



LK162-12
Technical Manual

Revision: 3.0

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1 Getting Started



Figure 1: LK162-12

The LK162-12 is an intelligent LCD display designed to decrease development time by providing an instant solution to any project. With the ability to communicate via serial RS-232/TTL and I²C protocols, the versatile LK162-12 can be used with virtually any controller. The ease of use is further enhanced by an intuitive command structure to allow display settings such as backlight brightness, contrast and baud rate to be software controlled. Additionally, up to thirty-two custom characters such as character sets for bar graphs, medium and large numbers may be stored in the non-volatile memory to be easily recalled and displayed at any time.

1.1 Display Options Available

The LK162-12 comes in a wide variety of colors including the standard yellow/green or inverse yellow, the popular blue/white and the crisp white/grey as well as inverse red which is excellent for viewing at night. Extended voltage, and temperature options are also available, to allow you to select the display which will best fit your project needs.

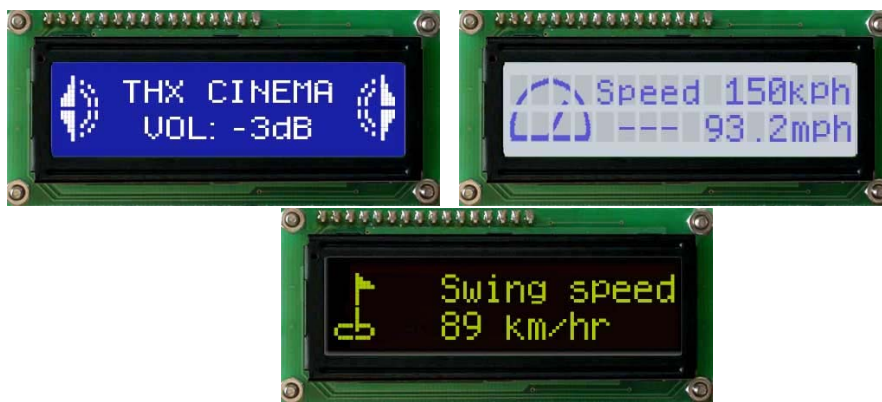


Figure 2: LK162-12 Options

1.2 Accessories

NOTE Matrix Orbital provides all the interface accessories needed to get your display up and running. You will find these accessories and others on our e-commerce website at <http://www.matrixorbital.com>. To contact a sales associate see Section 14.5 on page 53 for contact information.



Figure 3: 5V Power Cable Adapter



Figure 4: 12V Power Cable Adapter (V/VPT Models)



Figure 5: Breadboard Cable

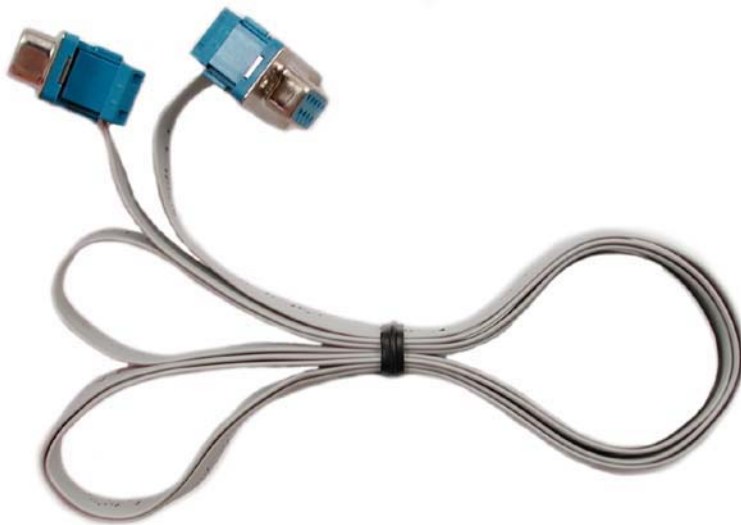


Figure 6: Serial Cable 4FT

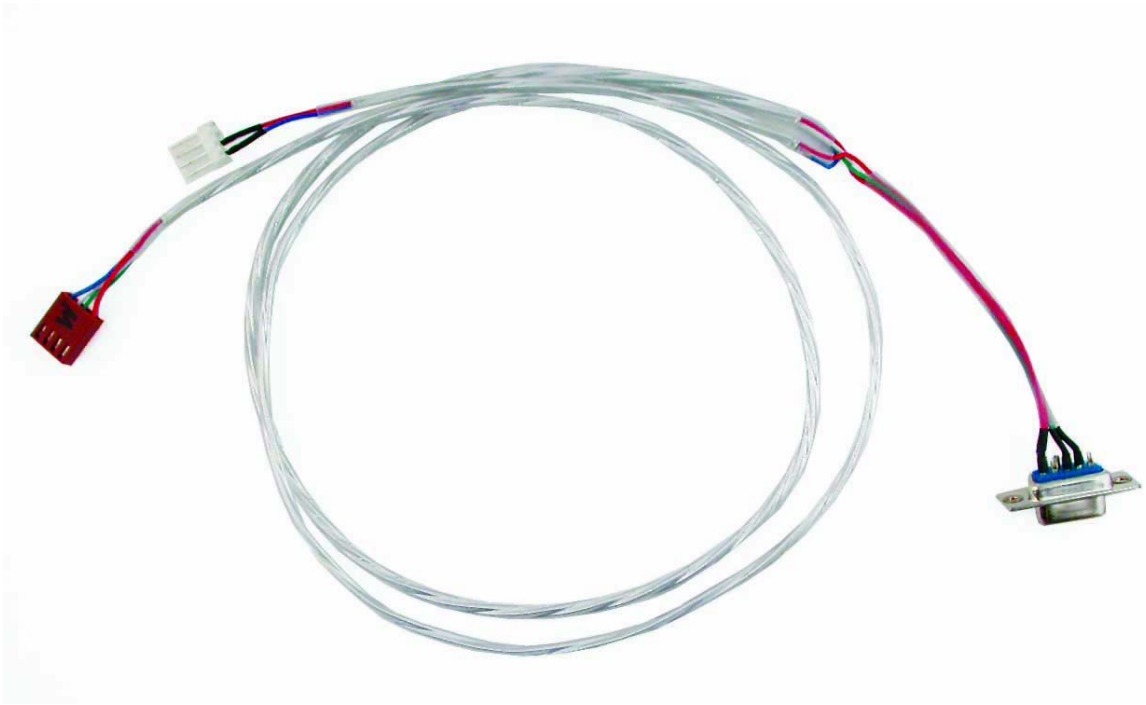


Figure 7: Communication and 5V Power Cable

1.3 Features

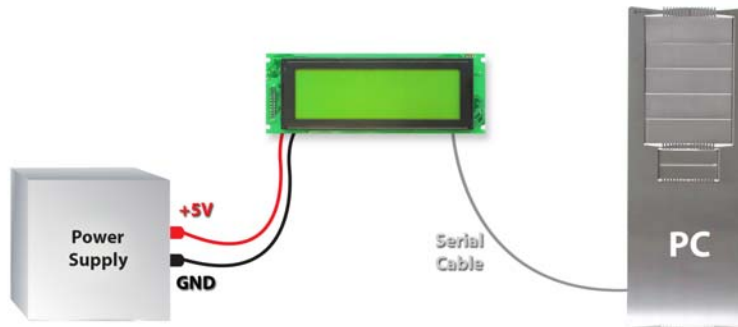
- 16 column by 2 line alphanumeric liquid crystal display
- Selectable communication protocol, RS-232 or I²C
- Seven, 5V -20mA, general purpose outputs for a variety of applications
- Lightning fast communication speeds, up to 57.6 kbps for RS-232 and 400 kbps for I²C
- Default 19.2 kbps serial communication speed
- Extended temperature available for extreme environments of -20C to 70C
- Extended voltage and efficient power supply available
- Built in font with provision for up to 8 user defined characters
- Up to 127 modules addressable on the same 2 wire I²C interface
- 1-wire bus that is capable of communicating with up to 32 devices over a single bus
- Fully buffered so that no delays in transmission are ever necessary
- Ability to add a customized splash / startup screen
- Software controlled contrast and brightness with configurable time-out setting up to 90 minutes
- Use of up to a 12 key keypad with a 10 key buffer
- Horizontal or vertical bar graphs
- Extended temperature option
- Fits Matrix Orbital's mountings without any modifications

1.4 Connecting to a PC

The LK162-12 connects seamlessly to a PC and it is an excellent means of testing the functionality. To connect your display to a PC, you will require a standard RS-232 9-pin serial cable such as the one pictured in *figure 6 on page 3*, as well as a modified 5V power adapter such as the one pictured in *figure 3 on page 2*.

In order to connect your display to a personal computer follow these easy instructions:

1. Plug the serial cable into the com port you wish to use.
2. Connect the modified 5V power adapter to a power lead from your PC power supply (you will have to open your computer case).
3. Connect the serial cable to the DB-9 connector on the back of the display.
4. Connect the 5V power adapter to the 4-pin connector on the back of the display.



WARNING DO NOT use the standard floppy drive power connector, as this will not provide you with the correct voltage and will damage the display module.

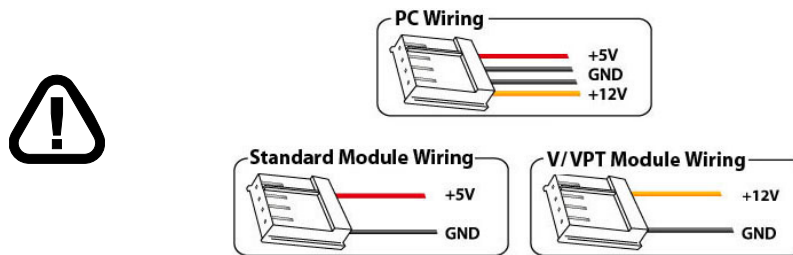


Figure 8: PC vs Matrix Orbital Display Module Wiring

1.5 Installing the Software

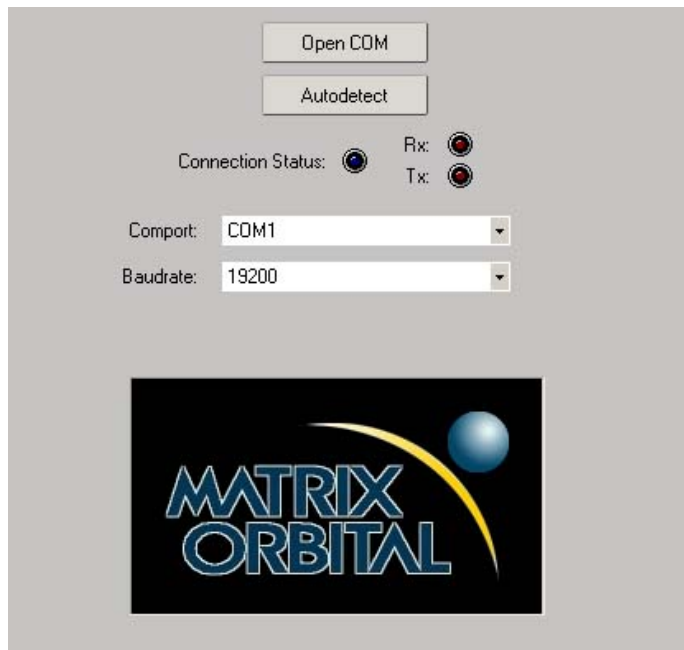
1.5.1 uProject

uProject was designed by Matrix Orbital to provide a simple and easy to use interface that will allow you to test all of the features of our alpha numeric displays.

To install uProject from the Matrix Orbital CD, follow the following steps:

1. Insert the Matrix Orbital CD-ROM into the CD drive
2. Locate the file, *uProject.exe*, which should be in the “CD-drive:\Download” directory.
3. Copy *uProject.exe* to a directory that you wish to run it from.
4. Double click on "uProject.exe"

Be sure to check the information selected in the COM Setup the first time uProject is run. Once this information is entered correctly the program can be used to control all functions of the graphic display.



Comport	The serial port the display is plugged in to.
Baudrate	The communication speed the display module is set to. (Default 19,200)

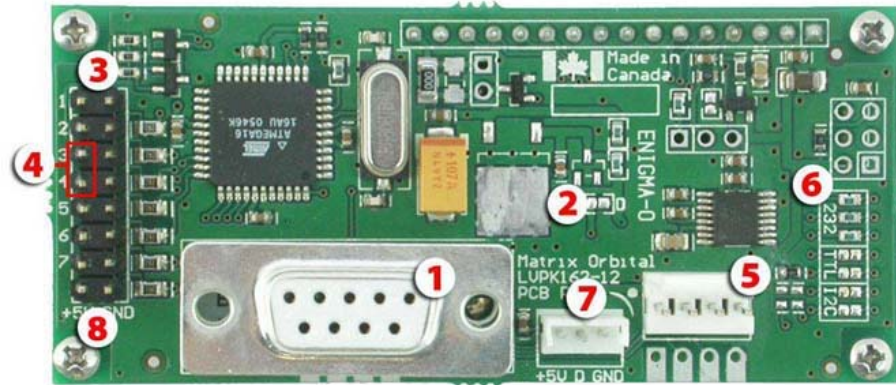
Figure 9: uProject Settings

NOTES

- uProject and other alphanumeric software may also be downloaded from Matrix Orbital's support site at http://www.matrixorbital.ca/software/software_alpha/
-

2 Hardware Information

Refer to the following diagram for this chapter:

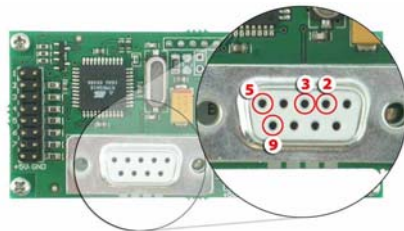


- | | |
|-----------------------------------|--|
| 1 DB-9 Connector | 5 Power / Data Connector |
| 2 Power Through DB9 Jumper | 6 Protocol Select Jumpers |
| 3 GPOs | 7 Optional Dallas 1-Wire Bridge |
| 4 Manual Override | 8 Keypad Interface |

Figure 10: LK162-12

2.1 DB-9 Connector

The LK162-12 provides a *DB-9 Connector* to readily interface with serial devices which use the EIA232 standard signal levels of $\pm 12V$ to $\pm 12V$. It is also possible to communicate at TTL levels of 0 to +5V by setting the *Protocol Select Jumpers* to TTL. As an added feature it is also possible to apply power through pin 9 of the *DB-9 Connector* in order to reduce cable clutter. However, in order to accomplish this you must set the *Power Through DB-9 Jumper*.



- | | |
|--------------|--|
| Pin 2 | Rx \ SCL (I ² C clock) |
| Pin 3 | Tx \ SDA (I ² C data) |
| Pin 5 | GND |
| Pin 9 | PWR (Must solder Power Through DB-9 Jumper. See table 1 on page 9 for power requirements.) |

Figure 11: RS-232 Pin out

2.1.1 Power Through DB-9 Jumper

In order to provide power through pin 9 of the *DB-9 Connector* you must place a solder jumper on the *Power through DB-9 Jumper* pictured in *figure 12* below. The LK162-12 allows all voltage models to use the power through DB-9 option, see table 1 on the following page for display module voltage requirements.

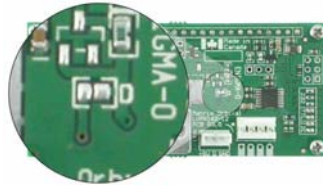


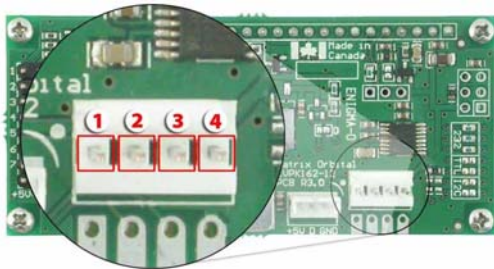
Figure 12: Power Through DB-9 Jumper



WARNING Do not apply voltage through pin 9 of the DB-9 connector AND through the Power/Data Connector at the same time.

2.2 Power/Data Connector

The *Power/Data Connector* provides a standard connector for powering the display module. The LK162-12 requires five volts for the standard display module, between nine to fifteen for the wide voltage (V) and between nine to thirty-five volts for the wide voltage with efficient power supply module (VPT). The voltage is applied through pins one and four of the four pin *Power/Data connector*. Pins two and three are reserved for serial transmission, using either the RS-232/TTL or the I²C protocol, depending on what has been selected by the *Protocol Select Jumpers*. Pins two and three may be reversed by changing the *Legacy Connector Jumpers* in order to be compatible with previous PCB revisions.



- Pin 1** PWR (See table 1 on the next page)
- Pin 2** Rx \ SCL (I²C clock)
- Pin 3** Tx \ SDA (I²C data)
- Pin 4** GND

Figure 13: Power Connector and Pin out

Table 1: Power Requirements

	Standard	-V	-VPT
Supply Voltage	+5Vdc \pm 0.25V	+9V to +15V	+9V to +35V
Backlight On Supply	115 mA typical		
Backlight Off Supply	9 mA		



WARNINGS

- Do not apply any power with reversed polarization.
- Do not apply any voltage other than the specified voltage.

2.3 Protocol Select Jumpers

The *Protocol Select Jumpers*, pictured below in *figure 14*, provide the means necessary to toggle the display module between RS-232, TTL and I²C protocols. As a default, the jumpers are set to RS-232 mode with jumps on the 232 jumpers. In order to place the display module in I²C mode you must first remove the jumps from the 232 jumpers and then place them on the I2C jumpers. The display will now be in I²C mode and have a default slave address of 0x50 unless it has been changed. Similarly, in order to change the display to TTL mode, simply remove the zero ohm resistors from the 232 or I²C jumpers and solder them to the TTL jumpers.

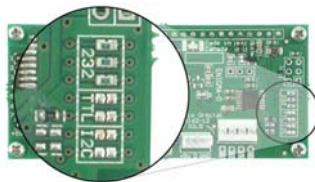


Figure 14: Protocol Select Jumpers

2.4 General Purpose Outputs

A unique feature of the LK162-12 is the ability to control relays and other external devices using a *General Purpose Output*, which can provide up to 20 mA of current and +5Vdc from the positive side of the GPO. This is limited by a 240 ohm resistor as pictured below in *figure 18*. If the device, which is being driven by a GPO, requires a relatively high current (such as a relay) and has an internal resistance of its own greater than 250 ohms, then the 240 ohm resistor may be removed and replaced with a Jumper.

NOTE In order to use the General Purpose Outputs you must ensure that the display is in GPO mode. See Section ?? for more details.



- GND
- + MAX: 20 mA, +5Vdc

Figure 15: General Purpose Output



WARNING If connecting a relay, be sure that it is fully clamped using a diode and capacitor in order to absorb any electro-motive force (EMF) which will be generated.

2.5 Dallas 1-Wire Bridge

In addition to the seven general purpose outputs the LK162-12 offers an optional Dallas 1-wire bridge, to allow for an additional thirty two 1-wire devices to be connected to the display. Please talk to a sales representative for details. See *Section 8 on page 30*.

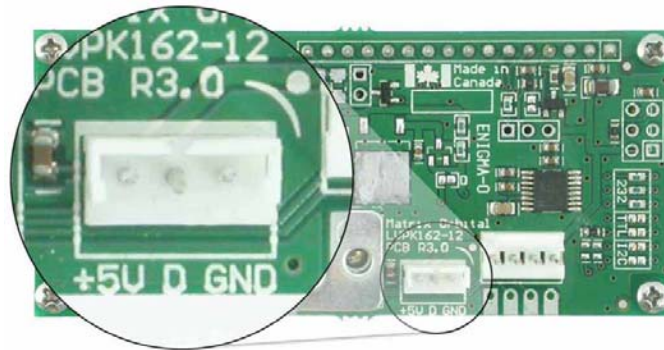


Figure 16: Dallas 1-Wire Bridge

2.6 Manual Override

The *Manual Override* is provided to allow the LK162-12 to be reset to factory defaults. This can be particularly helpful if the display module has been set to an unknown baud rate or I²C Slave Address and you are no longer able to communicate with it. If you wish to return the module to its default settings you must:

1. Power off the display module.

2. Place a Jumper on the *Manual Override* pins.
3. Power up the display module.
4. The display module is now set to its default values listed below in *table 2*.
5. Edit and save settings.

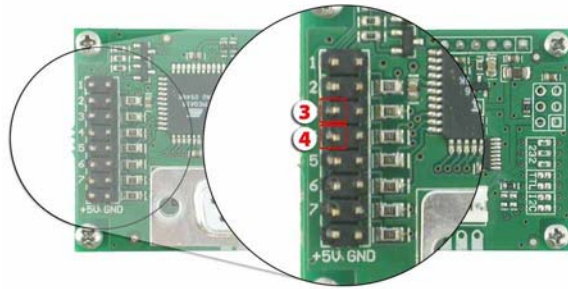


Figure 17: Manual Override Jumper

Table 2: Default Values

Brightness	255
Baud Rate	19.2 kbps
I²C Slave Address	0x50
Data Lock	False
RS232AutoTransmitData	True

NOTE The display module will revert back to the old settings once turned off, unless the settings are saved.

2.7 Keypad Interface Connector

The VK162-12 provides a *Keypad Interface Connector* which allows for up to a twelve-key matrix style keypad to be directly connected to the display module. Key presses are generated when a short is detected between a row and a column. When a key press is generated a character, which is associated with the particular key press, is automatically sent on the Tx communication line. If the display module is running in I²C mode, the “Auto Transmit Keypress” function may be turned off, to allow the key presses to remain in the buffer so that they may be polled. The character that is associated with each key press may also be altered using the “Assign Key Codes” command, for more detailed information see the *Keypad Section, on page 32*.

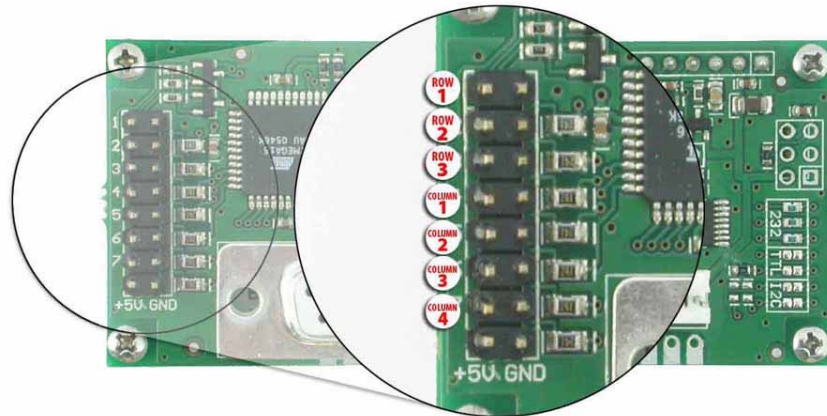


Figure 18: Keypad Interface Connector

NOTE In order to use the Keypad Interface Connector please ensure that the display is in keypad mode. See Section ?? for more details.

3 Troubleshooting

3.1 The display does not turn on when power is applied.

- First, you will want to make sure that you are using the correct power connector. Standard floppy drive power cables from your PC power supply may fit on the Power/Data Connector however they do not have the correct pin out as can be seen in *figure 8 on page 5*. Matrix Orbital supplies power cable adapters for connecting to a PC, which can be found in the *Accessories Section on page 2*.
- The next step is to check the power cable which you are using for continuity. If you don't have an ohm meter, try using a different power cable, if this does not help try using a different power supply.
- The last step will be to check the *Power / Data Connector* on the LK162-12. If the *Power / Data Connector* has become loose, or you are unable to resolve the issue, please contact Matrix Orbital, see *14.5 on page 53* for contact information.

3.2 The display module is not communicating.

- First, check the communication cable for continuity. If you don't have an ohm meter, try using a different communication cable. If you are using a PC try using a different Com Port.
- Second, please ensure that the display module is set to communicate on the protocol that you are using, by checking the *Protocol Select Jumpers*. To change the protocol used by the display module see *Section 2.3 on page 9*.

- Third, ensure that the host system and display module are both communicating on the same baud rate. The default baud rate for the display module is 19200 bps.
- If you are communicating to the display via I²C please ensure that the data is being sent to the correct address. The default slave address for the display module is 0x50.

NOTE I²C communication will always require pull up resistors.

- Finally, you may reset the display to it's default settings using the *Manual Override Jumper*, see *Section 2.6 on page 10*.

3.3 The display module is communicating, however text cannot be displayed.

- A common cause may be that the contrast settings have been set to low. The solution to this problem is to adjust the contrast settings. The default setting that will work in most environments is 128.

NOTE Optimal contrast settings may vary according to factors such as temperature, viewing angle and lighting conditions.
If you are unable to resolve any issue please contact Matrix Orbital. See *14.5 on page 53* for contact information.

4 Communications

4.1 Introduction

The commands listed in this chapter describe how to configure data flow on the RS232/TTL and I²C port.

4.1.1 I²C Communication Summary

The LK162-12 is capable of communicating at 100 Kbps in I²C mode, with 127 units addressable on a single I²C communication line. However, in order to communicate via I²C you must first set the Protocol Select Jumpers as can be seen in *Section 2.3* and ensure that pull up resistors, with a nominal value of 1K to 10K, are placed on the SCL and SDA communication lines coming from pins two and three of the Data / Power Connector respectively. These pins are shared with RS232 and must be switched to I2C if this is how the host will be communicating with the display. Data responses by the module are automatically output via RS232, in case the host will be querying the module, it is necessary for the host to inform the module that its responses are to be output via I2C. This can be done by sending command 254 /160 / 0 to turn off auto transmission of data in RS232. This will keep the data in the buffer until the master clocks a read of the slave. The I2C data lines operate at 5V. The LK162-12 uses 8-bit addressing, with the 8th or Least Significant Bit (LSB) bit designated as the read/write bit, a 0 designates a write address and a 1 designates a

read address. The default read address of the display module will be 0x51, whereas the write address is 0x50 by default. This address may be changed by using cmd 254 / 51 / <address>. The LK162-12 should only be sent addresses that are even (LSB is 0). When the I2C master wishes to write to the display, the effective address is \$50 (0101 0000), since the LSB has to be 0 for an I2C master write. When the I2C master wishes to read the LK162-12, the effective address is \$51 (0101 0001), since the LSB has to be 1 for an I2C master read.

If we take a standard Phillips 7 bit address of \$45 (100 0101), Matrix Orbital's LK162-12 would describe this Phillips I2C address as \$8A (1000 1010). The read address would be \$8B (1000 1011).

The unit does not respond to general call address (\$00).

When communicating in I²C the LK162-12 will send an ACK on the 9th clock cycle when addressed. When writing to the display module, the display will respond with a ACK when the write has successfully been completed. However if the buffer has been filled, or the module is too busy processing data it will respond with a NAK. When performing a multiple byte read within one I²C transaction, each byte read from the slave should be followed by an ACK to indicate that the master still needs data, and a NAK to indicate that the transmission is over.

The LK162-12 has some speed limitations, especially when run in I2C mode. Here are some considerations when writing I2C code:

- * to be able to read the replies of query commands (eg. cmds 54, 55) the following command must be sent (only needs to be sent once, so this can be done somewhere in init): 254 / 160 / 0 this command puts the reply data in the I2C output buffer instead of the RS232 output buffer. Please note that due to a 16 byte output buffer, query commands that reply with more than 16 bytes cannot be read (eg cmd Get FileSystem Directory)

- * 3ms delay between the read commands

- * 625us delay in between data bytes within a transaction is necessary

- * 375us between transactions is necessary

Because of the considerable amount of delays necessary for I2C, it is suggested that the users explore the possibility of using other built in graphic commands to clear areas of the display when refreshing all or part of the display. For example, instead of sending the clear screen command, consider sending a rectangle command with the proper size, this is much faster than clearing everything and re-drawing or writing spaces over the area.

4.1.2 Serial Communication

In addition to being able to communicate via I²C the LK162-12 communicates natively through the RS-232 protocol at a default baud rate of 19,200 bps and is capable of standard baud rates from 9600 to 115,200 bps. Furthermore the LK162-12 is also capable of reproducing any non-standard baud rate in between using values entered into our baud rate generation algorithm and set through command 164 (0xA4). The display module communicates at standard voltage levels of $\pm 30V$ to $\pm 30V$ or at TTL levels of 0 to +5V by setting the *Protocol Select Jumpers* to TTL.

4.2 Changing the I²C Slave Address

Syntax	Hexadecimal	0xFE 0x33 [adr]	
	Decimal	254 51 [adr]	
	ASCII	254 “3” [adr]	
Parameters	Parameter	Length	Description
	adr	1	The new I ² C write address (0x00 - 0xFF).
Description	This command sets the I ² C write address of the module between 0x00 and 0xFF. The I ² C write address must be an even number and the read address is automatically set to one higher. For example if the I ² C write address is set to 0x50, then the read address is 0x51.		

NOTE The change in address is immediate.

Remembered	Always
Default	0x50

4.3 Changing the Baud Rate

Syntax	Hexadecimal	0xFE 0x39 [speed]	
	Decimal	254 57 [speed]	
	ASCII	254 “9” [speed]	
Parameters	Parameter	Length	Description
	speed	1	Hex value corresponding to a baud rate.

Description This command sets the RS-232 port to the specified [speed]. The change takes place immediately. [speed] is a single byte specifying the desired port speed. Valid speeds are shown in the table below. The display module can be manually reset to 19,200 baud in the event of an error during transmission, including transmitting a value not listed below, by setting the manual override jumper during power up. However, it should be noted that this command will be ignored until the manual override jumper is removed again.

Hex Value	Baud Rate
53	1200
29	2400
CF	4800
67	9600
33	19200
22	28800
19	38400
10	57600

NOTE This command is not available in I2C mode.

Remembered Always
 Default 19,200 bps

4.4 Setting a Non-Standard Baud Rate

Syntax Hexadecimal 0xFE 0xA4 [speed]
 Decimal 254 164 [speed]

Parameter	Length	Description
speed	2	Inputed LSB MSB from baud rate formula (12-2047).

Description This command sets the RS-232 port to a non-standard baud rate. The command accepts a two byte parameter that goes directly into the modules baud generator. Use the formula, $speed = \frac{CrystalSpeed}{8 \times DesiredBaud} - 1$ to calculate the [speed] for any baud rate setting. The speed can be anywhere from 12 to 2047 which corresponds to a baud range of 977 to 153,800 baud. Setting the baud rate out of this range could cause the display to stop working properly and require the Manual Override jumper to be set.

Remembered Always

Examples

Crystal Speed 16 Mhz

Desired BAUD 13,500

$$speed = \frac{crystalspeed}{8 * DesiredBaud} - 1 \quad speed = \frac{16,000,000}{8 * 13,500} - 1$$

$$speed = 148.15 - 1$$

$$speed = 147.15$$

- **LSB** = 0x93 (rounded)
- **MSB** = 0x00
- **Intended Baud Rate:** 13,500 baud **Actual Baud Rate:**
 $\frac{16,000,000}{8(147+1)} = 13,514$ **Percent Difference:** 0.1%

NOTES

- Results from the formula are rounded down to the nearest whole number (i.e 73.07 = 73).
 - This formula becomes less accurate as baud rates increase, due to rounding.
 - Place the speed result backwards into the formula to receive the actual baud rate.
($Baud = \frac{CrystalSpeed}{8(speed+1)}$)
 - The actual baud rate must be within 3% of the intended baud rate for the device to communicate.
 - This command is not available in I2C mode.
-

5 Text

5.1 Introduction

The LK162-12 is an intelligent display module, designed to reduce the amount of code necessary to begin displaying data. This means that it is able to display all characters and strings that are sent to it, which are defined in the current character set. The display module will begin displaying text at the top left corner of the display area, known as home, and continue to print to the display as if it was a page on a typewriter. When the text reaches the bottom right row, it is able to automatically scroll all of the lines up and continue to display text, with the auto scroll option set to on.

5.1.1 Character Set

		Higher 4-bit (D4 to D7) of Character Code (Hexadecimal)															
		0	1	2	3	4	5	6	7	8	9	A	B	C	D	E	F
Lower 4-bit (D0 to D3) of Character Code (Hexadecimal)	0	CG RAM (1)	☐	☐	☐	☐	☐	☐	☐	☐	☐	☐	☐	☐	☐	☐	☐
	1	CG RAM (2)	☐	☐	☐	☐	☐	☐	☐	☐	☐	☐	☐	☐	☐	☐	☐
	2	CG RAM (3)	☐	☐	☐	☐	☐	☐	☐	☐	☐	☐	☐	☐	☐	☐	☐
	3	CG RAM (4)	☐	☐	☐	☐	☐	☐	☐	☐	☐	☐	☐	☐	☐	☐	☐
	4	CG RAM (5)	☐	☐	☐	☐	☐	☐	☐	☐	☐	☐	☐	☐	☐	☐	☐
	5	CG RAM (6)	☐	☐	☐	☐	☐	☐	☐	☐	☐	☐	☐	☐	☐	☐	☐
	6	CG RAM (7)	☐	☐	☐	☐	☐	☐	☐	☐	☐	☐	☐	☐	☐	☐	☐
	7	CG RAM (8)	☐	☐	☐	☐	☐	☐	☐	☐	☐	☐	☐	☐	☐	☐	☐
	8	CG RAM (1)	☐	☐	☐	☐	☐	☐	☐	☐	☐	☐	☐	☐	☐	☐	☐
	9	CG RAM (2)	☐	☐	☐	☐	☐	☐	☐	☐	☐	☐	☐	☐	☐	☐	☐
	A	CG RAM (3)	☐	☐	☐	☐	☐	☐	☐	☐	☐	☐	☐	☐	☐	☐	☐
	B	CG RAM (4)	☐	☐	☐	☐	☐	☐	☐	☐	☐	☐	☐	☐	☐	☐	☐
	C	CG RAM (5)	☐	☐	☐	☐	☐	☐	☐	☐	☐	☐	☐	☐	☐	☐	☐
	D	CG RAM (6)	☐	☐	☐	☐	☐	☐	☐	☐	☐	☐	☐	☐	☐	☐	☐
	E	CG RAM (7)	☐	☐	☐	☐	☐	☐	☐	☐	☐	☐	☐	☐	☐	☐	☐
	F	CG RAM (8)	☐	☐	☐	☐	☐	☐	☐	☐	☐	☐	☐	☐	☐	☐	☐

Figure 19: Character Set

5.1.2 Control Characters

0x08 Backspace

0x0C Clear screen / New page

0x0D Carriage return

0x0A Line feed / New line

5.2 Auto Scroll On

Syntax	Hexadecimal	0xFE 0x51
	Decimal	254 81
	ASCII	254 “Q”
Description	When auto scrolling is on, it causes the display to shift the entire display’s contents up to make room for a new line of text when the text reaches the end of the last row.	
Remembered	Yes	
Default	On	

5.3 Auto Scroll Off

Syntax	Hexadecimal	0xFE 0x52
	Decimal	254 82
	ASCII	254 “R”
Description	When auto scrolling is disabled the text will wrap to the top left corner of the display area when the text reaches the end of last row.	
Remembered	Yes	

5.4 Clear Screen

Syntax	Hexadecimal	0xFE 0x58
	Decimal	254 88
	ASCII	254 “X”
Description	This command will immediately clear all of the contents of the display.	
Remembered	No	

5.5 Changing the Startup Screen

Syntax	Hexadecimal	0xFE 0x40 [chars]	
	Decimal	254 64 [chars]	
	ASCII	254 “@” [chars]	
Parameters	Parameter	Length	Description
	chars	80	Characters to display for the startup screen.
Description	In order to change the text that is displayed by the LK162-12 when it starts up simply send the command bytes 254 64 followed by the characters that you wish to display, starting from the top left. This command will automatically line wrap the characters that are sent to it.		

Remembered Yes

5.6 Set Auto Line Wrap On

Syntax Hexadecimal 0xFE 0x43
 Decimal 254 67
 ASCII 254 "C"
Description Enabling Auto Line Wrap will allow the cursor to automatically wrap over to the next line when the current line is full.

NOTE Line wraps may occur in the middle of a word.

Remembered Yes

5.7 Set Auto Line Wrap Off

Syntax Hexadecimal 0xFE 0x44
 Decimal 254 68
 ASCII 254 "D"
Description Disabling Auto Line Wrap will allow you to have full control over the cursor position. This means that once the cursor has advanced to the end of a line, it will not wrap over to the next line, unless given the 'Set Cursor Position' Command.

NOTE All characters written to the display past the end of a line will be lost.

Remembered Yes

5.8 Set Cursor Position

Syntax Hexadecimal 0xFE 0x47 [col] [row]
 Decimal 254 71 [col] [row]
 ASCII 254 "G" [col] [row]
Parameters

Parameter	Length	Description
col	1	Column
row	1	Row

Description This command will allow you to manually set the cursor position, which controls the text insertion point, by specifying the [col] and [row] of the new proposed cursor position.

NOTE If the cursor position is set past the end of a line it will wrap to the beginning of the next line.

Remembered No

5.9 Go Home

Syntax Hexadecimal 0xFE 0x48
Decimal 254 72
ASCII 254 “H”

Description This command will return the cursor to the top left corner of the display area, identified as row one, column one.

Remembered No

5.10 Move Cursor Back

Syntax Hexadecimal 0xFE 0x4C
Decimal 254 76
ASCII 254 “L”

Description This command will move the cursor back one space. If this command is sent when the cursor is at the home position the cursor will wrap to the last row / column position if line wrap is on. Sending this command will not effect the text displayed on the module, however any characters that are sent will over write the current characters that are being displayed.

Remembered No

5.11 Move Cursor Forward

Syntax Hexadecimal 0xFE 0x4D
Decimal 254 77
ASCII 254 “M”

Description	This command will move the cursor forward one space. If this command is sent when the cursor is at the bottom right position the cursor will wrap back to the home position if line wrap is on. Sending this command will not effect the text displayed on the module, however any characters that are sent will over write the current characters that are being displayed.
Remembered	No

5.12 Underline Cursor On

Syntax	Hexadecimal 0xFE 0x4A Decimal 254 74 ASCII 254 “J”
Description	This command will cause the LK162-12 to display an underline cursor at the current text insertion point.
Remembered	Yes

5.13 Underline Cursor Off

Syntax	Hexadecimal 0xFE 0x4B Decimal 254 75 ASCII 254 “K”
Description	This command will turn the the underline cursor off.
Remembered	Yes

5.14 Blinking Block Cursor On

Syntax	Hexadecimal 0xFE 0x53 Decimal 254 83 ASCII 254 “S”
Description	This command will cause the LK162-12 to display an underline cursor at the current text insertion point.
Remembered	Yes

5.15 Blinking Block Cursor Off

Syntax	Hexadecimal	0xFE 0x54
	Decimal	254 84
	ASCII	254 “T”
Description	This command will turn the block cursor off.	
Remembered	Yes	

6 Special Characters

6.1 Introduction

6.2 Creating a Custom Character

Syntax	Hexadecimal	0xFE 0x4E [refID] [data]	
	Decimal	254 78 [refID] [data]	
	ASCII	254 “N” [refID] [data]	
Parameters	Parameter	Length	Description
	refID	1	Character reference ID (0-7).
	data	8	Character data.

Description The LK162-12 allows for up to eight custom defined characters to be added onto the the character set. A custom character is a five by eight pixel matrix with each row represented by a byte value. For example:

Custom Character 'h'					Decimal	Hex
1	0	0	0	0	16	0x10
1	0	0	0	0	16	0x10
1	0	0	0	0	16	0x10
1	0	0	0	0	16	0x10
1	0	1	1	0	22	0x16
1	1	0	0	1	25	0x19
1	0	0	0	1	17	0x11
1	0	0	0	1	17	0x11

Each bit value of one, in the table, represents an on pixel, whereas a value of zero represents a pixel that is turned off. Therefore in order to define custom character 'h' you would send the command byte prefix 254 followed by the command 78. Next, you will have to select the memory location in which you wish to save the character in. The available memory locations for this command are zero through to seven. After sending the memory location, or [refID], you may then send the eight byte custom character data in sequence from the top to the bottom.

Once you have defined a custom character you may display it by sending the display module the [refID]. For example if a custom character was saved in position one, the command to display the custom character, at the current cursor position, would be simply to send the number one to the display module without quotes.

Remembered No

6.3 Saving Custom Characters

Syntax	Hexadecimal	0xFE 0xC1 [Bank] [ID] [Data]	
	Decimal	254 193 [Bank] [ID] [Data]	
Parameters	Parameter	Length	Description
	Bank	1	Memory bank to save to (0-4).
	ID	1	Character ID (0-7)
	Data	8	Character Definition

Description New to the LK162-12 has added five non-volatile memory banks for custom character storage. This is intended to allow you to create your own custom bar graphs, medium/large numbers and startup screen. However, each memory bank may be used to store a set of any eight custom characters; with the only provision being that memory bank zero contains the characters that will be used in the startup screen. By default the memory banks will be loaded as follows:

[Bank]	Description
0	Startup screen characters.
1	Horizontal bars
2	Vertical bars
3	Medium numbers
4	Large numbers

In order to save new custom characters into a memory bank, follow the same process as you would for creating a custom character, see Section 6.2 on page 23, only use 254 193 [Bank Number] before sending the [ID] and character [Data].

Remembered Yes

6.4 Loading Custom Characters

Syntax Hexadecimal 0xFE 0xC0 [Bank]
 Decimal 254 192 [Bank]

Parameter	Length	Description
Bank	1	Memory bank to save to (0-4).

Description This command is used to load the custom characters into the volatile memory so that they may be used. If custom bar graph or number characters are stored in the memory banks, this command may be used instead of initializing the bar graph / number. To use this command send the command bytes followed by the [Bank] that contains the custom character data that you want to retrieve.

Remembered No

6.5 Save Startup Screen Custom Characters

Syntax Hexadecimal 0xFE 0xC2 [refID] [data]
 Decimal 254 194 [refID] [data]

Parameter	Length	Description
refID	1	Character reference ID (0-7).
data	8	Character data.

Description Using this command you may create the custom characters. that will be stored in memory bank zero, which will be used in the startup screen. For more information about creating custom characters see *Section 6.2 on page 23*.

NOTES

- Changes only take place once the power has been cycled.
- This command is the same as sending CMD 254 / 193 / 0 / [ID] / [DATA]

Remembered Yes

6.6 Initialize Medium Number

Syntax Hexadecimal 0xFE 0x6D
Decimal 254 109
ASCII 254 "m"

Description This command will load the default medium number characters into the volatile memory. If you have stored your own custom medium numbers, use the 'Load Custom Characters' command to load your custom character data into the volatile memory. This command will allow you to use the 'Place Medium Numbers' command.

Remembered No

6.7 Place Medium Numbers

Syntax Hexadecimal 0xFE 0x6F [Row] [Col] [Digit]
Decimal 254 111 [Row] [Col] [Digit]
ASCII 254 "o" [Row] [Col] [Digit]

Parameter	Length	Description
Row	1	The row number.
Col	1	The column number.
Digit	1	Medium number to place (0-9).

Description This command will place a medium number (two columns high) at the [row] and [col] specified.

Remembered No

6.8 Initialize Horizontal Bar

Syntax	Hexadecimal	0xFE 0x68
	Decimal	254 104
	ASCII	254 “h”
Description	This command will load the default horizontal bar characters into the volatile memory. If you have stored your own custom horizontal bar data, use the 'Load Custom Characters' command instead to load your custom bar data into the volatile memory. This command will allow you to use the 'Place Horizontal Bar' command.	
Remembered	No	

6.9 Place Horizontal Bar Graph

Syntax	Hexadecimal	0xFE 0x7C [Col] [Row] [Dir] [Length]	
	Decimal	254 124 [Col] [Row] [Dir] [Length]	
	ASCII	254 “[” [Col] [Row] [Dir] [Length]	
Parameters	Parameter	Length	Description
	Col	1	The column number.
	Row	1	The row number.
	Dir	1	The direction of the bar data (0 or 1).
	Length	1	The length of the bar data.
Description	This command will place a bar graph at [row], [column]. A [Dir] value of zero will cause the bar to go right, and one will cause the bar to go left. The [Length] is the size in pixels of the bar graph.		

NOTE Bar graphs may be one directional only.

Remembered No

6.10 Initialize Narrow Vertical Bar

Syntax	Hexadecimal	0xFE 0x73
	Decimal	254 115
	ASCII	254 “s”

Description This command will load the narrow vertical bar characters into the volatile memory. If you have stored your own custom vertical bar data, use the 'Load Custom Characters' command instead to load your custom bar data into the volatile memory. This command will allow you to use the 'Place Vertical Bar' command.

NOTE Narrow bars have a width of two pixels.

Remembered No

6.11 Initialize Wide Vertical Bar

Syntax Hexadecimal 0xFE 0x76
Decimal 254 118
ASCII 254 "v"

Description This command will load the wide vertical bar characters into the volatile memory. If you have stored your own custom vertical bar data, use the 'Load Custom Characters' command instead to load your custom bar data into the volatile memory. This command will allow you to use the 'Place Vertical Bar' command.

NOTE Wide bars have a width of five pixels.

Remembered No

6.12 Place Vertical Bar

Syntax Hexadecimal 0xFE 0x3D [Column] [Length]
Decimal 254 61 [Column] [Length]
ASCII 254 "= " [Column] [Length]

Parameter	Length	Description
Column	1	The column number.
Length	1	The length of the bar data.

Description This command will place a bar graph at the specified [Column] with the specified [Length]. The [Length] is the size in pixels of the bar graph.

NOTE Bar graphs may be one directional only.

Remembered No

7 General Purpose Output

7.1 Introduction

General purpose outputs allow you to connect devices, such as LEDs, to the LK162-12 and supply them with up to 20mA of current at 5V. The LK162-12 has 7 GPOs which are software controlled, with functions to turn them on/off and set the power state for the next startup.

7.2 Toggle Keypad/GPO mode

Syntax	Hexadecimal	0xFE 0x25 [Mode]	
	Decimal	254 37 [Mode]	
	ASCII	254 “%” [Mode]	
Parameters	Parameter	Length	Description
	Mode	1	0: Keypad, 1: GPO
Description	The 162-12 uses the same port for keypad and GPO. This command will allow you to toggle the display between GPO or Keypad mode. To use the GPO's send cmd 254 / 37 / 1. To go to keypad mode, cmd 254 / 37 / 0 must be sent.		
Remembered	Yes		

7.3 General Purpose Output Off

Syntax	Hexadecimal	0xFE 0x56 [Num]	
	Decimal	254 86 [Num]	
	ASCII	254 “V” [Num]	
Parameters	Parameter	Length	Description
	Num	1	GPO number.
Description	This command turns OFF general purpose output [num].		
<hr/>			
NOTE OFF means that the output is pulled high.			
<hr/>			
Remembered	Yes		

7.4 General Purpose Output On

Syntax	Hexadecimal	0xFE 0x57 [Num]	
	Decimal	254 87 [Num]	
	ASCII	254 “W” [Num]	
Parameters	Parameter	Length	Description
	Num	1	GPO number.
Description	This command turns ON general purpose output [num]. The standard GPO’s on the LK162-12 output 20mA of current at 5V.		

NOTE ON means the output is pulled low.

Remembered Yes

7.5 Set Startup GPO state

Syntax	Hexadecimal	0xFE 0xC3 [Num] [state]	
	Decimal	254 195 [Num] [state]	
Parameters	Parameter	Length	Description
	Num	1	GPO number.
	state	1	Startup state (0: Off, 1: On)
Description	This command will set the startup state for the GPO on the next power up. A value of one will cause the GPO to be off on the next startup while a value of one will cause the GPO to be on.		

NOTE This command does not affect the current state of the GPO.

Remembered Always

8 Dallas 1-Wire

8.1 Introduction

Another convenient feature of the LK162-12 is that it provides a Dallas 1-wire interface in order to readily communicate with up to thirty two 1-wire devices on a single bus. 1-wire communication is begun by discovering the address of the device that you wish to communicate with. To do this you must send the “Search for a 1-Wire Device” command. After you have established the address of the device that you wish to communicate with, you may begin a transaction with the device

8.2 Search for a 1-Wire Device

Syntax Hexadecimal 0xFE 0xC8 0x2
 Decimal 254 200 2

Description This command will allow you to begin communicating with the devices on the 1-wire bus by returning a packet containing device information for each 1-wire device on the bus in the form of:

Search Return Packet

Offset (Bytes)	Offset (Bytes)	Description
0	2	0x232A Preamble
2	1	0x8A Packet is 10 bytes long, another address will follow 0x0A Packet is 10 bytes long, this is the last address
3	1	0x31 - 1-Wire Packet Type
4	1	Error Code (0x00 for success)
5	8	1-Wire Address
13	1	CRC8 0x00 means the last address was valid

Remembered No

8.3 Dallas 1-Wire Transaction

Syntax Hexadecimal 0xFE 0xC8 0x1 [flags] [SndBits] [RcvBits] [Data]
 Decimal 254 200 1 [flags] [SndBits] [RcvBits] [Data]

Parameter	Length	Description
flags	1	Flags to control optional components of the transaction.
SndBits	1	The number of bits you will be transmitting on the bus.
RcvBits	1	The number of bits you will be reading on the bus.
Data	variable	Data to be transmitted, LSB to MSB.

Description This command will perform a single transaction on the 1-wire bus in this order:

1. Bus Reset.
2. Transmit data onto the bus.
3. Receive data from the bus.

The number of bits to be transmitted and read must be specified for this command to be successful.

NOTE To determine what functions the device will respond to, consult the devices' data sheet.

1-Wire Flags

Bit	Description
7	
6	Unused
5	(0 for future compatibility)
4	
3	Add a CRC8 to the end of the transmitted data
2	(0 for future compatibility)
1	Assume last received byte is a CRC8 and validate it
0	Reset bus before transaction

1-Wire Error Codes

Code	Description
0x00	Success
0x01	Unknown 1-Wire Command
0x02	No devices on the bus
0x03	Fatal search error

Remembered No

9 Keypad

9.1 Introduction

The LK162-12 supports up to a 12 key, matrix style, keypad and may be configured to allow key presses to be automatically transmitted via RS-232 or polled through I²C. The LK162-12 also allows for auto-repeating key presses, and remapping of all keypad character codes.

The connector is not keyed so the keypad will probably plug in either of two ways. The display will not be damaged by reversing the connector. However, the keypad will generate a different ASCII character mapping for each position. If the connector has fewer than 10 pins it should be centered on the display

connector. The keypad is scanned whenever a key is pressed; there is no continuous key scan. This means that key presses are dealt with immediately without any appreciable latency. This also prevents electrical noise which is often caused by continuous key scans.

NOTE Please note that keypads may be laid out in a different pattern. If this is the case, the user will need to interpret the key codes differently. Also included are two extra pins on each end of the connector to be used for ground strapping. This can be used in conjunction with your keypad if a ground strap connection is required or if a common ground connection is needed.

9.1.1 I2C Interface

The keypad is read by I2C master read. In short, this means that a read of the module will always return the first unread key press. A read is initiated by writing to the module with its base address plus 1, then clocking the module's return byte after the module releases the SDA line. Much more detail on this basic I2C function can be found in the I2C specification by Phillips.

9.1.2 RS232 Interface

By default on any press of a key, the module will immediately send out the key code at the selected baud rate. This behavior can be modified using commands found in the next section.

9.2 Auto Transmit Key Presses On

Syntax	Hexadecimal	0xFE 0x41
	Decimal	254 65
	ASCII	254 "A"
Description	In this mode, all key presses are sent immediately to the host system without the use of the poll keypad command. This is the default mode on power up.	

NOTE This command is not available in I2C.

Remembered	Yes
Default	On

9.3 Auto Transmit Key Presses Off

Syntax	Hexadecimal	0xFE 0x4F
	Decimal	254 79
	ASCII	254 “O”
Description	In this mode, up to 10 key presses are buffered until the unit is polled by the host system, via the poll keypad command 254 38. Issuing this command places the unit in polled mode.	

NOTE This command is not available in I2C.

Remembered Yes

9.4 Poll Key Press

Syntax	Hexadecimal	0xFE 0x26
	Decimal	254 38
	ASCII	254 “&”
Description	This command returns any buffered key presses via the RS-232 interface. The host system must be set up to receive key codes. When the display receives this command, it will immediately return any buffered key presses which may have not been read already. If there is more than one key press buffered, then the high order bit (MSB) of the returned key code will be set (1). If this is the only buffered key press, then the MSB will be cleared (0). If there are no buffered key presses, then the returned code will be 0x00. Please note that to make use of this command, the “Auto Transmit Key Presses” mode should be off.	

NOTE This command is not available in I2C. To read keys in I2C mode, one just needs to address the module and read a byte. No preceding commands are necessary. If there are no keys pressed the read will result in a 0x00.

Remembered No

9.5 Clear Key Buffer

Syntax	Hexadecimal	0xFE 0x45
	Decimal	254 69
	ASCII	254 “E”

Description	This command clears any unread key presses. In a menu application, if the user presses a key which changes the menu context, any following key presses may be inaccurate and can be cleared out of the buffer between menu changes to prevent jumping around the menu tree. It may also be used, in effect, to reset the keypad in case the host application resets for whatever reason.
Remembered	No

9.6 Set Debounce Time

Syntax	Hexadecimal 0xFE 0x55 [time] Decimal 254 85 [time] ASCII 254 "U" [time]						
Parameters	<table border="1"> <thead> <tr> <th>Parameter</th> <th>Length</th> <th>Description</th> </tr> </thead> <tbody> <tr> <td>time</td> <td>1</td> <td>Debounce time in increments of 6.554ms (0 - 255).</td> </tr> </tbody> </table>	Parameter	Length	Description	time	1	Debounce time in increments of 6.554ms (0 - 255).
Parameter	Length	Description					
time	1	Debounce time in increments of 6.554ms (0 - 255).					
Description	This command sets the time between key press and key read. All key types with the exception of latched piezo switches will 'bounce' for a varying time, depending on their physical characteristics. The [time] value is in increments of 6.554ms. The default debounce time for the module is 8 (about 52ms), which is adequate for most membrane keypads.						
Remembered	Yes						
Default	8						

9.7 Set Auto Repeat Mode

Syntax	Hexadecimal 0xFE 0x7E [mode] Decimal 254 126 [mode] ASCII 254 "~" [mode]						
Parameters	<table border="1"> <thead> <tr> <th>Parameter</th> <th>Length</th> <th>Description</th> </tr> </thead> <tbody> <tr> <td>mode</td> <td>1</td> <td>Auto Repeat Mode (0: Resend Key, 1: Key Up/Down)</td> </tr> </tbody> </table>	Parameter	Length	Description	mode	1	Auto Repeat Mode (0: Resend Key, 1: Key Up/Down)
Parameter	Length	Description					
mode	1	Auto Repeat Mode (0: Resend Key, 1: Key Up/Down)					

Description Two auto repeat modes are available and are set via the same command:

- **Resend Key Mode:** 0x00
- **Key Up/Down Mode:** 0x01

Resend Key Mode This mode is similar to the action of a keyboard on a PC. In this mode, when a key is held down, the key code is transmitted immediately followed by a 1/2 second delay. After this delay, key codes will be sent via the RS-232 interface at a rate of about 5 codes per second. This mode has no effect if polling or if using the I²C interface.

Key Up/Down Mode This mode may be used when the typematic parameters of the “Resend Key Code” mode are unacceptable or if the unit is being operated in polled mode. The host system detects the press of a key and simulates an auto repeat inside the host system until the key release is detected. In this mode, when a key is held down, the key code is transmitted immediately and no other codes will be sent until the key is released. On the release of the key, the key release code transmitted will be a value equal to the key down code plus 20 hex.

Remembered Yes

Examples When the key code associated with key 'P' (0x50) is pressed, the release code is 'p' (0x70). In RS-232 polled mode or via the I²C, the “Key Down / Key Up” codes are used; however, the user should be careful of timing details. If the poll rate is slower than the simulated auto-repeat it is possible that polling for a key up code will be delayed long enough for an unwanted key repeat to be generated.

9.8 Auto Repeat Mode Off

Syntax Hexadecimal 0xFE 0x60
Decimal 254 96
ASCII 254 “”

Description This command turns auto repeat mode off. See Set Auto Repeat Mode.

Remembered No

9.9 Assign Keypad Codes

Syntax Hexadecimal 0xFE 0xD5 [KDown] [KUp]
Decimal 254 213 [KDown] [KUp]

Parameters	Parameter	Length	Description																																																			
	KDown	16	Key down codes																																																			
	KUp	16	Key up codes																																																			
Description	This command will allow you to reassign the key codes that correspond to the key presses on the matrix style key pad. The first 12 bytes that are transmitted will be used for the key down codes and the next 12 bytes that are transmitted will be used for the key up codes.																																																					
	<table border="1"> <thead> <tr> <th colspan="5">Key Down</th> <th colspan="5">Key Up</th> </tr> <tr> <th></th> <th>1</th> <th>2</th> <th>3</th> <th>4</th> <th></th> <th>1</th> <th>2</th> <th>3</th> <th>4</th> </tr> </thead> <tbody> <tr> <td>1</td> <td>A</td> <td>B</td> <td>C</td> <td>D</td> <td>1</td> <td>a</td> <td>b</td> <td>c</td> <td>d</td> </tr> <tr> <td>2</td> <td>E</td> <td>F</td> <td>G</td> <td>H</td> <td>2</td> <td>e</td> <td>f</td> <td>g</td> <td>h</td> </tr> <tr> <td>3</td> <td>I</td> <td>J</td> <td>K</td> <td>L</td> <td>3</td> <td>i</td> <td>j</td> <td>k</td> <td>l</td> </tr> </tbody> </table>				Key Down					Key Up						1	2	3	4		1	2	3	4	1	A	B	C	D	1	a	b	c	d	2	E	F	G	H	2	e	f	g	h	3	I	J	K	L	3	i	j	k	l
Key Down					Key Up																																																	
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1	A	B	C	D	1	a	b	c	d																																													
2	E	F	G	H	2	e	f	g	h																																													
3	I	J	K	L	3	i	j	k	l																																													
Remembered	Always																																																					

10 Display Functions

10.1 Introduction

The LK162-12 employs software controlled display settings, which allow for control over, clearing the screen, changing the brightness and contrast or setting timers for turning it on or off. The combination of these allow you complete software control over your display's appearance.

10.2 Display On

Syntax	Hexadecimal	0xFE 0x42 [min]	
	Decimal	254 66 [min]	
	ASCII	254 "B" [min]	
Parameters	Parameter	Length	Description
	min	1	Minutes before turning the display on (0 to 100).
Description	This command turns the display on after the [minutes] timer has expired, with a one-hundred minute maximum timer. A time of 0 specifies that the display should turn on immediately and stay on. When this command is sent while the remember function is on, the timer will reset and begin after power up.		
Remembered	Yes		
Default	0		

10.3 Display Off

Syntax	Hexadecimal	0xFE 0x46
	Decimal	254 70
	ASCII	254 “F”
Description	This command turns the display off immediately. The display will remain off until a 'Display On' command has been received.	
Remembered	Yes	

10.4 Set Brightness

Syntax	Hexadecimal	0xFE 0x99 [brightness]	
	Decimal	254 153 [brightness]	
Parameters	Parameter	Length	Description
	brightness	1	Display brightness setting (0 to 255).
Description	This command sets the display [brightness]. If the remember function is on, this command acts the same as 'Set and Save Brightness'.		
Remembered	Yes		
Default	255		

10.5 Set and Save Brightness

Syntax	Hexadecimal	0xFE 0x98 [brightness]	
	Decimal	254 152 [brightness]	
Parameters	Parameter	Length	Description
	brightness	1	Backlight setting (0 to 255).
Description	This command sets and saves the display [brightness] as default.		
Remembered	Always		

10.6 Set Contrast

Syntax	Hexadecimal	0xFE 0x50 [contrast]	
	Decimal	254 80 [contrast]	
	ASCII	254 “P” [contrast]	
Parameters	Parameter	Length	Description
	contrast	1	Contrast value (0 to 255).

Description	This command sets the display's contrast to [contrast], where [contrast] is a value between 0x00 and 0xFF (between 0 to 255). Lower values cause 'on' elements in the display area to appear lighter, while higher values cause 'on' elements to appear darker. Lighting and temperature conditions will affect the actual value used for optimal viewing. Individual display modules will also differ slightly from each other in appearance. In addition, values for optimal viewing while the display backlight is on may differ from values used when backlight is off. This command does not save the [contrast] value, and is lost after power down; but this command has the option of remembering the settings when issued with the Remember function 'on' . When this is the case, this command is the same as the Set and Save Contrast command.
Remembered	Yes
Default	128

10.7 Set and Save Contrast

Syntax	Hexadecimal 0xFE 0x91 [contrast] Decimal 254 145 [contrast]						
Parameters	<table border="1"> <thead> <tr> <th>Parameter</th> <th>Length</th> <th>Description</th> </tr> </thead> <tbody> <tr> <td>contrast</td> <td>1</td> <td>Contrast value (0 to 255).</td> </tr> </tbody> </table>	Parameter	Length	Description	contrast	1	Contrast value (0 to 255).
Parameter	Length	Description					
contrast	1	Contrast value (0 to 255).					
Description	This command sets the display's contrast to [contrast], where [contrast] is a value between 0x00 and 0xFF (between 0 to 255). Lower values cause 'on' elements in the display area to appear lighter, while higher values cause 'on' elements to appear darker. Lighting conditions will affect the actual value used for optimal viewing. Individual display modules will also differ slightly from each other in appearance. In addition, values for optimal viewing while the display backlight is on may differ from values used when backlight is off.						

NOTE This command saves the [contrast] value so that it is not lost after power down.

Remembered	Yes
Default	128

11 Data Security

11.1 Introduction

Ensuring that your LK162-12 display's exactly what you want it to can be the difference between a projects success and failure. This is why we incorporate features such as Data Lock into the LK162-12 With

this new feature you now are in control over of how and when settings will be changed so there is no need to worry about the module acting exactly like you expected it to because all the settings may be locked and remembered for the next power up.

11.2 Set Remember

Syntax	Hexadecimal	0xFE 0x93 [switch]	
	Decimal	254 147 [switch]	
Parameters	Parameter	Length	Description
	switch	1	0: Do not remember, 1: Remember
Description	This command allows you to switch the remember function on and off. To use the remember function, set remember to on, then set all of the settings that you wish to save, settings that are listed as 'Remember: Yes' support being saved into the non-volatile memory. After you have set all of the commands that you wish to save, you may then cycle the power and check the display settings to ensure that all the settings have been saved. If you wish to use remember again after cycling the power, you must set it to on again.		

NOTES

- Writing to non-volatile memory is time consuming and slows down the operation of the display.
 - Non-volatile memory has a 'write limit' and may only be changed approximately 100,000 times.
-

Remembered	No
Default	Do not remember

11.3 Data Lock

Syntax	Hexadecimal	0xFE 0xCA 0xF5 0xA0 [level]	
	Decimal	254 202 245 160 [level]	
Parameters	Parameter	Length	Description
	level	1	Sets the data lock level

Description

Data lock, originally known as paranoia, allows you to lock the module from displaying information, as well as enables the protection of the filesystem and module settings. Each bit corresponds to a different lock level, while sending a zero will unlock your display as the following tables explains:

Bit	Data Lock Level	Description
0	Unlock	Sending a zero will cause the display to unlock. (0)
1-2	Reserved	These bits are used as place holders and should not be omitted. (0000)
3	Communication Speed Lock	Locks the Baud Rate and I2C Slave address
4	Setting Lock	Locks the display settings such as backlight, contrast and GPO settings. (10000)
5	Reserved for graphical displays. (000000)	
6	Command Lock	Locks all commands but the data lock command. (1000000)
7	Display Lock	Locks the module from displaying any new information. (10000000)

NOTES

- Sending a new data lock level will override the previous data lock level.
- Data lock levels may be combined.

Remembered Always
Default 0
Examples

Hex	Dec	Binary	Description
0x00	0	0	Unlock
0x50	80	01010000	Setting and Command Lock

11.4 Set and Save Data Lock

Syntax Hexadecimal 0xFE 0xCB 0xF5 0xA0 [level]
 Decimal 254 203 245 160 [level]

Parameters	<hr/> <hr/>	Parameter	Length	Description
		level	1	Sets the data lock level
Description	This command will set and save the data lock level. See the Data Lock section for more information.			
Remembered	Always			
Default	0			

11.5 Writes the Customer Data

Syntax	Hexadecimal	0xFE 0x34 [data]		
	Decimal	254 52 [data]		
	ASCII	254 "4" [data]		
Parameters	<hr/> <hr/>	Parameter	Length	Description
		data	16	Writes the customer data
Description	Writes the customer Data. 16 Bytes of data can be saved in non-volatile memory.			
Remembered	No			

11.6 Reads the Customer Data

Syntax	Hexadecimal	0xFE 0x35
	Decimal	254 53
	ASCII	254 "5"
Description	Reads whatever was written by Write Customer Data.	
Remembered	No	

12 Miscellaneous

12.1 Introduction

This chapter covers the 'Report Version Number' and 'Read Module Type' commands. These commands can be particularly useful to find out more information about the display module before contacting technical support.

12.2 Read Version Number

Syntax Hexadecimal 0xFE 0x36
 Decimal 254 54
 ASCII 254 “6”

Description This command will return a byte representing the version of the module, see the following table as an example:

Hex Value	Version Number
0x10	Version 1.0
0x20	Version 2.0
0x42	Version 4.2

Remembered No

12.3 Read Module Type

Syntax Hexadecimal 0xFE 0x37
 Decimal 254 55
 ASCII 254 “7”

Description

This command will return a hex value corresponding to the the model number of the module see the following table:

Hex	Product ID	Hex	Product ID
1	LCD0821	36	LK202-24-USB
2	LCD2021	37	VK202-24-USB
5	LCD2041	38	LK204-24-USB
6	LCD4021	39	VK204-24-USB
7	LCD4041	3A	PK162-12
8	LK202-25	3B	VK162-12
9	LK204-25	3C	MOS-AP-162A
A	LK404-55	3D	PK202-25
B	VFD2021	3E	MOS-AL-162A
C	VFD2041	40	MOS-AV-202A
D	VFD4021	41	MOS-AP-202A
E	VK202-25	42	PK202-24-USB
F	VK204-25	43	MOS-AL-082
10	GLC12232	44	MOS-AL-204
13	GLC24064	45	MOS-AV-204
15	GLK24064-25	46	MOS-AL-402
22	GLK12232-25-WBL	47	MOS-AV-402
24	GLK12232-25-SM	48	LK082-12
26	GLK24064-16-1U	49	VK402-12
27	GLK19264-7-1U	4A	VK404-55
28	GLK12232-16-WBL	4B	LK402-25
29	GLK12232-16-SM	4C	VK402-25
31	LK404-AT	4D	PK204-25
32	MOS-AV-162A	72	GLK240128-25
33	LK402-12	73	LK404-25
34	LK162-12	74	VK404-25
35	LK204-25PC		

Remembered

No

13 Command Summary

13.1 Communications

Description	Syntax	Page
Changing the I ² C Slave Address	Hexadecimal	0xFE 0x33 [adr]
	Decimal	254 51 [adr]
	ASCII	254 "3" [adr]
Changing the Baud Rate	Hexadecimal	0xFE 0x39 [speed]
	Decimal	254 57 [speed]
	ASCII	254 "9" [speed]

Description	Syntax	Page
Setting a Non-Standard Baud Rate	Hexadecimal 0xFE 0xA4 [speed] Decimal 254 164 [speed]	16

13.2 Text

Description	Syntax	Page
Auto Scroll On	Hexadecimal 0xFE 0x51	18
	Decimal 254 81	
	ASCII 254 "Q"	
Auto Scroll Off	Hexadecimal 0xFE 0x52	19
	Decimal 254 82	
	ASCII 254 "R"	
Clear Screen	Hexadecimal 0xFE 0x58	19
	Decimal 254 88	
	ASCII 254 "X"	
Changing the Startup Screen	Hexadecimal 0xFE 0x40 [chars]	19
	Decimal 254 64 [chars]	
	ASCII 254 "@" [chars]	
Set Auto Line Wrap On	Hexadecimal 0xFE 0x43	20
	Decimal 254 67	
	ASCII 254 "C"	
Set Auto Line Wrap Off	Hexadecimal 0xFE 0x44	20
	Decimal 254 68	
	ASCII 254 "D"	
Set Cursor Position	Hexadecimal 0xFE 0x47 [col] [row]	20
	Decimal 254 71 [col] [row]	
	ASCII 254 "G" [col] [row]	
Go Home	Hexadecimal 0xFE 0x48	21
	Decimal 254 72	
	ASCII 254 "H"	
Move Cursor Back	Hexadecimal 0xFE 0x4C	21
	Decimal 254 76	
	ASCII 254 "L"	
Move Cursor Forward	Hexadecimal 0xFE 0x4D	21
	Decimal 254 77	
	ASCII 254 "M"	
Underline Cursor On	Hexadecimal 0xFE 0x4A	22
	Decimal 254 74	
	ASCII 254 "J"	
Underline Cursor Off	Hexadecimal 0xFE 0x4B	22
	Decimal 254 75	
	ASCII 254 "K"	
Blinking Block Cursor On	Hexadecimal 0xFE 0x53	22
	Decimal 254 83	
	ASCII 254 "S"	

Description	Syntax		Page
Blinking Block Cursor Off	Hexadecimal	0xFE 0x54	22
	Decimal	254 84	
	ASCII	254 "T"	

13.3 Special Characters

Description	Syntax		Page
Creating a Custom Character	Hexadecimal	0xFE 0x4E [refID] [data]	23
	Decimal	254 78 [refID] [data]	
	ASCII	254 "N" [refID] [data]	
Saving Custom Characters	Hexadecimal	0xFE 0xC1 [Bank] [ID] [Data]	24
	Decimal	254 193 [Bank] [ID] [Data]	
Loading Custom Characters	Hexadecimal	0xFE 0xC0 [Bank]	25
	Decimal	254 192 [Bank]	
Save Startup Screen Custom Characters	Hexadecimal	0xFE 0xC2 [refID] [data]	25
	Decimal	254 194 [refID] [data]	
Initialize Medium Number	Hexadecimal	0xFE 0x6D	26
	Decimal	254 109	
	ASCII	254 "m"	
Place Medium Numbers	Hexadecimal	0xFE 0x6F [Row] [Col] [Digit]	26
	Decimal	254 111 [Row] [Col] [Digit]	
	ASCII	254 "o" [Row] [Col] [Digit]	
Initialize Horizontal Bar	Hexadecimal	0xFE 0x68	26
	Decimal	254 104	
	ASCII	254 "h"	
Place Horizontal Bar Graph	Hexadecimal	0xFE 0x7C [Col] [Row] [Dir] [Length]	27
	Decimal	254 124 [Col] [Row] [Dir] [Length]	
	ASCII	254 " " [Col] [Row] [Dir] [Length]	
Initialize Narrow Vertical Bar	Hexadecimal	0xFE 0x73	27
	Decimal	254 115	
	ASCII	254 "s"	
Initialize Wide Vertical Bar	Hexadecimal	0xFE 0x76	28
	Decimal	254 118	
	ASCII	254 "v"	
Place Vertical Bar	Hexadecimal	0xFE 0x3D [Column] [Length]	28
	Decimal	254 61 [Column] [Length]	
	ASCII	254 "=" [Column] [Length]	

13.4 General Purpose Output

Description	Syntax	Page
Toggle Keypad/GPO mode	Hexadecimal	0xFE 0x25 [Mode]
	Decimal	254 37 [Mode]
	ASCII	254 “%” [Mode]
General Purpose Output Off	Hexadecimal	0xFE 0x56 [Num]
	Decimal	254 86 [Num]
	ASCII	254 “V” [Num]
General Purpose Output On	Hexadecimal	0xFE 0x57 [Num]
	Decimal	254 87 [Num]
	ASCII	254 “W” [Num]
Set Startup GPO state	Hexadecimal	0xFE 0xC3 [Num] [state]
	Decimal	254 195 [Num] [state]

13.5 Dallas 1-Wire

Description	Syntax	Page
Search for a 1-Wire Device	Hexadecimal	0xFE 0xC8 0x2
	Decimal	254 200 2
Dallas 1-Wire Transaction	Hexadecimal	0xFE 0xC8 0x1 [flags] [SndBits] [RcvBits] [Data]
	Decimal	254 200 1 [flags] [SndBits] [RcvBits] [Data]

13.6 Keypad

Description	Syntax	Page
Auto Transmit Key Presses On	Hexadecimal	0xFE 0x41
	Decimal	254 65
	ASCII	254 “A”
Auto Transmit Key Presses Off	Hexadecimal	0xFE 0x4F
	Decimal	254 79
	ASCII	254 “O”
Poll Key Press	Hexadecimal	0xFE 0x26
	Decimal	254 38
	ASCII	254 “&”
Clear Key Buffer	Hexadecimal	0xFE 0x45
	Decimal	254 69
	ASCII	254 “E”
Set Debounce Time	Hexadecimal	0xFE 0x55 [time]
	Decimal	254 85 [time]
	ASCII	254 “U” [time]
Set Auto Repeat Mode	Hexadecimal	0xFE 0x7E [mode]
	Decimal	254 126 [mode]
	ASCII	254 “~” [mode]

Description	Syntax	Page
Auto Repeat Mode Off	Hexadecimal	0xFE 0x60
	Decimal	254 96
	ASCII	254 “”
Assign Keypad Codes	Hexadecimal	0xFE 0xD5 [KDown] [KUp]
	Decimal	254 213 [KDown] [KUp]

13.7 Display Functions

Description	Syntax	Page
Display On	Hexadecimal	0xFE 0x42 [min]
	Decimal	254 66 [min]
	ASCII	254 “B” [min]
Display Off	Hexadecimal	0xFE 0x46
	Decimal	254 70
	ASCII	254 “F”
Set Brightness	Hexadecimal	0xFE 0x99 [brightness]
	Decimal	254 153 [brightness]
Set and Save Brightness	Hexadecimal	0xFE 0x98 [brightness]
	Decimal	254 152 [brightness]
Set Contrast	Hexadecimal	0xFE 0x50 [contrast]
	Decimal	254 80 [contrast]
	ASCII	254 “P” [contrast]
Set and Save Contrast	Hexadecimal	0xFE 0x91 [contrast]
	Decimal	254 145 [contrast]

13.8 Data Security

Description	Syntax	Page
Set Remember	Hexadecimal	0xFE 0x93 [switch]
	Decimal	254 147 [switch]
Data Lock	Hexadecimal	0xFE 0xCA 0xF5 0xA0 [level]
	Decimal	254 202 245 160 [level]
Set and Save Data Lock	Hexadecimal	0xFE 0xCB 0xF5 0xA0 [level]
	Decimal	254 203 245 160 [level]
Writes the Customer Data	Hexadecimal	0xFE 0x34 [data]
	Decimal	254 52 [data]
	ASCII	254 “4” [data]
Reads the Customer Data	Hexadecimal	0xFE 0x35
	Decimal	254 53
	ASCII	254 “5”

13.9 Miscellaneous

Description	Syntax	Page
Read Version Number	Hexadecimal 0xFE 0x36	42
	Decimal 254 54	
	ASCII 254 “6”	
Read Module Type	Hexadecimal 0xFE 0x37	43
	Decimal 254 55	
	ASCII 254 “7”	

13.10 Command By Number

Command	Description	Page		
Hex	Dec	ASCII		
0x25	37	“%”	Toggle Keypad/GPO mode	29
0x26	38	“&”	Poll Key Press	34
0x33	51	“3”	Changing the I ² C Slave Address	14
0x34	52	“4”	Writes the Customer Data	42
0x35	53	“5”	Reads the Customer Data	42
0x36	54	“6”	Read Version Number	42
0x37	55	“7”	Read Module Type	43
0x39	57	“9”	Changing the Baud Rate	15
0x3D	61	“_”	Place Vertical Bar	28
0x40	64	“@”	Changing the Startup Screen	19
0x41	65	“A”	Auto Transmit Key Presses On	33
0x42	66	“B”	Display On	37
0x43	67	“C”	Set Auto Line Wrap On	20
0x44	68	“D”	Set Auto Line Wrap Off	20
0x45	69	“E”	Clear Key Buffer	34
0x46	70	“F”	Display Off	37
0x47	71	“G”	Set Cursor Position	20
0x48	72	“H”	Go Home	21
0x4A	74	“J”	Underline Cursor On	22
0x4B	75	“K”	Underline Cursor Off	22
0x4C	76	“L”	Move Cursor Back	21
0x4D	77	“M”	Move Cursor Forward	21
0x4E	78	“N”	Creating a Custom Character	23
0x4F	79	“O”	Auto Transmit Key Presses Off	33
0x50	80	“P”	Set Contrast	38
0x51	81	“Q”	Auto Scroll On	18
0x52	82	“R”	Auto Scroll Off	19
0x53	83	“S”	Blinking Block Cursor On	22
0x54	84	“T”	Blinking Block Cursor Off	22

Command Hex	Description Dec	Page ASCII		
0x55	85	“U”	Set Debounce Time	35
0x56	86	“V”	General Purpose Output Off	29
0x57	87	“W”	General Purpose Output On	29
0x58	88	“X”	Clear Screen	19
0x60	96	“”	Auto Repeat Mode Off	36
0x68	104	“h”	Initialize Horizontal Bar	26
0x6D	109	“m”	Initialize Medium Number	26
0x6F	111	“o”	Place Medium Numbers	26
0x73	115	“s”	Initialize Narrow Vertical Bar	27
0x76	118	“v”	Initialize Wide Vertical Bar	28
0x7C	124	“ ”	Place Horizontal Bar Graph	27
0x7E	126	“~”	Set Auto Repeat Mode	35
0x91	145		Set and Save Contrast	39
0x93	147		Set Remember	40
0x98	152		Set and Save Brightness	38
0x99	153		Set Brightness	38
0xA4	164		Setting a Non-Standard Baud Rate	16
0xC0	192		Loading Custom Characters	25
0xC1	193		Saving Custom Characters	24
0xC2	194		Save Startup Screen Custom Characters	25
0xC3	195		Set Startup GPO state	30
0xC8	200		Dallas 1-Wire Transaction	31
0xCA	202		Data Lock	40

14 Appendix

14.1 Specifications

14.1.1 Environmental

Table 68: Environmental Specifications

	Standard Temperature	Extended Temperature
Operating Temperature	0°C to +50°C	-20°C to +70°C
Storage Temperature	-20°C to +70°C	-30°C to +80°C
Operating Relative Humidity	90% max non-condensing	
Vibration (Operating)	4.9 m/s ² XYZ directions	
Vibration (Non-Operating)	19.6 m/s ² XYZ directions	
Shock (Operating)	29.4 m/s ² XYZ directions	
Shock (Non-Operating)	490 m/s ² XYZ directions	

14.1.2 Electrical

Table 69: Electrical Specifications

	Standard	Wide Voltage (V)	Wide Voltage with Efficient Switching Power Supply (VPT)
Supply Voltage	+5Vdc \pm 0.25V	+9V to +15V	+9V to +35V
Backlight On Supply	129 mA typical		
Backlight Off Supply	37 mA		

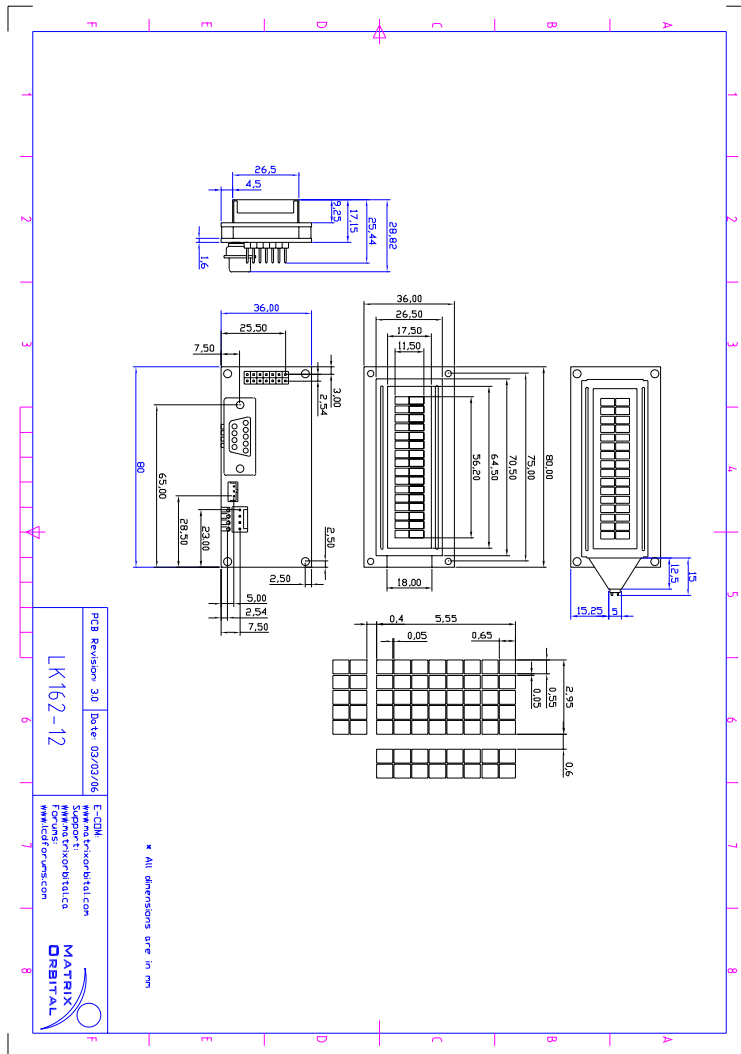
14.2 Optical Characteristics

Table 70: Optical Characteristics

Character x Lines	16 columns x 2 rows
Module Size	80.00 mm x 36.00 mm x 28.82 mm
Character Size	2.95 mm x 5.55 mm
Display Size	64.5 mm x 17.5 mm
LED Backlight Life	100,000 hours typical/20,000 hours for white backlight

14.3 Physical Layout

Figure 20: Physical Diagram



14.4 Definitions

E Extended Temperature (-20C to 70C)

VPT Wide Voltage with Efficient Switching Power Supply (+9 to +35Vdc)

V Wide Voltage (+9 to +15Vdc)

GW Grey Text / White Background

WB White Text / Blue Background

R Inverse Red

IY Inverse Yellow

MSB Most Significant Byte

LSB Least Significant Byte

14.5 Contacting Matrix Orbital

Telephone

Sales and Support: 1(403)229-2737

On The Web

Sales: <http://www.MatrixOrbital.com>

Support: <http://www.MatrixOrbital.ca>

Forums: <http://www.lcdforums.com>