 | -735 | 164 | 1138 | S393 | -1485 | 164 | 1188 | S343 | -2235 | 164 | 1238 | S293 | -2985 | 164 |
| 1039 | S488  | 285  | 164 | 1089 | S442 | -750 | 289 | 1139 | S392 | -1500 | 289 | 1189 | S342 | -2250 | 289 | 1239 | S292 | -3000 | 289 |
| 1040 | S487  | 270  | 289 | 1090 | S441 | -765 | 164 | 1140 | S391 | -1515 | 164 | 1190 | S341 | -2265 | 164 | 1240 | S291 | -3015 | 164 |
| 1041 | S486  | 255  | 164 | 1091 | S440 | -780 | 289 | 1141 | S390 | -1530 | 289 | 1191 | S340 | -2280 | 289 | 1241 | S290 | -3030 | 289 |
| 1042 | S485  | 240  | 289 | 1092 | S439 | -795 | 164 | 1142 | S389 | -1545 | 164 | 1192 | S339 | -2295 | 164 | 1242 | S289 | -3045 | 164 |
| 1043 | S484  | 225  | 164 | 1093 | S438 | -810 | 289 | 1143 | S388 | -1560 | 289 | 1193 | S338 | -2310 | 289 | 1243 | S288 | -3060 | 289 |
| 1044 | S483  | 210  | 289 | 1094 | S437 | -825 | 164 | 1144 | S387 | -1575 | 164 | 1194 | S337 | -2325 | 164 | 1244 | S287 | -3075 | 164 |
| 1045 | S482  | 195  | 164 | 1095 | S436 | -840 | 289 | 1145 | S386 | -1590 | 289 | 1195 | S336 | -2340 | 289 | 1245 | S286 | -3090 | 289 |
| 1046 | S481  | 180  | 289 | 1096 | S435 | -855 | 164 | 1146 | S385 | -1605 | 164 | 1196 | S335 | -2355 | 164 | 1246 | S285 | -3105 | 164 |
| 1047 | V1T   | 165  | 164 | 1097 | S434 | -870 | 289 | 1147 | S384 | -1620 | 289 | 1197 | S334 | -2370 | 289 | 1247 | S284 | -3120 | 289 |
| 1048 | DUMMY | 150  | 289 | 1098 | S433 | -885 | 164 | 1148 | S383 | -1635 | 164 | 1198 | S333 | -2385 | 164 | 1248 | S283 | -3135 | 164 |
| 1049 | DUMMY | -150 | 289 | 1099 | S432 | -900 | 289 | 1149 | S382 | -1650 | 289 | 1199 | S332 | -2400 | 289 | 1249 | S282 | -3150 | 289 |
| 1050 | V62T  | -165 | 164 | 1100 | S431 | -915 | 164 | 1150 | S381 | -1665 | 164 | 1200 | S331 | -2415 | 164 | 1250 | S281 | -3165 | 164 |

| No.  | Name | X     | Y   |
|------|------|-------|-----|------|------|-------|-----|------|------|-------|-----|------|------|-------|-----|------|------|-------|-----|
| 1251 | S280 | -3180 | 289 | 1301 | S230 | -3930 | 289 | 1351 | S180 | -4680 | 289 | 1401 | S130 | -5430 | 289 | 1451 | S80  | -6180 | 289 |
| 1252 | S279 | -3195 | 164 | 1302 | S229 | -3945 | 164 | 1352 | S179 | -4695 | 164 | 1402 | S129 | -5445 | 164 | 1452 | S79  | -6195 | 164 |
| 1253 | S278 | -3210 | 289 | 1303 | S228 | -3960 | 289 | 1353 | S178 | -4710 | 289 | 1403 | S128 | -5460 | 289 | 1453 | S78  | -6210 | 289 |
| 1254 | S277 | -3225 | 164 | 1304 | S227 | -3975 | 164 | 1354 | S177 | -4725 | 164 | 1404 | S127 | -5475 | 164 | 1454 | S77  | -6225 | 164 |
| 1255 | S276 | -3240 | 289 | 1305 | S226 | -3990 | 289 | 1355 | S176 | -4740 | 289 | 1405 | S126 | -5490 | 289 | 1455 | S76  | -6240 | 289 |
| 1256 | S275 | -3255 | 164 | 1306 | S225 | -4005 | 164 | 1356 | S175 | -4755 | 164 | 1406 | S125 | -5505 | 164 | 1456 | S75  | -6255 | 164 |
| 1257 | S274 | -3270 | 289 | 1307 | S224 | -4020 | 289 | 1357 | S174 | -4770 | 289 | 1407 | S124 | -5520 | 289 | 1457 | S74  | -6270 | 289 |
| 1258 | S273 | -3285 | 164 | 1308 | S223 | -4035 | 164 | 1358 | S173 | -4785 | 164 | 1408 | S123 | -5535 | 164 | 1458 | S73  | -6285 | 164 |
| 1259 | S272 | -3300 | 289 | 1309 | S222 | -4050 | 289 | 1359 | S172 | -4800 | 289 | 1409 | S122 | -5550 | 289 | 1459 | S72  | -6300 | 289 |
| 1260 | S271 | -3315 | 164 | 1310 | S221 | -4065 | 164 | 1360 | S171 | -4815 | 164 | 1410 | S121 | -5565 | 164 | 1460 | S71  | -6315 | 164 |
| 1261 | S270 | -3330 | 289 | 1311 | S220 | -4080 | 289 | 1361 | S170 | -4830 | 289 | 1411 | S120 | -5580 | 289 | 1461 | S70  | -6330 | 289 |
| 1262 | S269 | -3345 | 164 | 1312 | S219 | -4095 | 164 | 1362 | S169 | -4845 | 164 | 1412 | S119 | -5595 | 164 | 1462 | S69  | -6345 | 164 |
| 1263 | S268 | -3360 | 289 | 1313 | S218 | -4110 | 289 | 1363 | S168 | -4860 | 289 | 1413 | S118 | -5610 | 289 | 1463 | S68  | -6360 | 289 |
| 1264 | S267 | -3375 | 164 | 1314 | S217 | -4125 | 164 | 1364 | S167 | -4875 | 164 | 1414 | S117 | -5625 | 164 | 1464 | S67  | -6375 | 164 |
| 1265 | S266 | -3390 | 289 | 1315 | S216 | -4140 | 289 | 1365 | S166 | -4890 | 289 | 1415 | S116 | -5640 | 289 | 1465 | S66  | -6390 | 289 |
| 1266 | S265 | -3405 | 164 | 1316 | S215 | -4155 | 164 | 1366 | S165 | -4905 | 164 | 1416 | S115 | -5655 | 164 | 1466 | S65  | -6405 | 164 |
| 1267 | S264 | -3420 | 289 | 1317 | S214 | -4170 | 289 | 1367 | S164 | -4920 | 289 | 1417 | S114 | -5670 | 289 | 1467 | S64  | -6420 | 289 |
| 1268 | S263 | -3435 | 164 | 1318 | S213 | -4185 | 164 | 1368 | S163 | -4935 | 164 | 1418 | S113 | -5685 | 164 | 1468 | S63  | -6435 | 164 |
| 1269 | S262 | -3450 | 289 | 1319 | S212 | -4200 | 289 | 1369 | S162 | -4950 | 289 | 1419 | S112 | -5700 | 289 | 1469 | S62  | -6450 | 289 |
| 1270 | S261 | -3465 | 164 | 1320 | S211 | -4215 | 164 | 1370 | S161 | -4965 | 164 | 1420 | S111 | -5715 | 164 | 1470 | S61  | -6465 | 164 |
| 1271 | S260 | -3480 | 289 | 1321 | S210 | -4230 | 289 | 1371 | S160 | -4980 | 289 | 1421 | S110 | -5730 | 289 | 1471 | S60  | -6480 | 289 |
| 1272 | S259 | -3495 | 164 | 1322 | S209 | -4245 | 164 | 1372 | S159 | -4995 | 164 | 1422 | S109 | -5745 | 164 | 1472 | S59  | -6495 | 164 |
| 1273 | S258 | -3510 | 289 | 1323 | S208 | -4260 | 289 | 1373 | S158 | -5010 | 289 | 1423 | S108 | -5760 | 289 | 1473 | S58  | -6510 | 289 |
| 1274 | S257 | -3525 | 164 | 1324 | S207 | -4275 | 164 | 1374 | S157 | -5025 | 164 | 1424 | S107 | -5775 | 164 | 1474 | S57  | -6525 | 164 |
| 1275 | S256 | -3540 | 289 | 1325 | S206 | -4290 | 289 | 1375 | S156 | -5040 | 289 | 1425 | S106 | -5790 | 289 | 1475 | S56  | -6540 | 289 |
| 1276 | S255 | -3555 | 164 | 1326 | S205 | -4305 | 164 | 1376 | S155 | -5055 | 164 | 1426 | S105 | -5805 | 164 | 1476 | S55  | -6555 | 164 |
| 1277 | S254 | -3570 | 289 | 1327 | S204 | -4320 | 289 | 1377 | S154 | -5070 | 289 | 1427 | S104 | -5820 | 289 | 1477 | S54  | -6570 | 289 |
| 1278 | S253 | -3585 | 164 | 1328 | S203 | -4335 | 164 | 1378 | S153 | -5085 | 164 | 1428 | S103 | -5835 | 164 | 1478 | S53  | -6585 | 164 |
| 1279 | S252 | -3600 | 289 | 1329 | S202 | -4350 | 289 | 1379 | S152 | -5100 | 289 | 1429 | S102 | -5850 | 289 | 1479 | S52  | -6600 | 289 |
| 1280 | S251 | -3615 | 164 | 1330 | S201 | -4365 | 164 | 1380 | S151 | -5115 | 164 | 1430 | S101 | -5865 | 164 | 1480 | S51  | -6615 | 164 |
| 1281 | S250 | -3630 | 289 | 1331 | S200 | -4380 | 289 | 1381 | S150 | -5130 | 289 | 1431 | S100 | -5880 | 289 | 1481 | S50  | -6630 | 289 |
| 1282 | S249 | -3645 | 164 | 1332 | S199 | -4395 | 164 | 1382 | S149 | -5145 | 164 | 1432 | S99  | -5895 | 164 | 1482 | S49  | -6645 | 164 |
| 1283 | S248 | -3660 | 289 | 1333 | S198 | -4410 | 289 | 1383 | S148 | -5160 | 289 | 1433 | S98  | -5910 | 289 | 1483 | S48  | -6660 | 289 |
| 1284 | S247 | -3675 | 164 | 1334 | S197 | -4425 | 164 | 1384 | S147 | -5175 | 164 | 1434 | S97  | -5925 | 164 | 1484 | S47  | -6675 | 164 |
| 1285 | S246 | -3690 | 289 | 1335 | S196 | -4440 | 289 | 1385 | S146 | -5190 | 289 | 1435 | S96  | -5940 | 289 | 1485 | S46  | -6690 | 289 |
| 1286 | S245 | -3705 | 164 | 1336 | S195 | -4455 | 164 | 1386 | S145 | -5205 | 164 | 1436 | S95  | -5955 | 164 | 1486 | S45  | -6705 | 164 |
| 1287 | S244 | -3720 | 289 | 1337 | S194 | -4470 | 289 | 1387 | S144 | -5220 | 289 | 1437 | S94  | -5970 | 289 | 1487 | S44  | -6720 | 289 |
| 1288 | S243 | -3735 | 164 | 1338 | S193 | -4485 | 164 | 1388 | S143 | -5235 | 164 | 1438 | S93  | -5985 | 164 | 1488 | S43  | -6735 | 164 |
| 1289 | S242 | -3750 | 289 | 1339 | S192 | -4500 | 289 | 1389 | S142 | -5250 | 289 | 1439 | S92  | -6000 | 289 | 1489 | S42  | -6750 | 289 |
| 1290 | S241 | -3765 | 164 | 1340 | S191 | -4515 | 164 | 1390 | S141 | -5265 | 164 | 1440 | S91  | -6015 | 164 | 1490 | S41  | -6765 | 164 |
| 1291 | S240 | -3780 | 289 | 1341 | S190 | -4530 | 289 | 1391 | S140 | -5280 | 289 | 1441 | S90  | -6030 | 289 | 1491 | S40  | -6780 | 289 |
| 1292 | S239 | -3795 | 164 | 1342 | S189 | -4545 | 164 | 1392 | S139 | -5295 | 164 | 1442 | S89  | -6045 | 164 | 1492 | S39  | -6795 | 164 |
| 1293 | S238 | -3810 | 289 | 1343 | S188 | -4560 | 289 | 1393 | S138 | -5310 | 289 | 1443 | S88  | -6060 | 289 | 1493 | S38  | -6810 | 289 |
| 1294 | S237 | -3825 | 164 | 1344 | S187 | -4575 | 164 | 1394 | S137 | -5325 | 164 | 1444 | S87  | -6075 | 164 | 1494 | S37  | -6825 | 164 |
| 1295 | S236 | -3840 | 289 | 1345 | S186 | -4590 | 289 | 1395 | S136 | -5340 | 289 | 1445 | S86  | -6090 | 289 | 1495 | S36  | -6840 | 289 |
| 1296 | S235 | -3855 | 164 | 1346 | S185 | -4605 | 164 | 1396 | S135 | -5355 | 164 | 1446 | S85  | -6105 | 164 | 1496 | S35  | -6855 | 164 |
| 1297 | S234 | -3870 | 289 | 1347 | S184 | -4620 | 289 | 1397 | S134 | -5370 | 289 | 1447 | S84  | -6120 | 289 | 1497 | S34  | -6870 | 289 |
| 1298 | S233 | -3885 | 164 | 1348 | S183 | -4635 | 164 | 1398 | S133 | -5385 | 164 | 1448 | S83  | -6135 | 164 | 1498 | S33  | -6885 | 164 |
| 1299 | S232 | -3900 | 289 | 1349 | S182 | -4650 | 289 | 1399 | S132 | -5400 | 289 | 1449 | S82  | -6150 | 289 | 1499 | S32  | -6900 | 289 |
| 1300 | S231 | -3915 | 164 | 1350 | S181 | -4665 | 164 | 1400 | S131 | -5415 | 164 | 1450 | S81  | -6165 | 164 | 1500 | S31  | -6915 | 164 |

| No.  | Name  | X     | Y   | No.  | Name | X     | Y   | No.  | Name | X     | Y   | No.  | Name | X      | Y   | No.  | Name | X      | Y   |
|------|-------|-------|-----|------|------|-------|-----|------|------|-------|-----|------|------|--------|-----|------|------|--------|-----|
| 1501 | S30   | -6930 | 289 | 1551 | G448 | -7830 | 289 | 1601 | G348 | -8580 | 289 | 1651 | G248 | -9330  | 289 | 1701 | G148 | -10080 | 289 |
| 1502 | S29   | -6945 | 164 | 1552 | G446 | -7845 | 164 | 1602 | G346 | -8595 | 164 | 1652 | G246 | -9345  | 164 | 1702 | G146 | -10095 | 164 |
| 1503 | S28   | -6960 | 289 | 1553 | G444 | -7860 | 289 | 1603 | G344 | -8610 | 289 | 1653 | G244 | -9360  | 289 | 1703 | G144 | -10110 | 289 |
| 1504 | S27   | -6975 | 164 | 1554 | G442 | -7875 | 164 | 1604 | G342 | -8625 | 164 | 1654 | G242 | -9375  | 164 | 1704 | G142 | -10125 | 164 |
| 1505 | S26   | -6990 | 289 | 1555 | G440 | -7890 | 289 | 1605 | G340 | -8640 | 289 | 1655 | G240 | -9390  | 289 | 1705 | G140 | -10140 | 289 |
| 1506 | S25   | -7005 | 164 | 1556 | G438 | -7905 | 164 | 1606 | G338 | -8655 | 164 | 1656 | G238 | -9405  | 164 | 1706 | G138 | -10155 | 164 |
| 1507 | S24   | -7020 | 289 | 1557 | G436 | -7920 | 289 | 1607 | G336 | -8670 | 289 | 1657 | G236 | -9420  | 289 | 1707 | G136 | -10170 | 289 |
| 1508 | S23   | -7035 | 164 | 1558 | G434 | -7935 | 164 | 1608 | G334 | -8685 | 164 | 1658 | G234 | -9435  | 164 | 1708 | G134 | -10185 | 164 |
| 1509 | S22   | -7050 | 289 | 1559 | G432 | -7950 | 289 | 1609 | G332 | -8700 | 289 | 1659 | G232 | -9450  | 289 | 1709 | G132 | -10200 | 289 |
| 1510 | S21   | -7065 | 164 | 1560 | G430 | -7965 | 164 | 1610 | G330 | -8715 | 164 | 1660 | G230 | -9465  | 164 | 1710 | G130 | -10215 | 164 |
| 1511 | S20   | -7080 | 289 | 1561 | G428 | -7980 | 289 | 1611 | G328 | -8730 | 289 | 1661 | G228 | -9480  | 289 | 1711 | G128 | -10230 | 289 |
| 1512 | S19   | -7095 | 164 | 1562 | G426 | -7995 | 164 | 1612 | G326 | -8745 | 164 | 1662 | G226 | -9495  | 164 | 1712 | G126 | -10245 | 164 |
| 1513 | S18   | -7110 | 289 | 1563 | G424 | -8010 | 289 | 1613 | G324 | -8760 | 289 | 1663 | G224 | -9510  | 289 | 1713 | G124 | -10260 | 289 |
| 1514 | S17   | -7125 | 164 | 1564 | G422 | -8025 | 164 | 1614 | G322 | -8775 | 164 | 1664 | G222 | -9525  | 164 | 1714 | G122 | -10275 | 164 |
| 1515 | S16   | -7140 | 289 | 1565 | G420 | -8040 | 289 | 1615 | G320 | -8790 | 289 | 1665 | G220 | -9540  | 289 | 1715 | G120 | -10290 | 289 |
| 1516 | S15   | -7155 | 164 | 1566 | G418 | -8055 | 164 | 1616 | G318 | -8805 | 164 | 1666 | G218 | -9555  | 164 | 1716 | G118 | -10305 | 164 |
| 1517 | S14   | -7170 | 289 | 1567 | G416 | -8070 | 289 | 1617 | G316 | -8820 | 289 | 1667 | G216 | -9570  | 289 | 1717 | G116 | -10320 | 289 |
| 1518 | S13   | -7185 | 164 | 1568 | G414 | -8085 | 164 | 1618 | G314 | -8835 | 164 | 1668 | G214 | -9585  | 164 | 1718 | G114 | -10335 | 164 |
| 1519 | S12   | -7200 | 289 | 1569 | G412 | -8100 | 289 | 1619 | G312 | -8850 | 289 | 1669 | G212 | -9600  | 289 | 1719 | G112 | -10350 | 289 |
| 1520 | S11   | -7215 | 164 | 1570 | G410 | -8115 | 164 | 1620 | G310 | -8865 | 164 | 1670 | G210 | -9615  | 164 | 1720 | G110 | -10365 | 164 |
| 1521 | S10   | -7230 | 289 | 1571 | G408 | -8130 | 289 | 1621 | G308 | -8880 | 289 | 1671 | G208 | -9630  | 289 | 1721 | G108 | -10380 | 289 |
| 1522 | S9    | -7245 | 164 | 1572 | G406 | -8145 | 164 | 1622 | G306 | -8895 | 164 | 1672 | G206 | -9645  | 164 | 1722 | G106 | -10395 | 164 |
| 1523 | S8    | -7260 | 289 | 1573 | G404 | -8160 | 289 | 1623 | G304 | -8910 | 289 | 1673 | G204 | -9660  | 289 | 1723 | G104 | -10410 | 289 |
| 1524 | S7    | -7275 | 164 | 1574 | G402 | -8175 | 164 | 1624 | G302 | -8925 | 164 | 1674 | G202 | -9675  | 164 | 1724 | G102 | -10425 | 164 |
| 1525 | S6    | -7290 | 289 | 1575 | G400 | -8190 | 289 | 1625 | G300 | -8940 | 289 | 1675 | G200 | -9690  | 289 | 1725 | G100 | -10440 | 289 |
| 1526 | S5    | -7305 | 164 | 1576 | G398 | -8205 | 164 | 1626 | G298 | -8955 | 164 | 1676 | G198 | -9705  | 164 | 1726 | G98  | -10455 | 164 |
| 1527 | S4    | -7320 | 289 | 1577 | G396 | -8220 | 289 | 1627 | G296 | -8970 | 289 | 1677 | G196 | -9720  | 289 | 1727 | G96  | -10470 | 289 |
| 1528 | S3    | -7335 | 164 | 1578 | G394 | -8235 | 164 | 1628 | G294 | -8985 | 164 | 1678 | G194 | -9735  | 164 | 1728 | G94  | -10485 | 164 |
| 1529 | S2    | -7350 | 289 | 1579 | G392 | -8250 | 289 | 1629 | G292 | -9000 | 289 | 1679 | G192 | -9750  | 289 | 1729 | G92  | -10500 | 289 |
| 1530 | S1    | -7365 | 164 | 1580 | G390 | -8265 | 164 | 1630 | G290 | -9015 | 164 | 1680 | G190 | -9765  | 164 | 1730 | G90  | -10515 | 164 |
| 1531 | DUMMY | -7380 | 289 | 1581 | G388 | -8280 | 289 | 1631 | G288 | -9030 | 289 | 1681 | G188 | -9780  | 289 | 1731 | G88  | -10530 | 289 |
| 1532 | DUMMY | -7395 | 164 | 1582 | G386 | -8295 | 164 | 1632 | G286 | -9045 | 164 | 1682 | G186 | -9795  | 164 | 1732 | G86  | -10545 | 164 |
| 1533 | DUMMY | -7560 | 289 | 1583 | G384 | -8310 | 289 | 1633 | G284 | -9060 | 289 | 1683 | G184 | -9810  | 289 | 1733 | G84  | -10560 | 289 |
| 1534 | DUMMY | -7575 | 164 | 1584 | G382 | -8325 | 164 | 1634 | G282 | -9075 | 164 | 1684 | G182 | -9825  | 164 | 1734 | G82  | -10575 | 164 |
| 1535 | G480  | -7590 | 289 | 1585 | G380 | -8340 | 289 | 1635 | G280 | -9090 | 289 | 1685 | G180 | -9840  | 289 | 1735 | G80  | -10590 | 289 |
| 1536 | G478  | -7605 | 164 | 1586 | G378 | -8355 | 164 | 1636 | G278 | -9105 | 164 | 1686 | G178 | -9855  | 164 | 1736 | G78  | -10605 | 164 |
| 1537 | G476  | -7620 | 289 | 1587 | G376 | -8370 | 289 | 1637 | G276 | -9120 | 289 | 1687 | G176 | -9870  | 289 | 1737 | G76  | -10620 | 289 |
| 1538 | G474  | -7635 | 164 | 1588 | G374 | -8385 | 164 | 1638 | G274 | -9135 | 164 | 1688 | G174 | -9885  | 164 | 1738 | G74  | -10635 | 164 |
| 1539 | G472  | -7650 | 289 | 1589 | G372 | -8400 | 289 | 1639 | G272 | -9150 | 289 | 1689 | G172 | -9900  | 289 | 1739 | G72  | -10650 | 289 |
| 1540 | G470  | -7665 | 164 | 1590 | G370 | -8415 | 164 | 1640 | G270 | -9165 | 164 | 1690 | G170 | -9915  | 164 | 1740 | G70  | -10665 | 164 |
| 1541 | G468  | -7680 | 289 | 1591 | G368 | -8430 | 289 | 1641 | G268 | -9180 | 289 | 1691 | G168 | -9930  | 289 | 1741 | G68  | -10680 | 289 |
| 1542 | G466  | -7695 | 164 | 1592 | G366 | -8445 | 164 | 1642 | G266 | -9195 | 164 | 1692 | G166 | -9945  | 164 | 1742 | G66  | -10695 | 164 |
| 1543 | G464  | -7710 | 289 | 1593 | G364 | -8460 | 289 | 1643 | G264 | -9210 | 289 | 1693 | G164 | -9960  | 289 | 1743 | G64  | -10710 | 289 |
| 1544 | G462  | -7725 | 164 | 1594 | G362 | -8475 | 164 | 1644 | G262 | -9225 | 164 | 1694 | G162 | -9975  | 164 | 1744 | G62  | -10725 | 164 |
| 1545 | G460  | -7740 | 289 | 1595 | G360 | -8490 | 289 | 1645 | G260 | -9240 | 289 | 1695 | G160 | -9990  | 289 | 1745 | G60  | -10740 | 289 |
| 1546 | G458  | -7755 | 164 | 1596 | G358 | -8505 | 164 | 1646 | G258 | -9255 | 164 | 1696 | G158 | -10005 | 164 | 1746 | G58  | -10755 | 164 |
| 1547 | G456  | -7770 | 289 | 1597 | G356 | -8520 | 289 | 1647 | G256 | -9270 | 289 | 1697 | G156 | -10020 | 289 | 1747 | G56  | -10770 | 289 |
| 1548 | G454  | -7785 | 164 | 1598 | G354 | -8535 | 164 | 1648 | G254 | -9285 | 164 | 1698 | G154 | -10035 | 164 | 1748 | G54  | -10785 | 164 |
| 1549 | G452  | -7800 | 289 | 1599 | G352 | -8550 | 289 | 1649 | G252 | -9300 | 289 | 1699 | G152 | -10050 | 289 | 1749 | G52  | -10800 | 289 |
| 1550 | G450  | -7815 | 164 | 1600 | G350 | -8565 | 164 | 1650 | G250 | -9315 | 164 | 1700 | G150 | -10065 | 164 | 1750 | G50  | -10815 | 164 |





## 6. Block Function Description

### MCU System Interface

The ILI9486L supplies four kinds of MCU system interface with 8080-series parallel interface, 3-/4-line serial and RGB interface. The selection of the given interfaces are done by external IM [2:0] pins and shown as below:

| IM2 | IM1 | IM0 | Interface                 | Data Pin in Use |
|-----|-----|-----|---------------------------|-----------------|
| 0   | 0   | 0   | 8080 18-bit bus interface | DB[17:0]        |
| 0   | 0   | 1   | 8080 9-bit bus interface  | DB[8:0]         |
| 0   | 1   | 0   | 8080 16-bit bus interface | DB[15:0]        |
| 0   | 1   | 1   | 8080 8-bit bus interface  | DB[7:0]         |
| 1   | 0   | 0   | Prohibited                | -               |
| 1   | 0   | 1   | 3-line SPI                | SDA             |
| 1   | 1   | 0   | Prohibited                |                 |
| 1   | 1   | 1   | 4-line SPI                | SDA             |

ILI9486L has a 16-bit index register (IR), a 18-bit write-data register (WDR), and an 18-bit read-data register (RDR). The IR is the register to store index information from control registers and the internal GRAM. The WDR is the register to temporarily store data to be written to control registers and the internal GRAM. The RDR is the register to temporarily store data read from the GRAM. Data from the MPU to be written to the internal GRAM are first written to the WDR and then automatically written to the internal GRAM in internal operation. Data are read via the RDR from the internal GRAM. Therefore, invalid data are read out to the data bus when the ILI9486L read the first data from the internal GRAM. Valid data are read out after the ILI9486L performs the second read operation.

Register are written consecutively as the register execution time except starting oscillator takes 0 clock cycle.

| 8080-Series |     |     | Operation       |
|-------------|-----|-----|-----------------|
| D/CX        | RDX | WRX |                 |
| "L"         | "H" |     | Write command   |
| "H"         |     | "H" | Read parameter  |
| "H"         | "H" |     | Write parameter |

### Address Counter (AC)

The address counter (AC) gives an address to the internal GRAM. When the index of the register for setting a RAM address in the AC is written to the IR, the address information is sent from the IR to the AC. As writing data to the internal GRAM, the address in the AC is automatically updated plus or minus 1. The window address

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function enables writing data only in the rectangular area arbitrarily set by users on the GRAM.

**Graphic RAM (GRAM)**

The GRAM is graphics RAM storing bit-pattern data of 345,600 bytes with 18 bits per pixel, enabling a maximum 320(RGB) x480 dot graphic display.

**Grayscale Voltage Generating Circuit**

Grayscale voltage generating circuit generates a liquid crystal drive voltage, which corresponds to grayscale level set in the Gamma correction register. The ILI9486L can display 262k colors at the maximum.

**Power Supply Circuit**

The LCD drive power supply circuit generates the voltage levels as VREG1OUT, VGH, VGL and VCOM for driving TFT LCD panel.

**Timing Generating**

The timing generator generates timing signals for internal circuits such as the internal GRAM. The timing for display operation such as RAM read operation and the timing for internal operation such as RAM access by MPU is outputted separately so that they do not interfere with each other.

**Oscillator**

The ILI9486L incorporates RC oscillator circuit. The frame frequency is changeable by command settings.

**Panel Driver Circuit**

The liquid crystal display driver circuit consists of a 960-output source drivers (S1~S960) and a 480-output gate driver (G1~G480).

## 7. Function Description

### 7.1. MCU interfaces

ILI9486L provides the 18-/16-/9-/8-bit parallel system interface for 8080 series, and 3-/4-line serial system interface for serial data input. The input system interface is selected by external pins as IM [2:0] and the bit formal per pixel color order is selected by DBI [2:0] bits.

#### 7.1.1. MCU interface selection

The selection of a given interfaces are done by setting external pins IM [2:0] as show in the following table.

| IM2 | IM1 | IM0 | Interface                 | Data Pin in Use |
|-----|-----|-----|---------------------------|-----------------|
| 0   | 0   | 0   | 8080 18-bit bus interface | DB[17:0]        |
| 0   | 0   | 1   | 8080 9-bit bus interface  | DB[8:0]         |
| 0   | 1   | 0   | 8080 16-bit bus interface | DB[15:0]        |
| 0   | 1   | 1   | 8080 8-bit bus interface  | DB[7:0]         |
| 1   | 0   | 0   | Prohibited                | -               |
| 1   | 0   | 1   | 3-line SPI                | SDA             |
| 1   | 1   | 0   | Prohibited                | -               |
| 1   | 1   | 1   | 4-line SPI                | SDA             |

### 7.1.2. 8080-Series Parallel Interface

ILI9486L can be accessed via 8-/9-/16-/18-bit MCU 8080-series parallel interface. The chip-select CSX (active low) is used to enable or disable ILI9486L chip. The RESX (active low) is an external reset signal. WRX is the parallel data write strobe, RDX is the parallel data read strobe and DB[17:0] is parallel data bus.

The MCU latches the input data at the rising edge of WRX signal. The D/CX is the signal of data/command selection. When D/CX='1', DB[17:0] bits are display RAM data or command parameters. When D/CX='0', DB[17:0] bits are commands.

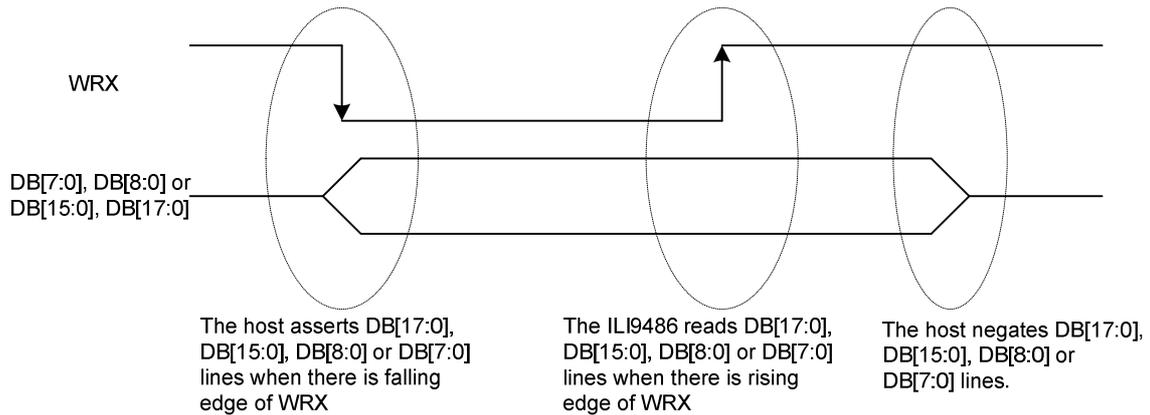
The 8080-series bi-directional interface can be used for communication between the MCU controller and LCD driver chip. The selection of 8080-series parallel interface is shown as the table in the following.

| IM2 | IM1 | IM0 | MPU-Interface Mode            | WRX | RDX | D/CX | Function                         |
|-----|-----|-----|-------------------------------|-----|-----|------|----------------------------------|
| 0   | 0   | 0   | 8080 MCU 18-bit bus interface |     | "H" | "L"  | Write command code.              |
|     |     |     |                               | "H" |     | "H"  | Read internal status.            |
|     |     |     |                               |     | "H" | "H"  | Write parameter or display data. |
|     |     |     |                               | "H" |     | "H"  | Reads parameter or display data. |
| 0   | 0   | 1   | 8080 MCU 9-bit bus interface  |     | "H" | "L"  | Write command code.              |
|     |     |     |                               | "H" |     | "H"  | Read internal status.            |
|     |     |     |                               |     | "H" | "H"  | Write parameter or display data. |
|     |     |     |                               | "H" |     | "H"  | Reads parameter or display data. |
| 0   | 1   | 0   | 8080 MCU 16-bit bus interface |     | "H" | "L"  | Write command code.              |
|     |     |     |                               | "H" |     | "H"  | Read internal status.            |
|     |     |     |                               |     | "H" | "H"  | Write parameter or display data. |
|     |     |     |                               | "H" |     | "H"  | Reads parameter or display data. |
| 0   | 1   | 1   | 8080 MCU 8-bit bus interface  |     | "H" | "L"  | Write command code.              |
|     |     |     |                               | "H" |     | "H"  | Read internal status.            |
|     |     |     |                               |     | "H" | "H"  | Write parameter or display data. |
|     |     |     |                               | "H" |     | "H"  | Reads parameter or display data. |

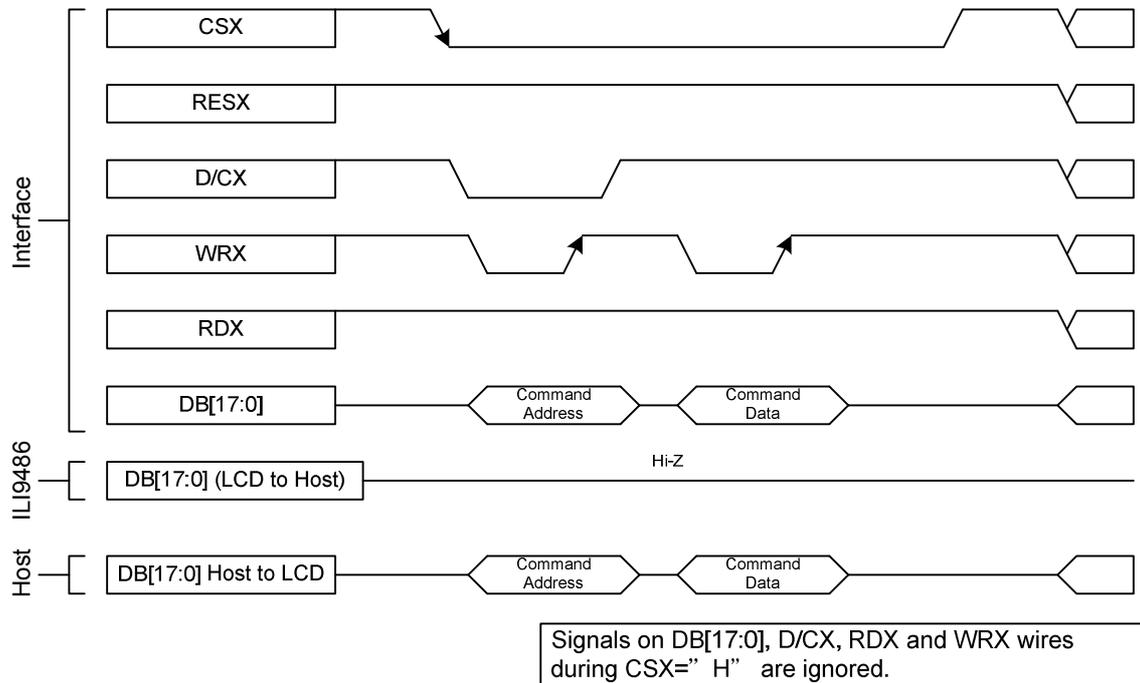
### 7.1.2.1. Write Cycle Sequence

The WRX signal is driven from high to low then pulled back to high during the write cycle. The host processor provides information during the write cycle when the display module captures the information from host processor on the rising edge of WRX. When the D/CX signal is driven to low level, then input data on the interface is interpreted as command information. The D/CX signal also can be pulled high level when the data on the interface is RAM data or command parameter.

The following figure shows a write cycle for the 8080 MCU interface.



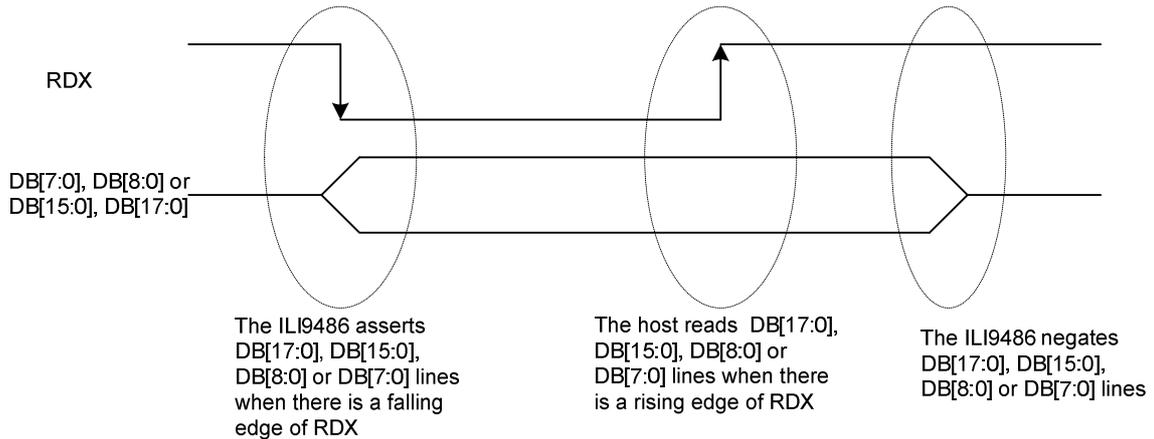
Note: WRX is an unsynchronized signal (It can be stopped)



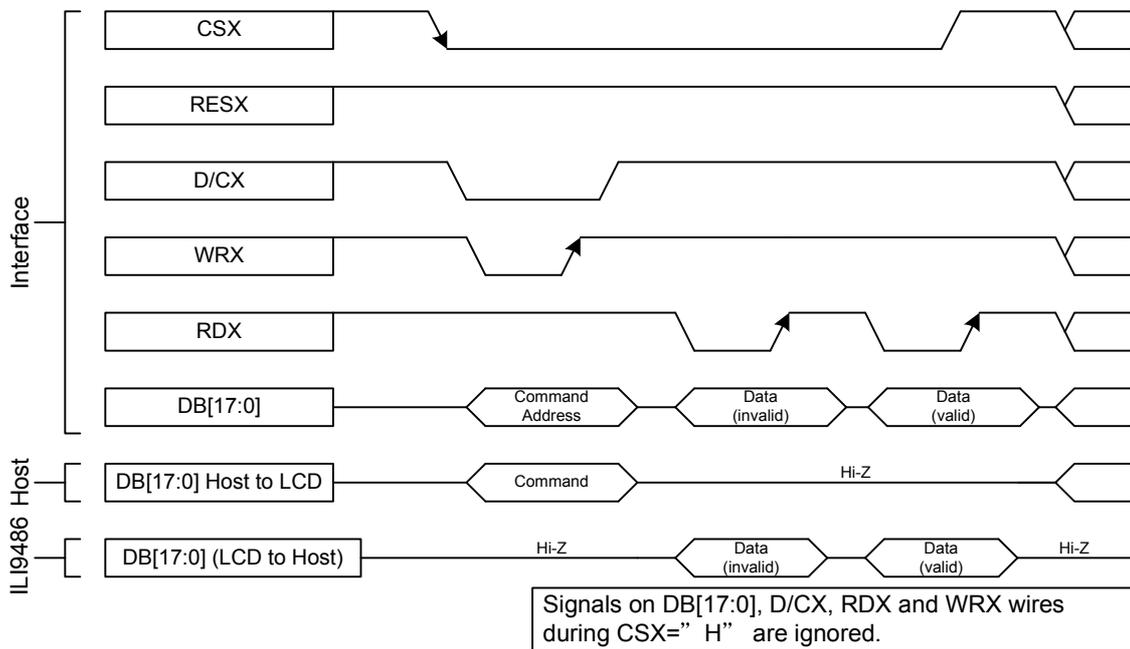
### 7.1.2.2. Read Cycle Sequence

The RDX signal is driven from high to low then allowed to be pulled back to high during the read cycle. The display module provides information to the host processor during the read cycle while the host processor reads the display module information on the rising edge of RDX signal. When the D/CX signal is driven to low level, then input data on the interface is interpreted as internal status or parameter. The D/CX signal also can be pulled high level when the data on the interface is RAM data or command parameter.

The following figure shows the read cycle for the 8080 MCU interface.



Note: RDX is an unsynchronized signal (It can be stopped).



Note: Read Data is only valid when the D/CX input is pulled high. If D/CX is driven low during read then the display information outputs will be High-Z.

### 7.1.3. Serial Interface

The selection of this interface is done by IM [2:0] bits. Please refer to the Table in the following.

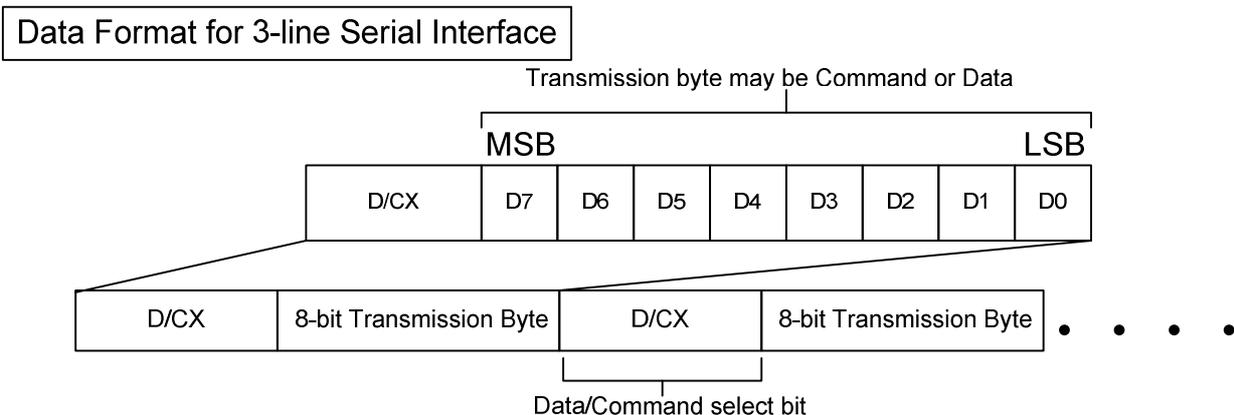
| IM2 | IM1 | IM0 | MPU-Interface Mode      | CSX | D/CX    | SCL | Function                                       |
|-----|-----|-----|-------------------------|-----|---------|-----|--|
| 1   | 0   | 1   | 3-line serial interface | "L" | -       | ┌   | Read/Write command, parameter or display data. |
| 1   | 1   | 1   | 4-line serial interface | "L" | "L"/"H" | ┌   | Read/Write command, parameter or display data. |

ILI9486L supplies 3-lines/ 9-bit and 4-line/8-bit bi-directional serial interfaces for communication between the host and ILI9486L. The 3-line serial mode consists of the chip enable input (CSX), the serial clock input (SCL) and serial data Input/Output (SDA). The 4-line serial mode consists of the Data/Command selection input (D/CX), chip enable input (CSX), the serial clock input (SCL) and serial data Input/Output (SDA) for data transmission. The data bus (D [17:0]) which are not used, must be leave these unused pins to open. Serial clock (SCL) is used for interface with MCU only, so it can be stopped when no communication is necessary.

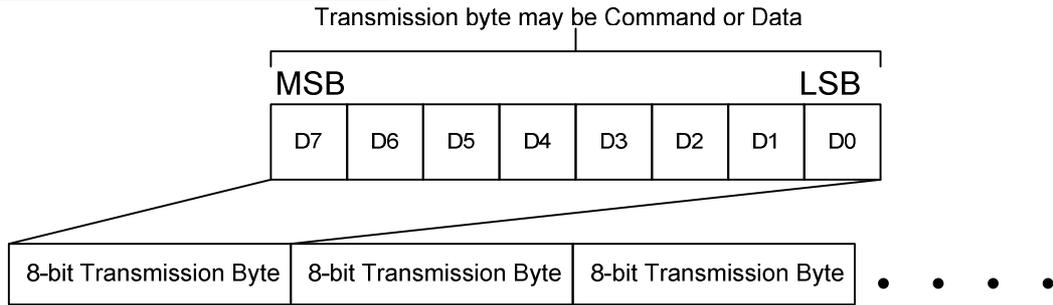
#### 7.1.3.1. Write Cycle Sequence

The write mode of the interface means the host writes commands and data to ILI9486L. The 3-lines serial data packet contains a data/command select bit (D/CX) and a transmission byte. If D/CX is "low", the transmission byte is interpreted as a command byte. If D/CX is "high", the transmission byte is stored in the display data RAM (Memory write command), or command register as parameter.

Any instruction can be sent in any order to the ILI9486L and the MSB is transmitted first. The serial interface is initialized when CSX is high status. In this state, SCL clock pulse and SDA data are no effect. A falling edge on CSX enables the serial interface and indicates the start of data transmission. See the detail of data format for 3-/4-line serial interface.

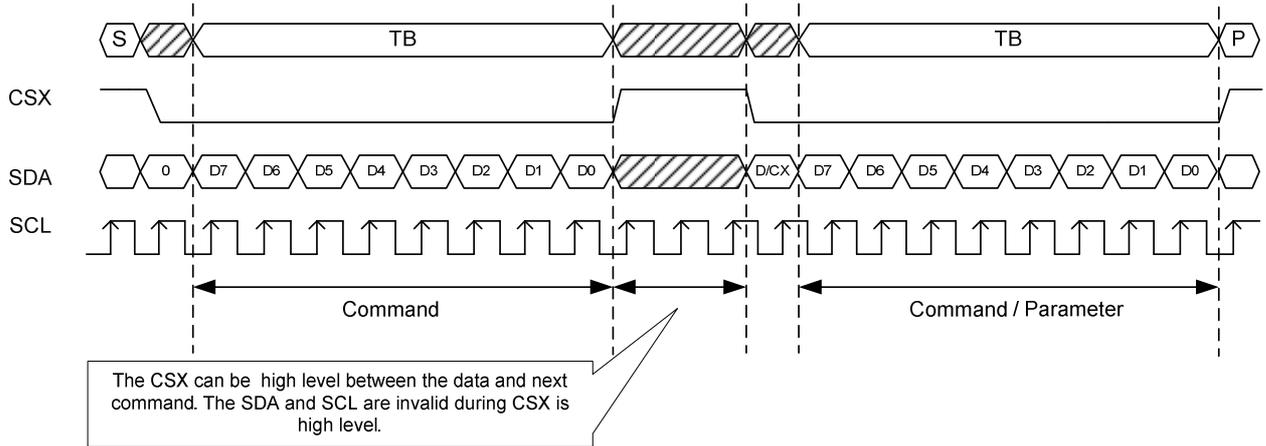


**Data Format for 4-line Serial Interface**

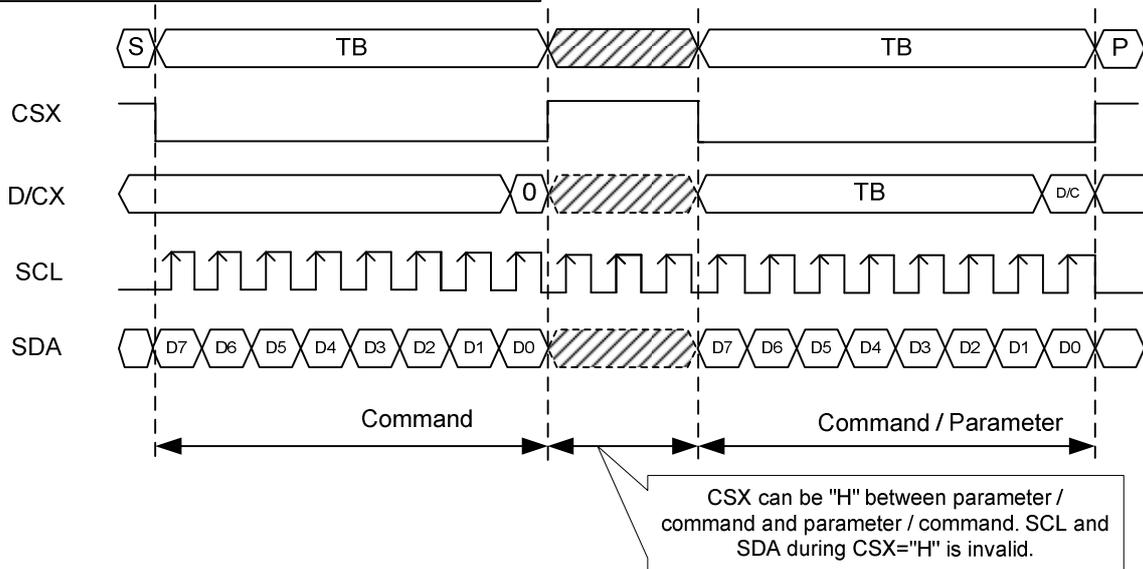


The host drives the CSX pin to low and starts by setting the D/CX bit on SDA. The bit is read by ILI9486L on the first rising edge of SCL signal. On the next falling edge of SCL, the MSB data bit (D7) is set on SDA by the host. On the next falling edge of SCL the next bit (D6) is set on SDA. If the optional D/CX signal is used, a byte is eight read cycle long. The 3/4-line serial interface writes sequence described in the Figure as below.

**3-line Serial Interface Protocol**



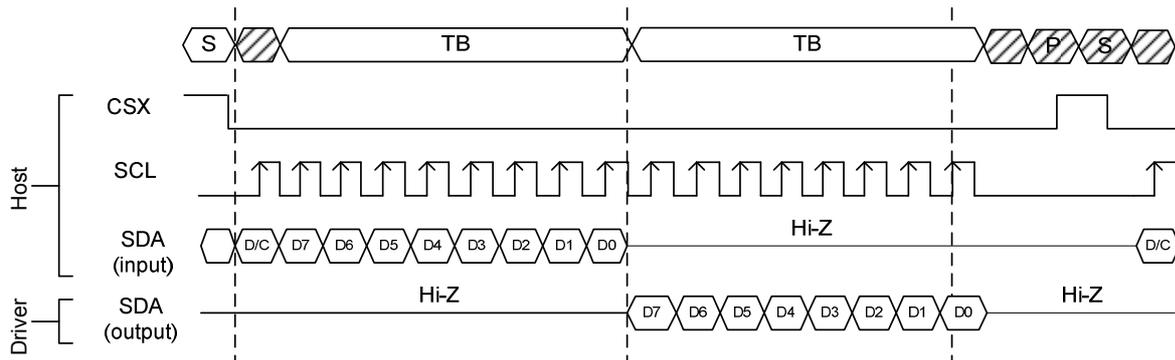
**4-line Serial Interface Protocol**



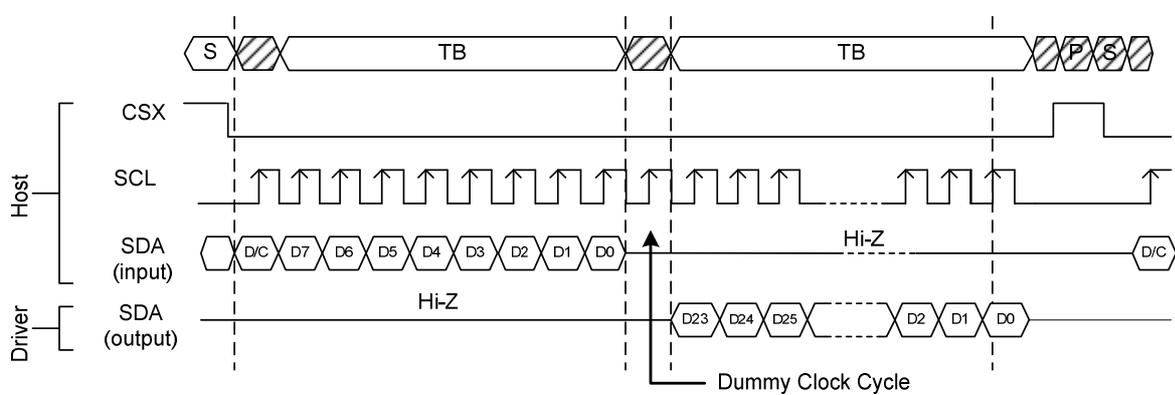
### 7.1.3.2. Read Cycle Sequence

The read mode of the interface means that the host reads register value from ILI9486L. The host has to send a command (Read ID or register command) and then the following byte is transmitted in the opposite direction. The ILI9486L samples the SDA (input data) at the rising edges of SCL (serial clock), but shifts SDA (output data) at falling edges of SCL (serial clock). After the read status command has been sent, the SDA line must be set to tri-state no later than at the falling edge of SCL of the last bit. The read mode has three types of transmitted command data (8-/24-/32-bit) according command code.

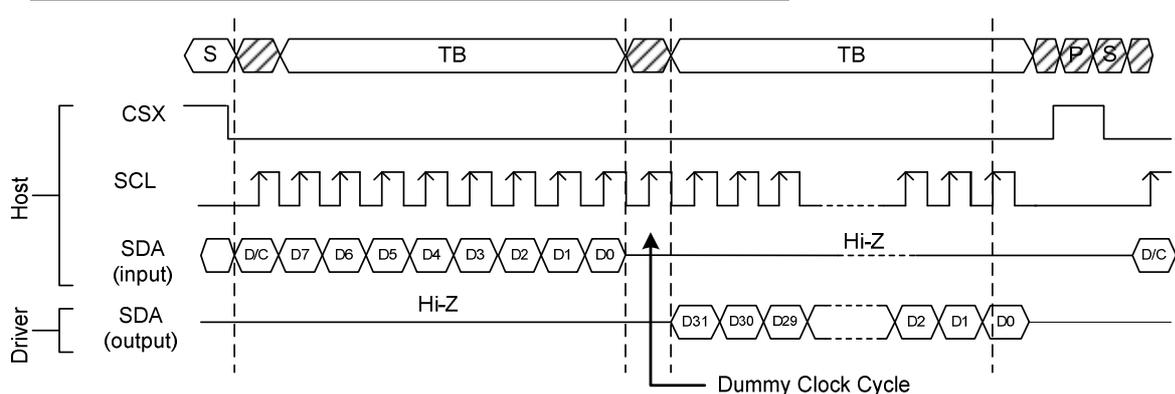
3-line Serial Protocol (for RDID1/RDID2/RDID3/0Ah/0Bh/0Ch/0Dh/0Eh/0Fh command: 8-bit read)



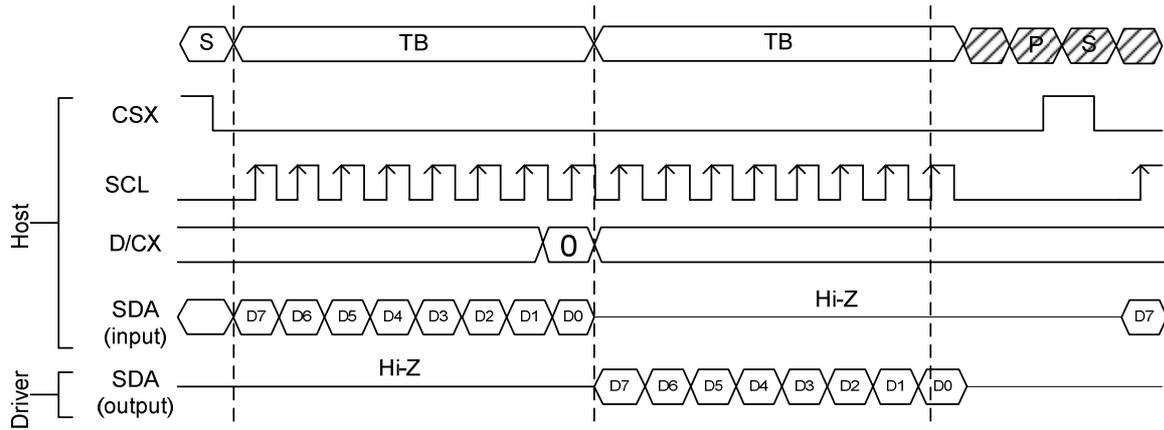
3-line Serial Protocol (for RDDID command: 24-bit read)



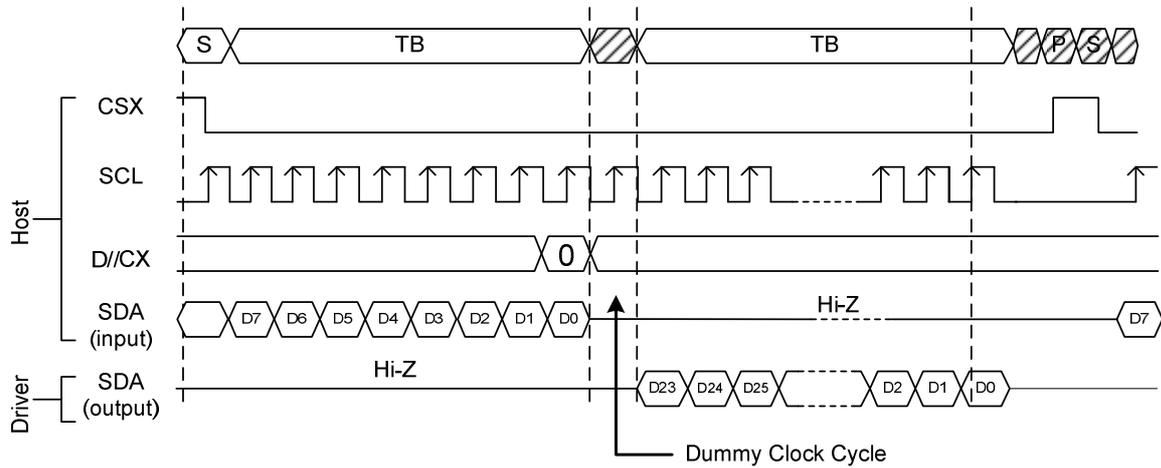
3-line Serial Protocol (for RDDST command: 32-bit read)



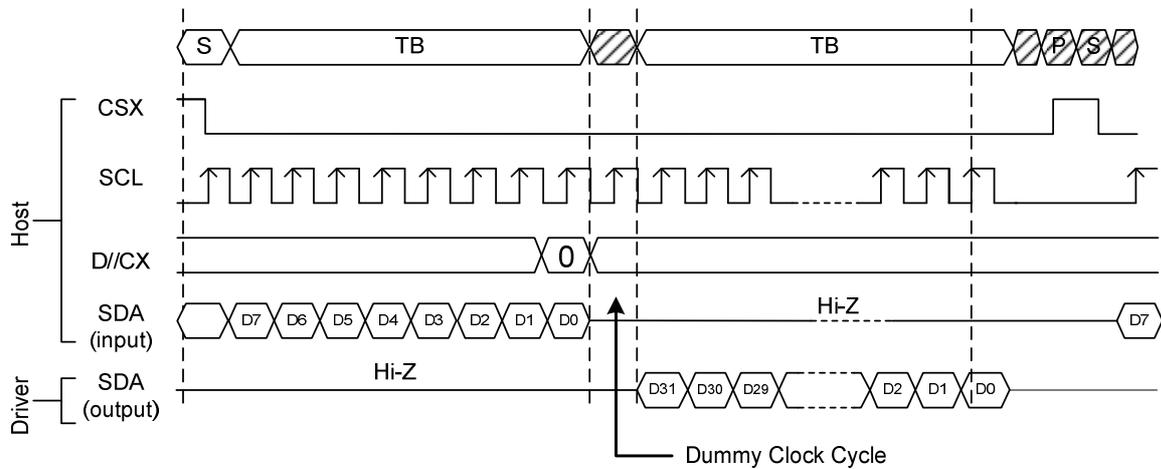
4-line Serial Protocol (for RDID1/RDID2/RDID3/0Ah/0Bh/0Ch/0Dh/0Eh/0Fh command: 8-bit read)



4-line Serial Protocol (for RDDID command: 24-bit read)

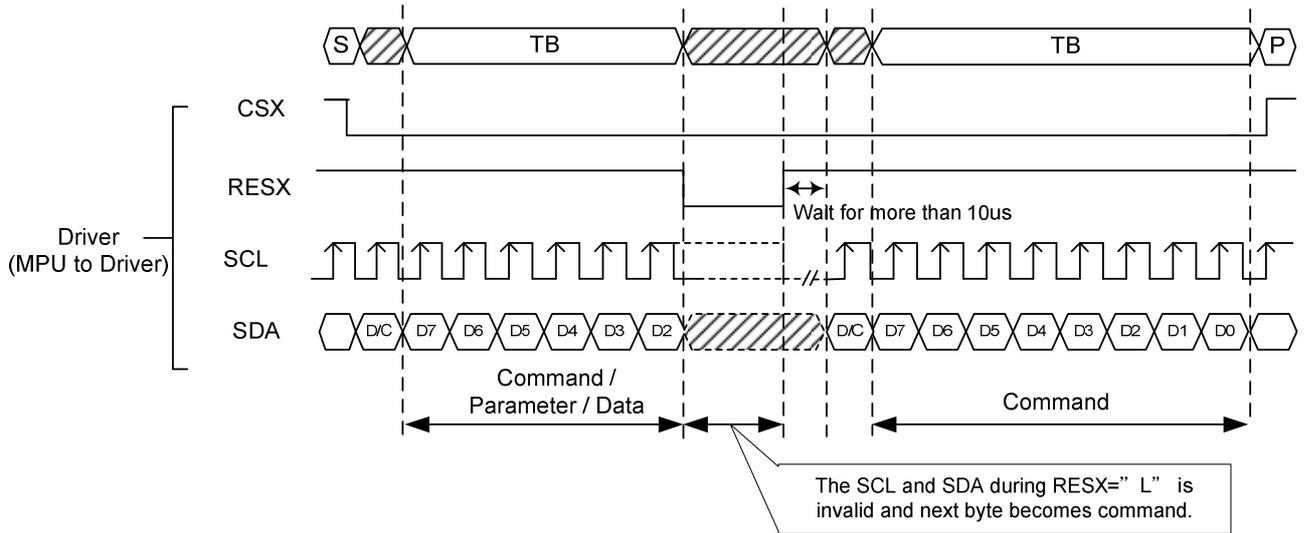


4-line Serial Protocol (for RDDST command: 32-bit read)

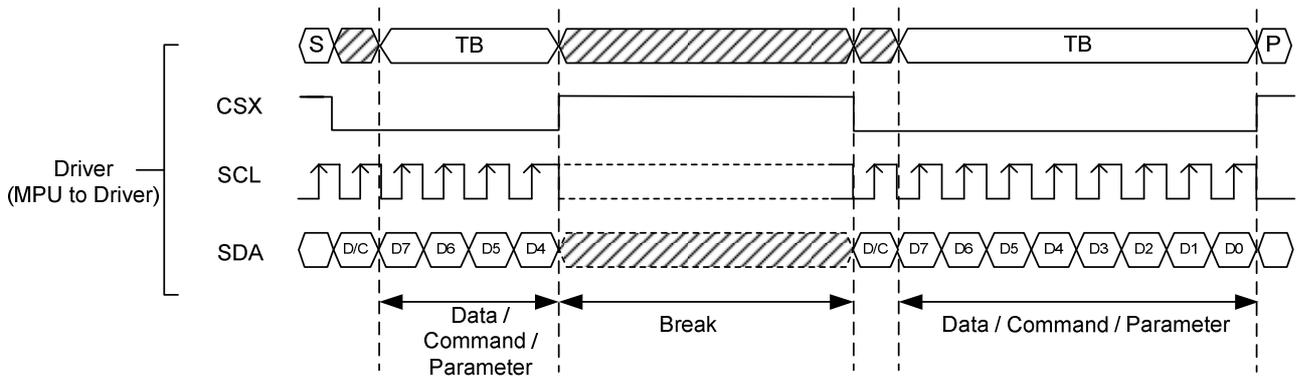


### 7.1.4. Data Transfer Break and Recovery

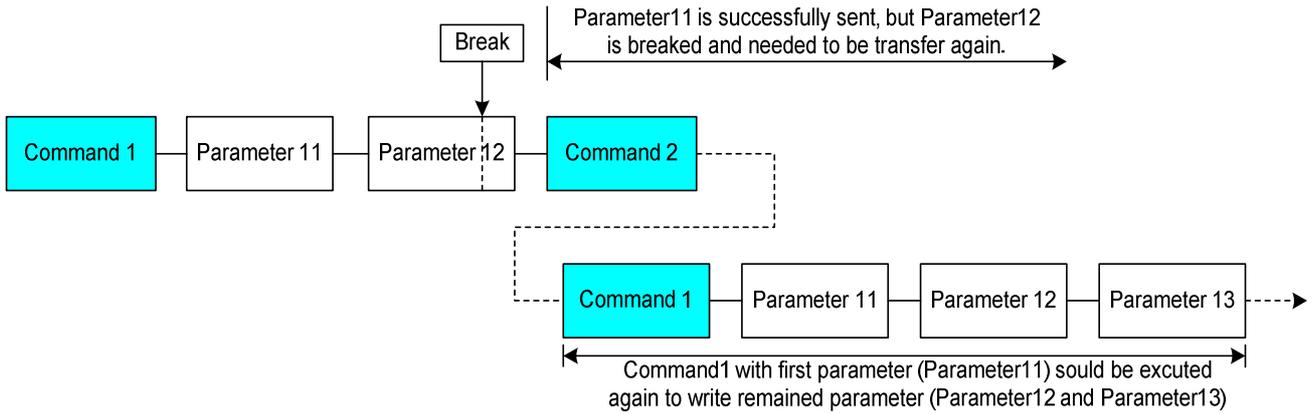
If there is a break in data transmission by RESX pulse, while transferring a Command or Frame Memory Data or Multiple Parameter command Data, before Bit D0 of the byte has been completed, then the driver will reject the previous bits and have reset the interface such that it will be ready to receive command data again when the chip select pin (CSX) is next activated after RESX have been High state.



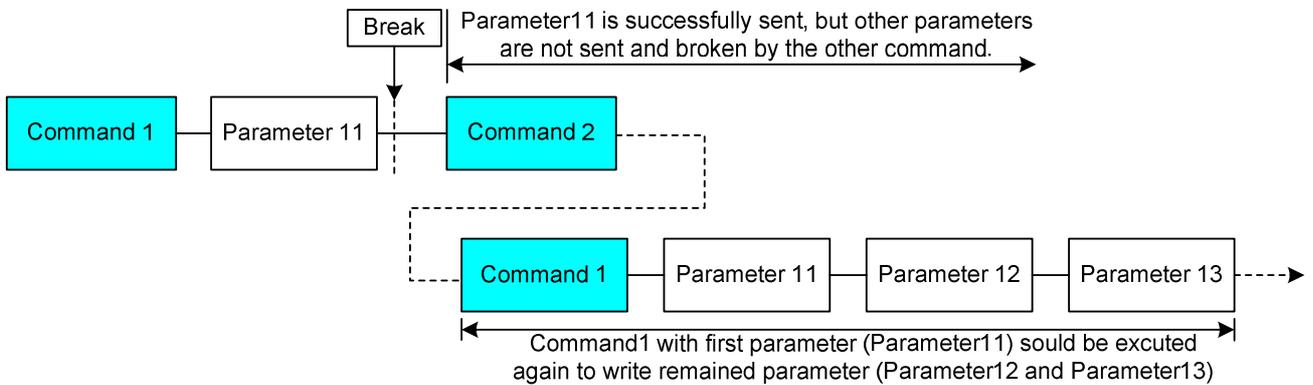
If there is a break in data transmission by CSX pulse, while transferring a Command or Frame Memory Data or Multiple Parameter command Data, before Bit D0 of the byte has been completed, then the driver will reject the previous bits and have reset the interface such that it will be ready to receive the same byte re-transmitted when the chip select pin (CSX) is next activated.



If a two or more parameter command is being sent and a break occurs while sending any parameter before the last one and if the host then sends a new command rather than continue to send the remained parameters that was interrupted, then the parameters that were successfully sent are stored and the parameter where the break occurred is rejected. The interface is ready to receive next byte as shown below.



If a two or more parameter command is being sent and a break occurs by the other command before the last one is sent, then the parameters that were successfully sent are stored and the other parameter of that command remains previous value.

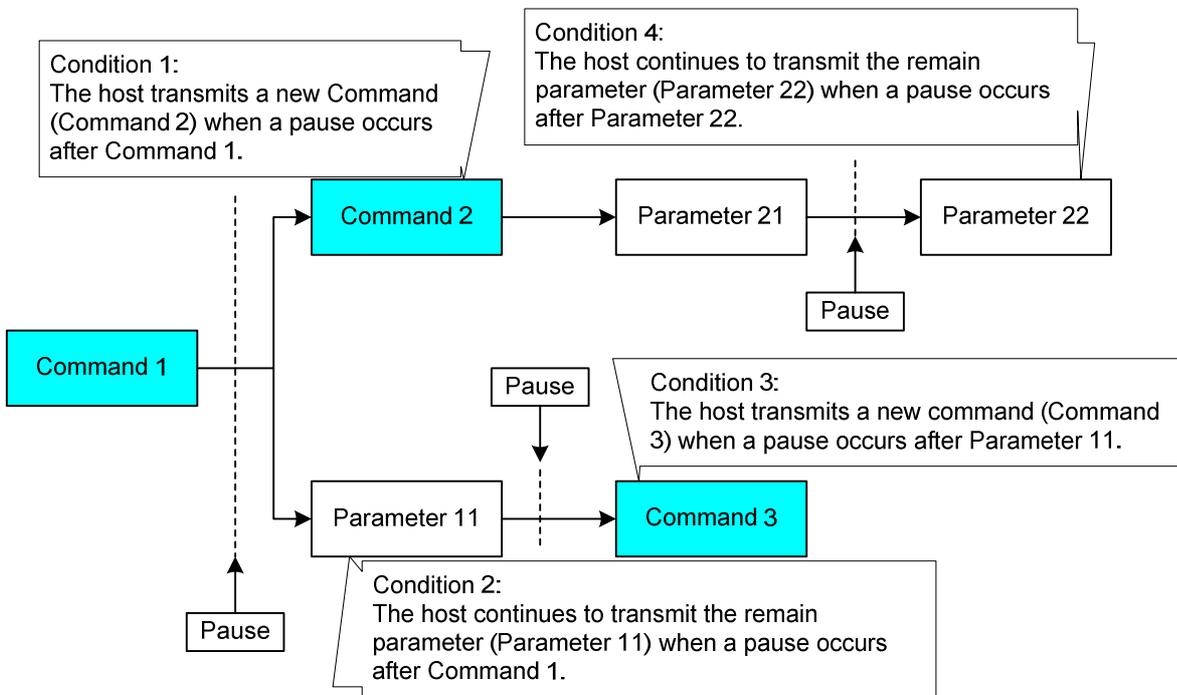


### 7.1.5. Data Transfer Pause

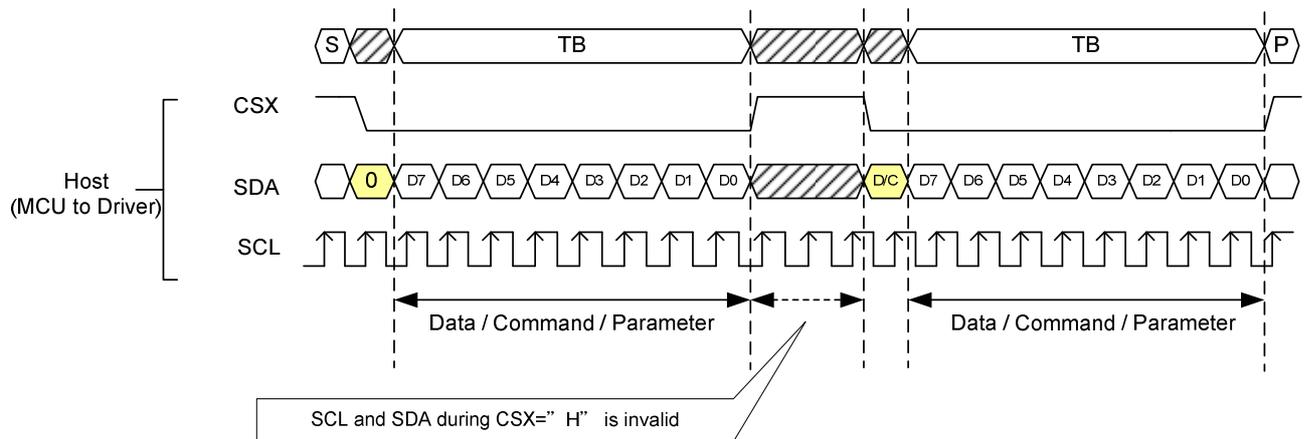
It will be possible when transferring a Command, Frame Memory Data or Multiple Parameter Data to invoke a pause in the data transmission. If the Chip Select pin (CSX) is released after a whole byte of a Frame Memory Data or Multiple Parameter Data has been completed, then ILI9486L will wait and continue the Frame Memory Data or Parameter Data Transmission from the point where it was paused. If the Chip Select pin is released after a whole byte of a command has been completed, then the display module will receive either the command's parameters (if appropriate) or a new command when the Chip Select Line is next enabled as shown below.

This applies to the following 4 conditions:

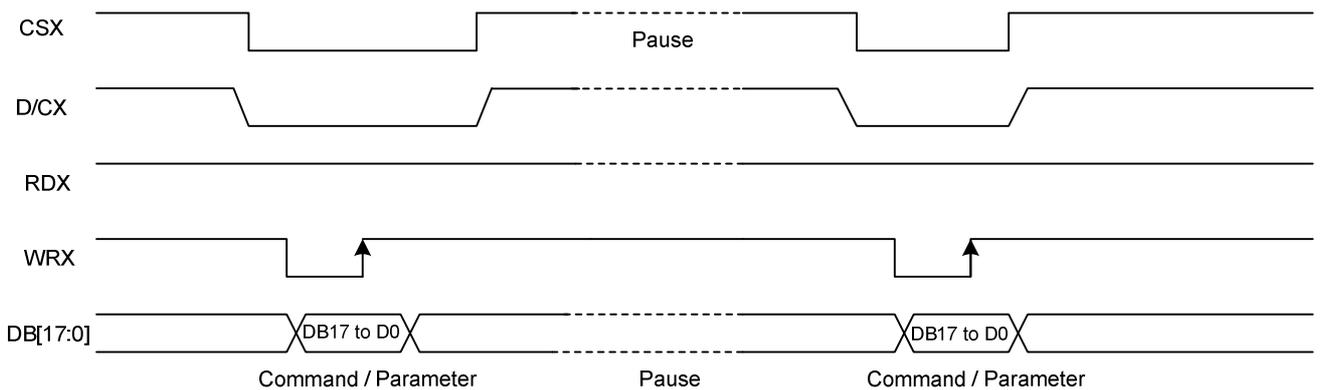
- 1) Command-Pause-Command
- 2) Command-Pause-Parameter
- 3) Parameter-Pause-Command
- 4) Parameter-Pause-Parameter



### 7.1.5.1. Serial Interface Pause



### 7.1.5.2. Parallel Interface Pause

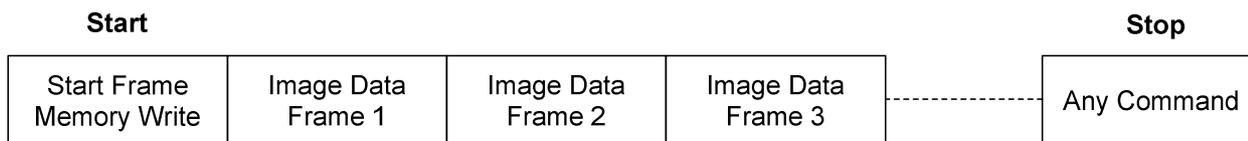


### 7.1.6. Data Transfer Mode

ILI9486L can provide four different kinds of color depth (8-bit/pixel, 9-bit/pixel, 16-bit/pixel and 18-bit/pixel) display data to the graphic RAM. The data format is described for each interface. Data can be downloaded to the Frame Memory by 2 methods.

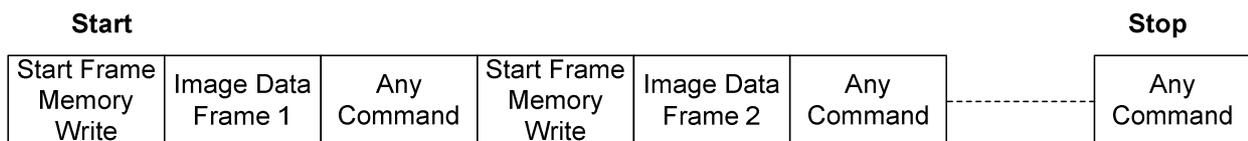
#### 7.1.6.1. Method 1

The Image data is sent to the Frame Memory in the successive Frame writing, each time the Frame Memory is filled by image data, the Frame Memory pointer is reset to the start point and the next Frame is written.



#### 7.1.6.2. Method 2

Image Data is sent and at the end of each Frame Memory download, a command is sent to stop Frame Memory Writing. Then Start Memory Write command is sent, and a new Frame is downloaded.



*Note 1: These apply to all data transfer Color modes on both serial and parallel interfaces.*

*Note 2: The frame memory can contain both odd and even number of pixels for both methods. Only complete pixel data will be stored in the frame memory.*

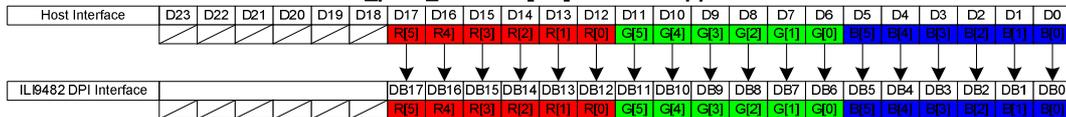
## 7.2. RGB Interface

### 7.2.1. RGB Interface Selection

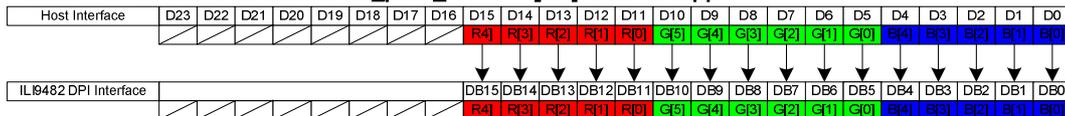
ILI9486L has the RGB interface and these interfaces can be selected by RCM bit. When RCM is set to “0”, the DE mode is selected which utilizes VSYNC, HSYNC, DOTCLK, DE, D [17:0] pins; when RCM is set to “1”, the SYNC mode is selected which utilizes which utilizes VSYNC, HSYNC, DOTCLK, D [17:0] pins. ILI9486 supports several pixel format that can be selected by DPI[3:0] bits in “Pixel Format Set (3Ah)” command. The selection of a given interfaces are done by DPI[3:0] as show in the following table.

| RCM | DPI[2:0] |   |   | RGB Interface Mode | RGB Mode   | Used Pins                         |
|-----|----------|---|---|--------------------|--|-----------------------------------|
| 0   | 0        | 1 | 1 | 0                  | <b>DE Mode</b><br>Valid data is determined by the DE signal  | VSYNC, HSYNC, DE, DOTCLK, D[17:0] |
| 0   | 0        | 1 | 0 | 1                  |  | VSYNC, HSYNC, DE, DOTCLK, D[15:0] |
| 1   | 0        | 1 | 1 | 0                  | <b>SYNC Mode</b><br>In SYNC mode, DE signal is ignored; blanking porch is determined by B5h command. | VSYNC, HSYNC, DOTCLK, D[17:0]     |
| 1   | 0        | 1 | 0 | 1                  |  | VSYNC, HSYNC, DOTCLK, D[15:0]     |

**18bit DPI Interface Connection: set\_pixel\_format D[6:4]=3'h6 : 18bpp**



**16bit DPI Interface Connection: set\_pixel\_format D[6:4]=3'h5 : 16bpp**



Pixel clock (DOTCLK) is running all the time without stopping and it is used to entering VSYNC, HSYNC, ENABLE and DB[17:0] states when there is a rising edge of the DOTCLK. The DOTCLK can not be used as continues internal clock for other functions of the display module.

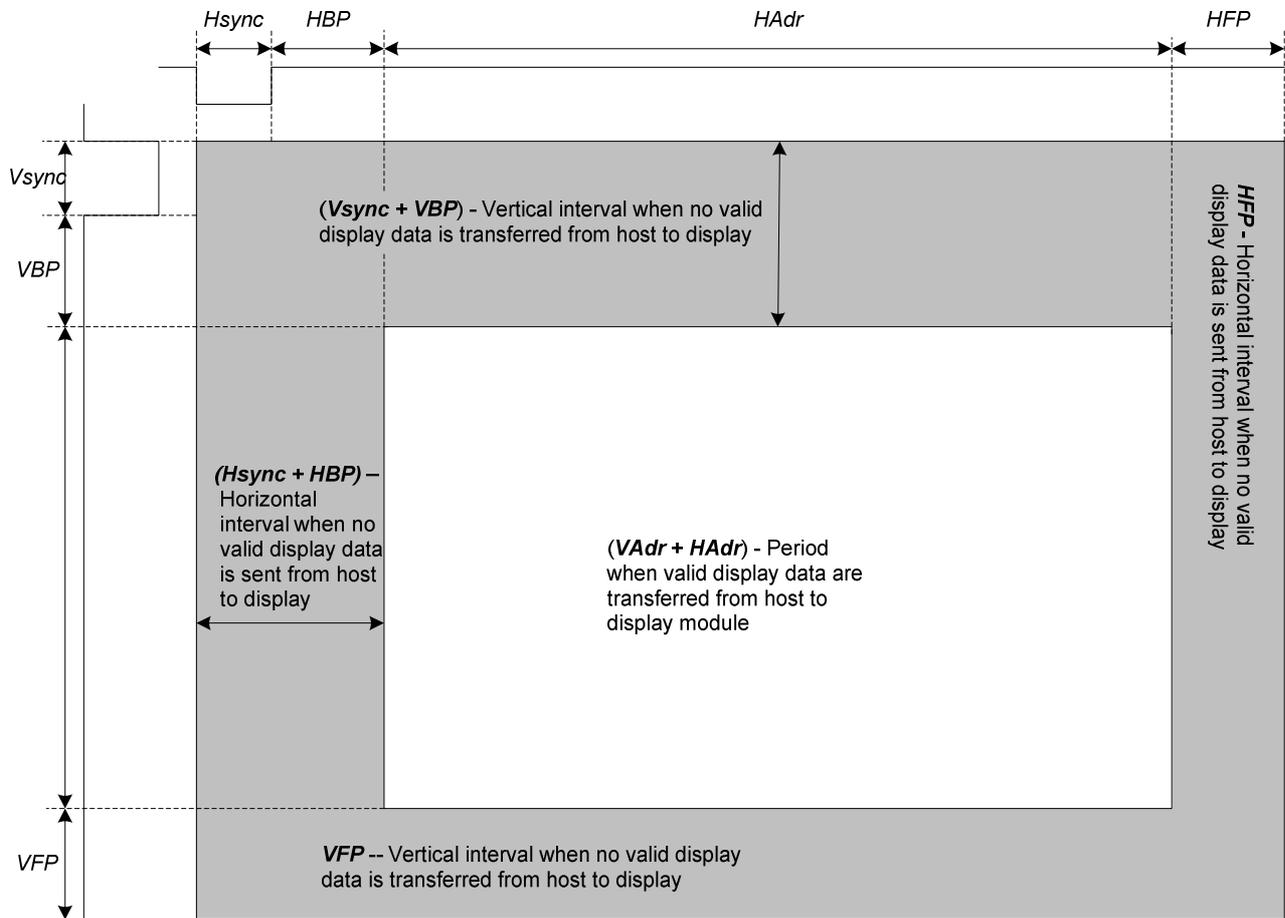
Vertical synchronization (VSYNC) is used to tell when there is received a new frame of the display. This is low enable and its state is read to the display module by a rising edge of the DOTCLK signal.

Horizontal synchronization (HSYNC) is used to tell when there is received a new line of the frame. This is low enable and its state is read to the display module by a rising edge of the DOTCLK signal.

Data Enable (ENABLE) is used to tell when there is received RGB information that should be transferred on the display. This is a high enable and its state is read to the display module by a rising edge of the DOTCLK signal.

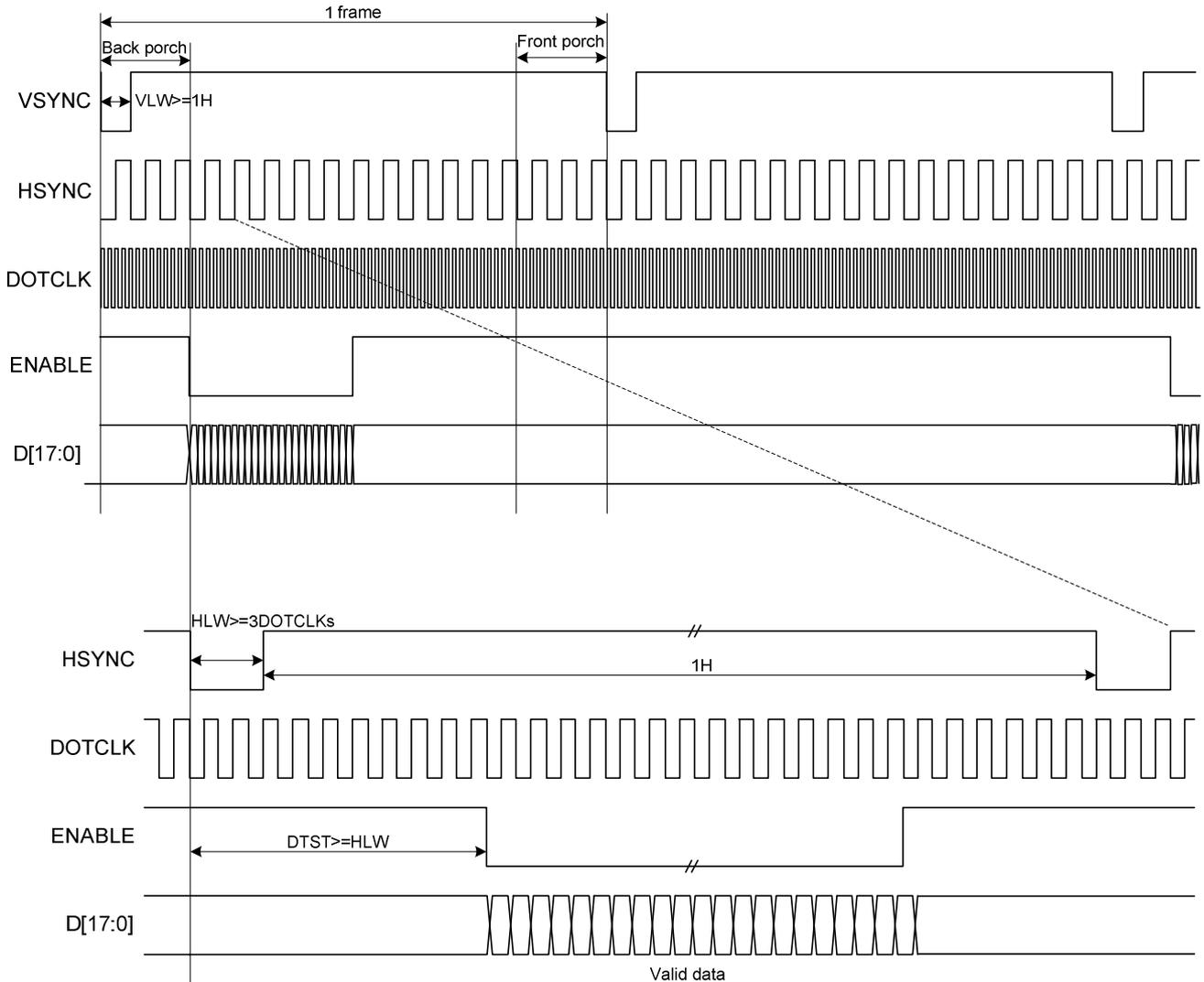
DB[17:0] are used to tell what is the information of the image that is transferred on the display (When

ENABLE= '0' (low) and there is a rising edge of DOTCLK). DB[17:0] can be '0' (low) or '1' (high). These lines are read by a rising edge of the DOTCLK signal. In RGB interface modes, the input display data is written to GRAM first then outputs corresponding source voltage according the gray data from GRAM.



### 7.2.2. RGB Interface Timing

The timing chart of 18-/16-bit RGB interface mode is shown as below.



VLW : VSYNC Low Width  
HLW : HSYNC Low Width  
DTST : Data Transfer Startup Time

Note 1: The DE signal is not needed when RGB interface SYNC mode is selected.

Note 2: VSPL='0', HSPL='0', DPL='0' and EPL='0' of "Interface Mode Control (B0h)" command.

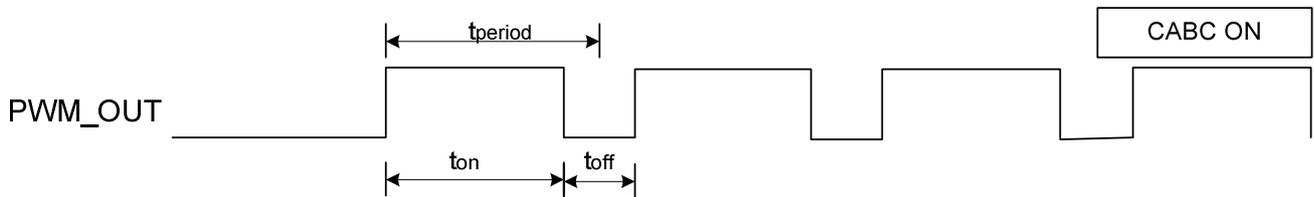
### 7.3. CABC (Content Adaptive Brightness Control)

ILI9486L provides a dynamic backlight control function as CABC (Content adaptive brightness control) to reduce the power consumption of the luminance source. ILI9486L will refer the gray scale content of display image to output a PWM waveform to LED driver for backlight brightness control. Content adaptation means that the content of gray sale can be increased while simultaneously lowering brightness of the backlight to achieve the same perceived brightness. The adjusted gray level scale and thus the power consumption reduction depend on the content of the image.

ILI9486L can calculate the backlight brightness level and send a PWM pulse to LED driver via PWM\_OUT pin for backlight brightness control purpose. The PWM frequency can be adjusted by PWM\_DIV parameters and the calculating equation as below:

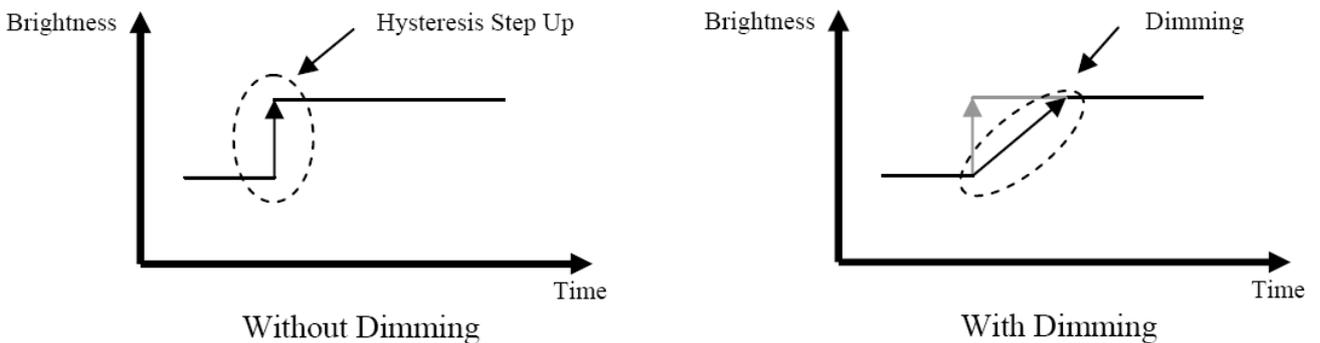
$$f_{\text{PWM\_OUT}} = \frac{18\text{MHz}}{(\text{PWM\_DIV}[7:0] + 1) \times 255}$$

The figure in the following is the basic timing diagram which is applied ILI9486L to control LED driver.



### Display Backlight Dimming Control

A dimming function (how fast to change the brightness from old to new level and what are brightness levels during the change) is used when changing from brightness level to another. This dimming function curve is the same in increment and decrement directions. The basic idea is described below.



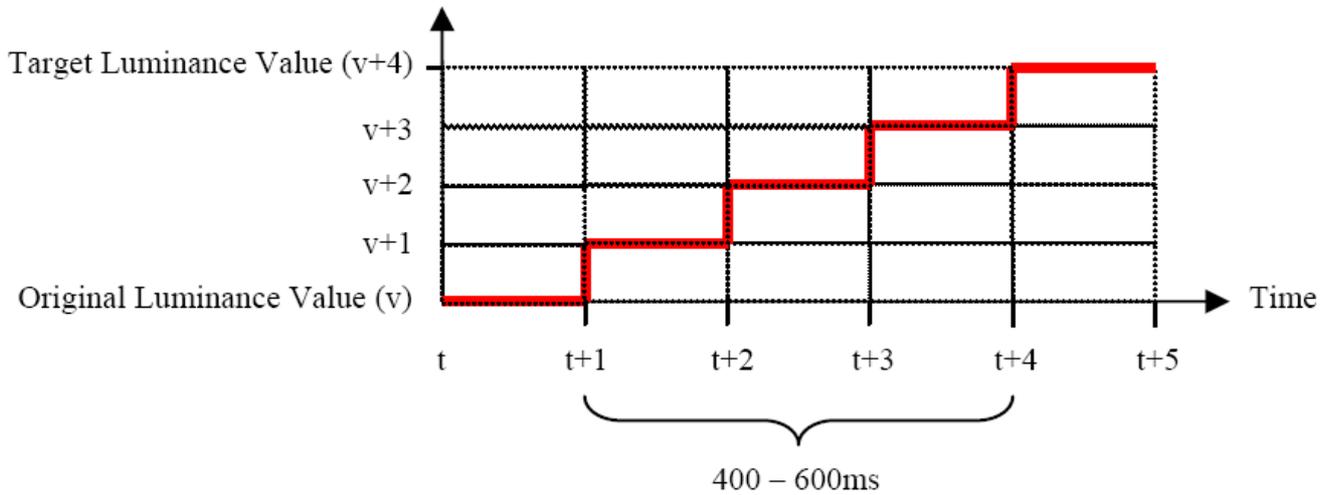
Dimming function can be enabled and disabled. See command "Write CTRL Display(53h), bit3(DD) for more information.

### Dimming Requirement

Dimming function in the display module should be implemented so that 400 – 600ms is used for the transition between the original brightness value and the target brightness value. The transferring time steps between these two brightness values are equal making the transition linear.

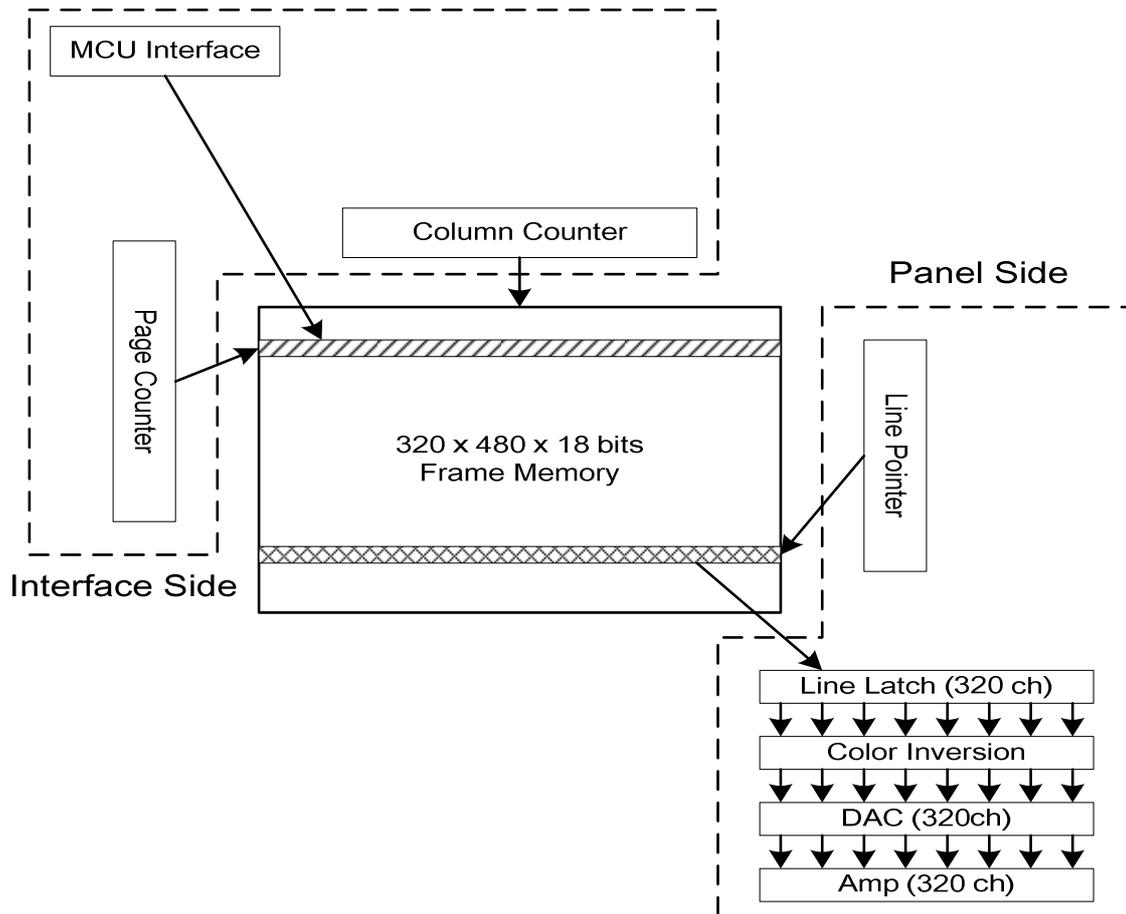
The dimming function is working similarly in both upward and downward directions.

An upward example is illustrated below.



### 7.4. Display Data RAM (DDRAM)

The ILI9486L has an integrated 320x480x18-bit graphic type static RAM. This 345,600-byte memory allows storing a 320xRGBx480 image with an 18-bit resolution (262K-color). There will be no abnormal visible effect on the display when there is a simultaneous Panel Read and Interface Read or Write to the same location of the Frame Memory.

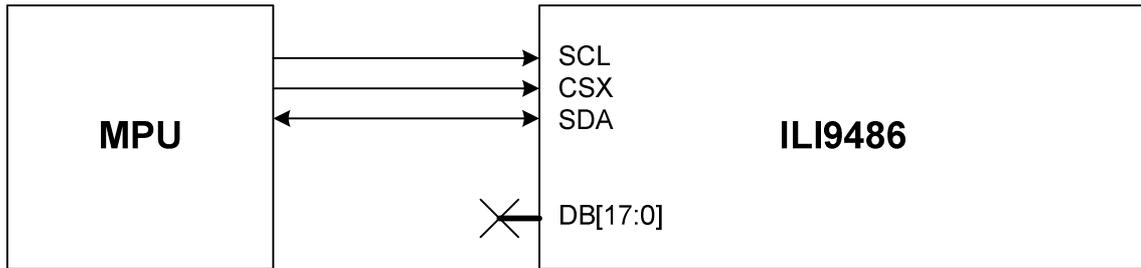


## 7.5. Display Data Format

ILI9486L supplies 18-/16-/9-/8-bit parallel MCU interface with 8080-series and 3-/4-line serial interface and 16-/18-bit parallel RGB interface. The parallel MCU interface and serial interface mode can be selected by external pins IM [2:0].

### 7.5.1. 3-line Serial Interface

The 3-line/9-bit serial bus interface of ILI9486L can be used by setting external pin as IM [2:0] to "101". The figure in the following is the example of interface with 8080 microcomputer system interface.

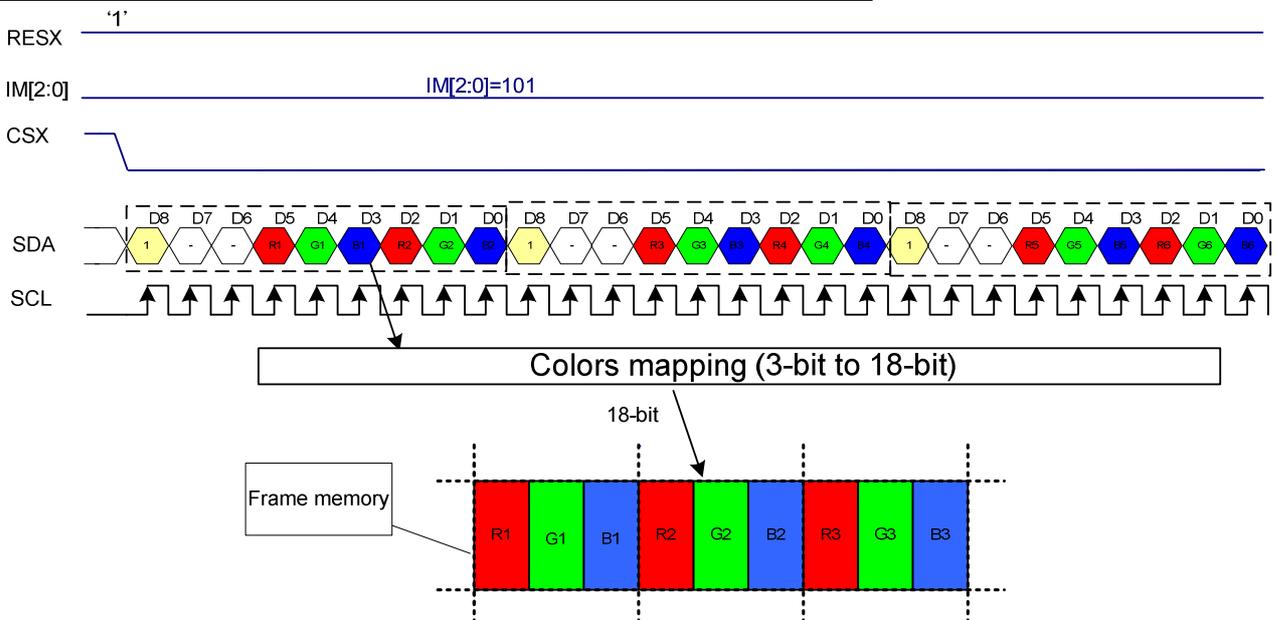


In 3-line serial interface, different display data formats are available for two color depths supported by the LCM listed below.

-8 colors, RGB 1, 1, 1 -bits input

-262k colors, RGB 6, 6, 6 -bits input.

#### 3 bit/pixel color order (R:1-bit, G:1-bit, B:1-bit), 8 colors



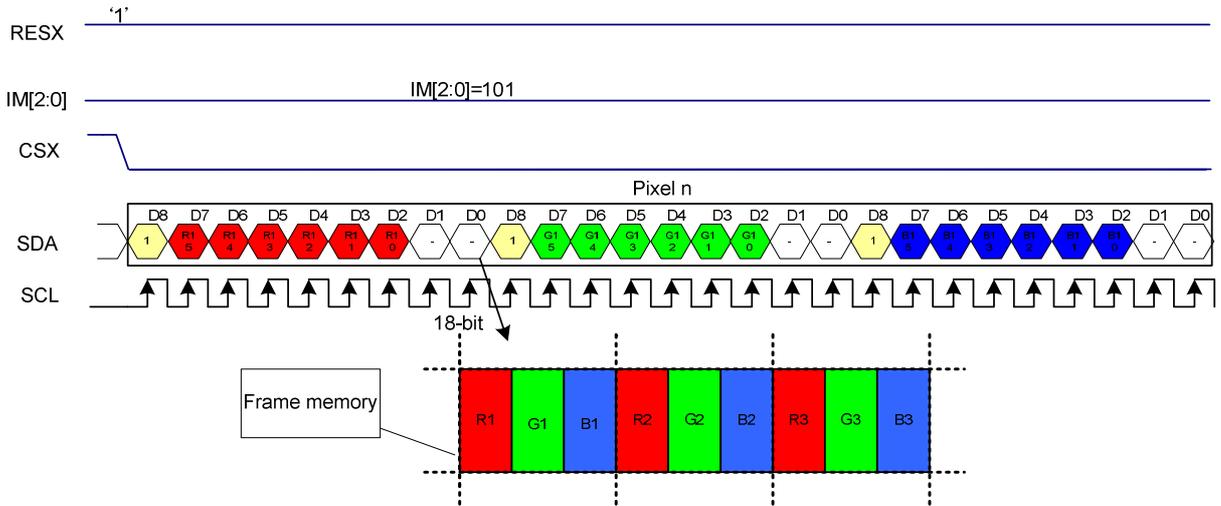
Note 1: The pixel data with 16-bit color depth information.

Note 2: The most significant bits are: Rx4, Gx5 and Bx4.

Note 3: The least significant bits are: Rx0, Gx0 and Bx0.

Note 4: '- '= Don't care – Leave these pins to Open.

18 bit/pixel color order (R:6-bit, G:6-bit, B:6-bit), 262,144 colors



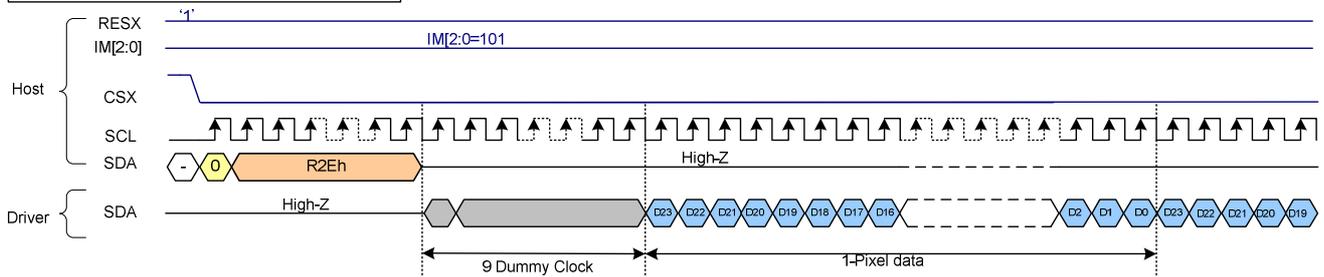
Note 1: The pixel data with 18-bit color depth information.

Note 2: The most significant bits are: Rx5, Gx5 and Bx5.

Note 3: The least significant bits are : Rx0, Gx0 and Bx0.

Note 4: '-=' Don't care - Leave these pins to Open.

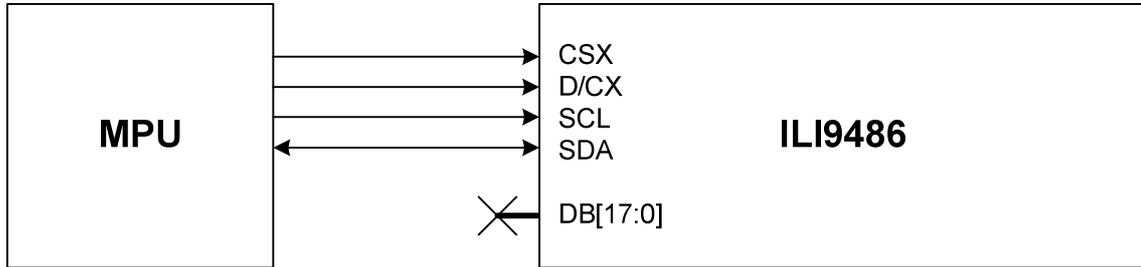
Read data through 3-line SPI mode



Note 1: '-=' Don't care – Leave these pins to Open.

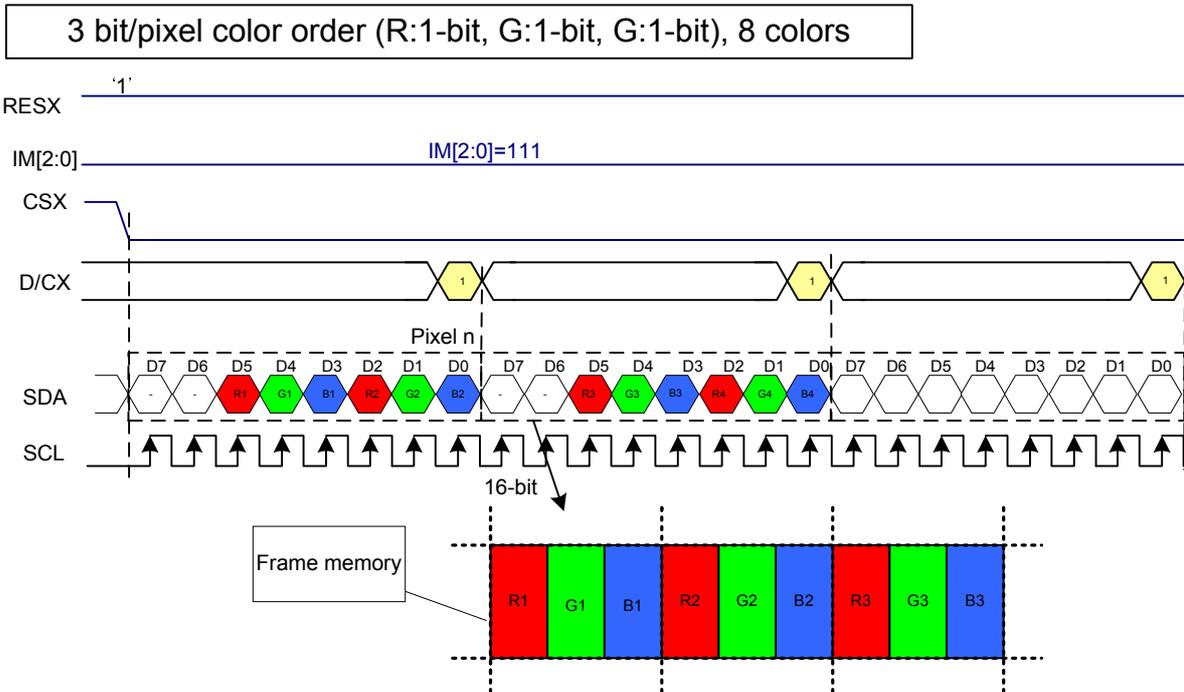
**7.5.2. 4-line Serial Interface**

The 4-line/8-bit serial bus interface of ILI9486L can be used by setting external pin as IM [2:0] to “111”. The figure in the following is the example of interface with 8080 microcomputer system interface.



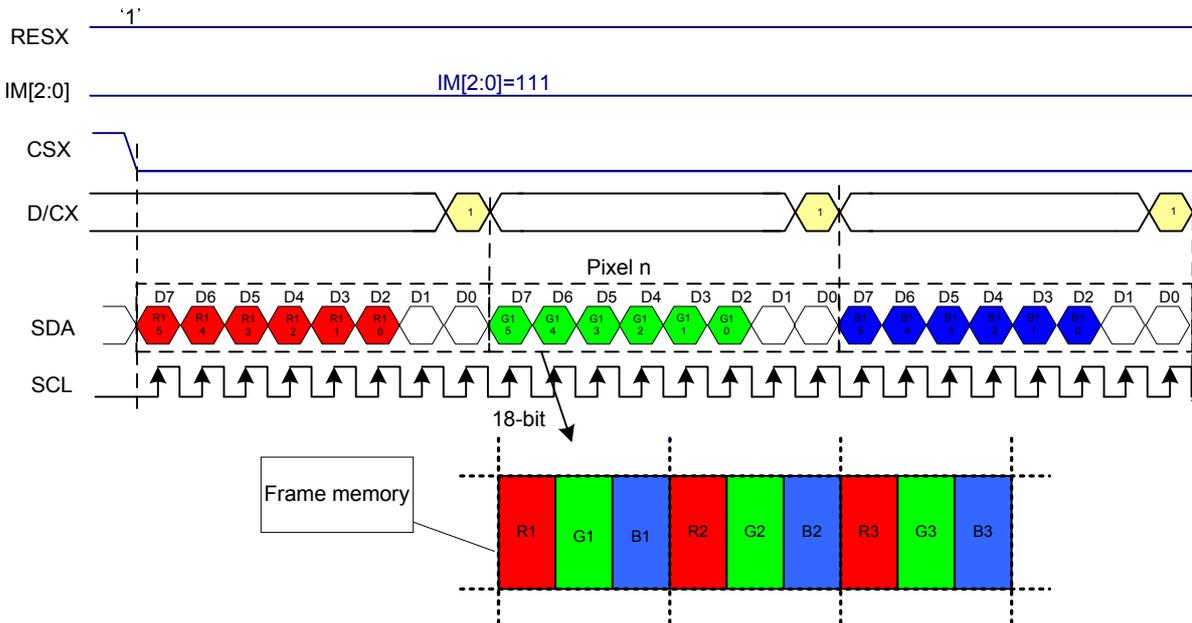
In 4-line serial interface, different display data formats are available for two color depths supported by the LCM listed below.

- 8 colors, RGB 1, 1, 1 -bits input.
- 262k colors, RGB 6, 6, 6 -bits input.



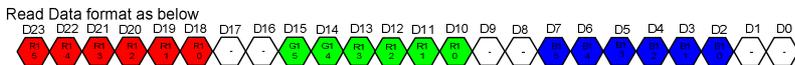
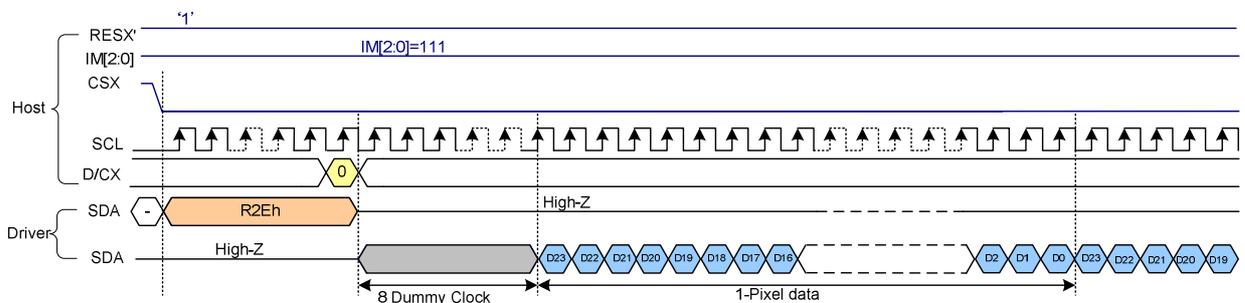
Note : '-'= Don't care – Leave these pins to Open.

18 bit/pixel color order (R:6-bit, G:6-bit, B:6-bit) , 262,144 colors



- Note 1: The pixel data with 18-bit color depth information.
- Note 2: The most significant bits are: Rx5, Gx5 and Bx5.
- Note 3: The least significant bits are: Rx0, Gx0 and Bx0.
- Note 4: '-' = Don't care – Leave these pins to Open.

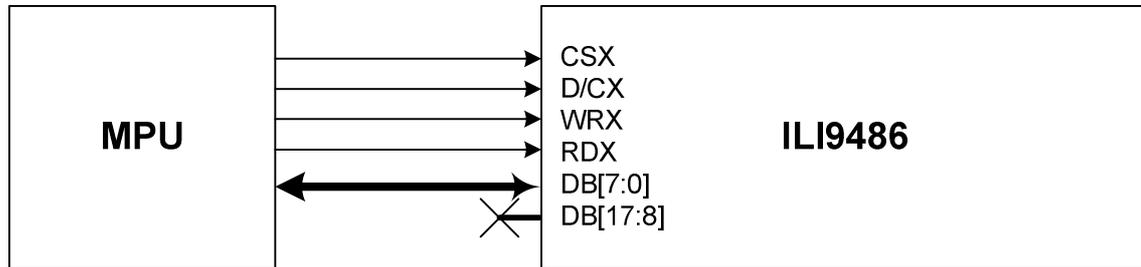
Read data through 4-line SPI mode



- Note 1: '-' = Don't care – Leave these pins to Open.

### 7.5.3. 8-bit Parallel MCU Interface

The 8080-system 8-bit parallel bus interface of ILI9486L can be used by setting external pin as IM [2:0] to "011". The figure in the following is the example of interface with 8080 microcomputer system interface.

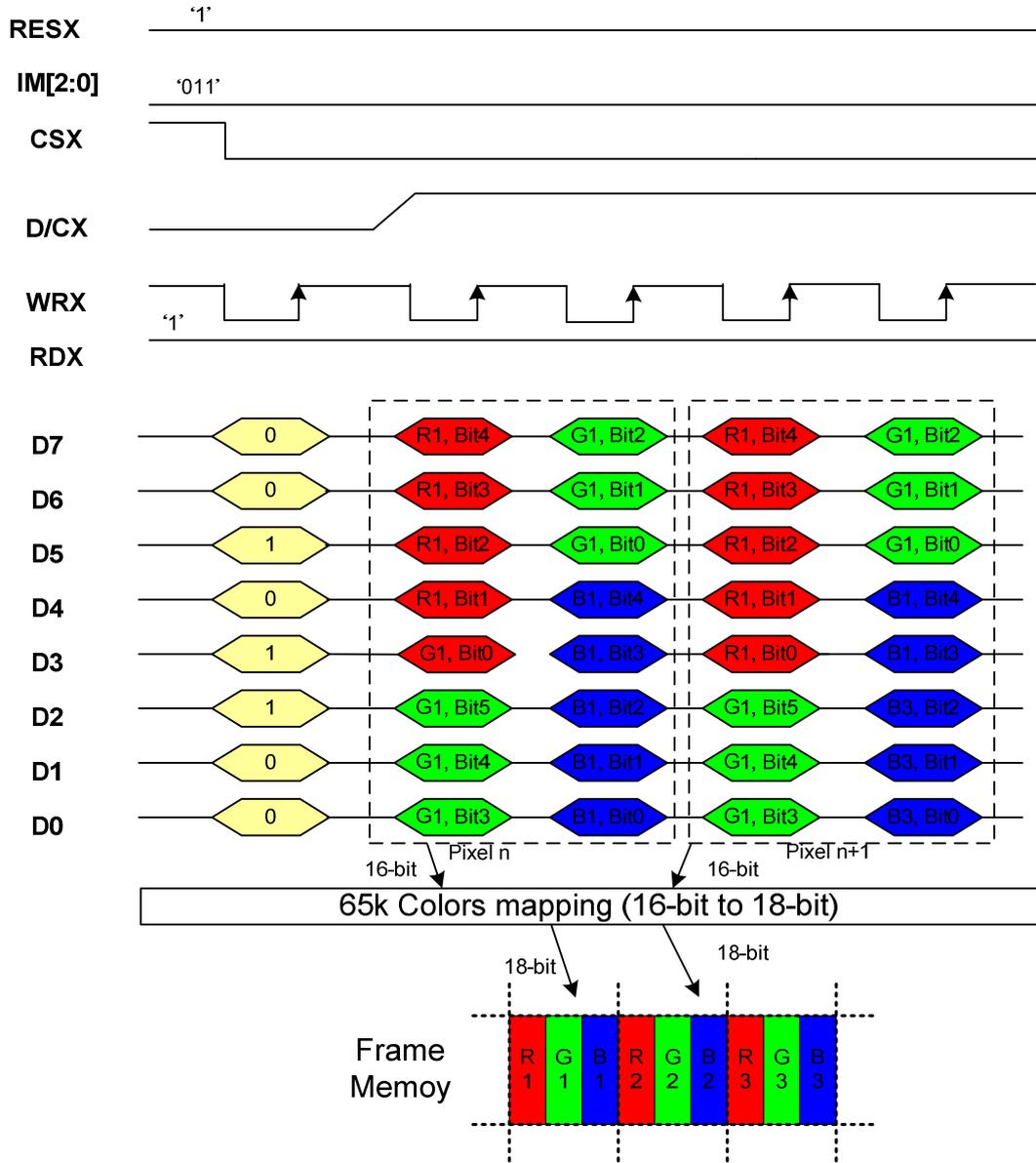


Different display data formats are available for two color depths supported by listed below.

- 65K-Colors, RGB 5, 6, 5 -bits input data.
- 262K-Colors, RGB 6, 6, 6 -bits input data.

**7.5.3.1. 8-bit Data Bus for 16-bit/pixel (RGB 5-6-5 bits input), 65K-color**

16 bit/pixel color order (R:5-bit, G:6-bit, B:5-bit), 65,536 colors



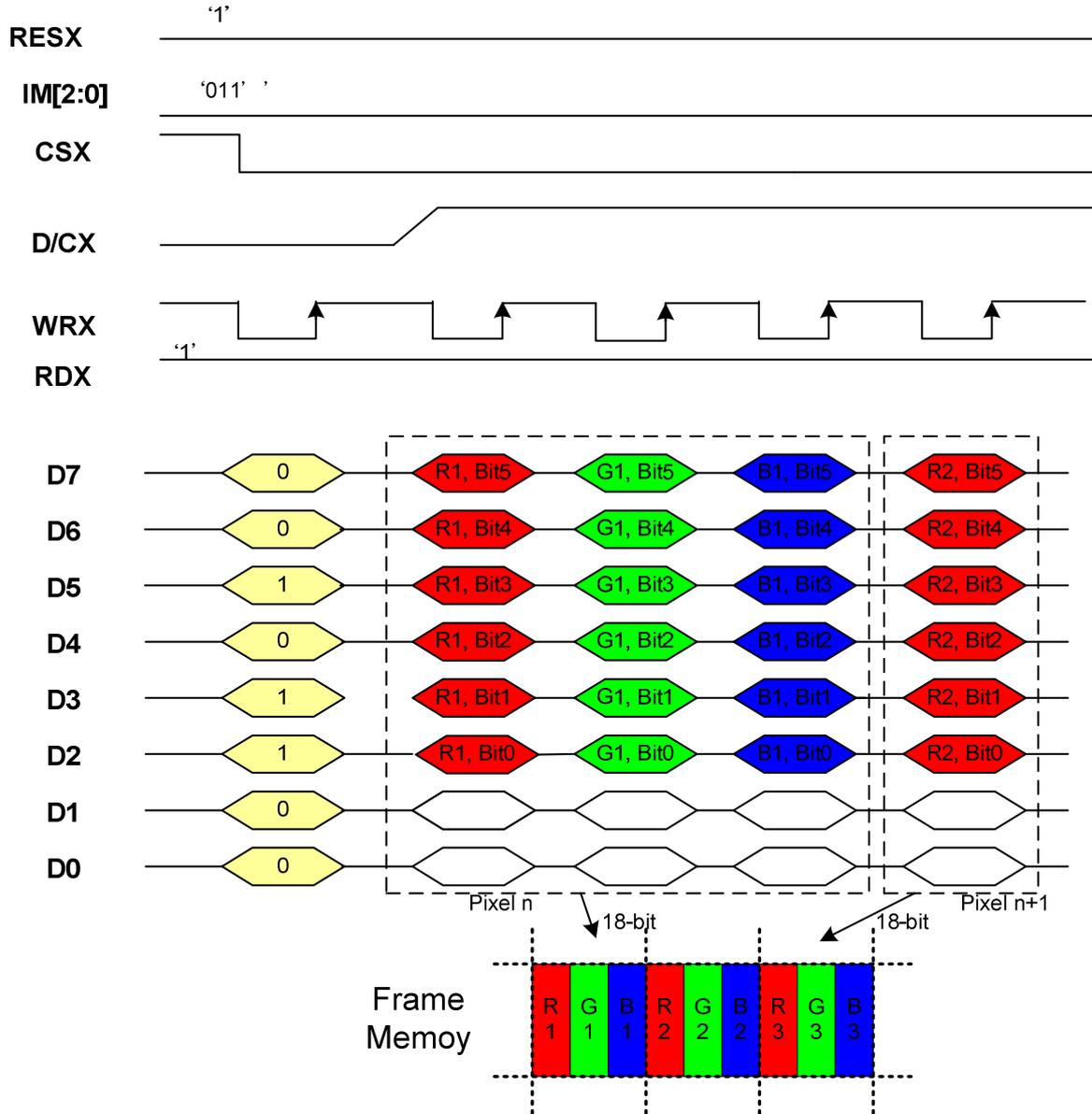
Note 1: The data order is as follows, MSB=D7, LSB=D0 and picture data is MSB=Bit 5, LSB=Bit 0 for Green data and MSB=Bit 4, LSB=Bit0 for Red and Blue data.

Note 2: 2-times transfer is used to transmit 1 pixel data with the 16-bits color depth information.

Note 3: '-=' Don't care – Leave these pins to Open.

**7.5.3.2. 8-bit Data Bus for 18-bit/pixel (RGB 6-6-6 bits input), 262K-color**

18 bit/pixel color order (R:6-bit, G:6-bit, B:6-bit), 262,144 colors



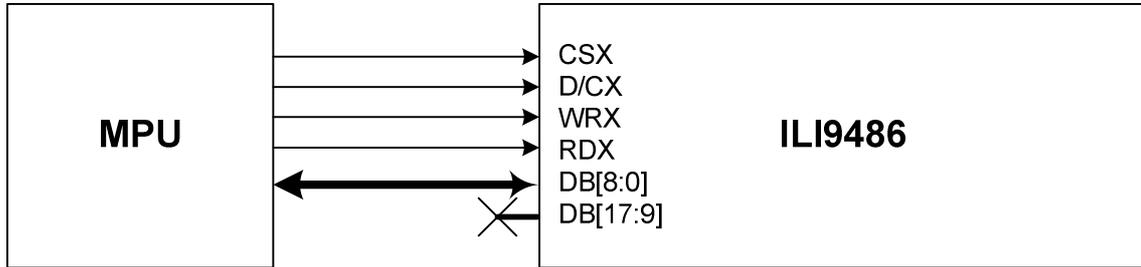
Note 1: The data order is as follows, MSB=D7, LSB=D0 and picture data is MSB=Bit 5, LSB=Bit 0 for Green, Red and Blue data.

Note 2: 3-times transfer is used to transmit 1 pixel data with the 18-bits color depth information.

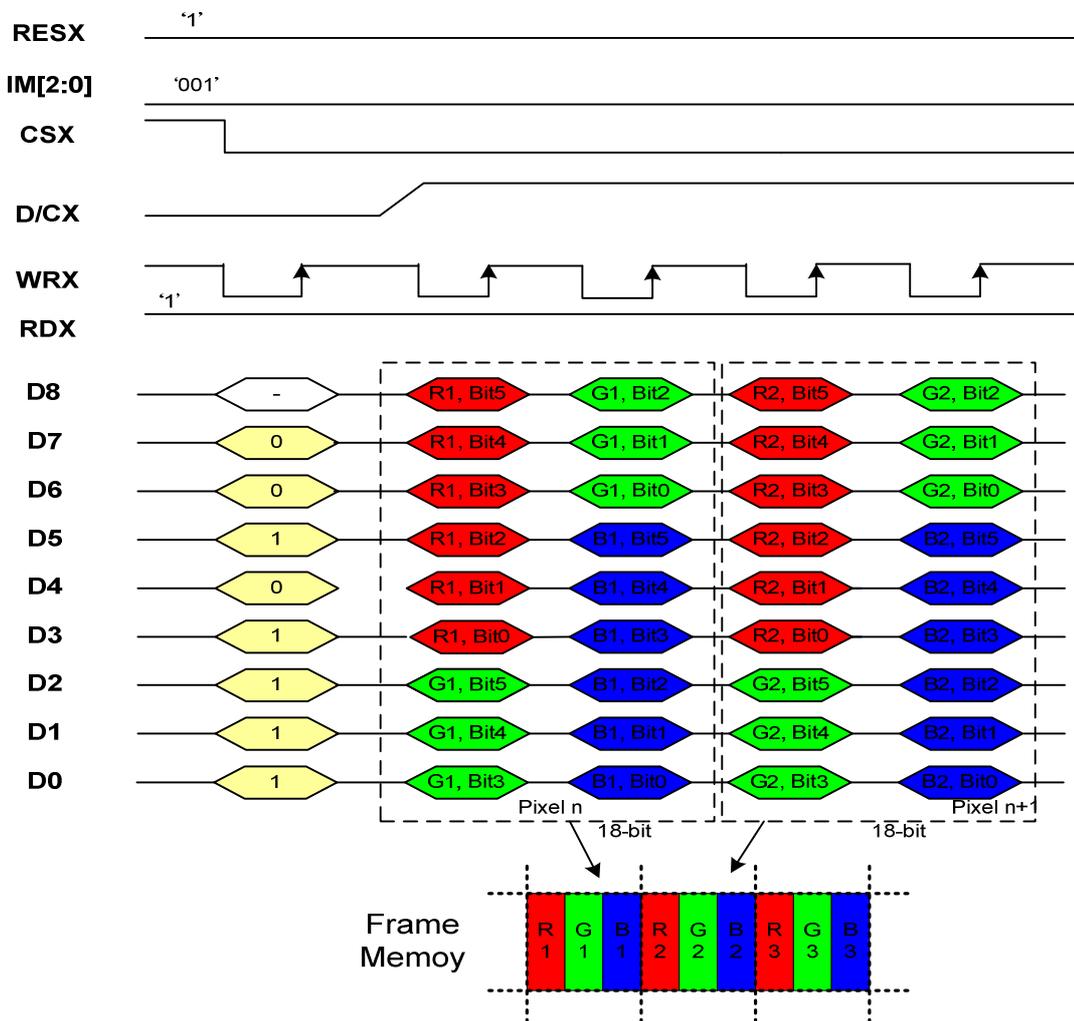
Note 3: '-=' Don't care – Leave these pins to Open.

### 7.5.4. 9-bit Parallel MCU Interface

The 8080-system 9-bit parallel bus interface of ILI9486L can be used by setting external pin as IM [2:0] to "001". The figure in the following is the example of interface with 8080 microcomputer system interface.



18 bit/pixel color order (R:6-bit, G:6-bit, B:6-bit), 262,144 colors



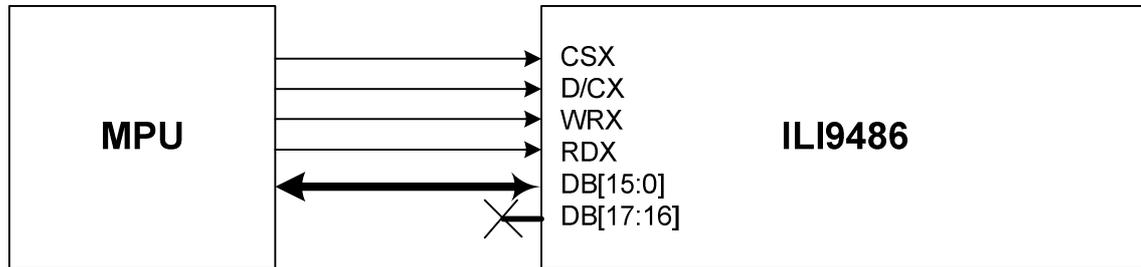
Note 1: The data order is as follows, MSB=D8, LSB=D0 and picture data is MSB=Bit 5, LSB=Bit 0 for Green, Red and Blue data.

Note 2: 2-times transfer is used to transmit 1 pixel data with the 18-bits color depth information.

Note 3: '-'= Don't care – Leave these pins to Open.

### 7.5.5. 16-bit Parallel MCU Interface

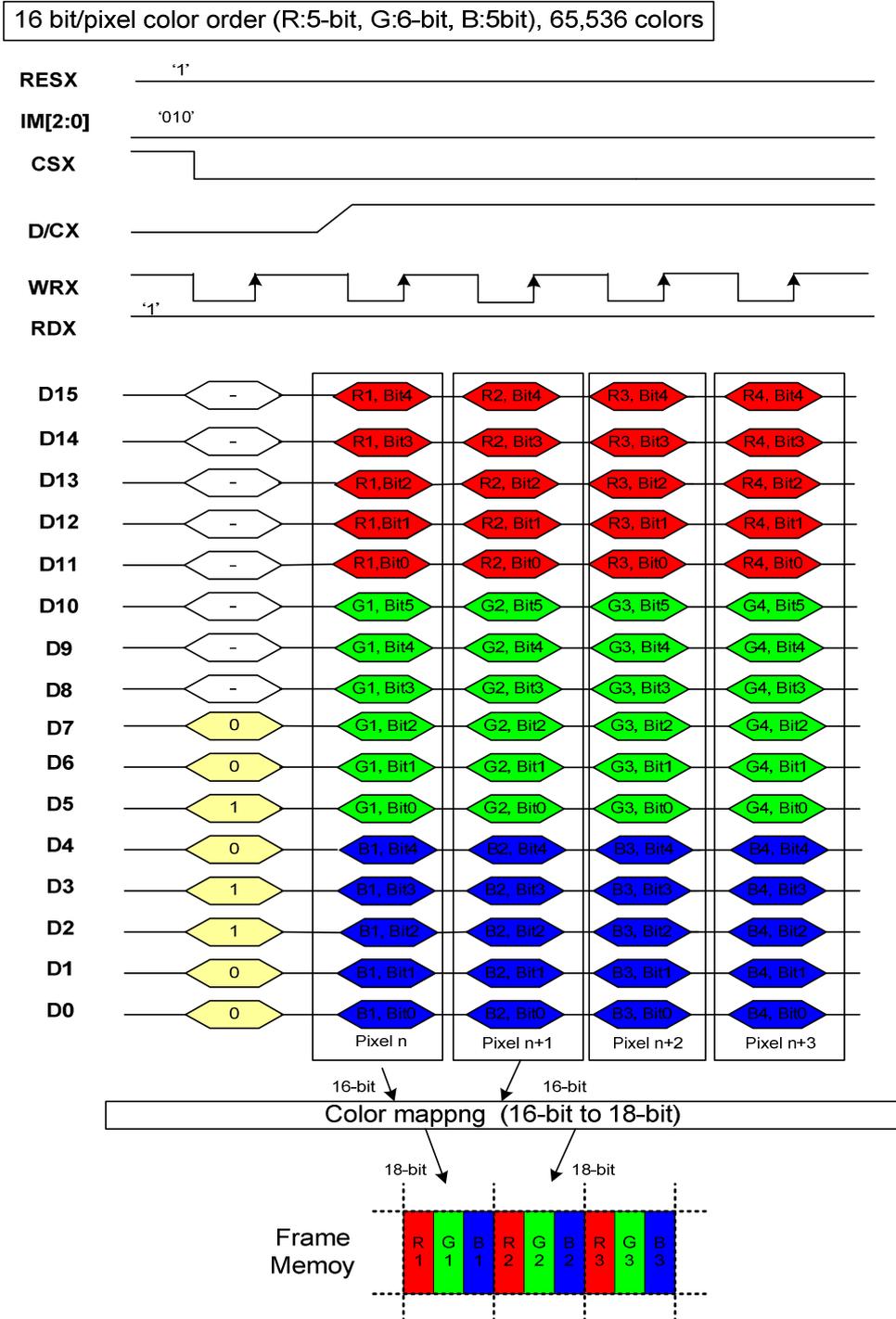
The 8080-system 16-bit parallel bus interface of ILI9486L can be used by setting external pin as IM [2:0] to "010". The figure in the following is the example of interface with 8080 microcomputer system interface.



Different display data formats are available for two colors depth supported by listed below.

- 65K-Colors, RGB 5, 6, 5 -bits input data.
- 262K-Colors, RGB 6, 6, 6 -bits input data.

**7.5.5.1. 16-bit Data Bus for 16-bit/pixel (RGB 5-6-5 bits input), 65K-color**



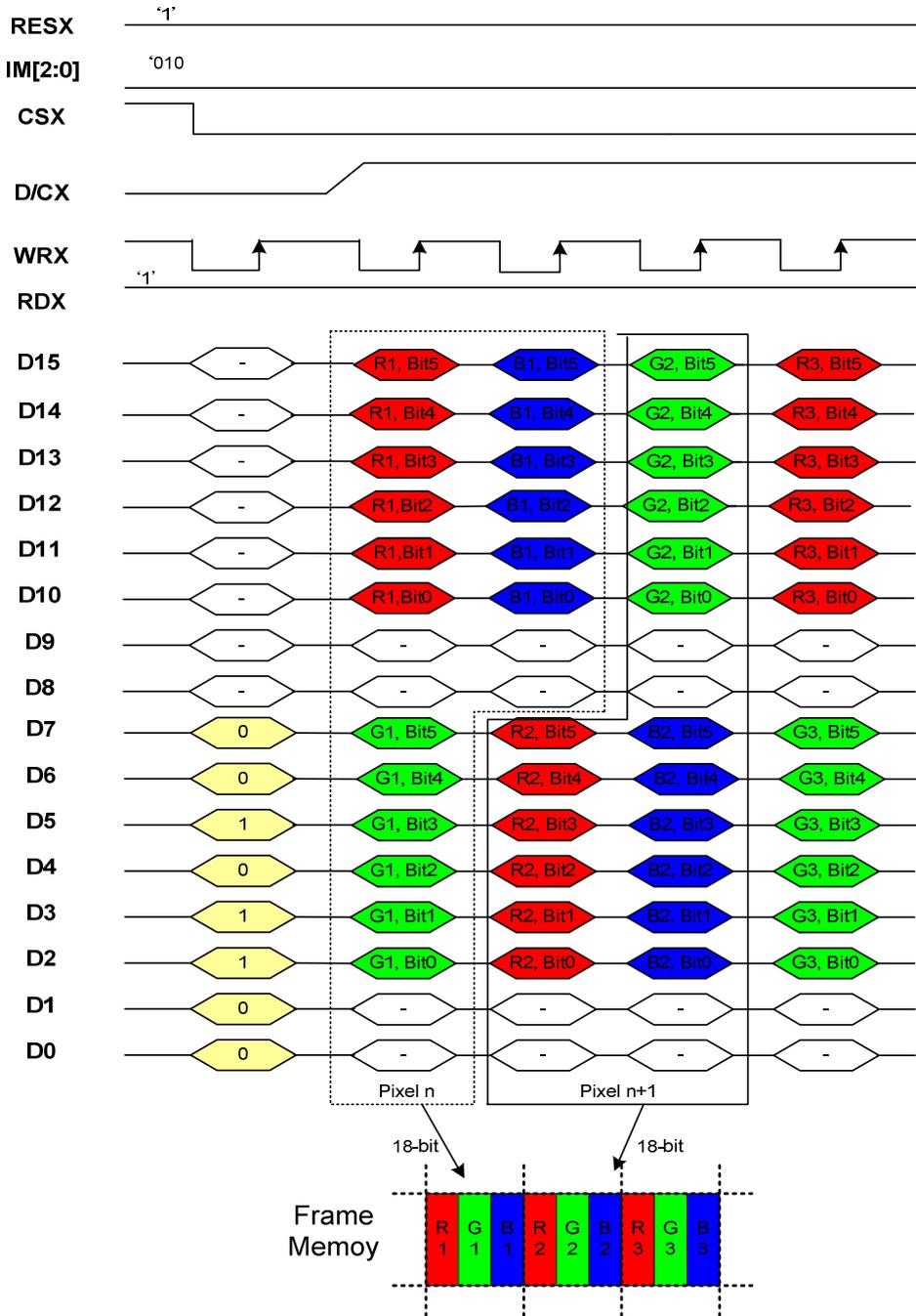
Note 1: The data order is as follows, MSB=D15, LSB=D0 and picture data is MSB=Bit 5, LSB=Bit 0 for Green data and MSB=Bit 4, LSB=Bit0 for Red and Blue data.

Note 2: 1-times transfer is used to transmit 1 pixel data with the 16-bits color depth information.

Note 3: '-'= Don't care – Leave these pins to Open.

**7.5.5.2. 16-bit Data Bus for 18-bit/pixel (RGB 6-6-6 bits input), 262K-color**

18 bit/pixel color order (R:6-bit, G:6-bit, B:6-bit), 262,144 colors



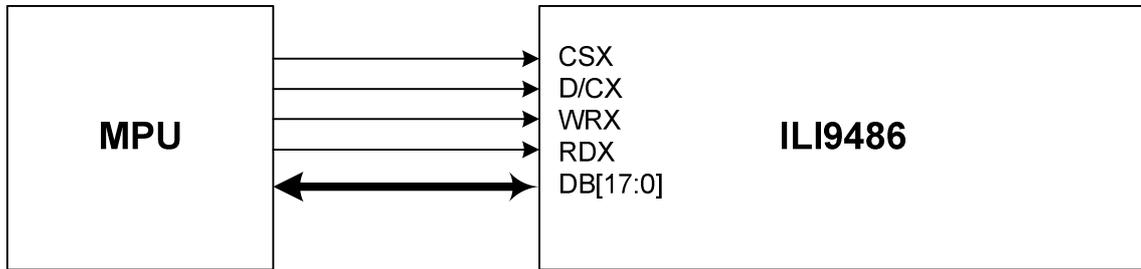
Note 1: The data order is as follows, MSB=D15, LSB=D0 and picture data is MSB=Bit 5, LSB=Bit 0 for Green, Red and Blue data.

Note 2: 2-times transfer is used to transmit 1 pixel data with the 18-bits color depth information.

Note 3: '-'= Don't care – Leave these pins to Open.

### 7.5.6. 18-bit Parallel MCU Interface

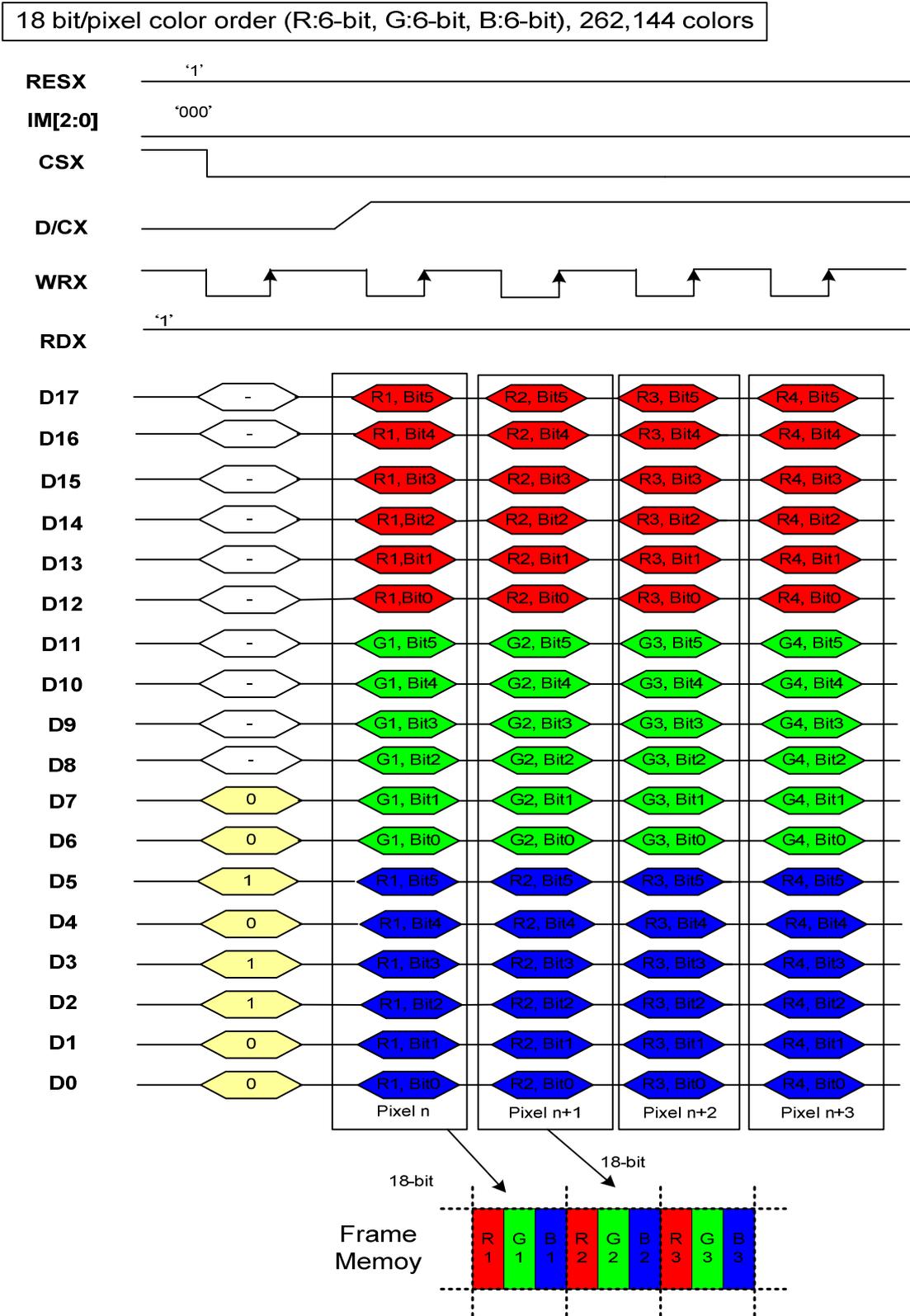
The 8080-system 18-bit parallel bus interface of ILI9486L can be used by setting external pin as IM [2:0] to “000”. The figure in the following is the example of interface with 8080 microcomputer system interface.



Different display data formats are available for one color depth only supported by listed below.

- 262K-Colors, RGB 6, 6, 6 -bits input data.

**7.5.6.1. 18-bit Data Bus for 18-bit/pixel (RGB 6-6-6 bits input), 262K-color**



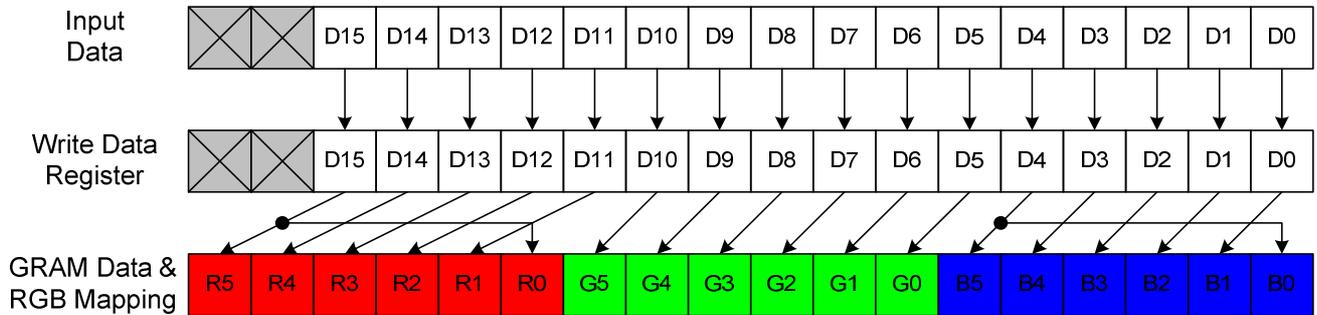
Note 1: The data order is as follows, MSB=D17, LSB=D0 and picture data is MSB=Bit 5, LSB=Bit 0 for Green and MSB=Bit4, LSB=Bit0 for Red and Blue data.

Note 2: 1-times transfer is used to transmit 1 pixel data with the 16-bits color depth information.

Note 3: '-'= Don't care – Leave these pins to Open.

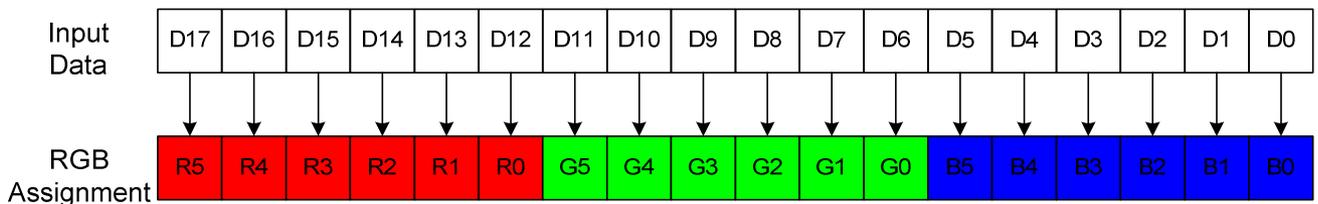
### 7.5.7. 16-bit Parallel RGB Interface

The 16-bit RGB interface is selected by setting the DPI[2:0] bits to “101”. The display operation is synchronized with VSYNC, HSYNC and DOTCLK signals. The display data are transferred to the internal GRAM in synchronization with the display operation via 16-bit RGB data bus (D[15:0]). Both D17 and D16 pins must be left to OPEN for ensure normally operation. Registers can be set by the system interface.



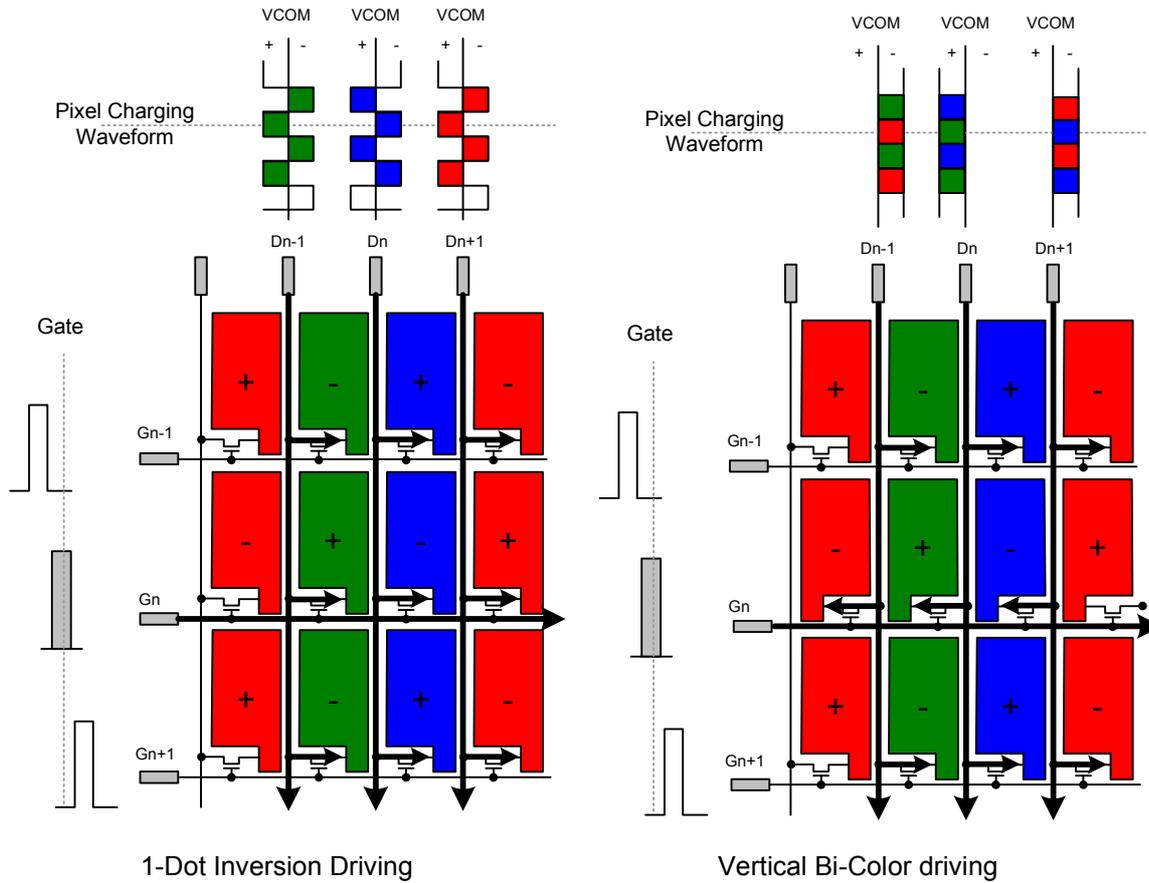
### 7.5.8. 18-bit Parallel RGB Interface

The 18-bit RGB interface is selected by setting the DPI[2:0] bits to “110”. The display operation is synchronized with VSYNC, HSYNC and DOTCLK signals. The display data are transferred to the internal GRAM in synchronization with the display operation via 18-bit RGB data bus (DB[17:0]) according to the data enable signal (ENABLE). Registers can be set by the system interface.



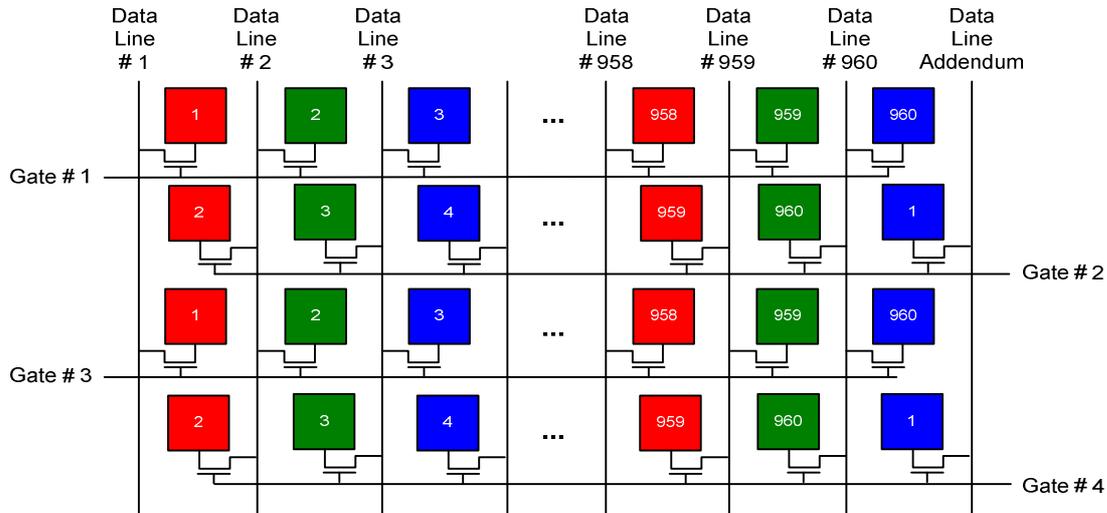
## 7.6. Z-inversion

The ILI9486L supports Z-inversion for reduce power consumption. The Zigzag can decrease the switching frequency, relative to the magnitude of the display power consumption, and the switching level. This method will have a addendum data line after the last data line.

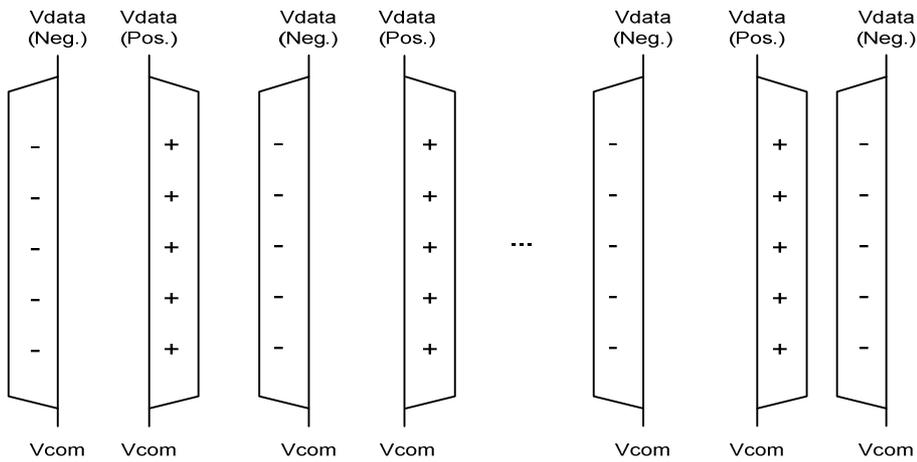


### 7.8.1 Z-inversion concept

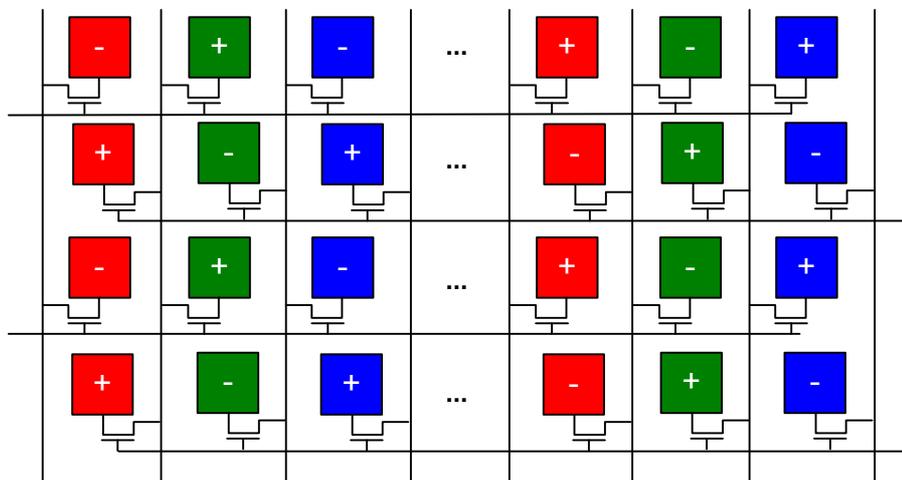
The Zigzag method uses the same polarity of data line of the column inversion to show out the 1-dot inversion.



Column Inversion



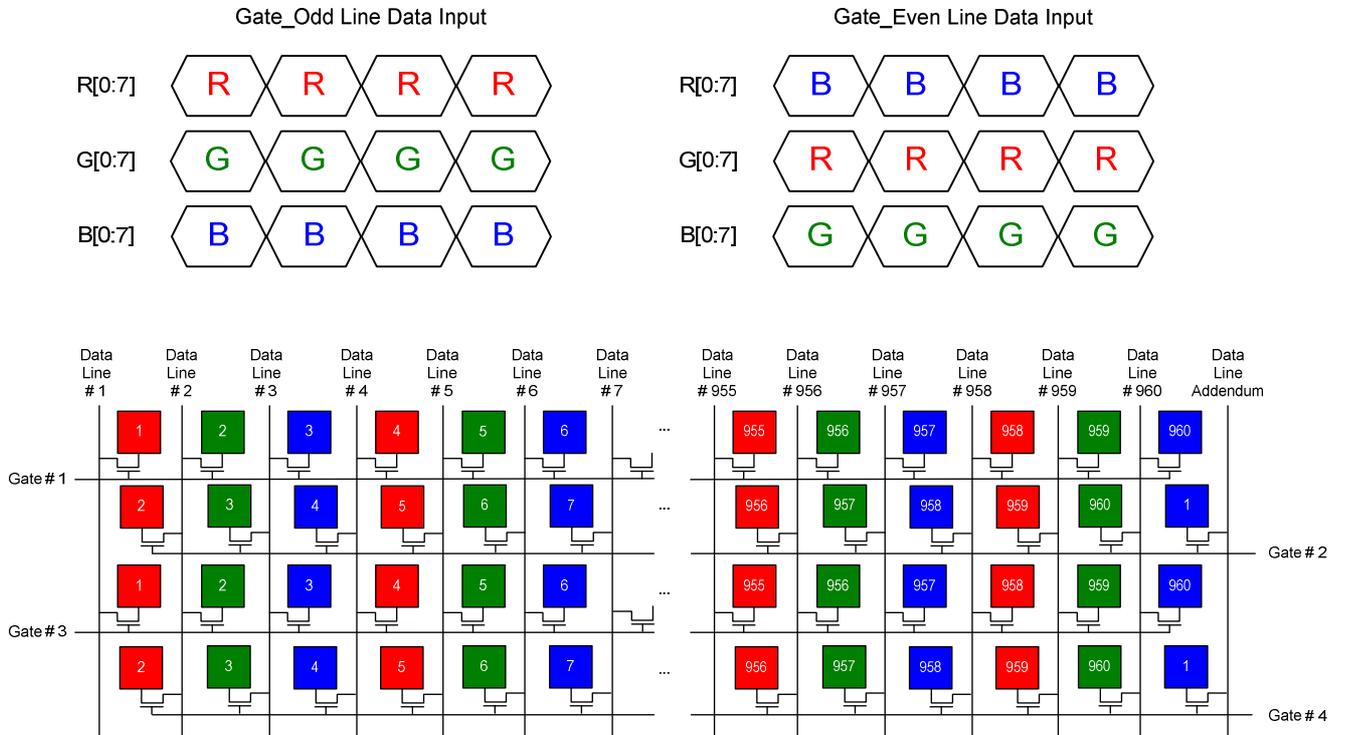
1-Dot Inversion



### 7.8.2 Z-inversion Odd/Even Gate data input method

Gate\_Odd line : using the normally data input mode and put on the R, G, B data to sub-pixel R, G, B respectively.

Gate\_Even line : put on the G, B, R data to sub-pixel R, G, B respectively.



### 7.8.3 Z-inversion data input method

The driving panel display method is that added the one sub pixel at the Gate\_Even shift the data output.

| Red       |   | Data # 1 | Data # 2 | Data # 3 | Data # 4 | Data # 5 | Data # 6 | ... | Data # 955 | Data # 956 | Data # 957 | Data # 958 | Data # 959 | Data # 960 | Data Option |
|-----------|---|----------|----------|----------|----------|----------|----------|-----|------------|------------|------------|------------|------------|------------|-------------|
| Gate_Odd  | R | G        | B        | R        | G        | B        |          |     | R          | G          | B          | R          | G          | B          |             |
| Gate_Even | R | G        | B        | R        | G        | B        |          |     | R          | G          | B          | R          | G          | B          |             |
| Gate_Odd  | R | G        | B        | R        | G        | B        |          |     | R          | G          | B          | R          | G          | B          |             |
| Gate_Even | R | G        | B        | R        | G        | B        |          |     | R          | G          | B          | R          | G          | B          |             |

| Green     |   | Data # 1 | Data # 2 | Data # 3 | Data # 4 | Data # 5 | Data # 6 | ... | Data # 955 | Data # 956 | Data # 957 | Data # 958 | Data # 959 | Data # 960 | Data Option |
|-----------|---|----------|----------|----------|----------|----------|----------|-----|------------|------------|------------|------------|------------|------------|-------------|
| Gate_Odd  | R | G        | B        | R        | G        | B        |          |     | R          | G          | B          | R          | G          | B          |             |
| Gate_Even | R | G        | B        | R        | G        | B        |          |     | R          | G          | B          | R          | G          | B          |             |
| Gate_Odd  | R | G        | B        | R        | G        | B        |          |     | R          | G          | B          | R          | G          | B          |             |
| Gate_Even | R | G        | B        | R        | G        | B        |          |     | R          | G          | B          | R          | G          | B          |             |

| Blue      |   | Data # 1 | Data # 2 | Data # 3 | Data # 4 | Data # 5 | Data # 6 | ... | Data # 955 | Data # 956 | Data # 957 | Data # 958 | Data # 959 | Data # 960 | Data Option |
|-----------|---|----------|----------|----------|----------|----------|----------|-----|------------|------------|------------|------------|------------|------------|-------------|
| Gate_Odd  | R | G        | B        | R        | G        | B        |          |     | R          | G          | B          | R          | G          | B          |             |
| Gate_Even | R | G        | B        | R        | G        | B        |          |     | R          | G          | B          | R          | G          | B          |             |
| Gate_Odd  | R | G        | B        | R        | G        | B        |          |     | R          | G          | B          | R          | G          | B          |             |
| Gate_Even | R | G        | B        | R        | G        | B        |          |     | R          | G          | B          | R          | G          | B          |             |

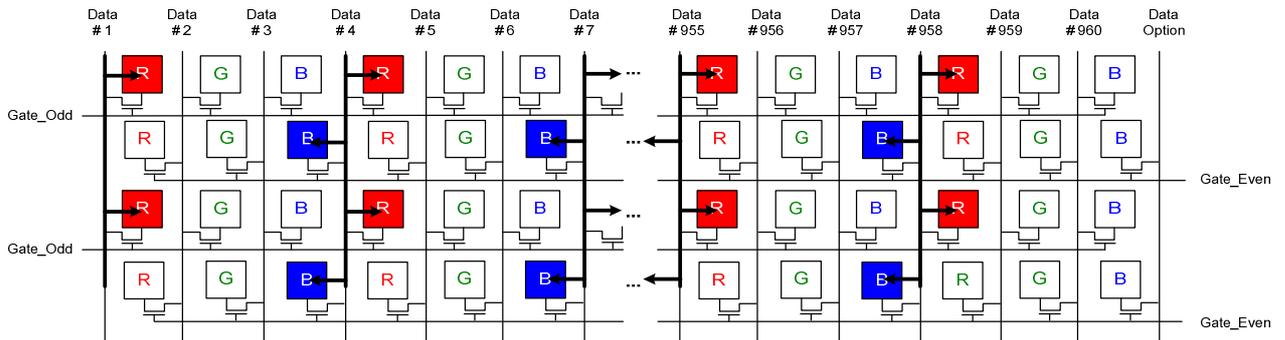
### 7.8.3.1 Z-inversion RED Data display

The below figure is normally panel driving method for Red data input. For driving Red pattern, the Red and Blue sub pixel will light up line by line when the data signal input.

Input Data Signal

|           | Data #1 | Data #2 | Data #3 | Data #4 | Data #5 | Data #6 | ... | Data #955 | Data #956 | Data #957 | Data #958 | Data #959 | Data #960 | Data Option |
|-----------|---------|---------|---------|---------|---------|---------|-----|-----------|-----------|-----------|-----------|-----------|-----------|-------------|
| Gate_Odd  | R       | G       | B       | R       | G       | B       |     | R         | G         | B         | R         | G         | B         |             |
| Gate_Even | R       | G       | B       | R       | G       | B       |     | R         | G         | B         | R         | G         | B         |             |
| Gate_Odd  | R       | G       | B       | R       | G       | B       |     | R         | G         | B         | R         | G         | B         |             |
| Gate_Even | R       | G       | B       | R       | G       | B       |     | R         | G         | B         | R         | G         | B         |             |

Panel Driving

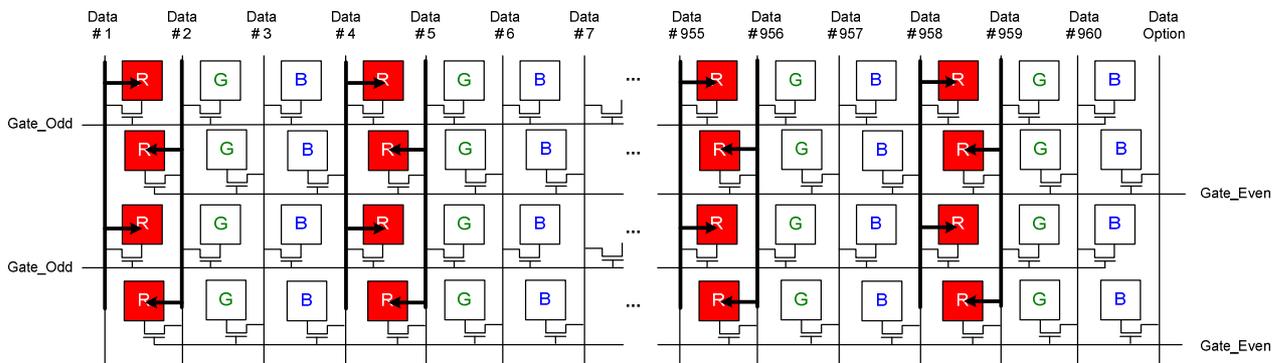


The below figure is Z-inversion panel driving method. The panel will be drive by the Red data input of the Gate\_Odd and the Green data input of the Gate\_Even.

Input Data Signal

|           | Data #1 | Data #2 | Data #3 | Data #4 | Data #5 | Data #6 | ... | Data #955 | Data #956 | Data #957 | Data #958 | Data #959 | Data #960 | Data Option |
|-----------|---------|---------|---------|---------|---------|---------|-----|-----------|-----------|-----------|-----------|-----------|-----------|-------------|
| Gate_Odd  | R       | G       | B       | R       | G       | B       |     | R         | G         | B         | R         | G         | B         |             |
| Gate_Even | R       | G       | B       | R       | G       | B       |     | R         | G         | B         | R         | G         | B         |             |
| Gate_Odd  | R       | G       | B       | R       | G       | B       |     | R         | G         | B         | R         | G         | B         |             |
| Gate_Even | R       | G       | B       | R       | G       | B       |     | R         | G         | B         | R         | G         | B         |             |

Panel Driving



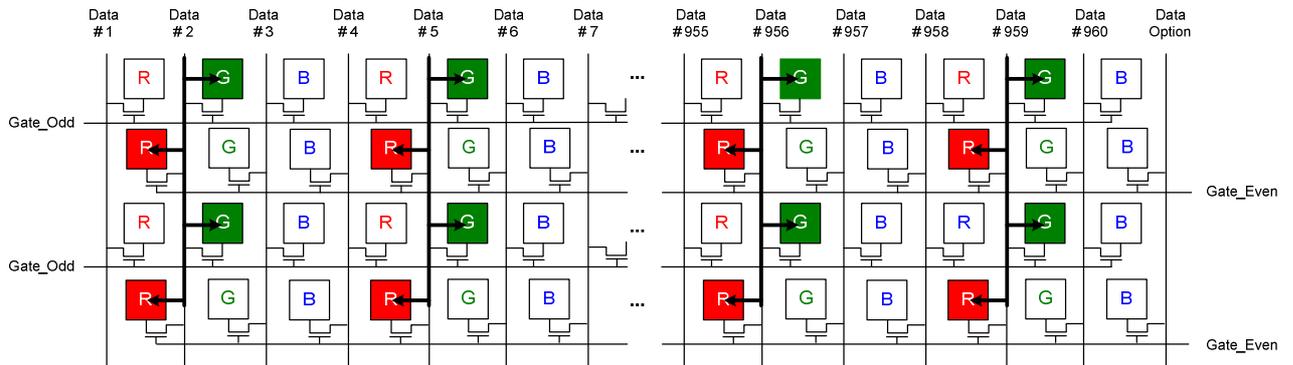
### 7.8.3.2 Z-inversion GREEN Data display

The below figure is normally panel driving method for Green data input. For driving Green pattern, the Green and Red sub pixel will light up line by line when the data signal input.

Input Data Signal

|           | Data #1 | Data #2 | Data #3 | Data #4 | Data #5 | Data #6 | ... | Data #955 | Data #956 | Data #957 | Data #958 | Data #959 | Data #960 | Data Option |
|-----------|---------|---------|---------|---------|---------|---------|-----|-----------|-----------|-----------|-----------|-----------|-----------|-------------|
| Gate_Odd  | R       | G       | B       | R       | G       | B       |     | R         | G         | B         | R         | G         | B         |             |
| Gate_Even | R       | G       | B       | R       | G       | B       |     | R         | G         | B         | R         | G         | B         |             |
| Gate_Odd  | R       | G       | B       | R       | G       | B       |     | R         | G         | B         | R         | G         | B         |             |
| Gate_Even | R       | G       | B       | R       | G       | B       |     | R         | G         | B         | R         | G         | B         |             |

Panel Driving

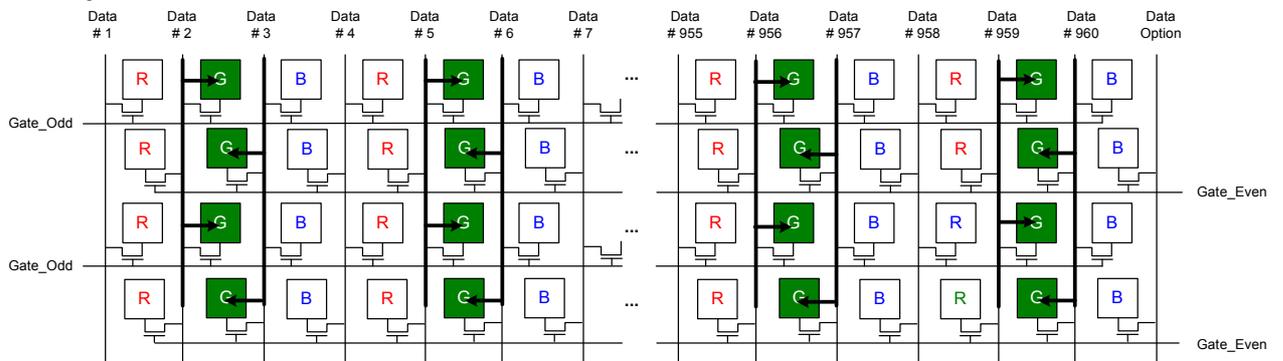


The below figure is Z-inversion panel driving method. The panel will be drive by the Green data input of the Gate\_Odd and the Blue data input of the Gate\_Even.

Input Data Signal

|           | Data #1 | Data #2 | Data #3 | Data #4 | Data #5 | Data #6 | ... | Data #955 | Data #956 | Data #957 | Data #958 | Data #959 | Data #960 | Data Option |
|-----------|---------|---------|---------|---------|---------|---------|-----|-----------|-----------|-----------|-----------|-----------|-----------|-------------|
| Gate_Odd  | R       | G       | B       | R       | G       | B       |     | R         | G         | B         | R         | G         | B         |             |
| Gate_Even | R       | G       | B       | R       | G       | B       |     | R         | G         | B         | R         | G         | B         |             |
| Gate_Odd  | R       | G       | B       | R       | G       | B       |     | R         | G         | B         | R         | G         | B         |             |
| Gate_Even | R       | G       | B       | R       | G       | B       |     | R         | G         | B         | R         | G         | B         |             |

Panel Driving



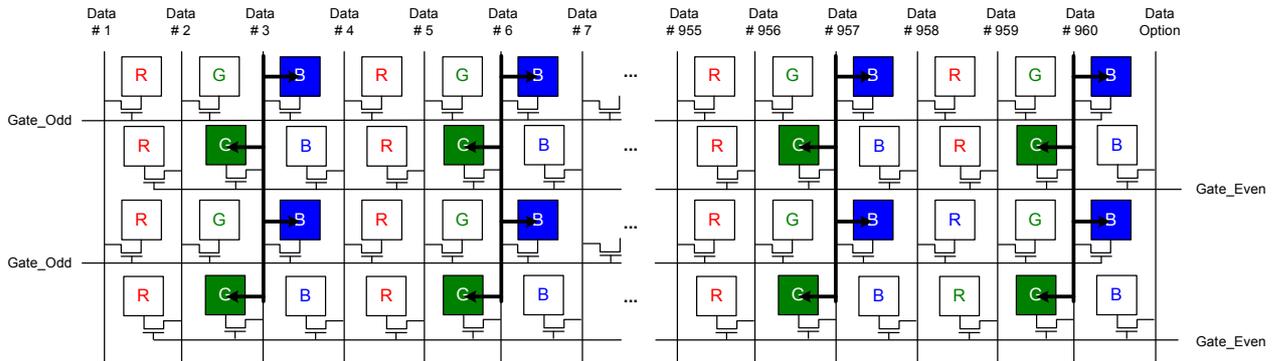
### 7.8.3.3 Z-inversion BLUE Data display

The below figure is normally panel driving method for Blue data input. For driving Blue pattern, the Blue and Green sub pixel will light up line by line when the data signal input.

Input Data Signal

|           | Data # 1 | Data # 2 | Data # 3 | Data # 4 | Data # 5 | Data # 6 | ... | Data # 955 | Data # 956 | Data # 957 | Data # 958 | Data # 959 | Data # 960 | Data Option |
|-----------|----------|----------|----------|----------|----------|----------|-----|------------|------------|------------|------------|------------|------------|-------------|
| Gate_Odd  | R        | G        | B        | R        | G        | B        |     | R          | G          | B          | R          | G          | B          |             |
| Gate_Even | R        | G        | B        | R        | G        | B        |     | R          | G          | B          | R          | G          | B          |             |
| Gate_Odd  | R        | G        | B        | R        | G        | B        |     | R          | G          | B          | R          | G          | B          |             |
| Gate_Even | R        | G        | B        | R        | G        | B        |     | R          | G          | B          | R          | G          | B          |             |

Panel Driving

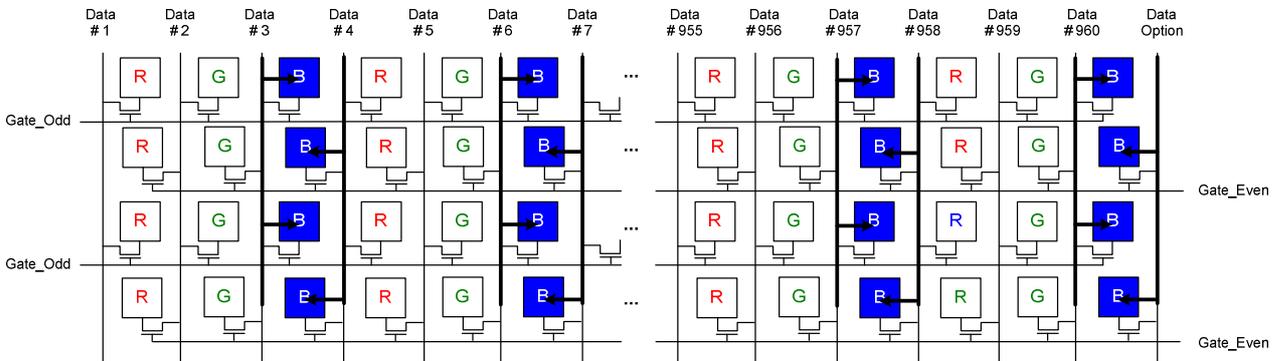


The below figure is Z-inversion panel driving method. The panel will be drive by the Blue data input of the Gate\_Odd and the Red data input of the Gate\_Even.

Input Data Signal

|           | Data # 1 | Data # 2 | Data # 3 | Data # 4 | Data # 5 | Data # 6 | ... | Data # 955 | Data # 956 | Data # 957 | Data # 958 | Data # 959 | Data # 960 | Data Option |
|-----------|----------|----------|----------|----------|----------|----------|-----|------------|------------|------------|------------|------------|------------|-------------|
| Gate_Odd  | R        | G        | B        | R        | G        | B        |     | R          | G          | B          | R          | G          | B          |             |
| Gate_Even | R        | G        | B        | R        | R        | G        |     | R          | G          | B          | R          | G          | B          |             |
| Gate_Odd  | R        | G        | B        | R        | G        | B        |     | R          | G          | B          | R          | G          | B          |             |
| Gate_Even | R        | G        | B        | R        | R        | G        |     | R          | G          | B          | R          | G          | B          |             |

Panel Driving



## 8. Command

### 8.1. Command List

| Regular Command Set                     |      |     |     |          |           |    |    |    |    |          |    |    |     |
|---|------|-----|-----|----------|-----------|----|----|----|----|----------|----|----|-----|
| Command Function                        | D/CX | RDX | WRX | D[15:8]  | D7        | D6 | D5 | D4 | D3 | D2       | D1 | D0 | Hex |
| NOP                                     | 0    | 1   | ↑   | XXXXXXXX | 0         | 0  | 0  | 0  | 0  | 0        | 0  | 0  | 00h |
| Soft Reset                              | 0    | 1   | ↑   | XXXXXXXX | 0         | 0  | 0  | 0  | 0  | 0        | 0  | 1  | 01h |
| Read display identification information | 0    | 1   | ↑   | XXXXXXXX | 0         | 0  | 0  | 0  | 0  | 1        | 0  | 0  | 04h |
|   | 1    | ↑   | 1   | XXXXXXXX | X         | X  | X  | X  | X  | X        | X  | X  | XX  |
|   | 1    | ↑   | 1   | XXXXXXXX | ID1 [7:0] |    |    |    |    |          |    | XX |     |
|   | 1    | ↑   | 1   | XXXXXXXX | ID2 [7:0] |    |    |    |    |          |    | XX |     |
|   | 1    | ↑   | 1   | XXXXXXXX | ID3 [7:0] |    |    |    |    |          |    | XX |     |
| Read Number of the Errors on DSI        | 0    | ↑   | 1   | XXXXXXXX | 0         | 0  | 0  | 0  | 0  | 1        | 0  | 1  | 05h |
|   | 1    | ↑   | 1   | XXXXXXXX | X         | X  | X  | X  | X  | X        | X  | X  | XX  |
|   | 1    | ↑   | 1   | XXXXXXXX | P[7:0]    |    |    |    |    |          |    | XX |     |
| Read Display Status                     | 0    | ↑   | 1   | XXXXXXXX | 0         | 0  | 0  | 0  | 1  | 0        | 0  | 1  | 09h |
|   | 1    | ↑   | 1   | XXXXXXXX | X         | X  | X  | X  | X  | X        | X  | X  | XX  |
|   | 1    | ↑   | 1   | XXXXXXXX | D[31:24]  |    |    |    |    |          |    | XX |     |
|   | 1    | ↑   | 1   | XXXXXXXX | D[23:16]  |    |    |    |    |          |    | XX |     |
|   | 1    | ↑   | 1   | XXXXXXXX | D[15:8]   |    |    |    |    |          |    | XX |     |
|   | 1    | ↑   | 1   | XXXXXXXX | D[7:0]    |    |    |    |    |          |    | XX |     |
| Read Display Power Mode                 | 0    | ↑   | 1   | XXXXXXXX | 0         | 0  | 0  | 0  | 1  | 0        | 1  | 0  | 0Ah |
|   | 1    | ↑   | 1   | XXXXXXXX | X         | X  | X  | X  | X  | X        | X  | X  | XX  |
|   | 1    | ↑   | 1   | XXXXXXXX | D[7:2]    |    |    |    |    |          |    | 0  | 0   |
| Read Display MADCTL                     | 0    | ↑   | 1   | XXXXXXXX | 0         | 0  | 0  | 0  | 1  | 0        | 1  | 1  | 0Bh |
|   | 1    | ↑   | 1   | XXXXXXXX | X         | X  | X  | X  | X  | X        | X  | X  | XX  |
|   | 1    | ↑   | 1   | XXXXXXXX | D[7:2]    |    |    |    |    |          |    | 0  | 0   |
| Read Pixel Format                       | 0    | ↑   | 1   | XXXXXXXX | 0         | 0  | 0  | 0  | 1  | 1        | 0  | 0  | 0Ch |
|   | 1    | ↑   | 1   | XXXXXXXX | X         | X  | X  | X  | X  | X        | X  | X  | XX  |
|   | 1    | ↑   | 1   | XXXXXXXX | DPI[3:0]  |    |    |    | 0  | DBI[2:0] |    |    | XX  |
| Read Display Image Mode                 | 0    | ↑   | 1   | XXXXXXXX | 0         | 0  | 0  | 0  | 1  | 1        | 0  | 1  | 0Dh |
|   | 1    | ↑   | 1   | XXXXXXXX | X         | X  | X  | X  | X  | X        | X  | X  | XX  |
|   | 1    | ↑   | 1   | XXXXXXXX | D[7:0]    |    |    |    |    |          |    | XX |     |
| Read Display signal Mode                | 0    | ↑   | 1   | XXXXXXXX | 0         | 0  | 0  | 0  | 1  | 1        | 1  | 0  | 0Eh |
|   | 1    | ↑   | 1   | XXXXXXXX | X         | X  | X  | X  | X  | X        | X  | X  | XX  |
|   | 1    | ↑   | 1   | XXXXXXXX | D7        | D6 | D5 | D4 | D3 | D2       | D1 | D0 | XX  |
| Read Display Self-Diagnostic Result     | 0    | ↑   | 1   | XXXXXXXX | 0         | 0  | 0  | 0  | 1  | 1        | 1  | 1  | 0Fh |
|   | 1    | ↑   | 1   | XXXXXXXX | X         | X  | X  | X  | X  | X        | X  | X  | XX  |
|   | 1    | ↑   | 1   | XXXXXXXX | D7        | D6 | 0  | 0  | 0  | 0        | 0  | D0 | XX  |
| Sleep IN                                | 0    | 1   | ↑   | XXXXXXXX | 0         | 0  | 0  | 1  | 0  | 0        | 0  | 0  | 10h |
| Sleep OUT                               | 0    | 1   | ↑   | XXXXXXXX | 0         | 0  | 0  | 1  | 0  | 0        | 0  | 1  | 11h |
| Partial Mode ON                         | 0    | 1   | ↑   | XXXXXXXX | 0         | 0  | 0  | 1  | 0  | 0        | 1  | 0  | 12h |
| Normal Display Mode ON                  | 0    | 1   | ↑   | XXXXXXXX | 0         | 0  | 0  | 1  | 0  | 0        | 1  | 1  | 13h |
| Display Inversion OFF                   | 0    | 1   | ↑   | XXXXXXXX | 0         | 0  | 1  | 0  | 0  | 0        | 0  | 0  | 20h |
| Display Inversion ON                    | 0    | 1   | ↑   | XXXXXXXX | 0         | 0  | 1  | 0  | 0  | 0        | 0  | 1  | 21h |
| Display OFF                             | 0    | 1   | ↑   | XXXXXXXX | 0         | 0  | 1  | 0  | 1  | 0        | 0  | 0  | 28h |
| Display ON                              | 0    | 1   | ↑   | XXXXXXXX | 0         | 0  | 1  | 0  | 1  | 0        | 0  | 1  | 29h |
| Column Address Set                      | 0    | 1   | ↑   | XXXXXXXX | 0         | 0  | 1  | 0  | 1  | 0        | 1  | 0  | 2Ah |
|   | 1    | 1   | ↑   | XXXXXXXX | SC[15:8]  |    |    |    |    |          |    | XX |     |
|   | 1    | 1   | ↑   | XXXXXXXX | SC[7:0]   |    |    |    |    |          |    | XX |     |
|   | 1    | 1   | ↑   | XXXXXXXX | EC[15:8]  |    |    |    |    |          |    | XX |     |
|   | 1    | 1   | ↑   | XXXXXXXX | EC[7:0]   |    |    |    |    |          |    | XX |     |
| Page Address Set                        | 0    | 1   | ↑   | XXXXXXXX | 0         | 0  | 1  | 0  | 1  | 0        | 1  | 1  | 2Bh |
|   | 1    | 1   | ↑   | XXXXXXXX | SP[15:8]  |    |    |    |    |          |    | XX |     |
|   | 1    | 1   | ↑   | XXXXXXXX | SP[7:0]   |    |    |    |    |          |    | XX |     |
|   | 1    | 1   | ↑   | XXXXXXXX | EP[15:8]  |    |    |    |    |          |    | XX |     |
|   | 1    | 1   | ↑   | XXXXXXXX | EP[7:0]   |    |    |    |    |          |    | XX |     |
| Memory Write                            | 0    | 1   | ↑   | XXXXXXXX | 0         | 0  | 1  | 0  | 1  | 1        | 0  | 0  | 2Ch |
|   | 1    | 1   | ↑   | D1[15:0] |           |    |    |    |    |          | XX |    |     |
|   | 1    | 1   | ↑   | Dx[15:0] |           |    |    |    |    |          | XX |    |     |
| Memory Read                             | 1    | 1   | ↑   | Dn[15:0] |           |    |    |    |    |          | XX |    |     |
|   | 0    | ↑   | 1   | XXXXXXXX | 0         | 0  | 1  | 0  | 1  | 1        | 1  | 0  | 2Eh |
|   | 1    | ↑   | 1   | XXXXXXXX | X         | X  | X  | X  | X  | X        | X  | X  | XX  |

|   |                         |   |   |          |           |          |       |    |     |          |        |    |     |
|---|-------------------------|---|---|----------|-----------|----------|-------|----|-----|----------|--------|----|-----|
|   | 1                       | ↑ | 1 | D1[15:0] |           |          |       |    |     |          |        | XX |     |
|   | 1                       | ↑ | 1 | Dx[15:0] |           |          |       |    |     |          |        | XX |     |
|   | 1                       | ↑ | 1 | Dn[15:0] |           |          |       |    |     |          |        | XX |     |
| Partial Area                                    | 1                       | ↑ | 1 | XXXXXXXX | Pn[7:0]   |          |       |    |     |          |        | XX |     |
|   | 0                       | 1 | ↑ | XXXXXXXX | 0         | 0        | 1     | 1  | 0   | 0        | 0      | 0  | 30h |
|   | 1                       | 1 | ↑ | XXXXXXXX | SR[15:8]  |          |       |    |     |          |        | XX |     |
|   | 1                       | 1 | ↑ | XXXXXXXX | SR[7:0]   |          |       |    |     |          |        | XX |     |
|   | 1                       | 1 | ↑ | XXXXXXXX | ER[15:8]  |          |       |    |     |          |        | XX |     |
|   | 1                       | 1 | ↑ | XXXXXXXX | ER[7:0]   |          |       |    |     |          |        | XX |     |
|   | 0                       | 1 | ↑ | XXXXXXXX | 0         | 0        | 1     | 1  | 0   | 0        | 1      | 1  | 33h |
| Vertical Scrolling Definition                   | 1                       | 1 | ↑ | XXXXXXXX | TFA[15:8] |          |       |    |     |          |        | XX |     |
|   | 1                       | 1 | ↑ | XXXXXXXX | TFA[7:0]  |          |       |    |     |          |        | XX |     |
|   | 1                       | 1 | ↑ | XXXXXXXX | VSA[15:8] |          |       |    |     |          |        | XX |     |
|   | 1                       | 1 | ↑ | XXXXXXXX | VSA[7:0]  |          |       |    |     |          |        | XX |     |
|   | 1                       | 1 | ↑ | XXXXXXXX | BFA[15:8] |          |       |    |     |          |        | XX |     |
|   | 1                       | 1 | ↑ | XXXXXXXX | BFA[7:0]  |          |       |    |     |          |        | XX |     |
|   | Tearing Effect Line OFF | 0 | 1 | ↑        | XXXXXXXX  | 0        | 0     | 1  | 1   | 0        | 1      | 0  | 0   |
| Tearing Effect Line ON                          | 0                       | 1 | ↑ | XXXXXXXX | 0         | 0        | 1     | 1  | 0   | 1        | 0      | 1  | 35h |
| Memory Access Control                           | 0                       | 1 | ↑ | XXXXXXXX | 0         | 0        | 1     | 1  | 0   | 1        | 1      | 0  | 36h |
|   | 1                       | 1 | ↑ | XXXXXXXX | MY        | MX       | MV    | ML | BGR | MH       | X      | X  | XX  |
| Vertical Scrolling Start Address                | 0                       | 1 | ↑ | XXXXXXXX | 0         | 0        | 1     | 1  | 0   | 1        | 1      | 1  | 37h |
|   | 1                       | 1 | ↑ | XXXXXXXX | VSP[15:8] |          |       |    |     |          |        | XX |     |
|   | 1                       | 1 | ↑ | XXXXXXXX | VSP[7:0]  |          |       |    |     |          |        | XX |     |
| Idle Mode OFF                                   | 0                       | 1 | ↑ | XXXXXXXX | 0         | 0        | 1     | 1  | 1   | 0        | 0      | 0  | 38h |
| Idle Mode ON                                    | 0                       | 1 | ↑ | XXXXXXXX | 0         | 0        | 1     | 1  | 1   | 0        | 0      | 1  | 39h |
| Interface Pixel Format                          | 0                       | 1 | ↑ | XXXXXXXX | 0         | 0        | 1     | 1  | 1   | 0        | 1      | 0  | 3Ah |
|   | 1                       | 1 | ↑ | XXXXXXXX | 0         | DPI[6:4] |       |    | 0   | DBI[2:0] |        |    | XX  |
| Memory Write Continue                           | 0                       | 1 | ↑ | XXXXXXXX | 0         | 0        | 1     | 1  | 1   | 1        | 0      | 0  | 3Ch |
|   | 1                       | 1 | ↑ | D1[15:0] |           |          |       |    |     |          |        | XX |     |
|   | 1                       | 1 | ↑ | Dx[15:0] |           |          |       |    |     |          |        | XX |     |
|   | 1                       | 1 | ↑ | Dn[15:0] |           |          |       |    |     |          |        | XX |     |
| Memory Read Continue                            | 0                       | ↑ | 1 | XXXXXXXX | 0         | 0        | 1     | 1  | 1   | 1        | 1      | 0  | 3Eh |
|   | 1                       | ↑ | 1 | XXXXXXXX | X         | X        | X     | X  | X   | X        | X      | X  | XX  |
|   | 1                       | ↑ | 1 | D1[15:0] |           |          |       |    |     |          |        | XX |     |
|   | 1                       | ↑ | 1 | Dx[15:0] |           |          |       |    |     |          |        | XX |     |
|   | 1                       | ↑ | 1 | Dn[15:0] |           |          |       |    |     |          |        | XX |     |
| Write Tear Scan line                            | 0                       | 1 | ↑ | XXXXXXXX | 0         | 1        | 0     | 0  | 0   | 1        | 0      | 0  | 44h |
|   | 1                       | 1 | ↑ | XXXXXXXX | N[15:8]   |          |       |    |     |          |        | XX |     |
|   | 1                       | 1 | ↑ | XXXXXXXX | N[7:0]    |          |       |    |     |          |        | XX |     |
| Read Tear Scan Line                             | 0                       | ↑ | 1 | XXXXXXXX | 0         | 1        | 0     | 0  | 0   | 1        | 0      | 1  | 45h |
|   | 1                       | ↑ | 1 | XXXXXXXX | X         | X        | X     | X  | X   | X        | X      | X  | XX  |
|   | 1                       | ↑ | 1 | XXXXXXXX | N[15:8]   |          |       |    |     |          |        | XX |     |
|   | 1                       | ↑ | 1 | XXXXXXXX | N[7:0]    |          |       |    |     |          |        | XX |     |
| Write Display Brightness value                  | 0                       | 1 | ↑ | XXXXXXXX | 0         | 1        | 0     | 1  | 0   | 0        | 0      | 1  | 51h |
|   | 1                       | 1 | ↑ | XXXXXXXX | DBV[7:0]  |          |       |    |     |          |        | XX |     |
| Read Display Brightness Value                   | 0                       | 1 | ↑ | XXXXXXXX | 0         | 1        | 0     | 1  | 1   | 0        | 1      | 0  | 52h |
|   | 1                       | ↑ | 1 | XXXXXXXX | X         | X        | X     | X  | X   | X        | X      | X  | XX  |
|   | 1                       | ↑ | 1 | XXXXXXXX | DBV[7:0]  |          |       |    |     |          |        | XX |     |
| Write CTRL Display value                        | 0                       | 1 | ↑ | XXXXXXXX | 0         | 1        | 0     | 1  | 0   | 0        | 1      | 1  | 53h |
|   | 1                       | 1 | ↑ | XXXXXXXX | 0         | 0        | BCTRL | 0  | DD  | BL       | 0      | 0  | XX  |
| Read CTRL Display value                         | 0                       | 1 | ↑ | XXXXXXXX | 0         | 1        | 0     | 1  | 0   | 1        | 0      | 0  | 54h |
|   | 1                       | ↑ | 1 | XXXXXXXX | X         | X        | X     | X  | X   | X        | X      | X  | XX  |
|   | 1                       | ↑ | 1 | XXXXXXXX | 0         | 0        | BCTRL | 0  | DD  | BL       | 0      | 0  | XX  |
| Write Content Adaptive Brightness Control value | 0                       | 1 | ↑ | XXXXXXXX | 0         | 1        | 0     | 1  | 0   | 1        | 0      | 1  | 55h |
|   | 1                       | 1 | ↑ | XXXXXXXX | 0         | 0        | 0     | 0  | 0   | 0        | C[1:0] |    | XX  |
| Read Content Adaptive Brightness Control value  | 0                       | 1 | ↑ | XXXXXXXX | 0         | 1        | 0     | 1  | 0   | 1        | 1      | 0  | 56h |
|   | 1                       | ↑ | 1 | XXXXXXXX | X         | X        | X     | X  | X   | X        | X      | X  | XX  |
|   | 1                       | ↑ | 1 | XXXXXXXX | 0         | 0        | 0     | 0  | 0   | 0        | C[1:0] |    | XX  |
| Write CABC Minimum Brightness                   | 0                       | 1 | ↑ | XXXXXXXX | 0         | 1        | 0     | 1  | 1   | 1        | 1      | 0  | 5Eh |
|   | 1                       | 1 | ↑ | XXXXXXXX | CMB[7:0]  |          |       |    |     |          |        | XX |     |
| Read CABC Minimum Brightness                    | 0                       | 1 | ↑ | XXXXXXXX | 0         | 1        | 0     | 1  | 1   | 1        | 1      | 1  | 5Fh |
|   | 1                       | ↑ | 1 | XXXXXXXX | X         | X        | X     | X  | X   | X        | X      | X  | XX  |
|   | 1                       | ↑ | 1 | XXXXXXXX | CMB[7:0]  |          |       |    |     |          |        | XX |     |
| Read First Checksum                             | 0                       | 1 | ↑ | XXXXXXXX | 1         | 0        | 1     | 0  | 1   | 0        | 1      | 0  | AAh |
|   | 1                       | ↑ | 1 | XXXXXXXX | X         | X        | X     | X  | X   | X        | X      | X  | XX  |

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|                        |   |   |   |            |          |   |   |   |   |   |   |   |     |
|------------------------|---|---|---|------------|----------|---|---|---|---|---|---|---|-----|
|                        | 1 | ↑ | 1 | XXXXXXXXXX | FCS[7:0] |   |   |   |   |   |   |   | XX  |
| Read Continue Checksum | 0 | 1 | ↑ | XXXXXXXXXX | 1        | 0 | 1 | 0 | 1 | 1 | 1 | 1 | AFh |
|                        | 1 | ↑ | 1 | XXXXXXXXXX | X        | X | X | X | X | X | X | X | XX  |
|                        | 1 | ↑ | 1 | XXXXXXXXXX | CCS[7:0] |   |   |   |   |   |   |   | XX  |
| Read ID1               | 0 | 1 | ↑ | XXXXXXXXXX | 1        | 1 | 0 | 1 | 1 | 0 | 1 | 0 | DAh |
|                        | 1 | ↑ | 1 | XXXXXXXXXX | X        | X | X | X | X | X | X | X | XX  |
|                        | 1 | ↑ | 1 | XXXXXXXXXX | ID1[7:0] |   |   |   |   |   |   |   | XX  |
| Read ID2               | 0 | 1 | ↑ | XXXXXXXXXX | 1        | 0 | 1 | 0 | 1 | 0 | 1 | 1 | DBh |
|                        | 1 | ↑ | 1 | XXXXXXXXXX | X        | X | X | X | X | X | X | X | XX  |
|                        | 1 | ↑ | 1 | XXXXXXXXXX | ID2[7:0] |   |   |   |   |   |   |   | XX  |
| Read ID3               | 0 | 1 | ↑ | XXXXXXXXXX | 1        | 0 | 1 | 0 | 1 | 1 | 0 | 0 | DCh |
|                        | 1 | ↑ | 1 | XXXXXXXXXX | X        | X | X | X | X | X | X | X | XX  |
|                        | 1 | ↑ | 1 | XXXXXXXXXX | ID3[7:0] |   |   |   |   |   |   |   | XX  |

| Extended Command Set                               |      |     |     |            |              |           |         |           |           |           |           |     |     |    |
|--|------|-----|-----|------------|--------------|-----------|---------|-----------|-----------|-----------|-----------|-----|-----|----|
| Command Function                                   | D/CX | RDX | WRX | D[15:8]    | D7           | D6        | D5      | D4        | D3        | D2        | D1        | D0  | Hex |    |
| Interface Mode Control                             | 0    | 1   | ↑   | XXXXXXXXXX | 1            | 0         | 1       | 1         | 0         | 0         | 0         | 0   | B0h |    |
|  | 1    | 1   | ↑   | XXXXXXXXXX | SDA_EN       | 0         | 0       | 0         | VSPL      | HSPPL     | DPL       | EPL | XX  |    |
| Frame Rate Control ( In Normal Mode/Full Colors )  | 0    | 1   | ↑   | XXXXXXXXXX | 1            | 0         | 1       | 1         | 0         | 0         | 0         | 1   | B1h |    |
|  | 1    | 1   | ↑   | XXXXXXXXXX | FRS[3:0]     |           |         | 0         | 0         | DIVA[1:0] |           |     | XX  |    |
|  | 1    | 1   | ↑   | XXXXXXXXXX | 0            | 0         | 0       | RTNA[4:0] |           |           |           | XX  |     |    |
| Frame Rate Control ( In Idle Mode/8 colors )       | 0    | 1   | ↑   | XXXXXXXXXX | 1            | 0         | 1       | 1         | 0         | 0         | 1         | 0   | B2h |    |
|  | 1    | 1   | ↑   | XXXXXXXXXX | 0            | 0         | 0       | 0         | 0         | 0         | DIVB[1:0] |     | XX  |    |
|  | 1    | 1   | ↑   | XXXXXXXXXX | 0            | 0         | 0       | RTNB[4:0] |           |           |           | XX  |     |    |
| Frame Rate Control ( In Partial Mode/Full colors ) | 0    | 1   | ↑   | XXXXXXXXXX | 1            | 0         | 1       | 1         | 0         | 0         | 1         | 1   | B3h |    |
|  | 1    | 1   | ↑   | XXXXXXXXXX | 0            | 0         | 0       | 0         | 0         | 0         | DIVC[1:0] |     | XX  |    |
|  | 1    | 1   | ↑   | XXXXXXXXXX | 0            | 0         | 0       | RTN[4:0]  |           |           |           | XX  |     |    |
| Display Inversion Control                          | 0    | 1   | ↑   | XXXXXXXXXX | 1            | 0         | 1       | 1         | 0         | 1         | 0         | 0   | B4h |    |
|  | 1    | 1   | ↑   | XXXXXXXXXX | 0            | 0         | 0       | ZINV      | 0         | 0         | DINV[1:0] |     | XX  |    |
| Blanking Porch Control                             | 0    | 1   | ↑   | XXXXXXXXXX | 1            | 0         | 1       | 1         | 0         | 1         | 0         | 1   | B5h |    |
|  | 1    | 1   | ↑   | XXXXXXXXXX | VFPI[7:0]    |           |         |           |           |           |           |     | XX  |    |
|  | 1    | 1   | ↑   | XXXXXXXXXX | VBPI[7:0]    |           |         |           |           |           |           |     | XX  |    |
|  | 1    | 1   | ↑   | XXXXXXXXXX | 0            | 0         | 0       | HFP[4:0]  |           |           |           | XX  |     |    |
|  | 1    | 1   | ↑   | XXXXXXXXXX | HBPI[7:0]    |           |         |           |           |           |           |     | XX  |    |
| Display Function Control                           | 0    | 1   | ↑   | XXXXXXXXXX | 1            | 0         | 1       | 1         | 0         | 1         | 1         | 0   | B6h |    |
|  | 1    | 1   | ↑   | XXXXXXXXXX | BYPASS       | 0         | RM      | DM        | PTG[1:0]  |           | PT[1:0]   |     | XX  |    |
|  | 1    | 1   | ↑   | XXXXXXXXXX | 0            | GS        | SS      | SM        | ISC[3:0]  |           |           |     | XX  |    |
|  | 1    | 1   | ↑   | XXXXXXXXXX | 0            | 0         | NL[5:0] |           |           |           |           |     | XX  |    |
| Entry Mode Set                                     | 0    | 1   | ↑   | XXXXXXXXXX | 1            | 0         | 1       | 1         | 0         | 1         | 1         | 1   | B7h |    |
|  | 1    | 1   | ↑   | XXXXXXXXXX | EPF[1:0]     |           | 0       | 0         | DSTB      | GON       | DTE       | GAS | XX  |    |
| Power Control 1                                    | 0    | 1   | ↑   | XXXXXXXXXX | 1            | 1         | 0       | 0         | 0         | 0         | 0         | 0   | C0h |    |
|  | 1    | 1   | ↑   | XXXXXXXXXX | 0            | 0         | 0       | VRH1[4:0] |           |           |           | XX  |     |    |
|  | 1    | 1   | ↑   | XXXXXXXXXX | 0            | 0         | 0       | VRH2[4:0] |           |           |           | XX  |     |    |
| Power Control 2                                    | 0    | 1   | ↑   | XXXXXXXXXX | 1            | 1         | 0       | 0         | 0         | 0         | 0         | 1   | C1h |    |
|  | 1    | 1   | ↑   | XXXXXXXXXX | 0            | 0         | 0       | 0         | 0         | BT[2:0]   |           |     | XX  |    |
|  | 1    | 1   | ↑   | XXXXXXXXXX | 0            | 0         | 0       | 0         | 0         | VC[2:0]   |           |     | XX  |    |
| Power Control 3                                    | 0    | 1   | ↑   | XXXXXXXXXX | 1            | 1         | 0       | 0         | 0         | 0         | 1         | 0   | C2h |    |
|  | 1    | 1   | ↑   | XXXXXXXXXX | 0            | DCA1[2:0] |         | 0         | DCA0[2:0] |           |           | XX  |     |    |
| Power Control 4                                    | 0    | 1   | ↑   | XXXXXXXXXX | 1            | 1         | 0       | 0         | 0         | 0         | 1         | 1   | C3h |    |
|  | 1    | 1   | ↑   | XXXXXXXXXX | 0            | DCB1[2:0] |         | 0         | DCB0[2:0] |           |           | XX  |     |    |
| Power Control 5                                    | 0    | 1   | ↑   | XXXXXXXXXX | 1            | 1         | 0       | 0         | 0         | 1         | 0         | 0   | C4h |    |
|  | 1    | 1   | ↑   | XXXXXXXXXX | 0            | DCC2[2:0] |         | 0         | DCC0[2:0] |           |           | XX  |     |    |
| VCOM Control 1                                     | 0    | ↑   | 1   | XXXXXXXXXX | 1            | 1         | 0       | 0         | 0         | 1         | 0         | 1   | C5h |    |
|  | 1    | 1   | ↑   | XXXXXXXXXX | 0            | 0         | 0       | 0         | 0         | 0         | 0         | nVM | XX  |    |
|  | 1    | 1   | ↑   | XXXXXXXXXX | VCM_REG[7:0] |           |         |           |           |           |           |     | XX  |    |
|  | 1    | 1   | ↑   | XXXXXXXXXX | VCM_REG_EN   | 0         | 0       | 0         | 0         | 0         | 0         | 0   | 0   | XX |
|  | 1    | ↑   | 1   | XXXXXXXXXX | VCM_OUT[7:0] |           |         |           |           |           |           |     | XX  |    |
| CABC Control 1                                     | 0    | 1   | ↑   | XXXXXXXXXX | 1            | 1         | 0       | 0         | 0         | 1         | 1         | 0   | C6h |    |

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|                                     |   |   |          |          |                |              |           |                  |               |                 |          |        |     |
|-------------------------------------|---|---|----------|----------|----------------|--------------|-----------|------------------|---------------|-----------------|----------|--------|-----|
|                                     | 1 | 1 | ↑        | XXXXXXXX | SCD_VLINE[7:0] |              |           |                  |               |                 |          |        | XX  |
|                                     | 1 | 1 | ↑        | XXXXXXXX | 0              | 0            | 0         | 0                | 0             | SCD_VLINE[10:8] |          |        | XX  |
| CABC Control 2                      | 0 | 1 | ↑        | XXXXXXXX | 1              | 1            | 0         | 0                | 1             | 0               | 0        | 0      | C8h |
|                                     | 1 | 1 | ↑        | XXXXXXXX | 0              | 0            | 0         | 0                | 0             | LEDONR          | LEDONPOL | PWMPOL | XX  |
|                                     | 1 | 1 | ↑        | XXXXXXXX | PWM_DIV[7:0]   |              |           |                  |               |                 |          |        | XX  |
| CABC Control 3                      | 0 | 1 | ↑        | XXXXXXXX | 1              | 1            | 0         | 0                | 1             | 0               | 0        | 1      | C9h |
|                                     | 1 | 1 | ↑        | XXXXXXXX | THRES_MOV[3:0] |              |           | THRES_STILL[3:0] |               |                 |          | XX     |     |
| CABC Control 4                      | 0 | 1 | ↑        | XXXXXXXX | 1              | 1            | 0         | 0                | 1             | 0               | 1        | 0      | CAh |
|                                     | 1 | 1 | ↑        | XXXXXXXX | 0              | 0            | 0         | 0                | THRES_UI[3:0] |                 |          |        | XX  |
| CABC Control 5                      | 0 | 1 | ↑        | XXXXXXXX | 1              | 1            | 0         | 0                | 1             | 0               | 1        | 1      | CBh |
|                                     | 1 | 1 | ↑        | XXXXXXXX | DTH_MOV[3:0]   |              |           | DTH_STILL[3:0]   |               |                 |          | XX     |     |
| CABC Control 6                      | 0 | 1 | ↑        | XXXXXXXX | 1              | 1            | 0         | 0                | 1             | 1               | 0        | 0      | CCh |
|                                     | 1 | 1 | ↑        | XXXXXXXX | 0              | 0            | 0         | 0                | DTH_UI[3:0]   |                 |          |        | XX  |
| CABC Control 7                      | 0 | 1 | ↑        | XXXXXXXX | 1              | 1            | 0         | 0                | 1             | 1               | 0        | 1      | CDh |
|                                     | 1 | 1 | ↑        | XXXXXXXX | 0              | DIM_MOV[2:0] |           |                  | 0             | DIM_STILL[2:0]  |          |        | XX  |
| CABC Control 8                      | 0 | 1 | ↑        | XXXXXXXX | 1              | 1            | 0         | 0                | 1             | 1               | 1        | 0      | CEh |
|                                     | 1 | 1 | ↑        | XXXXXXXX | DIM_MIN[3:0]   |              |           | 0                | DIM_UI[2:0]   |                 |          | XX     |     |
| CABC Control 9                      | 0 | 1 | ↑        | XXXXXXXX |                |              |           |                  |               |                 |          |        | CFh |
|                                     | 1 | 1 | ↑        | XXXXXXXX | PWM_DIV[7:0]   |              |           |                  |               |                 |          |        | XX  |
| NV Memory Write                     | 0 | 1 | ↑        | XXXXXXXX | 1              | 1            | 0         | 1                | 0             | 0               | 0        | 0      | D0h |
|                                     | 1 | 1 | ↑        | XXXXXXXX | 0              | 0            | 0         | PGM_ADR[4:0]     |               |                 |          |        | XX  |
|                                     | 1 | 1 | ↑        | XXXXXXXX | PGM_DATA[7:0]  |              |           |                  |               |                 |          |        | XX  |
| NV Memory Protection Key            | 0 | 1 | ↑        | XXXXXXXX | 1              | 1            | 0         | 1                | 0             | 0               | 0        | 1      | D1h |
|                                     | 1 | 1 | ↑        | XXXXXXXX | KEY[23:16]     |              |           |                  |               |                 |          |        | XX  |
|                                     | 0 | ↑ | ↓        | XXXXXXXX | KEY[15:8]      |              |           |                  |               |                 |          |        | XX  |
|                                     | 1 | ↑ | ↓        | XXXXXXXX | KEY[7:0]       |              |           |                  |               |                 |          |        | XX  |
| NV Memory Status Read               | 1 | ↑ | ↓        | XXXXXXXX | 1              | 1            | 0         | 1                | 0             | 0               | 1        | 0      | D2h |
|                                     | 1 | ↑ | ↓        | XXXXXXXX | X              | X            | X         | X                | X             | X               | X        | X      | XX  |
|                                     | 0 | 1 | ↑        | XXXXXXXX | ID2_CNT[3:0]   |              |           |                  | ID1_CNT[3:0]  |                 |          |        | XX  |
|                                     | 1 | 1 | ↑        | XXXXXXXX | VMF_CNT[3:0]   |              |           |                  | ID3_CNT[3:0]  |                 |          |        | XX  |
|                                     | 1 | 1 | ↑        | XXXXXXXX | BUSY           | 0            | 0         | 0                | 0             | 0               | 0        | 0      | XX  |
|                                     | 1 | 1 | ↑        | XXXXXXXX | OTP_DATA[7:0]  |              |           |                  |               |                 |          |        | XX  |
| Read ID4                            | 0 | ↑ | ↓        | XXXXXXXX | 1              | 1            | 0         | 1                | 0             | 0               | 1        | 1      | D3h |
|                                     | 1 | ↑ | ↓        | XXXXXXXX | X              | X            | X         | X                | X             | X               | X        | X      | XX  |
|                                     | 1 | ↑ | ↓        | XXXXXXXX | ID41[7:0]      |              |           |                  |               |                 |          |        | XX  |
|                                     | 1 | ↑ | ↓        | XXXXXXXX | ID42[7:0]      |              |           |                  |               |                 |          |        | XX  |
|                                     | 1 | ↑ | ↓        | XXXXXXXX | ID43[7:0]      |              |           |                  |               |                 |          |        | XX  |
| PGAMCTRL ( Positive Gamma Control ) | 0 | 1 | ↑        | XXXXXXXX | 1              | 1            | 1         | 0                | 0             | 0               | 0        | 0      | E0h |
|                                     | 1 | 1 | ↑        | XXXXXXXX | 0              | 0            | 0         | 0                | VP0[3:0]      |                 |          |        | XX  |
|                                     | 1 | 1 | ↑        | XXXXXXXX | 0              | 0            | VP1[5:0]  |                  |               |                 |          | XX     |     |
|                                     | 1 | 1 | ↑        | XXXXXXXX | 0              | 0            | VP2[5:0]  |                  |               |                 |          | XX     |     |
|                                     | 1 | 1 | ↑        | XXXXXXXX | 0              | 0            | 0         | 0                | VP4[3:0]      |                 |          |        | XX  |
|                                     | 1 | 1 | ↑        | XXXXXXXX | 0              | 0            | 0         | VP6[4:0]         |               |                 |          |        | XX  |
|                                     | 1 | 1 | ↑        | XXXXXXXX | 0              | 0            | 0         | 0                | VP13[3:0]     |                 |          |        | XX  |
|                                     | 1 | 1 | ↑        | XXXXXXXX | 0              | VP20[6:0]    |           |                  |               |                 |          | XX     |     |
|                                     | 1 | 1 | ↑        | XXXXXXXX | VP36[3:0]      |              |           |                  | VP27[3:0]     |                 |          |        | XX  |
|                                     | 1 | 1 | ↑        | XXXXXXXX | 0              | VP43[6:0]    |           |                  |               |                 |          | XX     |     |
|                                     | 1 | 1 | ↑        | XXXXXXXX | 0              | 0            | 0         | 0                | VP50[3:0]     |                 |          |        | XX  |
|                                     | 1 | 1 | ↑        | XXXXXXXX | 0              | 0            | 0         | VP57[4:0]        |               |                 |          |        | XX  |
|                                     | 1 | 1 | ↑        | XXXXXXXX | 0              | 0            | 0         | 0                | VP59[3:0]     |                 |          |        | XX  |
|                                     | 1 | 1 | ↑        | XXXXXXXX | 0              | 0            | VP61[5:0] |                  |               |                 |          | XX     |     |
|                                     | 1 | 1 | ↑        | XXXXXXXX | 0              | 0            | VP62[5:0] |                  |               |                 |          | XX     |     |
| 1                                   | 1 | ↑ | XXXXXXXX | 0        | 0              | 0            | 0         | VP63[3:0]        |               |                 |          | XX     |     |
| NGAMCTRL ( Negative Gamma Control ) | 0 | 1 | ↑        | XXXXXXXX | 1              | 1            | 1         | 0                | 0             | 0               | 0        | 1      | E1h |
|                                     | 1 | 1 | ↑        | XXXXXXXX | 0              | 0            | 0         | 0                | VN0[3:0]      |                 |          |        | XX  |
|                                     | 1 | 1 | ↑        | XXXXXXXX | 0              | 0            | VN1[5:0]  |                  |               |                 |          | XX     |     |
|                                     | 1 | 1 | ↑        | XXXXXXXX | 0              | 0            | VN2[5:0]  |                  |               |                 |          | XX     |     |

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|--------------------------|-------------------------|---|---|----------|-------------|-----------|-----------|-------------|-------------|--------------|----|----|-----|
|                          | 1                       | 1 | ↑ | XXXXXXXX | 0           | 0         | 0         | 0           | VN4[3:0]    |              |    |    | XX  |
|                          | 1                       | 1 | ↑ | XXXXXXXX | 0           | 0         | 0         | VN6[4:0]    |             |              |    | XX |     |
|                          | 1                       | 1 | ↑ | XXXXXXXX | 0           | 0         | 0         | VN13[3:0]   |             |              |    | XX |     |
|                          | 1                       | 1 | ↑ | XXXXXXXX | 0           | VN20[6:0] |           |             |             | XX           |    |    |     |
|                          | 1                       | 1 | ↑ | XXXXXXXX | VN36[3:0]   |           |           | VN27[3:0]   |             |              |    | XX |     |
|                          | 1                       | 1 | ↑ | XXXXXXXX | 0           | VN43[6:0] |           |             |             | XX           |    |    |     |
|                          | 1                       | 1 | ↑ | XXXXXXXX | 0           | 0         | 0         | 0           | VN50[3:0]   |              |    |    | XX  |
|                          | 1                       | 1 | ↑ | XXXXXXXX | 0           | 0         | 0         | VN57[4:0]   |             |              |    | XX |     |
|                          | 1                       | 1 | ↑ | XXXXXXXX | 0           | 0         | 0         | 0           | VN59[3:0]   |              |    |    | XX  |
|                          | 1                       | 1 | ↑ | XXXXXXXX | 0           | 0         | VN61[5:0] |             |             |              | XX |    |     |
|                          | 1                       | 1 | ↑ | XXXXXXXX | 0           | 0         | VN62[5:0] |             |             |              | XX |    |     |
|                          | 1                       | 1 | ↑ | XXXXXXXX | 0           | 0         | 0         | 0           | VN63[3:0]   |              |    |    | XX  |
|                          | Digital Gamma Control 1 | 0 | 1 | ↑        | XXXXXXXX    | 1         | 1         | 1           | 0           | 0            | 0  | 0  | 1   |
| 1                        |                         | 1 | ↑ | XXXXXXXX | RCA0[3:0]   |           |           |             | BCA0[3:0]   |              |    |    | XX  |
| 1                        |                         | 1 | ↑ | XXXXXXXX | RCAx[3:0]   |           |           |             | BCAx[3:0]   |              |    |    | XX  |
| 1                        |                         | 1 | ↑ | XXXXXXXX | RCA63[3:0]  |           |           |             | BCA63[3:0]  |              |    |    | XX  |
| Digital Gamma Control 2  | 0                       | 1 | ↑ | XXXXXXXX | 1           | 1         | 1         | 0           | 0           | 0            | 0  | 1  | E3h |
|                          | 1                       | 1 | ↑ | XXXXXXXX | RFA0[3:0]   |           |           |             | BFA0[3:0]   |              |    |    | XX  |
|                          | 1                       | 1 | ↑ | XXXXXXXX | RFAx[3:0]   |           |           |             | BFAX[3:0]   |              |    |    | XX  |
|                          | 1                       | 1 | ↑ | XXXXXXXX | RFA255[3:0] |           |           |             | BFA255[3:0] |              |    |    | XX  |
| SPI Read Command Setting | 0                       | 1 | ↑ | XXXXXXXX | 1           | 1         | 1         | 1           | 1           | 0            | 1  | 1  | FBh |
|                          | 1                       | 1 | ↑ | XXXXXXXX | 0           | 0         | 0         | SPI_READ_EN |             | SPI_CNT[3:0] |    |    |     |

## 8.2. Command Description

### 8.2.1. NOP (00h)

| 00h                                       | NOP (No Operation)   |     |     |          |    |    |    |    |    |    |    |    |     |        |               |  |     |   |     |   |     |  |     |          |     |
|---|--|-----|-----|----------|----|----|----|----|----|----|----|----|-----|--------|---------------|--|-----|---|-----|---|-----|--|-----|----------|-----|
|   | D/CX   | RDX | WRX | D[15:8]  | D7 | D6 | D5 | D4 | D3 | D2 | D1 | D0 | HEX |        |               |  |     |   |     |   |     |  |     |          |     |
| Command                                   | 0  | 1   | ↑   | XXXXXXXX | 0  | 0  | 0  | 0  | 0  | 0  | 0  | 0  | 00h |        |               |  |     |   |     |   |     |  |     |          |     |
| Parameter                                 | No parameter   |     |     |          |    |    |    |    |    |    |    |    |     |        |               |  |     |   |     |   |     |  |     |          |     |
| Description                               | <p>This command is an empty command; it does not have any effect on ILI9486L. However it can be used to terminate Frame Memory Write or Read as described in RAMWR (Memory Write) and RAMRD (Memory Read) Commands.</p> <p>X = Don't care.</p>   |     |     |          |    |    |    |    |    |    |    |    |     |        |               |  |     |   |     |   |     |  |     |          |     |
| Restriction                               | None   |     |     |          |    |    |    |    |    |    |    |    |     |        |               |  |     |   |     |   |     |  |     |          |     |
| Register Availability                     | <table border="1"> <thead> <tr> <th>Status</th> <th>Availability</th> </tr> </thead> <tbody> <tr> <td>Normal Mode On, Idle Mode Off, Sleep Out</td> <td>Yes</td> </tr> <tr> <td>Normal Mode On, Idle Mode On, Sleep Out</td> <td>Yes</td> </tr> <tr> <td>Partial Mode On, Idle Mode Off, Sleep Out</td> <td>Yes</td> </tr> <tr> <td>Partial Mode On, Idle Mode On, Sleep Out</td> <td>Yes</td> </tr> <tr> <td>Sleep In</td> <td>Yes</td> </tr> </tbody> </table> |     |     |          |    |    |    |    |    |    |    |    |     | Status | Availability  | Normal Mode On, Idle Mode Off, Sleep Out | Yes | Normal Mode On, Idle Mode On, Sleep Out | Yes | Partial Mode On, Idle Mode Off, Sleep Out | Yes | Partial Mode On, Idle Mode On, Sleep Out | Yes | Sleep In | Yes |
| Status                                    | Availability   |     |     |          |    |    |    |    |    |    |    |    |     |        |               |  |     |   |     |   |     |  |     |          |     |
| Normal Mode On, Idle Mode Off, Sleep Out  | Yes  |     |     |          |    |    |    |    |    |    |    |    |     |        |               |  |     |   |     |   |     |  |     |          |     |
| Normal Mode On, Idle Mode On, Sleep Out   | Yes  |     |     |          |    |    |    |    |    |    |    |    |     |        |               |  |     |   |     |   |     |  |     |          |     |
| Partial Mode On, Idle Mode Off, Sleep Out | Yes  |     |     |          |    |    |    |    |    |    |    |    |     |        |               |  |     |   |     |   |     |  |     |          |     |
| Partial Mode On, Idle Mode On, Sleep Out  | Yes  |     |     |          |    |    |    |    |    |    |    |    |     |        |               |  |     |   |     |   |     |  |     |          |     |
| Sleep In                                  | Yes  |     |     |          |    |    |    |    |    |    |    |    |     |        |               |  |     |   |     |   |     |  |     |          |     |
| Default                                   | <table border="1"> <thead> <tr> <th>Status</th> <th>Default Value</th> </tr> </thead> <tbody> <tr> <td>Power On Sequence</td> <td>N/A</td> </tr> <tr> <td>SW Reset</td> <td>N/A</td> </tr> <tr> <td>HW Reset</td> <td>N/A</td> </tr> </tbody> </table>   |     |     |          |    |    |    |    |    |    |    |    |     | Status | Default Value | Power On Sequence                        | N/A | SW Reset                                | N/A | HW Reset                                  | N/A |  |     |          |     |
| Status                                    | Default Value  |     |     |          |    |    |    |    |    |    |    |    |     |        |               |  |     |   |     |   |     |  |     |          |     |
| Power On Sequence                         | N/A  |     |     |          |    |    |    |    |    |    |    |    |     |        |               |  |     |   |     |   |     |  |     |          |     |
| SW Reset                                  | N/A  |     |     |          |    |    |    |    |    |    |    |    |     |        |               |  |     |   |     |   |     |  |     |          |     |
| HW Reset                                  | N/A  |     |     |          |    |    |    |    |    |    |    |    |     |        |               |  |     |   |     |   |     |  |     |          |     |
| Flow Chart                                | None   |     |     |          |    |    |    |    |    |    |    |    |     |        |               |  |     |   |     |   |     |  |     |          |     |

### 8.2.2. Soft Reset (01h)

| 01h                                       | SWRESET (Soft Reset)   |     |     |          |    |    |    |    |    |    |    |    |     |        |               |  |     |   |     |   |     |  |     |          |     |
|---|--|-----|-----|----------|----|----|----|----|----|----|----|----|-----|--------|---------------|--|-----|---|-----|---|-----|--|-----|----------|-----|
|   | D/CX   | RDX | WRX | D[15:8]  | D7 | D6 | D5 | D4 | D3 | D2 | D1 | D0 | HEX |        |               |  |     |   |     |   |     |  |     |          |     |
| Command                                   | 0  | 1   | ↑   | XXXXXXXX | 0  | 0  | 0  | 0  | 0  | 0  | 0  | 1  | 01h |        |               |  |     |   |     |   |     |  |     |          |     |
| Parameter                                 | No parameter   |     |     |          |    |    |    |    |    |    |    |    |     |        |               |  |     |   |     |   |     |  |     |          |     |
| Description                               | <p>When the Software Reset command is written, it causes software reset. It resets the commands and parameters to their S/W Reset default values. (See default tables in each command description.)</p> <p>The display is blank immediately</p> <p>Note: The Frame Memory contents is kept or not by this command.</p> <p>X = Don't care</p>   |     |     |          |    |    |    |    |    |    |    |    |     |        |               |  |     |   |     |   |     |  |     |          |     |
| Restriction                               | <p>It will be necessary to wait 5msec before sending new command following software reset. The display module loads all display supplier factory default values to the registers during this 5msec. If Software Reset is applied during Sleep Out mode, it will be necessary to wait 120msec before sending Sleep out command. Software Reset Command cannot be sent during Sleep Out sequence.</p>  |     |     |          |    |    |    |    |    |    |    |    |     |        |               |  |     |   |     |   |     |  |     |          |     |
| Register Availability                     | <table border="1"> <thead> <tr> <th>Status</th> <th>Availability</th> </tr> </thead> <tbody> <tr> <td>Normal Mode On, Idle Mode Off, Sleep Out</td> <td>Yes</td> </tr> <tr> <td>Normal Mode On, Idle Mode On, Sleep Out</td> <td>Yes</td> </tr> <tr> <td>Partial Mode On, Idle Mode Off, Sleep Out</td> <td>Yes</td> </tr> <tr> <td>Partial Mode On, Idle Mode On, Sleep Out</td> <td>Yes</td> </tr> <tr> <td>Sleep In</td> <td>Yes</td> </tr> </tbody> </table> |     |     |          |    |    |    |    |    |    |    |    |     | Status | Availability  | Normal Mode On, Idle Mode Off, Sleep Out | Yes | Normal Mode On, Idle Mode On, Sleep Out | Yes | Partial Mode On, Idle Mode Off, Sleep Out | Yes | Partial Mode On, Idle Mode On, Sleep Out | Yes | Sleep In | Yes |
| Status                                    | Availability   |     |     |          |    |    |    |    |    |    |    |    |     |        |               |  |     |   |     |   |     |  |     |          |     |
| Normal Mode On, Idle Mode Off, Sleep Out  | Yes  |     |     |          |    |    |    |    |    |    |    |    |     |        |               |  |     |   |     |   |     |  |     |          |     |
| Normal Mode On, Idle Mode On, Sleep Out   | Yes  |     |     |          |    |    |    |    |    |    |    |    |     |        |               |  |     |   |     |   |     |  |     |          |     |
| Partial Mode On, Idle Mode Off, Sleep Out | Yes  |     |     |          |    |    |    |    |    |    |    |    |     |        |               |  |     |   |     |   |     |  |     |          |     |
| Partial Mode On, Idle Mode On, Sleep Out  | Yes  |     |     |          |    |    |    |    |    |    |    |    |     |        |               |  |     |   |     |   |     |  |     |          |     |
| Sleep In                                  | Yes  |     |     |          |    |    |    |    |    |    |    |    |     |        |               |  |     |   |     |   |     |  |     |          |     |
| Default                                   | <table border="1"> <thead> <tr> <th>Status</th> <th>Default Value</th> </tr> </thead> <tbody> <tr> <td>Power On Sequence</td> <td>N/A</td> </tr> <tr> <td>SW Reset</td> <td>N/A</td> </tr> <tr> <td>HW Reset</td> <td>N/A</td> </tr> </tbody> </table>   |     |     |          |    |    |    |    |    |    |    |    |     | Status | Default Value | Power On Sequence                        | N/A | SW Reset                                | N/A | HW Reset                                  | N/A |  |     |          |     |
| Status                                    | Default Value  |     |     |          |    |    |    |    |    |    |    |    |     |        |               |  |     |   |     |   |     |  |     |          |     |
| Power On Sequence                         | N/A  |     |     |          |    |    |    |    |    |    |    |    |     |        |               |  |     |   |     |   |     |  |     |          |     |
| SW Reset                                  | N/A  |     |     |          |    |    |    |    |    |    |    |    |     |        |               |  |     |   |     |   |     |  |     |          |     |
| HW Reset                                  | N/A  |     |     |          |    |    |    |    |    |    |    |    |     |        |               |  |     |   |     |   |     |  |     |          |     |
| Flow Chart                                | <pre> graph TD     A[/SWRESET(01h)/] --&gt; B([Display whole blank screen])     B --&gt; C{{Set Commands to SW Default Values}}     C --&gt; D([Sleep In Mode])     </pre> <p><b>Legend</b></p> <ul style="list-style-type: none"> <li>Command: Trapezoid</li> <li>Parameter: Parallelogram</li> <li>Display: Oval</li> <li>Action: Diamond</li> <li>Mode: Rounded rectangle</li> <li>Sequential transfer: Oval with arrow</li> </ul>                            |     |     |          |    |    |    |    |    |    |    |    |     |        |               |  |     |   |     |   |     |  |     |          |     |

### 8.2.3. Read display identification information (04h)

| 04h                                       | RDDIDIF (Read Display Identification Information)  |     |     |         |           |    |    |    |    |    |    |    |     |        |               |  |                 |   |                 |   |                 |  |     |          |     |
|---|--|-----|-----|---------|-----------|----|----|----|----|----|----|----|-----|--------|---------------|--|-----------------|---|-----------------|---|-----------------|--|-----|----------|-----|
|   | D/CX   | RDX | WRX | D[17:8] | D7        | D6 | D5 | D4 | D3 | D2 | D1 | D0 | HEX |        |               |  |                 |   |                 |   |                 |  |     |          |     |
| Command                                   | 0  | 1   | ↑   | XX      | 0         | 0  | 0  | 0  | 0  | 1  | 0  | 0  | 04h |        |               |  |                 |   |                 |   |                 |  |     |          |     |
| 1 <sup>st</sup> Parameter                 | 1  | ↑   | 1   | XX      | X         | X  | X  | X  | X  | X  | X  | X  | X   |        |               |  |                 |   |                 |   |                 |  |     |          |     |
| 2 <sup>nd</sup> Parameter                 | 1  | ↑   | 1   | XX      | ID1 [7:0] |    |    |    |    |    |    | XX |     |        |               |  |                 |   |                 |   |                 |  |     |          |     |
| 3 <sup>rd</sup> Parameter                 | 1  | ↑   | 1   | XX      | ID2 [7:0] |    |    |    |    |    |    | XX |     |        |               |  |                 |   |                 |   |                 |  |     |          |     |
| 4 <sup>th</sup> Parameter                 | 1  | ↑   | 1   | XX      | ID3 [7:0] |    |    |    |    |    |    | XX |     |        |               |  |                 |   |                 |   |                 |  |     |          |     |
| Description                               | <p>This read byte returns 24 bits display identification information.</p> <p>The 1<sup>st</sup> parameter is dummy data.</p> <p>The 2<sup>nd</sup> parameter (ID1 [7:0]): LCD module's manufacturer ID.</p> <p>The 3<sup>rd</sup> parameter (ID2 [7:0]): LCD module/driver version ID.</p> <p>The 4<sup>th</sup> parameter (ID3 [7:0]): LCD module/driver ID.</p>  |     |     |         |           |    |    |    |    |    |    |    |     |        |               |  |                 |   |                 |   |                 |  |     |          |     |
| Restriction                               |  |     |     |         |           |    |    |    |    |    |    |    |     |        |               |  |                 |   |                 |   |                 |  |     |          |     |
| Register Availability                     | <table border="1"> <thead> <tr> <th>Status</th> <th>Availability</th> </tr> </thead> <tbody> <tr> <td>Normal Mode On, Idle Mode Off, Sleep Out</td> <td>Yes</td> </tr> <tr> <td>Normal Mode On, Idle Mode On, Sleep Out</td> <td>Yes</td> </tr> <tr> <td>Partial Mode On, Idle Mode Off, Sleep Out</td> <td>Yes</td> </tr> <tr> <td>Partial Mode On, Idle Mode On, Sleep Out</td> <td>Yes</td> </tr> <tr> <td>Sleep In</td> <td>Yes</td> </tr> </tbody> </table> |     |     |         |           |    |    |    |    |    |    |    |     | Status | Availability  | Normal Mode On, Idle Mode Off, Sleep Out | Yes             | Normal Mode On, Idle Mode On, Sleep Out | Yes             | Partial Mode On, Idle Mode Off, Sleep Out | Yes             | Partial Mode On, Idle Mode On, Sleep Out | Yes | Sleep In | Yes |
| Status                                    | Availability   |     |     |         |           |    |    |    |    |    |    |    |     |        |               |  |                 |   |                 |   |                 |  |     |          |     |
| Normal Mode On, Idle Mode Off, Sleep Out  | Yes  |     |     |         |           |    |    |    |    |    |    |    |     |        |               |  |                 |   |                 |   |                 |  |     |          |     |
| Normal Mode On, Idle Mode On, Sleep Out   | Yes  |     |     |         |           |    |    |    |    |    |    |    |     |        |               |  |                 |   |                 |   |                 |  |     |          |     |
| Partial Mode On, Idle Mode Off, Sleep Out | Yes  |     |     |         |           |    |    |    |    |    |    |    |     |        |               |  |                 |   |                 |   |                 |  |     |          |     |
| Partial Mode On, Idle Mode On, Sleep Out  | Yes  |     |     |         |           |    |    |    |    |    |    |    |     |        |               |  |                 |   |                 |   |                 |  |     |          |     |
| Sleep In                                  | Yes  |     |     |         |           |    |    |    |    |    |    |    |     |        |               |  |                 |   |                 |   |                 |  |     |          |     |
| Default                                   | <table border="1"> <thead> <tr> <th>Status</th> <th>Default Value</th> </tr> </thead> <tbody> <tr> <td>Power On Sequence</td> <td>See description</td> </tr> <tr> <td>SW Reset</td> <td>See description</td> </tr> <tr> <td>HW Reset</td> <td>See description</td> </tr> </tbody> </table>   |     |     |         |           |    |    |    |    |    |    |    |     | Status | Default Value | Power On Sequence                        | See description | SW Reset                                | See description | HW Reset                                  | See description |  |     |          |     |
| Status                                    | Default Value  |     |     |         |           |    |    |    |    |    |    |    |     |        |               |  |                 |   |                 |   |                 |  |     |          |     |
| Power On Sequence                         | See description  |     |     |         |           |    |    |    |    |    |    |    |     |        |               |  |                 |   |                 |   |                 |  |     |          |     |
| SW Reset                                  | See description  |     |     |         |           |    |    |    |    |    |    |    |     |        |               |  |                 |   |                 |   |                 |  |     |          |     |
| HW Reset                                  | See description  |     |     |         |           |    |    |    |    |    |    |    |     |        |               |  |                 |   |                 |   |                 |  |     |          |     |
| Flow Chart                                | <p><b>Legend</b></p> <ul style="list-style-type: none"> <li>Command: trapezoid</li> <li>Parameter: parallelogram</li> <li>Display: rounded rectangle</li> <li>Action: arrow</li> <li>Mode: rounded rectangle with horizontal lines</li> <li>Sequential transfer: oval with arrow</li> </ul>  |     |     |         |           |    |    |    |    |    |    |    |     |        |               |  |                 |   |                 |   |                 |  |     |          |     |

### 8.2.4. Read Number of the Errors on DSI (05h)

| 05h                                       | RDNUMED (Read Number of the Errors on DSI)   |     |     |          |        |    |    |    |    |    |    |    |     |        |               |  |                   |   |                   |   |                   |  |     |          |     |
|---|--|-----|-----|----------|--------|----|----|----|----|----|----|----|-----|--------|---------------|--|-------------------|---|-------------------|---|-------------------|--|-----|----------|-----|
|   | D/CX   | RDX | WRX | D[15:8]  | D7     | D6 | D5 | D4 | D3 | D2 | D1 | D0 | HEX |        |               |  |                   |   |                   |   |                   |  |     |          |     |
| Command                                   | 0  | 1   | ↑   | XXXXXXXX | 0      | 0  | 0  | 0  | 0  | 1  | 0  | 1  | 05h |        |               |  |                   |   |                   |   |                   |  |     |          |     |
| 1 <sup>st</sup> Parameter                 | 1  | ↑   | 1   | XXXXXXXX | X      | X  | X  | X  | X  | X  | X  | X  | XX  |        |               |  |                   |   |                   |   |                   |  |     |          |     |
| 2 <sup>nd</sup> Parameter                 | 1  | ↑   | 1   | XXXXXXXX | P[7:0] |    |    |    |    |    |    | XX |     |        |               |  |                   |   |                   |   |                   |  |     |          |     |
| Description                               | <p>The second parameter is telling a number of the errors on DSI. The more detailed description of the bits is below.</p> <p>P [6..0] bits are telling a number of the errors.</p> <p>P [7] is set to '1' if there is overflow with P[6..0] bits.</p> <p>P [7...0] bits are set to '0's (as well as RDDSM(0Eh)'s D0 is set '0' at the same time) after there is sent the second parameter information (= The read function is completed).</p> <p>This function is always returning P [7...0] = 00h if the parallel MCU interface is selected.</p> <p>X = can be '0' or '1'</p>   |     |     |          |        |    |    |    |    |    |    |    |     |        |               |  |                   |   |                   |   |                   |  |     |          |     |
| Restriction                               | <p>ILI9486L is sending 2nd parameter value on the data lines if the MCU wants to read more than one parameter (= more than 2 RDX cycle) on parallel MCU interface.</p> <p>Only 2nd parameter is sent on DSI (The 1st parameter is not sent).</p>   |     |     |          |        |    |    |    |    |    |    |    |     |        |               |  |                   |   |                   |   |                   |  |     |          |     |
| Register Availability                     | <table border="1"> <thead> <tr> <th>Status</th> <th>Availability</th> </tr> </thead> <tbody> <tr> <td>Normal Mode On, Idle Mode Off, Sleep Out</td> <td>Yes</td> </tr> <tr> <td>Normal Mode On, Idle Mode On, Sleep Out</td> <td>Yes</td> </tr> <tr> <td>Partial Mode On, Idle Mode Off, Sleep Out</td> <td>Yes</td> </tr> <tr> <td>Partial Mode On, Idle Mode On, Sleep Out</td> <td>Yes</td> </tr> <tr> <td>Sleep In</td> <td>Yes</td> </tr> </tbody> </table>   |     |     |          |        |    |    |    |    |    |    |    |     | Status | Availability  | Normal Mode On, Idle Mode Off, Sleep Out | Yes               | Normal Mode On, Idle Mode On, Sleep Out | Yes               | Partial Mode On, Idle Mode Off, Sleep Out | Yes               | Partial Mode On, Idle Mode On, Sleep Out | Yes | Sleep In | Yes |
| Status                                    | Availability   |     |     |          |        |    |    |    |    |    |    |    |     |        |               |  |                   |   |                   |   |                   |  |     |          |     |
| Normal Mode On, Idle Mode Off, Sleep Out  | Yes  |     |     |          |        |    |    |    |    |    |    |    |     |        |               |  |                   |   |                   |   |                   |  |     |          |     |
| Normal Mode On, Idle Mode On, Sleep Out   | Yes  |     |     |          |        |    |    |    |    |    |    |    |     |        |               |  |                   |   |                   |   |                   |  |     |          |     |
| Partial Mode On, Idle Mode Off, Sleep Out | Yes  |     |     |          |        |    |    |    |    |    |    |    |     |        |               |  |                   |   |                   |   |                   |  |     |          |     |
| Partial Mode On, Idle Mode On, Sleep Out  | Yes  |     |     |          |        |    |    |    |    |    |    |    |     |        |               |  |                   |   |                   |   |                   |  |     |          |     |
| Sleep In                                  | Yes  |     |     |          |        |    |    |    |    |    |    |    |     |        |               |  |                   |   |                   |   |                   |  |     |          |     |
| Default                                   | <table border="1"> <thead> <tr> <th>Status</th> <th>Default Value</th> </tr> </thead> <tbody> <tr> <td>Power On Sequence</td> <td>08<sub>HEX</sub></td> </tr> <tr> <td>SW Reset</td> <td>08<sub>HEX</sub></td> </tr> <tr> <td>HW Reset</td> <td>08<sub>HEX</sub></td> </tr> </tbody> </table>  |     |     |          |        |    |    |    |    |    |    |    |     | Status | Default Value | Power On Sequence                        | 08 <sub>HEX</sub> | SW Reset                                | 08 <sub>HEX</sub> | HW Reset                                  | 08 <sub>HEX</sub> |  |     |          |     |
| Status                                    | Default Value  |     |     |          |        |    |    |    |    |    |    |    |     |        |               |  |                   |   |                   |   |                   |  |     |          |     |
| Power On Sequence                         | 08 <sub>HEX</sub>  |     |     |          |        |    |    |    |    |    |    |    |     |        |               |  |                   |   |                   |   |                   |  |     |          |     |
| SW Reset                                  | 08 <sub>HEX</sub>  |     |     |          |        |    |    |    |    |    |    |    |     |        |               |  |                   |   |                   |   |                   |  |     |          |     |
| HW Reset                                  | 08 <sub>HEX</sub>  |     |     |          |        |    |    |    |    |    |    |    |     |        |               |  |                   |   |                   |   |                   |  |     |          |     |
| Flow Chart                                | <div style="border: 1px dashed black; padding: 5px; margin-top: 10px;"> <p><b>Legend</b></p> <ul style="list-style-type: none"> <li><span style="display: inline-block; width: 20px; height: 10px; border: 1px solid black; margin-right: 5px;"></span> Command</li> <li><span style="display: inline-block; width: 20px; height: 10px; border: 1px solid black; margin-right: 5px;"></span> Parameter</li> <li><span style="display: inline-block; width: 20px; height: 10px; border: 1px solid black; margin-right: 5px;"></span> Display</li> <li><span style="display: inline-block; width: 20px; height: 10px; border: 1px solid black; margin-right: 5px;"></span> Action</li> <li><span style="display: inline-block; width: 20px; height: 10px; border: 1px solid black; margin-right: 5px;"></span> Mode</li> <li><span style="display: inline-block; width: 20px; height: 10px; border: 1px solid black; margin-right: 5px;"></span> Sequential transfer</li> </ul> </div> |     |     |          |        |    |    |    |    |    |    |    |     |        |               |  |                   |   |                   |   |                   |  |     |          |     |

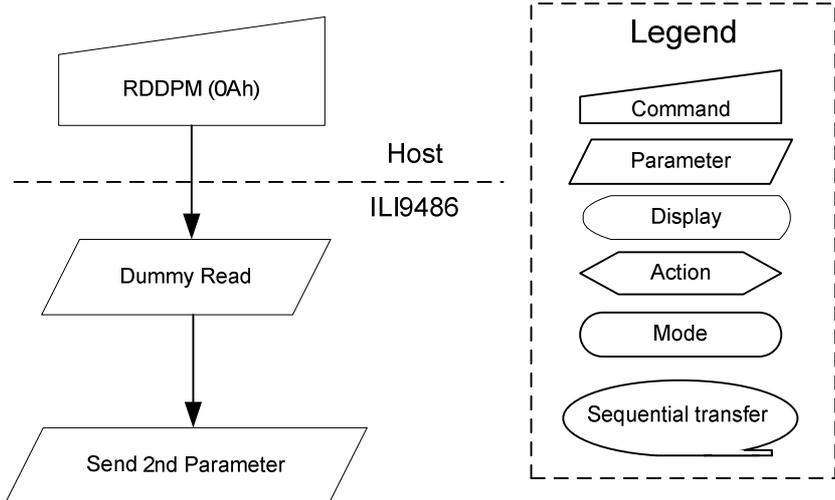
**8.2.5. Read Display Status (09h)**

| 09h                       | RDDST (Read Display Status)   |   |     |       |                         |   |     |    |           |          |    |    |     |
|---------------------------|---|---|-----|-------|-------------------------|---|-----|----|-----------|----------|----|----|-----|
|                           | D/CX  | RDX                                     | WRX | D17-8 | D7                      | D6  | D5  | D4 | D3        | D2       | D1 | D0 | HEX |
| Command                   | 0   | 1                                       | ↑   | XX    | 0                       | 0   | 0   | 0  | 1         | 0        | 0  | 1  | 09h |
| 1 <sup>st</sup> Parameter | 1   | ↑                                       | 1   | XX    | X                       | X   | X   | X  | X         | X        | X  | X  | XX  |
| 2 <sup>nd</sup> Parameter | 1   | ↑                                       | 1   | XX    | D [31:25]               |   |     |    |           |          |    | 0  | XX  |
| 3 <sup>rd</sup> Parameter | 1   | ↑                                       | 1   | XX    | 0                       | D [22:20]                                       |     |    | D [19:16] |          |    |    | XX  |
| 4 <sup>th</sup> Parameter | 1   | ↑                                       | 1   | XX    | D15                     | 0   | D13 | 0  | 0         | D [10:8] |    |    | XX  |
| 5 <sup>th</sup> Parameter | 1   | ↑                                       | 1   | XX    | D [7:5]                 |   |     | 0  | 0         | 0        | 0  | 0  | XX  |
| Description               | This command indicates the current status of the display as described in the table below: |   |     |       |                         |   |     |    |           |          |    |    |     |
|                           | Bit   | Description                             |     |       | Value                   | Status  |     |    |           |          |    |    |     |
|                           | D31   | Booster voltage status                  |     |       | 0                       | Booster OFF                                     |     |    |           |          |    |    |     |
|                           |   |   |     |       | 1                       | Booster ON                                      |     |    |           |          |    |    |     |
|                           | D30   | Row address order                       |     |       | 0                       | Top to Bottom (When MADCTL B7='0')              |     |    |           |          |    |    |     |
|                           |   |   |     |       | 1                       | Bottom to Top (When MADCTL B7='1')              |     |    |           |          |    |    |     |
|                           | D29   | Column address order                    |     |       | 0                       | Left to Right (When MADCTL B6='0').             |     |    |           |          |    |    |     |
|                           |   |   |     |       | 1                       | Right to Left (When MADCTL B6='1').             |     |    |           |          |    |    |     |
|                           | D28   | Row/column exchange                     |     |       | 0                       | Normal Mode (When MADCTL B5='0').               |     |    |           |          |    |    |     |
|                           |   |   |     |       | 1                       | Reverse Mode (When MADCTL B5='1').              |     |    |           |          |    |    |     |
|                           | D27   | Vertical refresh                        |     |       | 0                       | LCD Refresh Top to Bottom (When MADCTL B4='0')  |     |    |           |          |    |    |     |
|                           |   |   |     |       | 1                       | LCD Refresh Bottom to Top (When MADCTL B4='1'). |     |    |           |          |    |    |     |
|                           | D26   | RGB/BGR order                           |     |       | 0                       | RGB (When MADCTL B3='0')                        |     |    |           |          |    |    |     |
|                           |   |   |     |       | 1                       | BGR (When MADCTL B3='1')                        |     |    |           |          |    |    |     |
|                           | D25   | Horizontal refresh order                |     |       | 0                       | LCD Refresh Left to Right (When MADCTL B2='0')  |     |    |           |          |    |    |     |
|                           |   |   |     |       | 1                       | LCD Refresh Right to Left (When MADCTL B2='1')  |     |    |           |          |    |    |     |
|                           | D24   | Not used                                |     |       | 0                       | ---   |     |    |           |          |    |    |     |
|                           | D23   | Not used                                |     |       | 0                       | ---   |     |    |           |          |    |    |     |
|                           | D22   | Interface color pixel format definition |     |       | 011                     | 12-bit/pixel                                    |     |    |           |          |    |    |     |
|                           |   |   |     |       | 101                     | 16-bit/pixel                                    |     |    |           |          |    |    |     |
|                           |   |   |     |       | 110                     | 18-bit/pixel                                    |     |    |           |          |    |    |     |
|                           | D19   | Idle mode ON/OFF                        |     |       | 0                       | Idle Mode OFF                                   |     |    |           |          |    |    |     |
|                           |   |   |     |       | 1                       | Idle Mode ON                                    |     |    |           |          |    |    |     |
|                           | D18   | Partial mode ON/OFF                     |     |       | 0                       | Partial Mode OFF                                |     |    |           |          |    |    |     |
|                           |   |   |     |       | 1                       | Partial Mode ON.                                |     |    |           |          |    |    |     |
|                           | D17   | Sleep IN/OUT                            |     |       | 0                       | Sleep IN Mode                                   |     |    |           |          |    |    |     |
|                           |   |   |     |       | 1                       | Sleep OUT Mode.                                 |     |    |           |          |    |    |     |
|                           | D16   | Display normal mode ON/OFF              |     |       | 0                       | Display Normal Mode OFF.                        |     |    |           |          |    |    |     |
|                           |   |   |     |       | 1                       | Display Normal Mode ON.                         |     |    |           |          |    |    |     |
|                           | D15   | Vertical scrolling status               |     |       | 0                       | Vertical Scroll OFF                             |     |    |           |          |    |    |     |
|                           |   |   |     |       | 1                       | Vertical Scroll ON                              |     |    |           |          |    |    |     |
|                           | D14   | Not used                                |     |       | 0                       | ---   |     |    |           |          |    |    |     |
| D13                       | Inversion status  |   |     | 0     | Inversion OFF           |   |     |    |           |          |    |    |     |
|                           |   |   |     | 1     | Inversion ON            |   |     |    |           |          |    |    |     |
| D12                       | All pixel ON  |   |     | 0     | Not defined             |   |     |    |           |          |    |    |     |
| D11                       | All pixel OFF   |   |     | 0     | Not defined             |   |     |    |           |          |    |    |     |
| D10                       | Display ON/OFF  |   |     | 0     | Display is OFF          |   |     |    |           |          |    |    |     |
|                           |   |   |     | 1     | Display is ON           |   |     |    |           |          |    |    |     |
| D9                        | Tearing effect line ON/OFF  |   |     | 0     | Tearing Effect Line OFF |   |     |    |           |          |    |    |     |
|                           |   |   |     | 1     | Tearing Effect ON       |   |     |    |           |          |    |    |     |
| D[8:6]                    | Gamma curve selection   |   |     | 000   | GC0                     |   |     |    |           |          |    |    |     |
|                           |   |   |     | 001   | GC1                     |   |     |    |           |          |    |    |     |
|                           |   |   |     | 010   | GC2                     |   |     |    |           |          |    |    |     |
|                           |   |   |     | 011   | GC3                     |   |     |    |           |          |    |    |     |
|                           |   |   |     | other | Not defined             |   |     |    |           |          |    |    |     |

|   | <table border="1"> <tr> <td>D5</td> <td>Tearing effect line mode</td> <td>0</td> <td>Mode 1, V-Blanking only</td> </tr> <tr> <td></td> <td></td> <td>1</td> <td>Mode 2, both H-Blanking and V-Blanking.</td> </tr> <tr> <td>D4</td> <td>Not used</td> <td>0</td> <td>---</td> </tr> <tr> <td>D3</td> <td>Not used</td> <td>0</td> <td>---</td> </tr> <tr> <td>D2</td> <td>Not used</td> <td>0</td> <td>---</td> </tr> <tr> <td>D1</td> <td>Not used</td> <td>0</td> <td>---</td> </tr> <tr> <td>D0</td> <td>Not used</td> <td>0</td> <td>---</td> </tr> </table> <p>X = Don't care</p> | D5     | Tearing effect line mode                | 0  | Mode 1, V-Blanking only |   |               | 1   | Mode 2, both H-Blanking and V-Blanking. | D4                                       | Not used | 0        | --- | D3 | Not used | 0 | --- | D2 | Not used | 0 | --- | D1 | Not used | 0 | --- | D0 | Not used | 0 | --- |
|---|--|--------|---|--|-------------------------|---|---------------|---|---|--|----------|----------|-----|----|----------|---|-----|----|----------|---|-----|----|----------|---|-----|----|----------|---|-----|
| D5  | Tearing effect line mode   | 0      | Mode 1, V-Blanking only                 |  |                         |   |               |   |   |  |          |          |     |    |          |   |     |    |          |   |     |    |          |   |     |    |          |   |     |
|   |  | 1      | Mode 2, both H-Blanking and V-Blanking. |  |                         |   |               |   |   |  |          |          |     |    |          |   |     |    |          |   |     |    |          |   |     |    |          |   |     |
| D4  | Not used   | 0      | ---                                     |  |                         |   |               |   |   |  |          |          |     |    |          |   |     |    |          |   |     |    |          |   |     |    |          |   |     |
| D3  | Not used   | 0      | ---                                     |  |                         |   |               |   |   |  |          |          |     |    |          |   |     |    |          |   |     |    |          |   |     |    |          |   |     |
| D2  | Not used   | 0      | ---                                     |  |                         |   |               |   |   |  |          |          |     |    |          |   |     |    |          |   |     |    |          |   |     |    |          |   |     |
| D1  | Not used   | 0      | ---                                     |  |                         |   |               |   |   |  |          |          |     |    |          |   |     |    |          |   |     |    |          |   |     |    |          |   |     |
| D0  | Not used   | 0      | ---                                     |  |                         |   |               |   |   |  |          |          |     |    |          |   |     |    |          |   |     |    |          |   |     |    |          |   |     |
| Restriction                               |  |        |   |  |                         |   |               |   |   |  |          |          |     |    |          |   |     |    |          |   |     |    |          |   |     |    |          |   |     |
| Register Availability                     | <table border="1"> <thead> <tr> <th>Status</th> <th>Availability</th> </tr> </thead> <tbody> <tr> <td>Normal Mode On, Idle Mode Off, Sleep Out</td> <td>Yes</td> </tr> <tr> <td>Normal Mode On, Idle Mode On, Sleep Out</td> <td>Yes</td> </tr> <tr> <td>Partial Mode On, Idle Mode Off, Sleep Out</td> <td>Yes</td> </tr> <tr> <td>Partial Mode On, Idle Mode On, Sleep Out</td> <td>Yes</td> </tr> <tr> <td>Sleep In</td> <td>Yes</td> </tr> </tbody> </table>   | Status | Availability                            | Normal Mode On, Idle Mode Off, Sleep Out | Yes                     | Normal Mode On, Idle Mode On, Sleep Out | Yes           | Partial Mode On, Idle Mode Off, Sleep Out | Yes                                     | Partial Mode On, Idle Mode On, Sleep Out | Yes      | Sleep In | Yes |    |          |   |     |    |          |   |     |    |          |   |     |    |          |   |     |
| Status                                    | Availability   |        |   |  |                         |   |               |   |   |  |          |          |     |    |          |   |     |    |          |   |     |    |          |   |     |    |          |   |     |
| Normal Mode On, Idle Mode Off, Sleep Out  | Yes  |        |   |  |                         |   |               |   |   |  |          |          |     |    |          |   |     |    |          |   |     |    |          |   |     |    |          |   |     |
| Normal Mode On, Idle Mode On, Sleep Out   | Yes  |        |   |  |                         |   |               |   |   |  |          |          |     |    |          |   |     |    |          |   |     |    |          |   |     |    |          |   |     |
| Partial Mode On, Idle Mode Off, Sleep Out | Yes  |        |   |  |                         |   |               |   |   |  |          |          |     |    |          |   |     |    |          |   |     |    |          |   |     |    |          |   |     |
| Partial Mode On, Idle Mode On, Sleep Out  | Yes  |        |   |  |                         |   |               |   |   |  |          |          |     |    |          |   |     |    |          |   |     |    |          |   |     |    |          |   |     |
| Sleep In                                  | Yes  |        |   |  |                         |   |               |   |   |  |          |          |     |    |          |   |     |    |          |   |     |    |          |   |     |    |          |   |     |
| Default                                   | <table border="1"> <thead> <tr> <th>Status</th> <th>Default Value</th> </tr> </thead> <tbody> <tr> <td>Power On Sequence</td> <td>32'h00610000h</td> </tr> <tr> <td>SW Reset</td> <td>32'h00610000h</td> </tr> <tr> <td>HW Reset</td> <td>32'h00610000h</td> </tr> </tbody> </table>   | Status | Default Value                           | Power On Sequence                        | 32'h00610000h           | SW Reset                                | 32'h00610000h | HW Reset                                  | 32'h00610000h                           |  |          |          |     |    |          |   |     |    |          |   |     |    |          |   |     |    |          |   |     |
| Status                                    | Default Value  |        |   |  |                         |   |               |   |   |  |          |          |     |    |          |   |     |    |          |   |     |    |          |   |     |    |          |   |     |
| Power On Sequence                         | 32'h00610000h  |        |   |  |                         |   |               |   |   |  |          |          |     |    |          |   |     |    |          |   |     |    |          |   |     |    |          |   |     |
| SW Reset                                  | 32'h00610000h  |        |   |  |                         |   |               |   |   |  |          |          |     |    |          |   |     |    |          |   |     |    |          |   |     |    |          |   |     |
| HW Reset                                  | 32'h00610000h  |        |   |  |                         |   |               |   |   |  |          |          |     |    |          |   |     |    |          |   |     |    |          |   |     |    |          |   |     |
| Flow Chart                                | <p><b>Legend</b></p> <ul style="list-style-type: none"> <li>Command</li> <li>Parameter</li> <li>Display</li> <li>Action</li> <li>Mode</li> <li>Sequential transfer</li> </ul>  |        |   |  |                         |   |               |   |   |  |          |          |     |    |          |   |     |    |          |   |     |    |          |   |     |    |          |   |     |

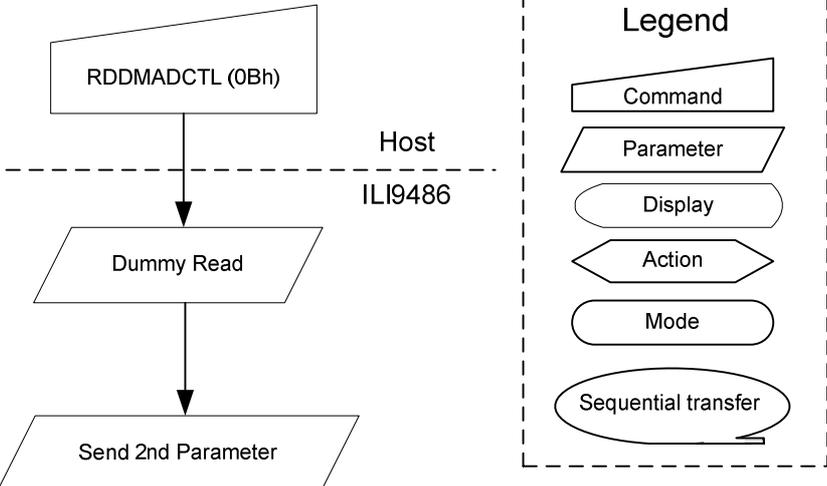
### 8.2.6. Read Display Power Mode (0Ah)

| 0Ah   | RDDPM (Read Display Power Mode)  |                            |            |          |        |    |    |    |    |    |    |    |     |     |             |         |    |                        |  |    |                  |  |    |                     |  |    |              |  |    |                            |  |    |                |  |    |             |            |    |             |            |
|---|--|----------------------------|------------|----------|--------|----|----|----|----|----|----|----|-----|-----|-------------|---------|----|------------------------|--|----|------------------|--|----|---------------------|--|----|--------------|--|----|----------------------------|--|----|----------------|--|----|-------------|------------|----|-------------|------------|
|   | D/CX   | RDX                        | WRX        | D[15:8]  | D7     | D6 | D5 | D4 | D3 | D2 | D1 | D0 | HEX |     |             |         |    |                        |  |    |                  |  |    |                     |  |    |              |  |    |                            |  |    |                |  |    |             |            |    |             |            |
| Command   | 0  | 1                          | ↑          | XXXXXXXX | 0      | 0  | 0  | 0  | 1  | 0  | 1  | 0  | 0Ah |     |             |         |    |                        |  |    |                  |  |    |                     |  |    |              |  |    |                            |  |    |                |  |    |             |            |    |             |            |
| 1 <sup>st</sup> Parameter   | 1  | ↑                          | 1          | XXXXXXXX | X      | X  | X  | X  | X  | X  | X  | X  | XX  |     |             |         |    |                        |  |    |                  |  |    |                     |  |    |              |  |    |                            |  |    |                |  |    |             |            |    |             |            |
| 2 <sup>nd</sup> Parameter   | 1  | ↑                          | 1          | XXXXXXXX | D[7:2] |    |    |    |    |    | 0  | 0  | XX  |     |             |         |    |                        |  |    |                  |  |    |                     |  |    |              |  |    |                            |  |    |                |  |    |             |            |    |             |            |
| Description   | This command indicates the current status of the display as described in the table below:  |                            |            |          |        |    |    |    |    |    |    |    |     |     |             |         |    |                        |  |    |                  |  |    |                     |  |    |              |  |    |                            |  |    |                |  |    |             |            |    |             |            |
|   | <table border="1"> <thead> <tr> <th>Bit</th> <th>Description</th> <th>Comment</th> </tr> </thead> <tbody> <tr> <td>D7</td> <td>Booster Voltage Status</td> <td></td> </tr> <tr> <td>D6</td> <td>Idle Mode On/Off</td> <td></td> </tr> <tr> <td>D5</td> <td>Partial Mode On/Off</td> <td></td> </tr> <tr> <td>D4</td> <td>Sleep In/Out</td> <td></td> </tr> <tr> <td>D3</td> <td>Display Normal Mode On/Off</td> <td></td> </tr> <tr> <td>D2</td> <td>Display On/Off</td> <td></td> </tr> <tr> <td>D1</td> <td>Not Defined</td> <td>Set to '0'</td> </tr> <tr> <td>D0</td> <td>Not Defined</td> <td>Set to '0'</td> </tr> </tbody> </table> |                            |            |          |        |    |    |    |    |    |    |    |     | Bit | Description | Comment | D7 | Booster Voltage Status |  | D6 | Idle Mode On/Off |  | D5 | Partial Mode On/Off |  | D4 | Sleep In/Out |  | D3 | Display Normal Mode On/Off |  | D2 | Display On/Off |  | D1 | Not Defined | Set to '0' | D0 | Not Defined | Set to '0' |
|   | Bit  | Description                | Comment    |          |        |    |    |    |    |    |    |    |     |     |             |         |    |                        |  |    |                  |  |    |                     |  |    |              |  |    |                            |  |    |                |  |    |             |            |    |             |            |
|   | D7   | Booster Voltage Status     |            |          |        |    |    |    |    |    |    |    |     |     |             |         |    |                        |  |    |                  |  |    |                     |  |    |              |  |    |                            |  |    |                |  |    |             |            |    |             |            |
|   | D6   | Idle Mode On/Off           |            |          |        |    |    |    |    |    |    |    |     |     |             |         |    |                        |  |    |                  |  |    |                     |  |    |              |  |    |                            |  |    |                |  |    |             |            |    |             |            |
|   | D5   | Partial Mode On/Off        |            |          |        |    |    |    |    |    |    |    |     |     |             |         |    |                        |  |    |                  |  |    |                     |  |    |              |  |    |                            |  |    |                |  |    |             |            |    |             |            |
|   | D4   | Sleep In/Out               |            |          |        |    |    |    |    |    |    |    |     |     |             |         |    |                        |  |    |                  |  |    |                     |  |    |              |  |    |                            |  |    |                |  |    |             |            |    |             |            |
|   | D3   | Display Normal Mode On/Off |            |          |        |    |    |    |    |    |    |    |     |     |             |         |    |                        |  |    |                  |  |    |                     |  |    |              |  |    |                            |  |    |                |  |    |             |            |    |             |            |
|   | D2   | Display On/Off             |            |          |        |    |    |    |    |    |    |    |     |     |             |         |    |                        |  |    |                  |  |    |                     |  |    |              |  |    |                            |  |    |                |  |    |             |            |    |             |            |
|   | D1   | Not Defined                | Set to '0' |          |        |    |    |    |    |    |    |    |     |     |             |         |    |                        |  |    |                  |  |    |                     |  |    |              |  |    |                            |  |    |                |  |    |             |            |    |             |            |
|   | D0   | Not Defined                | Set to '0' |          |        |    |    |    |    |    |    |    |     |     |             |         |    |                        |  |    |                  |  |    |                     |  |    |              |  |    |                            |  |    |                |  |    |             |            |    |             |            |
|   | Bit D7 – Booster Voltage Status  |                            |            |          |        |    |    |    |    |    |    |    |     |     |             |         |    |                        |  |    |                  |  |    |                     |  |    |              |  |    |                            |  |    |                |  |    |             |            |    |             |            |
|   | '0' = Booster Off or has a fault.  |                            |            |          |        |    |    |    |    |    |    |    |     |     |             |         |    |                        |  |    |                  |  |    |                     |  |    |              |  |    |                            |  |    |                |  |    |             |            |    |             |            |
|   | '1' = Booster On and working OK.   |                            |            |          |        |    |    |    |    |    |    |    |     |     |             |         |    |                        |  |    |                  |  |    |                     |  |    |              |  |    |                            |  |    |                |  |    |             |            |    |             |            |
|   | Bit D6 - Idle Mode On/Off  |                            |            |          |        |    |    |    |    |    |    |    |     |     |             |         |    |                        |  |    |                  |  |    |                     |  |    |              |  |    |                            |  |    |                |  |    |             |            |    |             |            |
| '0' = Idle Mode Off.  |  |                            |            |          |        |    |    |    |    |    |    |    |     |     |             |         |    |                        |  |    |                  |  |    |                     |  |    |              |  |    |                            |  |    |                |  |    |             |            |    |             |            |
| '1' = Idle Mode On.   |  |                            |            |          |        |    |    |    |    |    |    |    |     |     |             |         |    |                        |  |    |                  |  |    |                     |  |    |              |  |    |                            |  |    |                |  |    |             |            |    |             |            |
| Bit D5 – Partial Mode On/Off                                      |  |                            |            |          |        |    |    |    |    |    |    |    |     |     |             |         |    |                        |  |    |                  |  |    |                     |  |    |              |  |    |                            |  |    |                |  |    |             |            |    |             |            |
| '0' = Partial Mode Off.   |  |                            |            |          |        |    |    |    |    |    |    |    |     |     |             |         |    |                        |  |    |                  |  |    |                     |  |    |              |  |    |                            |  |    |                |  |    |             |            |    |             |            |
| '1' = Partial Mode On.  |  |                            |            |          |        |    |    |    |    |    |    |    |     |     |             |         |    |                        |  |    |                  |  |    |                     |  |    |              |  |    |                            |  |    |                |  |    |             |            |    |             |            |
| Bit D4 – Sleep In/Out   |  |                            |            |          |        |    |    |    |    |    |    |    |     |     |             |         |    |                        |  |    |                  |  |    |                     |  |    |              |  |    |                            |  |    |                |  |    |             |            |    |             |            |
| '0' = Sleep In Mode.  |  |                            |            |          |        |    |    |    |    |    |    |    |     |     |             |         |    |                        |  |    |                  |  |    |                     |  |    |              |  |    |                            |  |    |                |  |    |             |            |    |             |            |
| '1' = Sleep Out Mode.   |  |                            |            |          |        |    |    |    |    |    |    |    |     |     |             |         |    |                        |  |    |                  |  |    |                     |  |    |              |  |    |                            |  |    |                |  |    |             |            |    |             |            |
| Bit D3 – Display Normal Mode On/Off                               |  |                            |            |          |        |    |    |    |    |    |    |    |     |     |             |         |    |                        |  |    |                  |  |    |                     |  |    |              |  |    |                            |  |    |                |  |    |             |            |    |             |            |
| '0' = Display Normal Mode Off.                                    |  |                            |            |          |        |    |    |    |    |    |    |    |     |     |             |         |    |                        |  |    |                  |  |    |                     |  |    |              |  |    |                            |  |    |                |  |    |             |            |    |             |            |
| '1' = Display Normal Mode On.                                     |  |                            |            |          |        |    |    |    |    |    |    |    |     |     |             |         |    |                        |  |    |                  |  |    |                     |  |    |              |  |    |                            |  |    |                |  |    |             |            |    |             |            |
| Bit D2 – Display On/Off   |  |                            |            |          |        |    |    |    |    |    |    |    |     |     |             |         |    |                        |  |    |                  |  |    |                     |  |    |              |  |    |                            |  |    |                |  |    |             |            |    |             |            |
| '0' = Display is Off.   |  |                            |            |          |        |    |    |    |    |    |    |    |     |     |             |         |    |                        |  |    |                  |  |    |                     |  |    |              |  |    |                            |  |    |                |  |    |             |            |    |             |            |
| '1' = Display is On.  |  |                            |            |          |        |    |    |    |    |    |    |    |     |     |             |         |    |                        |  |    |                  |  |    |                     |  |    |              |  |    |                            |  |    |                |  |    |             |            |    |             |            |
| Bit D1 – Not Defined  |  |                            |            |          |        |    |    |    |    |    |    |    |     |     |             |         |    |                        |  |    |                  |  |    |                     |  |    |              |  |    |                            |  |    |                |  |    |             |            |    |             |            |
| 'This bit is not applicable for this project, so it is set to '0' |  |                            |            |          |        |    |    |    |    |    |    |    |     |     |             |         |    |                        |  |    |                  |  |    |                     |  |    |              |  |    |                            |  |    |                |  |    |             |            |    |             |            |
| Bit D0 – Not Defined  |  |                            |            |          |        |    |    |    |    |    |    |    |     |     |             |         |    |                        |  |    |                  |  |    |                     |  |    |              |  |    |                            |  |    |                |  |    |             |            |    |             |            |
| 'This bit is not applicable for this project, so it is set to '0' |  |                            |            |          |        |    |    |    |    |    |    |    |     |     |             |         |    |                        |  |    |                  |  |    |                     |  |    |              |  |    |                            |  |    |                |  |    |             |            |    |             |            |
| X = Don't care  |  |                            |            |          |        |    |    |    |    |    |    |    |     |     |             |         |    |                        |  |    |                  |  |    |                     |  |    |              |  |    |                            |  |    |                |  |    |             |            |    |             |            |

| Restriction                               | <p>ILI9486L is sending 2nd parameter value on the data lines if the MCU wants to read more than one parameter (= more than 2 RDX cycle) on parallel MCU interface.</p> <p>Only 2nd parameter is sent on DSI (The 1st parameter is not sent).</p>   |        |               |  |                   |   |                   |   |                   |  |     |          |     |
|---|--|--------|---------------|--|-------------------|---|-------------------|---|-------------------|--|-----|----------|-----|
| Register Availability                     | <table border="1" data-bbox="603 432 1185 633"> <thead> <tr> <th>Status</th> <th>Availability</th> </tr> </thead> <tbody> <tr> <td>Normal Mode On, Idle Mode Off, Sleep Out</td> <td>Yes</td> </tr> <tr> <td>Normal Mode On, Idle Mode On, Sleep Out</td> <td>Yes</td> </tr> <tr> <td>Partial Mode On, Idle Mode Off, Sleep Out</td> <td>Yes</td> </tr> <tr> <td>Partial Mode On, Idle Mode On, Sleep Out</td> <td>Yes</td> </tr> <tr> <td>Sleep In</td> <td>Yes</td> </tr> </tbody> </table>  | Status | Availability  | Normal Mode On, Idle Mode Off, Sleep Out | Yes               | Normal Mode On, Idle Mode On, Sleep Out | Yes               | Partial Mode On, Idle Mode Off, Sleep Out | Yes               | Partial Mode On, Idle Mode On, Sleep Out | Yes | Sleep In | Yes |
| Status                                    | Availability   |        |               |  |                   |   |                   |   |                   |  |     |          |     |
| Normal Mode On, Idle Mode Off, Sleep Out  | Yes  |        |               |  |                   |   |                   |   |                   |  |     |          |     |
| Normal Mode On, Idle Mode On, Sleep Out   | Yes  |        |               |  |                   |   |                   |   |                   |  |     |          |     |
| Partial Mode On, Idle Mode Off, Sleep Out | Yes  |        |               |  |                   |   |                   |   |                   |  |     |          |     |
| Partial Mode On, Idle Mode On, Sleep Out  | Yes  |        |               |  |                   |   |                   |   |                   |  |     |          |     |
| Sleep In                                  | Yes  |        |               |  |                   |   |                   |   |                   |  |     |          |     |
| Default                                   | <table border="1" data-bbox="611 736 1177 873"> <thead> <tr> <th>Status</th> <th>Default Value</th> </tr> </thead> <tbody> <tr> <td>Power On Sequence</td> <td>08<sub>HEX</sub></td> </tr> <tr> <td>SW Reset</td> <td>08<sub>HEX</sub></td> </tr> <tr> <td>HW Reset</td> <td>08<sub>HEX</sub></td> </tr> </tbody> </table>   | Status | Default Value | Power On Sequence                        | 08 <sub>HEX</sub> | SW Reset                                | 08 <sub>HEX</sub> | HW Reset                                  | 08 <sub>HEX</sub> |  |     |          |     |
| Status                                    | Default Value  |        |               |  |                   |   |                   |   |                   |  |     |          |     |
| Power On Sequence                         | 08 <sub>HEX</sub>  |        |               |  |                   |   |                   |   |                   |  |     |          |     |
| SW Reset                                  | 08 <sub>HEX</sub>  |        |               |  |                   |   |                   |   |                   |  |     |          |     |
| HW Reset                                  | 08 <sub>HEX</sub>  |        |               |  |                   |   |                   |   |                   |  |     |          |     |
| Flow Chart                                |  <p>The flow chart illustrates the communication between the Host and the ILI9486 chip. A dashed horizontal line separates the Host (top) from the ILI9486 (bottom). The Host sends the RDDPM (0Ah) command (represented by a trapezoid) to the ILI9486. The ILI9486 then performs a Dummy Read (represented by a parallelogram) and subsequently sends the 2nd Parameter (represented by a parallelogram). A legend on the right defines the symbols used in the flow chart: Command (trapezoid), Parameter (parallelogram), Display (rounded rectangle), Action (pentagon), Mode (oval), and Sequential transfer (oval with arrow).</p> |        |               |  |                   |   |                   |   |                   |  |     |          |     |

### 8.2.7. Read Display MADCTL (0Bh)

| 0Bh                                       | RDDMADCTL (Read Display MADCTL)  |            |     |          |        |    |    |    |    |    |    |    |     |        |              |  |     |   |     |   |                      |  |     |                   |     |    |                    |  |    |               |  |    |                               |  |    |          |            |    |          |
|---|--|------------|-----|----------|--------|----|----|----|----|----|----|----|-----|--------|--------------|--|-----|---|-----|---|----------------------|--|-----|-------------------|-----|----|--------------------|--|----|---------------|--|----|-------------------------------|--|----|----------|------------|----|----------|
|   | D/CX   | RDX        | WRX | D[15:8]  | D7     | D6 | D5 | D4 | D3 | D2 | D1 | D0 | HEX |        |              |  |     |   |     |   |                      |  |     |                   |     |    |                    |  |    |               |  |    |                               |  |    |          |            |    |          |
| Command                                   | 0  | 1          | ↑   | XXXXXXXX | 0      | 0  | 0  | 0  | 1  | 0  | 1  | 1  | 0Bh |        |              |  |     |   |     |   |                      |  |     |                   |     |    |                    |  |    |               |  |    |                               |  |    |          |            |    |          |
| 1 <sup>st</sup> Parameter                 | 1  | ↑          | 1   | XXXXXXXX | X      | X  | X  | X  | X  | X  | X  | X  | XX  |        |              |  |     |   |     |   |                      |  |     |                   |     |    |                    |  |    |               |  |    |                               |  |    |          |            |    |          |
| 2 <sup>nd</sup> Parameter                 | 1  | ↑          | 1   | XXXXXXXX | D[7:2] |    |    |    |    |    | 0  | 0  | XX  |        |              |  |     |   |     |   |                      |  |     |                   |     |    |                    |  |    |               |  |    |                               |  |    |          |            |    |          |
| Description                               | This command indicates the current status of the display as described in the table below:  |            |     |          |        |    |    |    |    |    |    |    |     |        |              |  |     |   |     |   |                      |  |     |                   |     |    |                    |  |    |               |  |    |                               |  |    |          |            |    |          |
|   | <table border="1"> <thead> <tr> <th>Bit</th> <th>Description</th> <th>Comment</th> </tr> </thead> <tbody> <tr> <td>D7</td> <td>Page Address Order</td> <td></td> </tr> <tr> <td>D6</td> <td>Column Address Order</td> <td></td> </tr> <tr> <td>D5</td> <td>Page/Column Order</td> <td></td> </tr> <tr> <td>D4</td> <td>Line Address Order</td> <td></td> </tr> <tr> <td>D3</td> <td>RGB/BGR Order</td> <td></td> </tr> <tr> <td>D2</td> <td>Display Data Latch Data Order</td> <td></td> </tr> <tr> <td>D1</td> <td>Reserved</td> <td>Set to '0'</td> </tr> <tr> <td>D0</td> <td>Reserved</td> <td>Set to '0'</td> </tr> </tbody> </table> <ul style="list-style-type: none"> <li>◆ Bit D7 – Page Address Order<br/>‘0’ = Top to Bottom<br/>‘1’ = Bottom to Top</li> <li>◆ Bit D6 – Column Address Order<br/>‘0’ = Left to Right<br/>‘1’ = Right to Left</li> <li>◆ Bit D5 - Page/Column Order<br/>‘0’ = Normal Mode<br/>‘1’ = Reverse Mode<br/>Note: For Bits D7 to D5, also refer to Section 9.3 MCU to memory write/read direction.</li> <li>◆ Bit D4 – Line Address Order<br/>‘0’ = LCD Refresh Top to Bottom<br/>‘1’ = LCD Refresh Bottom to Top</li> <li>◆ Bit D3 – RGB/BGR Order<br/>‘0’ = RGB<br/>‘1’ = BGR</li> <li>◆ Bit D2 – Display Data Latch Data Order<br/>‘0’ = LCD Refresh Left to Right<br/>‘1’ = LCD Refresh Right to Left</li> </ul> |            |     |          |        |    |    |    |    |    |    |    |     | Bit    | Description  | Comment                                  | D7  | Page Address Order                      |     | D6  | Column Address Order |  | D5  | Page/Column Order |     | D4 | Line Address Order |  | D3 | RGB/BGR Order |  | D2 | Display Data Latch Data Order |  | D1 | Reserved | Set to '0' | D0 | Reserved |
| Bit                                       | Description  | Comment    |     |          |        |    |    |    |    |    |    |    |     |        |              |  |     |   |     |   |                      |  |     |                   |     |    |                    |  |    |               |  |    |                               |  |    |          |            |    |          |
| D7  | Page Address Order   |            |     |          |        |    |    |    |    |    |    |    |     |        |              |  |     |   |     |   |                      |  |     |                   |     |    |                    |  |    |               |  |    |                               |  |    |          |            |    |          |
| D6  | Column Address Order   |            |     |          |        |    |    |    |    |    |    |    |     |        |              |  |     |   |     |   |                      |  |     |                   |     |    |                    |  |    |               |  |    |                               |  |    |          |            |    |          |
| D5  | Page/Column Order  |            |     |          |        |    |    |    |    |    |    |    |     |        |              |  |     |   |     |   |                      |  |     |                   |     |    |                    |  |    |               |  |    |                               |  |    |          |            |    |          |
| D4  | Line Address Order   |            |     |          |        |    |    |    |    |    |    |    |     |        |              |  |     |   |     |   |                      |  |     |                   |     |    |                    |  |    |               |  |    |                               |  |    |          |            |    |          |
| D3  | RGB/BGR Order  |            |     |          |        |    |    |    |    |    |    |    |     |        |              |  |     |   |     |   |                      |  |     |                   |     |    |                    |  |    |               |  |    |                               |  |    |          |            |    |          |
| D2  | Display Data Latch Data Order  |            |     |          |        |    |    |    |    |    |    |    |     |        |              |  |     |   |     |   |                      |  |     |                   |     |    |                    |  |    |               |  |    |                               |  |    |          |            |    |          |
| D1  | Reserved   | Set to '0' |     |          |        |    |    |    |    |    |    |    |     |        |              |  |     |   |     |   |                      |  |     |                   |     |    |                    |  |    |               |  |    |                               |  |    |          |            |    |          |
| D0  | Reserved   | Set to '0' |     |          |        |    |    |    |    |    |    |    |     |        |              |  |     |   |     |   |                      |  |     |                   |     |    |                    |  |    |               |  |    |                               |  |    |          |            |    |          |
| Restriction                               | ILI9486L is sending 2nd parameter value on the data lines if the MCU wants to read more than one parameter (= more than 2 RDX cycle) on parallel MCU interface.<br><br>Only 2nd parameter is sent on DSI (The 1st parameter is not sent).  |            |     |          |        |    |    |    |    |    |    |    |     |        |              |  |     |   |     |   |                      |  |     |                   |     |    |                    |  |    |               |  |    |                               |  |    |          |            |    |          |
| Register Availability                     | <table border="1"> <thead> <tr> <th>Status</th> <th>Availability</th> </tr> </thead> <tbody> <tr> <td>Normal Mode On, Idle Mode Off, Sleep Out</td> <td>Yes</td> </tr> <tr> <td>Normal Mode On, Idle Mode On, Sleep Out</td> <td>Yes</td> </tr> <tr> <td>Partial Mode On, Idle Mode Off, Sleep Out</td> <td>Yes</td> </tr> <tr> <td>Partial Mode On, Idle Mode On, Sleep Out</td> <td>Yes</td> </tr> <tr> <td>Sleep In</td> <td>Yes</td> </tr> </tbody> </table>   |            |     |          |        |    |    |    |    |    |    |    |     | Status | Availability | Normal Mode On, Idle Mode Off, Sleep Out | Yes | Normal Mode On, Idle Mode On, Sleep Out | Yes | Partial Mode On, Idle Mode Off, Sleep Out | Yes                  | Partial Mode On, Idle Mode On, Sleep Out | Yes | Sleep In          | Yes |    |                    |  |    |               |  |    |                               |  |    |          |            |    |          |
| Status                                    | Availability   |            |     |          |        |    |    |    |    |    |    |    |     |        |              |  |     |   |     |   |                      |  |     |                   |     |    |                    |  |    |               |  |    |                               |  |    |          |            |    |          |
| Normal Mode On, Idle Mode Off, Sleep Out  | Yes  |            |     |          |        |    |    |    |    |    |    |    |     |        |              |  |     |   |     |   |                      |  |     |                   |     |    |                    |  |    |               |  |    |                               |  |    |          |            |    |          |
| Normal Mode On, Idle Mode On, Sleep Out   | Yes  |            |     |          |        |    |    |    |    |    |    |    |     |        |              |  |     |   |     |   |                      |  |     |                   |     |    |                    |  |    |               |  |    |                               |  |    |          |            |    |          |
| Partial Mode On, Idle Mode Off, Sleep Out | Yes  |            |     |          |        |    |    |    |    |    |    |    |     |        |              |  |     |   |     |   |                      |  |     |                   |     |    |                    |  |    |               |  |    |                               |  |    |          |            |    |          |
| Partial Mode On, Idle Mode On, Sleep Out  | Yes  |            |     |          |        |    |    |    |    |    |    |    |     |        |              |  |     |   |     |   |                      |  |     |                   |     |    |                    |  |    |               |  |    |                               |  |    |          |            |    |          |
| Sleep In                                  | Yes  |            |     |          |        |    |    |    |    |    |    |    |     |        |              |  |     |   |     |   |                      |  |     |                   |     |    |                    |  |    |               |  |    |                               |  |    |          |            |    |          |

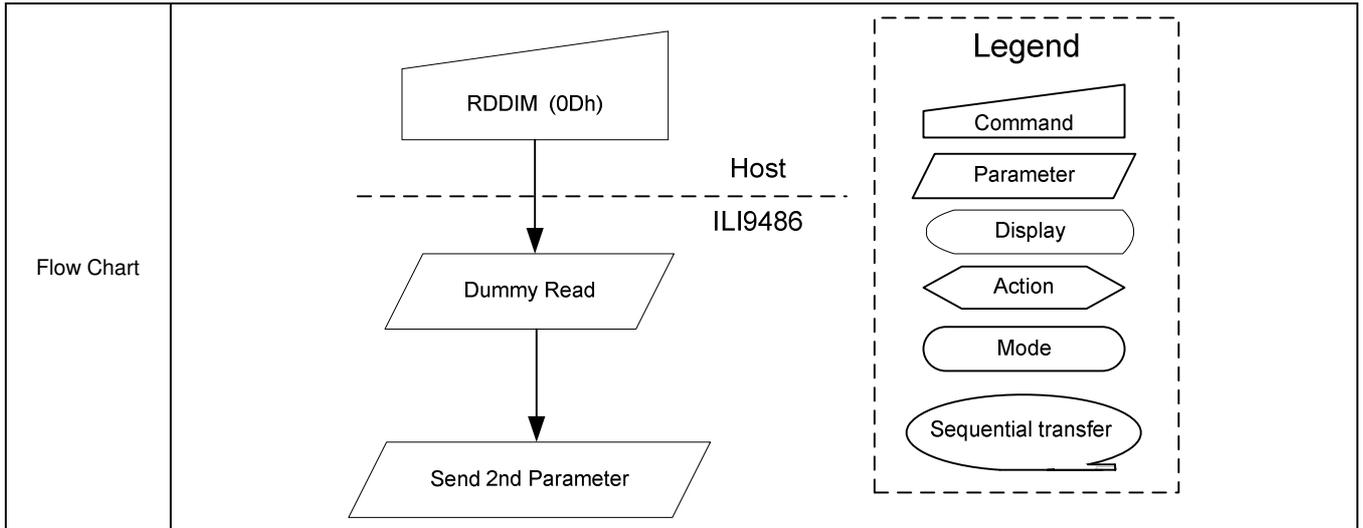
| Default           | <table border="1" data-bbox="611 248 1177 383"> <thead> <tr> <th>Status</th> <th>Default Value</th> </tr> </thead> <tbody> <tr> <td>Power On Sequence</td> <td>00<sub>HEX</sub></td> </tr> <tr> <td>SW Reset</td> <td><b>No Change</b></td> </tr> <tr> <td>HW Reset</td> <td>00<sub>HEX</sub></td> </tr> </tbody> </table>  | Status | Default Value | Power On Sequence | 00 <sub>HEX</sub> | SW Reset | <b>No Change</b> | HW Reset | 00 <sub>HEX</sub> |
|-------------------|---|--------|---------------|-------------------|-------------------|----------|------------------|----------|-------------------|
| Status            | Default Value   |        |               |                   |                   |          |                  |          |                   |
| Power On Sequence | 00 <sub>HEX</sub>   |        |               |                   |                   |          |                  |          |                   |
| SW Reset          | <b>No Change</b>  |        |               |                   |                   |          |                  |          |                   |
| HW Reset          | 00 <sub>HEX</sub>   |        |               |                   |                   |          |                  |          |                   |
| Flow Chart        |  <p>The flow chart illustrates the sequence of operations between the Host and the ILI9486 chip. A dashed horizontal line separates the Host (top) from the ILI9486 (bottom). The sequence starts with the Host sending the command RDDMADCTL (0Bh) to the ILI9486. This is followed by a Dummy Read parameter being sent from the ILI9486 back to the Host. Finally, the Host sends the Send 2nd Parameter parameter to the ILI9486. A legend on the right defines the symbols used in the flow chart: a trapezoid for Command, a parallelogram for Parameter, a rounded rectangle for Display, a pointed rectangle for Action, an oval for Mode, and an oval with an arrow for Sequential transfer.</p> |        |               |                   |                   |          |                  |          |                   |

### 8.2.8. Read Display Pixel Format (0Ch)

| 0Ch                                       | RDDCOLMOD (Read Display COLMOD)  |     |                      |                      |          |    |    |    |                      |    |    |    |     |          |               |  |                   |   |                  |   |                   |  |     |          |     |   |   |   |          |   |   |   |   |          |   |   |   |   |                 |   |   |   |   |                 |   |   |   |   |          |  |  |  |  |          |  |  |                      |   |   |   |          |   |   |   |          |   |   |   |          |   |   |   |          |   |   |   |          |   |   |   |                 |   |   |   |                 |   |   |   |
|---|--|-----|----------------------|----------------------|----------|----|----|----|----------------------|----|----|----|-----|----------|---------------|--|-------------------|---|------------------|---|-------------------|--|-----|----------|-----|---|---|---|----------|---|---|---|---|----------|---|---|---|---|-----------------|---|---|---|---|-----------------|---|---|---|---|----------|--|--|--|--|----------|--|--|----------------------|---|---|---|----------|---|---|---|----------|---|---|---|----------|---|---|---|----------|---|---|---|----------|---|---|---|-----------------|---|---|---|-----------------|---|---|---|
|   | D/CX   | RDX | WRX                  | D[15:8]              | D7       | D6 | D5 | D4 | D3                   | D2 | D1 | D0 | HEX |          |               |  |                   |   |                  |   |                   |  |     |          |     |   |   |   |          |   |   |   |   |          |   |   |   |   |                 |   |   |   |   |                 |   |   |   |   |          |  |  |  |  |          |  |  |                      |   |   |   |          |   |   |   |          |   |   |   |          |   |   |   |          |   |   |   |          |   |   |   |                 |   |   |   |                 |   |   |   |
| Command                                   | 0  | 1   | ↑                    | XXXXXXXX             | 0        | 0  | 0  | 0  | 1                    | 1  | 0  | 0  | 0Ch |          |               |  |                   |   |                  |   |                   |  |     |          |     |   |   |   |          |   |   |   |   |          |   |   |   |   |                 |   |   |   |   |                 |   |   |   |   |          |  |  |  |  |          |  |  |                      |   |   |   |          |   |   |   |          |   |   |   |          |   |   |   |          |   |   |   |          |   |   |   |                 |   |   |   |                 |   |   |   |
| 1 <sup>st</sup> Parameter                 | 1  | ↑   | 1                    | XXXXXXXX             | X        | X  | X  | X  | X                    | X  | X  | X  | XX  |          |               |  |                   |   |                  |   |                   |  |     |          |     |   |   |   |          |   |   |   |   |          |   |   |   |   |                 |   |   |   |   |                 |   |   |   |   |          |  |  |  |  |          |  |  |                      |   |   |   |          |   |   |   |          |   |   |   |          |   |   |   |          |   |   |   |          |   |   |   |                 |   |   |   |                 |   |   |   |
| 2 <sup>nd</sup> Parameter                 | 1  | ↑   | 1                    | XXXXXXXX             | DPI[3:0] |    |    | 0  | DBI[2:0]             |    |    | XX |     |          |               |  |                   |   |                  |   |                   |  |     |          |     |   |   |   |          |   |   |   |   |          |   |   |   |   |                 |   |   |   |   |                 |   |   |   |   |          |  |  |  |  |          |  |  |                      |   |   |   |          |   |   |   |          |   |   |   |          |   |   |   |          |   |   |   |          |   |   |   |                 |   |   |   |                 |   |   |   |
| Description                               | This command indicates the current status of the display as described in the table below:  |     |                      |                      |          |    |    |    |                      |    |    |    |     |          |               |  |                   |   |                  |   |                   |  |     |          |     |   |   |   |          |   |   |   |   |          |   |   |   |   |                 |   |   |   |   |                 |   |   |   |   |          |  |  |  |  |          |  |  |                      |   |   |   |          |   |   |   |          |   |   |   |          |   |   |   |          |   |   |   |          |   |   |   |                 |   |   |   |                 |   |   |   |
|   | <table border="1"> <thead> <tr> <th colspan="4">DPI[3:0]</th> <th>RGB Interface Format</th> </tr> </thead> <tbody> <tr><td>0</td><td>0</td><td>0</td><td>0</td><td>Reserved</td></tr> <tr><td>0</td><td>0</td><td>0</td><td>1</td><td>Reserved</td></tr> <tr><td>0</td><td>0</td><td>1</td><td>0</td><td>Reserved</td></tr> <tr><td>0</td><td>0</td><td>1</td><td>1</td><td>Reserved</td></tr> <tr><td>0</td><td>1</td><td>0</td><td>0</td><td>Reserved</td></tr> <tr><td>0</td><td>1</td><td>0</td><td>1</td><td>16 bits / pixel</td></tr> <tr><td>0</td><td>1</td><td>1</td><td>0</td><td>18 bits / pixel</td></tr> <tr><td>0</td><td>1</td><td>1</td><td>1</td><td>Reserved</td></tr> </tbody> </table> |     |                      |                      | DPI[3:0] |    |    |    | RGB Interface Format | 0  | 0  | 0  | 0   | Reserved | 0             | 0  | 0                 | 1                                       | Reserved         | 0   | 0                 | 1  | 0   | Reserved | 0   | 0 | 1 | 1 | Reserved | 0 | 1 | 0 | 0 | Reserved | 0 | 1 | 0 | 1 | 16 bits / pixel | 0 | 1 | 1 | 0 | 18 bits / pixel | 0 | 1 | 1 | 1 | Reserved | <table border="1"> <thead> <tr> <th colspan="3">DBI[2:0]</th> <th>CPU Interface Format</th> </tr> </thead> <tbody> <tr><td>0</td><td>0</td><td>0</td><td>Reserved</td></tr> <tr><td>0</td><td>0</td><td>1</td><td>Reserved</td></tr> <tr><td>0</td><td>1</td><td>0</td><td>Reserved</td></tr> <tr><td>0</td><td>1</td><td>1</td><td>Reserved</td></tr> <tr><td>1</td><td>0</td><td>0</td><td>Reserved</td></tr> <tr><td>1</td><td>0</td><td>1</td><td>16 bits / pixel</td></tr> <tr><td>1</td><td>1</td><td>0</td><td>18 bits / pixel</td></tr> <tr><td>1</td><td>1</td><td>1</td><td>Reserved</td></tr> </tbody> </table> |  |  |  | DBI[2:0] |  |  | CPU Interface Format | 0 | 0 | 0 | Reserved | 0 | 0 | 1 | Reserved | 0 | 1 | 0 | Reserved | 0 | 1 | 1 | Reserved | 1 | 0 | 0 | Reserved | 1 | 0 | 1 | 16 bits / pixel | 1 | 1 | 0 | 18 bits / pixel | 1 | 1 | 1 |
| DPI[3:0]                                  |  |     |                      | RGB Interface Format |          |    |    |    |                      |    |    |    |     |          |               |  |                   |   |                  |   |                   |  |     |          |     |   |   |   |          |   |   |   |   |          |   |   |   |   |                 |   |   |   |   |                 |   |   |   |   |          |  |  |  |  |          |  |  |                      |   |   |   |          |   |   |   |          |   |   |   |          |   |   |   |          |   |   |   |          |   |   |   |                 |   |   |   |                 |   |   |   |
| 0   | 0  | 0   | 0                    | Reserved             |          |    |    |    |                      |    |    |    |     |          |               |  |                   |   |                  |   |                   |  |     |          |     |   |   |   |          |   |   |   |   |          |   |   |   |   |                 |   |   |   |   |                 |   |   |   |   |          |  |  |  |  |          |  |  |                      |   |   |   |          |   |   |   |          |   |   |   |          |   |   |   |          |   |   |   |          |   |   |   |                 |   |   |   |                 |   |   |   |
| 0   | 0  | 0   | 1                    | Reserved             |          |    |    |    |                      |    |    |    |     |          |               |  |                   |   |                  |   |                   |  |     |          |     |   |   |   |          |   |   |   |   |          |   |   |   |   |                 |   |   |   |   |                 |   |   |   |   |          |  |  |  |  |          |  |  |                      |   |   |   |          |   |   |   |          |   |   |   |          |   |   |   |          |   |   |   |          |   |   |   |                 |   |   |   |                 |   |   |   |
| 0   | 0  | 1   | 0                    | Reserved             |          |    |    |    |                      |    |    |    |     |          |               |  |                   |   |                  |   |                   |  |     |          |     |   |   |   |          |   |   |   |   |          |   |   |   |   |                 |   |   |   |   |                 |   |   |   |   |          |  |  |  |  |          |  |  |                      |   |   |   |          |   |   |   |          |   |   |   |          |   |   |   |          |   |   |   |          |   |   |   |                 |   |   |   |                 |   |   |   |
| 0   | 0  | 1   | 1                    | Reserved             |          |    |    |    |                      |    |    |    |     |          |               |  |                   |   |                  |   |                   |  |     |          |     |   |   |   |          |   |   |   |   |          |   |   |   |   |                 |   |   |   |   |                 |   |   |   |   |          |  |  |  |  |          |  |  |                      |   |   |   |          |   |   |   |          |   |   |   |          |   |   |   |          |   |   |   |          |   |   |   |                 |   |   |   |                 |   |   |   |
| 0   | 1  | 0   | 0                    | Reserved             |          |    |    |    |                      |    |    |    |     |          |               |  |                   |   |                  |   |                   |  |     |          |     |   |   |   |          |   |   |   |   |          |   |   |   |   |                 |   |   |   |   |                 |   |   |   |   |          |  |  |  |  |          |  |  |                      |   |   |   |          |   |   |   |          |   |   |   |          |   |   |   |          |   |   |   |          |   |   |   |                 |   |   |   |                 |   |   |   |
| 0   | 1  | 0   | 1                    | 16 bits / pixel      |          |    |    |    |                      |    |    |    |     |          |               |  |                   |   |                  |   |                   |  |     |          |     |   |   |   |          |   |   |   |   |          |   |   |   |   |                 |   |   |   |   |                 |   |   |   |   |          |  |  |  |  |          |  |  |                      |   |   |   |          |   |   |   |          |   |   |   |          |   |   |   |          |   |   |   |          |   |   |   |                 |   |   |   |                 |   |   |   |
| 0   | 1  | 1   | 0                    | 18 bits / pixel      |          |    |    |    |                      |    |    |    |     |          |               |  |                   |   |                  |   |                   |  |     |          |     |   |   |   |          |   |   |   |   |          |   |   |   |   |                 |   |   |   |   |                 |   |   |   |   |          |  |  |  |  |          |  |  |                      |   |   |   |          |   |   |   |          |   |   |   |          |   |   |   |          |   |   |   |          |   |   |   |                 |   |   |   |                 |   |   |   |
| 0   | 1  | 1   | 1                    | Reserved             |          |    |    |    |                      |    |    |    |     |          |               |  |                   |   |                  |   |                   |  |     |          |     |   |   |   |          |   |   |   |   |          |   |   |   |   |                 |   |   |   |   |                 |   |   |   |   |          |  |  |  |  |          |  |  |                      |   |   |   |          |   |   |   |          |   |   |   |          |   |   |   |          |   |   |   |          |   |   |   |                 |   |   |   |                 |   |   |   |
| DBI[2:0]                                  |  |     | CPU Interface Format |                      |          |    |    |    |                      |    |    |    |     |          |               |  |                   |   |                  |   |                   |  |     |          |     |   |   |   |          |   |   |   |   |          |   |   |   |   |                 |   |   |   |   |                 |   |   |   |   |          |  |  |  |  |          |  |  |                      |   |   |   |          |   |   |   |          |   |   |   |          |   |   |   |          |   |   |   |          |   |   |   |                 |   |   |   |                 |   |   |   |
| 0   | 0  | 0   | Reserved             |                      |          |    |    |    |                      |    |    |    |     |          |               |  |                   |   |                  |   |                   |  |     |          |     |   |   |   |          |   |   |   |   |          |   |   |   |   |                 |   |   |   |   |                 |   |   |   |   |          |  |  |  |  |          |  |  |                      |   |   |   |          |   |   |   |          |   |   |   |          |   |   |   |          |   |   |   |          |   |   |   |                 |   |   |   |                 |   |   |   |
| 0   | 0  | 1   | Reserved             |                      |          |    |    |    |                      |    |    |    |     |          |               |  |                   |   |                  |   |                   |  |     |          |     |   |   |   |          |   |   |   |   |          |   |   |   |   |                 |   |   |   |   |                 |   |   |   |   |          |  |  |  |  |          |  |  |                      |   |   |   |          |   |   |   |          |   |   |   |          |   |   |   |          |   |   |   |          |   |   |   |                 |   |   |   |                 |   |   |   |
| 0   | 1  | 0   | Reserved             |                      |          |    |    |    |                      |    |    |    |     |          |               |  |                   |   |                  |   |                   |  |     |          |     |   |   |   |          |   |   |   |   |          |   |   |   |   |                 |   |   |   |   |                 |   |   |   |   |          |  |  |  |  |          |  |  |                      |   |   |   |          |   |   |   |          |   |   |   |          |   |   |   |          |   |   |   |          |   |   |   |                 |   |   |   |                 |   |   |   |
| 0   | 1  | 1   | Reserved             |                      |          |    |    |    |                      |    |    |    |     |          |               |  |                   |   |                  |   |                   |  |     |          |     |   |   |   |          |   |   |   |   |          |   |   |   |   |                 |   |   |   |   |                 |   |   |   |   |          |  |  |  |  |          |  |  |                      |   |   |   |          |   |   |   |          |   |   |   |          |   |   |   |          |   |   |   |          |   |   |   |                 |   |   |   |                 |   |   |   |
| 1   | 0  | 0   | Reserved             |                      |          |    |    |    |                      |    |    |    |     |          |               |  |                   |   |                  |   |                   |  |     |          |     |   |   |   |          |   |   |   |   |          |   |   |   |   |                 |   |   |   |   |                 |   |   |   |   |          |  |  |  |  |          |  |  |                      |   |   |   |          |   |   |   |          |   |   |   |          |   |   |   |          |   |   |   |          |   |   |   |                 |   |   |   |                 |   |   |   |
| 1   | 0  | 1   | 16 bits / pixel      |                      |          |    |    |    |                      |    |    |    |     |          |               |  |                   |   |                  |   |                   |  |     |          |     |   |   |   |          |   |   |   |   |          |   |   |   |   |                 |   |   |   |   |                 |   |   |   |   |          |  |  |  |  |          |  |  |                      |   |   |   |          |   |   |   |          |   |   |   |          |   |   |   |          |   |   |   |          |   |   |   |                 |   |   |   |                 |   |   |   |
| 1   | 1  | 0   | 18 bits / pixel      |                      |          |    |    |    |                      |    |    |    |     |          |               |  |                   |   |                  |   |                   |  |     |          |     |   |   |   |          |   |   |   |   |          |   |   |   |   |                 |   |   |   |   |                 |   |   |   |   |          |  |  |  |  |          |  |  |                      |   |   |   |          |   |   |   |          |   |   |   |          |   |   |   |          |   |   |   |          |   |   |   |                 |   |   |   |                 |   |   |   |
| 1   | 1  | 1   | Reserved             |                      |          |    |    |    |                      |    |    |    |     |          |               |  |                   |   |                  |   |                   |  |     |          |     |   |   |   |          |   |   |   |   |          |   |   |   |   |                 |   |   |   |   |                 |   |   |   |   |          |  |  |  |  |          |  |  |                      |   |   |   |          |   |   |   |          |   |   |   |          |   |   |   |          |   |   |   |          |   |   |   |                 |   |   |   |                 |   |   |   |
| Restriction                               | ILI9486L is sending 2nd parameter value on the data lines if the MCU wants to read more than one parameter (= more than 2 RDX cycle) on parallel MCU interface.<br>Only 2nd parameter is sent on DSI (The 1st parameter is not sent).  |     |                      |                      |          |    |    |    |                      |    |    |    |     |          |               |  |                   |   |                  |   |                   |  |     |          |     |   |   |   |          |   |   |   |   |          |   |   |   |   |                 |   |   |   |   |                 |   |   |   |   |          |  |  |  |  |          |  |  |                      |   |   |   |          |   |   |   |          |   |   |   |          |   |   |   |          |   |   |   |          |   |   |   |                 |   |   |   |                 |   |   |   |
| Register Availability                     | <table border="1"> <thead> <tr> <th>Status</th> <th>Availability</th> </tr> </thead> <tbody> <tr><td>Normal Mode On, Idle Mode Off, Sleep Out</td><td>Yes</td></tr> <tr><td>Normal Mode On, Idle Mode On, Sleep Out</td><td>Yes</td></tr> <tr><td>Partial Mode On, Idle Mode Off, Sleep Out</td><td>Yes</td></tr> <tr><td>Partial Mode On, Idle Mode On, Sleep Out</td><td>Yes</td></tr> <tr><td>Sleep In</td><td>Yes</td></tr> </tbody> </table>  |     |                      |                      |          |    |    |    |                      |    |    |    |     | Status   | Availability  | Normal Mode On, Idle Mode Off, Sleep Out | Yes               | Normal Mode On, Idle Mode On, Sleep Out | Yes              | Partial Mode On, Idle Mode Off, Sleep Out | Yes               | Partial Mode On, Idle Mode On, Sleep Out | Yes | Sleep In | Yes |   |   |   |          |   |   |   |   |          |   |   |   |   |                 |   |   |   |   |                 |   |   |   |   |          |  |  |  |  |          |  |  |                      |   |   |   |          |   |   |   |          |   |   |   |          |   |   |   |          |   |   |   |          |   |   |   |                 |   |   |   |                 |   |   |   |
| Status                                    | Availability   |     |                      |                      |          |    |    |    |                      |    |    |    |     |          |               |  |                   |   |                  |   |                   |  |     |          |     |   |   |   |          |   |   |   |   |          |   |   |   |   |                 |   |   |   |   |                 |   |   |   |   |          |  |  |  |  |          |  |  |                      |   |   |   |          |   |   |   |          |   |   |   |          |   |   |   |          |   |   |   |          |   |   |   |                 |   |   |   |                 |   |   |   |
| Normal Mode On, Idle Mode Off, Sleep Out  | Yes  |     |                      |                      |          |    |    |    |                      |    |    |    |     |          |               |  |                   |   |                  |   |                   |  |     |          |     |   |   |   |          |   |   |   |   |          |   |   |   |   |                 |   |   |   |   |                 |   |   |   |   |          |  |  |  |  |          |  |  |                      |   |   |   |          |   |   |   |          |   |   |   |          |   |   |   |          |   |   |   |          |   |   |   |                 |   |   |   |                 |   |   |   |
| Normal Mode On, Idle Mode On, Sleep Out   | Yes  |     |                      |                      |          |    |    |    |                      |    |    |    |     |          |               |  |                   |   |                  |   |                   |  |     |          |     |   |   |   |          |   |   |   |   |          |   |   |   |   |                 |   |   |   |   |                 |   |   |   |   |          |  |  |  |  |          |  |  |                      |   |   |   |          |   |   |   |          |   |   |   |          |   |   |   |          |   |   |   |          |   |   |   |                 |   |   |   |                 |   |   |   |
| Partial Mode On, Idle Mode Off, Sleep Out | Yes  |     |                      |                      |          |    |    |    |                      |    |    |    |     |          |               |  |                   |   |                  |   |                   |  |     |          |     |   |   |   |          |   |   |   |   |          |   |   |   |   |                 |   |   |   |   |                 |   |   |   |   |          |  |  |  |  |          |  |  |                      |   |   |   |          |   |   |   |          |   |   |   |          |   |   |   |          |   |   |   |          |   |   |   |                 |   |   |   |                 |   |   |   |
| Partial Mode On, Idle Mode On, Sleep Out  | Yes  |     |                      |                      |          |    |    |    |                      |    |    |    |     |          |               |  |                   |   |                  |   |                   |  |     |          |     |   |   |   |          |   |   |   |   |          |   |   |   |   |                 |   |   |   |   |                 |   |   |   |   |          |  |  |  |  |          |  |  |                      |   |   |   |          |   |   |   |          |   |   |   |          |   |   |   |          |   |   |   |          |   |   |   |                 |   |   |   |                 |   |   |   |
| Sleep In                                  | Yes  |     |                      |                      |          |    |    |    |                      |    |    |    |     |          |               |  |                   |   |                  |   |                   |  |     |          |     |   |   |   |          |   |   |   |   |          |   |   |   |   |                 |   |   |   |   |                 |   |   |   |   |          |  |  |  |  |          |  |  |                      |   |   |   |          |   |   |   |          |   |   |   |          |   |   |   |          |   |   |   |          |   |   |   |                 |   |   |   |                 |   |   |   |
| Default                                   | <table border="1"> <thead> <tr> <th>Status</th> <th>Default Value</th> </tr> </thead> <tbody> <tr><td>Power On Sequence</td><td>06<sub>HEX</sub></td></tr> <tr><td>SW Reset</td><td><b>No Change</b></td></tr> <tr><td>HW Reset</td><td>06<sub>HEX</sub></td></tr> </tbody> </table>   |     |                      |                      |          |    |    |    |                      |    |    |    |     | Status   | Default Value | Power On Sequence                        | 06 <sub>HEX</sub> | SW Reset                                | <b>No Change</b> | HW Reset                                  | 06 <sub>HEX</sub> |  |     |          |     |   |   |   |          |   |   |   |   |          |   |   |   |   |                 |   |   |   |   |                 |   |   |   |   |          |  |  |  |  |          |  |  |                      |   |   |   |          |   |   |   |          |   |   |   |          |   |   |   |          |   |   |   |          |   |   |   |                 |   |   |   |                 |   |   |   |
| Status                                    | Default Value  |     |                      |                      |          |    |    |    |                      |    |    |    |     |          |               |  |                   |   |                  |   |                   |  |     |          |     |   |   |   |          |   |   |   |   |          |   |   |   |   |                 |   |   |   |   |                 |   |   |   |   |          |  |  |  |  |          |  |  |                      |   |   |   |          |   |   |   |          |   |   |   |          |   |   |   |          |   |   |   |          |   |   |   |                 |   |   |   |                 |   |   |   |
| Power On Sequence                         | 06 <sub>HEX</sub>  |     |                      |                      |          |    |    |    |                      |    |    |    |     |          |               |  |                   |   |                  |   |                   |  |     |          |     |   |   |   |          |   |   |   |   |          |   |   |   |   |                 |   |   |   |   |                 |   |   |   |   |          |  |  |  |  |          |  |  |                      |   |   |   |          |   |   |   |          |   |   |   |          |   |   |   |          |   |   |   |          |   |   |   |                 |   |   |   |                 |   |   |   |
| SW Reset                                  | <b>No Change</b>   |     |                      |                      |          |    |    |    |                      |    |    |    |     |          |               |  |                   |   |                  |   |                   |  |     |          |     |   |   |   |          |   |   |   |   |          |   |   |   |   |                 |   |   |   |   |                 |   |   |   |   |          |  |  |  |  |          |  |  |                      |   |   |   |          |   |   |   |          |   |   |   |          |   |   |   |          |   |   |   |          |   |   |   |                 |   |   |   |                 |   |   |   |
| HW Reset                                  | 06 <sub>HEX</sub>  |     |                      |                      |          |    |    |    |                      |    |    |    |     |          |               |  |                   |   |                  |   |                   |  |     |          |     |   |   |   |          |   |   |   |   |          |   |   |   |   |                 |   |   |   |   |                 |   |   |   |   |          |  |  |  |  |          |  |  |                      |   |   |   |          |   |   |   |          |   |   |   |          |   |   |   |          |   |   |   |          |   |   |   |                 |   |   |   |                 |   |   |   |
| Flow Chart                                | <pre> graph TD     subgraph Host_ILI9486         C[RDDCOLMOD (0Ch)]         DR[/Dummy Read/]         S2P[/Send 2nd Parameter/]     end     C --&gt; DR     DR --&gt; S2P     </pre>  |     |                      |                      |          |    |    |    |                      |    |    |    |     |          |               |  |                   |   |                  |   |                   |  |     |          |     |   |   |   |          |   |   |   |   |          |   |   |   |   |                 |   |   |   |   |                 |   |   |   |   |          |  |  |  |  |          |  |  |                      |   |   |   |          |   |   |   |          |   |   |   |          |   |   |   |          |   |   |   |          |   |   |   |                 |   |   |   |                 |   |   |   |

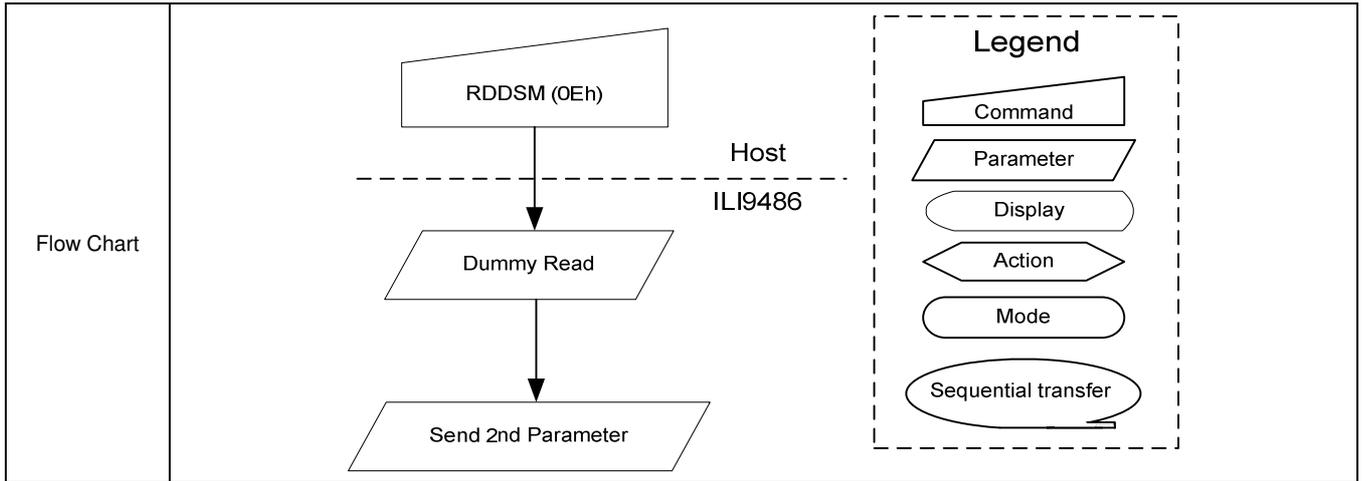
### 8.2.9. Read Display Image Mode (0Dh)

| 0Dh                                       | RDDIM (Read Display Image Mode)  |     |     |          |        |    |    |    |    |    |    |    |     |        |               |  |                           |   |                   |   |                   |  |          |          |          |    |                       |    |                       |    |
|---|--|-----|-----|----------|--------|----|----|----|----|----|----|----|-----|--------|---------------|--|---------------------------|---|-------------------|---|-------------------|--|----------|----------|----------|----|-----------------------|----|-----------------------|----|
|   | D/CX   | RDX | WRX | D[15:8]  | D7     | D6 | D5 | D4 | D3 | D2 | D1 | D0 | HEX |        |               |  |                           |   |                   |   |                   |  |          |          |          |    |                       |    |                       |    |
| Command                                   | 0  | 1   | ↑   | XXXXXXXX | 0      | 0  | 0  | 0  | 1  | 1  | 0  | 1  | 0Dh |        |               |  |                           |   |                   |   |                   |  |          |          |          |    |                       |    |                       |    |
| 1 <sup>st</sup> Parameter                 | 1  | ↑   | 1   | XXXXXXXX | X      | X  | X  | X  | X  | X  | X  | X  | XX  |        |               |  |                           |   |                   |   |                   |  |          |          |          |    |                       |    |                       |    |
| 2 <sup>nd</sup> Parameter                 | 1  | ↑   | 1   | XXXXXXXX | D[7:0] |    |    |    |    |    |    | XX |     |        |               |  |                           |   |                   |   |                   |  |          |          |          |    |                       |    |                       |    |
| Description                               | ILI9486L returns the Display Image Mode status.  |     |     |          |        |    |    |    |    |    |    |    |     |        |               |  |                           |   |                   |   |                   |  |          |          |          |    |                       |    |                       |    |
|   | <table border="1"> <thead> <tr> <th>Bit</th> <th>Description</th> </tr> </thead> <tbody> <tr> <td>D7</td> <td>Vertical Scrolling Status</td> </tr> <tr> <td>D6</td> <td>Reserved</td> </tr> <tr> <td>D5</td> <td>Inversion On/Off</td> </tr> <tr> <td>D4</td> <td>Reserved</td> </tr> <tr> <td>D3</td> <td>Reserved</td> </tr> <tr> <td>D2</td> <td>Gamma Curve Selection</td> </tr> <tr> <td>D1</td> <td>Gamma Curve Selection</td> </tr> <tr> <td>D0</td> <td>Gamma Curve Selection</td> </tr> </tbody> </table> <p>This command indicates the current status of the display as described in the table below:</p> <ul style="list-style-type: none"> <li>◆ Bit D7 – Vertical Scrolling On/Off <ul style="list-style-type: none"> <li>'0' = Vertical Scrolling is Off.</li> <li>'1' = Vertical Scrolling is On.</li> </ul> </li> <li>◆ Bit D6 – Reserved</li> <li>◆ Bit D5 – Inversion On/Off <ul style="list-style-type: none"> <li>'0' = Inversion is Off.</li> <li>'1' = Inversion is On.</li> </ul> </li> <li>◆ Bit D4 – Reserved</li> <li>◆ Bit D3 – Reserved</li> <li>◆ Bits D2, D1, D0 – Gamma Curve Selection <ul style="list-style-type: none"> <li>These bits are not applicable for this project, so they are set to '000', only support Gamma 2.2.</li> </ul> </li> </ul> |     |     |          |        |    |    |    |    |    |    |    |     | Bit    | Description   | D7                                       | Vertical Scrolling Status | D6                                      | Reserved          | D5  | Inversion On/Off  | D4                                       | Reserved | D3       | Reserved | D2 | Gamma Curve Selection | D1 | Gamma Curve Selection | D0 |
| Bit                                       | Description  |     |     |          |        |    |    |    |    |    |    |    |     |        |               |  |                           |   |                   |   |                   |  |          |          |          |    |                       |    |                       |    |
| D7  | Vertical Scrolling Status  |     |     |          |        |    |    |    |    |    |    |    |     |        |               |  |                           |   |                   |   |                   |  |          |          |          |    |                       |    |                       |    |
| D6  | Reserved   |     |     |          |        |    |    |    |    |    |    |    |     |        |               |  |                           |   |                   |   |                   |  |          |          |          |    |                       |    |                       |    |
| D5  | Inversion On/Off   |     |     |          |        |    |    |    |    |    |    |    |     |        |               |  |                           |   |                   |   |                   |  |          |          |          |    |                       |    |                       |    |
| D4  | Reserved   |     |     |          |        |    |    |    |    |    |    |    |     |        |               |  |                           |   |                   |   |                   |  |          |          |          |    |                       |    |                       |    |
| D3  | Reserved   |     |     |          |        |    |    |    |    |    |    |    |     |        |               |  |                           |   |                   |   |                   |  |          |          |          |    |                       |    |                       |    |
| D2  | Gamma Curve Selection  |     |     |          |        |    |    |    |    |    |    |    |     |        |               |  |                           |   |                   |   |                   |  |          |          |          |    |                       |    |                       |    |
| D1  | Gamma Curve Selection  |     |     |          |        |    |    |    |    |    |    |    |     |        |               |  |                           |   |                   |   |                   |  |          |          |          |    |                       |    |                       |    |
| D0  | Gamma Curve Selection  |     |     |          |        |    |    |    |    |    |    |    |     |        |               |  |                           |   |                   |   |                   |  |          |          |          |    |                       |    |                       |    |
| Restriction                               | <p>ILI9486L is sending 2nd parameter value on the data lines if the MCU wants to read more than one parameter (= more than 2 RDX cycle) on parallel MCU interface.</p> <p>Only 2nd parameter is sent on DSI (The 1st parameter is not sent).</p>   |     |     |          |        |    |    |    |    |    |    |    |     |        |               |  |                           |   |                   |   |                   |  |          |          |          |    |                       |    |                       |    |
| Register Availability                     | <table border="1"> <thead> <tr> <th>Status</th> <th>Availability</th> </tr> </thead> <tbody> <tr> <td>Normal Mode On, Idle Mode Off, Sleep Out</td> <td>Yes</td> </tr> <tr> <td>Normal Mode On, Idle Mode On, Sleep Out</td> <td>Yes</td> </tr> <tr> <td>Partial Mode On, Idle Mode Off, Sleep Out</td> <td>Yes</td> </tr> <tr> <td>Partial Mode On, Idle Mode On, Sleep Out</td> <td>Yes</td> </tr> <tr> <td>Sleep In</td> <td>Yes</td> </tr> </tbody> </table>   |     |     |          |        |    |    |    |    |    |    |    |     | Status | Availability  | Normal Mode On, Idle Mode Off, Sleep Out | Yes                       | Normal Mode On, Idle Mode On, Sleep Out | Yes               | Partial Mode On, Idle Mode Off, Sleep Out | Yes               | Partial Mode On, Idle Mode On, Sleep Out | Yes      | Sleep In | Yes      |    |                       |    |                       |    |
| Status                                    | Availability   |     |     |          |        |    |    |    |    |    |    |    |     |        |               |  |                           |   |                   |   |                   |  |          |          |          |    |                       |    |                       |    |
| Normal Mode On, Idle Mode Off, Sleep Out  | Yes  |     |     |          |        |    |    |    |    |    |    |    |     |        |               |  |                           |   |                   |   |                   |  |          |          |          |    |                       |    |                       |    |
| Normal Mode On, Idle Mode On, Sleep Out   | Yes  |     |     |          |        |    |    |    |    |    |    |    |     |        |               |  |                           |   |                   |   |                   |  |          |          |          |    |                       |    |                       |    |
| Partial Mode On, Idle Mode Off, Sleep Out | Yes  |     |     |          |        |    |    |    |    |    |    |    |     |        |               |  |                           |   |                   |   |                   |  |          |          |          |    |                       |    |                       |    |
| Partial Mode On, Idle Mode On, Sleep Out  | Yes  |     |     |          |        |    |    |    |    |    |    |    |     |        |               |  |                           |   |                   |   |                   |  |          |          |          |    |                       |    |                       |    |
| Sleep In                                  | Yes  |     |     |          |        |    |    |    |    |    |    |    |     |        |               |  |                           |   |                   |   |                   |  |          |          |          |    |                       |    |                       |    |
| Default                                   | <table border="1"> <thead> <tr> <th>Status</th> <th>Default Value</th> </tr> </thead> <tbody> <tr> <td>Power On Sequence</td> <td>00<sub>HEX</sub></td> </tr> <tr> <td>SW Reset</td> <td>00<sub>HEX</sub></td> </tr> <tr> <td>HW Reset</td> <td>00<sub>HEX</sub></td> </tr> </tbody> </table>  |     |     |          |        |    |    |    |    |    |    |    |     | Status | Default Value | Power On Sequence                        | 00 <sub>HEX</sub>         | SW Reset                                | 00 <sub>HEX</sub> | HW Reset                                  | 00 <sub>HEX</sub> |  |          |          |          |    |                       |    |                       |    |
| Status                                    | Default Value  |     |     |          |        |    |    |    |    |    |    |    |     |        |               |  |                           |   |                   |   |                   |  |          |          |          |    |                       |    |                       |    |
| Power On Sequence                         | 00 <sub>HEX</sub>  |     |     |          |        |    |    |    |    |    |    |    |     |        |               |  |                           |   |                   |   |                   |  |          |          |          |    |                       |    |                       |    |
| SW Reset                                  | 00 <sub>HEX</sub>  |     |     |          |        |    |    |    |    |    |    |    |     |        |               |  |                           |   |                   |   |                   |  |          |          |          |    |                       |    |                       |    |
| HW Reset                                  | 00 <sub>HEX</sub>  |     |     |          |        |    |    |    |    |    |    |    |     |        |               |  |                           |   |                   |   |                   |  |          |          |          |    |                       |    |                       |    |



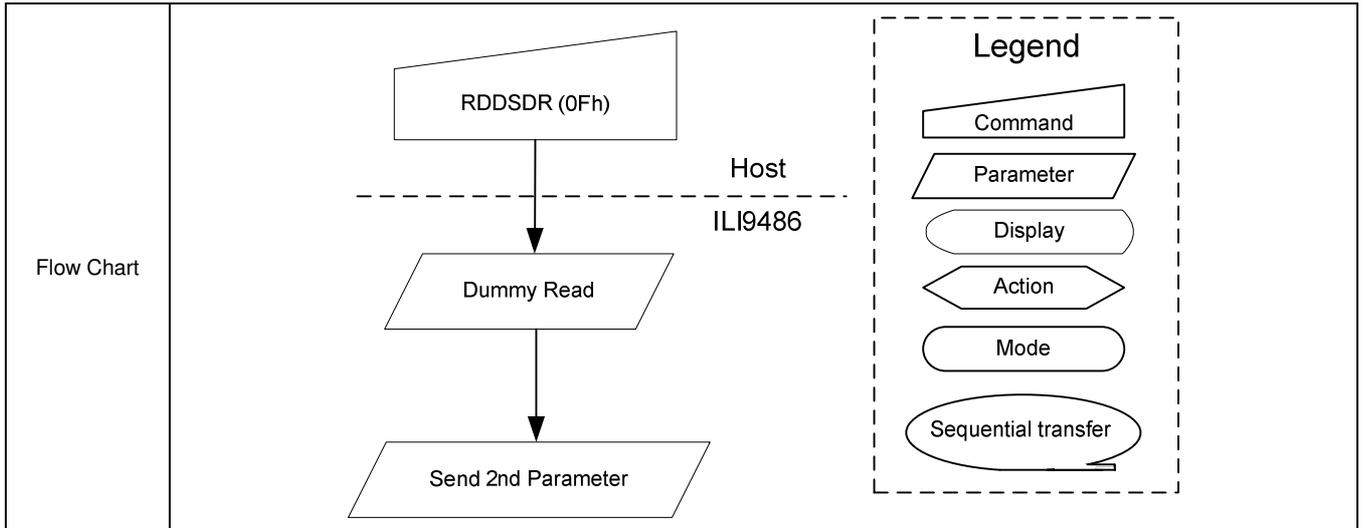
### 8.2.10. Read Display Signal Mode (0Eh)

| 0Eh                                       | RDDSM (Read Display Signal Mode)   |                                    |   |          |    |    |    |    |    |    |    |    |     |        |               |  |                   |   |                         |   |                        |  |     |                            |     |                            |    |   |                                     |   |                                    |    |   |                                   |   |                                  |    |   |   |   |  |    |   |                                     |   |                                    |    |   |          |   |          |    |   |                 |   |              |
|---|--|------------------------------------|---|----------|----|----|----|----|----|----|----|----|-----|--------|---------------|--|-------------------|---|-------------------------|---|------------------------|--|-----|----------------------------|-----|----------------------------|----|---|-------------------------------------|---|------------------------------------|----|---|-----------------------------------|---|----------------------------------|----|---|---|---|--|----|---|-------------------------------------|---|------------------------------------|----|---|----------|---|----------|----|---|-----------------|---|--------------|
|   | D/CX   | RDX                                | WRX                                     | D[15:8]  | D7 | D6 | D5 | D4 | D3 | D2 | D1 | D0 | HEX |        |               |  |                   |   |                         |   |                        |  |     |                            |     |                            |    |   |                                     |   |                                    |    |   |                                   |   |                                  |    |   |   |   |  |    |   |                                     |   |                                    |    |   |          |   |          |    |   |                 |   |              |
| Command                                   | 0  | 1                                  | ↑                                       | XXXXXXXX | 0  | 0  | 0  | 0  | 1  | 1  | 1  | 0  | 0Eh |        |               |  |                   |   |                         |   |                        |  |     |                            |     |                            |    |   |                                     |   |                                    |    |   |                                   |   |                                  |    |   |   |   |  |    |   |                                     |   |                                    |    |   |          |   |          |    |   |                 |   |              |
| 1 <sup>st</sup> Parameter                 | 1  | ↑                                  | 1                                       | XXXXXXXX | X  | X  | X  | X  | X  | X  | X  | X  | XX  |        |               |  |                   |   |                         |   |                        |  |     |                            |     |                            |    |   |                                     |   |                                    |    |   |                                   |   |                                  |    |   |   |   |  |    |   |                                     |   |                                    |    |   |          |   |          |    |   |                 |   |              |
| 2 <sup>nd</sup> Parameter                 | 1  | ↑                                  | 1                                       | XXXXXXXX | D7 | D6 | D5 | D4 | D3 | D2 | D1 | D0 | XX  |        |               |  |                   |   |                         |   |                        |  |     |                            |     |                            |    |   |                                     |   |                                    |    |   |                                   |   |                                  |    |   |   |   |  |    |   |                                     |   |                                    |    |   |          |   |          |    |   |                 |   |              |
| Description                               | This command indicates the current status of the display as described in the table below:  |                                    |   |          |    |    |    |    |    |    |    |    |     |        |               |  |                   |   |                         |   |                        |  |     |                            |     |                            |    |   |                                     |   |                                    |    |   |                                   |   |                                  |    |   |   |   |  |    |   |                                     |   |                                    |    |   |          |   |          |    |   |                 |   |              |
|   | <table border="1"> <thead> <tr> <th>Bit</th> <th>Value</th> <th>Function</th> </tr> </thead> <tbody> <tr> <td rowspan="2">D7</td> <td>0</td> <td>Tearing Effect Line OFF</td> </tr> <tr> <td>1</td> <td>Tearing Effect Line ON</td> </tr> <tr> <td rowspan="2">D6</td> <td>0</td> <td>Tearing Effect Line Mode 1</td> </tr> <tr> <td>1</td> <td>Tearing Effect Line Mode 2</td> </tr> <tr> <td rowspan="2">D5</td> <td>0</td> <td>Horizontal Sync (RGB interface) OFF</td> </tr> <tr> <td>1</td> <td>Horizontal Sync (RGB interface) ON</td> </tr> <tr> <td rowspan="2">D4</td> <td>0</td> <td>Vertical Sync (RGB interface) OFF</td> </tr> <tr> <td>1</td> <td>Vertical Sync (RGB interface) ON</td> </tr> <tr> <td rowspan="2">D3</td> <td>0</td> <td>Pixel Clock (DOTCLK, RGB interface) OFF</td> </tr> <tr> <td>1</td> <td>Pixel Clock (DOTCLK, RGB interface) ON</td> </tr> <tr> <td rowspan="2">D2</td> <td>0</td> <td>Data Enable (DE, RGB interface) OFF</td> </tr> <tr> <td>1</td> <td>Data Enable (DE, RGB interface) ON</td> </tr> <tr> <td rowspan="2">D1</td> <td>0</td> <td>Reserved</td> </tr> <tr> <td>1</td> <td>Reserved</td> </tr> <tr> <td rowspan="2">D0</td> <td>0</td> <td>No Error on DSI</td> </tr> <tr> <td>1</td> <td>Error on DSI</td> </tr> </tbody> </table> |                                    |   |          |    |    |    |    |    |    |    |    |     | Bit    | Value         | Function                                 | D7                | 0                                       | Tearing Effect Line OFF | 1   | Tearing Effect Line ON | D6                                       | 0   | Tearing Effect Line Mode 1 | 1   | Tearing Effect Line Mode 2 | D5 | 0 | Horizontal Sync (RGB interface) OFF | 1 | Horizontal Sync (RGB interface) ON | D4 | 0 | Vertical Sync (RGB interface) OFF | 1 | Vertical Sync (RGB interface) ON | D3 | 0 | Pixel Clock (DOTCLK, RGB interface) OFF | 1 | Pixel Clock (DOTCLK, RGB interface) ON | D2 | 0 | Data Enable (DE, RGB interface) OFF | 1 | Data Enable (DE, RGB interface) ON | D1 | 0 | Reserved | 1 | Reserved | D0 | 0 | No Error on DSI | 1 | Error on DSI |
|   | Bit  | Value                              | Function                                |          |    |    |    |    |    |    |    |    |     |        |               |  |                   |   |                         |   |                        |  |     |                            |     |                            |    |   |                                     |   |                                    |    |   |                                   |   |                                  |    |   |   |   |  |    |   |                                     |   |                                    |    |   |          |   |          |    |   |                 |   |              |
|   | D7   | 0                                  | Tearing Effect Line OFF                 |          |    |    |    |    |    |    |    |    |     |        |               |  |                   |   |                         |   |                        |  |     |                            |     |                            |    |   |                                     |   |                                    |    |   |                                   |   |                                  |    |   |   |   |  |    |   |                                     |   |                                    |    |   |          |   |          |    |   |                 |   |              |
|   |  | 1                                  | Tearing Effect Line ON                  |          |    |    |    |    |    |    |    |    |     |        |               |  |                   |   |                         |   |                        |  |     |                            |     |                            |    |   |                                     |   |                                    |    |   |                                   |   |                                  |    |   |   |   |  |    |   |                                     |   |                                    |    |   |          |   |          |    |   |                 |   |              |
|   | D6   | 0                                  | Tearing Effect Line Mode 1              |          |    |    |    |    |    |    |    |    |     |        |               |  |                   |   |                         |   |                        |  |     |                            |     |                            |    |   |                                     |   |                                    |    |   |                                   |   |                                  |    |   |   |   |  |    |   |                                     |   |                                    |    |   |          |   |          |    |   |                 |   |              |
|   |  | 1                                  | Tearing Effect Line Mode 2              |          |    |    |    |    |    |    |    |    |     |        |               |  |                   |   |                         |   |                        |  |     |                            |     |                            |    |   |                                     |   |                                    |    |   |                                   |   |                                  |    |   |   |   |  |    |   |                                     |   |                                    |    |   |          |   |          |    |   |                 |   |              |
|   | D5   | 0                                  | Horizontal Sync (RGB interface) OFF     |          |    |    |    |    |    |    |    |    |     |        |               |  |                   |   |                         |   |                        |  |     |                            |     |                            |    |   |                                     |   |                                    |    |   |                                   |   |                                  |    |   |   |   |  |    |   |                                     |   |                                    |    |   |          |   |          |    |   |                 |   |              |
|   |  | 1                                  | Horizontal Sync (RGB interface) ON      |          |    |    |    |    |    |    |    |    |     |        |               |  |                   |   |                         |   |                        |  |     |                            |     |                            |    |   |                                     |   |                                    |    |   |                                   |   |                                  |    |   |   |   |  |    |   |                                     |   |                                    |    |   |          |   |          |    |   |                 |   |              |
|   | D4   | 0                                  | Vertical Sync (RGB interface) OFF       |          |    |    |    |    |    |    |    |    |     |        |               |  |                   |   |                         |   |                        |  |     |                            |     |                            |    |   |                                     |   |                                    |    |   |                                   |   |                                  |    |   |   |   |  |    |   |                                     |   |                                    |    |   |          |   |          |    |   |                 |   |              |
|   |  | 1                                  | Vertical Sync (RGB interface) ON        |          |    |    |    |    |    |    |    |    |     |        |               |  |                   |   |                         |   |                        |  |     |                            |     |                            |    |   |                                     |   |                                    |    |   |                                   |   |                                  |    |   |   |   |  |    |   |                                     |   |                                    |    |   |          |   |          |    |   |                 |   |              |
|   | D3   | 0                                  | Pixel Clock (DOTCLK, RGB interface) OFF |          |    |    |    |    |    |    |    |    |     |        |               |  |                   |   |                         |   |                        |  |     |                            |     |                            |    |   |                                     |   |                                    |    |   |                                   |   |                                  |    |   |   |   |  |    |   |                                     |   |                                    |    |   |          |   |          |    |   |                 |   |              |
|   |  | 1                                  | Pixel Clock (DOTCLK, RGB interface) ON  |          |    |    |    |    |    |    |    |    |     |        |               |  |                   |   |                         |   |                        |  |     |                            |     |                            |    |   |                                     |   |                                    |    |   |                                   |   |                                  |    |   |   |   |  |    |   |                                     |   |                                    |    |   |          |   |          |    |   |                 |   |              |
|   | D2   | 0                                  | Data Enable (DE, RGB interface) OFF     |          |    |    |    |    |    |    |    |    |     |        |               |  |                   |   |                         |   |                        |  |     |                            |     |                            |    |   |                                     |   |                                    |    |   |                                   |   |                                  |    |   |   |   |  |    |   |                                     |   |                                    |    |   |          |   |          |    |   |                 |   |              |
| 1   |  | Data Enable (DE, RGB interface) ON |   |          |    |    |    |    |    |    |    |    |     |        |               |  |                   |   |                         |   |                        |  |     |                            |     |                            |    |   |                                     |   |                                    |    |   |                                   |   |                                  |    |   |   |   |  |    |   |                                     |   |                                    |    |   |          |   |          |    |   |                 |   |              |
| D1  | 0  | Reserved                           |   |          |    |    |    |    |    |    |    |    |     |        |               |  |                   |   |                         |   |                        |  |     |                            |     |                            |    |   |                                     |   |                                    |    |   |                                   |   |                                  |    |   |   |   |  |    |   |                                     |   |                                    |    |   |          |   |          |    |   |                 |   |              |
|   | 1  | Reserved                           |   |          |    |    |    |    |    |    |    |    |     |        |               |  |                   |   |                         |   |                        |  |     |                            |     |                            |    |   |                                     |   |                                    |    |   |                                   |   |                                  |    |   |   |   |  |    |   |                                     |   |                                    |    |   |          |   |          |    |   |                 |   |              |
| D0  | 0  | No Error on DSI                    |   |          |    |    |    |    |    |    |    |    |     |        |               |  |                   |   |                         |   |                        |  |     |                            |     |                            |    |   |                                     |   |                                    |    |   |                                   |   |                                  |    |   |   |   |  |    |   |                                     |   |                                    |    |   |          |   |          |    |   |                 |   |              |
|   | 1  | Error on DSI                       |   |          |    |    |    |    |    |    |    |    |     |        |               |  |                   |   |                         |   |                        |  |     |                            |     |                            |    |   |                                     |   |                                    |    |   |                                   |   |                                  |    |   |   |   |  |    |   |                                     |   |                                    |    |   |          |   |          |    |   |                 |   |              |
| Restriction                               | ILI9486L is sending 2nd parameter value on the data lines if the MCU wants to read more than one parameter (= more than 2 RDX cycle) on parallel MCU interface.<br>Only 2nd parameter is sent on DSI (The 1st parameter is not sent).  |                                    |   |          |    |    |    |    |    |    |    |    |     |        |               |  |                   |   |                         |   |                        |  |     |                            |     |                            |    |   |                                     |   |                                    |    |   |                                   |   |                                  |    |   |   |   |  |    |   |                                     |   |                                    |    |   |          |   |          |    |   |                 |   |              |
| Register Availability                     | <table border="1"> <thead> <tr> <th>Status</th> <th>Availability</th> </tr> </thead> <tbody> <tr> <td>Normal Mode On, Idle Mode Off, Sleep Out</td> <td>Yes</td> </tr> <tr> <td>Normal Mode On, Idle Mode On, Sleep Out</td> <td>Yes</td> </tr> <tr> <td>Partial Mode On, Idle Mode Off, Sleep Out</td> <td>Yes</td> </tr> <tr> <td>Partial Mode On, Idle Mode On, Sleep Out</td> <td>Yes</td> </tr> <tr> <td>Sleep In</td> <td>Yes</td> </tr> </tbody> </table>   |                                    |   |          |    |    |    |    |    |    |    |    |     | Status | Availability  | Normal Mode On, Idle Mode Off, Sleep Out | Yes               | Normal Mode On, Idle Mode On, Sleep Out | Yes                     | Partial Mode On, Idle Mode Off, Sleep Out | Yes                    | Partial Mode On, Idle Mode On, Sleep Out | Yes | Sleep In                   | Yes |                            |    |   |                                     |   |                                    |    |   |                                   |   |                                  |    |   |   |   |  |    |   |                                     |   |                                    |    |   |          |   |          |    |   |                 |   |              |
| Status                                    | Availability   |                                    |   |          |    |    |    |    |    |    |    |    |     |        |               |  |                   |   |                         |   |                        |  |     |                            |     |                            |    |   |                                     |   |                                    |    |   |                                   |   |                                  |    |   |   |   |  |    |   |                                     |   |                                    |    |   |          |   |          |    |   |                 |   |              |
| Normal Mode On, Idle Mode Off, Sleep Out  | Yes  |                                    |   |          |    |    |    |    |    |    |    |    |     |        |               |  |                   |   |                         |   |                        |  |     |                            |     |                            |    |   |                                     |   |                                    |    |   |                                   |   |                                  |    |   |   |   |  |    |   |                                     |   |                                    |    |   |          |   |          |    |   |                 |   |              |
| Normal Mode On, Idle Mode On, Sleep Out   | Yes  |                                    |   |          |    |    |    |    |    |    |    |    |     |        |               |  |                   |   |                         |   |                        |  |     |                            |     |                            |    |   |                                     |   |                                    |    |   |                                   |   |                                  |    |   |   |   |  |    |   |                                     |   |                                    |    |   |          |   |          |    |   |                 |   |              |
| Partial Mode On, Idle Mode Off, Sleep Out | Yes  |                                    |   |          |    |    |    |    |    |    |    |    |     |        |               |  |                   |   |                         |   |                        |  |     |                            |     |                            |    |   |                                     |   |                                    |    |   |                                   |   |                                  |    |   |   |   |  |    |   |                                     |   |                                    |    |   |          |   |          |    |   |                 |   |              |
| Partial Mode On, Idle Mode On, Sleep Out  | Yes  |                                    |   |          |    |    |    |    |    |    |    |    |     |        |               |  |                   |   |                         |   |                        |  |     |                            |     |                            |    |   |                                     |   |                                    |    |   |                                   |   |                                  |    |   |   |   |  |    |   |                                     |   |                                    |    |   |          |   |          |    |   |                 |   |              |
| Sleep In                                  | Yes  |                                    |   |          |    |    |    |    |    |    |    |    |     |        |               |  |                   |   |                         |   |                        |  |     |                            |     |                            |    |   |                                     |   |                                    |    |   |                                   |   |                                  |    |   |   |   |  |    |   |                                     |   |                                    |    |   |          |   |          |    |   |                 |   |              |
| Default                                   | <table border="1"> <thead> <tr> <th>Status</th> <th>Default Value</th> </tr> </thead> <tbody> <tr> <td>Power On Sequence</td> <td>00<sub>HEX</sub></td> </tr> <tr> <td>SW Reset</td> <td>00<sub>HEX</sub></td> </tr> <tr> <td>HW Reset</td> <td>00<sub>HEX</sub></td> </tr> </tbody> </table>  |                                    |   |          |    |    |    |    |    |    |    |    |     | Status | Default Value | Power On Sequence                        | 00 <sub>HEX</sub> | SW Reset                                | 00 <sub>HEX</sub>       | HW Reset                                  | 00 <sub>HEX</sub>      |  |     |                            |     |                            |    |   |                                     |   |                                    |    |   |                                   |   |                                  |    |   |   |   |  |    |   |                                     |   |                                    |    |   |          |   |          |    |   |                 |   |              |
| Status                                    | Default Value  |                                    |   |          |    |    |    |    |    |    |    |    |     |        |               |  |                   |   |                         |   |                        |  |     |                            |     |                            |    |   |                                     |   |                                    |    |   |                                   |   |                                  |    |   |   |   |  |    |   |                                     |   |                                    |    |   |          |   |          |    |   |                 |   |              |
| Power On Sequence                         | 00 <sub>HEX</sub>  |                                    |   |          |    |    |    |    |    |    |    |    |     |        |               |  |                   |   |                         |   |                        |  |     |                            |     |                            |    |   |                                     |   |                                    |    |   |                                   |   |                                  |    |   |   |   |  |    |   |                                     |   |                                    |    |   |          |   |          |    |   |                 |   |              |
| SW Reset                                  | 00 <sub>HEX</sub>  |                                    |   |          |    |    |    |    |    |    |    |    |     |        |               |  |                   |   |                         |   |                        |  |     |                            |     |                            |    |   |                                     |   |                                    |    |   |                                   |   |                                  |    |   |   |   |  |    |   |                                     |   |                                    |    |   |          |   |          |    |   |                 |   |              |
| HW Reset                                  | 00 <sub>HEX</sub>  |                                    |   |          |    |    |    |    |    |    |    |    |     |        |               |  |                   |   |                         |   |                        |  |     |                            |     |                            |    |   |                                     |   |                                    |    |   |                                   |   |                                  |    |   |   |   |  |    |   |                                     |   |                                    |    |   |          |   |          |    |   |                 |   |              |



### 8.2.11. Read Display Self-Diagnostic Result (0Fh)

| 0Fh                       | RDDSDR (Read Display Self-Diagnostic Result)   |                            |     |          |    |  |   |    |    |    |    |    |        |               |  |                   |   |                   |   |                   |  |     |          |     |
|---------------------------|--|----------------------------|-----|----------|----|--|---|----|----|----|----|----|--------|---------------|--|-------------------|---|-------------------|---|-------------------|--|-----|----------|-----|
|                           | D/CX   | RDX                        | WRX | D[15:8]  | D7 | D6   | D5  | D4 | D3 | D2 | D1 | D0 | HEX    |               |  |                   |   |                   |   |                   |  |     |          |     |
| Command                   | 0  | 1                          | ↑   | XXXXXXXX | 0  | 0  | 0   | 0  | 1  | 1  | 1  | 1  | 0Fh    |               |  |                   |   |                   |   |                   |  |     |          |     |
| 1 <sup>st</sup> Parameter | 1  | ↑                          | 1   | XXXXXXXX | X  | X  | X   | X  | X  | X  | X  | X  | XX     |               |  |                   |   |                   |   |                   |  |     |          |     |
| 2 <sup>nd</sup> Parameter | 1  | ↑                          | 1   | XXXXXXXX | D7 | D6   | 0   | 0  | 0  | 0  | 0  | D0 | XX     |               |  |                   |   |                   |   |                   |  |     |          |     |
| Description               | This command indicates the status of the display self-diagnostic results after Sleep Out -command as described in the table below:   |                            |     |          |    |  |   |    |    |    |    |    |        |               |  |                   |   |                   |   |                   |  |     |          |     |
|                           | Bit  | Description                |     |          |    |  | Action  |    |    |    |    |    |        |               |  |                   |   |                   |   |                   |  |     |          |     |
|                           | D7   | Register Loading Detection |     |          |    |  | Invert the D7 bit if register values loading work properly. |    |    |    |    |    |        |               |  |                   |   |                   |   |                   |  |     |          |     |
|                           | D6   | Functionality Detection    |     |          |    |  | Invert the D6 bit if the display is functionality           |    |    |    |    |    |        |               |  |                   |   |                   |   |                   |  |     |          |     |
|                           | D5   | Not Used                   |     |          |    |  | '0'   |    |    |    |    |    |        |               |  |                   |   |                   |   |                   |  |     |          |     |
|                           | D4   | Not Used                   |     |          |    |  | '0'   |    |    |    |    |    |        |               |  |                   |   |                   |   |                   |  |     |          |     |
|                           | D3   | Not Used                   |     |          |    |  | '0'   |    |    |    |    |    |        |               |  |                   |   |                   |   |                   |  |     |          |     |
|                           | D2   | Not Used                   |     |          |    |  | '0'   |    |    |    |    |    |        |               |  |                   |   |                   |   |                   |  |     |          |     |
|                           | D1   | Not Used                   |     |          |    |  | '0'   |    |    |    |    |    |        |               |  |                   |   |                   |   |                   |  |     |          |     |
| D0                        | Checksums Comparison   |                            |     |          |    | '0' = Checksums are same<br>'1' = Checksums are not same |   |    |    |    |    |    |        |               |  |                   |   |                   |   |                   |  |     |          |     |
| Restriction               | It will be necessary to wait 300ms after there is the last write access on User area registers before there can read Bit D0 value.   |                            |     |          |    |  |   |    |    |    |    |    |        |               |  |                   |   |                   |   |                   |  |     |          |     |
|                           | ILI9486L is sending 2nd parameter value on the data lines if the MCU wants to read more than one parameter (= more than 2 RDX cycle) on parallel MCU interface.<br>Only 2nd parameter is sent on DSI (The 1st parameter is not sent).  |                            |     |          |    |  |   |    |    |    |    |    |        |               |  |                   |   |                   |   |                   |  |     |          |     |
| Register Availability     | <table border="1"> <thead> <tr> <th>Status</th> <th>Availability</th> </tr> </thead> <tbody> <tr> <td>Normal Mode On, Idle Mode Off, Sleep Out</td> <td>Yes</td> </tr> <tr> <td>Normal Mode On, Idle Mode On, Sleep Out</td> <td>Yes</td> </tr> <tr> <td>Partial Mode On, Idle Mode Off, Sleep Out</td> <td>Yes</td> </tr> <tr> <td>Partial Mode On, Idle Mode On, Sleep Out</td> <td>Yes</td> </tr> <tr> <td>Sleep In</td> <td>Yes</td> </tr> </tbody> </table> |                            |     |          |    |  |   |    |    |    |    |    | Status | Availability  | Normal Mode On, Idle Mode Off, Sleep Out | Yes               | Normal Mode On, Idle Mode On, Sleep Out | Yes               | Partial Mode On, Idle Mode Off, Sleep Out | Yes               | Partial Mode On, Idle Mode On, Sleep Out | Yes | Sleep In | Yes |
|                           | Status   | Availability               |     |          |    |  |   |    |    |    |    |    |        |               |  |                   |   |                   |   |                   |  |     |          |     |
|                           | Normal Mode On, Idle Mode Off, Sleep Out   | Yes                        |     |          |    |  |   |    |    |    |    |    |        |               |  |                   |   |                   |   |                   |  |     |          |     |
|                           | Normal Mode On, Idle Mode On, Sleep Out  | Yes                        |     |          |    |  |   |    |    |    |    |    |        |               |  |                   |   |                   |   |                   |  |     |          |     |
|                           | Partial Mode On, Idle Mode Off, Sleep Out  | Yes                        |     |          |    |  |   |    |    |    |    |    |        |               |  |                   |   |                   |   |                   |  |     |          |     |
|                           | Partial Mode On, Idle Mode On, Sleep Out   | Yes                        |     |          |    |  |   |    |    |    |    |    |        |               |  |                   |   |                   |   |                   |  |     |          |     |
| Sleep In                  | Yes  |                            |     |          |    |  |   |    |    |    |    |    |        |               |  |                   |   |                   |   |                   |  |     |          |     |
| Default                   | <table border="1"> <thead> <tr> <th>Status</th> <th>Default Value</th> </tr> </thead> <tbody> <tr> <td>Power On Sequence</td> <td>00<sub>HEX</sub></td> </tr> <tr> <td>SW Reset</td> <td>00<sub>HEX</sub></td> </tr> <tr> <td>HW Reset</td> <td>00<sub>HEX</sub></td> </tr> </tbody> </table>  |                            |     |          |    |  |   |    |    |    |    |    | Status | Default Value | Power On Sequence                        | 00 <sub>HEX</sub> | SW Reset                                | 00 <sub>HEX</sub> | HW Reset                                  | 00 <sub>HEX</sub> |  |     |          |     |
|                           | Status   | Default Value              |     |          |    |  |   |    |    |    |    |    |        |               |  |                   |   |                   |   |                   |  |     |          |     |
|                           | Power On Sequence  | 00 <sub>HEX</sub>          |     |          |    |  |   |    |    |    |    |    |        |               |  |                   |   |                   |   |                   |  |     |          |     |
|                           | SW Reset   | 00 <sub>HEX</sub>          |     |          |    |  |   |    |    |    |    |    |        |               |  |                   |   |                   |   |                   |  |     |          |     |
| HW Reset                  | 00 <sub>HEX</sub>  |                            |     |          |    |  |   |    |    |    |    |    |        |               |  |                   |   |                   |   |                   |  |     |          |     |



**8.2.12. Sleep IN (10h)**

| 10h                                       | SLPIN (Sleep IN)   |     |     |          |    |    |    |    |    |    |    |    |     |        |               |  |               |   |               |   |               |  |     |          |     |
|---|--|-----|-----|----------|----|----|----|----|----|----|----|----|-----|--------|---------------|--|---------------|---|---------------|---|---------------|--|-----|----------|-----|
|   | D/CX   | RDX | WRX | D[15:8]  | D7 | D6 | D5 | D4 | D3 | D2 | D1 | D0 | HEX |        |               |  |               |   |               |   |               |  |     |          |     |
| Command                                   | 0  | 1   | ↑   | XXXXXXXX | 0  | 0  | 0  | 1  | 0  | 0  | 0  | 0  | 10h |        |               |  |               |   |               |   |               |  |     |          |     |
| Parameter                                 | No parameter   |     |     |          |    |    |    |    |    |    |    |    |     |        |               |  |               |   |               |   |               |  |     |          |     |
| Description                               | <p>This command causes ILI9486L to enter the minimum power consumption mode.</p> <p>In this mode e.g. the DC/DC converter is stopped, Internal oscillator is stopped, and panel scanning is stopped.</p> <p>MCU interface and memory are still working and the memory keeps its contents.</p> <p>Dimming function does not work when there is changing mode from Sleep OUT to Sleep IN.</p> <p>X = Don't care</p>  |     |     |          |    |    |    |    |    |    |    |    |     |        |               |  |               |   |               |   |               |  |     |          |     |
| Restriction                               | <p>This command has no effect when module is already in sleep in mode. Sleep In Mode can only be left by the Sleep Out Command (11h). It will be necessary to wait 5msec before sending next command; this is to allow time for the supply voltages and clock circuits to stabilize. It will be necessary to wait 120msec after sending Sleep Out command (when in Sleep In Mode) before Sleep In command can be sent.</p>                                       |     |     |          |    |    |    |    |    |    |    |    |     |        |               |  |               |   |               |   |               |  |     |          |     |
| Register Availability                     | <table border="1"> <thead> <tr> <th>Status</th> <th>Availability</th> </tr> </thead> <tbody> <tr> <td>Normal Mode On, Idle Mode Off, Sleep Out</td> <td>Yes</td> </tr> <tr> <td>Normal Mode On, Idle Mode On, Sleep Out</td> <td>Yes</td> </tr> <tr> <td>Partial Mode On, Idle Mode Off, Sleep Out</td> <td>Yes</td> </tr> <tr> <td>Partial Mode On, Idle Mode On, Sleep Out</td> <td>Yes</td> </tr> <tr> <td>Sleep In</td> <td>Yes</td> </tr> </tbody> </table> |     |     |          |    |    |    |    |    |    |    |    |     | Status | Availability  | Normal Mode On, Idle Mode Off, Sleep Out | Yes           | Normal Mode On, Idle Mode On, Sleep Out | Yes           | Partial Mode On, Idle Mode Off, Sleep Out | Yes           | Partial Mode On, Idle Mode On, Sleep Out | Yes | Sleep In | Yes |
| Status                                    | Availability   |     |     |          |    |    |    |    |    |    |    |    |     |        |               |  |               |   |               |   |               |  |     |          |     |
| Normal Mode On, Idle Mode Off, Sleep Out  | Yes  |     |     |          |    |    |    |    |    |    |    |    |     |        |               |  |               |   |               |   |               |  |     |          |     |
| Normal Mode On, Idle Mode On, Sleep Out   | Yes  |     |     |          |    |    |    |    |    |    |    |    |     |        |               |  |               |   |               |   |               |  |     |          |     |
| Partial Mode On, Idle Mode Off, Sleep Out | Yes  |     |     |          |    |    |    |    |    |    |    |    |     |        |               |  |               |   |               |   |               |  |     |          |     |
| Partial Mode On, Idle Mode On, Sleep Out  | Yes  |     |     |          |    |    |    |    |    |    |    |    |     |        |               |  |               |   |               |   |               |  |     |          |     |
| Sleep In                                  | Yes  |     |     |          |    |    |    |    |    |    |    |    |     |        |               |  |               |   |               |   |               |  |     |          |     |
| Default                                   | <table border="1"> <thead> <tr> <th>Status</th> <th>Default Value</th> </tr> </thead> <tbody> <tr> <td>Power On Sequence</td> <td>Sleep IN Mode</td> </tr> <tr> <td>SW Reset</td> <td>Sleep IN Mode</td> </tr> <tr> <td>HW Reset</td> <td>Sleep IN Mode</td> </tr> </tbody> </table>   |     |     |          |    |    |    |    |    |    |    |    |     | Status | Default Value | Power On Sequence                        | Sleep IN Mode | SW Reset                                | Sleep IN Mode | HW Reset                                  | Sleep IN Mode |  |     |          |     |
| Status                                    | Default Value  |     |     |          |    |    |    |    |    |    |    |    |     |        |               |  |               |   |               |   |               |  |     |          |     |
| Power On Sequence                         | Sleep IN Mode  |     |     |          |    |    |    |    |    |    |    |    |     |        |               |  |               |   |               |   |               |  |     |          |     |
| SW Reset                                  | Sleep IN Mode  |     |     |          |    |    |    |    |    |    |    |    |     |        |               |  |               |   |               |   |               |  |     |          |     |
| HW Reset                                  | Sleep IN Mode  |     |     |          |    |    |    |    |    |    |    |    |     |        |               |  |               |   |               |   |               |  |     |          |     |
| Flow Chart                                |  |     |     |          |    |    |    |    |    |    |    |    |     |        |               |  |               |   |               |   |               |  |     |          |     |

**8.2.13. Sleep OUT (11h)**

| 11h                                       | SLPOUT (Sleep OUT)  |     |     |          |    |    |    |    |    |    |    |    |     |        |               |  |               |   |               |   |               |  |     |          |     |
|---|---|-----|-----|----------|----|----|----|----|----|----|----|----|-----|--------|---------------|--|---------------|---|---------------|---|---------------|--|-----|----------|-----|
|   | D/CX  | RDX | WRX | D[15:8]  | D7 | D6 | D5 | D4 | D3 | D2 | D1 | D0 | HEX |        |               |  |               |   |               |   |               |  |     |          |     |
| Command                                   | 0   | 1   | ↑   | XXXXXXXX | 0  | 0  | 0  | 1  | 0  | 0  | 0  | 1  | 11h |        |               |  |               |   |               |   |               |  |     |          |     |
| Parameter                                 | No parameter  |     |     |          |    |    |    |    |    |    |    |    |     |        |               |  |               |   |               |   |               |  |     |          |     |
| Description                               | <p>This command turns off sleep mode.</p> <p>In this mode e.g. the DC/DC converter is enabled, Internal oscillator is started, and panel scanning is started.</p> <p>X = Don't care</p>   |     |     |          |    |    |    |    |    |    |    |    |     |        |               |  |               |   |               |   |               |  |     |          |     |
| Restriction                               | <p>Sleep Out Mode can only be left by the Sleep In Command (10h). It will be necessary to wait 5msec before sending next command; this is to allow time for the supply voltages and clock circuits to stabilize.</p> <p>ILI9486L loads all display supplier's factory default values to the registers during this 5msec and there cannot be any abnormal visual effect on the display image if factory default and register values are same when this load is done and when ILI9486L is already Sleep Out –mode.</p> <p>ILI9486L is doing self-diagnostic functions during this 5msec. It will be necessary to wait 120msec after sending Sleep In command (when in Sleep Out mode) before Sleep Out command can be sent.</p> |     |     |          |    |    |    |    |    |    |    |    |     |        |               |  |               |   |               |   |               |  |     |          |     |
| Register Availability                     | <table border="1"> <thead> <tr> <th>Status</th> <th>Availability</th> </tr> </thead> <tbody> <tr> <td>Normal Mode On, Idle Mode Off, Sleep Out</td> <td>Yes</td> </tr> <tr> <td>Normal Mode On, Idle Mode On, Sleep Out</td> <td>Yes</td> </tr> <tr> <td>Partial Mode On, Idle Mode Off, Sleep Out</td> <td>Yes</td> </tr> <tr> <td>Partial Mode On, Idle Mode On, Sleep Out</td> <td>Yes</td> </tr> <tr> <td>Sleep In</td> <td>Yes</td> </tr> </tbody> </table>  |     |     |          |    |    |    |    |    |    |    |    |     | Status | Availability  | Normal Mode On, Idle Mode Off, Sleep Out | Yes           | Normal Mode On, Idle Mode On, Sleep Out | Yes           | Partial Mode On, Idle Mode Off, Sleep Out | Yes           | Partial Mode On, Idle Mode On, Sleep Out | Yes | Sleep In | Yes |
| Status                                    | Availability  |     |     |          |    |    |    |    |    |    |    |    |     |        |               |  |               |   |               |   |               |  |     |          |     |
| Normal Mode On, Idle Mode Off, Sleep Out  | Yes   |     |     |          |    |    |    |    |    |    |    |    |     |        |               |  |               |   |               |   |               |  |     |          |     |
| Normal Mode On, Idle Mode On, Sleep Out   | Yes   |     |     |          |    |    |    |    |    |    |    |    |     |        |               |  |               |   |               |   |               |  |     |          |     |
| Partial Mode On, Idle Mode Off, Sleep Out | Yes   |     |     |          |    |    |    |    |    |    |    |    |     |        |               |  |               |   |               |   |               |  |     |          |     |
| Partial Mode On, Idle Mode On, Sleep Out  | Yes   |     |     |          |    |    |    |    |    |    |    |    |     |        |               |  |               |   |               |   |               |  |     |          |     |
| Sleep In                                  | Yes   |     |     |          |    |    |    |    |    |    |    |    |     |        |               |  |               |   |               |   |               |  |     |          |     |
| Default                                   | <table border="1"> <thead> <tr> <th>Status</th> <th>Default Value</th> </tr> </thead> <tbody> <tr> <td>Power On Sequence</td> <td>Sleep IN Mode</td> </tr> <tr> <td>SW Reset</td> <td>Sleep IN Mode</td> </tr> <tr> <td>HW Reset</td> <td>Sleep IN Mode</td> </tr> </tbody> </table>  |     |     |          |    |    |    |    |    |    |    |    |     | Status | Default Value | Power On Sequence                        | Sleep IN Mode | SW Reset                                | Sleep IN Mode | HW Reset                                  | Sleep IN Mode |  |     |          |     |
| Status                                    | Default Value   |     |     |          |    |    |    |    |    |    |    |    |     |        |               |  |               |   |               |   |               |  |     |          |     |
| Power On Sequence                         | Sleep IN Mode   |     |     |          |    |    |    |    |    |    |    |    |     |        |               |  |               |   |               |   |               |  |     |          |     |
| SW Reset                                  | Sleep IN Mode   |     |     |          |    |    |    |    |    |    |    |    |     |        |               |  |               |   |               |   |               |  |     |          |     |
| HW Reset                                  | Sleep IN Mode   |     |     |          |    |    |    |    |    |    |    |    |     |        |               |  |               |   |               |   |               |  |     |          |     |
| Flow Chart                                | <div style="border: 1px dashed black; padding: 5px; margin-top: 10px;"> <p><b>Legend</b></p> <ul style="list-style-type: none"> <li> Command</li> <li> Parameter</li> <li> Display</li> <li> Action</li> <li> Mode</li> <li> Sequential transfer</li> </ul> </div>  |     |     |          |    |    |    |    |    |    |    |    |     |        |               |  |               |   |               |   |               |  |     |          |     |

### 8.2.14. Partial Mode ON (12h)

| 12h                                       | PTLON (Partial Mode ON)  |     |     |          |    |    |    |    |    |    |    |    |     |        |               |  |               |   |               |   |               |  |     |          |     |
|---|--|-----|-----|----------|----|----|----|----|----|----|----|----|-----|--------|---------------|--|---------------|---|---------------|---|---------------|--|-----|----------|-----|
|   | D/CX   | RDX | WRX | D[15:8]  | D7 | D6 | D5 | D4 | D3 | D2 | D1 | D0 | HEX |        |               |  |               |   |               |   |               |  |     |          |     |
| Command                                   | 0  | 1   | ↑   | XXXXXXXX | 0  | 0  | 0  | 1  | 0  | 0  | 1  | 0  | 12h |        |               |  |               |   |               |   |               |  |     |          |     |
| Parameter                                 | No parameter   |     |     |          |    |    |    |    |    |    |    |    |     |        |               |  |               |   |               |   |               |  |     |          |     |
| Description                               | <p>This command turns on partial mode The partial mode window is described by the Partial Area command (30H).<br/>To leave Partial mode, the Normal Display Mode On command (13H) should be written.</p>   |     |     |          |    |    |    |    |    |    |    |    |     |        |               |  |               |   |               |   |               |  |     |          |     |
| Restriction                               | This command has no effect when Partial Display Mode is already active.  |     |     |          |    |    |    |    |    |    |    |    |     |        |               |  |               |   |               |   |               |  |     |          |     |
| Register Availability                     | <table border="1"> <thead> <tr> <th>Status</th> <th>Availability</th> </tr> </thead> <tbody> <tr> <td>Normal Mode On, Idle Mode Off, Sleep Out</td> <td>Yes</td> </tr> <tr> <td>Normal Mode On, Idle Mode On, Sleep Out</td> <td>Yes</td> </tr> <tr> <td>Partial Mode On, Idle Mode Off, Sleep Out</td> <td>Yes</td> </tr> <tr> <td>Partial Mode On, Idle Mode On, Sleep Out</td> <td>Yes</td> </tr> <tr> <td>Sleep In</td> <td>Yes</td> </tr> </tbody> </table> |     |     |          |    |    |    |    |    |    |    |    |     | Status | Availability  | Normal Mode On, Idle Mode Off, Sleep Out | Yes           | Normal Mode On, Idle Mode On, Sleep Out | Yes           | Partial Mode On, Idle Mode Off, Sleep Out | Yes           | Partial Mode On, Idle Mode On, Sleep Out | Yes | Sleep In | Yes |
| Status                                    | Availability   |     |     |          |    |    |    |    |    |    |    |    |     |        |               |  |               |   |               |   |               |  |     |          |     |
| Normal Mode On, Idle Mode Off, Sleep Out  | Yes  |     |     |          |    |    |    |    |    |    |    |    |     |        |               |  |               |   |               |   |               |  |     |          |     |
| Normal Mode On, Idle Mode On, Sleep Out   | Yes  |     |     |          |    |    |    |    |    |    |    |    |     |        |               |  |               |   |               |   |               |  |     |          |     |
| Partial Mode On, Idle Mode Off, Sleep Out | Yes  |     |     |          |    |    |    |    |    |    |    |    |     |        |               |  |               |   |               |   |               |  |     |          |     |
| Partial Mode On, Idle Mode On, Sleep Out  | Yes  |     |     |          |    |    |    |    |    |    |    |    |     |        |               |  |               |   |               |   |               |  |     |          |     |
| Sleep In                                  | Yes  |     |     |          |    |    |    |    |    |    |    |    |     |        |               |  |               |   |               |   |               |  |     |          |     |
| Default                                   | <table border="1"> <thead> <tr> <th>Status</th> <th>Default Value</th> </tr> </thead> <tbody> <tr> <td>Power On Sequence</td> <td>Sleep IN Mode</td> </tr> <tr> <td>SW Reset</td> <td>Sleep IN Mode</td> </tr> <tr> <td>HW Reset</td> <td>Sleep IN Mode</td> </tr> </tbody> </table>   |     |     |          |    |    |    |    |    |    |    |    |     | Status | Default Value | Power On Sequence                        | Sleep IN Mode | SW Reset                                | Sleep IN Mode | HW Reset                                  | Sleep IN Mode |  |     |          |     |
| Status                                    | Default Value  |     |     |          |    |    |    |    |    |    |    |    |     |        |               |  |               |   |               |   |               |  |     |          |     |
| Power On Sequence                         | Sleep IN Mode  |     |     |          |    |    |    |    |    |    |    |    |     |        |               |  |               |   |               |   |               |  |     |          |     |
| SW Reset                                  | Sleep IN Mode  |     |     |          |    |    |    |    |    |    |    |    |     |        |               |  |               |   |               |   |               |  |     |          |     |
| HW Reset                                  | Sleep IN Mode  |     |     |          |    |    |    |    |    |    |    |    |     |        |               |  |               |   |               |   |               |  |     |          |     |
| Flow Chart                                | See Partial Area (30h)   |     |     |          |    |    |    |    |    |    |    |    |     |        |               |  |               |   |               |   |               |  |     |          |     |

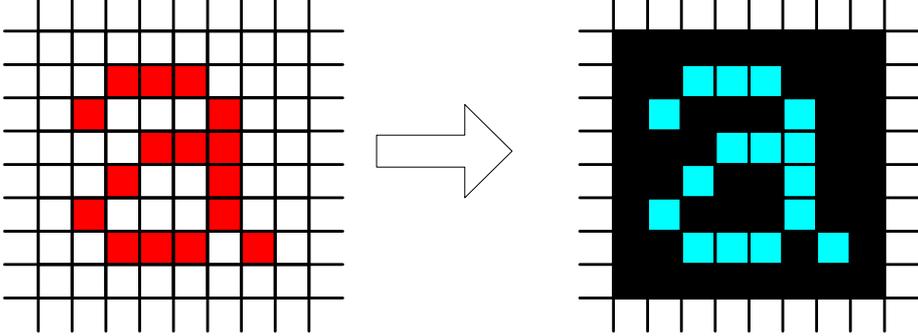
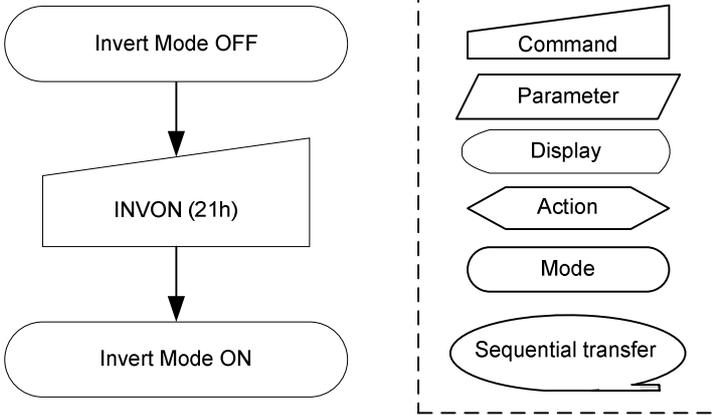
### 8.2.15. Normal Display Mode ON (13h)

| 13h                                       | NORON (Normal Display Mode ON)   |     |     |          |    |    |    |    |    |    |    |    |     |        |               |  |                        |   |                        |   |                        |  |     |          |     |
|---|--|-----|-----|----------|----|----|----|----|----|----|----|----|-----|--------|---------------|--|------------------------|---|------------------------|---|------------------------|--|-----|----------|-----|
|   | D/CX   | RDX | WRX | D[15:8]  | D7 | D6 | D5 | D4 | D3 | D2 | D1 | D0 | HEX |        |               |  |                        |   |                        |   |                        |  |     |          |     |
| Command                                   | 0  | 1   | ↑   | XXXXXXXX | 0  | 0  | 0  | 1  | 0  | 0  | 1  | 1  | 13h |        |               |  |                        |   |                        |   |                        |  |     |          |     |
| Parameter                                 | No parameter   |     |     |          |    |    |    |    |    |    |    |    |     |        |               |  |                        |   |                        |   |                        |  |     |          |     |
| Description                               | This command returns the display to normal mode. Normal display mode on means Partial mode off and Scroll mode off.<br>X = Don't care  |     |     |          |    |    |    |    |    |    |    |    |     |        |               |  |                        |   |                        |   |                        |  |     |          |     |
| Restriction                               | This command has no effect when Normal Display mode is active.   |     |     |          |    |    |    |    |    |    |    |    |     |        |               |  |                        |   |                        |   |                        |  |     |          |     |
| Register Availability                     | <table border="1"> <thead> <tr> <th>Status</th> <th>Availability</th> </tr> </thead> <tbody> <tr> <td>Normal Mode On, Idle Mode Off, Sleep Out</td> <td>Yes</td> </tr> <tr> <td>Normal Mode On, Idle Mode On, Sleep Out</td> <td>Yes</td> </tr> <tr> <td>Partial Mode On, Idle Mode Off, Sleep Out</td> <td>Yes</td> </tr> <tr> <td>Partial Mode On, Idle Mode On, Sleep Out</td> <td>Yes</td> </tr> <tr> <td>Sleep In</td> <td>Yes</td> </tr> </tbody> </table> |     |     |          |    |    |    |    |    |    |    |    |     | Status | Availability  | Normal Mode On, Idle Mode Off, Sleep Out | Yes                    | Normal Mode On, Idle Mode On, Sleep Out | Yes                    | Partial Mode On, Idle Mode Off, Sleep Out | Yes                    | Partial Mode On, Idle Mode On, Sleep Out | Yes | Sleep In | Yes |
| Status                                    | Availability   |     |     |          |    |    |    |    |    |    |    |    |     |        |               |  |                        |   |                        |   |                        |  |     |          |     |
| Normal Mode On, Idle Mode Off, Sleep Out  | Yes  |     |     |          |    |    |    |    |    |    |    |    |     |        |               |  |                        |   |                        |   |                        |  |     |          |     |
| Normal Mode On, Idle Mode On, Sleep Out   | Yes  |     |     |          |    |    |    |    |    |    |    |    |     |        |               |  |                        |   |                        |   |                        |  |     |          |     |
| Partial Mode On, Idle Mode Off, Sleep Out | Yes  |     |     |          |    |    |    |    |    |    |    |    |     |        |               |  |                        |   |                        |   |                        |  |     |          |     |
| Partial Mode On, Idle Mode On, Sleep Out  | Yes  |     |     |          |    |    |    |    |    |    |    |    |     |        |               |  |                        |   |                        |   |                        |  |     |          |     |
| Sleep In                                  | Yes  |     |     |          |    |    |    |    |    |    |    |    |     |        |               |  |                        |   |                        |   |                        |  |     |          |     |
| Default                                   | <table border="1"> <thead> <tr> <th>Status</th> <th>Default Value</th> </tr> </thead> <tbody> <tr> <td>Power On Sequence</td> <td>Normal Display Mode On</td> </tr> <tr> <td>SW Reset</td> <td>Normal Display Mode On</td> </tr> <tr> <td>HW Reset</td> <td>Normal Display Mode On</td> </tr> </tbody> </table>  |     |     |          |    |    |    |    |    |    |    |    |     | Status | Default Value | Power On Sequence                        | Normal Display Mode On | SW Reset                                | Normal Display Mode On | HW Reset                                  | Normal Display Mode On |  |     |          |     |
| Status                                    | Default Value  |     |     |          |    |    |    |    |    |    |    |    |     |        |               |  |                        |   |                        |   |                        |  |     |          |     |
| Power On Sequence                         | Normal Display Mode On   |     |     |          |    |    |    |    |    |    |    |    |     |        |               |  |                        |   |                        |   |                        |  |     |          |     |
| SW Reset                                  | Normal Display Mode On   |     |     |          |    |    |    |    |    |    |    |    |     |        |               |  |                        |   |                        |   |                        |  |     |          |     |
| HW Reset                                  | Normal Display Mode On   |     |     |          |    |    |    |    |    |    |    |    |     |        |               |  |                        |   |                        |   |                        |  |     |          |     |
| Flow Chart                                | See Partial Area Descriptions for details of when to use this command.   |     |     |          |    |    |    |    |    |    |    |    |     |        |               |  |                        |   |                        |   |                        |  |     |          |     |

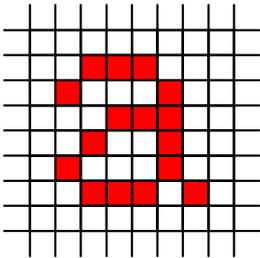
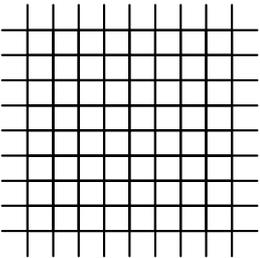
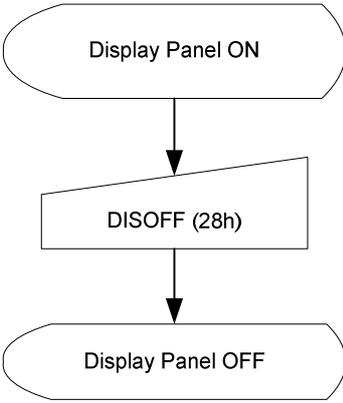
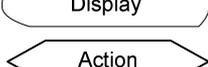
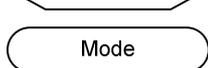
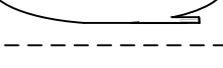
### 8.2.16. Display Inversion OFF (20h)

| 20h                                       | INVOFF (Display Inversion OFF)  |     |     |          |    |    |    |    |    |    |    |    |     |        |               |  |                       |   |                       |   |                       |  |     |          |     |
|---|---|-----|-----|----------|----|----|----|----|----|----|----|----|-----|--------|---------------|--|-----------------------|---|-----------------------|---|-----------------------|--|-----|----------|-----|
|   | D/CX  | RDX | WRX | D[15:8]  | D7 | D6 | D5 | D4 | D3 | D2 | D1 | D0 | HEX |        |               |  |                       |   |                       |   |                       |  |     |          |     |
| Command                                   | 0   | 1   | ↑   | XXXXXXXX | 0  | 0  | 1  | 0  | 0  | 0  | 0  | 0  | 20h |        |               |  |                       |   |                       |   |                       |  |     |          |     |
| Parameter                                 | No parameter  |     |     |          |    |    |    |    |    |    |    |    |     |        |               |  |                       |   |                       |   |                       |  |     |          |     |
| Description                               | <p>This command is used to recover from display inversion mode. Output from the Frame Memory is enabled.</p> <p>This command makes no change of the content of frame memory.</p> <p>This command doesn't change any other status.</p> <div style="display: flex; justify-content: space-around; align-items: center;"> <div style="text-align: center;"> <p>Memory</p> </div> <div style="text-align: center;"> <p>Display Panel</p> </div> </div> <p>X = Don't care</p>  |     |     |          |    |    |    |    |    |    |    |    |     |        |               |  |                       |   |                       |   |                       |  |     |          |     |
| Restriction                               | This command has no effect when ILI9486L is already in Inversion off mode.  |     |     |          |    |    |    |    |    |    |    |    |     |        |               |  |                       |   |                       |   |                       |  |     |          |     |
| Register Availability                     | <table border="1" style="margin-left: auto; margin-right: auto;"> <thead> <tr> <th>Status</th> <th>Availability</th> </tr> </thead> <tbody> <tr> <td>Normal Mode On, Idle Mode Off, Sleep Out</td> <td>Yes</td> </tr> <tr> <td>Normal Mode On, Idle Mode On, Sleep Out</td> <td>Yes</td> </tr> <tr> <td>Partial Mode On, Idle Mode Off, Sleep Out</td> <td>Yes</td> </tr> <tr> <td>Partial Mode On, Idle Mode On, Sleep Out</td> <td>Yes</td> </tr> <tr> <td>Sleep In</td> <td>Yes</td> </tr> </tbody> </table> |     |     |          |    |    |    |    |    |    |    |    |     | Status | Availability  | Normal Mode On, Idle Mode Off, Sleep Out | Yes                   | Normal Mode On, Idle Mode On, Sleep Out | Yes                   | Partial Mode On, Idle Mode Off, Sleep Out | Yes                   | Partial Mode On, Idle Mode On, Sleep Out | Yes | Sleep In | Yes |
| Status                                    | Availability  |     |     |          |    |    |    |    |    |    |    |    |     |        |               |  |                       |   |                       |   |                       |  |     |          |     |
| Normal Mode On, Idle Mode Off, Sleep Out  | Yes   |     |     |          |    |    |    |    |    |    |    |    |     |        |               |  |                       |   |                       |   |                       |  |     |          |     |
| Normal Mode On, Idle Mode On, Sleep Out   | Yes   |     |     |          |    |    |    |    |    |    |    |    |     |        |               |  |                       |   |                       |   |                       |  |     |          |     |
| Partial Mode On, Idle Mode Off, Sleep Out | Yes   |     |     |          |    |    |    |    |    |    |    |    |     |        |               |  |                       |   |                       |   |                       |  |     |          |     |
| Partial Mode On, Idle Mode On, Sleep Out  | Yes   |     |     |          |    |    |    |    |    |    |    |    |     |        |               |  |                       |   |                       |   |                       |  |     |          |     |
| Sleep In                                  | Yes   |     |     |          |    |    |    |    |    |    |    |    |     |        |               |  |                       |   |                       |   |                       |  |     |          |     |
| Default                                   | <table border="1" style="margin-left: auto; margin-right: auto;"> <thead> <tr> <th>Status</th> <th>Default Value</th> </tr> </thead> <tbody> <tr> <td>Power On Sequence</td> <td>Display Inversion OFF</td> </tr> <tr> <td>SW Reset</td> <td>Display Inversion OFF</td> </tr> <tr> <td>HW Reset</td> <td>Display Inversion OFF</td> </tr> </tbody> </table>   |     |     |          |    |    |    |    |    |    |    |    |     | Status | Default Value | Power On Sequence                        | Display Inversion OFF | SW Reset                                | Display Inversion OFF | HW Reset                                  | Display Inversion OFF |  |     |          |     |
| Status                                    | Default Value   |     |     |          |    |    |    |    |    |    |    |    |     |        |               |  |                       |   |                       |   |                       |  |     |          |     |
| Power On Sequence                         | Display Inversion OFF   |     |     |          |    |    |    |    |    |    |    |    |     |        |               |  |                       |   |                       |   |                       |  |     |          |     |
| SW Reset                                  | Display Inversion OFF   |     |     |          |    |    |    |    |    |    |    |    |     |        |               |  |                       |   |                       |   |                       |  |     |          |     |
| HW Reset                                  | Display Inversion OFF   |     |     |          |    |    |    |    |    |    |    |    |     |        |               |  |                       |   |                       |   |                       |  |     |          |     |
| Flow Chart                                | <div style="display: flex; align-items: center;"> <div style="flex: 1;"> <pre> graph TD     A([Invert Mode ON]) --&gt; B[/INVOFF (20h)/]     B --&gt; C([Invert Mode OFF])             </pre> </div> <div style="flex: 1; border: 1px dashed black; padding: 5px;"> <p><b>Legend</b></p> <ul style="list-style-type: none"> <li> Command</li> <li> Parameter</li> <li> Display</li> <li> Action</li> <li> Mode</li> <li> Sequential transfer</li> </ul> </div> </div>   |     |     |          |    |    |    |    |    |    |    |    |     |        |               |  |                       |   |                       |   |                       |  |     |          |     |

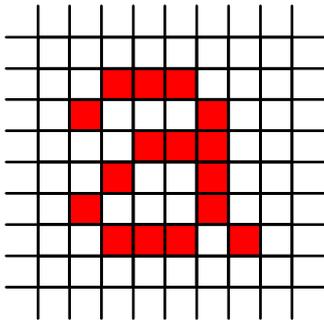
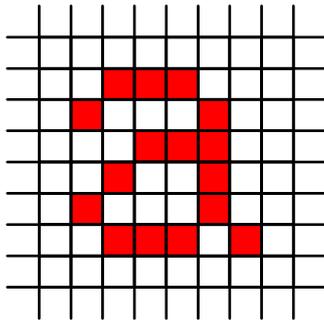
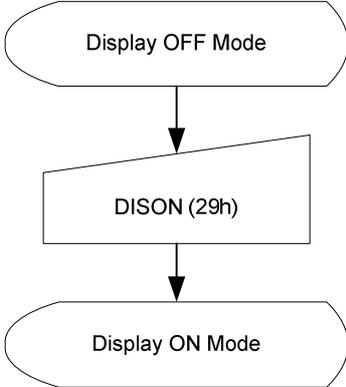
### 8.2.17. Display Inversion ON (21h)

| 21h                                       | INVON (Display Inversion ON)  |     |     |          |    |    |    |    |    |    |    |    |     |        |               |  |                       |   |                       |   |                       |  |     |          |     |
|---|---|-----|-----|----------|----|----|----|----|----|----|----|----|-----|--------|---------------|--|-----------------------|---|-----------------------|---|-----------------------|--|-----|----------|-----|
|   | D/CX  | RDX | WRX | D[15:8]  | D7 | D6 | D5 | D4 | D3 | D2 | D1 | D0 | HEX |        |               |  |                       |   |                       |   |                       |  |     |          |     |
| Command                                   | 0   | 1   | ↑   | XXXXXXXX | 0  | 0  | 1  | 0  | 0  | 0  | 0  | 1  | 21h |        |               |  |                       |   |                       |   |                       |  |     |          |     |
| Parameter                                 | No parameter  |     |     |          |    |    |    |    |    |    |    |    |     |        |               |  |                       |   |                       |   |                       |  |     |          |     |
| Description                               | <p>This command is used to enter into display inversion mode.</p> <p>This command makes no change of the content of frame memory. Every bit is inverted from the frame memory to the display.</p> <p>This command doesn't change any other status.</p> <p>To exit Display inversion mode, the Display inversion OFF command (20h) should be written.</p>  <p>X = Don't care</p> |     |     |          |    |    |    |    |    |    |    |    |     |        |               |  |                       |   |                       |   |                       |  |     |          |     |
| Restriction                               | This command has no effect when ILI9486L is already in Inversion on mode.   |     |     |          |    |    |    |    |    |    |    |    |     |        |               |  |                       |   |                       |   |                       |  |     |          |     |
| Register Availability                     | <table border="1"> <thead> <tr> <th>Status</th> <th>Availability</th> </tr> </thead> <tbody> <tr> <td>Normal Mode On, Idle Mode Off, Sleep Out</td> <td>Yes</td> </tr> <tr> <td>Normal Mode On, Idle Mode On, Sleep Out</td> <td>Yes</td> </tr> <tr> <td>Partial Mode On, Idle Mode Off, Sleep Out</td> <td>Yes</td> </tr> <tr> <td>Partial Mode On, Idle Mode On, Sleep Out</td> <td>Yes</td> </tr> <tr> <td>Sleep In</td> <td>Yes</td> </tr> </tbody> </table>  |     |     |          |    |    |    |    |    |    |    |    |     | Status | Availability  | Normal Mode On, Idle Mode Off, Sleep Out | Yes                   | Normal Mode On, Idle Mode On, Sleep Out | Yes                   | Partial Mode On, Idle Mode Off, Sleep Out | Yes                   | Partial Mode On, Idle Mode On, Sleep Out | Yes | Sleep In | Yes |
| Status                                    | Availability  |     |     |          |    |    |    |    |    |    |    |    |     |        |               |  |                       |   |                       |   |                       |  |     |          |     |
| Normal Mode On, Idle Mode Off, Sleep Out  | Yes   |     |     |          |    |    |    |    |    |    |    |    |     |        |               |  |                       |   |                       |   |                       |  |     |          |     |
| Normal Mode On, Idle Mode On, Sleep Out   | Yes   |     |     |          |    |    |    |    |    |    |    |    |     |        |               |  |                       |   |                       |   |                       |  |     |          |     |
| Partial Mode On, Idle Mode Off, Sleep Out | Yes   |     |     |          |    |    |    |    |    |    |    |    |     |        |               |  |                       |   |                       |   |                       |  |     |          |     |
| Partial Mode On, Idle Mode On, Sleep Out  | Yes   |     |     |          |    |    |    |    |    |    |    |    |     |        |               |  |                       |   |                       |   |                       |  |     |          |     |
| Sleep In                                  | Yes   |     |     |          |    |    |    |    |    |    |    |    |     |        |               |  |                       |   |                       |   |                       |  |     |          |     |
| Default                                   | <table border="1"> <thead> <tr> <th>Status</th> <th>Default Value</th> </tr> </thead> <tbody> <tr> <td>Power On Sequence</td> <td>Display Inversion OFF</td> </tr> <tr> <td>SW Reset</td> <td>Display Inversion OFF</td> </tr> <tr> <td>HW Reset</td> <td>Display Inversion OFF</td> </tr> </tbody> </table>  |     |     |          |    |    |    |    |    |    |    |    |     | Status | Default Value | Power On Sequence                        | Display Inversion OFF | SW Reset                                | Display Inversion OFF | HW Reset                                  | Display Inversion OFF |  |     |          |     |
| Status                                    | Default Value   |     |     |          |    |    |    |    |    |    |    |    |     |        |               |  |                       |   |                       |   |                       |  |     |          |     |
| Power On Sequence                         | Display Inversion OFF   |     |     |          |    |    |    |    |    |    |    |    |     |        |               |  |                       |   |                       |   |                       |  |     |          |     |
| SW Reset                                  | Display Inversion OFF   |     |     |          |    |    |    |    |    |    |    |    |     |        |               |  |                       |   |                       |   |                       |  |     |          |     |
| HW Reset                                  | Display Inversion OFF   |     |     |          |    |    |    |    |    |    |    |    |     |        |               |  |                       |   |                       |   |                       |  |     |          |     |
| Flow Chart                                |   |     |     |          |    |    |    |    |    |    |    |    |     |        |               |  |                       |   |                       |   |                       |  |     |          |     |

**8.2.18. Display OFF (28h)**

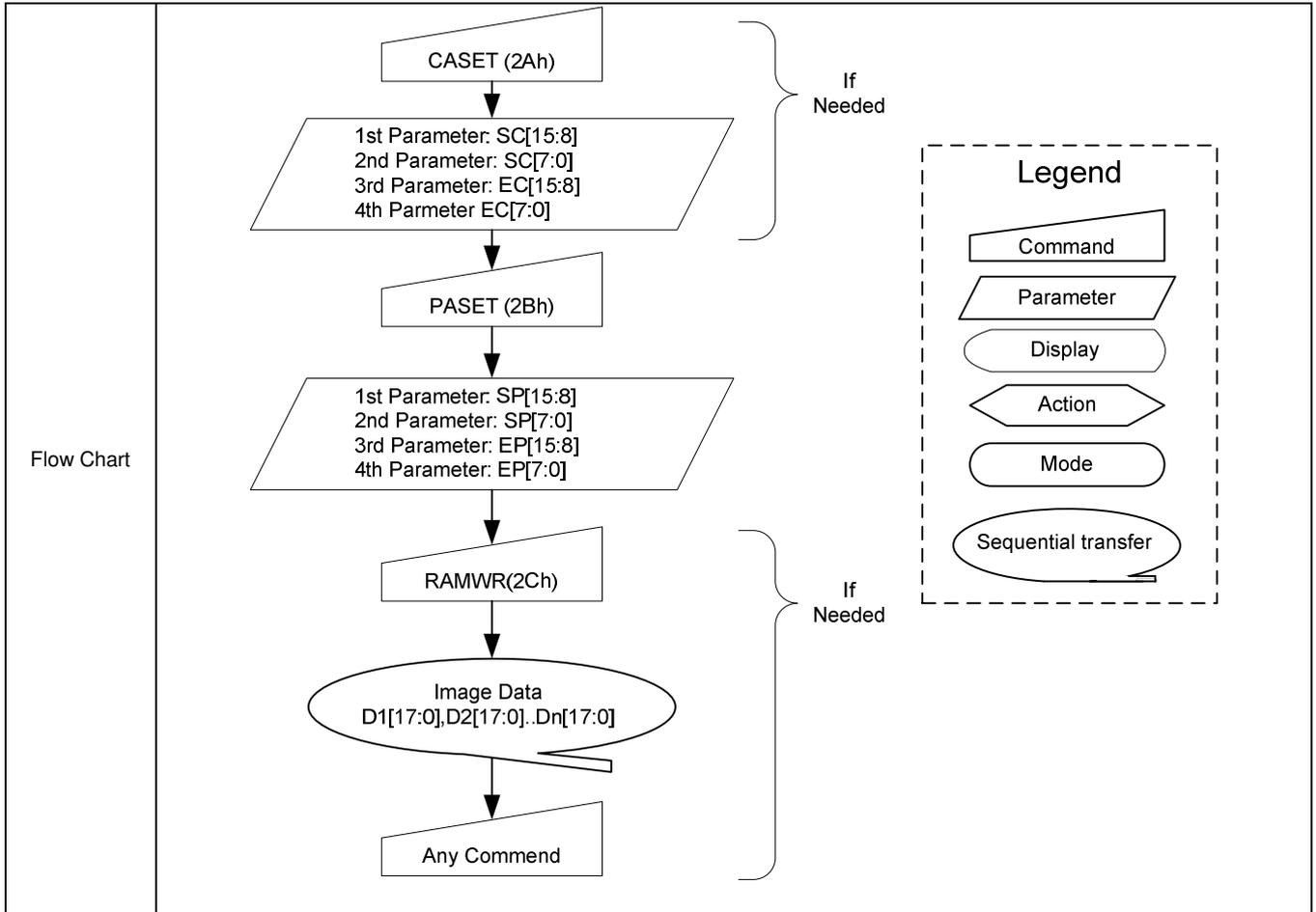
| 28h                                       | DISOFF (Display OFF)   |     |     |          |    |    |    |    |    |    |    |    |     |        |               |  |             |   |             |   |             |  |     |          |     |
|---|--|-----|-----|----------|----|----|----|----|----|----|----|----|-----|--------|---------------|--|-------------|---|-------------|---|-------------|--|-----|----------|-----|
|   | D/CX   | RDX | WRX | D[15:8]  | D7 | D6 | D5 | D4 | D3 | D2 | D1 | D0 | HEX |        |               |  |             |   |             |   |             |  |     |          |     |
| Command                                   | 0  | 1   | ↑   | XXXXXXXX | 0  | 0  | 1  | 0  | 1  | 0  | 0  | 0  | 28h |        |               |  |             |   |             |   |             |  |     |          |     |
| Parameter                                 | No parameter   |     |     |          |    |    |    |    |    |    |    |    |     |        |               |  |             |   |             |   |             |  |     |          |     |
| Description                               | <p>This command causes ILI9486L to stop displaying the image data on the display device. The frame memory contents remain unchanged. No status bits are changed.</p> <div style="display: flex; justify-content: space-around; align-items: center;"> <div style="text-align: center;"> <p>Memory</p>  </div> <div style="font-size: 2em; margin: 0 20px;">→</div> <div style="text-align: center;"> <p>Display Panel</p>  </div> </div> <p>X = Don't care</p>  |     |     |          |    |    |    |    |    |    |    |    |     |        |               |  |             |   |             |   |             |  |     |          |     |
| Restriction                               | This command has no effect when ILI9486L is already in Display off mode.   |     |     |          |    |    |    |    |    |    |    |    |     |        |               |  |             |   |             |   |             |  |     |          |     |
| Register Availability                     | <table border="1" style="width: 100%; border-collapse: collapse;"> <thead> <tr> <th>Status</th> <th>Availability</th> </tr> </thead> <tbody> <tr> <td>Normal Mode On, Idle Mode Off, Sleep Out</td> <td>Yes</td> </tr> <tr> <td>Normal Mode On, Idle Mode On, Sleep Out</td> <td>Yes</td> </tr> <tr> <td>Partial Mode On, Idle Mode Off, Sleep Out</td> <td>Yes</td> </tr> <tr> <td>Partial Mode On, Idle Mode On, Sleep Out</td> <td>Yes</td> </tr> <tr> <td>Sleep In</td> <td>Yes</td> </tr> </tbody> </table>   |     |     |          |    |    |    |    |    |    |    |    |     | Status | Availability  | Normal Mode On, Idle Mode Off, Sleep Out | Yes         | Normal Mode On, Idle Mode On, Sleep Out | Yes         | Partial Mode On, Idle Mode Off, Sleep Out | Yes         | Partial Mode On, Idle Mode On, Sleep Out | Yes | Sleep In | Yes |
| Status                                    | Availability   |     |     |          |    |    |    |    |    |    |    |    |     |        |               |  |             |   |             |   |             |  |     |          |     |
| Normal Mode On, Idle Mode Off, Sleep Out  | Yes  |     |     |          |    |    |    |    |    |    |    |    |     |        |               |  |             |   |             |   |             |  |     |          |     |
| Normal Mode On, Idle Mode On, Sleep Out   | Yes  |     |     |          |    |    |    |    |    |    |    |    |     |        |               |  |             |   |             |   |             |  |     |          |     |
| Partial Mode On, Idle Mode Off, Sleep Out | Yes  |     |     |          |    |    |    |    |    |    |    |    |     |        |               |  |             |   |             |   |             |  |     |          |     |
| Partial Mode On, Idle Mode On, Sleep Out  | Yes  |     |     |          |    |    |    |    |    |    |    |    |     |        |               |  |             |   |             |   |             |  |     |          |     |
| Sleep In                                  | Yes  |     |     |          |    |    |    |    |    |    |    |    |     |        |               |  |             |   |             |   |             |  |     |          |     |
| Default                                   | <table border="1" style="width: 100%; border-collapse: collapse;"> <thead> <tr> <th>Status</th> <th>Default Value</th> </tr> </thead> <tbody> <tr> <td>Power On Sequence</td> <td>Display OFF</td> </tr> <tr> <td>SW Reset</td> <td>Display OFF</td> </tr> <tr> <td>HW Reset</td> <td>Display OFF</td> </tr> </tbody> </table>   |     |     |          |    |    |    |    |    |    |    |    |     | Status | Default Value | Power On Sequence                        | Display OFF | SW Reset                                | Display OFF | HW Reset                                  | Display OFF |  |     |          |     |
| Status                                    | Default Value  |     |     |          |    |    |    |    |    |    |    |    |     |        |               |  |             |   |             |   |             |  |     |          |     |
| Power On Sequence                         | Display OFF  |     |     |          |    |    |    |    |    |    |    |    |     |        |               |  |             |   |             |   |             |  |     |          |     |
| SW Reset                                  | Display OFF  |     |     |          |    |    |    |    |    |    |    |    |     |        |               |  |             |   |             |   |             |  |     |          |     |
| HW Reset                                  | Display OFF  |     |     |          |    |    |    |    |    |    |    |    |     |        |               |  |             |   |             |   |             |  |     |          |     |
| Flow Chart                                | <div style="display: flex; align-items: center;"> <div style="flex: 1;">  </div> <div style="flex: 1; border: 1px dashed black; padding: 5px;"> <p><b>Legend</b></p> <ul style="list-style-type: none"> <li> Command</li> <li> Parameter</li> <li> Display</li> <li> Action</li> <li> Mode</li> <li> Sequential transfer</li> </ul> </div> </div> |     |     |          |    |    |    |    |    |    |    |    |     |        |               |  |             |   |             |   |             |  |     |          |     |

**8.2.19. Display ON (29h)**

| 29h                                       | DISON (Display ON)   |     |     |          |    |    |    |    |    |    |    |    |     |        |               |  |             |   |             |   |             |  |     |          |     |
|---|--|-----|-----|----------|----|----|----|----|----|----|----|----|-----|--------|---------------|--|-------------|---|-------------|---|-------------|--|-----|----------|-----|
|   | D/CX   | RDX | WRX | D[15:8]  | D7 | D6 | D5 | D4 | D3 | D2 | D1 | D0 | HEX |        |               |  |             |   |             |   |             |  |     |          |     |
| Command                                   | 0  | 1   | ↑   | XXXXXXXX | 0  | 0  | 1  | 0  | 1  | 0  | 0  | 1  | 29h |        |               |  |             |   |             |   |             |  |     |          |     |
| Parameter                                 | No parameter   |     |     |          |    |    |    |    |    |    |    |    |     |        |               |  |             |   |             |   |             |  |     |          |     |
| Description                               | <p>This command causes ILI9486L to start displaying the image data on the display device. The frame memory contents remain unchanged. No status bits are changed.</p> <div style="display: flex; justify-content: space-around; align-items: center;"> <div style="text-align: center;"> <p>Memory</p>  </div> <div style="font-size: 2em;">→</div> <div style="text-align: center;"> <p>Display Panel</p>  </div> </div> <p>X = Don't care</p> |     |     |          |    |    |    |    |    |    |    |    |     |        |               |  |             |   |             |   |             |  |     |          |     |
| Restriction                               | This command has no effect when ILI9486L is already in Display on mode.  |     |     |          |    |    |    |    |    |    |    |    |     |        |               |  |             |   |             |   |             |  |     |          |     |
| Register Availability                     | <table border="1" style="width: 100%; border-collapse: collapse;"> <thead> <tr> <th>Status</th> <th>Availability</th> </tr> </thead> <tbody> <tr> <td>Normal Mode On, Idle Mode Off, Sleep Out</td> <td>Yes</td> </tr> <tr> <td>Normal Mode On, Idle Mode On, Sleep Out</td> <td>Yes</td> </tr> <tr> <td>Partial Mode On, Idle Mode Off, Sleep Out</td> <td>Yes</td> </tr> <tr> <td>Partial Mode On, Idle Mode On, Sleep Out</td> <td>Yes</td> </tr> <tr> <td>Sleep In</td> <td>Yes</td> </tr> </tbody> </table>   |     |     |          |    |    |    |    |    |    |    |    |     | Status | Availability  | Normal Mode On, Idle Mode Off, Sleep Out | Yes         | Normal Mode On, Idle Mode On, Sleep Out | Yes         | Partial Mode On, Idle Mode Off, Sleep Out | Yes         | Partial Mode On, Idle Mode On, Sleep Out | Yes | Sleep In | Yes |
| Status                                    | Availability   |     |     |          |    |    |    |    |    |    |    |    |     |        |               |  |             |   |             |   |             |  |     |          |     |
| Normal Mode On, Idle Mode Off, Sleep Out  | Yes  |     |     |          |    |    |    |    |    |    |    |    |     |        |               |  |             |   |             |   |             |  |     |          |     |
| Normal Mode On, Idle Mode On, Sleep Out   | Yes  |     |     |          |    |    |    |    |    |    |    |    |     |        |               |  |             |   |             |   |             |  |     |          |     |
| Partial Mode On, Idle Mode Off, Sleep Out | Yes  |     |     |          |    |    |    |    |    |    |    |    |     |        |               |  |             |   |             |   |             |  |     |          |     |
| Partial Mode On, Idle Mode On, Sleep Out  | Yes  |     |     |          |    |    |    |    |    |    |    |    |     |        |               |  |             |   |             |   |             |  |     |          |     |
| Sleep In                                  | Yes  |     |     |          |    |    |    |    |    |    |    |    |     |        |               |  |             |   |             |   |             |  |     |          |     |
| Default                                   | <table border="1" style="width: 100%; border-collapse: collapse;"> <thead> <tr> <th>Status</th> <th>Default Value</th> </tr> </thead> <tbody> <tr> <td>Power On Sequence</td> <td>Display OFF</td> </tr> <tr> <td>SW Reset</td> <td>Display OFF</td> </tr> <tr> <td>HW Reset</td> <td>Display OFF</td> </tr> </tbody> </table>   |     |     |          |    |    |    |    |    |    |    |    |     | Status | Default Value | Power On Sequence                        | Display OFF | SW Reset                                | Display OFF | HW Reset                                  | Display OFF |  |     |          |     |
| Status                                    | Default Value  |     |     |          |    |    |    |    |    |    |    |    |     |        |               |  |             |   |             |   |             |  |     |          |     |
| Power On Sequence                         | Display OFF  |     |     |          |    |    |    |    |    |    |    |    |     |        |               |  |             |   |             |   |             |  |     |          |     |
| SW Reset                                  | Display OFF  |     |     |          |    |    |    |    |    |    |    |    |     |        |               |  |             |   |             |   |             |  |     |          |     |
| HW Reset                                  | Display OFF  |     |     |          |    |    |    |    |    |    |    |    |     |        |               |  |             |   |             |   |             |  |     |          |     |
| Flow Chart                                | <div style="display: flex; align-items: center;"> <div style="flex: 1;">  <pre> graph TD     A([Display OFF Mode]) --&gt; B[/DISON (29h)/]     B --&gt; C([Display ON Mode])             </pre> </div> <div style="flex: 1; border: 1px dashed black; padding: 5px;"> <p style="text-align: center;"><b>Legend</b></p> <ul style="list-style-type: none"> <li> Command</li> <li> Parameter</li> <li> Display</li> <li> Action</li> <li> Mode</li> <li> Sequential transfer</li> </ul> </div> </div>                             |     |     |          |    |    |    |    |    |    |    |    |     |        |               |  |             |   |             |   |             |  |     |          |     |

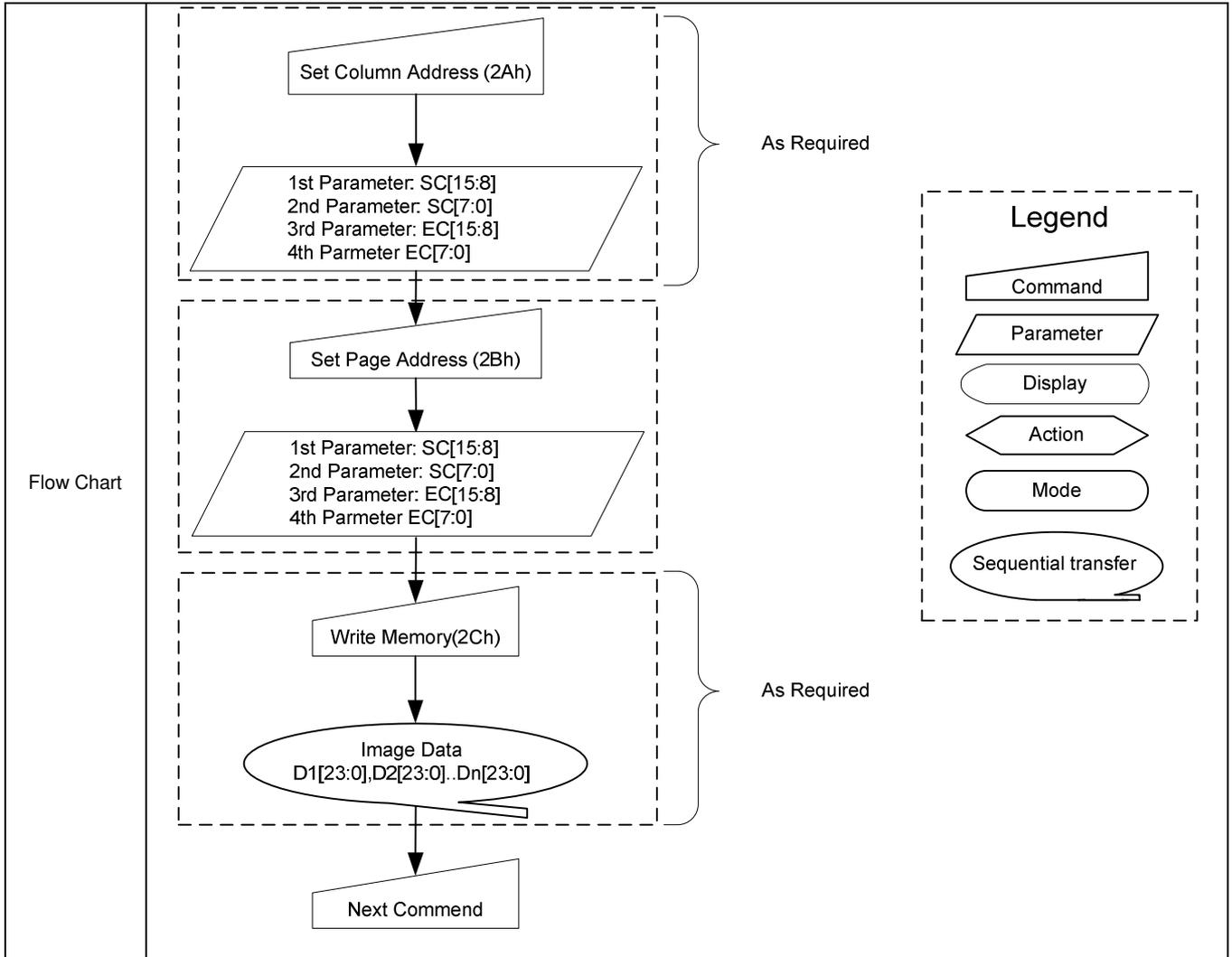
### 8.2.20. Column Address Set (2Ah)

| 2Ah                                       | CASET (Column Address Set)  |  |     |          |          |    |    |    |    |    |    |    |     |        |               |  |                   |   |                |   |                |  |          |                |                |
|---|---|--|-----|----------|----------|----|----|----|----|----|----|----|-----|--------|---------------|--|-------------------|---|----------------|---|----------------|--|----------|----------------|----------------|
|   | D/CX  | RDX  | WRX | D[15:8]  | D7       | D6 | D5 | D4 | D3 | D2 | D1 | D0 | HEX |        |               |  |                   |   |                |   |                |  |          |                |                |
| Command                                   | 0   | 1  | ↑   | XXXXXXXX | 0        | 0  | 1  | 0  | 1  | 0  | 1  | 0  | 2Ah |        |               |  |                   |   |                |   |                |  |          |                |                |
| 1 <sup>st</sup> Parameter                 | 1   | 1  | ↑   | XXXXXXXX | SC[15:8] |    |    |    |    |    |    |    | XX  |        |               |  |                   |   |                |   |                |  |          |                |                |
| 2 <sup>nd</sup> Parameter                 | 1   | 1  | ↑   | XXXXXXXX | SC[7:0]  |    |    |    |    |    |    |    | XX  |        |               |  |                   |   |                |   |                |  |          |                |                |
| 3 <sup>rd</sup> Parameter                 | 1   | 1  | ↑   | XXXXXXXX | EC[15:8] |    |    |    |    |    |    |    | XX  |        |               |  |                   |   |                |   |                |  |          |                |                |
| 4 <sup>th</sup> Parameter                 | 1   | 1  | ↑   | XXXXXXXX | EC[7:0]  |    |    |    |    |    |    |    | XX  |        |               |  |                   |   |                |   |                |  |          |                |                |
| Description                               | <p>This command is used to define area of frame memory where MCU can access. This command makes no change on the other driver status. The values of SC[15:0] and EC[15:0] are referred when RAMWR command comes. Each value represents one column line in the Frame Memory.</p>   |  |     |          |          |    |    |    |    |    |    |    |     |        |               |  |                   |   |                |   |                |  |          |                |                |
|   | <div style="text-align: center;"> </div>  |  |     |          |          |    |    |    |    |    |    |    |     |        |               |  |                   |   |                |   |                |  |          |                |                |
| Restriction                               | <p>SC[15:0] always must be equal to or less than EC[15:0].</p> <p>Note 1: When SC[15:0] or EC[15:0] is greater than 013Fh (When MADCTL's B5 = 0) or 01DFh (When MADCTL's B5 = 1), data of out of range will be ignored</p>  |  |     |          |          |    |    |    |    |    |    |    |     |        |               |  |                   |   |                |   |                |  |          |                |                |
| Register Availability                     | <table border="1" style="margin-left: auto; margin-right: auto;"> <thead> <tr> <th>Status</th> <th>Availability</th> </tr> </thead> <tbody> <tr> <td>Normal Mode On, Idle Mode Off, Sleep Out</td> <td>Yes</td> </tr> <tr> <td>Normal Mode On, Idle Mode On, Sleep Out</td> <td>Yes</td> </tr> <tr> <td>Partial Mode On, Idle Mode Off, Sleep Out</td> <td>Yes</td> </tr> <tr> <td>Partial Mode On, Idle Mode On, Sleep Out</td> <td>Yes</td> </tr> <tr> <td>Sleep In</td> <td>Yes</td> </tr> </tbody> </table> |  |     |          |          |    |    |    |    |    |    |    |     | Status | Availability  | Normal Mode On, Idle Mode Off, Sleep Out | Yes               | Normal Mode On, Idle Mode On, Sleep Out | Yes            | Partial Mode On, Idle Mode Off, Sleep Out | Yes            | Partial Mode On, Idle Mode On, Sleep Out                                 | Yes      | Sleep In       | Yes            |
| Status                                    | Availability  |  |     |          |          |    |    |    |    |    |    |    |     |        |               |  |                   |   |                |   |                |  |          |                |                |
| Normal Mode On, Idle Mode Off, Sleep Out  | Yes   |  |     |          |          |    |    |    |    |    |    |    |     |        |               |  |                   |   |                |   |                |  |          |                |                |
| Normal Mode On, Idle Mode On, Sleep Out   | Yes   |  |     |          |          |    |    |    |    |    |    |    |     |        |               |  |                   |   |                |   |                |  |          |                |                |
| Partial Mode On, Idle Mode Off, Sleep Out | Yes   |  |     |          |          |    |    |    |    |    |    |    |     |        |               |  |                   |   |                |   |                |  |          |                |                |
| Partial Mode On, Idle Mode On, Sleep Out  | Yes   |  |     |          |          |    |    |    |    |    |    |    |     |        |               |  |                   |   |                |   |                |  |          |                |                |
| Sleep In                                  | Yes   |  |     |          |          |    |    |    |    |    |    |    |     |        |               |  |                   |   |                |   |                |  |          |                |                |
| Default                                   | <table border="1" style="margin-left: auto; margin-right: auto;"> <thead> <tr> <th>Status</th> <th colspan="2">Default Value</th> </tr> </thead> <tbody> <tr> <td>Power On Sequence</td> <td>SC[15:0]=0000h</td> <td>EC[15:0]=00EFh</td> </tr> <tr> <td>SW Reset</td> <td>SC[15:0]=0000h</td> <td>If MADCTL's B5 = 0: EC[15:0]=013Fh<br/>If MADCTL's B5 = 1: EC[15:0]=01DFh</td> </tr> <tr> <td>HW Reset</td> <td>SC[15:0]=0000h</td> <td>EC[15:0]=013Fh</td> </tr> </tbody> </table>                           |  |     |          |          |    |    |    |    |    |    |    |     | Status | Default Value |  | Power On Sequence | SC[15:0]=0000h                          | EC[15:0]=00EFh | SW Reset                                  | SC[15:0]=0000h | If MADCTL's B5 = 0: EC[15:0]=013Fh<br>If MADCTL's B5 = 1: EC[15:0]=01DFh | HW Reset | SC[15:0]=0000h | EC[15:0]=013Fh |
| Status                                    | Default Value   |  |     |          |          |    |    |    |    |    |    |    |     |        |               |  |                   |   |                |   |                |  |          |                |                |
| Power On Sequence                         | SC[15:0]=0000h  | EC[15:0]=00EFh   |     |          |          |    |    |    |    |    |    |    |     |        |               |  |                   |   |                |   |                |  |          |                |                |
| SW Reset                                  | SC[15:0]=0000h  | If MADCTL's B5 = 0: EC[15:0]=013Fh<br>If MADCTL's B5 = 1: EC[15:0]=01DFh |     |          |          |    |    |    |    |    |    |    |     |        |               |  |                   |   |                |   |                |  |          |                |                |
| HW Reset                                  | SC[15:0]=0000h  | EC[15:0]=013Fh   |     |          |          |    |    |    |    |    |    |    |     |        |               |  |                   |   |                |   |                |  |          |                |                |



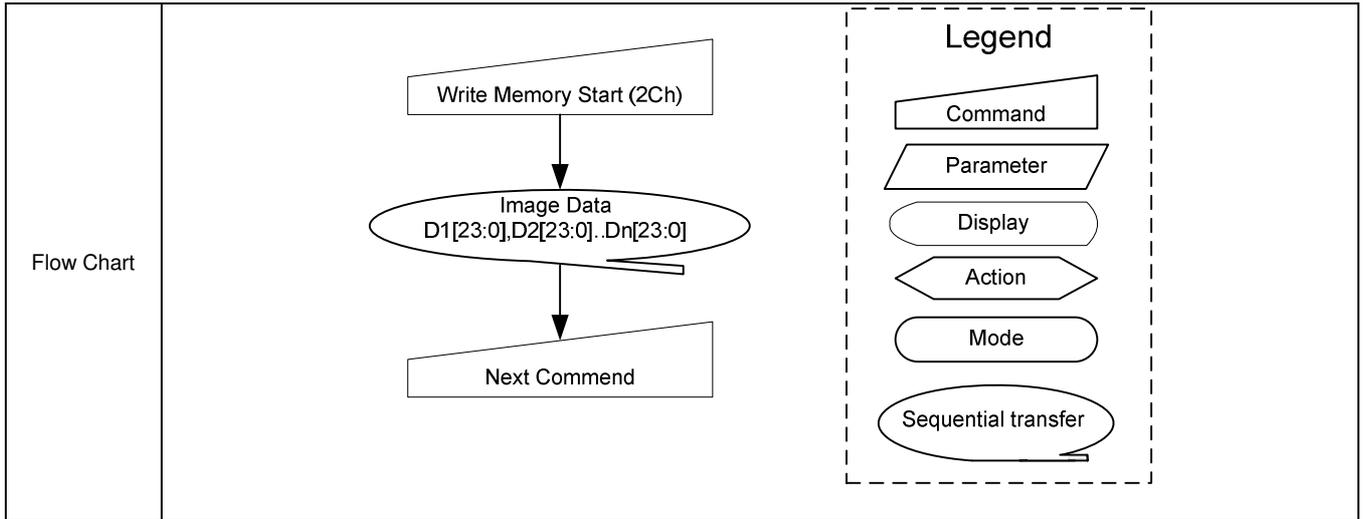
### 8.2.21. Page Address Set (2Bh)

| 2Bh                                       | PASET (Page Address Set)   |  |     |          |          |    |    |    |    |    |    |    |     |        |               |  |                   |   |                |   |                |  |          |                |                |
|---|--|--|-----|----------|----------|----|----|----|----|----|----|----|-----|--------|---------------|--|-------------------|---|----------------|---|----------------|--|----------|----------------|----------------|
|   | D/CX   | RDX  | WRX | D[15:8]  | D7       | D6 | D5 | D4 | D3 | D2 | D1 | D0 | HEX |        |               |  |                   |   |                |   |                |  |          |                |                |
| Command                                   | 0  | 1  | ↑   | XXXXXXXX | 0        | 0  | 1  | 0  | 1  | 0  | 1  | 1  | 2Bh |        |               |  |                   |   |                |   |                |  |          |                |                |
| 1 <sup>st</sup> Parameter                 | 1  | 1  | ↑   | XXXXXXXX | SP[15:8] |    |    |    |    |    |    |    | XX  |        |               |  |                   |   |                |   |                |  |          |                |                |
| 2 <sup>nd</sup> Parameter                 | 1  | 1  | ↑   | XXXXXXXX | SP[7:0]  |    |    |    |    |    |    |    | XX  |        |               |  |                   |   |                |   |                |  |          |                |                |
| 3 <sup>rd</sup> Parameter                 | 1  | 1  | ↑   | XXXXXXXX | EP[15:8] |    |    |    |    |    |    |    | XX  |        |               |  |                   |   |                |   |                |  |          |                |                |
| 4 <sup>th</sup> Parameter                 | 1  | 1  | ↑   | XXXXXXXX | EP[7:0]  |    |    |    |    |    |    |    | XX  |        |               |  |                   |   |                |   |                |  |          |                |                |
| Description                               | <p>This command is used to define area of frame memory where MCU can access. This command makes no change on the other driver status. The values of SP[15:0] and EP[15:0] are referred when RAMWR command comes. Each value represents one Page line in the Frame Memory.</p>  |  |     |          |          |    |    |    |    |    |    |    |     |        |               |  |                   |   |                |   |                |  |          |                |                |
|   | <p>X = don't care</p>  |  |     |          |          |    |    |    |    |    |    |    |     |        |               |  |                   |   |                |   |                |  |          |                |                |
| Restriction                               | <p>SP[15:0] always must be equal to or less than EP[15:0]<br/>           When SP[15:0] or EP[15:0] is greater than 01DFh (When MADCTL's B5 = 0) or 013Fh (When MADCTL's B5 = 1), data of out of range will be ignored.</p>   |  |     |          |          |    |    |    |    |    |    |    |     |        |               |  |                   |   |                |   |                |  |          |                |                |
| Register Availability                     | <table border="1"> <thead> <tr> <th>Status</th> <th>Availability</th> </tr> </thead> <tbody> <tr> <td>Normal Mode On, Idle Mode Off, Sleep Out</td> <td>Yes</td> </tr> <tr> <td>Normal Mode On, Idle Mode On, Sleep Out</td> <td>Yes</td> </tr> <tr> <td>Partial Mode On, Idle Mode Off, Sleep Out</td> <td>Yes</td> </tr> <tr> <td>Partial Mode On, Idle Mode On, Sleep Out</td> <td>Yes</td> </tr> <tr> <td>Sleep In</td> <td>Yes</td> </tr> </tbody> </table> |  |     |          |          |    |    |    |    |    |    |    |     | Status | Availability  | Normal Mode On, Idle Mode Off, Sleep Out | Yes               | Normal Mode On, Idle Mode On, Sleep Out | Yes            | Partial Mode On, Idle Mode Off, Sleep Out | Yes            | Partial Mode On, Idle Mode On, Sleep Out                                 | Yes      | Sleep In       | Yes            |
| Status                                    | Availability   |  |     |          |          |    |    |    |    |    |    |    |     |        |               |  |                   |   |                |   |                |  |          |                |                |
| Normal Mode On, Idle Mode Off, Sleep Out  | Yes  |  |     |          |          |    |    |    |    |    |    |    |     |        |               |  |                   |   |                |   |                |  |          |                |                |
| Normal Mode On, Idle Mode On, Sleep Out   | Yes  |  |     |          |          |    |    |    |    |    |    |    |     |        |               |  |                   |   |                |   |                |  |          |                |                |
| Partial Mode On, Idle Mode Off, Sleep Out | Yes  |  |     |          |          |    |    |    |    |    |    |    |     |        |               |  |                   |   |                |   |                |  |          |                |                |
| Partial Mode On, Idle Mode On, Sleep Out  | Yes  |  |     |          |          |    |    |    |    |    |    |    |     |        |               |  |                   |   |                |   |                |  |          |                |                |
| Sleep In                                  | Yes  |  |     |          |          |    |    |    |    |    |    |    |     |        |               |  |                   |   |                |   |                |  |          |                |                |
| Default                                   | <table border="1"> <thead> <tr> <th>Status</th> <th colspan="2">Default Value</th> </tr> </thead> <tbody> <tr> <td>Power On Sequence</td> <td>SP[15:0]=0000h</td> <td>EP[15:0]=013Fh</td> </tr> <tr> <td>SW Reset</td> <td>SP[15:0]=0000h</td> <td>If MADCTL's B5 = 0: EP[15:0]=01DFh<br/>If MADCTL's B5 = 1: EP[15:0]=013Fh</td> </tr> <tr> <td>HW Reset</td> <td>SP[15:0]=0000h</td> <td>EP[15:0]=01EFh</td> </tr> </tbody> </table>                           |  |     |          |          |    |    |    |    |    |    |    |     | Status | Default Value |  | Power On Sequence | SP[15:0]=0000h                          | EP[15:0]=013Fh | SW Reset                                  | SP[15:0]=0000h | If MADCTL's B5 = 0: EP[15:0]=01DFh<br>If MADCTL's B5 = 1: EP[15:0]=013Fh | HW Reset | SP[15:0]=0000h | EP[15:0]=01EFh |
| Status                                    | Default Value  |  |     |          |          |    |    |    |    |    |    |    |     |        |               |  |                   |   |                |   |                |  |          |                |                |
| Power On Sequence                         | SP[15:0]=0000h   | EP[15:0]=013Fh   |     |          |          |    |    |    |    |    |    |    |     |        |               |  |                   |   |                |   |                |  |          |                |                |
| SW Reset                                  | SP[15:0]=0000h   | If MADCTL's B5 = 0: EP[15:0]=01DFh<br>If MADCTL's B5 = 1: EP[15:0]=013Fh |     |          |          |    |    |    |    |    |    |    |     |        |               |  |                   |   |                |   |                |  |          |                |                |
| HW Reset                                  | SP[15:0]=0000h   | EP[15:0]=01EFh   |     |          |          |    |    |    |    |    |    |    |     |        |               |  |                   |   |                |   |                |  |          |                |                |



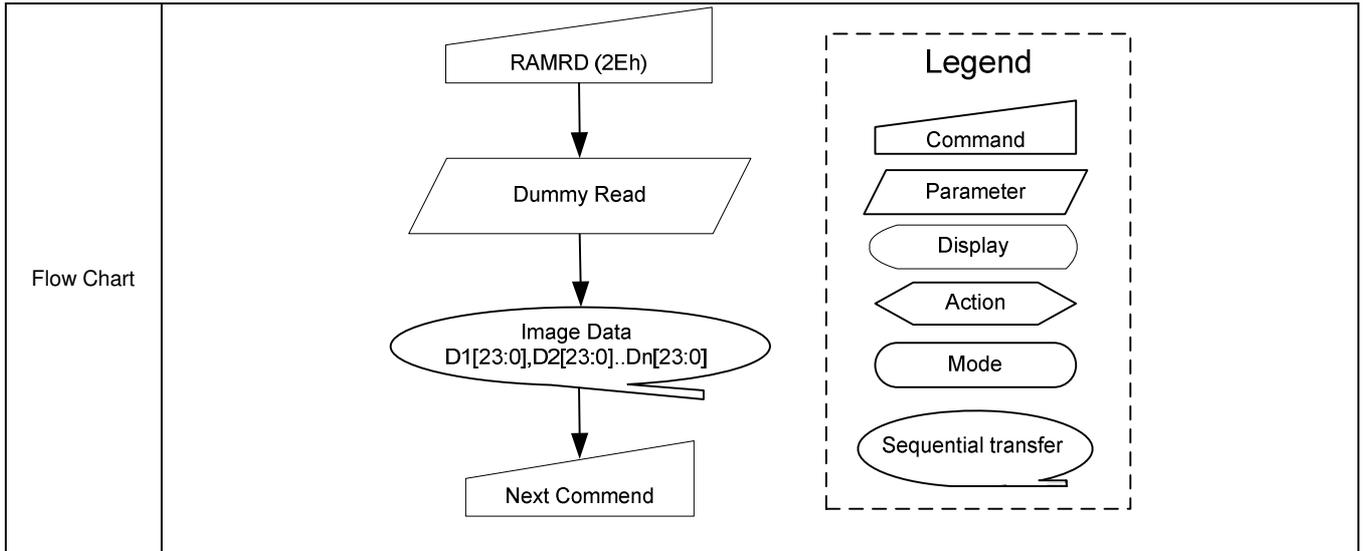
### 8.2.22. Memory Write (2Ch)

| 2Ch                                       | RAMWR (Memory Write)  |     |     |          |    |    |    |    |    |    |    |    |     |        |               |  |                                    |   |                                    |   |                                    |  |     |          |     |
|---|---|-----|-----|----------|----|----|----|----|----|----|----|----|-----|--------|---------------|--|------------------------------------|---|------------------------------------|---|------------------------------------|--|-----|----------|-----|
|   | D/CX  | RDX | WRX | D[15:8]  | D7 | D6 | D5 | D4 | D3 | D2 | D1 | D0 | HEX |        |               |  |                                    |   |                                    |   |                                    |  |     |          |     |
| Command                                   | 0   | 1   | ↑   | XXXXXXXX | 0  | 0  | 1  | 0  | 1  | 1  | 0  | 0  | 2Ch |        |               |  |                                    |   |                                    |   |                                    |  |     |          |     |
| 1 <sup>st</sup> Parameter                 | 1   | 1   | ↑   | D1[15:0] |    |    |    |    |    |    |    |    | XX  |        |               |  |                                    |   |                                    |   |                                    |  |     |          |     |
| :   | 1   | 1   | ↑   | Dx[15:0] |    |    |    |    |    |    |    |    | XX  |        |               |  |                                    |   |                                    |   |                                    |  |     |          |     |
| N <sup>th</sup> Parameter                 | 1   | 1   | ↑   | Dn[15:0] |    |    |    |    |    |    |    |    | XX  |        |               |  |                                    |   |                                    |   |                                    |  |     |          |     |
| Description                               | <p>This command transfers image data from the host processor to ILI9486L's frame memory starting at the pixel location specified by preceding Column Address Set (2Ah) and Page Address Set (2Bh) commands.</p> <p><b>If Memory Access Control (36h) B5 = 0:</b></p> <p>The column and page registers are reset to the Start Column (SC) and Start Page (SP), respectively. Pixel Data 1 is stored in frame memory at (SC, SP). The column register is then incremented and pixels are written to the frame memory until the column register equals the End Column (EC) value. The column register is then reset to SC and the page register is incremented. Pixels are written to the frame memory until the page register equals the End Page (EP) value or the host processor sends another command. If the number of pixels exceeds <math>(EC - SC + 1) * (EP - SP + 1)</math> the extra pixels are ignored.</p> <p><b>If Memory Access control (36h) B5 = 1:</b></p> <p>The column and page registers are reset to the Start Column (SC) and Start Page (SP), respectively. Pixel Data 1 is stored in frame memory at (SC, SP). The page register is then incremented and pixels are written to the frame memory until the page register equals the End Page (EP) value. The page register is then reset to SP and the column register is incremented. Pixels are written to the frame memory until the column register equals the End column (EC) value or the host processor sends another command. If the number of pixels exceeds <math>(EC - SC + 1) * (EP - SP + 1)</math> the extra pixels are ignored.</p> |     |     |          |    |    |    |    |    |    |    |    |     |        |               |  |                                    |   |                                    |   |                                    |  |     |          |     |
| Restriction                               | There is no restriction on length of parameters.  |     |     |          |    |    |    |    |    |    |    |    |     |        |               |  |                                    |   |                                    |   |                                    |  |     |          |     |
| Register Availability                     | <table border="1"> <thead> <tr> <th>Status</th> <th>Availability</th> </tr> </thead> <tbody> <tr> <td>Normal Mode On, Idle Mode Off, Sleep Out</td> <td>Yes</td> </tr> <tr> <td>Normal Mode On, Idle Mode On, Sleep Out</td> <td>Yes</td> </tr> <tr> <td>Partial Mode On, Idle Mode Off, Sleep Out</td> <td>Yes</td> </tr> <tr> <td>Partial Mode On, Idle Mode On, Sleep Out</td> <td>Yes</td> </tr> <tr> <td>Sleep In</td> <td>Yes</td> </tr> </tbody> </table>  |     |     |          |    |    |    |    |    |    |    |    |     | Status | Availability  | Normal Mode On, Idle Mode Off, Sleep Out | Yes                                | Normal Mode On, Idle Mode On, Sleep Out | Yes                                | Partial Mode On, Idle Mode Off, Sleep Out | Yes                                | Partial Mode On, Idle Mode On, Sleep Out | Yes | Sleep In | Yes |
| Status                                    | Availability  |     |     |          |    |    |    |    |    |    |    |    |     |        |               |  |                                    |   |                                    |   |                                    |  |     |          |     |
| Normal Mode On, Idle Mode Off, Sleep Out  | Yes   |     |     |          |    |    |    |    |    |    |    |    |     |        |               |  |                                    |   |                                    |   |                                    |  |     |          |     |
| Normal Mode On, Idle Mode On, Sleep Out   | Yes   |     |     |          |    |    |    |    |    |    |    |    |     |        |               |  |                                    |   |                                    |   |                                    |  |     |          |     |
| Partial Mode On, Idle Mode Off, Sleep Out | Yes   |     |     |          |    |    |    |    |    |    |    |    |     |        |               |  |                                    |   |                                    |   |                                    |  |     |          |     |
| Partial Mode On, Idle Mode On, Sleep Out  | Yes   |     |     |          |    |    |    |    |    |    |    |    |     |        |               |  |                                    |   |                                    |   |                                    |  |     |          |     |
| Sleep In                                  | Yes   |     |     |          |    |    |    |    |    |    |    |    |     |        |               |  |                                    |   |                                    |   |                                    |  |     |          |     |
| Default                                   | <table border="1"> <thead> <tr> <th>Status</th> <th>Default Value</th> </tr> </thead> <tbody> <tr> <td>Power On Sequence</td> <td>Contents of memory is set randomly</td> </tr> <tr> <td>SW Reset</td> <td>Contents of memory is set randomly</td> </tr> <tr> <td>HW Reset</td> <td>Contents of memory is set randomly</td> </tr> </tbody> </table>   |     |     |          |    |    |    |    |    |    |    |    |     | Status | Default Value | Power On Sequence                        | Contents of memory is set randomly | SW Reset                                | Contents of memory is set randomly | HW Reset                                  | Contents of memory is set randomly |  |     |          |     |
| Status                                    | Default Value   |     |     |          |    |    |    |    |    |    |    |    |     |        |               |  |                                    |   |                                    |   |                                    |  |     |          |     |
| Power On Sequence                         | Contents of memory is set randomly  |     |     |          |    |    |    |    |    |    |    |    |     |        |               |  |                                    |   |                                    |   |                                    |  |     |          |     |
| SW Reset                                  | Contents of memory is set randomly  |     |     |          |    |    |    |    |    |    |    |    |     |        |               |  |                                    |   |                                    |   |                                    |  |     |          |     |
| HW Reset                                  | Contents of memory is set randomly  |     |     |          |    |    |    |    |    |    |    |    |     |        |               |  |                                    |   |                                    |   |                                    |  |     |          |     |

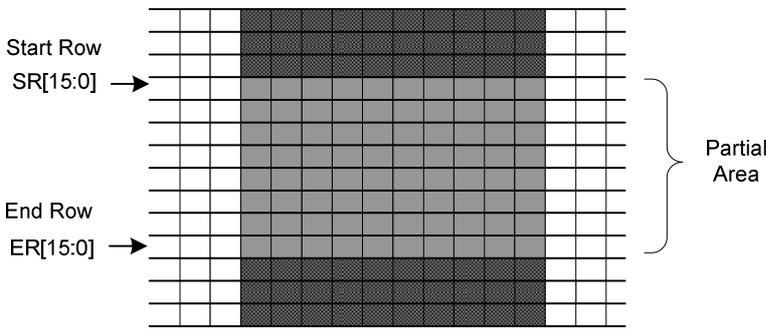
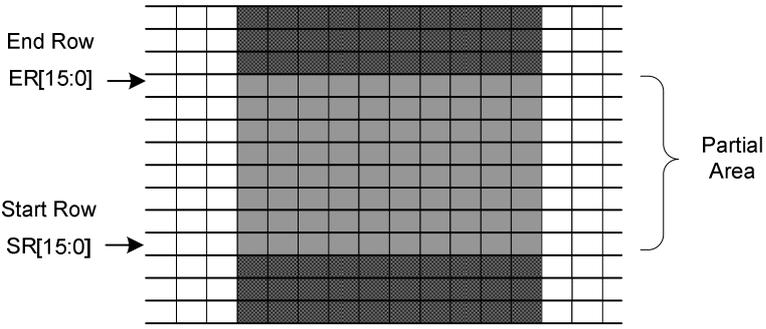
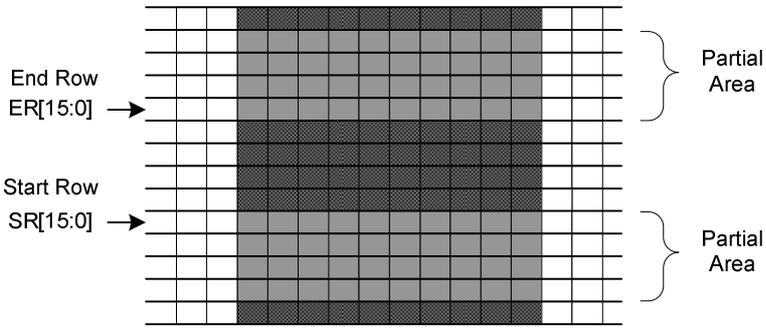


### 8.2.23. Memory Read (2Eh)

| 2Eh                                       | RAMRD (Memory Read)   |     |     |          |    |    |    |    |    |    |    |    |     |        |               |  |                                    |   |                                    |   |                                    |  |     |          |     |
|---|---|-----|-----|----------|----|----|----|----|----|----|----|----|-----|--------|---------------|--|------------------------------------|---|------------------------------------|---|------------------------------------|--|-----|----------|-----|
|   | D/CX  | RDX | WRX | D[15:8]  | D7 | D6 | D5 | D4 | D3 | D2 | D1 | D0 | HEX |        |               |  |                                    |   |                                    |   |                                    |  |     |          |     |
| Command                                   | 0   | 1   | ↑   | XXXXXXXX | 0  | 0  | 1  | 0  | 1  | 1  | 1  | 0  | 2Eh |        |               |  |                                    |   |                                    |   |                                    |  |     |          |     |
| 1 <sup>st</sup> Parameter                 | 1   | 1   | ↑   | XXXXXXXX | X  | X  | X  | X  | X  | X  | X  | X  | XX  |        |               |  |                                    |   |                                    |   |                                    |  |     |          |     |
| 2 <sup>nd</sup> Parameter                 | 1   | 1   | ↑   | D1[15:0] |    |    |    |    |    |    |    |    | XX  |        |               |  |                                    |   |                                    |   |                                    |  |     |          |     |
| :   | 1   | 1   | ↑   | Dx[15:0] |    |    |    |    |    |    |    |    | XX  |        |               |  |                                    |   |                                    |   |                                    |  |     |          |     |
| (N+1) <sup>th</sup> Parameter             | 1   | 1   | ↑   | Dn[15:0] |    |    |    |    |    |    |    |    | XX  |        |               |  |                                    |   |                                    |   |                                    |  |     |          |     |
| Description                               | <p>This command transfers image data from ILI9486L's frame memory to the host processor starting at the pixel location specified by preceding set_column_address and set_page_address commands.</p> <p><b>If Memory Access control B5 = 0:</b></p> <p>The column and page registers are reset to the Start Column (SC) and Start Page (SP), respectively. Pixels are read from frame memory at (SC, SP). The column register is then incremented and pixels read from the frame memory until the column register equals the End Column (EC) value. The column register is then reset to SC and the page register is incremented. Pixels are read from the frame memory until the page register equals the End Page (EP) value or the host processor sends another command.</p> <p><b>If Memory Access Control B5 = 1:</b></p> <p>The column and page registers are reset to the Start Column (SC) and Start Page (SP), respectively. Pixels are read from frame memory at (SC, SP). The page register is then incremented and pixels read from the frame memory until the page register equals the End Page (EP) value. The page register is then reset to SP and the column register is incremented. Pixels are read from the frame memory until the column register equals the End Column (EC) value or the host processor sends another command.</p> |     |     |          |    |    |    |    |    |    |    |    |     |        |               |  |                                    |   |                                    |   |                                    |  |     |          |     |
| Restriction                               | There is no restriction on length of parameters.  |     |     |          |    |    |    |    |    |    |    |    |     |        |               |  |                                    |   |                                    |   |                                    |  |     |          |     |
| Register Availability                     | <table border="1"> <thead> <tr> <th>Status</th> <th>Availability</th> </tr> </thead> <tbody> <tr> <td>Normal Mode On, Idle Mode Off, Sleep Out</td> <td>Yes</td> </tr> <tr> <td>Normal Mode On, Idle Mode On, Sleep Out</td> <td>Yes</td> </tr> <tr> <td>Partial Mode On, Idle Mode Off, Sleep Out</td> <td>Yes</td> </tr> <tr> <td>Partial Mode On, Idle Mode On, Sleep Out</td> <td>Yes</td> </tr> <tr> <td>Sleep In</td> <td>Yes</td> </tr> </tbody> </table>  |     |     |          |    |    |    |    |    |    |    |    |     | Status | Availability  | Normal Mode On, Idle Mode Off, Sleep Out | Yes                                | Normal Mode On, Idle Mode On, Sleep Out | Yes                                | Partial Mode On, Idle Mode Off, Sleep Out | Yes                                | Partial Mode On, Idle Mode On, Sleep Out | Yes | Sleep In | Yes |
| Status                                    | Availability  |     |     |          |    |    |    |    |    |    |    |    |     |        |               |  |                                    |   |                                    |   |                                    |  |     |          |     |
| Normal Mode On, Idle Mode Off, Sleep Out  | Yes   |     |     |          |    |    |    |    |    |    |    |    |     |        |               |  |                                    |   |                                    |   |                                    |  |     |          |     |
| Normal Mode On, Idle Mode On, Sleep Out   | Yes   |     |     |          |    |    |    |    |    |    |    |    |     |        |               |  |                                    |   |                                    |   |                                    |  |     |          |     |
| Partial Mode On, Idle Mode Off, Sleep Out | Yes   |     |     |          |    |    |    |    |    |    |    |    |     |        |               |  |                                    |   |                                    |   |                                    |  |     |          |     |
| Partial Mode On, Idle Mode On, Sleep Out  | Yes   |     |     |          |    |    |    |    |    |    |    |    |     |        |               |  |                                    |   |                                    |   |                                    |  |     |          |     |
| Sleep In                                  | Yes   |     |     |          |    |    |    |    |    |    |    |    |     |        |               |  |                                    |   |                                    |   |                                    |  |     |          |     |
| Default                                   | <table border="1"> <thead> <tr> <th>Status</th> <th>Default Value</th> </tr> </thead> <tbody> <tr> <td>Power On Sequence</td> <td>Contents of memory is set randomly</td> </tr> <tr> <td>SW Reset</td> <td>Contents of memory is set randomly</td> </tr> <tr> <td>HW Reset</td> <td>Contents of memory is set randomly</td> </tr> </tbody> </table>   |     |     |          |    |    |    |    |    |    |    |    |     | Status | Default Value | Power On Sequence                        | Contents of memory is set randomly | SW Reset                                | Contents of memory is set randomly | HW Reset                                  | Contents of memory is set randomly |  |     |          |     |
| Status                                    | Default Value   |     |     |          |    |    |    |    |    |    |    |    |     |        |               |  |                                    |   |                                    |   |                                    |  |     |          |     |
| Power On Sequence                         | Contents of memory is set randomly  |     |     |          |    |    |    |    |    |    |    |    |     |        |               |  |                                    |   |                                    |   |                                    |  |     |          |     |
| SW Reset                                  | Contents of memory is set randomly  |     |     |          |    |    |    |    |    |    |    |    |     |        |               |  |                                    |   |                                    |   |                                    |  |     |          |     |
| HW Reset                                  | Contents of memory is set randomly  |     |     |          |    |    |    |    |    |    |    |    |     |        |               |  |                                    |   |                                    |   |                                    |  |     |          |     |



**8.2.24. Partial Area (30h)**

| 30h                       | PLTAR (Partial Area)   |   |     |          |          |    |    |    |    |    |    |    |     |  |
|---------------------------|--|---|-----|----------|----------|----|----|----|----|----|----|----|-----|--|
|                           | D/CX   | RDX   | WRX | D[15:8]  | D7       | D6 | D5 | D4 | D3 | D2 | D1 | D0 | HEX |  |
| Command                   | 0  | 1   | ↑   | XXXXXXXX | 0        | 0  | 1  | 1  | 0  | 0  | 0  | 0  | 30h |  |
| 1 <sup>st</sup> Parameter | 1  | 1   | ↑   | XXXXXXXX | SR[15:8] |    |    |    |    |    |    |    | XX  |  |
| 2 <sup>nd</sup> Parameter | 1  | 1   | ↑   | XXXXXXXX | SR[7:0]  |    |    |    |    |    |    |    | XX  |  |
| 3 <sup>rd</sup> Parameter | 1  | 1   | ↑   | XXXXXXXX | ER[15:8] |    |    |    |    |    |    |    | XX  |  |
| 4 <sup>th</sup> Parameter | 1  | 1   | ↑   | XXXXXXXX | ER[7:0]  |    |    |    |    |    |    |    | XX  |  |
| Description               | <p>This command defines the Partial Display mode's display area. There are two parameters associated with this command, the first defines the Start Row (SR) and the second the End Row (ER), as illustrated in the following figure. SR and ER refer to the Frame Memory</p> <p>If End Row &gt; Start Row when MADCTL B4=0:-</p>  <p>If End Row &gt; Start Row when MADCTL B4=1:-</p>  <p>If End Row &lt; Start Row when MADCTL B4=0:-</p>  <p>If End Row = Start Row then the Partial Area will be one row deep.</p> <p>X = don't care.</p> |   |     |          |          |    |    |    |    |    |    |    |     |  |
|                           | Restriction  | SR[15:0] and ER[15:0] cannot be 0000h nor exceed the last vertical line number (01EFh). |     |          |          |    |    |    |    |    |    |    |     |  |

| <p>Register Availability</p>              | <table border="1"> <thead> <tr> <th>Status</th> <th>Availability</th> </tr> </thead> <tbody> <tr> <td>Normal Mode On, Idle Mode Off, Sleep Out</td> <td>Yes</td> </tr> <tr> <td>Normal Mode On, Idle Mode On, Sleep Out</td> <td>Yes</td> </tr> <tr> <td>Partial Mode On, Idle Mode Off, Sleep Out</td> <td>Yes</td> </tr> <tr> <td>Partial Mode On, Idle Mode On, Sleep Out</td> <td>Yes</td> </tr> <tr> <td>Sleep In</td> <td>Yes</td> </tr> </tbody> </table>  | Status                       | Availability  | Normal Mode On, Idle Mode Off, Sleep Out | Yes               | Normal Mode On, Idle Mode On, Sleep Out | Yes                          | Partial Mode On, Idle Mode Off, Sleep Out | Yes                          | Partial Mode On, Idle Mode On, Sleep Out | Yes      | Sleep In                     | Yes                          |
|---|---|------------------------------|---------------|--|-------------------|---|------------------------------|---|------------------------------|--|----------|------------------------------|------------------------------|
| Status                                    | Availability  |                              |               |  |                   |   |                              |   |                              |  |          |                              |                              |
| Normal Mode On, Idle Mode Off, Sleep Out  | Yes   |                              |               |  |                   |   |                              |   |                              |  |          |                              |                              |
| Normal Mode On, Idle Mode On, Sleep Out   | Yes   |                              |               |  |                   |   |                              |   |                              |  |          |                              |                              |
| Partial Mode On, Idle Mode Off, Sleep Out | Yes   |                              |               |  |                   |   |                              |   |                              |  |          |                              |                              |
| Partial Mode On, Idle Mode On, Sleep Out  | Yes   |                              |               |  |                   |   |                              |   |                              |  |          |                              |                              |
| Sleep In                                  | Yes   |                              |               |  |                   |   |                              |   |                              |  |          |                              |                              |
| <p>Default</p>                            | <table border="1"> <thead> <tr> <th>Status</th> <th colspan="2">Default Value</th> </tr> </thead> <tbody> <tr> <td>Power On Sequence</td> <td>SR[15:0]=0000<sub>HEX</sub></td> <td>ER[15:0]=01DF<sub>HEX</sub></td> </tr> <tr> <td>SW Reset</td> <td>SR[15:0]=0000<sub>HEX</sub></td> <td>ER[15:0]=01DF<sub>HEX</sub></td> </tr> <tr> <td>HW Reset</td> <td>SR[15:0]=0000<sub>HEX</sub></td> <td>ER[15:0]=01DF<sub>HEX</sub></td> </tr> </tbody> </table>   | Status                       | Default Value |  | Power On Sequence | SR[15:0]=0000 <sub>HEX</sub>            | ER[15:0]=01DF <sub>HEX</sub> | SW Reset                                  | SR[15:0]=0000 <sub>HEX</sub> | ER[15:0]=01DF <sub>HEX</sub>             | HW Reset | SR[15:0]=0000 <sub>HEX</sub> | ER[15:0]=01DF <sub>HEX</sub> |
| Status                                    | Default Value   |                              |               |  |                   |   |                              |   |                              |  |          |                              |                              |
| Power On Sequence                         | SR[15:0]=0000 <sub>HEX</sub>  | ER[15:0]=01DF <sub>HEX</sub> |               |  |                   |   |                              |   |                              |  |          |                              |                              |
| SW Reset                                  | SR[15:0]=0000 <sub>HEX</sub>  | ER[15:0]=01DF <sub>HEX</sub> |               |  |                   |   |                              |   |                              |  |          |                              |                              |
| HW Reset                                  | SR[15:0]=0000 <sub>HEX</sub>  | ER[15:0]=01DF <sub>HEX</sub> |               |  |                   |   |                              |   |                              |  |          |                              |                              |
| <p>Flow Chart</p>                         | <div style="display: flex; justify-content: space-around;"> <div style="width: 45%;"> <p><b>1. To Enter Partial Mode</b></p> <pre> graph TD     A([Any Mode]) --&gt; B[/PTLAR (30h)/]     B --&gt; C[/1st Parameter: SR[15:8]<br/>2nd Parameter: SR[7:0]/]     C --&gt; D[/3rd Parameter: ER[15:8]<br/>4th Parameter: ER[7:0]/]     D --&gt; E[/PTLON (12h)/]     E --&gt; F([Partial Mode ON])         </pre> </div> <div style="width: 45%;"> <p><b>2. To Exit Partial Mode</b></p> <pre> graph TD     A([Partial Mode ON]) --&gt; B[/DISPOFF (28h)/]     B --&gt; C[/NORON (13h)/]     C --&gt; D([Normal Mode ON])     D --&gt; E[/RAMVWR (2Ch)/]     E --&gt; F([Image Data<br/>D1[23:0], D2[23:0], ..., Dn[23:0]])     F --&gt; G[/DSIPON (29h)/]     G --&gt; B     subgraph Optional [Optional (To avoid Tearing Effect)]         E         F     end     Note[Entering Normal Mode turns Partial Mode OFF]         </pre> </div> </div> <div style="margin-top: 20px;"> <p><b>Legend</b></p> <ul style="list-style-type: none"> <li> Command</li> <li> Parameter</li> <li> Display</li> <li> Action</li> <li> Mode</li> <li> Sequential transfer</li> </ul> </div> |                              |               |  |                   |   |                              |   |                              |  |          |                              |                              |

### 8.2.25. Vertical Scrolling Definition (33h)

| 33h                       | VSCRDEF (Vertical Scrolling Definition) |     |     |          |           |    |    |    |    |    |    |    |     |
|---------------------------|---|-----|-----|----------|-----------|----|----|----|----|----|----|----|-----|
|                           | D/CX                                    | RDX | WRX | D[15:8]  | D7        | D6 | D5 | D4 | D3 | D2 | D1 | D0 | HEX |
| Command                   | 0                                       | 1   | ↑   | XXXXXXXX | 0         | 0  | 1  | 1  | 0  | 0  | 1  | 1  | 33h |
| 1 <sup>st</sup> Parameter | 1                                       | 1   | ↑   | XXXXXXXX | TFA[15:8] |    |    |    |    |    |    |    | XX  |
| 2 <sup>nd</sup> Parameter | 1                                       | 1   | ↑   | XXXXXXXX | TFA[7:0]  |    |    |    |    |    |    |    | XX  |
| 3 <sup>rd</sup> Parameter | 1                                       | 1   | ↑   | XXXXXXXX | VSA[15:8] |    |    |    |    |    |    |    | XX  |
| 4 <sup>th</sup> Parameter | 1                                       | 1   | ↑   | XXXXXXXX | VSA[7:0]  |    |    |    |    |    |    |    | XX  |
| 5 <sup>th</sup> Parameter | 1                                       | 1   | ↑   | XXXXXXXX | BFA[15:8] |    |    |    |    |    |    |    | XX  |
| 6 <sup>th</sup> Parameter | 1                                       | 1   | ↑   | XXXXXXXX | BFA[7:0]  |    |    |    |    |    |    |    | XX  |

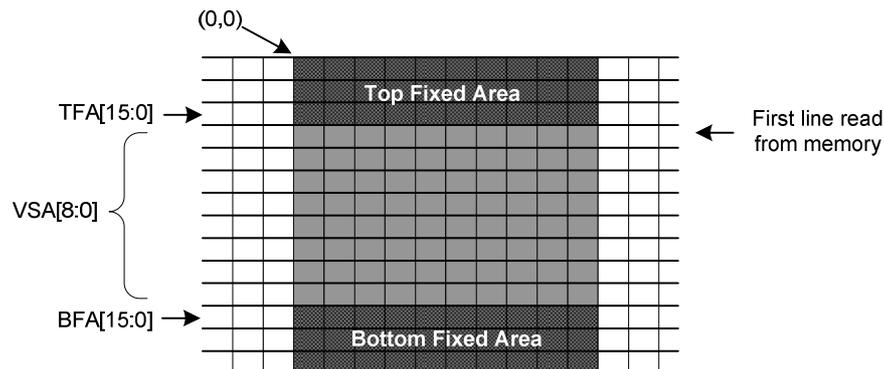
This command defines the display vertical scrolling area.

**Memory Access Control (36h) B4 = 0:**

The 1st & 2nd parameter, TFA[8:0], describes the Top Fixed Area in number of lines from the top of the frame memory. The top of the frame memory and top of the display device are aligned. The 3rd & 4th parameter, VSA[8:0], describes the height of the Vertical Scrolling Area in number of lines of frame memory from the Vertical Scrolling Start Address. The first line of the Vertical Scrolling Area starts immediately after the bottom most line of the Top Fixed Area. The last line of the Vertical Scrolling Area ends immediately before the top most line of the Bottom Fixed Area.

The 5th & 6th parameter, BFA[8:0], describes the Bottom Fixed Area in number of lines from the bottom of the frame memory. The bottom of the frame memory and bottom of the display device are aligned.

TFA, VSA and BFA refer to the Frame Memory Line Pointer.



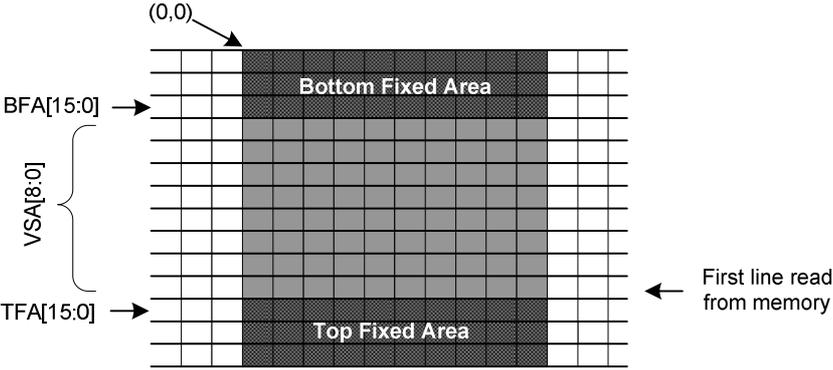
**Memory Access Control (36h) B4 = 1:**

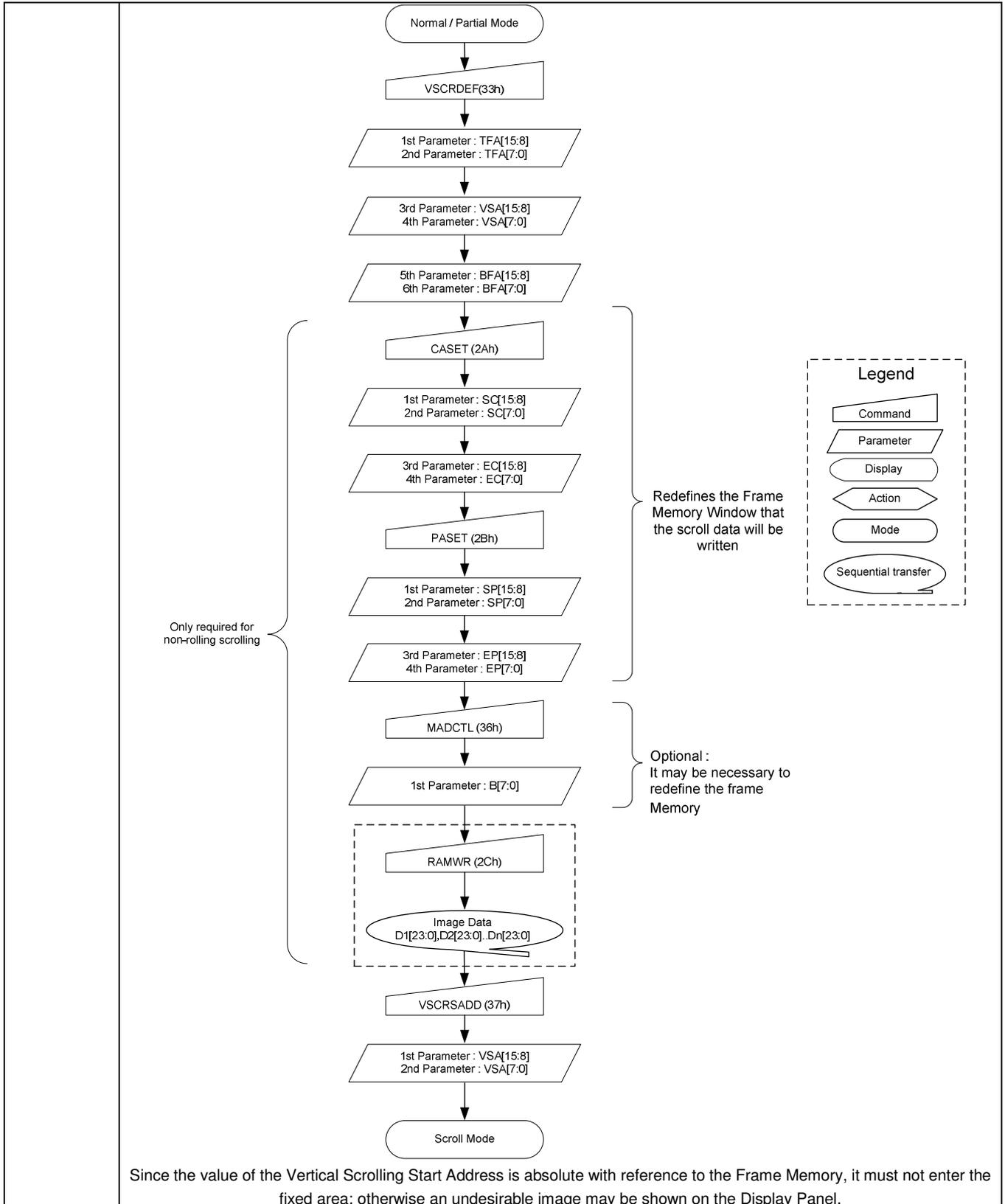
The 1st & 2nd parameter, TFA[8:0], describes the Top Fixed Area in number of lines from the bottom of the frame memory. The bottom of the frame memory and bottom of the display device are aligned.

The 3rd & 4th parameter, VSA[8:0], describes the height of the Vertical Scrolling Area in number of lines of frame memory from the Vertical Scrolling Start Address. The first line of the Vertical Scrolling Area starts immediately after the top most line of the Top Fixed Area. The last line of the Vertical Scrolling Area ends immediately before the bottom most line of the Bottom Fixed Area.

The 5th & 6th parameter, BFA[8:0], describes the Bottom Fixed Area in number of lines from the top of the frame memory. The top of the frame memory and top of the display device are aligned.

TFA, VSA and BFA refer to the Frame Memory Line Pointer.

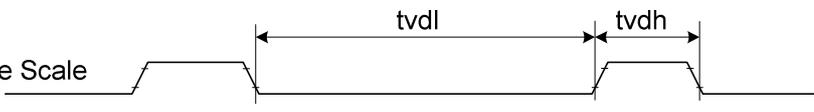
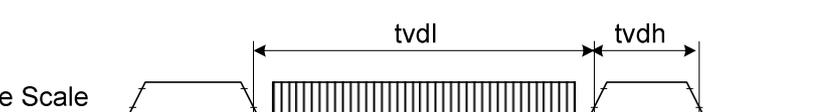
|   |  <p>The diagram illustrates the memory layout for the display device. It shows a grid of horizontal lines representing pages. The origin (0,0) is at the top-left corner. The grid is divided into three main vertical sections: a shaded 'Bottom Fixed Area' at the top, a central 'VSA' (Vertical Scroll Area) indicated by a bracket, and a shaded 'Top Fixed Area' at the bottom. Arrows point to the boundaries: BFA[15:0] at the top, TFA[15:0] at the bottom, and VSA[8:0] for the scroll area. An arrow on the right points to the first line of the grid, labeled 'First line read from memory'.</p> |                               |                               |  |     |   |                               |   |                               |  |                                |                               |                               |          |                                |                               |                               |
|---|---|-------------------------------|-------------------------------|--|-----|---|-------------------------------|---|-------------------------------|--|--------------------------------|-------------------------------|-------------------------------|----------|--------------------------------|-------------------------------|-------------------------------|
| Restriction                               | <p>The sum of TFA, VSA and BFA must equal the number of the display device's horizontal lines (pages), otherwise Scrolling mode is undefined. In Vertical Scroll Mode, set_address_mode B5 should be set to '0' – this only affects the Frame Memory Write.</p>   |                               |                               |  |     |   |                               |   |                               |  |                                |                               |                               |          |                                |                               |                               |
| Register Availability                     | <table border="1" data-bbox="584 804 1195 1010"> <thead> <tr> <th>Status</th> <th>Availability</th> </tr> </thead> <tbody> <tr> <td>Normal Mode On, Idle Mode Off, Sleep Out</td> <td>Yes</td> </tr> <tr> <td>Normal Mode On, Idle Mode On, Sleep Out</td> <td>Yes</td> </tr> <tr> <td>Partial Mode On, Idle Mode Off, Sleep Out</td> <td>Yes</td> </tr> <tr> <td>Partial Mode On, Idle Mode On, Sleep Out</td> <td>Yes</td> </tr> <tr> <td>Sleep In</td> <td>Yes</td> </tr> </tbody> </table>  | Status                        | Availability                  | Normal Mode On, Idle Mode Off, Sleep Out | Yes | Normal Mode On, Idle Mode On, Sleep Out | Yes                           | Partial Mode On, Idle Mode Off, Sleep Out | Yes                           | Partial Mode On, Idle Mode On, Sleep Out | Yes                            | Sleep In                      | Yes                           |          |                                |                               |                               |
| Status                                    | Availability  |                               |                               |  |     |   |                               |   |                               |  |                                |                               |                               |          |                                |                               |                               |
| Normal Mode On, Idle Mode Off, Sleep Out  | Yes   |                               |                               |  |     |   |                               |   |                               |  |                                |                               |                               |          |                                |                               |                               |
| Normal Mode On, Idle Mode On, Sleep Out   | Yes   |                               |                               |  |     |   |                               |   |                               |  |                                |                               |                               |          |                                |                               |                               |
| Partial Mode On, Idle Mode Off, Sleep Out | Yes   |                               |                               |  |     |   |                               |   |                               |  |                                |                               |                               |          |                                |                               |                               |
| Partial Mode On, Idle Mode On, Sleep Out  | Yes   |                               |                               |  |     |   |                               |   |                               |  |                                |                               |                               |          |                                |                               |                               |
| Sleep In                                  | Yes   |                               |                               |  |     |   |                               |   |                               |  |                                |                               |                               |          |                                |                               |                               |
| Default                                   | <table border="1" data-bbox="453 1066 1327 1205"> <thead> <tr> <th>Status</th> <th colspan="3">Default Value</th> </tr> </thead> <tbody> <tr> <td>Power On Sequence</td> <td>TFA[15:0]=0000<sub>HEX</sub></td> <td>VSA[15:0]=01E0<sub>HEX</sub></td> <td>BFA[15:0]=0000<sub>HEX</sub></td> </tr> <tr> <td>SW Reset</td> <td>TFA [15:0]=0000<sub>HEX</sub></td> <td>VSA[15:0]=01E0<sub>HEX</sub></td> <td>BFA[15:0]=0000<sub>HEX</sub></td> </tr> <tr> <td>HW Reset</td> <td>TFA [15:0]=0000<sub>HEX</sub></td> <td>VSA[15:0]=01E0<sub>HEX</sub></td> <td>BFA[15:0]=0000<sub>HEX</sub></td> </tr> </tbody> </table>  | Status                        | Default Value                 |  |     | Power On Sequence                       | TFA[15:0]=0000 <sub>HEX</sub> | VSA[15:0]=01E0 <sub>HEX</sub>             | BFA[15:0]=0000 <sub>HEX</sub> | SW Reset                                 | TFA [15:0]=0000 <sub>HEX</sub> | VSA[15:0]=01E0 <sub>HEX</sub> | BFA[15:0]=0000 <sub>HEX</sub> | HW Reset | TFA [15:0]=0000 <sub>HEX</sub> | VSA[15:0]=01E0 <sub>HEX</sub> | BFA[15:0]=0000 <sub>HEX</sub> |
| Status                                    | Default Value   |                               |                               |  |     |   |                               |   |                               |  |                                |                               |                               |          |                                |                               |                               |
| Power On Sequence                         | TFA[15:0]=0000 <sub>HEX</sub>   | VSA[15:0]=01E0 <sub>HEX</sub> | BFA[15:0]=0000 <sub>HEX</sub> |  |     |   |                               |   |                               |  |                                |                               |                               |          |                                |                               |                               |
| SW Reset                                  | TFA [15:0]=0000 <sub>HEX</sub>  | VSA[15:0]=01E0 <sub>HEX</sub> | BFA[15:0]=0000 <sub>HEX</sub> |  |     |   |                               |   |                               |  |                                |                               |                               |          |                                |                               |                               |
| HW Reset                                  | TFA [15:0]=0000 <sub>HEX</sub>  | VSA[15:0]=01E0 <sub>HEX</sub> | BFA[15:0]=0000 <sub>HEX</sub> |  |     |   |                               |   |                               |  |                                |                               |                               |          |                                |                               |                               |
| Flow Chart                                | <p>1. To enter Vertical Scroll Mode:</p>  |                               |                               |  |     |   |                               |   |                               |  |                                |                               |                               |          |                                |                               |                               |

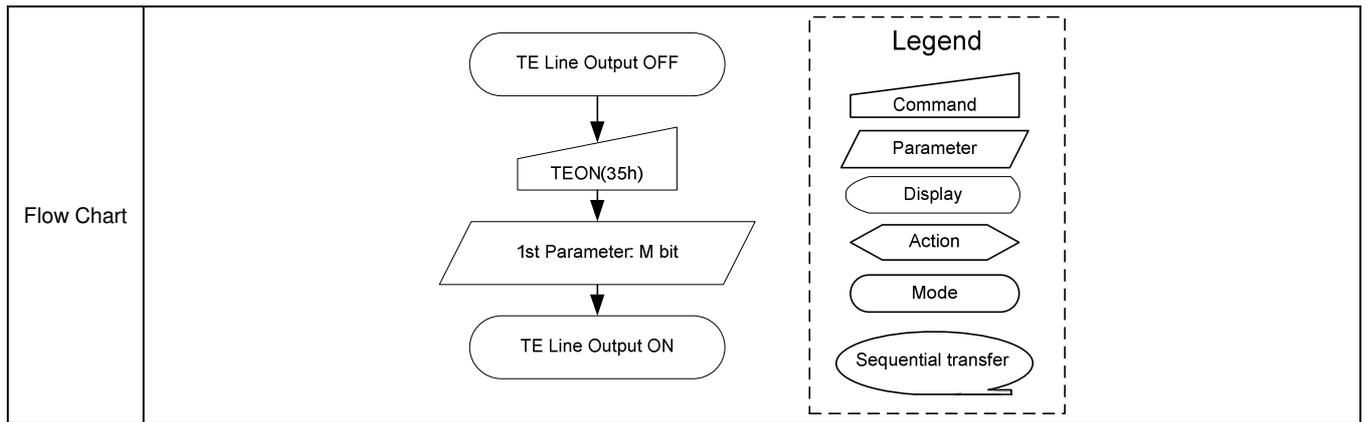


**8.2.26. Tearing Effect Line OFF (34h)**

| 34h                                       | TEOFF (Tearing Effect Line OFF)  |     |     |          |    |    |    |    |    |    |    |    |     |        |               |  |     |   |     |   |     |  |     |          |     |
|---|--|-----|-----|----------|----|----|----|----|----|----|----|----|-----|--------|---------------|--|-----|---|-----|---|-----|--|-----|----------|-----|
|   | D/CX   | RDX | WRX | D[15:8]  | D7 | D6 | D5 | D4 | D3 | D2 | D1 | D0 | HEX |        |               |  |     |   |     |   |     |  |     |          |     |
| Command                                   | 0  | 1   | ↑   | XXXXXXXX | 0  | 0  | 1  | 1  | 0  | 1  | 0  | 0  | 34h |        |               |  |     |   |     |   |     |  |     |          |     |
| Parameter                                 | No parameter   |     |     |          |    |    |    |    |    |    |    |    |     |        |               |  |     |   |     |   |     |  |     |          |     |
| Description                               | This command turns off ILI9486L's Tearing Effect output signal on the TE signal line.  |     |     |          |    |    |    |    |    |    |    |    |     |        |               |  |     |   |     |   |     |  |     |          |     |
| Restriction                               | This command has no effect when the Tearing Effect output is already off.  |     |     |          |    |    |    |    |    |    |    |    |     |        |               |  |     |   |     |   |     |  |     |          |     |
| Register Availability                     | <table border="1"> <thead> <tr> <th>Status</th> <th>Availability</th> </tr> </thead> <tbody> <tr> <td>Normal Mode On, Idle Mode Off, Sleep Out</td> <td>Yes</td> </tr> <tr> <td>Normal Mode On, Idle Mode On, Sleep Out</td> <td>Yes</td> </tr> <tr> <td>Partial Mode On, Idle Mode Off, Sleep Out</td> <td>Yes</td> </tr> <tr> <td>Partial Mode On, Idle Mode On, Sleep Out</td> <td>Yes</td> </tr> <tr> <td>Sleep In</td> <td>Yes</td> </tr> </tbody> </table> |     |     |          |    |    |    |    |    |    |    |    |     | Status | Availability  | Normal Mode On, Idle Mode Off, Sleep Out | Yes | Normal Mode On, Idle Mode On, Sleep Out | Yes | Partial Mode On, Idle Mode Off, Sleep Out | Yes | Partial Mode On, Idle Mode On, Sleep Out | Yes | Sleep In | Yes |
| Status                                    | Availability   |     |     |          |    |    |    |    |    |    |    |    |     |        |               |  |     |   |     |   |     |  |     |          |     |
| Normal Mode On, Idle Mode Off, Sleep Out  | Yes  |     |     |          |    |    |    |    |    |    |    |    |     |        |               |  |     |   |     |   |     |  |     |          |     |
| Normal Mode On, Idle Mode On, Sleep Out   | Yes  |     |     |          |    |    |    |    |    |    |    |    |     |        |               |  |     |   |     |   |     |  |     |          |     |
| Partial Mode On, Idle Mode Off, Sleep Out | Yes  |     |     |          |    |    |    |    |    |    |    |    |     |        |               |  |     |   |     |   |     |  |     |          |     |
| Partial Mode On, Idle Mode On, Sleep Out  | Yes  |     |     |          |    |    |    |    |    |    |    |    |     |        |               |  |     |   |     |   |     |  |     |          |     |
| Sleep In                                  | Yes  |     |     |          |    |    |    |    |    |    |    |    |     |        |               |  |     |   |     |   |     |  |     |          |     |
| Default                                   | <table border="1"> <thead> <tr> <th>Status</th> <th>Default Value</th> </tr> </thead> <tbody> <tr> <td>Power On Sequence</td> <td>OFF</td> </tr> <tr> <td>SW Reset</td> <td>OFF</td> </tr> <tr> <td>HW Reset</td> <td>OFF</td> </tr> </tbody> </table>   |     |     |          |    |    |    |    |    |    |    |    |     | Status | Default Value | Power On Sequence                        | OFF | SW Reset                                | OFF | HW Reset                                  | OFF |  |     |          |     |
| Status                                    | Default Value  |     |     |          |    |    |    |    |    |    |    |    |     |        |               |  |     |   |     |   |     |  |     |          |     |
| Power On Sequence                         | OFF  |     |     |          |    |    |    |    |    |    |    |    |     |        |               |  |     |   |     |   |     |  |     |          |     |
| SW Reset                                  | OFF  |     |     |          |    |    |    |    |    |    |    |    |     |        |               |  |     |   |     |   |     |  |     |          |     |
| HW Reset                                  | OFF  |     |     |          |    |    |    |    |    |    |    |    |     |        |               |  |     |   |     |   |     |  |     |          |     |
| Flow Chart                                | <pre> graph TD     Start([TE Output ON or OFF]) --&gt; Command[/TEOFF (34h)/]     Command --&gt; End([TE Output OFF])     </pre> <p><b>Legend</b></p> <ul style="list-style-type: none"> <li>Command: Trapezoid</li> <li>Parameter: Parallelogram</li> <li>Display: Rounded rectangle</li> <li>Action: Diamond</li> <li>Mode: Oval</li> <li>Sequential transfer: Oval with arrow</li> </ul>  |     |     |          |    |    |    |    |    |    |    |    |     |        |               |  |     |   |     |   |     |  |     |          |     |

### 8.2.27. Tearing Effect Line ON (35h)

| 35h                                       | TEON (Tearing Effect Line ON)   |     |     |          |    |    |    |    |    |    |    |    |     |        |               |  |     |   |     |   |     |  |     |          |     |
|---|---|-----|-----|----------|----|----|----|----|----|----|----|----|-----|--------|---------------|--|-----|---|-----|---|-----|--|-----|----------|-----|
|   | D/CX  | RDX | WRX | D[15:8]  | D7 | D6 | D5 | D4 | D3 | D2 | D1 | D0 | HEX |        |               |  |     |   |     |   |     |  |     |          |     |
| Command                                   | 0   | 1   | ↑   | XXXXXXXX | 0  | 0  | 1  | 1  | 0  | 1  | 0  | 1  | 35h |        |               |  |     |   |     |   |     |  |     |          |     |
| Parameter                                 | 1   | 1   | ↑   | XXXXXXXX | X  | X  | X  | X  | X  | X  | X  | M  | XX  |        |               |  |     |   |     |   |     |  |     |          |     |
| Parameter                                 | No parameter  |     |     |          |    |    |    |    |    |    |    |    |     |        |               |  |     |   |     |   |     |  |     |          |     |
| Description                               | <p>This command is used to turn ON the Tearing Effect output signal from the TE signal line. This output is not affected by changing MADCTL bit B4. The Tearing Effect Line On has one parameter which describes the mode of the Tearing Effect Output Line.</p> <p>(X=Don't Care).</p> <p>When <b>M=0</b>:</p> <p>The Tearing Effect Output line consists of V-Blanking information only:</p>  <p>When <b>M=1</b>:</p> <p>The Tearing Effect Output Line consists of both V-Blanking and H-Blanking information:</p>  <p>Note: During Sleep In Mode with Tearing Effect Line On, Tearing Effect Output pin will be active Low.</p> <p>X = don't care.</p> |     |     |          |    |    |    |    |    |    |    |    |     |        |               |  |     |   |     |   |     |  |     |          |     |
| Restriction                               | This command has no effect when the Tearing Effect output is already off.   |     |     |          |    |    |    |    |    |    |    |    |     |        |               |  |     |   |     |   |     |  |     |          |     |
| Register Availability                     | <table border="1"> <thead> <tr> <th>Status</th> <th>Availability</th> </tr> </thead> <tbody> <tr> <td>Normal Mode On, Idle Mode Off, Sleep Out</td> <td>Yes</td> </tr> <tr> <td>Normal Mode On, Idle Mode On, Sleep Out</td> <td>Yes</td> </tr> <tr> <td>Partial Mode On, Idle Mode Off, Sleep Out</td> <td>Yes</td> </tr> <tr> <td>Partial Mode On, Idle Mode On, Sleep Out</td> <td>Yes</td> </tr> <tr> <td>Sleep In</td> <td>Yes</td> </tr> </tbody> </table>  |     |     |          |    |    |    |    |    |    |    |    |     | Status | Availability  | Normal Mode On, Idle Mode Off, Sleep Out | Yes | Normal Mode On, Idle Mode On, Sleep Out | Yes | Partial Mode On, Idle Mode Off, Sleep Out | Yes | Partial Mode On, Idle Mode On, Sleep Out | Yes | Sleep In | Yes |
| Status                                    | Availability  |     |     |          |    |    |    |    |    |    |    |    |     |        |               |  |     |   |     |   |     |  |     |          |     |
| Normal Mode On, Idle Mode Off, Sleep Out  | Yes   |     |     |          |    |    |    |    |    |    |    |    |     |        |               |  |     |   |     |   |     |  |     |          |     |
| Normal Mode On, Idle Mode On, Sleep Out   | Yes   |     |     |          |    |    |    |    |    |    |    |    |     |        |               |  |     |   |     |   |     |  |     |          |     |
| Partial Mode On, Idle Mode Off, Sleep Out | Yes   |     |     |          |    |    |    |    |    |    |    |    |     |        |               |  |     |   |     |   |     |  |     |          |     |
| Partial Mode On, Idle Mode On, Sleep Out  | Yes   |     |     |          |    |    |    |    |    |    |    |    |     |        |               |  |     |   |     |   |     |  |     |          |     |
| Sleep In                                  | Yes   |     |     |          |    |    |    |    |    |    |    |    |     |        |               |  |     |   |     |   |     |  |     |          |     |
| Default                                   | <table border="1"> <thead> <tr> <th>Status</th> <th>Default Value</th> </tr> </thead> <tbody> <tr> <td>Power On Sequence</td> <td>OFF</td> </tr> <tr> <td>SW Reset</td> <td>OFF</td> </tr> <tr> <td>HW Reset</td> <td>OFF</td> </tr> </tbody> </table>  |     |     |          |    |    |    |    |    |    |    |    |     | Status | Default Value | Power On Sequence                        | OFF | SW Reset                                | OFF | HW Reset                                  | OFF |  |     |          |     |
| Status                                    | Default Value   |     |     |          |    |    |    |    |    |    |    |    |     |        |               |  |     |   |     |   |     |  |     |          |     |
| Power On Sequence                         | OFF   |     |     |          |    |    |    |    |    |    |    |    |     |        |               |  |     |   |     |   |     |  |     |          |     |
| SW Reset                                  | OFF   |     |     |          |    |    |    |    |    |    |    |    |     |        |               |  |     |   |     |   |     |  |     |          |     |
| HW Reset                                  | OFF   |     |     |          |    |    |    |    |    |    |    |    |     |        |               |  |     |   |     |   |     |  |     |          |     |



**8.2.28. Memory Access Control (36h)**

| 36h       | MADCTL (Memory Access Control) |     |     |          |    |    |    |    |     |    |    |    |     |
|-----------|--------------------------------|-----|-----|----------|----|----|----|----|-----|----|----|----|-----|
|           | D/CX                           | RDX | WRX | D[15:8]  | D7 | D6 | D5 | D4 | D3  | D2 | D1 | D0 | HEX |
| Command   | 0                              | 1   | ↑   | XXXXXXXX | 0  | 0  | 1  | 1  | 0   | 1  | 1  | 0  | 36h |
| Parameter | 1                              | 1   | ↑   | XXXXXXXX | MY | MX | MV | ML | BGR | MH | X  | X  | XX  |

This command defines read/write scanning direction of frame memory.

This command makes no change on the other driver status.

| Bit | Symbol | Name                     | Description   |
|-----|--------|--------------------------|---|
| D7  | MY     | Row Address Order        | These 3 bits control MPU to memory write/read direction.                              |
| D6  | MX     | Column Address Order     |   |
| D5  | MV     | Row / Column Exchange    |   |
| D4  | ML     | Vertical Refresh Order   | LCD vertical refresh direction control.   |
| D3  | BGR    | RGB-BGR Order            | Color selector switch control<br>(0=RGB color filter panel, 1=BGR color filter panel) |
| D2  | MH     | Horizontal Refresh ORDER | LCD horizontal refreshing direction control.  |
| D1  | X      | Reserved                 | Reserved  |
| D0  | X      | Reserved                 | Reserved  |

X = don't care.

**MV(Vertical refresh order bit)="0"**

**MV(Vertical refresh order bit)="1"**

**ML(Vertical refresh order bit)="0"**

**ML(Vertical refresh order bit)="1"**

**BGR( RGB-BGR Order control bit)="0"**

**BGR( RGB-BGR Order control bit)="1"**

Description

|   | <div style="display: flex; justify-content: space-around;"> <div style="border: 1px solid black; padding: 5px; width: 45%;"> <p>MH(Horizontal refresh order control bit)="0"</p> </div> <div style="border: 1px solid black; padding: 5px; width: 45%;"> <p>MH(Horizontal refresh order control bit)="1"</p> </div> </div> <p>Note: Top-Left (0,0) means a physical memory location.</p>   |        |               |  |     |   |           |   |     |  |     |          |     |
|---|--|--------|---------------|--|-----|---|-----------|---|-----|--|-----|----------|-----|
| Restriction                               |  |        |               |  |     |   |           |   |     |  |     |          |     |
| Register Availability                     | <table border="1" style="width: 100%; border-collapse: collapse; text-align: center;"> <thead> <tr> <th style="background-color: #cccccc;">Status</th> <th style="background-color: #cccccc;">Availability</th> </tr> </thead> <tbody> <tr> <td>Normal Mode On, Idle Mode Off, Sleep Out</td> <td>Yes</td> </tr> <tr> <td>Normal Mode On, Idle Mode On, Sleep Out</td> <td>Yes</td> </tr> <tr> <td>Partial Mode On, Idle Mode Off, Sleep Out</td> <td>Yes</td> </tr> <tr> <td>Partial Mode On, Idle Mode On, Sleep Out</td> <td>Yes</td> </tr> <tr> <td>Sleep In</td> <td>Yes</td> </tr> </tbody> </table> | Status | Availability  | Normal Mode On, Idle Mode Off, Sleep Out | Yes | Normal Mode On, Idle Mode On, Sleep Out | Yes       | Partial Mode On, Idle Mode Off, Sleep Out | Yes | Partial Mode On, Idle Mode On, Sleep Out | Yes | Sleep In | Yes |
| Status                                    | Availability   |        |               |  |     |   |           |   |     |  |     |          |     |
| Normal Mode On, Idle Mode Off, Sleep Out  | Yes  |        |               |  |     |   |           |   |     |  |     |          |     |
| Normal Mode On, Idle Mode On, Sleep Out   | Yes  |        |               |  |     |   |           |   |     |  |     |          |     |
| Partial Mode On, Idle Mode Off, Sleep Out | Yes  |        |               |  |     |   |           |   |     |  |     |          |     |
| Partial Mode On, Idle Mode On, Sleep Out  | Yes  |        |               |  |     |   |           |   |     |  |     |          |     |
| Sleep In                                  | Yes  |        |               |  |     |   |           |   |     |  |     |          |     |
| Default                                   | <table border="1" style="width: 100%; border-collapse: collapse; text-align: center;"> <thead> <tr> <th style="background-color: #cccccc;">Status</th> <th style="background-color: #cccccc;">Default Value</th> </tr> </thead> <tbody> <tr> <td>Power On Sequence</td> <td>00h</td> </tr> <tr> <td>SW Reset</td> <td>No change</td> </tr> <tr> <td>HW Reset</td> <td>00h</td> </tr> </tbody> </table>   | Status | Default Value | Power On Sequence                        | 00h | SW Reset                                | No change | HW Reset                                  | 00h |  |     |          |     |
| Status                                    | Default Value  |        |               |  |     |   |           |   |     |  |     |          |     |
| Power On Sequence                         | 00h  |        |               |  |     |   |           |   |     |  |     |          |     |
| SW Reset                                  | No change  |        |               |  |     |   |           |   |     |  |     |          |     |
| HW Reset                                  | 00h  |        |               |  |     |   |           |   |     |  |     |          |     |
| Flow Chart                                | <div style="border: 1px dashed black; padding: 10px;"> <p style="text-align: center;"><b>Legend</b></p> <ul style="list-style-type: none"> <li> Command</li> <li> Parameter</li> <li> Display</li> <li> Action</li> <li> Mode</li> <li> Sequential transfer</li> </ul> </div> <div style="margin-top: 20px;"> <p style="text-align: center;">MADCTR(36h)</p> <p style="text-align: center;">↓</p> <p style="text-align: center;">1st Parameter: MY, MX, MV, ML, RGB, MH</p> </div>   |        |               |  |     |   |           |   |     |  |     |          |     |

**8.2.29. Vertical Scrolling Start Address (37h)**

| 37h                       | VSCRSADD (Vertical Scrolling Start Address) |     |     |          |           |    |    |    |    |    |    |    |     |
|---------------------------|---|-----|-----|----------|-----------|----|----|----|----|----|----|----|-----|
|                           | D/CX  | RDX | WRX | D[15:8]  | D7        | D6 | D5 | D4 | D3 | D2 | D1 | D0 | HEX |
| Command                   | 0   | 1   | ↑   | XXXXXXXX | 0         | 0  | 1  | 1  | 0  | 1  | 1  | 1  | 37h |
| 1 <sup>st</sup> Parameter | 1   | 1   | ↑   | XXXXXXXX | VSP[15:8] |    |    |    |    |    |    | XX |     |
| 2 <sup>nd</sup> Parameter | 1   | 1   | ↑   | XXXXXXXX | VSP[7:0]  |    |    |    |    |    |    | XX |     |

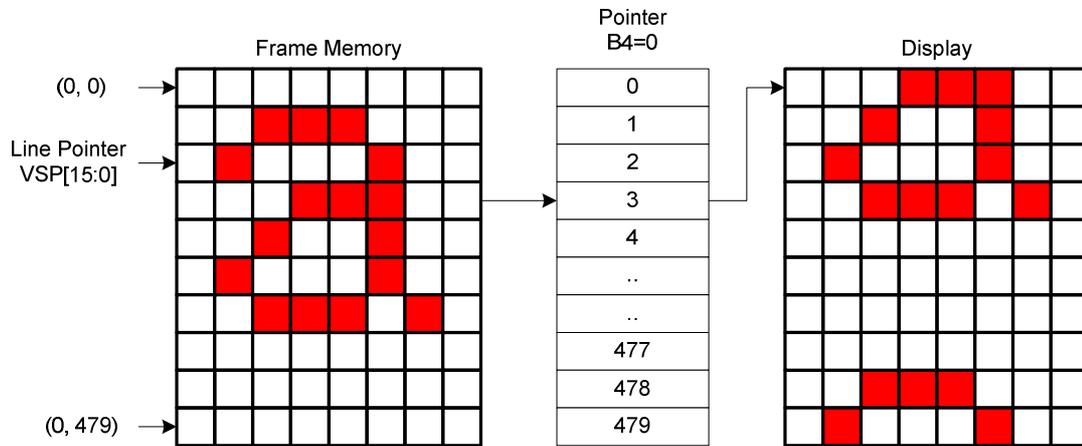
This command is used together with Vertical Scrolling Definition (33h). These two commands describe the scrolling area and the scrolling mode. The Vertical Scrolling Start Address command has one parameter which describes the address of the line in the Frame Memory that will be written as the first line after the last line of the Top Fixed Area

on the display as illustrated below:-

When MADCTL B4=0

Example:

When Top Fixed Area = Bottom Fixed Area = 00, Vertical Scrolling Area = 480 and VSP='3'.

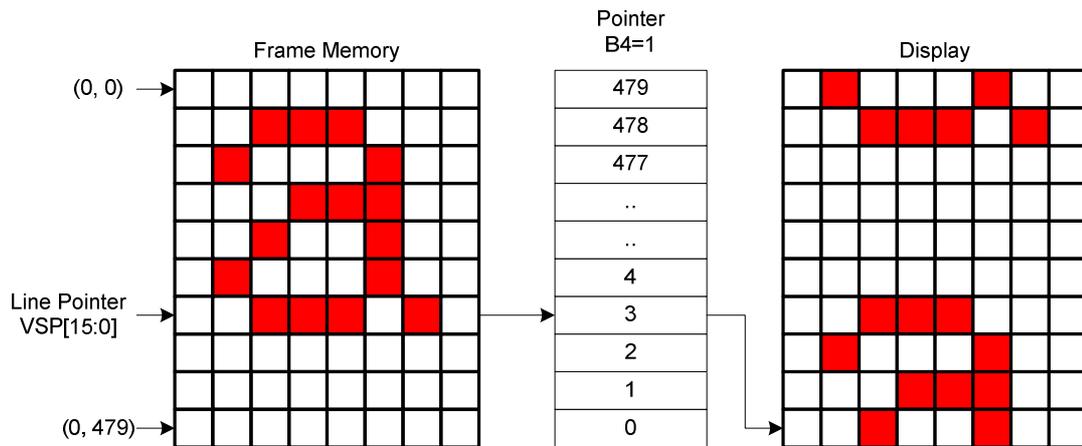


Description

When MADCTL B4=1

Example:

When Top Fixed Area = Bottom Fixed Area = 00, Vertical Scrolling Area = 480 and VSP='3'.



Notes: (1) When new Pointer position and Picture Data are sent, the result on the display will happen at the next Panel Scan to avoid tearing effect.

VSP refers to the Frame Memory line Pointer.

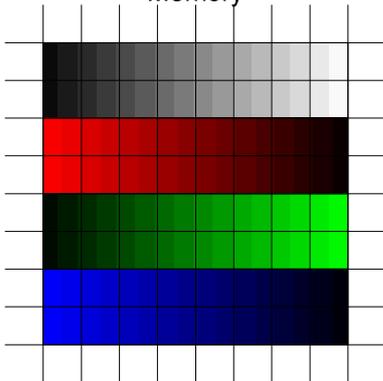
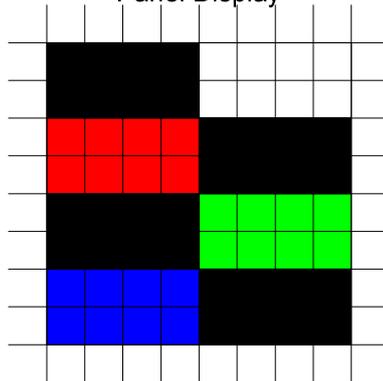
X = Don't care

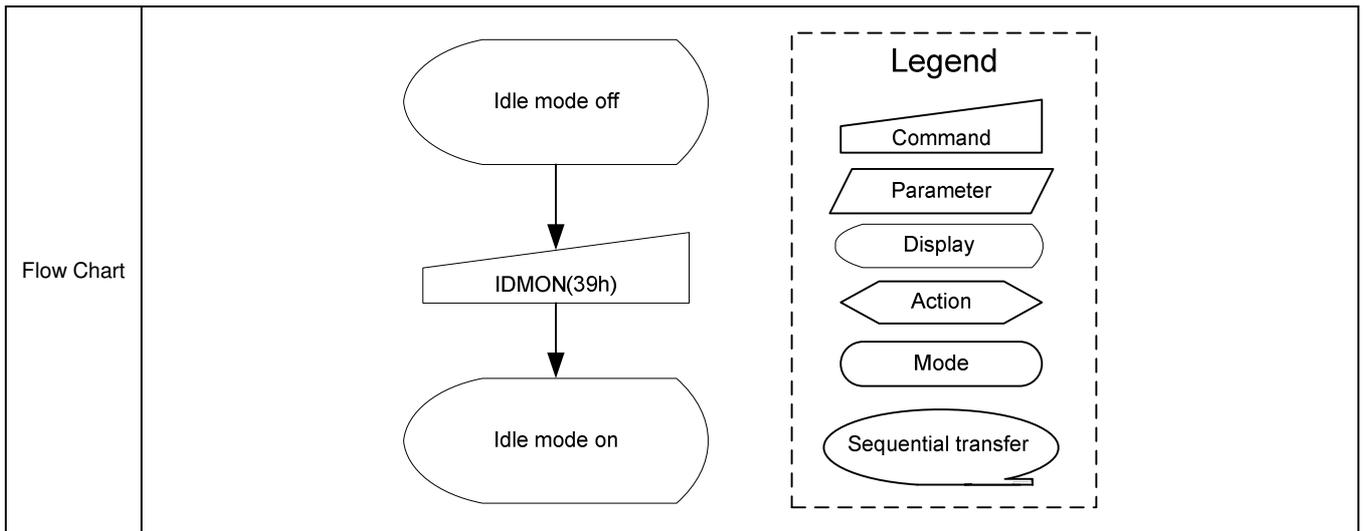
| Restriction                               | Since the value of the Vertical Scrolling Start Address is absolute (with reference to the Frame Memory), it must not enter the fixed area (defined by Vertical Scrolling Definition (33h) – otherwise undesirable image will be displayed on the Panel.   |        |               |  |     |   |     |   |     |  |     |          |     |
|---|--|--------|---------------|--|-----|---|-----|---|-----|--|-----|----------|-----|
| Register Availability                     | <table border="1"> <thead> <tr> <th>Status</th> <th>Availability</th> </tr> </thead> <tbody> <tr> <td>Normal Mode On, Idle Mode Off, Sleep Out</td> <td>Yes</td> </tr> <tr> <td>Normal Mode On, Idle Mode On, Sleep Out</td> <td>Yes</td> </tr> <tr> <td>Partial Mode On, Idle Mode Off, Sleep Out</td> <td>Yes</td> </tr> <tr> <td>Partial Mode On, Idle Mode On, Sleep Out</td> <td>Yes</td> </tr> <tr> <td>Sleep In</td> <td>Yes</td> </tr> </tbody> </table> | Status | Availability  | Normal Mode On, Idle Mode Off, Sleep Out | Yes | Normal Mode On, Idle Mode On, Sleep Out | Yes | Partial Mode On, Idle Mode Off, Sleep Out | Yes | Partial Mode On, Idle Mode On, Sleep Out | Yes | Sleep In | Yes |
| Status                                    | Availability   |        |               |  |     |   |     |   |     |  |     |          |     |
| Normal Mode On, Idle Mode Off, Sleep Out  | Yes  |        |               |  |     |   |     |   |     |  |     |          |     |
| Normal Mode On, Idle Mode On, Sleep Out   | Yes  |        |               |  |     |   |     |   |     |  |     |          |     |
| Partial Mode On, Idle Mode Off, Sleep Out | Yes  |        |               |  |     |   |     |   |     |  |     |          |     |
| Partial Mode On, Idle Mode On, Sleep Out  | Yes  |        |               |  |     |   |     |   |     |  |     |          |     |
| Sleep In                                  | Yes  |        |               |  |     |   |     |   |     |  |     |          |     |
| Default                                   | <table border="1"> <thead> <tr> <th>Status</th> <th>Default Value</th> </tr> </thead> <tbody> <tr> <td>Power On Sequence</td> <td>00h</td> </tr> <tr> <td>SW Reset</td> <td>00h</td> </tr> <tr> <td>HW Reset</td> <td>00h</td> </tr> </tbody> </table>   | Status | Default Value | Power On Sequence                        | 00h | SW Reset                                | 00h | HW Reset                                  | 00h |  |     |          |     |
| Status                                    | Default Value  |        |               |  |     |   |     |   |     |  |     |          |     |
| Power On Sequence                         | 00h  |        |               |  |     |   |     |   |     |  |     |          |     |
| SW Reset                                  | 00h  |        |               |  |     |   |     |   |     |  |     |          |     |
| HW Reset                                  | 00h  |        |               |  |     |   |     |   |     |  |     |          |     |
| Flow Chart                                | See Vertical Scrolling Definition (33h) description.   |        |               |  |     |   |     |   |     |  |     |          |     |

**8.2.30. Idle Mode OFF (38h)**

| 38h                                       | IDMOFF (Idle Mode OFF)   |     |     |          |    |    |    |    |    |    |    |    |     |        |               |  |               |   |               |   |               |  |     |          |     |
|---|--|-----|-----|----------|----|----|----|----|----|----|----|----|-----|--------|---------------|--|---------------|---|---------------|---|---------------|--|-----|----------|-----|
|   | D/CX   | RDX | WRX | D[15:8]  | D7 | D6 | D5 | D4 | D3 | D2 | D1 | D0 | HEX |        |               |  |               |   |               |   |               |  |     |          |     |
| Command                                   | 0  | 1   | ↑   | XXXXXXXX | 0  | 0  | 1  | 1  | 1  | 0  | 0  | 0  | 38h |        |               |  |               |   |               |   |               |  |     |          |     |
| Parameter                                 | No parameter   |     |     |          |    |    |    |    |    |    |    |    |     |        |               |  |               |   |               |   |               |  |     |          |     |
| Description                               | This command causes ILI9486L to exit Idle mode.<br>In Idle OFF mode, display panel can display maximum 262,144 colors.   |     |     |          |    |    |    |    |    |    |    |    |     |        |               |  |               |   |               |   |               |  |     |          |     |
| Restriction                               | This command has no effect when ILI9486L is not in Idle mode.  |     |     |          |    |    |    |    |    |    |    |    |     |        |               |  |               |   |               |   |               |  |     |          |     |
| Register Availability                     | <table border="1"> <thead> <tr> <th>Status</th> <th>Availability</th> </tr> </thead> <tbody> <tr> <td>Normal Mode On, Idle Mode Off, Sleep Out</td> <td>Yes</td> </tr> <tr> <td>Normal Mode On, Idle Mode On, Sleep Out</td> <td>Yes</td> </tr> <tr> <td>Partial Mode On, Idle Mode Off, Sleep Out</td> <td>Yes</td> </tr> <tr> <td>Partial Mode On, Idle Mode On, Sleep Out</td> <td>Yes</td> </tr> <tr> <td>Sleep In</td> <td>Yes</td> </tr> </tbody> </table> |     |     |          |    |    |    |    |    |    |    |    |     | Status | Availability  | Normal Mode On, Idle Mode Off, Sleep Out | Yes           | Normal Mode On, Idle Mode On, Sleep Out | Yes           | Partial Mode On, Idle Mode Off, Sleep Out | Yes           | Partial Mode On, Idle Mode On, Sleep Out | Yes | Sleep In | Yes |
| Status                                    | Availability   |     |     |          |    |    |    |    |    |    |    |    |     |        |               |  |               |   |               |   |               |  |     |          |     |
| Normal Mode On, Idle Mode Off, Sleep Out  | Yes  |     |     |          |    |    |    |    |    |    |    |    |     |        |               |  |               |   |               |   |               |  |     |          |     |
| Normal Mode On, Idle Mode On, Sleep Out   | Yes  |     |     |          |    |    |    |    |    |    |    |    |     |        |               |  |               |   |               |   |               |  |     |          |     |
| Partial Mode On, Idle Mode Off, Sleep Out | Yes  |     |     |          |    |    |    |    |    |    |    |    |     |        |               |  |               |   |               |   |               |  |     |          |     |
| Partial Mode On, Idle Mode On, Sleep Out  | Yes  |     |     |          |    |    |    |    |    |    |    |    |     |        |               |  |               |   |               |   |               |  |     |          |     |
| Sleep In                                  | Yes  |     |     |          |    |    |    |    |    |    |    |    |     |        |               |  |               |   |               |   |               |  |     |          |     |
| Default                                   | <table border="1"> <thead> <tr> <th>Status</th> <th>Default Value</th> </tr> </thead> <tbody> <tr> <td>Power On Sequence</td> <td>Idle Mode Off</td> </tr> <tr> <td>SW Reset</td> <td>Idle Mode Off</td> </tr> <tr> <td>HW Reset</td> <td>Idle Mode Off</td> </tr> </tbody> </table>   |     |     |          |    |    |    |    |    |    |    |    |     | Status | Default Value | Power On Sequence                        | Idle Mode Off | SW Reset                                | Idle Mode Off | HW Reset                                  | Idle Mode Off |  |     |          |     |
| Status                                    | Default Value  |     |     |          |    |    |    |    |    |    |    |    |     |        |               |  |               |   |               |   |               |  |     |          |     |
| Power On Sequence                         | Idle Mode Off  |     |     |          |    |    |    |    |    |    |    |    |     |        |               |  |               |   |               |   |               |  |     |          |     |
| SW Reset                                  | Idle Mode Off  |     |     |          |    |    |    |    |    |    |    |    |     |        |               |  |               |   |               |   |               |  |     |          |     |
| HW Reset                                  | Idle Mode Off  |     |     |          |    |    |    |    |    |    |    |    |     |        |               |  |               |   |               |   |               |  |     |          |     |
| Flow Chart                                | <pre> graph TD     A([Idle Mode ON]) --&gt; B[/IDMOFF (38h)/]     B --&gt; C([Idle Mode OFF])     </pre> <p><b>Legend</b></p> <ul style="list-style-type: none"> <li>Command: Trapezoid</li> <li>Parameter: Parallelogram</li> <li>Display: Rounded rectangle</li> <li>Action: Pointed rectangle</li> <li>Mode: Rounded rectangle</li> <li>Sequential transfer: Oval with arrow</li> </ul>   |     |     |          |    |    |    |    |    |    |    |    |     |        |               |  |               |   |               |   |               |  |     |          |     |

**8.2.31. Idle Mode ON (39h)**

| 39h                                       | IDMON (Idle Mode ON)   |   |   |          |    |    |    |    |    |    |    |    |     |                                  |               |  |               |   |   |   |   |  |        |          |        |      |        |        |        |     |        |        |        |         |        |        |        |       |        |        |        |      |        |        |        |        |        |        |        |       |        |        |
|---|--|---|---|----------|----|----|----|----|----|----|----|----|-----|----------------------------------|---------------|--|---------------|---|---|---|---|--|--------|----------|--------|------|--------|--------|--------|-----|--------|--------|--------|---------|--------|--------|--------|-------|--------|--------|--------|------|--------|--------|--------|--------|--------|--------|--------|-------|--------|--------|
|   | D/CX   | RDX   | WRX   | D[15:8]  | D7 | D6 | D5 | D4 | D3 | D2 | D1 | D0 | HEX |                                  |               |  |               |   |   |   |   |  |        |          |        |      |        |        |        |     |        |        |        |         |        |        |        |       |        |        |        |      |        |        |        |        |        |        |        |       |        |        |
| Command                                   | 0  | 1   | ↑   | XXXXXXXX | 0  | 0  | 1  | 1  | 1  | 0  | 0  | 1  | 39h |                                  |               |  |               |   |   |   |   |  |        |          |        |      |        |        |        |     |        |        |        |         |        |        |        |       |        |        |        |      |        |        |        |        |        |        |        |       |        |        |
| Parameter                                 | No parameter   |   |   |          |    |    |    |    |    |    |    |    |     |                                  |               |  |               |   |   |   |   |  |        |          |        |      |        |        |        |     |        |        |        |         |        |        |        |       |        |        |        |      |        |        |        |        |        |        |        |       |        |        |
| Description                               | <p>This command is used to enter into Idle mode on.</p> <p>In the idle on mode, color expression is reduced. The primary and the secondary colors using MSB of each R, G and B in the Frame Memory, 8 color depth data is displayed.</p>   |   |   |          |    |    |    |    |    |    |    |    |     |                                  |               |  |               |   |   |   |   |  |        |          |        |      |        |        |        |     |        |        |        |         |        |        |        |       |        |        |        |      |        |        |        |        |        |        |        |       |        |        |
|   | <div style="display: flex; justify-content: space-around; align-items: center;"> <div style="text-align: center;"> <p>Memory</p>  </div> <div style="font-size: 2em;">→</div> <div style="text-align: center;"> <p>Panel Display</p>  </div> </div> <table border="1" style="margin: 10px auto; text-align: center;"> <thead> <tr> <th colspan="4">Memory Contents vs Display Color</th> </tr> <tr> <th></th> <th>R<sub>5</sub> R<sub>4</sub> R<sub>3</sub> R<sub>2</sub> R<sub>1</sub> R<sub>0</sub></th> <th>G<sub>5</sub> G<sub>4</sub> G<sub>3</sub> G<sub>2</sub> G<sub>1</sub> G<sub>0</sub></th> <th>B<sub>5</sub> B<sub>4</sub> B<sub>3</sub> B<sub>2</sub> B<sub>1</sub> B<sub>0</sub></th> </tr> </thead> <tbody> <tr> <td>Black</td> <td>0XXXXX</td> <td>0XXXXX</td> <td>0XXXXX</td> </tr> <tr> <td>Blue</td> <td>0XXXXX</td> <td>0XXXXX</td> <td>1XXXXX</td> </tr> <tr> <td>Red</td> <td>1XXXXX</td> <td>0XXXXX</td> <td>0XXXXX</td> </tr> <tr> <td>Magenta</td> <td>1XXXXX</td> <td>0XXXXX</td> <td>1XXXXX</td> </tr> <tr> <td>Green</td> <td>0XXXXX</td> <td>1XXXXX</td> <td>0XXXXX</td> </tr> <tr> <td>Cyan</td> <td>0XXXXX</td> <td>1XXXXX</td> <td>1XXXXX</td> </tr> <tr> <td>Yellow</td> <td>1XXXXX</td> <td>1XXXXX</td> <td>0XXXXX</td> </tr> <tr> <td>White</td> <td>1XXXXX</td> <td>1XXXXX</td> <td>1XXXXX</td> </tr> </tbody> </table> <p>X = don't care.</p> |   |   |          |    |    |    |    |    |    |    |    |     | Memory Contents vs Display Color |               |  |               |   | R <sub>5</sub> R <sub>4</sub> R <sub>3</sub> R <sub>2</sub> R <sub>1</sub> R <sub>0</sub> | G <sub>5</sub> G <sub>4</sub> G <sub>3</sub> G <sub>2</sub> G <sub>1</sub> G <sub>0</sub> | B <sub>5</sub> B <sub>4</sub> B <sub>3</sub> B <sub>2</sub> B <sub>1</sub> B <sub>0</sub> | Black                                    | 0XXXXX | 0XXXXX   | 0XXXXX | Blue | 0XXXXX | 0XXXXX | 1XXXXX | Red | 1XXXXX | 0XXXXX | 0XXXXX | Magenta | 1XXXXX | 0XXXXX | 1XXXXX | Green | 0XXXXX | 1XXXXX | 0XXXXX | Cyan | 0XXXXX | 1XXXXX | 1XXXXX | Yellow | 1XXXXX | 1XXXXX | 0XXXXX | White | 1XXXXX | 1XXXXX |
| Memory Contents vs Display Color          |  |   |   |          |    |    |    |    |    |    |    |    |     |                                  |               |  |               |   |   |   |   |  |        |          |        |      |        |        |        |     |        |        |        |         |        |        |        |       |        |        |        |      |        |        |        |        |        |        |        |       |        |        |
|   | R <sub>5</sub> R <sub>4</sub> R <sub>3</sub> R <sub>2</sub> R <sub>1</sub> R <sub>0</sub>  | G <sub>5</sub> G <sub>4</sub> G <sub>3</sub> G <sub>2</sub> G <sub>1</sub> G <sub>0</sub> | B <sub>5</sub> B <sub>4</sub> B <sub>3</sub> B <sub>2</sub> B <sub>1</sub> B <sub>0</sub> |          |    |    |    |    |    |    |    |    |     |                                  |               |  |               |   |   |   |   |  |        |          |        |      |        |        |        |     |        |        |        |         |        |        |        |       |        |        |        |      |        |        |        |        |        |        |        |       |        |        |
| Black                                     | 0XXXXX   | 0XXXXX  | 0XXXXX  |          |    |    |    |    |    |    |    |    |     |                                  |               |  |               |   |   |   |   |  |        |          |        |      |        |        |        |     |        |        |        |         |        |        |        |       |        |        |        |      |        |        |        |        |        |        |        |       |        |        |
| Blue                                      | 0XXXXX   | 0XXXXX  | 1XXXXX  |          |    |    |    |    |    |    |    |    |     |                                  |               |  |               |   |   |   |   |  |        |          |        |      |        |        |        |     |        |        |        |         |        |        |        |       |        |        |        |      |        |        |        |        |        |        |        |       |        |        |
| Red                                       | 1XXXXX   | 0XXXXX  | 0XXXXX  |          |    |    |    |    |    |    |    |    |     |                                  |               |  |               |   |   |   |   |  |        |          |        |      |        |        |        |     |        |        |        |         |        |        |        |       |        |        |        |      |        |        |        |        |        |        |        |       |        |        |
| Magenta                                   | 1XXXXX   | 0XXXXX  | 1XXXXX  |          |    |    |    |    |    |    |    |    |     |                                  |               |  |               |   |   |   |   |  |        |          |        |      |        |        |        |     |        |        |        |         |        |        |        |       |        |        |        |      |        |        |        |        |        |        |        |       |        |        |
| Green                                     | 0XXXXX   | 1XXXXX  | 0XXXXX  |          |    |    |    |    |    |    |    |    |     |                                  |               |  |               |   |   |   |   |  |        |          |        |      |        |        |        |     |        |        |        |         |        |        |        |       |        |        |        |      |        |        |        |        |        |        |        |       |        |        |
| Cyan                                      | 0XXXXX   | 1XXXXX  | 1XXXXX  |          |    |    |    |    |    |    |    |    |     |                                  |               |  |               |   |   |   |   |  |        |          |        |      |        |        |        |     |        |        |        |         |        |        |        |       |        |        |        |      |        |        |        |        |        |        |        |       |        |        |
| Yellow                                    | 1XXXXX   | 1XXXXX  | 0XXXXX  |          |    |    |    |    |    |    |    |    |     |                                  |               |  |               |   |   |   |   |  |        |          |        |      |        |        |        |     |        |        |        |         |        |        |        |       |        |        |        |      |        |        |        |        |        |        |        |       |        |        |
| White                                     | 1XXXXX   | 1XXXXX  | 1XXXXX  |          |    |    |    |    |    |    |    |    |     |                                  |               |  |               |   |   |   |   |  |        |          |        |      |        |        |        |     |        |        |        |         |        |        |        |       |        |        |        |      |        |        |        |        |        |        |        |       |        |        |
| Restriction                               | This command has no effect when module is already in idle off mode.  |   |   |          |    |    |    |    |    |    |    |    |     |                                  |               |  |               |   |   |   |   |  |        |          |        |      |        |        |        |     |        |        |        |         |        |        |        |       |        |        |        |      |        |        |        |        |        |        |        |       |        |        |
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| Status                                    | Availability   |   |   |          |    |    |    |    |    |    |    |    |     |                                  |               |  |               |   |   |   |   |  |        |          |        |      |        |        |        |     |        |        |        |         |        |        |        |       |        |        |        |      |        |        |        |        |        |        |        |       |        |        |
| Normal Mode On, Idle Mode Off, Sleep Out  | Yes  |   |   |          |    |    |    |    |    |    |    |    |     |                                  |               |  |               |   |   |   |   |  |        |          |        |      |        |        |        |     |        |        |        |         |        |        |        |       |        |        |        |      |        |        |        |        |        |        |        |       |        |        |
| Normal Mode On, Idle Mode On, Sleep Out   | Yes  |   |   |          |    |    |    |    |    |    |    |    |     |                                  |               |  |               |   |   |   |   |  |        |          |        |      |        |        |        |     |        |        |        |         |        |        |        |       |        |        |        |      |        |        |        |        |        |        |        |       |        |        |
| Partial Mode On, Idle Mode Off, Sleep Out | Yes  |   |   |          |    |    |    |    |    |    |    |    |     |                                  |               |  |               |   |   |   |   |  |        |          |        |      |        |        |        |     |        |        |        |         |        |        |        |       |        |        |        |      |        |        |        |        |        |        |        |       |        |        |
| Partial Mode On, Idle Mode On, Sleep Out  | Yes  |   |   |          |    |    |    |    |    |    |    |    |     |                                  |               |  |               |   |   |   |   |  |        |          |        |      |        |        |        |     |        |        |        |         |        |        |        |       |        |        |        |      |        |        |        |        |        |        |        |       |        |        |
| Sleep In                                  | Yes  |   |   |          |    |    |    |    |    |    |    |    |     |                                  |               |  |               |   |   |   |   |  |        |          |        |      |        |        |        |     |        |        |        |         |        |        |        |       |        |        |        |      |        |        |        |        |        |        |        |       |        |        |
| Default                                   | <table border="1" style="margin: auto; text-align: center;"> <thead> <tr> <th>Status</th> <th>Default Value</th> </tr> </thead> <tbody> <tr> <td>Power On Sequence</td> <td>Idle mode OFF</td> </tr> <tr> <td>SW Reset</td> <td>Idle mode OFF</td> </tr> <tr> <td>HW Reset</td> <td>Idle mode OFF</td> </tr> </tbody> </table>   |   |   |          |    |    |    |    |    |    |    |    |     | Status                           | Default Value | Power On Sequence                        | Idle mode OFF | SW Reset                                | Idle mode OFF   | HW Reset  | Idle mode OFF   |  |        |          |        |      |        |        |        |     |        |        |        |         |        |        |        |       |        |        |        |      |        |        |        |        |        |        |        |       |        |        |
| Status                                    | Default Value  |   |   |          |    |    |    |    |    |    |    |    |     |                                  |               |  |               |   |   |   |   |  |        |          |        |      |        |        |        |     |        |        |        |         |        |        |        |       |        |        |        |      |        |        |        |        |        |        |        |       |        |        |
| Power On Sequence                         | Idle mode OFF  |   |   |          |    |    |    |    |    |    |    |    |     |                                  |               |  |               |   |   |   |   |  |        |          |        |      |        |        |        |     |        |        |        |         |        |        |        |       |        |        |        |      |        |        |        |        |        |        |        |       |        |        |
| SW Reset                                  | Idle mode OFF  |   |   |          |    |    |    |    |    |    |    |    |     |                                  |               |  |               |   |   |   |   |  |        |          |        |      |        |        |        |     |        |        |        |         |        |        |        |       |        |        |        |      |        |        |        |        |        |        |        |       |        |        |
| HW Reset                                  | Idle mode OFF  |   |   |          |    |    |    |    |    |    |    |    |     |                                  |               |  |               |   |   |   |   |  |        |          |        |      |        |        |        |     |        |        |        |         |        |        |        |       |        |        |        |      |        |        |        |        |        |        |        |       |        |        |

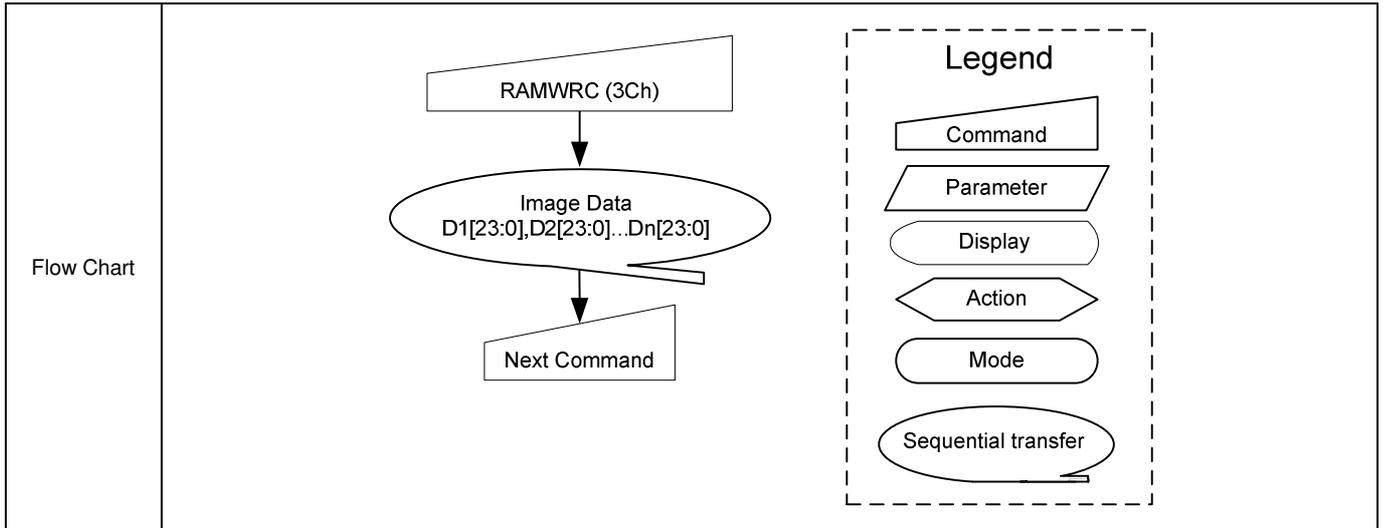


### 8.2.32. Interface Pixel Format (3Ah)

| 3Ah                                       | COLMOD (Interface Pixel Format)  |                      |                 |                      |          |    |    |    |          |    |    |    |     |          |                      |  |                      |   |          |   |          |  |          |          |          |         |          |       |          |         |          |       |          |         |          |       |          |         |                 |       |                 |         |                 |       |                 |         |          |       |          |
|---|--|----------------------|-----------------|----------------------|----------|----|----|----|----------|----|----|----|-----|----------|----------------------|--|----------------------|---|----------|---|----------|--|----------|----------|----------|---------|----------|-------|----------|---------|----------|-------|----------|---------|----------|-------|----------|---------|-----------------|-------|-----------------|---------|-----------------|-------|-----------------|---------|----------|-------|----------|
|   | D/CX   | RDX                  | WRX             | D[15:8]              | D7       | D6 | D5 | D4 | D3       | D2 | D1 | D0 | HEX |          |                      |  |                      |   |          |   |          |  |          |          |          |         |          |       |          |         |          |       |          |         |          |       |          |         |                 |       |                 |         |                 |       |                 |         |          |       |          |
| Command                                   | 0  | 1                    | ↑               | XXXXXXXX             | 0        | 0  | 1  | 1  | 1        | 0  | 1  | 0  | 3Ah |          |                      |  |                      |   |          |   |          |  |          |          |          |         |          |       |          |         |          |       |          |         |          |       |          |         |                 |       |                 |         |                 |       |                 |         |          |       |          |
| Parameter                                 | 1  | 1                    | ↑               | XXXXXXXX             | DPI[3:0] |    |    | X  | DBI[2:0] |    |    | XX |     |          |                      |  |                      |   |          |   |          |  |          |          |          |         |          |       |          |         |          |       |          |         |          |       |          |         |                 |       |                 |         |                 |       |                 |         |          |       |          |
| Description                               | <p>This command sets the pixel format for the RGB image data used by the interface. DPI[3:0] is the pixel format select of RGB interface and DBI[2:0] is the pixel format of CPU interface. If a particular interface, either RGB interface or CPU interface, is not used then the corresponding bits in the parameter are ignored. The pixel format are shown in the table below.</p> <table border="1" style="margin-left: auto; margin-right: auto;"> <thead> <tr> <th>DPI[3:0]</th> <th>RGB Interface Format</th> <th>DBI[2:0]</th> <th>CPU Interface Format</th> </tr> </thead> <tbody> <tr><td>0 0 0 0</td><td>Reserved</td><td>0 0 0</td><td>Reserved</td></tr> <tr><td>0 0 0 1</td><td>Reserved</td><td>0 0 1</td><td>Reserved</td></tr> <tr><td>0 0 1 0</td><td>Reserved</td><td>0 1 0</td><td>Reserved</td></tr> <tr><td>0 0 1 1</td><td>Reserved</td><td>0 1 1</td><td>Reserved</td></tr> <tr><td>0 1 0 0</td><td>Reserved</td><td>1 0 0</td><td>Reserved</td></tr> <tr><td>0 1 0 1</td><td>16 bits / pixel</td><td>1 0 1</td><td>16 bits / pixel</td></tr> <tr><td>0 1 1 0</td><td>18 bits / pixel</td><td>1 1 0</td><td>18 bits / pixel</td></tr> <tr><td>0 1 1 1</td><td>Reserved</td><td>1 1 1</td><td>Reserved</td></tr> </tbody> </table> |                      |                 |                      |          |    |    |    |          |    |    |    |     | DPI[3:0] | RGB Interface Format | DBI[2:0]                                 | CPU Interface Format | 0 0 0 0                                 | Reserved | 0 0 0                                     | Reserved | 0 0 0 1                                  | Reserved | 0 0 1    | Reserved | 0 0 1 0 | Reserved | 0 1 0 | Reserved | 0 0 1 1 | Reserved | 0 1 1 | Reserved | 0 1 0 0 | Reserved | 1 0 0 | Reserved | 0 1 0 1 | 16 bits / pixel | 1 0 1 | 16 bits / pixel | 0 1 1 0 | 18 bits / pixel | 1 1 0 | 18 bits / pixel | 0 1 1 1 | Reserved | 1 1 1 | Reserved |
|   | DPI[3:0]   | RGB Interface Format | DBI[2:0]        | CPU Interface Format |          |    |    |    |          |    |    |    |     |          |                      |  |                      |   |          |   |          |  |          |          |          |         |          |       |          |         |          |       |          |         |          |       |          |         |                 |       |                 |         |                 |       |                 |         |          |       |          |
| 0 0 0 0                                   | Reserved   | 0 0 0                | Reserved        |                      |          |    |    |    |          |    |    |    |     |          |                      |  |                      |   |          |   |          |  |          |          |          |         |          |       |          |         |          |       |          |         |          |       |          |         |                 |       |                 |         |                 |       |                 |         |          |       |          |
| 0 0 0 1                                   | Reserved   | 0 0 1                | Reserved        |                      |          |    |    |    |          |    |    |    |     |          |                      |  |                      |   |          |   |          |  |          |          |          |         |          |       |          |         |          |       |          |         |          |       |          |         |                 |       |                 |         |                 |       |                 |         |          |       |          |
| 0 0 1 0                                   | Reserved   | 0 1 0                | Reserved        |                      |          |    |    |    |          |    |    |    |     |          |                      |  |                      |   |          |   |          |  |          |          |          |         |          |       |          |         |          |       |          |         |          |       |          |         |                 |       |                 |         |                 |       |                 |         |          |       |          |
| 0 0 1 1                                   | Reserved   | 0 1 1                | Reserved        |                      |          |    |    |    |          |    |    |    |     |          |                      |  |                      |   |          |   |          |  |          |          |          |         |          |       |          |         |          |       |          |         |          |       |          |         |                 |       |                 |         |                 |       |                 |         |          |       |          |
| 0 1 0 0                                   | Reserved   | 1 0 0                | Reserved        |                      |          |    |    |    |          |    |    |    |     |          |                      |  |                      |   |          |   |          |  |          |          |          |         |          |       |          |         |          |       |          |         |          |       |          |         |                 |       |                 |         |                 |       |                 |         |          |       |          |
| 0 1 0 1                                   | 16 bits / pixel  | 1 0 1                | 16 bits / pixel |                      |          |    |    |    |          |    |    |    |     |          |                      |  |                      |   |          |   |          |  |          |          |          |         |          |       |          |         |          |       |          |         |          |       |          |         |                 |       |                 |         |                 |       |                 |         |          |       |          |
| 0 1 1 0                                   | 18 bits / pixel  | 1 1 0                | 18 bits / pixel |                      |          |    |    |    |          |    |    |    |     |          |                      |  |                      |   |          |   |          |  |          |          |          |         |          |       |          |         |          |       |          |         |          |       |          |         |                 |       |                 |         |                 |       |                 |         |          |       |          |
| 0 1 1 1                                   | Reserved   | 1 1 1                | Reserved        |                      |          |    |    |    |          |    |    |    |     |          |                      |  |                      |   |          |   |          |  |          |          |          |         |          |       |          |         |          |       |          |         |          |       |          |         |                 |       |                 |         |                 |       |                 |         |          |       |          |
|   | X = don't care   |                      |                 |                      |          |    |    |    |          |    |    |    |     |          |                      |  |                      |   |          |   |          |  |          |          |          |         |          |       |          |         |          |       |          |         |          |       |          |         |                 |       |                 |         |                 |       |                 |         |          |       |          |
| Restriction                               |  |                      |                 |                      |          |    |    |    |          |    |    |    |     |          |                      |  |                      |   |          |   |          |  |          |          |          |         |          |       |          |         |          |       |          |         |          |       |          |         |                 |       |                 |         |                 |       |                 |         |          |       |          |
| Register Availability                     | <table border="1" style="margin-left: auto; margin-right: auto;"> <thead> <tr> <th>Status</th> <th>Availability</th> </tr> </thead> <tbody> <tr><td>Normal Mode On, Idle Mode Off, Sleep Out</td><td>Yes</td></tr> <tr><td>Normal Mode On, Idle Mode On, Sleep Out</td><td>Yes</td></tr> <tr><td>Partial Mode On, Idle Mode Off, Sleep Out</td><td>Yes</td></tr> <tr><td>Partial Mode On, Idle Mode On, Sleep Out</td><td>Yes</td></tr> <tr><td>Sleep In</td><td>Yes</td></tr> </tbody> </table>   |                      |                 |                      |          |    |    |    |          |    |    |    |     | Status   | Availability         | Normal Mode On, Idle Mode Off, Sleep Out | Yes                  | Normal Mode On, Idle Mode On, Sleep Out | Yes      | Partial Mode On, Idle Mode Off, Sleep Out | Yes      | Partial Mode On, Idle Mode On, Sleep Out | Yes      | Sleep In | Yes      |         |          |       |          |         |          |       |          |         |          |       |          |         |                 |       |                 |         |                 |       |                 |         |          |       |          |
| Status                                    | Availability   |                      |                 |                      |          |    |    |    |          |    |    |    |     |          |                      |  |                      |   |          |   |          |  |          |          |          |         |          |       |          |         |          |       |          |         |          |       |          |         |                 |       |                 |         |                 |       |                 |         |          |       |          |
| Normal Mode On, Idle Mode Off, Sleep Out  | Yes  |                      |                 |                      |          |    |    |    |          |    |    |    |     |          |                      |  |                      |   |          |   |          |  |          |          |          |         |          |       |          |         |          |       |          |         |          |       |          |         |                 |       |                 |         |                 |       |                 |         |          |       |          |
| Normal Mode On, Idle Mode On, Sleep Out   | Yes  |                      |                 |                      |          |    |    |    |          |    |    |    |     |          |                      |  |                      |   |          |   |          |  |          |          |          |         |          |       |          |         |          |       |          |         |          |       |          |         |                 |       |                 |         |                 |       |                 |         |          |       |          |
| Partial Mode On, Idle Mode Off, Sleep Out | Yes  |                      |                 |                      |          |    |    |    |          |    |    |    |     |          |                      |  |                      |   |          |   |          |  |          |          |          |         |          |       |          |         |          |       |          |         |          |       |          |         |                 |       |                 |         |                 |       |                 |         |          |       |          |
| Partial Mode On, Idle Mode On, Sleep Out  | Yes  |                      |                 |                      |          |    |    |    |          |    |    |    |     |          |                      |  |                      |   |          |   |          |  |          |          |          |         |          |       |          |         |          |       |          |         |          |       |          |         |                 |       |                 |         |                 |       |                 |         |          |       |          |
| Sleep In                                  | Yes  |                      |                 |                      |          |    |    |    |          |    |    |    |     |          |                      |  |                      |   |          |   |          |  |          |          |          |         |          |       |          |         |          |       |          |         |          |       |          |         |                 |       |                 |         |                 |       |                 |         |          |       |          |
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| Status                                    | Default Value  |                      |                 |                      |          |    |    |    |          |    |    |    |     |          |                      |  |                      |   |          |   |          |  |          |          |          |         |          |       |          |         |          |       |          |         |          |       |          |         |                 |       |                 |         |                 |       |                 |         |          |       |          |
| Power On Sequence                         | 06h  |                      |                 |                      |          |    |    |    |          |    |    |    |     |          |                      |  |                      |   |          |   |          |  |          |          |          |         |          |       |          |         |          |       |          |         |          |       |          |         |                 |       |                 |         |                 |       |                 |         |          |       |          |
| SW Reset                                  | 06h  |                      |                 |                      |          |    |    |    |          |    |    |    |     |          |                      |  |                      |   |          |   |          |  |          |          |          |         |          |       |          |         |          |       |          |         |          |       |          |         |                 |       |                 |         |                 |       |                 |         |          |       |          |
| HW Reset                                  | 06h  |                      |                 |                      |          |    |    |    |          |    |    |    |     |          |                      |  |                      |   |          |   |          |  |          |          |          |         |          |       |          |         |          |       |          |         |          |       |          |         |                 |       |                 |         |                 |       |                 |         |          |       |          |
| Flow Chart                                | <div style="display: flex; justify-content: space-between; align-items: center;"> <div style="flex: 1;"> <pre> graph TD     A([n-bit/Pixel Mode]) --&gt; B[/COLMOD (3Ah)/]     B --&gt; C[/1st parameter: D[2:0]=" XXX"/]     C --&gt; D([New m-bit/Pixel Mode])                     </pre> </div> <div style="flex: 1; border: 1px dashed black; padding: 5px;"> <p><b>Legend</b></p> <ul style="list-style-type: none"> <li> Command</li> <li> Parameter</li> <li> Display</li> <li> Action</li> <li> Mode</li> <li> Sequential transfer</li> </ul> </div> </div>  |                      |                 |                      |          |    |    |    |          |    |    |    |     |          |                      |  |                      |   |          |   |          |  |          |          |          |         |          |       |          |         |          |       |          |         |          |       |          |         |                 |       |                 |         |                 |       |                 |         |          |       |          |

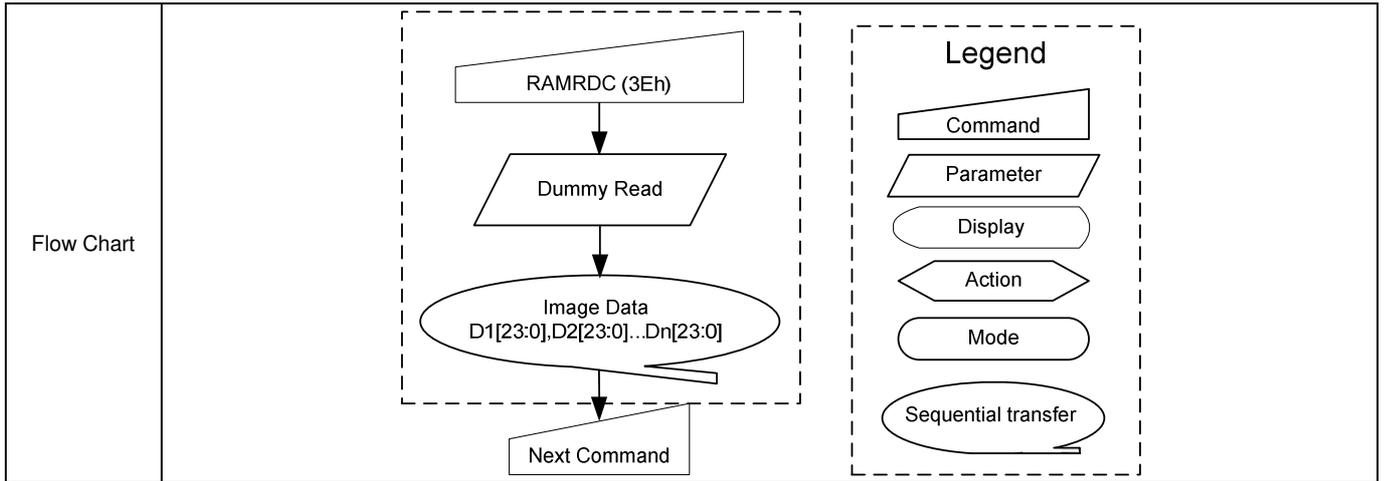
### 8.2.33. Memory Write Continue (3Ch)

| 3Ch   | RAMWRC (Memory Write Continue)  |                        |              |          |    |    |    |    |    |    |    |    |     |           |                |  |                                      |   |                                    |   |                                    |  |   |                          |                |   |                          |                        |
|---|---|------------------------|--------------|----------|----|----|----|----|----|----|----|----|-----|-----------|----------------|--|--------------------------------------|---|------------------------------------|---|------------------------------------|--|---|--------------------------|----------------|---|--------------------------|------------------------|
|   | D/CX  | RDX                    | WRX          | D[15:8]  | D7 | D6 | D5 | D4 | D3 | D2 | D1 | D0 | HEX |           |                |  |                                      |   |                                    |   |                                    |  |   |                          |                |   |                          |                        |
| Command   | 0   | 1                      | ↑            | XXXXXXXX | 0  | 0  | 1  | 1  | 1  | 1  | 0  | 0  | 3Ch |           |                |  |                                      |   |                                    |   |                                    |  |   |                          |                |   |                          |                        |
| 1 <sup>st</sup> Parameter                           | 1   | 1                      | ↑            | D1[15:0] |    |    |    |    |    |    |    |    | XX  |           |                |  |                                      |   |                                    |   |                                    |  |   |                          |                |   |                          |                        |
| :   | 1   | 1                      | ↑            | Dx[15:0] |    |    |    |    |    |    |    |    | XX  |           |                |  |                                      |   |                                    |   |                                    |  |   |                          |                |   |                          |                        |
| N <sup>th</sup> Parameter                           | 1   | 1                      | ↑            | Dn[15:0] |    |    |    |    |    |    |    |    | XX  |           |                |  |                                      |   |                                    |   |                                    |  |   |                          |                |   |                          |                        |
| Description   | <p>This command is used to transfer data from MCU to frame memory, if there is wanted to continue memory write after “Memory Write (2Ch)” command.</p> <p>This command makes no change to the other driver status.</p> <p>When this command is accepted, the column register and the page register are not reset to the Start Column/Start Page positions as it has been done on “Memory Write (2Ch)” command.</p> <p>Then D[15:0] is stored in frame memory and the column register and the page register incremented as table below: Column and Page Counter Control.</p> <table border="1" style="margin-left: auto; margin-right: auto;"> <thead> <tr> <th>Condition</th> <th>Column counter</th> <th>Page Counter</th> </tr> </thead> <tbody> <tr> <td>When RAMWR/RAMRD command is accepted</td> <td>Return to “Start Column”</td> <td>Return to “Start Page”</td> </tr> <tr> <td>Complete Pixel Read/Write action</td> <td>Increment by 1</td> <td>No change</td> </tr> <tr> <td>The Column counter value is large than “End Column”</td> <td>Return to “Start Column”</td> <td>Increment by 1</td> </tr> <tr> <td>The Page counter value is large than “End Page”</td> <td>Return to “Start Column”</td> <td>Return to “Start Page”</td> </tr> </tbody> </table> <p>Sending any other command can stop frame Write.</p> <p>X = don't care.</p> |                        |              |          |    |    |    |    |    |    |    |    |     | Condition | Column counter | Page Counter                             | When RAMWR/RAMRD command is accepted | Return to “Start Column”                | Return to “Start Page”             | Complete Pixel Read/Write action          | Increment by 1                     | No change                                | The Column counter value is large than “End Column” | Return to “Start Column” | Increment by 1 | The Page counter value is large than “End Page” | Return to “Start Column” | Return to “Start Page” |
|   | Condition   | Column counter         | Page Counter |          |    |    |    |    |    |    |    |    |     |           |                |  |                                      |   |                                    |   |                                    |  |   |                          |                |   |                          |                        |
| When RAMWR/RAMRD command is accepted                | Return to “Start Column”  | Return to “Start Page” |              |          |    |    |    |    |    |    |    |    |     |           |                |  |                                      |   |                                    |   |                                    |  |   |                          |                |   |                          |                        |
| Complete Pixel Read/Write action                    | Increment by 1  | No change              |              |          |    |    |    |    |    |    |    |    |     |           |                |  |                                      |   |                                    |   |                                    |  |   |                          |                |   |                          |                        |
| The Column counter value is large than “End Column” | Return to “Start Column”  | Increment by 1         |              |          |    |    |    |    |    |    |    |    |     |           |                |  |                                      |   |                                    |   |                                    |  |   |                          |                |   |                          |                        |
| The Page counter value is large than “End Page”     | Return to “Start Column”  | Return to “Start Page” |              |          |    |    |    |    |    |    |    |    |     |           |                |  |                                      |   |                                    |   |                                    |  |   |                          |                |   |                          |                        |
| Restriction   | <p>There is no restriction on length of parameters.</p> <p>No access in the frame memory in Sleep In mode.</p>  |                        |              |          |    |    |    |    |    |    |    |    |     |           |                |  |                                      |   |                                    |   |                                    |  |   |                          |                |   |                          |                        |
| Register Availability                               | <table border="1" style="margin-left: auto; margin-right: auto;"> <thead> <tr> <th>Status</th> <th>Availability</th> </tr> </thead> <tbody> <tr> <td>Normal Mode On, Idle Mode Off, Sleep Out</td> <td>Yes</td> </tr> <tr> <td>Normal Mode On, Idle Mode On, Sleep Out</td> <td>Yes</td> </tr> <tr> <td>Partial Mode On, Idle Mode Off, Sleep Out</td> <td>Yes</td> </tr> <tr> <td>Partial Mode On, Idle Mode On, Sleep Out</td> <td>Yes</td> </tr> <tr> <td>Sleep In</td> <td>Yes</td> </tr> </tbody> </table>   |                        |              |          |    |    |    |    |    |    |    |    |     | Status    | Availability   | Normal Mode On, Idle Mode Off, Sleep Out | Yes                                  | Normal Mode On, Idle Mode On, Sleep Out | Yes                                | Partial Mode On, Idle Mode Off, Sleep Out | Yes                                | Partial Mode On, Idle Mode On, Sleep Out | Yes   | Sleep In                 | Yes            |   |                          |                        |
| Status  | Availability  |                        |              |          |    |    |    |    |    |    |    |    |     |           |                |  |                                      |   |                                    |   |                                    |  |   |                          |                |   |                          |                        |
| Normal Mode On, Idle Mode Off, Sleep Out            | Yes   |                        |              |          |    |    |    |    |    |    |    |    |     |           |                |  |                                      |   |                                    |   |                                    |  |   |                          |                |   |                          |                        |
| Normal Mode On, Idle Mode On, Sleep Out             | Yes   |                        |              |          |    |    |    |    |    |    |    |    |     |           |                |  |                                      |   |                                    |   |                                    |  |   |                          |                |   |                          |                        |
| Partial Mode On, Idle Mode Off, Sleep Out           | Yes   |                        |              |          |    |    |    |    |    |    |    |    |     |           |                |  |                                      |   |                                    |   |                                    |  |   |                          |                |   |                          |                        |
| Partial Mode On, Idle Mode On, Sleep Out            | Yes   |                        |              |          |    |    |    |    |    |    |    |    |     |           |                |  |                                      |   |                                    |   |                                    |  |   |                          |                |   |                          |                        |
| Sleep In  | Yes   |                        |              |          |    |    |    |    |    |    |    |    |     |           |                |  |                                      |   |                                    |   |                                    |  |   |                          |                |   |                          |                        |
| Default   | <table border="1" style="margin-left: auto; margin-right: auto;"> <thead> <tr> <th>Status</th> <th>Default Value</th> </tr> </thead> <tbody> <tr> <td>Power On Sequence</td> <td>Contents of memory is set randomly</td> </tr> <tr> <td>SW Reset</td> <td>Contents of memory is set randomly</td> </tr> <tr> <td>HW Reset</td> <td>Contents of memory is set randomly</td> </tr> </tbody> </table>  |                        |              |          |    |    |    |    |    |    |    |    |     | Status    | Default Value  | Power On Sequence                        | Contents of memory is set randomly   | SW Reset                                | Contents of memory is set randomly | HW Reset                                  | Contents of memory is set randomly |  |   |                          |                |   |                          |                        |
| Status  | Default Value   |                        |              |          |    |    |    |    |    |    |    |    |     |           |                |  |                                      |   |                                    |   |                                    |  |   |                          |                |   |                          |                        |
| Power On Sequence                                   | Contents of memory is set randomly  |                        |              |          |    |    |    |    |    |    |    |    |     |           |                |  |                                      |   |                                    |   |                                    |  |   |                          |                |   |                          |                        |
| SW Reset  | Contents of memory is set randomly  |                        |              |          |    |    |    |    |    |    |    |    |     |           |                |  |                                      |   |                                    |   |                                    |  |   |                          |                |   |                          |                        |
| HW Reset  | Contents of memory is set randomly  |                        |              |          |    |    |    |    |    |    |    |    |     |           |                |  |                                      |   |                                    |   |                                    |  |   |                          |                |   |                          |                        |

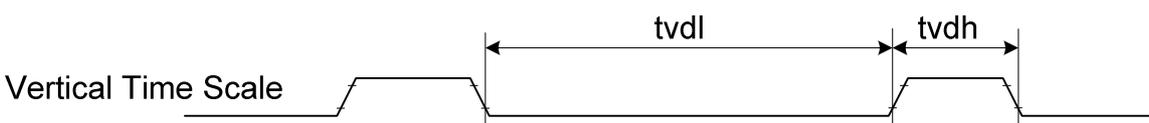
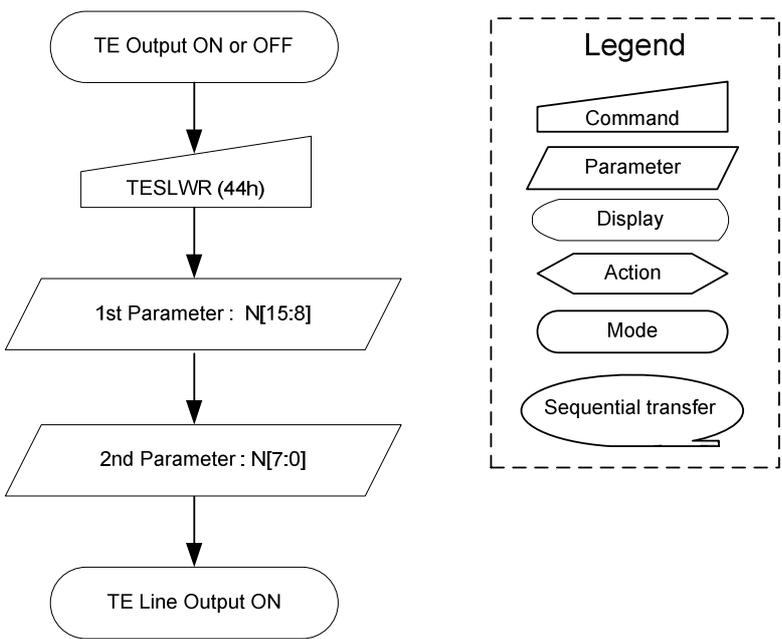


### 8.2.34. Memory Read Continue (3Eh)

| 3Eh   | RAMRDC (Memory Read Continue)  |                        |              |          |    |    |    |    |    |    |    |    | HEX |           |                |  |                                      |   |                                    |   |                                    |  |   |                          |                |   |                          |                        |
|---|--|------------------------|--------------|----------|----|----|----|----|----|----|----|----|-----|-----------|----------------|--|--------------------------------------|---|------------------------------------|---|------------------------------------|--|---|--------------------------|----------------|---|--------------------------|------------------------|
|   | D/CX   | RDX                    | WRX          | D[15:8]  | D7 | D6 | D5 | D4 | D3 | D2 | D1 | D0 |     |           |                |  |                                      |   |                                    |   |                                    |  |   |                          |                |   |                          |                        |
| Command   | 0  | 1                      | ↑            | XXXXXXXX | 0  | 0  | 1  | 1  | 1  | 1  | 1  | 0  | 3Eh |           |                |  |                                      |   |                                    |   |                                    |  |   |                          |                |   |                          |                        |
| 1 <sup>st</sup> Parameter                           | 1  | ↑                      | 1            | XXXXXXXX | X  | X  | X  | X  | X  | X  | X  | X  | XX  |           |                |  |                                      |   |                                    |   |                                    |  |   |                          |                |   |                          |                        |
| 2 <sup>nd</sup> Parameter                           | 1  | ↑                      | 1            | D1[15:0] |    |    |    |    |    |    |    | XX |     |           |                |  |                                      |   |                                    |   |                                    |  |   |                          |                |   |                          |                        |
| :   | 1  | ↑                      | 1            | Dx[15:0] |    |    |    |    |    |    |    | XX |     |           |                |  |                                      |   |                                    |   |                                    |  |   |                          |                |   |                          |                        |
| N <sup>th</sup> Parameter                           | 1  | ↑                      | 1            | Dn[15:0] |    |    |    |    |    |    |    | XX |     |           |                |  |                                      |   |                                    |   |                                    |  |   |                          |                |   |                          |                        |
| Description   | <p>This command is used to transfer data from frame memory to MCU, if there is wanted to continue memory read after “Memory Read (2Eh)” command.</p> <p>This command makes no change to the other driver status.</p> <p>When this command is accepted, the column register and the page register are not reset to the Start Column/Start Page positions as it has been done on “Memory Read (2Eh)” command.</p> <p>Then D[15:0] is read back from the frame memory and the column register and the page register incremented as table below:</p> <p>Column and Page Counter Control.</p> <table border="1" style="margin-left: 40px;"> <thead> <tr> <th>Condition</th> <th>Column counter</th> <th>Page Counter</th> </tr> </thead> <tbody> <tr> <td>When RAMWR/RAMRD command is accepted</td> <td>Return to “Start Column”</td> <td>Return to “Start Page”</td> </tr> <tr> <td>Complete Pixel Read/Write action</td> <td>Increment by 1</td> <td>No change</td> </tr> <tr> <td>The Column counter value is large than “End Column”</td> <td>Return to “Start Column”</td> <td>Increment by 1</td> </tr> <tr> <td>The Page counter value is large than “End Page”</td> <td>Return to “Start Column”</td> <td>Return to “Start Page”</td> </tr> </tbody> </table> <p>Frame Read can be stopped by sending any other command.</p> <p>X = can be ‘0’ or ‘1’</p> |                        |              |          |    |    |    |    |    |    |    |    |     | Condition | Column counter | Page Counter                             | When RAMWR/RAMRD command is accepted | Return to “Start Column”                | Return to “Start Page”             | Complete Pixel Read/Write action          | Increment by 1                     | No change                                | The Column counter value is large than “End Column” | Return to “Start Column” | Increment by 1 | The Page counter value is large than “End Page” | Return to “Start Column” | Return to “Start Page” |
|   | Condition  | Column counter         | Page Counter |          |    |    |    |    |    |    |    |    |     |           |                |  |                                      |   |                                    |   |                                    |  |   |                          |                |   |                          |                        |
| When RAMWR/RAMRD command is accepted                | Return to “Start Column”   | Return to “Start Page” |              |          |    |    |    |    |    |    |    |    |     |           |                |  |                                      |   |                                    |   |                                    |  |   |                          |                |   |                          |                        |
| Complete Pixel Read/Write action                    | Increment by 1   | No change              |              |          |    |    |    |    |    |    |    |    |     |           |                |  |                                      |   |                                    |   |                                    |  |   |                          |                |   |                          |                        |
| The Column counter value is large than “End Column” | Return to “Start Column”   | Increment by 1         |              |          |    |    |    |    |    |    |    |    |     |           |                |  |                                      |   |                                    |   |                                    |  |   |                          |                |   |                          |                        |
| The Page counter value is large than “End Page”     | Return to “Start Column”   | Return to “Start Page” |              |          |    |    |    |    |    |    |    |    |     |           |                |  |                                      |   |                                    |   |                                    |  |   |                          |                |   |                          |                        |
| Restriction   | <p>There is no restriction on length of parameters.</p> <p>No access in the frame memory in Sleep In mode.</p>   |                        |              |          |    |    |    |    |    |    |    |    |     |           |                |  |                                      |   |                                    |   |                                    |  |   |                          |                |   |                          |                        |
| Register Availability                               | <table border="1" style="margin-left: 40px;"> <thead> <tr> <th>Status</th> <th>Availability</th> </tr> </thead> <tbody> <tr> <td>Normal Mode On, Idle Mode Off, Sleep Out</td> <td>Yes</td> </tr> <tr> <td>Normal Mode On, Idle Mode On, Sleep Out</td> <td>Yes</td> </tr> <tr> <td>Partial Mode On, Idle Mode Off, Sleep Out</td> <td>Yes</td> </tr> <tr> <td>Partial Mode On, Idle Mode On, Sleep Out</td> <td>Yes</td> </tr> <tr> <td>Sleep In</td> <td>Yes</td> </tr> </tbody> </table>  |                        |              |          |    |    |    |    |    |    |    |    |     | Status    | Availability   | Normal Mode On, Idle Mode Off, Sleep Out | Yes                                  | Normal Mode On, Idle Mode On, Sleep Out | Yes                                | Partial Mode On, Idle Mode Off, Sleep Out | Yes                                | Partial Mode On, Idle Mode On, Sleep Out | Yes   | Sleep In                 | Yes            |   |                          |                        |
| Status  | Availability   |                        |              |          |    |    |    |    |    |    |    |    |     |           |                |  |                                      |   |                                    |   |                                    |  |   |                          |                |   |                          |                        |
| Normal Mode On, Idle Mode Off, Sleep Out            | Yes  |                        |              |          |    |    |    |    |    |    |    |    |     |           |                |  |                                      |   |                                    |   |                                    |  |   |                          |                |   |                          |                        |
| Normal Mode On, Idle Mode On, Sleep Out             | Yes  |                        |              |          |    |    |    |    |    |    |    |    |     |           |                |  |                                      |   |                                    |   |                                    |  |   |                          |                |   |                          |                        |
| Partial Mode On, Idle Mode Off, Sleep Out           | Yes  |                        |              |          |    |    |    |    |    |    |    |    |     |           |                |  |                                      |   |                                    |   |                                    |  |   |                          |                |   |                          |                        |
| Partial Mode On, Idle Mode On, Sleep Out            | Yes  |                        |              |          |    |    |    |    |    |    |    |    |     |           |                |  |                                      |   |                                    |   |                                    |  |   |                          |                |   |                          |                        |
| Sleep In  | Yes  |                        |              |          |    |    |    |    |    |    |    |    |     |           |                |  |                                      |   |                                    |   |                                    |  |   |                          |                |   |                          |                        |
| Default   | <table border="1" style="margin-left: 40px;"> <thead> <tr> <th>Status</th> <th>Default Value</th> </tr> </thead> <tbody> <tr> <td>Power On Sequence</td> <td>Contents of memory is set randomly</td> </tr> <tr> <td>SW Reset</td> <td>Contents of memory is set randomly</td> </tr> <tr> <td>HW Reset</td> <td>Contents of memory is set randomly</td> </tr> </tbody> </table>   |                        |              |          |    |    |    |    |    |    |    |    |     | Status    | Default Value  | Power On Sequence                        | Contents of memory is set randomly   | SW Reset                                | Contents of memory is set randomly | HW Reset                                  | Contents of memory is set randomly |  |   |                          |                |   |                          |                        |
| Status  | Default Value  |                        |              |          |    |    |    |    |    |    |    |    |     |           |                |  |                                      |   |                                    |   |                                    |  |   |                          |                |   |                          |                        |
| Power On Sequence                                   | Contents of memory is set randomly   |                        |              |          |    |    |    |    |    |    |    |    |     |           |                |  |                                      |   |                                    |   |                                    |  |   |                          |                |   |                          |                        |
| SW Reset  | Contents of memory is set randomly   |                        |              |          |    |    |    |    |    |    |    |    |     |           |                |  |                                      |   |                                    |   |                                    |  |   |                          |                |   |                          |                        |
| HW Reset  | Contents of memory is set randomly   |                        |              |          |    |    |    |    |    |    |    |    |     |           |                |  |                                      |   |                                    |   |                                    |  |   |                          |                |   |                          |                        |



**8.2.35. Write Tear Scan Line (44h)**

| 44h                                       | TESLWR (Write Tear Scan Line)  |     |     |          |         |    |    |    |    |    |    |    |     |        |               |  |     |   |           |   |     |  |     |          |     |
|---|--|-----|-----|----------|---------|----|----|----|----|----|----|----|-----|--------|---------------|--|-----|---|-----------|---|-----|--|-----|----------|-----|
|   | D/CX   | RDX | WRX | D[15:8]  | D7      | D6 | D5 | D4 | D3 | D2 | D1 | D0 | HEX |        |               |  |     |   |           |   |     |  |     |          |     |
| Command                                   | 0  | 1   | ↑   | XXXXXXXX | 0       | 1  | 0  | 0  | 0  | 1  | 0  | 0  | 44h |        |               |  |     |   |           |   |     |  |     |          |     |
| 1 <sup>st</sup> Parameter                 | 1  | 1   | ↑   | XXXXXXXX | N[15:8] |    |    |    |    |    |    |    | XX  |        |               |  |     |   |           |   |     |  |     |          |     |
| 2 <sup>nd</sup> Parameter                 | 1  | 1   | ↑   | XXXXXXXX | N[7:0]  |    |    |    |    |    |    |    | XX  |        |               |  |     |   |           |   |     |  |     |          |     |
| Description                               | <p>This command turns on the display Tearing Effect output signal on the TE signal line when the display reaches line N. The TE signal is not affected by changing Memory Access Control bit B4. The Tearing Effect Line On has one parameter that describes the Tearing Effect Output Line mode. The Tearing Effect Output line consists of V-Blanking information only.</p>  <p>Note that Set Tear Scan Line with N = 0 is equivalent to Tearing Effect Line ON with M = 0.<br/>The Tearing Effect Output line shall be active low when ILI9486L is in Sleep mode.</p> |     |     |          |         |    |    |    |    |    |    |    |     |        |               |  |     |   |           |   |     |  |     |          |     |
| Restriction                               | This command has no effect when Tearing Effect output is already ON.   |     |     |          |         |    |    |    |    |    |    |    |     |        |               |  |     |   |           |   |     |  |     |          |     |
| Register Availability                     | <table border="1"> <thead> <tr> <th>Status</th> <th>Availability</th> </tr> </thead> <tbody> <tr> <td>Normal Mode On, Idle Mode Off, Sleep Out</td> <td>Yes</td> </tr> <tr> <td>Normal Mode On, Idle Mode On, Sleep Out</td> <td>Yes</td> </tr> <tr> <td>Partial Mode On, Idle Mode Off, Sleep Out</td> <td>Yes</td> </tr> <tr> <td>Partial Mode On, Idle Mode On, Sleep Out</td> <td>Yes</td> </tr> <tr> <td>Sleep In</td> <td>Yes</td> </tr> </tbody> </table>   |     |     |          |         |    |    |    |    |    |    |    |     | Status | Availability  | Normal Mode On, Idle Mode Off, Sleep Out | Yes | Normal Mode On, Idle Mode On, Sleep Out | Yes       | Partial Mode On, Idle Mode Off, Sleep Out | Yes | Partial Mode On, Idle Mode On, Sleep Out | Yes | Sleep In | Yes |
| Status                                    | Availability   |     |     |          |         |    |    |    |    |    |    |    |     |        |               |  |     |   |           |   |     |  |     |          |     |
| Normal Mode On, Idle Mode Off, Sleep Out  | Yes  |     |     |          |         |    |    |    |    |    |    |    |     |        |               |  |     |   |           |   |     |  |     |          |     |
| Normal Mode On, Idle Mode On, Sleep Out   | Yes  |     |     |          |         |    |    |    |    |    |    |    |     |        |               |  |     |   |           |   |     |  |     |          |     |
| Partial Mode On, Idle Mode Off, Sleep Out | Yes  |     |     |          |         |    |    |    |    |    |    |    |     |        |               |  |     |   |           |   |     |  |     |          |     |
| Partial Mode On, Idle Mode On, Sleep Out  | Yes  |     |     |          |         |    |    |    |    |    |    |    |     |        |               |  |     |   |           |   |     |  |     |          |     |
| Sleep In                                  | Yes  |     |     |          |         |    |    |    |    |    |    |    |     |        |               |  |     |   |           |   |     |  |     |          |     |
| Default                                   | <table border="1"> <thead> <tr> <th>Status</th> <th>Default Value</th> </tr> </thead> <tbody> <tr> <td>Power On Sequence</td> <td>00h</td> </tr> <tr> <td>SW Reset</td> <td>No change</td> </tr> <tr> <td>HW Reset</td> <td>00h</td> </tr> </tbody> </table>   |     |     |          |         |    |    |    |    |    |    |    |     | Status | Default Value | Power On Sequence                        | 00h | SW Reset                                | No change | HW Reset                                  | 00h |  |     |          |     |
| Status                                    | Default Value  |     |     |          |         |    |    |    |    |    |    |    |     |        |               |  |     |   |           |   |     |  |     |          |     |
| Power On Sequence                         | 00h  |     |     |          |         |    |    |    |    |    |    |    |     |        |               |  |     |   |           |   |     |  |     |          |     |
| SW Reset                                  | No change  |     |     |          |         |    |    |    |    |    |    |    |     |        |               |  |     |   |           |   |     |  |     |          |     |
| HW Reset                                  | 00h  |     |     |          |         |    |    |    |    |    |    |    |     |        |               |  |     |   |           |   |     |  |     |          |     |
| Flow Chart                                |    |     |     |          |         |    |    |    |    |    |    |    |     |        |               |  |     |   |           |   |     |  |     |          |     |

**8.2.36. Read Scan Line (45h)**

| 45h                                       | TESLRD (Read Tear Scan Line)   |     |     |          |         |    |    |    |    |    |    |    |     |        |               |  |     |   |           |   |     |  |     |          |     |
|---|--|-----|-----|----------|---------|----|----|----|----|----|----|----|-----|--------|---------------|--|-----|---|-----------|---|-----|--|-----|----------|-----|
|   | D/CX   | RDX | WRX | D[15:8]  | D7      | D6 | D5 | D4 | D3 | D2 | D1 | D0 | HEX |        |               |  |     |   |           |   |     |  |     |          |     |
| Command                                   | 0  | 1   | ↑   | XXXXXXXX | 0       | 1  | 0  | 0  | 0  | 1  | 0  | 1  | 45h |        |               |  |     |   |           |   |     |  |     |          |     |
| 1 <sup>st</sup> Parameter                 | 1  | ↑   | 1   | XXXXXXXX | X       | X  | X  | X  | X  | X  | X  | X  | XX  |        |               |  |     |   |           |   |     |  |     |          |     |
| 2 <sup>nd</sup> Parameter                 | 1  | ↑   | 1   | XXXXXXXX | N[15:8] |    |    |    |    |    |    | XX |     |        |               |  |     |   |           |   |     |  |     |          |     |
| 3 <sup>rd</sup> Parameter                 | 1  | ↑   | 1   | XXXXXXXX | N[7:0]  |    |    |    |    |    |    | XX |     |        |               |  |     |   |           |   |     |  |     |          |     |
| Description                               | <p>The display returns the current scan line, N, used to update the display device. The total number of scan lines on a display device is defined as VSYNC + VBP + VACT + VFP. The first scan line is defined as the first line of V-Sync and is denoted as Line 0.</p> <p>When in Sleep Mode, the value returned by Read Scan Line command is undefined.</p>  |     |     |          |         |    |    |    |    |    |    |    |     |        |               |  |     |   |           |   |     |  |     |          |     |
| Restriction                               | None   |     |     |          |         |    |    |    |    |    |    |    |     |        |               |  |     |   |           |   |     |  |     |          |     |
| Register Availability                     | <table border="1"> <thead> <tr> <th>Status</th> <th>Availability</th> </tr> </thead> <tbody> <tr> <td>Normal Mode On, Idle Mode Off, Sleep Out</td> <td>Yes</td> </tr> <tr> <td>Normal Mode On, Idle Mode On, Sleep Out</td> <td>Yes</td> </tr> <tr> <td>Partial Mode On, Idle Mode Off, Sleep Out</td> <td>Yes</td> </tr> <tr> <td>Partial Mode On, Idle Mode On, Sleep Out</td> <td>Yes</td> </tr> <tr> <td>Sleep In</td> <td>Yes</td> </tr> </tbody> </table> |     |     |          |         |    |    |    |    |    |    |    |     | Status | Availability  | Normal Mode On, Idle Mode Off, Sleep Out | Yes | Normal Mode On, Idle Mode On, Sleep Out | Yes       | Partial Mode On, Idle Mode Off, Sleep Out | Yes | Partial Mode On, Idle Mode On, Sleep Out | Yes | Sleep In | Yes |
| Status                                    | Availability   |     |     |          |         |    |    |    |    |    |    |    |     |        |               |  |     |   |           |   |     |  |     |          |     |
| Normal Mode On, Idle Mode Off, Sleep Out  | Yes  |     |     |          |         |    |    |    |    |    |    |    |     |        |               |  |     |   |           |   |     |  |     |          |     |
| Normal Mode On, Idle Mode On, Sleep Out   | Yes  |     |     |          |         |    |    |    |    |    |    |    |     |        |               |  |     |   |           |   |     |  |     |          |     |
| Partial Mode On, Idle Mode Off, Sleep Out | Yes  |     |     |          |         |    |    |    |    |    |    |    |     |        |               |  |     |   |           |   |     |  |     |          |     |
| Partial Mode On, Idle Mode On, Sleep Out  | Yes  |     |     |          |         |    |    |    |    |    |    |    |     |        |               |  |     |   |           |   |     |  |     |          |     |
| Sleep In                                  | Yes  |     |     |          |         |    |    |    |    |    |    |    |     |        |               |  |     |   |           |   |     |  |     |          |     |
| Default                                   | <table border="1"> <thead> <tr> <th>Status</th> <th>Default Value</th> </tr> </thead> <tbody> <tr> <td>Power On Sequence</td> <td>00h</td> </tr> <tr> <td>SW Reset</td> <td>No change</td> </tr> <tr> <td>HW Reset</td> <td>00h</td> </tr> </tbody> </table>   |     |     |          |         |    |    |    |    |    |    |    |     | Status | Default Value | Power On Sequence                        | 00h | SW Reset                                | No change | HW Reset                                  | 00h |  |     |          |     |
| Status                                    | Default Value  |     |     |          |         |    |    |    |    |    |    |    |     |        |               |  |     |   |           |   |     |  |     |          |     |
| Power On Sequence                         | 00h  |     |     |          |         |    |    |    |    |    |    |    |     |        |               |  |     |   |           |   |     |  |     |          |     |
| SW Reset                                  | No change  |     |     |          |         |    |    |    |    |    |    |    |     |        |               |  |     |   |           |   |     |  |     |          |     |
| HW Reset                                  | 00h  |     |     |          |         |    |    |    |    |    |    |    |     |        |               |  |     |   |           |   |     |  |     |          |     |
| Flow Chart                                | <pre> graph TD     Host[Host] -- TESLRD (45h) --&gt; ILI9486[ILI9486]     ILI9486 --&gt; DummyRead[/Dummy Read/]     DummyRead --&gt; Param2[/2nd Parameter : N[15:8]/]     Param2 --&gt; Param3[/3rd Parameter : N[7:0]/]     </pre>  |     |     |          |         |    |    |    |    |    |    |    |     |        |               |  |     |   |           |   |     |  |     |          |     |

### 8.2.37. Write Display Brightness Value (51h)

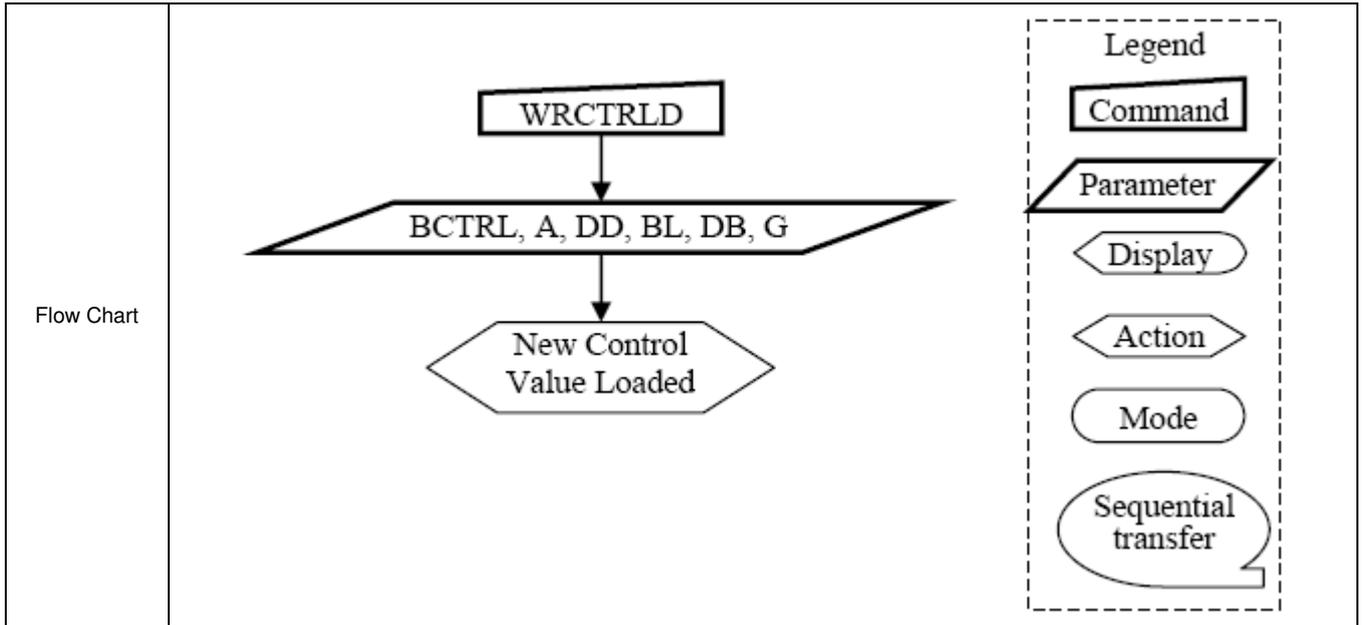
| 51h                                       | WRDISBV (Write Display Brightness)   |     |     |          |          |    |    |    |    |    |    |    |     |        |               |  |     |   |     |   |     |  |     |          |     |
|---|--|-----|-----|----------|----------|----|----|----|----|----|----|----|-----|--------|---------------|--|-----|---|-----|---|-----|--|-----|----------|-----|
|   | D/CX   | RDX | WRX | D[15:8]  | D7       | D6 | D5 | D4 | D3 | D2 | D1 | D0 | HEX |        |               |  |     |   |     |   |     |  |     |          |     |
| Command                                   | 0  | 1   | ↑   | XXXXXXXX | 0        | 1  | 0  | 1  | 0  | 0  | 0  | 1  | 51h |        |               |  |     |   |     |   |     |  |     |          |     |
| 1 <sup>st</sup> Parameter                 | 1  | 1   | ↑   | XXXXXXXX | DBV[7:0] |    |    |    |    |    |    | XX |     |        |               |  |     |   |     |   |     |  |     |          |     |
| Description                               | <p>This command is used to adjust the brightness value of the display.</p> <p><b>DBV[7:0]</b>: 8 bit, for display brightness of manual brightness setting and CABC in ILI9486L. There is a PWM output signal, PWM_OUT pin, to control the LED driver IC in order to control display brightness.</p> <p>In principle relationship is that 00h value means the lowest brightness and FFh value means the highest brightness.</p>                                   |     |     |          |          |    |    |    |    |    |    |    |     |        |               |  |     |   |     |   |     |  |     |          |     |
| Restriction                               |  |     |     |          |          |    |    |    |    |    |    |    |     |        |               |  |     |   |     |   |     |  |     |          |     |
| Register Availability                     | <table border="1"> <thead> <tr> <th>Status</th> <th>Availability</th> </tr> </thead> <tbody> <tr> <td>Normal Mode ON, Idle Mode OFF, Sleep OUT</td> <td>Yes</td> </tr> <tr> <td>Normal Mode ON, Idle Mode ON, Sleep OUT</td> <td>Yes</td> </tr> <tr> <td>Partial Mode ON, Idle Mode OFF, Sleep OUT</td> <td>Yes</td> </tr> <tr> <td>Partial Mode ON, Idle Mode ON, Sleep OUT</td> <td>Yes</td> </tr> <tr> <td>Sleep IN</td> <td>Yes</td> </tr> </tbody> </table> |     |     |          |          |    |    |    |    |    |    |    |     | Status | Availability  | Normal Mode ON, Idle Mode OFF, Sleep OUT | Yes | Normal Mode ON, Idle Mode ON, Sleep OUT | Yes | Partial Mode ON, Idle Mode OFF, Sleep OUT | Yes | Partial Mode ON, Idle Mode ON, Sleep OUT | Yes | Sleep IN | Yes |
| Status                                    | Availability   |     |     |          |          |    |    |    |    |    |    |    |     |        |               |  |     |   |     |   |     |  |     |          |     |
| Normal Mode ON, Idle Mode OFF, Sleep OUT  | Yes  |     |     |          |          |    |    |    |    |    |    |    |     |        |               |  |     |   |     |   |     |  |     |          |     |
| Normal Mode ON, Idle Mode ON, Sleep OUT   | Yes  |     |     |          |          |    |    |    |    |    |    |    |     |        |               |  |     |   |     |   |     |  |     |          |     |
| Partial Mode ON, Idle Mode OFF, Sleep OUT | Yes  |     |     |          |          |    |    |    |    |    |    |    |     |        |               |  |     |   |     |   |     |  |     |          |     |
| Partial Mode ON, Idle Mode ON, Sleep OUT  | Yes  |     |     |          |          |    |    |    |    |    |    |    |     |        |               |  |     |   |     |   |     |  |     |          |     |
| Sleep IN                                  | Yes  |     |     |          |          |    |    |    |    |    |    |    |     |        |               |  |     |   |     |   |     |  |     |          |     |
| Default                                   | <table border="1"> <thead> <tr> <th>Status</th> <th>Default Value</th> </tr> </thead> <tbody> <tr> <td>Power ON Sequence</td> <td>00h</td> </tr> <tr> <td>H/W Reset</td> <td>00h</td> </tr> </tbody> </table>  |     |     |          |          |    |    |    |    |    |    |    |     | Status | Default Value | Power ON Sequence                        | 00h | H/W Reset                               | 00h |   |     |  |     |          |     |
| Status                                    | Default Value  |     |     |          |          |    |    |    |    |    |    |    |     |        |               |  |     |   |     |   |     |  |     |          |     |
| Power ON Sequence                         | 00h  |     |     |          |          |    |    |    |    |    |    |    |     |        |               |  |     |   |     |   |     |  |     |          |     |
| H/W Reset                                 | 00h  |     |     |          |          |    |    |    |    |    |    |    |     |        |               |  |     |   |     |   |     |  |     |          |     |
| Flow Chart                                | <pre> graph TD     A[WRDISBV] --&gt; B[/DBV[7..0]/]     B --&gt; C{{New Display Luminance Value Loaded}}     </pre> <p><b>Legend</b></p> <ul style="list-style-type: none"> <li>Command: Rectangle</li> <li>Parameter: Parallelogram</li> <li>Display: Oval</li> <li>Action: Hexagon</li> <li>Mode: Rounded Rectangle</li> <li>Sequential transfer: Speech bubble</li> </ul>   |     |     |          |          |    |    |    |    |    |    |    |     |        |               |  |     |   |     |   |     |  |     |          |     |

**8.2.38. Read Display Brightness Value (52h)**

| 52h                                       | RDISBV (Read Display Brightness Value)   |     |     |          |          |    |    |    |    |    |    |    |     |        |               |  |     |   |     |   |     |  |     |          |     |
|---|--|-----|-----|----------|----------|----|----|----|----|----|----|----|-----|--------|---------------|--|-----|---|-----|---|-----|--|-----|----------|-----|
|   | D/CX   | RDX | WRX | D[15:8]  | D7       | D6 | D5 | D4 | D3 | D2 | D1 | D0 | HEX |        |               |  |     |   |     |   |     |  |     |          |     |
| Command                                   | 0  | 1   | ↑   | XXXXXXXX | 0        | 1  | 0  | 1  | 0  | 0  | 1  | 0  | 52h |        |               |  |     |   |     |   |     |  |     |          |     |
| 1 <sup>st</sup> Parameter                 | 1  | ↑   | 1   | XXXXXXXX | X        | X  | X  | X  | X  | X  | X  | X  | XX  |        |               |  |     |   |     |   |     |  |     |          |     |
| 2 <sup>nd</sup> Parameter                 | 1  | ↑   | 1   | XXXXXXXX | DBV[7:0] |    |    |    |    |    |    | XX |     |        |               |  |     |   |     |   |     |  |     |          |     |
| Description                               | <p>This command is used to return the brightness value of the display.</p> <p>DBV[7:0] is reset when display is in sleep-in mode.</p> <p>DBV[7:0] is '0' when bit BCTRL of "Write CTRL Display (53h)" command is '0'.</p> <p>DBV[7:0] is manual set brightness specified with "Write CTRL Display (53h)" command when BCTRL bit is '1'.</p> <p>When bit BCTRL of "Write CTRL Display (53h)" command is '1' and C1/C0 bit of "Write Content Adaptive Brightness Control (55h)" command are '0', DBV[7:0] output is the brightness value specified with "Write Display Brightness (51h)" command.</p>  |     |     |          |          |    |    |    |    |    |    |    |     |        |               |  |     |   |     |   |     |  |     |          |     |
| Restriction                               | <p>ILI9486L is sending 2nd parameter value on the data lines if the MCU wants to read more than one parameter (= more than 2 RDX cycle) on parallel MCU interface.</p> <p>Only 2nd parameter is sent on DSI (The 1st parameter is not sent).</p>   |     |     |          |          |    |    |    |    |    |    |    |     |        |               |  |     |   |     |   |     |  |     |          |     |
| Register Availability                     | <table border="1"> <thead> <tr> <th>Status</th> <th>Availability</th> </tr> </thead> <tbody> <tr> <td>Normal Mode ON, Idle Mode OFF, Sleep OUT</td> <td>Yes</td> </tr> <tr> <td>Normal Mode ON, Idle Mode ON, Sleep OUT</td> <td>Yes</td> </tr> <tr> <td>Partial Mode ON, Idle Mode OFF, Sleep OUT</td> <td>Yes</td> </tr> <tr> <td>Partial Mode ON, Idle Mode ON, Sleep OUT</td> <td>Yes</td> </tr> <tr> <td>Sleep IN</td> <td>Yes</td> </tr> </tbody> </table>   |     |     |          |          |    |    |    |    |    |    |    |     | Status | Availability  | Normal Mode ON, Idle Mode OFF, Sleep OUT | Yes | Normal Mode ON, Idle Mode ON, Sleep OUT | Yes | Partial Mode ON, Idle Mode OFF, Sleep OUT | Yes | Partial Mode ON, Idle Mode ON, Sleep OUT | Yes | Sleep IN | Yes |
| Status                                    | Availability   |     |     |          |          |    |    |    |    |    |    |    |     |        |               |  |     |   |     |   |     |  |     |          |     |
| Normal Mode ON, Idle Mode OFF, Sleep OUT  | Yes  |     |     |          |          |    |    |    |    |    |    |    |     |        |               |  |     |   |     |   |     |  |     |          |     |
| Normal Mode ON, Idle Mode ON, Sleep OUT   | Yes  |     |     |          |          |    |    |    |    |    |    |    |     |        |               |  |     |   |     |   |     |  |     |          |     |
| Partial Mode ON, Idle Mode OFF, Sleep OUT | Yes  |     |     |          |          |    |    |    |    |    |    |    |     |        |               |  |     |   |     |   |     |  |     |          |     |
| Partial Mode ON, Idle Mode ON, Sleep OUT  | Yes  |     |     |          |          |    |    |    |    |    |    |    |     |        |               |  |     |   |     |   |     |  |     |          |     |
| Sleep IN                                  | Yes  |     |     |          |          |    |    |    |    |    |    |    |     |        |               |  |     |   |     |   |     |  |     |          |     |
| Default                                   | <table border="1"> <thead> <tr> <th>Status</th> <th>Default Value</th> </tr> </thead> <tbody> <tr> <td>Power ON Sequence</td> <td>00h</td> </tr> <tr> <td>H/W Reset</td> <td>00h</td> </tr> </tbody> </table>  |     |     |          |          |    |    |    |    |    |    |    |     | Status | Default Value | Power ON Sequence                        | 00h | H/W Reset                               | 00h |   |     |  |     |          |     |
| Status                                    | Default Value  |     |     |          |          |    |    |    |    |    |    |    |     |        |               |  |     |   |     |   |     |  |     |          |     |
| Power ON Sequence                         | 00h  |     |     |          |          |    |    |    |    |    |    |    |     |        |               |  |     |   |     |   |     |  |     |          |     |
| H/W Reset                                 | 00h  |     |     |          |          |    |    |    |    |    |    |    |     |        |               |  |     |   |     |   |     |  |     |          |     |
|   | <div style="display: flex; justify-content: space-around;"> <div style="text-align: center;"> <p>Serial I/F Mode<br/>(P/SX = Low)</p> </div> <div style="text-align: center;"> <p>Parallel I/F Mode<br/>(P/SX = High)</p> </div> </div> <div style="border: 1px dashed black; padding: 5px; margin-top: 10px;"> <p><b>Legend</b></p> <ul style="list-style-type: none"> <li><span style="border: 1px solid black; padding: 2px;">Command</span></li> <li><span style="border: 1px solid black; padding: 2px;">Parameter</span></li> <li><span style="border: 1px solid black; padding: 2px;">Display</span></li> <li><span style="border: 1px solid black; padding: 2px;">Action</span></li> <li><span style="border: 1px solid black; padding: 2px;">Mode</span></li> <li><span style="border: 1px solid black; padding: 2px;">Sequential transfer</span></li> </ul> </div> |     |     |          |          |    |    |    |    |    |    |    |     |        |               |  |     |   |     |   |     |  |     |          |     |

### 8.2.39. Write CTRL Display Value (53h)

| 53h                                       | WRCTRLD (Write Control Display)   |              |     |          |    |    |       |    |    |    |    |    |     |        |               |  |   |   |  |   |             |  |                     |          |                    |    |             |   |                       |   |                      |
|---|---|--------------|-----|----------|----|----|-------|----|----|----|----|----|-----|--------|---------------|--|---|---|--|---|-------------|--|---------------------|----------|--------------------|----|-------------|---|-----------------------|---|----------------------|
|   | D/CX  | RDX          | WRX | D[15:8]  | D7 | D6 | D5    | D4 | D3 | D2 | D1 | D0 | HEX |        |               |  |   |   |  |   |             |  |                     |          |                    |    |             |   |                       |   |                      |
| Command                                   | 0   | 1            | ↑   | XXXXXXXX | 0  | 1  | 0     | 1  | 0  | 0  | 1  | 1  | 53h |        |               |  |   |   |  |   |             |  |                     |          |                    |    |             |   |                       |   |                      |
| 1 <sup>st</sup> Parameter                 | 1   | 1            | ↑   | XXXXXXXX | X  | X  | BCTRL | X  | DD | BL | X  | X  | XX  |        |               |  |   |   |  |   |             |  |                     |          |                    |    |             |   |                       |   |                      |
| Description                               | <p>This command is used to control display brightness.</p> <p><b>BCTRL</b>: Brightness Control Block On/Off, This bit is always used to switch brightness for display.</p> <table border="1"> <thead> <tr> <th>BCTRL</th> <th>Description</th> </tr> </thead> <tbody> <tr> <td>0</td> <td>Brightness Control Block OFF (DBV[7:0]=00h)</td> </tr> <tr> <td>1</td> <td>Brightness Control Block ON (DBV[7:0] is active)</td> </tr> </tbody> </table> <p><b>DD</b>: Display Dimming Control. This function is only for manual brightness setting.</p> <table border="1"> <thead> <tr> <th>DD</th> <th>Description</th> </tr> </thead> <tbody> <tr> <td>0</td> <td>Display Dimming OFF</td> </tr> <tr> <td>1</td> <td>Display Dimming ON</td> </tr> </tbody> </table> <p><b>BL</b>: Backlight Control On/Off</p> <table border="1"> <thead> <tr> <th>BL</th> <th>Description</th> </tr> </thead> <tbody> <tr> <td>0</td> <td>Backlight Control OFF</td> </tr> <tr> <td>1</td> <td>Backlight Control ON</td> </tr> </tbody> </table> <p>Dimming function is adapted to the brightness registers for display when bit BCTRL is changed at DD=1, e.g. BCTRL: 0 -&gt; 1 or 1-&gt; 0.</p> <p>When BL bit change from "On" to "Off", backlight is turned off without gradual dimming, even if dimming-on (DD=1) are selected.</p> <p>X = Don't care</p> |              |     |          |    |    |       |    |    |    |    |    |     | BCTRL  | Description   | 0  | Brightness Control Block OFF (DBV[7:0]=00h) | 1                                       | Brightness Control Block ON (DBV[7:0] is active) | DD  | Description | 0  | Display Dimming OFF | 1        | Display Dimming ON | BL | Description | 0 | Backlight Control OFF | 1 | Backlight Control ON |
|   | BCTRL   | Description  |     |          |    |    |       |    |    |    |    |    |     |        |               |  |   |   |  |   |             |  |                     |          |                    |    |             |   |                       |   |                      |
| 0   | Brightness Control Block OFF (DBV[7:0]=00h)   |              |     |          |    |    |       |    |    |    |    |    |     |        |               |  |   |   |  |   |             |  |                     |          |                    |    |             |   |                       |   |                      |
| 1   | Brightness Control Block ON (DBV[7:0] is active)  |              |     |          |    |    |       |    |    |    |    |    |     |        |               |  |   |   |  |   |             |  |                     |          |                    |    |             |   |                       |   |                      |
| DD  | Description   |              |     |          |    |    |       |    |    |    |    |    |     |        |               |  |   |   |  |   |             |  |                     |          |                    |    |             |   |                       |   |                      |
| 0   | Display Dimming OFF   |              |     |          |    |    |       |    |    |    |    |    |     |        |               |  |   |   |  |   |             |  |                     |          |                    |    |             |   |                       |   |                      |
| 1   | Display Dimming ON  |              |     |          |    |    |       |    |    |    |    |    |     |        |               |  |   |   |  |   |             |  |                     |          |                    |    |             |   |                       |   |                      |
| BL  | Description   |              |     |          |    |    |       |    |    |    |    |    |     |        |               |  |   |   |  |   |             |  |                     |          |                    |    |             |   |                       |   |                      |
| 0   | Backlight Control OFF   |              |     |          |    |    |       |    |    |    |    |    |     |        |               |  |   |   |  |   |             |  |                     |          |                    |    |             |   |                       |   |                      |
| 1   | Backlight Control ON  |              |     |          |    |    |       |    |    |    |    |    |     |        |               |  |   |   |  |   |             |  |                     |          |                    |    |             |   |                       |   |                      |
| Restriction                               |   |              |     |          |    |    |       |    |    |    |    |    |     |        |               |  |   |   |  |   |             |  |                     |          |                    |    |             |   |                       |   |                      |
| Register Availability                     | <table border="1"> <thead> <tr> <th>Status</th> <th>Availability</th> </tr> </thead> <tbody> <tr> <td>Normal Mode ON, Idle Mode OFF, Sleep OUT</td> <td>Yes</td> </tr> <tr> <td>Normal Mode ON, Idle Mode ON, Sleep OUT</td> <td>Yes</td> </tr> <tr> <td>Partial Mode ON, Idle Mode OFF, Sleep OUT</td> <td>Yes</td> </tr> <tr> <td>Partial Mode ON, Idle Mode ON, Sleep OUT</td> <td>Yes</td> </tr> <tr> <td>Sleep IN</td> <td>Yes</td> </tr> </tbody> </table>  |              |     |          |    |    |       |    |    |    |    |    |     | Status | Availability  | Normal Mode ON, Idle Mode OFF, Sleep OUT | Yes   | Normal Mode ON, Idle Mode ON, Sleep OUT | Yes  | Partial Mode ON, Idle Mode OFF, Sleep OUT | Yes         | Partial Mode ON, Idle Mode ON, Sleep OUT | Yes                 | Sleep IN | Yes                |    |             |   |                       |   |                      |
|   | Status  | Availability |     |          |    |    |       |    |    |    |    |    |     |        |               |  |   |   |  |   |             |  |                     |          |                    |    |             |   |                       |   |                      |
| Normal Mode ON, Idle Mode OFF, Sleep OUT  | Yes   |              |     |          |    |    |       |    |    |    |    |    |     |        |               |  |   |   |  |   |             |  |                     |          |                    |    |             |   |                       |   |                      |
| Normal Mode ON, Idle Mode ON, Sleep OUT   | Yes   |              |     |          |    |    |       |    |    |    |    |    |     |        |               |  |   |   |  |   |             |  |                     |          |                    |    |             |   |                       |   |                      |
| Partial Mode ON, Idle Mode OFF, Sleep OUT | Yes   |              |     |          |    |    |       |    |    |    |    |    |     |        |               |  |   |   |  |   |             |  |                     |          |                    |    |             |   |                       |   |                      |
| Partial Mode ON, Idle Mode ON, Sleep OUT  | Yes   |              |     |          |    |    |       |    |    |    |    |    |     |        |               |  |   |   |  |   |             |  |                     |          |                    |    |             |   |                       |   |                      |
| Sleep IN                                  | Yes   |              |     |          |    |    |       |    |    |    |    |    |     |        |               |  |   |   |  |   |             |  |                     |          |                    |    |             |   |                       |   |                      |
| Default                                   | <table border="1"> <thead> <tr> <th>Status</th> <th>Default Value</th> </tr> </thead> <tbody> <tr> <td>Power ON Sequence</td> <td>00h</td> </tr> <tr> <td>H/W Reset</td> <td>00h</td> </tr> </tbody> </table>   |              |     |          |    |    |       |    |    |    |    |    |     | Status | Default Value | Power ON Sequence                        | 00h   | H/W Reset                               | 00h  |   |             |  |                     |          |                    |    |             |   |                       |   |                      |
| Status                                    | Default Value   |              |     |          |    |    |       |    |    |    |    |    |     |        |               |  |   |   |  |   |             |  |                     |          |                    |    |             |   |                       |   |                      |
| Power ON Sequence                         | 00h   |              |     |          |    |    |       |    |    |    |    |    |     |        |               |  |   |   |  |   |             |  |                     |          |                    |    |             |   |                       |   |                      |
| H/W Reset                                 | 00h   |              |     |          |    |    |       |    |    |    |    |    |     |        |               |  |   |   |  |   |             |  |                     |          |                    |    |             |   |                       |   |                      |



### 8.2.40. Read CTRL Display Value (54h)

| 54h  | RDCTRLD (Read Control Display Value)  |   |     |          |    |    |       |    |    |    |    |    |     |             |               |  |   |   |  |   |     |  |     |          |     |
|--|---|---|-----|----------|----|----|-------|----|----|----|----|----|-----|-------------|---------------|--|---|---|--|---|-----|--|-----|----------|-----|
|  | D/CX  | RDX   | WRX | D[15:8]  | D7 | D6 | D5    | D4 | D3 | D2 | D1 | D0 | HEX |             |               |  |   |   |  |   |     |  |     |          |     |
| Command  | 0   | 1   | ↑   | XXXXXXXX | 0  | 1  | 0     | 1  | 0  | 1  | 0  | 0  | 54h |             |               |  |   |   |  |   |     |  |     |          |     |
| 1 <sup>st</sup> Parameter  | 1   | ↑   | 1   | XXXXXXXX | X  | X  | X     | X  | X  | X  | X  | X  | XX  |             |               |  |   |   |  |   |     |  |     |          |     |
| 2 <sup>nd</sup> Parameter  | 1   | ↑   | 1   | XXXXXXXX | X  | X  | BCTRL | X  | DD | BL | X  | X  | XX  |             |               |  |   |   |  |   |     |  |     |          |     |
| Description  | This command is used to control display brightness.   |   |     |          |    |    |       |    |    |    |    |    |     |             |               |  |   |   |  |   |     |  |     |          |     |
|  | <b>BCTRL</b> : Brightness Control Block On/Off, This bit is always used to switch brightness for display.   |   |     |          |    |    |       |    |    |    |    |    |     |             |               |  |   |   |  |   |     |  |     |          |     |
|  | <table border="1"> <thead> <tr> <th>BCTRL</th> <th>Description</th> </tr> </thead> <tbody> <tr> <td>0</td> <td>Brightness Control Block OFF (DBV[7:0]=00h)</td> </tr> <tr> <td>1</td> <td>Brightness Control Block ON (DBV[7:0] is active)</td> </tr> </tbody> </table>   |   |     |          |    |    |       |    |    |    |    |    |     | BCTRL       | Description   | 0  | Brightness Control Block OFF (DBV[7:0]=00h) | 1                                       | Brightness Control Block ON (DBV[7:0] is active) |   |     |  |     |          |     |
|  | BCTRL   | Description                                 |     |          |    |    |       |    |    |    |    |    |     |             |               |  |   |   |  |   |     |  |     |          |     |
|  | 0   | Brightness Control Block OFF (DBV[7:0]=00h) |     |          |    |    |       |    |    |    |    |    |     |             |               |  |   |   |  |   |     |  |     |          |     |
| 1  | Brightness Control Block ON (DBV[7:0] is active)  |   |     |          |    |    |       |    |    |    |    |    |     |             |               |  |   |   |  |   |     |  |     |          |     |
| <b>DD</b> : Display Dimming Control. This function is only for manual brightness setting.  |   |   |     |          |    |    |       |    |    |    |    |    |     |             |               |  |   |   |  |   |     |  |     |          |     |
| <table border="1"> <thead> <tr> <th>DD</th> <th>Description</th> </tr> </thead> <tbody> <tr> <td>0</td> <td>Display Dimming OFF</td> </tr> <tr> <td>1</td> <td>Display Dimming ON</td> </tr> </tbody> </table>     |   |   |     |          |    |    |       |    |    |    |    |    | DD  | Description | 0             | Display Dimming OFF                      | 1   | Display Dimming ON                      |  |   |     |  |     |          |     |
| DD   | Description   |   |     |          |    |    |       |    |    |    |    |    |     |             |               |  |   |   |  |   |     |  |     |          |     |
| 0  | Display Dimming OFF   |   |     |          |    |    |       |    |    |    |    |    |     |             |               |  |   |   |  |   |     |  |     |          |     |
| 1  | Display Dimming ON  |   |     |          |    |    |       |    |    |    |    |    |     |             |               |  |   |   |  |   |     |  |     |          |     |
| <b>BL</b> : Backlight Control On/Off   |   |   |     |          |    |    |       |    |    |    |    |    |     |             |               |  |   |   |  |   |     |  |     |          |     |
| <table border="1"> <thead> <tr> <th>BL</th> <th>Description</th> </tr> </thead> <tbody> <tr> <td>0</td> <td>Backlight Control OFF</td> </tr> <tr> <td>1</td> <td>Backlight Control ON</td> </tr> </tbody> </table> |   |   |     |          |    |    |       |    |    |    |    |    | BL  | Description | 0             | Backlight Control OFF                    | 1   | Backlight Control ON                    |  |   |     |  |     |          |     |
| BL   | Description   |   |     |          |    |    |       |    |    |    |    |    |     |             |               |  |   |   |  |   |     |  |     |          |     |
| 0  | Backlight Control OFF   |   |     |          |    |    |       |    |    |    |    |    |     |             |               |  |   |   |  |   |     |  |     |          |     |
| 1  | Backlight Control ON  |   |     |          |    |    |       |    |    |    |    |    |     |             |               |  |   |   |  |   |     |  |     |          |     |
| X = Don't care   |   |   |     |          |    |    |       |    |    |    |    |    |     |             |               |  |   |   |  |   |     |  |     |          |     |
| Restriction  |   |   |     |          |    |    |       |    |    |    |    |    |     |             |               |  |   |   |  |   |     |  |     |          |     |
| Register Availability  | <table border="1"> <thead> <tr> <th>Status</th> <th>Availability</th> </tr> </thead> <tbody> <tr> <td>Normal Mode ON, Idle Mode OFF, Sleep OUT</td> <td>Yes</td> </tr> <tr> <td>Normal Mode ON, Idle Mode ON, Sleep OUT</td> <td>Yes</td> </tr> <tr> <td>Partial Mode ON, Idle Mode OFF, Sleep OUT</td> <td>Yes</td> </tr> <tr> <td>Partial Mode ON, Idle Mode ON, Sleep OUT</td> <td>Yes</td> </tr> <tr> <td>Sleep IN</td> <td>Yes</td> </tr> </tbody> </table>  |   |     |          |    |    |       |    |    |    |    |    |     | Status      | Availability  | Normal Mode ON, Idle Mode OFF, Sleep OUT | Yes   | Normal Mode ON, Idle Mode ON, Sleep OUT | Yes  | Partial Mode ON, Idle Mode OFF, Sleep OUT | Yes | Partial Mode ON, Idle Mode ON, Sleep OUT | Yes | Sleep IN | Yes |
|  | Status  | Availability                                |     |          |    |    |       |    |    |    |    |    |     |             |               |  |   |   |  |   |     |  |     |          |     |
|  | Normal Mode ON, Idle Mode OFF, Sleep OUT  | Yes   |     |          |    |    |       |    |    |    |    |    |     |             |               |  |   |   |  |   |     |  |     |          |     |
|  | Normal Mode ON, Idle Mode ON, Sleep OUT   | Yes   |     |          |    |    |       |    |    |    |    |    |     |             |               |  |   |   |  |   |     |  |     |          |     |
|  | Partial Mode ON, Idle Mode OFF, Sleep OUT   | Yes   |     |          |    |    |       |    |    |    |    |    |     |             |               |  |   |   |  |   |     |  |     |          |     |
| Partial Mode ON, Idle Mode ON, Sleep OUT   | Yes   |   |     |          |    |    |       |    |    |    |    |    |     |             |               |  |   |   |  |   |     |  |     |          |     |
| Sleep IN   | Yes   |   |     |          |    |    |       |    |    |    |    |    |     |             |               |  |   |   |  |   |     |  |     |          |     |
|  |   |   |     |          |    |    |       |    |    |    |    |    |     |             |               |  |   |   |  |   |     |  |     |          |     |
|  |   |   |     |          |    |    |       |    |    |    |    |    |     |             |               |  |   |   |  |   |     |  |     |          |     |
|  |   |   |     |          |    |    |       |    |    |    |    |    |     |             |               |  |   |   |  |   |     |  |     |          |     |
|  |   |   |     |          |    |    |       |    |    |    |    |    |     |             |               |  |   |   |  |   |     |  |     |          |     |
| Default  | <table border="1"> <thead> <tr> <th>Status</th> <th>Default Value</th> </tr> </thead> <tbody> <tr> <td>Power ON Sequence</td> <td>00h</td> </tr> <tr> <td>H/W Reset</td> <td>00h</td> </tr> </tbody> </table>   |   |     |          |    |    |       |    |    |    |    |    |     | Status      | Default Value | Power ON Sequence                        | 00h   | H/W Reset                               | 00h  |   |     |  |     |          |     |
| Status   | Default Value   |   |     |          |    |    |       |    |    |    |    |    |     |             |               |  |   |   |  |   |     |  |     |          |     |
| Power ON Sequence  | 00h   |   |     |          |    |    |       |    |    |    |    |    |     |             |               |  |   |   |  |   |     |  |     |          |     |
| H/W Reset  | 00h   |   |     |          |    |    |       |    |    |    |    |    |     |             |               |  |   |   |  |   |     |  |     |          |     |
| Flow Chart   | <div style="display: flex; justify-content: space-around;"> <div style="text-align: center;"> <p>Serial I/F Mode<br/>(P/SX = Low)</p> <p>Read RDCTRLD</p> <p>↓</p> <p>Send 2<sup>nd</sup> Parameter</p> </div> <div style="text-align: center;"> <p>Parallel I/F Mode<br/>(P/SX = High)</p> <p>Read RDCTRLD</p> <p>↓</p> <p>Dummy Read</p> <p>↓</p> <p>Send 2<sup>nd</sup> Parameter</p> </div> </div> <p style="text-align: right; margin-right: 20px;">Host<br/>-----<br/>Display</p> <div style="border: 1px dashed black; padding: 5px; margin-top: 10px;"> <p>Legend</p> <p>Command: [Rectangle]</p> <p>Parameter: [Parallelogram]</p> <p>Display: [Hexagon]</p> <p>Action: [Arrow]</p> <p>Mode: [Oval]</p> <p>Sequential transfer: [Speech bubble]</p> </div> |   |     |          |    |    |       |    |    |    |    |    |     |             |               |  |   |   |  |   |     |  |     |          |     |
|  |   |   |     |          |    |    |       |    |    |    |    |    |     |             |               |  |   |   |  |   |     |  |     |          |     |

### 8.2.41. Write Content Adaptive Brightness Control Value (55h)

| 55h                                       | WRCABC (Write Content Adaptive Brightness Control)   |     |     |          |    |    |    |    |    |    |        |    |     |        |               |  |          |   |                      |   |               |  |              |          |     |
|---|--|-----|-----|----------|----|----|----|----|----|----|--------|----|-----|--------|---------------|--|----------|---|----------------------|---|---------------|--|--------------|----------|-----|
|   | D/CX   | RDX | WRX | D[15:8]  | D7 | D6 | D5 | D4 | D3 | D2 | D1     | D0 | HEX |        |               |  |          |   |                      |   |               |  |              |          |     |
| Command                                   | 0  | 1   | ↑   | XXXXXXXX | 0  | 1  | 0  | 1  | 0  | 1  | 0      | 1  | 55h |        |               |  |          |   |                      |   |               |  |              |          |     |
| 1 <sup>st</sup> Parameter                 | 1  | 1   | ↑   | XXXXXXXX | X  | X  | X  | X  | X  | X  | C[1:0] |    | XX  |        |               |  |          |   |                      |   |               |  |              |          |     |
| Description                               | <p>This command is used to set parameters for image content based adaptive brightness control functionality.</p> <p>There is possible to use 4 different modes for content adaptive image functionality, which are defined on a table below.</p> <table border="1" style="margin-left: auto; margin-right: auto;"> <thead> <tr> <th>C[1:0]</th> <th>Description</th> </tr> </thead> <tbody> <tr> <td>0 0</td> <td>CABC OFF</td> </tr> <tr> <td>0 1</td> <td>User Interface Image</td> </tr> <tr> <td>1 0</td> <td>Still Picture</td> </tr> <tr> <td>1 1</td> <td>Moving Image</td> </tr> </tbody> </table> <p>X = Don't care</p> |     |     |          |    |    |    |    |    |    |        |    |     | C[1:0] | Description   | 0 0                                      | CABC OFF | 0 1                                     | User Interface Image | 1 0                                       | Still Picture | 1 1                                      | Moving Image |          |     |
| C[1:0]                                    | Description  |     |     |          |    |    |    |    |    |    |        |    |     |        |               |  |          |   |                      |   |               |  |              |          |     |
| 0 0                                       | CABC OFF   |     |     |          |    |    |    |    |    |    |        |    |     |        |               |  |          |   |                      |   |               |  |              |          |     |
| 0 1                                       | User Interface Image   |     |     |          |    |    |    |    |    |    |        |    |     |        |               |  |          |   |                      |   |               |  |              |          |     |
| 1 0                                       | Still Picture  |     |     |          |    |    |    |    |    |    |        |    |     |        |               |  |          |   |                      |   |               |  |              |          |     |
| 1 1                                       | Moving Image   |     |     |          |    |    |    |    |    |    |        |    |     |        |               |  |          |   |                      |   |               |  |              |          |     |
| Restriction                               |  |     |     |          |    |    |    |    |    |    |        |    |     |        |               |  |          |   |                      |   |               |  |              |          |     |
| Register Availability                     | <table border="1" style="margin-left: auto; margin-right: auto;"> <thead> <tr> <th>Status</th> <th>Availability</th> </tr> </thead> <tbody> <tr> <td>Normal Mode ON, Idle Mode OFF, Sleep OUT</td> <td>Yes</td> </tr> <tr> <td>Normal Mode ON, Idle Mode ON, Sleep OUT</td> <td>Yes</td> </tr> <tr> <td>Partial Mode ON, Idle Mode OFF, Sleep OUT</td> <td>Yes</td> </tr> <tr> <td>Partial Mode ON, Idle Mode ON, Sleep OUT</td> <td>Yes</td> </tr> <tr> <td>Sleep IN</td> <td>Yes</td> </tr> </tbody> </table>  |     |     |          |    |    |    |    |    |    |        |    |     | Status | Availability  | Normal Mode ON, Idle Mode OFF, Sleep OUT | Yes      | Normal Mode ON, Idle Mode ON, Sleep OUT | Yes                  | Partial Mode ON, Idle Mode OFF, Sleep OUT | Yes           | Partial Mode ON, Idle Mode ON, Sleep OUT | Yes          | Sleep IN | Yes |
| Status                                    | Availability   |     |     |          |    |    |    |    |    |    |        |    |     |        |               |  |          |   |                      |   |               |  |              |          |     |
| Normal Mode ON, Idle Mode OFF, Sleep OUT  | Yes  |     |     |          |    |    |    |    |    |    |        |    |     |        |               |  |          |   |                      |   |               |  |              |          |     |
| Normal Mode ON, Idle Mode ON, Sleep OUT   | Yes  |     |     |          |    |    |    |    |    |    |        |    |     |        |               |  |          |   |                      |   |               |  |              |          |     |
| Partial Mode ON, Idle Mode OFF, Sleep OUT | Yes  |     |     |          |    |    |    |    |    |    |        |    |     |        |               |  |          |   |                      |   |               |  |              |          |     |
| Partial Mode ON, Idle Mode ON, Sleep OUT  | Yes  |     |     |          |    |    |    |    |    |    |        |    |     |        |               |  |          |   |                      |   |               |  |              |          |     |
| Sleep IN                                  | Yes  |     |     |          |    |    |    |    |    |    |        |    |     |        |               |  |          |   |                      |   |               |  |              |          |     |
| Default                                   | <table border="1" style="margin-left: auto; margin-right: auto;"> <thead> <tr> <th>Status</th> <th>Default Value</th> </tr> </thead> <tbody> <tr> <td>Power ON Sequence</td> <td>00h</td> </tr> <tr> <td>H/W Reset</td> <td>00h</td> </tr> </tbody> </table>   |     |     |          |    |    |    |    |    |    |        |    |     | Status | Default Value | Power ON Sequence                        | 00h      | H/W Reset                               | 00h                  |   |               |  |              |          |     |
| Status                                    | Default Value  |     |     |          |    |    |    |    |    |    |        |    |     |        |               |  |          |   |                      |   |               |  |              |          |     |
| Power ON Sequence                         | 00h  |     |     |          |    |    |    |    |    |    |        |    |     |        |               |  |          |   |                      |   |               |  |              |          |     |
| H/W Reset                                 | 00h  |     |     |          |    |    |    |    |    |    |        |    |     |        |               |  |          |   |                      |   |               |  |              |          |     |
| Flow Chart                                | <pre> graph TD     WRCABC[Command] --&gt; C10[/1st parameter: C[1:0]/]     C10 --&gt; NewMode{{New Adaptive Image Mode}}     </pre> <p>Legend:</p> <ul style="list-style-type: none"> <li>Command: Rectangle</li> <li>Parameter: Parallelogram</li> <li>Display: Oval</li> <li>Action: Hexagon</li> <li>Mode: Rounded Rectangle</li> <li>Sequential transfer: Dashed line</li> </ul>   |     |     |          |    |    |    |    |    |    |        |    |     |        |               |  |          |   |                      |   |               |  |              |          |     |

**8.2.42. Read Content Adaptive Brightness Control Value (56h)**

| 56h                                       | RDCABC (Read Content Adaptive Brightness Control)  |     |     |          |    |    |    |    |    |    |        |    |     |        |               |  |          |   |                      |   |               |  |              |          |     |
|---|--|-----|-----|----------|----|----|----|----|----|----|--------|----|-----|--------|---------------|--|----------|---|----------------------|---|---------------|--|--------------|----------|-----|
|   | D/CX   | RDX | WRX | D[15:8]  | D7 | D6 | D5 | D4 | D3 | D2 | D1     | D0 | HEX |        |               |  |          |   |                      |   |               |  |              |          |     |
| Command                                   | 0  | 1   | ↑   | XXXXXXXX | 0  | 1  | 0  | 1  | 0  | 1  | 1      | 0  | 56h |        |               |  |          |   |                      |   |               |  |              |          |     |
| 1 <sup>st</sup> Parameter                 | 1  | ↑   | 1   | XXXXXXXX | X  | X  | X  | X  | X  | X  | X      | X  | XX  |        |               |  |          |   |                      |   |               |  |              |          |     |
| 2 <sup>nd</sup> Parameter                 | 1  | ↑   | 1   | XXXXXXXX | X  | X  | X  | X  | X  | X  | C[1:0] |    | XX  |        |               |  |          |   |                      |   |               |  |              |          |     |
| Description                               | <p>This command is used to read the settings for image content based adaptive brightness control functionality. There is possible to use 4 different modes for content adaptive image functionality which are defined on the table below.</p> <table border="1"> <thead> <tr> <th>C[1:0]</th> <th>Description</th> </tr> </thead> <tbody> <tr> <td>0 0</td> <td>CABC OFF</td> </tr> <tr> <td>0 1</td> <td>User Interface Image</td> </tr> <tr> <td>1 0</td> <td>Still Picture</td> </tr> <tr> <td>1 1</td> <td>Moving Image</td> </tr> </tbody> </table> <p>X = Don't care</p>   |     |     |          |    |    |    |    |    |    |        |    |     | C[1:0] | Description   | 0 0                                      | CABC OFF | 0 1                                     | User Interface Image | 1 0                                       | Still Picture | 1 1                                      | Moving Image |          |     |
| C[1:0]                                    | Description  |     |     |          |    |    |    |    |    |    |        |    |     |        |               |  |          |   |                      |   |               |  |              |          |     |
| 0 0                                       | CABC OFF   |     |     |          |    |    |    |    |    |    |        |    |     |        |               |  |          |   |                      |   |               |  |              |          |     |
| 0 1                                       | User Interface Image   |     |     |          |    |    |    |    |    |    |        |    |     |        |               |  |          |   |                      |   |               |  |              |          |     |
| 1 0                                       | Still Picture  |     |     |          |    |    |    |    |    |    |        |    |     |        |               |  |          |   |                      |   |               |  |              |          |     |
| 1 1                                       | Moving Image   |     |     |          |    |    |    |    |    |    |        |    |     |        |               |  |          |   |                      |   |               |  |              |          |     |
| Restriction                               |  |     |     |          |    |    |    |    |    |    |        |    |     |        |               |  |          |   |                      |   |               |  |              |          |     |
| Register Availability                     | <table border="1"> <thead> <tr> <th>Status</th> <th>Availability</th> </tr> </thead> <tbody> <tr> <td>Normal Mode ON, Idle Mode OFF, Sleep OUT</td> <td>Yes</td> </tr> <tr> <td>Normal Mode ON, Idle Mode ON, Sleep OUT</td> <td>Yes</td> </tr> <tr> <td>Partial Mode ON, Idle Mode OFF, Sleep OUT</td> <td>Yes</td> </tr> <tr> <td>Partial Mode ON, Idle Mode ON, Sleep OUT</td> <td>Yes</td> </tr> <tr> <td>Sleep IN</td> <td>Yes</td> </tr> </tbody> </table>   |     |     |          |    |    |    |    |    |    |        |    |     | Status | Availability  | Normal Mode ON, Idle Mode OFF, Sleep OUT | Yes      | Normal Mode ON, Idle Mode ON, Sleep OUT | Yes                  | Partial Mode ON, Idle Mode OFF, Sleep OUT | Yes           | Partial Mode ON, Idle Mode ON, Sleep OUT | Yes          | Sleep IN | Yes |
| Status                                    | Availability   |     |     |          |    |    |    |    |    |    |        |    |     |        |               |  |          |   |                      |   |               |  |              |          |     |
| Normal Mode ON, Idle Mode OFF, Sleep OUT  | Yes  |     |     |          |    |    |    |    |    |    |        |    |     |        |               |  |          |   |                      |   |               |  |              |          |     |
| Normal Mode ON, Idle Mode ON, Sleep OUT   | Yes  |     |     |          |    |    |    |    |    |    |        |    |     |        |               |  |          |   |                      |   |               |  |              |          |     |
| Partial Mode ON, Idle Mode OFF, Sleep OUT | Yes  |     |     |          |    |    |    |    |    |    |        |    |     |        |               |  |          |   |                      |   |               |  |              |          |     |
| Partial Mode ON, Idle Mode ON, Sleep OUT  | Yes  |     |     |          |    |    |    |    |    |    |        |    |     |        |               |  |          |   |                      |   |               |  |              |          |     |
| Sleep IN                                  | Yes  |     |     |          |    |    |    |    |    |    |        |    |     |        |               |  |          |   |                      |   |               |  |              |          |     |
| Default                                   | <table border="1"> <thead> <tr> <th>Status</th> <th>Default Value</th> </tr> </thead> <tbody> <tr> <td>Power ON Sequence</td> <td>00h</td> </tr> <tr> <td>H/W Reset</td> <td>00h</td> </tr> </tbody> </table>  |     |     |          |    |    |    |    |    |    |        |    |     | Status | Default Value | Power ON Sequence                        | 00h      | H/W Reset                               | 00h                  |   |               |  |              |          |     |
| Status                                    | Default Value  |     |     |          |    |    |    |    |    |    |        |    |     |        |               |  |          |   |                      |   |               |  |              |          |     |
| Power ON Sequence                         | 00h  |     |     |          |    |    |    |    |    |    |        |    |     |        |               |  |          |   |                      |   |               |  |              |          |     |
| H/W Reset                                 | 00h  |     |     |          |    |    |    |    |    |    |        |    |     |        |               |  |          |   |                      |   |               |  |              |          |     |
| Flow Chart                                | <p>The flow chart illustrates the sequence of operations for reading RDCABC. It is divided into two modes: Serial I/F Mode (P/SX = Low) and Parallel I/F Mode (P/SX = High). In Serial mode, the Host sends the 'Read RDCABC' command, and the Display responds with the 'Send 2<sup>nd</sup> Parameter'. In Parallel mode, the Host sends the 'Read RDCABC' command, the Display performs a 'Dummy Read', and then sends the 'Send 2<sup>nd</sup> Parameter'. A legend on the right defines the symbols used: a rectangle for Command, a parallelogram for Parameter, a rounded rectangle for Display, a chevron for Action, an oval for Mode, and a speech bubble for Sequential transfer.</p> |     |     |          |    |    |    |    |    |    |        |    |     |        |               |  |          |   |                      |   |               |  |              |          |     |

### 8.2.43. Write CABC Minimum Brightness (5Eh)

| 5Eh                                       | WRCABCMB (Write CABC Minimum Brightness)   |     |     |          |          |    |    |    |    |    |    |    |     |        |               |  |     |   |     |   |     |  |     |          |     |
|---|--|-----|-----|----------|----------|----|----|----|----|----|----|----|-----|--------|---------------|--|-----|---|-----|---|-----|--|-----|----------|-----|
|   | D/CX   | RDX | WRX | D[15:8]  | D7       | D6 | D5 | D4 | D3 | D2 | D1 | D0 | HEX |        |               |  |     |   |     |   |     |  |     |          |     |
| Command                                   | 0  | 1   | ↑   | XXXXXXXX | 0        | 1  | 0  | 1  | 1  | 1  | 1  | 0  | 5Eh |        |               |  |     |   |     |   |     |  |     |          |     |
| 1 <sup>st</sup> Parameter                 | 1  | 1   | ↑   | XXXXXXXX | CMB[7:0] |    |    |    |    |    |    | XX |     |        |               |  |     |   |     |   |     |  |     |          |     |
| Description                               | <p>This command is used to set the minimum brightness value of the display for CABC function.</p> <p><b>CMB[7:0]</b>: CABC minimum brightness control, this parameter is used to avoid too much brightness reduction.</p> <p>When CABC is active, CABC can not reduce the display brightness to less than CABC minimum brightness setting. Image processing function is worked as normal, even if the brightness can not be changed.</p> <p>This function does not affect to the other function, manual brightness setting. Manual brightness can be set the display brightness to less than CABC minimum brightness. Smooth transition and dimming function can be worked as normal.</p> <p>When display brightness is turned off (BCTRL=0 of "Write CTRL Display (53h)"), CABC minimum brightness setting is ignored.</p> <p>In principle relationship is that 00h value means the lowest brightness for CABC and FFh value means the highest brightness for CABC.</p> |     |     |          |          |    |    |    |    |    |    |    |     |        |               |  |     |   |     |   |     |  |     |          |     |
| Restriction                               |  |     |     |          |          |    |    |    |    |    |    |    |     |        |               |  |     |   |     |   |     |  |     |          |     |
| Register Availability                     | <table border="1"> <thead> <tr> <th>Status</th> <th>Availability</th> </tr> </thead> <tbody> <tr> <td>Normal Mode ON, Idle Mode OFF, Sleep OUT</td> <td>Yes</td> </tr> <tr> <td>Normal Mode ON, Idle Mode ON, Sleep OUT</td> <td>Yes</td> </tr> <tr> <td>Partial Mode ON, Idle Mode OFF, Sleep OUT</td> <td>Yes</td> </tr> <tr> <td>Partial Mode ON, Idle Mode ON, Sleep OUT</td> <td>Yes</td> </tr> <tr> <td>Sleep IN</td> <td>Yes</td> </tr> </tbody> </table>   |     |     |          |          |    |    |    |    |    |    |    |     | Status | Availability  | Normal Mode ON, Idle Mode OFF, Sleep OUT | Yes | Normal Mode ON, Idle Mode ON, Sleep OUT | Yes | Partial Mode ON, Idle Mode OFF, Sleep OUT | Yes | Partial Mode ON, Idle Mode ON, Sleep OUT | Yes | Sleep IN | Yes |
| Status                                    | Availability   |     |     |          |          |    |    |    |    |    |    |    |     |        |               |  |     |   |     |   |     |  |     |          |     |
| Normal Mode ON, Idle Mode OFF, Sleep OUT  | Yes  |     |     |          |          |    |    |    |    |    |    |    |     |        |               |  |     |   |     |   |     |  |     |          |     |
| Normal Mode ON, Idle Mode ON, Sleep OUT   | Yes  |     |     |          |          |    |    |    |    |    |    |    |     |        |               |  |     |   |     |   |     |  |     |          |     |
| Partial Mode ON, Idle Mode OFF, Sleep OUT | Yes  |     |     |          |          |    |    |    |    |    |    |    |     |        |               |  |     |   |     |   |     |  |     |          |     |
| Partial Mode ON, Idle Mode ON, Sleep OUT  | Yes  |     |     |          |          |    |    |    |    |    |    |    |     |        |               |  |     |   |     |   |     |  |     |          |     |
| Sleep IN                                  | Yes  |     |     |          |          |    |    |    |    |    |    |    |     |        |               |  |     |   |     |   |     |  |     |          |     |
| Default                                   | <table border="1"> <thead> <tr> <th>Status</th> <th>Default Value</th> </tr> </thead> <tbody> <tr> <td>Power ON Sequence</td> <td>00h</td> </tr> <tr> <td>H/W Reset</td> <td>00h</td> </tr> </tbody> </table>  |     |     |          |          |    |    |    |    |    |    |    |     | Status | Default Value | Power ON Sequence                        | 00h | H/W Reset                               | 00h |   |     |  |     |          |     |
| Status                                    | Default Value  |     |     |          |          |    |    |    |    |    |    |    |     |        |               |  |     |   |     |   |     |  |     |          |     |
| Power ON Sequence                         | 00h  |     |     |          |          |    |    |    |    |    |    |    |     |        |               |  |     |   |     |   |     |  |     |          |     |
| H/W Reset                                 | 00h  |     |     |          |          |    |    |    |    |    |    |    |     |        |               |  |     |   |     |   |     |  |     |          |     |
| Flow Chart                                | <pre> graph TD     WRCABCMB[WRCABCMB] --&gt; CMB[CMB[7..0]]     CMB --&gt; NewDisplay[New Display Luminance Value Loaded]     </pre> <p><b>Legend</b></p> <ul style="list-style-type: none"> <li>Command: Rectangle</li> <li>Parameter: Parallelogram</li> <li>Display: Rounded Rectangle</li> <li>Action: Pointed Rectangle</li> <li>Mode: Oval</li> <li>Sequential transfer: Oval with tail</li> </ul>   |     |     |          |          |    |    |    |    |    |    |    |     |        |               |  |     |   |     |   |     |  |     |          |     |

**8.2.44. Read CABC Minimum Brightness (5Fh)**

| 5Fh                                       | RDCABCMB (Read CABC Minimum Brightness)   |     |     |          |          |    |    |    |    |    |    |    | HEX |        |               |  |     |   |     |   |     |  |     |          |     |
|---|---|-----|-----|----------|----------|----|----|----|----|----|----|----|-----|--------|---------------|--|-----|---|-----|---|-----|--|-----|----------|-----|
|   | D/CX  | RDX | WRX | D[15:8]  | D7       | D6 | D5 | D4 | D3 | D2 | D1 | D0 |     |        |               |  |     |   |     |   |     |  |     |          |     |
| Command                                   | 0   | 1   | ↑   | XXXXXXXX | 0        | 1  | 0  | 1  | 1  | 1  | 1  | 1  | 5Fh |        |               |  |     |   |     |   |     |  |     |          |     |
| 1 <sup>st</sup> Parameter                 | 1   | ↑   | 1   | XXXXXXXX | X        | X  | X  | X  | X  | X  | X  | X  | XX  |        |               |  |     |   |     |   |     |  |     |          |     |
| 2 <sup>nd</sup> Parameter                 | 1   | ↑   | 1   | XXXXXXXX | CMB[7:0] |    |    |    |    |    |    | XX |     |        |               |  |     |   |     |   |     |  |     |          |     |
| Description                               | <p>This command returns the minimum brightness value of CABC function.</p> <p>In principle the relationship is that 00h value means the lowest brightness and FFh value means the highest brightness.</p> <p>CMB[7:0] is CABC minimum brightness specified with "Write CABC minimum brightness (5Eh)" command.</p>  |     |     |          |          |    |    |    |    |    |    |    |     |        |               |  |     |   |     |   |     |  |     |          |     |
| Restriction                               | <p>ILI9486L is sending 2nd parameter value on the data lines if the MCU wants to read more than one parameter (= more than 2 RDX cycle) on parallel MCU interface.</p> <p>Only 2nd parameter is sent on DSI (The 1st parameter is not sent).</p>  |     |     |          |          |    |    |    |    |    |    |    |     |        |               |  |     |   |     |   |     |  |     |          |     |
| Register Availability                     | <table border="1"> <thead> <tr> <th>Status</th> <th>Availability</th> </tr> </thead> <tbody> <tr> <td>Normal Mode ON, Idle Mode OFF, Sleep OUT</td> <td>Yes</td> </tr> <tr> <td>Normal Mode ON, Idle Mode ON, Sleep OUT</td> <td>Yes</td> </tr> <tr> <td>Partial Mode ON, Idle Mode OFF, Sleep OUT</td> <td>Yes</td> </tr> <tr> <td>Partial Mode ON, Idle Mode ON, Sleep OUT</td> <td>Yes</td> </tr> <tr> <td>Sleep IN</td> <td>Yes</td> </tr> </tbody> </table>  |     |     |          |          |    |    |    |    |    |    |    |     | Status | Availability  | Normal Mode ON, Idle Mode OFF, Sleep OUT | Yes | Normal Mode ON, Idle Mode ON, Sleep OUT | Yes | Partial Mode ON, Idle Mode OFF, Sleep OUT | Yes | Partial Mode ON, Idle Mode ON, Sleep OUT | Yes | Sleep IN | Yes |
| Status                                    | Availability  |     |     |          |          |    |    |    |    |    |    |    |     |        |               |  |     |   |     |   |     |  |     |          |     |
| Normal Mode ON, Idle Mode OFF, Sleep OUT  | Yes   |     |     |          |          |    |    |    |    |    |    |    |     |        |               |  |     |   |     |   |     |  |     |          |     |
| Normal Mode ON, Idle Mode ON, Sleep OUT   | Yes   |     |     |          |          |    |    |    |    |    |    |    |     |        |               |  |     |   |     |   |     |  |     |          |     |
| Partial Mode ON, Idle Mode OFF, Sleep OUT | Yes   |     |     |          |          |    |    |    |    |    |    |    |     |        |               |  |     |   |     |   |     |  |     |          |     |
| Partial Mode ON, Idle Mode ON, Sleep OUT  | Yes   |     |     |          |          |    |    |    |    |    |    |    |     |        |               |  |     |   |     |   |     |  |     |          |     |
| Sleep IN                                  | Yes   |     |     |          |          |    |    |    |    |    |    |    |     |        |               |  |     |   |     |   |     |  |     |          |     |
| Default                                   | <table border="1"> <thead> <tr> <th>Status</th> <th>Default Value</th> </tr> </thead> <tbody> <tr> <td>Power ON Sequence</td> <td>00h</td> </tr> <tr> <td>H/W Reset</td> <td>00h</td> </tr> </tbody> </table>   |     |     |          |          |    |    |    |    |    |    |    |     | Status | Default Value | Power ON Sequence                        | 00h | H/W Reset                               | 00h |   |     |  |     |          |     |
| Status                                    | Default Value   |     |     |          |          |    |    |    |    |    |    |    |     |        |               |  |     |   |     |   |     |  |     |          |     |
| Power ON Sequence                         | 00h   |     |     |          |          |    |    |    |    |    |    |    |     |        |               |  |     |   |     |   |     |  |     |          |     |
| H/W Reset                                 | 00h   |     |     |          |          |    |    |    |    |    |    |    |     |        |               |  |     |   |     |   |     |  |     |          |     |
| Flow Chart                                | <div style="display: flex; justify-content: space-around;"> <div style="text-align: center;"> <p>Serial I/F Mode<br/>(P/SX = Low)</p> <p>Read RDCABCMB</p> <p>Send 2<sup>nd</sup> Parameter</p> </div> <div style="text-align: center;"> <p>Parallel I/F Mode<br/>(P/SX = High)</p> <p>Read RDCABCMB</p> <p>Dummy Read</p> <p>Send 2<sup>nd</sup> Parameter</p> </div> </div> <p style="text-align: right; margin-right: 20px;">Host<br/>-----<br/>Display</p> <div style="border: 1px dashed black; padding: 5px; margin-top: 10px;"> <p><b>Legend</b></p> <p>Command: [Rectangle]</p> <p>Parameter: [Parallelogram]</p> <p>Display: [Oval]</p> <p>Action: [Arrow]</p> <p>Mode: [Rounded Rectangle]</p> <p>Sequential transfer: [Speech Bubble]</p> </div> |     |     |          |          |    |    |    |    |    |    |    |     |        |               |  |     |   |     |   |     |  |     |          |     |

**8.2.45. Read First Checksum (AAh)**

| AAh                                       | RDFCS (Read First Checksum)  |     |     |          |          |    |    |    |    |    |    |    |     |        |               |  |     |   |     |   |     |  |     |          |     |
|---|--|-----|-----|----------|----------|----|----|----|----|----|----|----|-----|--------|---------------|--|-----|---|-----|---|-----|--|-----|----------|-----|
|   | D/CX   | RDX | WRX | D[15:8]  | D7       | D6 | D5 | D4 | D3 | D2 | D1 | D0 | HEX |        |               |  |     |   |     |   |     |  |     |          |     |
| Command                                   | 0  | 1   | ↑   | XXXXXXXX | 1        | 0  | 1  | 0  | 1  | 0  | 1  | 0  | AAh |        |               |  |     |   |     |   |     |  |     |          |     |
| 1 <sup>st</sup> Parameter                 | 1  | ↑   | 1   | XXXXXXXX | X        | X  | X  | X  | X  | X  | X  | X  | XX  |        |               |  |     |   |     |   |     |  |     |          |     |
| 2 <sup>nd</sup> Parameter                 | 1  | ↑   | 1   | XXXXXXXX | FCS[7:0] |    |    |    |    |    |    | XX |     |        |               |  |     |   |     |   |     |  |     |          |     |
| Description                               | <p>This command returns the first checksum what has been calculated from User's area registers and the frame memory after the write access to those registers and/or frame memory has been done.</p> <p>X = can be '0' or '1'</p>  |     |     |          |          |    |    |    |    |    |    |    |     |        |               |  |     |   |     |   |     |  |     |          |     |
| Restriction                               | <p>It will be necessary to wait 150ms after there is the last write access on User area registers before there can read this checksum value.</p> <p>ILI9486L is sending 2nd parameter value on the data lines if the MCU wants to read more than one parameter (= more than 2 RDX cycle) on parallel MCU interface.</p> <p>Only 2nd parameter is sent on DSI (The 1st parameter is not sent).</p>  |     |     |          |          |    |    |    |    |    |    |    |     |        |               |  |     |   |     |   |     |  |     |          |     |
| Register Availability                     | <table border="1"> <thead> <tr> <th>Status</th> <th>Availability</th> </tr> </thead> <tbody> <tr> <td>Normal Mode ON, Idle Mode OFF, Sleep OUT</td> <td>Yes</td> </tr> <tr> <td>Normal Mode ON, Idle Mode ON, Sleep OUT</td> <td>Yes</td> </tr> <tr> <td>Partial Mode ON, Idle Mode OFF, Sleep OUT</td> <td>Yes</td> </tr> <tr> <td>Partial Mode ON, Idle Mode ON, Sleep OUT</td> <td>Yes</td> </tr> <tr> <td>Sleep IN</td> <td>Yes</td> </tr> </tbody> </table> |     |     |          |          |    |    |    |    |    |    |    |     | Status | Availability  | Normal Mode ON, Idle Mode OFF, Sleep OUT | Yes | Normal Mode ON, Idle Mode ON, Sleep OUT | Yes | Partial Mode ON, Idle Mode OFF, Sleep OUT | Yes | Partial Mode ON, Idle Mode ON, Sleep OUT | Yes | Sleep IN | Yes |
| Status                                    | Availability   |     |     |          |          |    |    |    |    |    |    |    |     |        |               |  |     |   |     |   |     |  |     |          |     |
| Normal Mode ON, Idle Mode OFF, Sleep OUT  | Yes  |     |     |          |          |    |    |    |    |    |    |    |     |        |               |  |     |   |     |   |     |  |     |          |     |
| Normal Mode ON, Idle Mode ON, Sleep OUT   | Yes  |     |     |          |          |    |    |    |    |    |    |    |     |        |               |  |     |   |     |   |     |  |     |          |     |
| Partial Mode ON, Idle Mode OFF, Sleep OUT | Yes  |     |     |          |          |    |    |    |    |    |    |    |     |        |               |  |     |   |     |   |     |  |     |          |     |
| Partial Mode ON, Idle Mode ON, Sleep OUT  | Yes  |     |     |          |          |    |    |    |    |    |    |    |     |        |               |  |     |   |     |   |     |  |     |          |     |
| Sleep IN                                  | Yes  |     |     |          |          |    |    |    |    |    |    |    |     |        |               |  |     |   |     |   |     |  |     |          |     |
| Default                                   | <table border="1"> <thead> <tr> <th>Status</th> <th>Default Value</th> </tr> </thead> <tbody> <tr> <td>Power ON Sequence</td> <td>00h</td> </tr> <tr> <td>H/W Reset</td> <td>00h</td> </tr> </tbody> </table>  |     |     |          |          |    |    |    |    |    |    |    |     | Status | Default Value | Power ON Sequence                        | 00h | H/W Reset                               | 00h |   |     |  |     |          |     |
| Status                                    | Default Value  |     |     |          |          |    |    |    |    |    |    |    |     |        |               |  |     |   |     |   |     |  |     |          |     |
| Power ON Sequence                         | 00h  |     |     |          |          |    |    |    |    |    |    |    |     |        |               |  |     |   |     |   |     |  |     |          |     |
| H/W Reset                                 | 00h  |     |     |          |          |    |    |    |    |    |    |    |     |        |               |  |     |   |     |   |     |  |     |          |     |
| Flow Chart                                |  |     |     |          |          |    |    |    |    |    |    |    |     |        |               |  |     |   |     |   |     |  |     |          |     |

**8.2.46. Read Continue Checksum (AFh)**

| AFh                                       | RDCFCS (Read Continue Checksum)  |     |     |          |          |    |    |    |    |    |    |    |     |        |               |  |     |   |     |   |     |  |     |          |     |
|---|--|-----|-----|----------|----------|----|----|----|----|----|----|----|-----|--------|---------------|--|-----|---|-----|---|-----|--|-----|----------|-----|
|   | D/CX   | RDX | WRX | D[15:8]  | D7       | D6 | D5 | D4 | D3 | D2 | D1 | D0 | HEX |        |               |  |     |   |     |   |     |  |     |          |     |
| Command                                   | 0  | 1   | ↑   | XXXXXXXX | 1        | 0  | 1  | 0  | 1  | 1  | 1  | 1  | AFh |        |               |  |     |   |     |   |     |  |     |          |     |
| 1 <sup>st</sup> Parameter                 | 1  | ↑   | 1   | XXXXXXXX | X        | X  | X  | X  | X  | X  | X  | X  | XX  |        |               |  |     |   |     |   |     |  |     |          |     |
| 2 <sup>nd</sup> Parameter                 | 1  | ↑   | 1   | XXXXXXXX | CCS[7:0] |    |    |    |    |    |    | XX |     |        |               |  |     |   |     |   |     |  |     |          |     |
| Description                               | <p>This command returns the continue checksum what has been calculated continuously after the first checksum has calculated from User's area registers and the frame memory after the write access to those registers and/or frame memory has been done.</p> <p>X = can be '0' or '1'</p>  |     |     |          |          |    |    |    |    |    |    |    |     |        |               |  |     |   |     |   |     |  |     |          |     |
| Restriction                               | <p>It will be necessary to wait 300ms after there is the last write access on User area registers before there can read this checksum value in the first time.</p> <p>ILI9486L is sending 2nd parameter value on the data lines if the MCU wants to read more than one parameter (= more than 2 RDX cycle) on parallel MCU interface.</p> <p>Only 2nd parameter is sent on DSI (The 1st parameter is not sent).</p>  |     |     |          |          |    |    |    |    |    |    |    |     |        |               |  |     |   |     |   |     |  |     |          |     |
| Register Availability                     | <table border="1"> <thead> <tr> <th>Status</th> <th>Availability</th> </tr> </thead> <tbody> <tr> <td>Normal Mode ON, Idle Mode OFF, Sleep OUT</td> <td>Yes</td> </tr> <tr> <td>Normal Mode ON, Idle Mode ON, Sleep OUT</td> <td>Yes</td> </tr> <tr> <td>Partial Mode ON, Idle Mode OFF, Sleep OUT</td> <td>Yes</td> </tr> <tr> <td>Partial Mode ON, Idle Mode ON, Sleep OUT</td> <td>Yes</td> </tr> <tr> <td>Sleep IN</td> <td>Yes</td> </tr> </tbody> </table>   |     |     |          |          |    |    |    |    |    |    |    |     | Status | Availability  | Normal Mode ON, Idle Mode OFF, Sleep OUT | Yes | Normal Mode ON, Idle Mode ON, Sleep OUT | Yes | Partial Mode ON, Idle Mode OFF, Sleep OUT | Yes | Partial Mode ON, Idle Mode ON, Sleep OUT | Yes | Sleep IN | Yes |
| Status                                    | Availability   |     |     |          |          |    |    |    |    |    |    |    |     |        |               |  |     |   |     |   |     |  |     |          |     |
| Normal Mode ON, Idle Mode OFF, Sleep OUT  | Yes  |     |     |          |          |    |    |    |    |    |    |    |     |        |               |  |     |   |     |   |     |  |     |          |     |
| Normal Mode ON, Idle Mode ON, Sleep OUT   | Yes  |     |     |          |          |    |    |    |    |    |    |    |     |        |               |  |     |   |     |   |     |  |     |          |     |
| Partial Mode ON, Idle Mode OFF, Sleep OUT | Yes  |     |     |          |          |    |    |    |    |    |    |    |     |        |               |  |     |   |     |   |     |  |     |          |     |
| Partial Mode ON, Idle Mode ON, Sleep OUT  | Yes  |     |     |          |          |    |    |    |    |    |    |    |     |        |               |  |     |   |     |   |     |  |     |          |     |
| Sleep IN                                  | Yes  |     |     |          |          |    |    |    |    |    |    |    |     |        |               |  |     |   |     |   |     |  |     |          |     |
| Default                                   | <table border="1"> <thead> <tr> <th>Status</th> <th>Default Value</th> </tr> </thead> <tbody> <tr> <td>Power ON Sequence</td> <td>00h</td> </tr> <tr> <td>H/W Reset</td> <td>00h</td> </tr> </tbody> </table>  |     |     |          |          |    |    |    |    |    |    |    |     | Status | Default Value | Power ON Sequence                        | 00h | H/W Reset                               | 00h |   |     |  |     |          |     |
| Status                                    | Default Value  |     |     |          |          |    |    |    |    |    |    |    |     |        |               |  |     |   |     |   |     |  |     |          |     |
| Power ON Sequence                         | 00h  |     |     |          |          |    |    |    |    |    |    |    |     |        |               |  |     |   |     |   |     |  |     |          |     |
| H/W Reset                                 | 00h  |     |     |          |          |    |    |    |    |    |    |    |     |        |               |  |     |   |     |   |     |  |     |          |     |
| Flow Chart                                | <div style="display: flex; align-items: center;"> <div style="flex: 1;"> <pre> graph TD     RDCCS[Command] --&gt; S1[Send 1st Parameter]     S1 --&gt; S2[Send CCS[7:0]]     S1 --- Host     S1 --- Display             </pre> </div> <div style="flex: 0.5; border: 1px dashed black; padding: 5px;"> <p>Legend</p> <ul style="list-style-type: none"> <li><span style="border: 1px solid black; padding: 2px;">Command</span></li> <li><span style="border: 1px solid black; border-style: solid; border-bottom: none; border-top: none; padding: 2px;">Parameter</span></li> <li><span style="border: 1px solid black; border-radius: 10px; padding: 2px;">Display</span></li> <li><span style="border: 1px solid black; border-radius: 10px; padding: 2px;">Action</span></li> <li><span style="border: 1px solid black; border-radius: 10px; padding: 2px;">Mode</span></li> <li><span style="border: 1px solid black; border-radius: 50%; padding: 2px;">Sequential transfer</span></li> </ul> </div> </div> |     |     |          |          |    |    |    |    |    |    |    |     |        |               |  |     |   |     |   |     |  |     |          |     |

**8.2.47. Read ID1 (DAh)**

| DAh                                       | RDID1 (Read ID1)   |     |     |          |          |    |    |    |    |    |    |    |     |        |               |  |     |   |     |   |     |  |     |          |     |
|---|--|-----|-----|----------|----------|----|----|----|----|----|----|----|-----|--------|---------------|--|-----|---|-----|---|-----|--|-----|----------|-----|
|   | D/CX   | RDX | WRX | D[15:8]  | D7       | D6 | D5 | D4 | D3 | D2 | D1 | D0 | HEX |        |               |  |     |   |     |   |     |  |     |          |     |
| Command                                   | 0  | 1   | ↑   | XXXXXXXX | 1        | 1  | 0  | 1  | 1  | 0  | 1  | 0  | DAh |        |               |  |     |   |     |   |     |  |     |          |     |
| 1 <sup>st</sup> parameter                 | 1  | ↑   | 1   | XXXXXXXX | X        | X  | X  | X  | X  | X  | X  | X  | XX  |        |               |  |     |   |     |   |     |  |     |          |     |
| 2 <sup>nd</sup> parameter                 | 1  | ↑   | 1   | XXXXXXXX | ID1[7:0] |    |    |    |    |    |    | XX |     |        |               |  |     |   |     |   |     |  |     |          |     |
| Description                               | <p>This read byte identifies the LCD module's manufacturer ID and it is specified by User</p> <p>The 1<sup>st</sup> parameter is dummy data.</p> <p>The 2<sup>nd</sup> parameter is LCD module's manufacturer ID.</p> <p>X = Don't care</p>  |     |     |          |          |    |    |    |    |    |    |    |     |        |               |  |     |   |     |   |     |  |     |          |     |
| Restriction                               | <p>ILI9486L is sending 2nd parameter value on the data lines if the MCU wants to read more than one parameter (= more than 2 RDX cycle) on parallel MCU interface.</p> <p>Only 2nd parameter is sent on DSI (The 1st parameter is not sent).</p>   |     |     |          |          |    |    |    |    |    |    |    |     |        |               |  |     |   |     |   |     |  |     |          |     |
| Register Availability                     | <table border="1"> <thead> <tr> <th>Status</th> <th>Availability</th> </tr> </thead> <tbody> <tr> <td>Normal Mode On, Idle Mode Off, Sleep Out</td> <td>Yes</td> </tr> <tr> <td>Normal Mode On, Idle Mode On, Sleep Out</td> <td>Yes</td> </tr> <tr> <td>Partial Mode On, Idle Mode Off, Sleep Out</td> <td>Yes</td> </tr> <tr> <td>Partial Mode On, Idle Mode On, Sleep Out</td> <td>Yes</td> </tr> <tr> <td>Sleep In</td> <td>Yes</td> </tr> </tbody> </table>   |     |     |          |          |    |    |    |    |    |    |    |     | Status | Availability  | Normal Mode On, Idle Mode Off, Sleep Out | Yes | Normal Mode On, Idle Mode On, Sleep Out | Yes | Partial Mode On, Idle Mode Off, Sleep Out | Yes | Partial Mode On, Idle Mode On, Sleep Out | Yes | Sleep In | Yes |
| Status                                    | Availability   |     |     |          |          |    |    |    |    |    |    |    |     |        |               |  |     |   |     |   |     |  |     |          |     |
| Normal Mode On, Idle Mode Off, Sleep Out  | Yes  |     |     |          |          |    |    |    |    |    |    |    |     |        |               |  |     |   |     |   |     |  |     |          |     |
| Normal Mode On, Idle Mode On, Sleep Out   | Yes  |     |     |          |          |    |    |    |    |    |    |    |     |        |               |  |     |   |     |   |     |  |     |          |     |
| Partial Mode On, Idle Mode Off, Sleep Out | Yes  |     |     |          |          |    |    |    |    |    |    |    |     |        |               |  |     |   |     |   |     |  |     |          |     |
| Partial Mode On, Idle Mode On, Sleep Out  | Yes  |     |     |          |          |    |    |    |    |    |    |    |     |        |               |  |     |   |     |   |     |  |     |          |     |
| Sleep In                                  | Yes  |     |     |          |          |    |    |    |    |    |    |    |     |        |               |  |     |   |     |   |     |  |     |          |     |
| Default                                   | <table border="1"> <thead> <tr> <th>Status</th> <th>Default Value</th> </tr> </thead> <tbody> <tr> <td>Power On Sequence</td> <td>XXh</td> </tr> <tr> <td>HW Reset</td> <td>XXh</td> </tr> </tbody> </table>   |     |     |          |          |    |    |    |    |    |    |    |     | Status | Default Value | Power On Sequence                        | XXh | HW Reset                                | XXh |   |     |  |     |          |     |
| Status                                    | Default Value  |     |     |          |          |    |    |    |    |    |    |    |     |        |               |  |     |   |     |   |     |  |     |          |     |
| Power On Sequence                         | XXh  |     |     |          |          |    |    |    |    |    |    |    |     |        |               |  |     |   |     |   |     |  |     |          |     |
| HW Reset                                  | XXh  |     |     |          |          |    |    |    |    |    |    |    |     |        |               |  |     |   |     |   |     |  |     |          |     |
| Flow Chart                                | <div style="border: 1px dashed black; padding: 10px;"> <p style="text-align: center;"><b>Legend</b></p> <ul style="list-style-type: none"> <li> Command</li> <li> Parameter</li> <li> Display</li> <li> Action</li> <li> Mode</li> <li> Sequential transfer</li> </ul> </div><br><pre> graph TD     subgraph Host         RDID1[RDID1(DAh)]     end     subgraph Driver         P1[/1st Parameter: Dummy Read/]         P2[/2nd Parameter: Send ID1[7:0]/]     end     RDID1 --&gt; P1     P1 --&gt; P2     </pre> |     |     |          |          |    |    |    |    |    |    |    |     |        |               |  |     |   |     |   |     |  |     |          |     |

**8.2.48. Read ID2 (DBh)**

| DBh                                       | RDID2 (Read ID2)  |                                   |     |          |    |          |    |    |    |    |    |    |     |        |                                    |  |                   |   |           |   |     |  |          |          |           |
|---|---|-----------------------------------|-----|----------|----|----------|----|----|----|----|----|----|-----|--------|------------------------------------|--|-------------------|---|-----------|---|-----|--|----------|----------|-----------|
|   | D/CX  | RDX                               | WRX | D[15:8]  | D7 | D6       | D5 | D4 | D3 | D2 | D1 | D0 | HEX |        |                                    |  |                   |   |           |   |     |  |          |          |           |
| Command                                   | 0   | 1                                 | ↑   | XXXXXXXX | 1  | 1        | 0  | 1  | 1  | 0  | 1  | 1  | DBh |        |                                    |  |                   |   |           |   |     |  |          |          |           |
| 1 <sup>st</sup> parameter                 | 1   | ↑                                 | 1   | XXXXXXXX | X  | X        | X  | X  | X  | X  | X  | X  | XX  |        |                                    |  |                   |   |           |   |     |  |          |          |           |
| 2 <sup>nd</sup> parameter                 | 1   | ↑                                 | 1   | XXXXXXXX | 1  | ID2[6:0] |    |    |    |    |    | XX |     |        |                                    |  |                   |   |           |   |     |  |          |          |           |
| Description                               | <p>This read byte is used to track the LCD module/driver version. It is defined by display supplier (with User's agreement) and changes each time a revision is made to the display, material or construction specifications.</p> <p>The 1<sup>st</sup> parameter is dummy data.</p> <p>The 2<sup>nd</sup> parameter is LCD module/driver version ID and the ID parameter range is from 80h to FFh.</p> <p>The ID2 can be programmed by OTP function.</p> <p>X = Don't care</p> |                                   |     |          |    |          |    |    |    |    |    |    |     |        |                                    |  |                   |   |           |   |     |  |          |          |           |
| Restriction                               | <p>ILI9486L is sending 2nd parameter value on the data lines if the MCU wants to read more than one parameter (= more than 2 RDX cycle) on parallel MCU interface.</p> <p>Only 2nd parameter is sent on DSI (The 1st parameter is not sent).</p>  |                                   |     |          |    |          |    |    |    |    |    |    |     |        |                                    |  |                   |   |           |   |     |  |          |          |           |
| Register Availability                     | <table border="1"> <thead> <tr> <th>Status</th> <th>Availability</th> </tr> </thead> <tbody> <tr> <td>Normal Mode On, Idle Mode Off, Sleep Out</td> <td>Yes</td> </tr> <tr> <td>Normal Mode On, Idle Mode On, Sleep Out</td> <td>Yes</td> </tr> <tr> <td>Partial Mode On, Idle Mode Off, Sleep Out</td> <td>Yes</td> </tr> <tr> <td>Partial Mode On, Idle Mode On, Sleep Out</td> <td>Yes</td> </tr> <tr> <td>Sleep In</td> <td>Yes</td> </tr> </tbody> </table>                |                                   |     |          |    |          |    |    |    |    |    |    |     | Status | Availability                       | Normal Mode On, Idle Mode Off, Sleep Out | Yes               | Normal Mode On, Idle Mode On, Sleep Out | Yes       | Partial Mode On, Idle Mode Off, Sleep Out | Yes | Partial Mode On, Idle Mode On, Sleep Out | Yes      | Sleep In | Yes       |
| Status                                    | Availability  |                                   |     |          |    |          |    |    |    |    |    |    |     |        |                                    |  |                   |   |           |   |     |  |          |          |           |
| Normal Mode On, Idle Mode Off, Sleep Out  | Yes   |                                   |     |          |    |          |    |    |    |    |    |    |     |        |                                    |  |                   |   |           |   |     |  |          |          |           |
| Normal Mode On, Idle Mode On, Sleep Out   | Yes   |                                   |     |          |    |          |    |    |    |    |    |    |     |        |                                    |  |                   |   |           |   |     |  |          |          |           |
| Partial Mode On, Idle Mode Off, Sleep Out | Yes   |                                   |     |          |    |          |    |    |    |    |    |    |     |        |                                    |  |                   |   |           |   |     |  |          |          |           |
| Partial Mode On, Idle Mode On, Sleep Out  | Yes   |                                   |     |          |    |          |    |    |    |    |    |    |     |        |                                    |  |                   |   |           |   |     |  |          |          |           |
| Sleep In                                  | Yes   |                                   |     |          |    |          |    |    |    |    |    |    |     |        |                                    |  |                   |   |           |   |     |  |          |          |           |
| Default                                   | <table border="1"> <thead> <tr> <th>Status</th> <th>Default Value (Before OTP program)</th> <th>Default Value (After OTP program)</th> </tr> </thead> <tbody> <tr> <td>Power On Sequence</td> <td>80h</td> <td>OTP value</td> </tr> <tr> <td>SW Reset</td> <td>80h</td> <td>OTP value</td> </tr> <tr> <td>HW Reset</td> <td>80h</td> <td>OTP value</td> </tr> </tbody> </table>   |                                   |     |          |    |          |    |    |    |    |    |    |     | Status | Default Value (Before OTP program) | Default Value (After OTP program)        | Power On Sequence | 80h                                     | OTP value | SW Reset                                  | 80h | OTP value                                | HW Reset | 80h      | OTP value |
| Status                                    | Default Value (Before OTP program)  | Default Value (After OTP program) |     |          |    |          |    |    |    |    |    |    |     |        |                                    |  |                   |   |           |   |     |  |          |          |           |
| Power On Sequence                         | 80h   | OTP value                         |     |          |    |          |    |    |    |    |    |    |     |        |                                    |  |                   |   |           |   |     |  |          |          |           |
| SW Reset                                  | 80h   | OTP value                         |     |          |    |          |    |    |    |    |    |    |     |        |                                    |  |                   |   |           |   |     |  |          |          |           |
| HW Reset                                  | 80h   | OTP value                         |     |          |    |          |    |    |    |    |    |    |     |        |                                    |  |                   |   |           |   |     |  |          |          |           |
| Flow Chart                                | <pre> graph TD     A[RDID2(DBh)] --&gt; B[/1st Parameter: Dummy Read/]     B --&gt; C[/2nd Parameter: Send ID2[7:0]/]     </pre> <p><b>Legend</b></p> <ul style="list-style-type: none"> <li>Command: trapezoid</li> <li>Parameter: parallelogram</li> <li>Display: rounded rectangle</li> <li>Action: arrow</li> <li>Mode: rounded rectangle</li> <li>Sequential transfer: oval with arrow</li> </ul>  |                                   |     |          |    |          |    |    |    |    |    |    |     |        |                                    |  |                   |   |           |   |     |  |          |          |           |

**8.2.49. Read ID3 (DCh)**

| DCh                                       | RDID3 (Read ID3)   |                                   |     |          |          |    |    |    |    |    |    |    |     |        |                                    |  |                   |   |           |   |     |  |          |          |           |
|---|--|-----------------------------------|-----|----------|----------|----|----|----|----|----|----|----|-----|--------|------------------------------------|--|-------------------|---|-----------|---|-----|--|----------|----------|-----------|
|   | D/CX   | RDX                               | WRX | D[15:8]  | D7       | D6 | D5 | D4 | D3 | D2 | D1 | D0 | HEX |        |                                    |  |                   |   |           |   |     |  |          |          |           |
| Command                                   | 0  | 1                                 | ↑   | XXXXXXXX | 1        | 1  | 0  | 1  | 1  | 1  | 0  | 0  | DCh |        |                                    |  |                   |   |           |   |     |  |          |          |           |
| 1 <sup>st</sup> parameter                 | 1  | ↑                                 | 1   | XXXXXXXX | X        | X  | X  | X  | X  | X  | X  | X  | XX  |        |                                    |  |                   |   |           |   |     |  |          |          |           |
| 2 <sup>nd</sup> parameter                 | 1  | ↑                                 | 1   | XXXXXXXX | ID3[7:0] |    |    |    |    |    |    | XX |     |        |                                    |  |                   |   |           |   |     |  |          |          |           |
| Description                               | <p>This read byte identifies the LCD module/driver and It is specified by User.</p> <p>The 1<sup>st</sup> parameter is dummy data.</p> <p>The 2<sup>nd</sup> parameter is LCD module/driver ID.</p> <p>The ID3 can be programmed by OTP function.</p> <p>X = Don't care</p>  |                                   |     |          |          |    |    |    |    |    |    |    |     |        |                                    |  |                   |   |           |   |     |  |          |          |           |
| Restriction                               | <p>ILI9486L is sending 2nd parameter value on the data lines if the MCU wants to read more than one parameter (= more than 2 RDX cycle) on parallel MCU interface.</p> <p>Only 2nd parameter is sent on DSI (The 1st parameter is not sent).</p>   |                                   |     |          |          |    |    |    |    |    |    |    |     |        |                                    |  |                   |   |           |   |     |  |          |          |           |
| Register Availability                     | <table border="1"> <thead> <tr> <th>Status</th> <th>Availability</th> </tr> </thead> <tbody> <tr> <td>Normal Mode On, Idle Mode Off, Sleep Out</td> <td>Yes</td> </tr> <tr> <td>Normal Mode On, Idle Mode On, Sleep Out</td> <td>Yes</td> </tr> <tr> <td>Partial Mode On, Idle Mode Off, Sleep Out</td> <td>Yes</td> </tr> <tr> <td>Partial Mode On, Idle Mode On, Sleep Out</td> <td>Yes</td> </tr> <tr> <td>Sleep In</td> <td>Yes</td> </tr> </tbody> </table>                             |                                   |     |          |          |    |    |    |    |    |    |    |     | Status | Availability                       | Normal Mode On, Idle Mode Off, Sleep Out | Yes               | Normal Mode On, Idle Mode On, Sleep Out | Yes       | Partial Mode On, Idle Mode Off, Sleep Out | Yes | Partial Mode On, Idle Mode On, Sleep Out | Yes      | Sleep In | Yes       |
| Status                                    | Availability   |                                   |     |          |          |    |    |    |    |    |    |    |     |        |                                    |  |                   |   |           |   |     |  |          |          |           |
| Normal Mode On, Idle Mode Off, Sleep Out  | Yes  |                                   |     |          |          |    |    |    |    |    |    |    |     |        |                                    |  |                   |   |           |   |     |  |          |          |           |
| Normal Mode On, Idle Mode On, Sleep Out   | Yes  |                                   |     |          |          |    |    |    |    |    |    |    |     |        |                                    |  |                   |   |           |   |     |  |          |          |           |
| Partial Mode On, Idle Mode Off, Sleep Out | Yes  |                                   |     |          |          |    |    |    |    |    |    |    |     |        |                                    |  |                   |   |           |   |     |  |          |          |           |
| Partial Mode On, Idle Mode On, Sleep Out  | Yes  |                                   |     |          |          |    |    |    |    |    |    |    |     |        |                                    |  |                   |   |           |   |     |  |          |          |           |
| Sleep In                                  | Yes  |                                   |     |          |          |    |    |    |    |    |    |    |     |        |                                    |  |                   |   |           |   |     |  |          |          |           |
| Default                                   | <table border="1"> <thead> <tr> <th>Status</th> <th>Default Value (Before OTP program)</th> <th>Default Value (After OTP program)</th> </tr> </thead> <tbody> <tr> <td>Power On Sequence</td> <td>00h</td> <td>OTP value</td> </tr> <tr> <td>SW Reset</td> <td>00h</td> <td>OTP value</td> </tr> <tr> <td>HW Reset</td> <td>00h</td> <td>OTP value</td> </tr> </tbody> </table>  |                                   |     |          |          |    |    |    |    |    |    |    |     | Status | Default Value (Before OTP program) | Default Value (After OTP program)        | Power On Sequence | 00h                                     | OTP value | SW Reset                                  | 00h | OTP value                                | HW Reset | 00h      | OTP value |
| Status                                    | Default Value (Before OTP program)   | Default Value (After OTP program) |     |          |          |    |    |    |    |    |    |    |     |        |                                    |  |                   |   |           |   |     |  |          |          |           |
| Power On Sequence                         | 00h  | OTP value                         |     |          |          |    |    |    |    |    |    |    |     |        |                                    |  |                   |   |           |   |     |  |          |          |           |
| SW Reset                                  | 00h  | OTP value                         |     |          |          |    |    |    |    |    |    |    |     |        |                                    |  |                   |   |           |   |     |  |          |          |           |
| HW Reset                                  | 00h  | OTP value                         |     |          |          |    |    |    |    |    |    |    |     |        |                                    |  |                   |   |           |   |     |  |          |          |           |
| Flow Chart                                | <pre> graph TD     subgraph Host_Driver [Host Driver]         C[RDID3(DCh)]     end     C --&gt; P1[/1st Parameter: Dummy Read/]     P1 --&gt; P2[/2nd Parameter: Send ID3[7:0]/]     </pre> <p><b>Legend</b></p> <ul style="list-style-type: none"> <li>Command: trapezoid</li> <li>Parameter: parallelogram</li> <li>Display: rounded rectangle</li> <li>Action: arrowhead</li> <li>Mode: rounded rectangle with horizontal lines</li> <li>Sequential transfer: oval with arrow</li> </ul> |                                   |     |          |          |    |    |    |    |    |    |    |     |        |                                    |  |                   |   |           |   |     |  |          |          |           |

**8.2.50. Interface Mode Control (B0h)**

| B0h                       | IFMODE (Interface Mode Control)   |     |     |          |        |    |    |    |      |      |     |     |     |
|---------------------------|---|-----|-----|----------|--------|----|----|----|------|------|-----|-----|-----|
|                           | D/CX  | RDX | WRX | D[15:8]  | D7     | D6 | D5 | D4 | D3   | D2   | D1  | D0  | HEX |
| Command                   | 0   | 1   | ↑   | XXXXXXXX | 1      | 0  | 1  | 1  | 0    | 0    | 0   | 0   | B0h |
| 1 <sup>st</sup> Parameter | 1   | 1   | ↑   | XXXXXXXX | SDA_EN | 0  | 0  | 0  | VSPL | HSPL | DPL | EPL | XX  |
| Description               | <p>Sets the operation status of the display interface. The setting becomes effective as soon as the command is received.</p> <p><b>EPL:</b> DE polarity ("0"= High enable for RGB interface, "1"=Low enable for RGB interface)</p> <p><b>DPL:</b> PCLK polarity set ("0"=data fetched at the rising time, "1"=data fetched at the falling time)</p> <p><b>HSPL:</b> HSYNC polarity ("0"=Low level sync clock, "1"=High level sync clock)</p> <p><b>VSPL:</b> VSYNC polarity ("0"= Low level sync clock, "1"= High level sync clock)</p> <p><b>SDA_EN:</b> 3/4 wire serial interface selection</p> <p>SDA_EN = "0", DIN and DOUT pins are used for 3/4 wire serial interface.</p> <p>SDA_EN = "1", DIN/SDA pin is used for 3/4 wire serial interface and DOUT pin is not used.</p> |     |     |          |        |    |    |    |      |      |     |     |     |
|                           |   |     |     |          |        |    |    |    |      |      |     |     |     |
| Restriction               |   |     |     |          |        |    |    |    |      |      |     |     |     |

| <p>Register<br/>Availability</p>          | <table border="1"> <thead> <tr> <th>Status</th> <th>Availability</th> </tr> </thead> <tbody> <tr> <td>Normal Mode ON, Idle Mode OFF, Sleep OUT</td> <td>Yes</td> </tr> <tr> <td>Normal Mode ON, Idle Mode ON, Sleep OUT</td> <td>Yes</td> </tr> <tr> <td>Partial Mode ON, Idle Mode OFF, Sleep OUT</td> <td>Yes</td> </tr> <tr> <td>Partial Mode ON, Idle Mode ON, Sleep OUT</td> <td>Yes</td> </tr> <tr> <td>Sleep IN</td> <td>Yes</td> </tr> </tbody> </table> | Status | Availability  | Normal Mode ON, Idle Mode OFF, Sleep OUT | Yes  | Normal Mode ON, Idle Mode ON, Sleep OUT | Yes | Partial Mode ON, Idle Mode OFF, Sleep OUT | Yes | Partial Mode ON, Idle Mode ON, Sleep OUT | Yes  | Sleep IN | Yes               |    |    |    |    |    |           |    |    |    |    |    |
|---|--|--------|---------------|--|------|---|-----|---|-----|--|------|----------|-------------------|----|----|----|----|----|-----------|----|----|----|----|----|
| Status                                    | Availability   |        |               |  |      |   |     |   |     |  |      |          |                   |    |    |    |    |    |           |    |    |    |    |    |
| Normal Mode ON, Idle Mode OFF, Sleep OUT  | Yes  |        |               |  |      |   |     |   |     |  |      |          |                   |    |    |    |    |    |           |    |    |    |    |    |
| Normal Mode ON, Idle Mode ON, Sleep OUT   | Yes  |        |               |  |      |   |     |   |     |  |      |          |                   |    |    |    |    |    |           |    |    |    |    |    |
| Partial Mode ON, Idle Mode OFF, Sleep OUT | Yes  |        |               |  |      |   |     |   |     |  |      |          |                   |    |    |    |    |    |           |    |    |    |    |    |
| Partial Mode ON, Idle Mode ON, Sleep OUT  | Yes  |        |               |  |      |   |     |   |     |  |      |          |                   |    |    |    |    |    |           |    |    |    |    |    |
| Sleep IN                                  | Yes  |        |               |  |      |   |     |   |     |  |      |          |                   |    |    |    |    |    |           |    |    |    |    |    |
| <p>Default</p>                            | <table border="1"> <thead> <tr> <th rowspan="2">Status</th> <th colspan="5">Default Value</th> </tr> <tr> <th>SDA_EN</th> <th>EPL</th> <th>DPL</th> <th>HSPL</th> <th>VSPL</th> </tr> </thead> <tbody> <tr> <td>Power ON Sequence</td> <td>0b</td> <td>0b</td> <td>0b</td> <td>0b</td> <td>0b</td> </tr> <tr> <td>H/W Reset</td> <td>0b</td> <td>0b</td> <td>0b</td> <td>0b</td> <td>0b</td> </tr> </tbody> </table>   | Status | Default Value |  |      |   |     | SDA_EN                                    | EPL | DPL                                      | HSPL | VSPL     | Power ON Sequence | 0b | 0b | 0b | 0b | 0b | H/W Reset | 0b | 0b | 0b | 0b | 0b |
| Status                                    | Default Value  |        |               |  |      |   |     |   |     |  |      |          |                   |    |    |    |    |    |           |    |    |    |    |    |
|   | SDA_EN   | EPL    | DPL           | HSPL                                     | VSPL |   |     |   |     |  |      |          |                   |    |    |    |    |    |           |    |    |    |    |    |
| Power ON Sequence                         | 0b   | 0b     | 0b            | 0b                                       | 0b   |   |     |   |     |  |      |          |                   |    |    |    |    |    |           |    |    |    |    |    |
| H/W Reset                                 | 0b   | 0b     | 0b            | 0b                                       | 0b   |   |     |   |     |  |      |          |                   |    |    |    |    |    |           |    |    |    |    |    |

**8.2.51. Frame Rate Control (In Normal Mode/Full Colors) (B1h)**

| B1h                       | FRMCTR1 (Frame Rate Control (In Normal Mode / Full colors))   |                |     |          |                    |    |    |           |    |    |           |    | HEX |          |  |  |  |                |   |   |   |   |    |   |   |   |   |    |   |   |   |   |    |   |   |   |   |    |   |   |   |   |    |   |   |   |   |    |   |   |   |   |    |   |   |   |   |    |   |   |   |   |    |   |   |   |   |    |   |   |   |   |    |   |   |   |   |    |   |   |   |   |    |   |   |   |   |    |   |   |   |   |     |   |   |   |   |     |           |  |                |   |   |      |   |   |          |   |   |          |   |   |          |           |  |  |  |  |                |   |   |   |   |   |                    |   |   |   |   |   |                    |   |   |   |   |   |                    |   |   |   |   |   |                    |   |   |   |   |   |                    |   |   |   |   |   |                    |   |   |   |   |   |                    |   |   |   |   |   |                    |   |   |   |   |   |                    |   |   |   |   |   |                    |   |   |   |   |   |                    |   |   |   |   |   |                    |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |
|---------------------------|---|----------------|-----|----------|--------------------|----|----|-----------|----|----|-----------|----|-----|----------|--|--|--|----------------|---|---|---|---|----|---|---|---|---|----|---|---|---|---|----|---|---|---|---|----|---|---|---|---|----|---|---|---|---|----|---|---|---|---|----|---|---|---|---|----|---|---|---|---|----|---|---|---|---|----|---|---|---|---|----|---|---|---|---|----|---|---|---|---|----|---|---|---|---|----|---|---|---|---|-----|---|---|---|---|-----|-----------|--|----------------|---|---|------|---|---|----------|---|---|----------|---|---|----------|-----------|--|--|--|--|----------------|---|---|---|---|---|--------------------|---|---|---|---|---|--------------------|---|---|---|---|---|--------------------|---|---|---|---|---|--------------------|---|---|---|---|---|--------------------|---|---|---|---|---|--------------------|---|---|---|---|---|--------------------|---|---|---|---|---|--------------------|---|---|---|---|---|--------------------|---|---|---|---|---|--------------------|---|---|---|---|---|--------------------|---|---|---|---|---|--------------------|---|---|---|---|---|-----------|---|---|---|---|---|-----------|---|---|---|---|---|-----------|---|---|---|---|---|-----------|---|---|---|---|---|-----------|---|---|---|---|---|-----------|---|---|---|---|---|-----------|---|---|---|---|---|-----------|---|---|---|---|---|-----------|---|---|---|---|---|-----------|---|---|---|---|---|-----------|---|---|---|---|---|-----------|---|---|---|---|---|-----------|---|---|---|---|---|-----------|---|---|---|---|---|-----------|---|---|---|---|---|-----------|
|                           | D/CX  | RDX            | WRX | D[15:8]  | D7                 | D6 | D5 | D4        | D3 | D2 | D1        | D0 |     |          |  |  |  |                |   |   |   |   |    |   |   |   |   |    |   |   |   |   |    |   |   |   |   |    |   |   |   |   |    |   |   |   |   |    |   |   |   |   |    |   |   |   |   |    |   |   |   |   |    |   |   |   |   |    |   |   |   |   |    |   |   |   |   |    |   |   |   |   |    |   |   |   |   |    |   |   |   |   |     |   |   |   |   |     |           |  |                |   |   |      |   |   |          |   |   |          |   |   |          |           |  |  |  |  |                |   |   |   |   |   |                    |   |   |   |   |   |                    |   |   |   |   |   |                    |   |   |   |   |   |                    |   |   |   |   |   |                    |   |   |   |   |   |                    |   |   |   |   |   |                    |   |   |   |   |   |                    |   |   |   |   |   |                    |   |   |   |   |   |                    |   |   |   |   |   |                    |   |   |   |   |   |                    |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |
| Command                   | 0   | 1              | ↑   | XXXXXXXX | 1                  | 0  | 1  | 1         | 0  | 0  | 0         | 1  | B1h |          |  |  |  |                |   |   |   |   |    |   |   |   |   |    |   |   |   |   |    |   |   |   |   |    |   |   |   |   |    |   |   |   |   |    |   |   |   |   |    |   |   |   |   |    |   |   |   |   |    |   |   |   |   |    |   |   |   |   |    |   |   |   |   |    |   |   |   |   |    |   |   |   |   |    |   |   |   |   |     |   |   |   |   |     |           |  |                |   |   |      |   |   |          |   |   |          |   |   |          |           |  |  |  |  |                |   |   |   |   |   |                    |   |   |   |   |   |                    |   |   |   |   |   |                    |   |   |   |   |   |                    |   |   |   |   |   |                    |   |   |   |   |   |                    |   |   |   |   |   |                    |   |   |   |   |   |                    |   |   |   |   |   |                    |   |   |   |   |   |                    |   |   |   |   |   |                    |   |   |   |   |   |                    |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |
| 1 <sup>st</sup> Parameter | 1   | 1              | ↑   | XXXXXXXX | FRS[3:0]           |    |    |           | 0  | 0  | DIVA[1:0] |    | XX  |          |  |  |  |                |   |   |   |   |    |   |   |   |   |    |   |   |   |   |    |   |   |   |   |    |   |   |   |   |    |   |   |   |   |    |   |   |   |   |    |   |   |   |   |    |   |   |   |   |    |   |   |   |   |    |   |   |   |   |    |   |   |   |   |    |   |   |   |   |    |   |   |   |   |    |   |   |   |   |     |   |   |   |   |     |           |  |                |   |   |      |   |   |          |   |   |          |   |   |          |           |  |  |  |  |                |   |   |   |   |   |                    |   |   |   |   |   |                    |   |   |   |   |   |                    |   |   |   |   |   |                    |   |   |   |   |   |                    |   |   |   |   |   |                    |   |   |   |   |   |                    |   |   |   |   |   |                    |   |   |   |   |   |                    |   |   |   |   |   |                    |   |   |   |   |   |                    |   |   |   |   |   |                    |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |
| 2 <sup>nd</sup> parameter | 1   | 1              | ↑   | XXXXXXXX | 0                  | 0  | 0  | RTNA[4:0] |    |    |           |    | XX  |          |  |  |  |                |   |   |   |   |    |   |   |   |   |    |   |   |   |   |    |   |   |   |   |    |   |   |   |   |    |   |   |   |   |    |   |   |   |   |    |   |   |   |   |    |   |   |   |   |    |   |   |   |   |    |   |   |   |   |    |   |   |   |   |    |   |   |   |   |    |   |   |   |   |    |   |   |   |   |     |   |   |   |   |     |           |  |                |   |   |      |   |   |          |   |   |          |   |   |          |           |  |  |  |  |                |   |   |   |   |   |                    |   |   |   |   |   |                    |   |   |   |   |   |                    |   |   |   |   |   |                    |   |   |   |   |   |                    |   |   |   |   |   |                    |   |   |   |   |   |                    |   |   |   |   |   |                    |   |   |   |   |   |                    |   |   |   |   |   |                    |   |   |   |   |   |                    |   |   |   |   |   |                    |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |
| Description               | <p><b>FRS[3:0]</b>: Sets the frame frequency of full color normal mode.</p> <table border="1" style="margin-left: auto; margin-right: auto;"> <thead> <tr> <th colspan="4">FRS[3:0]</th> <th>Frame rate(Hz)</th> </tr> </thead> <tbody> <tr><td>0</td><td>0</td><td>0</td><td>0</td><td>28</td></tr> <tr><td>0</td><td>0</td><td>0</td><td>1</td><td>30</td></tr> <tr><td>0</td><td>0</td><td>1</td><td>0</td><td>32</td></tr> <tr><td>0</td><td>0</td><td>1</td><td>1</td><td>34</td></tr> <tr><td>0</td><td>1</td><td>0</td><td>0</td><td>36</td></tr> <tr><td>0</td><td>1</td><td>0</td><td>1</td><td>39</td></tr> <tr><td>0</td><td>1</td><td>1</td><td>0</td><td>42</td></tr> <tr><td>0</td><td>1</td><td>1</td><td>1</td><td>46</td></tr> <tr><td>1</td><td>0</td><td>0</td><td>0</td><td>50</td></tr> <tr><td>1</td><td>0</td><td>0</td><td>1</td><td>56</td></tr> <tr><td>1</td><td>0</td><td>1</td><td>0</td><td>62</td></tr> <tr><td>1</td><td>0</td><td>1</td><td>1</td><td>70</td></tr> <tr><td>1</td><td>1</td><td>0</td><td>0</td><td>81</td></tr> <tr><td>1</td><td>1</td><td>0</td><td>1</td><td>96</td></tr> <tr><td>1</td><td>1</td><td>1</td><td>0</td><td>117</td></tr> <tr><td>1</td><td>1</td><td>1</td><td>1</td><td>117</td></tr> </tbody> </table> <p><b>DIVA [1:0]</b> : division ratio for internal clocks when Normal mode.</p> <table border="1" style="margin-left: auto; margin-right: auto;"> <thead> <tr> <th colspan="2">DIVA[1:0]</th> <th>Division Ratio</th> </tr> </thead> <tbody> <tr><td>0</td><td>0</td><td>fosc</td></tr> <tr><td>0</td><td>1</td><td>fosc / 2</td></tr> <tr><td>1</td><td>0</td><td>fosc / 4</td></tr> <tr><td>1</td><td>1</td><td>fosc / 8</td></tr> </tbody> </table> <p><b>RTNA [4:0]</b> : RTNA[4:0] is used to set 1H (line) period of Normal mode at CPU interface.</p> <table border="1" style="margin-left: auto; margin-right: auto;"> <thead> <tr> <th colspan="5">RTNA[4:0]</th> <th>Clock per Line</th> </tr> </thead> <tbody> <tr><td>0</td><td>0</td><td>0</td><td>0</td><td>0</td><td>Setting prohibited</td></tr> <tr><td>0</td><td>0</td><td>0</td><td>0</td><td>1</td><td>Setting prohibited</td></tr> <tr><td>0</td><td>0</td><td>0</td><td>1</td><td>0</td><td>Setting prohibited</td></tr> <tr><td>0</td><td>0</td><td>0</td><td>1</td><td>1</td><td>Setting prohibited</td></tr> <tr><td>0</td><td>0</td><td>1</td><td>0</td><td>0</td><td>Setting prohibited</td></tr> <tr><td>0</td><td>0</td><td>1</td><td>0</td><td>1</td><td>Setting prohibited</td></tr> <tr><td>0</td><td>0</td><td>1</td><td>1</td><td>0</td><td>Setting prohibited</td></tr> <tr><td>0</td><td>0</td><td>1</td><td>1</td><td>1</td><td>Setting prohibited</td></tr> <tr><td>0</td><td>1</td><td>0</td><td>0</td><td>0</td><td>Setting prohibited</td></tr> <tr><td>0</td><td>1</td><td>0</td><td>0</td><td>1</td><td>Setting prohibited</td></tr> <tr><td>0</td><td>1</td><td>0</td><td>1</td><td>0</td><td>Setting prohibited</td></tr> <tr><td>0</td><td>1</td><td>0</td><td>1</td><td>1</td><td>Setting prohibited</td></tr> <tr><td>1</td><td>0</td><td>0</td><td>0</td><td>0</td><td>16 clocks</td></tr> <tr><td>1</td><td>0</td><td>0</td><td>0</td><td>1</td><td>17 clocks</td></tr> <tr><td>1</td><td>0</td><td>0</td><td>1</td><td>0</td><td>18 clocks</td></tr> <tr><td>1</td><td>0</td><td>0</td><td>1</td><td>1</td><td>19 clocks</td></tr> <tr><td>1</td><td>0</td><td>1</td><td>0</td><td>0</td><td>20 clocks</td></tr> <tr><td>1</td><td>0</td><td>1</td><td>0</td><td>1</td><td>21 clocks</td></tr> <tr><td>1</td><td>0</td><td>1</td><td>1</td><td>0</td><td>22 clocks</td></tr> <tr><td>1</td><td>0</td><td>1</td><td>1</td><td>1</td><td>23 clocks</td></tr> <tr><td>1</td><td>1</td><td>0</td><td>0</td><td>0</td><td>24 clocks</td></tr> <tr><td>1</td><td>1</td><td>0</td><td>0</td><td>1</td><td>25 clocks</td></tr> <tr><td>1</td><td>1</td><td>0</td><td>1</td><td>0</td><td>26 clocks</td></tr> <tr><td>1</td><td>1</td><td>0</td><td>1</td><td>1</td><td>27 clocks</td></tr> <tr><td>1</td><td>1</td><td>1</td><td>0</td><td>0</td><td>28 clocks</td></tr> <tr><td>1</td><td>1</td><td>1</td><td>0</td><td>1</td><td>29 clocks</td></tr> <tr><td>1</td><td>1</td><td>1</td><td>1</td><td>0</td><td>30 clocks</td></tr> <tr><td>1</td><td>1</td><td>1</td><td>1</td><td>1</td><td>31 clocks</td></tr> </tbody> </table> |                |     |          |                    |    |    |           |    |    |           |    |     | FRS[3:0] |  |  |  | Frame rate(Hz) | 0 | 0 | 0 | 0 | 28 | 0 | 0 | 0 | 1 | 30 | 0 | 0 | 1 | 0 | 32 | 0 | 0 | 1 | 1 | 34 | 0 | 1 | 0 | 0 | 36 | 0 | 1 | 0 | 1 | 39 | 0 | 1 | 1 | 0 | 42 | 0 | 1 | 1 | 1 | 46 | 1 | 0 | 0 | 0 | 50 | 1 | 0 | 0 | 1 | 56 | 1 | 0 | 1 | 0 | 62 | 1 | 0 | 1 | 1 | 70 | 1 | 1 | 0 | 0 | 81 | 1 | 1 | 0 | 1 | 96 | 1 | 1 | 1 | 0 | 117 | 1 | 1 | 1 | 1 | 117 | DIVA[1:0] |  | Division Ratio | 0 | 0 | fosc | 0 | 1 | fosc / 2 | 1 | 0 | fosc / 4 | 1 | 1 | fosc / 8 | RTNA[4:0] |  |  |  |  | Clock per Line | 0 | 0 | 0 | 0 | 0 | Setting prohibited | 0 | 0 | 0 | 0 | 1 | Setting prohibited | 0 | 0 | 0 | 1 | 0 | Setting prohibited | 0 | 0 | 0 | 1 | 1 | Setting prohibited | 0 | 0 | 1 | 0 | 0 | Setting prohibited | 0 | 0 | 1 | 0 | 1 | Setting prohibited | 0 | 0 | 1 | 1 | 0 | Setting prohibited | 0 | 0 | 1 | 1 | 1 | Setting prohibited | 0 | 1 | 0 | 0 | 0 | Setting prohibited | 0 | 1 | 0 | 0 | 1 | Setting prohibited | 0 | 1 | 0 | 1 | 0 | Setting prohibited | 0 | 1 | 0 | 1 | 1 | Setting prohibited | 1 | 0 | 0 | 0 | 0 | 16 clocks | 1 | 0 | 0 | 0 | 1 | 17 clocks | 1 | 0 | 0 | 1 | 0 | 18 clocks | 1 | 0 | 0 | 1 | 1 | 19 clocks | 1 | 0 | 1 | 0 | 0 | 20 clocks | 1 | 0 | 1 | 0 | 1 | 21 clocks | 1 | 0 | 1 | 1 | 0 | 22 clocks | 1 | 0 | 1 | 1 | 1 | 23 clocks | 1 | 1 | 0 | 0 | 0 | 24 clocks | 1 | 1 | 0 | 0 | 1 | 25 clocks | 1 | 1 | 0 | 1 | 0 | 26 clocks | 1 | 1 | 0 | 1 | 1 | 27 clocks | 1 | 1 | 1 | 0 | 0 | 28 clocks | 1 | 1 | 1 | 0 | 1 | 29 clocks | 1 | 1 | 1 | 1 | 0 | 30 clocks | 1 | 1 | 1 | 1 | 1 | 31 clocks |
|                           | FRS[3:0]  |                |     |          | Frame rate(Hz)     |    |    |           |    |    |           |    |     |          |  |  |  |                |   |   |   |   |    |   |   |   |   |    |   |   |   |   |    |   |   |   |   |    |   |   |   |   |    |   |   |   |   |    |   |   |   |   |    |   |   |   |   |    |   |   |   |   |    |   |   |   |   |    |   |   |   |   |    |   |   |   |   |    |   |   |   |   |    |   |   |   |   |    |   |   |   |   |     |   |   |   |   |     |           |  |                |   |   |      |   |   |          |   |   |          |   |   |          |           |  |  |  |  |                |   |   |   |   |   |                    |   |   |   |   |   |                    |   |   |   |   |   |                    |   |   |   |   |   |                    |   |   |   |   |   |                    |   |   |   |   |   |                    |   |   |   |   |   |                    |   |   |   |   |   |                    |   |   |   |   |   |                    |   |   |   |   |   |                    |   |   |   |   |   |                    |   |   |   |   |   |                    |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |
|                           | 0   | 0              | 0   | 0        | 28                 |    |    |           |    |    |           |    |     |          |  |  |  |                |   |   |   |   |    |   |   |   |   |    |   |   |   |   |    |   |   |   |   |    |   |   |   |   |    |   |   |   |   |    |   |   |   |   |    |   |   |   |   |    |   |   |   |   |    |   |   |   |   |    |   |   |   |   |    |   |   |   |   |    |   |   |   |   |    |   |   |   |   |    |   |   |   |   |     |   |   |   |   |     |           |  |                |   |   |      |   |   |          |   |   |          |   |   |          |           |  |  |  |  |                |   |   |   |   |   |                    |   |   |   |   |   |                    |   |   |   |   |   |                    |   |   |   |   |   |                    |   |   |   |   |   |                    |   |   |   |   |   |                    |   |   |   |   |   |                    |   |   |   |   |   |                    |   |   |   |   |   |                    |   |   |   |   |   |                    |   |   |   |   |   |                    |   |   |   |   |   |                    |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |
|                           | 0   | 0              | 0   | 1        | 30                 |    |    |           |    |    |           |    |     |          |  |  |  |                |   |   |   |   |    |   |   |   |   |    |   |   |   |   |    |   |   |   |   |    |   |   |   |   |    |   |   |   |   |    |   |   |   |   |    |   |   |   |   |    |   |   |   |   |    |   |   |   |   |    |   |   |   |   |    |   |   |   |   |    |   |   |   |   |    |   |   |   |   |    |   |   |   |   |     |   |   |   |   |     |           |  |                |   |   |      |   |   |          |   |   |          |   |   |          |           |  |  |  |  |                |   |   |   |   |   |                    |   |   |   |   |   |                    |   |   |   |   |   |                    |   |   |   |   |   |                    |   |   |   |   |   |                    |   |   |   |   |   |                    |   |   |   |   |   |                    |   |   |   |   |   |                    |   |   |   |   |   |                    |   |   |   |   |   |                    |   |   |   |   |   |                    |   |   |   |   |   |                    |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |
|                           | 0   | 0              | 1   | 0        | 32                 |    |    |           |    |    |           |    |     |          |  |  |  |                |   |   |   |   |    |   |   |   |   |    |   |   |   |   |    |   |   |   |   |    |   |   |   |   |    |   |   |   |   |    |   |   |   |   |    |   |   |   |   |    |   |   |   |   |    |   |   |   |   |    |   |   |   |   |    |   |   |   |   |    |   |   |   |   |    |   |   |   |   |    |   |   |   |   |     |   |   |   |   |     |           |  |                |   |   |      |   |   |          |   |   |          |   |   |          |           |  |  |  |  |                |   |   |   |   |   |                    |   |   |   |   |   |                    |   |   |   |   |   |                    |   |   |   |   |   |                    |   |   |   |   |   |                    |   |   |   |   |   |                    |   |   |   |   |   |                    |   |   |   |   |   |                    |   |   |   |   |   |                    |   |   |   |   |   |                    |   |   |   |   |   |                    |   |   |   |   |   |                    |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |
|                           | 0   | 0              | 1   | 1        | 34                 |    |    |           |    |    |           |    |     |          |  |  |  |                |   |   |   |   |    |   |   |   |   |    |   |   |   |   |    |   |   |   |   |    |   |   |   |   |    |   |   |   |   |    |   |   |   |   |    |   |   |   |   |    |   |   |   |   |    |   |   |   |   |    |   |   |   |   |    |   |   |   |   |    |   |   |   |   |    |   |   |   |   |    |   |   |   |   |     |   |   |   |   |     |           |  |                |   |   |      |   |   |          |   |   |          |   |   |          |           |  |  |  |  |                |   |   |   |   |   |                    |   |   |   |   |   |                    |   |   |   |   |   |                    |   |   |   |   |   |                    |   |   |   |   |   |                    |   |   |   |   |   |                    |   |   |   |   |   |                    |   |   |   |   |   |                    |   |   |   |   |   |                    |   |   |   |   |   |                    |   |   |   |   |   |                    |   |   |   |   |   |                    |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |
|                           | 0   | 1              | 0   | 0        | 36                 |    |    |           |    |    |           |    |     |          |  |  |  |                |   |   |   |   |    |   |   |   |   |    |   |   |   |   |    |   |   |   |   |    |   |   |   |   |    |   |   |   |   |    |   |   |   |   |    |   |   |   |   |    |   |   |   |   |    |   |   |   |   |    |   |   |   |   |    |   |   |   |   |    |   |   |   |   |    |   |   |   |   |    |   |   |   |   |     |   |   |   |   |     |           |  |                |   |   |      |   |   |          |   |   |          |   |   |          |           |  |  |  |  |                |   |   |   |   |   |                    |   |   |   |   |   |                    |   |   |   |   |   |                    |   |   |   |   |   |                    |   |   |   |   |   |                    |   |   |   |   |   |                    |   |   |   |   |   |                    |   |   |   |   |   |                    |   |   |   |   |   |                    |   |   |   |   |   |                    |   |   |   |   |   |                    |   |   |   |   |   |                    |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |
|                           | 0   | 1              | 0   | 1        | 39                 |    |    |           |    |    |           |    |     |          |  |  |  |                |   |   |   |   |    |   |   |   |   |    |   |   |   |   |    |   |   |   |   |    |   |   |   |   |    |   |   |   |   |    |   |   |   |   |    |   |   |   |   |    |   |   |   |   |    |   |   |   |   |    |   |   |   |   |    |   |   |   |   |    |   |   |   |   |    |   |   |   |   |    |   |   |   |   |     |   |   |   |   |     |           |  |                |   |   |      |   |   |          |   |   |          |   |   |          |           |  |  |  |  |                |   |   |   |   |   |                    |   |   |   |   |   |                    |   |   |   |   |   |                    |   |   |   |   |   |                    |   |   |   |   |   |                    |   |   |   |   |   |                    |   |   |   |   |   |                    |   |   |   |   |   |                    |   |   |   |   |   |                    |   |   |   |   |   |                    |   |   |   |   |   |                    |   |   |   |   |   |                    |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |
|                           | 0   | 1              | 1   | 0        | 42                 |    |    |           |    |    |           |    |     |          |  |  |  |                |   |   |   |   |    |   |   |   |   |    |   |   |   |   |    |   |   |   |   |    |   |   |   |   |    |   |   |   |   |    |   |   |   |   |    |   |   |   |   |    |   |   |   |   |    |   |   |   |   |    |   |   |   |   |    |   |   |   |   |    |   |   |   |   |    |   |   |   |   |    |   |   |   |   |     |   |   |   |   |     |           |  |                |   |   |      |   |   |          |   |   |          |   |   |          |           |  |  |  |  |                |   |   |   |   |   |                    |   |   |   |   |   |                    |   |   |   |   |   |                    |   |   |   |   |   |                    |   |   |   |   |   |                    |   |   |   |   |   |                    |   |   |   |   |   |                    |   |   |   |   |   |                    |   |   |   |   |   |                    |   |   |   |   |   |                    |   |   |   |   |   |                    |   |   |   |   |   |                    |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |
|                           | 0   | 1              | 1   | 1        | 46                 |    |    |           |    |    |           |    |     |          |  |  |  |                |   |   |   |   |    |   |   |   |   |    |   |   |   |   |    |   |   |   |   |    |   |   |   |   |    |   |   |   |   |    |   |   |   |   |    |   |   |   |   |    |   |   |   |   |    |   |   |   |   |    |   |   |   |   |    |   |   |   |   |    |   |   |   |   |    |   |   |   |   |    |   |   |   |   |     |   |   |   |   |     |           |  |                |   |   |      |   |   |          |   |   |          |   |   |          |           |  |  |  |  |                |   |   |   |   |   |                    |   |   |   |   |   |                    |   |   |   |   |   |                    |   |   |   |   |   |                    |   |   |   |   |   |                    |   |   |   |   |   |                    |   |   |   |   |   |                    |   |   |   |   |   |                    |   |   |   |   |   |                    |   |   |   |   |   |                    |   |   |   |   |   |                    |   |   |   |   |   |                    |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |
|                           | 1   | 0              | 0   | 0        | 50                 |    |    |           |    |    |           |    |     |          |  |  |  |                |   |   |   |   |    |   |   |   |   |    |   |   |   |   |    |   |   |   |   |    |   |   |   |   |    |   |   |   |   |    |   |   |   |   |    |   |   |   |   |    |   |   |   |   |    |   |   |   |   |    |   |   |   |   |    |   |   |   |   |    |   |   |   |   |    |   |   |   |   |    |   |   |   |   |     |   |   |   |   |     |           |  |                |   |   |      |   |   |          |   |   |          |   |   |          |           |  |  |  |  |                |   |   |   |   |   |                    |   |   |   |   |   |                    |   |   |   |   |   |                    |   |   |   |   |   |                    |   |   |   |   |   |                    |   |   |   |   |   |                    |   |   |   |   |   |                    |   |   |   |   |   |                    |   |   |   |   |   |                    |   |   |   |   |   |                    |   |   |   |   |   |                    |   |   |   |   |   |                    |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |
|                           | 1   | 0              | 0   | 1        | 56                 |    |    |           |    |    |           |    |     |          |  |  |  |                |   |   |   |   |    |   |   |   |   |    |   |   |   |   |    |   |   |   |   |    |   |   |   |   |    |   |   |   |   |    |   |   |   |   |    |   |   |   |   |    |   |   |   |   |    |   |   |   |   |    |   |   |   |   |    |   |   |   |   |    |   |   |   |   |    |   |   |   |   |    |   |   |   |   |     |   |   |   |   |     |           |  |                |   |   |      |   |   |          |   |   |          |   |   |          |           |  |  |  |  |                |   |   |   |   |   |                    |   |   |   |   |   |                    |   |   |   |   |   |                    |   |   |   |   |   |                    |   |   |   |   |   |                    |   |   |   |   |   |                    |   |   |   |   |   |                    |   |   |   |   |   |                    |   |   |   |   |   |                    |   |   |   |   |   |                    |   |   |   |   |   |                    |   |   |   |   |   |                    |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |
|                           | 1   | 0              | 1   | 0        | 62                 |    |    |           |    |    |           |    |     |          |  |  |  |                |   |   |   |   |    |   |   |   |   |    |   |   |   |   |    |   |   |   |   |    |   |   |   |   |    |   |   |   |   |    |   |   |   |   |    |   |   |   |   |    |   |   |   |   |    |   |   |   |   |    |   |   |   |   |    |   |   |   |   |    |   |   |   |   |    |   |   |   |   |    |   |   |   |   |     |   |   |   |   |     |           |  |                |   |   |      |   |   |          |   |   |          |   |   |          |           |  |  |  |  |                |   |   |   |   |   |                    |   |   |   |   |   |                    |   |   |   |   |   |                    |   |   |   |   |   |                    |   |   |   |   |   |                    |   |   |   |   |   |                    |   |   |   |   |   |                    |   |   |   |   |   |                    |   |   |   |   |   |                    |   |   |   |   |   |                    |   |   |   |   |   |                    |   |   |   |   |   |                    |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |
|                           | 1   | 0              | 1   | 1        | 70                 |    |    |           |    |    |           |    |     |          |  |  |  |                |   |   |   |   |    |   |   |   |   |    |   |   |   |   |    |   |   |   |   |    |   |   |   |   |    |   |   |   |   |    |   |   |   |   |    |   |   |   |   |    |   |   |   |   |    |   |   |   |   |    |   |   |   |   |    |   |   |   |   |    |   |   |   |   |    |   |   |   |   |    |   |   |   |   |     |   |   |   |   |     |           |  |                |   |   |      |   |   |          |   |   |          |   |   |          |           |  |  |  |  |                |   |   |   |   |   |                    |   |   |   |   |   |                    |   |   |   |   |   |                    |   |   |   |   |   |                    |   |   |   |   |   |                    |   |   |   |   |   |                    |   |   |   |   |   |                    |   |   |   |   |   |                    |   |   |   |   |   |                    |   |   |   |   |   |                    |   |   |   |   |   |                    |   |   |   |   |   |                    |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |
|                           | 1   | 1              | 0   | 0        | 81                 |    |    |           |    |    |           |    |     |          |  |  |  |                |   |   |   |   |    |   |   |   |   |    |   |   |   |   |    |   |   |   |   |    |   |   |   |   |    |   |   |   |   |    |   |   |   |   |    |   |   |   |   |    |   |   |   |   |    |   |   |   |   |    |   |   |   |   |    |   |   |   |   |    |   |   |   |   |    |   |   |   |   |    |   |   |   |   |     |   |   |   |   |     |           |  |                |   |   |      |   |   |          |   |   |          |   |   |          |           |  |  |  |  |                |   |   |   |   |   |                    |   |   |   |   |   |                    |   |   |   |   |   |                    |   |   |   |   |   |                    |   |   |   |   |   |                    |   |   |   |   |   |                    |   |   |   |   |   |                    |   |   |   |   |   |                    |   |   |   |   |   |                    |   |   |   |   |   |                    |   |   |   |   |   |                    |   |   |   |   |   |                    |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |
| 1                         | 1   | 0              | 1   | 96       |                    |    |    |           |    |    |           |    |     |          |  |  |  |                |   |   |   |   |    |   |   |   |   |    |   |   |   |   |    |   |   |   |   |    |   |   |   |   |    |   |   |   |   |    |   |   |   |   |    |   |   |   |   |    |   |   |   |   |    |   |   |   |   |    |   |   |   |   |    |   |   |   |   |    |   |   |   |   |    |   |   |   |   |    |   |   |   |   |     |   |   |   |   |     |           |  |                |   |   |      |   |   |          |   |   |          |   |   |          |           |  |  |  |  |                |   |   |   |   |   |                    |   |   |   |   |   |                    |   |   |   |   |   |                    |   |   |   |   |   |                    |   |   |   |   |   |                    |   |   |   |   |   |                    |   |   |   |   |   |                    |   |   |   |   |   |                    |   |   |   |   |   |                    |   |   |   |   |   |                    |   |   |   |   |   |                    |   |   |   |   |   |                    |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |
| 1                         | 1   | 1              | 0   | 117      |                    |    |    |           |    |    |           |    |     |          |  |  |  |                |   |   |   |   |    |   |   |   |   |    |   |   |   |   |    |   |   |   |   |    |   |   |   |   |    |   |   |   |   |    |   |   |   |   |    |   |   |   |   |    |   |   |   |   |    |   |   |   |   |    |   |   |   |   |    |   |   |   |   |    |   |   |   |   |    |   |   |   |   |    |   |   |   |   |     |   |   |   |   |     |           |  |                |   |   |      |   |   |          |   |   |          |   |   |          |           |  |  |  |  |                |   |   |   |   |   |                    |   |   |   |   |   |                    |   |   |   |   |   |                    |   |   |   |   |   |                    |   |   |   |   |   |                    |   |   |   |   |   |                    |   |   |   |   |   |                    |   |   |   |   |   |                    |   |   |   |   |   |                    |   |   |   |   |   |                    |   |   |   |   |   |                    |   |   |   |   |   |                    |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |
| 1                         | 1   | 1              | 1   | 117      |                    |    |    |           |    |    |           |    |     |          |  |  |  |                |   |   |   |   |    |   |   |   |   |    |   |   |   |   |    |   |   |   |   |    |   |   |   |   |    |   |   |   |   |    |   |   |   |   |    |   |   |   |   |    |   |   |   |   |    |   |   |   |   |    |   |   |   |   |    |   |   |   |   |    |   |   |   |   |    |   |   |   |   |    |   |   |   |   |     |   |   |   |   |     |           |  |                |   |   |      |   |   |          |   |   |          |   |   |          |           |  |  |  |  |                |   |   |   |   |   |                    |   |   |   |   |   |                    |   |   |   |   |   |                    |   |   |   |   |   |                    |   |   |   |   |   |                    |   |   |   |   |   |                    |   |   |   |   |   |                    |   |   |   |   |   |                    |   |   |   |   |   |                    |   |   |   |   |   |                    |   |   |   |   |   |                    |   |   |   |   |   |                    |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |
| DIVA[1:0]                 |   | Division Ratio |     |          |                    |    |    |           |    |    |           |    |     |          |  |  |  |                |   |   |   |   |    |   |   |   |   |    |   |   |   |   |    |   |   |   |   |    |   |   |   |   |    |   |   |   |   |    |   |   |   |   |    |   |   |   |   |    |   |   |   |   |    |   |   |   |   |    |   |   |   |   |    |   |   |   |   |    |   |   |   |   |    |   |   |   |   |    |   |   |   |   |     |   |   |   |   |     |           |  |                |   |   |      |   |   |          |   |   |          |   |   |          |           |  |  |  |  |                |   |   |   |   |   |                    |   |   |   |   |   |                    |   |   |   |   |   |                    |   |   |   |   |   |                    |   |   |   |   |   |                    |   |   |   |   |   |                    |   |   |   |   |   |                    |   |   |   |   |   |                    |   |   |   |   |   |                    |   |   |   |   |   |                    |   |   |   |   |   |                    |   |   |   |   |   |                    |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |
| 0                         | 0   | fosc           |     |          |                    |    |    |           |    |    |           |    |     |          |  |  |  |                |   |   |   |   |    |   |   |   |   |    |   |   |   |   |    |   |   |   |   |    |   |   |   |   |    |   |   |   |   |    |   |   |   |   |    |   |   |   |   |    |   |   |   |   |    |   |   |   |   |    |   |   |   |   |    |   |   |   |   |    |   |   |   |   |    |   |   |   |   |    |   |   |   |   |     |   |   |   |   |     |           |  |                |   |   |      |   |   |          |   |   |          |   |   |          |           |  |  |  |  |                |   |   |   |   |   |                    |   |   |   |   |   |                    |   |   |   |   |   |                    |   |   |   |   |   |                    |   |   |   |   |   |                    |   |   |   |   |   |                    |   |   |   |   |   |                    |   |   |   |   |   |                    |   |   |   |   |   |                    |   |   |   |   |   |                    |   |   |   |   |   |                    |   |   |   |   |   |                    |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |
| 0                         | 1   | fosc / 2       |     |          |                    |    |    |           |    |    |           |    |     |          |  |  |  |                |   |   |   |   |    |   |   |   |   |    |   |   |   |   |    |   |   |   |   |    |   |   |   |   |    |   |   |   |   |    |   |   |   |   |    |   |   |   |   |    |   |   |   |   |    |   |   |   |   |    |   |   |   |   |    |   |   |   |   |    |   |   |   |   |    |   |   |   |   |    |   |   |   |   |     |   |   |   |   |     |           |  |                |   |   |      |   |   |          |   |   |          |   |   |          |           |  |  |  |  |                |   |   |   |   |   |                    |   |   |   |   |   |                    |   |   |   |   |   |                    |   |   |   |   |   |                    |   |   |   |   |   |                    |   |   |   |   |   |                    |   |   |   |   |   |                    |   |   |   |   |   |                    |   |   |   |   |   |                    |   |   |   |   |   |                    |   |   |   |   |   |                    |   |   |   |   |   |                    |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |
| 1                         | 0   | fosc / 4       |     |          |                    |    |    |           |    |    |           |    |     |          |  |  |  |                |   |   |   |   |    |   |   |   |   |    |   |   |   |   |    |   |   |   |   |    |   |   |   |   |    |   |   |   |   |    |   |   |   |   |    |   |   |   |   |    |   |   |   |   |    |   |   |   |   |    |   |   |   |   |    |   |   |   |   |    |   |   |   |   |    |   |   |   |   |    |   |   |   |   |     |   |   |   |   |     |           |  |                |   |   |      |   |   |          |   |   |          |   |   |          |           |  |  |  |  |                |   |   |   |   |   |                    |   |   |   |   |   |                    |   |   |   |   |   |                    |   |   |   |   |   |                    |   |   |   |   |   |                    |   |   |   |   |   |                    |   |   |   |   |   |                    |   |   |   |   |   |                    |   |   |   |   |   |                    |   |   |   |   |   |                    |   |   |   |   |   |                    |   |   |   |   |   |                    |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |
| 1                         | 1   | fosc / 8       |     |          |                    |    |    |           |    |    |           |    |     |          |  |  |  |                |   |   |   |   |    |   |   |   |   |    |   |   |   |   |    |   |   |   |   |    |   |   |   |   |    |   |   |   |   |    |   |   |   |   |    |   |   |   |   |    |   |   |   |   |    |   |   |   |   |    |   |   |   |   |    |   |   |   |   |    |   |   |   |   |    |   |   |   |   |    |   |   |   |   |     |   |   |   |   |     |           |  |                |   |   |      |   |   |          |   |   |          |   |   |          |           |  |  |  |  |                |   |   |   |   |   |                    |   |   |   |   |   |                    |   |   |   |   |   |                    |   |   |   |   |   |                    |   |   |   |   |   |                    |   |   |   |   |   |                    |   |   |   |   |   |                    |   |   |   |   |   |                    |   |   |   |   |   |                    |   |   |   |   |   |                    |   |   |   |   |   |                    |   |   |   |   |   |                    |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |
| RTNA[4:0]                 |   |                |     |          | Clock per Line     |    |    |           |    |    |           |    |     |          |  |  |  |                |   |   |   |   |    |   |   |   |   |    |   |   |   |   |    |   |   |   |   |    |   |   |   |   |    |   |   |   |   |    |   |   |   |   |    |   |   |   |   |    |   |   |   |   |    |   |   |   |   |    |   |   |   |   |    |   |   |   |   |    |   |   |   |   |    |   |   |   |   |    |   |   |   |   |     |   |   |   |   |     |           |  |                |   |   |      |   |   |          |   |   |          |   |   |          |           |  |  |  |  |                |   |   |   |   |   |                    |   |   |   |   |   |                    |   |   |   |   |   |                    |   |   |   |   |   |                    |   |   |   |   |   |                    |   |   |   |   |   |                    |   |   |   |   |   |                    |   |   |   |   |   |                    |   |   |   |   |   |                    |   |   |   |   |   |                    |   |   |   |   |   |                    |   |   |   |   |   |                    |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |
| 0                         | 0   | 0              | 0   | 0        | Setting prohibited |    |    |           |    |    |           |    |     |          |  |  |  |                |   |   |   |   |    |   |   |   |   |    |   |   |   |   |    |   |   |   |   |    |   |   |   |   |    |   |   |   |   |    |   |   |   |   |    |   |   |   |   |    |   |   |   |   |    |   |   |   |   |    |   |   |   |   |    |   |   |   |   |    |   |   |   |   |    |   |   |   |   |    |   |   |   |   |     |   |   |   |   |     |           |  |                |   |   |      |   |   |          |   |   |          |   |   |          |           |  |  |  |  |                |   |   |   |   |   |                    |   |   |   |   |   |                    |   |   |   |   |   |                    |   |   |   |   |   |                    |   |   |   |   |   |                    |   |   |   |   |   |                    |   |   |   |   |   |                    |   |   |   |   |   |                    |   |   |   |   |   |                    |   |   |   |   |   |                    |   |   |   |   |   |                    |   |   |   |   |   |                    |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |
| 0                         | 0   | 0              | 0   | 1        | Setting prohibited |    |    |           |    |    |           |    |     |          |  |  |  |                |   |   |   |   |    |   |   |   |   |    |   |   |   |   |    |   |   |   |   |    |   |   |   |   |    |   |   |   |   |    |   |   |   |   |    |   |   |   |   |    |   |   |   |   |    |   |   |   |   |    |   |   |   |   |    |   |   |   |   |    |   |   |   |   |    |   |   |   |   |    |   |   |   |   |     |   |   |   |   |     |           |  |                |   |   |      |   |   |          |   |   |          |   |   |          |           |  |  |  |  |                |   |   |   |   |   |                    |   |   |   |   |   |                    |   |   |   |   |   |                    |   |   |   |   |   |                    |   |   |   |   |   |                    |   |   |   |   |   |                    |   |   |   |   |   |                    |   |   |   |   |   |                    |   |   |   |   |   |                    |   |   |   |   |   |                    |   |   |   |   |   |                    |   |   |   |   |   |                    |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |
| 0                         | 0   | 0              | 1   | 0        | Setting prohibited |    |    |           |    |    |           |    |     |          |  |  |  |                |   |   |   |   |    |   |   |   |   |    |   |   |   |   |    |   |   |   |   |    |   |   |   |   |    |   |   |   |   |    |   |   |   |   |    |   |   |   |   |    |   |   |   |   |    |   |   |   |   |    |   |   |   |   |    |   |   |   |   |    |   |   |   |   |    |   |   |   |   |    |   |   |   |   |     |   |   |   |   |     |           |  |                |   |   |      |   |   |          |   |   |          |   |   |          |           |  |  |  |  |                |   |   |   |   |   |                    |   |   |   |   |   |                    |   |   |   |   |   |                    |   |   |   |   |   |                    |   |   |   |   |   |                    |   |   |   |   |   |                    |   |   |   |   |   |                    |   |   |   |   |   |                    |   |   |   |   |   |                    |   |   |   |   |   |                    |   |   |   |   |   |                    |   |   |   |   |   |                    |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |
| 0                         | 0   | 0              | 1   | 1        | Setting prohibited |    |    |           |    |    |           |    |     |          |  |  |  |                |   |   |   |   |    |   |   |   |   |    |   |   |   |   |    |   |   |   |   |    |   |   |   |   |    |   |   |   |   |    |   |   |   |   |    |   |   |   |   |    |   |   |   |   |    |   |   |   |   |    |   |   |   |   |    |   |   |   |   |    |   |   |   |   |    |   |   |   |   |    |   |   |   |   |     |   |   |   |   |     |           |  |                |   |   |      |   |   |          |   |   |          |   |   |          |           |  |  |  |  |                |   |   |   |   |   |                    |   |   |   |   |   |                    |   |   |   |   |   |                    |   |   |   |   |   |                    |   |   |   |   |   |                    |   |   |   |   |   |                    |   |   |   |   |   |                    |   |   |   |   |   |                    |   |   |   |   |   |                    |   |   |   |   |   |                    |   |   |   |   |   |                    |   |   |   |   |   |                    |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |
| 0                         | 0   | 1              | 0   | 0        | Setting prohibited |    |    |           |    |    |           |    |     |          |  |  |  |                |   |   |   |   |    |   |   |   |   |    |   |   |   |   |    |   |   |   |   |    |   |   |   |   |    |   |   |   |   |    |   |   |   |   |    |   |   |   |   |    |   |   |   |   |    |   |   |   |   |    |   |   |   |   |    |   |   |   |   |    |   |   |   |   |    |   |   |   |   |    |   |   |   |   |     |   |   |   |   |     |           |  |                |   |   |      |   |   |          |   |   |          |   |   |          |           |  |  |  |  |                |   |   |   |   |   |                    |   |   |   |   |   |                    |   |   |   |   |   |                    |   |   |   |   |   |                    |   |   |   |   |   |                    |   |   |   |   |   |                    |   |   |   |   |   |                    |   |   |   |   |   |                    |   |   |   |   |   |                    |   |   |   |   |   |                    |   |   |   |   |   |                    |   |   |   |   |   |                    |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |
| 0                         | 0   | 1              | 0   | 1        | Setting prohibited |    |    |           |    |    |           |    |     |          |  |  |  |                |   |   |   |   |    |   |   |   |   |    |   |   |   |   |    |   |   |   |   |    |   |   |   |   |    |   |   |   |   |    |   |   |   |   |    |   |   |   |   |    |   |   |   |   |    |   |   |   |   |    |   |   |   |   |    |   |   |   |   |    |   |   |   |   |    |   |   |   |   |    |   |   |   |   |     |   |   |   |   |     |           |  |                |   |   |      |   |   |          |   |   |          |   |   |          |           |  |  |  |  |                |   |   |   |   |   |                    |   |   |   |   |   |                    |   |   |   |   |   |                    |   |   |   |   |   |                    |   |   |   |   |   |                    |   |   |   |   |   |                    |   |   |   |   |   |                    |   |   |   |   |   |                    |   |   |   |   |   |                    |   |   |   |   |   |                    |   |   |   |   |   |                    |   |   |   |   |   |                    |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |
| 0                         | 0   | 1              | 1   | 0        | Setting prohibited |    |    |           |    |    |           |    |     |          |  |  |  |                |   |   |   |   |    |   |   |   |   |    |   |   |   |   |    |   |   |   |   |    |   |   |   |   |    |   |   |   |   |    |   |   |   |   |    |   |   |   |   |    |   |   |   |   |    |   |   |   |   |    |   |   |   |   |    |   |   |   |   |    |   |   |   |   |    |   |   |   |   |    |   |   |   |   |     |   |   |   |   |     |           |  |                |   |   |      |   |   |          |   |   |          |   |   |          |           |  |  |  |  |                |   |   |   |   |   |                    |   |   |   |   |   |                    |   |   |   |   |   |                    |   |   |   |   |   |                    |   |   |   |   |   |                    |   |   |   |   |   |                    |   |   |   |   |   |                    |   |   |   |   |   |                    |   |   |   |   |   |                    |   |   |   |   |   |                    |   |   |   |   |   |                    |   |   |   |   |   |                    |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |
| 0                         | 0   | 1              | 1   | 1        | Setting prohibited |    |    |           |    |    |           |    |     |          |  |  |  |                |   |   |   |   |    |   |   |   |   |    |   |   |   |   |    |   |   |   |   |    |   |   |   |   |    |   |   |   |   |    |   |   |   |   |    |   |   |   |   |    |   |   |   |   |    |   |   |   |   |    |   |   |   |   |    |   |   |   |   |    |   |   |   |   |    |   |   |   |   |    |   |   |   |   |     |   |   |   |   |     |           |  |                |   |   |      |   |   |          |   |   |          |   |   |          |           |  |  |  |  |                |   |   |   |   |   |                    |   |   |   |   |   |                    |   |   |   |   |   |                    |   |   |   |   |   |                    |   |   |   |   |   |                    |   |   |   |   |   |                    |   |   |   |   |   |                    |   |   |   |   |   |                    |   |   |   |   |   |                    |   |   |   |   |   |                    |   |   |   |   |   |                    |   |   |   |   |   |                    |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |
| 0                         | 1   | 0              | 0   | 0        | Setting prohibited |    |    |           |    |    |           |    |     |          |  |  |  |                |   |   |   |   |    |   |   |   |   |    |   |   |   |   |    |   |   |   |   |    |   |   |   |   |    |   |   |   |   |    |   |   |   |   |    |   |   |   |   |    |   |   |   |   |    |   |   |   |   |    |   |   |   |   |    |   |   |   |   |    |   |   |   |   |    |   |   |   |   |    |   |   |   |   |     |   |   |   |   |     |           |  |                |   |   |      |   |   |          |   |   |          |   |   |          |           |  |  |  |  |                |   |   |   |   |   |                    |   |   |   |   |   |                    |   |   |   |   |   |                    |   |   |   |   |   |                    |   |   |   |   |   |                    |   |   |   |   |   |                    |   |   |   |   |   |                    |   |   |   |   |   |                    |   |   |   |   |   |                    |   |   |   |   |   |                    |   |   |   |   |   |                    |   |   |   |   |   |                    |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |
| 0                         | 1   | 0              | 0   | 1        | Setting prohibited |    |    |           |    |    |           |    |     |          |  |  |  |                |   |   |   |   |    |   |   |   |   |    |   |   |   |   |    |   |   |   |   |    |   |   |   |   |    |   |   |   |   |    |   |   |   |   |    |   |   |   |   |    |   |   |   |   |    |   |   |   |   |    |   |   |   |   |    |   |   |   |   |    |   |   |   |   |    |   |   |   |   |    |   |   |   |   |     |   |   |   |   |     |           |  |                |   |   |      |   |   |          |   |   |          |   |   |          |           |  |  |  |  |                |   |   |   |   |   |                    |   |   |   |   |   |                    |   |   |   |   |   |                    |   |   |   |   |   |                    |   |   |   |   |   |                    |   |   |   |   |   |                    |   |   |   |   |   |                    |   |   |   |   |   |                    |   |   |   |   |   |                    |   |   |   |   |   |                    |   |   |   |   |   |                    |   |   |   |   |   |                    |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |
| 0                         | 1   | 0              | 1   | 0        | Setting prohibited |    |    |           |    |    |           |    |     |          |  |  |  |                |   |   |   |   |    |   |   |   |   |    |   |   |   |   |    |   |   |   |   |    |   |   |   |   |    |   |   |   |   |    |   |   |   |   |    |   |   |   |   |    |   |   |   |   |    |   |   |   |   |    |   |   |   |   |    |   |   |   |   |    |   |   |   |   |    |   |   |   |   |    |   |   |   |   |     |   |   |   |   |     |           |  |                |   |   |      |   |   |          |   |   |          |   |   |          |           |  |  |  |  |                |   |   |   |   |   |                    |   |   |   |   |   |                    |   |   |   |   |   |                    |   |   |   |   |   |                    |   |   |   |   |   |                    |   |   |   |   |   |                    |   |   |   |   |   |                    |   |   |   |   |   |                    |   |   |   |   |   |                    |   |   |   |   |   |                    |   |   |   |   |   |                    |   |   |   |   |   |                    |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |
| 0                         | 1   | 0              | 1   | 1        | Setting prohibited |    |    |           |    |    |           |    |     |          |  |  |  |                |   |   |   |   |    |   |   |   |   |    |   |   |   |   |    |   |   |   |   |    |   |   |   |   |    |   |   |   |   |    |   |   |   |   |    |   |   |   |   |    |   |   |   |   |    |   |   |   |   |    |   |   |   |   |    |   |   |   |   |    |   |   |   |   |    |   |   |   |   |    |   |   |   |   |     |   |   |   |   |     |           |  |                |   |   |      |   |   |          |   |   |          |   |   |          |           |  |  |  |  |                |   |   |   |   |   |                    |   |   |   |   |   |                    |   |   |   |   |   |                    |   |   |   |   |   |                    |   |   |   |   |   |                    |   |   |   |   |   |                    |   |   |   |   |   |                    |   |   |   |   |   |                    |   |   |   |   |   |                    |   |   |   |   |   |                    |   |   |   |   |   |                    |   |   |   |   |   |                    |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |
| 1                         | 0   | 0              | 0   | 0        | 16 clocks          |    |    |           |    |    |           |    |     |          |  |  |  |                |   |   |   |   |    |   |   |   |   |    |   |   |   |   |    |   |   |   |   |    |   |   |   |   |    |   |   |   |   |    |   |   |   |   |    |   |   |   |   |    |   |   |   |   |    |   |   |   |   |    |   |   |   |   |    |   |   |   |   |    |   |   |   |   |    |   |   |   |   |    |   |   |   |   |     |   |   |   |   |     |           |  |                |   |   |      |   |   |          |   |   |          |   |   |          |           |  |  |  |  |                |   |   |   |   |   |                    |   |   |   |   |   |                    |   |   |   |   |   |                    |   |   |   |   |   |                    |   |   |   |   |   |                    |   |   |   |   |   |                    |   |   |   |   |   |                    |   |   |   |   |   |                    |   |   |   |   |   |                    |   |   |   |   |   |                    |   |   |   |   |   |                    |   |   |   |   |   |                    |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |
| 1                         | 0   | 0              | 0   | 1        | 17 clocks          |    |    |           |    |    |           |    |     |          |  |  |  |                |   |   |   |   |    |   |   |   |   |    |   |   |   |   |    |   |   |   |   |    |   |   |   |   |    |   |   |   |   |    |   |   |   |   |    |   |   |   |   |    |   |   |   |   |    |   |   |   |   |    |   |   |   |   |    |   |   |   |   |    |   |   |   |   |    |   |   |   |   |    |   |   |   |   |     |   |   |   |   |     |           |  |                |   |   |      |   |   |          |   |   |          |   |   |          |           |  |  |  |  |                |   |   |   |   |   |                    |   |   |   |   |   |                    |   |   |   |   |   |                    |   |   |   |   |   |                    |   |   |   |   |   |                    |   |   |   |   |   |                    |   |   |   |   |   |                    |   |   |   |   |   |                    |   |   |   |   |   |                    |   |   |   |   |   |                    |   |   |   |   |   |                    |   |   |   |   |   |                    |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |
| 1                         | 0   | 0              | 1   | 0        | 18 clocks          |    |    |           |    |    |           |    |     |          |  |  |  |                |   |   |   |   |    |   |   |   |   |    |   |   |   |   |    |   |   |   |   |    |   |   |   |   |    |   |   |   |   |    |   |   |   |   |    |   |   |   |   |    |   |   |   |   |    |   |   |   |   |    |   |   |   |   |    |   |   |   |   |    |   |   |   |   |    |   |   |   |   |    |   |   |   |   |     |   |   |   |   |     |           |  |                |   |   |      |   |   |          |   |   |          |   |   |          |           |  |  |  |  |                |   |   |   |   |   |                    |   |   |   |   |   |                    |   |   |   |   |   |                    |   |   |   |   |   |                    |   |   |   |   |   |                    |   |   |   |   |   |                    |   |   |   |   |   |                    |   |   |   |   |   |                    |   |   |   |   |   |                    |   |   |   |   |   |                    |   |   |   |   |   |                    |   |   |   |   |   |                    |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |
| 1                         | 0   | 0              | 1   | 1        | 19 clocks          |    |    |           |    |    |           |    |     |          |  |  |  |                |   |   |   |   |    |   |   |   |   |    |   |   |   |   |    |   |   |   |   |    |   |   |   |   |    |   |   |   |   |    |   |   |   |   |    |   |   |   |   |    |   |   |   |   |    |   |   |   |   |    |   |   |   |   |    |   |   |   |   |    |   |   |   |   |    |   |   |   |   |    |   |   |   |   |     |   |   |   |   |     |           |  |                |   |   |      |   |   |          |   |   |          |   |   |          |           |  |  |  |  |                |   |   |   |   |   |                    |   |   |   |   |   |                    |   |   |   |   |   |                    |   |   |   |   |   |                    |   |   |   |   |   |                    |   |   |   |   |   |                    |   |   |   |   |   |                    |   |   |   |   |   |                    |   |   |   |   |   |                    |   |   |   |   |   |                    |   |   |   |   |   |                    |   |   |   |   |   |                    |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |
| 1                         | 0   | 1              | 0   | 0        | 20 clocks          |    |    |           |    |    |           |    |     |          |  |  |  |                |   |   |   |   |    |   |   |   |   |    |   |   |   |   |    |   |   |   |   |    |   |   |   |   |    |   |   |   |   |    |   |   |   |   |    |   |   |   |   |    |   |   |   |   |    |   |   |   |   |    |   |   |   |   |    |   |   |   |   |    |   |   |   |   |    |   |   |   |   |    |   |   |   |   |     |   |   |   |   |     |           |  |                |   |   |      |   |   |          |   |   |          |   |   |          |           |  |  |  |  |                |   |   |   |   |   |                    |   |   |   |   |   |                    |   |   |   |   |   |                    |   |   |   |   |   |                    |   |   |   |   |   |                    |   |   |   |   |   |                    |   |   |   |   |   |                    |   |   |   |   |   |                    |   |   |   |   |   |                    |   |   |   |   |   |                    |   |   |   |   |   |                    |   |   |   |   |   |                    |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |
| 1                         | 0   | 1              | 0   | 1        | 21 clocks          |    |    |           |    |    |           |    |     |          |  |  |  |                |   |   |   |   |    |   |   |   |   |    |   |   |   |   |    |   |   |   |   |    |   |   |   |   |    |   |   |   |   |    |   |   |   |   |    |   |   |   |   |    |   |   |   |   |    |   |   |   |   |    |   |   |   |   |    |   |   |   |   |    |   |   |   |   |    |   |   |   |   |    |   |   |   |   |     |   |   |   |   |     |           |  |                |   |   |      |   |   |          |   |   |          |   |   |          |           |  |  |  |  |                |   |   |   |   |   |                    |   |   |   |   |   |                    |   |   |   |   |   |                    |   |   |   |   |   |                    |   |   |   |   |   |                    |   |   |   |   |   |                    |   |   |   |   |   |                    |   |   |   |   |   |                    |   |   |   |   |   |                    |   |   |   |   |   |                    |   |   |   |   |   |                    |   |   |   |   |   |                    |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |
| 1                         | 0   | 1              | 1   | 0        | 22 clocks          |    |    |           |    |    |           |    |     |          |  |  |  |                |   |   |   |   |    |   |   |   |   |    |   |   |   |   |    |   |   |   |   |    |   |   |   |   |    |   |   |   |   |    |   |   |   |   |    |   |   |   |   |    |   |   |   |   |    |   |   |   |   |    |   |   |   |   |    |   |   |   |   |    |   |   |   |   |    |   |   |   |   |    |   |   |   |   |     |   |   |   |   |     |           |  |                |   |   |      |   |   |          |   |   |          |   |   |          |           |  |  |  |  |                |   |   |   |   |   |                    |   |   |   |   |   |                    |   |   |   |   |   |                    |   |   |   |   |   |                    |   |   |   |   |   |                    |   |   |   |   |   |                    |   |   |   |   |   |                    |   |   |   |   |   |                    |   |   |   |   |   |                    |   |   |   |   |   |                    |   |   |   |   |   |                    |   |   |   |   |   |                    |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |
| 1                         | 0   | 1              | 1   | 1        | 23 clocks          |    |    |           |    |    |           |    |     |          |  |  |  |                |   |   |   |   |    |   |   |   |   |    |   |   |   |   |    |   |   |   |   |    |   |   |   |   |    |   |   |   |   |    |   |   |   |   |    |   |   |   |   |    |   |   |   |   |    |   |   |   |   |    |   |   |   |   |    |   |   |   |   |    |   |   |   |   |    |   |   |   |   |    |   |   |   |   |     |   |   |   |   |     |           |  |                |   |   |      |   |   |          |   |   |          |   |   |          |           |  |  |  |  |                |   |   |   |   |   |                    |   |   |   |   |   |                    |   |   |   |   |   |                    |   |   |   |   |   |                    |   |   |   |   |   |                    |   |   |   |   |   |                    |   |   |   |   |   |                    |   |   |   |   |   |                    |   |   |   |   |   |                    |   |   |   |   |   |                    |   |   |   |   |   |                    |   |   |   |   |   |                    |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |
| 1                         | 1   | 0              | 0   | 0        | 24 clocks          |    |    |           |    |    |           |    |     |          |  |  |  |                |   |   |   |   |    |   |   |   |   |    |   |   |   |   |    |   |   |   |   |    |   |   |   |   |    |   |   |   |   |    |   |   |   |   |    |   |   |   |   |    |   |   |   |   |    |   |   |   |   |    |   |   |   |   |    |   |   |   |   |    |   |   |   |   |    |   |   |   |   |    |   |   |   |   |     |   |   |   |   |     |           |  |                |   |   |      |   |   |          |   |   |          |   |   |          |           |  |  |  |  |                |   |   |   |   |   |                    |   |   |   |   |   |                    |   |   |   |   |   |                    |   |   |   |   |   |                    |   |   |   |   |   |                    |   |   |   |   |   |                    |   |   |   |   |   |                    |   |   |   |   |   |                    |   |   |   |   |   |                    |   |   |   |   |   |                    |   |   |   |   |   |                    |   |   |   |   |   |                    |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |
| 1                         | 1   | 0              | 0   | 1        | 25 clocks          |    |    |           |    |    |           |    |     |          |  |  |  |                |   |   |   |   |    |   |   |   |   |    |   |   |   |   |    |   |   |   |   |    |   |   |   |   |    |   |   |   |   |    |   |   |   |   |    |   |   |   |   |    |   |   |   |   |    |   |   |   |   |    |   |   |   |   |    |   |   |   |   |    |   |   |   |   |    |   |   |   |   |    |   |   |   |   |     |   |   |   |   |     |           |  |                |   |   |      |   |   |          |   |   |          |   |   |          |           |  |  |  |  |                |   |   |   |   |   |                    |   |   |   |   |   |                    |   |   |   |   |   |                    |   |   |   |   |   |                    |   |   |   |   |   |                    |   |   |   |   |   |                    |   |   |   |   |   |                    |   |   |   |   |   |                    |   |   |   |   |   |                    |   |   |   |   |   |                    |   |   |   |   |   |                    |   |   |   |   |   |                    |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |
| 1                         | 1   | 0              | 1   | 0        | 26 clocks          |    |    |           |    |    |           |    |     |          |  |  |  |                |   |   |   |   |    |   |   |   |   |    |   |   |   |   |    |   |   |   |   |    |   |   |   |   |    |   |   |   |   |    |   |   |   |   |    |   |   |   |   |    |   |   |   |   |    |   |   |   |   |    |   |   |   |   |    |   |   |   |   |    |   |   |   |   |    |   |   |   |   |    |   |   |   |   |     |   |   |   |   |     |           |  |                |   |   |      |   |   |          |   |   |          |   |   |          |           |  |  |  |  |                |   |   |   |   |   |                    |   |   |   |   |   |                    |   |   |   |   |   |                    |   |   |   |   |   |                    |   |   |   |   |   |                    |   |   |   |   |   |                    |   |   |   |   |   |                    |   |   |   |   |   |                    |   |   |   |   |   |                    |   |   |   |   |   |                    |   |   |   |   |   |                    |   |   |   |   |   |                    |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |
| 1                         | 1   | 0              | 1   | 1        | 27 clocks          |    |    |           |    |    |           |    |     |          |  |  |  |                |   |   |   |   |    |   |   |   |   |    |   |   |   |   |    |   |   |   |   |    |   |   |   |   |    |   |   |   |   |    |   |   |   |   |    |   |   |   |   |    |   |   |   |   |    |   |   |   |   |    |   |   |   |   |    |   |   |   |   |    |   |   |   |   |    |   |   |   |   |    |   |   |   |   |     |   |   |   |   |     |           |  |                |   |   |      |   |   |          |   |   |          |   |   |          |           |  |  |  |  |                |   |   |   |   |   |                    |   |   |   |   |   |                    |   |   |   |   |   |                    |   |   |   |   |   |                    |   |   |   |   |   |                    |   |   |   |   |   |                    |   |   |   |   |   |                    |   |   |   |   |   |                    |   |   |   |   |   |                    |   |   |   |   |   |                    |   |   |   |   |   |                    |   |   |   |   |   |                    |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |
| 1                         | 1   | 1              | 0   | 0        | 28 clocks          |    |    |           |    |    |           |    |     |          |  |  |  |                |   |   |   |   |    |   |   |   |   |    |   |   |   |   |    |   |   |   |   |    |   |   |   |   |    |   |   |   |   |    |   |   |   |   |    |   |   |   |   |    |   |   |   |   |    |   |   |   |   |    |   |   |   |   |    |   |   |   |   |    |   |   |   |   |    |   |   |   |   |    |   |   |   |   |     |   |   |   |   |     |           |  |                |   |   |      |   |   |          |   |   |          |   |   |          |           |  |  |  |  |                |   |   |   |   |   |                    |   |   |   |   |   |                    |   |   |   |   |   |                    |   |   |   |   |   |                    |   |   |   |   |   |                    |   |   |   |   |   |                    |   |   |   |   |   |                    |   |   |   |   |   |                    |   |   |   |   |   |                    |   |   |   |   |   |                    |   |   |   |   |   |                    |   |   |   |   |   |                    |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |
| 1                         | 1   | 1              | 0   | 1        | 29 clocks          |    |    |           |    |    |           |    |     |          |  |  |  |                |   |   |   |   |    |   |   |   |   |    |   |   |   |   |    |   |   |   |   |    |   |   |   |   |    |   |   |   |   |    |   |   |   |   |    |   |   |   |   |    |   |   |   |   |    |   |   |   |   |    |   |   |   |   |    |   |   |   |   |    |   |   |   |   |    |   |   |   |   |    |   |   |   |   |     |   |   |   |   |     |           |  |                |   |   |      |   |   |          |   |   |          |   |   |          |           |  |  |  |  |                |   |   |   |   |   |                    |   |   |   |   |   |                    |   |   |   |   |   |                    |   |   |   |   |   |                    |   |   |   |   |   |                    |   |   |   |   |   |                    |   |   |   |   |   |                    |   |   |   |   |   |                    |   |   |   |   |   |                    |   |   |   |   |   |                    |   |   |   |   |   |                    |   |   |   |   |   |                    |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |
| 1                         | 1   | 1              | 1   | 0        | 30 clocks          |    |    |           |    |    |           |    |     |          |  |  |  |                |   |   |   |   |    |   |   |   |   |    |   |   |   |   |    |   |   |   |   |    |   |   |   |   |    |   |   |   |   |    |   |   |   |   |    |   |   |   |   |    |   |   |   |   |    |   |   |   |   |    |   |   |   |   |    |   |   |   |   |    |   |   |   |   |    |   |   |   |   |    |   |   |   |   |     |   |   |   |   |     |           |  |                |   |   |      |   |   |          |   |   |          |   |   |          |           |  |  |  |  |                |   |   |   |   |   |                    |   |   |   |   |   |                    |   |   |   |   |   |                    |   |   |   |   |   |                    |   |   |   |   |   |                    |   |   |   |   |   |                    |   |   |   |   |   |                    |   |   |   |   |   |                    |   |   |   |   |   |                    |   |   |   |   |   |                    |   |   |   |   |   |                    |   |   |   |   |   |                    |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |
| 1                         | 1   | 1              | 1   | 1        | 31 clocks          |    |    |           |    |    |           |    |     |          |  |  |  |                |   |   |   |   |    |   |   |   |   |    |   |   |   |   |    |   |   |   |   |    |   |   |   |   |    |   |   |   |   |    |   |   |   |   |    |   |   |   |   |    |   |   |   |   |    |   |   |   |   |    |   |   |   |   |    |   |   |   |   |    |   |   |   |   |    |   |   |   |   |    |   |   |   |   |     |   |   |   |   |     |           |  |                |   |   |      |   |   |          |   |   |          |   |   |          |           |  |  |  |  |                |   |   |   |   |   |                    |   |   |   |   |   |                    |   |   |   |   |   |                    |   |   |   |   |   |                    |   |   |   |   |   |                    |   |   |   |   |   |                    |   |   |   |   |   |                    |   |   |   |   |   |                    |   |   |   |   |   |                    |   |   |   |   |   |                    |   |   |   |   |   |                    |   |   |   |   |   |                    |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |   |   |   |   |   |           |

|   | 0  | 1         | 0         | 1 | 0 | Setting prohibited | 1 | 0 | 1 | 0 | 1 | 21 clocks |        |               |  |     |   |           |   |                   |  |       |          |           |         |       |          |
|---|--|-----------|-----------|---|---|--------------------|---|---|---|---|---|-----------|--------|---------------|--|-----|---|-----------|---|-------------------|--|-------|----------|-----------|---------|-------|----------|
| Restriction                               |  |           |           |   |   |                    |   |   |   |   |   |           |        |               |  |     |   |           |   |                   |  |       |          |           |         |       |          |
| Register Availability                     | <table border="1"> <thead> <tr> <th>Status</th> <th>Availability</th> </tr> </thead> <tbody> <tr> <td>Normal Mode ON, Idle Mode OFF, Sleep OUT</td> <td>Yes</td> </tr> <tr> <td>Normal Mode ON, Idle Mode ON, Sleep OUT</td> <td>Yes</td> </tr> <tr> <td>Partial Mode ON, Idle Mode OFF, Sleep OUT</td> <td>Yes</td> </tr> <tr> <td>Partial Mode ON, Idle Mode ON, Sleep OUT</td> <td>Yes</td> </tr> <tr> <td>Sleep IN</td> <td>Yes</td> </tr> </tbody> </table> |           |           |   |   |                    |   |   |   |   |   |           | Status | Availability  | Normal Mode ON, Idle Mode OFF, Sleep OUT | Yes | Normal Mode ON, Idle Mode ON, Sleep OUT | Yes       | Partial Mode ON, Idle Mode OFF, Sleep OUT | Yes               | Partial Mode ON, Idle Mode ON, Sleep OUT | Yes   | Sleep IN | Yes       |         |       |          |
| Status                                    | Availability   |           |           |   |   |                    |   |   |   |   |   |           |        |               |  |     |   |           |   |                   |  |       |          |           |         |       |          |
| Normal Mode ON, Idle Mode OFF, Sleep OUT  | Yes  |           |           |   |   |                    |   |   |   |   |   |           |        |               |  |     |   |           |   |                   |  |       |          |           |         |       |          |
| Normal Mode ON, Idle Mode ON, Sleep OUT   | Yes  |           |           |   |   |                    |   |   |   |   |   |           |        |               |  |     |   |           |   |                   |  |       |          |           |         |       |          |
| Partial Mode ON, Idle Mode OFF, Sleep OUT | Yes  |           |           |   |   |                    |   |   |   |   |   |           |        |               |  |     |   |           |   |                   |  |       |          |           |         |       |          |
| Partial Mode ON, Idle Mode ON, Sleep OUT  | Yes  |           |           |   |   |                    |   |   |   |   |   |           |        |               |  |     |   |           |   |                   |  |       |          |           |         |       |          |
| Sleep IN                                  | Yes  |           |           |   |   |                    |   |   |   |   |   |           |        |               |  |     |   |           |   |                   |  |       |          |           |         |       |          |
| Default                                   | <table border="1"> <thead> <tr> <th rowspan="2">Status</th> <th colspan="3">Default Value</th> </tr> <tr> <th>FRS [3:0]</th> <th>DIVA[1:0]</th> <th>RTNA[4:0]</th> </tr> </thead> <tbody> <tr> <td>Power ON Sequence</td> <td>4'b1011</td> <td>2'b00</td> <td>5'b10001</td> </tr> <tr> <td>H/W Reset</td> <td>4'b1011</td> <td>2'b00</td> <td>5'b10001</td> </tr> </tbody> </table>  |           |           |   |   |                    |   |   |   |   |   |           | Status | Default Value |  |     | FRS [3:0]                               | DIVA[1:0] | RTNA[4:0]                                 | Power ON Sequence | 4'b1011                                  | 2'b00 | 5'b10001 | H/W Reset | 4'b1011 | 2'b00 | 5'b10001 |
| Status                                    | Default Value  |           |           |   |   |                    |   |   |   |   |   |           |        |               |  |     |   |           |   |                   |  |       |          |           |         |       |          |
|   | FRS [3:0]  | DIVA[1:0] | RTNA[4:0] |   |   |                    |   |   |   |   |   |           |        |               |  |     |   |           |   |                   |  |       |          |           |         |       |          |
| Power ON Sequence                         | 4'b1011  | 2'b00     | 5'b10001  |   |   |                    |   |   |   |   |   |           |        |               |  |     |   |           |   |                   |  |       |          |           |         |       |          |
| H/W Reset                                 | 4'b1011  | 2'b00     | 5'b10001  |   |   |                    |   |   |   |   |   |           |        |               |  |     |   |           |   |                   |  |       |          |           |         |       |          |

**8.2.52. Frame Rate Control (In Idle Mode/8 colors) (B2h)**

| _B2h   | FRMCTR2 (Frame Rate Control (In Idle Mode / 8 colors))  |                |                |          |                    |                    |    |           |    |    |           |    |           |           |                |  |           |   |                   |   |                    |  |       |          |          |   |                    |                    |   |   |   |   |                    |                    |   |   |   |   |                    |                    |   |   |   |   |                    |                    |   |   |   |   |           |                    |   |   |   |   |           |                    |   |   |   |   |           |                    |   |   |   |   |           |                    |   |   |   |   |           |                    |   |   |   |   |           |                    |   |   |   |   |   |                    |
|--|---|----------------|----------------|----------|--------------------|--------------------|----|-----------|----|----|-----------|----|-----------|-----------|----------------|--|-----------|---|-------------------|---|--------------------|--|-------|----------|----------|---|--------------------|--------------------|---|---|---|---|--------------------|--------------------|---|---|---|---|--------------------|--------------------|---|---|---|---|--------------------|--------------------|---|---|---|---|-----------|--------------------|---|---|---|---|-----------|--------------------|---|---|---|---|-----------|--------------------|---|---|---|---|-----------|--------------------|---|---|---|---|-----------|--------------------|---|---|---|---|-----------|--------------------|---|---|---|---|---|--------------------|
|  | D/CX  | RDX            | WRX            | D[15:8]  | D7                 | D6                 | D5 | D4        | D3 | D2 | D1        | D0 | HEX       |           |                |  |           |   |                   |   |                    |  |       |          |          |   |                    |                    |   |   |   |   |                    |                    |   |   |   |   |                    |                    |   |   |   |   |                    |                    |   |   |   |   |           |                    |   |   |   |   |           |                    |   |   |   |   |           |                    |   |   |   |   |           |                    |   |   |   |   |           |                    |   |   |   |   |           |                    |   |   |   |   |   |                    |
| Command  | 0   | 1              | ↑              | XXXXXXXX | 1                  | 0                  | 1  | 1         | 0  | 0  | 1         | 0  | B2h       |           |                |  |           |   |                   |   |                    |  |       |          |          |   |                    |                    |   |   |   |   |                    |                    |   |   |   |   |                    |                    |   |   |   |   |                    |                    |   |   |   |   |           |                    |   |   |   |   |           |                    |   |   |   |   |           |                    |   |   |   |   |           |                    |   |   |   |   |           |                    |   |   |   |   |           |                    |   |   |   |   |   |                    |
| 1 <sup>st</sup> Parameter  | 1   | 1              | ↑              | XXXXXXXX | 0                  | 0                  | 0  | 0         | 0  | 0  | DIVB[1:0] |    | XX        |           |                |  |           |   |                   |   |                    |  |       |          |          |   |                    |                    |   |   |   |   |                    |                    |   |   |   |   |                    |                    |   |   |   |   |                    |                    |   |   |   |   |           |                    |   |   |   |   |           |                    |   |   |   |   |           |                    |   |   |   |   |           |                    |   |   |   |   |           |                    |   |   |   |   |           |                    |   |   |   |   |   |                    |
| 2 <sup>nd</sup> parameter  | 1   | 1              | ↑              | XXXXXXXX | 0                  | 0                  | 0  | RTNB[4:0] |    |    |           |    | XX        |           |                |  |           |   |                   |   |                    |  |       |          |          |   |                    |                    |   |   |   |   |                    |                    |   |   |   |   |                    |                    |   |   |   |   |                    |                    |   |   |   |   |           |                    |   |   |   |   |           |                    |   |   |   |   |           |                    |   |   |   |   |           |                    |   |   |   |   |           |                    |   |   |   |   |           |                    |   |   |   |   |   |                    |
| Description  | Sets the division ratio for internal clocks of Idle mode at CPU interface.  |                |                |          |                    |                    |    |           |    |    |           |    |           |           |                |  |           |   |                   |   |                    |  |       |          |          |   |                    |                    |   |   |   |   |                    |                    |   |   |   |   |                    |                    |   |   |   |   |                    |                    |   |   |   |   |           |                    |   |   |   |   |           |                    |   |   |   |   |           |                    |   |   |   |   |           |                    |   |   |   |   |           |                    |   |   |   |   |           |                    |   |   |   |   |   |                    |
|  | DIVB [1:0] : division ratio for internal clocks when Idle mode.   |                |                |          |                    |                    |    |           |    |    |           |    |           |           |                |  |           |   |                   |   |                    |  |       |          |          |   |                    |                    |   |   |   |   |                    |                    |   |   |   |   |                    |                    |   |   |   |   |                    |                    |   |   |   |   |           |                    |   |   |   |   |           |                    |   |   |   |   |           |                    |   |   |   |   |           |                    |   |   |   |   |           |                    |   |   |   |   |           |                    |   |   |   |   |   |                    |
|  | <table border="1"> <thead> <tr> <th colspan="2">DIVB[1:0]</th> <th>Division Ratio</th> </tr> </thead> <tbody> <tr> <td>0</td> <td>0</td> <td>fosc</td> </tr> <tr> <td>0</td> <td>1</td> <td>fosc / 2</td> </tr> <tr> <td>1</td> <td>0</td> <td>fosc / 4</td> </tr> <tr> <td>1</td> <td>1</td> <td>fosc / 8</td> </tr> </tbody> </table>   |                |                |          |                    |                    |    |           |    |    |           |    |           | DIVB[1:0] |                | Division Ratio                           | 0         | 0                                       | fosc              | 0   | 1                  | fosc / 2                                 | 1     | 0        | fosc / 4 | 1 | 1                  | fosc / 8           |   |   |   |   |                    |                    |   |   |   |   |                    |                    |   |   |   |   |                    |                    |   |   |   |   |           |                    |   |   |   |   |           |                    |   |   |   |   |           |                    |   |   |   |   |           |                    |   |   |   |   |           |                    |   |   |   |   |           |                    |   |   |   |   |   |                    |
|  | DIVB[1:0]   |                | Division Ratio |          |                    |                    |    |           |    |    |           |    |           |           |                |  |           |   |                   |   |                    |  |       |          |          |   |                    |                    |   |   |   |   |                    |                    |   |   |   |   |                    |                    |   |   |   |   |                    |                    |   |   |   |   |           |                    |   |   |   |   |           |                    |   |   |   |   |           |                    |   |   |   |   |           |                    |   |   |   |   |           |                    |   |   |   |   |           |                    |   |   |   |   |   |                    |
|  | 0   | 0              | fosc           |          |                    |                    |    |           |    |    |           |    |           |           |                |  |           |   |                   |   |                    |  |       |          |          |   |                    |                    |   |   |   |   |                    |                    |   |   |   |   |                    |                    |   |   |   |   |                    |                    |   |   |   |   |           |                    |   |   |   |   |           |                    |   |   |   |   |           |                    |   |   |   |   |           |                    |   |   |   |   |           |                    |   |   |   |   |           |                    |   |   |   |   |   |                    |
|  | 0   | 1              | fosc / 2       |          |                    |                    |    |           |    |    |           |    |           |           |                |  |           |   |                   |   |                    |  |       |          |          |   |                    |                    |   |   |   |   |                    |                    |   |   |   |   |                    |                    |   |   |   |   |                    |                    |   |   |   |   |           |                    |   |   |   |   |           |                    |   |   |   |   |           |                    |   |   |   |   |           |                    |   |   |   |   |           |                    |   |   |   |   |           |                    |   |   |   |   |   |                    |
|  | 1   | 0              | fosc / 4       |          |                    |                    |    |           |    |    |           |    |           |           |                |  |           |   |                   |   |                    |  |       |          |          |   |                    |                    |   |   |   |   |                    |                    |   |   |   |   |                    |                    |   |   |   |   |                    |                    |   |   |   |   |           |                    |   |   |   |   |           |                    |   |   |   |   |           |                    |   |   |   |   |           |                    |   |   |   |   |           |                    |   |   |   |   |           |                    |   |   |   |   |   |                    |
|  | 1   | 1              | fosc / 8       |          |                    |                    |    |           |    |    |           |    |           |           |                |  |           |   |                   |   |                    |  |       |          |          |   |                    |                    |   |   |   |   |                    |                    |   |   |   |   |                    |                    |   |   |   |   |                    |                    |   |   |   |   |           |                    |   |   |   |   |           |                    |   |   |   |   |           |                    |   |   |   |   |           |                    |   |   |   |   |           |                    |   |   |   |   |           |                    |   |   |   |   |   |                    |
|  | RTNB [4:0] : RTNB[4:0] is used to set 1H (line) period of Idle mode at CPU interface.   |                |                |          |                    |                    |    |           |    |    |           |    |           |           |                |  |           |   |                   |   |                    |  |       |          |          |   |                    |                    |   |   |   |   |                    |                    |   |   |   |   |                    |                    |   |   |   |   |                    |                    |   |   |   |   |           |                    |   |   |   |   |           |                    |   |   |   |   |           |                    |   |   |   |   |           |                    |   |   |   |   |           |                    |   |   |   |   |           |                    |   |   |   |   |   |                    |
|  | <table border="1"> <thead> <tr> <th colspan="2">RTNB[4:0]</th> <th>Clock per Line</th> </tr> </thead> <tbody> <tr><td>0</td><td>0</td><td>0</td><td>0</td><td>0</td><td>Setting prohibited</td></tr> <tr><td>0</td><td>0</td><td>0</td><td>0</td><td>1</td><td>Setting prohibited</td></tr> <tr><td>0</td><td>0</td><td>0</td><td>1</td><td>0</td><td>Setting prohibited</td></tr> <tr><td>0</td><td>0</td><td>0</td><td>1</td><td>1</td><td>Setting prohibited</td></tr> <tr><td>0</td><td>0</td><td>1</td><td>0</td><td>0</td><td>Setting prohibited</td></tr> <tr><td>0</td><td>0</td><td>1</td><td>0</td><td>1</td><td>Setting prohibited</td></tr> <tr><td>0</td><td>0</td><td>1</td><td>1</td><td>0</td><td>Setting prohibited</td></tr> <tr><td>0</td><td>0</td><td>1</td><td>1</td><td>1</td><td>Setting prohibited</td></tr> <tr><td>0</td><td>1</td><td>0</td><td>0</td><td>0</td><td>Setting prohibited</td></tr> <tr><td>0</td><td>1</td><td>0</td><td>0</td><td>1</td><td>Setting prohibited</td></tr> <tr><td>0</td><td>1</td><td>0</td><td>1</td><td>0</td><td>Setting prohibited</td></tr> <tr><td>0</td><td>1</td><td>0</td><td>1</td><td>1</td><td>Setting prohibited</td></tr> </tbody> </table> |                |                |          |                    |                    |    |           |    |    |           |    |           | RTNB[4:0] |                | Clock per Line                           | 0         | 0                                       | 0                 | 0   | 0                  | Setting prohibited                       | 0     | 0        | 0        | 0 | 1                  | Setting prohibited | 0 | 0 | 0 | 1 | 0                  | Setting prohibited | 0 | 0 | 0 | 1 | 1                  | Setting prohibited | 0 | 0 | 1 | 0 | 0                  | Setting prohibited | 0 | 0 | 1 | 0 | 1         | Setting prohibited | 0 | 0 | 1 | 1 | 0         | Setting prohibited | 0 | 0 | 1 | 1 | 1         | Setting prohibited | 0 | 1 | 0 | 0 | 0         | Setting prohibited | 0 | 1 | 0 | 0 | 1         | Setting prohibited | 0 | 1 | 0 | 1 | 0         | Setting prohibited | 0 | 1 | 0 | 1 | 1 | Setting prohibited |
|  | RTNB[4:0]   |                | Clock per Line |          |                    |                    |    |           |    |    |           |    |           |           |                |  |           |   |                   |   |                    |  |       |          |          |   |                    |                    |   |   |   |   |                    |                    |   |   |   |   |                    |                    |   |   |   |   |                    |                    |   |   |   |   |           |                    |   |   |   |   |           |                    |   |   |   |   |           |                    |   |   |   |   |           |                    |   |   |   |   |           |                    |   |   |   |   |           |                    |   |   |   |   |   |                    |
|  | 0   | 0              | 0              | 0        | 0                  | Setting prohibited |    |           |    |    |           |    |           |           |                |  |           |   |                   |   |                    |  |       |          |          |   |                    |                    |   |   |   |   |                    |                    |   |   |   |   |                    |                    |   |   |   |   |                    |                    |   |   |   |   |           |                    |   |   |   |   |           |                    |   |   |   |   |           |                    |   |   |   |   |           |                    |   |   |   |   |           |                    |   |   |   |   |           |                    |   |   |   |   |   |                    |
|  | 0   | 0              | 0              | 0        | 1                  | Setting prohibited |    |           |    |    |           |    |           |           |                |  |           |   |                   |   |                    |  |       |          |          |   |                    |                    |   |   |   |   |                    |                    |   |   |   |   |                    |                    |   |   |   |   |                    |                    |   |   |   |   |           |                    |   |   |   |   |           |                    |   |   |   |   |           |                    |   |   |   |   |           |                    |   |   |   |   |           |                    |   |   |   |   |           |                    |   |   |   |   |   |                    |
|  | 0   | 0              | 0              | 1        | 0                  | Setting prohibited |    |           |    |    |           |    |           |           |                |  |           |   |                   |   |                    |  |       |          |          |   |                    |                    |   |   |   |   |                    |                    |   |   |   |   |                    |                    |   |   |   |   |                    |                    |   |   |   |   |           |                    |   |   |   |   |           |                    |   |   |   |   |           |                    |   |   |   |   |           |                    |   |   |   |   |           |                    |   |   |   |   |           |                    |   |   |   |   |   |                    |
|  | 0   | 0              | 0              | 1        | 1                  | Setting prohibited |    |           |    |    |           |    |           |           |                |  |           |   |                   |   |                    |  |       |          |          |   |                    |                    |   |   |   |   |                    |                    |   |   |   |   |                    |                    |   |   |   |   |                    |                    |   |   |   |   |           |                    |   |   |   |   |           |                    |   |   |   |   |           |                    |   |   |   |   |           |                    |   |   |   |   |           |                    |   |   |   |   |           |                    |   |   |   |   |   |                    |
| 0  | 0   | 1              | 0              | 0        | Setting prohibited |                    |    |           |    |    |           |    |           |           |                |  |           |   |                   |   |                    |  |       |          |          |   |                    |                    |   |   |   |   |                    |                    |   |   |   |   |                    |                    |   |   |   |   |                    |                    |   |   |   |   |           |                    |   |   |   |   |           |                    |   |   |   |   |           |                    |   |   |   |   |           |                    |   |   |   |   |           |                    |   |   |   |   |           |                    |   |   |   |   |   |                    |
| 0  | 0   | 1              | 0              | 1        | Setting prohibited |                    |    |           |    |    |           |    |           |           |                |  |           |   |                   |   |                    |  |       |          |          |   |                    |                    |   |   |   |   |                    |                    |   |   |   |   |                    |                    |   |   |   |   |                    |                    |   |   |   |   |           |                    |   |   |   |   |           |                    |   |   |   |   |           |                    |   |   |   |   |           |                    |   |   |   |   |           |                    |   |   |   |   |           |                    |   |   |   |   |   |                    |
| 0  | 0   | 1              | 1              | 0        | Setting prohibited |                    |    |           |    |    |           |    |           |           |                |  |           |   |                   |   |                    |  |       |          |          |   |                    |                    |   |   |   |   |                    |                    |   |   |   |   |                    |                    |   |   |   |   |                    |                    |   |   |   |   |           |                    |   |   |   |   |           |                    |   |   |   |   |           |                    |   |   |   |   |           |                    |   |   |   |   |           |                    |   |   |   |   |           |                    |   |   |   |   |   |                    |
| 0  | 0   | 1              | 1              | 1        | Setting prohibited |                    |    |           |    |    |           |    |           |           |                |  |           |   |                   |   |                    |  |       |          |          |   |                    |                    |   |   |   |   |                    |                    |   |   |   |   |                    |                    |   |   |   |   |                    |                    |   |   |   |   |           |                    |   |   |   |   |           |                    |   |   |   |   |           |                    |   |   |   |   |           |                    |   |   |   |   |           |                    |   |   |   |   |           |                    |   |   |   |   |   |                    |
| 0  | 1   | 0              | 0              | 0        | Setting prohibited |                    |    |           |    |    |           |    |           |           |                |  |           |   |                   |   |                    |  |       |          |          |   |                    |                    |   |   |   |   |                    |                    |   |   |   |   |                    |                    |   |   |   |   |                    |                    |   |   |   |   |           |                    |   |   |   |   |           |                    |   |   |   |   |           |                    |   |   |   |   |           |                    |   |   |   |   |           |                    |   |   |   |   |           |                    |   |   |   |   |   |                    |
| 0  | 1   | 0              | 0              | 1        | Setting prohibited |                    |    |           |    |    |           |    |           |           |                |  |           |   |                   |   |                    |  |       |          |          |   |                    |                    |   |   |   |   |                    |                    |   |   |   |   |                    |                    |   |   |   |   |                    |                    |   |   |   |   |           |                    |   |   |   |   |           |                    |   |   |   |   |           |                    |   |   |   |   |           |                    |   |   |   |   |           |                    |   |   |   |   |           |                    |   |   |   |   |   |                    |
| 0  | 1   | 0              | 1              | 0        | Setting prohibited |                    |    |           |    |    |           |    |           |           |                |  |           |   |                   |   |                    |  |       |          |          |   |                    |                    |   |   |   |   |                    |                    |   |   |   |   |                    |                    |   |   |   |   |                    |                    |   |   |   |   |           |                    |   |   |   |   |           |                    |   |   |   |   |           |                    |   |   |   |   |           |                    |   |   |   |   |           |                    |   |   |   |   |           |                    |   |   |   |   |   |                    |
| 0  | 1   | 0              | 1              | 1        | Setting prohibited |                    |    |           |    |    |           |    |           |           |                |  |           |   |                   |   |                    |  |       |          |          |   |                    |                    |   |   |   |   |                    |                    |   |   |   |   |                    |                    |   |   |   |   |                    |                    |   |   |   |   |           |                    |   |   |   |   |           |                    |   |   |   |   |           |                    |   |   |   |   |           |                    |   |   |   |   |           |                    |   |   |   |   |           |                    |   |   |   |   |   |                    |
| <table border="1"> <thead> <tr> <th colspan="2">RTNB[4:0]</th> <th>Clock per Line</th> </tr> </thead> <tbody> <tr><td>0</td><td>1</td><td>0</td><td>1</td><td>1</td><td>Setting prohibited</td></tr> <tr><td>0</td><td>1</td><td>1</td><td>0</td><td>0</td><td>Setting prohibited</td></tr> <tr><td>0</td><td>1</td><td>1</td><td>0</td><td>1</td><td>Setting prohibited</td></tr> <tr><td>0</td><td>1</td><td>1</td><td>1</td><td>0</td><td>Setting prohibited</td></tr> <tr><td>0</td><td>1</td><td>1</td><td>1</td><td>1</td><td>Setting prohibited</td></tr> <tr><td>1</td><td>0</td><td>0</td><td>0</td><td>0</td><td>16 clocks</td></tr> <tr><td>1</td><td>0</td><td>0</td><td>0</td><td>1</td><td>17 clocks</td></tr> <tr><td>1</td><td>0</td><td>0</td><td>1</td><td>0</td><td>18 clocks</td></tr> <tr><td>1</td><td>0</td><td>0</td><td>1</td><td>1</td><td>19 clocks</td></tr> <tr><td>1</td><td>0</td><td>1</td><td>0</td><td>0</td><td>20 clocks</td></tr> <tr><td>1</td><td>0</td><td>1</td><td>0</td><td>1</td><td>21 clocks</td></tr> </tbody> </table> |   |                |                |          |                    |                    |    |           |    |    |           |    | RTNB[4:0] |           | Clock per Line | 0  | 1         | 0                                       | 1                 | 1   | Setting prohibited | 0  | 1     | 1        | 0        | 0 | Setting prohibited | 0                  | 1 | 1 | 0 | 1 | Setting prohibited | 0                  | 1 | 1 | 1 | 0 | Setting prohibited | 0                  | 1 | 1 | 1 | 1 | Setting prohibited | 1                  | 0 | 0 | 0 | 0 | 16 clocks | 1                  | 0 | 0 | 0 | 1 | 17 clocks | 1                  | 0 | 0 | 1 | 0 | 18 clocks | 1                  | 0 | 0 | 1 | 1 | 19 clocks | 1                  | 0 | 1 | 0 | 0 | 20 clocks | 1                  | 0 | 1 | 0 | 1 | 21 clocks |                    |   |   |   |   |   |                    |
| RTNB[4:0]  |   | Clock per Line |                |          |                    |                    |    |           |    |    |           |    |           |           |                |  |           |   |                   |   |                    |  |       |          |          |   |                    |                    |   |   |   |   |                    |                    |   |   |   |   |                    |                    |   |   |   |   |                    |                    |   |   |   |   |           |                    |   |   |   |   |           |                    |   |   |   |   |           |                    |   |   |   |   |           |                    |   |   |   |   |           |                    |   |   |   |   |           |                    |   |   |   |   |   |                    |
| 0  | 1   | 0              | 1              | 1        | Setting prohibited |                    |    |           |    |    |           |    |           |           |                |  |           |   |                   |   |                    |  |       |          |          |   |                    |                    |   |   |   |   |                    |                    |   |   |   |   |                    |                    |   |   |   |   |                    |                    |   |   |   |   |           |                    |   |   |   |   |           |                    |   |   |   |   |           |                    |   |   |   |   |           |                    |   |   |   |   |           |                    |   |   |   |   |           |                    |   |   |   |   |   |                    |
| 0  | 1   | 1              | 0              | 0        | Setting prohibited |                    |    |           |    |    |           |    |           |           |                |  |           |   |                   |   |                    |  |       |          |          |   |                    |                    |   |   |   |   |                    |                    |   |   |   |   |                    |                    |   |   |   |   |                    |                    |   |   |   |   |           |                    |   |   |   |   |           |                    |   |   |   |   |           |                    |   |   |   |   |           |                    |   |   |   |   |           |                    |   |   |   |   |           |                    |   |   |   |   |   |                    |
| 0  | 1   | 1              | 0              | 1        | Setting prohibited |                    |    |           |    |    |           |    |           |           |                |  |           |   |                   |   |                    |  |       |          |          |   |                    |                    |   |   |   |   |                    |                    |   |   |   |   |                    |                    |   |   |   |   |                    |                    |   |   |   |   |           |                    |   |   |   |   |           |                    |   |   |   |   |           |                    |   |   |   |   |           |                    |   |   |   |   |           |                    |   |   |   |   |           |                    |   |   |   |   |   |                    |
| 0  | 1   | 1              | 1              | 0        | Setting prohibited |                    |    |           |    |    |           |    |           |           |                |  |           |   |                   |   |                    |  |       |          |          |   |                    |                    |   |   |   |   |                    |                    |   |   |   |   |                    |                    |   |   |   |   |                    |                    |   |   |   |   |           |                    |   |   |   |   |           |                    |   |   |   |   |           |                    |   |   |   |   |           |                    |   |   |   |   |           |                    |   |   |   |   |           |                    |   |   |   |   |   |                    |
| 0  | 1   | 1              | 1              | 1        | Setting prohibited |                    |    |           |    |    |           |    |           |           |                |  |           |   |                   |   |                    |  |       |          |          |   |                    |                    |   |   |   |   |                    |                    |   |   |   |   |                    |                    |   |   |   |   |                    |                    |   |   |   |   |           |                    |   |   |   |   |           |                    |   |   |   |   |           |                    |   |   |   |   |           |                    |   |   |   |   |           |                    |   |   |   |   |           |                    |   |   |   |   |   |                    |
| 1  | 0   | 0              | 0              | 0        | 16 clocks          |                    |    |           |    |    |           |    |           |           |                |  |           |   |                   |   |                    |  |       |          |          |   |                    |                    |   |   |   |   |                    |                    |   |   |   |   |                    |                    |   |   |   |   |                    |                    |   |   |   |   |           |                    |   |   |   |   |           |                    |   |   |   |   |           |                    |   |   |   |   |           |                    |   |   |   |   |           |                    |   |   |   |   |           |                    |   |   |   |   |   |                    |
| 1  | 0   | 0              | 0              | 1        | 17 clocks          |                    |    |           |    |    |           |    |           |           |                |  |           |   |                   |   |                    |  |       |          |          |   |                    |                    |   |   |   |   |                    |                    |   |   |   |   |                    |                    |   |   |   |   |                    |                    |   |   |   |   |           |                    |   |   |   |   |           |                    |   |   |   |   |           |                    |   |   |   |   |           |                    |   |   |   |   |           |                    |   |   |   |   |           |                    |   |   |   |   |   |                    |
| 1  | 0   | 0              | 1              | 0        | 18 clocks          |                    |    |           |    |    |           |    |           |           |                |  |           |   |                   |   |                    |  |       |          |          |   |                    |                    |   |   |   |   |                    |                    |   |   |   |   |                    |                    |   |   |   |   |                    |                    |   |   |   |   |           |                    |   |   |   |   |           |                    |   |   |   |   |           |                    |   |   |   |   |           |                    |   |   |   |   |           |                    |   |   |   |   |           |                    |   |   |   |   |   |                    |
| 1  | 0   | 0              | 1              | 1        | 19 clocks          |                    |    |           |    |    |           |    |           |           |                |  |           |   |                   |   |                    |  |       |          |          |   |                    |                    |   |   |   |   |                    |                    |   |   |   |   |                    |                    |   |   |   |   |                    |                    |   |   |   |   |           |                    |   |   |   |   |           |                    |   |   |   |   |           |                    |   |   |   |   |           |                    |   |   |   |   |           |                    |   |   |   |   |           |                    |   |   |   |   |   |                    |
| 1  | 0   | 1              | 0              | 0        | 20 clocks          |                    |    |           |    |    |           |    |           |           |                |  |           |   |                   |   |                    |  |       |          |          |   |                    |                    |   |   |   |   |                    |                    |   |   |   |   |                    |                    |   |   |   |   |                    |                    |   |   |   |   |           |                    |   |   |   |   |           |                    |   |   |   |   |           |                    |   |   |   |   |           |                    |   |   |   |   |           |                    |   |   |   |   |           |                    |   |   |   |   |   |                    |
| 1  | 0   | 1              | 0              | 1        | 21 clocks          |                    |    |           |    |    |           |    |           |           |                |  |           |   |                   |   |                    |  |       |          |          |   |                    |                    |   |   |   |   |                    |                    |   |   |   |   |                    |                    |   |   |   |   |                    |                    |   |   |   |   |           |                    |   |   |   |   |           |                    |   |   |   |   |           |                    |   |   |   |   |           |                    |   |   |   |   |           |                    |   |   |   |   |           |                    |   |   |   |   |   |                    |
| <table border="1"> <thead> <tr> <th colspan="2">RTNB[4:0]</th> <th>Clock per Line</th> </tr> </thead> <tbody> <tr><td>1</td><td>0</td><td>1</td><td>1</td><td>0</td><td>22 clocks</td></tr> <tr><td>1</td><td>0</td><td>1</td><td>1</td><td>1</td><td>23 clocks</td></tr> <tr><td>1</td><td>0</td><td>0</td><td>0</td><td>0</td><td>24 clocks</td></tr> <tr><td>1</td><td>0</td><td>0</td><td>0</td><td>1</td><td>25 clocks</td></tr> <tr><td>1</td><td>0</td><td>0</td><td>1</td><td>0</td><td>26 clocks</td></tr> <tr><td>1</td><td>0</td><td>1</td><td>1</td><td>1</td><td>27 clocks</td></tr> <tr><td>1</td><td>1</td><td>0</td><td>0</td><td>0</td><td>28 clocks</td></tr> <tr><td>1</td><td>1</td><td>0</td><td>0</td><td>1</td><td>29 clocks</td></tr> <tr><td>1</td><td>1</td><td>0</td><td>1</td><td>0</td><td>30 clocks</td></tr> <tr><td>1</td><td>1</td><td>1</td><td>1</td><td>1</td><td>31 clocks</td></tr> </tbody> </table>  |   |                |                |          |                    |                    |    |           |    |    |           |    | RTNB[4:0] |           | Clock per Line | 1  | 0         | 1                                       | 1                 | 0   | 22 clocks          | 1  | 0     | 1        | 1        | 1 | 23 clocks          | 1                  | 0 | 0 | 0 | 0 | 24 clocks          | 1                  | 0 | 0 | 0 | 1 | 25 clocks          | 1                  | 0 | 0 | 1 | 0 | 26 clocks          | 1                  | 0 | 1 | 1 | 1 | 27 clocks | 1                  | 1 | 0 | 0 | 0 | 28 clocks | 1                  | 1 | 0 | 0 | 1 | 29 clocks | 1                  | 1 | 0 | 1 | 0 | 30 clocks | 1                  | 1 | 1 | 1 | 1 | 31 clocks |                    |   |   |   |   |           |                    |   |   |   |   |   |                    |
| RTNB[4:0]  |   | Clock per Line |                |          |                    |                    |    |           |    |    |           |    |           |           |                |  |           |   |                   |   |                    |  |       |          |          |   |                    |                    |   |   |   |   |                    |                    |   |   |   |   |                    |                    |   |   |   |   |                    |                    |   |   |   |   |           |                    |   |   |   |   |           |                    |   |   |   |   |           |                    |   |   |   |   |           |                    |   |   |   |   |           |                    |   |   |   |   |           |                    |   |   |   |   |   |                    |
| 1  | 0   | 1              | 1              | 0        | 22 clocks          |                    |    |           |    |    |           |    |           |           |                |  |           |   |                   |   |                    |  |       |          |          |   |                    |                    |   |   |   |   |                    |                    |   |   |   |   |                    |                    |   |   |   |   |                    |                    |   |   |   |   |           |                    |   |   |   |   |           |                    |   |   |   |   |           |                    |   |   |   |   |           |                    |   |   |   |   |           |                    |   |   |   |   |           |                    |   |   |   |   |   |                    |
| 1  | 0   | 1              | 1              | 1        | 23 clocks          |                    |    |           |    |    |           |    |           |           |                |  |           |   |                   |   |                    |  |       |          |          |   |                    |                    |   |   |   |   |                    |                    |   |   |   |   |                    |                    |   |   |   |   |                    |                    |   |   |   |   |           |                    |   |   |   |   |           |                    |   |   |   |   |           |                    |   |   |   |   |           |                    |   |   |   |   |           |                    |   |   |   |   |           |                    |   |   |   |   |   |                    |
| 1  | 0   | 0              | 0              | 0        | 24 clocks          |                    |    |           |    |    |           |    |           |           |                |  |           |   |                   |   |                    |  |       |          |          |   |                    |                    |   |   |   |   |                    |                    |   |   |   |   |                    |                    |   |   |   |   |                    |                    |   |   |   |   |           |                    |   |   |   |   |           |                    |   |   |   |   |           |                    |   |   |   |   |           |                    |   |   |   |   |           |                    |   |   |   |   |           |                    |   |   |   |   |   |                    |
| 1  | 0   | 0              | 0              | 1        | 25 clocks          |                    |    |           |    |    |           |    |           |           |                |  |           |   |                   |   |                    |  |       |          |          |   |                    |                    |   |   |   |   |                    |                    |   |   |   |   |                    |                    |   |   |   |   |                    |                    |   |   |   |   |           |                    |   |   |   |   |           |                    |   |   |   |   |           |                    |   |   |   |   |           |                    |   |   |   |   |           |                    |   |   |   |   |           |                    |   |   |   |   |   |                    |
| 1  | 0   | 0              | 1              | 0        | 26 clocks          |                    |    |           |    |    |           |    |           |           |                |  |           |   |                   |   |                    |  |       |          |          |   |                    |                    |   |   |   |   |                    |                    |   |   |   |   |                    |                    |   |   |   |   |                    |                    |   |   |   |   |           |                    |   |   |   |   |           |                    |   |   |   |   |           |                    |   |   |   |   |           |                    |   |   |   |   |           |                    |   |   |   |   |           |                    |   |   |   |   |   |                    |
| 1  | 0   | 1              | 1              | 1        | 27 clocks          |                    |    |           |    |    |           |    |           |           |                |  |           |   |                   |   |                    |  |       |          |          |   |                    |                    |   |   |   |   |                    |                    |   |   |   |   |                    |                    |   |   |   |   |                    |                    |   |   |   |   |           |                    |   |   |   |   |           |                    |   |   |   |   |           |                    |   |   |   |   |           |                    |   |   |   |   |           |                    |   |   |   |   |           |                    |   |   |   |   |   |                    |
| 1  | 1   | 0              | 0              | 0        | 28 clocks          |                    |    |           |    |    |           |    |           |           |                |  |           |   |                   |   |                    |  |       |          |          |   |                    |                    |   |   |   |   |                    |                    |   |   |   |   |                    |                    |   |   |   |   |                    |                    |   |   |   |   |           |                    |   |   |   |   |           |                    |   |   |   |   |           |                    |   |   |   |   |           |                    |   |   |   |   |           |                    |   |   |   |   |           |                    |   |   |   |   |   |                    |
| 1  | 1   | 0              | 0              | 1        | 29 clocks          |                    |    |           |    |    |           |    |           |           |                |  |           |   |                   |   |                    |  |       |          |          |   |                    |                    |   |   |   |   |                    |                    |   |   |   |   |                    |                    |   |   |   |   |                    |                    |   |   |   |   |           |                    |   |   |   |   |           |                    |   |   |   |   |           |                    |   |   |   |   |           |                    |   |   |   |   |           |                    |   |   |   |   |           |                    |   |   |   |   |   |                    |
| 1  | 1   | 0              | 1              | 0        | 30 clocks          |                    |    |           |    |    |           |    |           |           |                |  |           |   |                   |   |                    |  |       |          |          |   |                    |                    |   |   |   |   |                    |                    |   |   |   |   |                    |                    |   |   |   |   |                    |                    |   |   |   |   |           |                    |   |   |   |   |           |                    |   |   |   |   |           |                    |   |   |   |   |           |                    |   |   |   |   |           |                    |   |   |   |   |           |                    |   |   |   |   |   |                    |
| 1  | 1   | 1              | 1              | 1        | 31 clocks          |                    |    |           |    |    |           |    |           |           |                |  |           |   |                   |   |                    |  |       |          |          |   |                    |                    |   |   |   |   |                    |                    |   |   |   |   |                    |                    |   |   |   |   |                    |                    |   |   |   |   |           |                    |   |   |   |   |           |                    |   |   |   |   |           |                    |   |   |   |   |           |                    |   |   |   |   |           |                    |   |   |   |   |           |                    |   |   |   |   |   |                    |
| Restriction  |   |                |                |          |                    |                    |    |           |    |    |           |    |           |           |                |  |           |   |                   |   |                    |  |       |          |          |   |                    |                    |   |   |   |   |                    |                    |   |   |   |   |                    |                    |   |   |   |   |                    |                    |   |   |   |   |           |                    |   |   |   |   |           |                    |   |   |   |   |           |                    |   |   |   |   |           |                    |   |   |   |   |           |                    |   |   |   |   |           |                    |   |   |   |   |   |                    |
| Register Availability  | <table border="1"> <thead> <tr> <th>Status</th> <th>Availability</th> </tr> </thead> <tbody> <tr> <td>Normal Mode ON, Idle Mode OFF, Sleep OUT</td> <td>Yes</td> </tr> <tr> <td>Normal Mode ON, Idle Mode ON, Sleep OUT</td> <td>Yes</td> </tr> <tr> <td>Partial Mode ON, Idle Mode OFF, Sleep OUT</td> <td>Yes</td> </tr> <tr> <td>Partial Mode ON, Idle Mode ON, Sleep OUT</td> <td>Yes</td> </tr> <tr> <td>Sleep IN</td> <td>Yes</td> </tr> </tbody> </table>  |                |                |          |                    |                    |    |           |    |    |           |    |           | Status    | Availability   | Normal Mode ON, Idle Mode OFF, Sleep OUT | Yes       | Normal Mode ON, Idle Mode ON, Sleep OUT | Yes               | Partial Mode ON, Idle Mode OFF, Sleep OUT | Yes                | Partial Mode ON, Idle Mode ON, Sleep OUT | Yes   | Sleep IN | Yes      |   |                    |                    |   |   |   |   |                    |                    |   |   |   |   |                    |                    |   |   |   |   |                    |                    |   |   |   |   |           |                    |   |   |   |   |           |                    |   |   |   |   |           |                    |   |   |   |   |           |                    |   |   |   |   |           |                    |   |   |   |   |           |                    |   |   |   |   |   |                    |
|  | Status  | Availability   |                |          |                    |                    |    |           |    |    |           |    |           |           |                |  |           |   |                   |   |                    |  |       |          |          |   |                    |                    |   |   |   |   |                    |                    |   |   |   |   |                    |                    |   |   |   |   |                    |                    |   |   |   |   |           |                    |   |   |   |   |           |                    |   |   |   |   |           |                    |   |   |   |   |           |                    |   |   |   |   |           |                    |   |   |   |   |           |                    |   |   |   |   |   |                    |
|  | Normal Mode ON, Idle Mode OFF, Sleep OUT  | Yes            |                |          |                    |                    |    |           |    |    |           |    |           |           |                |  |           |   |                   |   |                    |  |       |          |          |   |                    |                    |   |   |   |   |                    |                    |   |   |   |   |                    |                    |   |   |   |   |                    |                    |   |   |   |   |           |                    |   |   |   |   |           |                    |   |   |   |   |           |                    |   |   |   |   |           |                    |   |   |   |   |           |                    |   |   |   |   |           |                    |   |   |   |   |   |                    |
|  | Normal Mode ON, Idle Mode ON, Sleep OUT   | Yes            |                |          |                    |                    |    |           |    |    |           |    |           |           |                |  |           |   |                   |   |                    |  |       |          |          |   |                    |                    |   |   |   |   |                    |                    |   |   |   |   |                    |                    |   |   |   |   |                    |                    |   |   |   |   |           |                    |   |   |   |   |           |                    |   |   |   |   |           |                    |   |   |   |   |           |                    |   |   |   |   |           |                    |   |   |   |   |           |                    |   |   |   |   |   |                    |
|  | Partial Mode ON, Idle Mode OFF, Sleep OUT   | Yes            |                |          |                    |                    |    |           |    |    |           |    |           |           |                |  |           |   |                   |   |                    |  |       |          |          |   |                    |                    |   |   |   |   |                    |                    |   |   |   |   |                    |                    |   |   |   |   |                    |                    |   |   |   |   |           |                    |   |   |   |   |           |                    |   |   |   |   |           |                    |   |   |   |   |           |                    |   |   |   |   |           |                    |   |   |   |   |           |                    |   |   |   |   |   |                    |
| Partial Mode ON, Idle Mode ON, Sleep OUT   | Yes   |                |                |          |                    |                    |    |           |    |    |           |    |           |           |                |  |           |   |                   |   |                    |  |       |          |          |   |                    |                    |   |   |   |   |                    |                    |   |   |   |   |                    |                    |   |   |   |   |                    |                    |   |   |   |   |           |                    |   |   |   |   |           |                    |   |   |   |   |           |                    |   |   |   |   |           |                    |   |   |   |   |           |                    |   |   |   |   |           |                    |   |   |   |   |   |                    |
| Sleep IN   | Yes   |                |                |          |                    |                    |    |           |    |    |           |    |           |           |                |  |           |   |                   |   |                    |  |       |          |          |   |                    |                    |   |   |   |   |                    |                    |   |   |   |   |                    |                    |   |   |   |   |                    |                    |   |   |   |   |           |                    |   |   |   |   |           |                    |   |   |   |   |           |                    |   |   |   |   |           |                    |   |   |   |   |           |                    |   |   |   |   |           |                    |   |   |   |   |   |                    |
| Default  | <table border="1"> <thead> <tr> <th rowspan="2">Status</th> <th colspan="2">Default Value</th> </tr> <tr> <th>DIVB[1:0]</th> <th>RTNB[4:0]</th> </tr> </thead> <tbody> <tr> <td>Power ON Sequence</td> <td>2'b00</td> <td>5'b10001</td> </tr> <tr> <td>H/W Reset</td> <td>2'b00</td> <td>5'b10001</td> </tr> </tbody> </table>  |                |                |          |                    |                    |    |           |    |    |           |    |           | Status    | Default Value  |  | DIVB[1:0] | RTNB[4:0]                               | Power ON Sequence | 2'b00                                     | 5'b10001           | H/W Reset                                | 2'b00 | 5'b10001 |          |   |                    |                    |   |   |   |   |                    |                    |   |   |   |   |                    |                    |   |   |   |   |                    |                    |   |   |   |   |           |                    |   |   |   |   |           |                    |   |   |   |   |           |                    |   |   |   |   |           |                    |   |   |   |   |           |                    |   |   |   |   |           |                    |   |   |   |   |   |                    |
|  | Status  | Default Value  |                |          |                    |                    |    |           |    |    |           |    |           |           |                |  |           |   |                   |   |                    |  |       |          |          |   |                    |                    |   |   |   |   |                    |                    |   |   |   |   |                    |                    |   |   |   |   |                    |                    |   |   |   |   |           |                    |   |   |   |   |           |                    |   |   |   |   |           |                    |   |   |   |   |           |                    |   |   |   |   |           |                    |   |   |   |   |           |                    |   |   |   |   |   |                    |
|  |   | DIVB[1:0]      | RTNB[4:0]      |          |                    |                    |    |           |    |    |           |    |           |           |                |  |           |   |                   |   |                    |  |       |          |          |   |                    |                    |   |   |   |   |                    |                    |   |   |   |   |                    |                    |   |   |   |   |                    |                    |   |   |   |   |           |                    |   |   |   |   |           |                    |   |   |   |   |           |                    |   |   |   |   |           |                    |   |   |   |   |           |                    |   |   |   |   |           |                    |   |   |   |   |   |                    |
| Power ON Sequence  | 2'b00   | 5'b10001       |                |          |                    |                    |    |           |    |    |           |    |           |           |                |  |           |   |                   |   |                    |  |       |          |          |   |                    |                    |   |   |   |   |                    |                    |   |   |   |   |                    |                    |   |   |   |   |                    |                    |   |   |   |   |           |                    |   |   |   |   |           |                    |   |   |   |   |           |                    |   |   |   |   |           |                    |   |   |   |   |           |                    |   |   |   |   |           |                    |   |   |   |   |   |                    |
| H/W Reset  | 2'b00   | 5'b10001       |                |          |                    |                    |    |           |    |    |           |    |           |           |                |  |           |   |                   |   |                    |  |       |          |          |   |                    |                    |   |   |   |   |                    |                    |   |   |   |   |                    |                    |   |   |   |   |                    |                    |   |   |   |   |           |                    |   |   |   |   |           |                    |   |   |   |   |           |                    |   |   |   |   |           |                    |   |   |   |   |           |                    |   |   |   |   |           |                    |   |   |   |   |   |                    |

**8.2.53. Frame Rate control (In Partial Mode/Full Colors) (B3h)**

| <b>_B3h</b>  | <b>FRMCTR3 (Frame Rate Control (In Partial Mode / Full colors))</b>  |           |                |          |                    |                    |    |           |    |    |           |    |           |           |               |  |           |   |                   |   |          |  |       |                    |                    |   |   |          |   |                    |                    |   |   |   |   |                    |                    |   |   |   |   |                    |                    |   |   |   |   |                    |                    |   |   |   |   |           |                    |   |   |   |   |           |                    |   |   |   |   |           |                    |   |   |   |   |           |                    |   |   |   |   |           |                    |   |   |   |   |           |                    |
|--|--|-----------|----------------|----------|--------------------|--------------------|----|-----------|----|----|-----------|----|-----------|-----------|---------------|--|-----------|---|-------------------|---|----------|--|-------|--------------------|--------------------|---|---|----------|---|--------------------|--------------------|---|---|---|---|--------------------|--------------------|---|---|---|---|--------------------|--------------------|---|---|---|---|--------------------|--------------------|---|---|---|---|-----------|--------------------|---|---|---|---|-----------|--------------------|---|---|---|---|-----------|--------------------|---|---|---|---|-----------|--------------------|---|---|---|---|-----------|--------------------|---|---|---|---|-----------|--------------------|
|  | D/CX   | RDX       | WRX            | D[15:8]  | D7                 | D6                 | D5 | D4        | D3 | D2 | D1        | D0 | HEX       |           |               |  |           |   |                   |   |          |  |       |                    |                    |   |   |          |   |                    |                    |   |   |   |   |                    |                    |   |   |   |   |                    |                    |   |   |   |   |                    |                    |   |   |   |   |           |                    |   |   |   |   |           |                    |   |   |   |   |           |                    |   |   |   |   |           |                    |   |   |   |   |           |                    |   |   |   |   |           |                    |
| Command  | 0  | 1         | ↑              | XXXXXXXX | 1                  | 0                  | 1  | 1         | 0  | 0  | 1         | 1  | B3h       |           |               |  |           |   |                   |   |          |  |       |                    |                    |   |   |          |   |                    |                    |   |   |   |   |                    |                    |   |   |   |   |                    |                    |   |   |   |   |                    |                    |   |   |   |   |           |                    |   |   |   |   |           |                    |   |   |   |   |           |                    |   |   |   |   |           |                    |   |   |   |   |           |                    |   |   |   |   |           |                    |
| 1 <sup>st</sup> Parameter  | 1  | 1         | ↑              | XXXXXXXX | 0                  | 0                  | 0  | 0         | 0  | 0  | DIVC[1:0] |    | XX        |           |               |  |           |   |                   |   |          |  |       |                    |                    |   |   |          |   |                    |                    |   |   |   |   |                    |                    |   |   |   |   |                    |                    |   |   |   |   |                    |                    |   |   |   |   |           |                    |   |   |   |   |           |                    |   |   |   |   |           |                    |   |   |   |   |           |                    |   |   |   |   |           |                    |   |   |   |   |           |                    |
| 2 <sup>nd</sup> parameter  | 1  | 1         | ↑              | XXXXXXXX | 0                  | 0                  | 0  | RTNC[4:0] |    |    |           |    | XX        |           |               |  |           |   |                   |   |          |  |       |                    |                    |   |   |          |   |                    |                    |   |   |   |   |                    |                    |   |   |   |   |                    |                    |   |   |   |   |                    |                    |   |   |   |   |           |                    |   |   |   |   |           |                    |   |   |   |   |           |                    |   |   |   |   |           |                    |   |   |   |   |           |                    |   |   |   |   |           |                    |
| Description  | Sets the division ratio for internal clocks of Partial mode (Idle mode off) at CPU interface.  |           |                |          |                    |                    |    |           |    |    |           |    |           |           |               |  |           |   |                   |   |          |  |       |                    |                    |   |   |          |   |                    |                    |   |   |   |   |                    |                    |   |   |   |   |                    |                    |   |   |   |   |                    |                    |   |   |   |   |           |                    |   |   |   |   |           |                    |   |   |   |   |           |                    |   |   |   |   |           |                    |   |   |   |   |           |                    |   |   |   |   |           |                    |
|  | <b>DIVC [1:0]</b> : division ratio for internal clocks when Partial mode.  |           |                |          |                    |                    |    |           |    |    |           |    |           |           |               |  |           |   |                   |   |          |  |       |                    |                    |   |   |          |   |                    |                    |   |   |   |   |                    |                    |   |   |   |   |                    |                    |   |   |   |   |                    |                    |   |   |   |   |           |                    |   |   |   |   |           |                    |   |   |   |   |           |                    |   |   |   |   |           |                    |   |   |   |   |           |                    |   |   |   |   |           |                    |
|  | <table border="1"> <thead> <tr> <th colspan="2">DIVC[1:0]</th> <th>Division Ratio</th> </tr> </thead> <tbody> <tr> <td>0</td> <td>0</td> <td>fosc</td> </tr> <tr> <td>0</td> <td>1</td> <td>fosc / 2</td> </tr> <tr> <td>1</td> <td>0</td> <td>fosc / 4</td> </tr> <tr> <td>1</td> <td>1</td> <td>fosc / 8</td> </tr> </tbody> </table>  |           |                |          |                    |                    |    |           |    |    |           |    |           | DIVC[1:0] |               | Division Ratio                           | 0         | 0                                       | fosc              | 0   | 1        | fosc / 2                                 | 1     | 0                  | fosc / 4           | 1 | 1 | fosc / 8 |   |                    |                    |   |   |   |   |                    |                    |   |   |   |   |                    |                    |   |   |   |   |                    |                    |   |   |   |   |           |                    |   |   |   |   |           |                    |   |   |   |   |           |                    |   |   |   |   |           |                    |   |   |   |   |           |                    |   |   |   |   |           |                    |
|  | DIVC[1:0]  |           | Division Ratio |          |                    |                    |    |           |    |    |           |    |           |           |               |  |           |   |                   |   |          |  |       |                    |                    |   |   |          |   |                    |                    |   |   |   |   |                    |                    |   |   |   |   |                    |                    |   |   |   |   |                    |                    |   |   |   |   |           |                    |   |   |   |   |           |                    |   |   |   |   |           |                    |   |   |   |   |           |                    |   |   |   |   |           |                    |   |   |   |   |           |                    |
|  | 0  | 0         | fosc           |          |                    |                    |    |           |    |    |           |    |           |           |               |  |           |   |                   |   |          |  |       |                    |                    |   |   |          |   |                    |                    |   |   |   |   |                    |                    |   |   |   |   |                    |                    |   |   |   |   |                    |                    |   |   |   |   |           |                    |   |   |   |   |           |                    |   |   |   |   |           |                    |   |   |   |   |           |                    |   |   |   |   |           |                    |   |   |   |   |           |                    |
|  | 0  | 1         | fosc / 2       |          |                    |                    |    |           |    |    |           |    |           |           |               |  |           |   |                   |   |          |  |       |                    |                    |   |   |          |   |                    |                    |   |   |   |   |                    |                    |   |   |   |   |                    |                    |   |   |   |   |                    |                    |   |   |   |   |           |                    |   |   |   |   |           |                    |   |   |   |   |           |                    |   |   |   |   |           |                    |   |   |   |   |           |                    |   |   |   |   |           |                    |
|  | 1  | 0         | fosc / 4       |          |                    |                    |    |           |    |    |           |    |           |           |               |  |           |   |                   |   |          |  |       |                    |                    |   |   |          |   |                    |                    |   |   |   |   |                    |                    |   |   |   |   |                    |                    |   |   |   |   |                    |                    |   |   |   |   |           |                    |   |   |   |   |           |                    |   |   |   |   |           |                    |   |   |   |   |           |                    |   |   |   |   |           |                    |   |   |   |   |           |                    |
|  | 1  | 1         | fosc / 8       |          |                    |                    |    |           |    |    |           |    |           |           |               |  |           |   |                   |   |          |  |       |                    |                    |   |   |          |   |                    |                    |   |   |   |   |                    |                    |   |   |   |   |                    |                    |   |   |   |   |                    |                    |   |   |   |   |           |                    |   |   |   |   |           |                    |   |   |   |   |           |                    |   |   |   |   |           |                    |   |   |   |   |           |                    |   |   |   |   |           |                    |
|  | <b>RTNC [4:0]</b> : RTNC[4:0] is used to set 1H (line) period of Partial mode at CPU interface.  |           |                |          |                    |                    |    |           |    |    |           |    |           |           |               |  |           |   |                   |   |          |  |       |                    |                    |   |   |          |   |                    |                    |   |   |   |   |                    |                    |   |   |   |   |                    |                    |   |   |   |   |                    |                    |   |   |   |   |           |                    |   |   |   |   |           |                    |   |   |   |   |           |                    |   |   |   |   |           |                    |   |   |   |   |           |                    |   |   |   |   |           |                    |
|  | <table border="1"> <thead> <tr> <th colspan="5">RTNC[4:0]</th> <th>Clock per Line</th> </tr> </thead> <tbody> <tr><td>0</td><td>0</td><td>0</td><td>0</td><td>0</td><td>Setting prohibited</td></tr> <tr><td>0</td><td>0</td><td>0</td><td>0</td><td>1</td><td>Setting prohibited</td></tr> <tr><td>0</td><td>0</td><td>0</td><td>1</td><td>0</td><td>Setting prohibited</td></tr> <tr><td>0</td><td>0</td><td>0</td><td>1</td><td>1</td><td>Setting prohibited</td></tr> <tr><td>0</td><td>0</td><td>1</td><td>0</td><td>0</td><td>Setting prohibited</td></tr> <tr><td>0</td><td>0</td><td>1</td><td>0</td><td>1</td><td>Setting prohibited</td></tr> <tr><td>0</td><td>0</td><td>1</td><td>1</td><td>0</td><td>Setting prohibited</td></tr> <tr><td>0</td><td>0</td><td>1</td><td>1</td><td>1</td><td>Setting prohibited</td></tr> <tr><td>0</td><td>1</td><td>0</td><td>0</td><td>0</td><td>Setting prohibited</td></tr> <tr><td>0</td><td>1</td><td>0</td><td>0</td><td>1</td><td>Setting prohibited</td></tr> <tr><td>0</td><td>1</td><td>0</td><td>1</td><td>0</td><td>Setting prohibited</td></tr> </tbody> </table> |           |                |          |                    |                    |    |           |    |    |           |    |           | RTNC[4:0] |               |  |           |   | Clock per Line    | 0   | 0        | 0  | 0     | 0                  | Setting prohibited | 0 | 0 | 0        | 0 | 1                  | Setting prohibited | 0 | 0 | 0 | 1 | 0                  | Setting prohibited | 0 | 0 | 0 | 1 | 1                  | Setting prohibited | 0 | 0 | 1 | 0 | 0                  | Setting prohibited | 0 | 0 | 1 | 0 | 1         | Setting prohibited | 0 | 0 | 1 | 1 | 0         | Setting prohibited | 0 | 0 | 1 | 1 | 1         | Setting prohibited | 0 | 1 | 0 | 0 | 0         | Setting prohibited | 0 | 1 | 0 | 0 | 1         | Setting prohibited | 0 | 1 | 0 | 1 | 0         | Setting prohibited |
|  | RTNC[4:0]  |           |                |          |                    | Clock per Line     |    |           |    |    |           |    |           |           |               |  |           |   |                   |   |          |  |       |                    |                    |   |   |          |   |                    |                    |   |   |   |   |                    |                    |   |   |   |   |                    |                    |   |   |   |   |                    |                    |   |   |   |   |           |                    |   |   |   |   |           |                    |   |   |   |   |           |                    |   |   |   |   |           |                    |   |   |   |   |           |                    |   |   |   |   |           |                    |
|  | 0  | 0         | 0              | 0        | 0                  | Setting prohibited |    |           |    |    |           |    |           |           |               |  |           |   |                   |   |          |  |       |                    |                    |   |   |          |   |                    |                    |   |   |   |   |                    |                    |   |   |   |   |                    |                    |   |   |   |   |                    |                    |   |   |   |   |           |                    |   |   |   |   |           |                    |   |   |   |   |           |                    |   |   |   |   |           |                    |   |   |   |   |           |                    |   |   |   |   |           |                    |
|  | 0  | 0         | 0              | 0        | 1                  | Setting prohibited |    |           |    |    |           |    |           |           |               |  |           |   |                   |   |          |  |       |                    |                    |   |   |          |   |                    |                    |   |   |   |   |                    |                    |   |   |   |   |                    |                    |   |   |   |   |                    |                    |   |   |   |   |           |                    |   |   |   |   |           |                    |   |   |   |   |           |                    |   |   |   |   |           |                    |   |   |   |   |           |                    |   |   |   |   |           |                    |
|  | 0  | 0         | 0              | 1        | 0                  | Setting prohibited |    |           |    |    |           |    |           |           |               |  |           |   |                   |   |          |  |       |                    |                    |   |   |          |   |                    |                    |   |   |   |   |                    |                    |   |   |   |   |                    |                    |   |   |   |   |                    |                    |   |   |   |   |           |                    |   |   |   |   |           |                    |   |   |   |   |           |                    |   |   |   |   |           |                    |   |   |   |   |           |                    |   |   |   |   |           |                    |
|  | 0  | 0         | 0              | 1        | 1                  | Setting prohibited |    |           |    |    |           |    |           |           |               |  |           |   |                   |   |          |  |       |                    |                    |   |   |          |   |                    |                    |   |   |   |   |                    |                    |   |   |   |   |                    |                    |   |   |   |   |                    |                    |   |   |   |   |           |                    |   |   |   |   |           |                    |   |   |   |   |           |                    |   |   |   |   |           |                    |   |   |   |   |           |                    |   |   |   |   |           |                    |
| 0  | 0  | 1         | 0              | 0        | Setting prohibited |                    |    |           |    |    |           |    |           |           |               |  |           |   |                   |   |          |  |       |                    |                    |   |   |          |   |                    |                    |   |   |   |   |                    |                    |   |   |   |   |                    |                    |   |   |   |   |                    |                    |   |   |   |   |           |                    |   |   |   |   |           |                    |   |   |   |   |           |                    |   |   |   |   |           |                    |   |   |   |   |           |                    |   |   |   |   |           |                    |
| 0  | 0  | 1         | 0              | 1        | Setting prohibited |                    |    |           |    |    |           |    |           |           |               |  |           |   |                   |   |          |  |       |                    |                    |   |   |          |   |                    |                    |   |   |   |   |                    |                    |   |   |   |   |                    |                    |   |   |   |   |                    |                    |   |   |   |   |           |                    |   |   |   |   |           |                    |   |   |   |   |           |                    |   |   |   |   |           |                    |   |   |   |   |           |                    |   |   |   |   |           |                    |
| 0  | 0  | 1         | 1              | 0        | Setting prohibited |                    |    |           |    |    |           |    |           |           |               |  |           |   |                   |   |          |  |       |                    |                    |   |   |          |   |                    |                    |   |   |   |   |                    |                    |   |   |   |   |                    |                    |   |   |   |   |                    |                    |   |   |   |   |           |                    |   |   |   |   |           |                    |   |   |   |   |           |                    |   |   |   |   |           |                    |   |   |   |   |           |                    |   |   |   |   |           |                    |
| 0  | 0  | 1         | 1              | 1        | Setting prohibited |                    |    |           |    |    |           |    |           |           |               |  |           |   |                   |   |          |  |       |                    |                    |   |   |          |   |                    |                    |   |   |   |   |                    |                    |   |   |   |   |                    |                    |   |   |   |   |                    |                    |   |   |   |   |           |                    |   |   |   |   |           |                    |   |   |   |   |           |                    |   |   |   |   |           |                    |   |   |   |   |           |                    |   |   |   |   |           |                    |
| 0  | 1  | 0         | 0              | 0        | Setting prohibited |                    |    |           |    |    |           |    |           |           |               |  |           |   |                   |   |          |  |       |                    |                    |   |   |          |   |                    |                    |   |   |   |   |                    |                    |   |   |   |   |                    |                    |   |   |   |   |                    |                    |   |   |   |   |           |                    |   |   |   |   |           |                    |   |   |   |   |           |                    |   |   |   |   |           |                    |   |   |   |   |           |                    |   |   |   |   |           |                    |
| 0  | 1  | 0         | 0              | 1        | Setting prohibited |                    |    |           |    |    |           |    |           |           |               |  |           |   |                   |   |          |  |       |                    |                    |   |   |          |   |                    |                    |   |   |   |   |                    |                    |   |   |   |   |                    |                    |   |   |   |   |                    |                    |   |   |   |   |           |                    |   |   |   |   |           |                    |   |   |   |   |           |                    |   |   |   |   |           |                    |   |   |   |   |           |                    |   |   |   |   |           |                    |
| 0  | 1  | 0         | 1              | 0        | Setting prohibited |                    |    |           |    |    |           |    |           |           |               |  |           |   |                   |   |          |  |       |                    |                    |   |   |          |   |                    |                    |   |   |   |   |                    |                    |   |   |   |   |                    |                    |   |   |   |   |                    |                    |   |   |   |   |           |                    |   |   |   |   |           |                    |   |   |   |   |           |                    |   |   |   |   |           |                    |   |   |   |   |           |                    |   |   |   |   |           |                    |
| <table border="1"> <thead> <tr> <th colspan="5">RTNC[4:0]</th> <th>Clock per Line</th> </tr> </thead> <tbody> <tr><td>0</td><td>1</td><td>0</td><td>1</td><td>1</td><td>Setting prohibited</td></tr> <tr><td>0</td><td>1</td><td>1</td><td>0</td><td>0</td><td>Setting prohibited</td></tr> <tr><td>0</td><td>1</td><td>1</td><td>0</td><td>1</td><td>Setting prohibited</td></tr> <tr><td>0</td><td>1</td><td>1</td><td>1</td><td>0</td><td>Setting prohibited</td></tr> <tr><td>0</td><td>1</td><td>1</td><td>1</td><td>1</td><td>Setting prohibited</td></tr> <tr><td>1</td><td>0</td><td>0</td><td>0</td><td>0</td><td>16 clocks</td></tr> <tr><td>1</td><td>0</td><td>0</td><td>0</td><td>1</td><td>17 clocks</td></tr> <tr><td>1</td><td>0</td><td>0</td><td>1</td><td>0</td><td>18 clocks</td></tr> <tr><td>1</td><td>0</td><td>0</td><td>1</td><td>1</td><td>19 clocks</td></tr> <tr><td>1</td><td>0</td><td>1</td><td>0</td><td>0</td><td>20 clocks</td></tr> <tr><td>1</td><td>0</td><td>1</td><td>0</td><td>1</td><td>21 clocks</td></tr> </tbody> </table> |  |           |                |          |                    |                    |    |           |    |    |           |    | RTNC[4:0] |           |               |  |           | Clock per Line                          | 0                 | 1   | 0        | 1  | 1     | Setting prohibited | 0                  | 1 | 1 | 0        | 0 | Setting prohibited | 0                  | 1 | 1 | 0 | 1 | Setting prohibited | 0                  | 1 | 1 | 1 | 0 | Setting prohibited | 0                  | 1 | 1 | 1 | 1 | Setting prohibited | 1                  | 0 | 0 | 0 | 0 | 16 clocks | 1                  | 0 | 0 | 0 | 1 | 17 clocks | 1                  | 0 | 0 | 1 | 0 | 18 clocks | 1                  | 0 | 0 | 1 | 1 | 19 clocks | 1                  | 0 | 1 | 0 | 0 | 20 clocks | 1                  | 0 | 1 | 0 | 1 | 21 clocks |                    |
| RTNC[4:0]  |  |           |                |          | Clock per Line     |                    |    |           |    |    |           |    |           |           |               |  |           |   |                   |   |          |  |       |                    |                    |   |   |          |   |                    |                    |   |   |   |   |                    |                    |   |   |   |   |                    |                    |   |   |   |   |                    |                    |   |   |   |   |           |                    |   |   |   |   |           |                    |   |   |   |   |           |                    |   |   |   |   |           |                    |   |   |   |   |           |                    |   |   |   |   |           |                    |
| 0  | 1  | 0         | 1              | 1        | Setting prohibited |                    |    |           |    |    |           |    |           |           |               |  |           |   |                   |   |          |  |       |                    |                    |   |   |          |   |                    |                    |   |   |   |   |                    |                    |   |   |   |   |                    |                    |   |   |   |   |                    |                    |   |   |   |   |           |                    |   |   |   |   |           |                    |   |   |   |   |           |                    |   |   |   |   |           |                    |   |   |   |   |           |                    |   |   |   |   |           |                    |
| 0  | 1  | 1         | 0              | 0        | Setting prohibited |                    |    |           |    |    |           |    |           |           |               |  |           |   |                   |   |          |  |       |                    |                    |   |   |          |   |                    |                    |   |   |   |   |                    |                    |   |   |   |   |                    |                    |   |   |   |   |                    |                    |   |   |   |   |           |                    |   |   |   |   |           |                    |   |   |   |   |           |                    |   |   |   |   |           |                    |   |   |   |   |           |                    |   |   |   |   |           |                    |
| 0  | 1  | 1         | 0              | 1        | Setting prohibited |                    |    |           |    |    |           |    |           |           |               |  |           |   |                   |   |          |  |       |                    |                    |   |   |          |   |                    |                    |   |   |   |   |                    |                    |   |   |   |   |                    |                    |   |   |   |   |                    |                    |   |   |   |   |           |                    |   |   |   |   |           |                    |   |   |   |   |           |                    |   |   |   |   |           |                    |   |   |   |   |           |                    |   |   |   |   |           |                    |
| 0  | 1  | 1         | 1              | 0        | Setting prohibited |                    |    |           |    |    |           |    |           |           |               |  |           |   |                   |   |          |  |       |                    |                    |   |   |          |   |                    |                    |   |   |   |   |                    |                    |   |   |   |   |                    |                    |   |   |   |   |                    |                    |   |   |   |   |           |                    |   |   |   |   |           |                    |   |   |   |   |           |                    |   |   |   |   |           |                    |   |   |   |   |           |                    |   |   |   |   |           |                    |
| 0  | 1  | 1         | 1              | 1        | Setting prohibited |                    |    |           |    |    |           |    |           |           |               |  |           |   |                   |   |          |  |       |                    |                    |   |   |          |   |                    |                    |   |   |   |   |                    |                    |   |   |   |   |                    |                    |   |   |   |   |                    |                    |   |   |   |   |           |                    |   |   |   |   |           |                    |   |   |   |   |           |                    |   |   |   |   |           |                    |   |   |   |   |           |                    |   |   |   |   |           |                    |
| 1  | 0  | 0         | 0              | 0        | 16 clocks          |                    |    |           |    |    |           |    |           |           |               |  |           |   |                   |   |          |  |       |                    |                    |   |   |          |   |                    |                    |   |   |   |   |                    |                    |   |   |   |   |                    |                    |   |   |   |   |                    |                    |   |   |   |   |           |                    |   |   |   |   |           |                    |   |   |   |   |           |                    |   |   |   |   |           |                    |   |   |   |   |           |                    |   |   |   |   |           |                    |
| 1  | 0  | 0         | 0              | 1        | 17 clocks          |                    |    |           |    |    |           |    |           |           |               |  |           |   |                   |   |          |  |       |                    |                    |   |   |          |   |                    |                    |   |   |   |   |                    |                    |   |   |   |   |                    |                    |   |   |   |   |                    |                    |   |   |   |   |           |                    |   |   |   |   |           |                    |   |   |   |   |           |                    |   |   |   |   |           |                    |   |   |   |   |           |                    |   |   |   |   |           |                    |
| 1  | 0  | 0         | 1              | 0        | 18 clocks          |                    |    |           |    |    |           |    |           |           |               |  |           |   |                   |   |          |  |       |                    |                    |   |   |          |   |                    |                    |   |   |   |   |                    |                    |   |   |   |   |                    |                    |   |   |   |   |                    |                    |   |   |   |   |           |                    |   |   |   |   |           |                    |   |   |   |   |           |                    |   |   |   |   |           |                    |   |   |   |   |           |                    |   |   |   |   |           |                    |
| 1  | 0  | 0         | 1              | 1        | 19 clocks          |                    |    |           |    |    |           |    |           |           |               |  |           |   |                   |   |          |  |       |                    |                    |   |   |          |   |                    |                    |   |   |   |   |                    |                    |   |   |   |   |                    |                    |   |   |   |   |                    |                    |   |   |   |   |           |                    |   |   |   |   |           |                    |   |   |   |   |           |                    |   |   |   |   |           |                    |   |   |   |   |           |                    |   |   |   |   |           |                    |
| 1  | 0  | 1         | 0              | 0        | 20 clocks          |                    |    |           |    |    |           |    |           |           |               |  |           |   |                   |   |          |  |       |                    |                    |   |   |          |   |                    |                    |   |   |   |   |                    |                    |   |   |   |   |                    |                    |   |   |   |   |                    |                    |   |   |   |   |           |                    |   |   |   |   |           |                    |   |   |   |   |           |                    |   |   |   |   |           |                    |   |   |   |   |           |                    |   |   |   |   |           |                    |
| 1  | 0  | 1         | 0              | 1        | 21 clocks          |                    |    |           |    |    |           |    |           |           |               |  |           |   |                   |   |          |  |       |                    |                    |   |   |          |   |                    |                    |   |   |   |   |                    |                    |   |   |   |   |                    |                    |   |   |   |   |                    |                    |   |   |   |   |           |                    |   |   |   |   |           |                    |   |   |   |   |           |                    |   |   |   |   |           |                    |   |   |   |   |           |                    |   |   |   |   |           |                    |
| <table border="1"> <thead> <tr> <th colspan="5">RTNC[4:0]</th> <th>Clock per Line</th> </tr> </thead> <tbody> <tr><td>1</td><td>0</td><td>1</td><td>1</td><td>0</td><td>22 clocks</td></tr> <tr><td>1</td><td>0</td><td>1</td><td>1</td><td>1</td><td>23 clocks</td></tr> <tr><td>1</td><td>0</td><td>0</td><td>0</td><td>0</td><td>24 clocks</td></tr> <tr><td>1</td><td>0</td><td>0</td><td>0</td><td>1</td><td>25 clocks</td></tr> <tr><td>1</td><td>0</td><td>0</td><td>1</td><td>0</td><td>26 clocks</td></tr> <tr><td>1</td><td>0</td><td>1</td><td>1</td><td>1</td><td>27 clocks</td></tr> <tr><td>1</td><td>1</td><td>0</td><td>0</td><td>0</td><td>28 clocks</td></tr> <tr><td>1</td><td>1</td><td>0</td><td>0</td><td>1</td><td>29 clocks</td></tr> <tr><td>1</td><td>1</td><td>0</td><td>1</td><td>0</td><td>30 clocks</td></tr> <tr><td>1</td><td>1</td><td>1</td><td>1</td><td>1</td><td>31 clocks</td></tr> </tbody> </table>  |  |           |                |          |                    |                    |    |           |    |    |           |    | RTNC[4:0] |           |               |  |           | Clock per Line                          | 1                 | 0   | 1        | 1  | 0     | 22 clocks          | 1                  | 0 | 1 | 1        | 1 | 23 clocks          | 1                  | 0 | 0 | 0 | 0 | 24 clocks          | 1                  | 0 | 0 | 0 | 1 | 25 clocks          | 1                  | 0 | 0 | 1 | 0 | 26 clocks          | 1                  | 0 | 1 | 1 | 1 | 27 clocks | 1                  | 1 | 0 | 0 | 0 | 28 clocks | 1                  | 1 | 0 | 0 | 1 | 29 clocks | 1                  | 1 | 0 | 1 | 0 | 30 clocks | 1                  | 1 | 1 | 1 | 1 | 31 clocks |                    |   |   |   |   |           |                    |
| RTNC[4:0]  |  |           |                |          | Clock per Line     |                    |    |           |    |    |           |    |           |           |               |  |           |   |                   |   |          |  |       |                    |                    |   |   |          |   |                    |                    |   |   |   |   |                    |                    |   |   |   |   |                    |                    |   |   |   |   |                    |                    |   |   |   |   |           |                    |   |   |   |   |           |                    |   |   |   |   |           |                    |   |   |   |   |           |                    |   |   |   |   |           |                    |   |   |   |   |           |                    |
| 1  | 0  | 1         | 1              | 0        | 22 clocks          |                    |    |           |    |    |           |    |           |           |               |  |           |   |                   |   |          |  |       |                    |                    |   |   |          |   |                    |                    |   |   |   |   |                    |                    |   |   |   |   |                    |                    |   |   |   |   |                    |                    |   |   |   |   |           |                    |   |   |   |   |           |                    |   |   |   |   |           |                    |   |   |   |   |           |                    |   |   |   |   |           |                    |   |   |   |   |           |                    |
| 1  | 0  | 1         | 1              | 1        | 23 clocks          |                    |    |           |    |    |           |    |           |           |               |  |           |   |                   |   |          |  |       |                    |                    |   |   |          |   |                    |                    |   |   |   |   |                    |                    |   |   |   |   |                    |                    |   |   |   |   |                    |                    |   |   |   |   |           |                    |   |   |   |   |           |                    |   |   |   |   |           |                    |   |   |   |   |           |                    |   |   |   |   |           |                    |   |   |   |   |           |                    |
| 1  | 0  | 0         | 0              | 0        | 24 clocks          |                    |    |           |    |    |           |    |           |           |               |  |           |   |                   |   |          |  |       |                    |                    |   |   |          |   |                    |                    |   |   |   |   |                    |                    |   |   |   |   |                    |                    |   |   |   |   |                    |                    |   |   |   |   |           |                    |   |   |   |   |           |                    |   |   |   |   |           |                    |   |   |   |   |           |                    |   |   |   |   |           |                    |   |   |   |   |           |                    |
| 1  | 0  | 0         | 0              | 1        | 25 clocks          |                    |    |           |    |    |           |    |           |           |               |  |           |   |                   |   |          |  |       |                    |                    |   |   |          |   |                    |                    |   |   |   |   |                    |                    |   |   |   |   |                    |                    |   |   |   |   |                    |                    |   |   |   |   |           |                    |   |   |   |   |           |                    |   |   |   |   |           |                    |   |   |   |   |           |                    |   |   |   |   |           |                    |   |   |   |   |           |                    |
| 1  | 0  | 0         | 1              | 0        | 26 clocks          |                    |    |           |    |    |           |    |           |           |               |  |           |   |                   |   |          |  |       |                    |                    |   |   |          |   |                    |                    |   |   |   |   |                    |                    |   |   |   |   |                    |                    |   |   |   |   |                    |                    |   |   |   |   |           |                    |   |   |   |   |           |                    |   |   |   |   |           |                    |   |   |   |   |           |                    |   |   |   |   |           |                    |   |   |   |   |           |                    |
| 1  | 0  | 1         | 1              | 1        | 27 clocks          |                    |    |           |    |    |           |    |           |           |               |  |           |   |                   |   |          |  |       |                    |                    |   |   |          |   |                    |                    |   |   |   |   |                    |                    |   |   |   |   |                    |                    |   |   |   |   |                    |                    |   |   |   |   |           |                    |   |   |   |   |           |                    |   |   |   |   |           |                    |   |   |   |   |           |                    |   |   |   |   |           |                    |   |   |   |   |           |                    |
| 1  | 1  | 0         | 0              | 0        | 28 clocks          |                    |    |           |    |    |           |    |           |           |               |  |           |   |                   |   |          |  |       |                    |                    |   |   |          |   |                    |                    |   |   |   |   |                    |                    |   |   |   |   |                    |                    |   |   |   |   |                    |                    |   |   |   |   |           |                    |   |   |   |   |           |                    |   |   |   |   |           |                    |   |   |   |   |           |                    |   |   |   |   |           |                    |   |   |   |   |           |                    |
| 1  | 1  | 0         | 0              | 1        | 29 clocks          |                    |    |           |    |    |           |    |           |           |               |  |           |   |                   |   |          |  |       |                    |                    |   |   |          |   |                    |                    |   |   |   |   |                    |                    |   |   |   |   |                    |                    |   |   |   |   |                    |                    |   |   |   |   |           |                    |   |   |   |   |           |                    |   |   |   |   |           |                    |   |   |   |   |           |                    |   |   |   |   |           |                    |   |   |   |   |           |                    |
| 1  | 1  | 0         | 1              | 0        | 30 clocks          |                    |    |           |    |    |           |    |           |           |               |  |           |   |                   |   |          |  |       |                    |                    |   |   |          |   |                    |                    |   |   |   |   |                    |                    |   |   |   |   |                    |                    |   |   |   |   |                    |                    |   |   |   |   |           |                    |   |   |   |   |           |                    |   |   |   |   |           |                    |   |   |   |   |           |                    |   |   |   |   |           |                    |   |   |   |   |           |                    |
| 1  | 1  | 1         | 1              | 1        | 31 clocks          |                    |    |           |    |    |           |    |           |           |               |  |           |   |                   |   |          |  |       |                    |                    |   |   |          |   |                    |                    |   |   |   |   |                    |                    |   |   |   |   |                    |                    |   |   |   |   |                    |                    |   |   |   |   |           |                    |   |   |   |   |           |                    |   |   |   |   |           |                    |   |   |   |   |           |                    |   |   |   |   |           |                    |   |   |   |   |           |                    |
| Restriction  |  |           |                |          |                    |                    |    |           |    |    |           |    |           |           |               |  |           |   |                   |   |          |  |       |                    |                    |   |   |          |   |                    |                    |   |   |   |   |                    |                    |   |   |   |   |                    |                    |   |   |   |   |                    |                    |   |   |   |   |           |                    |   |   |   |   |           |                    |   |   |   |   |           |                    |   |   |   |   |           |                    |   |   |   |   |           |                    |   |   |   |   |           |                    |
| Register Availability  | <table border="1"> <thead> <tr> <th>Status</th> <th>Availability</th> </tr> </thead> <tbody> <tr> <td>Normal Mode ON, Idle Mode OFF, Sleep OUT</td> <td>Yes</td> </tr> <tr> <td>Normal Mode ON, Idle Mode ON, Sleep OUT</td> <td>Yes</td> </tr> <tr> <td>Partial Mode ON, Idle Mode OFF, Sleep OUT</td> <td>Yes</td> </tr> <tr> <td>Partial Mode ON, Idle Mode ON, Sleep OUT</td> <td>Yes</td> </tr> <tr> <td>Sleep IN</td> <td>Yes</td> </tr> </tbody> </table>   |           |                |          |                    |                    |    |           |    |    |           |    |           | Status    | Availability  | Normal Mode ON, Idle Mode OFF, Sleep OUT | Yes       | Normal Mode ON, Idle Mode ON, Sleep OUT | Yes               | Partial Mode ON, Idle Mode OFF, Sleep OUT | Yes      | Partial Mode ON, Idle Mode ON, Sleep OUT | Yes   | Sleep IN           | Yes                |   |   |          |   |                    |                    |   |   |   |   |                    |                    |   |   |   |   |                    |                    |   |   |   |   |                    |                    |   |   |   |   |           |                    |   |   |   |   |           |                    |   |   |   |   |           |                    |   |   |   |   |           |                    |   |   |   |   |           |                    |   |   |   |   |           |                    |
| Status   | Availability   |           |                |          |                    |                    |    |           |    |    |           |    |           |           |               |  |           |   |                   |   |          |  |       |                    |                    |   |   |          |   |                    |                    |   |   |   |   |                    |                    |   |   |   |   |                    |                    |   |   |   |   |                    |                    |   |   |   |   |           |                    |   |   |   |   |           |                    |   |   |   |   |           |                    |   |   |   |   |           |                    |   |   |   |   |           |                    |   |   |   |   |           |                    |
| Normal Mode ON, Idle Mode OFF, Sleep OUT   | Yes  |           |                |          |                    |                    |    |           |    |    |           |    |           |           |               |  |           |   |                   |   |          |  |       |                    |                    |   |   |          |   |                    |                    |   |   |   |   |                    |                    |   |   |   |   |                    |                    |   |   |   |   |                    |                    |   |   |   |   |           |                    |   |   |   |   |           |                    |   |   |   |   |           |                    |   |   |   |   |           |                    |   |   |   |   |           |                    |   |   |   |   |           |                    |
| Normal Mode ON, Idle Mode ON, Sleep OUT  | Yes  |           |                |          |                    |                    |    |           |    |    |           |    |           |           |               |  |           |   |                   |   |          |  |       |                    |                    |   |   |          |   |                    |                    |   |   |   |   |                    |                    |   |   |   |   |                    |                    |   |   |   |   |                    |                    |   |   |   |   |           |                    |   |   |   |   |           |                    |   |   |   |   |           |                    |   |   |   |   |           |                    |   |   |   |   |           |                    |   |   |   |   |           |                    |
| Partial Mode ON, Idle Mode OFF, Sleep OUT  | Yes  |           |                |          |                    |                    |    |           |    |    |           |    |           |           |               |  |           |   |                   |   |          |  |       |                    |                    |   |   |          |   |                    |                    |   |   |   |   |                    |                    |   |   |   |   |                    |                    |   |   |   |   |                    |                    |   |   |   |   |           |                    |   |   |   |   |           |                    |   |   |   |   |           |                    |   |   |   |   |           |                    |   |   |   |   |           |                    |   |   |   |   |           |                    |
| Partial Mode ON, Idle Mode ON, Sleep OUT   | Yes  |           |                |          |                    |                    |    |           |    |    |           |    |           |           |               |  |           |   |                   |   |          |  |       |                    |                    |   |   |          |   |                    |                    |   |   |   |   |                    |                    |   |   |   |   |                    |                    |   |   |   |   |                    |                    |   |   |   |   |           |                    |   |   |   |   |           |                    |   |   |   |   |           |                    |   |   |   |   |           |                    |   |   |   |   |           |                    |   |   |   |   |           |                    |
| Sleep IN   | Yes  |           |                |          |                    |                    |    |           |    |    |           |    |           |           |               |  |           |   |                   |   |          |  |       |                    |                    |   |   |          |   |                    |                    |   |   |   |   |                    |                    |   |   |   |   |                    |                    |   |   |   |   |                    |                    |   |   |   |   |           |                    |   |   |   |   |           |                    |   |   |   |   |           |                    |   |   |   |   |           |                    |   |   |   |   |           |                    |   |   |   |   |           |                    |
| Default  | <table border="1"> <thead> <tr> <th rowspan="2">Status</th> <th colspan="2">Default Value</th> </tr> <tr> <th>DIVC[1:0]</th> <th>RTNC[4:0]</th> </tr> </thead> <tbody> <tr> <td>Power ON Sequence</td> <td>2'b00</td> <td>5'b10001</td> </tr> <tr> <td>H/W Reset</td> <td>2'b00</td> <td>5'b10001</td> </tr> </tbody> </table>   |           |                |          |                    |                    |    |           |    |    |           |    |           | Status    | Default Value |  | DIVC[1:0] | RTNC[4:0]                               | Power ON Sequence | 2'b00                                     | 5'b10001 | H/W Reset                                | 2'b00 | 5'b10001           |                    |   |   |          |   |                    |                    |   |   |   |   |                    |                    |   |   |   |   |                    |                    |   |   |   |   |                    |                    |   |   |   |   |           |                    |   |   |   |   |           |                    |   |   |   |   |           |                    |   |   |   |   |           |                    |   |   |   |   |           |                    |   |   |   |   |           |                    |
| Status   | Default Value  |           |                |          |                    |                    |    |           |    |    |           |    |           |           |               |  |           |   |                   |   |          |  |       |                    |                    |   |   |          |   |                    |                    |   |   |   |   |                    |                    |   |   |   |   |                    |                    |   |   |   |   |                    |                    |   |   |   |   |           |                    |   |   |   |   |           |                    |   |   |   |   |           |                    |   |   |   |   |           |                    |   |   |   |   |           |                    |   |   |   |   |           |                    |
|  | DIVC[1:0]  | RTNC[4:0] |                |          |                    |                    |    |           |    |    |           |    |           |           |               |  |           |   |                   |   |          |  |       |                    |                    |   |   |          |   |                    |                    |   |   |   |   |                    |                    |   |   |   |   |                    |                    |   |   |   |   |                    |                    |   |   |   |   |           |                    |   |   |   |   |           |                    |   |   |   |   |           |                    |   |   |   |   |           |                    |   |   |   |   |           |                    |   |   |   |   |           |                    |
| Power ON Sequence  | 2'b00  | 5'b10001  |                |          |                    |                    |    |           |    |    |           |    |           |           |               |  |           |   |                   |   |          |  |       |                    |                    |   |   |          |   |                    |                    |   |   |   |   |                    |                    |   |   |   |   |                    |                    |   |   |   |   |                    |                    |   |   |   |   |           |                    |   |   |   |   |           |                    |   |   |   |   |           |                    |   |   |   |   |           |                    |   |   |   |   |           |                    |   |   |   |   |           |                    |
| H/W Reset  | 2'b00  | 5'b10001  |                |          |                    |                    |    |           |    |    |           |    |           |           |               |  |           |   |                   |   |          |  |       |                    |                    |   |   |          |   |                    |                    |   |   |   |   |                    |                    |   |   |   |   |                    |                    |   |   |   |   |                    |                    |   |   |   |   |           |                    |   |   |   |   |           |                    |   |   |   |   |           |                    |   |   |   |   |           |                    |   |   |   |   |           |                    |   |   |   |   |           |                    |

### 8.2.54. Display Inversion Control (B4h)

| _B4h                                      | INVTR (Display Inversion Control)   |  |  |          |    |    |    |      |    |        |           |    | HEX    |               |  |      |   |                   |  |        |  |      |          |        |        |   |        |   |   |   |  |  |        |        |   |   |   |   |        |        |        |   |   |   |   |        |        |  |        |   |   |   |        |        |   |        |   |   |   |   |   |   |        |   |   |   |   |   |   |        |   |   |   |   |   |   |       |                    |  |       |                 |  |        |   |   |   |   |   |   |        |   |   |   |   |   |   |        |   |   |   |   |   |   |        |   |   |   |   |   |   |  |        |   |   |   |   |   |   |        |   |   |   |   |   |   |        |   |   |   |   |   |   |        |   |   |   |   |   |   |       |                 |  |        |   |   |   |   |   |   |        |   |   |   |   |   |   |        |   |   |   |   |   |   |        |   |   |   |   |   |   |  |        |   |   |   |   |   |   |        |   |   |   |   |   |   |        |   |   |   |   |   |   |        |   |   |   |   |   |   |
|---|---|--|--|----------|----|----|----|------|----|--------|-----------|----|--------|---------------|--|------|---|-------------------|--|--------|--|------|----------|--------|--------|---|--------|---|---|---|--|--|--------|--------|---|---|---|---|--------|--------|--------|---|---|---|---|--------|--------|--|--------|---|---|---|--------|--------|---|--------|---|---|---|---|---|---|--------|---|---|---|---|---|---|--------|---|---|---|---|---|---|-------|--------------------|--|-------|-----------------|--|--------|---|---|---|---|---|---|--------|---|---|---|---|---|---|--------|---|---|---|---|---|---|--------|---|---|---|---|---|---|--|--------|---|---|---|---|---|---|--------|---|---|---|---|---|---|--------|---|---|---|---|---|---|--------|---|---|---|---|---|---|-------|-----------------|--|--------|---|---|---|---|---|---|--------|---|---|---|---|---|---|--------|---|---|---|---|---|---|--------|---|---|---|---|---|---|--|--------|---|---|---|---|---|---|--------|---|---|---|---|---|---|--------|---|---|---|---|---|---|--------|---|---|---|---|---|---|
|   | D/CX  | RDX  | WRX  | D[15:8]  | D7 | D6 | D5 | D4   | D3 | D2     | D1        | D0 | HEX    |               |  |      |   |                   |  |        |  |      |          |        |        |   |        |   |   |   |  |  |        |        |   |   |   |   |        |        |        |   |   |   |   |        |        |  |        |   |   |   |        |        |   |        |   |   |   |   |   |   |        |   |   |   |   |   |   |        |   |   |   |   |   |   |       |                    |  |       |                 |  |        |   |   |   |   |   |   |        |   |   |   |   |   |   |        |   |   |   |   |   |   |        |   |   |   |   |   |   |  |        |   |   |   |   |   |   |        |   |   |   |   |   |   |        |   |   |   |   |   |   |        |   |   |   |   |   |   |       |                 |  |        |   |   |   |   |   |   |        |   |   |   |   |   |   |        |   |   |   |   |   |   |        |   |   |   |   |   |   |  |        |   |   |   |   |   |   |        |   |   |   |   |   |   |        |   |   |   |   |   |   |        |   |   |   |   |   |   |
| Command                                   | 0   | 1  | ↑  | XXXXXXXX | 1  | 0  | 1  | 1    | 0  | 1      | 0         | 0  | B4h    |               |  |      |   |                   |  |        |  |      |          |        |        |   |        |   |   |   |  |  |        |        |   |   |   |   |        |        |        |   |   |   |   |        |        |  |        |   |   |   |        |        |   |        |   |   |   |   |   |   |        |   |   |   |   |   |   |        |   |   |   |   |   |   |       |                    |  |       |                 |  |        |   |   |   |   |   |   |        |   |   |   |   |   |   |        |   |   |   |   |   |   |        |   |   |   |   |   |   |  |        |   |   |   |   |   |   |        |   |   |   |   |   |   |        |   |   |   |   |   |   |        |   |   |   |   |   |   |       |                 |  |        |   |   |   |   |   |   |        |   |   |   |   |   |   |        |   |   |   |   |   |   |        |   |   |   |   |   |   |  |        |   |   |   |   |   |   |        |   |   |   |   |   |   |        |   |   |   |   |   |   |        |   |   |   |   |   |   |
| 1 <sup>st</sup> Parameter                 | 1   | 1  | ↑  | XXXXXXXX | 0  | 0  | 0  | ZINV | 0  | 0      | DINV[1:0] |    | XX     |               |  |      |   |                   |  |        |  |      |          |        |        |   |        |   |   |   |  |  |        |        |   |   |   |   |        |        |        |   |   |   |   |        |        |  |        |   |   |   |        |        |   |        |   |   |   |   |   |   |        |   |   |   |   |   |   |        |   |   |   |   |   |   |       |                    |  |       |                 |  |        |   |   |   |   |   |   |        |   |   |   |   |   |   |        |   |   |   |   |   |   |        |   |   |   |   |   |   |  |        |   |   |   |   |   |   |        |   |   |   |   |   |   |        |   |   |   |   |   |   |        |   |   |   |   |   |   |       |                 |  |        |   |   |   |   |   |   |        |   |   |   |   |   |   |        |   |   |   |   |   |   |        |   |   |   |   |   |   |  |        |   |   |   |   |   |   |        |   |   |   |   |   |   |        |   |   |   |   |   |   |        |   |   |   |   |   |   |
| Description                               | <p><b>ZINV</b> : Set Z-inversion mode</p> <p>0 : Disable Z-inversion</p> <p>1 : Enable Z-inversion mode</p> <p><b>DINV[1:0]</b> : Set the inversion mode</p> <table border="1" style="width: 100%; border-collapse: collapse;"> <thead> <tr> <th>DINV [1:0]</th> <th colspan="2">Dot inversion mode</th> </tr> </thead> <tbody> <tr> <td rowspan="2">2'b00</td> <td rowspan="2">Column inversion</td> <td> <p>1st frame</p> <table border="1" style="font-size: small;"> <tr><td>1 line</td><td>+</td><td>-</td><td>+</td><td>-</td><td>+</td><td>-</td></tr> <tr><td>2 line</td><td>+</td><td>-</td><td>+</td><td>-</td><td>+</td><td>-</td></tr> <tr><td>3 line</td><td>+</td><td>-</td><td>+</td><td>-</td><td>+</td><td>-</td></tr> <tr><td>4 line</td><td>+</td><td>-</td><td>+</td><td>-</td><td>+</td><td>-</td></tr> </table> </td> <td> <p>2nd frame</p> <table border="1" style="font-size: small;"> <tr><td>1 line</td><td>-</td><td>+</td><td>-</td><td>+</td><td>-</td><td>+</td></tr> <tr><td>2 line</td><td>-</td><td>+</td><td>-</td><td>+</td><td>-</td><td>+</td></tr> <tr><td>3 line</td><td>-</td><td>+</td><td>-</td><td>+</td><td>-</td><td>+</td></tr> <tr><td>4 line</td><td>-</td><td>+</td><td>-</td><td>+</td><td>-</td><td>+</td></tr> </table> </td> </tr> <tr> <td>2'b01</td> <td colspan="2" style="text-align: center;">Setting prohibited</td> </tr> <tr> <td rowspan="2">2'b10</td> <td rowspan="2">2-dot inversion</td> <td> <p>1st frame</p> <table border="1" style="font-size: small;"> <tr><td>1 line</td><td>+</td><td>-</td><td>+</td><td>-</td><td>+</td><td>-</td></tr> <tr><td>2 line</td><td>+</td><td>-</td><td>+</td><td>-</td><td>+</td><td>-</td></tr> <tr><td>3 line</td><td>-</td><td>+</td><td>-</td><td>+</td><td>-</td><td>+</td></tr> <tr><td>4 line</td><td>-</td><td>+</td><td>-</td><td>+</td><td>-</td><td>+</td></tr> </table> </td> <td> <p>2nd frame</p> <table border="1" style="font-size: small;"> <tr><td>1 line</td><td>-</td><td>+</td><td>-</td><td>+</td><td>-</td><td>+</td></tr> <tr><td>2 line</td><td>-</td><td>+</td><td>-</td><td>+</td><td>-</td><td>+</td></tr> <tr><td>3 line</td><td>+</td><td>-</td><td>+</td><td>-</td><td>+</td><td>-</td></tr> <tr><td>4 line</td><td>+</td><td>-</td><td>+</td><td>-</td><td>+</td><td>-</td></tr> </table> </td> </tr> <tr> <td rowspan="2">2'b11</td> <td rowspan="2">4-dot inversion</td> <td> <p>1st frame</p> <table border="1" style="font-size: small;"> <tr><td>1 line</td><td>+</td><td>-</td><td>+</td><td>-</td><td>+</td><td>-</td></tr> <tr><td>2 line</td><td>+</td><td>-</td><td>+</td><td>-</td><td>+</td><td>-</td></tr> <tr><td>3 line</td><td>+</td><td>-</td><td>+</td><td>-</td><td>+</td><td>-</td></tr> <tr><td>4 line</td><td>+</td><td>-</td><td>+</td><td>-</td><td>+</td><td>-</td></tr> </table> </td> <td> <p>2nd frame</p> <table border="1" style="font-size: small;"> <tr><td>1 line</td><td>-</td><td>+</td><td>-</td><td>+</td><td>-</td><td>+</td></tr> <tr><td>2 line</td><td>-</td><td>+</td><td>-</td><td>+</td><td>-</td><td>+</td></tr> <tr><td>3 line</td><td>-</td><td>+</td><td>-</td><td>+</td><td>-</td><td>+</td></tr> <tr><td>4 line</td><td>-</td><td>+</td><td>-</td><td>+</td><td>-</td><td>+</td></tr> </table> </td> </tr> </tbody> </table> |  |  |          |    |    |    |      |    |        |           |    |        | DINV [1:0]    | Dot inversion mode                       |      | 2'b00                                   | Column inversion  | <p>1st frame</p> <table border="1" style="font-size: small;"> <tr><td>1 line</td><td>+</td><td>-</td><td>+</td><td>-</td><td>+</td><td>-</td></tr> <tr><td>2 line</td><td>+</td><td>-</td><td>+</td><td>-</td><td>+</td><td>-</td></tr> <tr><td>3 line</td><td>+</td><td>-</td><td>+</td><td>-</td><td>+</td><td>-</td></tr> <tr><td>4 line</td><td>+</td><td>-</td><td>+</td><td>-</td><td>+</td><td>-</td></tr> </table> | 1 line | +  | - 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|   | DINV [1:0]  | Dot inversion mode   |  |          |    |    |    |      |    |        |           |    |        |               |  |      |   |                   |  |        |  |      |          |        |        |   |        |   |   |   |  |  |        |        |   |   |   |   |        |        |        |   |   |   |   |        |        |  |        |   |   |   |        |        |   |        |   |   |   |   |   |   |        |   |   |   |   |   |   |        |   |   |   |   |   |   |       |                    |  |       |                 |  |        |   |   |   |   |   |   |        |   |   |   |   |   |   |        |   |   |   |   |   |   |        |   |   |   |   |   |   |  |        |   |   |   |   |   |   |        |   |   |   |   |   |   |        |   |   |   |   |   |   |        |   |   |   |   |   |   |       |                 |  |        |   |   |   |   |   |   |        |   |   |   |   |   |   |        |   |   |   |   |   |   |        |   |   |   |   |   |   |  |        |   |   |   |   |   |   |        |   |   |   |   |   |   |        |   |   |   |   |   |   |        |   |   |   |   |   |   |
|   | 2'b00   | Column inversion   | <p>1st frame</p> <table border="1" style="font-size: small;"> <tr><td>1 line</td><td>+</td><td>-</td><td>+</td><td>-</td><td>+</td><td>-</td></tr> <tr><td>2 line</td><td>+</td><td>-</td><td>+</td><td>-</td><td>+</td><td>-</td></tr> <tr><td>3 line</td><td>+</td><td>-</td><td>+</td><td>-</td><td>+</td><td>-</td></tr> <tr><td>4 line</td><td>+</td><td>-</td><td>+</td><td>-</td><td>+</td><td>-</td></tr> </table> | 1 line   | +  | -  | +  | -    | +  | -      | 2 line    | +  | -      | +             | -  | +    | -                                       | 3 line            | +  | -      | +  | -    | +        | -      | 4 line | + | -      | + | - | + | -  | <p>2nd frame</p> <table border="1" style="font-size: small;"> <tr><td>1 line</td><td>-</td><td>+</td><td>-</td><td>+</td><td>-</td><td>+</td></tr> <tr><td>2 line</td><td>-</td><td>+</td><td>-</td><td>+</td><td>-</td><td>+</td></tr> <tr><td>3 line</td><td>-</td><td>+</td><td>-</td><td>+</td><td>-</td><td>+</td></tr> <tr><td>4 line</td><td>-</td><td>+</td><td>-</td><td>+</td><td>-</td><td>+</td></tr> </table> | 1 line | -      | + | - | + | - | +      | 2 line | -      | + | - | + | - | +      | 3 line | -  | +      | - | + | - | +      | 4 line | - | +      | - | + | - | + |   |   |        |   |   |   |   |   |   |        |   |   |   |   |   |   |       |                    |  |       |                 |  |        |   |   |   |   |   |   |        |   |   |   |   |   |   |        |   |   |   |   |   |   |        |   |   |   |   |   |   |  |        |   |   |   |   |   |   |        |   |   |   |   |   |   |        |   |   |   |   |   |   |        |   |   |   |   |   |   |       |                 |  |        |   |   |   |   |   |   |        |   |   |   |   |   |   |        |   |   |   |   |   |   |        |   |   |   |   |   |   |  |        |   |   |   |   |   |   |        |   |   |   |   |   |   |        |   |   |   |   |   |   |        |   |   |   |   |   |   |
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| 2 line                                    | +   | -  | +  | -        | +  | -  |    |      |    |        |           |    |        |               |  |      |   |                   |  |        |  |      |          |        |        |   |        |   |   |   |  |  |        |        |   |   |   |   |        |        |        |   |   |   |   |        |        |  |        |   |   |   |        |        |   |        |   |   |   |   |   |   |        |   |   |   |   |   |   |        |   |   |   |   |   |   |       |                    |  |       |                 |  |        |   |   |   |   |   |   |        |   |   |   |   |   |   |        |   |   |   |   |   |   |        |   |   |   |   |   |   |  |        |   |   |   |   |   |   |        |   |   |   |   |   |   |        |   |   |   |   |   |   |        |   |   |   |   |   |   |       |                 |  |        |   |   |   |   |   |   |        |   |   |   |   |   |   |        |   |   |   |   |   |   |        |   |   |   |   |   |   |  |        |   |   |   |   |   |   |        |   |   |   |   |   |   |        |   |   |   |   |   |   |        |   |   |   |   |   |   |
| 3 line                                    | +   | -  | +  | -        | +  | -  |    |      |    |        |           |    |        |               |  |      |   |                   |  |        |  |      |          |        |        |   |        |   |   |   |  |  |        |        |   |   |   |   |        |        |        |   |   |   |   |        |        |  |        |   |   |   |        |        |   |        |   |   |   |   |   |   |        |   |   |   |   |   |   |        |   |   |   |   |   |   |       |                    |  |       |                 |  |        |   |   |   |   |   |   |        |   |   |   |   |   |   |        |   |   |   |   |   |   |        |   |   |   |   |   |   |  |        |   |   |   |   |   |   |        |   |   |   |   |   |   |        |   |   |   |   |   |   |        |   |   |   |   |   |   |       |                 |  |        |   |   |   |   |   |   |        |   |   |   |   |   |   |        |   |   |   |   |   |   |        |   |   |   |   |   |   |  |        |   |   |   |   |   |   |        |   |   |   |   |   |   |        |   |   |   |   |   |   |        |   |   |   |   |   |   |
| 4 line                                    | +   | -  | +  | -        | +  | -  |    |      |    |        |           |    |        |               |  |      |   |                   |  |        |  |      |          |        |        |   |        |   |   |   |  |  |        |        |   |   |   |   |        |        |        |   |   |   |   |        |        |  |        |   |   |   |        |        |   |        |   |   |   |   |   |   |        |   |   |   |   |   |   |        |   |   |   |   |   |   |       |                    |  |       |                 |  |        |   |   |   |   |   |   |        |   |   |   |   |   |   |        |   |   |   |   |   |   |        |   |   |   |   |   |   |  |        |   |   |   |   |   |   |        |   |   |   |   |   |   |        |   |   |   |   |   |   |        |   |   |   |   |   |   |       |                 |  |        |   |   |   |   |   |   |        |   |   |   |   |   |   |        |   |   |   |   |   |   |        |   |   |   |   |   |   |  |        |   |   |   |   |   |   |        |   |   |   |   |   |   |        |   |   |   |   |   |   |        |   |   |   |   |   |   |
| 1 line                                    | -   | +  | -  | +        | -  | +  |    |      |    |        |           |    |        |               |  |      |   |                   |  |        |  |      |          |        |        |   |        |   |   |   |  |  |        |        |   |   |   |   |        |        |        |   |   |   |   |        |        |  |        |   |   |   |        |        |   |        |   |   |   |   |   |   |        |   |   |   |   |   |   |        |   |   |   |   |   |   |       |                    |  |       |                 |  |        |   |   |   |   |   |   |        |   |   |   |   |   |   |        |   |   |   |   |   |   |        |   |   |   |   |   |   |  |        |   |   |   |   |   |   |        |   |   |   |   |   |   |        |   |   |   |   |   |   |        |   |   |   |   |   |   |       |                 |  |        |   |   |   |   |   |   |        |   |   |   |   |   |   |        |   |   |   |   |   |   |        |   |   |   |   |   |   |  |        |   |   |   |   |   |   |        |   |   |   |   |   |   |        |   |   |   |   |   |   |        |   |   |   |   |   |   |
| 2 line                                    | -   | +  | -  | +        | -  | +  |    |      |    |        |           |    |        |               |  |      |   |                   |  |        |  |      |          |        |        |   |        |   |   |   |  |  |        |        |   |   |   |   |        |        |        |   |   |   |   |        |        |  |        |   |   |   |        |        |   |        |   |   |   |   |   |   |        |   |   |   |   |   |   |        |   |   |   |   |   |   |       |                    |  |       |                 |  |        |   |   |   |   |   |   |        |   |   |   |   |   |   |        |   |   |   |   |   |   |        |   |   |   |   |   |   |  |        |   |   |   |   |   |   |        |   |   |   |   |   |   |        |   |   |   |   |   |   |        |   |   |   |   |   |   |       |                 |  |        |   |   |   |   |   |   |        |   |   |   |   |   |   |        |   |   |   |   |   |   |        |   |   |   |   |   |   |  |        |   |   |   |   |   |   |        |   |   |   |   |   |   |        |   |   |   |   |   |   |        |   |   |   |   |   |   |
| 3 line                                    | -   | +  | -  | +        | -  | +  |    |      |    |        |           |    |        |               |  |      |   |                   |  |        |  |      |          |        |        |   |        |   |   |   |  |  |        |        |   |   |   |   |        |        |        |   |   |   |   |        |        |  |        |   |   |   |        |        |   |        |   |   |   |   |   |   |        |   |   |   |   |   |   |        |   |   |   |   |   |   |       |                    |  |       |                 |  |        |   |   |   |   |   |   |        |   |   |   |   |   |   |        |   |   |   |   |   |   |        |   |   |   |   |   |   |  |        |   |   |   |   |   |   |        |   |   |   |   |   |   |        |   |   |   |   |   |   |        |   |   |   |   |   |   |       |                 |  |        |   |   |   |   |   |   |        |   |   |   |   |   |   |        |   |   |   |   |   |   |        |   |   |   |   |   |   |  |        |   |   |   |   |   |   |        |   |   |   |   |   |   |        |   |   |   |   |   |   |        |   |   |   |   |   |   |
| 4 line                                    | -   | +  | -  | +        | -  | +  |    |      |    |        |           |    |        |               |  |      |   |                   |  |        |  |      |          |        |        |   |        |   |   |   |  |  |        |        |   |   |   |   |        |        |        |   |   |   |   |        |        |  |        |   |   |   |        |        |   |        |   |   |   |   |   |   |        |   |   |   |   |   |   |        |   |   |   |   |   |   |       |                    |  |       |                 |  |        |   |   |   |   |   |   |        |   |   |   |   |   |   |        |   |   |   |   |   |   |        |   |   |   |   |   |   |  |        |   |   |   |   |   |   |        |   |   |   |   |   |   |        |   |   |   |   |   |   |        |   |   |   |   |   |   |       |                 |  |        |   |   |   |   |   |   |        |   |   |   |   |   |   |        |   |   |   |   |   |   |        |   |   |   |   |   |   |  |        |   |   |   |   |   |   |        |   |   |   |   |   |   |        |   |   |   |   |   |   |        |   |   |   |   |   |   |
| 2'b01                                     | Setting prohibited  |  |  |          |    |    |    |      |    |        |           |    |        |               |  |      |   |                   |  |        |  |      |          |        |        |   |        |   |   |   |  |  |        |        |   |   |   |   |        |        |        |   |   |   |   |        |        |  |        |   |   |   |        |        |   |        |   |   |   |   |   |   |        |   |   |   |   |   |   |        |   |   |   |   |   |   |       |                    |  |       |                 |  |        |   |   |   |   |   |   |        |   |   |   |   |   |   |        |   |   |   |   |   |   |        |   |   |   |   |   |   |  |        |   |   |   |   |   |   |        |   |   |   |   |   |   |        |   |   |   |   |   |   |        |   |   |   |   |   |   |       |                 |  |        |   |   |   |   |   |   |        |   |   |   |   |   |   |        |   |   |   |   |   |   |        |   |   |   |   |   |   |  |        |   |   |   |   |   |   |        |   |   |   |   |   |   |        |   |   |   |   |   |   |        |   |   |   |   |   |   |
| 2'b10                                     | 2-dot inversion   | <p>1st frame</p> <table border="1" style="font-size: small;"> <tr><td>1 line</td><td>+</td><td>-</td><td>+</td><td>-</td><td>+</td><td>-</td></tr> <tr><td>2 line</td><td>+</td><td>-</td><td>+</td><td>-</td><td>+</td><td>-</td></tr> <tr><td>3 line</td><td>-</td><td>+</td><td>-</td><td>+</td><td>-</td><td>+</td></tr> <tr><td>4 line</td><td>-</td><td>+</td><td>-</td><td>+</td><td>-</td><td>+</td></tr> </table> | 1 line   | +        | -  | +  | -  | +    | -  | 2 line | +         | -  | +      | -             | +  | -    | 3 line                                  | -                 | +  | -      | +  | -    | +        | 4 line | -      | + | -      | + | - | + | <p>2nd frame</p> <table border="1" style="font-size: small;"> <tr><td>1 line</td><td>-</td><td>+</td><td>-</td><td>+</td><td>-</td><td>+</td></tr> <tr><td>2 line</td><td>-</td><td>+</td><td>-</td><td>+</td><td>-</td><td>+</td></tr> <tr><td>3 line</td><td>+</td><td>-</td><td>+</td><td>-</td><td>+</td><td>-</td></tr> <tr><td>4 line</td><td>+</td><td>-</td><td>+</td><td>-</td><td>+</td><td>-</td></tr> </table> | 1 line   | -      | +      | - | + | - | + | 2 line | -      | +      | - | + | - | + | 3 line | +      | -  | +      | - | + | - | 4 line | +      | - | +      | - | + | - |   |   |   |        |   |   |   |   |   |   |        |   |   |   |   |   |   |       |                    |  |       |                 |  |        |   |   |   |   |   |   |        |   |   |   |   |   |   |        |   |   |   |   |   |   |        |   |   |   |   |   |   |  |        |   |   |   |   |   |   |        |   |   |   |   |   |   |        |   |   |   |   |   |   |        |   |   |   |   |   |   |       |                 |  |        |   |   |   |   |   |   |        |   |   |   |   |   |   |        |   |   |   |   |   |   |        |   |   |   |   |   |   |  |        |   |   |   |   |   |   |        |   |   |   |   |   |   |        |   |   |   |   |   |   |        |   |   |   |   |   |   |
|   |   | 1 line   | +  | -        | +  | -  | +  | -    |    |        |           |    |        |               |  |      |   |                   |  |        |  |      |          |        |        |   |        |   |   |   |  |  |        |        |   |   |   |   |        |        |        |   |   |   |   |        |        |  |        |   |   |   |        |        |   |        |   |   |   |   |   |   |        |   |   |   |   |   |   |        |   |   |   |   |   |   |       |                    |  |       |                 |  |        |   |   |   |   |   |   |        |   |   |   |   |   |   |        |   |   |   |   |   |   |        |   |   |   |   |   |   |  |        |   |   |   |   |   |   |        |   |   |   |   |   |   |        |   |   |   |   |   |   |        |   |   |   |   |   |   |       |                 |  |        |   |   |   |   |   |   |        |   |   |   |   |   |   |        |   |   |   |   |   |   |        |   |   |   |   |   |   |  |        |   |   |   |   |   |   |        |   |   |   |   |   |   |        |   |   |   |   |   |   |        |   |   |   |   |   |   |
| 2 line                                    | +   | -  | +  | -        | +  | -  |    |      |    |        |           |    |        |               |  |      |   |                   |  |        |  |      |          |        |        |   |        |   |   |   |  |  |        |        |   |   |   |   |        |        |        |   |   |   |   |        |        |  |        |   |   |   |        |        |   |        |   |   |   |   |   |   |        |   |   |   |   |   |   |        |   |   |   |   |   |   |       |                    |  |       |                 |  |        |   |   |   |   |   |   |        |   |   |   |   |   |   |        |   |   |   |   |   |   |        |   |   |   |   |   |   |  |        |   |   |   |   |   |   |        |   |   |   |   |   |   |        |   |   |   |   |   |   |        |   |   |   |   |   |   |       |                 |  |        |   |   |   |   |   |   |        |   |   |   |   |   |   |        |   |   |   |   |   |   |        |   |   |   |   |   |   |  |        |   |   |   |   |   |   |        |   |   |   |   |   |   |        |   |   |   |   |   |   |        |   |   |   |   |   |   |
| 3 line                                    | -   | +  | -  | +        | -  | +  |    |      |    |        |           |    |        |               |  |      |   |                   |  |        |  |      |          |        |        |   |        |   |   |   |  |  |        |        |   |   |   |   |        |        |        |   |   |   |   |        |        |  |        |   |   |   |        |        |   |        |   |   |   |   |   |   |        |   |   |   |   |   |   |        |   |   |   |   |   |   |       |                    |  |       |                 |  |        |   |   |   |   |   |   |        |   |   |   |   |   |   |        |   |   |   |   |   |   |        |   |   |   |   |   |   |  |        |   |   |   |   |   |   |        |   |   |   |   |   |   |        |   |   |   |   |   |   |        |   |   |   |   |   |   |       |                 |  |        |   |   |   |   |   |   |        |   |   |   |   |   |   |        |   |   |   |   |   |   |        |   |   |   |   |   |   |  |        |   |   |   |   |   |   |        |   |   |   |   |   |   |        |   |   |   |   |   |   |        |   |   |   |   |   |   |
| 4 line                                    | -   | +  | -  | +        | -  | +  |    |      |    |        |           |    |        |               |  |      |   |                   |  |        |  |      |          |        |        |   |        |   |   |   |  |  |        |        |   |   |   |   |        |        |        |   |   |   |   |        |        |  |        |   |   |   |        |        |   |        |   |   |   |   |   |   |        |   |   |   |   |   |   |        |   |   |   |   |   |   |       |                    |  |       |                 |  |        |   |   |   |   |   |   |        |   |   |   |   |   |   |        |   |   |   |   |   |   |        |   |   |   |   |   |   |  |        |   |   |   |   |   |   |        |   |   |   |   |   |   |        |   |   |   |   |   |   |        |   |   |   |   |   |   |       |                 |  |        |   |   |   |   |   |   |        |   |   |   |   |   |   |        |   |   |   |   |   |   |        |   |   |   |   |   |   |  |        |   |   |   |   |   |   |        |   |   |   |   |   |   |        |   |   |   |   |   |   |        |   |   |   |   |   |   |
| 1 line                                    | -   | +  | -  | +        | -  | +  |    |      |    |        |           |    |        |               |  |      |   |                   |  |        |  |      |          |        |        |   |        |   |   |   |  |  |        |        |   |   |   |   |        |        |        |   |   |   |   |        |        |  |        |   |   |   |        |        |   |        |   |   |   |   |   |   |        |   |   |   |   |   |   |        |   |   |   |   |   |   |       |                    |  |       |                 |  |        |   |   |   |   |   |   |        |   |   |   |   |   |   |        |   |   |   |   |   |   |        |   |   |   |   |   |   |  |        |   |   |   |   |   |   |        |   |   |   |   |   |   |        |   |   |   |   |   |   |        |   |   |   |   |   |   |       |                 |  |        |   |   |   |   |   |   |        |   |   |   |   |   |   |        |   |   |   |   |   |   |        |   |   |   |   |   |   |  |        |   |   |   |   |   |   |        |   |   |   |   |   |   |        |   |   |   |   |   |   |        |   |   |   |   |   |   |
| 2 line                                    | -   | +  | -  | +        | -  | +  |    |      |    |        |           |    |        |               |  |      |   |                   |  |        |  |      |          |        |        |   |        |   |   |   |  |  |        |        |   |   |   |   |        |        |        |   |   |   |   |        |        |  |        |   |   |   |        |        |   |        |   |   |   |   |   |   |        |   |   |   |   |   |   |        |   |   |   |   |   |   |       |                    |  |       |                 |  |        |   |   |   |   |   |   |        |   |   |   |   |   |   |        |   |   |   |   |   |   |        |   |   |   |   |   |   |  |        |   |   |   |   |   |   |        |   |   |   |   |   |   |        |   |   |   |   |   |   |        |   |   |   |   |   |   |       |                 |  |        |   |   |   |   |   |   |        |   |   |   |   |   |   |        |   |   |   |   |   |   |        |   |   |   |   |   |   |  |        |   |   |   |   |   |   |        |   |   |   |   |   |   |        |   |   |   |   |   |   |        |   |   |   |   |   |   |
| 3 line                                    | +   | -  | +  | -        | +  | -  |    |      |    |        |           |    |        |               |  |      |   |                   |  |        |  |      |          |        |        |   |        |   |   |   |  |  |        |        |   |   |   |   |        |        |        |   |   |   |   |        |        |  |        |   |   |   |        |        |   |        |   |   |   |   |   |   |        |   |   |   |   |   |   |        |   |   |   |   |   |   |       |                    |  |       |                 |  |        |   |   |   |   |   |   |        |   |   |   |   |   |   |        |   |   |   |   |   |   |        |   |   |   |   |   |   |  |        |   |   |   |   |   |   |        |   |   |   |   |   |   |        |   |   |   |   |   |   |        |   |   |   |   |   |   |       |                 |  |        |   |   |   |   |   |   |        |   |   |   |   |   |   |        |   |   |   |   |   |   |        |   |   |   |   |   |   |  |        |   |   |   |   |   |   |        |   |   |   |   |   |   |        |   |   |   |   |   |   |        |   |   |   |   |   |   |
| 4 line                                    | +   | -  | +  | -        | +  | -  |    |      |    |        |           |    |        |               |  |      |   |                   |  |        |  |      |          |        |        |   |        |   |   |   |  |  |        |        |   |   |   |   |        |        |        |   |   |   |   |        |        |  |        |   |   |   |        |        |   |        |   |   |   |   |   |   |        |   |   |   |   |   |   |        |   |   |   |   |   |   |       |                    |  |       |                 |  |        |   |   |   |   |   |   |        |   |   |   |   |   |   |        |   |   |   |   |   |   |        |   |   |   |   |   |   |  |        |   |   |   |   |   |   |        |   |   |   |   |   |   |        |   |   |   |   |   |   |        |   |   |   |   |   |   |       |                 |  |        |   |   |   |   |   |   |        |   |   |   |   |   |   |        |   |   |   |   |   |   |        |   |   |   |   |   |   |  |        |   |   |   |   |   |   |        |   |   |   |   |   |   |        |   |   |   |   |   |   |        |   |   |   |   |   |   |
| 2'b11                                     | 4-dot inversion   | <p>1st frame</p> <table border="1" style="font-size: small;"> <tr><td>1 line</td><td>+</td><td>-</td><td>+</td><td>-</td><td>+</td><td>-</td></tr> <tr><td>2 line</td><td>+</td><td>-</td><td>+</td><td>-</td><td>+</td><td>-</td></tr> <tr><td>3 line</td><td>+</td><td>-</td><td>+</td><td>-</td><td>+</td><td>-</td></tr> <tr><td>4 line</td><td>+</td><td>-</td><td>+</td><td>-</td><td>+</td><td>-</td></tr> </table> | 1 line   | +        | -  | +  | -  | +    | -  | 2 line | +         | -  | +      | -             | +  | -    | 3 line                                  | +                 | -  | +      | -  | +    | -        | 4 line | +      | - | +      | - | + | - | <p>2nd frame</p> <table border="1" style="font-size: small;"> <tr><td>1 line</td><td>-</td><td>+</td><td>-</td><td>+</td><td>-</td><td>+</td></tr> <tr><td>2 line</td><td>-</td><td>+</td><td>-</td><td>+</td><td>-</td><td>+</td></tr> <tr><td>3 line</td><td>-</td><td>+</td><td>-</td><td>+</td><td>-</td><td>+</td></tr> <tr><td>4 line</td><td>-</td><td>+</td><td>-</td><td>+</td><td>-</td><td>+</td></tr> </table> | 1 line   | -      | +      | - | + | - | + | 2 line | -      | +      | - | + | - | + | 3 line | -      | +  | -      | + | - | + | 4 line | -      | + | -      | + | - | + |   |   |   |        |   |   |   |   |   |   |        |   |   |   |   |   |   |       |                    |  |       |                 |  |        |   |   |   |   |   |   |        |   |   |   |   |   |   |        |   |   |   |   |   |   |        |   |   |   |   |   |   |  |        |   |   |   |   |   |   |        |   |   |   |   |   |   |        |   |   |   |   |   |   |        |   |   |   |   |   |   |       |                 |  |        |   |   |   |   |   |   |        |   |   |   |   |   |   |        |   |   |   |   |   |   |        |   |   |   |   |   |   |  |        |   |   |   |   |   |   |        |   |   |   |   |   |   |        |   |   |   |   |   |   |        |   |   |   |   |   |   |
|   |   | 1 line   | +  | -        | +  | -  | +  | -    |    |        |           |    |        |               |  |      |   |                   |  |        |  |      |          |        |        |   |        |   |   |   |  |  |        |        |   |   |   |   |        |        |        |   |   |   |   |        |        |  |        |   |   |   |        |        |   |        |   |   |   |   |   |   |        |   |   |   |   |   |   |        |   |   |   |   |   |   |       |                    |  |       |                 |  |        |   |   |   |   |   |   |        |   |   |   |   |   |   |        |   |   |   |   |   |   |        |   |   |   |   |   |   |  |        |   |   |   |   |   |   |        |   |   |   |   |   |   |        |   |   |   |   |   |   |        |   |   |   |   |   |   |       |                 |  |        |   |   |   |   |   |   |        |   |   |   |   |   |   |        |   |   |   |   |   |   |        |   |   |   |   |   |   |  |        |   |   |   |   |   |   |        |   |   |   |   |   |   |        |   |   |   |   |   |   |        |   |   |   |   |   |   |
| 2 line                                    | +   | -  | +  | -        | +  | -  |    |      |    |        |           |    |        |               |  |      |   |                   |  |        |  |      |          |        |        |   |        |   |   |   |  |  |        |        |   |   |   |   |        |        |        |   |   |   |   |        |        |  |        |   |   |   |        |        |   |        |   |   |   |   |   |   |        |   |   |   |   |   |   |        |   |   |   |   |   |   |       |                    |  |       |                 |  |        |   |   |   |   |   |   |        |   |   |   |   |   |   |        |   |   |   |   |   |   |        |   |   |   |   |   |   |  |        |   |   |   |   |   |   |        |   |   |   |   |   |   |        |   |   |   |   |   |   |        |   |   |   |   |   |   |       |                 |  |        |   |   |   |   |   |   |        |   |   |   |   |   |   |        |   |   |   |   |   |   |        |   |   |   |   |   |   |  |        |   |   |   |   |   |   |        |   |   |   |   |   |   |        |   |   |   |   |   |   |        |   |   |   |   |   |   |
| 3 line                                    | +   | -  | +  | -        | +  | -  |    |      |    |        |           |    |        |               |  |      |   |                   |  |        |  |      |          |        |        |   |        |   |   |   |  |  |        |        |   |   |   |   |        |        |        |   |   |   |   |        |        |  |        |   |   |   |        |        |   |        |   |   |   |   |   |   |        |   |   |   |   |   |   |        |   |   |   |   |   |   |       |                    |  |       |                 |  |        |   |   |   |   |   |   |        |   |   |   |   |   |   |        |   |   |   |   |   |   |        |   |   |   |   |   |   |  |        |   |   |   |   |   |   |        |   |   |   |   |   |   |        |   |   |   |   |   |   |        |   |   |   |   |   |   |       |                 |  |        |   |   |   |   |   |   |        |   |   |   |   |   |   |        |   |   |   |   |   |   |        |   |   |   |   |   |   |  |        |   |   |   |   |   |   |        |   |   |   |   |   |   |        |   |   |   |   |   |   |        |   |   |   |   |   |   |
| 4 line                                    | +   | -  | +  | -        | +  | -  |    |      |    |        |           |    |        |               |  |      |   |                   |  |        |  |      |          |        |        |   |        |   |   |   |  |  |        |        |   |   |   |   |        |        |        |   |   |   |   |        |        |  |        |   |   |   |        |        |   |        |   |   |   |   |   |   |        |   |   |   |   |   |   |        |   |   |   |   |   |   |       |                    |  |       |                 |  |        |   |   |   |   |   |   |        |   |   |   |   |   |   |        |   |   |   |   |   |   |        |   |   |   |   |   |   |  |        |   |   |   |   |   |   |        |   |   |   |   |   |   |        |   |   |   |   |   |   |        |   |   |   |   |   |   |       |                 |  |        |   |   |   |   |   |   |        |   |   |   |   |   |   |        |   |   |   |   |   |   |        |   |   |   |   |   |   |  |        |   |   |   |   |   |   |        |   |   |   |   |   |   |        |   |   |   |   |   |   |        |   |   |   |   |   |   |
| 1 line                                    | -   | +  | -  | +        | -  | +  |    |      |    |        |           |    |        |               |  |      |   |                   |  |        |  |      |          |        |        |   |        |   |   |   |  |  |        |        |   |   |   |   |        |        |        |   |   |   |   |        |        |  |        |   |   |   |        |        |   |        |   |   |   |   |   |   |        |   |   |   |   |   |   |        |   |   |   |   |   |   |       |                    |  |       |                 |  |        |   |   |   |   |   |   |        |   |   |   |   |   |   |        |   |   |   |   |   |   |        |   |   |   |   |   |   |  |        |   |   |   |   |   |   |        |   |   |   |   |   |   |        |   |   |   |   |   |   |        |   |   |   |   |   |   |       |                 |  |        |   |   |   |   |   |   |        |   |   |   |   |   |   |        |   |   |   |   |   |   |        |   |   |   |   |   |   |  |        |   |   |   |   |   |   |        |   |   |   |   |   |   |        |   |   |   |   |   |   |        |   |   |   |   |   |   |
| 2 line                                    | -   | +  | -  | +        | -  | +  |    |      |    |        |           |    |        |               |  |      |   |                   |  |        |  |      |          |        |        |   |        |   |   |   |  |  |        |        |   |   |   |   |        |        |        |   |   |   |   |        |        |  |        |   |   |   |        |        |   |        |   |   |   |   |   |   |        |   |   |   |   |   |   |        |   |   |   |   |   |   |       |                    |  |       |                 |  |        |   |   |   |   |   |   |        |   |   |   |   |   |   |        |   |   |   |   |   |   |        |   |   |   |   |   |   |  |        |   |   |   |   |   |   |        |   |   |   |   |   |   |        |   |   |   |   |   |   |        |   |   |   |   |   |   |       |                 |  |        |   |   |   |   |   |   |        |   |   |   |   |   |   |        |   |   |   |   |   |   |        |   |   |   |   |   |   |  |        |   |   |   |   |   |   |        |   |   |   |   |   |   |        |   |   |   |   |   |   |        |   |   |   |   |   |   |
| 3 line                                    | -   | +  | -  | +        | -  | +  |    |      |    |        |           |    |        |               |  |      |   |                   |  |        |  |      |          |        |        |   |        |   |   |   |  |  |        |        |   |   |   |   |        |        |        |   |   |   |   |        |        |  |        |   |   |   |        |        |   |        |   |   |   |   |   |   |        |   |   |   |   |   |   |        |   |   |   |   |   |   |       |                    |  |       |                 |  |        |   |   |   |   |   |   |        |   |   |   |   |   |   |        |   |   |   |   |   |   |        |   |   |   |   |   |   |  |        |   |   |   |   |   |   |        |   |   |   |   |   |   |        |   |   |   |   |   |   |        |   |   |   |   |   |   |       |                 |  |        |   |   |   |   |   |   |        |   |   |   |   |   |   |        |   |   |   |   |   |   |        |   |   |   |   |   |   |  |        |   |   |   |   |   |   |        |   |   |   |   |   |   |        |   |   |   |   |   |   |        |   |   |   |   |   |   |
| 4 line                                    | -   | +  | -  | +        | -  | +  |    |      |    |        |           |    |        |               |  |      |   |                   |  |        |  |      |          |        |        |   |        |   |   |   |  |  |        |        |   |   |   |   |        |        |        |   |   |   |   |        |        |  |        |   |   |   |        |        |   |        |   |   |   |   |   |   |        |   |   |   |   |   |   |        |   |   |   |   |   |   |       |                    |  |       |                 |  |        |   |   |   |   |   |   |        |   |   |   |   |   |   |        |   |   |   |   |   |   |        |   |   |   |   |   |   |  |        |   |   |   |   |   |   |        |   |   |   |   |   |   |        |   |   |   |   |   |   |        |   |   |   |   |   |   |       |                 |  |        |   |   |   |   |   |   |        |   |   |   |   |   |   |        |   |   |   |   |   |   |        |   |   |   |   |   |   |  |        |   |   |   |   |   |   |        |   |   |   |   |   |   |        |   |   |   |   |   |   |        |   |   |   |   |   |   |
| Restriction                               |   |  |  |          |    |    |    |      |    |        |           |    |        |               |  |      |   |                   |  |        |  |      |          |        |        |   |        |   |   |   |  |  |        |        |   |   |   |   |        |        |        |   |   |   |   |        |        |  |        |   |   |   |        |        |   |        |   |   |   |   |   |   |        |   |   |   |   |   |   |        |   |   |   |   |   |   |       |                    |  |       |                 |  |        |   |   |   |   |   |   |        |   |   |   |   |   |   |        |   |   |   |   |   |   |        |   |   |   |   |   |   |  |        |   |   |   |   |   |   |        |   |   |   |   |   |   |        |   |   |   |   |   |   |        |   |   |   |   |   |   |       |                 |  |        |   |   |   |   |   |   |        |   |   |   |   |   |   |        |   |   |   |   |   |   |        |   |   |   |   |   |   |  |        |   |   |   |   |   |   |        |   |   |   |   |   |   |        |   |   |   |   |   |   |        |   |   |   |   |   |   |
| Register Availability                     | <table border="1" style="width: 100%; border-collapse: collapse;"> <thead> <tr> <th>Status</th> <th>Availability</th> </tr> </thead> <tbody> <tr> <td>Normal Mode ON, Idle Mode OFF, Sleep OUT</td> <td>Yes</td> </tr> <tr> <td>Normal Mode ON, Idle Mode ON, Sleep OUT</td> <td>Yes</td> </tr> <tr> <td>Partial Mode ON, Idle Mode OFF, Sleep OUT</td> <td>Yes</td> </tr> <tr> <td>Partial Mode ON, Idle Mode ON, Sleep OUT</td> <td>Yes</td> </tr> <tr> <td>Sleep IN</td> <td>Yes</td> </tr> </tbody> </table>  |  |  |          |    |    |    |      |    |        |           |    | Status | Availability  | Normal Mode ON, Idle Mode OFF, Sleep OUT | Yes  | Normal Mode ON, Idle Mode ON, Sleep OUT | Yes               | Partial Mode ON, Idle Mode OFF, Sleep OUT  | Yes    | Partial Mode ON, Idle Mode ON, Sleep OUT | Yes  | Sleep IN | Yes    |        |   |        |   |   |   |  |  |        |        |   |   |   |   |        |        |        |   |   |   |   |        |        |  |        |   |   |   |        |        |   |        |   |   |   |   |   |   |        |   |   |   |   |   |   |        |   |   |   |   |   |   |       |                    |  |       |                 |  |        |   |   |   |   |   |   |        |   |   |   |   |   |   |        |   |   |   |   |   |   |        |   |   |   |   |   |   |  |        |   |   |   |   |   |   |        |   |   |   |   |   |   |        |   |   |   |   |   |   |        |   |   |   |   |   |   |       |                 |  |        |   |   |   |   |   |   |        |   |   |   |   |   |   |        |   |   |   |   |   |   |        |   |   |   |   |   |   |  |        |   |   |   |   |   |   |        |   |   |   |   |   |   |        |   |   |   |   |   |   |        |   |   |   |   |   |   |
| Status                                    | Availability  |  |  |          |    |    |    |      |    |        |           |    |        |               |  |      |   |                   |  |        |  |      |          |        |        |   |        |   |   |   |  |  |        |        |   |   |   |   |        |        |        |   |   |   |   |        |        |  |        |   |   |   |        |        |   |        |   |   |   |   |   |   |        |   |   |   |   |   |   |        |   |   |   |   |   |   |       |                    |  |       |                 |  |        |   |   |   |   |   |   |        |   |   |   |   |   |   |        |   |   |   |   |   |   |        |   |   |   |   |   |   |  |        |   |   |   |   |   |   |        |   |   |   |   |   |   |        |   |   |   |   |   |   |        |   |   |   |   |   |   |       |                 |  |        |   |   |   |   |   |   |        |   |   |   |   |   |   |        |   |   |   |   |   |   |        |   |   |   |   |   |   |  |        |   |   |   |   |   |   |        |   |   |   |   |   |   |        |   |   |   |   |   |   |        |   |   |   |   |   |   |
| Normal Mode ON, Idle Mode OFF, Sleep OUT  | Yes   |  |  |          |    |    |    |      |    |        |           |    |        |               |  |      |   |                   |  |        |  |      |          |        |        |   |        |   |   |   |  |  |        |        |   |   |   |   |        |        |        |   |   |   |   |        |        |  |        |   |   |   |        |        |   |        |   |   |   |   |   |   |        |   |   |   |   |   |   |        |   |   |   |   |   |   |       |                    |  |       |                 |  |        |   |   |   |   |   |   |        |   |   |   |   |   |   |        |   |   |   |   |   |   |        |   |   |   |   |   |   |  |        |   |   |   |   |   |   |        |   |   |   |   |   |   |        |   |   |   |   |   |   |        |   |   |   |   |   |   |       |                 |  |        |   |   |   |   |   |   |        |   |   |   |   |   |   |        |   |   |   |   |   |   |        |   |   |   |   |   |   |  |        |   |   |   |   |   |   |        |   |   |   |   |   |   |        |   |   |   |   |   |   |        |   |   |   |   |   |   |
| Normal Mode ON, Idle Mode ON, Sleep OUT   | Yes   |  |  |          |    |    |    |      |    |        |           |    |        |               |  |      |   |                   |  |        |  |      |          |        |        |   |        |   |   |   |  |  |        |        |   |   |   |   |        |        |        |   |   |   |   |        |        |  |        |   |   |   |        |        |   |        |   |   |   |   |   |   |        |   |   |   |   |   |   |        |   |   |   |   |   |   |       |                    |  |       |                 |  |        |   |   |   |   |   |   |        |   |   |   |   |   |   |        |   |   |   |   |   |   |        |   |   |   |   |   |   |  |        |   |   |   |   |   |   |        |   |   |   |   |   |   |        |   |   |   |   |   |   |        |   |   |   |   |   |   |       |                 |  |        |   |   |   |   |   |   |        |   |   |   |   |   |   |        |   |   |   |   |   |   |        |   |   |   |   |   |   |  |        |   |   |   |   |   |   |        |   |   |   |   |   |   |        |   |   |   |   |   |   |        |   |   |   |   |   |   |
| Partial Mode ON, Idle Mode OFF, Sleep OUT | Yes   |  |  |          |    |    |    |      |    |        |           |    |        |               |  |      |   |                   |  |        |  |      |          |        |        |   |        |   |   |   |  |  |        |        |   |   |   |   |        |        |        |   |   |   |   |        |        |  |        |   |   |   |        |        |   |        |   |   |   |   |   |   |        |   |   |   |   |   |   |        |   |   |   |   |   |   |       |                    |  |       |                 |  |        |   |   |   |   |   |   |        |   |   |   |   |   |   |        |   |   |   |   |   |   |        |   |   |   |   |   |   |  |        |   |   |   |   |   |   |        |   |   |   |   |   |   |        |   |   |   |   |   |   |        |   |   |   |   |   |   |       |                 |  |        |   |   |   |   |   |   |        |   |   |   |   |   |   |        |   |   |   |   |   |   |        |   |   |   |   |   |   |  |        |   |   |   |   |   |   |        |   |   |   |   |   |   |        |   |   |   |   |   |   |        |   |   |   |   |   |   |
| Partial Mode ON, Idle Mode ON, Sleep OUT  | Yes   |  |  |          |    |    |    |      |    |        |           |    |        |               |  |      |   |                   |  |        |  |      |          |        |        |   |        |   |   |   |  |  |        |        |   |   |   |   |        |        |        |   |   |   |   |        |        |  |        |   |   |   |        |        |   |        |   |   |   |   |   |   |        |   |   |   |   |   |   |        |   |   |   |   |   |   |       |                    |  |       |                 |  |        |   |   |   |   |   |   |        |   |   |   |   |   |   |        |   |   |   |   |   |   |        |   |   |   |   |   |   |  |        |   |   |   |   |   |   |        |   |   |   |   |   |   |        |   |   |   |   |   |   |        |   |   |   |   |   |   |       |                 |  |        |   |   |   |   |   |   |        |   |   |   |   |   |   |        |   |   |   |   |   |   |        |   |   |   |   |   |   |  |        |   |   |   |   |   |   |        |   |   |   |   |   |   |        |   |   |   |   |   |   |        |   |   |   |   |   |   |
| Sleep IN                                  | Yes   |  |  |          |    |    |    |      |    |        |           |    |        |               |  |      |   |                   |  |        |  |      |          |        |        |   |        |   |   |   |  |  |        |        |   |   |   |   |        |        |        |   |   |   |   |        |        |  |        |   |   |   |        |        |   |        |   |   |   |   |   |   |        |   |   |   |   |   |   |        |   |   |   |   |   |   |       |                    |  |       |                 |  |        |   |   |   |   |   |   |        |   |   |   |   |   |   |        |   |   |   |   |   |   |        |   |   |   |   |   |   |  |        |   |   |   |   |   |   |        |   |   |   |   |   |   |        |   |   |   |   |   |   |        |   |   |   |   |   |   |       |                 |  |        |   |   |   |   |   |   |        |   |   |   |   |   |   |        |   |   |   |   |   |   |        |   |   |   |   |   |   |  |        |   |   |   |   |   |   |        |   |   |   |   |   |   |        |   |   |   |   |   |   |        |   |   |   |   |   |   |
| Default                                   | <table border="1" style="width: 100%; border-collapse: collapse;"> <thead> <tr> <th rowspan="2">Status</th> <th colspan="2">Default Value</th> </tr> <tr> <th>ZINV</th> <th>DINV[1:0]</th> </tr> </thead> <tbody> <tr> <td>Power ON Sequence</td> <td>1'b0</td> <td>2'b00</td> </tr> <tr> <td>H/W Reset</td> <td>1'b0</td> <td>2'b00</td> </tr> </tbody> </table>   |  |  |          |    |    |    |      |    |        |           |    | Status | Default Value |  | ZINV | DINV[1:0]                               | Power ON Sequence | 1'b0   | 2'b00  | H/W Reset                                | 1'b0 | 2'b00    |        |        |   |        |   |   |   |  |  |        |        |   |   |   |   |        |        |        |   |   |   |   |        |        |  |        |   |   |   |        |        |   |        |   |   |   |   |   |   |        |   |   |   |   |   |   |        |   |   |   |   |   |   |       |                    |  |       |                 |  |        |   |   |   |   |   |   |        |   |   |   |   |   |   |        |   |   |   |   |   |   |        |   |   |   |   |   |   |  |        |   |   |   |   |   |   |        |   |   |   |   |   |   |        |   |   |   |   |   |   |        |   |   |   |   |   |   |       |                 |  |        |   |   |   |   |   |   |        |   |   |   |   |   |   |        |   |   |   |   |   |   |        |   |   |   |   |   |   |  |        |   |   |   |   |   |   |        |   |   |   |   |   |   |        |   |   |   |   |   |   |        |   |   |   |   |   |   |
| Status                                    | Default Value   |  |  |          |    |    |    |      |    |        |           |    |        |               |  |      |   |                   |  |        |  |      |          |        |        |   |        |   |   |   |  |  |        |        |   |   |   |   |        |        |        |   |   |   |   |        |        |  |        |   |   |   |        |        |   |        |   |   |   |   |   |   |        |   |   |   |   |   |   |        |   |   |   |   |   |   |       |                    |  |       |                 |  |        |   |   |   |   |   |   |        |   |   |   |   |   |   |        |   |   |   |   |   |   |        |   |   |   |   |   |   |  |        |   |   |   |   |   |   |        |   |   |   |   |   |   |        |   |   |   |   |   |   |        |   |   |   |   |   |   |       |                 |  |        |   |   |   |   |   |   |        |   |   |   |   |   |   |        |   |   |   |   |   |   |        |   |   |   |   |   |   |  |        |   |   |   |   |   |   |        |   |   |   |   |   |   |        |   |   |   |   |   |   |        |   |   |   |   |   |   |
|   | ZINV  | DINV[1:0]  |  |          |    |    |    |      |    |        |           |    |        |               |  |      |   |                   |  |        |  |      |          |        |        |   |        |   |   |   |  |  |        |        |   |   |   |   |        |        |        |   |   |   |   |        |        |  |        |   |   |   |        |        |   |        |   |   |   |   |   |   |        |   |   |   |   |   |   |        |   |   |   |   |   |   |       |                    |  |       |                 |  |        |   |   |   |   |   |   |        |   |   |   |   |   |   |        |   |   |   |   |   |   |        |   |   |   |   |   |   |  |        |   |   |   |   |   |   |        |   |   |   |   |   |   |        |   |   |   |   |   |   |        |   |   |   |   |   |   |       |                 |  |        |   |   |   |   |   |   |        |   |   |   |   |   |   |        |   |   |   |   |   |   |        |   |   |   |   |   |   |  |        |   |   |   |   |   |   |        |   |   |   |   |   |   |        |   |   |   |   |   |   |        |   |   |   |   |   |   |
| Power ON Sequence                         | 1'b0  | 2'b00  |  |          |    |    |    |      |    |        |           |    |        |               |  |      |   |                   |  |        |  |      |          |        |        |   |        |   |   |   |  |  |        |        |   |   |   |   |        |        |        |   |   |   |   |        |        |  |        |   |   |   |        |        |   |        |   |   |   |   |   |   |        |   |   |   |   |   |   |        |   |   |   |   |   |   |       |                    |  |       |                 |  |        |   |   |   |   |   |   |        |   |   |   |   |   |   |        |   |   |   |   |   |   |        |   |   |   |   |   |   |  |        |   |   |   |   |   |   |        |   |   |   |   |   |   |        |   |   |   |   |   |   |        |   |   |   |   |   |   |       |                 |  |        |   |   |   |   |   |   |        |   |   |   |   |   |   |        |   |   |   |   |   |   |        |   |   |   |   |   |   |  |        |   |   |   |   |   |   |        |   |   |   |   |   |   |        |   |   |   |   |   |   |        |   |   |   |   |   |   |
| H/W Reset                                 | 1'b0  | 2'b00  |  |          |    |    |    |      |    |        |           |    |        |               |  |      |   |                   |  |        |  |      |          |        |        |   |        |   |   |   |  |  |        |        |   |   |   |   |        |        |        |   |   |   |   |        |        |  |        |   |   |   |        |        |   |        |   |   |   |   |   |   |        |   |   |   |   |   |   |        |   |   |   |   |   |   |       |                    |  |       |                 |  |        |   |   |   |   |   |   |        |   |   |   |   |   |   |        |   |   |   |   |   |   |        |   |   |   |   |   |   |  |        |   |   |   |   |   |   |        |   |   |   |   |   |   |        |   |   |   |   |   |   |        |   |   |   |   |   |   |       |                 |  |        |   |   |   |   |   |   |        |   |   |   |   |   |   |        |   |   |   |   |   |   |        |   |   |   |   |   |   |  |        |   |   |   |   |   |   |        |   |   |   |   |   |   |        |   |   |   |   |   |   |        |   |   |   |   |   |   |

### 8.2.55. Blanking Porch Control (B5h)

| _B5h                      | PRCTR (Blanking Porch)  |                                 |          |                               |          |    |    |          |    |    |    |    | HEX |         |                                |         |                               |          |                    |          |                    |          |                    |          |                    |          |   |          |   |          |   |          |   |   |   |   |   |   |   |   |   |          |     |          |     |          |     |          |     |          |     |          |     |          |     |          |     |          |                                 |       |                    |       |                    |       |   |       |   |   |   |   |   |       |    |       |    |       |    |       |    |          |                                 |          |                    |          |                    |          |   |          |   |   |   |   |   |          |     |          |     |          |     |          |     |
|---------------------------|---|---------------------------------|----------|-------------------------------|----------|----|----|----------|----|----|----|----|-----|---------|--------------------------------|---------|-------------------------------|----------|--------------------|----------|--------------------|----------|--------------------|----------|--------------------|----------|---|----------|---|----------|---|----------|---|---|---|---|---|---|---|---|---|----------|-----|----------|-----|----------|-----|----------|-----|----------|-----|----------|-----|----------|-----|----------|-----|----------|---------------------------------|-------|--------------------|-------|--------------------|-------|---|-------|---|---|---|---|---|-------|----|-------|----|-------|----|-------|----|----------|---------------------------------|----------|--------------------|----------|--------------------|----------|---|----------|---|---|---|---|---|----------|-----|----------|-----|----------|-----|----------|-----|
|                           | D/CX  | RDX                             | WRX      | D[15:8]                       | D7       | D6 | D5 | D4       | D3 | D2 | D1 | D0 |     |         |                                |         |                               |          |                    |          |                    |          |                    |          |                    |          |   |          |   |          |   |          |   |   |   |   |   |   |   |   |   |          |     |          |     |          |     |          |     |          |     |          |     |          |     |          |     |          |                                 |       |                    |       |                    |       |   |       |   |   |   |   |   |       |    |       |    |       |    |       |    |          |                                 |          |                    |          |                    |          |   |          |   |   |   |   |   |          |     |          |     |          |     |          |     |
| Command                   | 0   | 1                               | ↑        | XXXXXXXX                      | 1        | 0  | 1  | 1        | 0  | 1  | 0  | 1  | B5h |         |                                |         |                               |          |                    |          |                    |          |                    |          |                    |          |   |          |   |          |   |          |   |   |   |   |   |   |   |   |   |          |     |          |     |          |     |          |     |          |     |          |     |          |     |          |     |          |                                 |       |                    |       |                    |       |   |       |   |   |   |   |   |       |    |       |    |       |    |       |    |          |                                 |          |                    |          |                    |          |   |          |   |   |   |   |   |          |     |          |     |          |     |          |     |
| 1 <sup>st</sup> parameter | 1   | 1                               | ↑        | XXXXXXXX                      | VFP[7:0] |    |    |          |    |    |    | XX |     |         |                                |         |                               |          |                    |          |                    |          |                    |          |                    |          |   |          |   |          |   |          |   |   |   |   |   |   |   |   |   |          |     |          |     |          |     |          |     |          |     |          |     |          |     |          |     |          |                                 |       |                    |       |                    |       |   |       |   |   |   |   |   |       |    |       |    |       |    |       |    |          |                                 |          |                    |          |                    |          |   |          |   |   |   |   |   |          |     |          |     |          |     |          |     |
| 2 <sup>nd</sup> parameter | 1   | 1                               | ↑        | XXXXXXXX                      | VBP[7:0] |    |    |          |    |    |    | XX |     |         |                                |         |                               |          |                    |          |                    |          |                    |          |                    |          |   |          |   |          |   |          |   |   |   |   |   |   |   |   |   |          |     |          |     |          |     |          |     |          |     |          |     |          |     |          |     |          |                                 |       |                    |       |                    |       |   |       |   |   |   |   |   |       |    |       |    |       |    |       |    |          |                                 |          |                    |          |                    |          |   |          |   |   |   |   |   |          |     |          |     |          |     |          |     |
| 3 <sup>rd</sup> parameter | 1   | 1                               | ↑        | XXXXXXXX                      | 0        | 0  | 0  | HFP[4:0] |    |    |    | XX |     |         |                                |         |                               |          |                    |          |                    |          |                    |          |                    |          |   |          |   |          |   |          |   |   |   |   |   |   |   |   |   |          |     |          |     |          |     |          |     |          |     |          |     |          |     |          |     |          |                                 |       |                    |       |                    |       |   |       |   |   |   |   |   |       |    |       |    |       |    |       |    |          |                                 |          |                    |          |                    |          |   |          |   |   |   |   |   |          |     |          |     |          |     |          |     |
| 4 <sup>th</sup> parameter | 1   | 1                               | ↑        | XXXXXXXX                      | HBP[7:0] |    |    |          |    |    |    | XX |     |         |                                |         |                               |          |                    |          |                    |          |                    |          |                    |          |   |          |   |          |   |          |   |   |   |   |   |   |   |   |   |          |     |          |     |          |     |          |     |          |     |          |     |          |     |          |     |          |                                 |       |                    |       |                    |       |   |       |   |   |   |   |   |       |    |       |    |       |    |       |    |          |                                 |          |                    |          |                    |          |   |          |   |   |   |   |   |          |     |          |     |          |     |          |     |
| Description               | <p><b>VFP [7:0] / VBP [7:0]:</b> The FP [7:0] and BP [7:0] bits specify the line number of vertical front and back porch period respectively.</p> <table border="1" style="width: 100%; border-collapse: collapse;"> <thead> <tr> <th style="width: 15%;">FP[7:0]</th> <th style="width: 45%;">Number of lines of front porch</th> <th style="width: 15%;">BP[7:0]</th> <th style="width: 45%;">Number of lines of back porch</th> </tr> </thead> <tbody> <tr><td>00000000</td><td>Setting prohibited</td><td>00000000</td><td>Setting prohibited</td></tr> <tr><td>00000001</td><td>Setting prohibited</td><td>00000001</td><td>Setting prohibited</td></tr> <tr><td>00000010</td><td>2</td><td>00000010</td><td>2</td></tr> <tr><td>00000011</td><td>3</td><td>00000011</td><td>3</td></tr> <tr><td>:</td><td>:</td><td>:</td><td>:</td></tr> <tr><td>:</td><td>:</td><td>:</td><td>:</td></tr> <tr><td>11111100</td><td>252</td><td>11111100</td><td>252</td></tr> <tr><td>11111101</td><td>253</td><td>11111101</td><td>253</td></tr> <tr><td>11111110</td><td>254</td><td>11111110</td><td>254</td></tr> <tr><td>11111111</td><td>255</td><td>11111111</td><td>254</td></tr> </tbody> </table> <p><b>HFP [4:0]:</b> The HFP [4:0] bits specify the dotclk number of horizontal front porch period.</p> <table border="1" style="width: 100%; border-collapse: collapse;"> <thead> <tr> <th style="width: 15%;">HFP[4:0]</th> <th style="width: 45%;">Number of dotclk of front porch</th> </tr> </thead> <tbody> <tr><td>00000</td><td>Setting prohibited</td></tr> <tr><td>00001</td><td>Setting prohibited</td></tr> <tr><td>00010</td><td>2</td></tr> <tr><td>00011</td><td>3</td></tr> <tr><td>:</td><td>:</td></tr> <tr><td>:</td><td>:</td></tr> <tr><td>11100</td><td>28</td></tr> <tr><td>11101</td><td>29</td></tr> <tr><td>11110</td><td>30</td></tr> <tr><td>11111</td><td>31</td></tr> </tbody> </table> <p><b>HBP [7:0]:</b> The HBP[7:0] bits specify the dotclk number of horizontal back porch period.</p> <table border="1" style="width: 100%; border-collapse: collapse;"> <thead> <tr> <th style="width: 15%;">HBP[7:0]</th> <th style="width: 45%;">Number of dotclk of front porch</th> </tr> </thead> <tbody> <tr><td>00000000</td><td>Setting prohibited</td></tr> <tr><td>00000001</td><td>Setting prohibited</td></tr> <tr><td>00000010</td><td>2</td></tr> <tr><td>00000011</td><td>3</td></tr> <tr><td>:</td><td>:</td></tr> <tr><td>:</td><td>:</td></tr> <tr><td>11111100</td><td>252</td></tr> <tr><td>11111101</td><td>253</td></tr> <tr><td>11111110</td><td>254</td></tr> <tr><td>11111111</td><td>255</td></tr> </tbody> </table> |                                 |          |                               |          |    |    |          |    |    |    |    |     | FP[7:0] | Number of lines of front porch | BP[7:0] | Number of lines of back porch | 00000000 | Setting prohibited | 00000000 | Setting prohibited | 00000001 | Setting prohibited | 00000001 | Setting prohibited | 00000010 | 2 | 00000010 | 2 | 00000011 | 3 | 00000011 | 3 | : | : | : | : | : | : | : | : | 11111100 | 252 | 11111100 | 252 | 11111101 | 253 | 11111101 | 253 | 11111110 | 254 | 11111110 | 254 | 11111111 | 255 | 11111111 | 254 | HFP[4:0] | Number of dotclk of front porch | 00000 | Setting prohibited | 00001 | Setting prohibited | 00010 | 2 | 00011 | 3 | : | : | : | : | 11100 | 28 | 11101 | 29 | 11110 | 30 | 11111 | 31 | HBP[7:0] | Number of dotclk of front porch | 00000000 | Setting prohibited | 00000001 | Setting prohibited | 00000010 | 2 | 00000011 | 3 | : | : | : | : | 11111100 | 252 | 11111101 | 253 | 11111110 | 254 | 11111111 | 255 |
|                           | FP[7:0]   | Number of lines of front porch  | BP[7:0]  | Number of lines of back porch |          |    |    |          |    |    |    |    |     |         |                                |         |                               |          |                    |          |                    |          |                    |          |                    |          |   |          |   |          |   |          |   |   |   |   |   |   |   |   |   |          |     |          |     |          |     |          |     |          |     |          |     |          |     |          |     |          |                                 |       |                    |       |                    |       |   |       |   |   |   |   |   |       |    |       |    |       |    |       |    |          |                                 |          |                    |          |                    |          |   |          |   |   |   |   |   |          |     |          |     |          |     |          |     |
|                           | 00000000  | Setting prohibited              | 00000000 | Setting prohibited            |          |    |    |          |    |    |    |    |     |         |                                |         |                               |          |                    |          |                    |          |                    |          |                    |          |   |          |   |          |   |          |   |   |   |   |   |   |   |   |   |          |     |          |     |          |     |          |     |          |     |          |     |          |     |          |     |          |                                 |       |                    |       |                    |       |   |       |   |   |   |   |   |       |    |       |    |       |    |       |    |          |                                 |          |                    |          |                    |          |   |          |   |   |   |   |   |          |     |          |     |          |     |          |     |
|                           | 00000001  | Setting prohibited              | 00000001 | Setting prohibited            |          |    |    |          |    |    |    |    |     |         |                                |         |                               |          |                    |          |                    |          |                    |          |                    |          |   |          |   |          |   |          |   |   |   |   |   |   |   |   |   |          |     |          |     |          |     |          |     |          |     |          |     |          |     |          |     |          |                                 |       |                    |       |                    |       |   |       |   |   |   |   |   |       |    |       |    |       |    |       |    |          |                                 |          |                    |          |                    |          |   |          |   |   |   |   |   |          |     |          |     |          |     |          |     |
|                           | 00000010  | 2                               | 00000010 | 2                             |          |    |    |          |    |    |    |    |     |         |                                |         |                               |          |                    |          |                    |          |                    |          |                    |          |   |          |   |          |   |          |   |   |   |   |   |   |   |   |   |          |     |          |     |          |     |          |     |          |     |          |     |          |     |          |     |          |                                 |       |                    |       |                    |       |   |       |   |   |   |   |   |       |    |       |    |       |    |       |    |          |                                 |          |                    |          |                    |          |   |          |   |   |   |   |   |          |     |          |     |          |     |          |     |
|                           | 00000011  | 3                               | 00000011 | 3                             |          |    |    |          |    |    |    |    |     |         |                                |         |                               |          |                    |          |                    |          |                    |          |                    |          |   |          |   |          |   |          |   |   |   |   |   |   |   |   |   |          |     |          |     |          |     |          |     |          |     |          |     |          |     |          |     |          |                                 |       |                    |       |                    |       |   |       |   |   |   |   |   |       |    |       |    |       |    |       |    |          |                                 |          |                    |          |                    |          |   |          |   |   |   |   |   |          |     |          |     |          |     |          |     |
|                           | :   | :                               | :        | :                             |          |    |    |          |    |    |    |    |     |         |                                |         |                               |          |                    |          |                    |          |                    |          |                    |          |   |          |   |          |   |          |   |   |   |   |   |   |   |   |   |          |     |          |     |          |     |          |     |          |     |          |     |          |     |          |     |          |                                 |       |                    |       |                    |       |   |       |   |   |   |   |   |       |    |       |    |       |    |       |    |          |                                 |          |                    |          |                    |          |   |          |   |   |   |   |   |          |     |          |     |          |     |          |     |
|                           | :   | :                               | :        | :                             |          |    |    |          |    |    |    |    |     |         |                                |         |                               |          |                    |          |                    |          |                    |          |                    |          |   |          |   |          |   |          |   |   |   |   |   |   |   |   |   |          |     |          |     |          |     |          |     |          |     |          |     |          |     |          |     |          |                                 |       |                    |       |                    |       |   |       |   |   |   |   |   |       |    |       |    |       |    |       |    |          |                                 |          |                    |          |                    |          |   |          |   |   |   |   |   |          |     |          |     |          |     |          |     |
|                           | 11111100  | 252                             | 11111100 | 252                           |          |    |    |          |    |    |    |    |     |         |                                |         |                               |          |                    |          |                    |          |                    |          |                    |          |   |          |   |          |   |          |   |   |   |   |   |   |   |   |   |          |     |          |     |          |     |          |     |          |     |          |     |          |     |          |     |          |                                 |       |                    |       |                    |       |   |       |   |   |   |   |   |       |    |       |    |       |    |       |    |          |                                 |          |                    |          |                    |          |   |          |   |   |   |   |   |          |     |          |     |          |     |          |     |
|                           | 11111101  | 253                             | 11111101 | 253                           |          |    |    |          |    |    |    |    |     |         |                                |         |                               |          |                    |          |                    |          |                    |          |                    |          |   |          |   |          |   |          |   |   |   |   |   |   |   |   |   |          |     |          |     |          |     |          |     |          |     |          |     |          |     |          |     |          |                                 |       |                    |       |                    |       |   |       |   |   |   |   |   |       |    |       |    |       |    |       |    |          |                                 |          |                    |          |                    |          |   |          |   |   |   |   |   |          |     |          |     |          |     |          |     |
|                           | 11111110  | 254                             | 11111110 | 254                           |          |    |    |          |    |    |    |    |     |         |                                |         |                               |          |                    |          |                    |          |                    |          |                    |          |   |          |   |          |   |          |   |   |   |   |   |   |   |   |   |          |     |          |     |          |     |          |     |          |     |          |     |          |     |          |     |          |                                 |       |                    |       |                    |       |   |       |   |   |   |   |   |       |    |       |    |       |    |       |    |          |                                 |          |                    |          |                    |          |   |          |   |   |   |   |   |          |     |          |     |          |     |          |     |
|                           | 11111111  | 255                             | 11111111 | 254                           |          |    |    |          |    |    |    |    |     |         |                                |         |                               |          |                    |          |                    |          |                    |          |                    |          |   |          |   |          |   |          |   |   |   |   |   |   |   |   |   |          |     |          |     |          |     |          |     |          |     |          |     |          |     |          |     |          |                                 |       |                    |       |                    |       |   |       |   |   |   |   |   |       |    |       |    |       |    |       |    |          |                                 |          |                    |          |                    |          |   |          |   |   |   |   |   |          |     |          |     |          |     |          |     |
|                           | HFP[4:0]  | Number of dotclk of front porch |          |                               |          |    |    |          |    |    |    |    |     |         |                                |         |                               |          |                    |          |                    |          |                    |          |                    |          |   |          |   |          |   |          |   |   |   |   |   |   |   |   |   |          |     |          |     |          |     |          |     |          |     |          |     |          |     |          |     |          |                                 |       |                    |       |                    |       |   |       |   |   |   |   |   |       |    |       |    |       |    |       |    |          |                                 |          |                    |          |                    |          |   |          |   |   |   |   |   |          |     |          |     |          |     |          |     |
|                           | 00000   | Setting prohibited              |          |                               |          |    |    |          |    |    |    |    |     |         |                                |         |                               |          |                    |          |                    |          |                    |          |                    |          |   |          |   |          |   |          |   |   |   |   |   |   |   |   |   |          |     |          |     |          |     |          |     |          |     |          |     |          |     |          |     |          |                                 |       |                    |       |                    |       |   |       |   |   |   |   |   |       |    |       |    |       |    |       |    |          |                                 |          |                    |          |                    |          |   |          |   |   |   |   |   |          |     |          |     |          |     |          |     |
|                           | 00001   | Setting prohibited              |          |                               |          |    |    |          |    |    |    |    |     |         |                                |         |                               |          |                    |          |                    |          |                    |          |                    |          |   |          |   |          |   |          |   |   |   |   |   |   |   |   |   |          |     |          |     |          |     |          |     |          |     |          |     |          |     |          |     |          |                                 |       |                    |       |                    |       |   |       |   |   |   |   |   |       |    |       |    |       |    |       |    |          |                                 |          |                    |          |                    |          |   |          |   |   |   |   |   |          |     |          |     |          |     |          |     |
| 00010                     | 2   |                                 |          |                               |          |    |    |          |    |    |    |    |     |         |                                |         |                               |          |                    |          |                    |          |                    |          |                    |          |   |          |   |          |   |          |   |   |   |   |   |   |   |   |   |          |     |          |     |          |     |          |     |          |     |          |     |          |     |          |     |          |                                 |       |                    |       |                    |       |   |       |   |   |   |   |   |       |    |       |    |       |    |       |    |          |                                 |          |                    |          |                    |          |   |          |   |   |   |   |   |          |     |          |     |          |     |          |     |
| 00011                     | 3   |                                 |          |                               |          |    |    |          |    |    |    |    |     |         |                                |         |                               |          |                    |          |                    |          |                    |          |                    |          |   |          |   |          |   |          |   |   |   |   |   |   |   |   |   |          |     |          |     |          |     |          |     |          |     |          |     |          |     |          |     |          |                                 |       |                    |       |                    |       |   |       |   |   |   |   |   |       |    |       |    |       |    |       |    |          |                                 |          |                    |          |                    |          |   |          |   |   |   |   |   |          |     |          |     |          |     |          |     |
| :                         | :   |                                 |          |                               |          |    |    |          |    |    |    |    |     |         |                                |         |                               |          |                    |          |                    |          |                    |          |                    |          |   |          |   |          |   |          |   |   |   |   |   |   |   |   |   |          |     |          |     |          |     |          |     |          |     |          |     |          |     |          |     |          |                                 |       |                    |       |                    |       |   |       |   |   |   |   |   |       |    |       |    |       |    |       |    |          |                                 |          |                    |          |                    |          |   |          |   |   |   |   |   |          |     |          |     |          |     |          |     |
| :                         | :   |                                 |          |                               |          |    |    |          |    |    |    |    |     |         |                                |         |                               |          |                    |          |                    |          |                    |          |                    |          |   |          |   |          |   |          |   |   |   |   |   |   |   |   |   |          |     |          |     |          |     |          |     |          |     |          |     |          |     |          |     |          |                                 |       |                    |       |                    |       |   |       |   |   |   |   |   |       |    |       |    |       |    |       |    |          |                                 |          |                    |          |                    |          |   |          |   |   |   |   |   |          |     |          |     |          |     |          |     |
| 11100                     | 28  |                                 |          |                               |          |    |    |          |    |    |    |    |     |         |                                |         |                               |          |                    |          |                    |          |                    |          |                    |          |   |          |   |          |   |          |   |   |   |   |   |   |   |   |   |          |     |          |     |          |     |          |     |          |     |          |     |          |     |          |     |          |                                 |       |                    |       |                    |       |   |       |   |   |   |   |   |       |    |       |    |       |    |       |    |          |                                 |          |                    |          |                    |          |   |          |   |   |   |   |   |          |     |          |     |          |     |          |     |
| 11101                     | 29  |                                 |          |                               |          |    |    |          |    |    |    |    |     |         |                                |         |                               |          |                    |          |                    |          |                    |          |                    |          |   |          |   |          |   |          |   |   |   |   |   |   |   |   |   |          |     |          |     |          |     |          |     |          |     |          |     |          |     |          |     |          |                                 |       |                    |       |                    |       |   |       |   |   |   |   |   |       |    |       |    |       |    |       |    |          |                                 |          |                    |          |                    |          |   |          |   |   |   |   |   |          |     |          |     |          |     |          |     |
| 11110                     | 30  |                                 |          |                               |          |    |    |          |    |    |    |    |     |         |                                |         |                               |          |                    |          |                    |          |                    |          |                    |          |   |          |   |          |   |          |   |   |   |   |   |   |   |   |   |          |     |          |     |          |     |          |     |          |     |          |     |          |     |          |     |          |                                 |       |                    |       |                    |       |   |       |   |   |   |   |   |       |    |       |    |       |    |       |    |          |                                 |          |                    |          |                    |          |   |          |   |   |   |   |   |          |     |          |     |          |     |          |     |
| 11111                     | 31  |                                 |          |                               |          |    |    |          |    |    |    |    |     |         |                                |         |                               |          |                    |          |                    |          |                    |          |                    |          |   |          |   |          |   |          |   |   |   |   |   |   |   |   |   |          |     |          |     |          |     |          |     |          |     |          |     |          |     |          |     |          |                                 |       |                    |       |                    |       |   |       |   |   |   |   |   |       |    |       |    |       |    |       |    |          |                                 |          |                    |          |                    |          |   |          |   |   |   |   |   |          |     |          |     |          |     |          |     |
| HBP[7:0]                  | Number of dotclk of front porch   |                                 |          |                               |          |    |    |          |    |    |    |    |     |         |                                |         |                               |          |                    |          |                    |          |                    |          |                    |          |   |          |   |          |   |          |   |   |   |   |   |   |   |   |   |          |     |          |     |          |     |          |     |          |     |          |     |          |     |          |     |          |                                 |       |                    |       |                    |       |   |       |   |   |   |   |   |       |    |       |    |       |    |       |    |          |                                 |          |                    |          |                    |          |   |          |   |   |   |   |   |          |     |          |     |          |     |          |     |
| 00000000                  | Setting prohibited  |                                 |          |                               |          |    |    |          |    |    |    |    |     |         |                                |         |                               |          |                    |          |                    |          |                    |          |                    |          |   |          |   |          |   |          |   |   |   |   |   |   |   |   |   |          |     |          |     |          |     |          |     |          |     |          |     |          |     |          |     |          |                                 |       |                    |       |                    |       |   |       |   |   |   |   |   |       |    |       |    |       |    |       |    |          |                                 |          |                    |          |                    |          |   |          |   |   |   |   |   |          |     |          |     |          |     |          |     |
| 00000001                  | Setting prohibited  |                                 |          |                               |          |    |    |          |    |    |    |    |     |         |                                |         |                               |          |                    |          |                    |          |                    |          |                    |          |   |          |   |          |   |          |   |   |   |   |   |   |   |   |   |          |     |          |     |          |     |          |     |          |     |          |     |          |     |          |     |          |                                 |       |                    |       |                    |       |   |       |   |   |   |   |   |       |    |       |    |       |    |       |    |          |                                 |          |                    |          |                    |          |   |          |   |   |   |   |   |          |     |          |     |          |     |          |     |
| 00000010                  | 2   |                                 |          |                               |          |    |    |          |    |    |    |    |     |         |                                |         |                               |          |                    |          |                    |          |                    |          |                    |          |   |          |   |          |   |          |   |   |   |   |   |   |   |   |   |          |     |          |     |          |     |          |     |          |     |          |     |          |     |          |     |          |                                 |       |                    |       |                    |       |   |       |   |   |   |   |   |       |    |       |    |       |    |       |    |          |                                 |          |                    |          |                    |          |   |          |   |   |   |   |   |          |     |          |     |          |     |          |     |
| 00000011                  | 3   |                                 |          |                               |          |    |    |          |    |    |    |    |     |         |                                |         |                               |          |                    |          |                    |          |                    |          |                    |          |   |          |   |          |   |          |   |   |   |   |   |   |   |   |   |          |     |          |     |          |     |          |     |          |     |          |     |          |     |          |     |          |                                 |       |                    |       |                    |       |   |       |   |   |   |   |   |       |    |       |    |       |    |       |    |          |                                 |          |                    |          |                    |          |   |          |   |   |   |   |   |          |     |          |     |          |     |          |     |
| :                         | :   |                                 |          |                               |          |    |    |          |    |    |    |    |     |         |                                |         |                               |          |                    |          |                    |          |                    |          |                    |          |   |          |   |          |   |          |   |   |   |   |   |   |   |   |   |          |     |          |     |          |     |          |     |          |     |          |     |          |     |          |     |          |                                 |       |                    |       |                    |       |   |       |   |   |   |   |   |       |    |       |    |       |    |       |    |          |                                 |          |                    |          |                    |          |   |          |   |   |   |   |   |          |     |          |     |          |     |          |     |
| :                         | :   |                                 |          |                               |          |    |    |          |    |    |    |    |     |         |                                |         |                               |          |                    |          |                    |          |                    |          |                    |          |   |          |   |          |   |          |   |   |   |   |   |   |   |   |   |          |     |          |     |          |     |          |     |          |     |          |     |          |     |          |     |          |                                 |       |                    |       |                    |       |   |       |   |   |   |   |   |       |    |       |    |       |    |       |    |          |                                 |          |                    |          |                    |          |   |          |   |   |   |   |   |          |     |          |     |          |     |          |     |
| 11111100                  | 252   |                                 |          |                               |          |    |    |          |    |    |    |    |     |         |                                |         |                               |          |                    |          |                    |          |                    |          |                    |          |   |          |   |          |   |          |   |   |   |   |   |   |   |   |   |          |     |          |     |          |     |          |     |          |     |          |     |          |     |          |     |          |                                 |       |                    |       |                    |       |   |       |   |   |   |   |   |       |    |       |    |       |    |       |    |          |                                 |          |                    |          |                    |          |   |          |   |   |   |   |   |          |     |          |     |          |     |          |     |
| 11111101                  | 253   |                                 |          |                               |          |    |    |          |    |    |    |    |     |         |                                |         |                               |          |                    |          |                    |          |                    |          |                    |          |   |          |   |          |   |          |   |   |   |   |   |   |   |   |   |          |     |          |     |          |     |          |     |          |     |          |     |          |     |          |     |          |                                 |       |                    |       |                    |       |   |       |   |   |   |   |   |       |    |       |    |       |    |       |    |          |                                 |          |                    |          |                    |          |   |          |   |   |   |   |   |          |     |          |     |          |     |          |     |
| 11111110                  | 254   |                                 |          |                               |          |    |    |          |    |    |    |    |     |         |                                |         |                               |          |                    |          |                    |          |                    |          |                    |          |   |          |   |          |   |          |   |   |   |   |   |   |   |   |   |          |     |          |     |          |     |          |     |          |     |          |     |          |     |          |     |          |                                 |       |                    |       |                    |       |   |       |   |   |   |   |   |       |    |       |    |       |    |       |    |          |                                 |          |                    |          |                    |          |   |          |   |   |   |   |   |          |     |          |     |          |     |          |     |
| 11111111                  | 255   |                                 |          |                               |          |    |    |          |    |    |    |    |     |         |                                |         |                               |          |                    |          |                    |          |                    |          |                    |          |   |          |   |          |   |          |   |   |   |   |   |   |   |   |   |          |     |          |     |          |     |          |     |          |     |          |     |          |     |          |     |          |                                 |       |                    |       |                    |       |   |       |   |   |   |   |   |       |    |       |    |       |    |       |    |          |                                 |          |                    |          |                    |          |   |          |   |   |   |   |   |          |     |          |     |          |     |          |     |
| Restriction               |   |                                 |          |                               |          |    |    |          |    |    |    |    |     |         |                                |         |                               |          |                    |          |                    |          |                    |          |                    |          |   |          |   |          |   |          |   |   |   |   |   |   |   |   |   |          |     |          |     |          |     |          |     |          |     |          |     |          |     |          |     |          |                                 |       |                    |       |                    |       |   |       |   |   |   |   |   |       |    |       |    |       |    |       |    |          |                                 |          |                    |          |                    |          |   |          |   |   |   |   |   |          |     |          |     |          |     |          |     |

| Register<br>Availability                 | <table border="1"> <thead> <tr> <th>Status</th> <th>Availability</th> </tr> </thead> <tbody> <tr> <td>Normal Mode ON, Idle Mode OFF, Sleep OUT</td> <td>Yes</td> </tr> <tr> <td>Normal Mode ON, Idle Mode ON, Sleep OUT</td> <td>Yes</td> </tr> <tr> <td>Partial Mode ON, Idle Mode OFF, Sleep OUT</td> <td>Yes</td> </tr> <tr> <td>Partial Mode ON, Idle Mode ON, Sleep OUT</td> <td>Yes</td> </tr> <tr> <td>Sleep IN</td> <td>Yes</td> </tr> </tbody> </table>       |               |             |             | Status      | Availability  | Normal Mode ON, Idle Mode OFF, Sleep OUT | Yes | Normal Mode ON, Idle Mode ON, Sleep OUT | Yes      | Partial Mode ON, Idle Mode OFF, Sleep OUT | Yes      | Partial Mode ON, Idle Mode ON, Sleep OUT | Yes               | Sleep IN    | Yes         |             |             |           |             |             |             |             |
|--|--|---------------|-------------|-------------|-------------|---------------|--|-----|---|----------|---|----------|--|-------------------|-------------|-------------|-------------|-------------|-----------|-------------|-------------|-------------|-------------|
|  | Status   | Availability  |             |             |             |               |  |     |   |          |   |          |  |                   |             |             |             |             |           |             |             |             |             |
|  | Normal Mode ON, Idle Mode OFF, Sleep OUT   | Yes           |             |             |             |               |  |     |   |          |   |          |  |                   |             |             |             |             |           |             |             |             |             |
|  | Normal Mode ON, Idle Mode ON, Sleep OUT  | Yes           |             |             |             |               |  |     |   |          |   |          |  |                   |             |             |             |             |           |             |             |             |             |
|  | Partial Mode ON, Idle Mode OFF, Sleep OUT  | Yes           |             |             |             |               |  |     |   |          |   |          |  |                   |             |             |             |             |           |             |             |             |             |
| Partial Mode ON, Idle Mode ON, Sleep OUT | Yes  |               |             |             |             |               |  |     |   |          |   |          |  |                   |             |             |             |             |           |             |             |             |             |
| Sleep IN                                 | Yes  |               |             |             |             |               |  |     |   |          |   |          |  |                   |             |             |             |             |           |             |             |             |             |
| Default                                  | <table border="1"> <thead> <tr> <th rowspan="2">Status</th> <th colspan="4">Default Value</th> </tr> <tr> <th>VFP[7:0]</th> <th>VBP[7:0]</th> <th>HFP[4:0]</th> <th>HBP[7:0]</th> </tr> </thead> <tbody> <tr> <td>Power ON Sequence</td> <td>8'b00000010</td> <td>8'b00000010</td> <td>8'b00001010</td> <td>8'b00000100</td> </tr> <tr> <td>H/W Reset</td> <td>8'b00000010</td> <td>8'b00000010</td> <td>8'b00001010</td> <td>8'b00000100</td> </tr> </tbody> </table> |               |             |             | Status      | Default Value |  |     |   | VFP[7:0] | VBP[7:0]                                  | HFP[4:0] | HBP[7:0]                                 | Power ON Sequence | 8'b00000010 | 8'b00000010 | 8'b00001010 | 8'b00000100 | H/W Reset | 8'b00000010 | 8'b00000010 | 8'b00001010 | 8'b00000100 |
|  | Status   | Default Value |             |             |             |               |  |     |   |          |   |          |  |                   |             |             |             |             |           |             |             |             |             |
|  |  | VFP[7:0]      | VBP[7:0]    | HFP[4:0]    | HBP[7:0]    |               |  |     |   |          |   |          |  |                   |             |             |             |             |           |             |             |             |             |
|  | Power ON Sequence  | 8'b00000010   | 8'b00000010 | 8'b00001010 | 8'b00000100 |               |  |     |   |          |   |          |  |                   |             |             |             |             |           |             |             |             |             |
| H/W Reset                                | 8'b00000010  | 8'b00000010   | 8'b00001010 | 8'b00000100 |             |               |  |     |   |          |   |          |  |                   |             |             |             |             |           |             |             |             |             |

### 8.2.56. Display Function Control (B6h)

| B6h                       | DISCTRL (Display Function Control)   |                                   |                                    |          |        |     |         |    |          |    |         |    |     |    |                |   |                       |   |               |    |                          |   |                  |   |               |     |                   |   |         |   |           |        |                   |   |        |   |                          |      |      |                                  |                                    |   |   |             |                           |   |   |                    |     |   |   |               |                           |   |   |                    |     |         |  |                                   |   |   |     |   |   |    |   |   |      |   |   |      |
|---------------------------|--|-----------------------------------|------------------------------------|----------|--------|-----|---------|----|----------|----|---------|----|-----|----|----------------|---|-----------------------|---|---------------|----|--------------------------|---|------------------|---|---------------|-----|-------------------|---|---------|---|-----------|--------|-------------------|---|--------|---|--------------------------|------|------|----------------------------------|------------------------------------|---|---|-------------|---------------------------|---|---|--------------------|-----|---|---|---------------|---------------------------|---|---|--------------------|-----|---------|--|-----------------------------------|---|---|-----|---|---|----|---|---|------|---|---|------|
|                           | D/CX   | RDX                               | WRX                                | D[15:8]  | D7     | D6  | D5      | D4 | D3       | D2 | D1      | D0 | HEX |    |                |   |                       |   |               |    |                          |   |                  |   |               |     |                   |   |         |   |           |        |                   |   |        |   |                          |      |      |                                  |                                    |   |   |             |                           |   |   |                    |     |   |   |               |                           |   |   |                    |     |         |  |                                   |   |   |     |   |   |    |   |   |      |   |   |      |
| Command                   | 0  | 1                                 | ↑                                  | XXXXXXXX | 1      | 0   | 1       | 1  | 0        | 1  | 1       | 0  | B6h |    |                |   |                       |   |               |    |                          |   |                  |   |               |     |                   |   |         |   |           |        |                   |   |        |   |                          |      |      |                                  |                                    |   |   |             |                           |   |   |                    |     |   |   |               |                           |   |   |                    |     |         |  |                                   |   |   |     |   |   |    |   |   |      |   |   |      |
| 1 <sup>st</sup> parameter | 1  | 1                                 | ↑                                  | XXXXXXXX | BYPASS | RCM | RM      | DM | PTG[1:0] |    | PT[1:0] |    | XX  |    |                |   |                       |   |               |    |                          |   |                  |   |               |     |                   |   |         |   |           |        |                   |   |        |   |                          |      |      |                                  |                                    |   |   |             |                           |   |   |                    |     |   |   |               |                           |   |   |                    |     |         |  |                                   |   |   |     |   |   |    |   |   |      |   |   |      |
| 2 <sup>nd</sup> parameter | 1  | 1                                 | ↑                                  | XXXXXXXX | 0      | GS  | SS      | SM | ISC[3:0] |    |         | XX |     |    |                |   |                       |   |               |    |                          |   |                  |   |               |     |                   |   |         |   |           |        |                   |   |        |   |                          |      |      |                                  |                                    |   |   |             |                           |   |   |                    |     |   |   |               |                           |   |   |                    |     |         |  |                                   |   |   |     |   |   |    |   |   |      |   |   |      |
| 3 <sup>rd</sup> Parameter | 1  | 1                                 | ↑                                  | XXXXXXXX | 0      | 0   | NL[5:0] |    |          |    |         |    | XX  |    |                |   |                       |   |               |    |                          |   |                  |   |               |     |                   |   |         |   |           |        |                   |   |        |   |                          |      |      |                                  |                                    |   |   |             |                           |   |   |                    |     |   |   |               |                           |   |   |                    |     |         |  |                                   |   |   |     |   |   |    |   |   |      |   |   |      |
| Description               | <p><b>DM:</b> Select the display operation mode.</p> <table border="1"> <thead> <tr> <th>DM</th> <th>Interface Mode</th> </tr> </thead> <tbody> <tr> <td>0</td> <td>Internal system clock</td> </tr> <tr> <td>1</td> <td>RGB interface</td> </tr> </tbody> </table> <p><b>RM:</b> Select the interface to access the GRAM. When RM='0', the driver will write display data to GRAM via system interface and the driver will write display data to GRAM via RGB interface when RM='1'.</p> <table border="1"> <thead> <tr> <th>RM</th> <th>Interface for RAM access</th> </tr> </thead> <tbody> <tr> <td>0</td> <td>System interface</td> </tr> <tr> <td>1</td> <td>RGB interface</td> </tr> </tbody> </table> <p><b>RCM:</b> RGB interface selection (refer to the RGB interface section).</p> <table border="1"> <thead> <tr> <th>RCM</th> <th>RGB transfer mode</th> </tr> </thead> <tbody> <tr> <td>0</td> <td>DE Mode</td> </tr> <tr> <td>1</td> <td>SYNC Mode</td> </tr> </tbody> </table> <p><b>BYPASS:</b> Select the display data path whether memory or direct to shift register when RGB interface is used.</p> <table border="1"> <thead> <tr> <th>BYPASS</th> <th>Display data path</th> </tr> </thead> <tbody> <tr> <td>0</td> <td>Memory</td> </tr> <tr> <td>1</td> <td>Direct to shift register</td> </tr> </tbody> </table> <p><b>Note:</b> RGB input signal, when set to bypass mode the Hsync low <math>\geq 3</math>, HBP <math>\geq 3</math>, HFP <math>\geq 10</math>.</p> <p><b>PTG [1:0]:</b> Set the scan mode in non-display area.</p> <table border="1"> <thead> <tr> <th>PTG1</th> <th>PTG0</th> <th>Gate outputs in non-display area</th> <th>Source outputs in non-display area</th> </tr> </thead> <tbody> <tr> <td>0</td> <td>0</td> <td>Normal scan</td> <td>Set with the PT[2:0] bits</td> </tr> <tr> <td>0</td> <td>1</td> <td>Setting prohibited</td> <td>---</td> </tr> <tr> <td>1</td> <td>0</td> <td>Interval scan</td> <td>Set with the PT[2:0] bits</td> </tr> <tr> <td>1</td> <td>1</td> <td>Setting prohibited</td> <td>---</td> </tr> </tbody> </table> <p><b>PT [1:0]:</b> Determine source/VCOM output in a non-display area in the partial display mode.</p> <table border="1"> <thead> <tr> <th colspan="2">PT[1:0]</th> <th>Source output on non-display area</th> </tr> </thead> <tbody> <tr> <td>0</td> <td>0</td> <td>V63</td> </tr> <tr> <td>0</td> <td>1</td> <td>V0</td> </tr> <tr> <td>1</td> <td>0</td> <td>AGND</td> </tr> <tr> <td>1</td> <td>1</td> <td>Hi-Z</td> </tr> </tbody> </table> |                                   |                                    |          |        |     |         |    |          |    |         |    |     | DM | Interface Mode | 0 | Internal system clock | 1 | RGB interface | RM | Interface for RAM access | 0 | System interface | 1 | RGB interface | RCM | RGB transfer mode | 0 | DE Mode | 1 | SYNC Mode | BYPASS | Display data path | 0 | Memory | 1 | Direct to shift register | PTG1 | PTG0 | Gate outputs in non-display area | Source outputs in non-display area | 0 | 0 | Normal scan | Set with the PT[2:0] bits | 0 | 1 | Setting prohibited | --- | 1 | 0 | Interval scan | Set with the PT[2:0] bits | 1 | 1 | Setting prohibited | --- | PT[1:0] |  | Source output on non-display area | 0 | 0 | V63 | 0 | 1 | V0 | 1 | 0 | AGND | 1 | 1 | Hi-Z |
|                           | DM   | Interface Mode                    |                                    |          |        |     |         |    |          |    |         |    |     |    |                |   |                       |   |               |    |                          |   |                  |   |               |     |                   |   |         |   |           |        |                   |   |        |   |                          |      |      |                                  |                                    |   |   |             |                           |   |   |                    |     |   |   |               |                           |   |   |                    |     |         |  |                                   |   |   |     |   |   |    |   |   |      |   |   |      |
|                           | 0  | Internal system clock             |                                    |          |        |     |         |    |          |    |         |    |     |    |                |   |                       |   |               |    |                          |   |                  |   |               |     |                   |   |         |   |           |        |                   |   |        |   |                          |      |      |                                  |                                    |   |   |             |                           |   |   |                    |     |   |   |               |                           |   |   |                    |     |         |  |                                   |   |   |     |   |   |    |   |   |      |   |   |      |
|                           | 1  | RGB interface                     |                                    |          |        |     |         |    |          |    |         |    |     |    |                |   |                       |   |               |    |                          |   |                  |   |               |     |                   |   |         |   |           |        |                   |   |        |   |                          |      |      |                                  |                                    |   |   |             |                           |   |   |                    |     |   |   |               |                           |   |   |                    |     |         |  |                                   |   |   |     |   |   |    |   |   |      |   |   |      |
|                           | RM   | Interface for RAM access          |                                    |          |        |     |         |    |          |    |         |    |     |    |                |   |                       |   |               |    |                          |   |                  |   |               |     |                   |   |         |   |           |        |                   |   |        |   |                          |      |      |                                  |                                    |   |   |             |                           |   |   |                    |     |   |   |               |                           |   |   |                    |     |         |  |                                   |   |   |     |   |   |    |   |   |      |   |   |      |
|                           | 0  | System interface                  |                                    |          |        |     |         |    |          |    |         |    |     |    |                |   |                       |   |               |    |                          |   |                  |   |               |     |                   |   |         |   |           |        |                   |   |        |   |                          |      |      |                                  |                                    |   |   |             |                           |   |   |                    |     |   |   |               |                           |   |   |                    |     |         |  |                                   |   |   |     |   |   |    |   |   |      |   |   |      |
|                           | 1  | RGB interface                     |                                    |          |        |     |         |    |          |    |         |    |     |    |                |   |                       |   |               |    |                          |   |                  |   |               |     |                   |   |         |   |           |        |                   |   |        |   |                          |      |      |                                  |                                    |   |   |             |                           |   |   |                    |     |   |   |               |                           |   |   |                    |     |         |  |                                   |   |   |     |   |   |    |   |   |      |   |   |      |
|                           | RCM  | RGB transfer mode                 |                                    |          |        |     |         |    |          |    |         |    |     |    |                |   |                       |   |               |    |                          |   |                  |   |               |     |                   |   |         |   |           |        |                   |   |        |   |                          |      |      |                                  |                                    |   |   |             |                           |   |   |                    |     |   |   |               |                           |   |   |                    |     |         |  |                                   |   |   |     |   |   |    |   |   |      |   |   |      |
|                           | 0  | DE Mode                           |                                    |          |        |     |         |    |          |    |         |    |     |    |                |   |                       |   |               |    |                          |   |                  |   |               |     |                   |   |         |   |           |        |                   |   |        |   |                          |      |      |                                  |                                    |   |   |             |                           |   |   |                    |     |   |   |               |                           |   |   |                    |     |         |  |                                   |   |   |     |   |   |    |   |   |      |   |   |      |
|                           | 1  | SYNC Mode                         |                                    |          |        |     |         |    |          |    |         |    |     |    |                |   |                       |   |               |    |                          |   |                  |   |               |     |                   |   |         |   |           |        |                   |   |        |   |                          |      |      |                                  |                                    |   |   |             |                           |   |   |                    |     |   |   |               |                           |   |   |                    |     |         |  |                                   |   |   |     |   |   |    |   |   |      |   |   |      |
| BYPASS                    | Display data path  |                                   |                                    |          |        |     |         |    |          |    |         |    |     |    |                |   |                       |   |               |    |                          |   |                  |   |               |     |                   |   |         |   |           |        |                   |   |        |   |                          |      |      |                                  |                                    |   |   |             |                           |   |   |                    |     |   |   |               |                           |   |   |                    |     |         |  |                                   |   |   |     |   |   |    |   |   |      |   |   |      |
| 0                         | Memory   |                                   |                                    |          |        |     |         |    |          |    |         |    |     |    |                |   |                       |   |               |    |                          |   |                  |   |               |     |                   |   |         |   |           |        |                   |   |        |   |                          |      |      |                                  |                                    |   |   |             |                           |   |   |                    |     |   |   |               |                           |   |   |                    |     |         |  |                                   |   |   |     |   |   |    |   |   |      |   |   |      |
| 1                         | Direct to shift register   |                                   |                                    |          |        |     |         |    |          |    |         |    |     |    |                |   |                       |   |               |    |                          |   |                  |   |               |     |                   |   |         |   |           |        |                   |   |        |   |                          |      |      |                                  |                                    |   |   |             |                           |   |   |                    |     |   |   |               |                           |   |   |                    |     |         |  |                                   |   |   |     |   |   |    |   |   |      |   |   |      |
| PTG1                      | PTG0   | Gate outputs in non-display area  | Source outputs in non-display area |          |        |     |         |    |          |    |         |    |     |    |                |   |                       |   |               |    |                          |   |                  |   |               |     |                   |   |         |   |           |        |                   |   |        |   |                          |      |      |                                  |                                    |   |   |             |                           |   |   |                    |     |   |   |               |                           |   |   |                    |     |         |  |                                   |   |   |     |   |   |    |   |   |      |   |   |      |
| 0                         | 0  | Normal scan                       | Set with the PT[2:0] bits          |          |        |     |         |    |          |    |         |    |     |    |                |   |                       |   |               |    |                          |   |                  |   |               |     |                   |   |         |   |           |        |                   |   |        |   |                          |      |      |                                  |                                    |   |   |             |                           |   |   |                    |     |   |   |               |                           |   |   |                    |     |         |  |                                   |   |   |     |   |   |    |   |   |      |   |   |      |
| 0                         | 1  | Setting prohibited                | ---                                |          |        |     |         |    |          |    |         |    |     |    |                |   |                       |   |               |    |                          |   |                  |   |               |     |                   |   |         |   |           |        |                   |   |        |   |                          |      |      |                                  |                                    |   |   |             |                           |   |   |                    |     |   |   |               |                           |   |   |                    |     |         |  |                                   |   |   |     |   |   |    |   |   |      |   |   |      |
| 1                         | 0  | Interval scan                     | Set with the PT[2:0] bits          |          |        |     |         |    |          |    |         |    |     |    |                |   |                       |   |               |    |                          |   |                  |   |               |     |                   |   |         |   |           |        |                   |   |        |   |                          |      |      |                                  |                                    |   |   |             |                           |   |   |                    |     |   |   |               |                           |   |   |                    |     |         |  |                                   |   |   |     |   |   |    |   |   |      |   |   |      |
| 1                         | 1  | Setting prohibited                | ---                                |          |        |     |         |    |          |    |         |    |     |    |                |   |                       |   |               |    |                          |   |                  |   |               |     |                   |   |         |   |           |        |                   |   |        |   |                          |      |      |                                  |                                    |   |   |             |                           |   |   |                    |     |   |   |               |                           |   |   |                    |     |         |  |                                   |   |   |     |   |   |    |   |   |      |   |   |      |
| PT[1:0]                   |  | Source output on non-display area |                                    |          |        |     |         |    |          |    |         |    |     |    |                |   |                       |   |               |    |                          |   |                  |   |               |     |                   |   |         |   |           |        |                   |   |        |   |                          |      |      |                                  |                                    |   |   |             |                           |   |   |                    |     |   |   |               |                           |   |   |                    |     |         |  |                                   |   |   |     |   |   |    |   |   |      |   |   |      |
| 0                         | 0  | V63                               |                                    |          |        |     |         |    |          |    |         |    |     |    |                |   |                       |   |               |    |                          |   |                  |   |               |     |                   |   |         |   |           |        |                   |   |        |   |                          |      |      |                                  |                                    |   |   |             |                           |   |   |                    |     |   |   |               |                           |   |   |                    |     |         |  |                                   |   |   |     |   |   |    |   |   |      |   |   |      |
| 0                         | 1  | V0                                |                                    |          |        |     |         |    |          |    |         |    |     |    |                |   |                       |   |               |    |                          |   |                  |   |               |     |                   |   |         |   |           |        |                   |   |        |   |                          |      |      |                                  |                                    |   |   |             |                           |   |   |                    |     |   |   |               |                           |   |   |                    |     |         |  |                                   |   |   |     |   |   |    |   |   |      |   |   |      |
| 1                         | 0  | AGND                              |                                    |          |        |     |         |    |          |    |         |    |     |    |                |   |                       |   |               |    |                          |   |                  |   |               |     |                   |   |         |   |           |        |                   |   |        |   |                          |      |      |                                  |                                    |   |   |             |                           |   |   |                    |     |   |   |               |                           |   |   |                    |     |         |  |                                   |   |   |     |   |   |    |   |   |      |   |   |      |
| 1                         | 1  | Hi-Z                              |                                    |          |        |     |         |    |          |    |         |    |     |    |                |   |                       |   |               |    |                          |   |                  |   |               |     |                   |   |         |   |           |        |                   |   |        |   |                          |      |      |                                  |                                    |   |   |             |                           |   |   |                    |     |   |   |               |                           |   |   |                    |     |         |  |                                   |   |   |     |   |   |    |   |   |      |   |   |      |

**SS:** Select the shift direction of outputs from the source driver.

| SS | Source Output Scan Direction |
|----|------------------------------|
| 0  | S1 → S960                    |
| 1  | S960 → S1                    |

In addition to the shift direction, the settings for both SS and BGR bits are required to change the assignment of R, G, B dots to the source driver pins.

To assign R, G, B dots to the source driver pins from S1 to S960, set SS = 0.

To assign R, G, B dots to the source driver pins from S960 to S1, set SS = 1.

**ISC[3:0]:** Set the scan cycle when PTG selects interval scan in non-display area drive period. The scan cycle is defined by n frame periods, where n is an odd number from 3 to 31. The polarity of liquid crystal drive voltage from the gate driver is inverted in the same timing as the interval scan cycle.

| ISC[3:0] | Scan cycle        | (f <sub>FRAME</sub> )=60Hz |
|----------|-------------------|----------------------------|
| 4'h0     | Setting inhibited | —                          |
| 4'h1     | 3 frames          | 50ms                       |
| 4'h2     | 5 frames          | 84ms                       |
| 4'h3     | 7 frames          | 117ms                      |
| 4'h4     | 9 frames          | 150ms                      |
| 4'h5     | 11 frames         | 184ms                      |
| 4'h6     | 13 frames         | 217ms                      |
| 4'h7     | 15 frames         | 251ms                      |
| 4'h8     | 17 frames         | 284ms                      |
| 4'h9     | 19 frames         | 317ms                      |
| 4'hA     | 21 frames         | 351ms                      |
| 4'hB     | 23 frames         | 384ms                      |
| 4'hC     | 25 frames         | 418ms                      |
| 4'hD     | 27 frames         | 451ms                      |
| 4'hE     | 29 frames         | 484ms                      |
| 4'hF     | 31 frames         | 518ms                      |

**GS:** Sets the direction of scan by the gate driver.

| GS | Gate Output Scan Direction |
|----|----------------------------|
| 0  | G1 → G480                  |
| 1  | G480 → G1                  |

**SM:** Sets the gate driver pin arrangement in combination with the GS bit (R60h) to select the optimal scan mode for the module.

| SM | GS | Scan Direction | Gate Output Sequence   |
|----|----|----------------|--|
| 0  | 0  |                | <p>G1, G2, G3, G4, ..., G476</p> <p>G477, G478, G479, G480</p> |

|  |                 |  |   |
|--|-----------------|--|---|
|  | <p>0      1</p> |  | <p>G480, G479, G478, ..., G9<br/>G7, G5, G4, G3, G2, G1</p>   |
|  | <p>1      0</p> |  | <p>G1, G3, G5, G7, ..., G471<br/>G473, G475, G477, G479<br/>G2, G4, G6, G8, ..., G472<br/>G474, G476, G478, G480</p>      |
|  | <p>1      1</p> |  | <p>G480, G478, G476, ..., G14<br/>G12, G10, G8, G6, G4, G2<br/>G479, G477, G475, ..., G13<br/>G11, G9, G7, G5, G3, G1</p> |

**NL [5:0]:** Sets the number of lines to drive the LCD at an interval of 8 lines. The GRAM address mapping is not affected by the number of lines set by NL[5:0]. The number of lines must be the same or more than the number of lines necessary for the size of the liquid crystal panel.

| NL[5:0]       | LCD Drive Line      |
|---------------|---------------------|
| 6'h00 ~ 6'h3B | 8 * (NL5:0)+1 lines |
| Others        | Setting inhibited   |

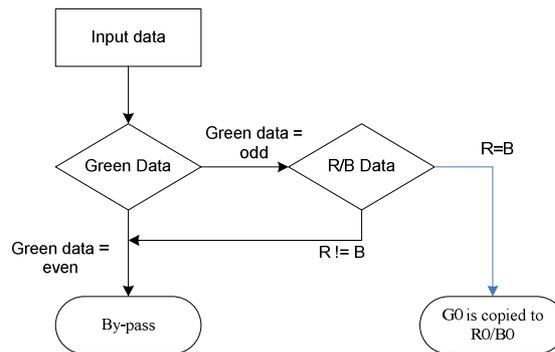
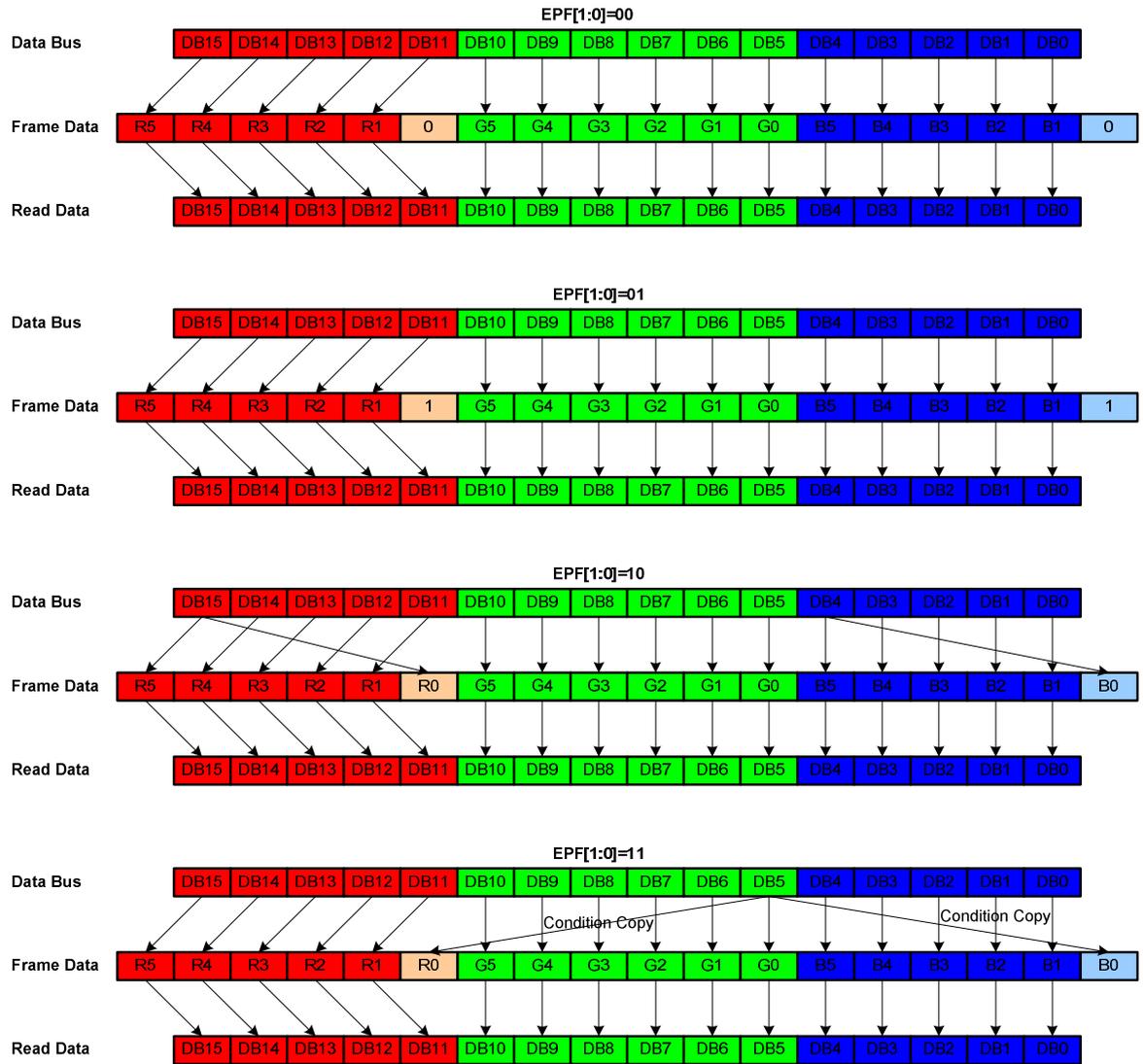
|             |  |
|-------------|--|
| Restriction |  |
|-------------|--|

| Register Availability                     | <table border="1"> <thead> <tr> <th>Status</th> <th>Availability</th> </tr> </thead> <tbody> <tr> <td>Normal Mode ON, Idle Mode OFF, Sleep OUT</td> <td>Yes</td> </tr> <tr> <td>Normal Mode ON, Idle Mode ON, Sleep OUT</td> <td>Yes</td> </tr> <tr> <td>Partial Mode ON, Idle Mode OFF, Sleep OUT</td> <td>Yes</td> </tr> <tr> <td>Partial Mode ON, Idle Mode ON, Sleep OUT</td> <td>Yes</td> </tr> <tr> <td>Sleep IN</td> <td>Yes</td> </tr> </tbody> </table> | Status | Availability | Normal Mode ON, Idle Mode OFF, Sleep OUT | Yes | Normal Mode ON, Idle Mode ON, Sleep OUT | Yes | Partial Mode ON, Idle Mode OFF, Sleep OUT | Yes | Partial Mode ON, Idle Mode ON, Sleep OUT | Yes | Sleep IN | Yes |
|---|--|--------|--------------|--|-----|---|-----|---|-----|--|-----|----------|-----|
| Status                                    | Availability   |        |              |  |     |   |     |   |     |  |     |          |     |
| Normal Mode ON, Idle Mode OFF, Sleep OUT  | Yes  |        |              |  |     |   |     |   |     |  |     |          |     |
| Normal Mode ON, Idle Mode ON, Sleep OUT   | Yes  |        |              |  |     |   |     |   |     |  |     |          |     |
| Partial Mode ON, Idle Mode OFF, Sleep OUT | Yes  |        |              |  |     |   |     |   |     |  |     |          |     |
| Partial Mode ON, Idle Mode ON, Sleep OUT  | Yes  |        |              |  |     |   |     |   |     |  |     |          |     |
| Sleep IN                                  | Yes  |        |              |  |     |   |     |   |     |  |     |          |     |

| Default           | <table border="1"> <thead> <tr> <th rowspan="2">Status</th> <th colspan="7">Default Value</th> </tr> <tr> <th>PTG[1:0]</th> <th>PT[1:0]</th> <th>GS</th> <th>SS</th> <th>SM</th> <th>ISC[3:0]</th> <th>NL[5:0]</th> </tr> </thead> <tbody> <tr> <td>Power ON Sequence</td> <td>2'b00</td> <td>2'b00</td> <td>1'b0</td> <td>1'b0</td> <td>1'b0</td> <td>4'b0010</td> <td>6'b111011</td> </tr> <tr> <td>H/W Reset</td> <td>2'b00</td> <td>2'b00</td> <td>1'b0</td> <td>1'b0</td> <td>1'b0</td> <td>4'b0010</td> <td>6'b111011</td> </tr> </tbody> </table> |               |         |      |      |      |          |           | Status | Default Value |  |  |    |    |        |                   | PTG[1:0] | PT[1:0] | GS   | SS        | SM   | ISC[3:0] | NL[5:0] | Power ON Sequence | 2'b00 | 2'b00 | 1'b0 | 1'b0 | 1'b0 | 4'b0010 | 6'b111011 | H/W Reset | 2'b00 | 2'b00 | 1'b0 | 1'b0 | 1'b0 | 4'b0010 | 6'b111011 |
|-------------------|--|---------------|---------|------|------|------|----------|-----------|--------|---------------|--|--|----|----|--------|-------------------|----------|---------|------|-----------|------|----------|---------|-------------------|-------|-------|------|------|------|---------|-----------|-----------|-------|-------|------|------|------|---------|-----------|
|                   | Status   | Default Value |         |      |      |      |          |           |        |               |  |  |    |    |        |                   |          |         |      |           |      |          |         |                   |       |       |      |      |      |         |           |           |       |       |      |      |      |         |           |
|                   |  | PTG[1:0]      | PT[1:0] | GS   | SS   | SM   | ISC[3:0] | NL[5:0]   |        |               |  |  |    |    |        |                   |          |         |      |           |      |          |         |                   |       |       |      |      |      |         |           |           |       |       |      |      |      |         |           |
|                   | Power ON Sequence  | 2'b00         | 2'b00   | 1'b0 | 1'b0 | 1'b0 | 4'b0010  | 6'b111011 |        |               |  |  |    |    |        |                   |          |         |      |           |      |          |         |                   |       |       |      |      |      |         |           |           |       |       |      |      |      |         |           |
|                   | H/W Reset  | 2'b00         | 2'b00   | 1'b0 | 1'b0 | 1'b0 | 4'b0010  | 6'b111011 |        |               |  |  |    |    |        |                   |          |         |      |           |      |          |         |                   |       |       |      |      |      |         |           |           |       |       |      |      |      |         |           |
|                   | <table border="1"> <thead> <tr> <th rowspan="2">Status</th> <th colspan="3">Default Value</th> </tr> <tr> <th>RM</th> <th>DM</th> <th>BYPASS</th> </tr> </thead> <tbody> <tr> <td>Power ON Sequence</td> <td>1'b0</td> <td>1'b0</td> <td>1'b1</td> </tr> <tr> <td>H/W Reset</td> <td>1'b0</td> <td>1'b0</td> <td>1'b1</td> </tr> </tbody> </table>   |               |         |      |      |      |          |           | Status | Default Value |  |  | RM | DM | BYPASS | Power ON Sequence | 1'b0     | 1'b0    | 1'b1 | H/W Reset | 1'b0 | 1'b0     | 1'b1    |                   |       |       |      |      |      |         |           |           |       |       |      |      |      |         |           |
| Status            | Default Value  |               |         |      |      |      |          |           |        |               |  |  |    |    |        |                   |          |         |      |           |      |          |         |                   |       |       |      |      |      |         |           |           |       |       |      |      |      |         |           |
|                   | RM   | DM            | BYPASS  |      |      |      |          |           |        |               |  |  |    |    |        |                   |          |         |      |           |      |          |         |                   |       |       |      |      |      |         |           |           |       |       |      |      |      |         |           |
| Power ON Sequence | 1'b0   | 1'b0          | 1'b1    |      |      |      |          |           |        |               |  |  |    |    |        |                   |          |         |      |           |      |          |         |                   |       |       |      |      |      |         |           |           |       |       |      |      |      |         |           |
| H/W Reset         | 1'b0   | 1'b0          | 1'b1    |      |      |      |          |           |        |               |  |  |    |    |        |                   |          |         |      |           |      |          |         |                   |       |       |      |      |      |         |           |           |       |       |      |      |      |         |           |

**8.2.57. Entry Mode Set (B7h)**

| B7h         | ETMOD (Entry Mode Set)  |                     |     |          |          |    |    |    |      |     |     |     |     |     |                       |   |        |   |         |     |     |                     |   |   |     |   |   |     |   |   |     |   |   |
|-------------|---|---------------------|-----|----------|----------|----|----|----|------|-----|-----|-----|-----|-----|-----------------------|---|--------|---|---------|-----|-----|---------------------|---|---|-----|---|---|-----|---|---|-----|---|---|
|             | D/CX  | RDX                 | WRX | D[15:8]  | D7       | D6 | D5 | D4 | D3   | D2  | D1  | D0  | HEX |     |                       |   |        |   |         |     |     |                     |   |   |     |   |   |     |   |   |     |   |   |
| Command     | 0   | 1                   | ↑   | XXXXXXXX | 1        | 0  | 1  | 1  | 0    | 1   | 1   | 1   | B7h |     |                       |   |        |   |         |     |     |                     |   |   |     |   |   |     |   |   |     |   |   |
| Parameter   | 1   | 1                   | ↑   | XXXXXXXX | EPF[1:0] |    | 0  | 0  | DSTB | GON | DTE | GAS | XX  |     |                       |   |        |   |         |     |     |                     |   |   |     |   |   |     |   |   |     |   |   |
| Description | <p><b>DSTB:</b> The ILI9486L driver enters the Deep Standby Mode when DSTB is set to high ("1"). In Deep Standby mode, both internal logic power and SRAM power are turn off, the display data stored in the Frame Memory and the instructions are not saved. Rewrite Frame Memory content and instructions after the Deep Standby Mode is exited.</p> <p><i>Note: ILI9486L provides two ways to exit the Deep Standby Mode:</i></p> <p>(1) Exit Deep Standby Mode by pull down CSX to low ("0") 6 times.</p> <p>(2) Input a RESX pulse with effective low level duration to start up the inside logic regulator and makes a transition to the initial state.</p>   |                     |     |          |          |    |    |    |      |     |     |     |     |     |                       |   |        |   |         |     |     |                     |   |   |     |   |   |     |   |   |     |   |   |
|             | <p><b>GAS:</b> Low voltage detection control.</p> <table border="1"> <thead> <tr> <th>GAS</th> <th>Low voltage detection</th> </tr> </thead> <tbody> <tr> <td>0</td> <td>Enable</td> </tr> <tr> <td>1</td> <td>Disable</td> </tr> </tbody> </table> <p><b>GON/DTE:</b> Set the output level of gate driver G1 ~ G320 as follows</p> <table border="1"> <thead> <tr> <th>GON</th> <th>DTE</th> <th>G1~G320 Gate Output</th> </tr> </thead> <tbody> <tr> <td>0</td> <td>0</td> <td>VGH</td> </tr> <tr> <td>0</td> <td>1</td> <td>VGH</td> </tr> <tr> <td>1</td> <td>0</td> <td>VGL</td> </tr> <tr> <td>1</td> <td>1</td> <td>Normal display</td> </tr> </tbody> </table> <p><b>EPF[1:0]</b> Set the data format when 16bbp (R,G,B) to 18 bbp (r, g, b) is stored in the internal GRAM</p> |                     |     |          |          |    |    |    |      |     |     |     |     | GAS | Low voltage detection | 0 | Enable | 1 | Disable | GON | DTE | G1~G320 Gate Output | 0 | 0 | VGH | 0 | 1 | VGH | 1 | 0 | VGL | 1 | 1 |
| GAS         | Low voltage detection   |                     |     |          |          |    |    |    |      |     |     |     |     |     |                       |   |        |   |         |     |     |                     |   |   |     |   |   |     |   |   |     |   |   |
| 0           | Enable  |                     |     |          |          |    |    |    |      |     |     |     |     |     |                       |   |        |   |         |     |     |                     |   |   |     |   |   |     |   |   |     |   |   |
| 1           | Disable   |                     |     |          |          |    |    |    |      |     |     |     |     |     |                       |   |        |   |         |     |     |                     |   |   |     |   |   |     |   |   |     |   |   |
| GON         | DTE   | G1~G320 Gate Output |     |          |          |    |    |    |      |     |     |     |     |     |                       |   |        |   |         |     |     |                     |   |   |     |   |   |     |   |   |     |   |   |
| 0           | 0   | VGH                 |     |          |          |    |    |    |      |     |     |     |     |     |                       |   |        |   |         |     |     |                     |   |   |     |   |   |     |   |   |     |   |   |
| 0           | 1   | VGH                 |     |          |          |    |    |    |      |     |     |     |     |     |                       |   |        |   |         |     |     |                     |   |   |     |   |   |     |   |   |     |   |   |
| 1           | 0   | VGL                 |     |          |          |    |    |    |      |     |     |     |     |     |                       |   |        |   |         |     |     |                     |   |   |     |   |   |     |   |   |     |   |   |
| 1           | 1   | Normal display      |     |          |          |    |    |    |      |     |     |     |     |     |                       |   |        |   |         |     |     |                     |   |   |     |   |   |     |   |   |     |   |   |



Restriction

|                          |   |  |               |      |      |      |      |
|--------------------------|---|--|---------------|------|------|------|------|
| Register<br>Availability | Status                                    |  | Availability  |      |      |      |      |
|                          | Normal Mode ON, Idle Mode OFF, Sleep OUT  |  | Yes           |      |      |      |      |
|                          | Normal Mode ON, Idle Mode ON, Sleep OUT   |  | Yes           |      |      |      |      |
|                          | Partial Mode ON, Idle Mode OFF, Sleep OUT |  | Yes           |      |      |      |      |
|                          | Partial Mode ON, Idle Mode ON, Sleep OUT  |  | Yes           |      |      |      |      |
|                          | Sleep IN                                  |  | Yes           |      |      |      |      |
| Default                  | Status                                    |  | Default Value |      |      |      |      |
|                          |   |  | EPF[1:0]      | DSTB | GON  | DTE  | GAS  |
|                          | Power ON Sequence                         |  | 2'b00         | 1'b0 | 1'b1 | 1'b1 | 1'b0 |
|                          | H/W Reset                                 |  | 2b'00         | 1'b0 | 1'b1 | 1'b1 | 1'b0 |

**8.2.58. Power Control 1 (C0h)**

| C0h                       | PWCTRL 1 (Power Control 1)   |           |                        |          |    |    |    |           |    |    |    |    |     |           |          |           |          |       |                      |       |                        |       |                        |       |                        |       |                        |       |                        |       |                        |       |                        |       |                        |       |                        |       |                        |       |                        |       |                        |       |                        |       |                        |       |                        |       |                        |       |                        |       |                        |       |                        |       |                        |       |                        |       |                        |       |                        |       |                        |       |                        |       |                        |       |                        |       |                        |       |                        |       |                        |       |
|---------------------------|--|-----------|------------------------|----------|----|----|----|-----------|----|----|----|----|-----|-----------|----------|-----------|----------|-------|----------------------|-------|------------------------|-------|------------------------|-------|------------------------|-------|------------------------|-------|------------------------|-------|------------------------|-------|------------------------|-------|------------------------|-------|------------------------|-------|------------------------|-------|------------------------|-------|------------------------|-------|------------------------|-------|------------------------|-------|------------------------|-------|------------------------|-------|------------------------|-------|------------------------|-------|------------------------|-------|------------------------|-------|------------------------|-------|------------------------|-------|------------------------|-------|------------------------|-------|------------------------|-------|------------------------|-------|------------------------|-------|------------------------|-------|------------------------|-------|------------------------|-------|
|                           | D/CX   | RDX       | WRX                    | D[15:8]  | D7 | D6 | D5 | D4        | D3 | D2 | D1 | D0 | HEX |           |          |           |          |       |                      |       |                        |       |                        |       |                        |       |                        |       |                        |       |                        |       |                        |       |                        |       |                        |       |                        |       |                        |       |                        |       |                        |       |                        |       |                        |       |                        |       |                        |       |                        |       |                        |       |                        |       |                        |       |                        |       |                        |       |                        |       |                        |       |                        |       |                        |       |                        |       |                        |       |                        |       |
| Command                   | 0  | 1         | ↑                      | XXXXXXXX | 1  | 1  | 0  | 0         | 0  | 0  | 0  | 0  | C0h |           |          |           |          |       |                      |       |                        |       |                        |       |                        |       |                        |       |                        |       |                        |       |                        |       |                        |       |                        |       |                        |       |                        |       |                        |       |                        |       |                        |       |                        |       |                        |       |                        |       |                        |       |                        |       |                        |       |                        |       |                        |       |                        |       |                        |       |                        |       |                        |       |                        |       |                        |       |                        |       |                        |       |
| 1 <sup>st</sup> Parameter | 1  | 1         | ↑                      | XXXXXXXX | 0  | 0  | 0  | VRH1[4:0] |    |    |    |    | XX  |           |          |           |          |       |                      |       |                        |       |                        |       |                        |       |                        |       |                        |       |                        |       |                        |       |                        |       |                        |       |                        |       |                        |       |                        |       |                        |       |                        |       |                        |       |                        |       |                        |       |                        |       |                        |       |                        |       |                        |       |                        |       |                        |       |                        |       |                        |       |                        |       |                        |       |                        |       |                        |       |                        |       |
| 2 <sup>nd</sup> Parameter | 1  | 1         | ↑                      | XXXXXXXX | 0  | 0  | 0  | VRH2[4:0] |    |    |    |    | XX  |           |          |           |          |       |                      |       |                        |       |                        |       |                        |       |                        |       |                        |       |                        |       |                        |       |                        |       |                        |       |                        |       |                        |       |                        |       |                        |       |                        |       |                        |       |                        |       |                        |       |                        |       |                        |       |                        |       |                        |       |                        |       |                        |       |                        |       |                        |       |                        |       |                        |       |                        |       |                        |       |                        |       |
| Description               | <b>VRH1[4:0]:</b> Sets the VREG1OUT voltage for positive gamma   |           |                        |          |    |    |    |           |    |    |    |    |     |           |          |           |          |       |                      |       |                        |       |                        |       |                        |       |                        |       |                        |       |                        |       |                        |       |                        |       |                        |       |                        |       |                        |       |                        |       |                        |       |                        |       |                        |       |                        |       |                        |       |                        |       |                        |       |                        |       |                        |       |                        |       |                        |       |                        |       |                        |       |                        |       |                        |       |                        |       |                        |       |                        |       |
|                           | <table border="1"> <thead> <tr> <th>VRH1[4:0]</th> <th>VREG1OUT</th> <th>VRH1[4:0]</th> <th>VREG1OUT</th> </tr> </thead> <tbody> <tr><td>5'h00</td><td>Halt (Vreg1out =Hiz)</td><td>5'h10</td><td>1.25 x 3.65 = 4.5625</td></tr> <tr><td>5'h01</td><td>1.25 x 2.90 = 3.6250</td><td>5'h11</td><td>1.25 x 3.70 = 4.6250</td></tr> <tr><td>5'h02</td><td>1.25 x 2.95 = 3.6875</td><td>5'h12</td><td>1.25 x 3.75 = 4.6875</td></tr> <tr><td>5'h03</td><td>1.25 x 3.00 = 3.7500</td><td>5'h13</td><td>1.25 x 3.80 = 4.7500</td></tr> <tr><td>5'h04</td><td>1.25 x 3.05 = 3.8125</td><td>5'h14</td><td>1.25 x 3.85 = 4.8125</td></tr> <tr><td>5'h05</td><td>1.25 x 3.10 = 3.8750</td><td>5'h15</td><td>1.25 x 3.90 = 4.8750</td></tr> <tr><td>5'h06</td><td>1.25 x 3.15 = 3.9375</td><td>5'h16</td><td>1.25 x 3.95 = 4.9375</td></tr> <tr><td>5'h07</td><td>1.25 x 3.20 = 4.0000</td><td>5'h17</td><td>1.25 x 4.00 = 5.0000</td></tr> <tr><td>5'h08</td><td>1.25 x 3.25 = 4.0625</td><td>5'h18</td><td>1.25 x 4.05 = 5.0625</td></tr> <tr><td>5'h09</td><td>1.25 x 3.30 = 4.1250</td><td>5'h19</td><td>1.25 x 4.10 = 5.1250</td></tr> <tr><td>5'h0A</td><td>1.25 x 3.35 = 4.1875</td><td>5'h1A</td><td>1.25 x 4.15 = 5.1875</td></tr> <tr><td>5'h0B</td><td>1.25 x 3.40 = 4.2500</td><td>5'h1B</td><td>1.25 x 4.20 = 5.2500</td></tr> <tr><td>5'h0C</td><td>1.25 x 3.45 = 4.3125</td><td>5'h1C</td><td>1.25 x 4.25 = 5.3125</td></tr> <tr><td>5'h0D</td><td>1.25 x 3.50 = 4.3750</td><td>5'h1D</td><td>1.25 x 4.30 = 5.3750</td></tr> <tr><td>5'h0E</td><td>1.25 x 3.55 = 4.4375</td><td>5'h1E</td><td>1.25 x 4.35 = 5.4375</td></tr> <tr><td>5'h0F</td><td>1.25 x 3.60 = 4.5000</td><td>5'h1F</td><td>1.25 x 4.40 = 5.5000</td></tr> </tbody> </table>   |           |                        |          |    |    |    |           |    |    |    |    |     | VRH1[4:0] | VREG1OUT | VRH1[4:0] | VREG1OUT | 5'h00 | Halt (Vreg1out =Hiz) | 5'h10 | 1.25 x 3.65 = 4.5625   | 5'h01 | 1.25 x 2.90 = 3.6250   | 5'h11 | 1.25 x 3.70 = 4.6250   | 5'h02 | 1.25 x 2.95 = 3.6875   | 5'h12 | 1.25 x 3.75 = 4.6875   | 5'h03 | 1.25 x 3.00 = 3.7500   | 5'h13 | 1.25 x 3.80 = 4.7500   | 5'h04 | 1.25 x 3.05 = 3.8125   | 5'h14 | 1.25 x 3.85 = 4.8125   | 5'h05 | 1.25 x 3.10 = 3.8750   | 5'h15 | 1.25 x 3.90 = 4.8750   | 5'h06 | 1.25 x 3.15 = 3.9375   | 5'h16 | 1.25 x 3.95 = 4.9375   | 5'h07 | 1.25 x 3.20 = 4.0000   | 5'h17 | 1.25 x 4.00 = 5.0000   | 5'h08 | 1.25 x 3.25 = 4.0625   | 5'h18 | 1.25 x 4.05 = 5.0625   | 5'h09 | 1.25 x 3.30 = 4.1250   | 5'h19 | 1.25 x 4.10 = 5.1250   | 5'h0A | 1.25 x 3.35 = 4.1875   | 5'h1A | 1.25 x 4.15 = 5.1875   | 5'h0B | 1.25 x 3.40 = 4.2500   | 5'h1B | 1.25 x 4.20 = 5.2500   | 5'h0C | 1.25 x 3.45 = 4.3125   | 5'h1C | 1.25 x 4.25 = 5.3125   | 5'h0D | 1.25 x 3.50 = 4.3750   | 5'h1D | 1.25 x 4.30 = 5.3750   | 5'h0E | 1.25 x 3.55 = 4.4375   | 5'h1E | 1.25 x 4.35 = 5.4375   | 5'h0F | 1.25 x 3.60 = 4.5000   | 5'h1F |
| VRH1[4:0]                 | VREG1OUT   | VRH1[4:0] | VREG1OUT               |          |    |    |    |           |    |    |    |    |     |           |          |           |          |       |                      |       |                        |       |                        |       |                        |       |                        |       |                        |       |                        |       |                        |       |                        |       |                        |       |                        |       |                        |       |                        |       |                        |       |                        |       |                        |       |                        |       |                        |       |                        |       |                        |       |                        |       |                        |       |                        |       |                        |       |                        |       |                        |       |                        |       |                        |       |                        |       |                        |       |                        |       |
| 5'h00                     | Halt (Vreg1out =Hiz)   | 5'h10     | 1.25 x 3.65 = 4.5625   |          |    |    |    |           |    |    |    |    |     |           |          |           |          |       |                      |       |                        |       |                        |       |                        |       |                        |       |                        |       |                        |       |                        |       |                        |       |                        |       |                        |       |                        |       |                        |       |                        |       |                        |       |                        |       |                        |       |                        |       |                        |       |                        |       |                        |       |                        |       |                        |       |                        |       |                        |       |                        |       |                        |       |                        |       |                        |       |                        |       |                        |       |
| 5'h01                     | 1.25 x 2.90 = 3.6250   | 5'h11     | 1.25 x 3.70 = 4.6250   |          |    |    |    |           |    |    |    |    |     |           |          |           |          |       |                      |       |                        |       |                        |       |                        |       |                        |       |                        |       |                        |       |                        |       |                        |       |                        |       |                        |       |                        |       |                        |       |                        |       |                        |       |                        |       |                        |       |                        |       |                        |       |                        |       |                        |       |                        |       |                        |       |                        |       |                        |       |                        |       |                        |       |                        |       |                        |       |                        |       |                        |       |
| 5'h02                     | 1.25 x 2.95 = 3.6875   | 5'h12     | 1.25 x 3.75 = 4.6875   |          |    |    |    |           |    |    |    |    |     |           |          |           |          |       |                      |       |                        |       |                        |       |                        |       |                        |       |                        |       |                        |       |                        |       |                        |       |                        |       |                        |       |                        |       |                        |       |                        |       |                        |       |                        |       |                        |       |                        |       |                        |       |                        |       |                        |       |                        |       |                        |       |                        |       |                        |       |                        |       |                        |       |                        |       |                        |       |                        |       |                        |       |
| 5'h03                     | 1.25 x 3.00 = 3.7500   | 5'h13     | 1.25 x 3.80 = 4.7500   |          |    |    |    |           |    |    |    |    |     |           |          |           |          |       |                      |       |                        |       |                        |       |                        |       |                        |       |                        |       |                        |       |                        |       |                        |       |                        |       |                        |       |                        |       |                        |       |                        |       |                        |       |                        |       |                        |       |                        |       |                        |       |                        |       |                        |       |                        |       |                        |       |                        |       |                        |       |                        |       |                        |       |                        |       |                        |       |                        |       |                        |       |
| 5'h04                     | 1.25 x 3.05 = 3.8125   | 5'h14     | 1.25 x 3.85 = 4.8125   |          |    |    |    |           |    |    |    |    |     |           |          |           |          |       |                      |       |                        |       |                        |       |                        |       |                        |       |                        |       |                        |       |                        |       |                        |       |                        |       |                        |       |                        |       |                        |       |                        |       |                        |       |                        |       |                        |       |                        |       |                        |       |                        |       |                        |       |                        |       |                        |       |                        |       |                        |       |                        |       |                        |       |                        |       |                        |       |                        |       |                        |       |
| 5'h05                     | 1.25 x 3.10 = 3.8750   | 5'h15     | 1.25 x 3.90 = 4.8750   |          |    |    |    |           |    |    |    |    |     |           |          |           |          |       |                      |       |                        |       |                        |       |                        |       |                        |       |                        |       |                        |       |                        |       |                        |       |                        |       |                        |       |                        |       |                        |       |                        |       |                        |       |                        |       |                        |       |                        |       |                        |       |                        |       |                        |       |                        |       |                        |       |                        |       |                        |       |                        |       |                        |       |                        |       |                        |       |                        |       |                        |       |
| 5'h06                     | 1.25 x 3.15 = 3.9375   | 5'h16     | 1.25 x 3.95 = 4.9375   |          |    |    |    |           |    |    |    |    |     |           |          |           |          |       |                      |       |                        |       |                        |       |                        |       |                        |       |                        |       |                        |       |                        |       |                        |       |                        |       |                        |       |                        |       |                        |       |                        |       |                        |       |                        |       |                        |       |                        |       |                        |       |                        |       |                        |       |                        |       |                        |       |                        |       |                        |       |                        |       |                        |       |                        |       |                        |       |                        |       |                        |       |
| 5'h07                     | 1.25 x 3.20 = 4.0000   | 5'h17     | 1.25 x 4.00 = 5.0000   |          |    |    |    |           |    |    |    |    |     |           |          |           |          |       |                      |       |                        |       |                        |       |                        |       |                        |       |                        |       |                        |       |                        |       |                        |       |                        |       |                        |       |                        |       |                        |       |                        |       |                        |       |                        |       |                        |       |                        |       |                        |       |                        |       |                        |       |                        |       |                        |       |                        |       |                        |       |                        |       |                        |       |                        |       |                        |       |                        |       |                        |       |
| 5'h08                     | 1.25 x 3.25 = 4.0625   | 5'h18     | 1.25 x 4.05 = 5.0625   |          |    |    |    |           |    |    |    |    |     |           |          |           |          |       |                      |       |                        |       |                        |       |                        |       |                        |       |                        |       |                        |       |                        |       |                        |       |                        |       |                        |       |                        |       |                        |       |                        |       |                        |       |                        |       |                        |       |                        |       |                        |       |                        |       |                        |       |                        |       |                        |       |                        |       |                        |       |                        |       |                        |       |                        |       |                        |       |                        |       |                        |       |
| 5'h09                     | 1.25 x 3.30 = 4.1250   | 5'h19     | 1.25 x 4.10 = 5.1250   |          |    |    |    |           |    |    |    |    |     |           |          |           |          |       |                      |       |                        |       |                        |       |                        |       |                        |       |                        |       |                        |       |                        |       |                        |       |                        |       |                        |       |                        |       |                        |       |                        |       |                        |       |                        |       |                        |       |                        |       |                        |       |                        |       |                        |       |                        |       |                        |       |                        |       |                        |       |                        |       |                        |       |                        |       |                        |       |                        |       |                        |       |
| 5'h0A                     | 1.25 x 3.35 = 4.1875   | 5'h1A     | 1.25 x 4.15 = 5.1875   |          |    |    |    |           |    |    |    |    |     |           |          |           |          |       |                      |       |                        |       |                        |       |                        |       |                        |       |                        |       |                        |       |                        |       |                        |       |                        |       |                        |       |                        |       |                        |       |                        |       |                        |       |                        |       |                        |       |                        |       |                        |       |                        |       |                        |       |                        |       |                        |       |                        |       |                        |       |                        |       |                        |       |                        |       |                        |       |                        |       |                        |       |
| 5'h0B                     | 1.25 x 3.40 = 4.2500   | 5'h1B     | 1.25 x 4.20 = 5.2500   |          |    |    |    |           |    |    |    |    |     |           |          |           |          |       |                      |       |                        |       |                        |       |                        |       |                        |       |                        |       |                        |       |                        |       |                        |       |                        |       |                        |       |                        |       |                        |       |                        |       |                        |       |                        |       |                        |       |                        |       |                        |       |                        |       |                        |       |                        |       |                        |       |                        |       |                        |       |                        |       |                        |       |                        |       |                        |       |                        |       |                        |       |
| 5'h0C                     | 1.25 x 3.45 = 4.3125   | 5'h1C     | 1.25 x 4.25 = 5.3125   |          |    |    |    |           |    |    |    |    |     |           |          |           |          |       |                      |       |                        |       |                        |       |                        |       |                        |       |                        |       |                        |       |                        |       |                        |       |                        |       |                        |       |                        |       |                        |       |                        |       |                        |       |                        |       |                        |       |                        |       |                        |       |                        |       |                        |       |                        |       |                        |       |                        |       |                        |       |                        |       |                        |       |                        |       |                        |       |                        |       |                        |       |
| 5'h0D                     | 1.25 x 3.50 = 4.3750   | 5'h1D     | 1.25 x 4.30 = 5.3750   |          |    |    |    |           |    |    |    |    |     |           |          |           |          |       |                      |       |                        |       |                        |       |                        |       |                        |       |                        |       |                        |       |                        |       |                        |       |                        |       |                        |       |                        |       |                        |       |                        |       |                        |       |                        |       |                        |       |                        |       |                        |       |                        |       |                        |       |                        |       |                        |       |                        |       |                        |       |                        |       |                        |       |                        |       |                        |       |                        |       |                        |       |
| 5'h0E                     | 1.25 x 3.55 = 4.4375   | 5'h1E     | 1.25 x 4.35 = 5.4375   |          |    |    |    |           |    |    |    |    |     |           |          |           |          |       |                      |       |                        |       |                        |       |                        |       |                        |       |                        |       |                        |       |                        |       |                        |       |                        |       |                        |       |                        |       |                        |       |                        |       |                        |       |                        |       |                        |       |                        |       |                        |       |                        |       |                        |       |                        |       |                        |       |                        |       |                        |       |                        |       |                        |       |                        |       |                        |       |                        |       |                        |       |
| 5'h0F                     | 1.25 x 3.60 = 4.5000   | 5'h1F     | 1.25 x 4.40 = 5.5000   |          |    |    |    |           |    |    |    |    |     |           |          |           |          |       |                      |       |                        |       |                        |       |                        |       |                        |       |                        |       |                        |       |                        |       |                        |       |                        |       |                        |       |                        |       |                        |       |                        |       |                        |       |                        |       |                        |       |                        |       |                        |       |                        |       |                        |       |                        |       |                        |       |                        |       |                        |       |                        |       |                        |       |                        |       |                        |       |                        |       |                        |       |
| Description               | <b>VRH2[4:0]:</b> Sets the VREG2OUT voltage for negative gamma   |           |                        |          |    |    |    |           |    |    |    |    |     |           |          |           |          |       |                      |       |                        |       |                        |       |                        |       |                        |       |                        |       |                        |       |                        |       |                        |       |                        |       |                        |       |                        |       |                        |       |                        |       |                        |       |                        |       |                        |       |                        |       |                        |       |                        |       |                        |       |                        |       |                        |       |                        |       |                        |       |                        |       |                        |       |                        |       |                        |       |                        |       |                        |       |
|                           | <table border="1"> <thead> <tr> <th>VRH2[4:0]</th> <th>VREG2OUT</th> <th>VRH2[4:0]</th> <th>VREG2OUT</th> </tr> </thead> <tbody> <tr><td>5'h00</td><td>Halt (Vreg2out =Hiz)</td><td>5'h10</td><td>-1.25 x 3.65 = -4.5625</td></tr> <tr><td>5'h01</td><td>-1.25 x 2.90 = -3.6250</td><td>5'h11</td><td>-1.25 x 3.70 = -4.6250</td></tr> <tr><td>5'h02</td><td>-1.25 x 2.95 = -3.6875</td><td>5'h12</td><td>-1.25 x 3.75 = -4.6875</td></tr> <tr><td>5'h03</td><td>-1.25 x 3.00 = -3.7500</td><td>5'h13</td><td>-1.25 x 3.80 = -4.7500</td></tr> <tr><td>5'h04</td><td>-1.25 x 3.05 = -3.8125</td><td>5'h14</td><td>-1.25 x 3.85 = -4.8125</td></tr> <tr><td>5'h05</td><td>-1.25 x 3.10 = -3.8750</td><td>5'h15</td><td>-1.25 x 3.90 = -4.8750</td></tr> <tr><td>5'h06</td><td>-1.25 x 3.15 = -3.9375</td><td>5'h16</td><td>-1.25 x 3.95 = -4.9375</td></tr> <tr><td>5'h07</td><td>-1.25 x 3.20 = -4.0000</td><td>5'h17</td><td>-1.25 x 4.00 = -5.0000</td></tr> <tr><td>5'h08</td><td>-1.25 x 3.25 = -4.0625</td><td>5'h18</td><td>-1.25 x 4.05 = -5.0625</td></tr> <tr><td>5'h09</td><td>-1.25 x 3.30 = -4.1250</td><td>5'h19</td><td>-1.25 x 4.10 = -5.1250</td></tr> <tr><td>5'h0A</td><td>-1.25 x 3.35 = -4.1875</td><td>5'h1A</td><td>-1.25 x 4.15 = -5.1875</td></tr> <tr><td>5'h0B</td><td>-1.25 x 3.40 = -4.2500</td><td>5'h1B</td><td>-1.25 x 4.20 = -5.2500</td></tr> <tr><td>5'h0C</td><td>-1.25 x 3.45 = -4.3125</td><td>5'h1C</td><td>-1.25 x 4.25 = -5.3125</td></tr> <tr><td>5'h0D</td><td>-1.25 x 3.50 = -4.3750</td><td>5'h1D</td><td>-1.25 x 4.30 = -5.3750</td></tr> <tr><td>5'h0E</td><td>-1.25 x 3.55 = -4.4375</td><td>5'h1E</td><td>-1.25 x 4.35 = -5.4375</td></tr> <tr><td>5'h0F</td><td>-1.25 x 3.60 = -4.5000</td><td>5'h1F</td><td>-1.25 x 4.40 = -5.5000</td></tr> </tbody> </table> |           |                        |          |    |    |    |           |    |    |    |    |     | VRH2[4:0] | VREG2OUT | VRH2[4:0] | VREG2OUT | 5'h00 | Halt (Vreg2out =Hiz) | 5'h10 | -1.25 x 3.65 = -4.5625 | 5'h01 | -1.25 x 2.90 = -3.6250 | 5'h11 | -1.25 x 3.70 = -4.6250 | 5'h02 | -1.25 x 2.95 = -3.6875 | 5'h12 | -1.25 x 3.75 = -4.6875 | 5'h03 | -1.25 x 3.00 = -3.7500 | 5'h13 | -1.25 x 3.80 = -4.7500 | 5'h04 | -1.25 x 3.05 = -3.8125 | 5'h14 | -1.25 x 3.85 = -4.8125 | 5'h05 | -1.25 x 3.10 = -3.8750 | 5'h15 | -1.25 x 3.90 = -4.8750 | 5'h06 | -1.25 x 3.15 = -3.9375 | 5'h16 | -1.25 x 3.95 = -4.9375 | 5'h07 | -1.25 x 3.20 = -4.0000 | 5'h17 | -1.25 x 4.00 = -5.0000 | 5'h08 | -1.25 x 3.25 = -4.0625 | 5'h18 | -1.25 x 4.05 = -5.0625 | 5'h09 | -1.25 x 3.30 = -4.1250 | 5'h19 | -1.25 x 4.10 = -5.1250 | 5'h0A | -1.25 x 3.35 = -4.1875 | 5'h1A | -1.25 x 4.15 = -5.1875 | 5'h0B | -1.25 x 3.40 = -4.2500 | 5'h1B | -1.25 x 4.20 = -5.2500 | 5'h0C | -1.25 x 3.45 = -4.3125 | 5'h1C | -1.25 x 4.25 = -5.3125 | 5'h0D | -1.25 x 3.50 = -4.3750 | 5'h1D | -1.25 x 4.30 = -5.3750 | 5'h0E | -1.25 x 3.55 = -4.4375 | 5'h1E | -1.25 x 4.35 = -5.4375 | 5'h0F | -1.25 x 3.60 = -4.5000 | 5'h1F |
| VRH2[4:0]                 | VREG2OUT   | VRH2[4:0] | VREG2OUT               |          |    |    |    |           |    |    |    |    |     |           |          |           |          |       |                      |       |                        |       |                        |       |                        |       |                        |       |                        |       |                        |       |                        |       |                        |       |                        |       |                        |       |                        |       |                        |       |                        |       |                        |       |                        |       |                        |       |                        |       |                        |       |                        |       |                        |       |                        |       |                        |       |                        |       |                        |       |                        |       |                        |       |                        |       |                        |       |                        |       |                        |       |
| 5'h00                     | Halt (Vreg2out =Hiz)   | 5'h10     | -1.25 x 3.65 = -4.5625 |          |    |    |    |           |    |    |    |    |     |           |          |           |          |       |                      |       |                        |       |                        |       |                        |       |                        |       |                        |       |                        |       |                        |       |                        |       |                        |       |                        |       |                        |       |                        |       |                        |       |                        |       |                        |       |                        |       |                        |       |                        |       |                        |       |                        |       |                        |       |                        |       |                        |       |                        |       |                        |       |                        |       |                        |       |                        |       |                        |       |                        |       |
| 5'h01                     | -1.25 x 2.90 = -3.6250   | 5'h11     | -1.25 x 3.70 = -4.6250 |          |    |    |    |           |    |    |    |    |     |           |          |           |          |       |                      |       |                        |       |                        |       |                        |       |                        |       |                        |       |                        |       |                        |       |                        |       |                        |       |                        |       |                        |       |                        |       |                        |       |                        |       |                        |       |                        |       |                        |       |                        |       |                        |       |                        |       |                        |       |                        |       |                        |       |                        |       |                        |       |                        |       |                        |       |                        |       |                        |       |                        |       |
| 5'h02                     | -1.25 x 2.95 = -3.6875   | 5'h12     | -1.25 x 3.75 = -4.6875 |          |    |    |    |           |    |    |    |    |     |           |          |           |          |       |                      |       |                        |       |                        |       |                        |       |                        |       |                        |       |                        |       |                        |       |                        |       |                        |       |                        |       |                        |       |                        |       |                        |       |                        |       |                        |       |                        |       |                        |       |                        |       |                        |       |                        |       |                        |       |                        |       |                        |       |                        |       |                        |       |                        |       |                        |       |                        |       |                        |       |                        |       |
| 5'h03                     | -1.25 x 3.00 = -3.7500   | 5'h13     | -1.25 x 3.80 = -4.7500 |          |    |    |    |           |    |    |    |    |     |           |          |           |          |       |                      |       |                        |       |                        |       |                        |       |                        |       |                        |       |                        |       |                        |       |                        |       |                        |       |                        |       |                        |       |                        |       |                        |       |                        |       |                        |       |                        |       |                        |       |                        |       |                        |       |                        |       |                        |       |                        |       |                        |       |                        |       |                        |       |                        |       |                        |       |                        |       |                        |       |                        |       |
| 5'h04                     | -1.25 x 3.05 = -3.8125   | 5'h14     | -1.25 x 3.85 = -4.8125 |          |    |    |    |           |    |    |    |    |     |           |          |           |          |       |                      |       |                        |       |                        |       |                        |       |                        |       |                        |       |                        |       |                        |       |                        |       |                        |       |                        |       |                        |       |                        |       |                        |       |                        |       |                        |       |                        |       |                        |       |                        |       |                        |       |                        |       |                        |       |                        |       |                        |       |                        |       |                        |       |                        |       |                        |       |                        |       |                        |       |                        |       |
| 5'h05                     | -1.25 x 3.10 = -3.8750   | 5'h15     | -1.25 x 3.90 = -4.8750 |          |    |    |    |           |    |    |    |    |     |           |          |           |          |       |                      |       |                        |       |                        |       |                        |       |                        |       |                        |       |                        |       |                        |       |                        |       |                        |       |                        |       |                        |       |                        |       |                        |       |                        |       |                        |       |                        |       |                        |       |                        |       |                        |       |                        |       |                        |       |                        |       |                        |       |                        |       |                        |       |                        |       |                        |       |                        |       |                        |       |                        |       |
| 5'h06                     | -1.25 x 3.15 = -3.9375   | 5'h16     | -1.25 x 3.95 = -4.9375 |          |    |    |    |           |    |    |    |    |     |           |          |           |          |       |                      |       |                        |       |                        |       |                        |       |                        |       |                        |       |                        |       |                        |       |                        |       |                        |       |                        |       |                        |       |                        |       |                        |       |                        |       |                        |       |                        |       |                        |       |                        |       |                        |       |                        |       |                        |       |                        |       |                        |       |                        |       |                        |       |                        |       |                        |       |                        |       |                        |       |                        |       |
| 5'h07                     | -1.25 x 3.20 = -4.0000   | 5'h17     | -1.25 x 4.00 = -5.0000 |          |    |    |    |           |    |    |    |    |     |           |          |           |          |       |                      |       |                        |       |                        |       |                        |       |                        |       |                        |       |                        |       |                        |       |                        |       |                        |       |                        |       |                        |       |                        |       |                        |       |                        |       |                        |       |                        |       |                        |       |                        |       |                        |       |                        |       |                        |       |                        |       |                        |       |                        |       |                        |       |                        |       |                        |       |                        |       |                        |       |                        |       |
| 5'h08                     | -1.25 x 3.25 = -4.0625   | 5'h18     | -1.25 x 4.05 = -5.0625 |          |    |    |    |           |    |    |    |    |     |           |          |           |          |       |                      |       |                        |       |                        |       |                        |       |                        |       |                        |       |                        |       |                        |       |                        |       |                        |       |                        |       |                        |       |                        |       |                        |       |                        |       |                        |       |                        |       |                        |       |                        |       |                        |       |                        |       |                        |       |                        |       |                        |       |                        |       |                        |       |                        |       |                        |       |                        |       |                        |       |                        |       |
| 5'h09                     | -1.25 x 3.30 = -4.1250   | 5'h19     | -1.25 x 4.10 = -5.1250 |          |    |    |    |           |    |    |    |    |     |           |          |           |          |       |                      |       |                        |       |                        |       |                        |       |                        |       |                        |       |                        |       |                        |       |                        |       |                        |       |                        |       |                        |       |                        |       |                        |       |                        |       |                        |       |                        |       |                        |       |                        |       |                        |       |                        |       |                        |       |                        |       |                        |       |                        |       |                        |       |                        |       |                        |       |                        |       |                        |       |                        |       |
| 5'h0A                     | -1.25 x 3.35 = -4.1875   | 5'h1A     | -1.25 x 4.15 = -5.1875 |          |    |    |    |           |    |    |    |    |     |           |          |           |          |       |                      |       |                        |       |                        |       |                        |       |                        |       |                        |       |                        |       |                        |       |                        |       |                        |       |                        |       |                        |       |                        |       |                        |       |                        |       |                        |       |                        |       |                        |       |                        |       |                        |       |                        |       |                        |       |                        |       |                        |       |                        |       |                        |       |                        |       |                        |       |                        |       |                        |       |                        |       |
| 5'h0B                     | -1.25 x 3.40 = -4.2500   | 5'h1B     | -1.25 x 4.20 = -5.2500 |          |    |    |    |           |    |    |    |    |     |           |          |           |          |       |                      |       |                        |       |                        |       |                        |       |                        |       |                        |       |                        |       |                        |       |                        |       |                        |       |                        |       |                        |       |                        |       |                        |       |                        |       |                        |       |                        |       |                        |       |                        |       |                        |       |                        |       |                        |       |                        |       |                        |       |                        |       |                        |       |                        |       |                        |       |                        |       |                        |       |                        |       |
| 5'h0C                     | -1.25 x 3.45 = -4.3125   | 5'h1C     | -1.25 x 4.25 = -5.3125 |          |    |    |    |           |    |    |    |    |     |           |          |           |          |       |                      |       |                        |       |                        |       |                        |       |                        |       |                        |       |                        |       |                        |       |                        |       |                        |       |                        |       |                        |       |                        |       |                        |       |                        |       |                        |       |                        |       |                        |       |                        |       |                        |       |                        |       |                        |       |                        |       |                        |       |                        |       |                        |       |                        |       |                        |       |                        |       |                        |       |                        |       |
| 5'h0D                     | -1.25 x 3.50 = -4.3750   | 5'h1D     | -1.25 x 4.30 = -5.3750 |          |    |    |    |           |    |    |    |    |     |           |          |           |          |       |                      |       |                        |       |                        |       |                        |       |                        |       |                        |       |                        |       |                        |       |                        |       |                        |       |                        |       |                        |       |                        |       |                        |       |                        |       |                        |       |                        |       |                        |       |                        |       |                        |       |                        |       |                        |       |                        |       |                        |       |                        |       |                        |       |                        |       |                        |       |                        |       |                        |       |                        |       |
| 5'h0E                     | -1.25 x 3.55 = -4.4375   | 5'h1E     | -1.25 x 4.35 = -5.4375 |          |    |    |    |           |    |    |    |    |     |           |          |           |          |       |                      |       |                        |       |                        |       |                        |       |                        |       |                        |       |                        |       |                        |       |                        |       |                        |       |                        |       |                        |       |                        |       |                        |       |                        |       |                        |       |                        |       |                        |       |                        |       |                        |       |                        |       |                        |       |                        |       |                        |       |                        |       |                        |       |                        |       |                        |       |                        |       |                        |       |                        |       |
| 5'h0F                     | -1.25 x 3.60 = -4.5000   | 5'h1F     | -1.25 x 4.40 = -5.5000 |          |    |    |    |           |    |    |    |    |     |           |          |           |          |       |                      |       |                        |       |                        |       |                        |       |                        |       |                        |       |                        |       |                        |       |                        |       |                        |       |                        |       |                        |       |                        |       |                        |       |                        |       |                        |       |                        |       |                        |       |                        |       |                        |       |                        |       |                        |       |                        |       |                        |       |                        |       |                        |       |                        |       |                        |       |                        |       |                        |       |                        |       |
| Restriction               |  |           |                        |          |    |    |    |           |    |    |    |    |     |           |          |           |          |       |                      |       |                        |       |                        |       |                        |       |                        |       |                        |       |                        |       |                        |       |                        |       |                        |       |                        |       |                        |       |                        |       |                        |       |                        |       |                        |       |                        |       |                        |       |                        |       |                        |       |                        |       |                        |       |                        |       |                        |       |                        |       |                        |       |                        |       |                        |       |                        |       |                        |       |                        |       |

| <p>Register<br/>Availability</p>          | <table border="1"> <thead> <tr> <th>Status</th> <th>Availability</th> </tr> </thead> <tbody> <tr> <td>Normal Mode ON, Idle Mode OFF, Sleep OUT</td> <td>Yes</td> </tr> <tr> <td>Normal Mode ON, Idle Mode ON, Sleep OUT</td> <td>Yes</td> </tr> <tr> <td>Partial Mode ON, Idle Mode OFF, Sleep OUT</td> <td>Yes</td> </tr> <tr> <td>Partial Mode ON, Idle Mode ON, Sleep OUT</td> <td>Yes</td> </tr> <tr> <td>Sleep IN</td> <td>Yes</td> </tr> </tbody> </table> | Status   | Availability | Normal Mode ON, Idle Mode OFF, Sleep OUT | Yes               | Normal Mode ON, Idle Mode ON, Sleep OUT | Yes      | Partial Mode ON, Idle Mode OFF, Sleep OUT | Yes      | Partial Mode ON, Idle Mode ON, Sleep OUT | Yes | Sleep IN | Yes |
|---|--|----------|--------------|--|-------------------|---|----------|---|----------|--|-----|----------|-----|
| Status                                    | Availability   |          |              |  |                   |   |          |   |          |  |     |          |     |
| Normal Mode ON, Idle Mode OFF, Sleep OUT  | Yes  |          |              |  |                   |   |          |   |          |  |     |          |     |
| Normal Mode ON, Idle Mode ON, Sleep OUT   | Yes  |          |              |  |                   |   |          |   |          |  |     |          |     |
| Partial Mode ON, Idle Mode OFF, Sleep OUT | Yes  |          |              |  |                   |   |          |   |          |  |     |          |     |
| Partial Mode ON, Idle Mode ON, Sleep OUT  | Yes  |          |              |  |                   |   |          |   |          |  |     |          |     |
| Sleep IN                                  | Yes  |          |              |  |                   |   |          |   |          |  |     |          |     |
| <p>Default</p>                            | <table border="1"> <thead> <tr> <th>Status</th> <th>VRH1</th> <th>VRH2</th> </tr> </thead> <tbody> <tr> <td>Power ON Sequence</td> <td>5'b01110</td> <td>5'b01110</td> </tr> <tr> <td>H/W Reset</td> <td>5'b01110</td> <td>5'b01110</td> </tr> </tbody> </table>   | Status   | VRH1         | VRH2                                     | Power ON Sequence | 5'b01110                                | 5'b01110 | H/W Reset                                 | 5'b01110 | 5'b01110                                 |     |          |     |
| Status                                    | VRH1   | VRH2     |              |  |                   |   |          |   |          |  |     |          |     |
| Power ON Sequence                         | 5'b01110   | 5'b01110 |              |  |                   |   |          |   |          |  |     |          |     |
| H/W Reset                                 | 5'b01110   | 5'b01110 |              |  |                   |   |          |   |          |  |     |          |     |

**8.2.59. Power Control 2 (C1h)**

| C1h                                       | PWCTRL 2 (Power Control 2)   |          |             |          |          |            |    |    |    |         |    |    |     |         |               |  |         |   |                   |   |          |  |        |          |            |      |            |      |            |      |          |            |      |            |      |            |      |          |            |      |            |         |              |      |              |
|---|--|----------|-------------|----------|----------|------------|----|----|----|---------|----|----|-----|---------|---------------|--|---------|---|-------------------|---|----------|--|--------|----------|------------|------|------------|------|------------|------|----------|------------|------|------------|------|------------|------|----------|------------|------|------------|---------|--------------|------|--------------|
|   | D/CX   | RDX      | WRX         | D[15:8]  | D7       | D6         | D5 | D4 | D3 | D2      | D1 | D0 | HEX |         |               |  |         |   |                   |   |          |  |        |          |            |      |            |      |            |      |          |            |      |            |      |            |      |          |            |      |            |         |              |      |              |
| Command                                   | 0  | 1        | ↑           | XXXXXXXX | 1        | 1          | 0  | 0  | 0  | 0       | 0  | 1  | C1h |         |               |  |         |   |                   |   |          |  |        |          |            |      |            |      |            |      |          |            |      |            |      |            |      |          |            |      |            |         |              |      |              |
| 1 <sup>st</sup> parameter                 | 1  | 1        | ↑           | XXXXXXXX | 0        | 1          | 0  | 0  | 0  | BT[2:0] |    |    | 4X  |         |               |  |         |   |                   |   |          |  |        |          |            |      |            |      |            |      |          |            |      |            |      |            |      |          |            |      |            |         |              |      |              |
| 2 <sup>nd</sup> parameter                 | 1  | 1        | ↑           | XXXXXXXX | 0        | 0          | 0  | 0  | 0  | VC[2:0] |    |    | XX  |         |               |  |         |   |                   |   |          |  |        |          |            |      |            |      |            |      |          |            |      |            |      |            |      |          |            |      |            |         |              |      |              |
| Description                               | <p><b>BT [2:0]:</b> Sets the factor used in the step-up circuits.</p> <p>Select the optimal step-up factor for the operating voltage. To reduce power consumption, set a smaller factor.</p> <table border="1"> <thead> <tr> <th>BT[2:0]</th> <th>DDVDH</th> <th>DDVDL</th> <th>VCL</th> <th>VGH</th> <th>VGL</th> </tr> </thead> <tbody> <tr> <td>4'h0</td> <td rowspan="8">Vci1 x 2</td> <td rowspan="8">-(VCI1-VCL)</td> <td rowspan="8">- Vci1</td> <td rowspan="3">Vci1 x 6</td> <td>- Vci1 x 5</td> </tr> <tr> <td>4'h1</td> <td>- Vci1 x 4</td> </tr> <tr> <td>4'h2</td> <td>- Vci1 x 3</td> </tr> <tr> <td>4'h3</td> <td rowspan="3">Vci1 x 5</td> <td>- Vci1 x 5</td> </tr> <tr> <td>4'h4</td> <td>- Vci1 x 4</td> </tr> <tr> <td>4'h5</td> <td>- Vci1 x 3</td> </tr> <tr> <td>4'h6</td> <td rowspan="2">Vci1 x 4</td> <td>- Vci1 x 4</td> </tr> <tr> <td>4'h7</td> <td>- Vci1 x 3</td> </tr> </tbody> </table> <p><i>Note: To prevent the device damage, please keep VGH – DDVDH &lt; 8V condition.</i></p> <p><b>VC [2:0]:</b> Sets VCI1 regulator output voltage.</p> <table border="1"> <thead> <tr> <th>VC[2:0]</th> <th>Vci1 voltage</th> </tr> </thead> <tbody> <tr> <td>3'h0</td> <td>External VCI</td> </tr> </tbody> </table> |          |             |          |          |            |    |    |    |         |    |    |     | BT[2:0] | DDVDH         | DDVDL                                    | VCL     | VGH                                     | VGL               | 4'h0                                      | Vci1 x 2 | -(VCI1-VCL)                              | - Vci1 | Vci1 x 6 | - Vci1 x 5 | 4'h1 | - Vci1 x 4 | 4'h2 | - Vci1 x 3 | 4'h3 | Vci1 x 5 | - Vci1 x 5 | 4'h4 | - Vci1 x 4 | 4'h5 | - Vci1 x 3 | 4'h6 | Vci1 x 4 | - Vci1 x 4 | 4'h7 | - Vci1 x 3 | VC[2:0] | Vci1 voltage | 3'h0 | External VCI |
|   | BT[2:0]  | DDVDH    | DDVDL       | VCL      | VGH      | VGL        |    |    |    |         |    |    |     |         |               |  |         |   |                   |   |          |  |        |          |            |      |            |      |            |      |          |            |      |            |      |            |      |          |            |      |            |         |              |      |              |
|   | 4'h0   | Vci1 x 2 | -(VCI1-VCL) | - Vci1   | Vci1 x 6 | - Vci1 x 5 |    |    |    |         |    |    |     |         |               |  |         |   |                   |   |          |  |        |          |            |      |            |      |            |      |          |            |      |            |      |            |      |          |            |      |            |         |              |      |              |
|   | 4'h1   |          |             |          |          | - Vci1 x 4 |    |    |    |         |    |    |     |         |               |  |         |   |                   |   |          |  |        |          |            |      |            |      |            |      |          |            |      |            |      |            |      |          |            |      |            |         |              |      |              |
|   | 4'h2   |          |             |          |          | - Vci1 x 3 |    |    |    |         |    |    |     |         |               |  |         |   |                   |   |          |  |        |          |            |      |            |      |            |      |          |            |      |            |      |            |      |          |            |      |            |         |              |      |              |
|   | 4'h3   |          |             |          | Vci1 x 5 | - Vci1 x 5 |    |    |    |         |    |    |     |         |               |  |         |   |                   |   |          |  |        |          |            |      |            |      |            |      |          |            |      |            |      |            |      |          |            |      |            |         |              |      |              |
|   | 4'h4   |          |             |          |          | - Vci1 x 4 |    |    |    |         |    |    |     |         |               |  |         |   |                   |   |          |  |        |          |            |      |            |      |            |      |          |            |      |            |      |            |      |          |            |      |            |         |              |      |              |
|   | 4'h5   |          |             |          |          | - Vci1 x 3 |    |    |    |         |    |    |     |         |               |  |         |   |                   |   |          |  |        |          |            |      |            |      |            |      |          |            |      |            |      |            |      |          |            |      |            |         |              |      |              |
|   | 4'h6   |          |             |          | Vci1 x 4 | - Vci1 x 4 |    |    |    |         |    |    |     |         |               |  |         |   |                   |   |          |  |        |          |            |      |            |      |            |      |          |            |      |            |      |            |      |          |            |      |            |         |              |      |              |
|   | 4'h7   |          |             |          |          | - Vci1 x 3 |    |    |    |         |    |    |     |         |               |  |         |   |                   |   |          |  |        |          |            |      |            |      |            |      |          |            |      |            |      |            |      |          |            |      |            |         |              |      |              |
| VC[2:0]                                   | Vci1 voltage   |          |             |          |          |            |    |    |    |         |    |    |     |         |               |  |         |   |                   |   |          |  |        |          |            |      |            |      |            |      |          |            |      |            |      |            |      |          |            |      |            |         |              |      |              |
| 3'h0                                      | External VCI   |          |             |          |          |            |    |    |    |         |    |    |     |         |               |  |         |   |                   |   |          |  |        |          |            |      |            |      |            |      |          |            |      |            |      |            |      |          |            |      |            |         |              |      |              |
| Restriction                               |  |          |             |          |          |            |    |    |    |         |    |    |     |         |               |  |         |   |                   |   |          |  |        |          |            |      |            |      |            |      |          |            |      |            |      |            |      |          |            |      |            |         |              |      |              |
| Register Availability                     | <table border="1"> <thead> <tr> <th>Status</th> <th>Availability</th> </tr> </thead> <tbody> <tr> <td>Normal Mode ON, Idle Mode OFF, Sleep OUT</td> <td>Yes</td> </tr> <tr> <td>Normal Mode ON, Idle Mode ON, Sleep OUT</td> <td>Yes</td> </tr> <tr> <td>Partial Mode ON, Idle Mode OFF, Sleep OUT</td> <td>Yes</td> </tr> <tr> <td>Partial Mode ON, Idle Mode ON, Sleep OUT</td> <td>Yes</td> </tr> <tr> <td>Sleep IN</td> <td>Yes</td> </tr> </tbody> </table>   |          |             |          |          |            |    |    |    |         |    |    |     | Status  | Availability  | Normal Mode ON, Idle Mode OFF, Sleep OUT | Yes     | Normal Mode ON, Idle Mode ON, Sleep OUT | Yes               | Partial Mode ON, Idle Mode OFF, Sleep OUT | Yes      | Partial Mode ON, Idle Mode ON, Sleep OUT | Yes    | Sleep IN | Yes        |      |            |      |            |      |          |            |      |            |      |            |      |          |            |      |            |         |              |      |              |
| Status                                    | Availability   |          |             |          |          |            |    |    |    |         |    |    |     |         |               |  |         |   |                   |   |          |  |        |          |            |      |            |      |            |      |          |            |      |            |      |            |      |          |            |      |            |         |              |      |              |
| Normal Mode ON, Idle Mode OFF, Sleep OUT  | Yes  |          |             |          |          |            |    |    |    |         |    |    |     |         |               |  |         |   |                   |   |          |  |        |          |            |      |            |      |            |      |          |            |      |            |      |            |      |          |            |      |            |         |              |      |              |
| Normal Mode ON, Idle Mode ON, Sleep OUT   | Yes  |          |             |          |          |            |    |    |    |         |    |    |     |         |               |  |         |   |                   |   |          |  |        |          |            |      |            |      |            |      |          |            |      |            |      |            |      |          |            |      |            |         |              |      |              |
| Partial Mode ON, Idle Mode OFF, Sleep OUT | Yes  |          |             |          |          |            |    |    |    |         |    |    |     |         |               |  |         |   |                   |   |          |  |        |          |            |      |            |      |            |      |          |            |      |            |      |            |      |          |            |      |            |         |              |      |              |
| Partial Mode ON, Idle Mode ON, Sleep OUT  | Yes  |          |             |          |          |            |    |    |    |         |    |    |     |         |               |  |         |   |                   |   |          |  |        |          |            |      |            |      |            |      |          |            |      |            |      |            |      |          |            |      |            |         |              |      |              |
| Sleep IN                                  | Yes  |          |             |          |          |            |    |    |    |         |    |    |     |         |               |  |         |   |                   |   |          |  |        |          |            |      |            |      |            |      |          |            |      |            |      |            |      |          |            |      |            |         |              |      |              |
| Default                                   | <table border="1"> <thead> <tr> <th rowspan="2">Status</th> <th colspan="2">Default Value</th> </tr> <tr> <th>BT[2:0]</th> <th>VC[2:0]</th> </tr> </thead> <tbody> <tr> <td>Power ON Sequence</td> <td>3'b000</td> <td>3'b000</td> </tr> <tr> <td>H/W Reset</td> <td>3'b000</td> <td>3'b000</td> </tr> </tbody> </table>   |          |             |          |          |            |    |    |    |         |    |    |     | Status  | Default Value |  | BT[2:0] | VC[2:0]                                 | Power ON Sequence | 3'b000                                    | 3'b000   | H/W Reset                                | 3'b000 | 3'b000   |            |      |            |      |            |      |          |            |      |            |      |            |      |          |            |      |            |         |              |      |              |
| Status                                    | Default Value  |          |             |          |          |            |    |    |    |         |    |    |     |         |               |  |         |   |                   |   |          |  |        |          |            |      |            |      |            |      |          |            |      |            |      |            |      |          |            |      |            |         |              |      |              |
|   | BT[2:0]  | VC[2:0]  |             |          |          |            |    |    |    |         |    |    |     |         |               |  |         |   |                   |   |          |  |        |          |            |      |            |      |            |      |          |            |      |            |      |            |      |          |            |      |            |         |              |      |              |
| Power ON Sequence                         | 3'b000   | 3'b000   |             |          |          |            |    |    |    |         |    |    |     |         |               |  |         |   |                   |   |          |  |        |          |            |      |            |      |            |      |          |            |      |            |      |            |      |          |            |      |            |         |              |      |              |
| H/W Reset                                 | 3'b000   | 3'b000   |             |          |          |            |    |    |    |         |    |    |     |         |               |  |         |   |                   |   |          |  |        |          |            |      |            |      |            |      |          |            |      |            |      |            |      |          |            |      |            |         |              |      |              |

**8.2.60. Power Control 3 (For Normal Mode) (C2h)**

| C2h                                       | PWCTRL 3 (Power Control 3)  |           |   |           |    |           |                                       |    |    |           |    |    |     |           |               |  |   |   |                   |   |                                       |  |        |          |       |   |   |   |       |   |   |   |       |   |   |   |     |   |   |   |       |   |   |   |     |   |   |   |     |   |   |   |     |   |   |   |     |   |   |   |     |
|---|---|-----------|---|-----------|----|-----------|---------------------------------------|----|----|-----------|----|----|-----|-----------|---------------|--|---|---|-------------------|---|---------------------------------------|--|--------|----------|-------|---|---|---|-------|---|---|---|-------|---|---|---|-----|---|---|---|-------|---|---|---|-----|---|---|---|-----|---|---|---|-----|---|---|---|-----|---|---|---|-----|
|   | D/CX  | RDX       | WRX                                     | D[15:8]   | D7 | D6        | D5                                    | D4 | D3 | D2        | D1 | D0 | HEX |           |               |  |   |   |                   |   |                                       |  |        |          |       |   |   |   |       |   |   |   |       |   |   |   |     |   |   |   |       |   |   |   |     |   |   |   |     |   |   |   |     |   |   |   |     |   |   |   |     |
| Command                                   | 0   | 1         | ↑                                       | XXXXXXXX  | 1  | 1         | 0                                     | 0  | 0  | 0         | 1  | 0  | C2h |           |               |  |   |   |                   |   |                                       |  |        |          |       |   |   |   |       |   |   |   |       |   |   |   |     |   |   |   |       |   |   |   |     |   |   |   |     |   |   |   |     |   |   |   |     |   |   |   |     |
| 1 <sup>st</sup> parameter                 | 1   | 1         | ↑                                       | XXXXXXXX  | 0  | DCA1[2:0] |                                       |    | 0  | DCA0[2:0] |    |    | XX  |           |               |  |   |   |                   |   |                                       |  |        |          |       |   |   |   |       |   |   |   |       |   |   |   |     |   |   |   |       |   |   |   |     |   |   |   |     |   |   |   |     |   |   |   |     |   |   |   |     |
| Description                               | <p><b>DCA0 [2:0]:</b> Selects the operating frequency of the step-up circuit 1/4/5 for Normal mode. The higher step-up operating frequency enhances the drivability of the step-up circuit and the quality of display but increases the current consumption. Adjust the frequency taking the trade-off between the display quality and the current consumption into account.</p> <p><b>DCA1 [2:0]:</b> Selects the operating frequency of the step-up circuit 2/3 for Normal mode. The higher step-up operating frequency enhances the drivability of the step-up circuit and the quality of display but increases the current consumption. Adjust the frequency taking the trade-off between the display quality and the current consumption into account.</p> <table border="1" style="width: 100%; border-collapse: collapse;"> <thead> <tr> <th colspan="3">DCA0[2:0]</th> <th>Step-up cycle for step-up circuit 1/4/5</th> <th colspan="3">DCA1[2:0]</th> <th>Step-up cycle for step-up circuit 2/3</th> </tr> </thead> <tbody> <tr> <td>0</td><td>0</td><td>0</td><td>1/8 H</td> <td>0</td><td>0</td><td>0</td><td>1/2 H</td> </tr> <tr> <td>0</td><td>0</td><td>1</td><td>1/4 H</td> <td>0</td><td>0</td><td>1</td><td>1 H</td> </tr> <tr> <td>0</td><td>1</td><td>0</td><td>1/2 H</td> <td>0</td><td>1</td><td>0</td><td>2 H</td> </tr> <tr> <td>0</td><td>1</td><td>1</td><td>1 H</td> <td>0</td><td>1</td><td>1</td><td>4 H</td> </tr> <tr> <td>1</td><td>0</td><td>0</td><td>2 H</td> <td>1</td><td>0</td><td>0</td><td>8 H</td> </tr> </tbody> </table> |           |   |           |    |           |                                       |    |    |           |    |    |     | DCA0[2:0] |               |  | Step-up cycle for step-up circuit 1/4/5 | DCA1[2:0]                               |                   |   | Step-up cycle for step-up circuit 2/3 | 0  | 0      | 0        | 1/8 H | 0 | 0 | 0 | 1/2 H | 0 | 0 | 1 | 1/4 H | 0 | 0 | 1 | 1 H | 0 | 1 | 0 | 1/2 H | 0 | 1 | 0 | 2 H | 0 | 1 | 1 | 1 H | 0 | 1 | 1 | 4 H | 1 | 0 | 0 | 2 H | 1 | 0 | 0 | 8 H |
| DCA0[2:0]                                 |   |           | Step-up cycle for step-up circuit 1/4/5 | DCA1[2:0] |    |           | Step-up cycle for step-up circuit 2/3 |    |    |           |    |    |     |           |               |  |   |   |                   |   |                                       |  |        |          |       |   |   |   |       |   |   |   |       |   |   |   |     |   |   |   |       |   |   |   |     |   |   |   |     |   |   |   |     |   |   |   |     |   |   |   |     |
| 0   | 0   | 0         | 1/8 H                                   | 0         | 0  | 0         | 1/2 H                                 |    |    |           |    |    |     |           |               |  |   |   |                   |   |                                       |  |        |          |       |   |   |   |       |   |   |   |       |   |   |   |     |   |   |   |       |   |   |   |     |   |   |   |     |   |   |   |     |   |   |   |     |   |   |   |     |
| 0   | 0   | 1         | 1/4 H                                   | 0         | 0  | 1         | 1 H                                   |    |    |           |    |    |     |           |               |  |   |   |                   |   |                                       |  |        |          |       |   |   |   |       |   |   |   |       |   |   |   |     |   |   |   |       |   |   |   |     |   |   |   |     |   |   |   |     |   |   |   |     |   |   |   |     |
| 0   | 1   | 0         | 1/2 H                                   | 0         | 1  | 0         | 2 H                                   |    |    |           |    |    |     |           |               |  |   |   |                   |   |                                       |  |        |          |       |   |   |   |       |   |   |   |       |   |   |   |     |   |   |   |       |   |   |   |     |   |   |   |     |   |   |   |     |   |   |   |     |   |   |   |     |
| 0   | 1   | 1         | 1 H                                     | 0         | 1  | 1         | 4 H                                   |    |    |           |    |    |     |           |               |  |   |   |                   |   |                                       |  |        |          |       |   |   |   |       |   |   |   |       |   |   |   |     |   |   |   |       |   |   |   |     |   |   |   |     |   |   |   |     |   |   |   |     |   |   |   |     |
| 1   | 0   | 0         | 2 H                                     | 1         | 0  | 0         | 8 H                                   |    |    |           |    |    |     |           |               |  |   |   |                   |   |                                       |  |        |          |       |   |   |   |       |   |   |   |       |   |   |   |     |   |   |   |       |   |   |   |     |   |   |   |     |   |   |   |     |   |   |   |     |   |   |   |     |
| Restriction                               |   |           |   |           |    |           |                                       |    |    |           |    |    |     |           |               |  |   |   |                   |   |                                       |  |        |          |       |   |   |   |       |   |   |   |       |   |   |   |     |   |   |   |       |   |   |   |     |   |   |   |     |   |   |   |     |   |   |   |     |   |   |   |     |
| Register Availability                     | <table border="1" style="width: 100%; border-collapse: collapse;"> <thead> <tr> <th>Status</th> <th>Availability</th> </tr> </thead> <tbody> <tr> <td>Normal Mode ON, Idle Mode OFF, Sleep OUT</td> <td>Yes</td> </tr> <tr> <td>Normal Mode ON, Idle Mode ON, Sleep OUT</td> <td>Yes</td> </tr> <tr> <td>Partial Mode ON, Idle Mode OFF, Sleep OUT</td> <td>Yes</td> </tr> <tr> <td>Partial Mode ON, Idle Mode ON, Sleep OUT</td> <td>Yes</td> </tr> <tr> <td>Sleep IN</td> <td>Yes</td> </tr> </tbody> </table>  |           |   |           |    |           |                                       |    |    |           |    |    |     | Status    | Availability  | Normal Mode ON, Idle Mode OFF, Sleep OUT | Yes                                     | Normal Mode ON, Idle Mode ON, Sleep OUT | Yes               | Partial Mode ON, Idle Mode OFF, Sleep OUT | Yes                                   | Partial Mode ON, Idle Mode ON, Sleep OUT | Yes    | Sleep IN | Yes   |   |   |   |       |   |   |   |       |   |   |   |     |   |   |   |       |   |   |   |     |   |   |   |     |   |   |   |     |   |   |   |     |   |   |   |     |
| Status                                    | Availability  |           |   |           |    |           |                                       |    |    |           |    |    |     |           |               |  |   |   |                   |   |                                       |  |        |          |       |   |   |   |       |   |   |   |       |   |   |   |     |   |   |   |       |   |   |   |     |   |   |   |     |   |   |   |     |   |   |   |     |   |   |   |     |
| Normal Mode ON, Idle Mode OFF, Sleep OUT  | Yes   |           |   |           |    |           |                                       |    |    |           |    |    |     |           |               |  |   |   |                   |   |                                       |  |        |          |       |   |   |   |       |   |   |   |       |   |   |   |     |   |   |   |       |   |   |   |     |   |   |   |     |   |   |   |     |   |   |   |     |   |   |   |     |
| Normal Mode ON, Idle Mode ON, Sleep OUT   | Yes   |           |   |           |    |           |                                       |    |    |           |    |    |     |           |               |  |   |   |                   |   |                                       |  |        |          |       |   |   |   |       |   |   |   |       |   |   |   |     |   |   |   |       |   |   |   |     |   |   |   |     |   |   |   |     |   |   |   |     |   |   |   |     |
| Partial Mode ON, Idle Mode OFF, Sleep OUT | Yes   |           |   |           |    |           |                                       |    |    |           |    |    |     |           |               |  |   |   |                   |   |                                       |  |        |          |       |   |   |   |       |   |   |   |       |   |   |   |     |   |   |   |       |   |   |   |     |   |   |   |     |   |   |   |     |   |   |   |     |   |   |   |     |
| Partial Mode ON, Idle Mode ON, Sleep OUT  | Yes   |           |   |           |    |           |                                       |    |    |           |    |    |     |           |               |  |   |   |                   |   |                                       |  |        |          |       |   |   |   |       |   |   |   |       |   |   |   |     |   |   |   |       |   |   |   |     |   |   |   |     |   |   |   |     |   |   |   |     |   |   |   |     |
| Sleep IN                                  | Yes   |           |   |           |    |           |                                       |    |    |           |    |    |     |           |               |  |   |   |                   |   |                                       |  |        |          |       |   |   |   |       |   |   |   |       |   |   |   |     |   |   |   |       |   |   |   |     |   |   |   |     |   |   |   |     |   |   |   |     |   |   |   |     |
| Default                                   | <table border="1" style="width: 100%; border-collapse: collapse;"> <thead> <tr> <th rowspan="2">Status</th> <th colspan="2">Default Value</th> </tr> <tr> <th>DCA0[2:0]</th> <th>DCA1[2:0]</th> </tr> </thead> <tbody> <tr> <td>Power ON Sequence</td> <td>3'b011</td> <td>3'b011</td> </tr> <tr> <td>H/W Reset</td> <td>3'b011</td> <td>3'b011</td> </tr> </tbody> </table>  |           |   |           |    |           |                                       |    |    |           |    |    |     | Status    | Default Value |  | DCA0[2:0]                               | DCA1[2:0]                               | Power ON Sequence | 3'b011                                    | 3'b011                                | H/W Reset                                | 3'b011 | 3'b011   |       |   |   |   |       |   |   |   |       |   |   |   |     |   |   |   |       |   |   |   |     |   |   |   |     |   |   |   |     |   |   |   |     |   |   |   |     |
| Status                                    | Default Value   |           |   |           |    |           |                                       |    |    |           |    |    |     |           |               |  |   |   |                   |   |                                       |  |        |          |       |   |   |   |       |   |   |   |       |   |   |   |     |   |   |   |       |   |   |   |     |   |   |   |     |   |   |   |     |   |   |   |     |   |   |   |     |
|   | DCA0[2:0]   | DCA1[2:0] |   |           |    |           |                                       |    |    |           |    |    |     |           |               |  |   |   |                   |   |                                       |  |        |          |       |   |   |   |       |   |   |   |       |   |   |   |     |   |   |   |       |   |   |   |     |   |   |   |     |   |   |   |     |   |   |   |     |   |   |   |     |
| Power ON Sequence                         | 3'b011  | 3'b011    |   |           |    |           |                                       |    |    |           |    |    |     |           |               |  |   |   |                   |   |                                       |  |        |          |       |   |   |   |       |   |   |   |       |   |   |   |     |   |   |   |       |   |   |   |     |   |   |   |     |   |   |   |     |   |   |   |     |   |   |   |     |
| H/W Reset                                 | 3'b011  | 3'b011    |   |           |    |           |                                       |    |    |           |    |    |     |           |               |  |   |   |                   |   |                                       |  |        |          |       |   |   |   |       |   |   |   |       |   |   |   |     |   |   |   |       |   |   |   |     |   |   |   |     |   |   |   |     |   |   |   |     |   |   |   |     |

**8.2.61. Power Control 4 (For Idle Mode) (C3h)**

| C3h                                       | PWCTRL 4 (Power Control 4)  |           |       |           |   |           |    |    |    |           |       |    |     |        |               |  |           |   |                   |   |        |  |        |          |     |   |     |  |  |  |           |                                       |  |  |   |   |   |       |   |   |   |     |   |   |   |     |   |   |   |     |   |   |   |
|---|---|-----------|-------|-----------|---|-----------|----|----|----|-----------|-------|----|-----|--------|---------------|--|-----------|---|-------------------|---|--------|--|--------|----------|-----|---|-----|--|--|--|-----------|---------------------------------------|--|--|---|---|---|-------|---|---|---|-----|---|---|---|-----|---|---|---|-----|---|---|---|
|   | D/CX  | RDX       | WRX   | D[15:8]   | D7                                      | D6        | D5 | D4 | D3 | D2        | D1    | D0 | HEX |        |               |  |           |   |                   |   |        |  |        |          |     |   |     |  |  |  |           |                                       |  |  |   |   |   |       |   |   |   |     |   |   |   |     |   |   |   |     |   |   |   |
| Command                                   | 0   | 1         | ↑     | XXXXXXXX  | 1                                       | 1         | 0  | 0  | 0  | 0         | 1     | 1  | C3h |        |               |  |           |   |                   |   |        |  |        |          |     |   |     |  |  |  |           |                                       |  |  |   |   |   |       |   |   |   |     |   |   |   |     |   |   |   |     |   |   |   |
| 1 <sup>st</sup> Parameter                 | 1   | 1         | ↑     | XXXXXXXX  | 0                                       | DCB1[2:0] |    |    | 0  | DCB0[2:0] |       |    | XX  |        |               |  |           |   |                   |   |        |  |        |          |     |   |     |  |  |  |           |                                       |  |  |   |   |   |       |   |   |   |     |   |   |   |     |   |   |   |     |   |   |   |
| Description                               | <p><b>DCB0 [2:0]:</b> Selects the operating frequency of the step-up circuit 1/4/5 for Idle mode. The higher step-up operating frequency enhances the drivability of the step-up circuit and the quality of display but increases the current consumption. Adjust the frequency taking the trade-off between the display quality and the current consumption into account.</p> <p><b>DCB1 [2:0]:</b> Selects the operating frequency of the step-up circuit 2/3 for Idle mode. The higher step-up operating frequency enhances the drivability of the step-up circuit and the quality of display but increases the current consumption. Adjust the frequency taking the trade-off between the display quality and the current consumption into account.</p> |           |       |           |   |           |    |    |    |           |       |    |     |        |               |  |           |   |                   |   |        |  |        |          |     |   |     |  |  |  |           |                                       |  |  |   |   |   |       |   |   |   |     |   |   |   |     |   |   |   |     |   |   |   |
|   | <table border="1"> <thead> <tr> <th>DCB0[2:0]</th> <th colspan="3">Step-up cycle for step-up circuit 1/4/5</th> </tr> </thead> <tbody> <tr><td>0</td><td>0</td><td>0</td><td>1/8 H</td></tr> <tr><td>0</td><td>0</td><td>1</td><td>1/4 H</td></tr> <tr><td>0</td><td>1</td><td>0</td><td>1/2 H</td></tr> <tr><td>0</td><td>1</td><td>1</td><td>1 H</td></tr> <tr><td>1</td><td>0</td><td>0</td><td>2 H</td></tr> </tbody> </table>  |           |       | DCB0[2:0] | Step-up cycle for step-up circuit 1/4/5 |           |    | 0  | 0  | 0         | 1/8 H | 0  | 0   | 1      | 1/4 H         | 0  | 1         | 0                                       | 1/2 H             | 0   | 1      | 1  | 1 H    | 1        | 0   | 0 | 2 H | <table border="1"> <thead> <tr> <th>DCB1[2:0]</th> <th colspan="3">Step-up cycle for step-up circuit 2/3</th> </tr> </thead> <tbody> <tr><td>0</td><td>0</td><td>0</td><td>1/2 H</td></tr> <tr><td>0</td><td>0</td><td>1</td><td>1 H</td></tr> <tr><td>0</td><td>1</td><td>0</td><td>2 H</td></tr> <tr><td>0</td><td>1</td><td>1</td><td>4 H</td></tr> <tr><td>1</td><td>0</td><td>0</td><td>8 H</td></tr> </tbody> </table> |  |  | DCB1[2:0] | Step-up cycle for step-up circuit 2/3 |  |  | 0 | 0 | 0 | 1/2 H | 0 | 0 | 1 | 1 H | 0 | 1 | 0 | 2 H | 0 | 1 | 1 | 4 H | 1 | 0 | 0 |
| DCB0[2:0]                                 | Step-up cycle for step-up circuit 1/4/5   |           |       |           |   |           |    |    |    |           |       |    |     |        |               |  |           |   |                   |   |        |  |        |          |     |   |     |  |  |  |           |                                       |  |  |   |   |   |       |   |   |   |     |   |   |   |     |   |   |   |     |   |   |   |
| 0   | 0   | 0         | 1/8 H |           |   |           |    |    |    |           |       |    |     |        |               |  |           |   |                   |   |        |  |        |          |     |   |     |  |  |  |           |                                       |  |  |   |   |   |       |   |   |   |     |   |   |   |     |   |   |   |     |   |   |   |
| 0   | 0   | 1         | 1/4 H |           |   |           |    |    |    |           |       |    |     |        |               |  |           |   |                   |   |        |  |        |          |     |   |     |  |  |  |           |                                       |  |  |   |   |   |       |   |   |   |     |   |   |   |     |   |   |   |     |   |   |   |
| 0   | 1   | 0         | 1/2 H |           |   |           |    |    |    |           |       |    |     |        |               |  |           |   |                   |   |        |  |        |          |     |   |     |  |  |  |           |                                       |  |  |   |   |   |       |   |   |   |     |   |   |   |     |   |   |   |     |   |   |   |
| 0   | 1   | 1         | 1 H   |           |   |           |    |    |    |           |       |    |     |        |               |  |           |   |                   |   |        |  |        |          |     |   |     |  |  |  |           |                                       |  |  |   |   |   |       |   |   |   |     |   |   |   |     |   |   |   |     |   |   |   |
| 1   | 0   | 0         | 2 H   |           |   |           |    |    |    |           |       |    |     |        |               |  |           |   |                   |   |        |  |        |          |     |   |     |  |  |  |           |                                       |  |  |   |   |   |       |   |   |   |     |   |   |   |     |   |   |   |     |   |   |   |
| DCB1[2:0]                                 | Step-up cycle for step-up circuit 2/3   |           |       |           |   |           |    |    |    |           |       |    |     |        |               |  |           |   |                   |   |        |  |        |          |     |   |     |  |  |  |           |                                       |  |  |   |   |   |       |   |   |   |     |   |   |   |     |   |   |   |     |   |   |   |
| 0   | 0   | 0         | 1/2 H |           |   |           |    |    |    |           |       |    |     |        |               |  |           |   |                   |   |        |  |        |          |     |   |     |  |  |  |           |                                       |  |  |   |   |   |       |   |   |   |     |   |   |   |     |   |   |   |     |   |   |   |
| 0   | 0   | 1         | 1 H   |           |   |           |    |    |    |           |       |    |     |        |               |  |           |   |                   |   |        |  |        |          |     |   |     |  |  |  |           |                                       |  |  |   |   |   |       |   |   |   |     |   |   |   |     |   |   |   |     |   |   |   |
| 0   | 1   | 0         | 2 H   |           |   |           |    |    |    |           |       |    |     |        |               |  |           |   |                   |   |        |  |        |          |     |   |     |  |  |  |           |                                       |  |  |   |   |   |       |   |   |   |     |   |   |   |     |   |   |   |     |   |   |   |
| 0   | 1   | 1         | 4 H   |           |   |           |    |    |    |           |       |    |     |        |               |  |           |   |                   |   |        |  |        |          |     |   |     |  |  |  |           |                                       |  |  |   |   |   |       |   |   |   |     |   |   |   |     |   |   |   |     |   |   |   |
| 1   | 0   | 0         | 8 H   |           |   |           |    |    |    |           |       |    |     |        |               |  |           |   |                   |   |        |  |        |          |     |   |     |  |  |  |           |                                       |  |  |   |   |   |       |   |   |   |     |   |   |   |     |   |   |   |     |   |   |   |
| Restriction                               |   |           |       |           |   |           |    |    |    |           |       |    |     |        |               |  |           |   |                   |   |        |  |        |          |     |   |     |  |  |  |           |                                       |  |  |   |   |   |       |   |   |   |     |   |   |   |     |   |   |   |     |   |   |   |
| Register Availability                     | <table border="1"> <thead> <tr> <th>Status</th> <th>Availability</th> </tr> </thead> <tbody> <tr><td>Normal Mode ON, Idle Mode OFF, Sleep OUT</td><td>Yes</td></tr> <tr><td>Normal Mode ON, Idle Mode ON, Sleep OUT</td><td>Yes</td></tr> <tr><td>Partial Mode ON, Idle Mode OFF, Sleep OUT</td><td>Yes</td></tr> <tr><td>Partial Mode ON, Idle Mode ON, Sleep OUT</td><td>Yes</td></tr> <tr><td>Sleep IN</td><td>Yes</td></tr> </tbody> </table>   |           |       |           |   |           |    |    |    |           |       |    |     | Status | Availability  | Normal Mode ON, Idle Mode OFF, Sleep OUT | Yes       | Normal Mode ON, Idle Mode ON, Sleep OUT | Yes               | Partial Mode ON, Idle Mode OFF, Sleep OUT | Yes    | Partial Mode ON, Idle Mode ON, Sleep OUT | Yes    | Sleep IN | Yes |   |     |  |  |  |           |                                       |  |  |   |   |   |       |   |   |   |     |   |   |   |     |   |   |   |     |   |   |   |
| Status                                    | Availability  |           |       |           |   |           |    |    |    |           |       |    |     |        |               |  |           |   |                   |   |        |  |        |          |     |   |     |  |  |  |           |                                       |  |  |   |   |   |       |   |   |   |     |   |   |   |     |   |   |   |     |   |   |   |
| Normal Mode ON, Idle Mode OFF, Sleep OUT  | Yes   |           |       |           |   |           |    |    |    |           |       |    |     |        |               |  |           |   |                   |   |        |  |        |          |     |   |     |  |  |  |           |                                       |  |  |   |   |   |       |   |   |   |     |   |   |   |     |   |   |   |     |   |   |   |
| Normal Mode ON, Idle Mode ON, Sleep OUT   | Yes   |           |       |           |   |           |    |    |    |           |       |    |     |        |               |  |           |   |                   |   |        |  |        |          |     |   |     |  |  |  |           |                                       |  |  |   |   |   |       |   |   |   |     |   |   |   |     |   |   |   |     |   |   |   |
| Partial Mode ON, Idle Mode OFF, Sleep OUT | Yes   |           |       |           |   |           |    |    |    |           |       |    |     |        |               |  |           |   |                   |   |        |  |        |          |     |   |     |  |  |  |           |                                       |  |  |   |   |   |       |   |   |   |     |   |   |   |     |   |   |   |     |   |   |   |
| Partial Mode ON, Idle Mode ON, Sleep OUT  | Yes   |           |       |           |   |           |    |    |    |           |       |    |     |        |               |  |           |   |                   |   |        |  |        |          |     |   |     |  |  |  |           |                                       |  |  |   |   |   |       |   |   |   |     |   |   |   |     |   |   |   |     |   |   |   |
| Sleep IN                                  | Yes   |           |       |           |   |           |    |    |    |           |       |    |     |        |               |  |           |   |                   |   |        |  |        |          |     |   |     |  |  |  |           |                                       |  |  |   |   |   |       |   |   |   |     |   |   |   |     |   |   |   |     |   |   |   |
| Default                                   | <table border="1"> <thead> <tr> <th rowspan="2">Status</th> <th colspan="2">Default Value</th> </tr> <tr> <th>DCB0[2:0]</th> <th>DCB1[2:0]</th> </tr> </thead> <tbody> <tr><td>Power ON Sequence</td><td>3'b011</td><td>3'b011</td></tr> <tr><td>H/W Reset</td><td>3'b011</td><td>3'b011</td></tr> </tbody> </table>  |           |       |           |   |           |    |    |    |           |       |    |     | Status | Default Value |  | DCB0[2:0] | DCB1[2:0]                               | Power ON Sequence | 3'b011                                    | 3'b011 | H/W Reset                                | 3'b011 | 3'b011   |     |   |     |  |  |  |           |                                       |  |  |   |   |   |       |   |   |   |     |   |   |   |     |   |   |   |     |   |   |   |
| Status                                    | Default Value   |           |       |           |   |           |    |    |    |           |       |    |     |        |               |  |           |   |                   |   |        |  |        |          |     |   |     |  |  |  |           |                                       |  |  |   |   |   |       |   |   |   |     |   |   |   |     |   |   |   |     |   |   |   |
|   | DCB0[2:0]   | DCB1[2:0] |       |           |   |           |    |    |    |           |       |    |     |        |               |  |           |   |                   |   |        |  |        |          |     |   |     |  |  |  |           |                                       |  |  |   |   |   |       |   |   |   |     |   |   |   |     |   |   |   |     |   |   |   |
| Power ON Sequence                         | 3'b011  | 3'b011    |       |           |   |           |    |    |    |           |       |    |     |        |               |  |           |   |                   |   |        |  |        |          |     |   |     |  |  |  |           |                                       |  |  |   |   |   |       |   |   |   |     |   |   |   |     |   |   |   |     |   |   |   |
| H/W Reset                                 | 3'b011  | 3'b011    |       |           |   |           |    |    |    |           |       |    |     |        |               |  |           |   |                   |   |        |  |        |          |     |   |     |  |  |  |           |                                       |  |  |   |   |   |       |   |   |   |     |   |   |   |     |   |   |   |     |   |   |   |

**8.2.62. Power Control 5 (For Partial Mode) (C4h)**

| C4h                                       | PWCTRL 5 (Power Control 5)  |           |   |           |    |           |                                       |    |    |           |    |    |     |           |               |  |   |   |                   |   |                                       |  |        |          |       |   |   |   |       |   |   |   |       |   |   |   |     |   |   |   |       |   |   |   |     |   |   |   |     |   |   |   |     |   |   |   |     |   |   |   |     |
|---|---|-----------|---|-----------|----|-----------|---------------------------------------|----|----|-----------|----|----|-----|-----------|---------------|--|---|---|-------------------|---|---------------------------------------|--|--------|----------|-------|---|---|---|-------|---|---|---|-------|---|---|---|-----|---|---|---|-------|---|---|---|-----|---|---|---|-----|---|---|---|-----|---|---|---|-----|---|---|---|-----|
|   | D/CX  | RDX       | WRX                                     | D[15:8]   | D7 | D6        | D5                                    | D4 | D3 | D2        | D1 | D0 | HEX |           |               |  |   |   |                   |   |                                       |  |        |          |       |   |   |   |       |   |   |   |       |   |   |   |     |   |   |   |       |   |   |   |     |   |   |   |     |   |   |   |     |   |   |   |     |   |   |   |     |
| Command                                   | 0   | 1         | ↑                                       | XXXXXXXX  | 1  | 1         | 0                                     | 0  | 0  | 1         | 0  | 0  | C4h |           |               |  |   |   |                   |   |                                       |  |        |          |       |   |   |   |       |   |   |   |       |   |   |   |     |   |   |   |       |   |   |   |     |   |   |   |     |   |   |   |     |   |   |   |     |   |   |   |     |
| 1 <sup>st</sup> Parameter                 | 1   | 1         | ↑                                       | XXXXXXXX  | 0  | DCC1[2:0] |                                       |    | 0  | DCC0[2:0] |    |    | XX  |           |               |  |   |   |                   |   |                                       |  |        |          |       |   |   |   |       |   |   |   |       |   |   |   |     |   |   |   |       |   |   |   |     |   |   |   |     |   |   |   |     |   |   |   |     |   |   |   |     |
| Description                               | <p><b>DCC0 [2:0]:</b> Selects the operating frequency of the step-up circuit 1/4/5 for Partial mode. The higher step-up operating frequency enhances the drivability of the step-up circuit and the quality of display but increases the current consumption. Adjust the frequency taking the trade-off between the display quality and the current consumption into account.</p> <p><b>DCC1 [2:0]:</b> Selects the operating frequency of the step-up circuit 2/3 for Partial mode. The higher step-up operating frequency enhances the drivability of the step-up circuit and the quality of display but increases the current consumption. Adjust the frequency taking the trade-off between the display quality and the current consumption into account.</p> <table border="1" style="width: 100%; border-collapse: collapse;"> <thead> <tr> <th colspan="3">DCC0[2:0]</th> <th>Step-up cycle for step-up circuit 1/4/5</th> <th colspan="3">DCC1[2:0]</th> <th>Step-up cycle for step-up circuit 2/3</th> </tr> </thead> <tbody> <tr> <td>0</td><td>0</td><td>0</td><td>1/8 H</td> <td>0</td><td>0</td><td>0</td><td>1/2 H</td> </tr> <tr> <td>0</td><td>0</td><td>1</td><td>1/4 H</td> <td>0</td><td>0</td><td>1</td><td>1 H</td> </tr> <tr> <td>0</td><td>1</td><td>0</td><td>1/2 H</td> <td>0</td><td>1</td><td>0</td><td>2 H</td> </tr> <tr> <td>0</td><td>1</td><td>1</td><td>1 H</td> <td>0</td><td>1</td><td>1</td><td>4 H</td> </tr> <tr> <td>1</td><td>0</td><td>0</td><td>2 H</td> <td>1</td><td>0</td><td>0</td><td>8 H</td> </tr> </tbody> </table> |           |   |           |    |           |                                       |    |    |           |    |    |     | DCC0[2:0] |               |  | Step-up cycle for step-up circuit 1/4/5 | DCC1[2:0]                               |                   |   | Step-up cycle for step-up circuit 2/3 | 0  | 0      | 0        | 1/8 H | 0 | 0 | 0 | 1/2 H | 0 | 0 | 1 | 1/4 H | 0 | 0 | 1 | 1 H | 0 | 1 | 0 | 1/2 H | 0 | 1 | 0 | 2 H | 0 | 1 | 1 | 1 H | 0 | 1 | 1 | 4 H | 1 | 0 | 0 | 2 H | 1 | 0 | 0 | 8 H |
| DCC0[2:0]                                 |   |           | Step-up cycle for step-up circuit 1/4/5 | DCC1[2:0] |    |           | Step-up cycle for step-up circuit 2/3 |    |    |           |    |    |     |           |               |  |   |   |                   |   |                                       |  |        |          |       |   |   |   |       |   |   |   |       |   |   |   |     |   |   |   |       |   |   |   |     |   |   |   |     |   |   |   |     |   |   |   |     |   |   |   |     |
| 0   | 0   | 0         | 1/8 H                                   | 0         | 0  | 0         | 1/2 H                                 |    |    |           |    |    |     |           |               |  |   |   |                   |   |                                       |  |        |          |       |   |   |   |       |   |   |   |       |   |   |   |     |   |   |   |       |   |   |   |     |   |   |   |     |   |   |   |     |   |   |   |     |   |   |   |     |
| 0   | 0   | 1         | 1/4 H                                   | 0         | 0  | 1         | 1 H                                   |    |    |           |    |    |     |           |               |  |   |   |                   |   |                                       |  |        |          |       |   |   |   |       |   |   |   |       |   |   |   |     |   |   |   |       |   |   |   |     |   |   |   |     |   |   |   |     |   |   |   |     |   |   |   |     |
| 0   | 1   | 0         | 1/2 H                                   | 0         | 1  | 0         | 2 H                                   |    |    |           |    |    |     |           |               |  |   |   |                   |   |                                       |  |        |          |       |   |   |   |       |   |   |   |       |   |   |   |     |   |   |   |       |   |   |   |     |   |   |   |     |   |   |   |     |   |   |   |     |   |   |   |     |
| 0   | 1   | 1         | 1 H                                     | 0         | 1  | 1         | 4 H                                   |    |    |           |    |    |     |           |               |  |   |   |                   |   |                                       |  |        |          |       |   |   |   |       |   |   |   |       |   |   |   |     |   |   |   |       |   |   |   |     |   |   |   |     |   |   |   |     |   |   |   |     |   |   |   |     |
| 1   | 0   | 0         | 2 H                                     | 1         | 0  | 0         | 8 H                                   |    |    |           |    |    |     |           |               |  |   |   |                   |   |                                       |  |        |          |       |   |   |   |       |   |   |   |       |   |   |   |     |   |   |   |       |   |   |   |     |   |   |   |     |   |   |   |     |   |   |   |     |   |   |   |     |
| Restriction                               |   |           |   |           |    |           |                                       |    |    |           |    |    |     |           |               |  |   |   |                   |   |                                       |  |        |          |       |   |   |   |       |   |   |   |       |   |   |   |     |   |   |   |       |   |   |   |     |   |   |   |     |   |   |   |     |   |   |   |     |   |   |   |     |
| Register Availability                     | <table border="1" style="width: 100%; border-collapse: collapse;"> <thead> <tr> <th>Status</th> <th>Availability</th> </tr> </thead> <tbody> <tr> <td>Normal Mode ON, Idle Mode OFF, Sleep OUT</td> <td>Yes</td> </tr> <tr> <td>Normal Mode ON, Idle Mode ON, Sleep OUT</td> <td>Yes</td> </tr> <tr> <td>Partial Mode ON, Idle Mode OFF, Sleep OUT</td> <td>Yes</td> </tr> <tr> <td>Partial Mode ON, Idle Mode ON, Sleep OUT</td> <td>Yes</td> </tr> <tr> <td>Sleep IN</td> <td>Yes</td> </tr> </tbody> </table>  |           |   |           |    |           |                                       |    |    |           |    |    |     | Status    | Availability  | Normal Mode ON, Idle Mode OFF, Sleep OUT | Yes                                     | Normal Mode ON, Idle Mode ON, Sleep OUT | Yes               | Partial Mode ON, Idle Mode OFF, Sleep OUT | Yes                                   | Partial Mode ON, Idle Mode ON, Sleep OUT | Yes    | Sleep IN | Yes   |   |   |   |       |   |   |   |       |   |   |   |     |   |   |   |       |   |   |   |     |   |   |   |     |   |   |   |     |   |   |   |     |   |   |   |     |
| Status                                    | Availability  |           |   |           |    |           |                                       |    |    |           |    |    |     |           |               |  |   |   |                   |   |                                       |  |        |          |       |   |   |   |       |   |   |   |       |   |   |   |     |   |   |   |       |   |   |   |     |   |   |   |     |   |   |   |     |   |   |   |     |   |   |   |     |
| Normal Mode ON, Idle Mode OFF, Sleep OUT  | Yes   |           |   |           |    |           |                                       |    |    |           |    |    |     |           |               |  |   |   |                   |   |                                       |  |        |          |       |   |   |   |       |   |   |   |       |   |   |   |     |   |   |   |       |   |   |   |     |   |   |   |     |   |   |   |     |   |   |   |     |   |   |   |     |
| Normal Mode ON, Idle Mode ON, Sleep OUT   | Yes   |           |   |           |    |           |                                       |    |    |           |    |    |     |           |               |  |   |   |                   |   |                                       |  |        |          |       |   |   |   |       |   |   |   |       |   |   |   |     |   |   |   |       |   |   |   |     |   |   |   |     |   |   |   |     |   |   |   |     |   |   |   |     |
| Partial Mode ON, Idle Mode OFF, Sleep OUT | Yes   |           |   |           |    |           |                                       |    |    |           |    |    |     |           |               |  |   |   |                   |   |                                       |  |        |          |       |   |   |   |       |   |   |   |       |   |   |   |     |   |   |   |       |   |   |   |     |   |   |   |     |   |   |   |     |   |   |   |     |   |   |   |     |
| Partial Mode ON, Idle Mode ON, Sleep OUT  | Yes   |           |   |           |    |           |                                       |    |    |           |    |    |     |           |               |  |   |   |                   |   |                                       |  |        |          |       |   |   |   |       |   |   |   |       |   |   |   |     |   |   |   |       |   |   |   |     |   |   |   |     |   |   |   |     |   |   |   |     |   |   |   |     |
| Sleep IN                                  | Yes   |           |   |           |    |           |                                       |    |    |           |    |    |     |           |               |  |   |   |                   |   |                                       |  |        |          |       |   |   |   |       |   |   |   |       |   |   |   |     |   |   |   |       |   |   |   |     |   |   |   |     |   |   |   |     |   |   |   |     |   |   |   |     |
| Default                                   | <table border="1" style="width: 100%; border-collapse: collapse;"> <thead> <tr> <th rowspan="2">Status</th> <th colspan="2">Default Value</th> </tr> <tr> <th>DCC0[2:0]</th> <th>DCC1[2:0]</th> </tr> </thead> <tbody> <tr> <td>Power ON Sequence</td> <td>3'b011</td> <td>3'b011</td> </tr> <tr> <td>H/W Reset</td> <td>3'b011</td> <td>3'b011</td> </tr> </tbody> </table>  |           |   |           |    |           |                                       |    |    |           |    |    |     | Status    | Default Value |  | DCC0[2:0]                               | DCC1[2:0]                               | Power ON Sequence | 3'b011                                    | 3'b011                                | H/W Reset                                | 3'b011 | 3'b011   |       |   |   |   |       |   |   |   |       |   |   |   |     |   |   |   |       |   |   |   |     |   |   |   |     |   |   |   |     |   |   |   |     |   |   |   |     |
| Status                                    | Default Value   |           |   |           |    |           |                                       |    |    |           |    |    |     |           |               |  |   |   |                   |   |                                       |  |        |          |       |   |   |   |       |   |   |   |       |   |   |   |     |   |   |   |       |   |   |   |     |   |   |   |     |   |   |   |     |   |   |   |     |   |   |   |     |
|   | DCC0[2:0]   | DCC1[2:0] |   |           |    |           |                                       |    |    |           |    |    |     |           |               |  |   |   |                   |   |                                       |  |        |          |       |   |   |   |       |   |   |   |       |   |   |   |     |   |   |   |       |   |   |   |     |   |   |   |     |   |   |   |     |   |   |   |     |   |   |   |     |
| Power ON Sequence                         | 3'b011  | 3'b011    |   |           |    |           |                                       |    |    |           |    |    |     |           |               |  |   |   |                   |   |                                       |  |        |          |       |   |   |   |       |   |   |   |       |   |   |   |     |   |   |   |       |   |   |   |     |   |   |   |     |   |   |   |     |   |   |   |     |   |   |   |     |
| H/W Reset                                 | 3'b011  | 3'b011    |   |           |    |           |                                       |    |    |           |    |    |     |           |               |  |   |   |                   |   |                                       |  |        |          |       |   |   |   |       |   |   |   |       |   |   |   |     |   |   |   |       |   |   |   |     |   |   |   |     |   |   |   |     |   |   |   |     |   |   |   |     |

**8.2.63. VCOM Control (C5h)**

| C5h                       | VMCTRL (VCOM Control)  |     |     |          |              |    |    |          |          |    |    |     |     |          |  |  |  |  |  |  |  |      |   |   |   |   |   |   |   |   |    |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |         |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |        |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |         |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |       |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |         |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |        |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |         |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |      |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |         |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |        |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |          |
|---------------------------|--|-----|-----|----------|--------------|----|----|----------|----------|----|----|-----|-----|----------|--|--|--|--|--|--|--|------|---|---|---|---|---|---|---|---|----|---|---|---|---|---|---|---|---|----------|---|---|---|---|---|---|---|---|----------|---|---|---|---|---|---|---|---|----------|---|---|---|---|---|---|---|---|---------|---|---|---|---|---|---|---|---|----------|---|---|---|---|---|---|---|---|----------|---|---|---|---|---|---|---|---|----------|---|---|---|---|---|---|---|---|--------|---|---|---|---|---|---|---|---|----------|---|---|---|---|---|---|---|---|----------|---|---|---|---|---|---|---|---|----------|---|---|---|---|---|---|---|---|---------|---|---|---|---|---|---|---|---|----------|---|---|---|---|---|---|---|---|----------|---|---|---|---|---|---|---|---|----------|---|---|---|---|---|---|---|---|-------|---|---|---|---|---|---|---|---|----------|---|---|---|---|---|---|---|---|----------|---|---|---|---|---|---|---|---|----------|---|---|---|---|---|---|---|---|---------|---|---|---|---|---|---|---|---|----------|---|---|---|---|---|---|---|---|----------|---|---|---|---|---|---|---|---|----------|---|---|---|---|---|---|---|---|--------|---|---|---|---|---|---|---|---|----------|---|---|---|---|---|---|---|---|----------|---|---|---|---|---|---|---|---|----------|---|---|---|---|---|---|---|---|---------|---|---|---|---|---|---|---|---|----------|---|---|---|---|---|---|---|---|----------|---|---|---|---|---|---|---|---|----------|---|---|---|---|---|---|---|---|------|---|---|---|---|---|---|---|---|----------|---|---|---|---|---|---|---|---|----------|---|---|---|---|---|---|---|---|----------|---|---|---|---|---|---|---|---|---------|---|---|---|---|---|---|---|---|----------|---|---|---|---|---|---|---|---|----------|---|---|---|---|---|---|---|---|----------|---|---|---|---|---|---|---|---|--------|---|---|---|---|---|---|---|---|----------|---|---|---|---|---|---|---|---|----------|---|---|---|---|---|---|---|---|----------|
|                           | D/CX   | RDX | WRX | D[15:8]  | D7           | D6 | D5 | D4       | D3       | D2 | D1 | D0  | HEX |          |  |  |  |  |  |  |  |      |   |   |   |   |   |   |   |   |    |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |         |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |        |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |         |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |       |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |         |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |        |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |         |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |      |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |         |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |        |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |          |
| Command                   | 0  | 1   | ↑   | XXXXXXXX | 1            | 1  | 0  | 0        | 0        | 1  | 0  | 1   | C5h |          |  |  |  |  |  |  |  |      |   |   |   |   |   |   |   |   |    |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |         |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |        |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |         |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |       |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |         |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |        |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |         |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |      |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |         |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |        |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |          |
| 1 <sup>st</sup> Parameter | 1  | ↑   | 1   | XXXXXXXX | 0            | 0  | 0  | 0        | 0        | 0  | 0  | nVM | XX  |          |  |  |  |  |  |  |  |      |   |   |   |   |   |   |   |   |    |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |         |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |        |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |         |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |       |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |         |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |        |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |         |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |      |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |         |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |        |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |          |
| 2 <sup>nd</sup> Parameter | 1  | 1   | ↑   | XXXXXXXX | VCM_REG[7:0] |    |    |          |          |    |    |     | XX  |          |  |  |  |  |  |  |  |      |   |   |   |   |   |   |   |   |    |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |         |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |        |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |         |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |       |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |         |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |        |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |         |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |      |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |         |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |        |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |          |
| 3 <sup>rd</sup> Parameter | 1  | 1   | ↑   | XXXXXXXX | VCM_REG_EN   | 0  | 0  | 0        | 0        | 0  | 0  | 0   | XX  |          |  |  |  |  |  |  |  |      |   |   |   |   |   |   |   |   |    |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |         |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |        |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |         |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |       |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |         |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |        |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |         |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |      |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |         |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |        |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |          |
| 4 <sup>th</sup> Parameter | 1  | ↑   | 1   | XXXXXXXX | VCM_OUT[7:0] |    |    |          |          |    |    |     | XX  |          |  |  |  |  |  |  |  |      |   |   |   |   |   |   |   |   |    |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |         |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |        |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |         |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |       |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |         |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |        |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |         |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |      |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |         |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |        |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |          |
| Description               | <p><b>nVM</b> : When the NV memory is programmed, the nVM will be set as '1' automatically.<br/>                     0 : NV memory is not programmed<br/>                     1 : NV memory is programmed</p> <p><b>VCM_REG [7:0]</b> is used to set factor to generate VCOM voltage from the reference voltage VREG2OUT.</p> <table border="1"> <thead> <tr> <th colspan="8">VCM[7:0]</th> <th>VCOM</th> </tr> </thead> <tbody> <tr><td>0</td><td>0</td><td>0</td><td>0</td><td>0</td><td>0</td><td>0</td><td>0</td><td>-2</td></tr> <tr><td>0</td><td>0</td><td>0</td><td>0</td><td>0</td><td>0</td><td>0</td><td>1</td><td>-1.98438</td></tr> <tr><td>0</td><td>0</td><td>0</td><td>0</td><td>0</td><td>0</td><td>1</td><td>0</td><td>-1.96875</td></tr> <tr><td>0</td><td>0</td><td>0</td><td>0</td><td>0</td><td>0</td><td>1</td><td>1</td><td>-1.95313</td></tr> <tr><td>0</td><td>0</td><td>0</td><td>0</td><td>0</td><td>1</td><td>0</td><td>0</td><td>-1.9375</td></tr> <tr><td>0</td><td>0</td><td>0</td><td>0</td><td>0</td><td>1</td><td>0</td><td>1</td><td>-1.92188</td></tr> <tr><td>0</td><td>0</td><td>0</td><td>0</td><td>0</td><td>1</td><td>1</td><td>0</td><td>-1.90625</td></tr> <tr><td>0</td><td>0</td><td>0</td><td>0</td><td>0</td><td>1</td><td>1</td><td>1</td><td>-1.89063</td></tr> <tr><td>0</td><td>0</td><td>0</td><td>0</td><td>1</td><td>0</td><td>0</td><td>0</td><td>-1.875</td></tr> <tr><td>0</td><td>0</td><td>0</td><td>0</td><td>1</td><td>0</td><td>0</td><td>1</td><td>-1.85938</td></tr> <tr><td>0</td><td>0</td><td>0</td><td>0</td><td>1</td><td>0</td><td>1</td><td>0</td><td>-1.84375</td></tr> <tr><td>0</td><td>0</td><td>0</td><td>0</td><td>1</td><td>0</td><td>1</td><td>1</td><td>-1.82813</td></tr> <tr><td>0</td><td>0</td><td>0</td><td>0</td><td>1</td><td>1</td><td>0</td><td>0</td><td>-1.8125</td></tr> <tr><td>0</td><td>0</td><td>0</td><td>0</td><td>1</td><td>1</td><td>0</td><td>1</td><td>-1.79688</td></tr> <tr><td>0</td><td>0</td><td>0</td><td>0</td><td>1</td><td>1</td><td>1</td><td>0</td><td>-1.78125</td></tr> <tr><td>0</td><td>0</td><td>0</td><td>0</td><td>1</td><td>1</td><td>1</td><td>1</td><td>-1.76563</td></tr> <tr><td>0</td><td>0</td><td>0</td><td>1</td><td>0</td><td>0</td><td>0</td><td>0</td><td>-1.75</td></tr> <tr><td>0</td><td>0</td><td>0</td><td>1</td><td>0</td><td>0</td><td>0</td><td>1</td><td>-1.73438</td></tr> <tr><td>0</td><td>0</td><td>0</td><td>1</td><td>0</td><td>0</td><td>1</td><td>0</td><td>-1.71875</td></tr> <tr><td>0</td><td>0</td><td>0</td><td>1</td><td>0</td><td>0</td><td>1</td><td>1</td><td>-1.70313</td></tr> <tr><td>0</td><td>0</td><td>0</td><td>1</td><td>0</td><td>1</td><td>0</td><td>0</td><td>-1.6875</td></tr> <tr><td>0</td><td>0</td><td>0</td><td>1</td><td>0</td><td>1</td><td>0</td><td>1</td><td>-1.67188</td></tr> <tr><td>0</td><td>0</td><td>0</td><td>1</td><td>0</td><td>1</td><td>1</td><td>0</td><td>-1.65625</td></tr> <tr><td>0</td><td>0</td><td>0</td><td>1</td><td>0</td><td>1</td><td>1</td><td>1</td><td>-1.64063</td></tr> <tr><td>0</td><td>0</td><td>0</td><td>1</td><td>1</td><td>0</td><td>0</td><td>0</td><td>-1.625</td></tr> <tr><td>0</td><td>0</td><td>0</td><td>1</td><td>1</td><td>0</td><td>0</td><td>1</td><td>-1.60938</td></tr> <tr><td>0</td><td>0</td><td>0</td><td>1</td><td>1</td><td>0</td><td>1</td><td>0</td><td>-1.59375</td></tr> <tr><td>0</td><td>0</td><td>0</td><td>1</td><td>1</td><td>0</td><td>1</td><td>1</td><td>-1.57813</td></tr> <tr><td>0</td><td>0</td><td>0</td><td>1</td><td>1</td><td>1</td><td>0</td><td>0</td><td>-1.5625</td></tr> <tr><td>0</td><td>0</td><td>0</td><td>1</td><td>1</td><td>1</td><td>0</td><td>1</td><td>-1.54688</td></tr> <tr><td>0</td><td>0</td><td>0</td><td>1</td><td>1</td><td>1</td><td>1</td><td>0</td><td>-1.53125</td></tr> <tr><td>0</td><td>0</td><td>0</td><td>1</td><td>1</td><td>1</td><td>1</td><td>1</td><td>-1.51563</td></tr> <tr><td>0</td><td>0</td><td>1</td><td>0</td><td>0</td><td>0</td><td>0</td><td>0</td><td>-1.5</td></tr> <tr><td>0</td><td>0</td><td>1</td><td>0</td><td>0</td><td>0</td><td>0</td><td>1</td><td>-1.48438</td></tr> <tr><td>0</td><td>0</td><td>1</td><td>0</td><td>0</td><td>0</td><td>1</td><td>0</td><td>-1.46875</td></tr> <tr><td>0</td><td>0</td><td>1</td><td>0</td><td>0</td><td>0</td><td>1</td><td>1</td><td>-1.45313</td></tr> <tr><td>0</td><td>0</td><td>1</td><td>0</td><td>0</td><td>1</td><td>0</td><td>0</td><td>-1.4375</td></tr> <tr><td>0</td><td>0</td><td>1</td><td>0</td><td>0</td><td>1</td><td>0</td><td>1</td><td>-1.42188</td></tr> <tr><td>0</td><td>0</td><td>1</td><td>0</td><td>0</td><td>1</td><td>1</td><td>0</td><td>-1.40625</td></tr> <tr><td>0</td><td>0</td><td>1</td><td>0</td><td>0</td><td>1</td><td>1</td><td>1</td><td>-1.39063</td></tr> <tr><td>0</td><td>0</td><td>1</td><td>0</td><td>1</td><td>0</td><td>0</td><td>0</td><td>-1.375</td></tr> <tr><td>0</td><td>0</td><td>1</td><td>0</td><td>1</td><td>0</td><td>0</td><td>1</td><td>-1.35938</td></tr> <tr><td>0</td><td>0</td><td>1</td><td>0</td><td>1</td><td>0</td><td>1</td><td>0</td><td>-1.34375</td></tr> <tr><td>0</td><td>0</td><td>1</td><td>0</td><td>1</td><td>0</td><td>1</td><td>1</td><td>-1.32813</td></tr> </tbody> </table> |     |     |          |              |    |    |          |          |    |    |     |     | VCM[7:0] |  |  |  |  |  |  |  | VCOM | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | -2 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 1 | -1.98438 | 0 | 0 | 0 | 0 | 0 | 0 | 1 | 0 | -1.96875 | 0 | 0 | 0 | 0 | 0 | 0 | 1 | 1 | -1.95313 | 0 | 0 | 0 | 0 | 0 | 1 | 0 | 0 | -1.9375 | 0 | 0 | 0 | 0 | 0 | 1 | 0 | 1 | -1.92188 | 0 | 0 | 0 | 0 | 0 | 1 | 1 | 0 | -1.90625 | 0 | 0 | 0 | 0 | 0 | 1 | 1 | 1 | -1.89063 | 0 | 0 | 0 | 0 | 1 | 0 | 0 | 0 | -1.875 | 0 | 0 | 0 | 0 | 1 | 0 | 0 | 1 | -1.85938 | 0 | 0 | 0 | 0 | 1 | 0 | 1 | 0 | -1.84375 | 0 | 0 | 0 | 0 | 1 | 0 | 1 | 1 | -1.82813 | 0 | 0 | 0 | 0 | 1 | 1 | 0 | 0 | -1.8125 | 0 | 0 | 0 | 0 | 1 | 1 | 0 | 1 | -1.79688 | 0 | 0 | 0 | 0 | 1 | 1 | 1 | 0 | -1.78125 | 0 | 0 | 0 | 0 | 1 | 1 | 1 | 1 | -1.76563 | 0 | 0 | 0 | 1 | 0 | 0 | 0 | 0 | -1.75 | 0 | 0 | 0 | 1 | 0 | 0 | 0 | 1 | -1.73438 | 0 | 0 | 0 | 1 | 0 | 0 | 1 | 0 | -1.71875 | 0 | 0 | 0 | 1 | 0 | 0 | 1 | 1 | -1.70313 | 0 | 0 | 0 | 1 | 0 | 1 | 0 | 0 | -1.6875 | 0 | 0 | 0 | 1 | 0 | 1 | 0 | 1 | -1.67188 | 0 | 0 | 0 | 1 | 0 | 1 | 1 | 0 | -1.65625 | 0 | 0 | 0 | 1 | 0 | 1 | 1 | 1 | -1.64063 | 0 | 0 | 0 | 1 | 1 | 0 | 0 | 0 | -1.625 | 0 | 0 | 0 | 1 | 1 | 0 | 0 | 1 | -1.60938 | 0 | 0 | 0 | 1 | 1 | 0 | 1 | 0 | -1.59375 | 0 | 0 | 0 | 1 | 1 | 0 | 1 | 1 | -1.57813 | 0 | 0 | 0 | 1 | 1 | 1 | 0 | 0 | -1.5625 | 0 | 0 | 0 | 1 | 1 | 1 | 0 | 1 | -1.54688 | 0 | 0 | 0 | 1 | 1 | 1 | 1 | 0 | -1.53125 | 0 | 0 | 0 | 1 | 1 | 1 | 1 | 1 | -1.51563 | 0 | 0 | 1 | 0 | 0 | 0 | 0 | 0 | -1.5 | 0 | 0 | 1 | 0 | 0 | 0 | 0 | 1 | -1.48438 | 0 | 0 | 1 | 0 | 0 | 0 | 1 | 0 | -1.46875 | 0 | 0 | 1 | 0 | 0 | 0 | 1 | 1 | -1.45313 | 0 | 0 | 1 | 0 | 0 | 1 | 0 | 0 | -1.4375 | 0 | 0 | 1 | 0 | 0 | 1 | 0 | 1 | -1.42188 | 0 | 0 | 1 | 0 | 0 | 1 | 1 | 0 | -1.40625 | 0 | 0 | 1 | 0 | 0 | 1 | 1 | 1 | -1.39063 | 0 | 0 | 1 | 0 | 1 | 0 | 0 | 0 | -1.375 | 0 | 0 | 1 | 0 | 1 | 0 | 0 | 1 | -1.35938 | 0 | 0 | 1 | 0 | 1 | 0 | 1 | 0 | -1.34375 | 0 | 0 | 1 | 0 | 1 | 0 | 1 | 1 | -1.32813 |
|                           | VCM[7:0]   |     |     |          |              |    |    |          | VCOM     |    |    |     |     |          |  |  |  |  |  |  |  |      |   |   |   |   |   |   |   |   |    |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |         |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |        |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |         |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |       |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |         |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |        |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |         |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |      |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |         |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |        |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |          |
|                           | 0  | 0   | 0   | 0        | 0            | 0  | 0  | 0        | -2       |    |    |     |     |          |  |  |  |  |  |  |  |      |   |   |   |   |   |   |   |   |    |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |         |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |        |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |         |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |       |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |         |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |        |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |         |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |      |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |         |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |        |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |          |
|                           | 0  | 0   | 0   | 0        | 0            | 0  | 0  | 1        | -1.98438 |    |    |     |     |          |  |  |  |  |  |  |  |      |   |   |   |   |   |   |   |   |    |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |         |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |        |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |         |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |       |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |         |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |        |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |         |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |      |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |         |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |        |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |          |
|                           | 0  | 0   | 0   | 0        | 0            | 0  | 1  | 0        | -1.96875 |    |    |     |     |          |  |  |  |  |  |  |  |      |   |   |   |   |   |   |   |   |    |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |         |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |        |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |         |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |       |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |         |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |        |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |         |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |      |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |         |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |        |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |          |
|                           | 0  | 0   | 0   | 0        | 0            | 0  | 1  | 1        | -1.95313 |    |    |     |     |          |  |  |  |  |  |  |  |      |   |   |   |   |   |   |   |   |    |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |         |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |        |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |         |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |       |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |         |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |        |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |         |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |      |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |         |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |        |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |          |
|                           | 0  | 0   | 0   | 0        | 0            | 1  | 0  | 0        | -1.9375  |    |    |     |     |          |  |  |  |  |  |  |  |      |   |   |   |   |   |   |   |   |    |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |         |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |        |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |         |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |       |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |         |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |        |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |         |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |      |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |         |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |        |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |          |
|                           | 0  | 0   | 0   | 0        | 0            | 1  | 0  | 1        | -1.92188 |    |    |     |     |          |  |  |  |  |  |  |  |      |   |   |   |   |   |   |   |   |    |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |         |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |        |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |         |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |       |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |         |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |        |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |         |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |      |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |         |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |        |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |          |
|                           | 0  | 0   | 0   | 0        | 0            | 1  | 1  | 0        | -1.90625 |    |    |     |     |          |  |  |  |  |  |  |  |      |   |   |   |   |   |   |   |   |    |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |         |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |        |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |         |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |       |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |         |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |        |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |         |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |      |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |         |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |        |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |          |
|                           | 0  | 0   | 0   | 0        | 0            | 1  | 1  | 1        | -1.89063 |    |    |     |     |          |  |  |  |  |  |  |  |      |   |   |   |   |   |   |   |   |    |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |         |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |        |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |         |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |       |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |         |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |        |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |         |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |      |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |         |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |        |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |          |
|                           | 0  | 0   | 0   | 0        | 1            | 0  | 0  | 0        | -1.875   |    |    |     |     |          |  |  |  |  |  |  |  |      |   |   |   |   |   |   |   |   |    |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |         |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |        |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |         |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |       |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |         |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |        |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |         |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |      |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |         |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |        |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |          |
|                           | 0  | 0   | 0   | 0        | 1            | 0  | 0  | 1        | -1.85938 |    |    |     |     |          |  |  |  |  |  |  |  |      |   |   |   |   |   |   |   |   |    |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |         |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |        |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |         |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |       |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |         |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |        |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |         |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |      |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |         |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |        |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |          |
|                           | 0  | 0   | 0   | 0        | 1            | 0  | 1  | 0        | -1.84375 |    |    |     |     |          |  |  |  |  |  |  |  |      |   |   |   |   |   |   |   |   |    |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |         |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |        |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |         |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |       |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |         |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |        |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |         |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |      |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |         |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |        |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |          |
|                           | 0  | 0   | 0   | 0        | 1            | 0  | 1  | 1        | -1.82813 |    |    |     |     |          |  |  |  |  |  |  |  |      |   |   |   |   |   |   |   |   |    |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |         |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |        |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |         |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |       |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |         |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |        |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |         |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |      |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |         |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |        |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |          |
|                           | 0  | 0   | 0   | 0        | 1            | 1  | 0  | 0        | -1.8125  |    |    |     |     |          |  |  |  |  |  |  |  |      |   |   |   |   |   |   |   |   |    |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |         |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |        |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |         |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |       |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |         |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |        |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |         |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |      |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |         |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |        |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |          |
|                           | 0  | 0   | 0   | 0        | 1            | 1  | 0  | 1        | -1.79688 |    |    |     |     |          |  |  |  |  |  |  |  |      |   |   |   |   |   |   |   |   |    |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |         |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |        |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |         |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |       |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |         |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |        |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |         |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |      |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |         |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |        |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |          |
|                           | 0  | 0   | 0   | 0        | 1            | 1  | 1  | 0        | -1.78125 |    |    |     |     |          |  |  |  |  |  |  |  |      |   |   |   |   |   |   |   |   |    |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |         |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |        |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |         |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |       |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |         |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |        |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |         |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |      |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |         |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |        |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |          |
|                           | 0  | 0   | 0   | 0        | 1            | 1  | 1  | 1        | -1.76563 |    |    |     |     |          |  |  |  |  |  |  |  |      |   |   |   |   |   |   |   |   |    |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |         |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |        |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |         |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |       |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |         |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |        |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |         |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |      |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |         |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |        |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |          |
|                           | 0  | 0   | 0   | 1        | 0            | 0  | 0  | 0        | -1.75    |    |    |     |     |          |  |  |  |  |  |  |  |      |   |   |   |   |   |   |   |   |    |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |         |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |        |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |         |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |       |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |         |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |        |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |         |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |      |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |         |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |        |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |          |
|                           | 0  | 0   | 0   | 1        | 0            | 0  | 0  | 1        | -1.73438 |    |    |     |     |          |  |  |  |  |  |  |  |      |   |   |   |   |   |   |   |   |    |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |         |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |        |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |         |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |       |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |         |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |        |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |         |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |      |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |         |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |        |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |          |
|                           | 0  | 0   | 0   | 1        | 0            | 0  | 1  | 0        | -1.71875 |    |    |     |     |          |  |  |  |  |  |  |  |      |   |   |   |   |   |   |   |   |    |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |         |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |        |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |         |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |       |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |         |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |        |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |         |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |      |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |         |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |        |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |          |
|                           | 0  | 0   | 0   | 1        | 0            | 0  | 1  | 1        | -1.70313 |    |    |     |     |          |  |  |  |  |  |  |  |      |   |   |   |   |   |   |   |   |    |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |         |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |        |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |         |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |       |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |         |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |        |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |         |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |      |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |         |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |        |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |          |
|                           | 0  | 0   | 0   | 1        | 0            | 1  | 0  | 0        | -1.6875  |    |    |     |     |          |  |  |  |  |  |  |  |      |   |   |   |   |   |   |   |   |    |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |         |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |        |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |         |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |       |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |         |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |        |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |         |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |      |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |         |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |        |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |          |
|                           | 0  | 0   | 0   | 1        | 0            | 1  | 0  | 1        | -1.67188 |    |    |     |     |          |  |  |  |  |  |  |  |      |   |   |   |   |   |   |   |   |    |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |         |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |        |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |         |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |       |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |         |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |        |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |         |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |      |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |         |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |        |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |          |
|                           | 0  | 0   | 0   | 1        | 0            | 1  | 1  | 0        | -1.65625 |    |    |     |     |          |  |  |  |  |  |  |  |      |   |   |   |   |   |   |   |   |    |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |         |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |        |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |         |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |       |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |         |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |        |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |         |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |      |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |         |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |        |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |          |
|                           | 0  | 0   | 0   | 1        | 0            | 1  | 1  | 1        | -1.64063 |    |    |     |     |          |  |  |  |  |  |  |  |      |   |   |   |   |   |   |   |   |    |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |         |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |        |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |         |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |       |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |         |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |        |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |         |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |      |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |         |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |        |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |          |
|                           | 0  | 0   | 0   | 1        | 1            | 0  | 0  | 0        | -1.625   |    |    |     |     |          |  |  |  |  |  |  |  |      |   |   |   |   |   |   |   |   |    |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |         |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |        |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |         |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |       |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |         |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |        |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |         |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |      |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |         |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |        |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |          |
|                           | 0  | 0   | 0   | 1        | 1            | 0  | 0  | 1        | -1.60938 |    |    |     |     |          |  |  |  |  |  |  |  |      |   |   |   |   |   |   |   |   |    |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |         |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |        |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |         |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |       |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |         |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |        |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |         |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |      |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |         |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |        |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |          |
|                           | 0  | 0   | 0   | 1        | 1            | 0  | 1  | 0        | -1.59375 |    |    |     |     |          |  |  |  |  |  |  |  |      |   |   |   |   |   |   |   |   |    |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |         |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |        |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |         |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |       |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |         |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |        |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |         |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |      |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |         |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |        |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |          |
|                           | 0  | 0   | 0   | 1        | 1            | 0  | 1  | 1        | -1.57813 |    |    |     |     |          |  |  |  |  |  |  |  |      |   |   |   |   |   |   |   |   |    |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |         |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |        |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |         |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |       |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |         |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |        |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |         |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |      |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |         |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |        |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |          |
|                           | 0  | 0   | 0   | 1        | 1            | 1  | 0  | 0        | -1.5625  |    |    |     |     |          |  |  |  |  |  |  |  |      |   |   |   |   |   |   |   |   |    |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |         |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |        |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |         |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |       |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |         |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |        |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |         |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |      |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |         |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |        |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |          |
|                           | 0  | 0   | 0   | 1        | 1            | 1  | 0  | 1        | -1.54688 |    |    |     |     |          |  |  |  |  |  |  |  |      |   |   |   |   |   |   |   |   |    |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |         |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |        |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |         |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |       |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |         |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |        |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |         |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |      |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |         |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |        |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |          |
|                           | 0  | 0   | 0   | 1        | 1            | 1  | 1  | 0        | -1.53125 |    |    |     |     |          |  |  |  |  |  |  |  |      |   |   |   |   |   |   |   |   |    |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |         |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |        |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |         |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |       |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |         |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |        |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |         |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |      |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |         |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |        |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |          |
|                           | 0  | 0   | 0   | 1        | 1            | 1  | 1  | 1        | -1.51563 |    |    |     |     |          |  |  |  |  |  |  |  |      |   |   |   |   |   |   |   |   |    |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |         |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |        |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |         |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |       |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |         |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |        |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |         |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |      |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |         |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |        |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |          |
|                           | 0  | 0   | 1   | 0        | 0            | 0  | 0  | 0        | -1.5     |    |    |     |     |          |  |  |  |  |  |  |  |      |   |   |   |   |   |   |   |   |    |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |         |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |        |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |         |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |       |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |         |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |        |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |         |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |      |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |         |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |        |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |          |
|                           | 0  | 0   | 1   | 0        | 0            | 0  | 0  | 1        | -1.48438 |    |    |     |     |          |  |  |  |  |  |  |  |      |   |   |   |   |   |   |   |   |    |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |         |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |        |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |         |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |       |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |         |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |        |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |         |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |      |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |         |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |        |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |          |
|                           | 0  | 0   | 1   | 0        | 0            | 0  | 1  | 0        | -1.46875 |    |    |     |     |          |  |  |  |  |  |  |  |      |   |   |   |   |   |   |   |   |    |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |         |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |        |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |         |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |       |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |         |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |        |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |         |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |      |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |         |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |        |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |          |
|                           | 0  | 0   | 1   | 0        | 0            | 0  | 1  | 1        | -1.45313 |    |    |     |     |          |  |  |  |  |  |  |  |      |   |   |   |   |   |   |   |   |    |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |         |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |        |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |         |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |       |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |         |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |        |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |         |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |      |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |         |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |        |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |          |
|                           | 0  | 0   | 1   | 0        | 0            | 1  | 0  | 0        | -1.4375  |    |    |     |     |          |  |  |  |  |  |  |  |      |   |   |   |   |   |   |   |   |    |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |         |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |        |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |         |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |       |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |         |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |        |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |         |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |      |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |         |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |        |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |          |
|                           | 0  | 0   | 1   | 0        | 0            | 1  | 0  | 1        | -1.42188 |    |    |     |     |          |  |  |  |  |  |  |  |      |   |   |   |   |   |   |   |   |    |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |         |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |        |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |         |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |       |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |         |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |        |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |         |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |      |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |         |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |        |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |          |
| 0                         | 0  | 1   | 0   | 0        | 1            | 1  | 0  | -1.40625 |          |    |    |     |     |          |  |  |  |  |  |  |  |      |   |   |   |   |   |   |   |   |    |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |         |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |        |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |         |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |       |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |         |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |        |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |         |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |      |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |         |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |        |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |          |
| 0                         | 0  | 1   | 0   | 0        | 1            | 1  | 1  | -1.39063 |          |    |    |     |     |          |  |  |  |  |  |  |  |      |   |   |   |   |   |   |   |   |    |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |         |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |        |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |         |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |       |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |         |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |        |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |         |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |      |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |         |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |        |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |          |
| 0                         | 0  | 1   | 0   | 1        | 0            | 0  | 0  | -1.375   |          |    |    |     |     |          |  |  |  |  |  |  |  |      |   |   |   |   |   |   |   |   |    |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |         |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |        |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |         |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |       |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |         |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |        |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |         |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |      |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |         |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |        |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |          |
| 0                         | 0  | 1   | 0   | 1        | 0            | 0  | 1  | -1.35938 |          |    |    |     |     |          |  |  |  |  |  |  |  |      |   |   |   |   |   |   |   |   |    |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |         |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |        |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |         |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |       |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |         |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |        |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |         |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |      |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |         |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |        |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |          |
| 0                         | 0  | 1   | 0   | 1        | 0            | 1  | 0  | -1.34375 |          |    |    |     |     |          |  |  |  |  |  |  |  |      |   |   |   |   |   |   |   |   |    |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |         |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |        |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |         |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |       |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |         |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |        |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |         |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |      |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |         |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |        |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |          |
| 0                         | 0  | 1   | 0   | 1        | 0            | 1  | 1  | -1.32813 |          |    |    |     |     |          |  |  |  |  |  |  |  |      |   |   |   |   |   |   |   |   |    |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |         |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |        |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |         |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |       |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |         |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |        |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |         |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |      |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |         |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |        |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |          |

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|   |   |   |   |   |   |   |   |          |
|---|---|---|---|---|---|---|---|----------|
| 0 | 0 | 1 | 0 | 1 | 1 | 0 | 0 | -1.3125  |
| 0 | 0 | 1 | 0 | 1 | 1 | 0 | 1 | -1.29688 |
| 0 | 0 | 1 | 0 | 1 | 1 | 1 | 0 | -1.28125 |
| 0 | 0 | 1 | 0 | 1 | 1 | 1 | 1 | -1.26563 |
| 0 | 0 | 1 | 1 | 0 | 0 | 0 | 0 | -1.25    |
| 0 | 0 | 1 | 1 | 0 | 0 | 0 | 1 | -1.23438 |
| 0 | 0 | 1 | 1 | 0 | 0 | 1 | 0 | -1.21875 |
| 0 | 0 | 1 | 1 | 0 | 0 | 1 | 1 | -1.20313 |
| 0 | 0 | 1 | 1 | 0 | 1 | 0 | 0 | -1.1875  |
| 0 | 0 | 1 | 1 | 0 | 1 | 0 | 1 | -1.17188 |
| 0 | 0 | 1 | 1 | 0 | 1 | 1 | 0 | -1.15625 |
| 0 | 0 | 1 | 1 | 0 | 1 | 1 | 1 | -1.14063 |
| 0 | 0 | 1 | 1 | 1 | 0 | 0 | 0 | -1.125   |
| 0 | 0 | 1 | 1 | 1 | 0 | 0 | 1 | -1.10938 |
| 0 | 0 | 1 | 1 | 1 | 0 | 1 | 0 | -1.09375 |
| 0 | 0 | 1 | 1 | 1 | 0 | 1 | 1 | -1.07813 |
| 0 | 0 | 1 | 1 | 1 | 1 | 0 | 0 | -1.0625  |
| 0 | 0 | 1 | 1 | 1 | 1 | 0 | 1 | -1.04688 |
| 0 | 0 | 1 | 1 | 1 | 1 | 1 | 0 | -1.03125 |
| 0 | 0 | 1 | 1 | 1 | 1 | 1 | 1 | -1.01563 |
| 0 | 1 | 0 | 0 | 0 | 0 | 0 | 0 | -1       |
| 0 | 1 | 0 | 0 | 0 | 0 | 0 | 1 | -0.98438 |
| 0 | 1 | 0 | 0 | 0 | 0 | 1 | 0 | -0.96875 |
| 0 | 1 | 0 | 0 | 0 | 0 | 1 | 1 | -0.95313 |
| 0 | 1 | 0 | 0 | 0 | 1 | 0 | 0 | -0.9375  |
| 0 | 1 | 0 | 0 | 0 | 1 | 0 | 1 | -0.92188 |
| 0 | 1 | 0 | 0 | 0 | 1 | 1 | 0 | -0.90625 |
| 0 | 1 | 0 | 0 | 0 | 1 | 1 | 1 | -0.89063 |
| 0 | 1 | 0 | 0 | 1 | 0 | 0 | 0 | -0.875   |
| 0 | 1 | 0 | 0 | 1 | 0 | 0 | 1 | -0.85938 |
| 0 | 1 | 0 | 0 | 1 | 0 | 1 | 0 | -0.84375 |
| 0 | 1 | 0 | 0 | 1 | 0 | 1 | 1 | -0.82813 |
| 0 | 1 | 0 | 0 | 1 | 1 | 0 | 0 | -0.8125  |
| 0 | 1 | 0 | 0 | 1 | 1 | 0 | 1 | -0.79688 |
| 0 | 1 | 0 | 0 | 1 | 1 | 1 | 0 | -0.78125 |
| 0 | 1 | 0 | 0 | 1 | 1 | 1 | 1 | -0.76563 |
| 0 | 1 | 0 | 1 | 0 | 0 | 0 | 0 | -0.75    |
| 0 | 1 | 0 | 1 | 0 | 0 | 0 | 1 | -0.73438 |
| 0 | 1 | 0 | 1 | 0 | 0 | 1 | 0 | -0.71875 |
| 0 | 1 | 0 | 1 | 0 | 0 | 1 | 1 | -0.70313 |
| 0 | 1 | 0 | 1 | 0 | 1 | 0 | 0 | -0.6875  |
| 0 | 1 | 0 | 1 | 0 | 1 | 0 | 1 | -0.67188 |
| 0 | 1 | 0 | 1 | 0 | 1 | 1 | 0 | -0.65625 |
| 0 | 1 | 0 | 1 | 0 | 1 | 1 | 1 | -0.64063 |
| 0 | 1 | 0 | 1 | 1 | 0 | 0 | 0 | -0.625   |
| 0 | 1 | 0 | 1 | 1 | 0 | 0 | 1 | -0.60938 |
| 0 | 1 | 0 | 1 | 1 | 0 | 1 | 0 | -0.59375 |
| 0 | 1 | 0 | 1 | 1 | 0 | 1 | 1 | -0.57813 |
| 0 | 1 | 0 | 1 | 1 | 1 | 0 | 0 | -0.5625  |
| 0 | 1 | 0 | 1 | 1 | 1 | 0 | 1 | -0.54688 |
| 0 | 1 | 0 | 1 | 1 | 1 | 1 | 0 | -0.53125 |
| 0 | 1 | 0 | 1 | 1 | 1 | 1 | 1 | -0.51563 |
| 0 | 1 | 1 | 0 | 0 | 0 | 0 | 0 | -0.5     |
| 0 | 1 | 1 | 0 | 0 | 0 | 0 | 1 | -0.48438 |
| 0 | 1 | 1 | 0 | 0 | 0 | 1 | 0 | -0.46875 |
| 0 | 1 | 1 | 0 | 0 | 0 | 1 | 1 | -0.45313 |
| 0 | 1 | 1 | 0 | 0 | 1 | 0 | 0 | -0.4375  |
| 0 | 1 | 1 | 0 | 0 | 1 | 0 | 1 | -0.42188 |

|   |               | 0  | 1            | 1   | 0 | 0 | 1 | 1 | 0 | -0.40625 |        |               |  |     |   |              |   |              |  |                   |             |      |             |   |           |             |      |             |   |
|---|---------------|--|--------------|-----|---|---|---|---|---|----------|--------|---------------|--|-----|---|--------------|---|--------------|--|-------------------|-------------|------|-------------|---|-----------|-------------|------|-------------|---|
|   |               | 0  | 1            | 1   | 0 | 0 | 1 | 1 | 1 | -0.39063 |        |               |  |     |   |              |   |              |  |                   |             |      |             |   |           |             |      |             |   |
|   |               | 0  | 1            | 1   | 0 | 1 | 0 | 0 | 0 | -0.375   |        |               |  |     |   |              |   |              |  |                   |             |      |             |   |           |             |      |             |   |
|   |               | 0  | 1            | 1   | 0 | 1 | 0 | 0 | 1 | -0.35938 |        |               |  |     |   |              |   |              |  |                   |             |      |             |   |           |             |      |             |   |
|   |               | 0  | 1            | 1   | 0 | 1 | 0 | 1 | 0 | -0.34375 |        |               |  |     |   |              |   |              |  |                   |             |      |             |   |           |             |      |             |   |
|   |               | 0  | 1            | 1   | 0 | 1 | 0 | 1 | 1 | -0.32813 |        |               |  |     |   |              |   |              |  |                   |             |      |             |   |           |             |      |             |   |
|   |               | 0  | 1            | 1   | 0 | 1 | 1 | 0 | 0 | -0.3125  |        |               |  |     |   |              |   |              |  |                   |             |      |             |   |           |             |      |             |   |
|   |               | 0  | 1            | 1   | 0 | 1 | 1 | 0 | 1 | -0.29688 |        |               |  |     |   |              |   |              |  |                   |             |      |             |   |           |             |      |             |   |
|   |               | 0  | 1            | 1   | 0 | 1 | 1 | 1 | 0 | -0.28125 |        |               |  |     |   |              |   |              |  |                   |             |      |             |   |           |             |      |             |   |
|   |               | 0  | 1            | 1   | 0 | 1 | 1 | 1 | 1 | -0.26563 |        |               |  |     |   |              |   |              |  |                   |             |      |             |   |           |             |      |             |   |
|   |               | 0  | 1            | 1   | 1 | 0 | 0 | 0 | 0 | -0.25    |        |               |  |     |   |              |   |              |  |                   |             |      |             |   |           |             |      |             |   |
|   |               | 0  | 1            | 1   | 1 | 0 | 0 | 0 | 1 | -0.23438 |        |               |  |     |   |              |   |              |  |                   |             |      |             |   |           |             |      |             |   |
|   |               | 0  | 1            | 1   | 1 | 0 | 0 | 1 | 0 | -0.21875 |        |               |  |     |   |              |   |              |  |                   |             |      |             |   |           |             |      |             |   |
|   |               | 0  | 1            | 1   | 1 | 0 | 0 | 1 | 1 | -0.20313 |        |               |  |     |   |              |   |              |  |                   |             |      |             |   |           |             |      |             |   |
|   |               | 0  | 1            | 1   | 1 | 0 | 1 | 0 | 0 | -0.1875  |        |               |  |     |   |              |   |              |  |                   |             |      |             |   |           |             |      |             |   |
|   |               | 0  | 1            | 1   | 1 | 0 | 1 | 0 | 1 | -0.17188 |        |               |  |     |   |              |   |              |  |                   |             |      |             |   |           |             |      |             |   |
|   |               | 0  | 1            | 1   | 1 | 0 | 1 | 1 | 0 | -0.15625 |        |               |  |     |   |              |   |              |  |                   |             |      |             |   |           |             |      |             |   |
|   |               | 0  | 1            | 1   | 1 | 0 | 1 | 1 | 1 | -0.14063 |        |               |  |     |   |              |   |              |  |                   |             |      |             |   |           |             |      |             |   |
|   |               | 0  | 1            | 1   | 1 | 1 | 0 | 0 | 0 | -0.125   |        |               |  |     |   |              |   |              |  |                   |             |      |             |   |           |             |      |             |   |
|   |               | 0  | 1            | 1   | 1 | 1 | 0 | 0 | 1 | -0.10938 |        |               |  |     |   |              |   |              |  |                   |             |      |             |   |           |             |      |             |   |
|   |               | 0  | 1            | 1   | 1 | 1 | 0 | 1 | 0 | -0.09375 |        |               |  |     |   |              |   |              |  |                   |             |      |             |   |           |             |      |             |   |
|   |               | 0  | 1            | 1   | 1 | 1 | 0 | 1 | 1 | -0.07813 |        |               |  |     |   |              |   |              |  |                   |             |      |             |   |           |             |      |             |   |
|   |               | 0  | 1            | 1   | 1 | 1 | 1 | 0 | 0 | -0.0625  |        |               |  |     |   |              |   |              |  |                   |             |      |             |   |           |             |      |             |   |
|   |               | 0  | 1            | 1   | 1 | 1 | 1 | 0 | 1 | -0.04688 |        |               |  |     |   |              |   |              |  |                   |             |      |             |   |           |             |      |             |   |
|   |               | 0  | 1            | 1   | 1 | 1 | 1 | 1 | 0 | -0.03125 |        |               |  |     |   |              |   |              |  |                   |             |      |             |   |           |             |      |             |   |
|   |               | 0  | 1            | 1   | 1 | 1 | 1 | 1 | 1 | -0.01563 |        |               |  |     |   |              |   |              |  |                   |             |      |             |   |           |             |      |             |   |
|   |               | 1  | 0            | 0   | 0 | 0 | 0 | 0 | 0 | 0        |        |               |  |     |   |              |   |              |  |                   |             |      |             |   |           |             |      |             |   |
|   |               | 10000001~11111110  |              |     |   |   |   |   |   | Inhibit  |        |               |  |     |   |              |   |              |  |                   |             |      |             |   |           |             |      |             |   |
|   |               | 11111111   |              |     |   |   |   |   |   | Halt     |        |               |  |     |   |              |   |              |  |                   |             |      |             |   |           |             |      |             |   |
|   |               | <p><b>VCM_REG_EN:</b> Select the Vcom value from <b>VCM_REG [7:0]</b> or <b>NV memory</b>.<br/>           0: VCOM value from NV memory.<br/>           1: VCOM value from VCM_REG [7:0].</p> <p><b>VCM_OUT [7:0]:</b> NV memory programmed value.</p>  |              |     |   |   |   |   |   |          |        |               |  |     |   |              |   |              |  |                   |             |      |             |   |           |             |      |             |   |
| Restriction                               |               |  |              |     |   |   |   |   |   |          |        |               |  |     |   |              |   |              |  |                   |             |      |             |   |           |             |      |             |   |
| Register Availability                     |               | <table border="1"> <thead> <tr><th>Status</th><th>Availability</th></tr> </thead> <tbody> <tr><td>Normal Mode ON, Idle Mode OFF, Sleep OUT</td><td>Yes</td></tr> <tr><td>Normal Mode ON, Idle Mode ON, Sleep OUT</td><td>Yes</td></tr> <tr><td>Partial Mode ON, Idle Mode OFF, Sleep OUT</td><td>Yes</td></tr> <tr><td>Partial Mode ON, Idle Mode ON, Sleep OUT</td><td>Yes</td></tr> <tr><td>Sleep IN</td><td>Yes</td></tr> </tbody> </table> |              |     |   |   |   |   |   |          | Status | Availability  | Normal Mode ON, Idle Mode OFF, Sleep OUT | Yes | Normal Mode ON, Idle Mode ON, Sleep OUT | Yes          | Partial Mode ON, Idle Mode OFF, Sleep OUT | Yes          | Partial Mode ON, Idle Mode ON, Sleep OUT | Yes               | Sleep IN    | Yes  |             |   |           |             |      |             |   |
| Status                                    | Availability  |  |              |     |   |   |   |   |   |          |        |               |  |     |   |              |   |              |  |                   |             |      |             |   |           |             |      |             |   |
| Normal Mode ON, Idle Mode OFF, Sleep OUT  | Yes           |  |              |     |   |   |   |   |   |          |        |               |  |     |   |              |   |              |  |                   |             |      |             |   |           |             |      |             |   |
| Normal Mode ON, Idle Mode ON, Sleep OUT   | Yes           |  |              |     |   |   |   |   |   |          |        |               |  |     |   |              |   |              |  |                   |             |      |             |   |           |             |      |             |   |
| Partial Mode ON, Idle Mode OFF, Sleep OUT | Yes           |  |              |     |   |   |   |   |   |          |        |               |  |     |   |              |   |              |  |                   |             |      |             |   |           |             |      |             |   |
| Partial Mode ON, Idle Mode ON, Sleep OUT  | Yes           |  |              |     |   |   |   |   |   |          |        |               |  |     |   |              |   |              |  |                   |             |      |             |   |           |             |      |             |   |
| Sleep IN                                  | Yes           |  |              |     |   |   |   |   |   |          |        |               |  |     |   |              |   |              |  |                   |             |      |             |   |           |             |      |             |   |
| Default                                   |               | <table border="1"> <thead> <tr><th rowspan="2">Status</th><th colspan="4">Default Value</th></tr> <tr><th>VCM_OUT[7:0]</th><th>VCM_REG_EN</th><th>VCM_REG[7:0]</th><th>nVM</th></tr> </thead> <tbody> <tr><td>Power ON Sequence</td><td>8'bXXXXXXXX</td><td>1'b0</td><td>8'b01100000</td><td>X</td></tr> <tr><td>H/W Reset</td><td>8'bXXXXXXXX</td><td>1'b0</td><td>8'b01100000</td><td>X</td></tr> </tbody> </table>                          |              |     |   |   |   |   |   |          | Status | Default Value |  |     |   | VCM_OUT[7:0] | VCM_REG_EN                                | VCM_REG[7:0] | nVM                                      | Power ON Sequence | 8'bXXXXXXXX | 1'b0 | 8'b01100000 | X | H/W Reset | 8'bXXXXXXXX | 1'b0 | 8'b01100000 | X |
| Status                                    | Default Value |  |              |     |   |   |   |   |   |          |        |               |  |     |   |              |   |              |  |                   |             |      |             |   |           |             |      |             |   |
|   | VCM_OUT[7:0]  | VCM_REG_EN   | VCM_REG[7:0] | nVM |   |   |   |   |   |          |        |               |  |     |   |              |   |              |  |                   |             |      |             |   |           |             |      |             |   |
| Power ON Sequence                         | 8'bXXXXXXXX   | 1'b0   | 8'b01100000  | X   |   |   |   |   |   |          |        |               |  |     |   |              |   |              |  |                   |             |      |             |   |           |             |      |             |   |
| H/W Reset                                 | 8'bXXXXXXXX   | 1'b0   | 8'b01100000  | X   |   |   |   |   |   |          |        |               |  |     |   |              |   |              |  |                   |             |      |             |   |           |             |      |             |   |

**8.2.64. CABControl 1 (C6h)**

| C6h                       | CABCCTRL9 (CABC Control 9)   |     |     |          |                |    |    |    |    |                 |                    |                    | HEX |
|---------------------------|--|-----|-----|----------|----------------|----|----|----|----|-----------------|--------------------|--------------------|-----|
|                           | D/CX   | RDX | WRX | D[15:8]  | D7             | D6 | D5 | D4 | D3 | D2              | D1                 | D0                 |     |
| Command                   | 0  | 1   | ↑   | XXXXXXXX | 1              | 1  | 0  | 0  | 0  | 1               | 1                  | 0                  | C6h |
| 1 <sup>st</sup> Parameter | 1  | 1   | ↑   | XXXXXXXX | SCD_VLINE[7:0] |    |    |    |    |                 |                    |                    | XX  |
| 2 <sup>nd</sup> Parameter | 1  | 1   | ↑   | XXXXXXXX | 0              | 0  | 0  | 0  | 0  | SCD_VLINE[10:8] |                    |                    | XX  |
| Description               | SCD_VLINE [10:0]: This parameter is used set the display line per frame while partial mode ON. |     |     |          |                |    |    |    |    |                 |                    |                    |     |
|                           | SCD_VLINE[8:0]   |     |     |          |                |    |    |    |    |                 |                    | Display line       |     |
|                           | D10  | D9  | D8  | D7       | D6             | D5 | D4 | D3 | D2 | D1              | D0                 |                    |     |
|                           | 0  | 0   | 0   | 0        | 0              | 0  | 0  | 0  | 0  | 0               | 0                  | Setting prohibited |     |
|                           | 0  | 0   | 0   | 0        | 0              | 0  | 0  | 0  | 0  | 0               | 1                  | 1 line             |     |
|                           | 0  | 0   | 0   | 0        | 0              | 0  | 0  | 0  | 0  | 1               | 0                  | 2 lines            |     |
|                           | 0  | 0   | 0   | 0        | 0              | 0  | 0  | 0  | 0  | 1               | 1                  | 3 lines            |     |
|                           | 0  | 0   | 0   | 0        | 0              | 0  | 0  | 0  | 1  | 0               | 0                  | 4 lines            |     |
|                           | :  |     |     |          |                |    |    |    |    |                 |                    | :                  |     |
|                           | :  |     |     |          |                |    |    |    |    |                 |                    | :                  |     |
|                           | 0  | 0   | 1   | 1        | 1              | 0  | 1  | 1  | 1  | 0               | 1                  | 477 lines          |     |
|                           | 0  | 0   | 1   | 1        | 1              | 0  | 1  | 1  | 1  | 1               | 0                  | 478 lines          |     |
|                           | 0  | 0   | 1   | 1        | 1              | 0  | 1  | 1  | 1  | 1               | 1                  | 479 lines          |     |
|                           | 0  | 0   | 1   | 1        | 1              | 1  | 0  | 0  | 0  | 0               | 0                  | 480 lines          |     |
| Others                    |  |     |     |          |                |    |    |    |    |                 | Setting prohibited |                    |     |
| Restriction               |  |     |     |          |                |    |    |    |    |                 |                    |                    |     |
| Register Availability     | Status   |     |     |          |                |    |    |    |    |                 |                    | Availability       |     |
|                           | Normal Mode ON, Idle Mode OFF, Sleep OUT   |     |     |          |                |    |    |    |    |                 |                    | Yes                |     |
|                           | Normal Mode ON, Idle Mode ON, Sleep OUT  |     |     |          |                |    |    |    |    |                 |                    | Yes                |     |
|                           | Partial Mode ON, Idle Mode OFF, Sleep OUT  |     |     |          |                |    |    |    |    |                 |                    | Yes                |     |
|                           | Partial Mode ON, Idle Mode ON, Sleep OUT   |     |     |          |                |    |    |    |    |                 |                    | Yes                |     |
| Sleep IN                  |  |     |     |          |                |    |    |    |    |                 | Yes                |                    |     |
| Default                   | Status   |     |     |          |                |    |    |    |    |                 |                    | Default Value      |     |
|                           | Power ON Sequence  |     |     |          |                |    |    |    |    |                 |                    | 11'b00111100000    |     |
|                           | S/W Reset  |     |     |          |                |    |    |    |    |                 |                    | 11'b00111100000    |     |
|                           | H/W Reset  |     |     |          |                |    |    |    |    |                 |                    | 11'b00111100000    |     |

**8.2.65. CABC Control 2 (C8h)**

| C8h   | CABCCTRL1 (CABC Control 1)  |                                 |              |           |    |    |    |    |    |        |          |        |        |               |  |              |   |          |   |                   |  |             |          |          |                                 |           |                 |                                 |      |      |      |
|---|---|---------------------------------|--------------|-----------|----|----|----|----|----|--------|----------|--------|--------|---------------|--|--------------|---|----------|---|-------------------|--|-------------|----------|----------|---------------------------------|-----------|-----------------|---------------------------------|------|------|------|
|   | D/CX  | RDX                             | WRX          | D[15:8]   | D7 | D6 | D5 | D4 | D3 | D2     | D1       | D0     | HEX    |               |  |              |   |          |   |                   |  |             |          |          |                                 |           |                 |                                 |      |      |      |
| Command   | 0   | 1                               | ↑            | XXXXXXXX  | 1  | 1  | 0  | 0  | 1  | 0      | 0        | 0      | C8h    |               |  |              |   |          |   |                   |  |             |          |          |                                 |           |                 |                                 |      |      |      |
| 1 <sup>st</sup> Parameter   | 1   | 1                               | ↑            | XXXXXXXX  | 0  | 0  | 0  | 0  | 0  | LEDONR | LEDONPOL | PWMPOL | XX     |               |  |              |   |          |   |                   |  |             |          |          |                                 |           |                 |                                 |      |      |      |
| Description   | <p><b>PWMPOL:</b> The bit is used to define polarity of CABC_PWM signal.</p> <table border="1"> <thead> <tr> <th>BL</th> <th>LEDPWMPOL</th> <th>CABC_PWM pin</th> </tr> </thead> <tbody> <tr> <td>0</td> <td>0</td> <td>Always low</td> </tr> <tr> <td>0</td> <td>1</td> <td>Always high</td> </tr> <tr> <td>1</td> <td>0</td> <td>Original polarity of PWM signal</td> </tr> <tr> <td>1</td> <td>1</td> <td>Inversed polarity of PWM signal</td> </tr> </tbody> </table> |                                 |              |           |    |    |    |    |    |        |          |        |        | BL            | LEDPWMPOL                                | CABC_PWM pin | 0                                       | 0        | Always low                                | 0                 | 1  | Always high | 1        | 0        | Original polarity of PWM signal | 1         | 1               | Inversed polarity of PWM signal |      |      |      |
|   | BL  | LEDPWMPOL                       | CABC_PWM pin |           |    |    |    |    |    |        |          |        |        |               |  |              |   |          |   |                   |  |             |          |          |                                 |           |                 |                                 |      |      |      |
|   | 0   | 0                               | Always low   |           |    |    |    |    |    |        |          |        |        |               |  |              |   |          |   |                   |  |             |          |          |                                 |           |                 |                                 |      |      |      |
|   | 0   | 1                               | Always high  |           |    |    |    |    |    |        |          |        |        |               |  |              |   |          |   |                   |  |             |          |          |                                 |           |                 |                                 |      |      |      |
| 1   | 0   | Original polarity of PWM signal |              |           |    |    |    |    |    |        |          |        |        |               |  |              |   |          |   |                   |  |             |          |          |                                 |           |                 |                                 |      |      |      |
| 1   | 1   | Inversed polarity of PWM signal |              |           |    |    |    |    |    |        |          |        |        |               |  |              |   |          |   |                   |  |             |          |          |                                 |           |                 |                                 |      |      |      |
| <p><b>LEDONPOL:</b> This bit is used to control CABC_ON pin.</p> <table border="1"> <thead> <tr> <th>BL</th> <th>LEDONPOL</th> <th>CABC_ON pin</th> </tr> </thead> <tbody> <tr> <td>0</td> <td>0</td> <td>0</td> </tr> <tr> <td>0</td> <td>1</td> <td>1</td> </tr> <tr> <td>1</td> <td>0</td> <td>LEDONR</td> </tr> <tr> <td>1</td> <td>1</td> <td>Inversed LEDONR</td> </tr> </tbody> </table> |   |                                 |              |           |    |    |    |    |    |        |          |        | BL     | LEDONPOL      | CABC_ON pin                              | 0            | 0                                       | 0        | 0   | 1                 | 1  | 1           | 0        | LEDONR   | 1                               | 1         | Inversed LEDONR |                                 |      |      |      |
| BL  | LEDONPOL  | CABC_ON pin                     |              |           |    |    |    |    |    |        |          |        |        |               |  |              |   |          |   |                   |  |             |          |          |                                 |           |                 |                                 |      |      |      |
| 0   | 0   | 0                               |              |           |    |    |    |    |    |        |          |        |        |               |  |              |   |          |   |                   |  |             |          |          |                                 |           |                 |                                 |      |      |      |
| 0   | 1   | 1                               |              |           |    |    |    |    |    |        |          |        |        |               |  |              |   |          |   |                   |  |             |          |          |                                 |           |                 |                                 |      |      |      |
| 1   | 0   | LEDONR                          |              |           |    |    |    |    |    |        |          |        |        |               |  |              |   |          |   |                   |  |             |          |          |                                 |           |                 |                                 |      |      |      |
| 1   | 1   | Inversed LEDONR                 |              |           |    |    |    |    |    |        |          |        |        |               |  |              |   |          |   |                   |  |             |          |          |                                 |           |                 |                                 |      |      |      |
| <p><b>LEDONR:</b> This bit is used to control CABC_ON pin.</p> <table border="1"> <thead> <tr> <th>LEDONR</th> <th>Description</th> </tr> </thead> <tbody> <tr> <td>0</td> <td>Low</td> </tr> <tr> <td>1</td> <td>High</td> </tr> </tbody> </table>   |   |                                 |              |           |    |    |    |    |    |        |          |        | LEDONR | Description   | 0  | Low          | 1                                       | High     |   |                   |  |             |          |          |                                 |           |                 |                                 |      |      |      |
| LEDONR  | Description   |                                 |              |           |    |    |    |    |    |        |          |        |        |               |  |              |   |          |   |                   |  |             |          |          |                                 |           |                 |                                 |      |      |      |
| 0   | Low   |                                 |              |           |    |    |    |    |    |        |          |        |        |               |  |              |   |          |   |                   |  |             |          |          |                                 |           |                 |                                 |      |      |      |
| 1   | High  |                                 |              |           |    |    |    |    |    |        |          |        |        |               |  |              |   |          |   |                   |  |             |          |          |                                 |           |                 |                                 |      |      |      |
| Restriction   |   |                                 |              |           |    |    |    |    |    |        |          |        |        |               |  |              |   |          |   |                   |  |             |          |          |                                 |           |                 |                                 |      |      |      |
| Register Availability   | <table border="1"> <thead> <tr> <th>Status</th> <th>Availability</th> </tr> </thead> <tbody> <tr> <td>Normal Mode ON, Idle Mode OFF, Sleep OUT</td> <td>Yes</td> </tr> <tr> <td>Normal Mode ON, Idle Mode ON, Sleep OUT</td> <td>Yes</td> </tr> <tr> <td>Partial Mode ON, Idle Mode OFF, Sleep OUT</td> <td>Yes</td> </tr> <tr> <td>Partial Mode ON, Idle Mode ON, Sleep OUT</td> <td>Yes</td> </tr> <tr> <td>Sleep IN</td> <td>Yes</td> </tr> </tbody> </table>          |                                 |              |           |    |    |    |    |    |        |          |        | Status | Availability  | Normal Mode ON, Idle Mode OFF, Sleep OUT | Yes          | Normal Mode ON, Idle Mode ON, Sleep OUT | Yes      | Partial Mode ON, Idle Mode OFF, Sleep OUT | Yes               | Partial Mode ON, Idle Mode ON, Sleep OUT | Yes         | Sleep IN | Yes      |                                 |           |                 |                                 |      |      |      |
|   | Status  | Availability                    |              |           |    |    |    |    |    |        |          |        |        |               |  |              |   |          |   |                   |  |             |          |          |                                 |           |                 |                                 |      |      |      |
|   | Normal Mode ON, Idle Mode OFF, Sleep OUT  | Yes                             |              |           |    |    |    |    |    |        |          |        |        |               |  |              |   |          |   |                   |  |             |          |          |                                 |           |                 |                                 |      |      |      |
|   | Normal Mode ON, Idle Mode ON, Sleep OUT   | Yes                             |              |           |    |    |    |    |    |        |          |        |        |               |  |              |   |          |   |                   |  |             |          |          |                                 |           |                 |                                 |      |      |      |
|   | Partial Mode ON, Idle Mode OFF, Sleep OUT   | Yes                             |              |           |    |    |    |    |    |        |          |        |        |               |  |              |   |          |   |                   |  |             |          |          |                                 |           |                 |                                 |      |      |      |
| Partial Mode ON, Idle Mode ON, Sleep OUT  | Yes   |                                 |              |           |    |    |    |    |    |        |          |        |        |               |  |              |   |          |   |                   |  |             |          |          |                                 |           |                 |                                 |      |      |      |
| Sleep IN  | Yes   |                                 |              |           |    |    |    |    |    |        |          |        |        |               |  |              |   |          |   |                   |  |             |          |          |                                 |           |                 |                                 |      |      |      |
| Default   | <table border="1"> <thead> <tr> <th rowspan="2">Status</th> <th colspan="3">Default Value</th> </tr> <tr> <th>LEDONR</th> <th>LEDONPOL</th> <th>LEDPWMPOL</th> </tr> </thead> <tbody> <tr> <td>Power On Sequence</td> <td>1'b0</td> <td>1'b0</td> <td>1'b0</td> </tr> <tr> <td>SW Reset</td> <td>No change</td> <td>No change</td> <td>No change</td> </tr> <tr> <td>HW Reset</td> <td>1'b0</td> <td>1'b0</td> <td>1'b0</td> </tr> </tbody> </table>                      |                                 |              |           |    |    |    |    |    |        |          |        | Status | Default Value |  |              | LEDONR                                  | LEDONPOL | LEDPWMPOL                                 | Power On Sequence | 1'b0                                     | 1'b0        | 1'b0     | SW Reset | No change                       | No change | No change       | HW Reset                        | 1'b0 | 1'b0 | 1'b0 |
|   | Status  | Default Value                   |              |           |    |    |    |    |    |        |          |        |        |               |  |              |   |          |   |                   |  |             |          |          |                                 |           |                 |                                 |      |      |      |
|   |   | LEDONR                          | LEDONPOL     | LEDPWMPOL |    |    |    |    |    |        |          |        |        |               |  |              |   |          |   |                   |  |             |          |          |                                 |           |                 |                                 |      |      |      |
|   | Power On Sequence   | 1'b0                            | 1'b0         | 1'b0      |    |    |    |    |    |        |          |        |        |               |  |              |   |          |   |                   |  |             |          |          |                                 |           |                 |                                 |      |      |      |
| SW Reset  | No change   | No change                       | No change    |           |    |    |    |    |    |        |          |        |        |               |  |              |   |          |   |                   |  |             |          |          |                                 |           |                 |                                 |      |      |      |
| HW Reset  | 1'b0  | 1'b0                            | 1'b0         |           |    |    |    |    |    |        |          |        |        |               |  |              |   |          |   |                   |  |             |          |          |                                 |           |                 |                                 |      |      |      |

**8.2.66. CABC Control 3 (C9h)**

| C9h                       | CABCCTRL2 (CABC Control 2)   |     |     |             |                |    |    |                  |    |    |    |    |     |                  |  |  |  |             |    |    |    |    |  |   |   |   |   |      |   |   |   |   |      |   |   |   |   |      |   |   |   |   |      |   |   |   |   |      |   |   |   |   |      |   |   |   |   |      |   |   |   |   |      |                  |  |  |  |             |    |    |    |    |  |   |   |   |   |      |   |   |   |   |      |   |   |   |   |      |   |   |   |   |      |   |   |   |   |      |   |   |   |   |      |   |   |   |   |      |   |   |   |   |      |
|---------------------------|--|-----|-----|-------------|----------------|----|----|------------------|----|----|----|----|-----|------------------|--|--|--|-------------|----|----|----|----|--|---|---|---|---|------|---|---|---|---|------|---|---|---|---|------|---|---|---|---|------|---|---|---|---|------|---|---|---|---|------|---|---|---|---|------|---|---|---|---|------|------------------|--|--|--|-------------|----|----|----|----|--|---|---|---|---|------|---|---|---|---|------|---|---|---|---|------|---|---|---|---|------|---|---|---|---|------|---|---|---|---|------|---|---|---|---|------|---|---|---|---|------|
|                           | D/CX   | RDX | WRX | D[15:8]     | D7             | D6 | D5 | D4               | D3 | D2 | D1 | D0 | HEX |                  |  |  |  |             |    |    |    |    |  |   |   |   |   |      |   |   |   |   |      |   |   |   |   |      |   |   |   |   |      |   |   |   |   |      |   |   |   |   |      |   |   |   |   |      |   |   |   |   |      |                  |  |  |  |             |    |    |    |    |  |   |   |   |   |      |   |   |   |   |      |   |   |   |   |      |   |   |   |   |      |   |   |   |   |      |   |   |   |   |      |   |   |   |   |      |   |   |   |   |      |
| Command                   | 0  | 1   | ↑   | XXXXXXXX    | 1              | 1  | 0  | 0                | 1  | 0  | 0  | 1  | C9h |                  |  |  |  |             |    |    |    |    |  |   |   |   |   |      |   |   |   |   |      |   |   |   |   |      |   |   |   |   |      |   |   |   |   |      |   |   |   |   |      |   |   |   |   |      |   |   |   |   |      |                  |  |  |  |             |    |    |    |    |  |   |   |   |   |      |   |   |   |   |      |   |   |   |   |      |   |   |   |   |      |   |   |   |   |      |   |   |   |   |      |   |   |   |   |      |   |   |   |   |      |
| 1 <sup>st</sup> Parameter | 1  | 1   | ↑   | XXXXXXXX    | THRES_MOV[3:0] |    |    | THRES_STILL[3:0] |    |    | XX |    |     |                  |  |  |  |             |    |    |    |    |  |   |   |   |   |      |   |   |   |   |      |   |   |   |   |      |   |   |   |   |      |   |   |   |   |      |   |   |   |   |      |   |   |   |   |      |   |   |   |   |      |                  |  |  |  |             |    |    |    |    |  |   |   |   |   |      |   |   |   |   |      |   |   |   |   |      |   |   |   |   |      |   |   |   |   |      |   |   |   |   |      |   |   |   |   |      |   |   |   |   |      |
| Description               | <p><b>THRES_MOV [3:0]:</b> This parameter is used to set the ratio (percentage) of the maximum number of pixels that makes display image white (data="63) to the total of pixels by image process in MOVING image mode. After this parameter sets the number of pixels that makes display image white, threshold grayscale value (DTH) that makes display image white is set so that the number of the pixels set by this parameter does not change.</p> <table border="1"> <thead> <tr> <th colspan="4">THRES_MOV[3:0]</th> <th>Description</th> </tr> <tr> <th>D3</th> <th>D2</th> <th>D1</th> <th>D0</th> <th></th> </tr> </thead> <tbody> <tr><td>0</td><td>0</td><td>0</td><td>0</td><td>99 %</td></tr> <tr><td>0</td><td>0</td><td>0</td><td>1</td><td>98 %</td></tr> <tr><td>0</td><td>0</td><td>1</td><td>0</td><td>96 %</td></tr> <tr><td>0</td><td>0</td><td>1</td><td>1</td><td>94 %</td></tr> <tr><td>0</td><td>1</td><td>0</td><td>0</td><td>92 %</td></tr> <tr><td>0</td><td>1</td><td>0</td><td>1</td><td>90 %</td></tr> <tr><td>0</td><td>1</td><td>1</td><td>0</td><td>88 %</td></tr> <tr><td>0</td><td>1</td><td>1</td><td>1</td><td>86 %</td></tr> </tbody> </table> <table border="1"> <thead> <tr> <th colspan="4">THRES_MOV[3:0]</th> <th>Description</th> </tr> <tr> <th>D3</th> <th>D2</th> <th>D1</th> <th>D0</th> <th></th> </tr> </thead> <tbody> <tr><td>1</td><td>0</td><td>0</td><td>0</td><td>84 %</td></tr> <tr><td>1</td><td>0</td><td>0</td><td>1</td><td>82 %</td></tr> <tr><td>1</td><td>0</td><td>1</td><td>0</td><td>80 %</td></tr> <tr><td>1</td><td>0</td><td>1</td><td>1</td><td>78 %</td></tr> <tr><td>1</td><td>1</td><td>0</td><td>0</td><td>76 %</td></tr> <tr><td>1</td><td>1</td><td>0</td><td>1</td><td>74 %</td></tr> <tr><td>1</td><td>1</td><td>1</td><td>0</td><td>72 %</td></tr> <tr><td>1</td><td>1</td><td>1</td><td>1</td><td>70 %</td></tr> </tbody> </table> |     |     |             |                |    |    |                  |    |    |    |    |     | THRES_MOV[3:0]   |  |  |  | Description | D3 | D2 | D1 | D0 |  | 0 | 0 | 0 | 0 | 99 % | 0 | 0 | 0 | 1 | 98 % | 0 | 0 | 1 | 0 | 96 % | 0 | 0 | 1 | 1 | 94 % | 0 | 1 | 0 | 0 | 92 % | 0 | 1 | 0 | 1 | 90 % | 0 | 1 | 1 | 0 | 88 % | 0 | 1 | 1 | 1 | 86 % | THRES_MOV[3:0]   |  |  |  | Description | D3 | D2 | D1 | D0 |  | 1 | 0 | 0 | 0 | 84 % | 1 | 0 | 0 | 1 | 82 % | 1 | 0 | 1 | 0 | 80 % | 1 | 0 | 1 | 1 | 78 % | 1 | 1 | 0 | 0 | 76 % | 1 | 1 | 0 | 1 | 74 % | 1 | 1 | 1 | 0 | 72 % | 1 | 1 | 1 | 1 | 70 % |
|                           | THRES_MOV[3:0]   |     |     |             | Description    |    |    |                  |    |    |    |    |     |                  |  |  |  |             |    |    |    |    |  |   |   |   |   |      |   |   |   |   |      |   |   |   |   |      |   |   |   |   |      |   |   |   |   |      |   |   |   |   |      |   |   |   |   |      |   |   |   |   |      |                  |  |  |  |             |    |    |    |    |  |   |   |   |   |      |   |   |   |   |      |   |   |   |   |      |   |   |   |   |      |   |   |   |   |      |   |   |   |   |      |   |   |   |   |      |   |   |   |   |      |
| D3                        | D2   | D1  | D0  |             |                |    |    |                  |    |    |    |    |     |                  |  |  |  |             |    |    |    |    |  |   |   |   |   |      |   |   |   |   |      |   |   |   |   |      |   |   |   |   |      |   |   |   |   |      |   |   |   |   |      |   |   |   |   |      |   |   |   |   |      |                  |  |  |  |             |    |    |    |    |  |   |   |   |   |      |   |   |   |   |      |   |   |   |   |      |   |   |   |   |      |   |   |   |   |      |   |   |   |   |      |   |   |   |   |      |   |   |   |   |      |
| 0                         | 0  | 0   | 0   | 99 %        |                |    |    |                  |    |    |    |    |     |                  |  |  |  |             |    |    |    |    |  |   |   |   |   |      |   |   |   |   |      |   |   |   |   |      |   |   |   |   |      |   |   |   |   |      |   |   |   |   |      |   |   |   |   |      |   |   |   |   |      |                  |  |  |  |             |    |    |    |    |  |   |   |   |   |      |   |   |   |   |      |   |   |   |   |      |   |   |   |   |      |   |   |   |   |      |   |   |   |   |      |   |   |   |   |      |   |   |   |   |      |
| 0                         | 0  | 0   | 1   | 98 %        |                |    |    |                  |    |    |    |    |     |                  |  |  |  |             |    |    |    |    |  |   |   |   |   |      |   |   |   |   |      |   |   |   |   |      |   |   |   |   |      |   |   |   |   |      |   |   |   |   |      |   |   |   |   |      |   |   |   |   |      |                  |  |  |  |             |    |    |    |    |  |   |   |   |   |      |   |   |   |   |      |   |   |   |   |      |   |   |   |   |      |   |   |   |   |      |   |   |   |   |      |   |   |   |   |      |   |   |   |   |      |
| 0                         | 0  | 1   | 0   | 96 %        |                |    |    |                  |    |    |    |    |     |                  |  |  |  |             |    |    |    |    |  |   |   |   |   |      |   |   |   |   |      |   |   |   |   |      |   |   |   |   |      |   |   |   |   |      |   |   |   |   |      |   |   |   |   |      |   |   |   |   |      |                  |  |  |  |             |    |    |    |    |  |   |   |   |   |      |   |   |   |   |      |   |   |   |   |      |   |   |   |   |      |   |   |   |   |      |   |   |   |   |      |   |   |   |   |      |   |   |   |   |      |
| 0                         | 0  | 1   | 1   | 94 %        |                |    |    |                  |    |    |    |    |     |                  |  |  |  |             |    |    |    |    |  |   |   |   |   |      |   |   |   |   |      |   |   |   |   |      |   |   |   |   |      |   |   |   |   |      |   |   |   |   |      |   |   |   |   |      |   |   |   |   |      |                  |  |  |  |             |    |    |    |    |  |   |   |   |   |      |   |   |   |   |      |   |   |   |   |      |   |   |   |   |      |   |   |   |   |      |   |   |   |   |      |   |   |   |   |      |   |   |   |   |      |
| 0                         | 1  | 0   | 0   | 92 %        |                |    |    |                  |    |    |    |    |     |                  |  |  |  |             |    |    |    |    |  |   |   |   |   |      |   |   |   |   |      |   |   |   |   |      |   |   |   |   |      |   |   |   |   |      |   |   |   |   |      |   |   |   |   |      |   |   |   |   |      |                  |  |  |  |             |    |    |    |    |  |   |   |   |   |      |   |   |   |   |      |   |   |   |   |      |   |   |   |   |      |   |   |   |   |      |   |   |   |   |      |   |   |   |   |      |   |   |   |   |      |
| 0                         | 1  | 0   | 1   | 90 %        |                |    |    |                  |    |    |    |    |     |                  |  |  |  |             |    |    |    |    |  |   |   |   |   |      |   |   |   |   |      |   |   |   |   |      |   |   |   |   |      |   |   |   |   |      |   |   |   |   |      |   |   |   |   |      |   |   |   |   |      |                  |  |  |  |             |    |    |    |    |  |   |   |   |   |      |   |   |   |   |      |   |   |   |   |      |   |   |   |   |      |   |   |   |   |      |   |   |   |   |      |   |   |   |   |      |   |   |   |   |      |
| 0                         | 1  | 1   | 0   | 88 %        |                |    |    |                  |    |    |    |    |     |                  |  |  |  |             |    |    |    |    |  |   |   |   |   |      |   |   |   |   |      |   |   |   |   |      |   |   |   |   |      |   |   |   |   |      |   |   |   |   |      |   |   |   |   |      |   |   |   |   |      |                  |  |  |  |             |    |    |    |    |  |   |   |   |   |      |   |   |   |   |      |   |   |   |   |      |   |   |   |   |      |   |   |   |   |      |   |   |   |   |      |   |   |   |   |      |   |   |   |   |      |
| 0                         | 1  | 1   | 1   | 86 %        |                |    |    |                  |    |    |    |    |     |                  |  |  |  |             |    |    |    |    |  |   |   |   |   |      |   |   |   |   |      |   |   |   |   |      |   |   |   |   |      |   |   |   |   |      |   |   |   |   |      |   |   |   |   |      |   |   |   |   |      |                  |  |  |  |             |    |    |    |    |  |   |   |   |   |      |   |   |   |   |      |   |   |   |   |      |   |   |   |   |      |   |   |   |   |      |   |   |   |   |      |   |   |   |   |      |   |   |   |   |      |
| THRES_MOV[3:0]            |  |     |     | Description |                |    |    |                  |    |    |    |    |     |                  |  |  |  |             |    |    |    |    |  |   |   |   |   |      |   |   |   |   |      |   |   |   |   |      |   |   |   |   |      |   |   |   |   |      |   |   |   |   |      |   |   |   |   |      |   |   |   |   |      |                  |  |  |  |             |    |    |    |    |  |   |   |   |   |      |   |   |   |   |      |   |   |   |   |      |   |   |   |   |      |   |   |   |   |      |   |   |   |   |      |   |   |   |   |      |   |   |   |   |      |
| D3                        | D2   | D1  | D0  |             |                |    |    |                  |    |    |    |    |     |                  |  |  |  |             |    |    |    |    |  |   |   |   |   |      |   |   |   |   |      |   |   |   |   |      |   |   |   |   |      |   |   |   |   |      |   |   |   |   |      |   |   |   |   |      |   |   |   |   |      |                  |  |  |  |             |    |    |    |    |  |   |   |   |   |      |   |   |   |   |      |   |   |   |   |      |   |   |   |   |      |   |   |   |   |      |   |   |   |   |      |   |   |   |   |      |   |   |   |   |      |
| 1                         | 0  | 0   | 0   | 84 %        |                |    |    |                  |    |    |    |    |     |                  |  |  |  |             |    |    |    |    |  |   |   |   |   |      |   |   |   |   |      |   |   |   |   |      |   |   |   |   |      |   |   |   |   |      |   |   |   |   |      |   |   |   |   |      |   |   |   |   |      |                  |  |  |  |             |    |    |    |    |  |   |   |   |   |      |   |   |   |   |      |   |   |   |   |      |   |   |   |   |      |   |   |   |   |      |   |   |   |   |      |   |   |   |   |      |   |   |   |   |      |
| 1                         | 0  | 0   | 1   | 82 %        |                |    |    |                  |    |    |    |    |     |                  |  |  |  |             |    |    |    |    |  |   |   |   |   |      |   |   |   |   |      |   |   |   |   |      |   |   |   |   |      |   |   |   |   |      |   |   |   |   |      |   |   |   |   |      |   |   |   |   |      |                  |  |  |  |             |    |    |    |    |  |   |   |   |   |      |   |   |   |   |      |   |   |   |   |      |   |   |   |   |      |   |   |   |   |      |   |   |   |   |      |   |   |   |   |      |   |   |   |   |      |
| 1                         | 0  | 1   | 0   | 80 %        |                |    |    |                  |    |    |    |    |     |                  |  |  |  |             |    |    |    |    |  |   |   |   |   |      |   |   |   |   |      |   |   |   |   |      |   |   |   |   |      |   |   |   |   |      |   |   |   |   |      |   |   |   |   |      |   |   |   |   |      |                  |  |  |  |             |    |    |    |    |  |   |   |   |   |      |   |   |   |   |      |   |   |   |   |      |   |   |   |   |      |   |   |   |   |      |   |   |   |   |      |   |   |   |   |      |   |   |   |   |      |
| 1                         | 0  | 1   | 1   | 78 %        |                |    |    |                  |    |    |    |    |     |                  |  |  |  |             |    |    |    |    |  |   |   |   |   |      |   |   |   |   |      |   |   |   |   |      |   |   |   |   |      |   |   |   |   |      |   |   |   |   |      |   |   |   |   |      |   |   |   |   |      |                  |  |  |  |             |    |    |    |    |  |   |   |   |   |      |   |   |   |   |      |   |   |   |   |      |   |   |   |   |      |   |   |   |   |      |   |   |   |   |      |   |   |   |   |      |   |   |   |   |      |
| 1                         | 1  | 0   | 0   | 76 %        |                |    |    |                  |    |    |    |    |     |                  |  |  |  |             |    |    |    |    |  |   |   |   |   |      |   |   |   |   |      |   |   |   |   |      |   |   |   |   |      |   |   |   |   |      |   |   |   |   |      |   |   |   |   |      |   |   |   |   |      |                  |  |  |  |             |    |    |    |    |  |   |   |   |   |      |   |   |   |   |      |   |   |   |   |      |   |   |   |   |      |   |   |   |   |      |   |   |   |   |      |   |   |   |   |      |   |   |   |   |      |
| 1                         | 1  | 0   | 1   | 74 %        |                |    |    |                  |    |    |    |    |     |                  |  |  |  |             |    |    |    |    |  |   |   |   |   |      |   |   |   |   |      |   |   |   |   |      |   |   |   |   |      |   |   |   |   |      |   |   |   |   |      |   |   |   |   |      |   |   |   |   |      |                  |  |  |  |             |    |    |    |    |  |   |   |   |   |      |   |   |   |   |      |   |   |   |   |      |   |   |   |   |      |   |   |   |   |      |   |   |   |   |      |   |   |   |   |      |   |   |   |   |      |
| 1                         | 1  | 1   | 0   | 72 %        |                |    |    |                  |    |    |    |    |     |                  |  |  |  |             |    |    |    |    |  |   |   |   |   |      |   |   |   |   |      |   |   |   |   |      |   |   |   |   |      |   |   |   |   |      |   |   |   |   |      |   |   |   |   |      |   |   |   |   |      |                  |  |  |  |             |    |    |    |    |  |   |   |   |   |      |   |   |   |   |      |   |   |   |   |      |   |   |   |   |      |   |   |   |   |      |   |   |   |   |      |   |   |   |   |      |   |   |   |   |      |
| 1                         | 1  | 1   | 1   | 70 %        |                |    |    |                  |    |    |    |    |     |                  |  |  |  |             |    |    |    |    |  |   |   |   |   |      |   |   |   |   |      |   |   |   |   |      |   |   |   |   |      |   |   |   |   |      |   |   |   |   |      |   |   |   |   |      |   |   |   |   |      |                  |  |  |  |             |    |    |    |    |  |   |   |   |   |      |   |   |   |   |      |   |   |   |   |      |   |   |   |   |      |   |   |   |   |      |   |   |   |   |      |   |   |   |   |      |   |   |   |   |      |
|                           | <p><b>THRES_STILL [3:0]:</b> This parameter is used to set the ratio (percentage) of the maximum number of pixels that makes display image white (data="63) to the total of pixels by image process in STILL mode. After this parameter sets the number of pixels that makes display image white, threshold grayscale value (DTH) that makes display image white is set so that the number of the pixels set by this parameter does not change.</p> <table border="1"> <thead> <tr> <th colspan="4">THRES_STILL[3:0]</th> <th>Description</th> </tr> <tr> <th>D3</th> <th>D2</th> <th>D1</th> <th>D0</th> <th></th> </tr> </thead> <tbody> <tr><td>0</td><td>0</td><td>0</td><td>0</td><td>99 %</td></tr> <tr><td>0</td><td>0</td><td>0</td><td>1</td><td>98 %</td></tr> <tr><td>0</td><td>0</td><td>1</td><td>0</td><td>96 %</td></tr> <tr><td>0</td><td>0</td><td>1</td><td>1</td><td>94 %</td></tr> <tr><td>0</td><td>1</td><td>0</td><td>0</td><td>92 %</td></tr> <tr><td>0</td><td>1</td><td>0</td><td>1</td><td>90 %</td></tr> <tr><td>0</td><td>1</td><td>1</td><td>0</td><td>88 %</td></tr> <tr><td>0</td><td>1</td><td>1</td><td>1</td><td>86 %</td></tr> </tbody> </table> <table border="1"> <thead> <tr> <th colspan="4">THRES_STILL[3:0]</th> <th>Description</th> </tr> <tr> <th>D3</th> <th>D2</th> <th>D1</th> <th>D0</th> <th></th> </tr> </thead> <tbody> <tr><td>1</td><td>0</td><td>0</td><td>0</td><td>84 %</td></tr> <tr><td>1</td><td>0</td><td>0</td><td>1</td><td>82 %</td></tr> <tr><td>1</td><td>0</td><td>1</td><td>0</td><td>80 %</td></tr> <tr><td>1</td><td>0</td><td>1</td><td>1</td><td>78 %</td></tr> <tr><td>1</td><td>1</td><td>0</td><td>0</td><td>76 %</td></tr> <tr><td>1</td><td>1</td><td>0</td><td>1</td><td>74 %</td></tr> <tr><td>1</td><td>1</td><td>1</td><td>0</td><td>72 %</td></tr> <tr><td>1</td><td>1</td><td>1</td><td>1</td><td>70 %</td></tr> </tbody> </table>  |     |     |             |                |    |    |                  |    |    |    |    |     | THRES_STILL[3:0] |  |  |  | Description | D3 | D2 | D1 | D0 |  | 0 | 0 | 0 | 0 | 99 % | 0 | 0 | 0 | 1 | 98 % | 0 | 0 | 1 | 0 | 96 % | 0 | 0 | 1 | 1 | 94 % | 0 | 1 | 0 | 0 | 92 % | 0 | 1 | 0 | 1 | 90 % | 0 | 1 | 1 | 0 | 88 % | 0 | 1 | 1 | 1 | 86 % | THRES_STILL[3:0] |  |  |  | Description | D3 | D2 | D1 | D0 |  | 1 | 0 | 0 | 0 | 84 % | 1 | 0 | 0 | 1 | 82 % | 1 | 0 | 1 | 0 | 80 % | 1 | 0 | 1 | 1 | 78 % | 1 | 1 | 0 | 0 | 76 % | 1 | 1 | 0 | 1 | 74 % | 1 | 1 | 1 | 0 | 72 % | 1 | 1 | 1 | 1 | 70 % |
| THRES_STILL[3:0]          |  |     |     | Description |                |    |    |                  |    |    |    |    |     |                  |  |  |  |             |    |    |    |    |  |   |   |   |   |      |   |   |   |   |      |   |   |   |   |      |   |   |   |   |      |   |   |   |   |      |   |   |   |   |      |   |   |   |   |      |   |   |   |   |      |                  |  |  |  |             |    |    |    |    |  |   |   |   |   |      |   |   |   |   |      |   |   |   |   |      |   |   |   |   |      |   |   |   |   |      |   |   |   |   |      |   |   |   |   |      |   |   |   |   |      |
| D3                        | D2   | D1  | D0  |             |                |    |    |                  |    |    |    |    |     |                  |  |  |  |             |    |    |    |    |  |   |   |   |   |      |   |   |   |   |      |   |   |   |   |      |   |   |   |   |      |   |   |   |   |      |   |   |   |   |      |   |   |   |   |      |   |   |   |   |      |                  |  |  |  |             |    |    |    |    |  |   |   |   |   |      |   |   |   |   |      |   |   |   |   |      |   |   |   |   |      |   |   |   |   |      |   |   |   |   |      |   |   |   |   |      |   |   |   |   |      |
| 0                         | 0  | 0   | 0   | 99 %        |                |    |    |                  |    |    |    |    |     |                  |  |  |  |             |    |    |    |    |  |   |   |   |   |      |   |   |   |   |      |   |   |   |   |      |   |   |   |   |      |   |   |   |   |      |   |   |   |   |      |   |   |   |   |      |   |   |   |   |      |                  |  |  |  |             |    |    |    |    |  |   |   |   |   |      |   |   |   |   |      |   |   |   |   |      |   |   |   |   |      |   |   |   |   |      |   |   |   |   |      |   |   |   |   |      |   |   |   |   |      |
| 0                         | 0  | 0   | 1   | 98 %        |                |    |    |                  |    |    |    |    |     |                  |  |  |  |             |    |    |    |    |  |   |   |   |   |      |   |   |   |   |      |   |   |   |   |      |   |   |   |   |      |   |   |   |   |      |   |   |   |   |      |   |   |   |   |      |   |   |   |   |      |                  |  |  |  |             |    |    |    |    |  |   |   |   |   |      |   |   |   |   |      |   |   |   |   |      |   |   |   |   |      |   |   |   |   |      |   |   |   |   |      |   |   |   |   |      |   |   |   |   |      |
| 0                         | 0  | 1   | 0   | 96 %        |                |    |    |                  |    |    |    |    |     |                  |  |  |  |             |    |    |    |    |  |   |   |   |   |      |   |   |   |   |      |   |   |   |   |      |   |   |   |   |      |   |   |   |   |      |   |   |   |   |      |   |   |   |   |      |   |   |   |   |      |                  |  |  |  |             |    |    |    |    |  |   |   |   |   |      |   |   |   |   |      |   |   |   |   |      |   |   |   |   |      |   |   |   |   |      |   |   |   |   |      |   |   |   |   |      |   |   |   |   |      |
| 0                         | 0  | 1   | 1   | 94 %        |                |    |    |                  |    |    |    |    |     |                  |  |  |  |             |    |    |    |    |  |   |   |   |   |      |   |   |   |   |      |   |   |   |   |      |   |   |   |   |      |   |   |   |   |      |   |   |   |   |      |   |   |   |   |      |   |   |   |   |      |                  |  |  |  |             |    |    |    |    |  |   |   |   |   |      |   |   |   |   |      |   |   |   |   |      |   |   |   |   |      |   |   |   |   |      |   |   |   |   |      |   |   |   |   |      |   |   |   |   |      |
| 0                         | 1  | 0   | 0   | 92 %        |                |    |    |                  |    |    |    |    |     |                  |  |  |  |             |    |    |    |    |  |   |   |   |   |      |   |   |   |   |      |   |   |   |   |      |   |   |   |   |      |   |   |   |   |      |   |   |   |   |      |   |   |   |   |      |   |   |   |   |      |                  |  |  |  |             |    |    |    |    |  |   |   |   |   |      |   |   |   |   |      |   |   |   |   |      |   |   |   |   |      |   |   |   |   |      |   |   |   |   |      |   |   |   |   |      |   |   |   |   |      |
| 0                         | 1  | 0   | 1   | 90 %        |                |    |    |                  |    |    |    |    |     |                  |  |  |  |             |    |    |    |    |  |   |   |   |   |      |   |   |   |   |      |   |   |   |   |      |   |   |   |   |      |   |   |   |   |      |   |   |   |   |      |   |   |   |   |      |   |   |   |   |      |                  |  |  |  |             |    |    |    |    |  |   |   |   |   |      |   |   |   |   |      |   |   |   |   |      |   |   |   |   |      |   |   |   |   |      |   |   |   |   |      |   |   |   |   |      |   |   |   |   |      |
| 0                         | 1  | 1   | 0   | 88 %        |                |    |    |                  |    |    |    |    |     |                  |  |  |  |             |    |    |    |    |  |   |   |   |   |      |   |   |   |   |      |   |   |   |   |      |   |   |   |   |      |   |   |   |   |      |   |   |   |   |      |   |   |   |   |      |   |   |   |   |      |                  |  |  |  |             |    |    |    |    |  |   |   |   |   |      |   |   |   |   |      |   |   |   |   |      |   |   |   |   |      |   |   |   |   |      |   |   |   |   |      |   |   |   |   |      |   |   |   |   |      |
| 0                         | 1  | 1   | 1   | 86 %        |                |    |    |                  |    |    |    |    |     |                  |  |  |  |             |    |    |    |    |  |   |   |   |   |      |   |   |   |   |      |   |   |   |   |      |   |   |   |   |      |   |   |   |   |      |   |   |   |   |      |   |   |   |   |      |   |   |   |   |      |                  |  |  |  |             |    |    |    |    |  |   |   |   |   |      |   |   |   |   |      |   |   |   |   |      |   |   |   |   |      |   |   |   |   |      |   |   |   |   |      |   |   |   |   |      |   |   |   |   |      |
| THRES_STILL[3:0]          |  |     |     | Description |                |    |    |                  |    |    |    |    |     |                  |  |  |  |             |    |    |    |    |  |   |   |   |   |      |   |   |   |   |      |   |   |   |   |      |   |   |   |   |      |   |   |   |   |      |   |   |   |   |      |   |   |   |   |      |   |   |   |   |      |                  |  |  |  |             |    |    |    |    |  |   |   |   |   |      |   |   |   |   |      |   |   |   |   |      |   |   |   |   |      |   |   |   |   |      |   |   |   |   |      |   |   |   |   |      |   |   |   |   |      |
| D3                        | D2   | D1  | D0  |             |                |    |    |                  |    |    |    |    |     |                  |  |  |  |             |    |    |    |    |  |   |   |   |   |      |   |   |   |   |      |   |   |   |   |      |   |   |   |   |      |   |   |   |   |      |   |   |   |   |      |   |   |   |   |      |   |   |   |   |      |                  |  |  |  |             |    |    |    |    |  |   |   |   |   |      |   |   |   |   |      |   |   |   |   |      |   |   |   |   |      |   |   |   |   |      |   |   |   |   |      |   |   |   |   |      |   |   |   |   |      |
| 1                         | 0  | 0   | 0   | 84 %        |                |    |    |                  |    |    |    |    |     |                  |  |  |  |             |    |    |    |    |  |   |   |   |   |      |   |   |   |   |      |   |   |   |   |      |   |   |   |   |      |   |   |   |   |      |   |   |   |   |      |   |   |   |   |      |   |   |   |   |      |                  |  |  |  |             |    |    |    |    |  |   |   |   |   |      |   |   |   |   |      |   |   |   |   |      |   |   |   |   |      |   |   |   |   |      |   |   |   |   |      |   |   |   |   |      |   |   |   |   |      |
| 1                         | 0  | 0   | 1   | 82 %        |                |    |    |                  |    |    |    |    |     |                  |  |  |  |             |    |    |    |    |  |   |   |   |   |      |   |   |   |   |      |   |   |   |   |      |   |   |   |   |      |   |   |   |   |      |   |   |   |   |      |   |   |   |   |      |   |   |   |   |      |                  |  |  |  |             |    |    |    |    |  |   |   |   |   |      |   |   |   |   |      |   |   |   |   |      |   |   |   |   |      |   |   |   |   |      |   |   |   |   |      |   |   |   |   |      |   |   |   |   |      |
| 1                         | 0  | 1   | 0   | 80 %        |                |    |    |                  |    |    |    |    |     |                  |  |  |  |             |    |    |    |    |  |   |   |   |   |      |   |   |   |   |      |   |   |   |   |      |   |   |   |   |      |   |   |   |   |      |   |   |   |   |      |   |   |   |   |      |   |   |   |   |      |                  |  |  |  |             |    |    |    |    |  |   |   |   |   |      |   |   |   |   |      |   |   |   |   |      |   |   |   |   |      |   |   |   |   |      |   |   |   |   |      |   |   |   |   |      |   |   |   |   |      |
| 1                         | 0  | 1   | 1   | 78 %        |                |    |    |                  |    |    |    |    |     |                  |  |  |  |             |    |    |    |    |  |   |   |   |   |      |   |   |   |   |      |   |   |   |   |      |   |   |   |   |      |   |   |   |   |      |   |   |   |   |      |   |   |   |   |      |   |   |   |   |      |                  |  |  |  |             |    |    |    |    |  |   |   |   |   |      |   |   |   |   |      |   |   |   |   |      |   |   |   |   |      |   |   |   |   |      |   |   |   |   |      |   |   |   |   |      |   |   |   |   |      |
| 1                         | 1  | 0   | 0   | 76 %        |                |    |    |                  |    |    |    |    |     |                  |  |  |  |             |    |    |    |    |  |   |   |   |   |      |   |   |   |   |      |   |   |   |   |      |   |   |   |   |      |   |   |   |   |      |   |   |   |   |      |   |   |   |   |      |   |   |   |   |      |                  |  |  |  |             |    |    |    |    |  |   |   |   |   |      |   |   |   |   |      |   |   |   |   |      |   |   |   |   |      |   |   |   |   |      |   |   |   |   |      |   |   |   |   |      |   |   |   |   |      |
| 1                         | 1  | 0   | 1   | 74 %        |                |    |    |                  |    |    |    |    |     |                  |  |  |  |             |    |    |    |    |  |   |   |   |   |      |   |   |   |   |      |   |   |   |   |      |   |   |   |   |      |   |   |   |   |      |   |   |   |   |      |   |   |   |   |      |   |   |   |   |      |                  |  |  |  |             |    |    |    |    |  |   |   |   |   |      |   |   |   |   |      |   |   |   |   |      |   |   |   |   |      |   |   |   |   |      |   |   |   |   |      |   |   |   |   |      |   |   |   |   |      |
| 1                         | 1  | 1   | 0   | 72 %        |                |    |    |                  |    |    |    |    |     |                  |  |  |  |             |    |    |    |    |  |   |   |   |   |      |   |   |   |   |      |   |   |   |   |      |   |   |   |   |      |   |   |   |   |      |   |   |   |   |      |   |   |   |   |      |   |   |   |   |      |                  |  |  |  |             |    |    |    |    |  |   |   |   |   |      |   |   |   |   |      |   |   |   |   |      |   |   |   |   |      |   |   |   |   |      |   |   |   |   |      |   |   |   |   |      |   |   |   |   |      |
| 1                         | 1  | 1   | 1   | 70 %        |                |    |    |                  |    |    |    |    |     |                  |  |  |  |             |    |    |    |    |  |   |   |   |   |      |   |   |   |   |      |   |   |   |   |      |   |   |   |   |      |   |   |   |   |      |   |   |   |   |      |   |   |   |   |      |   |   |   |   |      |                  |  |  |  |             |    |    |    |    |  |   |   |   |   |      |   |   |   |   |      |   |   |   |   |      |   |   |   |   |      |   |   |   |   |      |   |   |   |   |      |   |   |   |   |      |   |   |   |   |      |
|                           | <p>Histogram</p> <p>100%<br/>0%<br/>0 DTH 63 → Gray scale</p> <p>THRES_MOV[3:0] / THRES_STILL[3:0]</p>   |     |     |             |                |    |    |                  |    |    |    |    |     |                  |  |  |  |             |    |    |    |    |  |   |   |   |   |      |   |   |   |   |      |   |   |   |   |      |   |   |   |   |      |   |   |   |   |      |   |   |   |   |      |   |   |   |   |      |   |   |   |   |      |                  |  |  |  |             |    |    |    |    |  |   |   |   |   |      |   |   |   |   |      |   |   |   |   |      |   |   |   |   |      |   |   |   |   |      |   |   |   |   |      |   |   |   |   |      |   |   |   |   |      |
| Restriction               |  |     |     |             |                |    |    |                  |    |    |    |    |     |                  |  |  |  |             |    |    |    |    |  |   |   |   |   |      |   |   |   |   |      |   |   |   |   |      |   |   |   |   |      |   |   |   |   |      |   |   |   |   |      |   |   |   |   |      |   |   |   |   |      |                  |  |  |  |             |    |    |    |    |  |   |   |   |   |      |   |   |   |   |      |   |   |   |   |      |   |   |   |   |      |   |   |   |   |      |   |   |   |   |      |   |   |   |   |      |   |   |   |   |      |

| Register<br>Availability | <table border="1"> <thead> <tr> <th>Status</th> <th>Availability</th> </tr> </thead> <tbody> <tr> <td>Normal Mode ON, Idle Mode OFF, Sleep OUT</td> <td>Yes</td> </tr> <tr> <td>Normal Mode ON, Idle Mode ON, Sleep OUT</td> <td>Yes</td> </tr> <tr> <td>Partial Mode ON, Idle Mode OFF, Sleep OUT</td> <td>Yes</td> </tr> <tr> <td>Partial Mode ON, Idle Mode ON, Sleep OUT</td> <td>Yes</td> </tr> <tr> <td>Sleep IN</td> <td>Yes</td> </tr> </tbody> </table> |                | Status           | Availability  | Normal Mode ON, Idle Mode OFF, Sleep OUT | Yes            | Normal Mode ON, Idle Mode ON, Sleep OUT | Yes               | Partial Mode ON, Idle Mode OFF, Sleep OUT | Yes       | Partial Mode ON, Idle Mode ON, Sleep OUT | Yes       | Sleep IN  | Yes       |           |           |
|--------------------------|--|----------------|------------------|---------------|--|----------------|---|-------------------|---|-----------|--|-----------|-----------|-----------|-----------|-----------|
|                          | Status   | Availability   |                  |               |  |                |   |                   |   |           |  |           |           |           |           |           |
|                          | Normal Mode ON, Idle Mode OFF, Sleep OUT   | Yes            |                  |               |  |                |   |                   |   |           |  |           |           |           |           |           |
|                          | Normal Mode ON, Idle Mode ON, Sleep OUT  | Yes            |                  |               |  |                |   |                   |   |           |  |           |           |           |           |           |
|                          | Partial Mode ON, Idle Mode OFF, Sleep OUT  | Yes            |                  |               |  |                |   |                   |   |           |  |           |           |           |           |           |
|                          | Partial Mode ON, Idle Mode ON, Sleep OUT   | Yes            |                  |               |  |                |   |                   |   |           |  |           |           |           |           |           |
| Sleep IN                 | Yes  |                |                  |               |  |                |   |                   |   |           |  |           |           |           |           |           |
| Default                  | <table border="1"> <thead> <tr> <th rowspan="2">Status</th> <th colspan="2">Default Value</th> </tr> <tr> <th>THRES_MOV[3:0]</th> <th>THRES_STILL[3:0]</th> </tr> </thead> <tbody> <tr> <td>Power ON Sequence</td> <td>4'b1011 b</td> <td>4'b1011 b</td> </tr> <tr> <td>S/W Reset</td> <td>4'b1011 b</td> <td>4'b1011 b</td> </tr> <tr> <td>H/W Reset</td> <td>4'b1011 b</td> <td>4'b1011 b</td> </tr> </tbody> </table>   |                | Status           | Default Value |  | THRES_MOV[3:0] | THRES_STILL[3:0]                        | Power ON Sequence | 4'b1011 b                                 | 4'b1011 b | S/W Reset                                | 4'b1011 b | 4'b1011 b | H/W Reset | 4'b1011 b | 4'b1011 b |
|                          | Status   | Default Value  |                  |               |  |                |   |                   |   |           |  |           |           |           |           |           |
|                          |  | THRES_MOV[3:0] | THRES_STILL[3:0] |               |  |                |   |                   |   |           |  |           |           |           |           |           |
|                          | Power ON Sequence  | 4'b1011 b      | 4'b1011 b        |               |  |                |   |                   |   |           |  |           |           |           |           |           |
|                          | S/W Reset  | 4'b1011 b      | 4'b1011 b        |               |  |                |   |                   |   |           |  |           |           |           |           |           |
| H/W Reset                | 4'b1011 b  | 4'b1011 b      |                  |               |  |                |   |                   |   |           |  |           |           |           |           |           |

**8.2.67. CABC Control 4 (CAh)**

| CAh                                       | CABCCTRL3 (CABC Control 3)  |     |     |             |             |               |    |    |               |             |    |    |     |        |               |  |           |   |           |   |           |  |     |          |     |   |   |   |      |   |   |   |   |      |   |   |   |   |      |   |   |   |   |      |   |   |   |   |      |   |   |   |   |      |   |  |  |  |  |  |  |  |               |  |  |  |             |    |    |    |    |   |   |   |   |      |   |   |   |   |      |   |   |   |   |      |   |   |   |   |      |   |   |   |   |      |   |   |   |   |      |   |   |   |   |      |   |   |   |   |      |
|---|---|-----|-----|-------------|-------------|---------------|----|----|---------------|-------------|----|----|-----|--------|---------------|--|-----------|---|-----------|---|-----------|--|-----|----------|-----|---|---|---|------|---|---|---|---|------|---|---|---|---|------|---|---|---|---|------|---|---|---|---|------|---|---|---|---|------|---|--|--|--|--|--|--|--|---------------|--|--|--|-------------|----|----|----|----|---|---|---|---|------|---|---|---|---|------|---|---|---|---|------|---|---|---|---|------|---|---|---|---|------|---|---|---|---|------|---|---|---|---|------|---|---|---|---|------|
|   | D/CX  | RDX | WRX | D[15:8]     | D7          | D6            | D5 | D4 | D3            | D2          | D1 | D0 | HEX |        |               |  |           |   |           |   |           |  |     |          |     |   |   |   |      |   |   |   |   |      |   |   |   |   |      |   |   |   |   |      |   |   |   |   |      |   |   |   |   |      |   |  |  |  |  |  |  |  |               |  |  |  |             |    |    |    |    |   |   |   |   |      |   |   |   |   |      |   |   |   |   |      |   |   |   |   |      |   |   |   |   |      |   |   |   |   |      |   |   |   |   |      |   |   |   |   |      |
| Command                                   | 0   | 1   | ↑   | XXXXXXXX    | 1           | 1             | 0  | 0  | 1             | 0           | 1  | 0  | CAh |        |               |  |           |   |           |   |           |  |     |          |     |   |   |   |      |   |   |   |   |      |   |   |   |   |      |   |   |   |   |      |   |   |   |   |      |   |   |   |   |      |   |  |  |  |  |  |  |  |               |  |  |  |             |    |    |    |    |   |   |   |   |      |   |   |   |   |      |   |   |   |   |      |   |   |   |   |      |   |   |   |   |      |   |   |   |   |      |   |   |   |   |      |   |   |   |   |      |
| 1 <sup>st</sup> Parameter                 | 1   | 1   | ↑   | XXXXXXXX    | 0           | 0             | 0  | 0  | THRES_UI[3:0] |             |    | XX |     |        |               |  |           |   |           |   |           |  |     |          |     |   |   |   |      |   |   |   |   |      |   |   |   |   |      |   |   |   |   |      |   |   |   |   |      |   |   |   |   |      |   |  |  |  |  |  |  |  |               |  |  |  |             |    |    |    |    |   |   |   |   |      |   |   |   |   |      |   |   |   |   |      |   |   |   |   |      |   |   |   |   |      |   |   |   |   |      |   |   |   |   |      |   |   |   |   |      |
| Description                               | <p><b>THRES_UI [3:0]:</b> This parameter is used to set the ratio (percentage) of the maximum number of pixels that makes display image white (data="63) to the total of pixels by image process in USER INTERFACE mode. After this parameter sets the number of pixels that makes display image white, threshold grayscale value (DTH) that makes display image white is set so that the number of the pixels set by this parameter does not change.</p>   |     |     |             |             |               |    |    |               |             |    |    |     |        |               |  |           |   |           |   |           |  |     |          |     |   |   |   |      |   |   |   |   |      |   |   |   |   |      |   |   |   |   |      |   |   |   |   |      |   |   |   |   |      |   |  |  |  |  |  |  |  |               |  |  |  |             |    |    |    |    |   |   |   |   |      |   |   |   |   |      |   |   |   |   |      |   |   |   |   |      |   |   |   |   |      |   |   |   |   |      |   |   |   |   |      |   |   |   |   |      |
|   | <table border="1"> <thead> <tr> <th colspan="4">THRES_UI[3:0]</th> <th rowspan="2">Description</th> </tr> <tr> <th>D3</th> <th>D2</th> <th>D1</th> <th>D0</th> </tr> </thead> <tbody> <tr><td>0</td><td>0</td><td>0</td><td>0</td><td>99 %</td></tr> <tr><td>0</td><td>0</td><td>0</td><td>1</td><td>98 %</td></tr> <tr><td>0</td><td>0</td><td>1</td><td>0</td><td>96 %</td></tr> <tr><td>0</td><td>0</td><td>1</td><td>1</td><td>94 %</td></tr> <tr><td>0</td><td>1</td><td>0</td><td>0</td><td>92 %</td></tr> <tr><td>0</td><td>1</td><td>0</td><td>1</td><td>90 %</td></tr> <tr><td>0</td><td>1</td><td>1</td><td>0</td><td>88 %</td></tr> <tr><td>0</td><td>1</td><td>1</td><td>1</td><td>86 %</td></tr> </tbody> </table> |     |     |             |             | THRES_UI[3:0] |    |    |               | Description | D3 | D2 | D1  | D0     | 0             | 0  | 0         | 0                                       | 99 %      | 0   | 0         | 0  | 1   | 98 %     | 0   | 0 | 1 | 0 | 96 % | 0 | 0 | 1 | 1 | 94 % | 0 | 1 | 0 | 0 | 92 % | 0 | 1 | 0 | 1 | 90 % | 0 | 1 | 1 | 0 | 88 % | 0 | 1 | 1 | 1 | 86 % | <table border="1"> <thead> <tr> <th colspan="4">THRES_UI[3:0]</th> <th rowspan="2">Description</th> </tr> <tr> <th>D3</th> <th>D2</th> <th>D1</th> <th>D0</th> </tr> </thead> <tbody> <tr><td>1</td><td>0</td><td>0</td><td>0</td><td>84 %</td></tr> <tr><td>1</td><td>0</td><td>0</td><td>1</td><td>82 %</td></tr> <tr><td>1</td><td>0</td><td>1</td><td>0</td><td>80 %</td></tr> <tr><td>1</td><td>0</td><td>1</td><td>1</td><td>78 %</td></tr> <tr><td>1</td><td>1</td><td>0</td><td>0</td><td>76 %</td></tr> <tr><td>1</td><td>1</td><td>0</td><td>1</td><td>74 %</td></tr> <tr><td>1</td><td>1</td><td>1</td><td>0</td><td>72 %</td></tr> <tr><td>1</td><td>1</td><td>1</td><td>1</td><td>70 %</td></tr> </tbody> </table> |  |  |  |  |  |  |  | THRES_UI[3:0] |  |  |  | Description | D3 | D2 | D1 | D0 | 1 | 0 | 0 | 0 | 84 % | 1 | 0 | 0 | 1 | 82 % | 1 | 0 | 1 | 0 | 80 % | 1 | 0 | 1 | 1 | 78 % | 1 | 1 | 0 | 0 | 76 % | 1 | 1 | 0 | 1 | 74 % | 1 | 1 | 1 | 0 | 72 % | 1 | 1 | 1 | 1 | 70 % |
|   | THRES_UI[3:0]   |     |     |             | Description |               |    |    |               |             |    |    |     |        |               |  |           |   |           |   |           |  |     |          |     |   |   |   |      |   |   |   |   |      |   |   |   |   |      |   |   |   |   |      |   |   |   |   |      |   |   |   |   |      |   |  |  |  |  |  |  |  |               |  |  |  |             |    |    |    |    |   |   |   |   |      |   |   |   |   |      |   |   |   |   |      |   |   |   |   |      |   |   |   |   |      |   |   |   |   |      |   |   |   |   |      |   |   |   |   |      |
|   | D3  | D2  | D1  | D0          |             |               |    |    |               |             |    |    |     |        |               |  |           |   |           |   |           |  |     |          |     |   |   |   |      |   |   |   |   |      |   |   |   |   |      |   |   |   |   |      |   |   |   |   |      |   |   |   |   |      |   |  |  |  |  |  |  |  |               |  |  |  |             |    |    |    |    |   |   |   |   |      |   |   |   |   |      |   |   |   |   |      |   |   |   |   |      |   |   |   |   |      |   |   |   |   |      |   |   |   |   |      |   |   |   |   |      |
|   | 0   | 0   | 0   | 0           | 99 %        |               |    |    |               |             |    |    |     |        |               |  |           |   |           |   |           |  |     |          |     |   |   |   |      |   |   |   |   |      |   |   |   |   |      |   |   |   |   |      |   |   |   |   |      |   |   |   |   |      |   |  |  |  |  |  |  |  |               |  |  |  |             |    |    |    |    |   |   |   |   |      |   |   |   |   |      |   |   |   |   |      |   |   |   |   |      |   |   |   |   |      |   |   |   |   |      |   |   |   |   |      |   |   |   |   |      |
|   | 0   | 0   | 0   | 1           | 98 %        |               |    |    |               |             |    |    |     |        |               |  |           |   |           |   |           |  |     |          |     |   |   |   |      |   |   |   |   |      |   |   |   |   |      |   |   |   |   |      |   |   |   |   |      |   |   |   |   |      |   |  |  |  |  |  |  |  |               |  |  |  |             |    |    |    |    |   |   |   |   |      |   |   |   |   |      |   |   |   |   |      |   |   |   |   |      |   |   |   |   |      |   |   |   |   |      |   |   |   |   |      |   |   |   |   |      |
|   | 0   | 0   | 1   | 0           | 96 %        |               |    |    |               |             |    |    |     |        |               |  |           |   |           |   |           |  |     |          |     |   |   |   |      |   |   |   |   |      |   |   |   |   |      |   |   |   |   |      |   |   |   |   |      |   |   |   |   |      |   |  |  |  |  |  |  |  |               |  |  |  |             |    |    |    |    |   |   |   |   |      |   |   |   |   |      |   |   |   |   |      |   |   |   |   |      |   |   |   |   |      |   |   |   |   |      |   |   |   |   |      |   |   |   |   |      |
|   | 0   | 0   | 1   | 1           | 94 %        |               |    |    |               |             |    |    |     |        |               |  |           |   |           |   |           |  |     |          |     |   |   |   |      |   |   |   |   |      |   |   |   |   |      |   |   |   |   |      |   |   |   |   |      |   |   |   |   |      |   |  |  |  |  |  |  |  |               |  |  |  |             |    |    |    |    |   |   |   |   |      |   |   |   |   |      |   |   |   |   |      |   |   |   |   |      |   |   |   |   |      |   |   |   |   |      |   |   |   |   |      |   |   |   |   |      |
|   | 0   | 1   | 0   | 0           | 92 %        |               |    |    |               |             |    |    |     |        |               |  |           |   |           |   |           |  |     |          |     |   |   |   |      |   |   |   |   |      |   |   |   |   |      |   |   |   |   |      |   |   |   |   |      |   |   |   |   |      |   |  |  |  |  |  |  |  |               |  |  |  |             |    |    |    |    |   |   |   |   |      |   |   |   |   |      |   |   |   |   |      |   |   |   |   |      |   |   |   |   |      |   |   |   |   |      |   |   |   |   |      |   |   |   |   |      |
|   | 0   | 1   | 0   | 1           | 90 %        |               |    |    |               |             |    |    |     |        |               |  |           |   |           |   |           |  |     |          |     |   |   |   |      |   |   |   |   |      |   |   |   |   |      |   |   |   |   |      |   |   |   |   |      |   |   |   |   |      |   |  |  |  |  |  |  |  |               |  |  |  |             |    |    |    |    |   |   |   |   |      |   |   |   |   |      |   |   |   |   |      |   |   |   |   |      |   |   |   |   |      |   |   |   |   |      |   |   |   |   |      |   |   |   |   |      |
| 0   | 1   | 1   | 0   | 88 %        |             |               |    |    |               |             |    |    |     |        |               |  |           |   |           |   |           |  |     |          |     |   |   |   |      |   |   |   |   |      |   |   |   |   |      |   |   |   |   |      |   |   |   |   |      |   |   |   |   |      |   |  |  |  |  |  |  |  |               |  |  |  |             |    |    |    |    |   |   |   |   |      |   |   |   |   |      |   |   |   |   |      |   |   |   |   |      |   |   |   |   |      |   |   |   |   |      |   |   |   |   |      |   |   |   |   |      |
| 0   | 1   | 1   | 1   | 86 %        |             |               |    |    |               |             |    |    |     |        |               |  |           |   |           |   |           |  |     |          |     |   |   |   |      |   |   |   |   |      |   |   |   |   |      |   |   |   |   |      |   |   |   |   |      |   |   |   |   |      |   |  |  |  |  |  |  |  |               |  |  |  |             |    |    |    |    |   |   |   |   |      |   |   |   |   |      |   |   |   |   |      |   |   |   |   |      |   |   |   |   |      |   |   |   |   |      |   |   |   |   |      |   |   |   |   |      |
| THRES_UI[3:0]                             |   |     |     | Description |             |               |    |    |               |             |    |    |     |        |               |  |           |   |           |   |           |  |     |          |     |   |   |   |      |   |   |   |   |      |   |   |   |   |      |   |   |   |   |      |   |   |   |   |      |   |   |   |   |      |   |  |  |  |  |  |  |  |               |  |  |  |             |    |    |    |    |   |   |   |   |      |   |   |   |   |      |   |   |   |   |      |   |   |   |   |      |   |   |   |   |      |   |   |   |   |      |   |   |   |   |      |   |   |   |   |      |
| D3  | D2  | D1  | D0  |             |             |               |    |    |               |             |    |    |     |        |               |  |           |   |           |   |           |  |     |          |     |   |   |   |      |   |   |   |   |      |   |   |   |   |      |   |   |   |   |      |   |   |   |   |      |   |   |   |   |      |   |  |  |  |  |  |  |  |               |  |  |  |             |    |    |    |    |   |   |   |   |      |   |   |   |   |      |   |   |   |   |      |   |   |   |   |      |   |   |   |   |      |   |   |   |   |      |   |   |   |   |      |   |   |   |   |      |
| 1   | 0   | 0   | 0   | 84 %        |             |               |    |    |               |             |    |    |     |        |               |  |           |   |           |   |           |  |     |          |     |   |   |   |      |   |   |   |   |      |   |   |   |   |      |   |   |   |   |      |   |   |   |   |      |   |   |   |   |      |   |  |  |  |  |  |  |  |               |  |  |  |             |    |    |    |    |   |   |   |   |      |   |   |   |   |      |   |   |   |   |      |   |   |   |   |      |   |   |   |   |      |   |   |   |   |      |   |   |   |   |      |   |   |   |   |      |
| 1   | 0   | 0   | 1   | 82 %        |             |               |    |    |               |             |    |    |     |        |               |  |           |   |           |   |           |  |     |          |     |   |   |   |      |   |   |   |   |      |   |   |   |   |      |   |   |   |   |      |   |   |   |   |      |   |   |   |   |      |   |  |  |  |  |  |  |  |               |  |  |  |             |    |    |    |    |   |   |   |   |      |   |   |   |   |      |   |   |   |   |      |   |   |   |   |      |   |   |   |   |      |   |   |   |   |      |   |   |   |   |      |   |   |   |   |      |
| 1   | 0   | 1   | 0   | 80 %        |             |               |    |    |               |             |    |    |     |        |               |  |           |   |           |   |           |  |     |          |     |   |   |   |      |   |   |   |   |      |   |   |   |   |      |   |   |   |   |      |   |   |   |   |      |   |   |   |   |      |   |  |  |  |  |  |  |  |               |  |  |  |             |    |    |    |    |   |   |   |   |      |   |   |   |   |      |   |   |   |   |      |   |   |   |   |      |   |   |   |   |      |   |   |   |   |      |   |   |   |   |      |   |   |   |   |      |
| 1   | 0   | 1   | 1   | 78 %        |             |               |    |    |               |             |    |    |     |        |               |  |           |   |           |   |           |  |     |          |     |   |   |   |      |   |   |   |   |      |   |   |   |   |      |   |   |   |   |      |   |   |   |   |      |   |   |   |   |      |   |  |  |  |  |  |  |  |               |  |  |  |             |    |    |    |    |   |   |   |   |      |   |   |   |   |      |   |   |   |   |      |   |   |   |   |      |   |   |   |   |      |   |   |   |   |      |   |   |   |   |      |   |   |   |   |      |
| 1   | 1   | 0   | 0   | 76 %        |             |               |    |    |               |             |    |    |     |        |               |  |           |   |           |   |           |  |     |          |     |   |   |   |      |   |   |   |   |      |   |   |   |   |      |   |   |   |   |      |   |   |   |   |      |   |   |   |   |      |   |  |  |  |  |  |  |  |               |  |  |  |             |    |    |    |    |   |   |   |   |      |   |   |   |   |      |   |   |   |   |      |   |   |   |   |      |   |   |   |   |      |   |   |   |   |      |   |   |   |   |      |   |   |   |   |      |
| 1   | 1   | 0   | 1   | 74 %        |             |               |    |    |               |             |    |    |     |        |               |  |           |   |           |   |           |  |     |          |     |   |   |   |      |   |   |   |   |      |   |   |   |   |      |   |   |   |   |      |   |   |   |   |      |   |   |   |   |      |   |  |  |  |  |  |  |  |               |  |  |  |             |    |    |    |    |   |   |   |   |      |   |   |   |   |      |   |   |   |   |      |   |   |   |   |      |   |   |   |   |      |   |   |   |   |      |   |   |   |   |      |   |   |   |   |      |
| 1   | 1   | 1   | 0   | 72 %        |             |               |    |    |               |             |    |    |     |        |               |  |           |   |           |   |           |  |     |          |     |   |   |   |      |   |   |   |   |      |   |   |   |   |      |   |   |   |   |      |   |   |   |   |      |   |   |   |   |      |   |  |  |  |  |  |  |  |               |  |  |  |             |    |    |    |    |   |   |   |   |      |   |   |   |   |      |   |   |   |   |      |   |   |   |   |      |   |   |   |   |      |   |   |   |   |      |   |   |   |   |      |   |   |   |   |      |
| 1   | 1   | 1   | 1   | 70 %        |             |               |    |    |               |             |    |    |     |        |               |  |           |   |           |   |           |  |     |          |     |   |   |   |      |   |   |   |   |      |   |   |   |   |      |   |   |   |   |      |   |   |   |   |      |   |   |   |   |      |   |  |  |  |  |  |  |  |               |  |  |  |             |    |    |    |    |   |   |   |   |      |   |   |   |   |      |   |   |   |   |      |   |   |   |   |      |   |   |   |   |      |   |   |   |   |      |   |   |   |   |      |   |   |   |   |      |
|   |   |     |     |             |             |               |    |    |               |             |    |    |     |        |               |  |           |   |           |   |           |  |     |          |     |   |   |   |      |   |   |   |   |      |   |   |   |   |      |   |   |   |   |      |   |   |   |   |      |   |   |   |   |      |   |  |  |  |  |  |  |  |               |  |  |  |             |    |    |    |    |   |   |   |   |      |   |   |   |   |      |   |   |   |   |      |   |   |   |   |      |   |   |   |   |      |   |   |   |   |      |   |   |   |   |      |   |   |   |   |      |
| Restriction                               |   |     |     |             |             |               |    |    |               |             |    |    |     |        |               |  |           |   |           |   |           |  |     |          |     |   |   |   |      |   |   |   |   |      |   |   |   |   |      |   |   |   |   |      |   |   |   |   |      |   |   |   |   |      |   |  |  |  |  |  |  |  |               |  |  |  |             |    |    |    |    |   |   |   |   |      |   |   |   |   |      |   |   |   |   |      |   |   |   |   |      |   |   |   |   |      |   |   |   |   |      |   |   |   |   |      |   |   |   |   |      |
| Register Availability                     | <table border="1"> <thead> <tr> <th>Status</th> <th>Availability</th> </tr> </thead> <tbody> <tr> <td>Normal Mode ON, Idle Mode OFF, Sleep OUT</td> <td>Yes</td> </tr> <tr> <td>Normal Mode ON, Idle Mode ON, Sleep OUT</td> <td>Yes</td> </tr> <tr> <td>Partial Mode ON, Idle Mode OFF, Sleep OUT</td> <td>Yes</td> </tr> <tr> <td>Partial Mode ON, Idle Mode ON, Sleep OUT</td> <td>Yes</td> </tr> <tr> <td>Sleep IN</td> <td>Yes</td> </tr> </tbody> </table>  |     |     |             |             |               |    |    |               |             |    |    |     | Status | Availability  | Normal Mode ON, Idle Mode OFF, Sleep OUT | Yes       | Normal Mode ON, Idle Mode ON, Sleep OUT | Yes       | Partial Mode ON, Idle Mode OFF, Sleep OUT | Yes       | Partial Mode ON, Idle Mode ON, Sleep OUT | Yes | Sleep IN | Yes |   |   |   |      |   |   |   |   |      |   |   |   |   |      |   |   |   |   |      |   |   |   |   |      |   |   |   |   |      |   |  |  |  |  |  |  |  |               |  |  |  |             |    |    |    |    |   |   |   |   |      |   |   |   |   |      |   |   |   |   |      |   |   |   |   |      |   |   |   |   |      |   |   |   |   |      |   |   |   |   |      |   |   |   |   |      |
| Status                                    | Availability  |     |     |             |             |               |    |    |               |             |    |    |     |        |               |  |           |   |           |   |           |  |     |          |     |   |   |   |      |   |   |   |   |      |   |   |   |   |      |   |   |   |   |      |   |   |   |   |      |   |   |   |   |      |   |  |  |  |  |  |  |  |               |  |  |  |             |    |    |    |    |   |   |   |   |      |   |   |   |   |      |   |   |   |   |      |   |   |   |   |      |   |   |   |   |      |   |   |   |   |      |   |   |   |   |      |   |   |   |   |      |
| Normal Mode ON, Idle Mode OFF, Sleep OUT  | Yes   |     |     |             |             |               |    |    |               |             |    |    |     |        |               |  |           |   |           |   |           |  |     |          |     |   |   |   |      |   |   |   |   |      |   |   |   |   |      |   |   |   |   |      |   |   |   |   |      |   |   |   |   |      |   |  |  |  |  |  |  |  |               |  |  |  |             |    |    |    |    |   |   |   |   |      |   |   |   |   |      |   |   |   |   |      |   |   |   |   |      |   |   |   |   |      |   |   |   |   |      |   |   |   |   |      |   |   |   |   |      |
| Normal Mode ON, Idle Mode ON, Sleep OUT   | Yes   |     |     |             |             |               |    |    |               |             |    |    |     |        |               |  |           |   |           |   |           |  |     |          |     |   |   |   |      |   |   |   |   |      |   |   |   |   |      |   |   |   |   |      |   |   |   |   |      |   |   |   |   |      |   |  |  |  |  |  |  |  |               |  |  |  |             |    |    |    |    |   |   |   |   |      |   |   |   |   |      |   |   |   |   |      |   |   |   |   |      |   |   |   |   |      |   |   |   |   |      |   |   |   |   |      |   |   |   |   |      |
| Partial Mode ON, Idle Mode OFF, Sleep OUT | Yes   |     |     |             |             |               |    |    |               |             |    |    |     |        |               |  |           |   |           |   |           |  |     |          |     |   |   |   |      |   |   |   |   |      |   |   |   |   |      |   |   |   |   |      |   |   |   |   |      |   |   |   |   |      |   |  |  |  |  |  |  |  |               |  |  |  |             |    |    |    |    |   |   |   |   |      |   |   |   |   |      |   |   |   |   |      |   |   |   |   |      |   |   |   |   |      |   |   |   |   |      |   |   |   |   |      |   |   |   |   |      |
| Partial Mode ON, Idle Mode ON, Sleep OUT  | Yes   |     |     |             |             |               |    |    |               |             |    |    |     |        |               |  |           |   |           |   |           |  |     |          |     |   |   |   |      |   |   |   |   |      |   |   |   |   |      |   |   |   |   |      |   |   |   |   |      |   |   |   |   |      |   |  |  |  |  |  |  |  |               |  |  |  |             |    |    |    |    |   |   |   |   |      |   |   |   |   |      |   |   |   |   |      |   |   |   |   |      |   |   |   |   |      |   |   |   |   |      |   |   |   |   |      |   |   |   |   |      |
| Sleep IN                                  | Yes   |     |     |             |             |               |    |    |               |             |    |    |     |        |               |  |           |   |           |   |           |  |     |          |     |   |   |   |      |   |   |   |   |      |   |   |   |   |      |   |   |   |   |      |   |   |   |   |      |   |   |   |   |      |   |  |  |  |  |  |  |  |               |  |  |  |             |    |    |    |    |   |   |   |   |      |   |   |   |   |      |   |   |   |   |      |   |   |   |   |      |   |   |   |   |      |   |   |   |   |      |   |   |   |   |      |   |   |   |   |      |
| Default                                   | <table border="1"> <thead> <tr> <th>Status</th> <th>Default Value</th> </tr> </thead> <tbody> <tr> <td>Power ON Sequence</td> <td>4'b1011 b</td> </tr> <tr> <td>S/W Reset</td> <td>4'b1011 b</td> </tr> <tr> <td>H/W Reset</td> <td>4'b1011 b</td> </tr> </tbody> </table>  |     |     |             |             |               |    |    |               |             |    |    |     | Status | Default Value | Power ON Sequence                        | 4'b1011 b | S/W Reset                               | 4'b1011 b | H/W Reset                                 | 4'b1011 b |  |     |          |     |   |   |   |      |   |   |   |   |      |   |   |   |   |      |   |   |   |   |      |   |   |   |   |      |   |   |   |   |      |   |  |  |  |  |  |  |  |               |  |  |  |             |    |    |    |    |   |   |   |   |      |   |   |   |   |      |   |   |   |   |      |   |   |   |   |      |   |   |   |   |      |   |   |   |   |      |   |   |   |   |      |   |   |   |   |      |
| Status                                    | Default Value   |     |     |             |             |               |    |    |               |             |    |    |     |        |               |  |           |   |           |   |           |  |     |          |     |   |   |   |      |   |   |   |   |      |   |   |   |   |      |   |   |   |   |      |   |   |   |   |      |   |   |   |   |      |   |  |  |  |  |  |  |  |               |  |  |  |             |    |    |    |    |   |   |   |   |      |   |   |   |   |      |   |   |   |   |      |   |   |   |   |      |   |   |   |   |      |   |   |   |   |      |   |   |   |   |      |   |   |   |   |      |
| Power ON Sequence                         | 4'b1011 b   |     |     |             |             |               |    |    |               |             |    |    |     |        |               |  |           |   |           |   |           |  |     |          |     |   |   |   |      |   |   |   |   |      |   |   |   |   |      |   |   |   |   |      |   |   |   |   |      |   |   |   |   |      |   |  |  |  |  |  |  |  |               |  |  |  |             |    |    |    |    |   |   |   |   |      |   |   |   |   |      |   |   |   |   |      |   |   |   |   |      |   |   |   |   |      |   |   |   |   |      |   |   |   |   |      |   |   |   |   |      |
| S/W Reset                                 | 4'b1011 b   |     |     |             |             |               |    |    |               |             |    |    |     |        |               |  |           |   |           |   |           |  |     |          |     |   |   |   |      |   |   |   |   |      |   |   |   |   |      |   |   |   |   |      |   |   |   |   |      |   |   |   |   |      |   |  |  |  |  |  |  |  |               |  |  |  |             |    |    |    |    |   |   |   |   |      |   |   |   |   |      |   |   |   |   |      |   |   |   |   |      |   |   |   |   |      |   |   |   |   |      |   |   |   |   |      |   |   |   |   |      |
| H/W Reset                                 | 4'b1011 b   |     |     |             |             |               |    |    |               |             |    |    |     |        |               |  |           |   |           |   |           |  |     |          |     |   |   |   |      |   |   |   |   |      |   |   |   |   |      |   |   |   |   |      |   |   |   |   |      |   |   |   |   |      |   |  |  |  |  |  |  |  |               |  |  |  |             |    |    |    |    |   |   |   |   |      |   |   |   |   |      |   |   |   |   |      |   |   |   |   |      |   |   |   |   |      |   |   |   |   |      |   |   |   |   |      |   |   |   |   |      |

**8.2.68. CABControl 5 (CBh)**

| CBh                                       | CABCCTRL4 (CABC Control 4)  |     |     |             |                |              |    |                |             |             |    |    |     |              |              |  |     |   |              |   |     |  |             |          |     |    |    |    |    |    |    |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |                |  |  |  |             |                |  |  |  |             |    |    |    |    |    |    |    |    |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |
|---|---|-----|-----|-------------|----------------|--------------|----|----------------|-------------|-------------|----|----|-----|--------------|--------------|--|-----|---|--------------|---|-----|--|-------------|----------|-----|----|----|----|----|----|----|---|---|---|---|-----|---|---|---|---|-----|---|---|---|---|-----|---|---|---|---|-----|---|---|---|---|-----|---|---|---|---|-----|---|---|---|---|-----|---|---|---|---|-----|---|---|---|---|-----|---|---|---|---|-----|---|---|---|---|-----|---|---|---|---|-----|---|---|---|---|-----|---|---|---|---|-----|---|---|---|---|-----|---|---|---|---|-----|----------------|--|--|--|-------------|----------------|--|--|--|-------------|----|----|----|----|----|----|----|----|---|---|---|---|-----|---|---|---|---|-----|---|---|---|---|-----|---|---|---|---|-----|---|---|---|---|-----|---|---|---|---|-----|---|---|---|---|-----|---|---|---|---|-----|---|---|---|---|-----|---|---|---|---|-----|---|---|---|---|-----|---|---|---|---|-----|---|---|---|---|-----|---|---|---|---|-----|---|---|---|---|-----|---|---|---|---|-----|
|   | D/CX  | RDX | WRX | D[15:8]     | D7             | D6           | D5 | D4             | D3          | D2          | D1 | D0 | HEX |              |              |  |     |   |              |   |     |  |             |          |     |    |    |    |    |    |    |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |                |  |  |  |             |                |  |  |  |             |    |    |    |    |    |    |    |    |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |
| Command                                   | 0   | 1   | ↑   | XXXXXXXX    | 1              | 1            | 0  | 0              | 1           | 0           | 1  | 1  | CBh |              |              |  |     |   |              |   |     |  |             |          |     |    |    |    |    |    |    |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |                |  |  |  |             |                |  |  |  |             |    |    |    |    |    |    |    |    |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |
| 1 <sup>st</sup> Parameter                 | 1   | 1   | ↑   | XXXXXXXX    | DTH_MOV[3:0]   |              |    | DTH_STILL[3:0] |             |             | XX |    |     |              |              |  |     |   |              |   |     |  |             |          |     |    |    |    |    |    |    |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |                |  |  |  |             |                |  |  |  |             |    |    |    |    |    |    |    |    |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |
| Description                               | <p><b>DTH_MOV [3:0]:</b> This parameter is used set the minimum limitation of grayscale threshold value in MOVING image mode.</p> <table border="1"> <thead> <tr> <th colspan="4">DTH_MOV[3:0]</th> <th rowspan="2">Description</th> <th colspan="4">DTH_MOV[3:0]</th> <th rowspan="2">Description</th> </tr> <tr> <th>D3</th> <th>D2</th> <th>D1</th> <th>D0</th> <th>D3</th> <th>D2</th> <th>D1</th> <th>D0</th> </tr> </thead> <tbody> <tr><td>0</td><td>0</td><td>0</td><td>0</td><td>224</td><td>1</td><td>0</td><td>0</td><td>0</td><td>192</td></tr> <tr><td>0</td><td>0</td><td>0</td><td>1</td><td>220</td><td>1</td><td>0</td><td>0</td><td>1</td><td>188</td></tr> <tr><td>0</td><td>0</td><td>1</td><td>0</td><td>216</td><td>1</td><td>0</td><td>1</td><td>0</td><td>184</td></tr> <tr><td>0</td><td>0</td><td>1</td><td>1</td><td>212</td><td>1</td><td>0</td><td>1</td><td>1</td><td>180</td></tr> <tr><td>0</td><td>1</td><td>0</td><td>0</td><td>208</td><td>1</td><td>1</td><td>0</td><td>0</td><td>176</td></tr> <tr><td>0</td><td>1</td><td>0</td><td>1</td><td>204</td><td>1</td><td>1</td><td>0</td><td>1</td><td>172</td></tr> <tr><td>0</td><td>1</td><td>1</td><td>0</td><td>200</td><td>1</td><td>1</td><td>1</td><td>0</td><td>168</td></tr> <tr><td>0</td><td>1</td><td>1</td><td>1</td><td>196</td><td>1</td><td>1</td><td>1</td><td>1</td><td>164</td></tr> </tbody> </table> <p><b>DTH_OPT [2:0]:</b> This parameter is used to set the minimum limitation of grayscale threshold value in STILL image mode.</p> <table border="1"> <thead> <tr> <th colspan="4">DTH_STILL[3:0]</th> <th rowspan="2">Description</th> <th colspan="4">DTH_STILL[3:0]</th> <th rowspan="2">Description</th> </tr> <tr> <th>D3</th> <th>D2</th> <th>D1</th> <th>D0</th> <th>D3</th> <th>D2</th> <th>D1</th> <th>D0</th> </tr> </thead> <tbody> <tr><td>0</td><td>0</td><td>0</td><td>0</td><td>224</td><td>1</td><td>0</td><td>0</td><td>0</td><td>192</td></tr> <tr><td>0</td><td>0</td><td>0</td><td>1</td><td>220</td><td>1</td><td>0</td><td>0</td><td>1</td><td>188</td></tr> <tr><td>0</td><td>0</td><td>1</td><td>0</td><td>216</td><td>1</td><td>0</td><td>1</td><td>0</td><td>184</td></tr> <tr><td>0</td><td>0</td><td>1</td><td>1</td><td>212</td><td>1</td><td>0</td><td>1</td><td>1</td><td>180</td></tr> <tr><td>0</td><td>1</td><td>0</td><td>0</td><td>208</td><td>1</td><td>1</td><td>0</td><td>0</td><td>176</td></tr> <tr><td>0</td><td>1</td><td>0</td><td>1</td><td>204</td><td>1</td><td>1</td><td>0</td><td>1</td><td>172</td></tr> <tr><td>0</td><td>1</td><td>1</td><td>0</td><td>200</td><td>1</td><td>1</td><td>1</td><td>0</td><td>168</td></tr> <tr><td>0</td><td>1</td><td>1</td><td>1</td><td>196</td><td>1</td><td>1</td><td>1</td><td>1</td><td>164</td></tr> </tbody> </table> |     |     |             |                |              |    |                |             |             |    |    |     | DTH_MOV[3:0] |              |  |     | Description                             | DTH_MOV[3:0] |   |     |  | Description | D3       | D2  | D1 | D0 | D3 | D2 | D1 | D0 | 0 | 0 | 0 | 0 | 224 | 1 | 0 | 0 | 0 | 192 | 0 | 0 | 0 | 1 | 220 | 1 | 0 | 0 | 1 | 188 | 0 | 0 | 1 | 0 | 216 | 1 | 0 | 1 | 0 | 184 | 0 | 0 | 1 | 1 | 212 | 1 | 0 | 1 | 1 | 180 | 0 | 1 | 0 | 0 | 208 | 1 | 1 | 0 | 0 | 176 | 0 | 1 | 0 | 1 | 204 | 1 | 1 | 0 | 1 | 172 | 0 | 1 | 1 | 0 | 200 | 1 | 1 | 1 | 0 | 168 | 0 | 1 | 1 | 1 | 196 | 1 | 1 | 1 | 1 | 164 | DTH_STILL[3:0] |  |  |  | Description | DTH_STILL[3:0] |  |  |  | Description | D3 | D2 | D1 | D0 | D3 | D2 | D1 | D0 | 0 | 0 | 0 | 0 | 224 | 1 | 0 | 0 | 0 | 192 | 0 | 0 | 0 | 1 | 220 | 1 | 0 | 0 | 1 | 188 | 0 | 0 | 1 | 0 | 216 | 1 | 0 | 1 | 0 | 184 | 0 | 0 | 1 | 1 | 212 | 1 | 0 | 1 | 1 | 180 | 0 | 1 | 0 | 0 | 208 | 1 | 1 | 0 | 0 | 176 | 0 | 1 | 0 | 1 | 204 | 1 | 1 | 0 | 1 | 172 | 0 | 1 | 1 | 0 | 200 | 1 | 1 | 1 | 0 | 168 | 0 | 1 | 1 | 1 | 196 | 1 | 1 | 1 | 1 | 164 |
|   | DTH_MOV[3:0]  |     |     |             | Description    | DTH_MOV[3:0] |    |                |             | Description |    |    |     |              |              |  |     |   |              |   |     |  |             |          |     |    |    |    |    |    |    |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |                |  |  |  |             |                |  |  |  |             |    |    |    |    |    |    |    |    |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |
|   | D3  | D2  | D1  | D0          |                | D3           | D2 | D1             | D0          |             |    |    |     |              |              |  |     |   |              |   |     |  |             |          |     |    |    |    |    |    |    |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |                |  |  |  |             |                |  |  |  |             |    |    |    |    |    |    |    |    |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |
|   | 0   | 0   | 0   | 0           | 224            | 1            | 0  | 0              | 0           | 192         |    |    |     |              |              |  |     |   |              |   |     |  |             |          |     |    |    |    |    |    |    |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |                |  |  |  |             |                |  |  |  |             |    |    |    |    |    |    |    |    |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |
|   | 0   | 0   | 0   | 1           | 220            | 1            | 0  | 0              | 1           | 188         |    |    |     |              |              |  |     |   |              |   |     |  |             |          |     |    |    |    |    |    |    |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |                |  |  |  |             |                |  |  |  |             |    |    |    |    |    |    |    |    |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |
|   | 0   | 0   | 1   | 0           | 216            | 1            | 0  | 1              | 0           | 184         |    |    |     |              |              |  |     |   |              |   |     |  |             |          |     |    |    |    |    |    |    |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |                |  |  |  |             |                |  |  |  |             |    |    |    |    |    |    |    |    |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |
|   | 0   | 0   | 1   | 1           | 212            | 1            | 0  | 1              | 1           | 180         |    |    |     |              |              |  |     |   |              |   |     |  |             |          |     |    |    |    |    |    |    |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |                |  |  |  |             |                |  |  |  |             |    |    |    |    |    |    |    |    |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |
|   | 0   | 1   | 0   | 0           | 208            | 1            | 1  | 0              | 0           | 176         |    |    |     |              |              |  |     |   |              |   |     |  |             |          |     |    |    |    |    |    |    |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |                |  |  |  |             |                |  |  |  |             |    |    |    |    |    |    |    |    |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |
|   | 0   | 1   | 0   | 1           | 204            | 1            | 1  | 0              | 1           | 172         |    |    |     |              |              |  |     |   |              |   |     |  |             |          |     |    |    |    |    |    |    |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |                |  |  |  |             |                |  |  |  |             |    |    |    |    |    |    |    |    |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |
|   | 0   | 1   | 1   | 0           | 200            | 1            | 1  | 1              | 0           | 168         |    |    |     |              |              |  |     |   |              |   |     |  |             |          |     |    |    |    |    |    |    |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |                |  |  |  |             |                |  |  |  |             |    |    |    |    |    |    |    |    |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |
| 0   | 1   | 1   | 1   | 196         | 1              | 1            | 1  | 1              | 164         |             |    |    |     |              |              |  |     |   |              |   |     |  |             |          |     |    |    |    |    |    |    |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |                |  |  |  |             |                |  |  |  |             |    |    |    |    |    |    |    |    |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |
| DTH_STILL[3:0]                            |   |     |     | Description | DTH_STILL[3:0] |              |    |                | Description |             |    |    |     |              |              |  |     |   |              |   |     |  |             |          |     |    |    |    |    |    |    |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |                |  |  |  |             |                |  |  |  |             |    |    |    |    |    |    |    |    |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |
| D3  | D2  | D1  | D0  |             | D3             | D2           | D1 | D0             |             |             |    |    |     |              |              |  |     |   |              |   |     |  |             |          |     |    |    |    |    |    |    |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |                |  |  |  |             |                |  |  |  |             |    |    |    |    |    |    |    |    |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |
| 0   | 0   | 0   | 0   | 224         | 1              | 0            | 0  | 0              | 192         |             |    |    |     |              |              |  |     |   |              |   |     |  |             |          |     |    |    |    |    |    |    |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |                |  |  |  |             |                |  |  |  |             |    |    |    |    |    |    |    |    |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |
| 0   | 0   | 0   | 1   | 220         | 1              | 0            | 0  | 1              | 188         |             |    |    |     |              |              |  |     |   |              |   |     |  |             |          |     |    |    |    |    |    |    |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |                |  |  |  |             |                |  |  |  |             |    |    |    |    |    |    |    |    |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |
| 0   | 0   | 1   | 0   | 216         | 1              | 0            | 1  | 0              | 184         |             |    |    |     |              |              |  |     |   |              |   |     |  |             |          |     |    |    |    |    |    |    |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |                |  |  |  |             |                |  |  |  |             |    |    |    |    |    |    |    |    |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |
| 0   | 0   | 1   | 1   | 212         | 1              | 0            | 1  | 1              | 180         |             |    |    |     |              |              |  |     |   |              |   |     |  |             |          |     |    |    |    |    |    |    |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |                |  |  |  |             |                |  |  |  |             |    |    |    |    |    |    |    |    |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |
| 0   | 1   | 0   | 0   | 208         | 1              | 1            | 0  | 0              | 176         |             |    |    |     |              |              |  |     |   |              |   |     |  |             |          |     |    |    |    |    |    |    |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |                |  |  |  |             |                |  |  |  |             |    |    |    |    |    |    |    |    |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |
| 0   | 1   | 0   | 1   | 204         | 1              | 1            | 0  | 1              | 172         |             |    |    |     |              |              |  |     |   |              |   |     |  |             |          |     |    |    |    |    |    |    |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |                |  |  |  |             |                |  |  |  |             |    |    |    |    |    |    |    |    |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |
| 0   | 1   | 1   | 0   | 200         | 1              | 1            | 1  | 0              | 168         |             |    |    |     |              |              |  |     |   |              |   |     |  |             |          |     |    |    |    |    |    |    |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |                |  |  |  |             |                |  |  |  |             |    |    |    |    |    |    |    |    |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |
| 0   | 1   | 1   | 1   | 196         | 1              | 1            | 1  | 1              | 164         |             |    |    |     |              |              |  |     |   |              |   |     |  |             |          |     |    |    |    |    |    |    |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |                |  |  |  |             |                |  |  |  |             |    |    |    |    |    |    |    |    |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |
|   |   |     |     |             |                |              |    |                |             |             |    |    |     |              |              |  |     |   |              |   |     |  |             |          |     |    |    |    |    |    |    |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |                |  |  |  |             |                |  |  |  |             |    |    |    |    |    |    |    |    |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |
| Restriction                               |   |     |     |             |                |              |    |                |             |             |    |    |     |              |              |  |     |   |              |   |     |  |             |          |     |    |    |    |    |    |    |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |                |  |  |  |             |                |  |  |  |             |    |    |    |    |    |    |    |    |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |
| Register Availability                     | <table border="1"> <thead> <tr> <th>Status</th> <th>Availability</th> </tr> </thead> <tbody> <tr> <td>Normal Mode ON, Idle Mode OFF, Sleep OUT</td> <td>Yes</td> </tr> <tr> <td>Normal Mode ON, Idle Mode ON, Sleep OUT</td> <td>Yes</td> </tr> <tr> <td>Partial Mode ON, Idle Mode OFF, Sleep OUT</td> <td>Yes</td> </tr> <tr> <td>Partial Mode ON, Idle Mode ON, Sleep OUT</td> <td>Yes</td> </tr> <tr> <td>Sleep IN</td> <td>Yes</td> </tr> </tbody> </table>  |     |     |             |                |              |    |                |             |             |    |    |     | Status       | Availability | Normal Mode ON, Idle Mode OFF, Sleep OUT | Yes | Normal Mode ON, Idle Mode ON, Sleep OUT | Yes          | Partial Mode ON, Idle Mode OFF, Sleep OUT | Yes | Partial Mode ON, Idle Mode ON, Sleep OUT | Yes         | Sleep IN | Yes |    |    |    |    |    |    |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |                |  |  |  |             |                |  |  |  |             |    |    |    |    |    |    |    |    |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |
| Status                                    | Availability  |     |     |             |                |              |    |                |             |             |    |    |     |              |              |  |     |   |              |   |     |  |             |          |     |    |    |    |    |    |    |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |                |  |  |  |             |                |  |  |  |             |    |    |    |    |    |    |    |    |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |
| Normal Mode ON, Idle Mode OFF, Sleep OUT  | Yes   |     |     |             |                |              |    |                |             |             |    |    |     |              |              |  |     |   |              |   |     |  |             |          |     |    |    |    |    |    |    |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |                |  |  |  |             |                |  |  |  |             |    |    |    |    |    |    |    |    |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |
| Normal Mode ON, Idle Mode ON, Sleep OUT   | Yes   |     |     |             |                |              |    |                |             |             |    |    |     |              |              |  |     |   |              |   |     |  |             |          |     |    |    |    |    |    |    |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |                |  |  |  |             |                |  |  |  |             |    |    |    |    |    |    |    |    |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |
| Partial Mode ON, Idle Mode OFF, Sleep OUT | Yes   |     |     |             |                |              |    |                |             |             |    |    |     |              |              |  |     |   |              |   |     |  |             |          |     |    |    |    |    |    |    |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |                |  |  |  |             |                |  |  |  |             |    |    |    |    |    |    |    |    |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |
| Partial Mode ON, Idle Mode ON, Sleep OUT  | Yes   |     |     |             |                |              |    |                |             |             |    |    |     |              |              |  |     |   |              |   |     |  |             |          |     |    |    |    |    |    |    |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |                |  |  |  |             |                |  |  |  |             |    |    |    |    |    |    |    |    |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |
| Sleep IN                                  | Yes   |     |     |             |                |              |    |                |             |             |    |    |     |              |              |  |     |   |              |   |     |  |             |          |     |    |    |    |    |    |    |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |                |  |  |  |             |                |  |  |  |             |    |    |    |    |    |    |    |    |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |

| Default   |                   |               |                |
|-----------|-------------------|---------------|----------------|
|           | Status            | Default Value |                |
|           |                   | DTH_MOV[3:0]  | DTH_STILL[3:0] |
|           | Power ON Sequence | 4'b1010 b     | 4'b1000 b      |
|           | S/W Reset         | 4'b1010 b     | 4'b1000 b      |
| H/W Reset | 4'b1010 b         | 4'b1000 b     |                |

**8.2.69. CABC Control 6 (CCh)**

| CCh                                       | CABCCTRL5 (CABC Control 5)   |     |     |             |             |    |    |    |             |    |    |    |     |             |               |  |           |   |           |   |           |  |     |          |     |   |     |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |             |  |  |  |             |    |    |    |    |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |
|---|--|-----|-----|-------------|-------------|----|----|----|-------------|----|----|----|-----|-------------|---------------|--|-----------|---|-----------|---|-----------|--|-----|----------|-----|---|-----|---|---|---|---|-----|---|---|---|---|-----|---|---|---|---|-----|---|---|---|---|-----|---|---|---|---|-----|---|---|---|---|-----|---|---|---|---|-----|-------------|--|--|--|-------------|----|----|----|----|---|---|---|---|-----|---|---|---|---|-----|---|---|---|---|-----|---|---|---|---|-----|---|---|---|---|-----|---|---|---|---|-----|---|---|---|---|-----|---|---|---|---|-----|
|   | D/CX   | RDX | WRX | D[15:8]     | D7          | D6 | D5 | D4 | D3          | D2 | D1 | D0 | HEX |             |               |  |           |   |           |   |           |  |     |          |     |   |     |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |             |  |  |  |             |    |    |    |    |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |
| Command                                   | 0  | 1   | ↑   | XXXXXXXX    | 1           | 1  | 0  | 0  | 1           | 1  | 0  | 0  | CCh |             |               |  |           |   |           |   |           |  |     |          |     |   |     |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |             |  |  |  |             |    |    |    |    |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |
| 1 <sup>st</sup> Parameter                 | 1  | 1   | ↑   | XXXXXXXX    | 0           | 0  | 0  | 0  | DTH_UI[3:0] |    |    | XX |     |             |               |  |           |   |           |   |           |  |     |          |     |   |     |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |             |  |  |  |             |    |    |    |    |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |
| Description                               | <p><b>DTH_UI [3:0]:</b> This parameter is used set the minimum limitation of grayscale threshold value in USER INTERFACE mode.</p> <table border="1" style="display: inline-table; margin-right: 20px;"> <thead> <tr> <th colspan="4">DTH_UI[3:0]</th> <th rowspan="2">Description</th> </tr> <tr> <th>D3</th> <th>D2</th> <th>D1</th> <th>D0</th> </tr> </thead> <tbody> <tr><td>0</td><td>0</td><td>0</td><td>0</td><td>252</td></tr> <tr><td>0</td><td>0</td><td>0</td><td>1</td><td>248</td></tr> <tr><td>0</td><td>0</td><td>1</td><td>0</td><td>244</td></tr> <tr><td>0</td><td>0</td><td>1</td><td>1</td><td>240</td></tr> <tr><td>0</td><td>1</td><td>0</td><td>0</td><td>236</td></tr> <tr><td>0</td><td>1</td><td>0</td><td>1</td><td>232</td></tr> <tr><td>0</td><td>1</td><td>1</td><td>0</td><td>228</td></tr> <tr><td>0</td><td>1</td><td>1</td><td>1</td><td>224</td></tr> </tbody> </table> <table border="1" style="display: inline-table;"> <thead> <tr> <th colspan="4">DTH_UI[3:0]</th> <th rowspan="2">Description</th> </tr> <tr> <th>D3</th> <th>D2</th> <th>D1</th> <th>D0</th> </tr> </thead> <tbody> <tr><td>1</td><td>0</td><td>0</td><td>0</td><td>220</td></tr> <tr><td>1</td><td>0</td><td>0</td><td>1</td><td>216</td></tr> <tr><td>1</td><td>0</td><td>1</td><td>0</td><td>212</td></tr> <tr><td>1</td><td>0</td><td>1</td><td>1</td><td>208</td></tr> <tr><td>1</td><td>1</td><td>0</td><td>0</td><td>204</td></tr> <tr><td>1</td><td>1</td><td>0</td><td>1</td><td>200</td></tr> <tr><td>1</td><td>1</td><td>1</td><td>0</td><td>196</td></tr> <tr><td>1</td><td>1</td><td>1</td><td>1</td><td>192</td></tr> </tbody> </table> |     |     |             |             |    |    |    |             |    |    |    |     | DTH_UI[3:0] |               |  |           | Description                             | D3        | D2  | D1        | D0                                       | 0   | 0        | 0   | 0 | 252 | 0 | 0 | 0 | 1 | 248 | 0 | 0 | 1 | 0 | 244 | 0 | 0 | 1 | 1 | 240 | 0 | 1 | 0 | 0 | 236 | 0 | 1 | 0 | 1 | 232 | 0 | 1 | 1 | 0 | 228 | 0 | 1 | 1 | 1 | 224 | DTH_UI[3:0] |  |  |  | Description | D3 | D2 | D1 | D0 | 1 | 0 | 0 | 0 | 220 | 1 | 0 | 0 | 1 | 216 | 1 | 0 | 1 | 0 | 212 | 1 | 0 | 1 | 1 | 208 | 1 | 1 | 0 | 0 | 204 | 1 | 1 | 0 | 1 | 200 | 1 | 1 | 1 | 0 | 196 | 1 | 1 | 1 | 1 | 192 |
|   | DTH_UI[3:0]  |     |     |             | Description |    |    |    |             |    |    |    |     |             |               |  |           |   |           |   |           |  |     |          |     |   |     |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |             |  |  |  |             |    |    |    |    |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |
|   | D3   | D2  | D1  | D0          |             |    |    |    |             |    |    |    |     |             |               |  |           |   |           |   |           |  |     |          |     |   |     |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |             |  |  |  |             |    |    |    |    |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |
| 0   | 0  | 0   | 0   | 252         |             |    |    |    |             |    |    |    |     |             |               |  |           |   |           |   |           |  |     |          |     |   |     |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |             |  |  |  |             |    |    |    |    |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |
| 0   | 0  | 0   | 1   | 248         |             |    |    |    |             |    |    |    |     |             |               |  |           |   |           |   |           |  |     |          |     |   |     |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |             |  |  |  |             |    |    |    |    |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |
| 0   | 0  | 1   | 0   | 244         |             |    |    |    |             |    |    |    |     |             |               |  |           |   |           |   |           |  |     |          |     |   |     |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |             |  |  |  |             |    |    |    |    |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |
| 0   | 0  | 1   | 1   | 240         |             |    |    |    |             |    |    |    |     |             |               |  |           |   |           |   |           |  |     |          |     |   |     |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |             |  |  |  |             |    |    |    |    |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |
| 0   | 1  | 0   | 0   | 236         |             |    |    |    |             |    |    |    |     |             |               |  |           |   |           |   |           |  |     |          |     |   |     |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |             |  |  |  |             |    |    |    |    |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |
| 0   | 1  | 0   | 1   | 232         |             |    |    |    |             |    |    |    |     |             |               |  |           |   |           |   |           |  |     |          |     |   |     |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |             |  |  |  |             |    |    |    |    |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |
| 0   | 1  | 1   | 0   | 228         |             |    |    |    |             |    |    |    |     |             |               |  |           |   |           |   |           |  |     |          |     |   |     |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |             |  |  |  |             |    |    |    |    |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |
| 0   | 1  | 1   | 1   | 224         |             |    |    |    |             |    |    |    |     |             |               |  |           |   |           |   |           |  |     |          |     |   |     |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |             |  |  |  |             |    |    |    |    |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |
| DTH_UI[3:0]                               |  |     |     | Description |             |    |    |    |             |    |    |    |     |             |               |  |           |   |           |   |           |  |     |          |     |   |     |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |             |  |  |  |             |    |    |    |    |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |
| D3  | D2   | D1  | D0  |             |             |    |    |    |             |    |    |    |     |             |               |  |           |   |           |   |           |  |     |          |     |   |     |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |             |  |  |  |             |    |    |    |    |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |
| 1   | 0  | 0   | 0   | 220         |             |    |    |    |             |    |    |    |     |             |               |  |           |   |           |   |           |  |     |          |     |   |     |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |             |  |  |  |             |    |    |    |    |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |
| 1   | 0  | 0   | 1   | 216         |             |    |    |    |             |    |    |    |     |             |               |  |           |   |           |   |           |  |     |          |     |   |     |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |             |  |  |  |             |    |    |    |    |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |
| 1   | 0  | 1   | 0   | 212         |             |    |    |    |             |    |    |    |     |             |               |  |           |   |           |   |           |  |     |          |     |   |     |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |             |  |  |  |             |    |    |    |    |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |
| 1   | 0  | 1   | 1   | 208         |             |    |    |    |             |    |    |    |     |             |               |  |           |   |           |   |           |  |     |          |     |   |     |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |             |  |  |  |             |    |    |    |    |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |
| 1   | 1  | 0   | 0   | 204         |             |    |    |    |             |    |    |    |     |             |               |  |           |   |           |   |           |  |     |          |     |   |     |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |             |  |  |  |             |    |    |    |    |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |
| 1   | 1  | 0   | 1   | 200         |             |    |    |    |             |    |    |    |     |             |               |  |           |   |           |   |           |  |     |          |     |   |     |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |             |  |  |  |             |    |    |    |    |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |
| 1   | 1  | 1   | 0   | 196         |             |    |    |    |             |    |    |    |     |             |               |  |           |   |           |   |           |  |     |          |     |   |     |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |             |  |  |  |             |    |    |    |    |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |
| 1   | 1  | 1   | 1   | 192         |             |    |    |    |             |    |    |    |     |             |               |  |           |   |           |   |           |  |     |          |     |   |     |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |             |  |  |  |             |    |    |    |    |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |
|   | <p>The graph plots Transmittance on the y-axis against Gray scale on the x-axis. The x-axis ranges from 0 to 63. A red curve starts at (0,0) and rises to a constant value at gray scale 63. A vertical dashed line is drawn at the DTH value on the x-axis, indicating the threshold where the transmittance begins to plateau.</p>   |     |     |             |             |    |    |    |             |    |    |    |     |             |               |  |           |   |           |   |           |  |     |          |     |   |     |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |             |  |  |  |             |    |    |    |    |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |
| Restriction                               |  |     |     |             |             |    |    |    |             |    |    |    |     |             |               |  |           |   |           |   |           |  |     |          |     |   |     |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |             |  |  |  |             |    |    |    |    |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |
| Register Availability                     | <table border="1"> <thead> <tr> <th>Status</th> <th>Availability</th> </tr> </thead> <tbody> <tr> <td>Normal Mode ON, Idle Mode OFF, Sleep OUT</td> <td>Yes</td> </tr> <tr> <td>Normal Mode ON, Idle Mode ON, Sleep OUT</td> <td>Yes</td> </tr> <tr> <td>Partial Mode ON, Idle Mode OFF, Sleep OUT</td> <td>Yes</td> </tr> <tr> <td>Partial Mode ON, Idle Mode ON, Sleep OUT</td> <td>Yes</td> </tr> <tr> <td>Sleep IN</td> <td>Yes</td> </tr> </tbody> </table>   |     |     |             |             |    |    |    |             |    |    |    |     | Status      | Availability  | Normal Mode ON, Idle Mode OFF, Sleep OUT | Yes       | Normal Mode ON, Idle Mode ON, Sleep OUT | Yes       | Partial Mode ON, Idle Mode OFF, Sleep OUT | Yes       | Partial Mode ON, Idle Mode ON, Sleep OUT | Yes | Sleep IN | Yes |   |     |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |             |  |  |  |             |    |    |    |    |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |
| Status                                    | Availability   |     |     |             |             |    |    |    |             |    |    |    |     |             |               |  |           |   |           |   |           |  |     |          |     |   |     |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |             |  |  |  |             |    |    |    |    |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |
| Normal Mode ON, Idle Mode OFF, Sleep OUT  | Yes  |     |     |             |             |    |    |    |             |    |    |    |     |             |               |  |           |   |           |   |           |  |     |          |     |   |     |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |             |  |  |  |             |    |    |    |    |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |
| Normal Mode ON, Idle Mode ON, Sleep OUT   | Yes  |     |     |             |             |    |    |    |             |    |    |    |     |             |               |  |           |   |           |   |           |  |     |          |     |   |     |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |             |  |  |  |             |    |    |    |    |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |
| Partial Mode ON, Idle Mode OFF, Sleep OUT | Yes  |     |     |             |             |    |    |    |             |    |    |    |     |             |               |  |           |   |           |   |           |  |     |          |     |   |     |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |             |  |  |  |             |    |    |    |    |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |
| Partial Mode ON, Idle Mode ON, Sleep OUT  | Yes  |     |     |             |             |    |    |    |             |    |    |    |     |             |               |  |           |   |           |   |           |  |     |          |     |   |     |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |             |  |  |  |             |    |    |    |    |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |
| Sleep IN                                  | Yes  |     |     |             |             |    |    |    |             |    |    |    |     |             |               |  |           |   |           |   |           |  |     |          |     |   |     |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |             |  |  |  |             |    |    |    |    |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |
| Default                                   | <table border="1"> <thead> <tr> <th>Status</th> <th>Default Value</th> </tr> </thead> <tbody> <tr> <td>Power ON Sequence</td> <td>4'b0100 b</td> </tr> <tr> <td>S/W Reset</td> <td>4'b0100 b</td> </tr> <tr> <td>H/W Reset</td> <td>4'b0100 b</td> </tr> </tbody> </table>   |     |     |             |             |    |    |    |             |    |    |    |     | Status      | Default Value | Power ON Sequence                        | 4'b0100 b | S/W Reset                               | 4'b0100 b | H/W Reset                                 | 4'b0100 b |  |     |          |     |   |     |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |             |  |  |  |             |    |    |    |    |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |
| Status                                    | Default Value  |     |     |             |             |    |    |    |             |    |    |    |     |             |               |  |           |   |           |   |           |  |     |          |     |   |     |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |             |  |  |  |             |    |    |    |    |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |
| Power ON Sequence                         | 4'b0100 b  |     |     |             |             |    |    |    |             |    |    |    |     |             |               |  |           |   |           |   |           |  |     |          |     |   |     |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |             |  |  |  |             |    |    |    |    |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |
| S/W Reset                                 | 4'b0100 b  |     |     |             |             |    |    |    |             |    |    |    |     |             |               |  |           |   |           |   |           |  |     |          |     |   |     |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |             |  |  |  |             |    |    |    |    |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |
| H/W Reset                                 | 4'b0100 b  |     |     |             |             |    |    |    |             |    |    |    |     |             |               |  |           |   |           |   |           |  |     |          |     |   |     |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |             |  |  |  |             |    |    |    |    |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |   |   |   |   |     |

**8.2.70. CABC Control 7 (CDh)**

| CDh                                       | CABCCTRL6 (CABC Control 6)   |                |             |          |    |              |    |    |                |    |    |    |     |                              |               |  |              |   |                   |   |          |  |          |          |           |          |          |         |   |   |   |          |   |   |   |          |   |   |   |          |   |   |   |           |   |   |   |           |   |   |   |
|---|--|----------------|-------------|----------|----|--------------|----|----|----------------|----|----|----|-----|------------------------------|---------------|--|--------------|---|-------------------|---|----------|--|----------|----------|-----------|----------|----------|---------|---|---|---|----------|---|---|---|----------|---|---|---|----------|---|---|---|-----------|---|---|---|-----------|---|---|---|
|   | D/CX   | RDX            | WRX         | D[15:8]  | D7 | D6           | D5 | D4 | D3             | D2 | D1 | D0 | HEX |                              |               |  |              |   |                   |   |          |  |          |          |           |          |          |         |   |   |   |          |   |   |   |          |   |   |   |          |   |   |   |           |   |   |   |           |   |   |   |
| Command                                   | 0  | 1              | ↑           | XXXXXXXX | 1  | 1            | 0  | 0  | 1              | 1  | 0  | 1  | CDh |                              |               |  |              |   |                   |   |          |  |          |          |           |          |          |         |   |   |   |          |   |   |   |          |   |   |   |          |   |   |   |           |   |   |   |           |   |   |   |
| 1 <sup>st</sup> Parameter                 | 1  | 1              | ↑           | XXXXXXXX | 0  | DIM_MOV[2:0] |    | 0  | DIM_STILL[2:0] |    | XX |    |     |                              |               |  |              |   |                   |   |          |  |          |          |           |          |          |         |   |   |   |          |   |   |   |          |   |   |   |          |   |   |   |           |   |   |   |           |   |   |   |
| Description                               | <p><b>DIM_STILL [2:0]:</b> This parameter is used set the transition time of brightness level change to avoid the sharp brightness change on vision in still mode.</p> <p><b>DIM_MOV [2:0]:</b> This parameter is used set the transition time of brightness level change to avoid the sharp brightness change on vision in still mode.</p>  |                |             |          |    |              |    |    |                |    |    |    |     |                              |               |  |              |   |                   |   |          |  |          |          |           |          |          |         |   |   |   |          |   |   |   |          |   |   |   |          |   |   |   |           |   |   |   |           |   |   |   |
|   | <table border="1"> <thead> <tr> <th colspan="3">DIM_MOV[2:0]/DIM_STILL[2 :0]</th> <th rowspan="2">Description</th> </tr> <tr> <th>D2</th> <th>D1</th> <th>D0</th> </tr> </thead> <tbody> <tr> <td>0</td> <td>0</td> <td>0</td> <td>1 frame</td> </tr> <tr> <td>0</td> <td>0</td> <td>1</td> <td>1 frame</td> </tr> <tr> <td>0</td> <td>1</td> <td>0</td> <td>2 frames</td> </tr> <tr> <td>0</td> <td>1</td> <td>1</td> <td>4 frames</td> </tr> <tr> <td>1</td> <td>0</td> <td>0</td> <td>8 frames</td> </tr> <tr> <td>1</td> <td>0</td> <td>1</td> <td>16 frames</td> </tr> <tr> <td>1</td> <td>1</td> <td>0</td> <td>32 frames</td> </tr> <tr> <td>1</td> <td>1</td> <td>1</td> <td>64 frames</td> </tr> </tbody> </table><br><p>Note: As above picture <b>DIM1[2:0]</b> mean <b>DIM_MOV[2:0]</b> or <b>DIM_STILL[2:0]</b> or <b>DIM_UI[2:0]</b> in different mode.</p> |                |             |          |    |              |    |    |                |    |    |    |     | DIM_MOV[2:0]/DIM_STILL[2 :0] |               |  | Description  | D2                                      | D1                | D0  | 0        | 0  | 0        | 1 frame  | 0         | 0        | 1        | 1 frame | 0 | 1 | 0 | 2 frames | 0 | 1 | 1 | 4 frames | 1 | 0 | 0 | 8 frames | 1 | 0 | 1 | 16 frames | 1 | 1 | 0 | 32 frames | 1 | 1 | 1 |
| DIM_MOV[2:0]/DIM_STILL[2 :0]              |  |                | Description |          |    |              |    |    |                |    |    |    |     |                              |               |  |              |   |                   |   |          |  |          |          |           |          |          |         |   |   |   |          |   |   |   |          |   |   |   |          |   |   |   |           |   |   |   |           |   |   |   |
| D2  | D1   | D0             |             |          |    |              |    |    |                |    |    |    |     |                              |               |  |              |   |                   |   |          |  |          |          |           |          |          |         |   |   |   |          |   |   |   |          |   |   |   |          |   |   |   |           |   |   |   |           |   |   |   |
| 0   | 0  | 0              | 1 frame     |          |    |              |    |    |                |    |    |    |     |                              |               |  |              |   |                   |   |          |  |          |          |           |          |          |         |   |   |   |          |   |   |   |          |   |   |   |          |   |   |   |           |   |   |   |           |   |   |   |
| 0   | 0  | 1              | 1 frame     |          |    |              |    |    |                |    |    |    |     |                              |               |  |              |   |                   |   |          |  |          |          |           |          |          |         |   |   |   |          |   |   |   |          |   |   |   |          |   |   |   |           |   |   |   |           |   |   |   |
| 0   | 1  | 0              | 2 frames    |          |    |              |    |    |                |    |    |    |     |                              |               |  |              |   |                   |   |          |  |          |          |           |          |          |         |   |   |   |          |   |   |   |          |   |   |   |          |   |   |   |           |   |   |   |           |   |   |   |
| 0   | 1  | 1              | 4 frames    |          |    |              |    |    |                |    |    |    |     |                              |               |  |              |   |                   |   |          |  |          |          |           |          |          |         |   |   |   |          |   |   |   |          |   |   |   |          |   |   |   |           |   |   |   |           |   |   |   |
| 1   | 0  | 0              | 8 frames    |          |    |              |    |    |                |    |    |    |     |                              |               |  |              |   |                   |   |          |  |          |          |           |          |          |         |   |   |   |          |   |   |   |          |   |   |   |          |   |   |   |           |   |   |   |           |   |   |   |
| 1   | 0  | 1              | 16 frames   |          |    |              |    |    |                |    |    |    |     |                              |               |  |              |   |                   |   |          |  |          |          |           |          |          |         |   |   |   |          |   |   |   |          |   |   |   |          |   |   |   |           |   |   |   |           |   |   |   |
| 1   | 1  | 0              | 32 frames   |          |    |              |    |    |                |    |    |    |     |                              |               |  |              |   |                   |   |          |  |          |          |           |          |          |         |   |   |   |          |   |   |   |          |   |   |   |          |   |   |   |           |   |   |   |           |   |   |   |
| 1   | 1  | 1              | 64 frames   |          |    |              |    |    |                |    |    |    |     |                              |               |  |              |   |                   |   |          |  |          |          |           |          |          |         |   |   |   |          |   |   |   |          |   |   |   |          |   |   |   |           |   |   |   |           |   |   |   |
| Restriction                               |  |                |             |          |    |              |    |    |                |    |    |    |     |                              |               |  |              |   |                   |   |          |  |          |          |           |          |          |         |   |   |   |          |   |   |   |          |   |   |   |          |   |   |   |           |   |   |   |           |   |   |   |
| Register Availability                     | <table border="1"> <thead> <tr> <th>Status</th> <th>Availability</th> </tr> </thead> <tbody> <tr> <td>Normal Mode ON, Idle Mode OFF, Sleep OUT</td> <td>Yes</td> </tr> <tr> <td>Normal Mode ON, Idle Mode ON, Sleep OUT</td> <td>Yes</td> </tr> <tr> <td>Partial Mode ON, Idle Mode OFF, Sleep OUT</td> <td>Yes</td> </tr> <tr> <td>Partial Mode ON, Idle Mode ON, Sleep OUT</td> <td>Yes</td> </tr> <tr> <td>Sleep IN</td> <td>Yes</td> </tr> </tbody> </table>   |                |             |          |    |              |    |    |                |    |    |    |     | Status                       | Availability  | Normal Mode ON, Idle Mode OFF, Sleep OUT | Yes          | Normal Mode ON, Idle Mode ON, Sleep OUT | Yes               | Partial Mode ON, Idle Mode OFF, Sleep OUT | Yes      | Partial Mode ON, Idle Mode ON, Sleep OUT | Yes      | Sleep IN | Yes       |          |          |         |   |   |   |          |   |   |   |          |   |   |   |          |   |   |   |           |   |   |   |           |   |   |   |
| Status                                    | Availability   |                |             |          |    |              |    |    |                |    |    |    |     |                              |               |  |              |   |                   |   |          |  |          |          |           |          |          |         |   |   |   |          |   |   |   |          |   |   |   |          |   |   |   |           |   |   |   |           |   |   |   |
| Normal Mode ON, Idle Mode OFF, Sleep OUT  | Yes  |                |             |          |    |              |    |    |                |    |    |    |     |                              |               |  |              |   |                   |   |          |  |          |          |           |          |          |         |   |   |   |          |   |   |   |          |   |   |   |          |   |   |   |           |   |   |   |           |   |   |   |
| Normal Mode ON, Idle Mode ON, Sleep OUT   | Yes  |                |             |          |    |              |    |    |                |    |    |    |     |                              |               |  |              |   |                   |   |          |  |          |          |           |          |          |         |   |   |   |          |   |   |   |          |   |   |   |          |   |   |   |           |   |   |   |           |   |   |   |
| Partial Mode ON, Idle Mode OFF, Sleep OUT | Yes  |                |             |          |    |              |    |    |                |    |    |    |     |                              |               |  |              |   |                   |   |          |  |          |          |           |          |          |         |   |   |   |          |   |   |   |          |   |   |   |          |   |   |   |           |   |   |   |           |   |   |   |
| Partial Mode ON, Idle Mode ON, Sleep OUT  | Yes  |                |             |          |    |              |    |    |                |    |    |    |     |                              |               |  |              |   |                   |   |          |  |          |          |           |          |          |         |   |   |   |          |   |   |   |          |   |   |   |          |   |   |   |           |   |   |   |           |   |   |   |
| Sleep IN                                  | Yes  |                |             |          |    |              |    |    |                |    |    |    |     |                              |               |  |              |   |                   |   |          |  |          |          |           |          |          |         |   |   |   |          |   |   |   |          |   |   |   |          |   |   |   |           |   |   |   |           |   |   |   |
| Default                                   | <table border="1"> <thead> <tr> <th rowspan="2">Status</th> <th colspan="2">Default Value</th> </tr> <tr> <th>DIM_MOV[2:0]</th> <th>DIM_STILL[2:0]</th> </tr> </thead> <tbody> <tr> <td>Power ON Sequence</td> <td>4'b100 b</td> <td>3'b011 b</td> </tr> <tr> <td>S/W Reset</td> <td>4'b100 b</td> <td>3'b011 b</td> </tr> <tr> <td>H/W Reset</td> <td>4'b100 b</td> <td>3'b011 b</td> </tr> </tbody> </table>   |                |             |          |    |              |    |    |                |    |    |    |     | Status                       | Default Value |  | DIM_MOV[2:0] | DIM_STILL[2:0]                          | Power ON Sequence | 4'b100 b                                  | 3'b011 b | S/W Reset                                | 4'b100 b | 3'b011 b | H/W Reset | 4'b100 b | 3'b011 b |         |   |   |   |          |   |   |   |          |   |   |   |          |   |   |   |           |   |   |   |           |   |   |   |
| Status                                    | Default Value  |                |             |          |    |              |    |    |                |    |    |    |     |                              |               |  |              |   |                   |   |          |  |          |          |           |          |          |         |   |   |   |          |   |   |   |          |   |   |   |          |   |   |   |           |   |   |   |           |   |   |   |
|   | DIM_MOV[2:0]   | DIM_STILL[2:0] |             |          |    |              |    |    |                |    |    |    |     |                              |               |  |              |   |                   |   |          |  |          |          |           |          |          |         |   |   |   |          |   |   |   |          |   |   |   |          |   |   |   |           |   |   |   |           |   |   |   |
| Power ON Sequence                         | 4'b100 b   | 3'b011 b       |             |          |    |              |    |    |                |    |    |    |     |                              |               |  |              |   |                   |   |          |  |          |          |           |          |          |         |   |   |   |          |   |   |   |          |   |   |   |          |   |   |   |           |   |   |   |           |   |   |   |
| S/W Reset                                 | 4'b100 b   | 3'b011 b       |             |          |    |              |    |    |                |    |    |    |     |                              |               |  |              |   |                   |   |          |  |          |          |           |          |          |         |   |   |   |          |   |   |   |          |   |   |   |          |   |   |   |           |   |   |   |           |   |   |   |
| H/W Reset                                 | 4'b100 b   | 3'b011 b       |             |          |    |              |    |    |                |    |    |    |     |                              |               |  |              |   |                   |   |          |  |          |          |           |          |          |         |   |   |   |          |   |   |   |          |   |   |   |          |   |   |   |           |   |   |   |           |   |   |   |

### 8.2.71. CABControl 8 (CEh)

| CEh                                       | CABCCTRL7 (CABC Control 7)   |             |           |             |              |    |    |    |             |    |    |    |     |                             |               |  |              |   |                   |   |          |  |           |          |           |           |          |         |   |   |   |          |   |   |   |          |   |   |   |          |   |   |   |           |   |   |   |           |   |   |   |           |
|---|--|-------------|-----------|-------------|--------------|----|----|----|-------------|----|----|----|-----|-----------------------------|---------------|--|--------------|---|-------------------|---|----------|--|-----------|----------|-----------|-----------|----------|---------|---|---|---|----------|---|---|---|----------|---|---|---|----------|---|---|---|-----------|---|---|---|-----------|---|---|---|-----------|
|   | D/CX   | RDX         | WRX       | D[15:8]     | D7           | D6 | D5 | D4 | D3          | D2 | D1 | D0 | HEX |                             |               |  |              |   |                   |   |          |  |           |          |           |           |          |         |   |   |   |          |   |   |   |          |   |   |   |          |   |   |   |           |   |   |   |           |   |   |   |           |
| Command                                   | 0  | 1           | ↑         | XXXXXXXX    | 1            | 1  | 0  | 0  | 1           | 1  | 1  | 0  | CEh |                             |               |  |              |   |                   |   |          |  |           |          |           |           |          |         |   |   |   |          |   |   |   |          |   |   |   |          |   |   |   |           |   |   |   |           |   |   |   |           |
| 1 <sup>st</sup> Parameter                 | 1  | 1           | ↑         | XXXXXXXX    | DIM_MIN[3:0] |    |    | 0  | DIM_UI[2:0] |    |    | XX |     |                             |               |  |              |   |                   |   |          |  |           |          |           |           |          |         |   |   |   |          |   |   |   |          |   |   |   |          |   |   |   |           |   |   |   |           |   |   |   |           |
| Description                               | <p><b>DIM_UI [2:0]:</b> This parameter is used set the transition time of brightness level change to avoid the sharp brightness change on vision in UI mode.</p> <table border="1" style="margin: 10px auto;"> <thead> <tr> <th colspan="3">DIM_MOV[2:0]/DIM_STILL[2:0]</th> <th rowspan="2">Description</th> </tr> <tr> <th>D2</th> <th>D1</th> <th>D0</th> </tr> </thead> <tbody> <tr><td>0</td><td>0</td><td>0</td><td>1 frame</td></tr> <tr><td>0</td><td>0</td><td>1</td><td>1 frame</td></tr> <tr><td>0</td><td>1</td><td>0</td><td>2 frames</td></tr> <tr><td>0</td><td>1</td><td>1</td><td>4 frames</td></tr> <tr><td>1</td><td>0</td><td>0</td><td>8 frames</td></tr> <tr><td>1</td><td>0</td><td>1</td><td>16 frames</td></tr> <tr><td>1</td><td>1</td><td>0</td><td>32 frames</td></tr> <tr><td>1</td><td>1</td><td>1</td><td>64 frames</td></tr> </tbody> </table> <p><b>DIM_MIN [3:0]:</b> The parameter is used to set the imitation of minimum brightness change. If the parameter is large than the difference between target brightness and current brightness, then the brightness will not change.</p> <p><i>Note1: As above picture DIM1[2:0] mean DIM_MOV[2:0] or DIM_STILL[2:0] or DIM_UI[2:0] in different mode.</i></p> <p><i>Note2: As above picture DIM2[3:0] mean DIM_MIN[3:0].</i></p> |             |           |             |              |    |    |    |             |    |    |    |     | DIM_MOV[2:0]/DIM_STILL[2:0] |               |  | Description  | D2                                      | D1                | D0  | 0        | 0  | 0         | 1 frame  | 0         | 0         | 1        | 1 frame | 0 | 1 | 0 | 2 frames | 0 | 1 | 1 | 4 frames | 1 | 0 | 0 | 8 frames | 1 | 0 | 1 | 16 frames | 1 | 1 | 0 | 32 frames | 1 | 1 | 1 | 64 frames |
|   | DIM_MOV[2:0]/DIM_STILL[2:0]  |             |           | Description |              |    |    |    |             |    |    |    |     |                             |               |  |              |   |                   |   |          |  |           |          |           |           |          |         |   |   |   |          |   |   |   |          |   |   |   |          |   |   |   |           |   |   |   |           |   |   |   |           |
|   | D2   | D1          | D0        |             |              |    |    |    |             |    |    |    |     |                             |               |  |              |   |                   |   |          |  |           |          |           |           |          |         |   |   |   |          |   |   |   |          |   |   |   |          |   |   |   |           |   |   |   |           |   |   |   |           |
|   | 0  | 0           | 0         | 1 frame     |              |    |    |    |             |    |    |    |     |                             |               |  |              |   |                   |   |          |  |           |          |           |           |          |         |   |   |   |          |   |   |   |          |   |   |   |          |   |   |   |           |   |   |   |           |   |   |   |           |
| 0   | 0  | 1           | 1 frame   |             |              |    |    |    |             |    |    |    |     |                             |               |  |              |   |                   |   |          |  |           |          |           |           |          |         |   |   |   |          |   |   |   |          |   |   |   |          |   |   |   |           |   |   |   |           |   |   |   |           |
| 0   | 1  | 0           | 2 frames  |             |              |    |    |    |             |    |    |    |     |                             |               |  |              |   |                   |   |          |  |           |          |           |           |          |         |   |   |   |          |   |   |   |          |   |   |   |          |   |   |   |           |   |   |   |           |   |   |   |           |
| 0   | 1  | 1           | 4 frames  |             |              |    |    |    |             |    |    |    |     |                             |               |  |              |   |                   |   |          |  |           |          |           |           |          |         |   |   |   |          |   |   |   |          |   |   |   |          |   |   |   |           |   |   |   |           |   |   |   |           |
| 1   | 0  | 0           | 8 frames  |             |              |    |    |    |             |    |    |    |     |                             |               |  |              |   |                   |   |          |  |           |          |           |           |          |         |   |   |   |          |   |   |   |          |   |   |   |          |   |   |   |           |   |   |   |           |   |   |   |           |
| 1   | 0  | 1           | 16 frames |             |              |    |    |    |             |    |    |    |     |                             |               |  |              |   |                   |   |          |  |           |          |           |           |          |         |   |   |   |          |   |   |   |          |   |   |   |          |   |   |   |           |   |   |   |           |   |   |   |           |
| 1   | 1  | 0           | 32 frames |             |              |    |    |    |             |    |    |    |     |                             |               |  |              |   |                   |   |          |  |           |          |           |           |          |         |   |   |   |          |   |   |   |          |   |   |   |          |   |   |   |           |   |   |   |           |   |   |   |           |
| 1   | 1  | 1           | 64 frames |             |              |    |    |    |             |    |    |    |     |                             |               |  |              |   |                   |   |          |  |           |          |           |           |          |         |   |   |   |          |   |   |   |          |   |   |   |          |   |   |   |           |   |   |   |           |   |   |   |           |
| Restriction                               |  |             |           |             |              |    |    |    |             |    |    |    |     |                             |               |  |              |   |                   |   |          |  |           |          |           |           |          |         |   |   |   |          |   |   |   |          |   |   |   |          |   |   |   |           |   |   |   |           |   |   |   |           |
| Register Availability                     | <table border="1" style="margin: 10px auto;"> <thead> <tr> <th>Status</th> <th>Availability</th> </tr> </thead> <tbody> <tr><td>Normal Mode ON, Idle Mode OFF, Sleep OUT</td><td>Yes</td></tr> <tr><td>Normal Mode ON, Idle Mode ON, Sleep OUT</td><td>Yes</td></tr> <tr><td>Partial Mode ON, Idle Mode OFF, Sleep OUT</td><td>Yes</td></tr> <tr><td>Partial Mode ON, Idle Mode ON, Sleep OUT</td><td>Yes</td></tr> <tr><td>Sleep IN</td><td>Yes</td></tr> </tbody> </table>   |             |           |             |              |    |    |    |             |    |    |    |     | Status                      | Availability  | Normal Mode ON, Idle Mode OFF, Sleep OUT | Yes          | Normal Mode ON, Idle Mode ON, Sleep OUT | Yes               | Partial Mode ON, Idle Mode OFF, Sleep OUT | Yes      | Partial Mode ON, Idle Mode ON, Sleep OUT | Yes       | Sleep IN | Yes       |           |          |         |   |   |   |          |   |   |   |          |   |   |   |          |   |   |   |           |   |   |   |           |   |   |   |           |
| Status                                    | Availability   |             |           |             |              |    |    |    |             |    |    |    |     |                             |               |  |              |   |                   |   |          |  |           |          |           |           |          |         |   |   |   |          |   |   |   |          |   |   |   |          |   |   |   |           |   |   |   |           |   |   |   |           |
| Normal Mode ON, Idle Mode OFF, Sleep OUT  | Yes  |             |           |             |              |    |    |    |             |    |    |    |     |                             |               |  |              |   |                   |   |          |  |           |          |           |           |          |         |   |   |   |          |   |   |   |          |   |   |   |          |   |   |   |           |   |   |   |           |   |   |   |           |
| Normal Mode ON, Idle Mode ON, Sleep OUT   | Yes  |             |           |             |              |    |    |    |             |    |    |    |     |                             |               |  |              |   |                   |   |          |  |           |          |           |           |          |         |   |   |   |          |   |   |   |          |   |   |   |          |   |   |   |           |   |   |   |           |   |   |   |           |
| Partial Mode ON, Idle Mode OFF, Sleep OUT | Yes  |             |           |             |              |    |    |    |             |    |    |    |     |                             |               |  |              |   |                   |   |          |  |           |          |           |           |          |         |   |   |   |          |   |   |   |          |   |   |   |          |   |   |   |           |   |   |   |           |   |   |   |           |
| Partial Mode ON, Idle Mode ON, Sleep OUT  | Yes  |             |           |             |              |    |    |    |             |    |    |    |     |                             |               |  |              |   |                   |   |          |  |           |          |           |           |          |         |   |   |   |          |   |   |   |          |   |   |   |          |   |   |   |           |   |   |   |           |   |   |   |           |
| Sleep IN                                  | Yes  |             |           |             |              |    |    |    |             |    |    |    |     |                             |               |  |              |   |                   |   |          |  |           |          |           |           |          |         |   |   |   |          |   |   |   |          |   |   |   |          |   |   |   |           |   |   |   |           |   |   |   |           |
| Default                                   | <table border="1" style="margin: 10px auto;"> <thead> <tr> <th rowspan="2">Status</th> <th colspan="2">Default Value</th> </tr> <tr> <th>DIM_MIN[3:0]</th> <th>DIM_UI[2:0]</th> </tr> </thead> <tbody> <tr><td>Power ON Sequence</td><td>4'b0000 b</td><td>3'b010 b</td></tr> <tr><td>S/W Reset</td><td>4'b0000 b</td><td>3'b010 b</td></tr> <tr><td>H/W Reset</td><td>4'b0000 b</td><td>3'b010 b</td></tr> </tbody> </table>  |             |           |             |              |    |    |    |             |    |    |    |     | Status                      | Default Value |  | DIM_MIN[3:0] | DIM_UI[2:0]                             | Power ON Sequence | 4'b0000 b                                 | 3'b010 b | S/W Reset                                | 4'b0000 b | 3'b010 b | H/W Reset | 4'b0000 b | 3'b010 b |         |   |   |   |          |   |   |   |          |   |   |   |          |   |   |   |           |   |   |   |           |   |   |   |           |
| Status                                    | Default Value  |             |           |             |              |    |    |    |             |    |    |    |     |                             |               |  |              |   |                   |   |          |  |           |          |           |           |          |         |   |   |   |          |   |   |   |          |   |   |   |          |   |   |   |           |   |   |   |           |   |   |   |           |
|   | DIM_MIN[3:0]   | DIM_UI[2:0] |           |             |              |    |    |    |             |    |    |    |     |                             |               |  |              |   |                   |   |          |  |           |          |           |           |          |         |   |   |   |          |   |   |   |          |   |   |   |          |   |   |   |           |   |   |   |           |   |   |   |           |
| Power ON Sequence                         | 4'b0000 b  | 3'b010 b    |           |             |              |    |    |    |             |    |    |    |     |                             |               |  |              |   |                   |   |          |  |           |          |           |           |          |         |   |   |   |          |   |   |   |          |   |   |   |          |   |   |   |           |   |   |   |           |   |   |   |           |
| S/W Reset                                 | 4'b0000 b  | 3'b010 b    |           |             |              |    |    |    |             |    |    |    |     |                             |               |  |              |   |                   |   |          |  |           |          |           |           |          |         |   |   |   |          |   |   |   |          |   |   |   |          |   |   |   |           |   |   |   |           |   |   |   |           |
| H/W Reset                                 | 4'b0000 b  | 3'b010 b    |           |             |              |    |    |    |             |    |    |    |     |                             |               |  |              |   |                   |   |          |  |           |          |           |           |          |         |   |   |   |          |   |   |   |          |   |   |   |          |   |   |   |           |   |   |   |           |   |   |   |           |

**8.2.72. CABC Control 9 (CFh)**

| CFh  | CABCCTRL8 (CABC Control 8)  |     |     |          |              |    |    |          |                      |    |    |    |     |              |               |  |             |   |             |   |     |  |     |          |     |    |    |    |    |    |  |   |   |   |   |   |   |   |   |           |   |   |   |   |   |   |   |   |           |   |   |   |   |   |   |   |   |           |   |   |   |   |   |   |   |   |           |   |   |   |   |   |   |   |   |          |   |  |  |  |  |  |  |  |   |   |   |   |   |   |   |   |   |         |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |          |
|--|---|-----|-----|----------|--------------|----|----|----------|----------------------|----|----|----|-----|--------------|---------------|--|-------------|---|-------------|---|-----|--|-----|----------|-----|----|----|----|----|----|--|---|---|---|---|---|---|---|---|-----------|---|---|---|---|---|---|---|---|-----------|---|---|---|---|---|---|---|---|-----------|---|---|---|---|---|---|---|---|-----------|---|---|---|---|---|---|---|---|----------|---|--|--|--|--|--|--|--|---|---|---|---|---|---|---|---|---|---------|---|---|---|---|---|---|---|---|----------|---|---|---|---|---|---|---|---|----------|---|---|---|---|---|---|---|---|----------|---|---|---|---|---|---|---|---|----------|
|  | DCX   | RDX | WRX | D[15:8]  | D7           | D6 | D5 | D4       | D3                   | D2 | D1 | D0 | HEX |              |               |  |             |   |             |   |     |  |     |          |     |    |    |    |    |    |  |   |   |   |   |   |   |   |   |           |   |   |   |   |   |   |   |   |           |   |   |   |   |   |   |   |   |           |   |   |   |   |   |   |   |   |           |   |   |   |   |   |   |   |   |          |   |  |  |  |  |  |  |  |   |   |   |   |   |   |   |   |   |         |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |          |
| Command  | 0   | 1   | ↑   | XXXXXXXX | 1            | 1  | 0  | 0        | 1                    | 1  | 1  | 1  | CFh |              |               |  |             |   |             |   |     |  |     |          |     |    |    |    |    |    |  |   |   |   |   |   |   |   |   |           |   |   |   |   |   |   |   |   |           |   |   |   |   |   |   |   |   |           |   |   |   |   |   |   |   |   |           |   |   |   |   |   |   |   |   |          |   |  |  |  |  |  |  |  |   |   |   |   |   |   |   |   |   |         |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |          |
| 1 <sup>st</sup> Parameter  | 1   | 1   | ↑   | XXXXXXXX | PWM_DIV[7:0] |    |    |          |                      |    |    |    | XX  |              |               |  |             |   |             |   |     |  |     |          |     |    |    |    |    |    |  |   |   |   |   |   |   |   |   |           |   |   |   |   |   |   |   |   |           |   |   |   |   |   |   |   |   |           |   |   |   |   |   |   |   |   |           |   |   |   |   |   |   |   |   |          |   |  |  |  |  |  |  |  |   |   |   |   |   |   |   |   |   |         |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |          |
| Description  | <p><b>PWM_DIV [7:0]:</b> PWM_OUT output period control. This command is used to adjust the PWM waveform period of PWM_OUT.</p> <p>The PWM period can be calculated using the equation in the following.</p> $f_{\text{PWM\_OUT}} = \frac{18\text{MHz}}{(\text{PWM\_DIV}[7:0] + 1) \times 255}$ <table border="1" style="margin-left: auto; margin-right: auto;"> <thead> <tr> <th colspan="8">PWM_DIV[7:0]</th> <th>f<sub>PWM_OUT</sub></th> </tr> <tr> <th>D7</th> <th>D6</th> <th>D5</th> <th>D4</th> <th>D3</th> <th>D2</th> <th>D1</th> <th>D0</th> <th></th> </tr> </thead> <tbody> <tr><td>0</td><td>0</td><td>0</td><td>0</td><td>0</td><td>0</td><td>0</td><td>0</td><td>70.58 KHz</td></tr> <tr><td>0</td><td>0</td><td>0</td><td>0</td><td>0</td><td>0</td><td>0</td><td>1</td><td>35.29 KHz</td></tr> <tr><td>0</td><td>0</td><td>0</td><td>0</td><td>0</td><td>0</td><td>1</td><td>0</td><td>23.53 KHz</td></tr> <tr><td>0</td><td>0</td><td>0</td><td>0</td><td>0</td><td>0</td><td>1</td><td>1</td><td>17.64 KHz</td></tr> <tr><td>0</td><td>0</td><td>0</td><td>0</td><td>0</td><td>1</td><td>0</td><td>0</td><td>14.11KHz</td></tr> <tr><td colspan="8" style="text-align: center;">⋮</td><td style="text-align: center;">⋮</td></tr> <tr><td>1</td><td>1</td><td>1</td><td>1</td><td>1</td><td>0</td><td>1</td><td>1</td><td>280.0Hz</td></tr> <tr><td>1</td><td>1</td><td>1</td><td>1</td><td>1</td><td>1</td><td>0</td><td>0</td><td>279.0 Hz</td></tr> <tr><td>1</td><td>1</td><td>1</td><td>1</td><td>1</td><td>1</td><td>0</td><td>1</td><td>277.9 Hz</td></tr> <tr><td>1</td><td>1</td><td>1</td><td>1</td><td>1</td><td>1</td><td>1</td><td>0</td><td>276.8 Hz</td></tr> <tr><td>1</td><td>1</td><td>1</td><td>1</td><td>1</td><td>1</td><td>1</td><td>1</td><td>275.8 Hz</td></tr> </tbody> </table> |     |     |          |              |    |    |          |                      |    |    |    |     | PWM_DIV[7:0] |               |  |             |   |             |   |     | f <sub>PWM_OUT</sub>                     | D7  | D6       | D5  | D4 | D3 | D2 | D1 | D0 |  | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 70.58 KHz | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 1 | 35.29 KHz | 0 | 0 | 0 | 0 | 0 | 0 | 1 | 0 | 23.53 KHz | 0 | 0 | 0 | 0 | 0 | 0 | 1 | 1 | 17.64 KHz | 0 | 0 | 0 | 0 | 0 | 1 | 0 | 0 | 14.11KHz | ⋮ |  |  |  |  |  |  |  | ⋮ | 1 | 1 | 1 | 1 | 1 | 0 | 1 | 1 | 280.0Hz | 1 | 1 | 1 | 1 | 1 | 1 | 0 | 0 | 279.0 Hz | 1 | 1 | 1 | 1 | 1 | 1 | 0 | 1 | 277.9 Hz | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 0 | 276.8 Hz | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 275.8 Hz |
|  | PWM_DIV[7:0]  |     |     |          |              |    |    |          | f <sub>PWM_OUT</sub> |    |    |    |     |              |               |  |             |   |             |   |     |  |     |          |     |    |    |    |    |    |  |   |   |   |   |   |   |   |   |           |   |   |   |   |   |   |   |   |           |   |   |   |   |   |   |   |   |           |   |   |   |   |   |   |   |   |           |   |   |   |   |   |   |   |   |          |   |  |  |  |  |  |  |  |   |   |   |   |   |   |   |   |   |         |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |          |
|  | D7  | D6  | D5  | D4       | D3           | D2 | D1 | D0       |                      |    |    |    |     |              |               |  |             |   |             |   |     |  |     |          |     |    |    |    |    |    |  |   |   |   |   |   |   |   |   |           |   |   |   |   |   |   |   |   |           |   |   |   |   |   |   |   |   |           |   |   |   |   |   |   |   |   |           |   |   |   |   |   |   |   |   |          |   |  |  |  |  |  |  |  |   |   |   |   |   |   |   |   |   |         |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |          |
|  | 0   | 0   | 0   | 0        | 0            | 0  | 0  | 0        | 70.58 KHz            |    |    |    |     |              |               |  |             |   |             |   |     |  |     |          |     |    |    |    |    |    |  |   |   |   |   |   |   |   |   |           |   |   |   |   |   |   |   |   |           |   |   |   |   |   |   |   |   |           |   |   |   |   |   |   |   |   |           |   |   |   |   |   |   |   |   |          |   |  |  |  |  |  |  |  |   |   |   |   |   |   |   |   |   |         |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |          |
|  | 0   | 0   | 0   | 0        | 0            | 0  | 0  | 1        | 35.29 KHz            |    |    |    |     |              |               |  |             |   |             |   |     |  |     |          |     |    |    |    |    |    |  |   |   |   |   |   |   |   |   |           |   |   |   |   |   |   |   |   |           |   |   |   |   |   |   |   |   |           |   |   |   |   |   |   |   |   |           |   |   |   |   |   |   |   |   |          |   |  |  |  |  |  |  |  |   |   |   |   |   |   |   |   |   |         |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |          |
|  | 0   | 0   | 0   | 0        | 0            | 0  | 1  | 0        | 23.53 KHz            |    |    |    |     |              |               |  |             |   |             |   |     |  |     |          |     |    |    |    |    |    |  |   |   |   |   |   |   |   |   |           |   |   |   |   |   |   |   |   |           |   |   |   |   |   |   |   |   |           |   |   |   |   |   |   |   |   |           |   |   |   |   |   |   |   |   |          |   |  |  |  |  |  |  |  |   |   |   |   |   |   |   |   |   |         |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |          |
|  | 0   | 0   | 0   | 0        | 0            | 0  | 1  | 1        | 17.64 KHz            |    |    |    |     |              |               |  |             |   |             |   |     |  |     |          |     |    |    |    |    |    |  |   |   |   |   |   |   |   |   |           |   |   |   |   |   |   |   |   |           |   |   |   |   |   |   |   |   |           |   |   |   |   |   |   |   |   |           |   |   |   |   |   |   |   |   |          |   |  |  |  |  |  |  |  |   |   |   |   |   |   |   |   |   |         |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |          |
|  | 0   | 0   | 0   | 0        | 0            | 1  | 0  | 0        | 14.11KHz             |    |    |    |     |              |               |  |             |   |             |   |     |  |     |          |     |    |    |    |    |    |  |   |   |   |   |   |   |   |   |           |   |   |   |   |   |   |   |   |           |   |   |   |   |   |   |   |   |           |   |   |   |   |   |   |   |   |           |   |   |   |   |   |   |   |   |          |   |  |  |  |  |  |  |  |   |   |   |   |   |   |   |   |   |         |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |          |
|  | ⋮   |     |     |          |              |    |    |          | ⋮                    |    |    |    |     |              |               |  |             |   |             |   |     |  |     |          |     |    |    |    |    |    |  |   |   |   |   |   |   |   |   |           |   |   |   |   |   |   |   |   |           |   |   |   |   |   |   |   |   |           |   |   |   |   |   |   |   |   |           |   |   |   |   |   |   |   |   |          |   |  |  |  |  |  |  |  |   |   |   |   |   |   |   |   |   |         |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |          |
|  | 1   | 1   | 1   | 1        | 1            | 0  | 1  | 1        | 280.0Hz              |    |    |    |     |              |               |  |             |   |             |   |     |  |     |          |     |    |    |    |    |    |  |   |   |   |   |   |   |   |   |           |   |   |   |   |   |   |   |   |           |   |   |   |   |   |   |   |   |           |   |   |   |   |   |   |   |   |           |   |   |   |   |   |   |   |   |          |   |  |  |  |  |  |  |  |   |   |   |   |   |   |   |   |   |         |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |          |
| 1  | 1   | 1   | 1   | 1        | 1            | 0  | 0  | 279.0 Hz |                      |    |    |    |     |              |               |  |             |   |             |   |     |  |     |          |     |    |    |    |    |    |  |   |   |   |   |   |   |   |   |           |   |   |   |   |   |   |   |   |           |   |   |   |   |   |   |   |   |           |   |   |   |   |   |   |   |   |           |   |   |   |   |   |   |   |   |          |   |  |  |  |  |  |  |  |   |   |   |   |   |   |   |   |   |         |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |          |
| 1  | 1   | 1   | 1   | 1        | 1            | 0  | 1  | 277.9 Hz |                      |    |    |    |     |              |               |  |             |   |             |   |     |  |     |          |     |    |    |    |    |    |  |   |   |   |   |   |   |   |   |           |   |   |   |   |   |   |   |   |           |   |   |   |   |   |   |   |   |           |   |   |   |   |   |   |   |   |           |   |   |   |   |   |   |   |   |          |   |  |  |  |  |  |  |  |   |   |   |   |   |   |   |   |   |         |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |          |
| 1  | 1   | 1   | 1   | 1        | 1            | 1  | 0  | 276.8 Hz |                      |    |    |    |     |              |               |  |             |   |             |   |     |  |     |          |     |    |    |    |    |    |  |   |   |   |   |   |   |   |   |           |   |   |   |   |   |   |   |   |           |   |   |   |   |   |   |   |   |           |   |   |   |   |   |   |   |   |           |   |   |   |   |   |   |   |   |          |   |  |  |  |  |  |  |  |   |   |   |   |   |   |   |   |   |         |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |          |
| 1  | 1   | 1   | 1   | 1        | 1            | 1  | 1  | 275.8 Hz |                      |    |    |    |     |              |               |  |             |   |             |   |     |  |     |          |     |    |    |    |    |    |  |   |   |   |   |   |   |   |   |           |   |   |   |   |   |   |   |   |           |   |   |   |   |   |   |   |   |           |   |   |   |   |   |   |   |   |           |   |   |   |   |   |   |   |   |          |   |  |  |  |  |  |  |  |   |   |   |   |   |   |   |   |   |         |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |          |
|  |   |     |     |          |              |    |    |          |                      |    |    |    |     |              |               |  |             |   |             |   |     |  |     |          |     |    |    |    |    |    |  |   |   |   |   |   |   |   |   |           |   |   |   |   |   |   |   |   |           |   |   |   |   |   |   |   |   |           |   |   |   |   |   |   |   |   |           |   |   |   |   |   |   |   |   |          |   |  |  |  |  |  |  |  |   |   |   |   |   |   |   |   |   |         |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |          |
| <p>Note : The output frequency tolerance of internal frequency divider in CABC is ±10%</p> |   |     |     |          |              |    |    |          |                      |    |    |    |     |              |               |  |             |   |             |   |     |  |     |          |     |    |    |    |    |    |  |   |   |   |   |   |   |   |   |           |   |   |   |   |   |   |   |   |           |   |   |   |   |   |   |   |   |           |   |   |   |   |   |   |   |   |           |   |   |   |   |   |   |   |   |          |   |  |  |  |  |  |  |  |   |   |   |   |   |   |   |   |   |         |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |          |
| Restriction  | EXTC should be high to enable this command  |     |     |          |              |    |    |          |                      |    |    |    |     |              |               |  |             |   |             |   |     |  |     |          |     |    |    |    |    |    |  |   |   |   |   |   |   |   |   |           |   |   |   |   |   |   |   |   |           |   |   |   |   |   |   |   |   |           |   |   |   |   |   |   |   |   |           |   |   |   |   |   |   |   |   |          |   |  |  |  |  |  |  |  |   |   |   |   |   |   |   |   |   |         |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |          |
| Register Availability  | <table border="1" style="margin-left: auto; margin-right: auto;"> <thead> <tr> <th>Status</th> <th>Availability</th> </tr> </thead> <tbody> <tr><td>Normal Mode ON, Idle Mode OFF, Sleep OUT</td><td>Yes</td></tr> <tr><td>Normal Mode ON, Idle Mode ON, Sleep OUT</td><td>Yes</td></tr> <tr><td>Partial Mode ON, Idle Mode OFF, Sleep OUT</td><td>Yes</td></tr> <tr><td>Partial Mode ON, Idle Mode ON, Sleep OUT</td><td>Yes</td></tr> <tr><td>Sleep IN</td><td>Yes</td></tr> </tbody> </table>  |     |     |          |              |    |    |          |                      |    |    |    |     | Status       | Availability  | Normal Mode ON, Idle Mode OFF, Sleep OUT | Yes         | Normal Mode ON, Idle Mode ON, Sleep OUT | Yes         | Partial Mode ON, Idle Mode OFF, Sleep OUT | Yes | Partial Mode ON, Idle Mode ON, Sleep OUT | Yes | Sleep IN | Yes |    |    |    |    |    |  |   |   |   |   |   |   |   |   |           |   |   |   |   |   |   |   |   |           |   |   |   |   |   |   |   |   |           |   |   |   |   |   |   |   |   |           |   |   |   |   |   |   |   |   |          |   |  |  |  |  |  |  |  |   |   |   |   |   |   |   |   |   |         |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |          |
| Status   | Availability  |     |     |          |              |    |    |          |                      |    |    |    |     |              |               |  |             |   |             |   |     |  |     |          |     |    |    |    |    |    |  |   |   |   |   |   |   |   |   |           |   |   |   |   |   |   |   |   |           |   |   |   |   |   |   |   |   |           |   |   |   |   |   |   |   |   |           |   |   |   |   |   |   |   |   |          |   |  |  |  |  |  |  |  |   |   |   |   |   |   |   |   |   |         |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |          |
| Normal Mode ON, Idle Mode OFF, Sleep OUT   | Yes   |     |     |          |              |    |    |          |                      |    |    |    |     |              |               |  |             |   |             |   |     |  |     |          |     |    |    |    |    |    |  |   |   |   |   |   |   |   |   |           |   |   |   |   |   |   |   |   |           |   |   |   |   |   |   |   |   |           |   |   |   |   |   |   |   |   |           |   |   |   |   |   |   |   |   |          |   |  |  |  |  |  |  |  |   |   |   |   |   |   |   |   |   |         |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |          |
| Normal Mode ON, Idle Mode ON, Sleep OUT  | Yes   |     |     |          |              |    |    |          |                      |    |    |    |     |              |               |  |             |   |             |   |     |  |     |          |     |    |    |    |    |    |  |   |   |   |   |   |   |   |   |           |   |   |   |   |   |   |   |   |           |   |   |   |   |   |   |   |   |           |   |   |   |   |   |   |   |   |           |   |   |   |   |   |   |   |   |          |   |  |  |  |  |  |  |  |   |   |   |   |   |   |   |   |   |         |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |          |
| Partial Mode ON, Idle Mode OFF, Sleep OUT  | Yes   |     |     |          |              |    |    |          |                      |    |    |    |     |              |               |  |             |   |             |   |     |  |     |          |     |    |    |    |    |    |  |   |   |   |   |   |   |   |   |           |   |   |   |   |   |   |   |   |           |   |   |   |   |   |   |   |   |           |   |   |   |   |   |   |   |   |           |   |   |   |   |   |   |   |   |          |   |  |  |  |  |  |  |  |   |   |   |   |   |   |   |   |   |         |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |          |
| Partial Mode ON, Idle Mode ON, Sleep OUT   | Yes   |     |     |          |              |    |    |          |                      |    |    |    |     |              |               |  |             |   |             |   |     |  |     |          |     |    |    |    |    |    |  |   |   |   |   |   |   |   |   |           |   |   |   |   |   |   |   |   |           |   |   |   |   |   |   |   |   |           |   |   |   |   |   |   |   |   |           |   |   |   |   |   |   |   |   |          |   |  |  |  |  |  |  |  |   |   |   |   |   |   |   |   |   |         |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |          |
| Sleep IN   | Yes   |     |     |          |              |    |    |          |                      |    |    |    |     |              |               |  |             |   |             |   |     |  |     |          |     |    |    |    |    |    |  |   |   |   |   |   |   |   |   |           |   |   |   |   |   |   |   |   |           |   |   |   |   |   |   |   |   |           |   |   |   |   |   |   |   |   |           |   |   |   |   |   |   |   |   |          |   |  |  |  |  |  |  |  |   |   |   |   |   |   |   |   |   |         |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |          |
| Default  | <table border="1" style="margin-left: auto; margin-right: auto;"> <thead> <tr> <th>Status</th> <th>Default Value</th> </tr> </thead> <tbody> <tr><td>Power ON Sequence</td><td>8'b00011000</td></tr> <tr><td>H/W Reset</td><td>8'b00011000</td></tr> </tbody> </table>  |     |     |          |              |    |    |          |                      |    |    |    |     | Status       | Default Value | Power ON Sequence                        | 8'b00011000 | H/W Reset                               | 8'b00011000 |   |     |  |     |          |     |    |    |    |    |    |  |   |   |   |   |   |   |   |   |           |   |   |   |   |   |   |   |   |           |   |   |   |   |   |   |   |   |           |   |   |   |   |   |   |   |   |           |   |   |   |   |   |   |   |   |          |   |  |  |  |  |  |  |  |   |   |   |   |   |   |   |   |   |         |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |          |
| Status   | Default Value   |     |     |          |              |    |    |          |                      |    |    |    |     |              |               |  |             |   |             |   |     |  |     |          |     |    |    |    |    |    |  |   |   |   |   |   |   |   |   |           |   |   |   |   |   |   |   |   |           |   |   |   |   |   |   |   |   |           |   |   |   |   |   |   |   |   |           |   |   |   |   |   |   |   |   |          |   |  |  |  |  |  |  |  |   |   |   |   |   |   |   |   |   |         |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |          |
| Power ON Sequence  | 8'b00011000   |     |     |          |              |    |    |          |                      |    |    |    |     |              |               |  |             |   |             |   |     |  |     |          |     |    |    |    |    |    |  |   |   |   |   |   |   |   |   |           |   |   |   |   |   |   |   |   |           |   |   |   |   |   |   |   |   |           |   |   |   |   |   |   |   |   |           |   |   |   |   |   |   |   |   |          |   |  |  |  |  |  |  |  |   |   |   |   |   |   |   |   |   |         |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |          |
| H/W Reset  | 8'b00011000   |     |     |          |              |    |    |          |                      |    |    |    |     |              |               |  |             |   |             |   |     |  |     |          |     |    |    |    |    |    |  |   |   |   |   |   |   |   |   |           |   |   |   |   |   |   |   |   |           |   |   |   |   |   |   |   |   |           |   |   |   |   |   |   |   |   |           |   |   |   |   |   |   |   |   |          |   |  |  |  |  |  |  |  |   |   |   |   |   |   |   |   |   |         |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |          |   |   |   |   |   |   |   |   |          |

**8.2.73. NV Memory Write (D0h)**

| D0h                                       | NVMWR (NV Memory Write)  |               |     |          |                      |                                |    |              |    |    |    |    |     |              |               |  |              |   |                                |   |             |  |          |             |                 |   |   |   |   |   |                 |   |   |   |   |   |                 |   |   |   |   |   |                      |        |  |  |  |  |          |
|---|--|---------------|-----|----------|----------------------|--------------------------------|----|--------------|----|----|----|----|-----|--------------|---------------|--|--------------|---|--------------------------------|---|-------------|--|----------|-------------|-----------------|---|---|---|---|---|-----------------|---|---|---|---|---|-----------------|---|---|---|---|---|----------------------|--------|--|--|--|--|----------|
|   | D/CX   | RDX           | WRX | D[15:8]  | D7                   | D6                             | D5 | D4           | D3 | D2 | D1 | D0 | HEX |              |               |  |              |   |                                |   |             |  |          |             |                 |   |   |   |   |   |                 |   |   |   |   |   |                 |   |   |   |   |   |                      |        |  |  |  |  |          |
| Command                                   | 0  | 1             | ↑   | XXXXXXXX | 1                    | 1                              | 0  | 1            | 0  | 0  | 0  | 0  | D0h |              |               |  |              |   |                                |   |             |  |          |             |                 |   |   |   |   |   |                 |   |   |   |   |   |                 |   |   |   |   |   |                      |        |  |  |  |  |          |
| 1 <sup>st</sup> Parameter                 | 1  | 1             | ↑   | XXXXXXXX | 0                    | 0                              | 0  | PGM_ADR[4:0] |    |    |    |    | XX  |              |               |  |              |   |                                |   |             |  |          |             |                 |   |   |   |   |   |                 |   |   |   |   |   |                 |   |   |   |   |   |                      |        |  |  |  |  |          |
| 2 <sup>nd</sup> Parameter                 | 1  | 1             | ↑   | XXXXXXXX | PGM_DATA[7:0]        |                                |    |              |    |    |    | XX |     |              |               |  |              |   |                                |   |             |  |          |             |                 |   |   |   |   |   |                 |   |   |   |   |   |                 |   |   |   |   |   |                      |        |  |  |  |  |          |
| Description                               | <p>This command is used to program the NV memory data. After a successful OTP operation, the information of PGM_DATA [7:0] will programmed to NV memory.</p> <p><b>PGM_ADR [4:0]:</b> The select bits of ID1, ID2, ID3, VMF[6:0] programming.</p> <table border="1" style="margin-left: auto; margin-right: auto;"> <thead> <tr> <th colspan="5">PGM_ADR[4:0]</th> <th>Programmed NV Memory Selection</th> </tr> </thead> <tbody> <tr> <td>0</td><td>0</td><td>0</td><td>0</td><td>0</td> <td>ID1 programming</td> </tr> <tr> <td>0</td><td>0</td><td>0</td><td>0</td><td>1</td> <td>ID2 programming</td> </tr> <tr> <td>0</td><td>0</td><td>0</td><td>1</td><td>0</td> <td>ID3 programming</td> </tr> <tr> <td>0</td><td>0</td><td>0</td><td>1</td><td>1</td> <td>VMF[6:0] programming</td> </tr> <tr> <td colspan="5">Others</td> <td>Reserved</td> </tr> </tbody> </table> <p><b>PGM_DATA [7:0]:</b> The PGM_DATA is set by user.</p> |               |     |          |                      |                                |    |              |    |    |    |    |     | PGM_ADR[4:0] |               |  |              |   | Programmed NV Memory Selection | 0   | 0           | 0  | 0        | 0           | ID1 programming | 0 | 0 | 0 | 0 | 1 | ID2 programming | 0 | 0 | 0 | 1 | 0 | ID3 programming | 0 | 0 | 0 | 1 | 1 | VMF[6:0] programming | Others |  |  |  |  | Reserved |
|   | PGM_ADR[4:0]   |               |     |          |                      | Programmed NV Memory Selection |    |              |    |    |    |    |     |              |               |  |              |   |                                |   |             |  |          |             |                 |   |   |   |   |   |                 |   |   |   |   |   |                 |   |   |   |   |   |                      |        |  |  |  |  |          |
| 0   | 0  | 0             | 0   | 0        | ID1 programming      |                                |    |              |    |    |    |    |     |              |               |  |              |   |                                |   |             |  |          |             |                 |   |   |   |   |   |                 |   |   |   |   |   |                 |   |   |   |   |   |                      |        |  |  |  |  |          |
| 0   | 0  | 0             | 0   | 1        | ID2 programming      |                                |    |              |    |    |    |    |     |              |               |  |              |   |                                |   |             |  |          |             |                 |   |   |   |   |   |                 |   |   |   |   |   |                 |   |   |   |   |   |                      |        |  |  |  |  |          |
| 0   | 0  | 0             | 1   | 0        | ID3 programming      |                                |    |              |    |    |    |    |     |              |               |  |              |   |                                |   |             |  |          |             |                 |   |   |   |   |   |                 |   |   |   |   |   |                 |   |   |   |   |   |                      |        |  |  |  |  |          |
| 0   | 0  | 0             | 1   | 1        | VMF[6:0] programming |                                |    |              |    |    |    |    |     |              |               |  |              |   |                                |   |             |  |          |             |                 |   |   |   |   |   |                 |   |   |   |   |   |                 |   |   |   |   |   |                      |        |  |  |  |  |          |
| Others                                    |  |               |     |          | Reserved             |                                |    |              |    |    |    |    |     |              |               |  |              |   |                                |   |             |  |          |             |                 |   |   |   |   |   |                 |   |   |   |   |   |                 |   |   |   |   |   |                      |        |  |  |  |  |          |
| Restriction                               |  |               |     |          |                      |                                |    |              |    |    |    |    |     |              |               |  |              |   |                                |   |             |  |          |             |                 |   |   |   |   |   |                 |   |   |   |   |   |                 |   |   |   |   |   |                      |        |  |  |  |  |          |
| Register Availability                     | <table border="1" style="margin-left: auto; margin-right: auto;"> <thead> <tr> <th>Status</th> <th>Availability</th> </tr> </thead> <tbody> <tr> <td>Normal Mode ON, Idle Mode OFF, Sleep OUT</td> <td>Yes</td> </tr> <tr> <td>Normal Mode ON, Idle Mode ON, Sleep OUT</td> <td>Yes</td> </tr> <tr> <td>Partial Mode ON, Idle Mode OFF, Sleep OUT</td> <td>Yes</td> </tr> <tr> <td>Partial Mode ON, Idle Mode ON, Sleep OUT</td> <td>Yes</td> </tr> <tr> <td>Sleep IN</td> <td>Yes</td> </tr> </tbody> </table>  |               |     |          |                      |                                |    |              |    |    |    |    |     | Status       | Availability  | Normal Mode ON, Idle Mode OFF, Sleep OUT | Yes          | Normal Mode ON, Idle Mode ON, Sleep OUT | Yes                            | Partial Mode ON, Idle Mode OFF, Sleep OUT | Yes         | Partial Mode ON, Idle Mode ON, Sleep OUT | Yes      | Sleep IN    | Yes             |   |   |   |   |   |                 |   |   |   |   |   |                 |   |   |   |   |   |                      |        |  |  |  |  |          |
|   | Status   | Availability  |     |          |                      |                                |    |              |    |    |    |    |     |              |               |  |              |   |                                |   |             |  |          |             |                 |   |   |   |   |   |                 |   |   |   |   |   |                 |   |   |   |   |   |                      |        |  |  |  |  |          |
| Normal Mode ON, Idle Mode OFF, Sleep OUT  | Yes  |               |     |          |                      |                                |    |              |    |    |    |    |     |              |               |  |              |   |                                |   |             |  |          |             |                 |   |   |   |   |   |                 |   |   |   |   |   |                 |   |   |   |   |   |                      |        |  |  |  |  |          |
| Normal Mode ON, Idle Mode ON, Sleep OUT   | Yes  |               |     |          |                      |                                |    |              |    |    |    |    |     |              |               |  |              |   |                                |   |             |  |          |             |                 |   |   |   |   |   |                 |   |   |   |   |   |                 |   |   |   |   |   |                      |        |  |  |  |  |          |
| Partial Mode ON, Idle Mode OFF, Sleep OUT | Yes  |               |     |          |                      |                                |    |              |    |    |    |    |     |              |               |  |              |   |                                |   |             |  |          |             |                 |   |   |   |   |   |                 |   |   |   |   |   |                 |   |   |   |   |   |                      |        |  |  |  |  |          |
| Partial Mode ON, Idle Mode ON, Sleep OUT  | Yes  |               |     |          |                      |                                |    |              |    |    |    |    |     |              |               |  |              |   |                                |   |             |  |          |             |                 |   |   |   |   |   |                 |   |   |   |   |   |                 |   |   |   |   |   |                      |        |  |  |  |  |          |
| Sleep IN                                  | Yes  |               |     |          |                      |                                |    |              |    |    |    |    |     |              |               |  |              |   |                                |   |             |  |          |             |                 |   |   |   |   |   |                 |   |   |   |   |   |                 |   |   |   |   |   |                      |        |  |  |  |  |          |
| Default                                   | <table border="1" style="margin-left: auto; margin-right: auto;"> <thead> <tr> <th rowspan="2">Status</th> <th colspan="2">Default Value</th> </tr> <tr> <th>PGM_ADR[4:0]</th> <th>PGM_DATA[7:0]</th> </tr> </thead> <tbody> <tr> <td>Power ON Sequence</td> <td>3'b00000</td> <td>8'bXXXXXXXX</td> </tr> <tr> <td>H/W Reset</td> <td>3'b00000</td> <td>8'bXXXXXXXX</td> </tr> </tbody> </table>   |               |     |          |                      |                                |    |              |    |    |    |    |     | Status       | Default Value |  | PGM_ADR[4:0] | PGM_DATA[7:0]                           | Power ON Sequence              | 3'b00000                                  | 8'bXXXXXXXX | H/W Reset                                | 3'b00000 | 8'bXXXXXXXX |                 |   |   |   |   |   |                 |   |   |   |   |   |                 |   |   |   |   |   |                      |        |  |  |  |  |          |
| Status                                    | Default Value  |               |     |          |                      |                                |    |              |    |    |    |    |     |              |               |  |              |   |                                |   |             |  |          |             |                 |   |   |   |   |   |                 |   |   |   |   |   |                 |   |   |   |   |   |                      |        |  |  |  |  |          |
|   | PGM_ADR[4:0]   | PGM_DATA[7:0] |     |          |                      |                                |    |              |    |    |    |    |     |              |               |  |              |   |                                |   |             |  |          |             |                 |   |   |   |   |   |                 |   |   |   |   |   |                 |   |   |   |   |   |                      |        |  |  |  |  |          |
| Power ON Sequence                         | 3'b00000   | 8'bXXXXXXXX   |     |          |                      |                                |    |              |    |    |    |    |     |              |               |  |              |   |                                |   |             |  |          |             |                 |   |   |   |   |   |                 |   |   |   |   |   |                 |   |   |   |   |   |                      |        |  |  |  |  |          |
| H/W Reset                                 | 3'b00000   | 8'bXXXXXXXX   |     |          |                      |                                |    |              |    |    |    |    |     |              |               |  |              |   |                                |   |             |  |          |             |                 |   |   |   |   |   |                 |   |   |   |   |   |                 |   |   |   |   |   |                      |        |  |  |  |  |          |

### 8.2.74. NV Memory Protection Key (D1h)

| D1h                                       | NVMPKEY (NV Memory Protection Key)   |     |     |          |            |    |    |    |    |    |    |    |     |        |               |  |             |   |             |   |     |  |     |          |     |
|---|--|-----|-----|----------|------------|----|----|----|----|----|----|----|-----|--------|---------------|--|-------------|---|-------------|---|-----|--|-----|----------|-----|
|   | D/CX   | RDX | WRX | D[15:8]  | D7         | D6 | D5 | D4 | D3 | D2 | D1 | D0 | HEX |        |               |  |             |   |             |   |     |  |     |          |     |
| Command                                   | 0  | 1   | ↑   | XXXXXXXX | 1          | 1  | 0  | 1  | 0  | 0  | 0  | 1  | D1h |        |               |  |             |   |             |   |     |  |     |          |     |
| 1 <sup>st</sup> Parameter                 | 1  | 1   | ↑   | XXXXXXXX | KEY[23:16] |    |    |    |    |    |    |    | 55h |        |               |  |             |   |             |   |     |  |     |          |     |
| 2 <sup>nd</sup> Parameter                 | 1  | 1   | ↑   | XXXXXXXX | KEY[15:8]  |    |    |    |    |    |    |    | AAh |        |               |  |             |   |             |   |     |  |     |          |     |
| 3 <sup>rd</sup> Parameter                 | 1  | 1   | ↑   | XXXXXXXX | KEY[7:0]   |    |    |    |    |    |    |    | 66h |        |               |  |             |   |             |   |     |  |     |          |     |
| Description                               | <p><b>KEY [23:0]:</b> NV memory programming protection key. When writing OTP data to D0h, this register must be set to 0x55AA66h to enable OTP programming. If D1h register is not written with 0x55AA66h, then NV memory programming will be aborted.</p>   |     |     |          |            |    |    |    |    |    |    |    |     |        |               |  |             |   |             |   |     |  |     |          |     |
| Restriction                               |  |     |     |          |            |    |    |    |    |    |    |    |     |        |               |  |             |   |             |   |     |  |     |          |     |
| Register Availability                     | <table border="1"> <thead> <tr> <th>Status</th> <th>Availability</th> </tr> </thead> <tbody> <tr> <td>Normal Mode ON, Idle Mode OFF, Sleep OUT</td> <td>Yes</td> </tr> <tr> <td>Normal Mode ON, Idle Mode ON, Sleep OUT</td> <td>Yes</td> </tr> <tr> <td>Partial Mode ON, Idle Mode OFF, Sleep OUT</td> <td>Yes</td> </tr> <tr> <td>Partial Mode ON, Idle Mode ON, Sleep OUT</td> <td>Yes</td> </tr> <tr> <td>Sleep IN</td> <td>Yes</td> </tr> </tbody> </table> |     |     |          |            |    |    |    |    |    |    |    |     | Status | Availability  | Normal Mode ON, Idle Mode OFF, Sleep OUT | Yes         | Normal Mode ON, Idle Mode ON, Sleep OUT | Yes         | Partial Mode ON, Idle Mode OFF, Sleep OUT | Yes | Partial Mode ON, Idle Mode ON, Sleep OUT | Yes | Sleep IN | Yes |
| Status                                    | Availability   |     |     |          |            |    |    |    |    |    |    |    |     |        |               |  |             |   |             |   |     |  |     |          |     |
| Normal Mode ON, Idle Mode OFF, Sleep OUT  | Yes  |     |     |          |            |    |    |    |    |    |    |    |     |        |               |  |             |   |             |   |     |  |     |          |     |
| Normal Mode ON, Idle Mode ON, Sleep OUT   | Yes  |     |     |          |            |    |    |    |    |    |    |    |     |        |               |  |             |   |             |   |     |  |     |          |     |
| Partial Mode ON, Idle Mode OFF, Sleep OUT | Yes  |     |     |          |            |    |    |    |    |    |    |    |     |        |               |  |             |   |             |   |     |  |     |          |     |
| Partial Mode ON, Idle Mode ON, Sleep OUT  | Yes  |     |     |          |            |    |    |    |    |    |    |    |     |        |               |  |             |   |             |   |     |  |     |          |     |
| Sleep IN                                  | Yes  |     |     |          |            |    |    |    |    |    |    |    |     |        |               |  |             |   |             |   |     |  |     |          |     |
| Default                                   | <table border="1"> <thead> <tr> <th>Status</th> <th>Default Value</th> </tr> </thead> <tbody> <tr> <td>Power ON Sequence</td> <td>24'h55AA66h</td> </tr> <tr> <td>H/W Reset</td> <td>24'h55AA66h</td> </tr> </tbody> </table>  |     |     |          |            |    |    |    |    |    |    |    |     | Status | Default Value | Power ON Sequence                        | 24'h55AA66h | H/W Reset                               | 24'h55AA66h |   |     |  |     |          |     |
| Status                                    | Default Value  |     |     |          |            |    |    |    |    |    |    |    |     |        |               |  |             |   |             |   |     |  |     |          |     |
| Power ON Sequence                         | 24'h55AA66h  |     |     |          |            |    |    |    |    |    |    |    |     |        |               |  |             |   |             |   |     |  |     |          |     |
| H/W Reset                                 | 24'h55AA66h  |     |     |          |            |    |    |    |    |    |    |    |     |        |               |  |             |   |             |   |     |  |     |          |     |

### 8.2.75. NV Memory Status Read (D2h)

| D2h                                       | RDNVM (NV Memory Status Read)  |         |         |                    |                    |      |          |    |              |    |    |    |     |   |               |  |     |   |     |   |     |  |               |          |         |         |      |                   |                   |   |   |   |                    |   |   |   |           |                    |   |   |   |   |                    |      |                         |   |      |   |      |
|---|--|---------|---------|--------------------|--------------------|------|----------|----|--------------|----|----|----|-----|---|---------------|--|-----|---|-----|---|-----|--|---------------|----------|---------|---------|------|-------------------|-------------------|---|---|---|--------------------|---|---|---|-----------|--------------------|---|---|---|---|--------------------|------|-------------------------|---|------|---|------|
|   | D/CX   | RDX     | WRX     | D[15:8]            | D7                 | D6   | D5       | D4 | D3           | D2 | D1 | D0 | HEX |   |               |  |     |   |     |   |     |  |               |          |         |         |      |                   |                   |   |   |   |                    |   |   |   |           |                    |   |   |   |   |                    |      |                         |   |      |   |      |
| Command                                   | 0  | 1       | ↑       | XXXXXXXX           | 1                  | 1    | 0        | 1  | 0            | 0  | 1  | 0  | D2h |   |               |  |     |   |     |   |     |  |               |          |         |         |      |                   |                   |   |   |   |                    |   |   |   |           |                    |   |   |   |   |                    |      |                         |   |      |   |      |
| 1 <sup>st</sup> Parameter                 | 1  | ↑       | 1       | XXXXXXXX           | X                  | X    | X        | X  | X            | X  | X  | X  | XX  |   |               |  |     |   |     |   |     |  |               |          |         |         |      |                   |                   |   |   |   |                    |   |   |   |           |                    |   |   |   |   |                    |      |                         |   |      |   |      |
| 2 <sup>nd</sup> Parameter                 | 1  | ↑       | 1       | XXXXXXXX           | ID2_CNT[3:0]       |      |          |    | ID1_CNT[3:0] |    |    |    | XX  |   |               |  |     |   |     |   |     |  |               |          |         |         |      |                   |                   |   |   |   |                    |   |   |   |           |                    |   |   |   |   |                    |      |                         |   |      |   |      |
| 3 <sup>rd</sup> Parameter                 | 1  | ↑       | 1       | XXXXXXXX           | VMF_CNT[3:0]       |      |          |    | ID3_CNT[3:0] |    |    |    | XX  |   |               |  |     |   |     |   |     |  |               |          |         |         |      |                   |                   |   |   |   |                    |   |   |   |           |                    |   |   |   |   |                    |      |                         |   |      |   |      |
| 4 <sup>th</sup> Parameter                 | 1  | ↑       | 1       | XXXXXXXX           | BUSY               | 0    | 0        | 0  | 0            | 0  | 0  | 0  | XX  |   |               |  |     |   |     |   |     |  |               |          |         |         |      |                   |                   |   |   |   |                    |   |   |   |           |                    |   |   |   |   |                    |      |                         |   |      |   |      |
| Description                               | <p><b>PGM_CNT [1:0]:</b> NV memory program record. The bits will increase "+1" automatically after writing the NV_VMF [5:0] to NV memory.</p> <table border="1" style="margin-left: auto; margin-right: auto;"> <thead> <tr> <th colspan="4">ID1_CNT[3:0]/ID2_CNT[3:0] / ID3_CNT[3:0] / VMF_CNT[3:0]</th> <th>Description</th> </tr> </thead> <tbody> <tr> <td>0</td> <td>0</td> <td>0</td> <td>0</td> <td>No Programmed</td> </tr> <tr> <td>0</td> <td>0</td> <td>0</td> <td>1</td> <td>Programmed 1 time</td> </tr> <tr> <td>0</td> <td>0</td> <td>1</td> <td>1</td> <td>Programmed 2 times</td> </tr> <tr> <td>0</td> <td>1</td> <td>1</td> <td>1</td> <td>Programmed 3 times</td> </tr> <tr> <td>1</td> <td>1</td> <td>1</td> <td>1</td> <td>Programmed 4 times</td> </tr> </tbody> </table> <p><b>BUSY:</b> The status bit of NV memory programming.</p> <table border="1" style="margin-left: auto; margin-right: auto;"> <thead> <tr> <th>BUSY</th> <th>The Status of NV Memory</th> </tr> </thead> <tbody> <tr> <td>0</td> <td>Idle</td> </tr> <tr> <td>1</td> <td>Busy</td> </tr> </tbody> </table> |         |         |                    |                    |      |          |    |              |    |    |    |     | ID1_CNT[3:0]/ID2_CNT[3:0] / ID3_CNT[3:0] / VMF_CNT[3:0] |               |  |     | Description                             | 0   | 0   | 0   | 0  | No Programmed | 0        | 0       | 0       | 1    | Programmed 1 time | 0                 | 0 | 1 | 1 | Programmed 2 times | 0 | 1 | 1 | 1         | Programmed 3 times | 1 | 1 | 1 | 1 | Programmed 4 times | BUSY | The Status of NV Memory | 0 | Idle | 1 | Busy |
|   | ID1_CNT[3:0]/ID2_CNT[3:0] / ID3_CNT[3:0] / VMF_CNT[3:0]  |         |         |                    | Description        |      |          |    |              |    |    |    |     |   |               |  |     |   |     |   |     |  |               |          |         |         |      |                   |                   |   |   |   |                    |   |   |   |           |                    |   |   |   |   |                    |      |                         |   |      |   |      |
|   | 0  | 0       | 0       | 0                  | No Programmed      |      |          |    |              |    |    |    |     |   |               |  |     |   |     |   |     |  |               |          |         |         |      |                   |                   |   |   |   |                    |   |   |   |           |                    |   |   |   |   |                    |      |                         |   |      |   |      |
|   | 0  | 0       | 0       | 1                  | Programmed 1 time  |      |          |    |              |    |    |    |     |   |               |  |     |   |     |   |     |  |               |          |         |         |      |                   |                   |   |   |   |                    |   |   |   |           |                    |   |   |   |   |                    |      |                         |   |      |   |      |
|   | 0  | 0       | 1       | 1                  | Programmed 2 times |      |          |    |              |    |    |    |     |   |               |  |     |   |     |   |     |  |               |          |         |         |      |                   |                   |   |   |   |                    |   |   |   |           |                    |   |   |   |   |                    |      |                         |   |      |   |      |
|   | 0  | 1       | 1       | 1                  | Programmed 3 times |      |          |    |              |    |    |    |     |   |               |  |     |   |     |   |     |  |               |          |         |         |      |                   |                   |   |   |   |                    |   |   |   |           |                    |   |   |   |   |                    |      |                         |   |      |   |      |
| 1   | 1  | 1       | 1       | Programmed 4 times |                    |      |          |    |              |    |    |    |     |   |               |  |     |   |     |   |     |  |               |          |         |         |      |                   |                   |   |   |   |                    |   |   |   |           |                    |   |   |   |   |                    |      |                         |   |      |   |      |
| BUSY                                      | The Status of NV Memory  |         |         |                    |                    |      |          |    |              |    |    |    |     |   |               |  |     |   |     |   |     |  |               |          |         |         |      |                   |                   |   |   |   |                    |   |   |   |           |                    |   |   |   |   |                    |      |                         |   |      |   |      |
| 0   | Idle   |         |         |                    |                    |      |          |    |              |    |    |    |     |   |               |  |     |   |     |   |     |  |               |          |         |         |      |                   |                   |   |   |   |                    |   |   |   |           |                    |   |   |   |   |                    |      |                         |   |      |   |      |
| 1   | Busy   |         |         |                    |                    |      |          |    |              |    |    |    |     |   |               |  |     |   |     |   |     |  |               |          |         |         |      |                   |                   |   |   |   |                    |   |   |   |           |                    |   |   |   |   |                    |      |                         |   |      |   |      |
| Restriction                               |  |         |         |                    |                    |      |          |    |              |    |    |    |     |   |               |  |     |   |     |   |     |  |               |          |         |         |      |                   |                   |   |   |   |                    |   |   |   |           |                    |   |   |   |   |                    |      |                         |   |      |   |      |
| Register Availability                     | <table border="1" style="margin-left: auto; margin-right: auto;"> <thead> <tr> <th>Status</th> <th>Availability</th> </tr> </thead> <tbody> <tr> <td>Normal Mode ON, Idle Mode OFF, Sleep OUT</td> <td>Yes</td> </tr> <tr> <td>Normal Mode ON, Idle Mode ON, Sleep OUT</td> <td>Yes</td> </tr> <tr> <td>Partial Mode ON, Idle Mode OFF, Sleep OUT</td> <td>Yes</td> </tr> <tr> <td>Partial Mode ON, Idle Mode ON, Sleep OUT</td> <td>Yes</td> </tr> <tr> <td>Sleep IN</td> <td>Yes</td> </tr> </tbody> </table>  |         |         |                    |                    |      |          |    |              |    |    |    |     | Status  | Availability  | Normal Mode ON, Idle Mode OFF, Sleep OUT | Yes | Normal Mode ON, Idle Mode ON, Sleep OUT | Yes | Partial Mode ON, Idle Mode OFF, Sleep OUT | Yes | Partial Mode ON, Idle Mode ON, Sleep OUT | Yes           | Sleep IN | Yes     |         |      |                   |                   |   |   |   |                    |   |   |   |           |                    |   |   |   |   |                    |      |                         |   |      |   |      |
| Status                                    | Availability   |         |         |                    |                    |      |          |    |              |    |    |    |     |   |               |  |     |   |     |   |     |  |               |          |         |         |      |                   |                   |   |   |   |                    |   |   |   |           |                    |   |   |   |   |                    |      |                         |   |      |   |      |
| Normal Mode ON, Idle Mode OFF, Sleep OUT  | Yes  |         |         |                    |                    |      |          |    |              |    |    |    |     |   |               |  |     |   |     |   |     |  |               |          |         |         |      |                   |                   |   |   |   |                    |   |   |   |           |                    |   |   |   |   |                    |      |                         |   |      |   |      |
| Normal Mode ON, Idle Mode ON, Sleep OUT   | Yes  |         |         |                    |                    |      |          |    |              |    |    |    |     |   |               |  |     |   |     |   |     |  |               |          |         |         |      |                   |                   |   |   |   |                    |   |   |   |           |                    |   |   |   |   |                    |      |                         |   |      |   |      |
| Partial Mode ON, Idle Mode OFF, Sleep OUT | Yes  |         |         |                    |                    |      |          |    |              |    |    |    |     |   |               |  |     |   |     |   |     |  |               |          |         |         |      |                   |                   |   |   |   |                    |   |   |   |           |                    |   |   |   |   |                    |      |                         |   |      |   |      |
| Partial Mode ON, Idle Mode ON, Sleep OUT  | Yes  |         |         |                    |                    |      |          |    |              |    |    |    |     |   |               |  |     |   |     |   |     |  |               |          |         |         |      |                   |                   |   |   |   |                    |   |   |   |           |                    |   |   |   |   |                    |      |                         |   |      |   |      |
| Sleep IN                                  | Yes  |         |         |                    |                    |      |          |    |              |    |    |    |     |   |               |  |     |   |     |   |     |  |               |          |         |         |      |                   |                   |   |   |   |                    |   |   |   |           |                    |   |   |   |   |                    |      |                         |   |      |   |      |
| Default                                   | <table border="1" style="margin-left: auto; margin-right: auto;"> <thead> <tr> <th rowspan="2">Status</th> <th colspan="7">Default Value</th> </tr> <tr> <th></th> <th>ID3_CNT</th> <th>ID2_CNT</th> <th>ID1_CNT</th> <th>VMF_CNT</th> <th>BUSY</th> <th>OTP_DATA</th> </tr> </thead> <tbody> <tr> <td>Power ON Sequence</td> <td>X</td> <td>X</td> <td>X</td> <td>X</td> <td>X</td> <td>X</td> <td>X</td> </tr> <tr> <td>H/W Reset</td> <td>X</td> <td>X</td> <td>X</td> <td>X</td> <td>X</td> <td>X</td> <td>X</td> </tr> </tbody> </table>  |         |         |                    |                    |      |          |    |              |    |    |    |     | Status  | Default Value |  |     |   |     |   |     |  | ID3_CNT       | ID2_CNT  | ID1_CNT | VMF_CNT | BUSY | OTP_DATA          | Power ON Sequence | X | X | X | X                  | X | X | X | H/W Reset | X                  | X | X | X | X | X                  | X    |                         |   |      |   |      |
| Status                                    | Default Value  |         |         |                    |                    |      |          |    |              |    |    |    |     |   |               |  |     |   |     |   |     |  |               |          |         |         |      |                   |                   |   |   |   |                    |   |   |   |           |                    |   |   |   |   |                    |      |                         |   |      |   |      |
|   |  | ID3_CNT | ID2_CNT | ID1_CNT            | VMF_CNT            | BUSY | OTP_DATA |    |              |    |    |    |     |   |               |  |     |   |     |   |     |  |               |          |         |         |      |                   |                   |   |   |   |                    |   |   |   |           |                    |   |   |   |   |                    |      |                         |   |      |   |      |
| Power ON Sequence                         | X  | X       | X       | X                  | X                  | X    | X        |    |              |    |    |    |     |   |               |  |     |   |     |   |     |  |               |          |         |         |      |                   |                   |   |   |   |                    |   |   |   |           |                    |   |   |   |   |                    |      |                         |   |      |   |      |
| H/W Reset                                 | X  | X       | X       | X                  | X                  | X    | X        |    |              |    |    |    |     |   |               |  |     |   |     |   |     |  |               |          |         |         |      |                   |                   |   |   |   |                    |   |   |   |           |                    |   |   |   |   |                    |      |                         |   |      |   |      |

**8.2.76. Read ID4 (D3h)**

| D3h                                       | RDID4 (Read ID4)   |     |     |          |    |    |    |    |    |    |    |    |     |        |               |  |                 |   |                 |   |     |  |     |          |     |
|---|--|-----|-----|----------|----|----|----|----|----|----|----|----|-----|--------|---------------|--|-----------------|---|-----------------|---|-----|--|-----|----------|-----|
|   | D/CX   | RDX | WRX | D[15:8]  | D7 | D6 | D5 | D4 | D3 | D2 | D1 | D0 | HEX |        |               |  |                 |   |                 |   |     |  |     |          |     |
| Command                                   | 0  | 1   | ↑   | XXXXXXXX | 1  | 1  | 0  | 1  | 0  | 0  | 1  | 1  | D3h |        |               |  |                 |   |                 |   |     |  |     |          |     |
| 1 <sup>st</sup> Parameter                 | 1  | ↑   | 1   | XXXXXXXX | X  | X  | X  | X  | X  | X  | X  | X  | XX  |        |               |  |                 |   |                 |   |     |  |     |          |     |
| 2 <sup>nd</sup> Parameter                 | 1  | ↑   | 1   | XXXXXXXX | 0  | 0  | 0  | 0  | 0  | 0  | 0  | 0  | 00h |        |               |  |                 |   |                 |   |     |  |     |          |     |
| 3 <sup>rd</sup> Parameter                 | 1  | ↑   | 1   | XXXXXXXX | 1  | 0  | 0  | 1  | 0  | 1  | 0  | 0  | 94h |        |               |  |                 |   |                 |   |     |  |     |          |     |
| 4 <sup>th</sup> Parameter                 | 1  | ↑   | 1   | XXXXXXXX | 1  | 0  | 0  | 0  | 0  | 0  | 1  | 0  | 86h |        |               |  |                 |   |                 |   |     |  |     |          |     |
| Description                               | <p>Read IC device code.</p> <p>The 1<sup>st</sup> parameter is dummy read period.</p> <p>The 2<sup>nd</sup> parameter means the IC version.</p> <p>The 3<sup>rd</sup> and 4<sup>th</sup> parameter mean the IC model name.</p>   |     |     |          |    |    |    |    |    |    |    |    |     |        |               |  |                 |   |                 |   |     |  |     |          |     |
| Restriction                               |  |     |     |          |    |    |    |    |    |    |    |    |     |        |               |  |                 |   |                 |   |     |  |     |          |     |
| Register Availability                     | <table border="1"> <thead> <tr> <th>Status</th> <th>Availability</th> </tr> </thead> <tbody> <tr> <td>Normal Mode ON, Idle Mode OFF, Sleep OUT</td> <td>Yes</td> </tr> <tr> <td>Normal Mode ON, Idle Mode ON, Sleep OUT</td> <td>Yes</td> </tr> <tr> <td>Partial Mode ON, Idle Mode OFF, Sleep OUT</td> <td>Yes</td> </tr> <tr> <td>Partial Mode ON, Idle Mode ON, Sleep OUT</td> <td>Yes</td> </tr> <tr> <td>Sleep IN</td> <td>Yes</td> </tr> </tbody> </table> |     |     |          |    |    |    |    |    |    |    |    |     | Status | Availability  | Normal Mode ON, Idle Mode OFF, Sleep OUT | Yes             | Normal Mode ON, Idle Mode ON, Sleep OUT | Yes             | Partial Mode ON, Idle Mode OFF, Sleep OUT | Yes | Partial Mode ON, Idle Mode ON, Sleep OUT | Yes | Sleep IN | Yes |
| Status                                    | Availability   |     |     |          |    |    |    |    |    |    |    |    |     |        |               |  |                 |   |                 |   |     |  |     |          |     |
| Normal Mode ON, Idle Mode OFF, Sleep OUT  | Yes  |     |     |          |    |    |    |    |    |    |    |    |     |        |               |  |                 |   |                 |   |     |  |     |          |     |
| Normal Mode ON, Idle Mode ON, Sleep OUT   | Yes  |     |     |          |    |    |    |    |    |    |    |    |     |        |               |  |                 |   |                 |   |     |  |     |          |     |
| Partial Mode ON, Idle Mode OFF, Sleep OUT | Yes  |     |     |          |    |    |    |    |    |    |    |    |     |        |               |  |                 |   |                 |   |     |  |     |          |     |
| Partial Mode ON, Idle Mode ON, Sleep OUT  | Yes  |     |     |          |    |    |    |    |    |    |    |    |     |        |               |  |                 |   |                 |   |     |  |     |          |     |
| Sleep IN                                  | Yes  |     |     |          |    |    |    |    |    |    |    |    |     |        |               |  |                 |   |                 |   |     |  |     |          |     |
| Default                                   | <table border="1"> <thead> <tr> <th>Status</th> <th>Default Value</th> </tr> </thead> <tbody> <tr> <td>Power ON Sequence</td> <td>ID4=24'h009486h</td> </tr> <tr> <td>H/W Reset</td> <td>ID4=24'h009486h</td> </tr> </tbody> </table>  |     |     |          |    |    |    |    |    |    |    |    |     | Status | Default Value | Power ON Sequence                        | ID4=24'h009486h | H/W Reset                               | ID4=24'h009486h |   |     |  |     |          |     |
| Status                                    | Default Value  |     |     |          |    |    |    |    |    |    |    |    |     |        |               |  |                 |   |                 |   |     |  |     |          |     |
| Power ON Sequence                         | ID4=24'h009486h  |     |     |          |    |    |    |    |    |    |    |    |     |        |               |  |                 |   |                 |   |     |  |     |          |     |
| H/W Reset                                 | ID4=24'h009486h  |     |     |          |    |    |    |    |    |    |    |    |     |        |               |  |                 |   |                 |   |     |  |     |          |     |

**8.2.77. PGAMCTRL(Positive Gamma Control) (E0h)**

| PGAMCTRL (Positive Gamma Control)         |  |     |     |          |           |           |           |           |           |    |    |    |     |        |              |  |     |   |     |   |     |  |     |          |     |
|---|--|-----|-----|----------|-----------|-----------|-----------|-----------|-----------|----|----|----|-----|--------|--------------|--|-----|---|-----|---|-----|--|-----|----------|-----|
|   | D/CX   | RDX | WRX | D[15:8]  | D7        | D6        | D5        | D4        | D3        | D2 | D1 | D0 | HEX |        |              |  |     |   |     |   |     |  |     |          |     |
| Command                                   | 0  | 1   | ↑   | XXXXXXXX | 1         | 1         | 1         | 0         | 0         | 0  | 0  | 0  | E0h |        |              |  |     |   |     |   |     |  |     |          |     |
| 1 <sup>st</sup> Parameter                 | 1  | 1   | ↑   | XXXXXXXX | 0         | 0         | 0         | VP0[4:0]  |           |    |    | XX |     |        |              |  |     |   |     |   |     |  |     |          |     |
| 2 <sup>nd</sup> Parameter                 | 1  | 1   | ↑   | XXXXXXXX | 0         | 0         | VP1[5:0]  |           |           |    | XX |    |     |        |              |  |     |   |     |   |     |  |     |          |     |
| 3 <sup>rd</sup> Parameter                 | 1  | 1   | ↑   | XXXXXXXX | 0         | 0         | VP2[5:0]  |           |           |    | XX |    |     |        |              |  |     |   |     |   |     |  |     |          |     |
| 4 <sup>th</sup> Parameter                 | 1  | 1   | ↑   | XXXXXXXX | 0         | 0         | 0         | 0         | VP4[3:0]  |    |    | XX |     |        |              |  |     |   |     |   |     |  |     |          |     |
| 5 <sup>th</sup> Parameter                 | 1  | 1   | ↑   | XXXXXXXX | 0         | 0         | 0         | VP6[4:0]  |           |    |    | XX |     |        |              |  |     |   |     |   |     |  |     |          |     |
| 6 <sup>th</sup> Parameter                 | 1  | 1   | ↑   | XXXXXXXX | 0         | 0         | 0         | 0         | VP13[3:0] |    |    | XX |     |        |              |  |     |   |     |   |     |  |     |          |     |
| 7 <sup>th</sup> Parameter                 | 1  | 1   | ↑   | XXXXXXXX | 0         | VP20[6:0] |           |           |           | XX |    |    |     |        |              |  |     |   |     |   |     |  |     |          |     |
| 8 <sup>th</sup> Parameter                 | 1  | 1   | ↑   | XXXXXXXX | VP36[3:0] |           |           | VP27[3:0] |           |    | XX |    |     |        |              |  |     |   |     |   |     |  |     |          |     |
| 9 <sup>th</sup> Parameter                 | 1  | 1   | ↑   | XXXXXXXX | 0         | VP43[6:0] |           |           |           | XX |    |    |     |        |              |  |     |   |     |   |     |  |     |          |     |
| 10 <sup>th</sup> Parameter                | 1  | 1   | ↑   | XXXXXXXX | 0         | 0         | 0         | 0         | VP50[3:0] |    |    | XX |     |        |              |  |     |   |     |   |     |  |     |          |     |
| 11 <sup>th</sup> Parameter                | 1  | 1   | ↑   | XXXXXXXX | 0         | 0         | 0         | VP57[4:0] |           |    | XX |    |     |        |              |  |     |   |     |   |     |  |     |          |     |
| 12 <sup>th</sup> Parameter                | 1  | 1   | ↑   | XXXXXXXX | 0         | 0         | 0         | 0         | VP59[3:0] |    |    | XX |     |        |              |  |     |   |     |   |     |  |     |          |     |
| 13 <sup>th</sup> Parameter                | 1  | 1   | ↑   | XXXXXXXX | 0         | 0         | VP61[5:0] |           |           |    | XX |    |     |        |              |  |     |   |     |   |     |  |     |          |     |
| 14 <sup>th</sup> Parameter                | 1  | 1   | ↑   | XXXXXXXX | 0         | 0         | VP62[5:0] |           |           |    | XX |    |     |        |              |  |     |   |     |   |     |  |     |          |     |
| 15 <sup>th</sup> Parameter                | 1  | 1   | ↑   | XXXXXXXX | 0         | 0         | 0         | VP63[4:0] |           |    |    | XX |     |        |              |  |     |   |     |   |     |  |     |          |     |
| Description                               | Set the gray scale voltage to adjust the gamma characteristics of the TFT panel.   |     |     |          |           |           |           |           |           |    |    |    |     |        |              |  |     |   |     |   |     |  |     |          |     |
| Restriction                               |  |     |     |          |           |           |           |           |           |    |    |    |     |        |              |  |     |   |     |   |     |  |     |          |     |
| Register Availability                     | <table border="1"> <thead> <tr> <th>Status</th> <th>Availability</th> </tr> </thead> <tbody> <tr> <td>Normal Mode ON, Idle Mode OFF, Sleep OUT</td> <td>Yes</td> </tr> <tr> <td>Normal Mode ON, Idle Mode ON, Sleep OUT</td> <td>Yes</td> </tr> <tr> <td>Partial Mode ON, Idle Mode OFF, Sleep OUT</td> <td>Yes</td> </tr> <tr> <td>Partial Mode ON, Idle Mode ON, Sleep OUT</td> <td>Yes</td> </tr> <tr> <td>Sleep IN</td> <td>Yes</td> </tr> </tbody> </table> |     |     |          |           |           |           |           |           |    |    |    |     | Status | Availability | Normal Mode ON, Idle Mode OFF, Sleep OUT | Yes | Normal Mode ON, Idle Mode ON, Sleep OUT | Yes | Partial Mode ON, Idle Mode OFF, Sleep OUT | Yes | Partial Mode ON, Idle Mode ON, Sleep OUT | Yes | Sleep IN | Yes |
| Status                                    | Availability   |     |     |          |           |           |           |           |           |    |    |    |     |        |              |  |     |   |     |   |     |  |     |          |     |
| Normal Mode ON, Idle Mode OFF, Sleep OUT  | Yes  |     |     |          |           |           |           |           |           |    |    |    |     |        |              |  |     |   |     |   |     |  |     |          |     |
| Normal Mode ON, Idle Mode ON, Sleep OUT   | Yes  |     |     |          |           |           |           |           |           |    |    |    |     |        |              |  |     |   |     |   |     |  |     |          |     |
| Partial Mode ON, Idle Mode OFF, Sleep OUT | Yes  |     |     |          |           |           |           |           |           |    |    |    |     |        |              |  |     |   |     |   |     |  |     |          |     |
| Partial Mode ON, Idle Mode ON, Sleep OUT  | Yes  |     |     |          |           |           |           |           |           |    |    |    |     |        |              |  |     |   |     |   |     |  |     |          |     |
| Sleep IN                                  | Yes  |     |     |          |           |           |           |           |           |    |    |    |     |        |              |  |     |   |     |   |     |  |     |          |     |

**8.2.78. NGAMCTRL (Negative Gamma Correction) (E1h)**

| NGAMCTRL (Negative Gamma Correction)      |  |     |     |          |           |           |           |           |           |    |    |    |     |        |              |  |     |   |     |   |     |  |     |          |     |
|---|--|-----|-----|----------|-----------|-----------|-----------|-----------|-----------|----|----|----|-----|--------|--------------|--|-----|---|-----|---|-----|--|-----|----------|-----|
|   | D/CX   | RDX | WRX | D[15:8]  | D7        | D6        | D5        | D4        | D3        | D2 | D1 | D0 | HEX |        |              |  |     |   |     |   |     |  |     |          |     |
| Command                                   | 0  | 1   | ↑   | XXXXXXXX | 1         | 1         | 1         | 0         | 0         | 0  | 0  | 1  | E1h |        |              |  |     |   |     |   |     |  |     |          |     |
| 1 <sup>st</sup> Parameter                 | 1  | 1   | ↑   | XXXXXXXX | 0         | 0         | 0         | VN0[4:0]  |           |    |    | XX |     |        |              |  |     |   |     |   |     |  |     |          |     |
| 2 <sup>nd</sup> Parameter                 | 1  | 1   | ↑   | XXXXXXXX | 0         | 0         | VN1[5:0]  |           |           |    | XX |    |     |        |              |  |     |   |     |   |     |  |     |          |     |
| 3 <sup>rd</sup> Parameter                 | 1  | 1   | ↑   | XXXXXXXX | 0         | 0         | VN2[5:0]  |           |           |    | XX |    |     |        |              |  |     |   |     |   |     |  |     |          |     |
| 4 <sup>th</sup> Parameter                 | 1  | 1   | ↑   | XXXXXXXX | 0         | 0         | 0         | 0         | VN4[3:0]  |    |    | XX |     |        |              |  |     |   |     |   |     |  |     |          |     |
| 5 <sup>th</sup> Parameter                 | 1  | 1   | ↑   | XXXXXXXX | 0         | 0         | RVN6[4:0] |           |           |    | XX |    |     |        |              |  |     |   |     |   |     |  |     |          |     |
| 6 <sup>th</sup> Parameter                 | 1  | 1   | ↑   | XXXXXXXX | 0         | 0         | 0         | 0         | VN13[3:0] |    |    | XX |     |        |              |  |     |   |     |   |     |  |     |          |     |
| 7 <sup>th</sup> Parameter                 | 1  | 1   | ↑   | XXXXXXXX | 0         | VN20[6:0] |           |           |           | XX |    |    |     |        |              |  |     |   |     |   |     |  |     |          |     |
| 8 <sup>th</sup> Parameter                 | 1  | 1   | ↑   | XXXXXXXX | VN36[3:0] |           |           | VN27[3:0] |           |    | XX |    |     |        |              |  |     |   |     |   |     |  |     |          |     |
| 9 <sup>th</sup> Parameter                 | 1  | 1   | ↑   | XXXXXXXX | 0         | VN43[6:0] |           |           |           | XX |    |    |     |        |              |  |     |   |     |   |     |  |     |          |     |
| 10 <sup>th</sup> Parameter                | 1  | 1   | ↑   | XXXXXXXX | 0         | 0         | 0         | 0         | VN50[3:0] |    |    | XX |     |        |              |  |     |   |     |   |     |  |     |          |     |
| 11 <sup>th</sup> Parameter                | 1  | 1   | ↑   | XXXXXXXX | 0         | 0         | VN57[4:0] |           |           |    | XX |    |     |        |              |  |     |   |     |   |     |  |     |          |     |
| 12 <sup>th</sup> Parameter                | 1  | 1   | ↑   | XXXXXXXX | 0         | 0         | 0         | 0         | VN59[3:0] |    |    | XX |     |        |              |  |     |   |     |   |     |  |     |          |     |
| 13 <sup>th</sup> Parameter                | 1  | 1   | ↑   | XXXXXXXX | 0         | 0         | VN61[5:0] |           |           |    | XX |    |     |        |              |  |     |   |     |   |     |  |     |          |     |
| 14 <sup>th</sup> Parameter                | 1  | 1   | ↑   | XXXXXXXX | 0         | 0         | VN62[5:0] |           |           |    | XX |    |     |        |              |  |     |   |     |   |     |  |     |          |     |
| 15 <sup>th</sup> Parameter                | 1  | 1   | ↑   | XXXXXXXX | 0         | 0         | 0         | VN63[4:0] |           |    |    | XX |     |        |              |  |     |   |     |   |     |  |     |          |     |
| Description                               | Set the gray scale voltage to adjust the gamma characteristics of the TFT panel.   |     |     |          |           |           |           |           |           |    |    |    |     |        |              |  |     |   |     |   |     |  |     |          |     |
| Restriction                               |  |     |     |          |           |           |           |           |           |    |    |    |     |        |              |  |     |   |     |   |     |  |     |          |     |
| Register Availability                     | <table border="1"> <thead> <tr> <th>Status</th> <th>Availability</th> </tr> </thead> <tbody> <tr> <td>Normal Mode ON, Idle Mode OFF, Sleep OUT</td> <td>Yes</td> </tr> <tr> <td>Normal Mode ON, Idle Mode ON, Sleep OUT</td> <td>Yes</td> </tr> <tr> <td>Partial Mode ON, Idle Mode OFF, Sleep OUT</td> <td>Yes</td> </tr> <tr> <td>Partial Mode ON, Idle Mode ON, Sleep OUT</td> <td>Yes</td> </tr> <tr> <td>Sleep IN</td> <td>Yes</td> </tr> </tbody> </table> |     |     |          |           |           |           |           |           |    |    |    |     | Status | Availability | Normal Mode ON, Idle Mode OFF, Sleep OUT | Yes | Normal Mode ON, Idle Mode ON, Sleep OUT | Yes | Partial Mode ON, Idle Mode OFF, Sleep OUT | Yes | Partial Mode ON, Idle Mode ON, Sleep OUT | Yes | Sleep IN | Yes |
| Status                                    | Availability   |     |     |          |           |           |           |           |           |    |    |    |     |        |              |  |     |   |     |   |     |  |     |          |     |
| Normal Mode ON, Idle Mode OFF, Sleep OUT  | Yes  |     |     |          |           |           |           |           |           |    |    |    |     |        |              |  |     |   |     |   |     |  |     |          |     |
| Normal Mode ON, Idle Mode ON, Sleep OUT   | Yes  |     |     |          |           |           |           |           |           |    |    |    |     |        |              |  |     |   |     |   |     |  |     |          |     |
| Partial Mode ON, Idle Mode OFF, Sleep OUT | Yes  |     |     |          |           |           |           |           |           |    |    |    |     |        |              |  |     |   |     |   |     |  |     |          |     |
| Partial Mode ON, Idle Mode ON, Sleep OUT  | Yes  |     |     |          |           |           |           |           |           |    |    |    |     |        |              |  |     |   |     |   |     |  |     |          |     |
| Sleep IN                                  | Yes  |     |     |          |           |           |           |           |           |    |    |    |     |        |              |  |     |   |     |   |     |  |     |          |     |

### 8.2.79. Digital Gamma Control 1 (E2h)

| E2h                                       | DGAMCTRL (Digital Gamma Control 1)   |           |     |          |            |    |    |            |    |    |    |    |     |        |               |  |           |   |                   |   |     |  |     |          |     |
|---|--|-----------|-----|----------|------------|----|----|------------|----|----|----|----|-----|--------|---------------|--|-----------|---|-------------------|---|-----|--|-----|----------|-----|
|   | D/CX   | RDX       | WRX | D[15:8]  | D7         | D6 | D5 | D4         | D3 | D2 | D1 | D0 | HEX |        |               |  |           |   |                   |   |     |  |     |          |     |
| Command                                   | 0  | 1         | ↑   | XXXXXXXX | 1          | 1  | 1  | 0          | 0  | 0  | 1  | 0  | E2h |        |               |  |           |   |                   |   |     |  |     |          |     |
| 1 <sup>st</sup> Parameter                 | 1  | 1         | ↑   | XXXXXXXX | RCA0[3:0]  |    |    | BCA0[3:0]  |    |    |    |    | XX  |        |               |  |           |   |                   |   |     |  |     |          |     |
| :   | 1  | 1         | ↑   | XXXXXXXX | RCAx[3:0]  |    |    | BCAx[3:0]  |    |    |    |    | XX  |        |               |  |           |   |                   |   |     |  |     |          |     |
| 16 <sup>th</sup> Parameter                | 1  | 1         | ↑   | XXXXXXXX | RCA15[3:0] |    |    | BCA15[3:0] |    |    |    |    | XX  |        |               |  |           |   |                   |   |     |  |     |          |     |
| Description                               | <b>RCAX [3:0]:</b> Gamma Macro-adjustment registers for red gamma curve.<br><b>BCAX [3:0]:</b> Gamma Macro-adjustment registers for blue gamma curve.  |           |     |          |            |    |    |            |    |    |    |    |     |        |               |  |           |   |                   |   |     |  |     |          |     |
| Restriction                               |  |           |     |          |            |    |    |            |    |    |    |    |     |        |               |  |           |   |                   |   |     |  |     |          |     |
| Register Availability                     | <table border="1"> <thead> <tr> <th>Status</th> <th>Availability</th> </tr> </thead> <tbody> <tr> <td>Normal Mode ON, Idle Mode OFF, Sleep OUT</td> <td>Yes</td> </tr> <tr> <td>Normal Mode ON, Idle Mode ON, Sleep OUT</td> <td>Yes</td> </tr> <tr> <td>Partial Mode ON, Idle Mode OFF, Sleep OUT</td> <td>Yes</td> </tr> <tr> <td>Partial Mode ON, Idle Mode ON, Sleep OUT</td> <td>Yes</td> </tr> <tr> <td>Sleep IN</td> <td>Yes</td> </tr> </tbody> </table> |           |     |          |            |    |    |            |    |    |    |    |     | Status | Availability  | Normal Mode ON, Idle Mode OFF, Sleep OUT | Yes       | Normal Mode ON, Idle Mode ON, Sleep OUT | Yes               | Partial Mode ON, Idle Mode OFF, Sleep OUT | Yes | Partial Mode ON, Idle Mode ON, Sleep OUT | Yes | Sleep IN | Yes |
| Status                                    | Availability   |           |     |          |            |    |    |            |    |    |    |    |     |        |               |  |           |   |                   |   |     |  |     |          |     |
| Normal Mode ON, Idle Mode OFF, Sleep OUT  | Yes  |           |     |          |            |    |    |            |    |    |    |    |     |        |               |  |           |   |                   |   |     |  |     |          |     |
| Normal Mode ON, Idle Mode ON, Sleep OUT   | Yes  |           |     |          |            |    |    |            |    |    |    |    |     |        |               |  |           |   |                   |   |     |  |     |          |     |
| Partial Mode ON, Idle Mode OFF, Sleep OUT | Yes  |           |     |          |            |    |    |            |    |    |    |    |     |        |               |  |           |   |                   |   |     |  |     |          |     |
| Partial Mode ON, Idle Mode ON, Sleep OUT  | Yes  |           |     |          |            |    |    |            |    |    |    |    |     |        |               |  |           |   |                   |   |     |  |     |          |     |
| Sleep IN                                  | Yes  |           |     |          |            |    |    |            |    |    |    |    |     |        |               |  |           |   |                   |   |     |  |     |          |     |
| Default                                   | <table border="1"> <thead> <tr> <th rowspan="2">Status</th> <th colspan="2">Default Value</th> </tr> <tr> <th>RCAX[3:0]</th> <th>BCAX[3:0]</th> </tr> </thead> <tbody> <tr> <td>Power ON Sequence</td> <td>TBD</td> <td>TBD</td> </tr> <tr> <td>H/W Reset</td> <td>TBD</td> <td>TBD</td> </tr> </tbody> </table>   |           |     |          |            |    |    |            |    |    |    |    |     | Status | Default Value |  | RCAX[3:0] | BCAX[3:0]                               | Power ON Sequence | TBD                                       | TBD | H/W Reset                                | TBD | TBD      |     |
| Status                                    | Default Value  |           |     |          |            |    |    |            |    |    |    |    |     |        |               |  |           |   |                   |   |     |  |     |          |     |
|   | RCAX[3:0]  | BCAX[3:0] |     |          |            |    |    |            |    |    |    |    |     |        |               |  |           |   |                   |   |     |  |     |          |     |
| Power ON Sequence                         | TBD  | TBD       |     |          |            |    |    |            |    |    |    |    |     |        |               |  |           |   |                   |   |     |  |     |          |     |
| H/W Reset                                 | TBD  | TBD       |     |          |            |    |    |            |    |    |    |    |     |        |               |  |           |   |                   |   |     |  |     |          |     |

### 8.2.80. Digital Gamma Control 2 (E3h)

| E3h                                       | DGAMCTRL (Digital Gamma Control 2)   |           |     |          |            |    |    |            |    |    |    |    |     |        |               |  |           |   |                   |   |     |  |     |          |     |
|---|--|-----------|-----|----------|------------|----|----|------------|----|----|----|----|-----|--------|---------------|--|-----------|---|-------------------|---|-----|--|-----|----------|-----|
|   | D/CX   | RDX       | WRX | D[15:8]  | D7         | D6 | D5 | D4         | D3 | D2 | D1 | D0 | HEX |        |               |  |           |   |                   |   |     |  |     |          |     |
| Command                                   | 0  | 1         | ↑   | XXXXXXXX | 1          | 1  | 1  | 0          | 0  | 0  | 1  | 1  | E3h |        |               |  |           |   |                   |   |     |  |     |          |     |
| 1 <sup>st</sup> Parameter                 | 1  | 1         | ↑   | XXXXXXXX | RFA0[3:0]  |    |    | BFA0[3:0]  |    |    |    |    | XX  |        |               |  |           |   |                   |   |     |  |     |          |     |
| :   | 1  | 1         | ↑   | XXXXXXXX | RFAx[3:0]  |    |    | BFAx[3:0]  |    |    |    |    | XX  |        |               |  |           |   |                   |   |     |  |     |          |     |
| 64 <sup>th</sup> Parameter                | 1  | 1         | ↑   | XXXXXXXX | RFA63[3:0] |    |    | BFA63[3:0] |    |    |    |    | XX  |        |               |  |           |   |                   |   |     |  |     |          |     |
| Description                               | <b>RFAX [3:0]:</b> Gamma Micro-adjustment register for red gamma curve.<br><b>BFAx [3:0]:</b> Gamma Micro-adjustment register for blue gamma curve.  |           |     |          |            |    |    |            |    |    |    |    |     |        |               |  |           |   |                   |   |     |  |     |          |     |
| Restriction                               |  |           |     |          |            |    |    |            |    |    |    |    |     |        |               |  |           |   |                   |   |     |  |     |          |     |
| Register Availability                     | <table border="1"> <thead> <tr> <th>Status</th> <th>Availability</th> </tr> </thead> <tbody> <tr> <td>Normal Mode ON, Idle Mode OFF, Sleep OUT</td> <td>Yes</td> </tr> <tr> <td>Normal Mode ON, Idle Mode ON, Sleep OUT</td> <td>Yes</td> </tr> <tr> <td>Partial Mode ON, Idle Mode OFF, Sleep OUT</td> <td>Yes</td> </tr> <tr> <td>Partial Mode ON, Idle Mode ON, Sleep OUT</td> <td>Yes</td> </tr> <tr> <td>Sleep IN</td> <td>Yes</td> </tr> </tbody> </table> |           |     |          |            |    |    |            |    |    |    |    |     | Status | Availability  | Normal Mode ON, Idle Mode OFF, Sleep OUT | Yes       | Normal Mode ON, Idle Mode ON, Sleep OUT | Yes               | Partial Mode ON, Idle Mode OFF, Sleep OUT | Yes | Partial Mode ON, Idle Mode ON, Sleep OUT | Yes | Sleep IN | Yes |
| Status                                    | Availability   |           |     |          |            |    |    |            |    |    |    |    |     |        |               |  |           |   |                   |   |     |  |     |          |     |
| Normal Mode ON, Idle Mode OFF, Sleep OUT  | Yes  |           |     |          |            |    |    |            |    |    |    |    |     |        |               |  |           |   |                   |   |     |  |     |          |     |
| Normal Mode ON, Idle Mode ON, Sleep OUT   | Yes  |           |     |          |            |    |    |            |    |    |    |    |     |        |               |  |           |   |                   |   |     |  |     |          |     |
| Partial Mode ON, Idle Mode OFF, Sleep OUT | Yes  |           |     |          |            |    |    |            |    |    |    |    |     |        |               |  |           |   |                   |   |     |  |     |          |     |
| Partial Mode ON, Idle Mode ON, Sleep OUT  | Yes  |           |     |          |            |    |    |            |    |    |    |    |     |        |               |  |           |   |                   |   |     |  |     |          |     |
| Sleep IN                                  | Yes  |           |     |          |            |    |    |            |    |    |    |    |     |        |               |  |           |   |                   |   |     |  |     |          |     |
| Default                                   | <table border="1"> <thead> <tr> <th rowspan="2">Status</th> <th colspan="2">Default Value</th> </tr> <tr> <th>RFAX[3:0]</th> <th>BFAx[3:0]</th> </tr> </thead> <tbody> <tr> <td>Power ON Sequence</td> <td>TBD</td> <td>TBD</td> </tr> <tr> <td>H/W Reset</td> <td>TBD</td> <td>TBD</td> </tr> </tbody> </table>   |           |     |          |            |    |    |            |    |    |    |    |     | Status | Default Value |  | RFAX[3:0] | BFAx[3:0]                               | Power ON Sequence | TBD                                       | TBD | H/W Reset                                | TBD | TBD      |     |
| Status                                    | Default Value  |           |     |          |            |    |    |            |    |    |    |    |     |        |               |  |           |   |                   |   |     |  |     |          |     |
|   | RFAX[3:0]  | BFAx[3:0] |     |          |            |    |    |            |    |    |    |    |     |        |               |  |           |   |                   |   |     |  |     |          |     |
| Power ON Sequence                         | TBD  | TBD       |     |          |            |    |    |            |    |    |    |    |     |        |               |  |           |   |                   |   |     |  |     |          |     |
| H/W Reset                                 | TBD  | TBD       |     |          |            |    |    |            |    |    |    |    |     |        |               |  |           |   |                   |   |     |  |     |          |     |

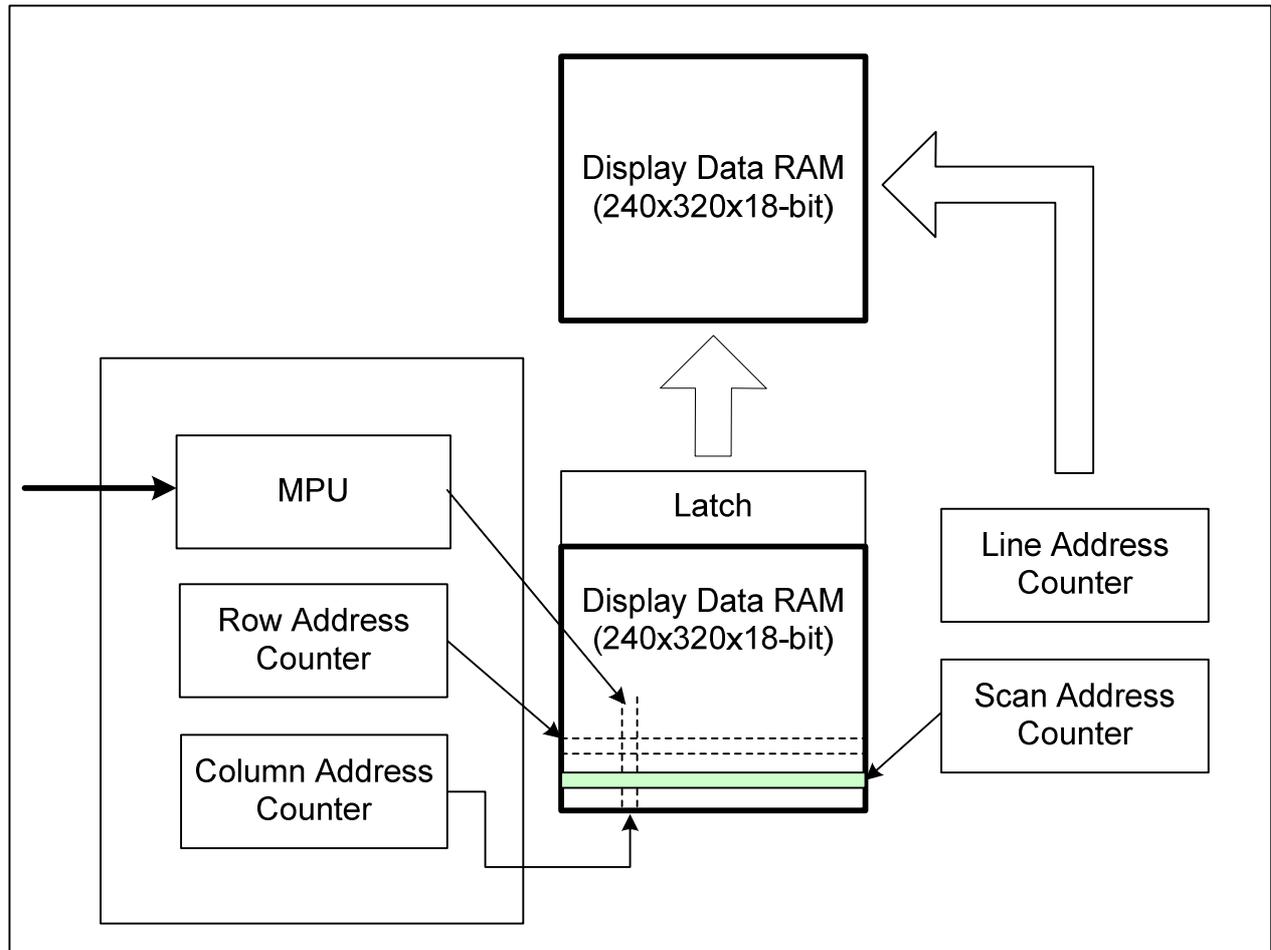
### 8.2.81. SPI Read Command Setting(FBh)

| FBh                                       | DGAMCTRL (Digital Gamma Control 2)   |              |     |          |    |    |    |             |              |    |    |    |     |        |               |  |             |   |                   |   |         |  |      |          |     |
|---|--|--------------|-----|----------|----|----|----|-------------|--------------|----|----|----|-----|--------|---------------|--|-------------|---|-------------------|---|---------|--|------|----------|-----|
|   | D/CX   | RDX          | WRX | D[15:8]  | D7 | D6 | D5 | D4          | D3           | D2 | D1 | D0 | HEX |        |               |  |             |   |                   |   |         |  |      |          |     |
| Command                                   | 0  | 1            | ↑   | XXXXXXXX | 1  | 1  | 1  | 1           | 1            | 0  | 1  | 1  | FBh |        |               |  |             |   |                   |   |         |  |      |          |     |
| 1 <sup>st</sup> Parameter                 | 1  | 1            | ↑   | XXXXXXXX | 0  | 0  | 0  | SPI_READ_EN | SPI_CNT[3:0] |    |    | XX |     |        |               |  |             |   |                   |   |         |  |      |          |     |
| Description                               | <p><b>SPI_READ_EN:</b> SPI read enable (see note).</p> <p><b>SPI_CNT [3:0]:</b> SPI read parameter number (see note)</p> <p><i>Note: Set "RFBh" once only usefull to read one parameter of register one time, the next read need to set "RFBh" again.</i></p>  |              |     |          |    |    |    |             |              |    |    |    |     |        |               |  |             |   |                   |   |         |  |      |          |     |
| Restriction                               |  |              |     |          |    |    |    |             |              |    |    |    |     |        |               |  |             |   |                   |   |         |  |      |          |     |
| Register Availability                     | <table border="1"> <thead> <tr> <th>Status</th> <th>Availability</th> </tr> </thead> <tbody> <tr> <td>Normal Mode ON, Idle Mode OFF, Sleep OUT</td> <td>Yes</td> </tr> <tr> <td>Normal Mode ON, Idle Mode ON, Sleep OUT</td> <td>Yes</td> </tr> <tr> <td>Partial Mode ON, Idle Mode OFF, Sleep OUT</td> <td>Yes</td> </tr> <tr> <td>Partial Mode ON, Idle Mode ON, Sleep OUT</td> <td>Yes</td> </tr> <tr> <td>Sleep IN</td> <td>Yes</td> </tr> </tbody> </table> |              |     |          |    |    |    |             |              |    |    |    |     | Status | Availability  | Normal Mode ON, Idle Mode OFF, Sleep OUT | Yes         | Normal Mode ON, Idle Mode ON, Sleep OUT | Yes               | Partial Mode ON, Idle Mode OFF, Sleep OUT | Yes     | Partial Mode ON, Idle Mode ON, Sleep OUT | Yes  | Sleep IN | Yes |
| Status                                    | Availability   |              |     |          |    |    |    |             |              |    |    |    |     |        |               |  |             |   |                   |   |         |  |      |          |     |
| Normal Mode ON, Idle Mode OFF, Sleep OUT  | Yes  |              |     |          |    |    |    |             |              |    |    |    |     |        |               |  |             |   |                   |   |         |  |      |          |     |
| Normal Mode ON, Idle Mode ON, Sleep OUT   | Yes  |              |     |          |    |    |    |             |              |    |    |    |     |        |               |  |             |   |                   |   |         |  |      |          |     |
| Partial Mode ON, Idle Mode OFF, Sleep OUT | Yes  |              |     |          |    |    |    |             |              |    |    |    |     |        |               |  |             |   |                   |   |         |  |      |          |     |
| Partial Mode ON, Idle Mode ON, Sleep OUT  | Yes  |              |     |          |    |    |    |             |              |    |    |    |     |        |               |  |             |   |                   |   |         |  |      |          |     |
| Sleep IN                                  | Yes  |              |     |          |    |    |    |             |              |    |    |    |     |        |               |  |             |   |                   |   |         |  |      |          |     |
| Default                                   | <table border="1"> <thead> <tr> <th rowspan="2">Status</th> <th colspan="2">Default Value</th> </tr> <tr> <th>SPI_READ_EN</th> <th>SPI_CNT[3:0]</th> </tr> </thead> <tbody> <tr> <td>Power ON Sequence</td> <td>1'b0</td> <td>4'b0000</td> </tr> <tr> <td>H/W Reset</td> <td>1'b0</td> <td>4'b0000</td> </tr> </tbody> </table>  |              |     |          |    |    |    |             |              |    |    |    |     | Status | Default Value |  | SPI_READ_EN | SPI_CNT[3:0]                            | Power ON Sequence | 1'b0                                      | 4'b0000 | H/W Reset                                | 1'b0 | 4'b0000  |     |
| Status                                    | Default Value  |              |     |          |    |    |    |             |              |    |    |    |     |        |               |  |             |   |                   |   |         |  |      |          |     |
|   | SPI_READ_EN  | SPI_CNT[3:0] |     |          |    |    |    |             |              |    |    |    |     |        |               |  |             |   |                   |   |         |  |      |          |     |
| Power ON Sequence                         | 1'b0   | 4'b0000      |     |          |    |    |    |             |              |    |    |    |     |        |               |  |             |   |                   |   |         |  |      |          |     |
| H/W Reset                                 | 1'b0   | 4'b0000      |     |          |    |    |    |             |              |    |    |    |     |        |               |  |             |   |                   |   |         |  |      |          |     |

## 9. Display Data RAM

### 9.1. Configuration

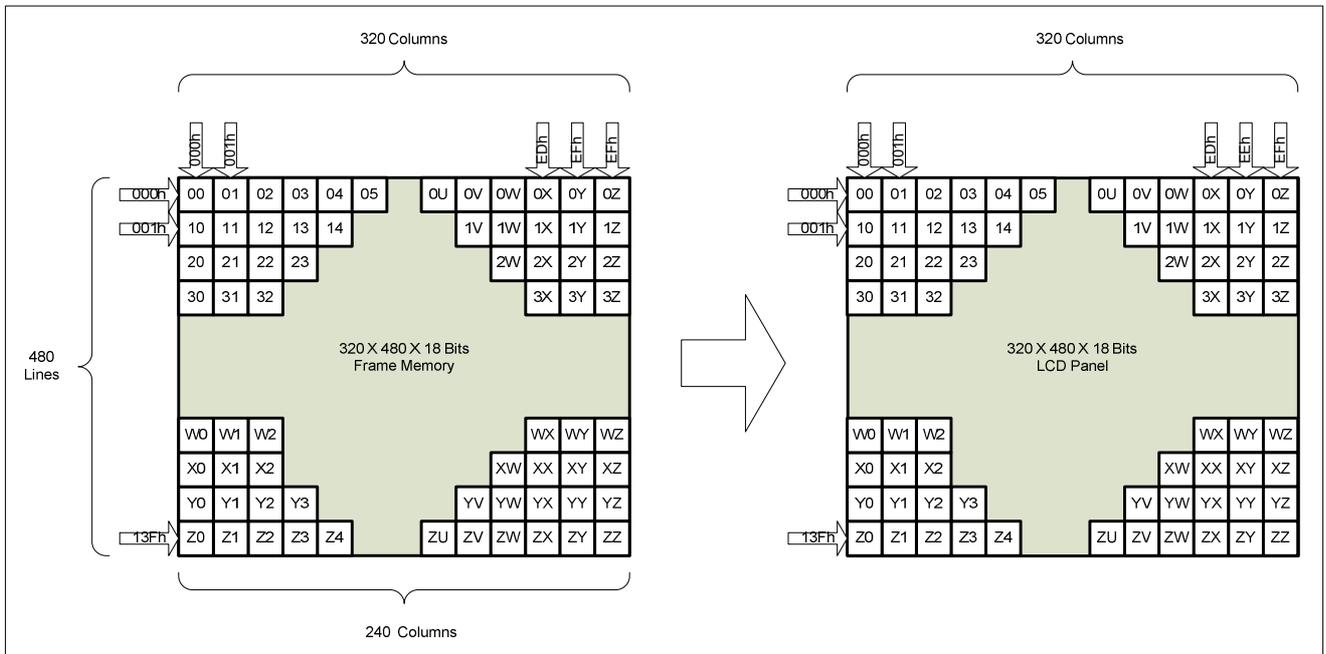
The display data RAM stores display dots and consists of 345,600 bits (320x480x18 bits). There is no restriction on access to the RAM even when the display data on the same address is loaded to DAC. There will be no abnormal visible effect on the display when there is a simultaneous Panel Read and Interface Read or Write to the same location of the Frame Memory.



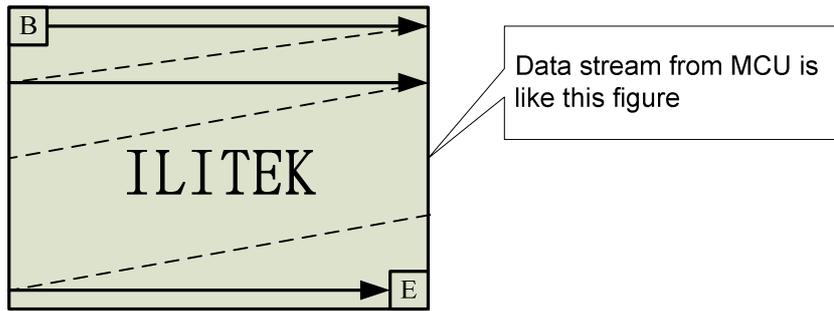
## 9.2. Memory to Display Address Mapping

In this mode, the content of the frame memory within an area where column pointer is 0000h to 013Fh and page pointer is 0000h to 01DFh is displayed.

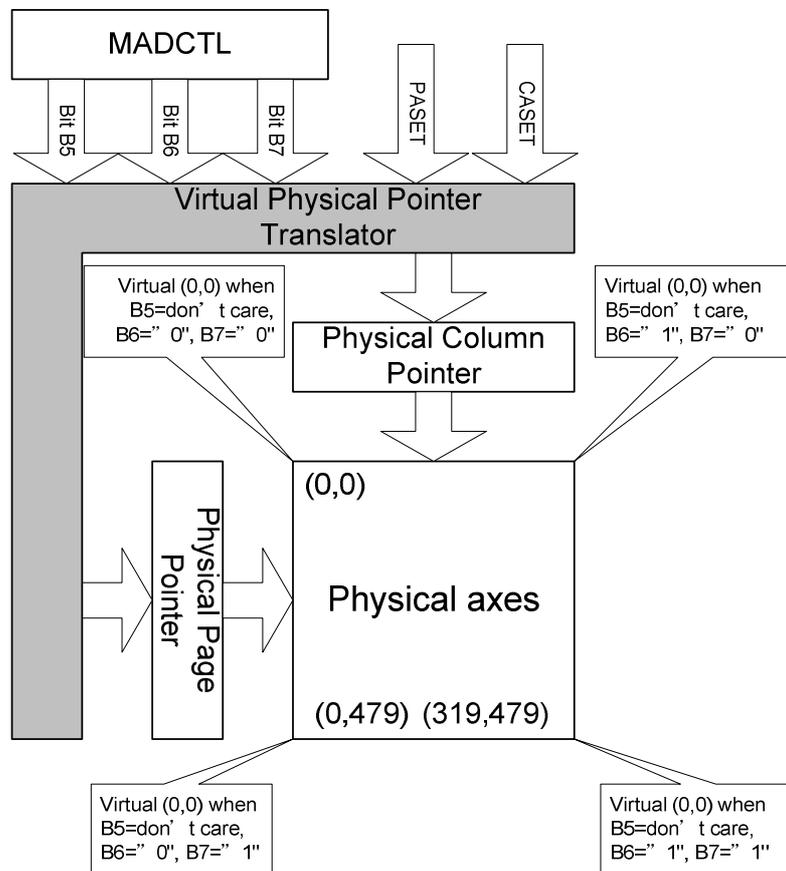
To display a dot on leftmost top corner, store the dot data at (column pointer, page pointer) = (0,0)



### 9.3. MCU to memory write/read direction



The data is written in the order illustrated above. The Counter which dictates where in the physical memory the data is to be written is controlled by “Memory Data Access Control” Command, Bits B5, B6, and B7 as described below.



| B5 | B6 | B7 | CASET                                   | PASET                                   |
|----|----|----|---|---|
| 0  | 0  | 0  | Direct to Physical Column Pointer       | Direct to Physical Page Pointer         |
| 0  | 0  | 1  | Direct to Physical Column Pointer       | Direct to (479-Physical Page Pointer)   |
| 0  | 1  | 0  | Direct to (319-Physical Column Pointer) | Direct to Physical Page Pointer         |
| 0  | 1  | 1  | Direct to (319-Physical Column Pointer) | Direct to (479-Physical Page Pointer)   |
| 1  | 0  | 0  | Direct to Physical Page Pointer         | Direct to Physical Column Pointer       |
| 1  | 0  | 1  | Direct to (479-Physical Page Pointer)   | Direct to Physical Column Pointer       |
| 1  | 1  | 0  | Direct to Physical Page Pointer         | Direct to (319-Physical Column Pointer) |
| 1  | 1  | 1  | Direct to (479-Physical Page Pointer)   | Direct to (319-Physical Column Pointer) |

| Condition                                    | Column Counter           | Page counter           |
|--|--------------------------|------------------------|
| When RAMWR/RAMRD command is accepted         | Return to "Start column" | Return to "Start Page" |
| Complete Pixel Read/Write action             | Increment by 1           | No change              |
| The Column values is large than "End Column" | Return to "Start column" | Increment by 1         |
| The Page counter is large than "End Page"    | Return to "Start column" | Return to "Start Page" |

Note: Data is always written to the Frame Memory in the same order, regardless of the Memory Write Direction set by MADCTL bits B7, B6 and B5.

The write order for each pixel unit is

|     |     |     |     |     |     |     |     |    |    |    |    |    |    |    |    |    |    |
|-----|-----|-----|-----|-----|-----|-----|-----|----|----|----|----|----|----|----|----|----|----|
| D17 | D16 | D15 | D14 | D13 | D12 | D11 | D10 | D9 | D8 | D7 | D6 | D5 | D4 | D3 | D2 | D1 | D0 |
| R5  | R4  | R3  | R2  | R1  | R0  | G5  | G4  | G3 | G2 | G1 | G0 | B5 | B4 | B3 | B2 | B1 | B0 |

One pixel unit represents 1 column and 1 page counter value on the Frame Memory.

| Display Data Direction | MADCTR Parameter |    |    | Image in the Memory (MPU) | Image in the Driver (Frame Memory) |
|------------------------|------------------|----|----|---------------------------|------------------------------------|
|                        | MV               | MX | MY |                           |                                    |
| Normal                 | 0                | 0  | 0  |                           |                                    |
| Y-Mirror               | 0                | 0  | 1  |                           |                                    |
| X-Mirror               | 0                | 1  | 0  |                           |                                    |
| X-Mirror Y-Mirror      | 0                | 1  | 1  |                           |                                    |
| X-Y Exchange           | 1                | 0  | 0  |                           |                                    |
| X-Y Exchange Y-Mirror  | 1                | 0  | 1  |                           |                                    |
| XY Exchange X-Mirror   | 1                | 1  | 0  |                           |                                    |
| XY Exchange X-YMirror  | 1                | 1  | 1  |                           |                                    |

## 10. Tearing Effect Information

The Tearing Effect output supplies to the MCU a Panel synchronization information (= Tearing Effect Information) which is telling the position of the refreshing on the display panel, to the MCU which can decide when it can send image information to ILI9486L (Mainly used for a moving image e.g. video clips) that there can avoid the abnormal visual effect on the display panel of ILI9486L.

This information can be enabled or disabled by the Tearing Effect Line Off & On commands. The mode of the Tearing Effect Signal is defined by the parameter of the Tearing Effect Line Off & On commands.

This Tearing Effect information can be sent in two different ways:

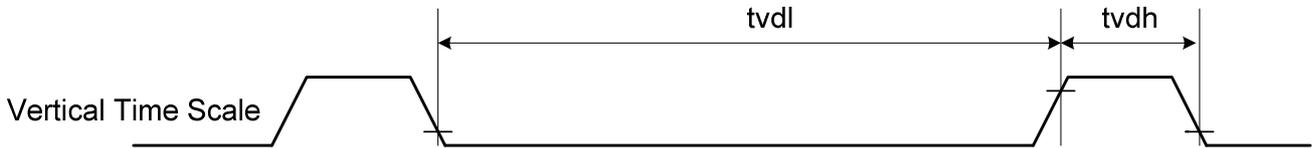
- Separated Line, which is so-called Tearing Effect (TE) line.
- Bus, which is so-called Tearing Effect (TEE) Bus Trigger, when ILI9486L is sending a trigger to the MCU.

The TE line is used in MCU parallel interface. The TE line can also be used in DSI case if the tearing Effect (TEE) Bus Trigger is not possible to use. The Tearing Effect (TEE) Bus Trigger is only used in DSI case.

## 10.1. Tearing Effect Line

### 10.1.1. Tearing Effect Line Modes

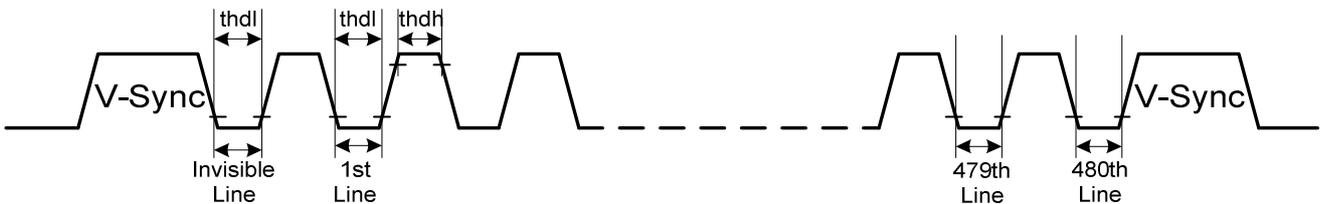
**Mode 1**, the Tearing Effect Output signal consists of V-Sync information only:



tvdh = The LCD display is not updated from the Frame Memory.

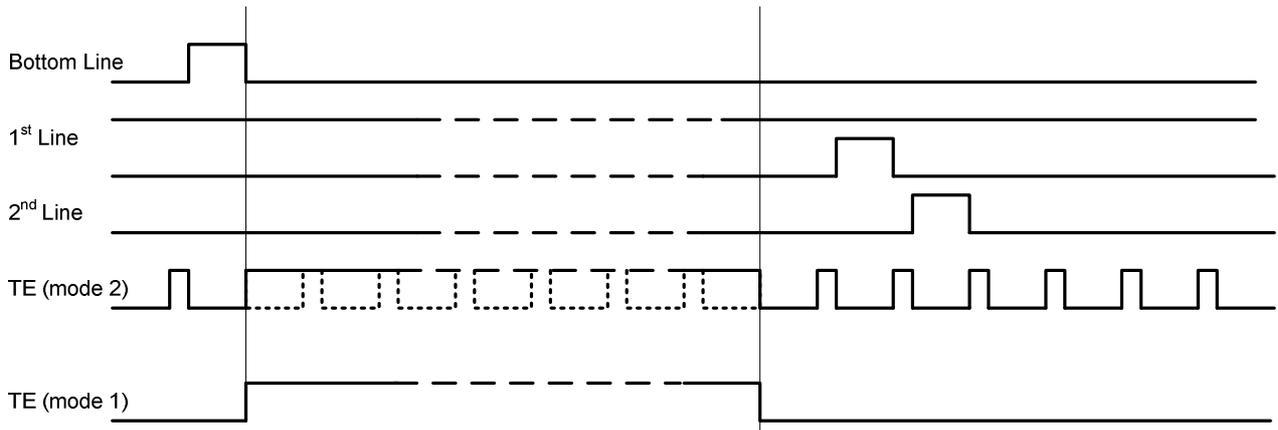
tvdl = The LCD display is updated from the Frame Memory (except Invisible Line – see below).

**Mode 2**, the tearing effect output signal consists of V-Sync and H-Sync information; there is one V-sync and 480 H-sync pulses per field:



thdh = The LCD display is not updated from the Frame Memory.

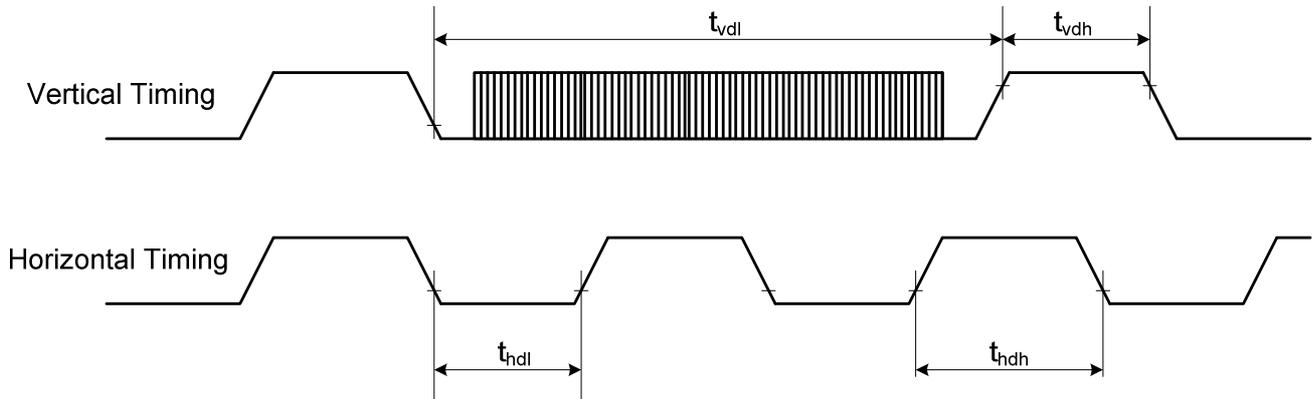
thdl = The LCD display is updated from the Frame Memory (except Invisible Line – see above).



*Note: During Sleep In Mode, the Tearing Effect Output Pin is active Low.*

### 10.1.2. Tearing Effect Line Timing

The tearing effect signal is described below:



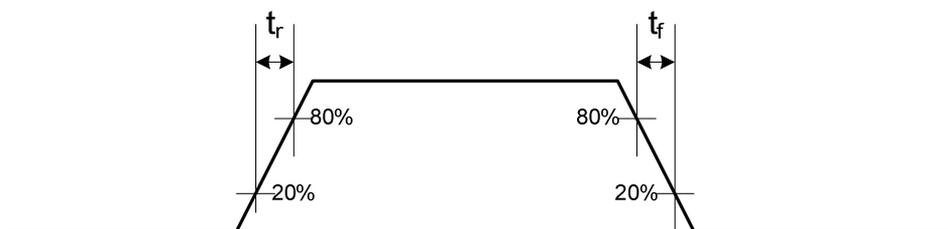
AC characteristics of Tearing Effect Signal (Frame Rate = 60.5Hz)

| Symbol    | Parameter                       | Min. | Max. | Unit | Description |
|-----------|---------------------------------|------|------|------|-------------|
| $t_{vdl}$ | Vertical timing low duration    | TBD  | TBD  | ms   |             |
| $t_{vdh}$ | Vertical timing high duration   | 1000 | TBD  | us   |             |
| $t_{hdl}$ | Horizontal timing low duration  | TBD  | TBD  | us   |             |
| $t_{hdh}$ | Horizontal timing high duration | TBD  | 500  | us   |             |

Notes: 1. The timings in Table as above apply when MADCTL B4=0 and B4=1

2. Minimum frequency of the TE-line can not be less than 25Hz when the TE-line is active on Mode 1.

3. The signal's rise and fall times ( $t_r$ ,  $t_f$ ) are stipulated to be equal to or less than 15ns.



The Tearing Effect Output Line is fed back to the MCU and should be used to avoid Tearing Effect.

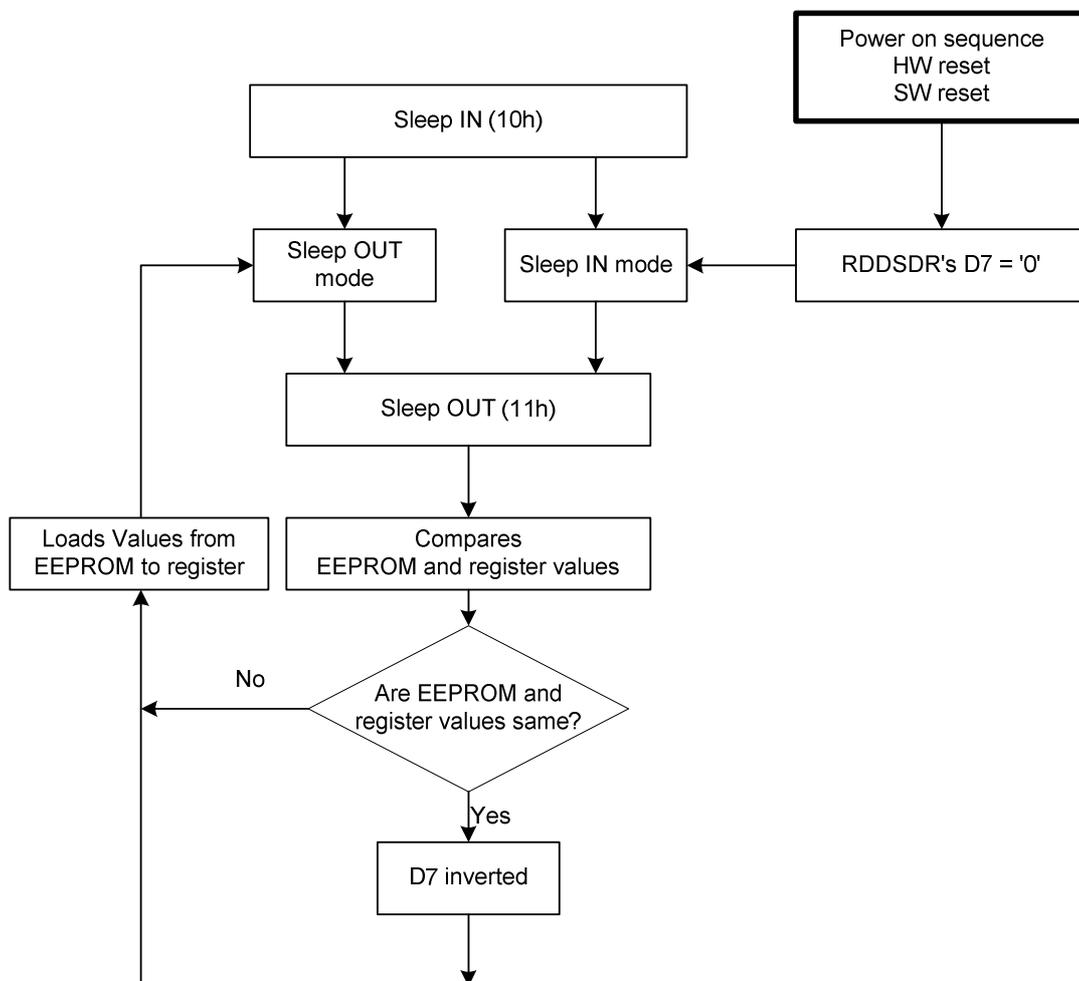
## 11. Sleep Out – Command and Self-Diagnostic Functions

### 11.1. Register loading Detection

Sleep Out-command (Command “Sleep Out (11h)”) is a trigger for an internal function of ILI9486L, which indicates, if ILI9486L loading function of factory default values from EEPROM (or similar device) to registers of the display controller is working properly.

There are compared factory values of the EEPROM and register values of the display controller by the display controller (1st step: compares register and EEPROM values, 2nd step: loads EEPROM values to registers). If those both values (EEPROM and register values) are same, there is inverted (= increased by 1) a bit, which is defined in command “Read Display Self-Diagnostic Result (0Fh)” (= RDDSDR) (The used bit of this command is D7). If those both values are not same, this bit (D7) is not inverted (= not increased by 1).

The flow chart for this internal function is following:



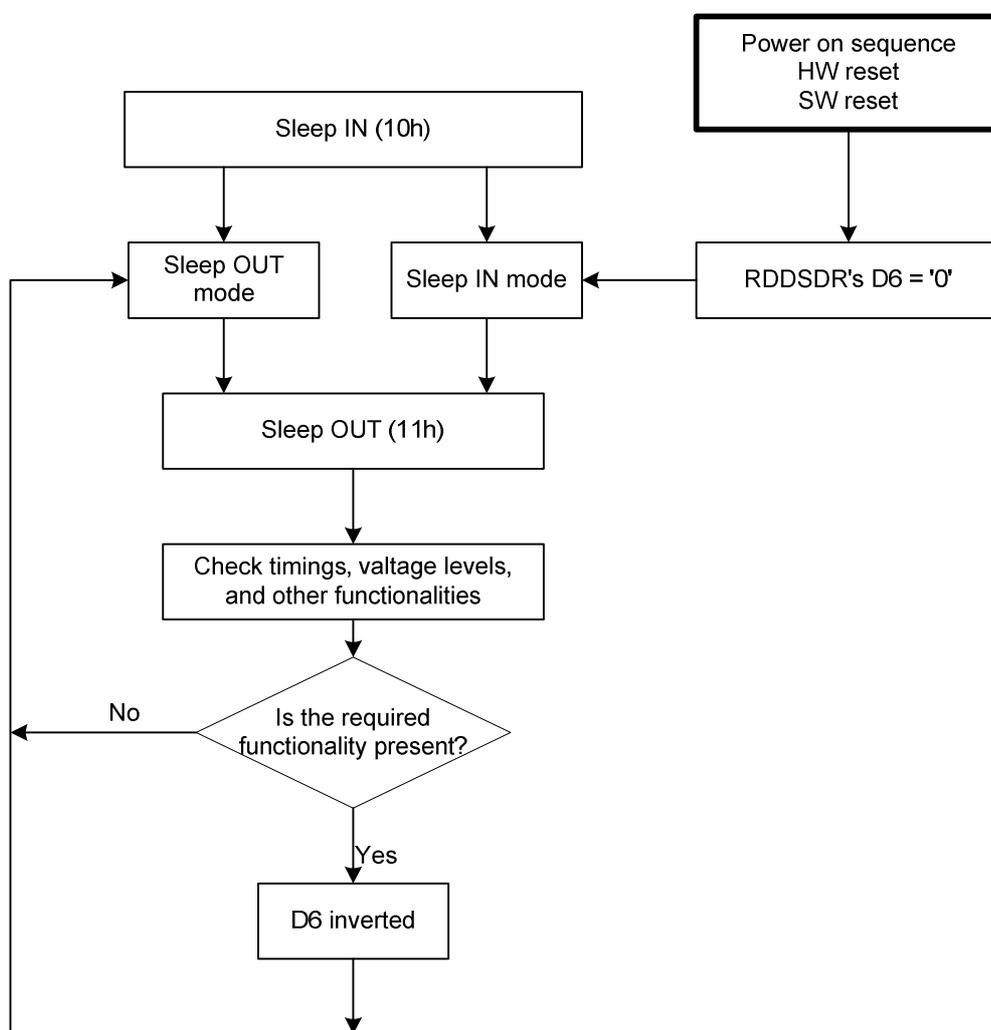
*Note 1: There is not compared and loaded register values, which can be changed by User (User area commands: 00h to AFh and DAh to DDh), by ILI9486L.*

## 11.2. Functionality Detection

Sleep Out-command (Command “Sleep Out (11h)”) is a trigger for an internal function of ILI9486L, which indicates, if ILI9486L is still running and meets functionality requirements.

The internal function (= the display controller) is comparing, if ILI9486L is still meeting functionality requirements (e.g. booster voltage levels, timings, etc.) If functionality requirement is met, there is an inverted (= increased by 1) bit, which defined in command “Read Display Self- Diagnostic Result (0Fh)” (= RDDSDR) (The used bit of this command is D6). If functionality requirement is not same, this bit (D6) is not inverted (= increased by 1). The flow chart for this internal function is shown as below.

The flow chart for this internal function is following:



*Note 1: There is needed 120msec after Sleep Out -command, when there is changing from Sleep In -mode to Sleep Out -mode, before there is possible to check if User's functionality requirements are met and a value of RDDSDR's D6 is valid. Otherwise, there is 5msec delay for D6's value, when Sleep Out -command is sent in Sleep Out -mode.*

## 12. Power ON/OFF Sequence

IOVCC and VCI can be applied in any order. VCI and IOVCC can be powered down in any order. During power off, if LCD is in the Sleep Out mode, VCI and IOVCC must be powered down minimum 120msec after RESX has been released.

During power off, if LCD is in the Sleep In mode, IOVCC or VCI can be powered down minimum 0msec after RESX has been released.

*Note 1: There will be no damage to ILI9486L if the power sequences are not met.*

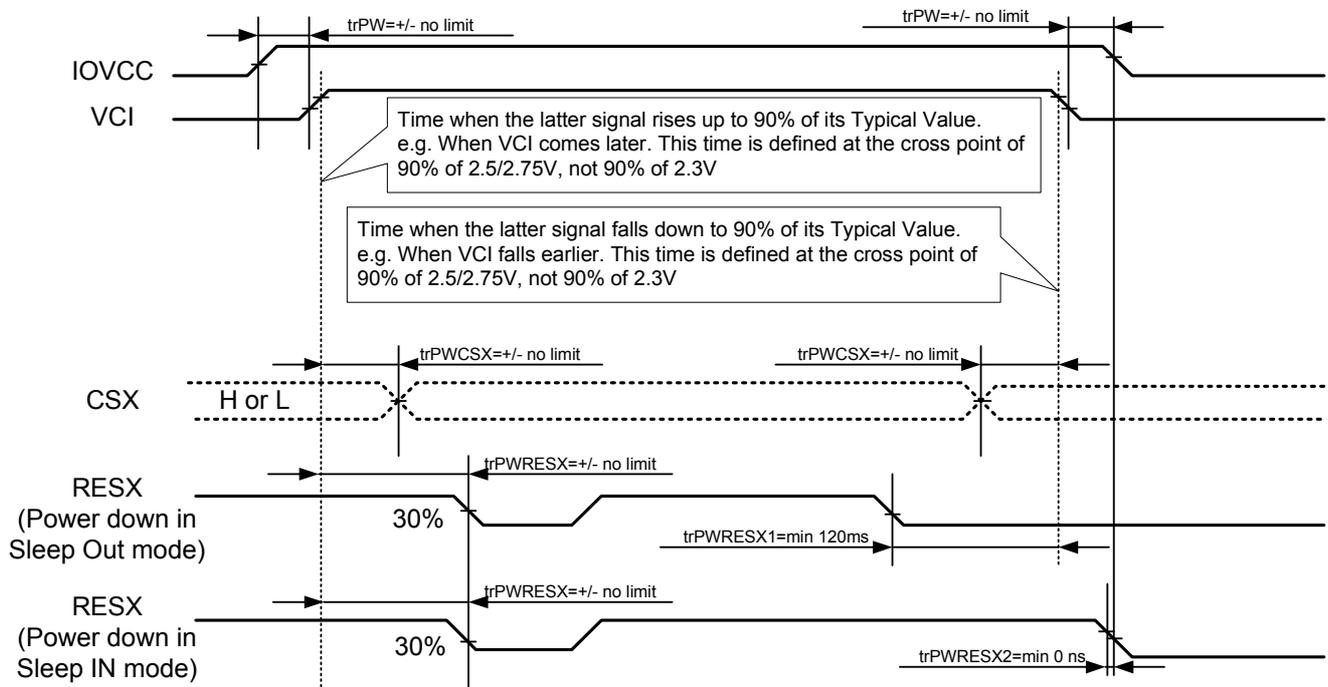
*Note 2: There will be no abnormal visible effects on the display panel during the Power On/Off Sequences.*

*Note 3: There will be no abnormal visible effects on the display between end of Power On Sequence and before receiving Sleep Out command. Also between receiving Sleep In command and Power Off Sequence.*

*Note 4: If RESX line is not held stable by host during Power On Sequence as defined in Sections 12.1 and 12.2, then it will be necessary to apply a Hardware Reset (RESX) after Host Power On Sequence is complete to ensure correct operation. Otherwise function is not guaranteed.*

### 12.1. Case 1 – RESX line is held High or Unstable by Host at Power ON

If RESX line is held High or unstable by the host during Power On, then a Hardware Reset must be applied after both VCI and IOVCC have been applied – otherwise correct functionality is not guaranteed. There is no timing restriction upon this hardware reset.



trPWRESX1 is applied to RESX falling in the Sleep Out Mode  
trPWRESX2 is applied to RESX falling in the Sleep In Mode

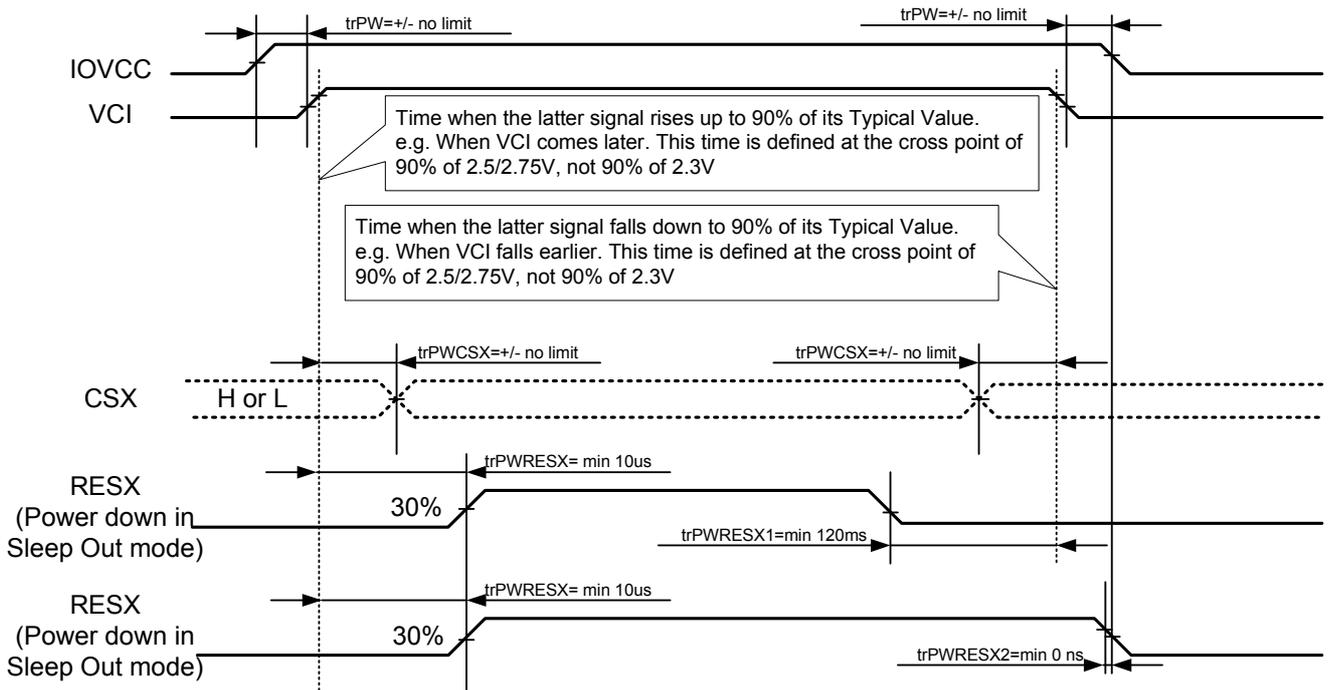
*Note 1: Unless otherwise specified, timings herein show cross point at 50% of signal power level.*

### 12.2. Case 2 – RESX line is held Low by Host at Power ON

If RESX line is held Low (and stable) by the host during Power On, then the RESX must be held low for minimum

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10μsec after both VCI and IOVCC have been applied.



trPWRESX1 is applied to RESX falling in the Sleep Out Mode  
trPWRESX2 is applied to RESX falling in the Sleep In Mode

Note 1: Unless otherwise specified, timings herein show cross point at 50% of signal power level.

### 12.3. Uncontrolled Power Off

The uncontrolled power off means a situation when e.g. there is removed a battery without the controlled power off sequence. There will not be any damages for ILI9486L or ILI9486L will not cause any damages for the host or lines of the interface. At an uncontrolled power off event, ILI9486L will force the display to blank and will not be any abnormal visible effects with in 1 second on the display and remains blank until "Power On Sequence" powers it up.

## 13. Power Level Definition

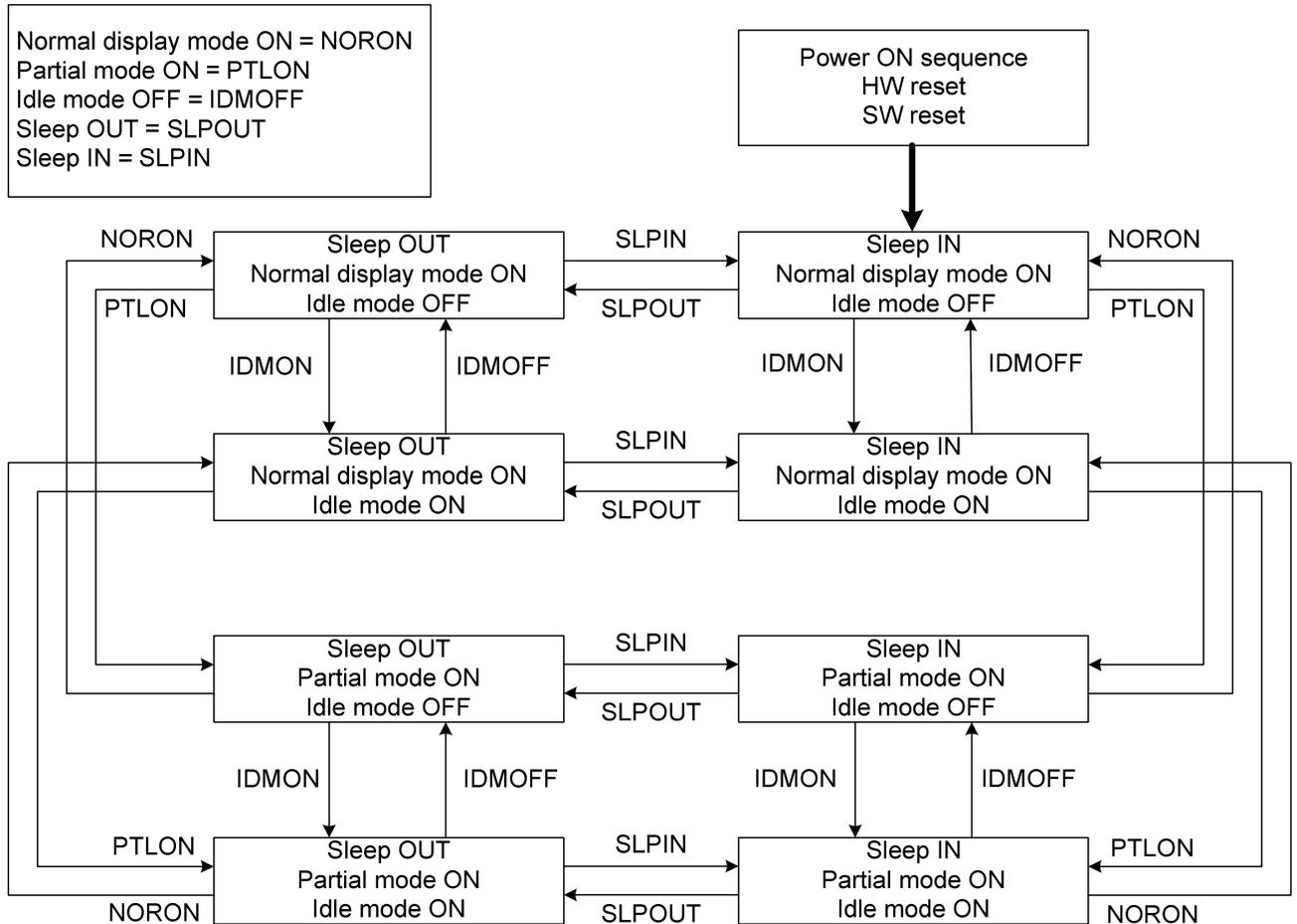
### 13.1. Power Levels

6 level modes are defined they are in order of Maximum Power consumption to Minimum Power Consumption:

1. Normal Mode On (full display), Idle Mode Off, Sleep Out.  
In this mode, the display is able to show maximum 262,144 colors.
2. Partial Mode On, Idle Mode Off, Sleep Out.  
In this mode part of the display is used with maximum 262,144 colors.
3. Normal Mode On (full display), Idle Mode On, Sleep Out.  
In this mode, the full display area is used but with 8 colors.
4. Partial Mode On, Idle Mode On, Sleep Out.  
In this mode, part of the display is used but with 8 colors.
5. Sleep In Mode.  
In this mode, the DC:DC converter, Internal oscillator and panel driver circuit are stopped. Only the MCU interface and memory works with IOVCC power supply. Contents of the memory are safe.
6. Power Off Mode.  
In this mode, both VCI and IOVCC are removed.

*Note1: Transition between modes 1-5 is controllable by MCU commands. Mode 6 is entered only when both Power supplies are removed.*

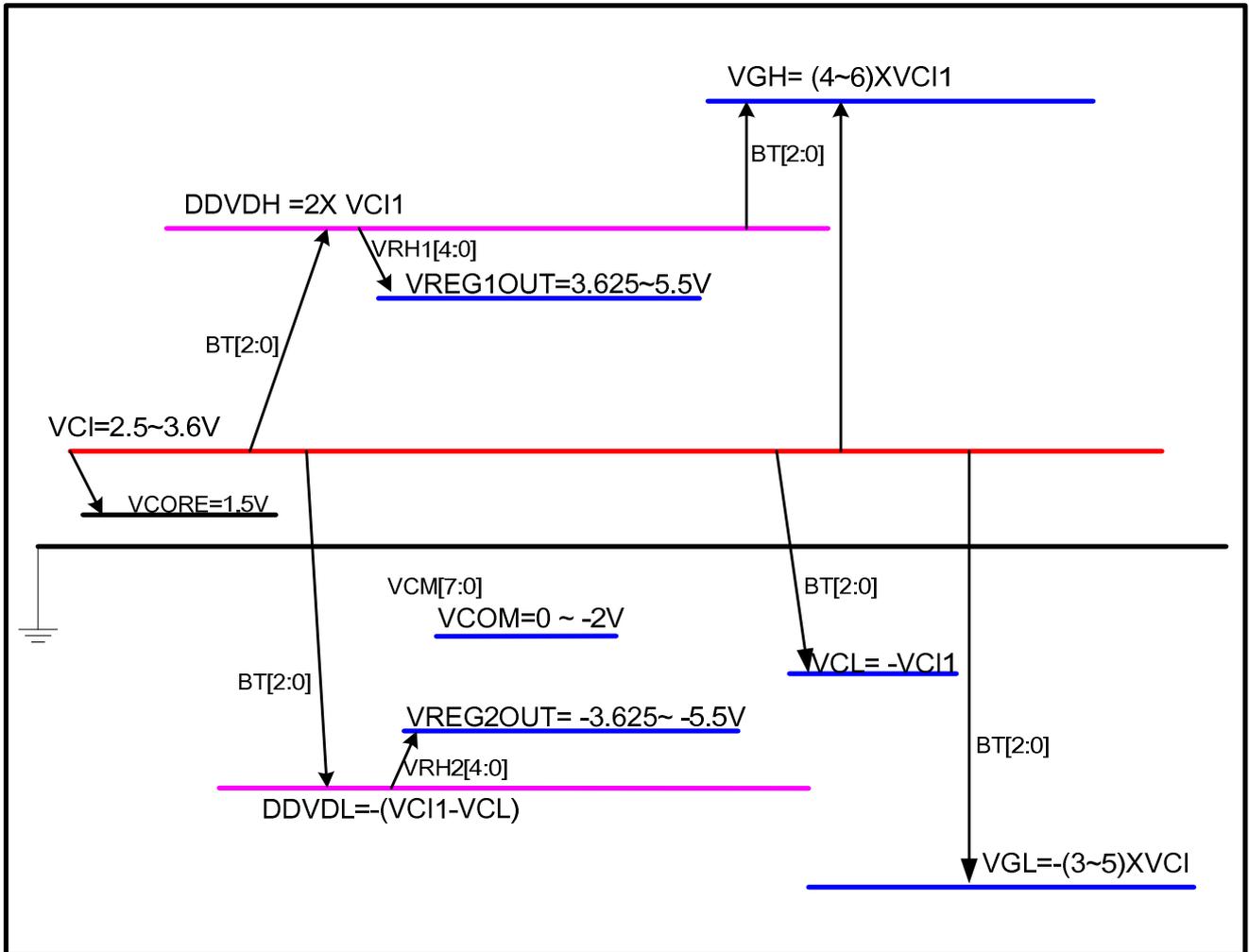
### 13.2. Power Flow Chart



Note 1: There is not any abnormal visual effect when there is changing from one power mode to another power mode.

Note 2: There is not any limitation, which is not specified by User, when there is changing from one power mode to another power mode.

### 13.3. LCM Voltage Generation



## 14. Reset

### 14.1. Registers

The registers that are initialized are listed as below:

| Register                   | After Powered ON | After Hardware Reset | After Software Reset |
|----------------------------|------------------|----------------------|----------------------|
| Frame Memory               | Random           | Random               | Random               |
| Sleep                      | In               | In                   | In                   |
| Display Mode               | Normal           | Normal               | Normal               |
| Display Status             | Display Off      | Display Off          | Display Off          |
| Idle Mode                  | Off              | Off                  | Off                  |
| Column Start Address       | 0000 h           | 0000 h               | 0000 h               |
| Column End Address         | 013F h           | 013F h               | 013F h               |
| Page Start Address         | 0000 h           | 0000 h               | 0000 h               |
| Page End Address           | 01F h            | 013F h               | 013F h               |
| Gamma Setting              | GC0              | GC0                  | GC0                  |
| Partial Area Start         | 0000 h           | 0000 h               | 0000 h               |
| Partial Area End           | 01DF h           | 01DF h               | 01DF h               |
| Memory Data Access Control | 00 h             | 00 h                 | 00h                  |
| RDNUMED                    | 00 h             | 00 h                 | 00h                  |
| RDDPM                      | 08 h             | 08 h                 | 08 h                 |
| RDDMADCTL                  | 00 h             | 00 h                 | 00 h                 |
| RDDCOLMOD                  | 07 h             | 07 h                 | 07 h                 |
| RDDIM                      | 00 h             | 00 h                 | 00 h                 |
| RDDSM                      | 00 h             | 00 h                 | 00 h                 |
| RDDSDR                     | 00 h             | 00 h                 | 00 h                 |
| RDDISBV                    | 00 h             | 00 h                 | 00 h                 |
| RDCTRLD                    | 00 h             | 00 h                 | 00 h                 |
| RDCABC                     | 00 h             | 00 h                 | 00 h                 |
| RDCABCMB                   | 00 h             | 00 h                 | 00 h                 |
| TE Output Line             | Off              | Off                  | Off                  |
| TE Line Mode               | Mode 1 (Note 3)  | Mode 1 (Note 3)      | Mode 1 (Note 3)      |

Note 1: There will be no abnormal visible effects on the display when S/W or H/W Resets are applied.

Note 2: After Powered-On Reset finishes within 10 $\mu$ s after both VCI & IOVCC are applied.

Note 3: Mode 1 means Tearing Effect Output Line consists of V-Blanking Information only.

## 14.2. Output Pins, I/O Pins

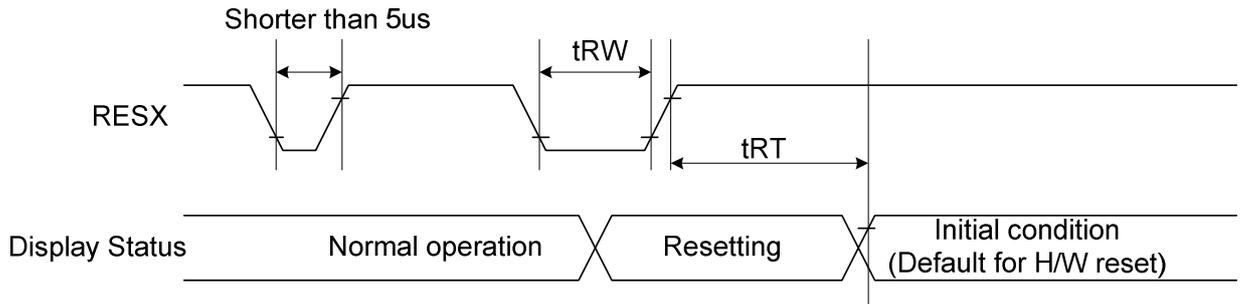
|                               | After Power ON  | After Hardware Reset | After Software Reset |
|-------------------------------|-----------------|----------------------|----------------------|
| TE line                       | Low             | Low                  | Low                  |
| DB[17:0] (output driver), SDA | Hi-Z (Inactive) | Hi-Z (Inactive)      | Hi-Z (Inactive)      |

Note 1: There will be no output from DB[17:0] during Power ON/OFF sequence, hardware reset and software reset.

## 14.3. Input Pins

|                              | During Power ON Process | After Power ON | After Hardware Reset | After Software Reset | During Power OFF Process |
|------------------------------|-------------------------|----------------|----------------------|----------------------|--------------------------|
| RESX                         | See Chapter 12          | Input valid    | Input valid          | Input valid          | See Chapter 12           |
| CSX                          | Input invalid           | Input valid    | Input valid          | Input valid          | Input invalid            |
| D/CX                         | Input invalid           | Input valid    | Input valid          | Input valid          | Input invalid            |
| WRX                          | Input invalid           | Input valid    | Input valid          | Input valid          | Input invalid            |
| RDX                          | Input invalid           | Input valid    | Input valid          | Input valid          | Input invalid            |
| RWX                          | Input invalid           | Input valid    | Input valid          | Input valid          | Input invalid            |
| SCL                          | Input invalid           | Input valid    | Input valid          | Input valid          | Input invalid            |
| DB[17:0] (input driver), SDA | Input invalid           | Input valid    | Input valid          | Input valid          | Input invalid            |

### 14.4. Reset Timing



| Signal | Symbol | Parameter            | Min | Max                 | Unit |
|--------|--------|----------------------|-----|---------------------|------|
| RESX   | tRW    | Reset pulse duration | 10  |                     | uS   |
|        | tRT    | Reset cancel         |     | 5<br>(note 1,5)     | mS   |
|        |        |                      |     | 120<br>(note 1,6,7) | mS   |

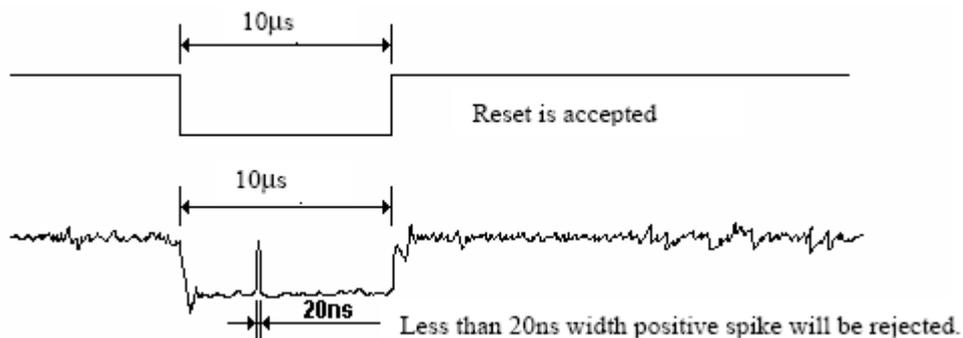
Note 1: The reset cancel includes also required time for loading ID bytes, VCOM setting and other settings from EEPROM to registers. This loading is done every time when there is HW reset cancel time (tRT) within 5 ms after a rising edge of RESX.

Note 2: Spike due to an electrostatic discharge on RESX line does not cause irregular system reset according to the table below:

| RESX Pulse          | Action         |
|---------------------|----------------|
| Shorter than 5us    | Reset Rejected |
| Longer than 9us     | Reset          |
| Between 5us and 9us | Reset starts   |

Note 3: During the Resetting period, the display will be blanked (The display is entering blanking sequence, which maximum time is 120 ms, when Reset Starts in Sleep Out –mode. The display remains the blank state in Sleep In -mode.) and then return to Default condition for Hardware Reset.

Note 4: Spike Rejection also applies during a valid reset pulse as shown below:

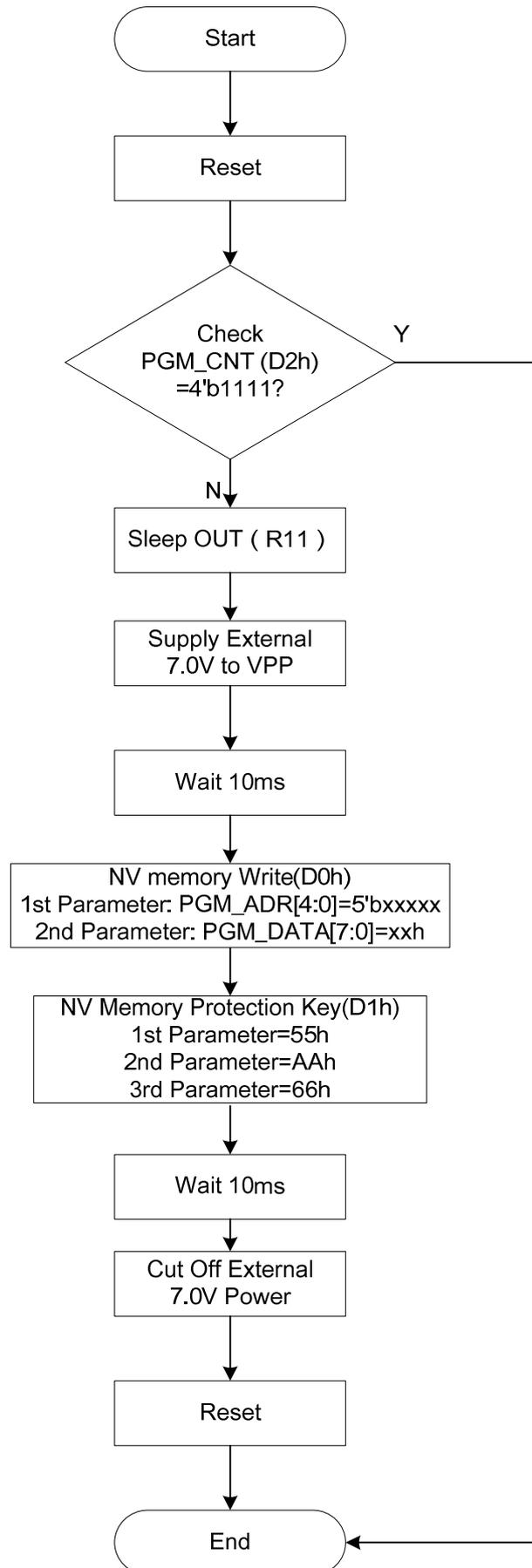


Note 5: When Reset applied during Sleep In Mode.

Note 6: When Reset applied during Sleep Out Mode.

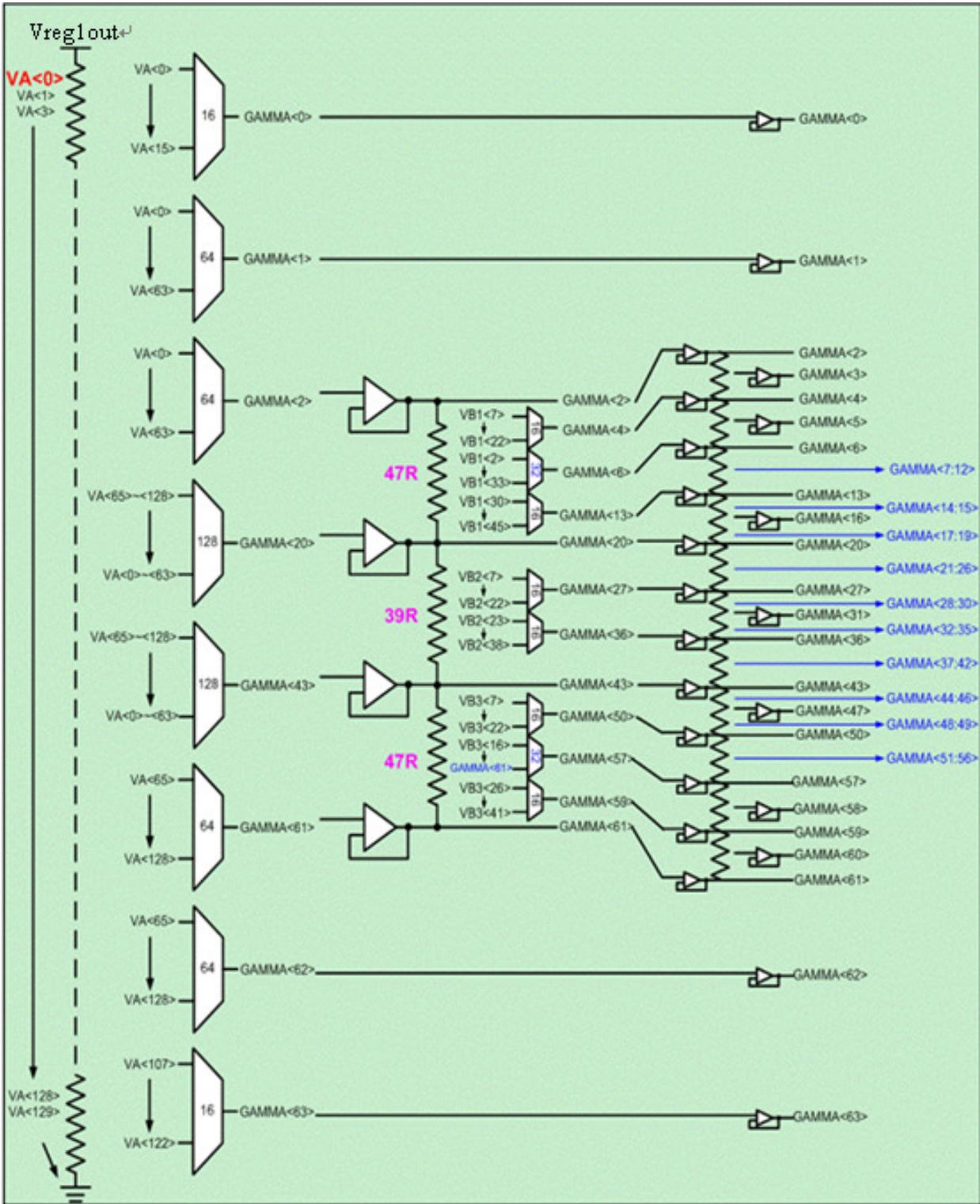
Note7: It is necessary to wait 5msec after releasing RESX before sending commands. Also Sleep Out command cannot be sent for 120msec.

## 15. NV Memory Programming Flow

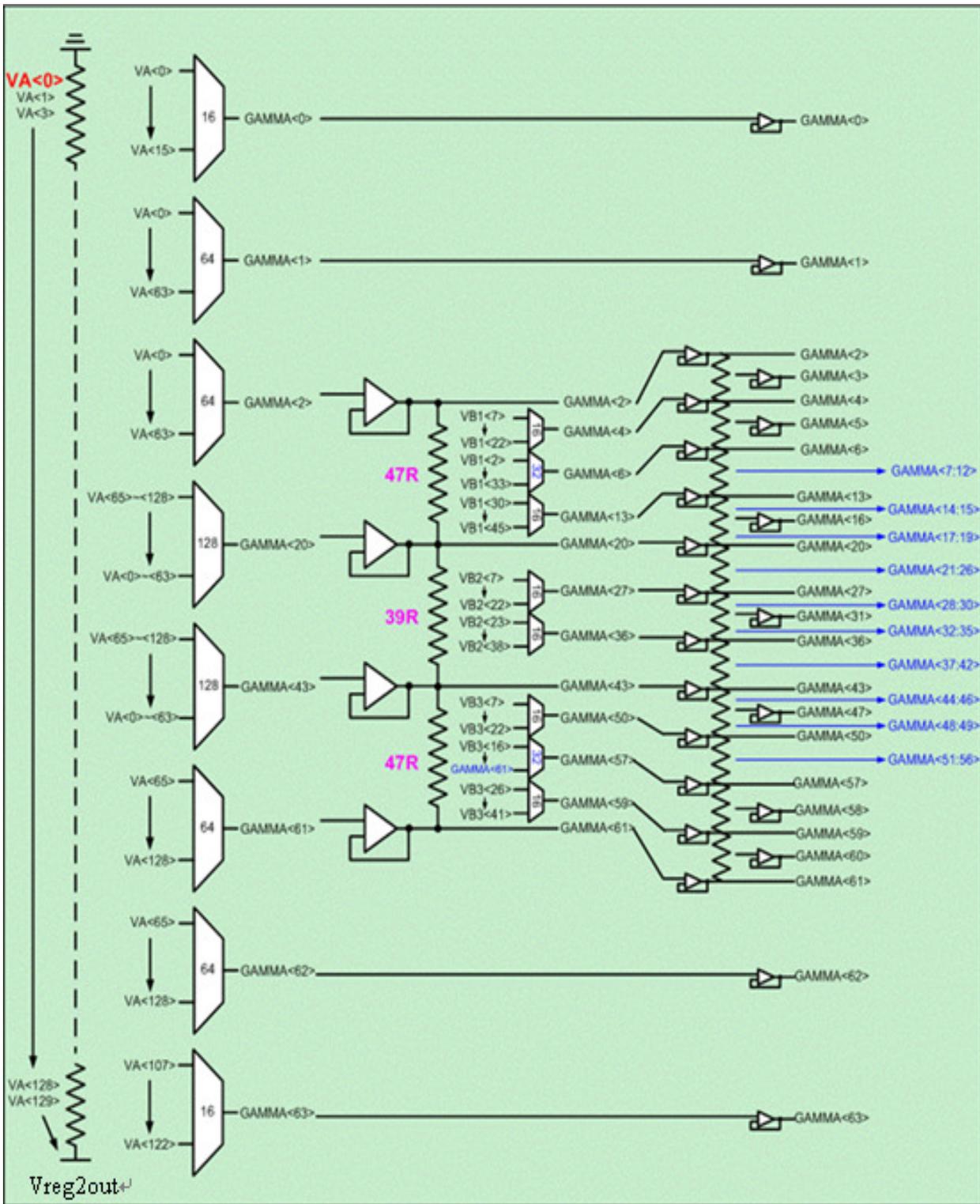


## 16. Gamma Correction

### Positive Gamma Control (E0h)



Negative Gamma Control (E1h)



## 17. Electrical Characteristics

### 17.1. Absolute Maximum Ratings

The absolute maximum rating is listed on following table. When ILI9486L is used out of the absolute maximum ratings, ILI9486L may be permanently damaged. To use ILI9486L within the following electrical characteristics limit is strongly recommended for normal operation. If these electrical characteristic conditions are exceeded during normal operation, ILI9486 will malfunction and cause poor reliability.

| Item                       | Symbol  | Unit | Value              |
|----------------------------|---------|------|--------------------|
| Supply voltage             | VCI     | V    | -0.3 ~ +5.0        |
| Supply voltage (Logic)     | IOVCC   | V    | -0.3 ~ +4.6        |
| Supply voltage (Digital)   | VCORE   | V    | -0.3 ~ +2.4        |
| Driver supply voltage      | VGH-VGL | V    | -0.3 ~ +33.0       |
| Logic input voltage range  | VIN     | V    | -0.3 ~ IOVCC + 0.3 |
| Logic output voltage range | VOUT    | V    | -0.3 ~ IOVCC + 0.3 |
| Operating temperature      | Topr    | °C   | -40 ~ +85          |
| Storage temperature        | Tstg    | °C   | -55 ~ +110         |

*Notes: If the absolute maximum rating of even is one of the above parameters is exceeded even momentarily, the quality of the product may be degraded. Absolute maximum ratings, therefore, specify the values exceeding which the product may be physically damaged. Be sure to use the product within the range of the absolute maximum ratings.*

## 17.2. DC Characteristics

DSI is using different state codes which are depending on DC voltage levels of the clock and data lanes. The meaning of the state codes is defined on the following table.

| State Code | Line DC Voltage Levels |                   |
|------------|------------------------|-------------------|
|            | CLOCK_P or DATA_N      | CLOCK_N or DATA_P |
| HS-0       | Low (HS)               | High (HS)         |
| HS-1       | High (HS)              | Low (HS)          |
| LP-00      | Low (LP)               | Low (LP)          |
| LP-01      | Low (LP)               | High (LP)         |
| LP-10      | High (LP)              | Low (LP)          |
| LP-11      | High (LP)              | Low (LP)          |

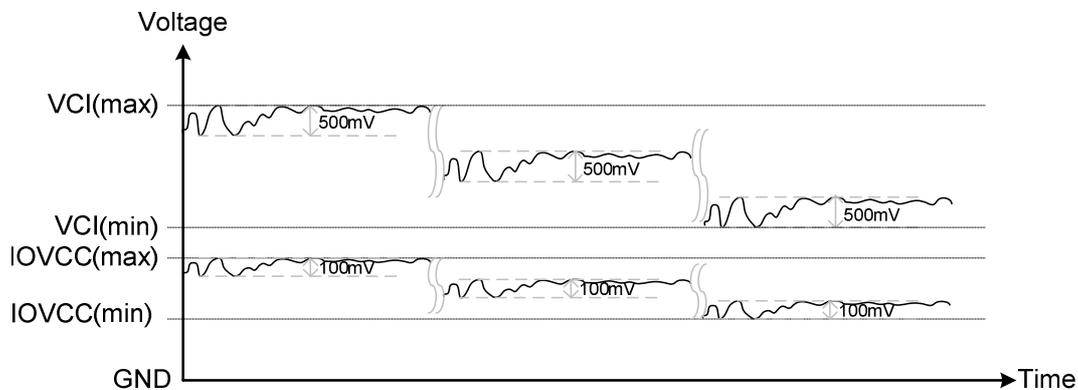
Note:  $T_a = -30^{\circ}\text{C}$  to  $70^{\circ}\text{C}$  (to  $+85^{\circ}\text{C}$  no damage)

### 17.2.1. DC characteristics for Power Lines

| Parameter                          | Symbol             | Condition                 | Specification |      |      | Unit |
|------------------------------------|--------------------|---------------------------|---------------|------|------|------|
|                                    |                    |                           | Min.          | Typ. | Max. |      |
| Analog power supply voltage        | $V_{CI}$           | Operating voltage         | 2.5           | 3.7  | 4.8  | V    |
| Digital power supply voltage       | $V_{IOVCC}$        | I/O supply voltage        | 1.65          | 1.8  | 1.95 | V    |
| Analog power supply voltage noise  | $V_{CI\_NOISE}$    | Noise window, 0 to 100MHz | -             | -    | 500  | mV   |
| Digital power supply voltage noise | $V_{IOVCC\_NOISE}$ | Noise window, 0 to 100MHz | -             | -    | 500  | mV   |

Note 1:  $T_a = -30^{\circ}\text{C}$  to  $70^{\circ}\text{C}$  (to  $+85^{\circ}\text{C}$  no damage)

Note 2: These values are not symmetric amplitude, which centre points are IOVCC or VCI. See examples as reference purposes, when VCI\_NOISE and IOVCC\_NOISE are maximums, below.



### 17.2.2. DC characteristics for DSI LP mode

DC levels of the LP-00, LP-01, LP-10 and LP-11 are defined on table below: DC Characteristics for DSI LP mode when LP-RX, LP-CD or LP-TX is mentioned on the condition column. Other logical levels of the table are for MCU interface.

| Parameter                       | Symbol          | Condition                      | Specification   |   |                | Unit |
|---------------------------------|-----------------|--------------------------------|-----------------|---|----------------|------|
| Logic High level output voltage | $V_{OH}$        | $I_{OUT}=-1mA$ ; Note 2        | $0.8 V_{IOVCC}$ | - | $V_{IOVCC}$    | V    |
| Logic Low level output voltage  | $V_{OL}$        | $I_{OUT}=-1mA$ ; Note 2        | 0.0             | - | $0.2V_{IOVCC}$ | V    |
| Logic High level input voltage  | $V_{IHLPCD}$    | LP-CD ; Note 3                 | 450             | - | 1350           | mV   |
| Logic Low level input voltage   | $V_{ILLPCD}$    | LP-CD ; Note 3                 | 0.0             | - | 200            | mV   |
| Logic High level input voltage  | $V_{IHLPRX}$    | LP-RX (CLOCK, DATA) ; Note 3   | 880             | - | 1350           | mV   |
| Logic Low level input voltage   | $V_{ILLPRX}$    | LP-RX (CLOCK, DATA) ; Note 3   | 0.0             | - | 550            | mV   |
| Logic Low level input voltage   | $V_{ILLPRXULP}$ | LP-RX (CLOCK ULP mode), Note 3 | 0.0             | - | 300            | mV   |
| Logic high level output voltage | $V_{OHLPTX}$    | LP-TX (DATA), Note 3           | 1.1             | - | 1.3            | V    |
| Logic Low level output voltage  | $V_{OLLPTX}$    | LP-TX (DATA), Note 3           | -50             | - | 50             | mV   |
| Logic High level input current  | $I_{IH}$        | LP-CD, LP-RX, Note 3           | -               | - | 10             | uA   |
| Logic Low level input current   | $I_{IL}$        | LP-CD, LP-RX, Note 3           | -10             | - | -              | uA   |

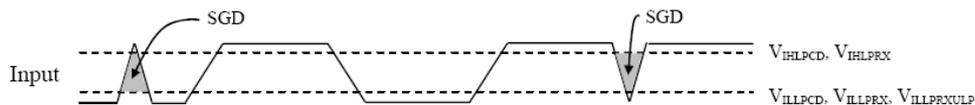
Note: (1)  $T_a=-30^{\circ}C$  to  $70^{\circ}C$  (to  $+85^{\circ}C$  no damage)

(2) PWM\_OUT, TE

(3) DSI High Speed mode is off

### 17.2.3. Spike / Glitch Rejection

| Spike / Glitch Rejection - DSI       |        |                               |     |     |      |
|--------------------------------------|--------|-------------------------------|-----|-----|------|
| Signal                               | Symbol | Parameter                     | Min | Max | Unit |
| Input (DSI-CLOCK P/N, DSI-CLOCK P/N) | SGD    | Input pulse rejection for DSI | --  | 300 | Vps  |



### 17.2.4. DC Characteristics for DSI HS mode

DC levels of the HS-0 and HS-0 are defined on table below: DC Characteristics for DSI HS mode.

| Parameter  | Symbol            | Condition                               | Specification |     |     | Unit     |
|--|-------------------|---|---------------|-----|-----|----------|
|  |                   |   |               |     |     |          |
| Input Common Mode Voltage for Clock                            | $V_{CMCLK}$       | DSI-CLOCK_P/N ; Note 2,3                | 70            | -   | 330 | mV       |
| Input Common Mode Voltage for Data                             | $V_{CMDATA}$      | DSI-DATA_P/N ; Note 2,3                 | 70            | -   | 330 | mV       |
| Common Mode Ripple for Clock Equal or Less than 450MHz         | $V_{CMRCLKL450}$  | DSI-CLOCK_P/N ; Note 4                  | -50           | -   | 50  | mV       |
| Common Mode Ripple for Data Equal or Less than 450MHz          | $V_{CMRDATAL450}$ | DSI-DATA_P/N ; Note 4                   | -50           | -   | 50  | mV       |
| Common Mode Ripple for Clock More than 450MHz (peak sine wave) | $V_{CMRCLKM450}$  | DSI-CLOCK_P/N                           | -             | -   | 100 | mV       |
| Common Mode Ripple for Data More than 450MHz (peak sine wave)  | $V_{CMRDATAM450}$ | DSI-DATA_P/N                            | -             | -   | 100 | mV       |
| Differential Input Low Level Threshold Voltage for Clock       | $V_{THLCLK-}$     | DSI-CLOCK_P/N                           | -70           | -   | -   | mV       |
| Differential Input Low Level Threshold Voltage for Data        | $V_{THLDATA-}$    | DSI-DATA_P/N                            | -70           | -   | -   | mV       |
| Differential Input High Level Threshold Voltage for Clock      | $V_{THHCLK+}$     | DSI-CLOCK_P/N                           | -             | -   | 70  | mV       |
| Differential Input High Level Threshold Voltage for Data       | $V_{THHDATA+}$    | DSI-DATA_P/N                            | -             | -   | 70  | mV       |
| Single-ended Input Low Voltage                                 | $V_{ILHS}$        | DSI-CLOCK_P/N,<br>DSI-DATA_P/N ; Note 3 | -40           | -   | -   | mV       |
| Single-ended Input High Voltage                                | $V_{IHHS}$        | DSI-CLOCK_P/N,<br>DSI-DATA_P/N ; Note 3 | -             | -   | 460 | mV       |
| Differential Termination Resistor                              | $R_{TERM}$        | DSI-CLOCK_P/N,<br>DSI-DATA_P/N          | 80            | 100 | 125 | $\Omega$ |
| Single-ended Threshold Voltage for Termination Enable          | $V_{TERM-EN}$     | DSI-CLOCK_P/N,<br>DSI-DATA_P/N          | -             | -   | 450 | mV       |
| Termination Capacitor  | $C_{TERM}$        | DSI-CLOCK_P/N,<br>DSI-DATA_P/N          | -             | -   | 14  | pF       |

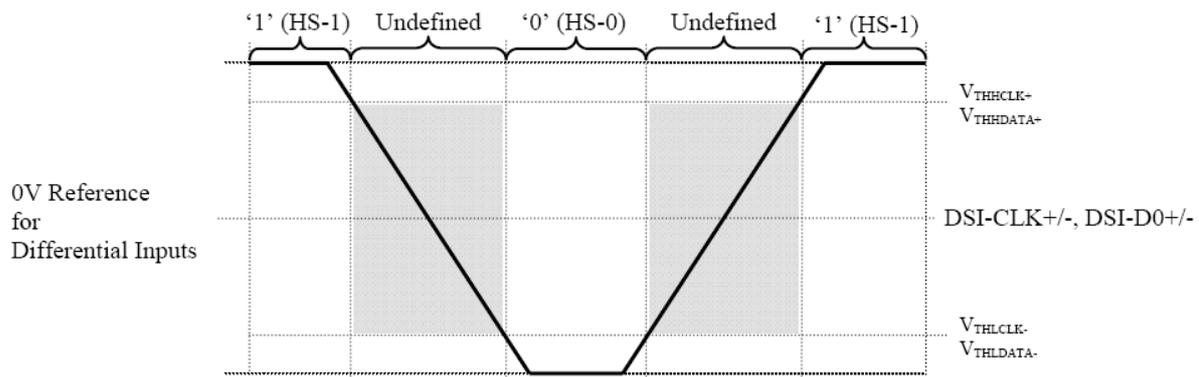
Note: (1)  $T_a = -30$  to  $70$  °C (to  $+85$  °C no damage),  $IOVCC = 1.65$  to  $1.95V$ ,  $GND = 0V$

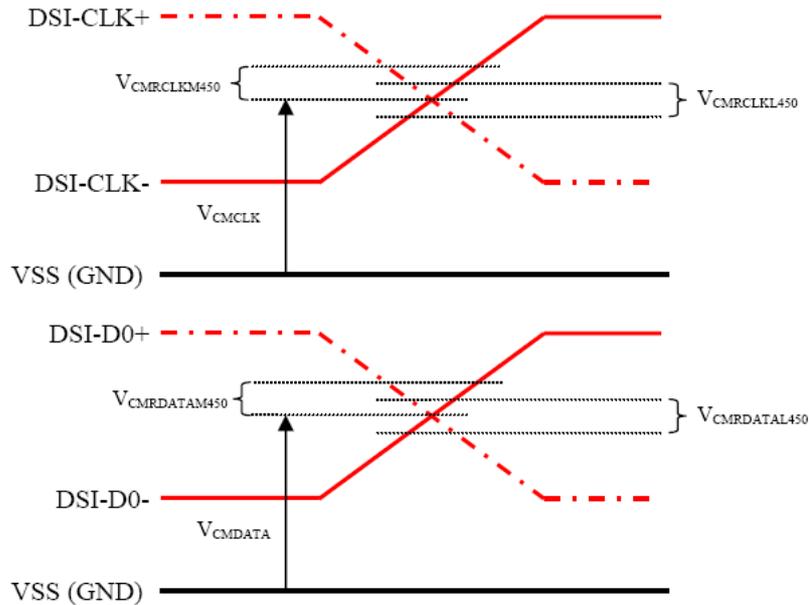
(2) Includes  $50mV$  ( $-50mV$  to  $50mV$ ) ground difference

(3) Without  $V_{CMRCLKM450}/V_{CMRDATAM450}$

(4) Without  $50mV$  ( $-50mV$  to  $50mV$ ) ground difference

The DSI receiver (HS mode) is understanding that there is logical '1' (HS-1) when a differential voltage is more than  $V_{THH}$  (CLK+/DATA+) and the DSI receiver (HS mode) is understanding that there is logical '0' (HS-0) when a differential voltage is more than  $V_{THL}$  (CLK-/DATA-). There is undefined state if the differential voltage is less than  $V_{THH}$  (CLK+/DATA+) and less than  $V_{THL}$  (CLK-/DATA-). A reference figure is below.

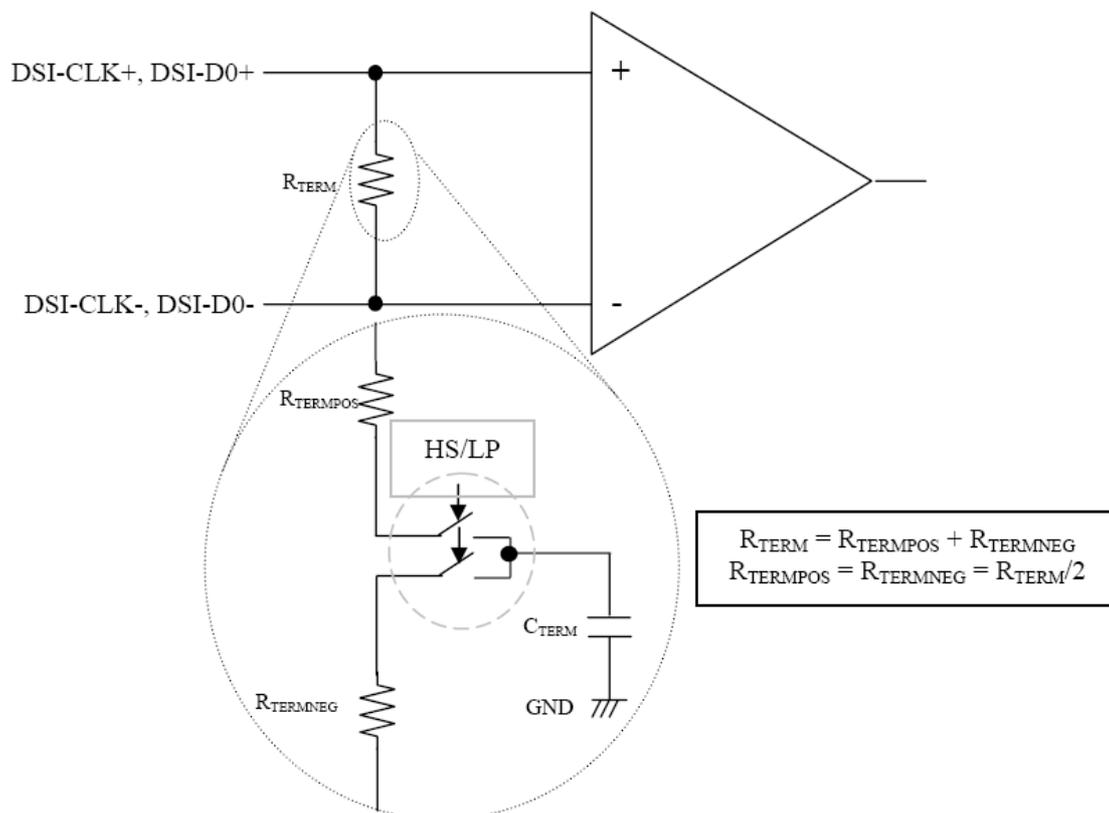




The termination resistor ( $R_{TERM}$ ) of the differential DSI receiver can be driven two different states by the receiver:

- Low Power (LP) mode when the termination resistor is not connected between differential inputs (DSI-CLK+  $\Leftrightarrow$  DSI-CLK- or DSI-D0+  $\Leftrightarrow$  DSI-D0-)
- High Speed (HS) mode when the termination resistor is connected between differential inputs (DSI-CLK+  $\Leftrightarrow$  DSI-CLK- or DSI-D0+  $\Leftrightarrow$  DSI-D0-)

The termination switch (HS/LP), when the termination resistor is not connected, is illustrated below.



### 17.2.5. DC Characteristics for Panel Driving

| Item   | Symbol      | Condition                  | Min.  | Typ. | Max.         | Unit | Note    |
|--|-------------|----------------------------|-------|------|--------------|------|---------|
| <b>Power &amp; Operation Voltage</b>             |             |                            |       |      |              |      |         |
| Analog operating voltage                         | VCI         | -                          | 2.5   | 2.8  | 3.6          | V    |         |
| Logic operating voltage                          | IOVCC       | -                          | 1.65  | 2.8  | 3.6          | V    |         |
| Digital operating voltage                        | VCORE       | Digital block power supply | -     | 1.5  | -            | V    | Note2   |
| Gate Driver High Voltage                         | VGH         | -                          | 10.0  | -    | 16.0         | V    | Note3   |
| Gate Driver Low Voltage                          | VGL         | -                          | -16.0 | -    | -9.0         | V    | Note3   |
| Driver Supply Voltage                            | -           | VGH-VGL                    | 19    | -    | 32           | V    | Note3   |
| <b>VCOM Operation</b>                            |             |                            |       |      |              |      |         |
| VCOM Amplitude Voltage                           | VCOM        | -                          | 0     | -    | -2.0         | V    | Note3   |
| <b>Source Driver</b>                             |             |                            |       |      |              |      |         |
| Source Output Range                              | Vsout       | -                          | 0.1   | -    | VREG1OUT-0.1 | V    | Note4   |
| Positive Gamma Reference Voltage                 | VREG1OUT    | -                          | 3.6   | -    | 5.5          | V    | Note3   |
| Negative Gamma Reference Voltage                 | VREG2OUT    | -                          | -5.5  | -    | -3.6         | V    | Note3   |
| Source Output Setting Time                       | Tr          | Below with 99% precision   | -     | 15   | 20           | uS   | Note4,5 |
| Output Deviation Voltage (Source Output channel) | Vdev        | Sout $\geq$ 4.2V           | -     | -    | 20           | mV   | Note4   |
|  |             | 4.2V $>$ Sout $>$ 0.8V     | -     | -    | 15           | mV   | -       |
| Output Offset Voltage                            | VOFSET      | -                          | -     | -    | 35           | mV   | Note6   |
| <b>Booster Operation</b>                         |             |                            |       |      |              |      |         |
| 1 <sup>st</sup> Booster (VCI1x2) Voltage         | DDVDH       | -                          | 4.5   | -    | 6.0          | V    | Note3   |
| 1 <sup>st</sup> Booster (VCI1x2) Voltage         | DDVDL       | -                          | -6.0  | -    | -4.5         | V    | Note3   |
| 1 <sup>st</sup> Booster (VCI1x2) Drop Voltage    | VCI1x2 drop | loading=1mA                | -     | -    | 5            | %    | Note3   |
| Liner Range                                      | Vliner      | -                          | 0.2   | -    | DDVDH-0.2    | V    |         |

Note 1: IOVCC=1.65 to 3.6V, VCI=2.5 to 3.6V, AGND=DGND=0V, Ta=-30 to 70 (to +85 no damage) °C.

Note2: Please supply digital IOVCC voltage equal or less than analog VCI voltage.

Note2, 3, 4: When the measurements are performed with LCD module. Measurement Points are like below.

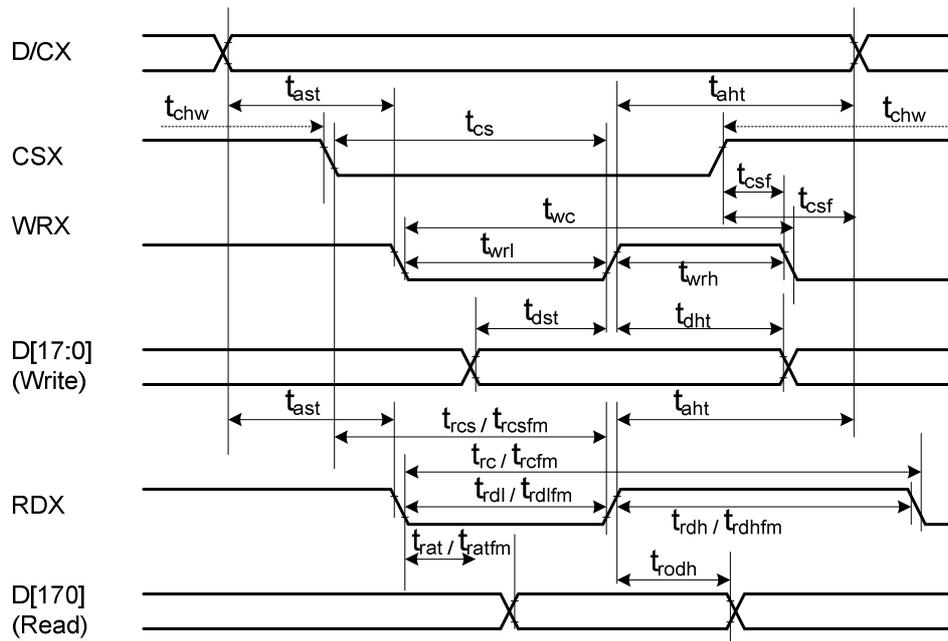
Note3: CSX, RDX, WRX, DB[17:0], D/CX, RESX, TE, SDA, SCL, IM2, IM1, IM0, and Test pins.

Note5: Source channel loading = 10pF/channel, Gate channel loading = 50pF/channel

Note6: The Max. Value is between with Note 4 measure point and Gamma setting value

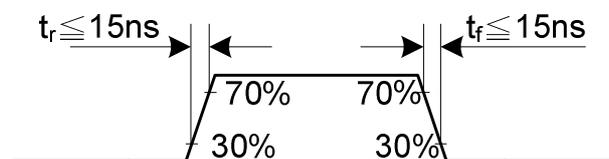
### 17.3. AC Characteristics

#### 17.3.1. Display Parallel 18/16/9/8-bit Interface Timing Characteristics (8080-series)

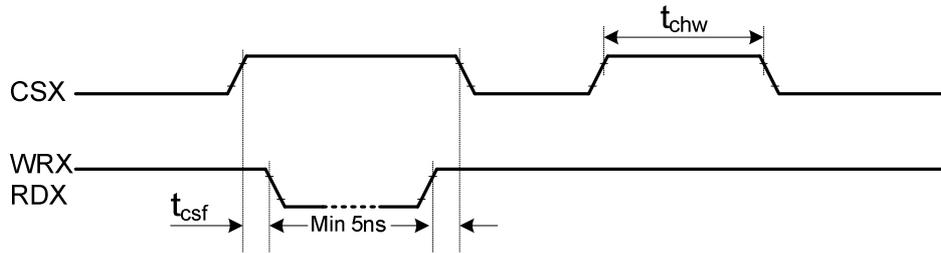


| Signal                                       | Symbol                        | Parameter                          | min | max | Unit | Description                               |
|--|-------------------------------|------------------------------------|-----|-----|------|---|
| DCX  | t <sub>ast</sub>              | Address setup time                 | 0   | -   | ns   | -   |
|  | t <sub>ah</sub>               | Address hold time (Write/Read)     | 0   | -   | ns   | -   |
| CSX  | t <sub>chw</sub>              | CSX "H" pulse width                | 0   | -   | ns   | -   |
|  | t <sub>cs</sub>               | Chip Select setup time (Write)     | 15  | -   | ns   | -   |
|  | t <sub>r<sub>cs</sub></sub>   | Chip Select setup time (Read ID)   | 45  | -   | ns   | -   |
|  | t <sub>r<sub>csfm</sub></sub> | Chip Select setup time (Read FM)   | 355 | -   | ns   | -   |
|  | t <sub>csf</sub>              | Chip Select Wait time (Write/Read) | 0   | -   | ns   | -   |
| WRX  | t <sub>wc</sub>               | Write cycle                        | 50  | -   | ns   | -   |
|  | t <sub>wrh</sub>              | Write Control pulse H duration     | 15  | -   | ns   | -   |
|  | t <sub>wrl</sub>              | Write Control pulse L duration     | 15  | -   | ns   | -   |
| RDX (FM)                                     | t <sub>r<sub>cfm</sub></sub>  | Read Cycle (FM)                    | 450 | -   | ns   | When read from Frame Memory               |
|  | t <sub>r<sub>dhfm</sub></sub> | Read Control H duration (FM)       | 90  | -   | ns   |   |
|  | t <sub>r<sub>dlfm</sub></sub> | Read Control L duration (FM)       | 355 | -   | ns   |   |
| RDX (ID)                                     | t <sub>rc</sub>               | Read cycle (ID)                    | 160 | -   | ns   | When read ID data                         |
|  | t <sub>r<sub>dh</sub></sub>   | Read Control pulse H duration      | 90  | -   | ns   |   |
|  | t <sub>r<sub>dl</sub></sub>   | Read Control pulse L duration      | 45  | -   | ns   |   |
| DB[17:0],<br>DB[15:0],<br>DB[8:0]<br>DB[7:0] | t <sub>dst</sub>              | Write data setup time              | 10  | -   | ns   | For maximum CL=30pF<br>For minimum CL=8pF |
|  | t <sub>dht</sub>              | Write data hold time               | 10  | -   | ns   |   |
|  | t <sub>rat</sub>              | Read access time                   | -   | 40  | ns   |   |
|  | t <sub>ratfm</sub>            | Read access time                   | -   | 340 | ns   |   |
|  | t <sub>rod</sub>              | Read output disable time           | 20  | 80  | ns   |   |

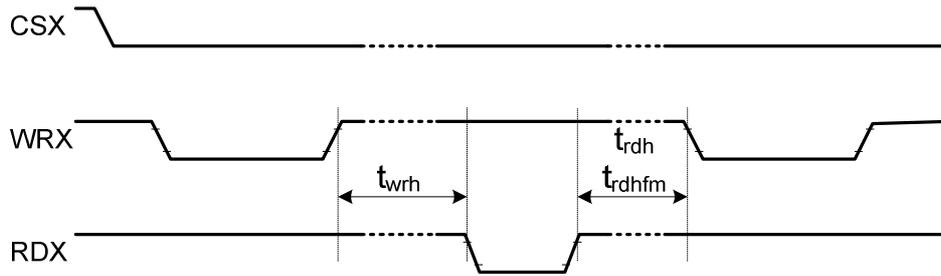
Note: (1)  $T_a = -30$  to  $70$  °C,  $I_{OVCC}=1.65V$  to  $3.6V$ ,  $V_{CI}=2.5V$  to  $3.6V$ ,  $AGND=DGND=0V$



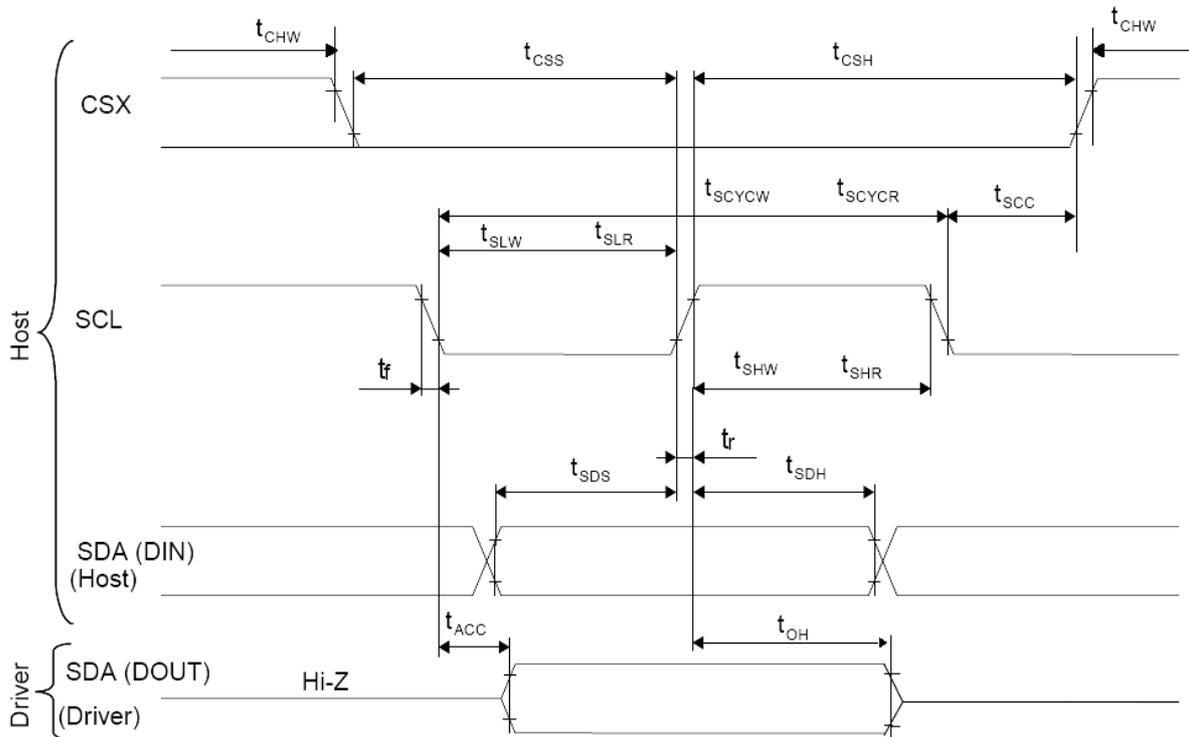
(2) Logic high and low levels are specified as 30% and 70% of IOVCC for input signals.



(3) Logic high and low levels are specified as 30% and 70% of IOVCC for input signals.

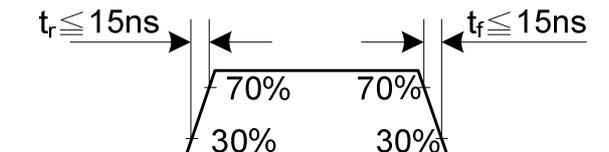


**17.3.2. Display Serial Interface Timing Characteristics (3-line SPI system)**

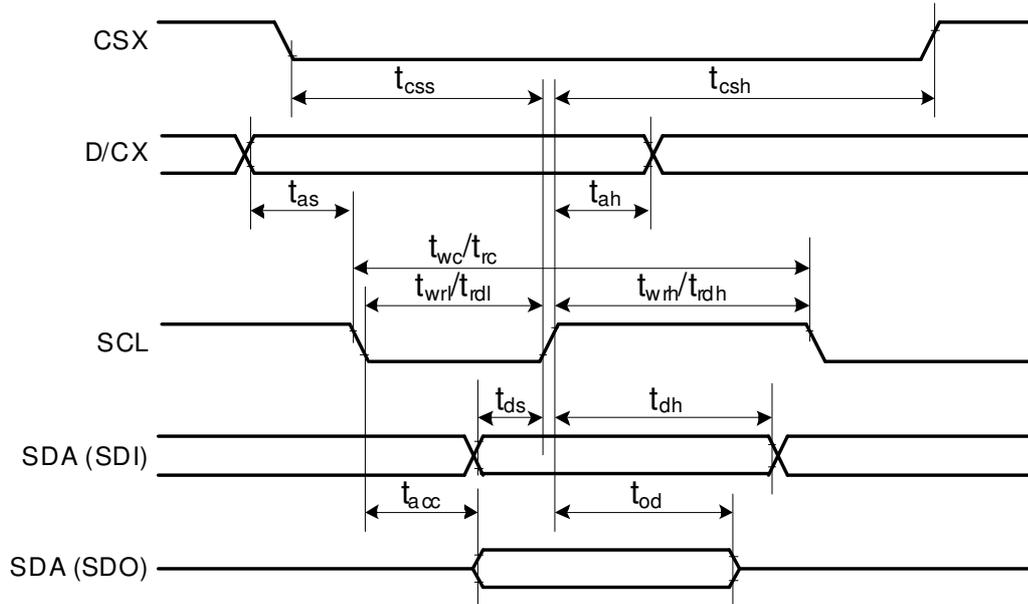


| Signal             | Symbol | Parameter                   | min | max | Unit | Description |
|--------------------|--------|-----------------------------|-----|-----|------|-------------|
| SCL                | tscycw | Serial Clock Cycle (Write)  | 66  | -   | ns   |             |
|                    | tshw   | SCL "H" Pulse Width (Write) | 15  | -   | ns   |             |
|                    | tslw   | SCL "L" Pulse Width (Write) | 15  | -   | ns   |             |
|                    | tscycr | Serial Clock Cycle (Read)   | 150 | -   | ns   |             |
|                    | tshr   | SCL "H" Pulse Width (Read)  | 60  | -   | ns   |             |
|                    | tslr   | SCL "L" Pulse Width (Read)  | 60  | -   | ns   |             |
| SDA / SDI (Input)  | tsds   | Data setup time (Write)     | 10  | -   | ns   |             |
|                    | tsdh   | Data hold time (Write)      | 10  | -   | ns   |             |
| SDA / SDO (Output) | tacc   | Access time (Read)          | 10  | 50  | ns   |             |
|                    | toh    | Output disable time (Read)  | 15  | 50  | ns   |             |
| CSX                | tsc    | SCL-CSX                     | 15  | -   | ns   |             |
|                    | tchw   | CSX "H" Pulse Width         | 40  | -   | ns   |             |
|                    | tcss   | CSX-SCL Time                | 60  | -   | ns   |             |
|                    | tcsh   |                             | 65  | -   | ns   |             |

Note:  $T_a = -30$  to  $70$  °C,  $IOVCC=1.65V$  to  $3.6V$ ,  $VCI=2.5V$  to  $3.6V$ ,  $AGND=DGND=0V$ ,  $T=10\pm 0.5ns$



### 17.3.3. Display Serial Interface Timing Characteristics (4-line SPI system)

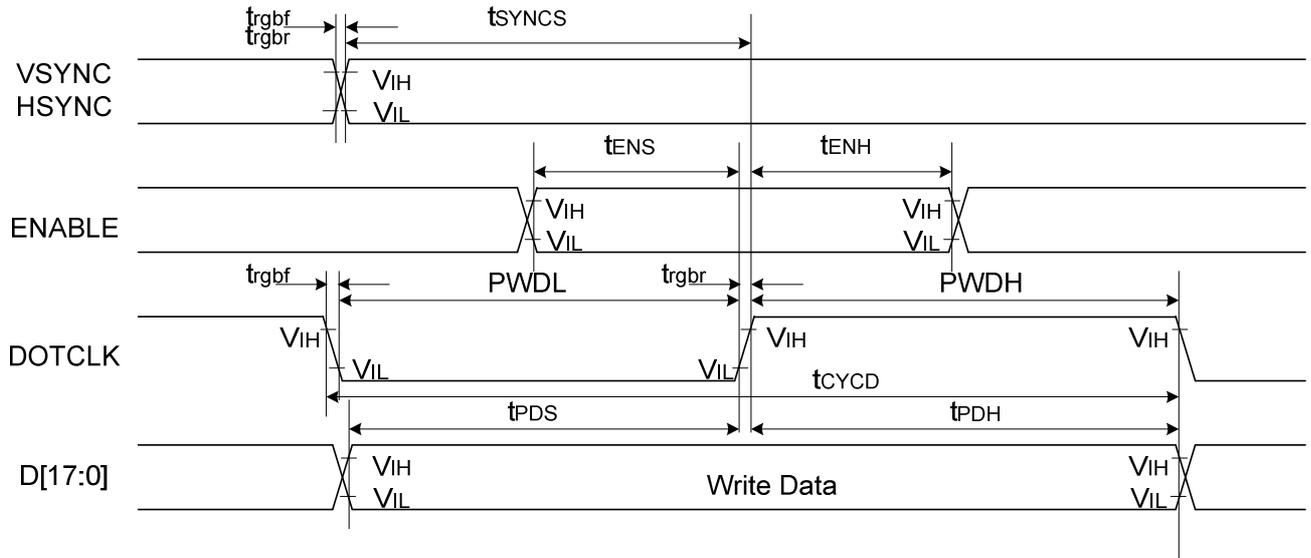


| Signal                | Symbol    | Parameter                     | min | max | Unit | Description                   |
|-----------------------|-----------|-------------------------------|-----|-----|------|-------------------------------|
| CSX                   | $t_{css}$ | Chip select time (Write)      | 15  | -   | ns   |                               |
|                       | $t_{csh}$ | Chip select hold time (Read)  | 60  | -   | ns   |                               |
| SCL                   | $t_{wc}$  | Serial clock cycle (Write)    | 66  | -   | ns   |                               |
|                       | $t_{wrh}$ | SCL "H" pulse width (Write)   | 15  | -   | ns   |                               |
|                       | $t_{wrl}$ | SCL "L" pulse width (Write)   | 15  | -   | ns   |                               |
|                       | $t_{rc}$  | Serial clock cycle (Read)     | 150 | -   | ns   |                               |
|                       | $t_{rdh}$ | SCL "H" pulse width (Read)    | 60  | -   | ns   |                               |
|                       | $t_{rdl}$ | SCL "L" pulse width (Read)    | 60  | -   | ns   |                               |
| D/CX                  | $t_{as}$  | D/CX setup time               | 10  | -   | ns   |                               |
|                       | $t_{ah}$  | D/CX hold time (Write / Read) | 10  | -   | ns   |                               |
| SDA / SDI<br>(Input)  | $t_{ds}$  | Data setup time (Write)       | 10  | -   | ns   |                               |
|                       | $t_{dh}$  | Data hold time (Write)        | 10  | -   | ns   |                               |
| SDA / SDO<br>(Output) | $t_{acc}$ | Access time (Read)            | 10  | 50  | ns   | For maximum $C_L=30\text{pF}$ |
|                       | $t_{od}$  | Output disable time (Read)    | 15  | 50  | ns   | For minimum $C_L=8\text{pF}$  |

Note: (1)  $T_a = -30$  to  $70$  °C,  $IOVCC=1.65\text{V}$  to  $3.6\text{V}$ ,  $VCI=2.5\text{V}$  to  $3.6\text{V}$ ,  $AGND=DGND=0\text{V}$ ,  $T=10\pm 0.5\text{ns}$ .

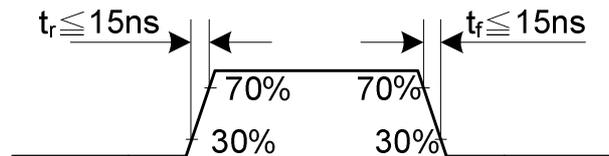
(2) Does not include signal rise and fall times.

**17.3.4. Parallel 18/16-bit RGB Interface Timing Characteristics**

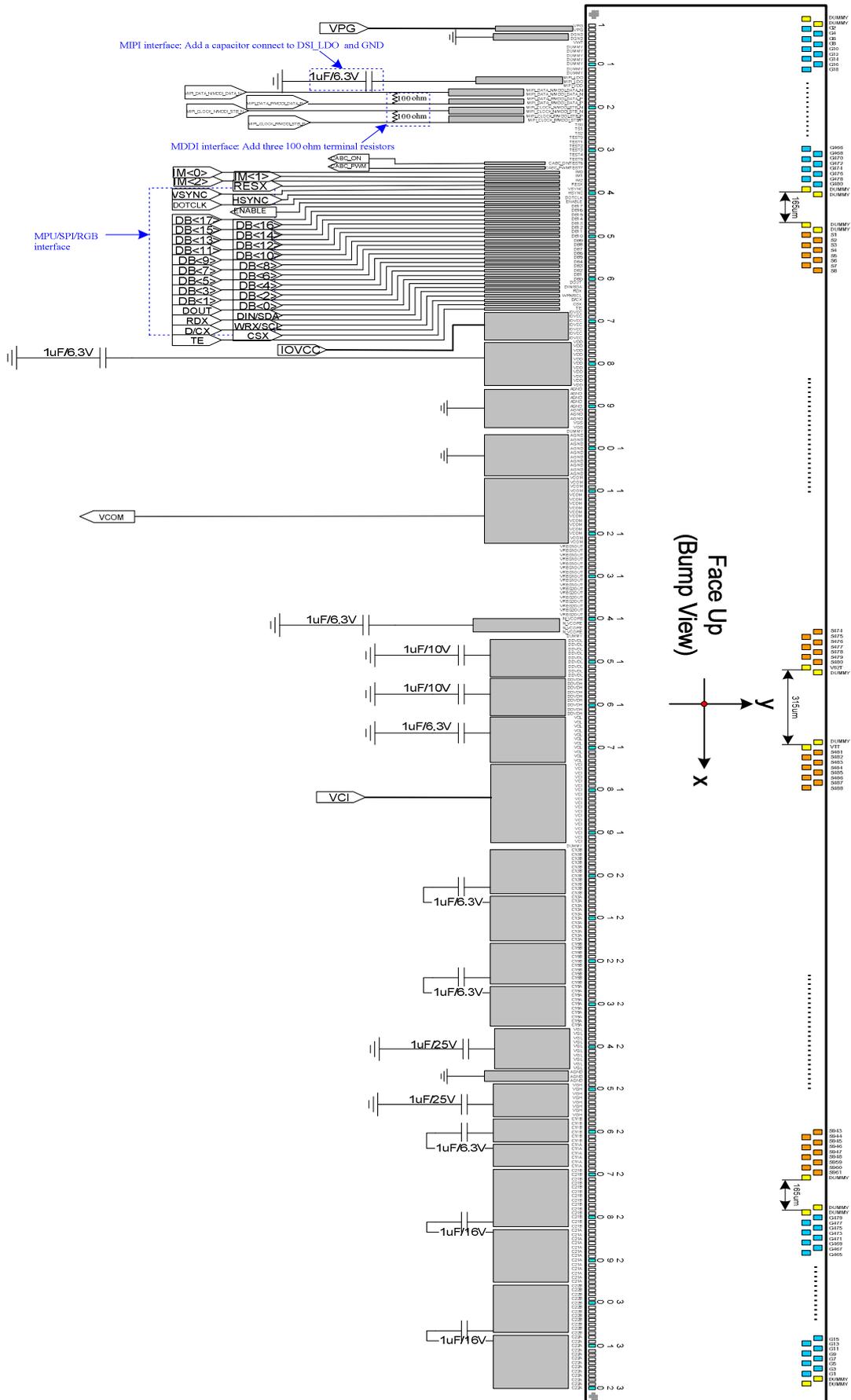


| Signal        | Symbol         | Parameter                           | min | max | Unit | Description                      |
|---------------|----------------|-------------------------------------|-----|-----|------|----------------------------------|
| VSYNC / HSYNC | $t_{SYNCS}$    | VSYNC/HSYNC setup time              | 15  | -   | ns   | 18/16-bit bus RGB interface mode |
|               | $t_{SYNCH}$    | VSYNC/HSYNC hold time               | 15  | -   | ns   |                                  |
| ENABLE        | $t_{ENS}$      | ENABLE setup time                   | 15  | -   | ns   |                                  |
|               | $t_{ENH}$      | ENABLE hold time                    | 15  | -   | ns   |                                  |
| DB[17:0]      | $t_{POS}$      | Data setup time                     | 15  | -   | ns   |                                  |
|               | $t_{PDH}$      | Data hold time                      | 15  | -   | ns   |                                  |
| DOTCLK        | PWDH           | DOTCLK high-level period            | 15  | -   | ns   |                                  |
|               | PWDL           | DOTCLK low-level period             | 15  | -   | ns   |                                  |
|               | $t_{CYCD}$     | DOTCLK cycle time                   | 66  | -   | ns   |                                  |
|               | $t_{r}, t_{f}$ | DOTCLK, HSYNC, VSYNC rise/fall time | -   | 15  | ns   |                                  |

Note:  $T_a = -30$  to  $70$  °C,  $IOVCC=1.65V$  to  $3.6V$ ,  $VCI=2.5V$  to  $3.3V$ ,  $AGND=DGND=0V$



# 18. Application Circuit



The following table shows specifications of external elements connected to ILI9486L's power supply circuit.

| Items                                     | Recommended Specification | Pin connection                                     |
|---|---------------------------|--|
| Capacity<br>1 $\mu$ F (B characteristics) | 6.3V                      | C11A/B, C13A/B, C15A/B, VCL, VDD, N_VCORE(back up) |
|   | 10V                       | DDVDH, DDVDL                                       |
|   | 16V                       | C21 A/B, C22A/B(for +6,-3 backup)                  |
|   | 25V                       | VGH, VGL   |

## 19. Revision History

| Version No. | Date       | Page   | Description  |
|-------------|------------|--|--|
| V.001       | 2010/09/02 | All  | New created  |
| V.001       | 2010/11/04 | 147<br>286<br>310                            | Modify command list<br>Add LCM voltage generation<br>Application circuit   |
| V.001       | 2010/11/23 | 230  | Modify command   |
| V.001       | 2011/01/03 | 10<br>25<br>239<br>257<br>297                | Modify VCOM and VGH-VGL voltage<br>Modify pad size<br>Modify command RC1 ( Remove SAP )<br>Modify command RD0<br>Modify write cycle ( 66ns -> 50ns )                         |
| V.001       | 2011/02/25 | 290<br>291                                   | Modify Gamma Correction  |
| V.001       | 2011/03/01 | 16<br>18-24                                  | Modify pad size<br>Modify source and gate pad locations  |
| V.001       | 2011/03/25 | 12-13<br>240-242<br>235<br>259<br>289<br>311 | Modify pin description<br>Modify command RC2 RC3 RC4<br>Modify command RB7<br>Modify command RD2 ( Remove OTP_DATA )<br>Modify NV Memory programming flow<br>Modify capacity |
| V.002       | 2011/04/01 | 239<br>289                                   | Modify command RC1<br>Modify NV Memory programming flow  |
| V.003       | 2011/04/08 | 16   | Modify the chip thickness  |
| V.004       | 2011/04/22 | 227<br>239                                   | Modify the inversion mode (DINV[1:0])<br>Modify the VCI1 output voltage selection (VC[2:0])  |
| V.005       | 2011/05/04 | 227  | Modify the inversion mode (DINV[1:0])  |
| V.006       | 2011/05/11 | 18   | Modify the C22B (No.296) pad location typo   |

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