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Spec No: 001-34580

Spec Title: GRAPHICS LCD AND PSOC(R) INTERFACE - AN2152

Sunset Owner: Ramnath R.K (RKRM)

Replaced by: 001-97630

AN2152

Graphics LCD and PSoC® Interface

Author: Svyatoslav Paliy
Associated Project: Yes
Associated Part Family: CY8C27443
Software Version: PSoC Designer™ 5.1
Related Application Notes: None

To get the latest version of this application note, or the associated project file, please visit http://www.cypress.com/go/AN2152.

This application note describes how to control a PCD8544-based graphics LCD in a PSoC® project.

Contents

Introduction

With most applications, there is a need to display information to the user. A graphics LCD is a powerful, easy-to-control solution. It can provide both text and graphical illustrations for an application. This application note shows how to control a graphics LCD using a PSoC device. The project included with this application note consists of the following:

- A software library for text and graphics on an LCD
- PC software to build a font generator and bitmap-to-C array converter

Graphics LCD

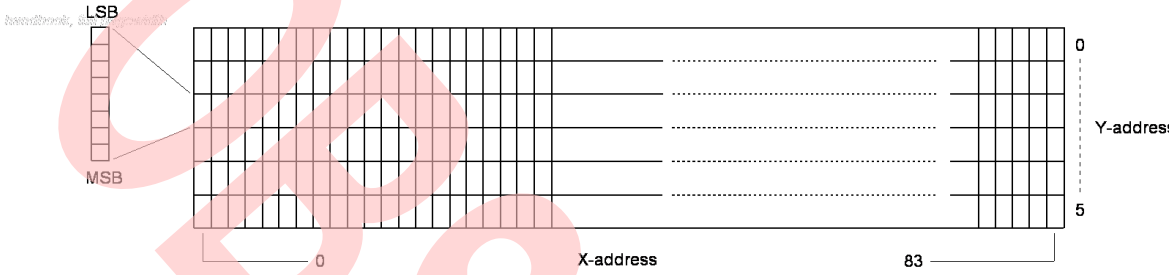
This application uses a 48×84 graphics LCD with a Philips PCD8544 controller/driver. To obtain the data sheet for this controller, see:

http://www.nxp.com/acrobat_download2/datasheets/PCD8544_1.pdf.

Many manufacturers make displays based on the PCD8544 or compatible controllers. This very low-cost LCD controller has memory bits, each of which represents one pixel on the LCD. This memory allows only writes. It is not possible to read from this memory, which can create some difficulties with building routines for the smaller memory versions of PSoC.

Data is downloaded in bytes into the 48×84–bit RAM data display matrix of PCD8544, as indicated in Figure 1. The columns are indicated by the address pointer. The address ranges are: X 0 to 83 (1010011), Y 0 to 5 (101). Addresses outside these ranges are not allowed. The X addresses increment after each byte. After the last X address (X = 83), X wraps around to 0 and Y increments to the address in the next row. After the very last address (X = 83 and Y = 5), the address pointers wrap around to address (X = 0 and Y = 0).

Figure 1. LCD RAM Format, Addressing



Circuit Schematic

The LCD connects to the PSoC by four wires. Two wires are for one-direction SPI, one wire is for data/control switching, and one wire is for the reset signal. The PCD8544 needs one external capacitor for an internal bias voltage generator. Figure 2 shows the schematic when PSoC is powered by 3.3 V. Figure 3 shows the schematic when PSoC is powered by 5 V. Some applications only allow use of a 3.3-V supply. Some require 5 V and therefore need an additional level translator to be added.

Figure 2. Circuit Schematic for 3.3 V–Powered PSoC

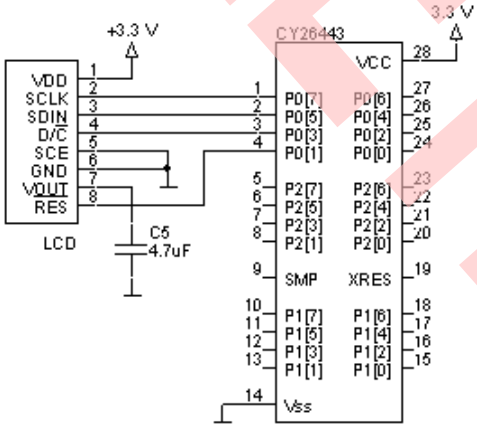
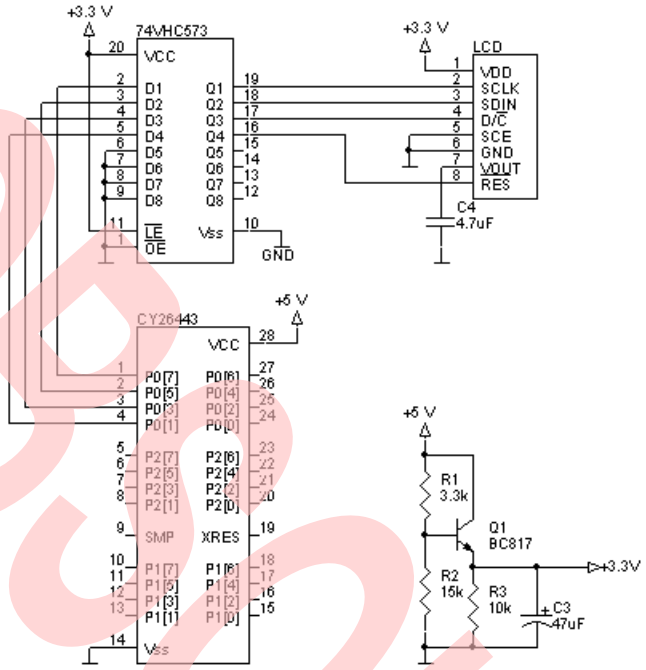


Figure 3. Circuit Schematic for 5 V–Powered PSoC



Software Library

The project included with this application note includes a software library that can work in two modes: drawing over background (when the C-compiler directive, DRAW_OVER_BACKGROUND, is defined) and drawing without background (in other cases).

Because the LCD internal memory is write only and some PSoC devices have too little memory to build a cache, all drawing routines output immediately on the LCD.

The software library has two low-level functions that are hardware dependent (see Table 1). If you want to port this library onto a similar LCD controller with another physical connection (for example, use of BF9864AFPH with I^2C interface), you must rewrite only these two functions.

Table 1. LCD Controller Low-Level, Hardware-Dependent Functions

LcdSendData(char data)	Send byte of data to LCD. For more information, see the LCD driver data sheet.
LcdSendCommand(char data)	Send command byte to LCD. For more information, see the LCD driver data sheet.

High-level functions that may be used with DRAW_OVER_BACKGROUND are listed in Table 2. They differ from the functions that may be used without DRAW_OVER_BACKGROUND (see Table 3) by the **dt** parameter, which can take the following values:

- DRAW_OR – Text or graphics draw over background with using Logical OR operator under drawn and background pixels.
- DRAW_XOR – Similar to DRAW_OR but uses XOR instead OR operator.
- DRAW_CLEAR – Does not draw pixels, only restores background. Erases drawn pixels.

Table 2. High-Level Functions Used When DRAW_OVER_BACKGROUND is Defined

LcdInit(const char * dataPtr)	Performs LCD initialization, draws background. Parameters: dataPtr – pointer to array in Flash memory that contains background.
LcdSetBackground (const char * dataPtr)	Allows pointer to change to current background. Does not perform repaint. Only the pointer changes. Parameters: dataPtr – pointer to array that contains background.
LcdClear()	Clears display and only shows background.
LcdContrast(char contrast)	Allows contrast change. No visible result at ambient temperature. High temperature allows decrease contrast. Low temperature allows increase contrast. Parameters: contrast – byte describes contrast (higher value means higher contrast).
LcdGoTo(char x, char y)	Changes current text position. Parameters: x – X- coordinate of text position. y – Y- coordinate of text position. Y- coordinate means not quite a pixel, but an 8-pixel bank (for example, display has 6 bank by height).
LcdImage (char x, char y, char xsize, char ysize, const char * dataPtr)	Draws image. Parameters: x,y – coordinates of image top-left corner. xsize, ysize – image width and height. dataPrt – pointer to the array that contains image.
LcdChr (char ch, draw_type dt)	Draws single character (by the small font) starting from current text position (see `LcdGoto` function shown previously). Parameters: ch – character. dt – (DRAW_OR, DRAW_XOR or DRAW_CLEAR).
LcdStr (char *dataPtr, draw_type dt)	Writes string (by the small font) starting from current text position from data memory. Parameters: dataPtr – pointer to the string in the data memory. dt – (DRAW_OR, DRAW_XOR or DRAW_CLEAR).
LcdCStr (const char *dataPtr, draw_type dt)	Writes string (by the small font) starting from current text position from program memory. Parameters: dataPtr – pointer to string in the program memory. dt – (DRAW_OR, DRAW_XOR or DRAW_CLEAR).
LcdBigChr (char x, char y, char ch, draw_type dt)	Draws single character by the big font. Parameters: x,y – coordinates of character. ch – character. dt – (DRAW_OR, DRAW_XOR or DRAW_CLEAR).
LcdBigStr (char x, char y, char *dataPtr, draw_type dt)	Draws string from data memory by the big font. Parameters: x,y – coordinates of string begin. dataPtr – pointer to the string in data memory. dt – (DRAW_OR, DRAW_XOR or DRAW_CLEAR).

LcdBigCStr (char x, char y, const char *dataPtr, draw_type dt)	Draws string from program memory by the big font. Parameters: x,y – coordinates of string begin. dataPtr – pointer to the string in program memory. dt – (DRAW_OR, DRAW_XOR or DRAW_CLEAR).
LcdVBargraph (char x, char ystart, char yend, char yposition, draw_type dt)	Draws vertical bar graph. Parameters: x – coordinate of left bar graph. ystart – coordinate of top bar graph (8-pixel bank). yend – coordinate of bottom bar graph (8-pixel bank). yposition – current bar graph position, by pixels. (yposition <=(yend-begin)*8). dt – (DRAW_OR, DRAW_XOR or DRAW_CLEAR).
LcdHBargraph (char y, char xstart, char xend, char xposition, draw_type dt)	Draws horizontal bar graph. Parameters: y – coordinate of the top bar graph (8-pixel bank). xstart – coordinate of the left bar graph. xend – coordinate of the right bar graph. xposition – current bar graph position, by pixels. (xposition <=xyend-xbegin). dt – (DRAW_OR, DRAW_XOR or DRAW_CLEAR).
void LcdLine (char xb, char yb, char xe, char ye, draw_type dt);	Draws line. Parameters: xb,yb – coordinates of where the line begins. xe,ye – coordinates of where the line ends. dt – (DRAW_OR, DRAW_XOR or DRAW_CLEAR).

Table 3. High-Level Functions Used When DRAW_OVER_BACKGROUND is Undefined

LcdInit()	Performs LCD initialization.
LcdClear()	Clears display and shows blank.
LcdContrast(char contrast)	Allows contrast change. No visible result is observed at ambient temperature. Parameters: contrast – byte describes contrast (higher value means higher contrast).
LcdGoTo(char x, char y)	Change current text position. Parameters: x – X-coordinate of text position. y – Y-coordinate of text position. Y- coordinate means not quite a pixel, but an 8-pixel bank (for example, display has 6 bank by height).
LcdImage (char x, char y, char xsize, char ysize, const char * dataPtr)	Draws image. Parameters: x,y – coordinates of image top-left corner. xsize, ysize – image width and height. dataPrt – pointer to the array that contains image.
LcdChr (char ch)	Draws single character (by the small font) starting from current text position (see `LcdGoto` function above). Parameters: ch – character.

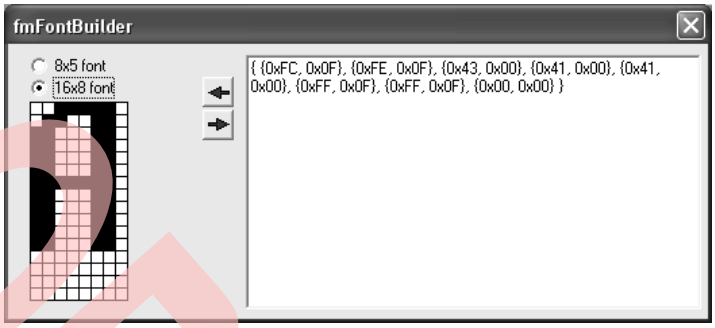
LcdStr (char *dataPtr)	Writes string (by the small font) starting from current text position. Parameters: dataPtr – pointer to the string in the data memory.
LcdCStr (const char *dataPtr)	Writes string (by the small font) starting from current text position. Parameters: dataPtr – pointer to the string in the program memory.
LcdBigChr (char x, char y, char ch)	Draws single character by the big font. Parameters: x,y – coordinates of character. ch – character.
LcdBigStr (char x, char y, char *dataPtr)	Draws string from data memory by the big font. Parameters: x,y – coordinates where string begins. dataPtr – pointer to the string in data memory.
LcdBigCStr (char x, char y, const char *dataPtr)	Draw string from program memory by the big font. Parameters: x,y – coordinates where string begins. dataPtr – pointer to the string in program memory.
LcdVBargraph (char x, char ystart, char yend, char yposition)	Draws vertical bar graph. Parameters: x – coordinate of left bar graph. ystart – coordinate of top bar graph (8-pixel bank). yend – coordinate of bottom bar graph (8-pixel bank). yposition – coordinate of current bar graph position, by pixel. (yposition <=(yend-ybegin)*8).
LcdHBargraph (char y, char xstart, char xend, char xposition)	Draws horizontal bar graph. Parameters: y – coordinate of the top bar graph (8-pixel bank). xstart – coordinate of the left bar graph. xend – coordinate of the right bar graph. xposition – current bar graph position, by pixels. (xposition <=xyend-xstart).
void LcdLine (char xb, char yb, char xe, char ye);	Draws line. Parameters: xb,yb – coordinates of where the line begins. xe,ye – coordinates of where the line ends.

PC Utilities

The software library contains two fonts. Both big and small fonts have been written as separate header files (*big_font.h* and *small_font.h*). To simplify font building, a utility for the PC is included that facilitates the font building process (see Figure 4).

In the left side of the form, you can draw a character and give its hexadecimal representation in the text editor. You can also write hexadecimal code and get a character picture.

Figure 4. Font Building Utility



Another utility (Figure 5) converts bitmaps to C-language header files. Users must choose the path to the bitmap. Only black-and-white bitmaps with a height divisible by eight are supported (which is a consequence of using LCD controller page organization).

Also, users must choose a target file. If a target file exists, the utility rewrites it. The name for the hexadecimal array will be built from the file name but can be changed. By pressing the **Convert** button, the bitmap converts to a constant array of hexadecimal values. A file with conversion results is also generated.

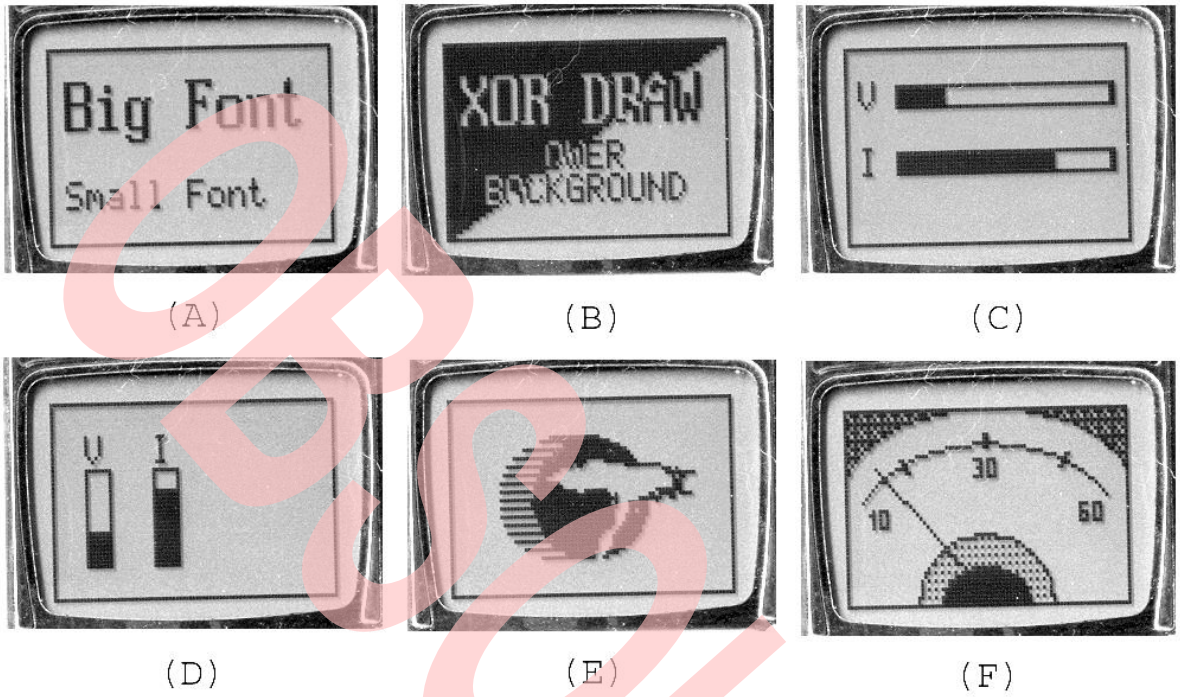
Figure 5. Utility for Bitmap-to-C-Array Conversion

Demonstration Applications

The demonstration application consists of a few screens that show display output possibilities. The first demonstration screen shows big and small text writing on the LCD. The second screen shows a text drawing using the DRAW_XOR parameter.

The third and fourth screens show horizontal and vertical drawings of bar graphs, respectively. The fifth screen shows a bitmap drawing. And the sixth screen is an example of an analog gauge showing line drawings with DRAW_OR and DRAW_CLEAR parameters.

Figure 6. Screenshots from Demo Application



Summary

This application note presented the technique to interface a Graphic LCD with PSoC. It also explains the functions offered by the software library for text and graphics on an LCD.

References

Datasheet for PCD8544 can be downloaded from: http://www.nxp.com/acrobat_download2/datasheets/PCD8544_1.pdf

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**	1505943	SVYP	10/08/2007	New application note.
*A	3221119	SVYP	04/09/2011	Updated version of PSoC Designer.
*B	4357864	RKRM	04/23/2014	Updated in new template. Completing Sunset Review.
*C	4749076	RKRM	05/27/2015	Obsolete document. Completing Sunset Review.

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