VISIONS

EA OLEDL128-6



INCL CONTROLLER SSD1309 FOR SPI AND I2C



FEATURES

- 128X64 DOTS (RELATES TO 8x21 CHARACTER OR 4x16 LARGE CHARACTER)
- HIGH CONTRAST OLED DISPLAY
- INTEGRATED CONTROLLER SSD1309
- SPI INTERFACE: MOSI, CLK, CS, D/C
- I2C INTERFACE: SDA, SCL
- WIDE TEMPERATURE RANGE (T_{OP} -40°C +80°C)
- NO MOUNTING REQUIRED: JUST PUT INTO PCB
- 3 VERSIONS (WITH / W.O. POLARISOR AND PROTECTION GLASS) IN VARIOUS COLORS)
- FAST RESPONSE TIME, NO AFTERGLOW

ORDERING CODES

•	GRAPHIC 128x64, yellow, black background, incl. protection glass	EA OLEDL128-6GGA
•	GRAPHIC 128x64, yellow, black background, w./o. protection glass	EA OLEDL128-6LGA
•	GRAPHIC 128x64, white, black background, w./o. protection glass	EA OLEDL128-6LWA
•	GRAPHIC 128x64, yellow, silver background, w./o. protection glass	EA OLEDL128-6NGA

WITH A MINIMUM ORDER QTY. OF 10,000 PCS.

• GRAPHIC 128x64, with Polariser (Standard) EA OLEDL128-6LXA

X: G = Yellow B = Blue

ACCESSORIES

• TEST BOARD WITH USB-INTERFACE EA 9781-1USB

SOCKET 4.8MM HOCH (2 PCS. ARE REQUIRED) EA FL-20P

TOUCHPANEL, 4-WIRE ANALOGUE SELF-ADHESIVE
 EA TOUCH128-2*)

TOUCHPANEL, PCAP, SELF-ADHESIVE EA TOUCH128-29C1

ZIFF CONNECTOR FOR TOUCH, BOTTOM CONTACT

EA WF100-04S

ZIFF CONNECTOR FOR TOUCH, BOTTOM CONTACT

EA WF100-06S

*) ONLY IN COMBINATION WITH EA OLEDL128-6GGA.







EA OLED SERIES

With its EA OLED series ELECTRONIC ASSEMBLY launches worldwide the first display family with OLED-technology for direct mounting and soldering. In comparison to standard displays there's no FFC/FPC cable/connector that may loose contact, this OLED series will be soldered directly or put into a standard 2.54 mm precision socket.

It is designed for compact handheld equipment and provides a lot real advantages:

- Extreme compact (68x51mm) with a large viewing area (64x37mm)
- Super flat with 2.4 mm (without frontal protection glass)
- SPI and I2C interface
- Simple mounting with direct soldering
- Ex stock available from 1 pc. off
- Long life time (>50,000 h for yellow)
- Extreme wide temperature range (-40..+80°C)
- Fast response time (10µs), no afterglow

VERSIONS

The EA OLEDL128-6 is available in 3 different versions:

EA OLEDL128-6GGA / Allround

This module is perfect for rough environment. An additional frontal glass protects the display against scratch, shock and UV light. Thanks to its integrated polariser there's no need for an additionally smoked glass.

EA OLEDL128-6LGA / Flat

This module is the standard module and does fit for the most applications. The flat design (2.4 mm) makes the display perfect for smallest equipment. The background is always deep black for best contrast.

EA OLEDL128-6NGA / Design solution

This version is to become favourite for assembly behind a smoked glass. There's no protection glass or polariser which makes it with 2.4mm very flat. The advantage is a doubled brightness which makes it perfect in combination with the smoked glass. We recommend to put it behind a fully smoked glass front to make only the graphic visible, no edges, no print, no overhang and hygienic to clean.

COLORS (CUSTOM MADE)

The standard colors are yellow and white.

The flat version EA OLEDL128-6LGA is on customers request available in 3 more colors. The minimum order quantity is 10,000 pcs., lead time is about 20 weeks. Samples are available on request.

Interface and software are 100% compatible. The yellow color provides highest brightness and longest life time.



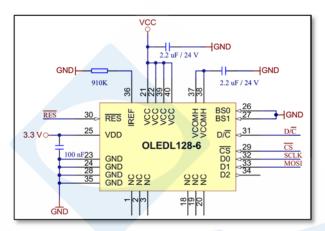
EA OLEDL128-6LEA



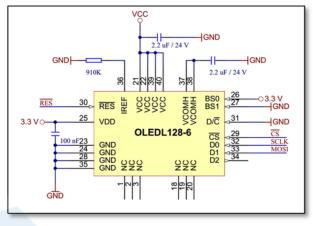
EA OLEDL128-6LBA



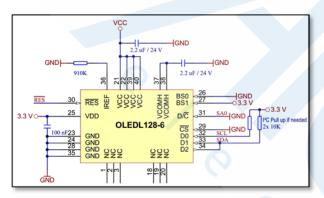
APPLICATION EXAMPLES



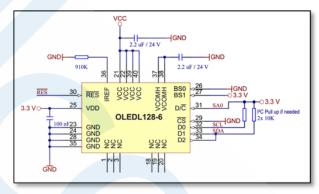
4-Wire SPI



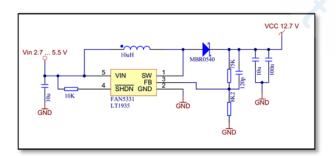
3-Wire SPI



I2C Address 0x78



I²C Address 0x7A



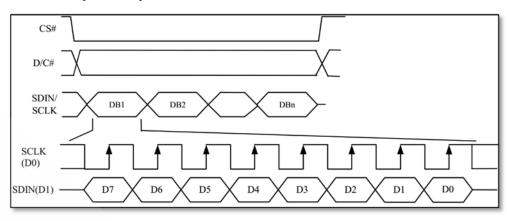
VCC - Generation: 12 V (FAN5331, LT1935)





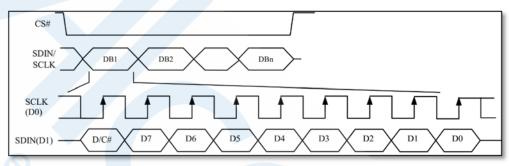
DATA TRANSFER 4-WIRE SPI (8 BIT)

Data transmission for SPI is unidirectional, that means that data can only be written, there's no data read option. Selection for writing data or command is done with the D/C line. A busy check is not necessary at all. Clock rate may be up to 10 MHz. Data transmission is based on SPI mode 3, MSB first. For more details please refer to the controllers data sheet SSD1309.



DATA TRANSFER 4-WIRE SPI (9 BIT)

Data transmission for SPI is unidirectional, that means that data can only be written, there's no data read option. Selection for writing data or command is done with the first bit of the 9 bit data transfer. A busy check is not necessary at all. Clock rate

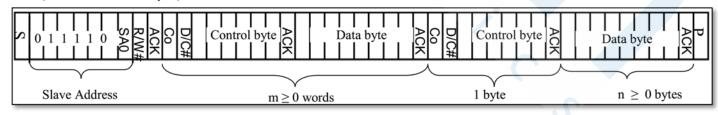


may be up to 10 MHz. Data transmission is based on SPI mode 3, MSB first (9 bit). For more details please refer to the controllers data sheet SSD1309.

DATA TRANSFER I²C

The I²C mode provides a bi-directional data transmission: That means that data can be written and read. With the pin SA0 the I²C address can be changed (L: 0x78 or 0x3C, H:0x7A or 0x3D), so up to 2 displays may be driven on 1 bus. The clock rate may be up to 400 KHz. Please make sure when defining the pull-up resistors that the internal resistance of the display is $600..1000~\Omega$. This affects the low level when reading data and ACK bit.

Attention: When reading data, after the command for page- or column address there need to be a dummy read (discard the first byte).



Control byte: C_o (Continuation bit) = 0 \rightarrow Display data do follow; 1 \rightarrow refer D/C bit t





GRAPHIC RAM

The EA OLEDL128-6 comes with an integrated display RAM. Each byte represents 8 dots. For more details please refer to the controllers data sheet SSD1309, available on our website at

http://www.lcd-module.de/fileadmin/eng/pdf/zubehoer/ssd1309.pdf.

COMMAND TABLE (ABSTRACT)

This is a collection of the most important commands. The data sheet SSD1309 provides the full list plus a detailed description.

	Column address
0	127
D0 D7	Page 0
D0 D7	Page 1
D0 D7	Page 2
D0 D7	Page 3
D0 D7	Page 4
D0 D7	Page 5
D0 D7	Page 6
D0 D7	Page 7

Command	D/	Command Code							Description		
Command	С	Hex	D7	D6	D5	D4	D3	D2	D1	D0	Description
Contrast	0	81	1	0	0	0	0	0	0	1	Double byte command to select 1
Control	0	7F	A ₇	A_6	A_5	A_4	A_3	A_2	A_1	A_0	out of 256 contrast steps. Contrast increases as the value increases.
Display	0	AE/	1	0	1	0	1	1	1	X ₀	X_0 =0: Display OFF (sleep mode)
On / Off		AF			· ·				·	7.0	(RESET)
				_							X ₀ =1: Display ON in normal mode
Set	0	21	0	0	1	0	0	0	0	1	Setup column start and end address
Column address	0	0 7F	A ₇ B ₇	A ₆ B ₆	A ₅ B ₅	A ₄ B ₄	A ₃ B ₃	A ₂ B ₂	A ₁ B₁	A ₀ B ₀	A[7:0] : Column start address,
address	U	7 F	D ₇	D 6	D 5	D4	D 3	D 2	D ₁	D 0	range : 0-127d, (RESET = 0)
		\bigcirc									B[7:0]: Column end address, range
											: 0-127d, RESET = 127) Note: This command is only for
											horizontal or vertical addressing
											mode.
Set Page	0	22	0	0	1	0	0	0	1	0	Setup page start and end address
address	0	0	X	X	X	X	X	A_2	A ₁	A_0	A[2:0]: Page start Address, range
	0	7	Х	Х	X	X	X	B ₂	B ₁	B ₀	: 0-7d, (RESET = 0) B[2:0] : Page end Address, range :
											0-7d, (RESET = 7)
											Note: This command is only for
											horizontal or vertical addressing mode.
Display	0	40	0	1	A ₅	A ₄	A ₃	A ₂	A ₁	Ao	Set display RAM display start line
Start Line	ľ	_		'	7 15	7 14	713	/ \2	7.11	710	register from 0-63 using
		7F									$X_5X_3X_2X_1X_0$.
											Display start line register is reset to
Segment	0	A0/	1	0	1	0	0	0	0	X ₀	0 during RESET. X ₀ =0: column address 0 is mapped
remap	ľ	A1	'		'					7.0	to SEG0 (RESET)
											X ₀ =1: column address 127 is
		00/		4		0	\ <u></u>		0		mapped to SEG0
Com	0	C0/ C8	1	1	0	0	X ₃	0	0	0	X ₃ =0: normal mode (RESET) Scan from COM0 to COM[N –1]
output scan		Co									X ₃ =1: remapped mode. Scan from
direction											COM[N-1] to COM0
											Where N is the Multiplex ratio
RAM Data	1	XX	D ₇	D ₆	D_5	D_4	D_3	D_2	D ₁	D_0	D ₇ -D ₀ is written to RAM.



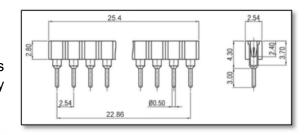


INITIALISATION EXAMPLE

```
void init OLEDL128(void)
{
  send_command(0x40);
                                             //Set Display start line
  send_command(0xA0);
                                             //Bottom View no Segment remap
  send_command(0xC0);
                                             //Bottom View COM scan direction normal
  send command(0 \times A6);
                                             //Display normal (RAM)
  send_command(0x81); send_command(0xFF);
                                             //Set contrast to maximum
  send_command(0xD5); send_command(0x40);
                                             //Clock divider/Oscillator frequency
  send_command(0xD9); send_command(0x44);
                                             //Pre-charge Period
  send_command(0xAF);
                                             //Display on
}
```

ACCESSORY: SOCKET EA FL-20P

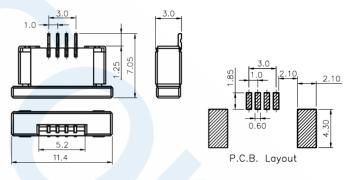
Using a 20-pin socket makes the display replaceable and adapts the height. Those socket may also be soldered automatically by wave soldering or reflow process. Each display requires 2 pcs.



ACCESSORY: ZIFF CONNECTOR EA WF100-04S

The ZIFF connector matches perfect to the touch panel EA TOUCH128-2. It provides 4 pins with 1.0 mm pitch. Connection is bottom contact.

Top contact version is called EA WF100-04T.





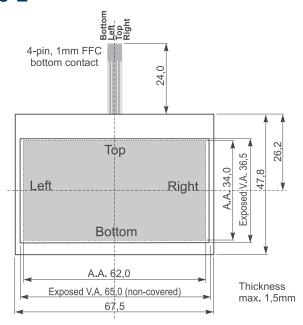


ACCESSORY: TOUCHPANEL EA TOUCH128-2

As an accessory there is an analogue touchpanel available. It comes with a self-adhesive glue on its rear side. Connection is done via FFC, pitch 1.0 mm. Any standard ZIFF connector can be used (e.g. EA WF100-04S). Bending radius is minimum 5 mm. Interfacing to a processor can be either done by an external touch panel controller or with a controller that is featured with analogue input. The touch panel is similar to a potentiometer: connecting a voltage of e.g. 3.3 V to the pins Top-Bottom makes it possible to read out a voltage on pin Left or Right which is linear

Specification							
Value	min	max	Unit				
Top-Bottom	100	400	Ω				
Left-Right	110	410	Ω				
Voltage	3	12	V				
Current	5	25	mA				
Linearity	1,5		%				
Force	45	65	G				
Contact Bounce	5	10	Ms				
T _{op.}	-20	+60	°C				
T _{Stor.}	-20	+70	°C				
Transmission	75	85	%				
Lifetime	10000		Cycles				

to the Y-coordinate of the pressed point. The X-coordinate will result when the voltage will be supplied to Left-Right and measurement is done at Top or Bottom. The

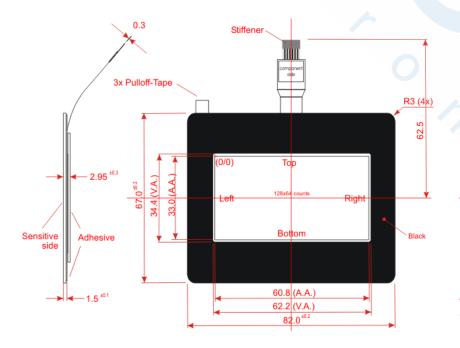


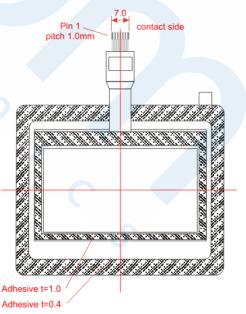
pinout of the connecting cable is shown in the drawing. Only in combination with the EA OLEDL128-6GGA.

TOUCHPANEL EA TOUCH128-29C1 (PCAP, CAPACITIVE)

As an accessory we provide a suitable, capacitive touch panel (PCAP). It comes already with controller (FT5316) and integrated I²C bus. It supplies the coordinates in resolution 128x64 directly. The line INT shows, if data are available to be read out. The I²C bus address is 0x70. For connection there is a ZIF connector with pitch 1.0 mm, e.g. EA WF100-06S.

Pinout									
Pin	Name	Description							
1	SCL	Int. 4k7 Pull-up							
2	SDA	Int. 4k7 Pull-up							
3	VDD	Н							
4	RES	L							
5	INT	Internal Pull-up							
6	GND	L							









ELECTRICAL SPECIFICATION

Unless otherwise specified, VSS = 0V , VDD = 1.8 - 3.3V (Ta = 25°C)

Value	Condition	min	typ	max	Unit
Operating Temperature		-40		+80	°C
Storage Temperature		-40		+80	°C
Storage Humidity	<40°C			90	%RH
Operating Voltage VDD logic supply		1.8	3.0	3.3	V
Operating Voltage VCC OLED supply			12.5	13.0	V
High Logic input level		0.8 x VDD			
Low Logic input level				0.2 x VDD	V
	All Pixel off		0,6		mA
Power Supply VCC ¹⁾	Demo picture ²⁾		15		mA
	All Pixel on		36		mA

¹⁾ VCC= 12V, initialization 0x81,0xFF / 0xD5,0x40 / 0xD9,0x44 / 0xDB,0x34

²⁾ Demo Picture:



OPTICAL DATA

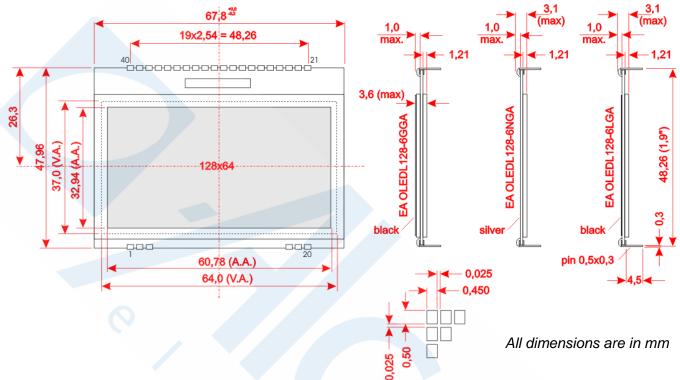
Item Symbol		Condition	min	typ	max	Unit
View Angle	(V)θ	CR≧2000	160	170		deg
view Angle	(Η)φ	CR≧2000	160	170		deg
Contrast Ratio	CR	Dark Room	2000:1			
Response Time	T rise			10		μs
Response Time	T fall			10		μs
		-6GGA / -6LGA	80	100		
Luminance ¹⁾	L	-6LWA	60	80		cd/m²
		-6NGA	150	200		
CIE 1931 x(Yellow)		Dark Room	0.45	0.47	0.49	
CIE 1931 y(Yellow)		Dark Room	0.48	0.50	0.52	
Operating	yellow	50% chess board	50,000			bre
Life Time ²⁾	white	50 /0 CHESS DOAIU	20,000		V	- hrs

¹⁾ VDD= 3.3V, incl. booster FAN5331 with VCC= 12.5V

 $^{^{2)}}$ T_a =25°C, operating life time is defined the amount of time until the luminance has decayed to 50% of the initial value. Screen saving mode is recommended to extend life time



DIMENSIONS EA OLEDL128-6



		1		
Pin	Symbol	Pin	Symbol	Description
1	ESD_GND	21	VCC	- Typ. 12 V OLED driving voltage
2	NC	22	VCC	Typ. 12 V OLLB dilving Voltago
3	NC	23	GND	- Ground
4		24	GND	×
5		25	VDD	Typ. 3.3 V logic power supply
6		26	BS0	_ 00 = 4-Wire SPI; 01 = 3-Wire SPI
7		27	BS1	10 = I ² C Interface
8		28	GND	Ground
9		29	CS	Chip Select (active low)
10		30	RES	Reset (active low)
11		31	D/C	SPI (4-Wire): L=Command, H=Data, I ² C: SA0
12		32	D0	SPI: SCLK, I ² C: SCL
13		33	D1	SPI: MOSI, I ² C: SDA _{in}
14		34	D2	SPI: NC, I ² C: SDA _{out}
15		35	GND	Ground
16		36	Iref	Reference for current source for segement drivers
17		37	VCOMH	Common deselect level.
18	NC	38	VCOMH	(Internally regulated)
19	NC	39	VCC	- Typ. 12 V OLED driving voltage
20	ESD_GND	40	VCC	1,5p. 12 v OLLD driving voltage

Note:

- OLED displays are generally not suited for wave or reflow soldering. Temperatures of over 80°C can cause lasting damage.
- The surfaces of the displays are protected from scratching by self-adhesive protective foil. Please remove before mounting
- OLED are generally designed for indoor application. When be used outside they need to be protected against sunlight (UV radiation) and humidity, water and dust.



