## LCD Timing Wilfrid Laurier University

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Introduction

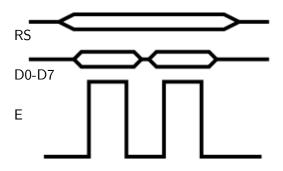
This is how the signal timing works for LCD displays.

Note: until initialization is complete, and 4 bit mode is set, the interface is 8 bits wide,

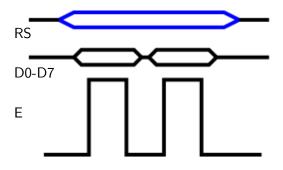
Note: until initialization is complete, and 4 bit mode is set, the interface is 8 bits wide, although the bottom four bits are ignored.

Note: until initialization is complete, and 4 bit mode is set, the interface is 8 bits wide, although the bottom four bits are ignored. This means only one enable per byte until 4 bit mode is set.

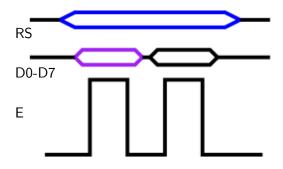
The following illustration applies after initialization is complete.



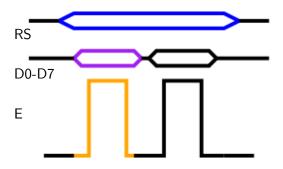
Character timing



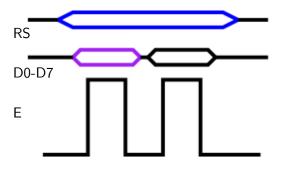
Set RS. Time required before asserting enable - (140ns)



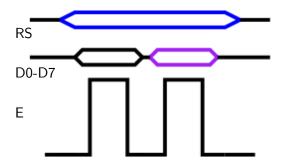
Set up the first (high) nibble. Time required before asserting enable - (25ns)



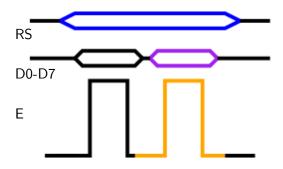
Assert the enable (E). De-assert after appropriate time (450ns).



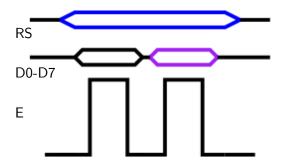
Time required before changing data pins - (10ns)



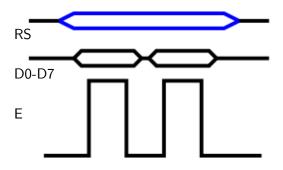
Set up the second (low) nibble. Time required before asserting enable - (25ns)



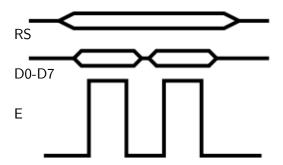
Assert the enable (E). De-assert after appropriate time (450ns).

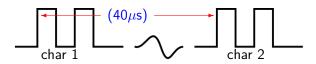


Time required before changing data pins - (10ns)

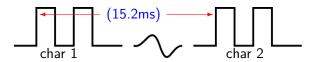


Character complete.





Delay before next character  $(40\mu s)$ .



Clear Display and Return Home each require 15.2ms.