



## 16-Digit LCD Driver CMOS Integrated Circuit

### Key Features

- ❑ 16-digit LCD driver on a 44 pin CMOS chip
- ❑ Operating voltage range: 3.2 to 4.8V
- ❑ Low power consumption: max. 150  $\mu$ A
- ❑ Driving 7-segment displays with up to 16 digits and 12 symbols
- ❑ Option for 12 digits
- ❑ Buffer for 32 digits
- ❑ 4 backplanes
- ❑ 2-wire interface
- ❑ On chip timer for showing elapsed time
- ❑ Contrast adjustable
- ❑ On chip oscillator using 32.768 kHz crystal
- ❑ Compatible with AS2525

### General Description

The AS2591 is a CMOS integrated circuit for driving a liquid crystal display intended for use in telephones. The driver can be used with 12- or 16-digit LCDs.

The 2-wire serial interface is compatible with the AS2525, single-chip handsfree telephone circuit.

The device is designed for LCDs with 4 backplanes and 24 or 31 segments providing 12 or 16 7-segment digits and 12 symbols.

The AS2591 also includes a timer for showing elapsed time in minutes and seconds.

The contrast can be adjusted through the serial interface.

### Package

Available in 44 pin TQFP.

### Block Diagramme

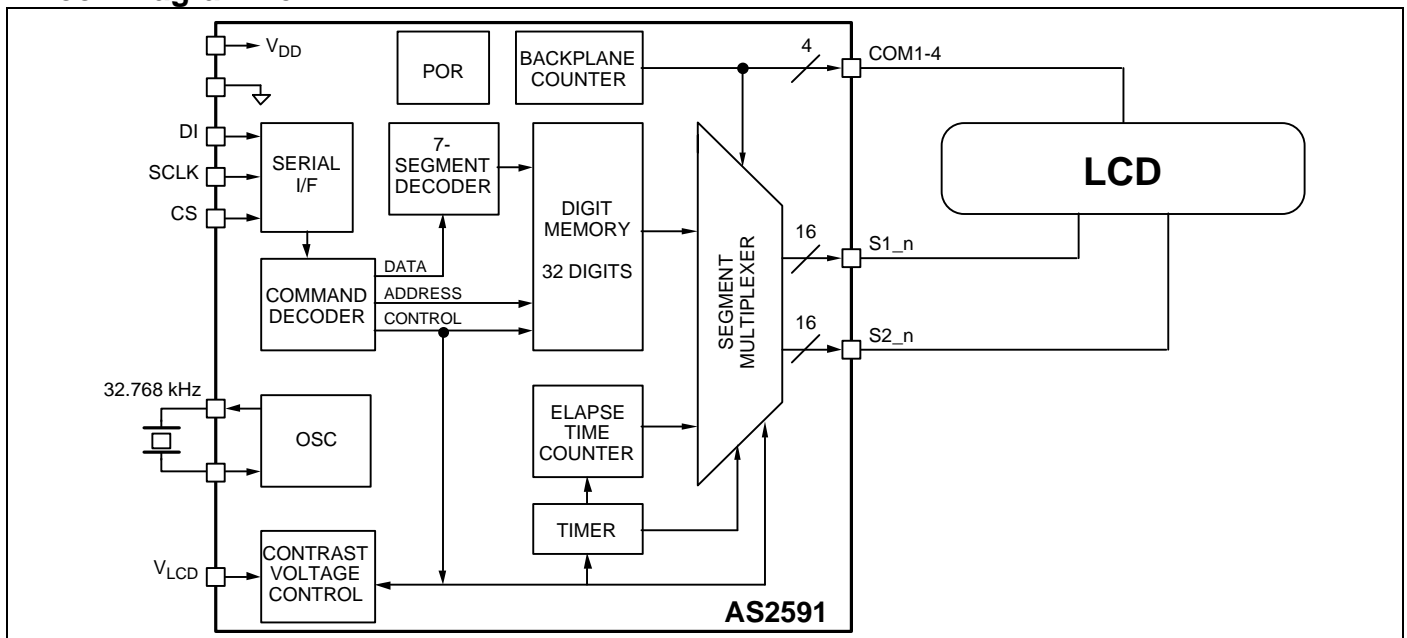


Figure 1: Block diagram

## Pin Description

| Pin #   | Name   | Type   | Description   |
|---|--|--------|---|
| 1<br>2<br>3<br>4<br>5<br>6<br>7<br>8<br>9<br>10<br>11<br>12 | S2_10<br>S1_10<br>S2_11<br>S1_11<br>S2_12<br>S1_12<br>S2_13<br>S1_13<br>S2_14<br>S1_14<br>S2_15<br>S1_15 | AO     | <b>Segment Outputs</b><br>Output pins for driving segments of LCD.  |
| 13  | CS   | DI     | <b>Chip Select</b><br>Chip select signal from CPU (e.g. AS2525).  |
| 14  | DI   | DI     | <b>Data Input</b><br>Data input pin for serial interface.   |
| 15  | SCLK   | DI     | <b>Serial Clock Input</b><br>Clock input pin for serial interface.  |
| 16  | V <sub>DD</sub>  | Supply | <b>Positive Voltage Supply</b><br>This pin is the positive power supply for the device.   |
| 17  | V <sub>SS</sub>  | Supply | <b>Negative Voltage Supply</b><br>This pin is the negative power supply for the device.   |
| 18<br>19  | XTAL1<br>XTAL2   |        | <b>Oscillator Pins</b><br>Oscillator pins for connection of a 32.768 kHz crystal.   |
| 20  | V <sub>LCD</sub>   | AI     | <b>LCD Reference Voltage</b><br>This is the input pin for setting the internal LCD reference voltage (see also Figure 4: Supply arrangement). |
| 21<br>22<br>23<br>24  | COM1<br>COM2<br>COM3<br>COM4   | AO     | <b>Backplane Outputs</b><br>Output pins for driving backplanes of LCD.  |

Continues...

| Pin # | Name | Type | Description  |
|-------|------|------|--|
| 25    | S2_0 | AO   | <b>Segment Outputs</b><br>Output pins for driving segments of LCD. |
| 26    | S1_0 |      |  |
| 27    | S2_1 |      |  |
| 28    | S1_1 |      |  |
| 29    | S2_2 |      |  |
| 30    | S1_2 |      |  |
| 31    | S2_3 |      |  |
| 32    | S1_3 |      |  |
| 33    | S2_4 |      |  |
| 34    | S1_4 |      |  |
| 35    | S2_5 |      |  |
| 36    | S1_5 |      |  |
| 37    | S2_6 |      |  |
| 38    | S1_6 |      |  |
| 39    | S2_7 |      |  |
| 40    | S1_7 |      |  |
| 41    | S2_8 |      |  |
| 42    | S1_8 |      |  |
| 43    | S2_9 |      |  |
| 44    | S1_9 |      |  |

|       |                      |       |                       |
|-------|----------------------|-------|-----------------------|
| DI:   | Digital Input        | AI:   | Analogue Input        |
| DO:   | Digital Output       | AO:   | Analogue Output       |
| DI/O: | Digital Input/Output | AI/O: | Analogue Input/output |

**Pin Configuration**

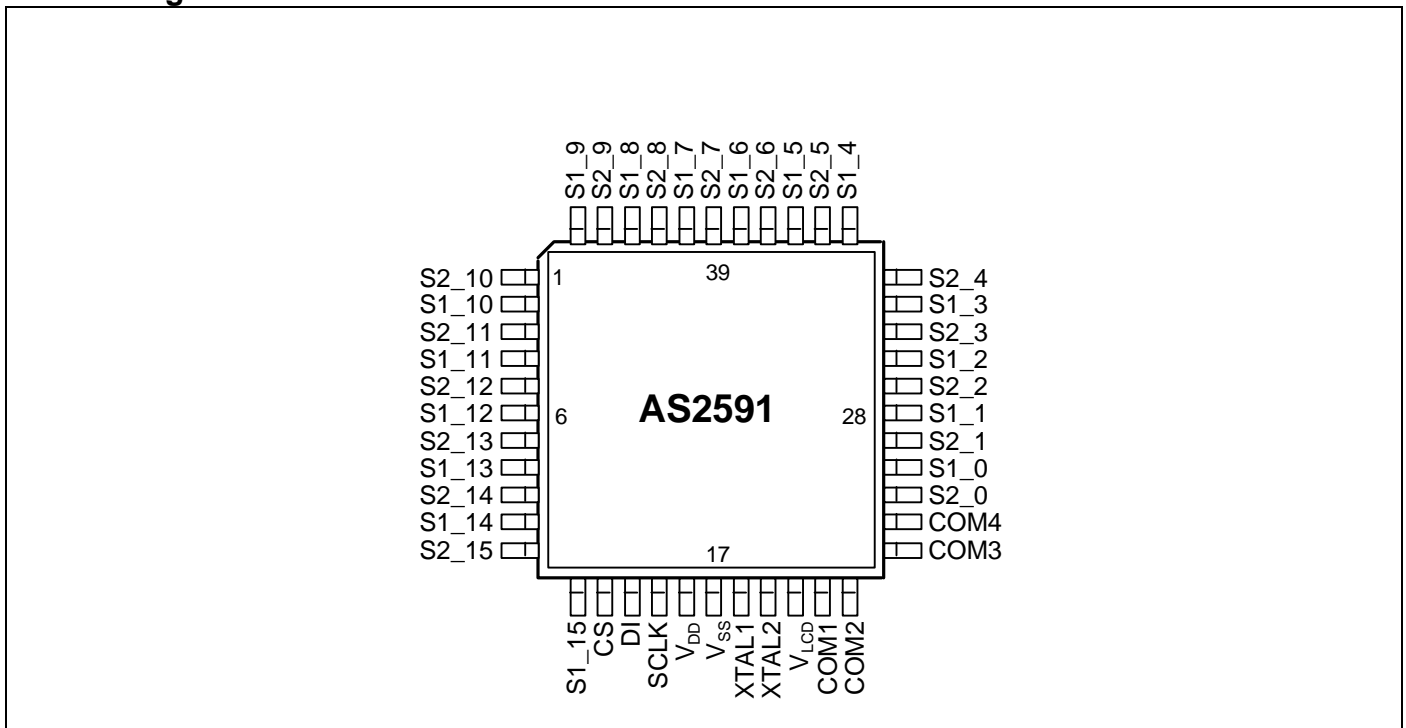


Figure 2: Pin configuration

Typical Application

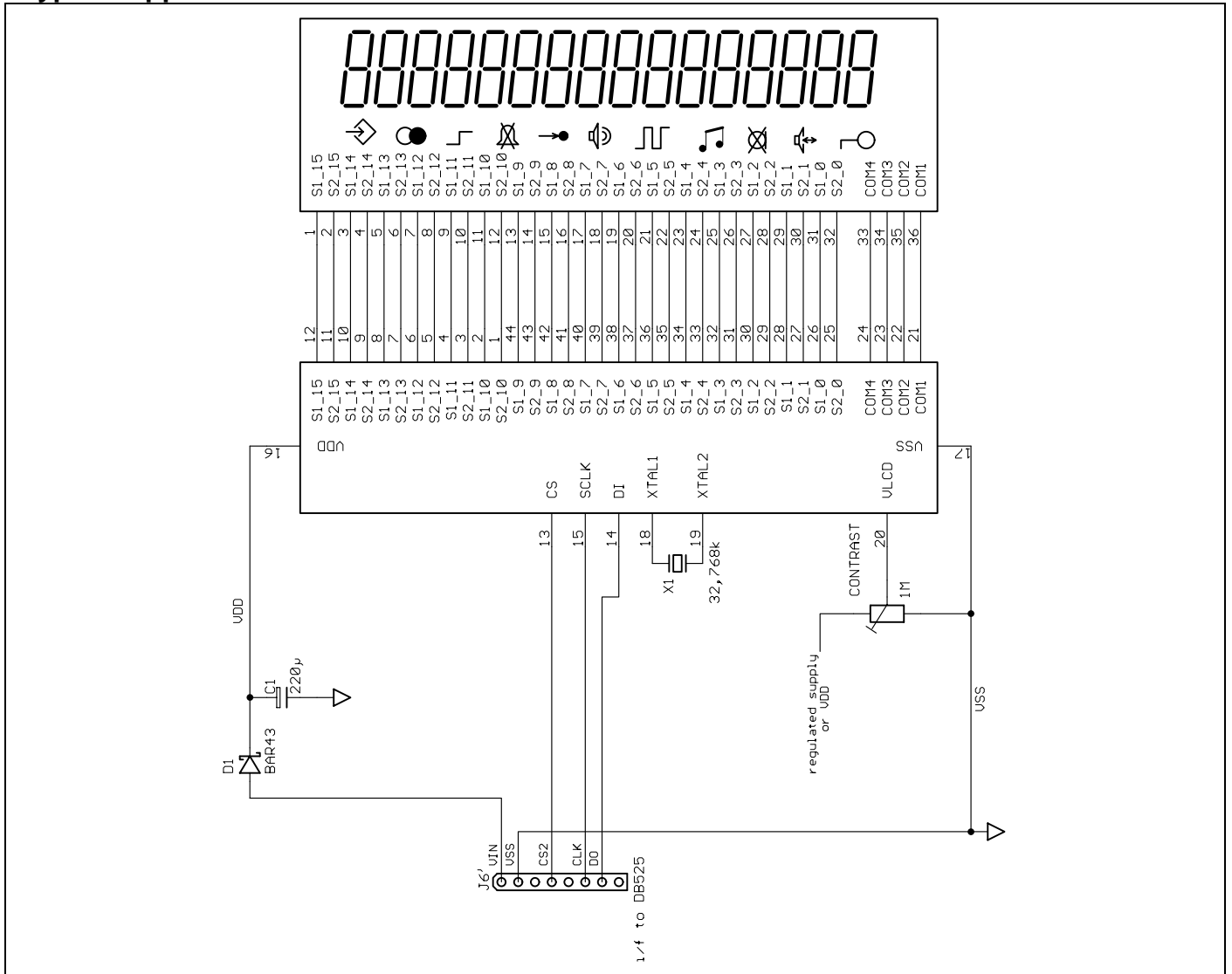


Figure 3: Typical Application

See also application note AN525 for further information.

**Functional Description**

AS2591 is a CMOS mixed-mode integrated circuit for driving LCDs with 4 backplanes and 24 or 31 segments providing 12 or 16 7-segment digits and 12 symbols. The device is controlled via a simple 2-wire bus and a chip-select signal. The device also includes an elapse-time counter which is started 5 seconds after power-up and incremented every second.

The timer is re-started whenever the device gets a WRITE-DIGIT or SHIFT&WRITE command within the first 5 counts (except commands for displaying digits "-", "°", "o"). The content of the timer is displayed 5 second after receiving the last WRITE-DIGIT, SHIFT&WRITE or BLINKING command. The normal display appears immediately after receiving a WRITE-DIGIT, SHIFT&WRITE, or BLINKING command.

**Supply Arrangement**

The device is supplied through  $V_{DD}$ . The internal reference voltages ( $V_{33}$ ,  $V_{23}$ , and  $V_{13}$ ) for the backplane and segment outputs are set at pin  $V_{LCD}$ . With  $V_{LCD}$  set to 3.27V the segment output voltage is 2.97V (middle).

This voltage can be programmed through the serial bus to 2.83V (low) or 3.09V (high) for optimising the contrast of the LCD. The 1/3, 2/3, and 3/3 voltages are generated internally (see Figure 4: Supply arrangement). In applications with varying  $V_{DD}$ , it is recommended to insert a voltage regulator at  $V_{LCD}$  in order to assure a constant contrast (see also application note AN525 for further information).

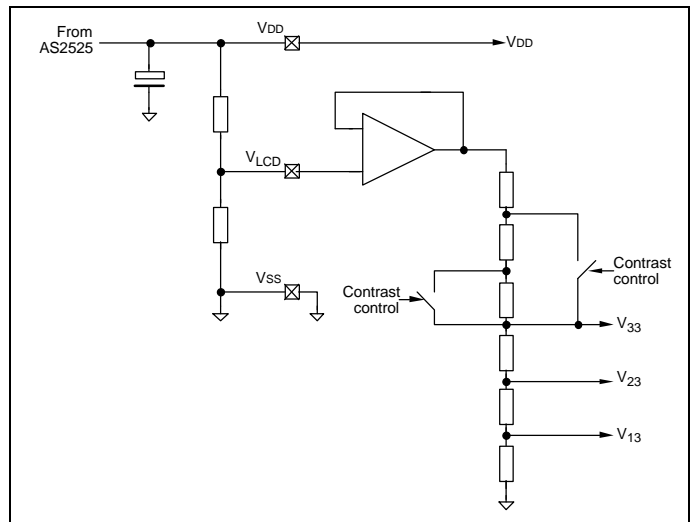


Figure 4: Supply arrangement

**LCD Digit Code**

|                    |    |         |         |       |              |              |       |              |              |              |
|--------------------|----|---------|---------|-------|--------------|--------------|-------|--------------|--------------|--------------|
| <b>Code [HEX]:</b> | 01 | 02      | 03      | 04    | 05           | 06           | 07    | 08           | 09           | 00           |
| <b>Number:</b>     | 1  | 2       | 3       | 4     | 5            | 6            | 7     | 8            | 9            | 0            |
| <b>Display:</b>    |    | —<br> — | —<br> — | —<br> | —<br> —<br>— | —<br> —<br>— | —<br> | —<br> —<br>— | —<br> —<br>— | —<br> —<br>— |

|                       |             |         |    |         |              |              |        |       |    |              |              |
|-----------------------|-------------|---------|----|---------|--------------|--------------|--------|-------|----|--------------|--------------|
| <b>Code [HEX]:</b>    | 0A          | 0B      | 0C | 0D      | 0E           | 0F           | 10     | 11    | 12 | 13           | 14           |
| <b>Letters/Signs:</b> | a           | b       | c  | d       | e            | f            | #      | *     | -  | (            | )            |
| <b>Display:</b>       | —<br> —<br> | —<br> — | —  | —<br> — | —<br> —<br>— | —<br> —<br>— | —<br>— | —<br> | —  | —<br> —<br>— | —<br> —<br>— |

|                       |         |    |    |       |              |              |       |         |         |              |              |  |
|-----------------------|---------|----|----|-------|--------------|--------------|-------|---------|---------|--------------|--------------|--|
| <b>Code [HEX]:</b>    | 15      | 16 | 17 | 18    | 19           | 1A           | 1B    | 1C      | 1D      | 1E           | 1F           |  |
| <b>Letters/Signs:</b> | H       | I  | L  | N     | O            | P            | R     | T       | U       | "            |              |  |
| <b>Display:</b>       | —<br> — |    | —  | —<br> | —<br> —<br>— | —<br> —<br>— | —<br> | —<br> — | —<br> — | —<br> —<br>— | —<br> —<br>— |  |

**LCD Symbols**

Each symbol is associated with a fixed digit address. The circuit has 12 symbols implemented associated with the lower 12 addresses.

Table 1: Symbol Overview

| Enabled  | Address | Name      | Description   |
|----------|---------|-----------|---|
| Always   | y0      | <b>KL</b> | Key lock activated  |
| Optional | y1      | SP        | Loudspeaker on  |
| Always   | y2      | <b>MT</b> | Mute activated  |
| Optional | y3      | MF        | DTMF dialling mode selected   |
| Optional | y4      | LD        | Loop disconnect (pulse) dialling mode selected  |
| Optional | y5      | Vol       | Volume control keys activated. Remains on 2 seconds after last volume key pressure    |
| Always   | y6      | <b>MR</b> | Memory redial key has been pressed. Remains on until next key pressure                |
| Always   | y7      | <b>BO</b> | Bell off. Indicates that ringer has been turn off.                                    |
| Always   | y8      | <b>SH</b> | Shift; indicates that shift key has been pressed. Remains on untill next key pressure |
| Optional | y9      | -         | Not used  |
| Optional | y10     | RD        | Indicates that last number redial has been activated                                  |
| Always   | y11     | <b>PG</b> | Indicates program mode  |

Symbol data are not effected by a BLINKING or by a WRITE&SHIFT command. Symbols will be displayed independently from selecting the upper bank of the 32 digit buffer to be displayed.

The symbol displayed depends on the layout of the LCD display. If the layout of the 12/16 digit LCD displays can be done similar, the symbol mapping does not need to be stored in the EEPROM.

**Serial Interface**

The serial interface uses the pins CS (chip select), SCLK (serial clock line), and DI (data input). A frame consists of a 3-bit command and 5-bit data (see Figure 5: Frame of serial interface). Commands are executed self-timed by the internal clock and commence at the falling edge of the CS signal.

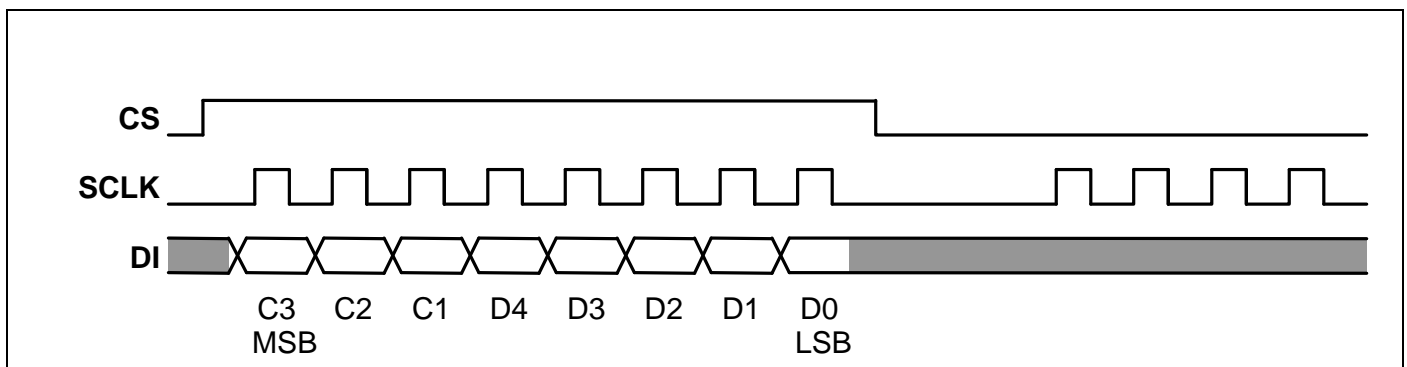


Figure 5: Frame of serial interface

Table 2: Commands

| Command [bin] | Data [bin]/name  | Description   |                  |                    |           |                  |    |          |    |           |    |         |    |            |    |         |    |             |    |             |    |             |
|---------------|------------------|---|------------------|--------------------|-----------|------------------|----|----------|----|-----------|----|---------|----|------------|----|---------|----|-------------|----|-------------|----|-------------|
| 000           | address          | Set pointer to address. If address is > 16/12, the upper bank of the 32-digit buffer will be displayed. In case of a 12-digit display, up to address 23 will be displayed, and if address is > 24 a third bank up to 32 will be displayed (see Table 4: 12-digit display and Table 5: 16-digit display).  |                  |                    |           |                  |    |          |    |           |    |         |    |            |    |         |    |             |    |             |    |             |
| 001           | digit_code       | Write digit code to active address.   |                  |                    |           |                  |    |          |    |           |    |         |    |            |    |         |    |             |    |             |    |             |
| 010           | digit_code       | Shift & write digit code to address 0 (right most digit). Address pointer is set to 0..   |                  |                    |           |                  |    |          |    |           |    |         |    |            |    |         |    |             |    |             |    |             |
| 011           | 1xBFS            | Blinking ON at address:<br><table border="1" style="width: 100%; border-collapse: collapse;"> <thead> <tr> <th style="text-align: left;"><b>BF</b></th> <th style="text-align: left;">blinking frequency</th> <th style="text-align: left;"><b>S</b></th> <th style="text-align: left;">enabled/disabled</th> </tr> </thead> <tbody> <tr> <td>00</td> <td>1.33 Hz</td> <td>0</td> <td>blinking</td> </tr> <tr> <td>01</td> <td>2.00 Hz</td> <td>1</td> <td>static off</td> </tr> <tr> <td>10</td> <td>0.67 Hz</td> <td></td> <td></td> </tr> <tr> <td>11</td> <td>1.00 Hz</td> <td></td> <td></td> </tr> </tbody> </table>                                  | <b>BF</b>        | blinking frequency | <b>S</b>  | enabled/disabled | 00 | 1.33 Hz  | 0  | blinking  | 01 | 2.00 Hz | 1  | static off | 10 | 0.67 Hz |    |             | 11 | 1.00 Hz     |    |             |
|               | <b>BF</b>        | blinking frequency  | <b>S</b>         | enabled/disabled   |           |                  |    |          |    |           |    |         |    |            |    |         |    |             |    |             |    |             |
| 00            | 1.33 Hz          | 0   | blinking         |                    |           |                  |    |          |    |           |    |         |    |            |    |         |    |             |    |             |    |             |
| 01            | 2.00 Hz          | 1   | static off       |                    |           |                  |    |          |    |           |    |         |    |            |    |         |    |             |    |             |    |             |
| 10            | 0.67 Hz          |   |                  |                    |           |                  |    |          |    |           |    |         |    |            |    |         |    |             |    |             |    |             |
| 11            | 1.00 Hz          |   |                  |                    |           |                  |    |          |    |           |    |         |    |            |    |         |    |             |    |             |    |             |
|               | 0xxxx            | Blinking OFF at address   |                  |                    |           |                  |    |          |    |           |    |         |    |            |    |         |    |             |    |             |    |             |
| 100           | 1xxxx            | Symbol ON at address  |                  |                    |           |                  |    |          |    |           |    |         |    |            |    |         |    |             |    |             |    |             |
|               | 0xxxx            | Symbol OFF at address   |                  |                    |           |                  |    |          |    |           |    |         |    |            |    |         |    |             |    |             |    |             |
| 101           | 00xxx            | Clear all digits, symbols, blinking, reset address to 0   |                  |                    |           |                  |    |          |    |           |    |         |    |            |    |         |    |             |    |             |    |             |
|               | 10xxx            | Clear all digits, blinking, reset address to 0  |                  |                    |           |                  |    |          |    |           |    |         |    |            |    |         |    |             |    |             |    |             |
|               | 01xxx            | Hide elapse time for 5 seconds.   |                  |                    |           |                  |    |          |    |           |    |         |    |            |    |         |    |             |    |             |    |             |
|               | 11xxx            | Hide elapse time permanently (note: Hide is reset by above command 101 01xxx).  |                  |                    |           |                  |    |          |    |           |    |         |    |            |    |         |    |             |    |             |    |             |
| 110           | xxFTM            | Reserved for test modes   |                  |                    |           |                  |    |          |    |           |    |         |    |            |    |         |    |             |    |             |    |             |
| 111           | 0xZxx            | Display OFF and Cleared.<br><table border="1" style="width: 100%; border-collapse: collapse;"> <thead> <tr> <th style="text-align: left;"><b>Z</b></th> <th style="text-align: left;">delay time</th> </tr> </thead> <tbody> <tr> <td>0</td> <td>5 seconds</td> </tr> <tr> <td>1</td> <td>no delay</td> </tr> </tbody> </table>   | <b>Z</b>         | delay time         | 0         | 5 seconds        | 1  | no delay |    |           |    |         |    |            |    |         |    |             |    |             |    |             |
|               | <b>Z</b>         | delay time  |                  |                    |           |                  |    |          |    |           |    |         |    |            |    |         |    |             |    |             |    |             |
| 0             | 5 seconds        |   |                  |                    |           |                  |    |          |    |           |    |         |    |            |    |         |    |             |    |             |    |             |
| 1             | no delay         |   |                  |                    |           |                  |    |          |    |           |    |         |    |            |    |         |    |             |    |             |    |             |
|               | 1CCND            | Display ON (resets the off timer)<br><table border="1" style="width: 100%; border-collapse: collapse;"> <thead> <tr> <th style="text-align: left;"><b>CC</b></th> <th style="text-align: left;">contrast voltage</th> <th style="text-align: left;"><b>ND</b></th> <th style="text-align: left;">number of digits</th> </tr> </thead> <tbody> <tr> <td>00</td> <td>low</td> <td>00</td> <td>12 digits</td> </tr> <tr> <td>01</td> <td>middle</td> <td>01</td> <td>16 digits</td> </tr> <tr> <td>10</td> <td>high</td> <td>10</td> <td>not allowed</td> </tr> <tr> <td>11</td> <td>not allowed</td> <td>11</td> <td>not allowed</td> </tr> </tbody> </table> | <b>CC</b>        | contrast voltage   | <b>ND</b> | number of digits | 00 | low      | 00 | 12 digits | 01 | middle  | 01 | 16 digits  | 10 | high    | 10 | not allowed | 11 | not allowed | 11 | not allowed |
| <b>CC</b>     | contrast voltage | <b>ND</b>   | number of digits |                    |           |                  |    |          |    |           |    |         |    |            |    |         |    |             |    |             |    |             |
| 00            | low              | 00  | 12 digits        |                    |           |                  |    |          |    |           |    |         |    |            |    |         |    |             |    |             |    |             |
| 01            | middle           | 01  | 16 digits        |                    |           |                  |    |          |    |           |    |         |    |            |    |         |    |             |    |             |    |             |
| 10            | high             | 10  | not allowed      |                    |           |                  |    |          |    |           |    |         |    |            |    |         |    |             |    |             |    |             |
| 11            | not allowed      | 11  | not allowed      |                    |           |                  |    |          |    |           |    |         |    |            |    |         |    |             |    |             |    |             |

**Digit Layout**

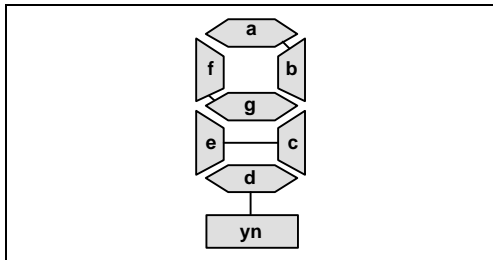


Figure 6: Digit Layout

COM1 - 4 = common backplane signals  
 S1\_n, S2\_n = segment signals

n = 0 is most right digit, n= 11 is most left digit for 12-digit displays, and n = 15 is most left digit for 16-digit displays.

Table 3: Backplanes and segments

|      | COM1 | COM2 | COM3 | COM4 |
|------|------|------|------|------|
| S1_n | a    | f    | e    | yn   |
| S2_n | b    | g    | c    | d    |

**Segment Allocation**

Table 4: 12-digit display

| Symbol | Address | y11       | y10 | y9 | y8        | y7        | y6        | y5  | y4 | y3 | y2        | y1 | y0        |
|--------|---------|-----------|-----|----|-----------|-----------|-----------|-----|----|----|-----------|----|-----------|
|        | AS2525  | <b>PG</b> | RD  | -  | <b>SH</b> | <b>BO</b> | <b>MR</b> | Vol | LD | MF | <b>MT</b> | SP | <b>KL</b> |
| Digits | Normal  | 11        | 10  | 9  | 8         | 7         | 6         | 5   | 4  | 3  | 2         | 1  | 0         |
|        | Upper 1 | 23        | 22  | 21 | 20        | 19        | 18        | 17  | 16 | 15 | 14        | 13 | 12        |
|        | Upper 2 |           |     |    |           | 31        | 30        | 29  | 28 | 27 | 26        | 25 | 24        |

Table 5: 16-digit display

| Symbol        | Addr.  |    |    |    | y11       | y10 | y9 | y8        | y7        | y6        | y5  | y4 | y3 | y2        | y1 | y0        |
|---------------|--------|----|----|----|-----------|-----|----|-----------|-----------|-----------|-----|----|----|-----------|----|-----------|
|               | AS2525 |    |    |    | <b>PG</b> | RD  | -  | <b>SH</b> | <b>BO</b> | <b>MR</b> | Vol | LD | MF | <b>MT</b> | SP | <b>KL</b> |
| Digits Normal | 15     | 14 | 13 | 12 | 11        | 10  | 9  | 8         | 7         | 6         | 5   | 4  | 3  | 2         | 1  | 0         |
| Digits Upper  | 31     | 30 | 29 | 28 | 27        | 26  | 25 | 24        | 23        | 22        | 21  | 20 | 19 | 18        | 17 | 16        |

The symbols in **bold** are always enabled and other symbols can be enabled through the serial interface. Symbols will be displayed independently from selecting the upper bank of the 32 digit buffer to be displayed.

The AS2591 incorporates a buffer for 32 digits. Digits are entered from the most right position and shifted left by new entries (see also Table 2: Commands).



**Electrical Characteristics**

**Absolute Maximum Ratings\***

|                                |  |
|--------------------------------|--|
| Supply Voltage.....            | $-0.3 \leq V_{DD} \leq 7V$             |
| Input Current.....             | +/- 25 mA                              |
| Input Voltage.....             | $-0.3V \leq V_{IN} \leq V_{DD} + 0.3V$ |
| Electrostatic Discharge.....   | +/- 1000V                              |
| Storage Temperature Range..... | -65 to +125°C                          |
| Total Power Dissipation.....   | 500mW                                  |

\*Exceeding these figures may cause permanent damage. Functional operation under these conditions is not permitted.

**Recommended Operating Range**

| Symbol           | Parameter                     | Conditions | Min. | Typ.   | Max. | Units |
|------------------|-------------------------------|------------|------|--------|------|-------|
| V <sub>DD</sub>  | Operating Voltage             |            | 3.2  | 4.0    | 4.8  | V     |
| V <sub>LCD</sub> | LCD Reference Voltage         |            | 2.5  | 3.0    | 3.5  | V     |
| T <sub>AMB</sub> | Ambient Operating Temp. Range |            | -25  |        | +70  | °C    |
| f <sub>OSC</sub> | Oscillator Frequency          |            |      | 32.768 |      | kHz   |

**DC Characteristics**

Recommended operating conditions unless otherwise specified.

| Symbol           | Parameter   | Conditions   | Min.                | Typ.*                | Max.                | Units       |
|------------------|---|--|---------------------|----------------------|---------------------|-------------|
| I <sub>DD</sub>  | Operating Supply Current                          | Unloaded   |                     |                      | 150                 | µA          |
| I <sub>DD0</sub> | Idle Current                                      | Idle mode, oscillator not running  |                     |                      | 1                   | µA          |
| V <sub>33</sub>  | Contrast Output Voltage at COM1-4 and S1-2_n Pins | V <sub>LCD</sub> = 3.27V<br>Contrast voltage low<br>Contrast voltage middle<br>Contrast voltage high |                     | 2.83<br>2.97<br>3.09 |                     | V<br>V<br>V |
| V <sub>IL</sub>  | Input Low Voltage                                 |  | V <sub>SS</sub>     |                      | 0.3 V <sub>DD</sub> | V           |
| V <sub>IH</sub>  | Input High Voltage                                |  | 0.7 V <sub>DD</sub> |                      | V <sub>DD</sub>     | V           |

\* Typical figures are at 25°C and are for design aid only; not guaranteed and not subject to production testing.

### Electrical Characteristics

Recommended operating conditions unless otherwise specified.

| Symbol          | Parameter                             | Conditions                               | Min. | Typ.                         | Max. | Units                |
|-----------------|---------------------------------------|--|------|------------------------------|------|----------------------|
| $F_{LCD}$       | LCD Frame Frequency                   |  | 61   | 64                           | 67   | Hz                   |
| $t_{OFF-TIMER}$ | Off Timer                             |  | 4.75 | 5                            | 5.25 | sec                  |
| $f_{BLINK}$     | Blinking Frequency                    | BF = 00<br>BF = 01<br>BF = 10<br>BF = 11 |      | 1.33<br>2.00<br>0.67<br>1.00 |      | Hz<br>Hz<br>Hz<br>Hz |
| $R_{COM}$       | Output Impedance of Backplane Outputs |  |      |                              | 150  | kohm                 |
| $R_{SEG}$       | Output Impedance of Segment Outputs   |  |      |                              | 150  | kohm                 |

### Package Outline

#### 44 Pin TQFP

|                       |
|-----------------------|
| See Package Catalogue |
|-----------------------|

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