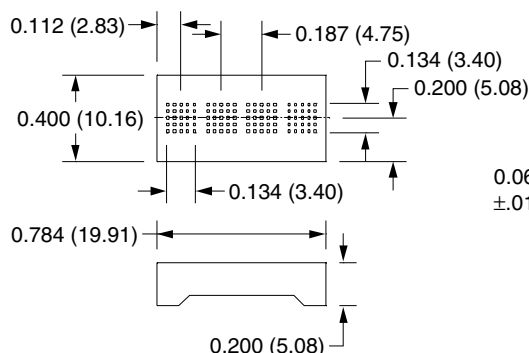
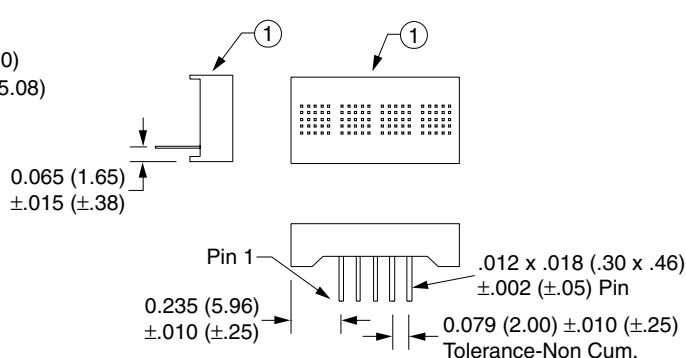


YELLOW SCDQ5541P/Q/R
HIGH EFFICIENCY RED SCDQ5542P/Q/R
GREEN SCDQ5543P/Q/R
HIGH EFFICIENCY GREEN SCDQ5544P/Q/R
Square 0.134" 4-Character
5x5 Dot Matrix Serial Input Dot Addressable
Intelligent Display® Devices

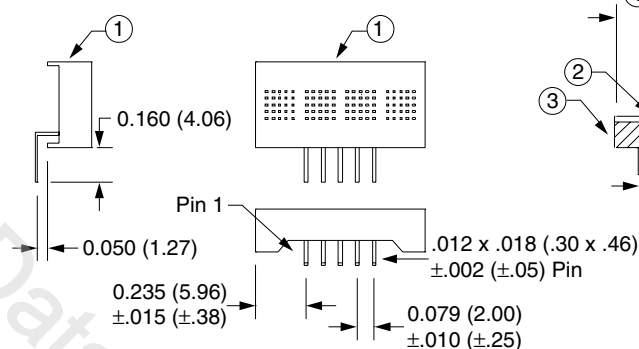
Typical Package Outline & Matrix



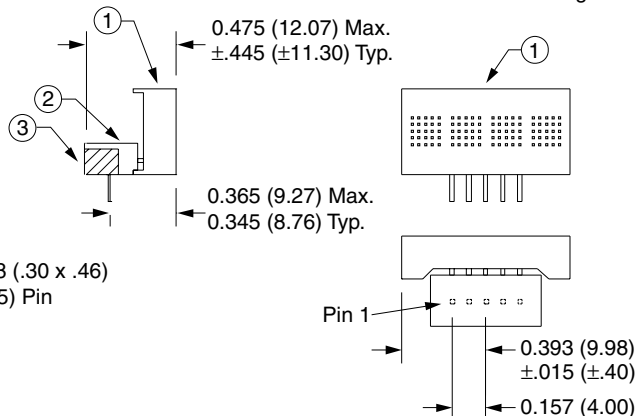
SCDQ554XP SIP Package



SCDQ554XQ 90° SIP Package



SCDQ554XR 90° Connector/Header Package



1. Part marking is on this side of the display
2. Molex header, 53290-0510 mounted on the display
3. Molex receptacle, 52418-0510 mounted on the customer's PCB. Supplied by the customer.
Use Pin 1 designation on this drawing, not the Molex connector specification.
4. Unless otherwise specified all tolerances are ±0.010 (±.25)

FEATURES

- **Four 0.134" (3.40 mm) 5x5 Dot Matrix Characters in Yellow, High Efficiency Red, Green, or High Efficiency Green**
- **Optimum Display Surface Efficiency (display area to package ratio)**
- **Square Character Format to Display Data in a Vertical or Horizontal Format**
- **High Speed Data Input Rate: 5.0 MHz**
- **ROMless Serial Input, Dot Addressable Display—Ideal for User Defined Characters**
- **Built-in Decoders, Multiplexers and LED Drivers**
- **Readable from 6 Feet (1.8 meters)**
- **Wide Viewing Angle, $\pm 55^\circ$ in X-Axis and Y-Axis**
- **Attributes:**
 - **100 Bit RAM for User Defined Characters**
 - **Eight Dimming Levels**
 - **Power Down Model ($<250 \mu\text{W}$)**
 - **Software Clear Function**
 - **Lamp Test**
 - **3.3 V Capability**

Absolute Maximum Ratings

Operation in excess of any of these conditions may result in permanent damage to this device ($T_A=25^\circ\text{C}$).

Supply Voltage V_{CC} to Gnd (non-operating)	-0.5 to 7.0 V
Input Voltage, Any Pin to Gnd.....	-0.5 to V_{CC} to 5.5 V
Operating Temperature Range	-40°C to 85°C
Storage Temperature (T_S)	-40°C to 100°C
Relative Humidity (non-condensing)	85%
Maximum Solder Temperature, Connector Only	
0.063" below Seating Plane $T \leq 5$ s.....	260°C
Maximum Power Dissipation	0.65 W at 85°C
ESD (100 pF, 1.5 k Ω)	2.0 kV
Maximum Input Current	± 100 mA

Electrical characteristics (over operating temperature, unless otherwise specified, $T_A=25^\circ\text{C}$)

Parameter	Min.	Typ.	Max.	Units	Conditions
V_{CC}	4.5	—	5.5	V	—
I_{CC} (Pwr. Dwn. Mode)	—	—	5.0	μA	$V_{CC}=5.0$ V, all inputs=0 V or V_{CC}
I_{CC} (16 dots on per digit) ⁽¹⁾	—	100	145	mA	$V_{CC}=5.0$ V, “#” displayed in all 4 digits at 100% brightness at 25°C
V_{IH}	3.5	—	—	V	$V_{CC}=4.5$ V to 5.5 V
V_{IL}	—	—	1.5	V	$V_{CC}=4.5$ V to 5.5 V
I_{IH}	—	—	10	μA	$V_{CC}=V_{IN}=5.0$ V (all inputs)
I_{IL}	—	—	-10	μA	$V_{CC}=5.0$ V, $V_{IN}=0$ V (all inputs)
Internal Mux Frequency	375	768	1086	Hz	—
θ_{ja}	—	65	—	$^\circ\text{C/W}$	—

Notes:

- ¹⁾ I_{CC} is an average value, the Peak current is $\frac{5}{3} \times I_{CC}$.
- ²⁾ Contact manufacturer for 3.3 volt operation.

DESCRIPTION

The SCDQ5541X (Yellow), SCDQ5542X (High Efficiency Red), SCDQ5543X (Green), and SCDQ5544X (High Efficiency Green) are four digit, dot addressable 5x5 dot matrix, serial input, alphanumeric Intelligent Display devices in a square format. The four digits are packaged in a rugged, high quality, optically transparent, plastic package several mounting options. The SIP Pin for standard display mounting and 90° Bend SIP for side mounting. Additionally, a connector/header configuration is also available for display side mounting.

The on-board CMOS has a 100 bit RAM, one bit associated with one LED, each to generate User Defined Characters. In Power Down Mode, quiescent current is $<50 \mu\text{A}$.

The SCDQ554XX is designed for work with the serial port of most common microprocessors. Data is transferred into the display through the Serial Data Input (DATA), clocked by the Serial Data Clock (SDCLK), and enabled by the Load Input (LOAD).

Input Circuit

The input resistor/diode network shown below is used for ESD protection and to eliminate substrate latch-up caused by input voltage over/under shoot.

Figure 1. Inputs

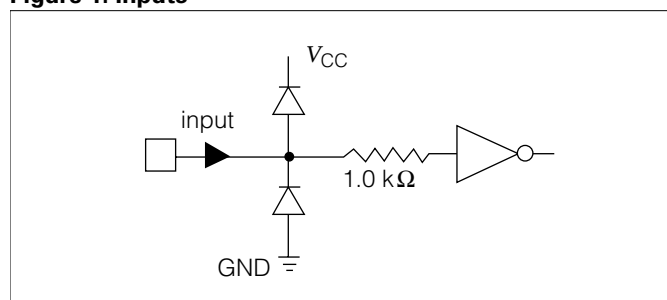


Figure 2. Close Up of Data “Write” Cycle

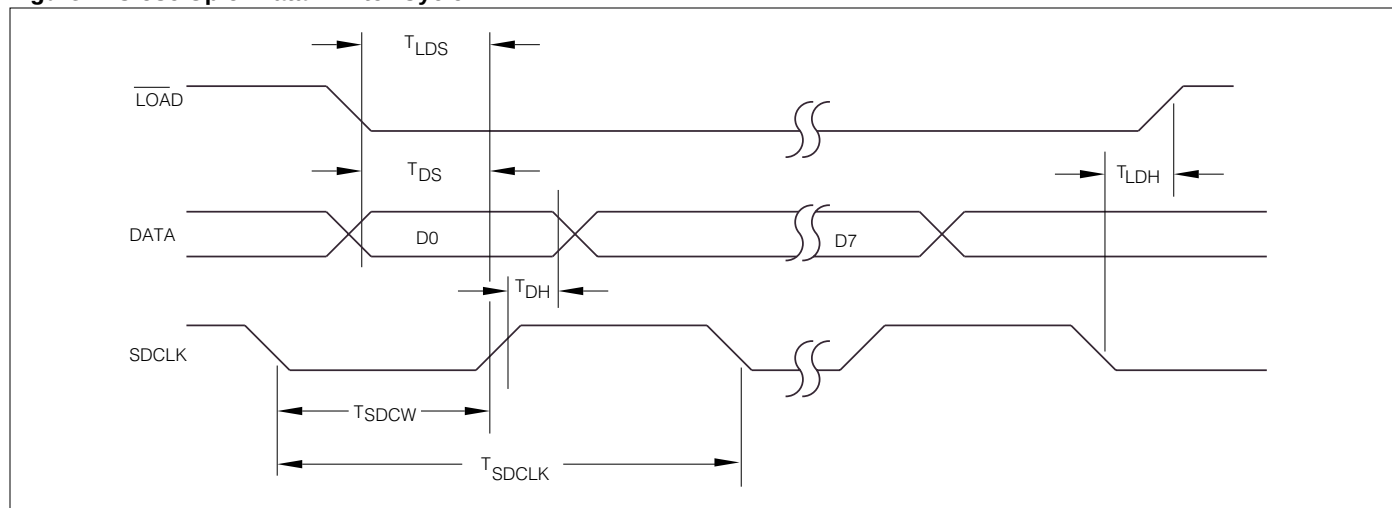
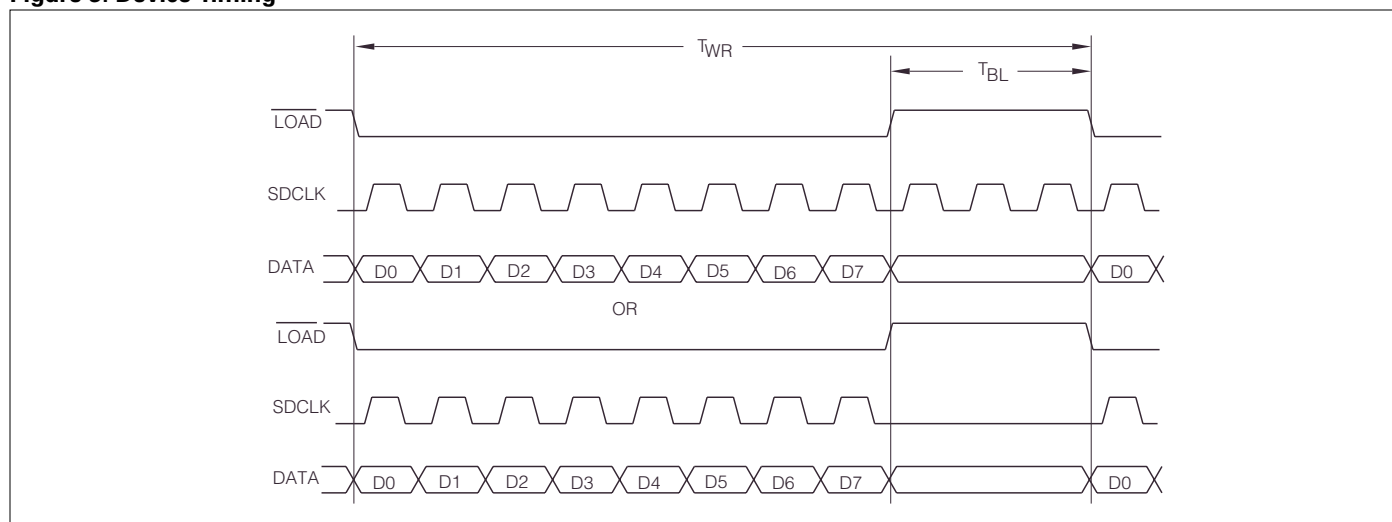


Figure 3. Device Timing



Write Cycle Timing

(over operating temperature range, $V_{CC}=V_{LL}=4.5\text{ V to }5.5\text{ V}$)

Symbol	Description	Min.	Max.	Units
T_{LDS}	Load Setup Time	50	—	ns
T_{DS}	Data Setup Time	50	—	ns
T_{SDCLK}	Clock Period	200	—	ns
T_{SDCW} (HI or LOW)	Clock Width	70	—	ns
T_{LDH}	Load Hold Time	0	—	ns
T_{DH}	Data Hold Time	25	—	ns
T_{WR}	Total Write Time	2.25	—	μs
T_{BL}	Time Between Writes	600	—	ns
T_{RST}	Reset Active Time	600	—	ns

Notes:

1. T_{WR} =Setup Time + 8 Clock Times + Hold Times + Time Between Writes.
2. Data is shifted into the display's 8 bit shift register on the positive going edge of the SDCLK.
3. Shift register data is evaluated when Load\ goes high.

Optical Characteristics at 25°C

(V_{CC} =5.0 V at 100% brightness level, viewing angle: X axis
 $\pm 55^\circ$, Y axis $\pm 65^\circ$)

Yellow SCDQ5541X

Description	Symbol	Min.	Typ.	Units
Luminous Intensity Character Average (# displayed all digits)	I_V	1.8	5.4	mcd
Peak Wavelength	λ_{peak}	—	583	nm
Dominant Wavelength	λ_{dom}	—	585	nm

High Efficiency Red SCDQ5542X

Description	Symbol	Min.	Typ.	Units
Luminous Intensity Character Average (# displayed all digits)	I_V	1.8	5.4	mcd
Peak Wavelength	λ_{peak}	—	630	nm
Dominant Wavelength	λ_{dom}	—	620	nm

Green SCDQ5543X

Description	Symbol	Min.	Typ.	Units
Luminous Intensity Character Average (# displayed all digits)	I_V	1.8	5.4	mcd
Peak Wavelength	λ_{peak}	—	565	nm
Dominant Wavelength	λ_{dom}	—	570	nm

High Efficiency Green SCDQ5544X

Description	Symbol	Min.	Typ.	Units
Luminous Intensity Character Average (# displayed all digits)	I_V	2.1	6.4	mcd
Peak Wavelength	λ_{peak}	—	568	nm
Dominant Wavelength	λ_{dom}	—	574	nm

Notes:

1. Dot to dot intensity matching at 100% brightness is 1.8:1.
2. Displays are binned for hue at 2.0 nm intervals.
3. Displays within a given intensity category have an intensity matching of 1.5:1 (max.).

Pinout and Pin Definitions

Pin	Function	Definitions
1	LOAD	Low input enables data clocking into 8-bit serial shift register. When LOAD goes high, the contents of 8-bit serial Shift Register will be decoded.
2	SDATA	Serial data input
3	SDCLK	Loads data into the 8-bit serial data register on a low to high transition
4	V_{CC}	Power supply
5	GND	Power supply ground

Figure 4. Dot Matrix Format

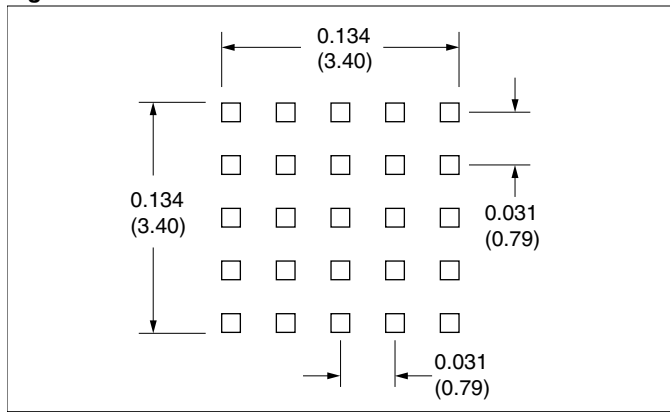
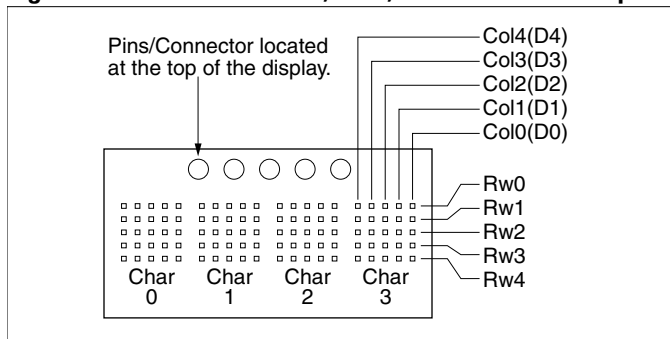
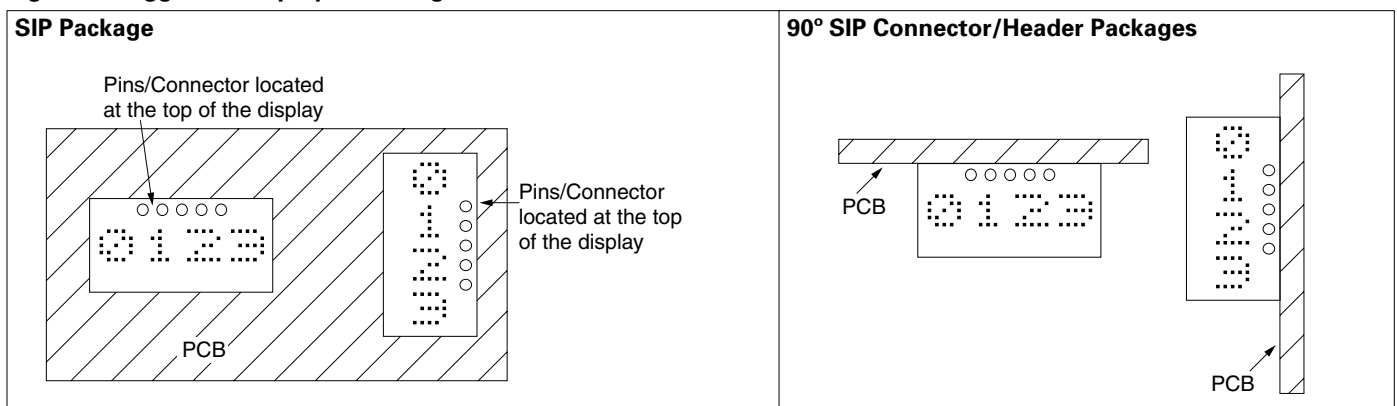


Figure 5. Character Address, Row, & Column Data Map



1. Viewed from the LED side of the display with the display in a horizontal position.
2. The row address and column data are typical for all character positions. The LED is on when the data bit = 1 and off when the data bit = 0.

Figure 6. Suggested Display Mounting



Operation of the SCDQ554XX

The SCDQ554XX display consists of a CMOS IC containing control logic and drivers for four 5x5 characters. These components are assembled in a compact plastic package.

Individual LED dot addressability allows the user great freedom in creating special characters or mini-icons. The User Definable Character Set examples illustrate 200 different character and symbol possibilities. Each example has the hexadecimal code required to display characters in a horizontal or vertical format. See Figure 6., Suggested Display Mounting for the display positioning. Generally, the contacts should be on the right side of the display for the vertical format and on the top of the display for the horizontal format.

The serial data interface provides a highly efficient interconnection between the display and the mother board. The SCDQ554XX requires only three input lines as compared to 15 for an equivalent four character parallel input part.

The on-board CMOS IC is the electronic heart of the display. The IC accepts decoded serial data, which is stored in the internal RAM. Asynchronously the RAM is read by the character multiplexer at a strobe rate that results in a flicker free display. Figure 7. shows the three functional areas of the IC. These include: the input serial data register and control logic, a 100 bits two port RAM, and an internal multiplexer/display driver.

The block diagram illustrates the architecture of a 4x5 LED display driver. The system is initialized by three inputs: **SD CLK**, **SDATA**, and **LOAD**. These inputs are connected to a **Serial Data Register**, which is divided into sections for **D7 D6 D5** (labeled **OPCODE**), **D4 D3 D2 D1 D0** (labeled **DATA**), and a **DATA** section. The **Serial Data Register** outputs a 5-bit **DATA** signal to the **Control Word Register** and a 3-bit **OPCODE** signal to the **OPCODE Decoder**. The **OPCODE Decoder** outputs control signals to the **Character Address Register**, **Write Character/Row Address Decode**, and **Software Clear** block. The **Control Word Register** also receives the 5-bit **DATA** signal and outputs control signals to the **Counter Chain & Timing**, **Row Decoder & Driver**, **Lamp Test**, **Brightness**, and **Power Down** blocks. The **Counter Chain & Timing** block is connected to an **Oscillator** and outputs a 5-bit signal to the **Row Decoder & Driver**. The **Row Decoder & Driver** outputs a 5-bit signal to the **4 - 5x5 Characters** display. The **Lamp Test**, **Brightness**, and **Power Down** blocks output signals to the **Column Logic & Driver**. The **Column Logic & Driver** outputs a 20-bit signal to the **Column Output** of the **20 x 5 Bit Dual Port Ram**. The **Character Address Register** outputs a 3-bit signal to the **Write Character/Row Address Decode** block, which also receives the 3-bit **OPCODE** signal. The **Write Character/Row Address Decode** block outputs a 20-bit signal to the **20 x 5 Bit Dual Port Ram**. The **20 x 5 Bit Dual Port Ram** outputs a 20-bit signal to the **Column Output** of the **Column Logic & Driver**. The **Column Output** of the **Column Logic & Driver** outputs a 20-bit signal to the **4 - 5x5 Characters** display.

Figure 8.D shows the sequence for loading the bytes of data. Bringing the LOAD line low enables the serial register to accept data. The shift action occurs on the low to high transition of the serial data clock (SDCLK). The least significant bit (D0) is loaded first. After eight clock pulses the LOAD line is brought high. With this transition the OPCODE is decoded. The decoded OPCODE directs D4–D0 to be latched in the Character Address register, stored in the RAM as Column data, or latched in the Control Word register. The control IC requires a minimum 600 ns delay between successive byte loads.

A

Character 0	Character 1	Character 2	Character 3
-------------	-------------	-------------	-------------

B

Character Address 0	Row 0 Column Data	Row 1 Column Data	Row 2 Column Data	Row 3 Column Data	Row 4 Column Data
---------------------	-------------------	-------------------	-------------------	-------------------	-------------------

C

Character			Address			Opcode			TBL 600 nS Min.	Column Data					Opcode			TBL 600 nS Min.
D0	D1	D2	D3	D4	D5	D6	D7			D0	D1	D2	D3	D4	D5	D6	D7	
0	0	0	0	0	1	0	1			C4	C3	C2	C1	C0	0	0	0	

D

The timing diagram illustrates the sequence of signals during a data transfer. The **LOAD** signal (active low) is asserted before the first character (D0) and deasserted after the last character (D7). The **SDCLK** signal is a clock signal that synchronizes the data transfer. The **DATA** signal shows the sequence of characters D0 through D7, followed by a **TBL** (Table) period, and then **DD** (Data Done). The **DD** signal is active low and is asserted after the last character (D7) and remains active during the **TBL** period.

The Character Address bits, D4–D0 stored in the Character Address Register and the Column Data Instruction's Row Address bits, D7–D5, direct the Column Data bits, D4–D0 to specific RAM location. See the Instruction Set Table for address and data format. Figure 9. shows the Row Address for the example character "D" See Figure 5., Character Address, Row, & Column Data Map for the dot positioning (Display contacts are at the top of the display).

Column data is written and read asynchronously from the 200 bit RAM. Once loaded the internal oscillator and character multiplexer reads the data from the RAM. These characters are row strobed with column data as shown in Figure 10. The character strobe rate is determined by the internal IC's÷320 counter.

Instruction Set

OPERATION	D 7	D 6	D 5	D 4	D 3	D 2	D 1	D 0	HEX	DESCRIPTION
CONTROL WORD	1	1	1	1	L T	B r	B r	B r	F0+X	Select Control Word plus operand See Control Word Format
Power Down Mode	1	1	1	1	1	1	1	1	FF	Power Down Mode–0% Brightness
SFT CLEAR	1	1	0	0	0	0	0	0	C0	Software Clear
ADDRESS REGISTER	1	0	1	0	0	0	0	0	A0	Select Digit Address 0
CHR ADRS	1	0	1	0	0	0	1	0	A1	Select Digit Address 1
0–3	1	0	1	0	0	0	1	0	A2	Select Digit Address 2
	1	0	1	0	0	0	1	1	A3	Select Digit Address 3
COLUMN DATA	0	0	0	D 4	D 3	D 2	D 1	D 0	00+X	Row 0 D4–D0=Column Data
	0	0	1	D 4	D 3	D 2	D 1	D 0	20+X	Row 1 D4–D0=Column Data
	0	1	0	D 4	D 3	D 2	D 1	D 0	40+X	Row 2 D4–D0=Column Data
	0	1	1	D 4	D 3	D 2	D 1	D 0	60+X	Row 3 D4–D0=Column Data
	1	0	0	D 4	D 3	D 2	D 1	D 0	80+X	Row 4 D4–D0=Column Data

Row data is written to the character address contained in the Character Address Register.

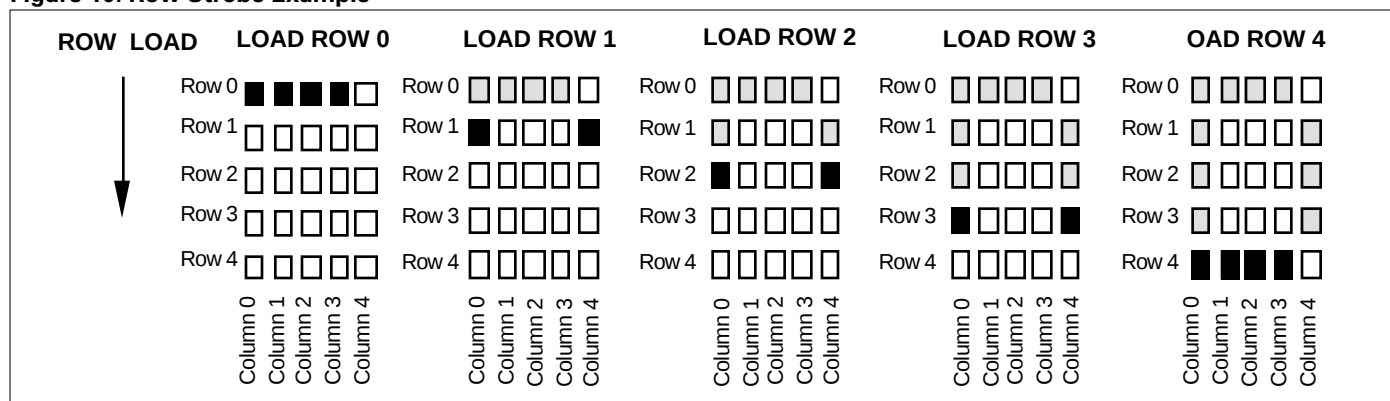
Figure 9. Writing Character "D" Example

	Op code D7 D6 D5	Column Data D4 D3 D2 D1 D0 C0 C1 C2 C3 C4	Hex
Row 0	0 0 0	1 1 1 1 0	1E
Row 1	0 0 1	1 0 0 0 1	31
Row 2	0 1 0	1 0 0 0 1	51
Row 3	0 1 1	1 0 0 0 1	71
Row 4	1 0 0	1 1 1 1 0	9E

Row and Column Locations for a Character "D"

Row 0	■ ■ ■ ■ □	□ off LED
Row 1	■ □ □ □ ■	■ on LED
Row 2	■ □ □ □ ■	■ Previously "on" LED
Row 3	■ □ □ □ ■	
Row 4	■ ■ ■ ■ □	
	0 1 2 3 4	Columns

Figure 10. Row Strobe Example



The user can activate four Control functions. These include: LED Brightness Level, Lamp Test, IC Power Down, or Display Clear. OPCODEs and five bit words are used to initiate these functions. The OPCODEs and Control Words for the Character Address and Loading Column Data are shown in Instruction Set Table.

The user can select seven specific LED brightness levels. These brightness levels (in percentages of full brightness of the display) include: 100% (F0HEX), 53% (F1HEX), 40% (F2HEX), 27% (F3HEX), 20% (F4HEX), 13% (F5HEX), and 6.6% (F6HEX). The brightness levels are controlled by changing the duty factor of the row strobe pulse.

Display Brightness

Op code D7 D6 D5	Control Word D4 D3 D2 D1 D0	Hex	Operation Level
1 1 1	1 0 0 0 0	F0	100%
1 1 1	1 0 0 0 1	F1	53%
1 1 1	1 0 0 1 0	F2	40%
1 1 1	1 0 0 1 1	F3	27%
1 1 1	1 0 1 0 0	F4	20%
1 1 1	1 0 1 0 1	F5	13%
1 1 1	1 0 1 1 0	F6	6.6%

The SCDQ554X offers a unique Display Power Down feature which reduces I_{CC} to less than 50 μ A. When FFHEX is loaded the display is set to 0% brightness and the internal multiplex clock is stopped. When in the Power Down mode data may still be written into the RAM. The display is reactivated by loading a new rightness Level Control Word into the display.

Power Down

Op code D7 D6 D5	Control Word D4 D3 D2 D1 D0	Hex	Operation Level
1 1 1	1 1 1 1 1	FF	0% brightness

The Lamp Test is enabled by loading F8HEX into the serial shift register. This Control Word sets all of the LEDs to a 53% brightness level. Operation of the Lamp Test has no affect on the RAM and is cleared by loading a Brightness Control Word.

Lamp Test

Op code D7 D6 D5	Control Word D4 D3 D2 D1 D0	Hex	Operation Level
1 1 1	1 0 B B B		Lamp Test (OFF)
1 1 1	1 1 0 0 0	F8	Lamp Test (ON)

The Software Clear (C0HEX) clears the Address Register and the RAM. The display is blanked and the Character Address Register will be set to Character 0. The internal counter and the Control Word Register are unaffected. The Software Clear will remain active until the next data input cycle is initiated.

Software Clear

Op code D7 D6 D5	Control Word D4 D3 D2 D1 D0	Hex	Operation Level
1 1 0	0 0 0 0 0	C0	CLEAR

Electrical & Mechanical Considerations

Interconnect Considerations

Optimum product performance can be had when the following electrical and mechanical recommendations are adopted. The SCDQ554XX's IC is constructed in a high speed CMOS process, consequently high speed noise on the SERIAL DATA, SERIAL DATA CLOCK, and LOAD lines may cause incorrect data to be written into the serial shift register. Adhere to transmission line termination procedures when using fast line drivers and long cables (>10 cm).

Good digital grounds (pin 1) and power supply decoupling (pin 2) will insure that I_{CC} (<350 mA peak) switching currents do not generate localized ground bounce. Therefore it is recommended that each display package use a 0.1 μ F and 20 μ F capacitor between V_{CC} and ground.

ESD Protection

The input protection structure of the SCDQ554XX provides significant protection against ESD damage. It is capable of withstanding discharges greater than 2.0 kV. Take all the standard precautions, normal for CMOS components. These include properly grounding personnel, tools, tables, and transport carriers that come in contact with unshielded parts. If these conditions are not, or cannot be met, keep the leads of the device shorted together or the parts in anti-static packaging.

Soldering Considerations

The SCDQ554XX can be hand soldered with SN63 solder using a grounded iron set to 260°C.

Wave soldering is also possible following these conditions: Pre-heat that does not exceed 93°C on the solder side of the PC board or a package surface temperature of 85°C. Water soluble organic acid flux (except carboxylic acid) or resin-based RMA flux without alcohol can be used.

Wave temperature of 245°C $\pm$ 5°C with a dwell between 1.5 s to 3.0 s. Exposure to the wave should not exceed temperatures above 260°C for five seconds at 0.063" below the seating plane. The packages should not be immersed in the wave.

The SCDQ554XR connects to an external connector receptacle which may be soldered before inserting the SCDQ554XR Display. In this way, only the connector is subject to the user's soldering process. The Molex 52418-0510 receptacle called out in the product drawing can be used in solder reflow processes. See Molex for specifications.

Post Solder Cleaning Procedures

The least offensive cleaning solution is hot D.I. water (60°C) for less than 15 minutes. Addition of mild saponifiers is acceptable. Do not use commercial dishwasher detergents.

For faster cleaning, solvents may be used. Exercise care in choosing solvents as some may chemically attack the nylon package. For further information refer to Appnotes 18 and 19 at www.infineon.com/opto or in the current Infineon Optoelectronic Data Book. See Appnote 19, Table 2, "Displays—Group 2".

Optical Considerations

The 0.123" high character of the SCDQ554XX gives readability up to five feet. Proper filter selection enhances readability over this distance.

Using filters emphasizes the contrast ratio between a lit LED and the character background. This will increase the discrimination of different characters. The only limitation is cost. Take into consideration the ambient lighting environment for the best cost/benefit ratio for filters.

Incandescent (with almost no green) or fluorescent (with almost no red) lights do not have the flat spectral response of sunlight. Plastic band-pass filters are an inexpensive and effective way to strengthen contrast ratios. The SCDQ5542X is a high efficiency red display and should be matched with long wavelength pass filter in the 570 nm to 590 nm range. The SCDQ5541X/3X/4X should be matched with a yellow-green band-pass filter that peaks at 565 nm. For displays of multiple colors, neutral density grey filters offer the best compromise.

Additional contrast enhancement is gained by shading the displays. Plastic band-pass filters with built-in louvers offer the next step up in contrast improvement. Plastic filters can be improved further with anti-reflective coatings to reduce glare. The trade-off is fuzzy characters. Mounting the filters close to the display reduces this effect. Take care not to overheat the plastic filter by allowing for proper air flow.

Optimal filter enhancements are gained by using circular polarized, anti-reflective, band-pass filters. The circular polarizing further enhances contrast by reducing the light that travels through the filter and reflects back off the display to less than 1%.

Several filter manufacturers supply quality filter materials. Some of them are: Panelgraphic Corporation, W. Caldwell, NJ; SGL Homalite, Wilmington, DE; 3M Company, Visual Products Division, St. Paul, MN; Polaroid Corporation, Polarizer Division, Cambridge, MA; Marks Polarized Corporation, Deer Park, NY; Hoya Optics, Inc., Fremont, CA.

One last note on mounting filters: recessing displays and bezel assemblies is an inexpensive way to provide a shading effect in overhead lighting situations. Several Bezel manufacturers are: R.M.F. Products, Batavia, IL; Nobex Components, Griffith Plastic Corp., Burlingame, CA; Photo Chemical Products of California, Santa Monica, CA; I.E.E.-Atlas, Van Nuys, CA.

Figure 11. SCDQ554XX Interface to Siemens/Intel 8031 Microprocessor (using serial port in mode 0)

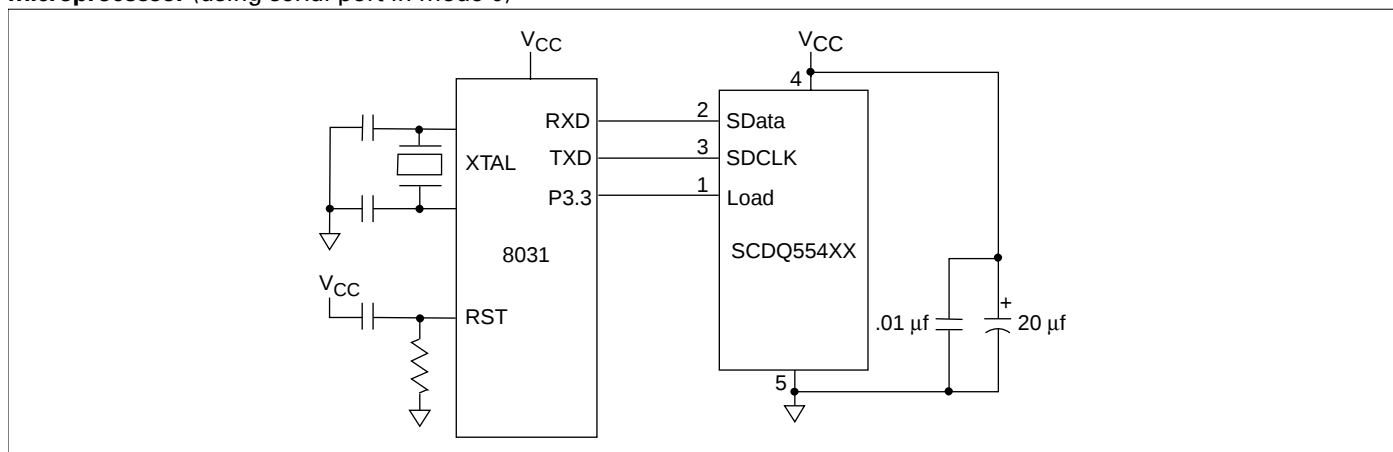
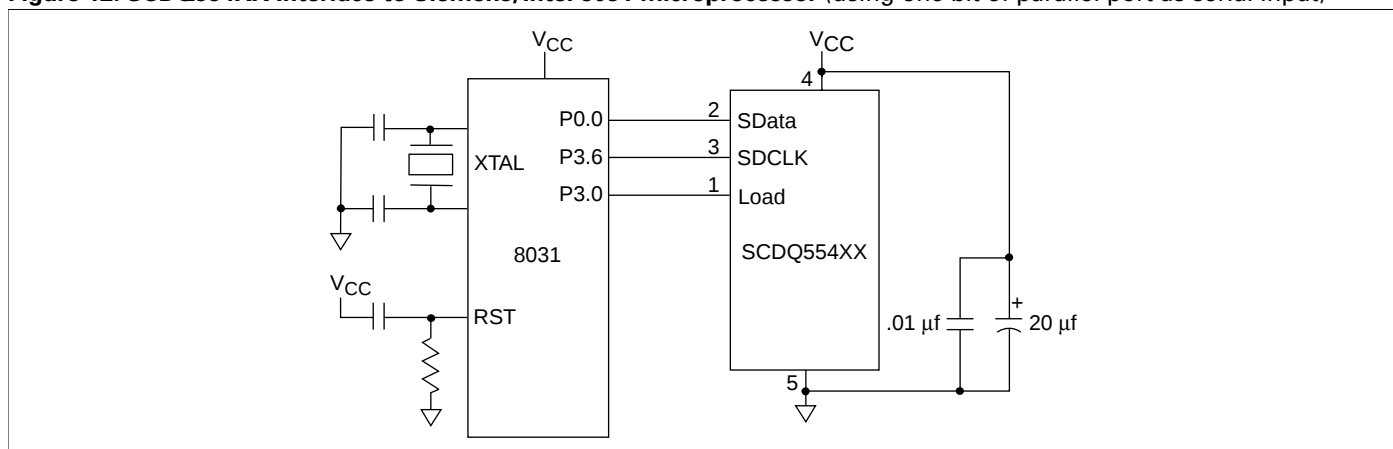


Figure 12. SCDQ554XX Interface to Siemens/Intel 8031 Microprocessor (using one bit of parallel port as serial input)



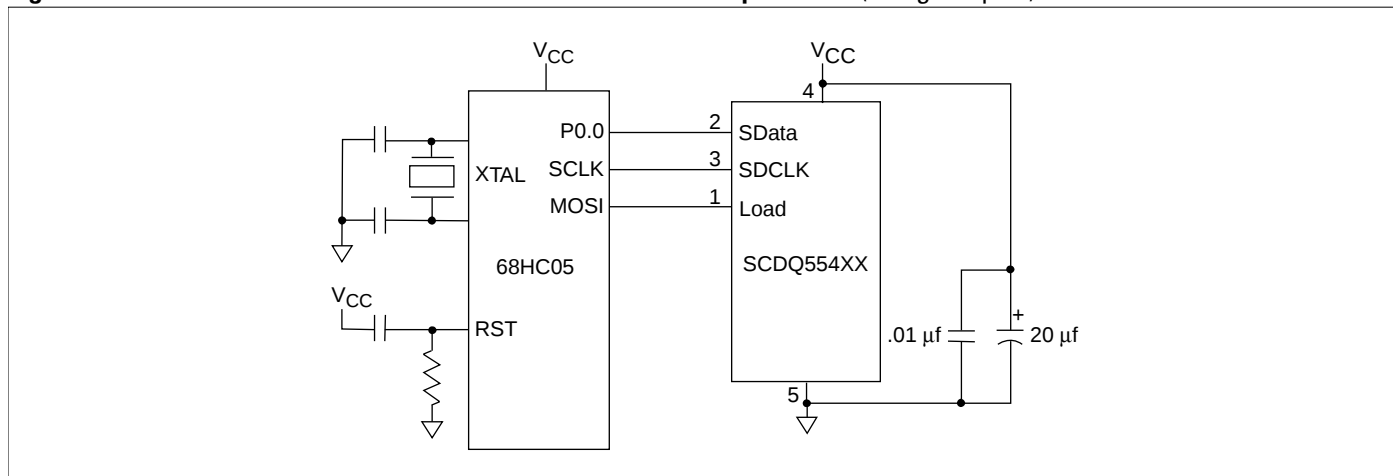
Microprocessor Interface

The microprocessor interface is through the serial port, SPI port or one out of eight data bits on the eight bit parallel port and also control lines SDCLK and LOAD.

Power Up Sequence

Upon power up display will come on at random. Thus the display should be reset at power-up. The reset will set the Address Register to Digit 0, User RAM is set to 0 (display blank) the Control Word is set to 0 (100% brightness with Lamp Test off) and the internal counters are reset.

Figure 13. SCDQ554XX Interface with Motorola 68HC05C4 Microprocessor (using SPI port)



Loading Data into the Display

Use following procedure to load data into the display:

1. Power up the display.
2. Step A: software clear the display.
3. Step B: Load the Control Word with the desired brightness level.
4. Load the Digit Address into the display.
5. Load display row and column data for the selected digit.
6. Repeat steps 4 and 5 for all digits.

Data Contents for the Display in a Horizontal Format “↑AB↓”

Step	D7	D6	D5	D4	D3	D2	D1	D0	Function
A	1	1	0	0	0	0	0	0	CLEAR
B (optional)	1	1	1	1	0	B	B	B	BRIGHTNESS SELECT
1	1	0	1	0	0	0	0	0	DIGIT D0 SELECT
2	0	0	0	0	0	1	0	0	ROW 0 D0 (↑)
3	0	0	1	0	1	1	1	0	ROW 1 D0 (↑)
4	0	1	0	1	0	1	0	1	ROW 2 D0 (↑)
5	0	1	1	0	0	1	0	0	ROW 3 D0 (↑)
6	1	0	0	0	0	1	0	0	ROW 4 D0 (↑)
7	1	0	1	0	0	0	0	1	DIGIT D1 SELECT
8	0	0	0	0	0	1	0	0	ROW 0 D1 (A)
9	0	0	1	0	1	0	1	0	ROW 1 D1 (A)
10	0	1	0	1	1	1	1	1	ROW 2 D1 (A)
11	0	1	1	1	0	0	0	1	ROW 3 D1 (A)
12	1	0	0	1	0	0	0	1	ROW 4 D1 (A)
13	1	0	1	0	0	0	1	0	DIGIT D2 SELECT
14	0	0	0	1	1	1	1	0	ROW 0 D2 (B)
15	0	0	1	0	1	0	0	1	ROW 1 D2 (B)
16	0	1	0	0	1	1	1	0	ROW 2 D2 (B)
17	0	1	1	0	1	0	0	1	ROW 3 D2 (B)
18	1	0	0	1	1	1	1	0	ROW 4 D2 (B)
19	1	0	1	0	0	0	1	1	DIGIT D3 SELECT
20	0	0	0	0	0	1	0	0	ROW 0 D3 (↓)
21	0	0	1	0	0	1	0	0	ROW 1 D3 (↓)
22	0	1	0	1	0	1	0	1	ROW 2 D3 (↓)
23	0	1	1	0	1	1	1	0	ROW 3 D3 (↓)
24	1	0	0	0	0	1	0	0	ROW 4 D3 (↓)

User Definable Character Set Examples*

Upper and lower case alphabets

[illegible]

Numerals and punctuation

[illegible]

*CAUTION: No more than 128 LEDs "on" at one time at 100% brightness.

User Definable Character Set Examples* (continued)

Scientific notations, ect.

HEX CODE	00 3F 5F 84	HEX CODE	02 21 59 82	HEX CODE	17 31 52 97	HEX CODE	13 34 54 97	HEX CODE	00 35 52 80	HEX CODE	11 2E 51 8E	HEX CODE	02 20 50 8F	HEX CODE	02 24 50 82	HEX CODE	03 23 49 65 83
HEX CODE	01 26 48 9E	HEX CODE	0E 35 75 BE	HEX CODE	01 22 44 91	HEX CODE	1C 22 42 81	HEX CODE	10 28 46 84	HEX CODE	04 2A 5F 84	HEX CODE	00 33 50 80	HEX CODE	10 2F 48 84	HEX CODE	10 2E 51 8E
HEX CODE	11 31 55 91	HEX CODE	00 20 4A 92	HEX CODE	00 20 4A 92	HEX CODE	02 3E 4A 84	HEX CODE	0A 26 42 84	HEX CODE	14 3A 52 84	HEX CODE	00 20 4C 9C	HEX CODE	10 30 50 82	HEX CODE	04 2E 5E 84
HEX CODE	02 27 4F 8E	HEX CODE	04 2F 4E 84	HEX CODE	08 3C 5E 88	HEX CODE	04 2E 5F 8E	HEX CODE	0E 3F 5F 84	HEX CODE	00 3F 5F 80	HEX CODE	0E 3E 5C 8E	HEX CODE	04 2B 5F 84	HEX CODE	04 2E 5E 84
HEX CODE	04 2E 55 84	HEX CODE	04 2E 55 84	HEX CODE	1F 31 51 9F	HEX CODE	00 24 48 83	HEX CODE	0A 35 55 8A	HEX CODE	15 2A 55 95	HEX CODE	1F 35 5F 9F	HEX CODE	0C 2C 4E 8E	HEX CODE	0C 2C 4E 8E
HEX CODE	0C 2D 4D 83	HEX CODE	0C 2D 4D 83	HEX CODE	01 21 40 80	HEX CODE	03 23 43 81	HEX CODE	0F 2F 4F 87	HEX CODE	00 3F 5F 8F	HEX CODE	10 28 48 90	HEX CODE		HEX CODE	

Foreign characters

HEX CODE	1C 36 55 94	HEX CODE	10 2F 44 80	HEX CODE	10 2F 44 80	HEX CODE	0E 29 59 8C	HEX CODE	09 29 4F 89	HEX CODE	08 3F 4C 89	HEX CODE	0C 2A 48 88	HEX CODE	1E 32 57 90	HEX CODE	0C 2A 48 8C
HEX CODE	0E 29 48 89	HEX CODE	0A 2F 4A 8A	HEX CODE	0A 2F 4A 8A	HEX CODE	08 3F 4C 84	HEX CODE	1F 31 51 91	HEX CODE	08 3E 49 88	HEX CODE	1C 22 41 93	HEX CODE	1E 32 55 84	HEX CODE	12 2E 48 8A
HEX CODE	1C 22 4D 9C	HEX CODE	04 2F 4A 85	HEX CODE	04 2F 4A 85	HEX CODE	08 3F 4C 89	HEX CODE	01 21 41 81	HEX CODE	18 35 52 91	HEX CODE	01 21 41 89	HEX CODE	00 20 4C 81	HEX CODE	07 28 48 87
HEX CODE	09 29 49 9E	HEX CODE	1C 2F 4A 90	HEX CODE	1C 2F 4A 90	HEX CODE	07 27 4A 86	HEX CODE	18 2D 42 80	HEX CODE	15 35 55 94	HEX CODE	01 21 41 91	HEX CODE	1F 35 55 95	HEX CODE	06 26 46 84
HEX CODE	10 3F 50 70 8F	HEX CODE	1F 21 41 8C	HEX CODE	1F 21 41 8C	HEX CODE	0D 25 4F 92	HEX CODE	11 21 4A 8A	HEX CODE	14 34 56 89	HEX CODE	1E 39 55 8F	HEX CODE	1F 21 41 86	HEX CODE	05 2D 46 86
HEX CODE	12 3D 55 88	HEX CODE	04 2F 4A 8F	HEX CODE	04 2F 4A 8F	HEX CODE	0F 2F 4A 8F	HEX CODE	10 21 4A 8A	HEX CODE	14 34 56 89	HEX CODE	1E 39 55 8F	HEX CODE	1F 21 41 86	HEX CODE	05 2D 46 86
HEX CODE	07 3A 4A 7A	HEX CODE	02 2F 4A 80	HEX CODE	02 2F 4A 80	HEX CODE	00 27 4A 82	HEX CODE	06 21 41 86	HEX CODE	14 34 56 89	HEX CODE	1E 39 55 8F	HEX CODE	1F 21 41 86	HEX CODE	05 2D 46 86

*CAUTION: No more than 128 LEDs "on" at one time at 100% brightness.