



# GC9503V

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**a-Si TFT LCD Single-Chip Driver 480(RGB)x864  
Resolution, 16.7M-color Without internal GRAM**

## Specification

Version 1.00  
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**GalaxyCore Incorporation**

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## 1 DESCRIPTION

The GC9503V device is a single-chip solution for a-Si TFT LCD that incorporates gate drivers and is capable of 480RGBx864, 480RGBx854, 480RGBx800, 480RGBx720, 480RGBx640, 480RGBx360 and 480RGBx320 without internal GRAM. It includes a timing controller with glass interface level-shifters and a glass power supply circuit.

The GC9503V supports MIPI Interface, 16/18/24 bits RGB interface, serial peripheral interfaces (SPI) interface. The GC9503V is also able to make gamma correction settings separately for RGB dots to panel characteristics, resulting in higher display qualities.

This LSI is suitable for small or medium-sized portable mobile solutions requiring long-term driving capabilities, including bi-directional pagers, digital audio players, cellular phones and handheld PDA.

## 2 FEATURES

### Display resolution option

- 480RGB x 864
- 480RGB x 854
- 480RGB x 800
- 480RGB x 720
- 480RGB x 640
- 480RGB x 360
- 480RGB x 320

### Display mode (Color mode)

- Full color mode: 16.7M-colors
- Reduce color mode: 262K colors
- Reduce color mode: 65K colors
- Idle mode: 8 colors

### Interface

- 8-bit, 9-bit and 16-bit serial peripheral interface
- 16-/18-/24-bits RGB interface (DE mode and SYNC mode with polarity of HS/VS can be set by register)
- MIPI Display Serial Interface (DSI V1.01 r11 and D-PHY V1.0, 1 clock and 1 or 2 data lane pairs)
  - Supports one data lanes / maximum speed 500Mbps
  - Supports two data lanes / maximum speed 500Mbps

### Display features

- Individual gamma correction setting for RGB dots
- Deep standby function

### On chip Build-In Circuits

- DC/DC Converter
- VGHO/VGLO voltage generator for gate control signal and panel
- Oscillator for display clock
- Supports gate control signals to gate driver in the panel

### Driving Algorithm Support

- Column Inversion
- Zigzag Inversion

### Supply voltage range

- I/O supply voltage range for VDDI to VSSI: 1.65V ~ 3.3V
- Analog supply voltage range for VDDB/VDDA/VDDR to VSSB/VSSA/VSSR: 2.5V ~ 3.3V
- MIPI regulator supply voltage range for VDDAM to VSSAM: 2.5V ~ 3.3V Output voltage levels

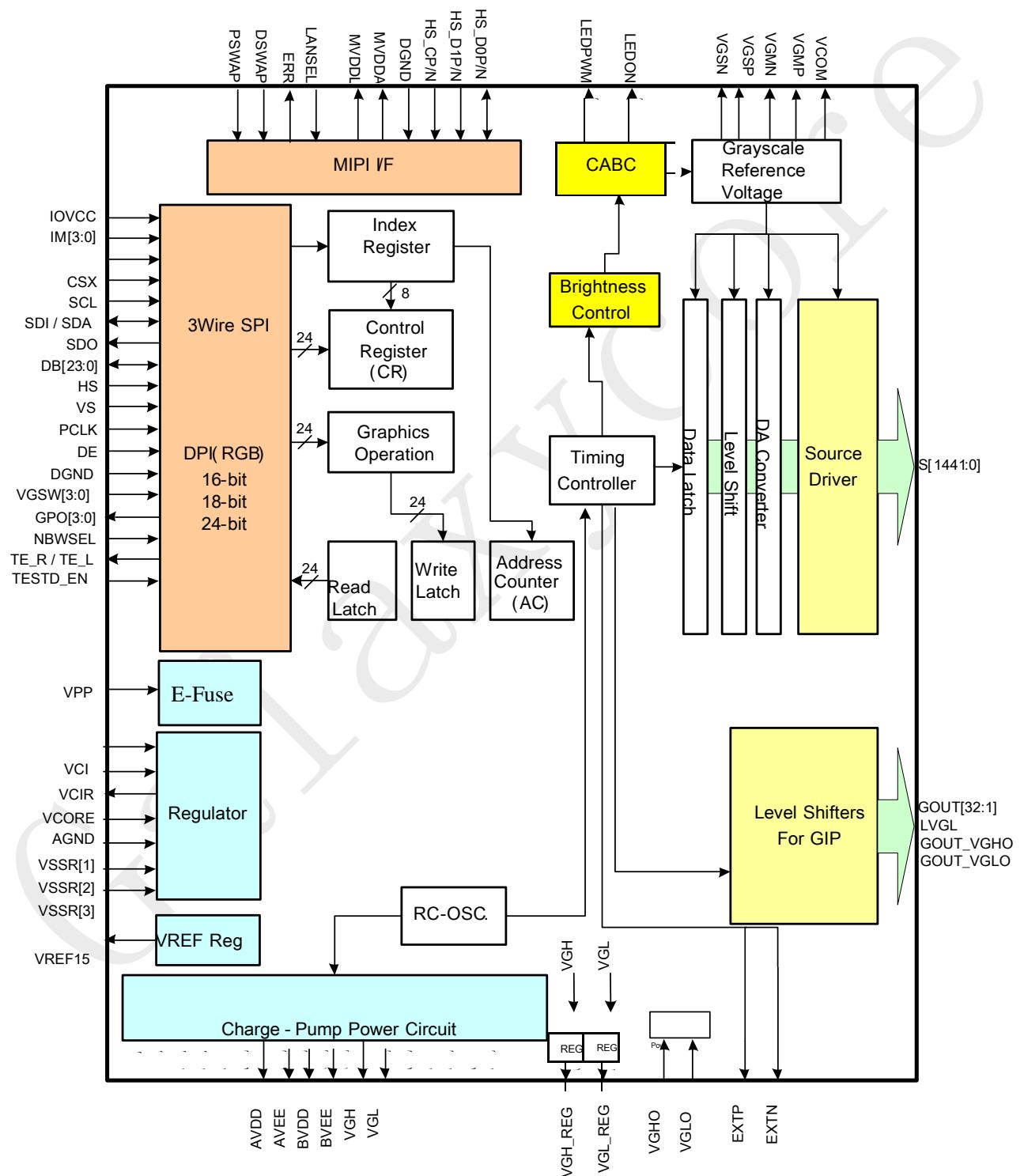
### On-Chip Power System

- Positive gate driver voltage range for VGH: 9.0 ~ 12.5V
- Negative gate driver voltage range for VGLX: -8.0~ -11.5V
- Step-up 1 output voltage range for AVDD/BVDD: 6.01 ~ 7.4V

- Step-up 1 output voltage range for AVDD/BVDD: 6.01 ~ 7.4V
- Step-up 2 output voltage range for AVEE: -4.25 ~ -6.0V
- Step-up 2 output voltage range for BVEE: -4.5~ -5.2V
- Positive gamma high voltage range for VGMP: 5.7 ~ 6.3V (AVDD-0.5V)
- Positive gamma low voltage range for VGSP: 0.7 ~ 1.3V
- Negative gamma high voltage range for VGMN: -3.7 ~ -4.3V (AVEE+0.5V)
- Negative gamma low voltage range for VGSN: 0.7 ~ 1.3V
- Common electrode voltage range for VCOM: GND Level

Operate temperature range: -30°C to +85°C

### 3 BLOCK DIAGRAM



# 4 PIN DESCRIPTION

## 4.1 PIN DESCRIPTION

Bus Interface Pins																																																		
Pin Name	I/O	Description																																																
<b>IM[3:0]</b>	I	<p>-Select the interface mode Interface type selection. The connections of IM[3:0] which not shown in table are invalid.</p> <table border="1"> <thead> <tr> <th>IM3</th><th>IM2</th><th>IM1</th><th>IM0</th><th>Interface</th></tr> </thead> <tbody> <tr><td>1</td><td>0</td><td>0</td><td>1</td><td>8-bit spi(scl rising edge trigger),SDI/SDO</td></tr> <tr><td>0</td><td>0</td><td>0</td><td>1</td><td>8-bit spi(scl falling edge trigger),SDI/SDO</td></tr> <tr><td>1</td><td>0</td><td>1</td><td>0</td><td>9-bit spi(scl rising edge trigger),SDI/SDO</td></tr> <tr><td>0</td><td>0</td><td>1</td><td>0</td><td>9-bit spi(scl falling edge trigger),SDI/SDO</td></tr> <tr><td>0</td><td>0</td><td>1</td><td>1</td><td>16-bit spi(scl rising edge trigger),SDI/SDO</td></tr> <tr><td>1</td><td>0</td><td>1</td><td>1</td><td>16-bit spi(scl falling edge trigger),SDI/SDO</td></tr> <tr><td>1</td><td>1</td><td>0</td><td>1</td><td rowspan="7">MIPI DSI,HSSI_D0_P/N,HSSI_D1_P/N</td></tr> <tr><td>0</td><td>1</td><td>0</td><td>1</td></tr> </tbody> </table>					IM3	IM2	IM1	IM0	Interface	1	0	0	1	8-bit spi(scl rising edge trigger),SDI/SDO	0	0	0	1	8-bit spi(scl falling edge trigger),SDI/SDO	1	0	1	0	9-bit spi(scl rising edge trigger),SDI/SDO	0	0	1	0	9-bit spi(scl falling edge trigger),SDI/SDO	0	0	1	1	16-bit spi(scl rising edge trigger),SDI/SDO	1	0	1	1	16-bit spi(scl falling edge trigger),SDI/SDO	1	1	0	1	MIPI DSI,HSSI_D0_P/N,HSSI_D1_P/N	0	1	0	1
IM3	IM2	IM1	IM0	Interface																																														
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1	0	1	1	16-bit spi(scl falling edge trigger),SDI/SDO																																														
1	1	0	1	MIPI DSI,HSSI_D0_P/N,HSSI_D1_P/N																																														
0	1	0	1																																															
<p>- The external reset input. Initializes the chip with a low input. Be sure to execute a power-on reset after supplying power.</p>																																																		
<p>-A chip select signal. Low: the chip is selected and accessible High: the chip is not selected and not accessible <b>Fix to DGND level when not in use.</b></p>																																																		
<p>- The SPI Interface (SCL): Serves as a write signal and writes data at the rising edge. - Serial interface (SCL): Serial clock input. <b>Fix to DGND level when not in use.</b></p>																																																		
<p>- A 24-bit parallel bi-directional data bus for DPI (RGB) I/F <b>Fix to DGND level when not in use</b></p>																																																		
<b>SDI (SDA)</b>	I/O	Serial data input pin used for the SPI Interface. SDI : Serial data input pin																																																

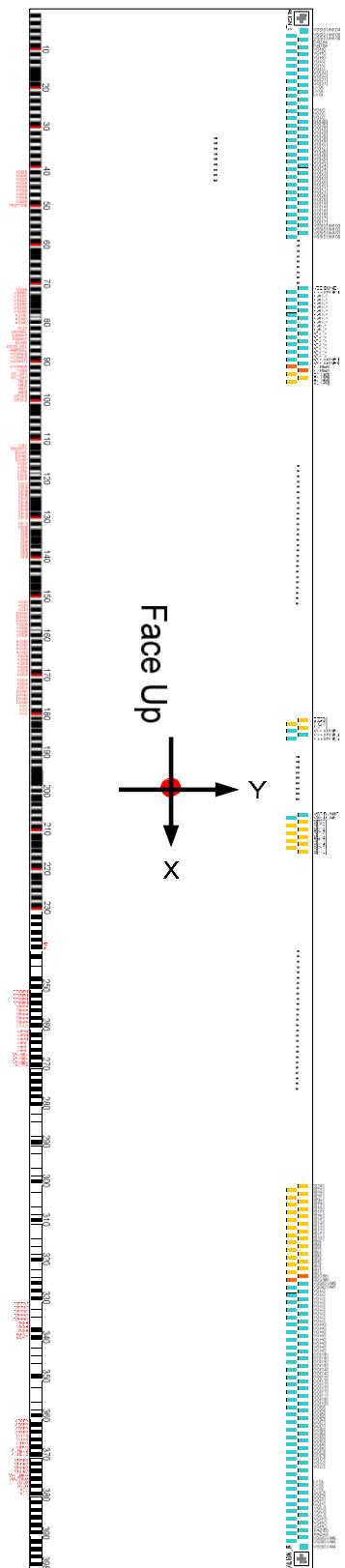
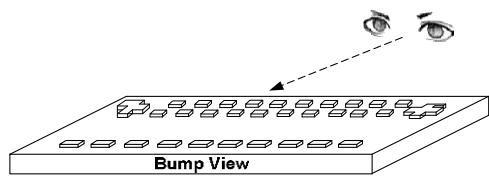
		SDA : Serial data input/output bidirectional pin <b><i>Fix to DGND level when not in use</i></b>																																					
PCLK	I	- Dot clock signal for DPI (RGB) interface operation. <b><i>Fix to DGND level when not in use.</i></b>																																					
VS	I	- Frame synchronizing signal for DPI (RGB) interface operation. <b><i>Fix to DGND level when not in use.</i></b>																																					
HS	I	- Line synchronizing signal for DPI (RGB) interface operation. <b><i>Fix to DGND level when not in use.</i></b>																																					
DE	I	- Data enable signal for DPI (RGB) interface operation. Low : access enabled. High : access inhibited. <b><i>Fix to DGND level when not in use.</i></b>																																					
HS_CP HS_CN	I	MIPI DSI differential clock pair (DSI-CLK+/-). If MIPI are not used, they should be connected to DGND.																																					
HS_D0P HS_D0N HS_D1P HS_D1N	I/O	MIPI DSI differential data pair (DSI-Dn+/-). If MIPI are not used, they should be connected to DGND																																					
ERR	O	- CRC and ECC error output pin for MIPI interface, activated by S/W command. This pin is output low when it is not activated. When this pin is activated, it output high if CRC/ECC error found. Leave the pin to open when not in use.																																					
LANSEL	I	- Input pin to select 1 data lane or 2 data lanes in MIPI interface. Low: 1 data lane. High: 2 data lanes. - The pin have internal pull low resister. Fix to DGND level when not in use.																																					
DSWAP PSWAP	I	<p>- Differential clock polarity swap For MIPI DSI interface</p> <table border="1"> <thead> <tr> <th colspan="2">Pin Name</th> <th>HS_D0P</th> <th>HS_D0N</th> <th>HS_CP</th> <th>HS_CN</th> <th>HS_D1P</th> <th>HS_D1N</th> </tr> </thead> <tbody> <tr> <td rowspan="4">Input MIPI Signal</td> <td>DSWAP=0 PSWAP=0</td> <td>DSI-D0+</td> <td>DSI-D0-</td> <td>DSI-CLK+</td> <td>DSI-CLK-</td> <td>DSI-D1+</td> <td>DSI-D1-</td> </tr> <tr> <td>DSWAP=0 PSWAP=1</td> <td>DSI-D0-</td> <td>DSI-D0+</td> <td>DSI-CLK-</td> <td>DSI-CLK+</td> <td>DSI-D1-</td> <td>DSI-D1+</td> </tr> <tr> <td>DSWAP=1 PSWAP=0</td> <td>DSI-D1+</td> <td>DSI-D1-</td> <td>DSI-CLK+</td> <td>DSI-CLK-</td> <td>DSI-D0+</td> <td>DSI-D0-</td> </tr> <tr> <td>DSWAP=1 PSWAP=1</td> <td>DSI-D1-</td> <td>DSI-D1+</td> <td>DSI-CLK-</td> <td>DSI-CLK+</td> <td>DSI-D0-</td> <td>DSI-D0+</td> </tr> </tbody> </table>	Pin Name		HS_D0P	HS_D0N	HS_CP	HS_CN	HS_D1P	HS_D1N	Input MIPI Signal	DSWAP=0 PSWAP=0	DSI-D0+	DSI-D0-	DSI-CLK+	DSI-CLK-	DSI-D1+	DSI-D1-	DSWAP=0 PSWAP=1	DSI-D0-	DSI-D0+	DSI-CLK-	DSI-CLK+	DSI-D1-	DSI-D1+	DSWAP=1 PSWAP=0	DSI-D1+	DSI-D1-	DSI-CLK+	DSI-CLK-	DSI-D0+	DSI-D0-	DSWAP=1 PSWAP=1	DSI-D1-	DSI-D1+	DSI-CLK-	DSI-CLK+	DSI-D0-	DSI-D0+
Pin Name		HS_D0P	HS_D0N	HS_CP	HS_CN	HS_D1P	HS_D1N																																
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	DSWAP=0 PSWAP=1	DSI-D0-	DSI-D0+	DSI-CLK-	DSI-CLK+	DSI-D1-	DSI-D1+																																
	DSWAP=1 PSWAP=0	DSI-D1+	DSI-D1-	DSI-CLK+	DSI-CLK-	DSI-D0+	DSI-D0-																																
	DSWAP=1 PSWAP=1	DSI-D1-	DSI-D1+	DSI-CLK-	DSI-CLK+	DSI-D0-	DSI-D0+																																

		Fix to DGND level when not in use.
<b>NBWSEL</b>	I	<ul style="list-style-type: none"> <li>- Input pin to select the gamma voltage level sequence of V0~V255.</li> </ul> <p>Low: V0&gt;V1&gt;...&gt;V254&gt;V255, normally white. High: V255&gt;V254&gt;...&gt;V1&gt;V0, normally black.</p> <p>Fix to DGND level when not in use.</p>
<b>VGSW[3:0]</b>	I	<ul style="list-style-type: none"> <li>- Input pin to select the different application.</li> <li>- The pins have internal pull-low resister.</li> </ul> <p>Leave the pin to open when not in use.</p>
<b>GPO[3:0]</b>	O	<ul style="list-style-type: none"> <li>- General purpose output pins.</li> </ul> <p>Leave the pin to open when not in use.</p>
<b>LEDON</b>	O	<ul style="list-style-type: none"> <li>- Used for turning On/Off external LED backlight control.</li> </ul> <p>Leave the pin to open when not in use.</p>
<b>LEDPWM</b>	O	<ul style="list-style-type: none"> <li>- The PWM frequency output for LED driver control.</li> </ul> <p>Leave the pin to open when not in use.</p>
<b>Driver Output</b>		
Pin Name	I/O	Description
<b>S[1:1440]</b>	O	- Source output voltage signals applied to a LCD panel.
<b>GOUT[1:32]</b>	O	- Gate control signals and the swing voltage level is VGHO to VGLO.
<b>GOUT_VGHO</b>	O	- High voltage level for GIP control signals and gate circuit of panel.
<b>GOUT_VGLO</b>	O	- Low voltage level for GIP control signals and gate circuit of panel.
<b>VGHO</b>	O	- High voltage level for GIP control signals and gate circuit of panel.
<b>VGLO</b>	O	- Low voltage level for GIP control signals and gate circuit of panel.
<b>LVGL</b>	O	- Low voltage level for gate circuit of panel.
<b>VCOM</b>	O	- Regulator output for common voltage of panel.
<b>Charge Pump Pin</b>		
Pin Name	I/O	Description
<b>AVDD</b>	O	OPEN
<b>AVEE</b>	O	OPEN
<b>BVDD</b>	O	OPEN
<b>BVEE</b>	O	OPEN
<b>VCL</b>	O	OPEN
<b>VGH</b>	O	OPEN
<b>VGL</b>	O	OPEN

Power Pin		
Pin Name	I/O	Description
VDDA	P	<ul style="list-style-type: none"> <li>- Power supply for analog system.</li> <li>- VDDA, VDDB and VDDR should be the same input voltage level of 2.5 ~ 3.3V.</li> </ul>
VDDR	P	<ul style="list-style-type: none"> <li>- Power supply for regulator low voltage reference circuit.</li> <li>- VDDA, VDDB and VDDR should be the same input voltage level of 2.5 ~ 3.3V.</li> </ul>
VDDB	P	<ul style="list-style-type: none"> <li>- Power supply for DC/DC converter.</li> <li>- VDDA, VDDB and VDDR should be the same input voltage level of 2.5 ~ 3.3V.</li> </ul>
IOVCC	P	<ul style="list-style-type: none"> <li>- Power supply for I/O block.</li> </ul> <p><b><i>Excluded MIPI interface.</i></b></p>
VCORE	O	<ul style="list-style-type: none"> <li>- internal logic voltage output</li> </ul>
VGH_REG	O	<ul style="list-style-type: none"> <li>- Output voltage generated from VGH.</li> </ul> <p><b><i>Leave the pin to open when not in use.</i></b></p>
VGL_REG	O	<ul style="list-style-type: none"> <li>- Output voltage generated from VGL. LDO output used for panel voltage.</li> </ul> <p><b><i>Leave the pin to open when not in use.</i></b></p>
VGMP/VGSP	O	<ul style="list-style-type: none"> <li>- Output voltage generated from DDVDH. LDO output for positive gamma voltage generator.</li> </ul>
VGMN/VGSN	O	<ul style="list-style-type: none"> <li>- Output voltage generated from DDVDL. LDO output for negative gamma voltage generator.</li> </ul>
MVDDA	O	<ul style="list-style-type: none"> <li>- Regulator output for internal MIPI DSI analog system (1.5V typical)</li> </ul>
MVDDL	O	<ul style="list-style-type: none"> <li>- Regulator output for internal MIPI DSI low power system (1.2V typical)</li> </ul>
VSSA	P	<ul style="list-style-type: none"> <li>- System ground for analog circuit.</li> </ul>
VSSAM		<ul style="list-style-type: none"> <li>- System ground for MIPI circuit.</li> </ul>
VSSR		<ul style="list-style-type: none"> <li>- System ground for internal digital system.</li> </ul>
VSSB	P	<ul style="list-style-type: none"> <li>- System ground for DC/DC convertor.</li> </ul>
VSSI	P	<ul style="list-style-type: none"> <li>- System ground for</li> </ul>
VPP	I	<ul style="list-style-type: none"> <li>- OTP programming power.</li> </ul>

## 4.2 Output Bump Dimension

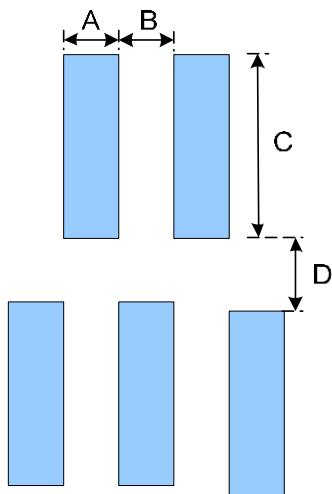
Au bump height	9 $\mu\text{m}$
	14 $\mu\text{m} \times 95 \mu\text{m}$
Au bump size	Gate : GO1~GO32
	Source : S1~S1440
	40 $\mu\text{m} \times 84 \mu\text{m}$
	Input Pads : Pad 1 to Pad 398



## 4.3 Input Bump Dimension

- **Output Pads**

P400~P2076



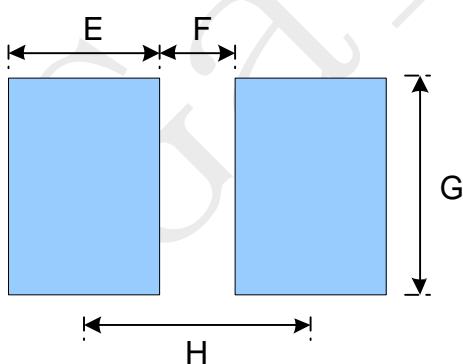
Symbol	Item	Size
A	Bump Width	14 um
B	Bump Gap 1 (Horizontal)	14 um
C	Bump Height	95 um
D	Bump Gap 2 (Vertical)	28 um

P399、P2077

Symbol	Item	Size
A	Bump Width	42 um
B	Bump Gap 1 (Horizontal)	14 um
C	Bump Height	95 um
D	Bump Gap 2 (Vertical)	28 um

- **Input Pads**

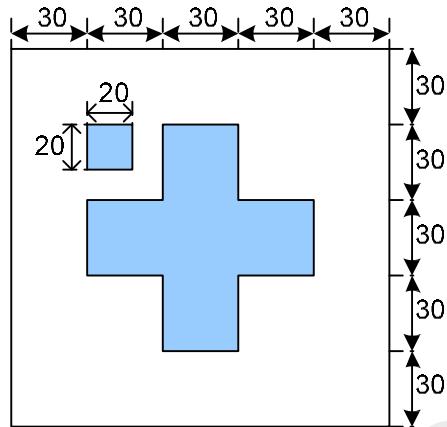
No.1~398



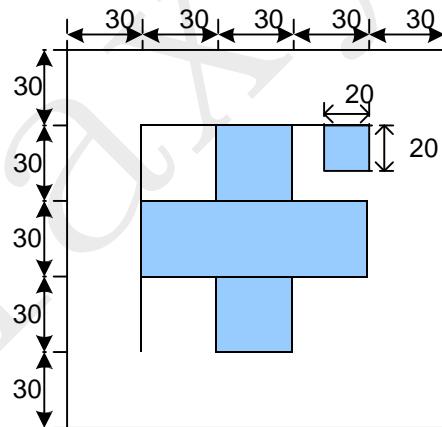
Symbol	Item	Size
E	Bump Width	40 um
F	Bump Gap	20um
G	Bump Height	84 um
H	Bump Pitch	60 um

## 4.4 Alignment Mark Dimension

- Alignment Mark ALIGN\_L : (X,Y)=(-11870,302)



- Alignment Mark ALIGN\_R : (X,Y)=(+11870,302)



## 4.5 Chip Information

Chip size	24000 $\mu\text{m}$ x 800 $\mu\text{m}$
Chip thickness	250 $\mu\text{m}$
Pad Location	Pad center
Coordinate Origin	Chip center



















# 5 System Interface

## 5.1 Interface Type Selection

The selection of a given interfaces are done by setting IM3, IM2, IM1 and IM0 pins as show in **Table 5.1.1**

**Table 5.1.1 Interface Type Selection**

IM3	IM2	IM1	IM0	Display Data	Register
1	0	0	1	RGB interface, D[23:0]	8-bit SPI, SDI/SDO serial data, SCL rising trigger
0	0	0	1	RGB interface, D[23:0]	8-bit SPI, SDI/SDO serial data, SCL falling trigger
1	0	1	0	RGB interface, D[23:0]	9-bit SPI, SDI/SDO serial data, SCL rising trigger
0	0	1	0	RGB interface, D[23:0]	9-bit SPI, SDI/SDO serial data, SCL falling trigger
0	0	1	1	RGB interface, D[23:0]	16-bit SPI, SDI/SDO serial data, SCL rising trigger
1	0	1	1	RGB interface, D[23:0]	16-bit SPI, SDI/SDO serial data, SCL falling trigger
x	1	0	1	MIPI DSI, HSSI_D0_P/N, HSSI_D1_P/N	MIPI DSI, HSSI_D0_P/N, HSSI_D1_P/N

## 5.2 SPI Interface

The following is selection of interface decided by the IM [3:0] pins.

The GC9503V uses a 3-line 9-bit serial interface for communication between the host and the GC9503V. The 3-line serial interface consists of the chip enable input (CSX), the serial clock input (SCL) and serial data Input/Output (SDA). If the data bus (DB [23:0]) is not used for the data transfer of DPI interface, the unused pins are unaffected. The Serial clock (SCL) is used only for the interface with the MPU, so it can be stopped when no communication is necessary.

### 5.2.1 SPI-8BIT/9BIT Write Cycle Sequence

In write mode of the interface, the host writes commands and data to the GC9503V. The 3-line serial data packet contains a D/C (data/command) select bit and a transmission byte. If the D/C bit is “low”, the transmission byte is interpreted as a command byte. If the D/C bit is “high”, the transmission byte is stored in the command register as a parameter data.

Any instruction can be sent in any order to the GC9503V and the MSB is transmitted first. The serial interface is initialized when the CSX status is high. In this state, SCL clock pulse and SDI data are ineffective. A falling edge on CSX enables the serial interface and indicates the start of data transmission. See the detail of data format for 3-line serial interface.

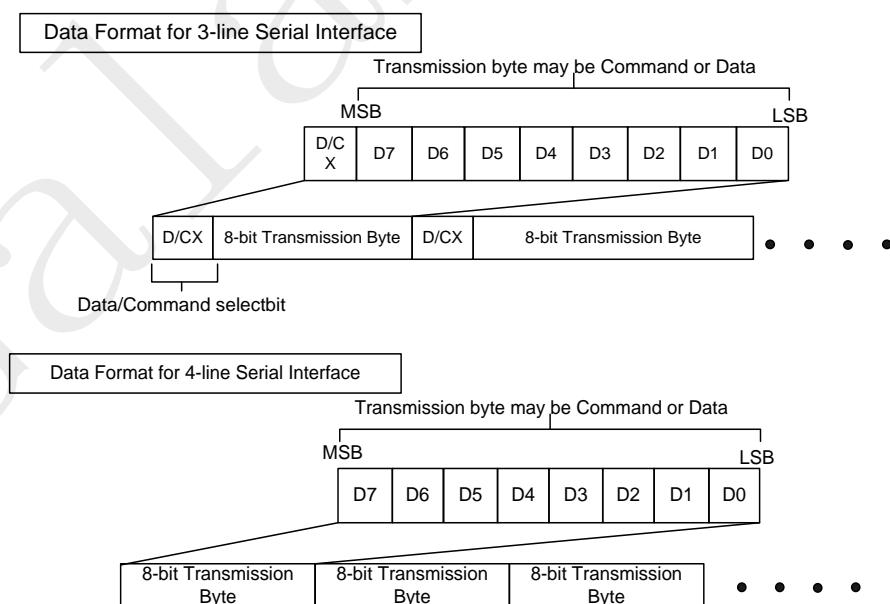


Figure 2 DBI data format

The host drives the CSX pin to low and setting the D/C bit on the SDI pin. The bit is read by the GC9503V on the first rising edge of the SCL signal. On the next falling edge of the SCL,

the MSB data bit (D7) is set on the SDI pin by the host. On the next falling edge of the SCL, the next bit (D6) is set on the SDI pin. If the optional D/C signal is used, a byte is eight read cycles long. The 3-line serial interface writes sequences described in the Figure 3 below

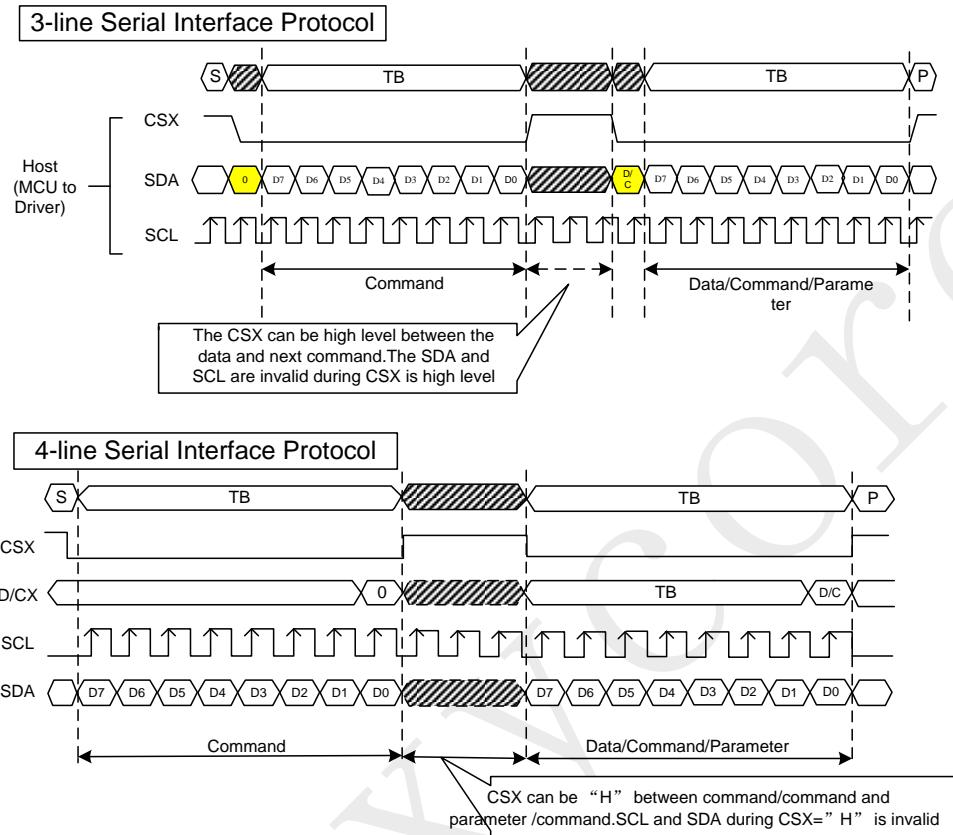


Figure 3 SPI protocol (SCL rising edge example)

## 5.2.2 SPI-8BIT/9BIT Read Cycle Sequence

In read mode of the interface, the host reads the register value from the GC9503V. The host sends a command (Read ID or register command), then a byte is (bytes are) transmitted in the opposite direction. The GC9503V samples the SDI (input data) at the rising edges of the SCL (serial clock), and shifts SDO (output data) at the falling edges of the SCL (serial clock). The read mode has three types of transmitted command data (8-/24-/32-bit) according command code.

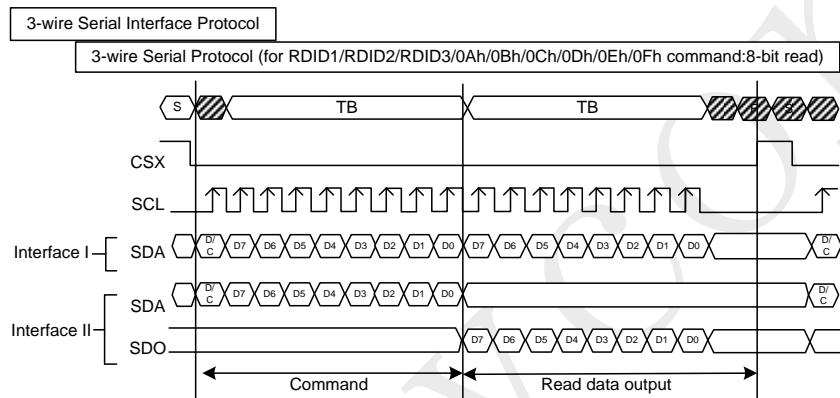


Figure 4 SPI read cycle sequence (SCL rising edge example)

### 5.2.3 Data Transfer Break and Recovery

If there data transmission is broken by CSX pulse while transferring a Command, Multiple parameter command, before Bit D0 of the byte has been completed, then the driver will reject the previous bits and reset the interface so it will be ready to receive the same byte re-transmitted when the chip select pin (CSX) is next activated.

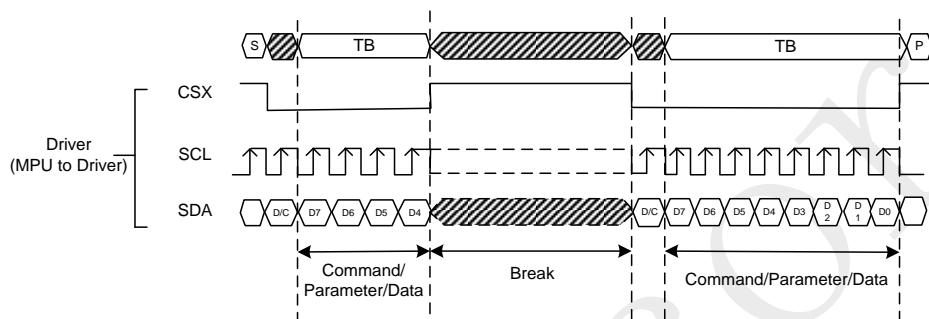


Figure 5 Data Transfer Break and Recovery (SCL rising edge example)

If there is a break in data transmission of a multiple parameter command, and the host initiates transfer of a new command, the parameters that were successfully transferred are stored and the incomplete parameter data where the break occurred is dropped. The interface is ready to receive the next byte as shown in the figure below. See diagram

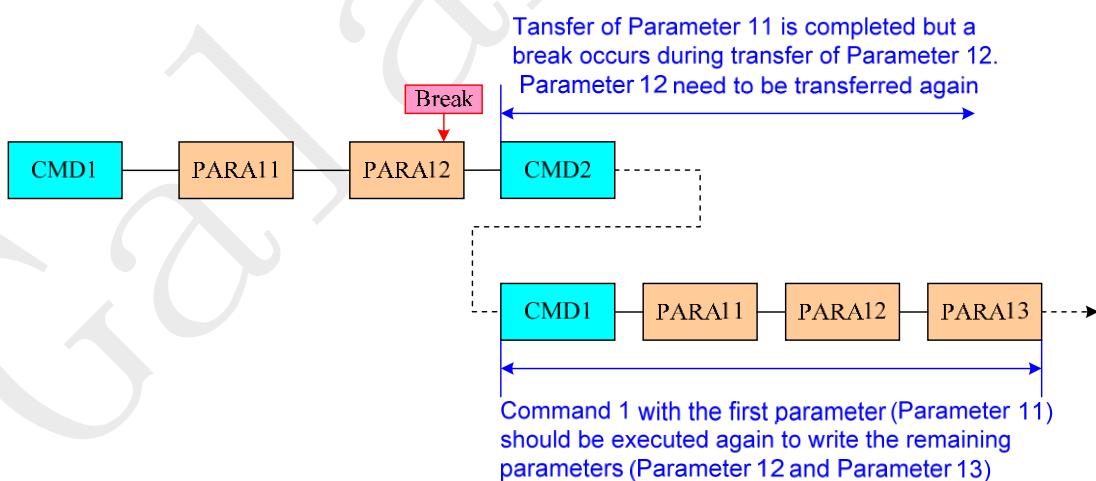
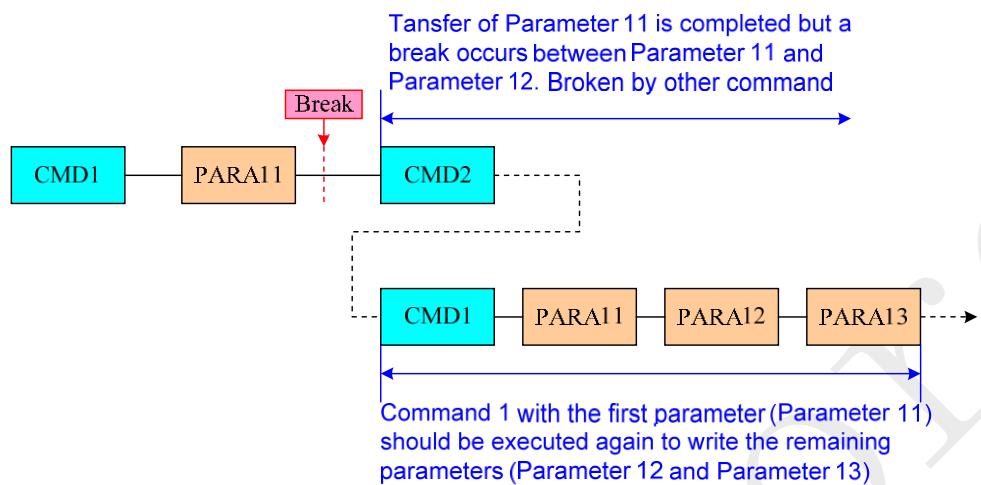


Figure 6 Data Transfer Break -Case 1

If a multiple parameter command is sent and a break occurs when a new command is sent before all the parameters are transferred, then the parameters that were successfully sent are stored and the remaining parameters of that command remain at the previous value.



**Figure 7 Data Transfer Break -Case 2**

## 5.3 DPI (RGB) Interface

The DPI interface displaying moving pictures is selected by the GC9503V.

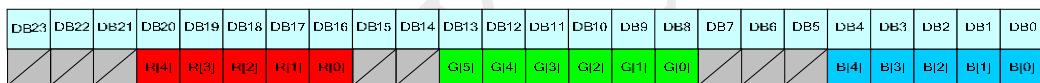
### 5.3.1 DPI Interface Selection

The DPI interface is operated with VS, HS, DE PCLK, DB [23:0] lines. It supports several pixel formats that can be selected by DPI [2:0] bits in “Pixel Format Set (R3Ah)” of Page 0 command. The selection of a given interface is defined by DPI [2:0] as show in the Table 9 and Figure 10 below.

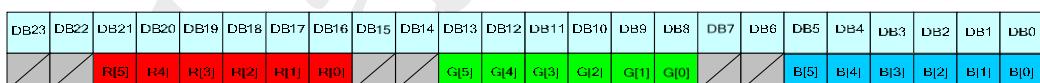
Table 9 DPI (RGB) Interface Selection

DPI [2:0]			DPI (RGB) Interface Mode												Used Pins												
1	0	1	16-bit RGB interface												VS, HS, DE, PCLK, DB [20:16], DB [13:8], DB [4:0]												
1	1	0	18-bit RGB interface												VS, HS, DE, PCLK, DB [21:16], DB [13:8], DB [5:0]												
1	1	1	24-bit RGB interface												VS, HS, DE, PCLK, DB [23:0]												
Others			Setting prohibited																								

16-bit DPI interface connection:set pixel format DPI[2:0]=3'h5



18-bit DPI interface connection:set pixel format DPI[2:0]=3'h6



24-bit DPI interface connection:set pixel format DPI[2:0]=3'h7

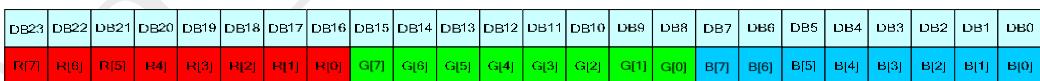


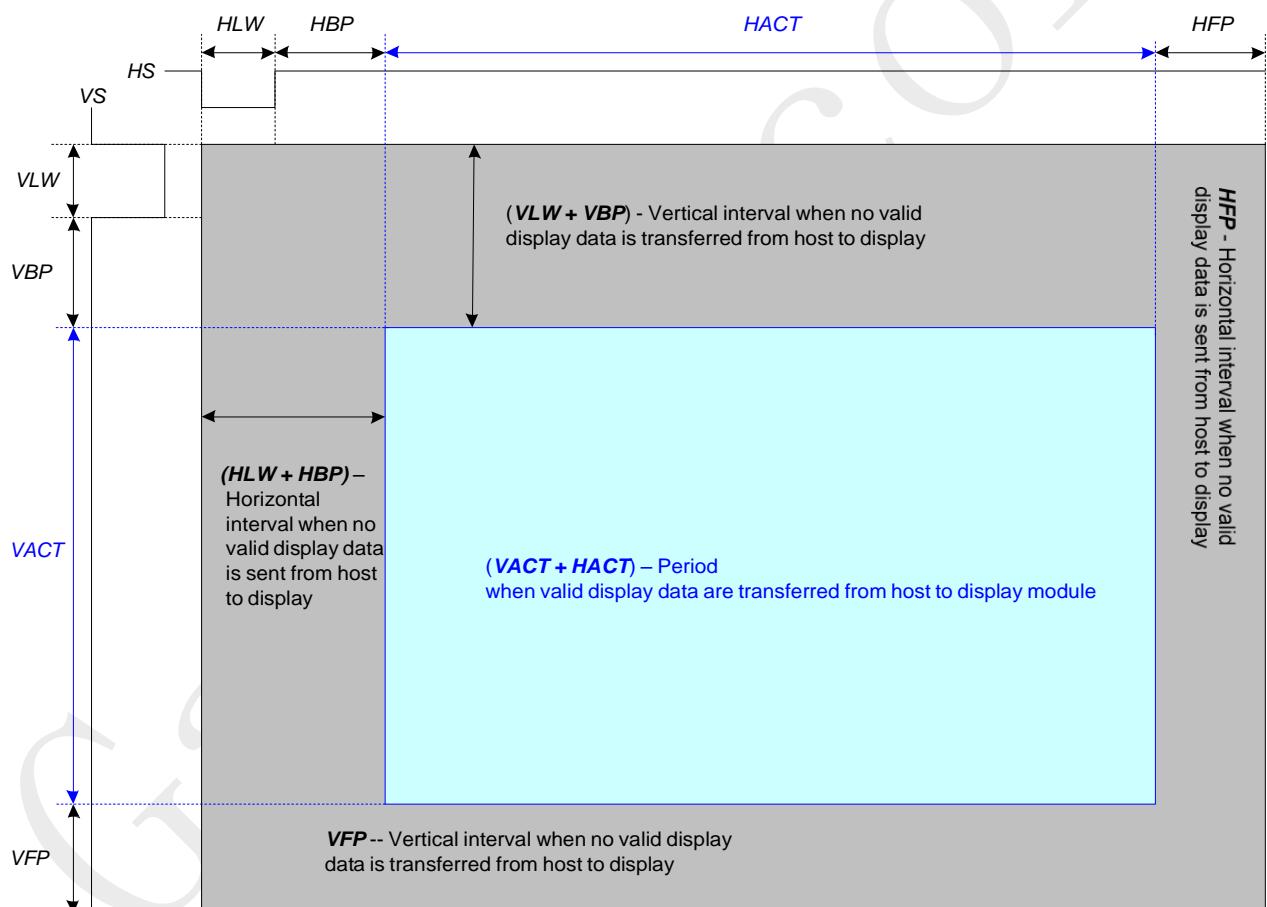
Figure 10 DPI (RGB) Interface 16/18/24-bit pixel format selection

The Pixel clock (PCLK) is running all the time without stopping, it is used for entering VS, HS, DE and DB [23:0] states when there is a rising edge of the PCLK. The PCLK can not be used as the internal clock for other functions of the display module.

Vertical synchronization (Vsync) is used to tell when there is received a new frame of the display. This is low enable and its state is read to the display module by a rising edge of the PCLK signal.

Horizontal synchronization (Hsync) is used to tell when there is received a new line of the frame. This is low enable and its state is read to the display module by a rising edge of the PCLK signal.

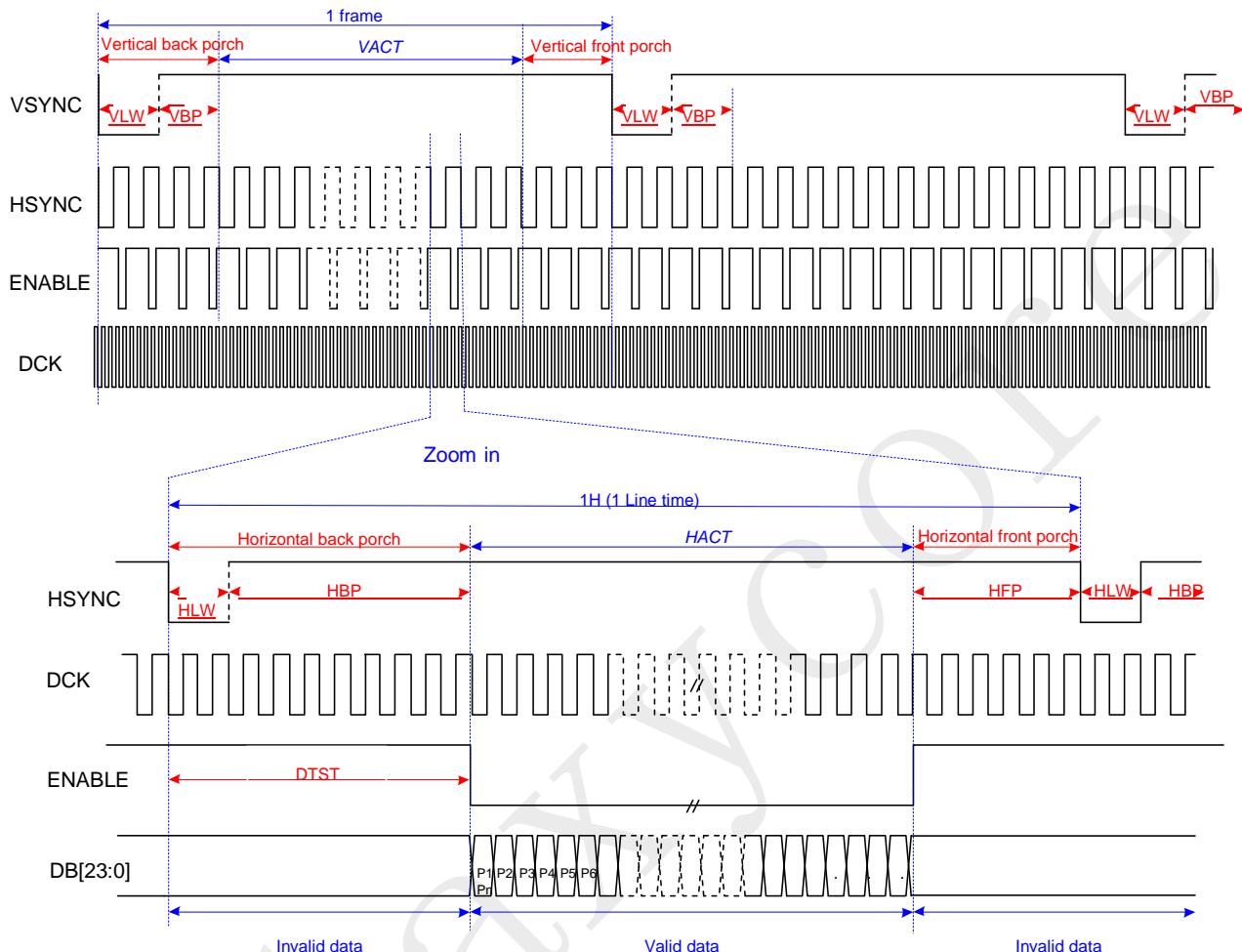
DE (Data Enable) is used to tell when there is received RGB information that should be transferred on the display. This is a high enable and its state is read to the display module by a rising edge of the PCLK signal. DB [23:0] are used to tell what is the information of the image that is transferred on the display (When DE= '0' (low) and there is a rising edge of PCLK). DB [23:0] can be '0' (low) or '1' (high). These lines are read by a rising edge of the PCLK signal.



**Figure 11 General DPI timing diagram**

### 5.3.2 DPI Interface Timing

The timing chart of 24-/18-/16-bit DPI (RGB) interface mode is illustrated in Figure 12.



VLW : VSYNC Low pulse Width

HLW : HSYNC Low pulse Width

DTST : Data Transfer Startup Time

Pn : pixel 1, pixel 2..., pixel n.

Parameter	Symbol	Condition	Min	Typ	Max	Units
Frame Rate	FR		54		6	fps
Horizontal Low Pulse width	HLW		1		-	DOTCL
Horizontal Back Porch	HBP		2		126	DOTCL
Horizontal Address	HACT			48		DOTCL
Horizontal Front Porch	HFP		2		-	DOTCL
Vertical Low Pulse width	VLW		1		126	Line
Vertical Back Porch	VBP		1		126	Line
Vertical Address	VACT				864	Line
Vertical Front Porch	VFP		1		255	Line
Data Clock	DCLK		16.		35.	MHz

Figure 12 DPI Interface Timing diagram<sup>Note1, Note2</sup>

Note1. HLW+HBP+HFP >= 4.5us.

Note2. VSPL='0', HSPL='0', DPL='0' and EPL='0' of "(Interface Mode Control 21h of the Page 1)" command.

## 5.4 DSI system interface

### 5.4.1 General Description

The MIPI DSI is enabled or disabled by external IM[3:0] pin.

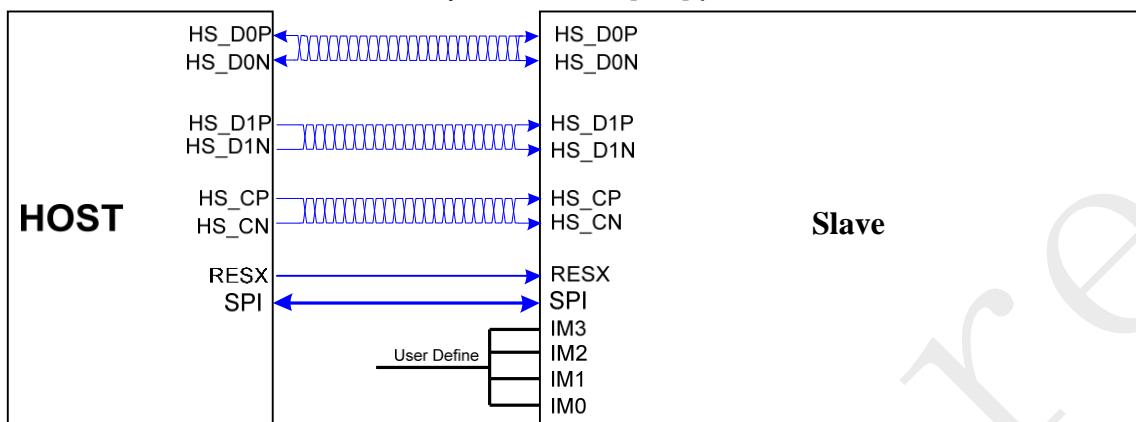


Figure 13 DSI system interface diagram

IM3	IM2	IM1	IM0	MPU Interface	Data Pin in Use
0	1	0	1	DSI interface	HS_CP, HS_CN, HS_D0P, HS_D0N, HS_D1P, HS_D1N,

The communication is separated into two different levels between the MPU and the display module:

Low level communication is done on the interface level.

High level communication is done on the packet level.

### 5.4.2 Interface Level Communication

The display module uses data and clock lane differential pairs for DSI (DSI-2M). Both differential lane pairs can be driven Low Power (LP) or High Speed (HS) mode.

Low Power mode means that each line of the differential pair is used in single end mode and a differential receiver is disable (A termination resistor of the receiver is disable) and it can be driven into a low power mode. High Speed mode means that differential pairs (The termination resistor of the receiver is enable) are not used in the single end mode.

There are used different modes and protocols in each mode when there are wanted to transfer information from the MPU to the display module and vice versa.

The State Codes of the High Speed (HS) and Low Power (LP) lane pair are defined below.

**Table 10 High Speed and Low-Power Lane Pair State Codes**

Lane Pair State Code	Line DC Voltage		High Speed	Low Power		
	DATA_P	DATA_N		Burst Mode	Control	Escape
HS-0	Low	High	Differential – 0	Note 1	Note 1	
HS-1	High	Low	Differential – 1	Note 1	Note 1	
LP-00	Low	Low	Not Defined	Bridge	Space	
LP-01	Low	High	Not Defined	HS – Request	Mark - 0	
LP-10	High	Low	Not Defined	LP - Request	Mark - 1	
LP-11	High	High	Not Defined	Stop	Note 2	

*Note 1* Low-Power Receivers (LP-Rx) of the lane pair are checking the LP-00 state code, when the Lane Pair is in the High Speed (HS) mode.

*Note 2* If Low-Power Receivers (LP-Rx) of the lane pair recognizes LP-11 state code, the lane pair returns to LP-11 of the Control Mode.

*Note 3* n = 0 and 1 (D1+/- lanes only for HS-0 and HS-1)

### 5.4.3 DSI-CLK Lanes

DSI-CLK+/- lanes can be driven into three different power modes: Low Power Mode (LPM), Ultra Low Power Mode (ULPM) or High Speed Clock Mode (HSCM). Clock lanes are in a single end mode (LP = Low Power) when there is entering or leaving Low Power Mode (LPM) or Ultra Low Power Mode (ULPM). Clock lanes are in the single end mode (LP = Low Power) when there is entering in or leaving out High Speed Clock Mode (HSCM).

These entering and leaving protocols are using clock lanes in the single end mode to generate an entering or leaving sequences.

The principal flow chart of the different clock lanes power modes is illustrated below.

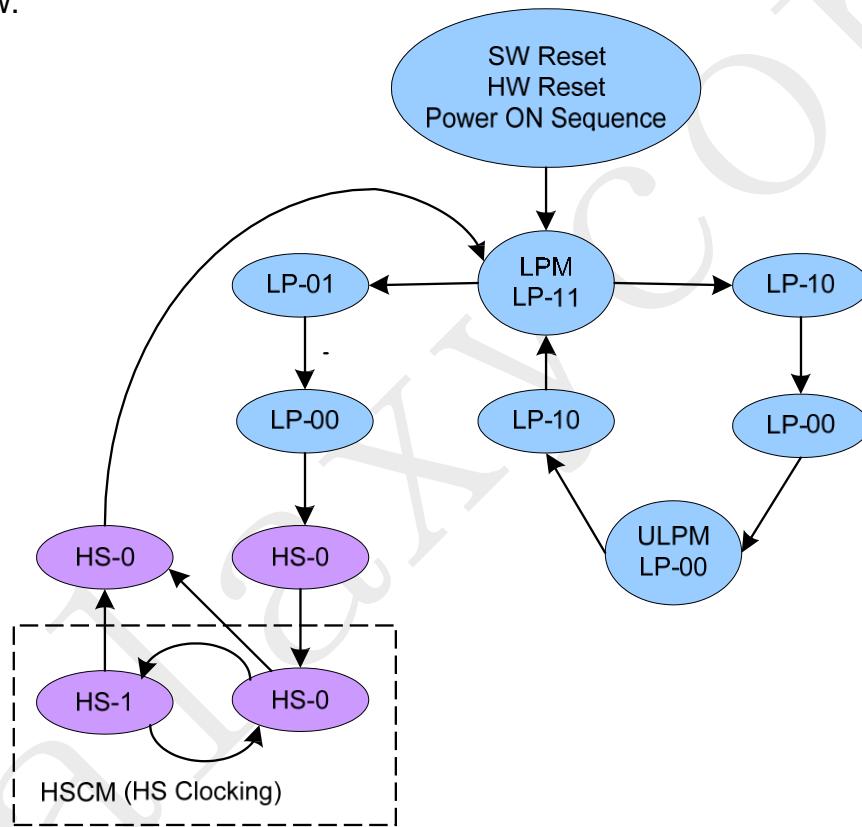


Figure 14 Clock Lanes Power Modes

#### 5.4.4 Low Power Mode (LPM)

DSI-CLK+/- lanes can be driven to the Low Power Mode (LPM), when DSI-CLK lanes are entering LP-11 State Code, in three different ways:

After SW Reset, HW Reset or Power On Sequence =>LP-11

After DSI-CLK+/- lanes are leaving Ultra Low Power Mode (ULPM, LP-00 State Code) =>LP-10 =>LP-11 (LPM).

This sequence is illustrated below.

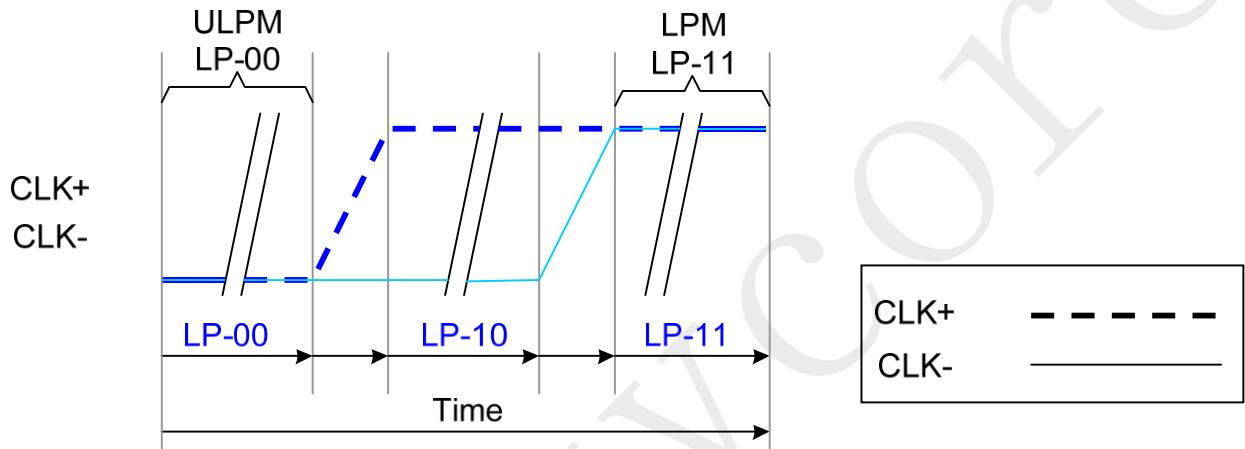


Figure 15 From ULPM to LPM

After DSI-CLK+/- lanes are leaving High Speed Clock Mode (HSCM, HS-0 or HS-1 State Code) =>HS-0=>LP-11 (LPM). This sequence is illustrated below.

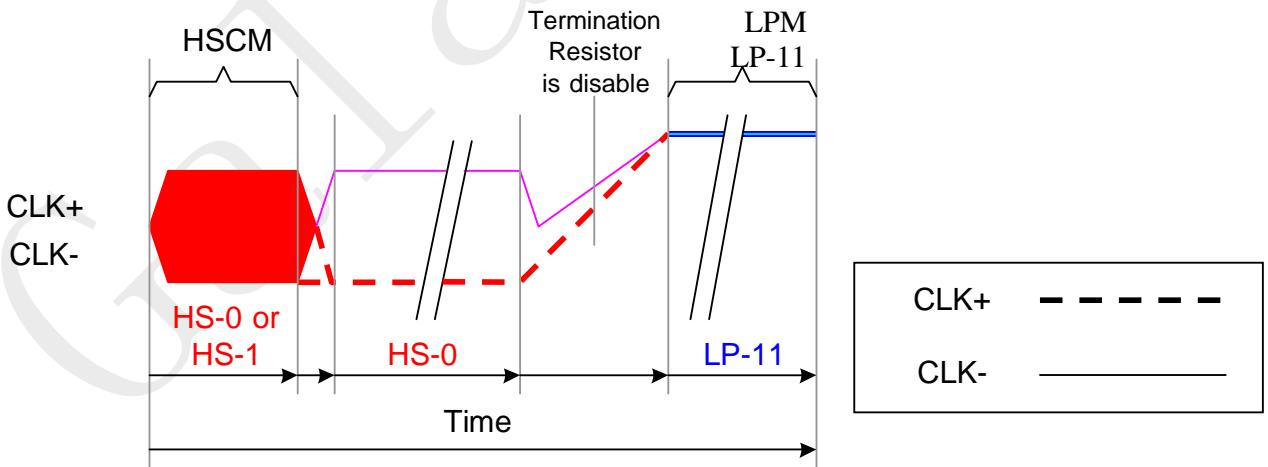
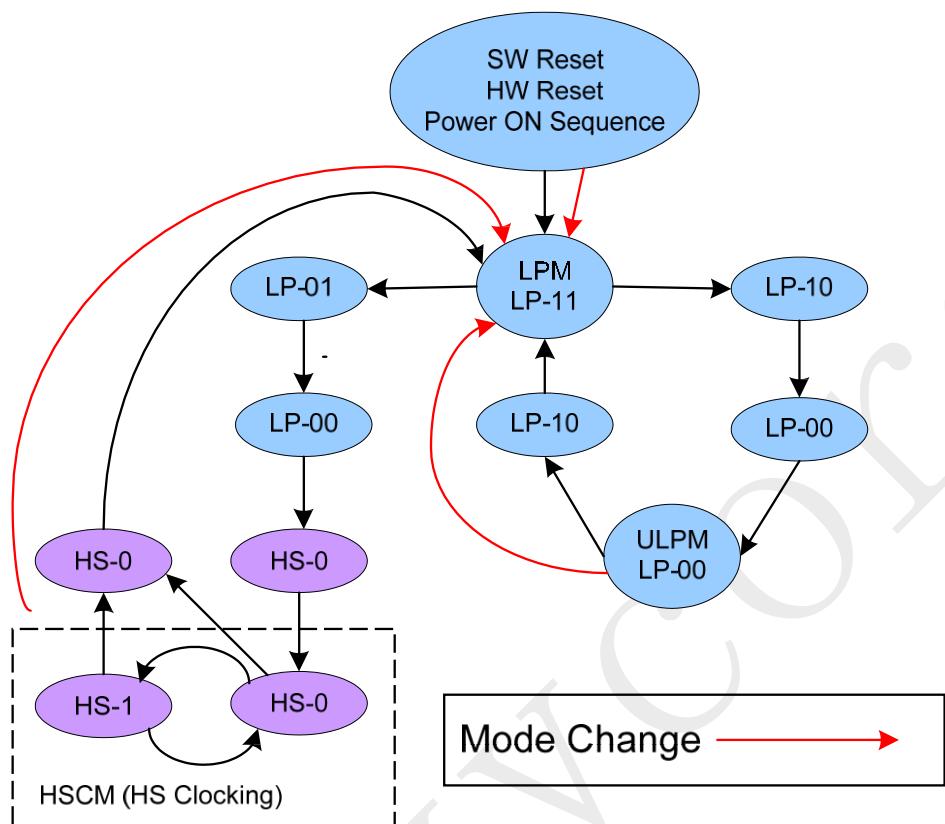


Figure 16 From High Speed Clock Mode (HSCM) to LPM

All three mode changes are illustrated a flow chart below.



**Figure 17 All Three Mode Changes to LPM on the Flow Chart**

### 5.4.5 Ultra Low Power Mode (ULPM)

DSI-CLK+/- lanes can be driven to the Ultra Low power Mode (ULPM), when DSI-CLK lanes are entering LP-00 State Code. The only entering possibility is from the Low Power Mode (LPM, LP-11 State Code) =>LP-10 =>LP-00 (ULPM).

This sequence is illustrated below.

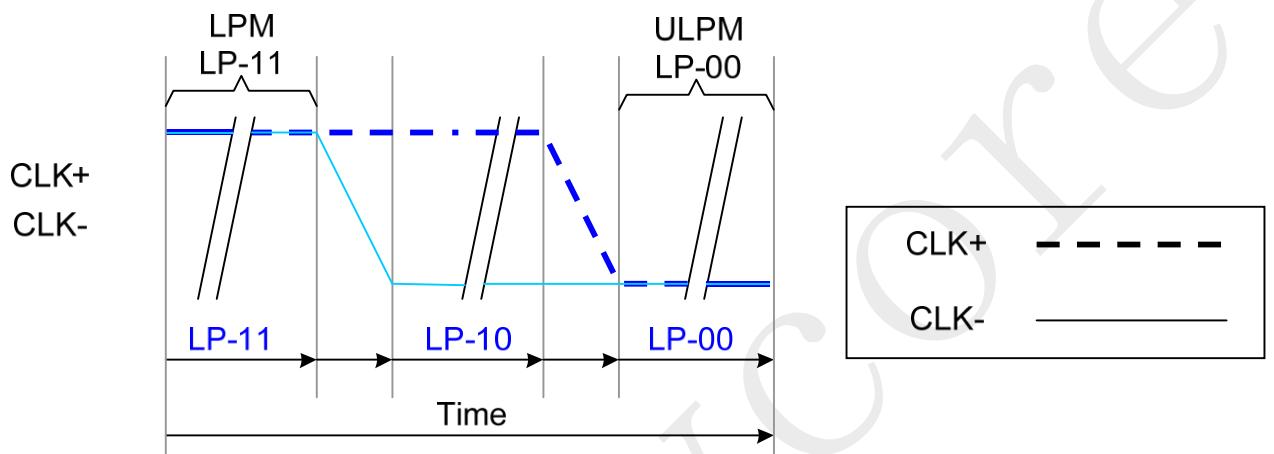


Figure 18 From LPM to ULPM

The mode change is also illustrated below.

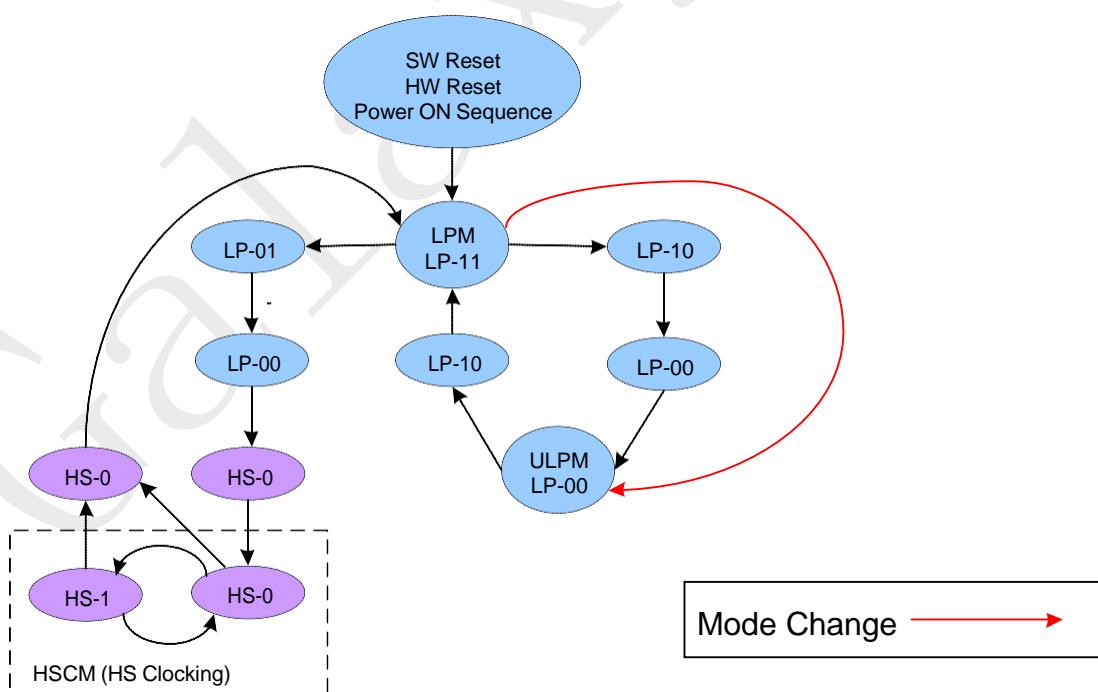


Figure 19 Mode Change from LPM to ULPM on the Flow Chart

#### 5.4.5 High-Speed Clock Mode (HSCM)

DSI-CLK+/- lanes can be driven to the High Speed Clock Mode (HSCM), when DSI-CLK lanes are starting to work between HS-0 and HS-1 State Codes.

The only entering possibility is from the Low Power Mode (LPM, LP-11 State Code) =>LP-01 =>LP-00

=>HS-0 =>HS-0/1 (HSCM). This sequence is illustrated below.

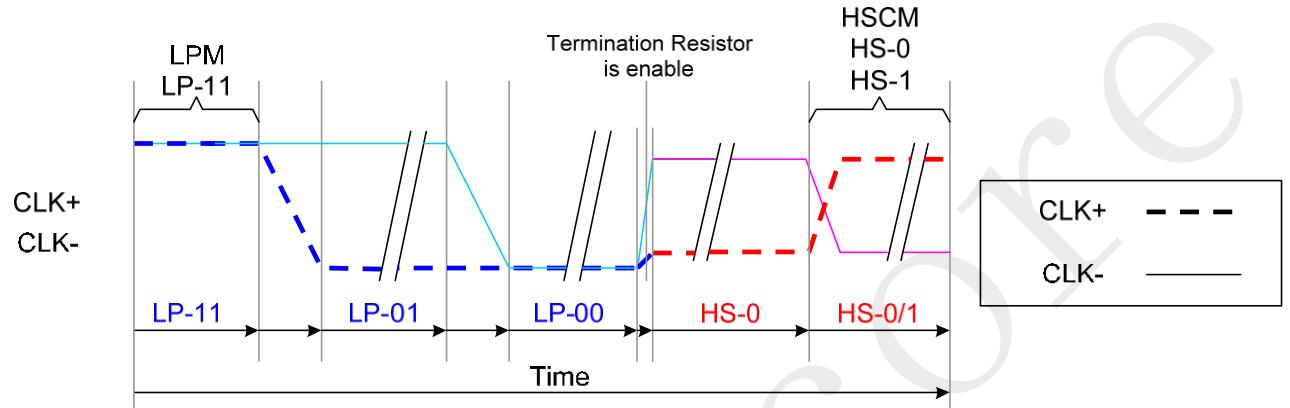


Figure 20 From LPM to HSCM

The mode change is also illustrated below.

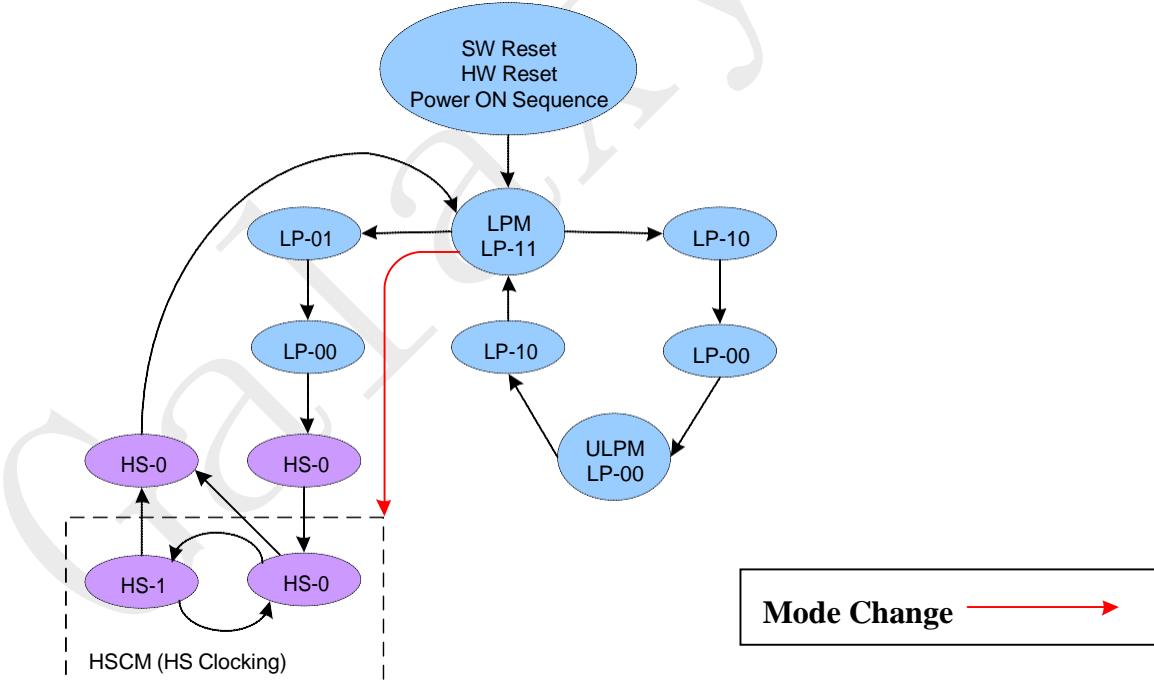


Figure 21 Mode Change from LPM to HSCM on the Flow Chart

The high speed clock (DSI-CLK+/-) is started before high speed data is sent via DSI-D1+/- or DSI-D0+/- lanes. The high speed clock continues clocking after the high speed data sending has been stopped.

The burst of the high speed clock consists of:

Even number of transitions

Start state is HS-0

End state is HS-0

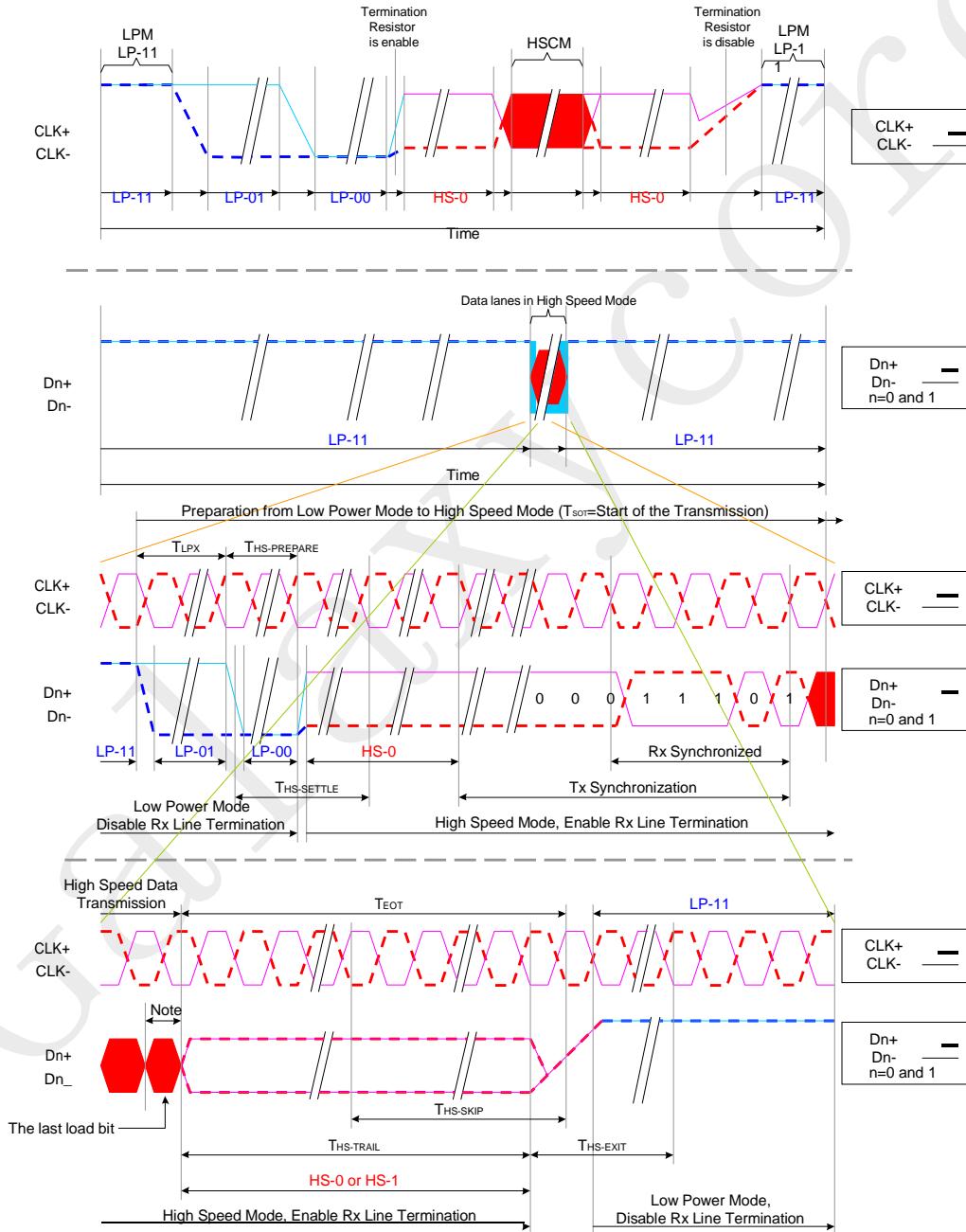


Figure 22 High Speed Clock Burst<sup>Note</sup>

- <sup>Note</sup>
1. If the last load bit is HS-0, the transmitter changes from HS-0 to HS-1.
  2. If the last load bit is HS-1, the transmitter changes from HS-1 to HS-0.

---

#### 5.4.6 DSI-D1 and DSI-D0 Data Lanes

DSI-D1+/- and DSI-D0+/- Data Lanes can be driven in different modes which are:

Escape Mode (Only DSI-D0+/- data lanes are used)

High-Speed Data Transmission (DSI-D1+/- and DSI-D0+/- data lanes are used)

Bus Turnaround Request (Only DSI-D0+/- data lanes are used)

These modes and their entering codes are defined on the following table.

**Table 11 Entering and Leaving Sequences**<sup>Note</sup>

Mode	Entering Mode Sequence	Leaving Mode Sequence
Escape Mode	LP-11 → LP-10 → LP-00 → LP-01 →	LP-00 → LP-10 → LP-11
High-Speed Data	LP-11 → LP-01 → LP-00 → HS-0	(HS-0 or HS-1) → LP-11
Bus Turnaround Request	LP-11 → LP-10 → LP-00 → LP-10 →	Hi-Z

<sup>Note</sup> 1. DSI-D1+/- and DSI-D0+/- data lanes are used.

2. More information on chapter "Bus Turnaround".

---

### **5.4.7 Escape Modes**

DSI-D0+/- data lanes can be used in different Escape Modes when data lanes are in Low Power (LP) mode. These Escape Modes are used to:

- Send “Low-Power Data Transmission” (LPDT) e.g. from the MPU to the display module,
- Drive data lanes to “Ultra-Low Power State” (ULPS),
- Indicate “Remote Application Reset” (RAR), which is resetting the display module,
- Indicate “Acknowledge” (ACK), which is used for a non-error event from the display module to the MPU.

The basic sequence of the Escape Mode is as follow

Start: LP-11

Escape Mode Entry (EME): LP-11 =>LP-10 =>LP-00 =>LP-01 =>LP-00

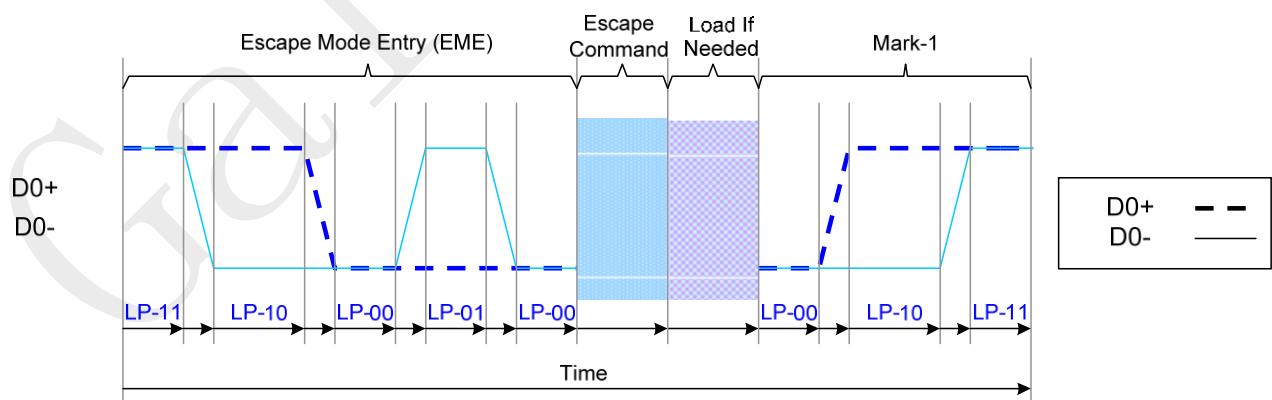
Escape Command (EC), which is coded, when one of the data lanes is changing from low-to-high-to-low then this changed data lane is presenting a value of the current data bit (DSI-D0+ = 1, DSI-D0- = 0) e.g. when DSI-D0- is changing from low-to-high-to-low, the receiver is latching a data bit, which value is logical 0. The receiver is using this low-to-high-to-low transition for its internal clock.

A load if it is needed

Exit Escape (Mark-1) LP-00 =>LP-10 =>LP-11

End: LP-11

This basic construction is illustrated below:



**Figure 23 General Escape Mode Sequence**

---

There are a total of eight Escape Commands (EC) divided into two types, Modes and Triggers, see Table 12: Escape Commands.

An example of a Mode type Escape Command is ‘Ultra-Low Power Mode’ where the MPU instructs the display module to enter it’s Ultra-Low Power Mode.

Escape commands are defined on the next table.

**Table 12 Escape Commands**<sup>Note</sup>

Escape command	Command Type Mode / Trigger	Entry command Pattern (First Bit → Last Bit Transmitted)	Dn	D0
Low-Power Data	Mode	1110 0001 b	-	X
Ultra-Low Power Mode	Mode	0001 1110 b	X	X
Undefined-1, <sup>Note 1</sup>	Mo	1001 1111 b	-	-
Undefined-2, <sup>Note 1</sup>	Mo	1101 1110 b	-	-
Remote Application Reset	Trigger	0110 0010 b	-	X
Acknowledge	Trigger	0010 0001 b	-	X
Unknown-5, <sup>Note 1</sup>	Trigger	1010 0000 b	-	-

<sup>Note</sup> 1. This Escape command support has not been implemented on the display module.

n = 1

x = Supported

- = Not Supported

#### 5.4.8 Low-Power Data Transmission (LPDT)

The MPU can send data to the display module in Low-Power Data Transmission (LPDT) mode when data lanes are entering in Escape Mode and Low-Power Data Transmission (LPDT) command has been sent to the display module. The display module is also using the same sequence when it is sending data to the MPU.

The Low Power Data Transmission (LPDT) is using a following sequence:

Start: LP-11

Escape Mode Entry (EME): LP-11 =>LP-10 =>LP-00 =>LP-01 =>LP-00

Low-Power Data Transmission (LPDT) command in Escape Mode: 1110 0001 (First to Last bit)

Load (Data):

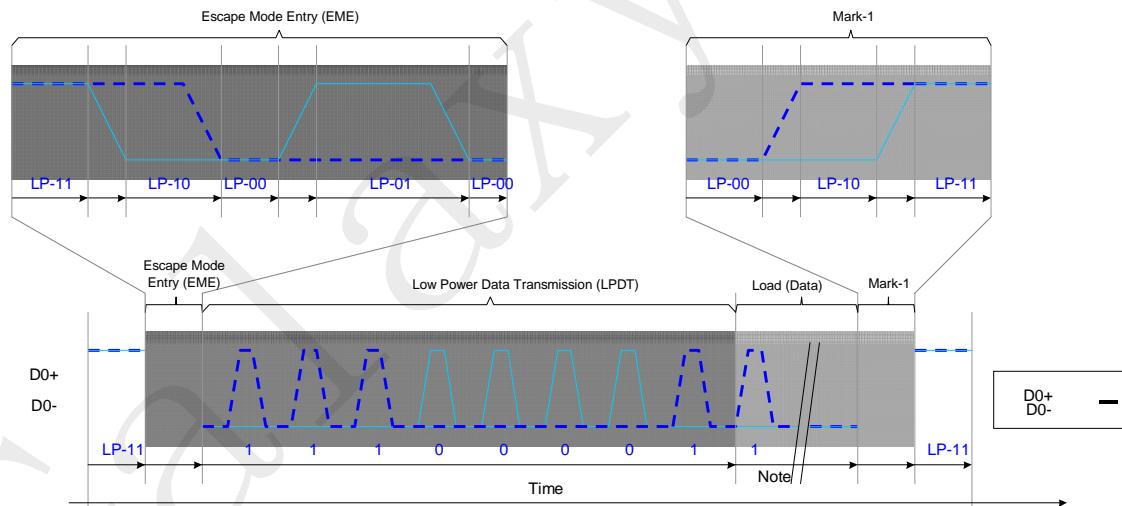
One or more bytes (8 bit)

Data lanes are in pause mode when data lanes are stopped (Both lanes are low) between bytes

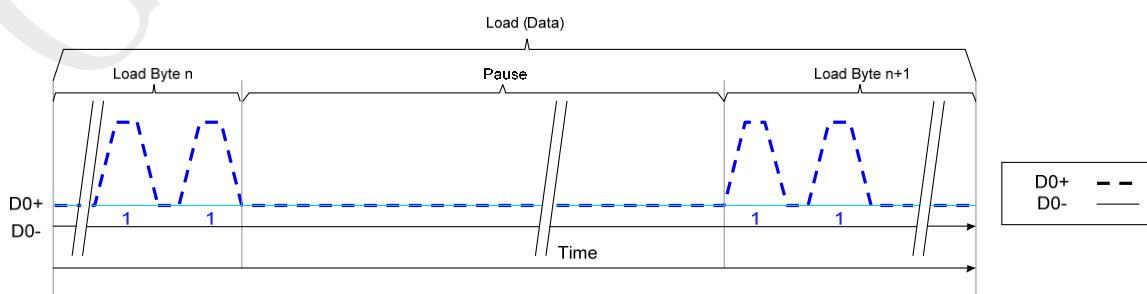
- Mark-1: LP-00 =>LP-10 =>LP-11

End: LP-11

This sequence is illustrated for reference purposes below:



**Figure 24 Low-Power Data Transmission (LPDT)<sup>Note</sup>**



**Figure 25 Pause (Example)**

*Note* Load (Data) is presenting that the first bit is logical '1' in this example.

#### 5.4.9 Ultra-Low Power State (ULPS)

The MPU can force data lanes in Ultra-Low Power State (ULPS) mode when data lanes are entering in Escape Mode.

The Ultra-Low Power State (ULPS) is using a following sequence:

Start: LP-11

Escape Mode Entry (EME): LP-11 =>LP-10 =>LP-00 =>LP-01 =>LP-00

Ultra-Low Power State (ULPS) command in Escape Mode: 0001 1110 (First to Last bit)

Ultra-Low Power State (ULPS) when the MPU is keeping data lanes low

- Mark-1: LP-00 =>LP-10 =>LP-11

End: LP-11

This sequence is illustrated for reference purposes below:

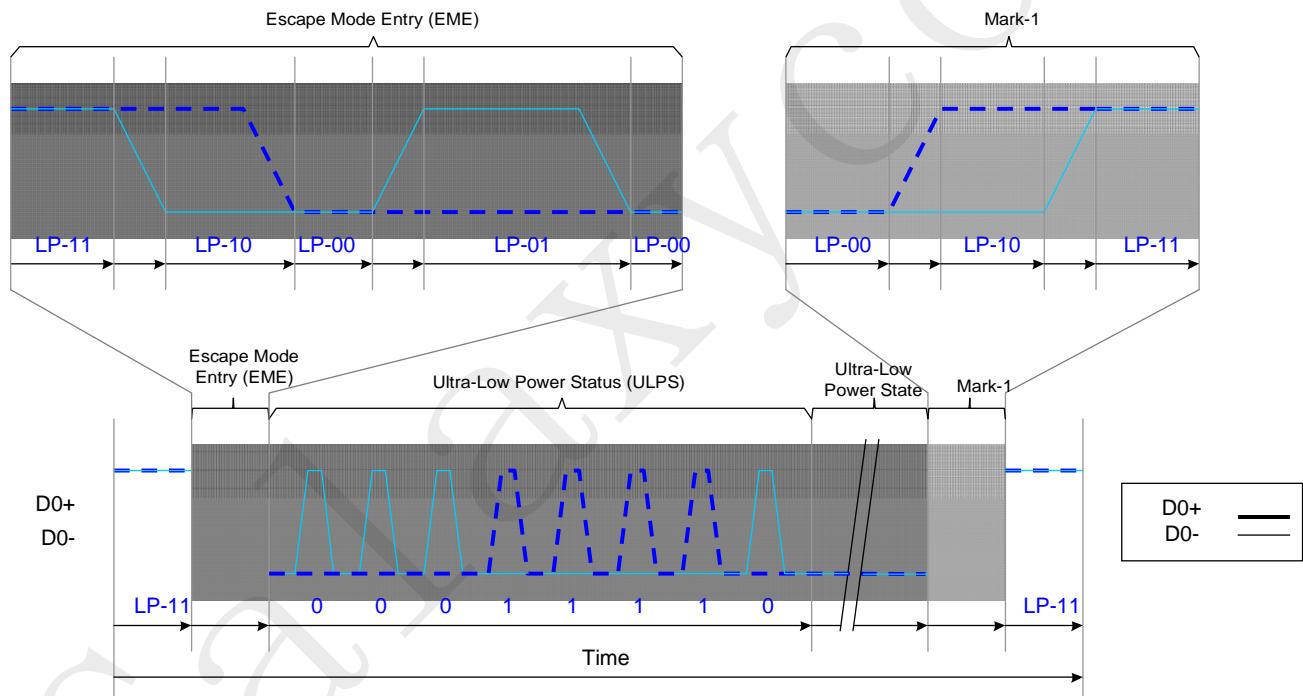


Figure 26 Ultra-Low Power State (ULPS)

### 5.4.10 Remote Application Reset (RAR)

The MPU can inform to the display module that it should be reset in Remote Application Reset (RAR) trigger when data lanes are entering in Escape Mode.

The Remote Application Reset (RAR) is using a following sequence:

Start: LP-11

Escape Mode Entry (EME): LP-11 =>LP-10 =>LP-00 =>LP-01 =>LP-00

Remote Application Reset (RAR) command in Escape Mode: 0110 0010 (First to Last bit)

- Mark-1: LP-00 =>LP-10 =>LP-11

End: LP-11

This sequence is illustrated for reference purposes below:

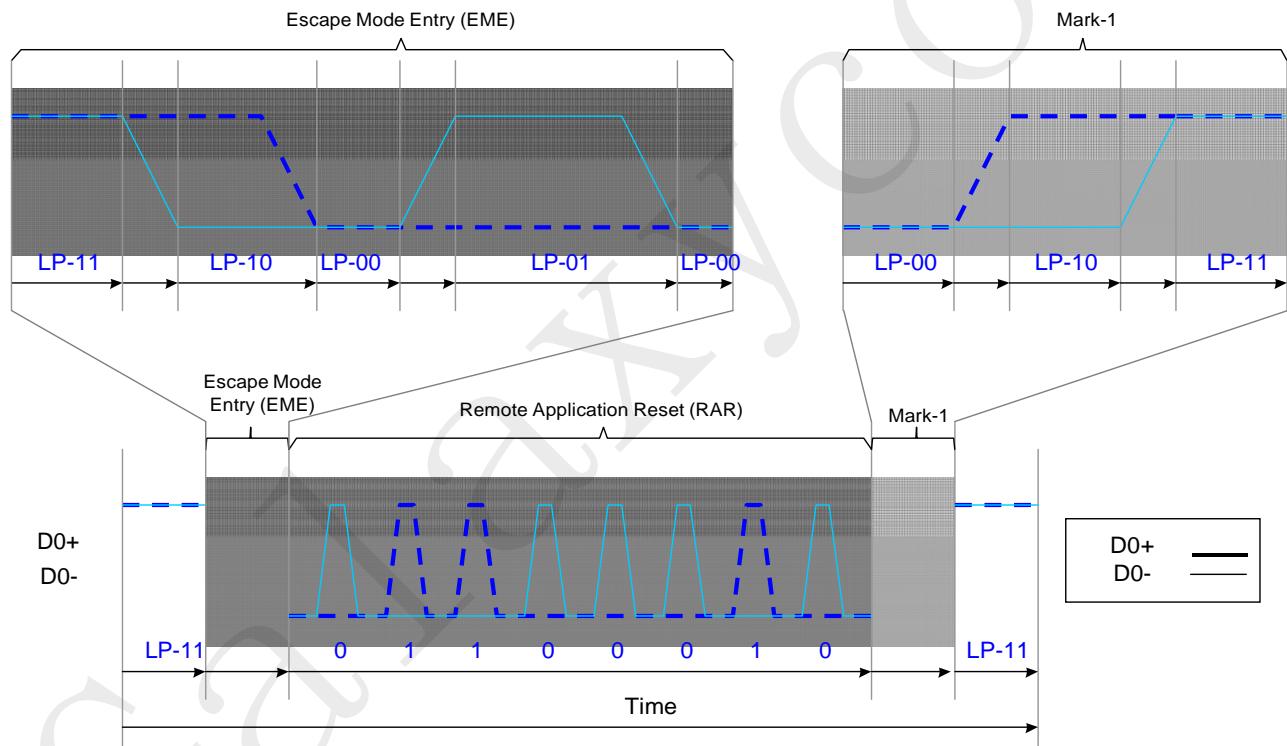


Figure 27 Remote Application Reset (RAR)

#### 5.4.11 Acknowledge (ACK)

The display module can inform to the MPU when an error has not recognized on it by Acknowledge (ACK). The display module is sending the Acknowledge (ACK) what is using a following sequence:

Start: LP-11

Escape Mode Entry (EME): LP-11 =>LP-10 =>LP-00 =>LP-01 =>LP-00

Acknowledge (ACK) command in Escape Mode: 0010 0001 (First to Last bit)

- Mark-1: LP-00 =>LP-10 =>LP-11

End: LP-11

This sequence is illustrated for reference purposes below:

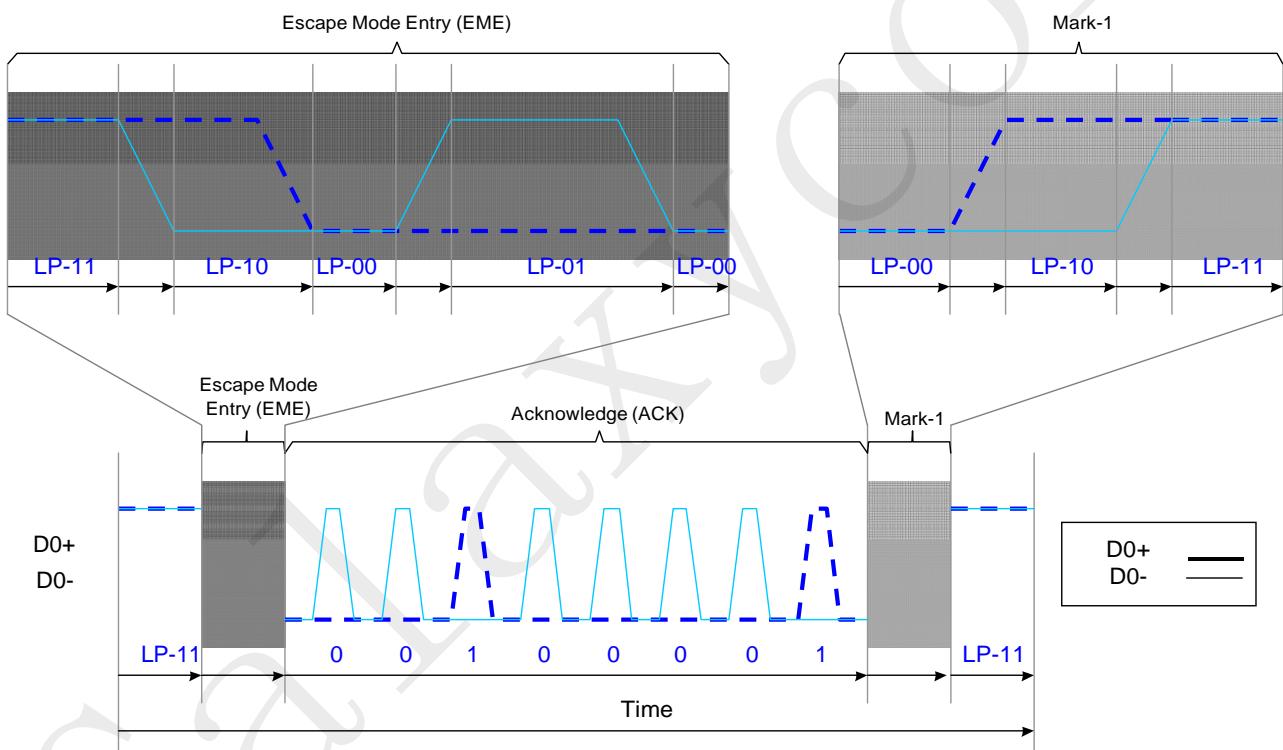


Figure 28 Acknowledge (ACK)

#### 5.4.12 Entering High-Speed Data Transmission (T<sub>SOT</sub> of HSDT)

The display module is entering High-Speed Data Transmission (HSDT) when Clock lanes DSI-CLK+/- have already been entered in the High-Speed Clock Mode (HSCM) by the MPU. See more information on chapter “High-Speed Clock Mode (HSCM)”.

Data lanes DSI-D1+/- and DSI-D0+/- of the display module are entering (T<sub>SOT</sub>) in the High-Speed Data Transmission (HSDT) as follows

Start: LP-11

HS-Request: LP-01

HS-Settle: LP-00 => HS-0 (Rx: Lane Termination Enable)

Rx Synchronization: 011101 (Tx (= MPU) Synchronization: 0001 1101)

End: High-Speed Data Transmission (HSDT) – Ready to receive High-Speed Data Load

This same entering High-Speed Data Transmission (T<sub>SOT</sub> of HSDT) sequence is illustrated below

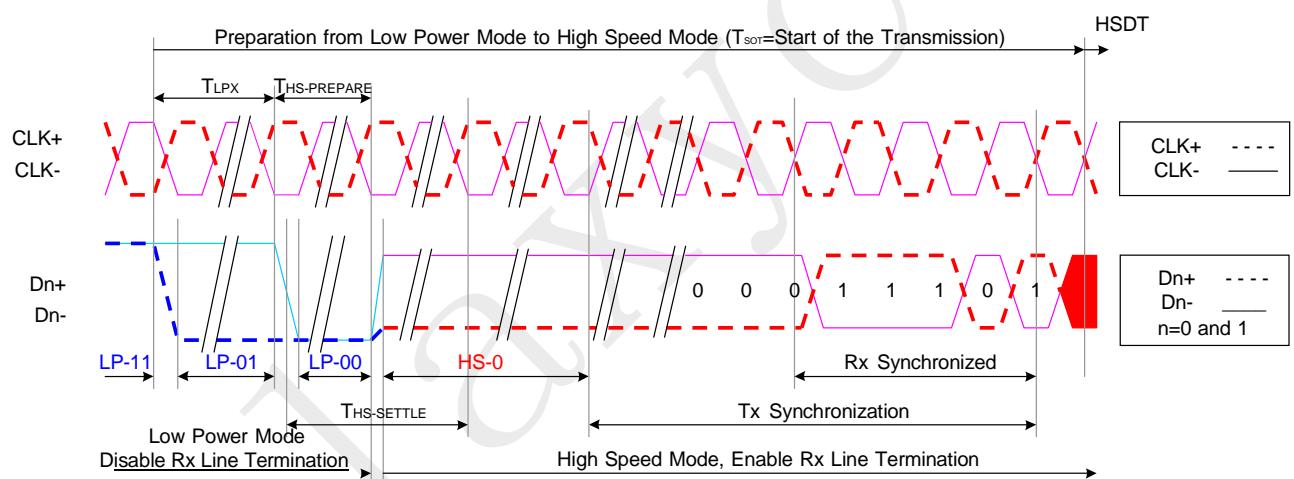


Figure 29 Entering High-Speed Data Transmission (T<sub>SOT</sub> of HSDT)

#### 5.4.13 Leaving High-Speed Data Transmission (TEOT of HSDT)

The display module is leaving the High-Speed Data Transmission ( $T_{EOT}$  of HSDT) when Clock lanes DSICLK+/- are in the High-Speed Clock Mode (HSCM) by the MPU and this HSCM is kept until data lanes DSI-D1+/- and DSI-D0+/- are in LP-11 mode. See more information on chapter “High-Speed Clock Mode (HSCM)”.

Data lanes DSI-D1+/- and DSI-D0+/- of the display module are leaving from the High-Speed Data Transmission ( $T_{EOT}$  of HSDT) as follows

Start: High-Speed Data Transmission (HSDT)

Stops High-Speed Data Transmission

- o MPU changes to HS-1, if the last load bit is HS-0
- o MPU changes to HS-0, if the last load bit is HS-1

End: LP-11 (Rx: Lane Termination Disable)

This same leaving High-Speed Data Transmission ( $T_{EOT}$  of HSDT) sequence is illustrated below

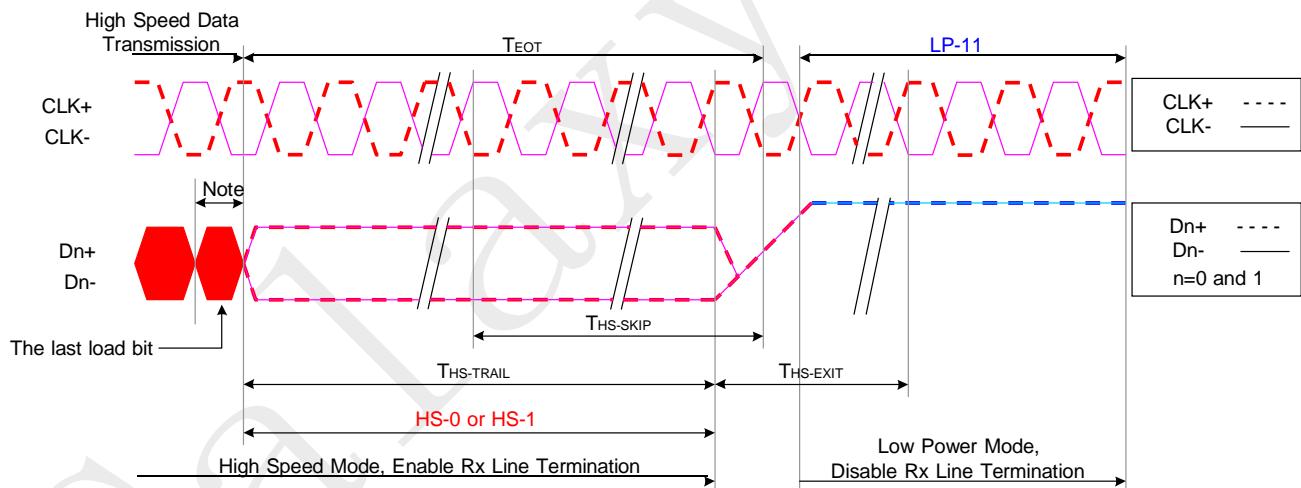


Figure 30 Leaving High-Speed Data Transmission (TEOT of HSDT)<sup>Note</sup>

- <sup>Note</sup>
1. If the last load bit is HS-0, the transmitter changes from HS-0 to HS-1.
  2. If the last load bit is HS-1, the transmitter changes from HS-1 to HS-0.

#### 5.4.14 Burst of the High-Speed Data Transmission (HSDT)

The burst of the “High-Speed Data Transmission” (HSDT) can consist of one data packet or several data packets.

These data packets can be Long (LPa) or Short (SPa) packets. These packets are defined on chapter “Short Packet (SPa) and Long Packet (LPa) Structures“.

These different burst of the High-Speed Data Transmission (HSDT) cases are illustrated for reference purposes below.

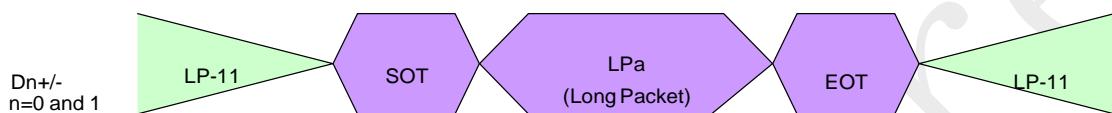
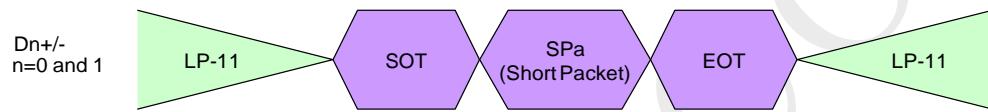
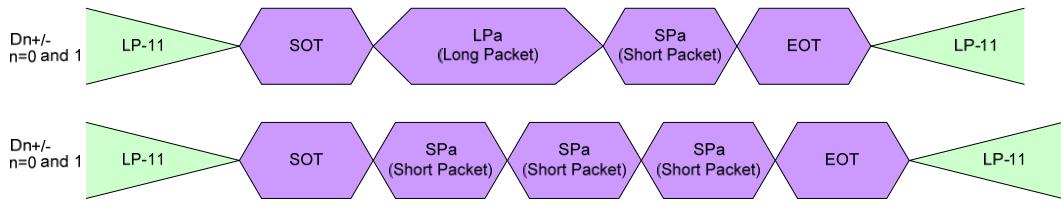


Figure 31 Single Packet in High-Speed Data Transmissions



The multiple packets in High-Speed Data Transmission is illustrated for reference purposes below:

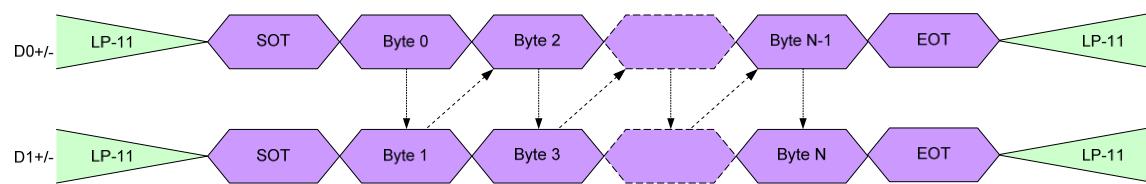


**Figure 32 Multiple Packets in High-Speed Data Transmission – Examples**

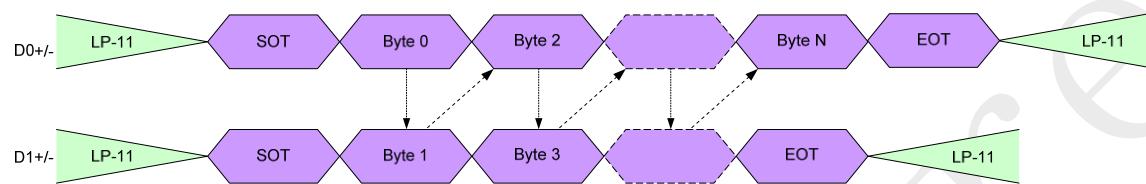
**Table 13 Abbreviations**

Abbreviation	Explanation
EOT	End of the Transmission
LPa	Long Packet
LP-11	Low Power Mode, Both of Data lanes are '1's (Stop Mode)
SPa	Short Packet
SOT	Start of the Transmission

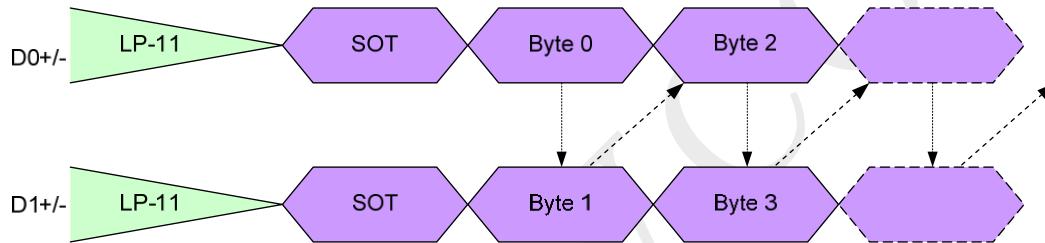
Byte orders of the sent packet is in High-Speed Data Transmission (HSDT) as follows.



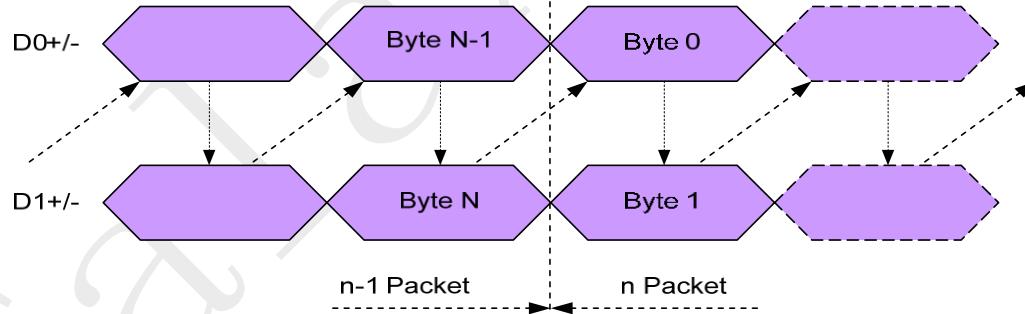
**Figure 33 Single Packet in HSDT – Even Number of Bytes**



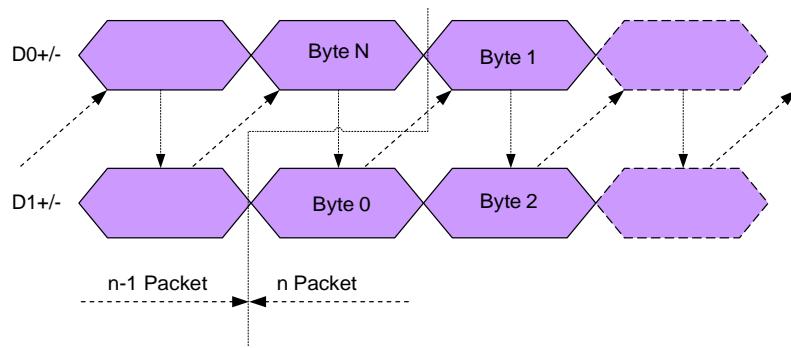
**Figure 34 Single Packet in HSDT – Odd Number of Byte**



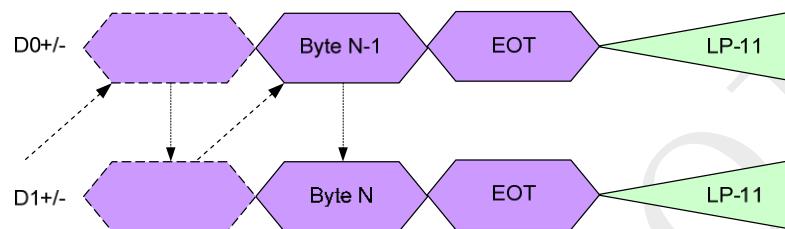
**Figure 35 Start of Transmission (SoT) in HSDT for Multiple Packets**



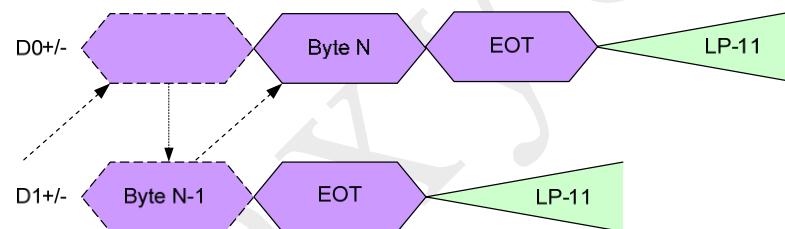
**Figure 36 Continue Multiple Packets in HSDT when Number of Bytes is Equal on Both Data Lanes at the End of the Packet**



**Figure 37 Continue Multiple Packets in HSDT when Number of Bytes is not Equal on Both Data Lanes at the End of the Packet**



**Figure 38 End of Transmission (EoT) in HSDT when Number of Bytes is Equal on Both Data Lanes at the End of the Packet**



**Figure 39 End of Transmission (EoT) in HSDT when Number of Bytes is not Equal on Both Data Lanes at the End of the Packet**

#### 5.4.15 Bus Turnaround (BTA)

The MPU or display module, which is controlling DSI-D0+/- Data Lanes, can start a bus turnaround procedure when it wants information from a receiver, which can be the MPU or display module.

The MPU and display module are using the same sequence when this bus turnaround procedure is used. This sequence is described for reference purposes, when the MPU wants to do the bus turnaround procedure to the display module, as follows.

Start (MPU): LP-11

Turnaround Request (MPU): LP-11 =>LP-10 =>LP-00 => LP-10 => LP-00

The MPU waits until the display module is starting to control DSI-D0+/- data lanes and the MPU stops to control DSI-D0+/- data lanes (= High-Z)

The display module changes to the stop mode: LP-00 =>LP-10 =>LP-11

The same bus turnaround procedure (From the MPU to the display module) is illustrated below

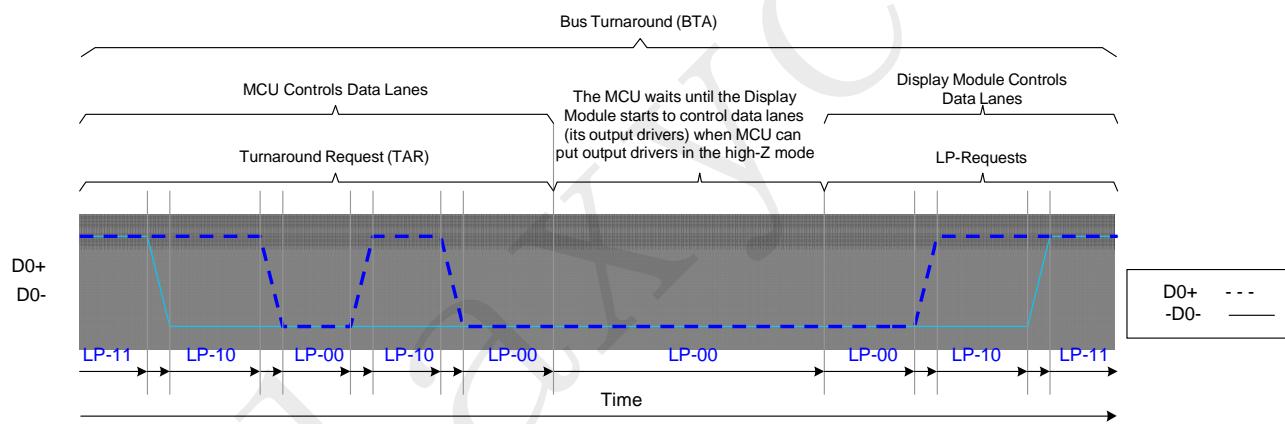


Figure 40 Bus Turnaround Procedure

MPU and display module terms are switched on the Figure 40, if the Bus Turnaround (BTA) is from the display module to the MPU.

#### 5.4.16 Packet Level Communication

#### 5.4.17 Short Packet (SPa) and Long Packet (LPa) Structures

Short Packet (SPa) and Long Packet (LPa) are always used when data transmission is done in Low Power Data Transmission (LPDT) or High-Speed Data Transmission (HSDT) modes<sup>Note</sup>.

The lengths of the packets are

Short Packet (SPa): 4 bytes

Long Packet (LPa): From 6 to 65,541 bytes

The type (SPa or LPa) of the packet can be recognized from their package headers (PH).

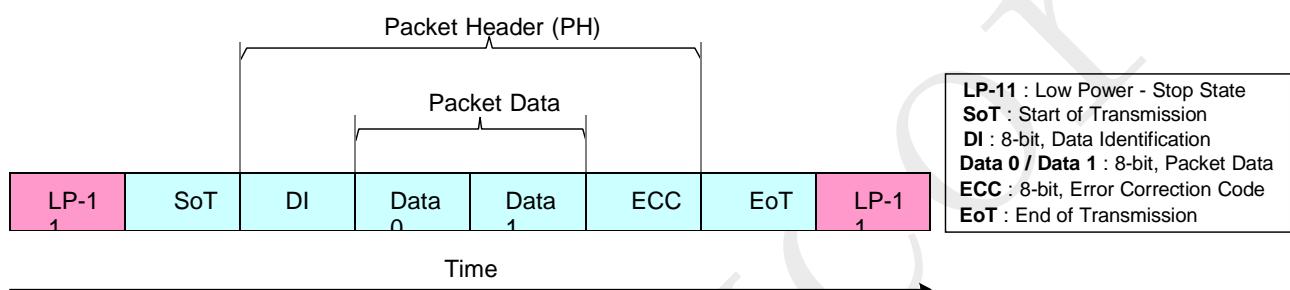


Figure 41 Short Packet (SPa) Structure

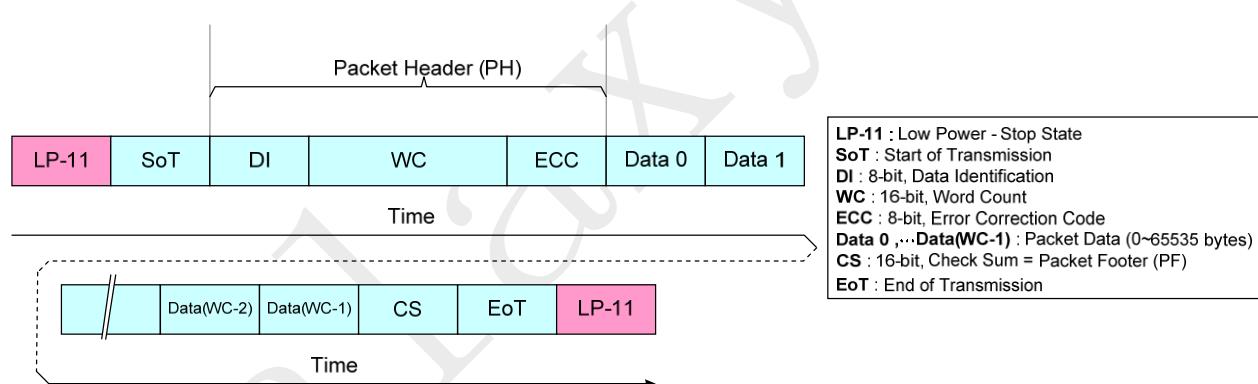


Figure 42 Long Packet (LPa) Structure

*Note* Short Packet (SPa) and Long Packet (LPa) are presenting a single packet sending (= Includes LP-11, SoT and EoT for each packet sending).

The other possibility is that there is not needed SoT, EoT and LP-11 between packets if packets have sent in multiple packet format e.g.

LP-11 => SoT => SPa => LPa => SPa => SPa => EoT => LP-11

LP-11 => SoT => SPa => SPa => SPa => EoT => LP-11

LP-11 => SoT => LPa => LPa => LPa => EoT => LP-11

#### 5.4.18 Bit Order of the Byte on Packets

The bit order of the byte, what is used on packets, is that the Least Significant Bit (LSB) of the byte is sent in the first and the Most Significant Bit (MSB) of the byte is sent in the last. This same order is illustrated for reference purposes below.

DI (Data Identification)								WC - LSB (Word Count - LSB)								WC - MSB (Word Count - MSB)								ECC (Error Correction Code)							
8'b 29h								8'b 01h								8'b 00h								8'b 06h							
1	0	0	1	0	1	0	0	1	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	
B	B	B	B	B	B	B	B	B	B	B	B	B	B	B	B	B	B	B	B	B	B	B	B	B	B	B	B	B	B	B	
0	1	2	3	4	5	6	7	0	1	2	3	4	5	6	7	0	1	2	3	4	5	6	7	0	1	2	3	4	5	6	7
L S B				M S B	L S B			M S B	L S B			M S B	L S B			M S B	L S B			M S B											
Time																															

Figure 43 Bit Order of the Byte on Packets

#### 5.4.19 Byte Order of the Multiple Byte Information on Packets

Byte order of the multiple bytes information, what is used on packets, is that the Least Significant (LS) Byte of the information is sent in the first and the Most Significant (MS) Byte of the information is sent in the last

e.g. Word Count (WC) consists of 2 bytes (16 bits) when the LS byte is sent in the first and the MS byte is sent in the last.

This same order is illustrated for reference purposes below.

WC - LSB (Word Count – Least Significant Byte)								WC - MSB (Word Count – Most Significant Byte)							
8'b 01h								8'b 00h							
1	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
Bit 0	Bit 1	Bit 2	Bit 3	Bit 4	Bit 5	Bit 6	Bit 7	Bit 0	Bit 1	Bit 2	Bit 3	Bit 4	Bit 5	Bit 6	Bit 7
LSB								MSB	LSB						MSB
Time															

Figure 44 Byte Order of the Multiple Byte Information on Packets

#### 5.4.20 Packet Header (PH)

The packet header is always consisting of 4 bytes. The content of these 4 bytes are different if it is used to Short Packet (SPa) or Long Packet (LPa).

Short Packet (SPa):

1st byte: Data Identification (DI) => Identification that this is Short Packet (SPa)

2nd and 3rd bytes: Packet Data (PD), Data 0 and 1

4th byte: Error Correction Code (ECC)

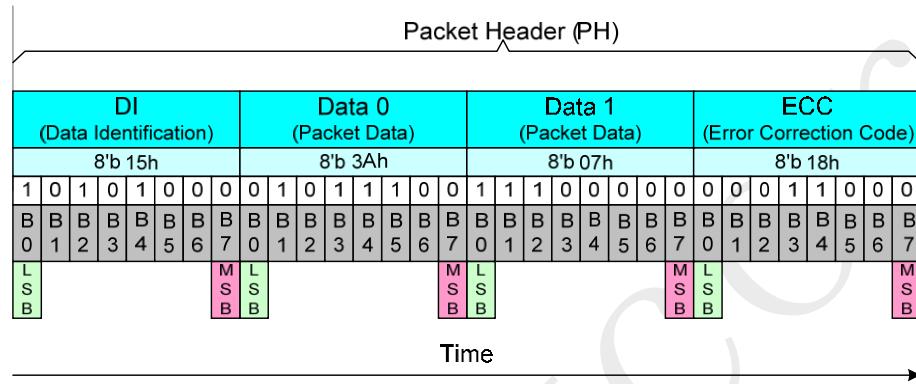


Figure 45 Packet Header (PH) on Short Packet (SPa)

Long Packet  
(LPa):

1st byte: Data Identification (DI) => Identification that this is Long Packet (LPa)

2nd and 3rd bytes: Word Count (WC)

4th byte: Error Correction Code (ECC)

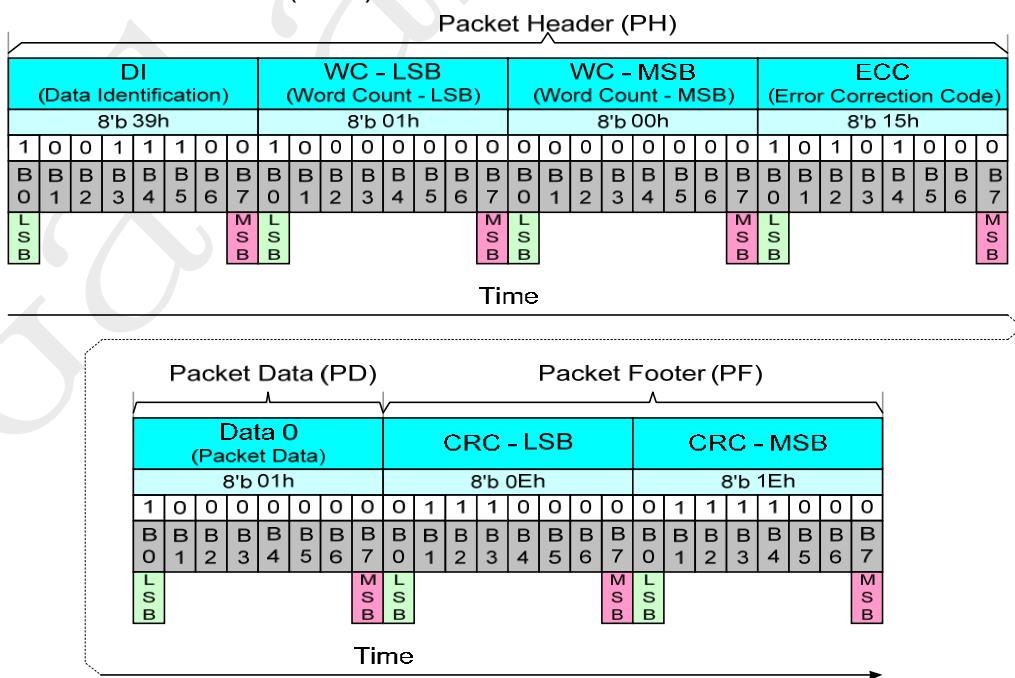


Figure 46 Packet Header (PH) on Long Packet (LPa)

#### 5.4.21 Data Identification (DI)

Data Identification (DI) is a part of Packet Header (PH) and it consists of 2 parts:

Virtual Channel (VC), 2 bits, DI[7...6]

Data Type (DT), 6 bits, DI[5...0]

The Data Identification (DI) structure is illustrated, see figure below.

DI (Data Identification)							
VC (Virtual Channel Identifier)		DT (Data Type)					
Bit 7	Bit 6	Bit 5	Bit 4	Bit 3	Bit 2	Bit 1	Bit 0

Figure 47 Data Identification (DI) Structure

Data Identification (DI) is illustrated on Packet Header (PH) for reference purposes below.

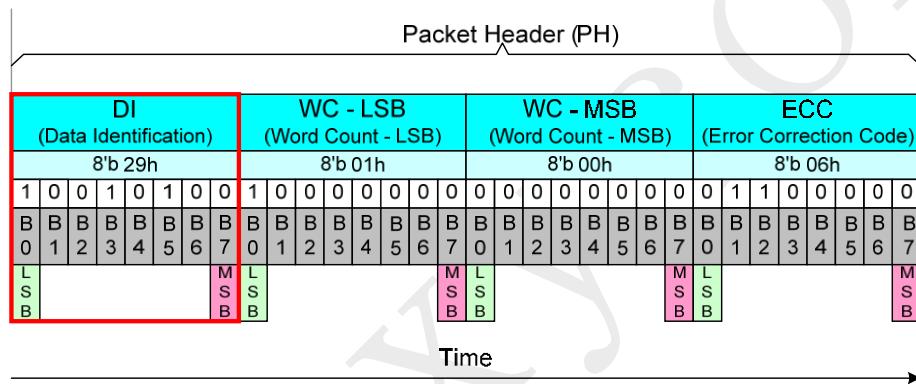


Figure 48 Data Identification (DI) on the Packet Header (PH)

#### 5.4.22 Virtual Channel (VC)

Virtual Channel (VC) is a part of Data Identification (DI[7...6]) structure and it is used to address where a packet is wanted to send from the MPU.

Bits of the Virtual Channel (VC) are illustrated for reference purposes below.

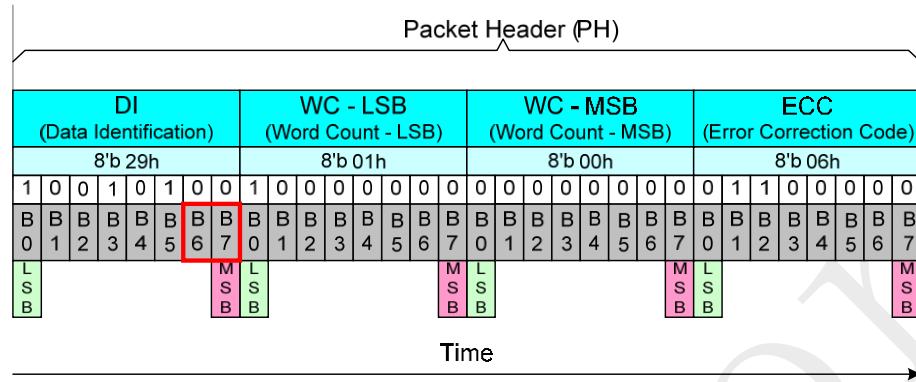


Figure 49 Virtual Channel (VC) on the Packet Header (PH)

Virtual Channel (VC) can address 4 different channels for e.g. 4 different display modules. Devices are using the same virtual channel what the MPU is using to send packets to them e.g.

The MPU is using the virtual channel 0 when it sends packets to this display module  
This display module is also using the virtual channel 0 when it sends  
packets to the MPU This functionality is illustrated below.

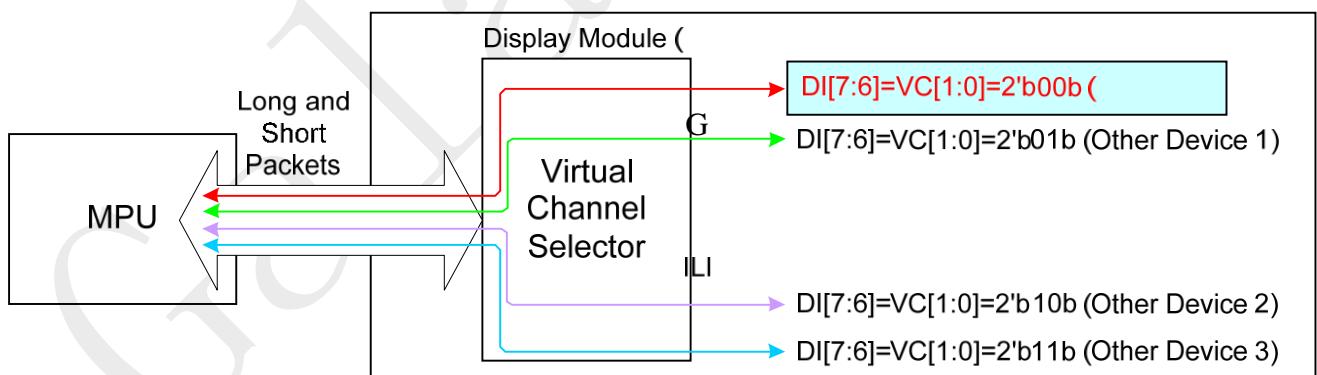


Figure 50 Virtual Channel (VC) Configuration

Virtual Channel (VC) is always 0 ( $DI[7..6]=VC[1..0]=00_b$ ) when the MPU is sending “End of Transmission Packet” to the display module. See chapter “End of Transmission Packet (EoTP)”.

This display module is not supporting the virtual channel selector for other devices (1 to 3) when the only possible virtual channel ( $VC[1..0]$ ) is 00b for this display module.

### 5.4.23 Data Type (DT)

Data Type (DT) is a part of Data Identification (DI[5...0]) structure and it is used to define a type of the used data on a packet.

Bits of the Data Type (DT) are illustrated for reference purposes below.

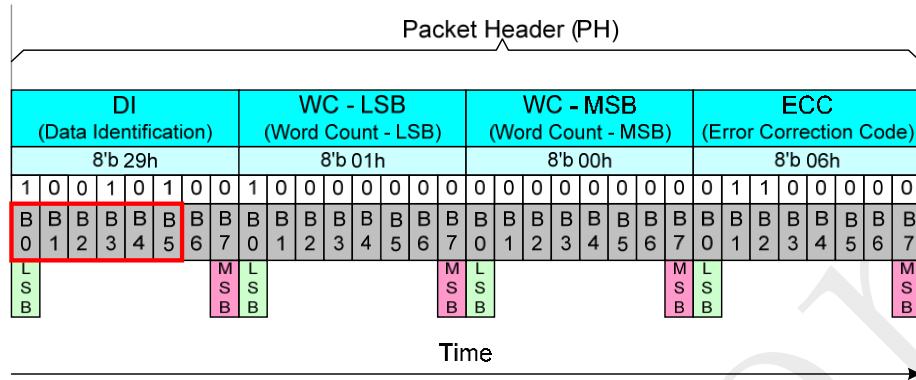


Figure 51 Data Type (DT) on the Packet Header (PH)

This Data Type (DT) also defines what the used packet is: Short Packet (SPa) or Long Packet (LPa). Data Types (DT) are different from the MPU to the display module (or other devices) and vice versa. These Data Type (DT) are defined on tables below.

Table 14 Data Type (DT) from the MPU to the Display Module (GC9503V)

From the MPU to the Display Module (GC9503V)									
Bit5	Bit4	Bit3	Bit2	Bit1	Bit0	Hex	Description	Short/Long	Abbreviation
0	0	1	0	0	0	08	End of Transmission Packet, <sup>Note 1</sup>	SPa (Short Packet)	EoTP
0	0	0	1	0	1	05	DCS Write, No Parameter	SPa (Short Packet)	DCSWN-S
0	1	0	1	0	1	15	DCS Write, 1 Parameter	SPa (Short Packet)	DCSW1-S
0	0	0	1	1	0	06	DCS Read, No Parameter	SPa (Short Packet)	DCSRN-S
1	1	0	1	1	1	37	Set Maximum Return Packet	SPa (Short Packet)	SMRPS-S
0	0	1	0	0	1	09	Null Packet, No Data, <sup>Note 2</sup>	LPa (Long Packet)	NP-L
1	1	1	0	0	1	39	DCS Write Long	LPa (Long Packet)	DCSW-L

<sup>Note 1</sup> This can be used when the MPU wants to secure that there is the end of the transmission in High Speed Data Transferring (HSDT) mode.

<sup>Note 2</sup> This can be used when data lanes are wanted to keep in High Speed Data Transferring (HSDT) Mode.

---

**Table 15 Data Type (DT) from the Display Module (GC9503V) to the MPU**

From the Display Module (GC9503V) to the MPU									
Bit5	Bit4	Bit3	Bit2	Bit1	Bit0	Hex	Description	Short/Long Packet	Abbreviation
0	0	0	0	1	0	02	Acknowledge with Error Report	SPa (Short Packet)	AwER
0	1	1	1	0	0	1C	DCS Read Long Response	LPa (Long Packet)	DCSRR-L
1	0	0	0	0	1	21	DCS Read Short Response, 1 byte returned	SPa (Short Packet)	DCSRR1-S
1	0	0	0	1	0	22	DCS Read Short Response, 2 byte returned	SPa (Short Packet)	DCSRR2-S

The receiver is ignored other Data Type (DT) if they are not defined on tables: “ Table 14 Data Type (DT) from the MPU to the Display Module (or Other Devices)” or “ Table 15 Data Type (DT) from the Display Module (or Other Devices) to the MPU”.

#### 5.4.24 Packet Data (PD) on the Short Packet (SPa)

Packet Data (PD) of the Short Packet (SPa) is defined after Data Type (DT) of the Data Identification (DI) has indicated that Short Packet (SPa) is wanted to send.

Packet Data (PD) of the Short Packet (SPa) consists of 2 data bytes: Data 0 and Data 1. Packet Data (PD) sending order is that Data 0 is sent in the first and the Data 1 is sent in the last. Bits of Data 1 are set to '0' if the information length is 1 byte.

Packet Data (PD) of the Short Packet (SPa), when the length of the information is 1 or 2 bytes are illustrated for reference purposes below, when Virtual Channel (VC) is 0.

Packet Data (PD) information:

Data 0: 35hex (Display Command Set (DCS) with 1 Parameter => DI(Data Type (DT)) = 15hex)

Data 1: 01hex (DCS's parameter)

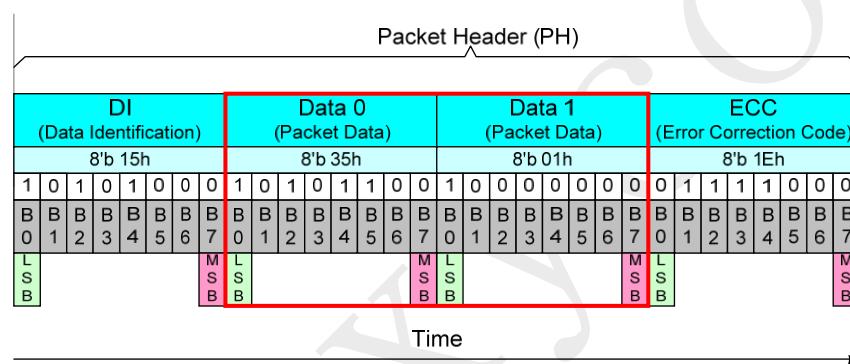


Figure 52 Packet Data (PD) for Short Packet (SPa), 2 Bytes Information

Packet Data (PD) information:

Data 0: 10hex (DCS without parameter => DI(Data Type (DT)) = 05hex)

Data 1: 00hex (Null)

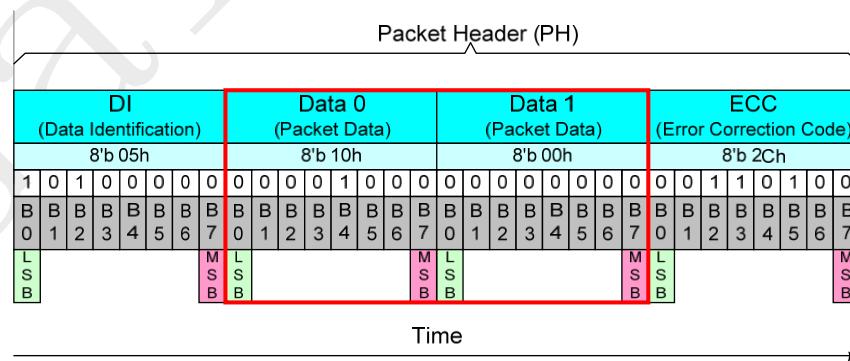


Figure 53 Packet Data (PD) for Short Packet (SPa), 1 Byte Information

### 5.4.25 Word Count (WC) on the Long Packet (LPa)

Word Count (WC) of the Long Packet (LPa) is defined after Data Type (DT) of the Data Identification (DI) has indicated that Long Packet (LPa) is wanted to send.

Word Count (WC) indicates a number of the data bytes of the Packet Data (PD) what is wanted to send after Packet Header (PH) versus Packet Data (PD) of the Short Packet (SPa) is placed in the Packet Header (PH). Word Count (WC) of the Long Packet (LPa) consists of 2 bytes.

These 2 bytes of the Word Count (WC) sending order is that the Least Significant (LS) Byte is sent in the first and the Most Significant (MS) Byte is sent in the last.

Word Count (WC) of the Long Packet (LPa) is illustrated for reference purposes below.

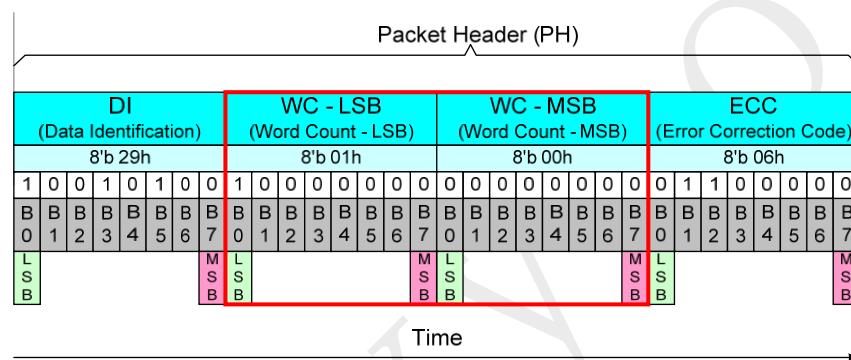


Figure 54 Word Count (WC) on the Long Packet (LPa)

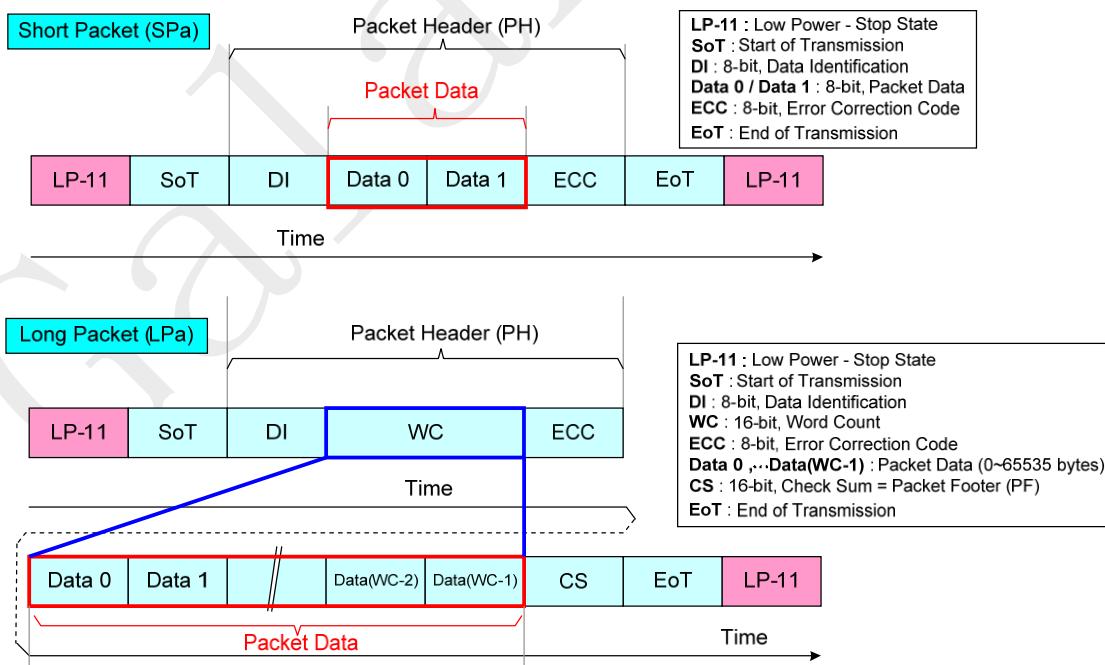


Figure 55 Packet Data in Short and Long Packets

#### 5.4.26 Error Correction Code (ECC)

Error Correction Code (ECC) is a part of Packet Header (PH) and its purpose is to identify an error or errors. The ECC protects the following fields:

Short Packet (SPa): Data Identification (DI) byte (8 bits: D[0...7]), Packet Data (PD) bytes (16 bits: D[8...23]) and ECC (8 bits: P[0...7])

Long Packet (LPa): Data Identification (DI) byte (8 bits: D[0...7]), Word Count (WC) bytes (16 bits: D[8...23]) and ECC (8 bits: P[0...7])

D[23...0] and P[7...0] are illustrated for reference purposes below.

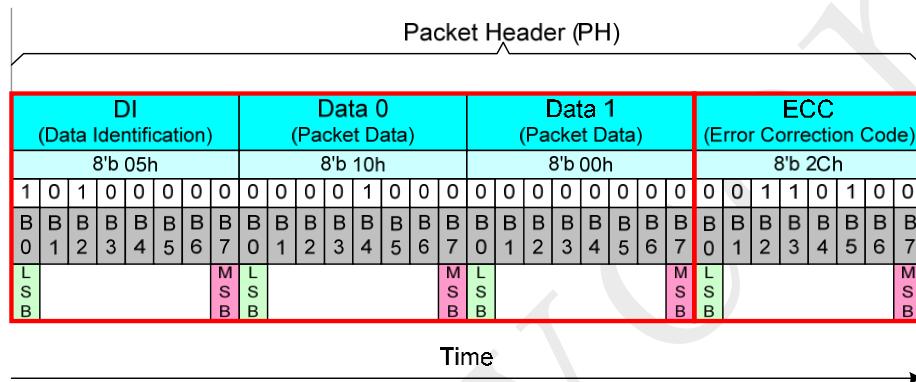


Figure 56 D[23...0] and P[7...0] on the Short Packet (SPa)

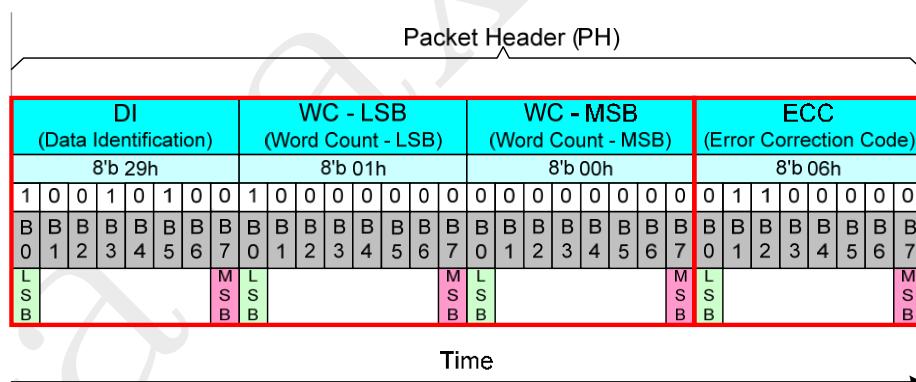


Figure 57 D[23...0] and P[7...0] on the Long Packet (LPa)

Error Correction Code (ECC) can recognize one error or several errors and makes correction in one bit error case.

Bits (P[7...0]) of the Error Correction Code (ECC) are defined, where the symbol ‘^’ is presenting XOR function (Pn is ‘1’ if there is odd number of ‘1’s and Pn is ‘0’ if there is even number of ‘1’s), as follows.

- P7 = 0
- P6 = 0
- P5 = D10^D11^D12^D13^D14^D15^D16^D17^D18^D19^D21^D22^D23
- P4 = D4^D5^D6^D7^D8^D9^D16^D17^D18^D19^D20^D22^D23
- P3 = D1^D2^D3^D7^D8^D9^D13^D14^D15^D19^D20^D21^D23
- P2 = D0^D2^D3^D5^D6^D9^D11^D12^D15^D18^D20^D21^D22
- P1 = D0^D1^D3^D4^D6^D8^D10^D12^D14^D17^D20^D21^D22^D23
- P0 = D0^D1^D2^D4^D5^D7^D10^D11^D13^D16^D20^D21^D22^D23

P7 and P6 are set to ‘0’ because Error Correction Code (ECC) is based on 64 bit value ([D63...0]), but this implementation is based on 24 bit value (D[23...0]). Therefore, there is only needed 6 bits (P[5...0]) for Error Correction Code (ECC).

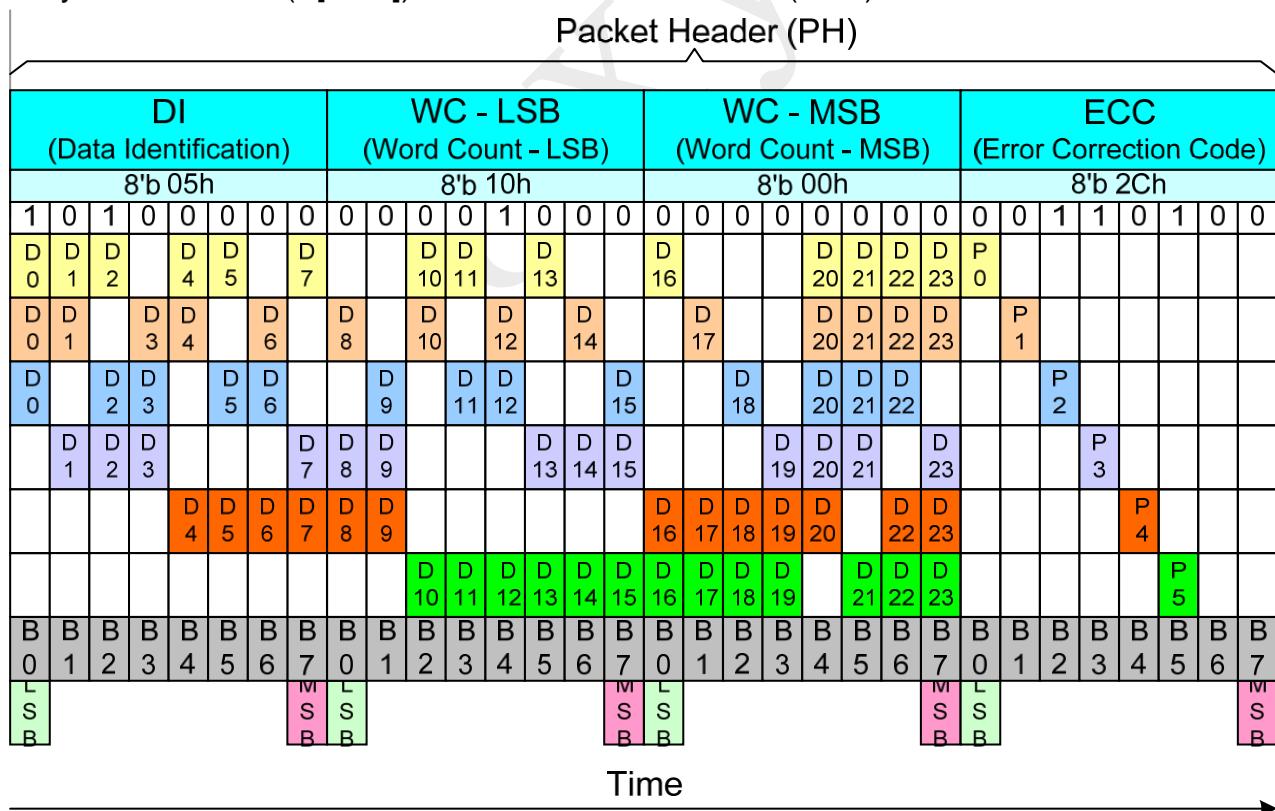
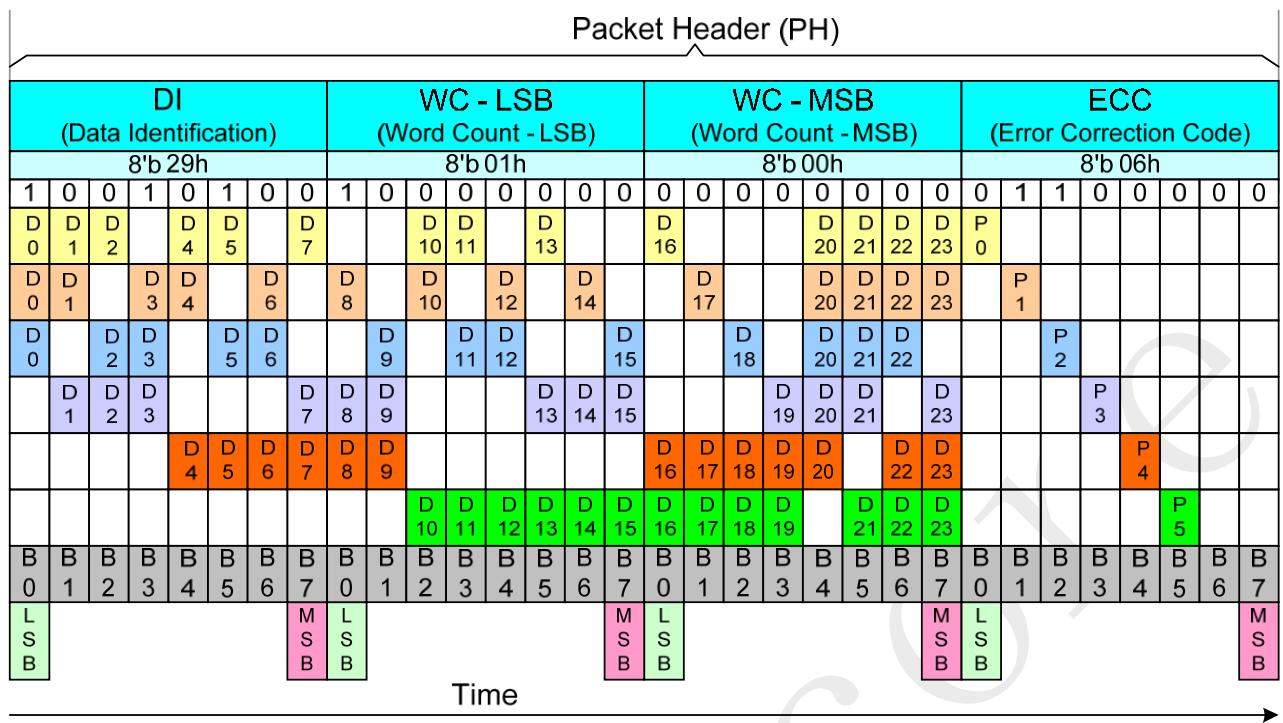


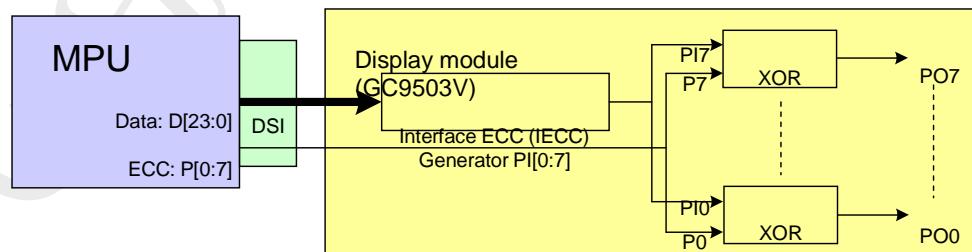
Figure 58 XOR Functionality on the Short Packet (SPa)



**Figure 59 XOR Functionality on the Long Packet (LPa)**

The transmitter (The MPU or the Display Module) is sending data bits D[23...0] and Error Correction Code (ECC) P[7...0]. The receiver (The Display module or the MPU) is calculate an Internal Error Correction Code (IECC) and compares the received Error Correction Code (ECC) and the Internal Error Correction Code (IECC). This comparison is done when each power bit of ECC and IECC have been done XOR function. The result of this function is PO[7...0].

This functionality, where the transmitter is the MPU and the receiver is the display module, is illustrated for reference purposes below.



**Figure 60 Internal Error Correction Code (IECC) on the Display Module (The Receiver)**

The sent data bits (D[23...0]) and ECC (P[7...0]) are received correctly, if a value of the PO[7...0] is 00h. The sent data bits (D[23...0]) and ECC (P[7...0]) are not received correctly, if a value of the PO[7...0] is not 00h.

ECC P[7...0]	1	1	0	0	0	0	0	03h
IECC PI[7...0]	1	1	0	0	0	0	0	03h
XOR(ECC, IECC) => PO[7...0]	0	0	0	0	0	0	0	= 00h => No Error
	L						M	
	S						S	
	B						B	

Figure 61 Internal XOR Calculation between ECC and IECC Values – No Error

ECC P[7...0]	1	1	0	0	0	0	0	03h
IECC PI[7...0]	1	1	1	1	0	0	0	0Fh
XOR(ECC, IECC) => PO[7...0]	0	0	1	1	0	0	0	= 0Ch => Error
	L						M	
	S						S	
	B						B	

Figure 62 Internal XOR Calculation between ECC and IECC Values - Error

The received Error Correction Code (ECC) can be 00h when the Error Correction Code (ECC) functionality is not used for data values D[23...0] on the transmitter side.

The number of the errors (one or more) can be defined when the value of the PO[7...0] is compared to values on the following table.

**Table 16 One Bit Error Value of the Error Correction Code (ECC)**

Data	PO	He							
D[0]	0	0	0	0	0	1	1	1	07
D[1]	0	0	0	0	1	0	1	1	0B
D[2]	0	0	0	0	1	1	0	1	0D
D[3]	0	0	0	0	1	1	1	0	0E
D[4]	0	0	0	1	0	0	1	1	13
D[5]	0	0	0	1	0	1	0	1	15
D[6]	0	0	0	1	0	1	1	0	16
D[7]	0	0	0	1	1	0	0	1	19
D[8]	0	0	0	1	1	0	1	0	1A
D[9]	0	0	0	1	1	1	0	0	1C
D[10]	0	0	1	0	0	0	1	1	23
D[11]	0	0	1	0	0	1	0	1	25
D[12]	0	0	1	0	0	1	1	0	26
D[13]	0	0	1	0	1	0	0	1	29
D[14]	0	0	1	0	1	0	1	0	2A
D[15]	0	0	1	0	1	1	0	0	2C
D[16]	0	0	1	1	0	0	0	1	31
D[17]	0	0	1	1	0	0	1	0	32
D[18]	0	0	1	1	0	1	0	0	34
D[19]	0	0	1	1	1	0	0	0	38
D[20]	0	0	0	1	1	1	1	1	1F
D[21]	0	0	1	0	1	1	1	1	2F
D[22]	0	0	1	1	0	1	1	1	37
D[23]	0	0	1	1	1	0	1	1	3B

One error is detected if the value of the PO[7...0] is on Table 25: One Bit Error Value of the Error Correction Code (ECC) and the receiver can correct this one bit error because this found value also defines what is a location of the corrupt bit e.g.

- PO[7...0] = 0Eh

The bit of the data (D[23...0]), what is not correct, is D[3]

More than one error is detected if the value of the PO[7...0] is not on Table 25: One Bit Error Value of the Error Correction Code (ECC) e.g. PO[7...0] = 0Ch.

#### 5.4.27 Packet Data (PD) on the Long Packet (LPa)

Packet Data (PD) of the Long Packet (LPa) is defined after Packet Header (PH) of the Long Packet (LPa). The number of the data bytes is defined on chapter “Word Count (WC) on the Long Packet (LPa)”.

#### 5.4.28 Packet Footer (PF) on the Long Packet (LPa)

Packet Footer (PF) of the Long Packet (LPa) is defined after the Packet Data (PD) of the Long Packet (LPa). The Packet Footer (PF) is a checksum value what is calculated from the Packet Data of the Long Packet (LPa). The checksum is using a 16-bit Cyclic Redundancy Check (CRC) value which is generated with a polynomial  $X^{16}+X^{12}+X^5+X^0$  as it is illustrated below.

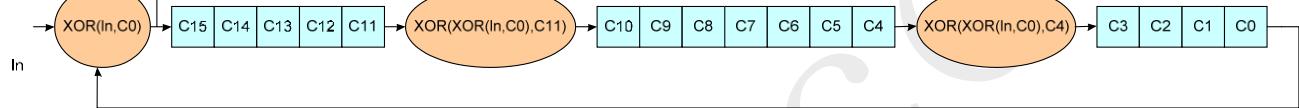


Figure 63 16-bit Cyclic Redundancy Check (CRC) Calculation

The 16-bit Cyclic Redundancy Check (CRC) generator is initialized to FFFFh before calculations.

The Most Significant Bit (MSB) of the data byte of the Packet Data (PD) is the first bit what is inputted into the 16-bit Cyclic Redundancy Check (CRC).

An example of the 16-bit Cyclic Redundancy Check (CRC), where the Packet Data (PD) of the Long Packet (LPa) is 01h, is illustrated (step-by-step) below.

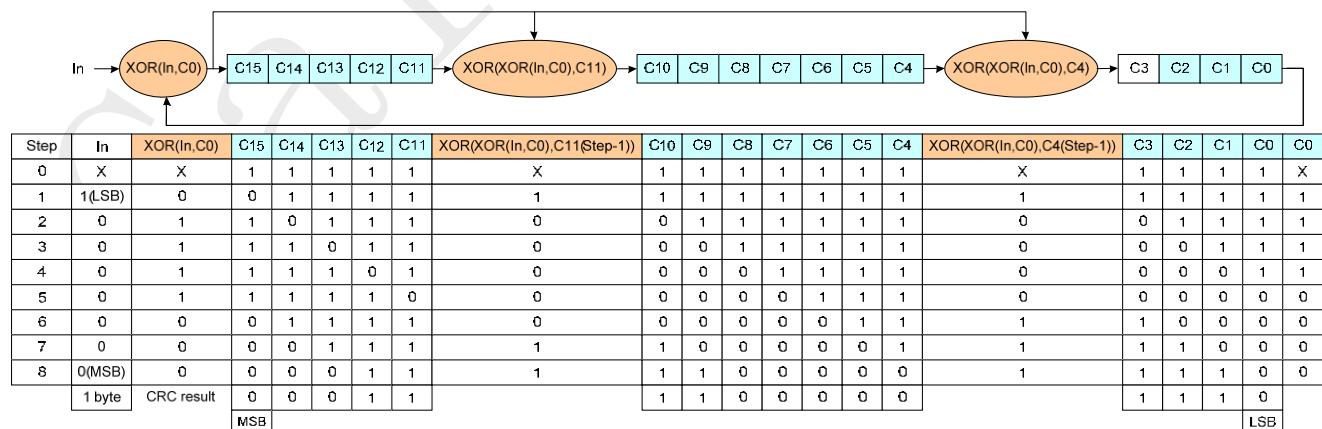


Figure 64 CRC Calculation – Packet Data (PD) is 01h

A value of the Packet Footer (PF) is 1E0Eh in this example. This example (Command 01h has been sent) is illustrated below.

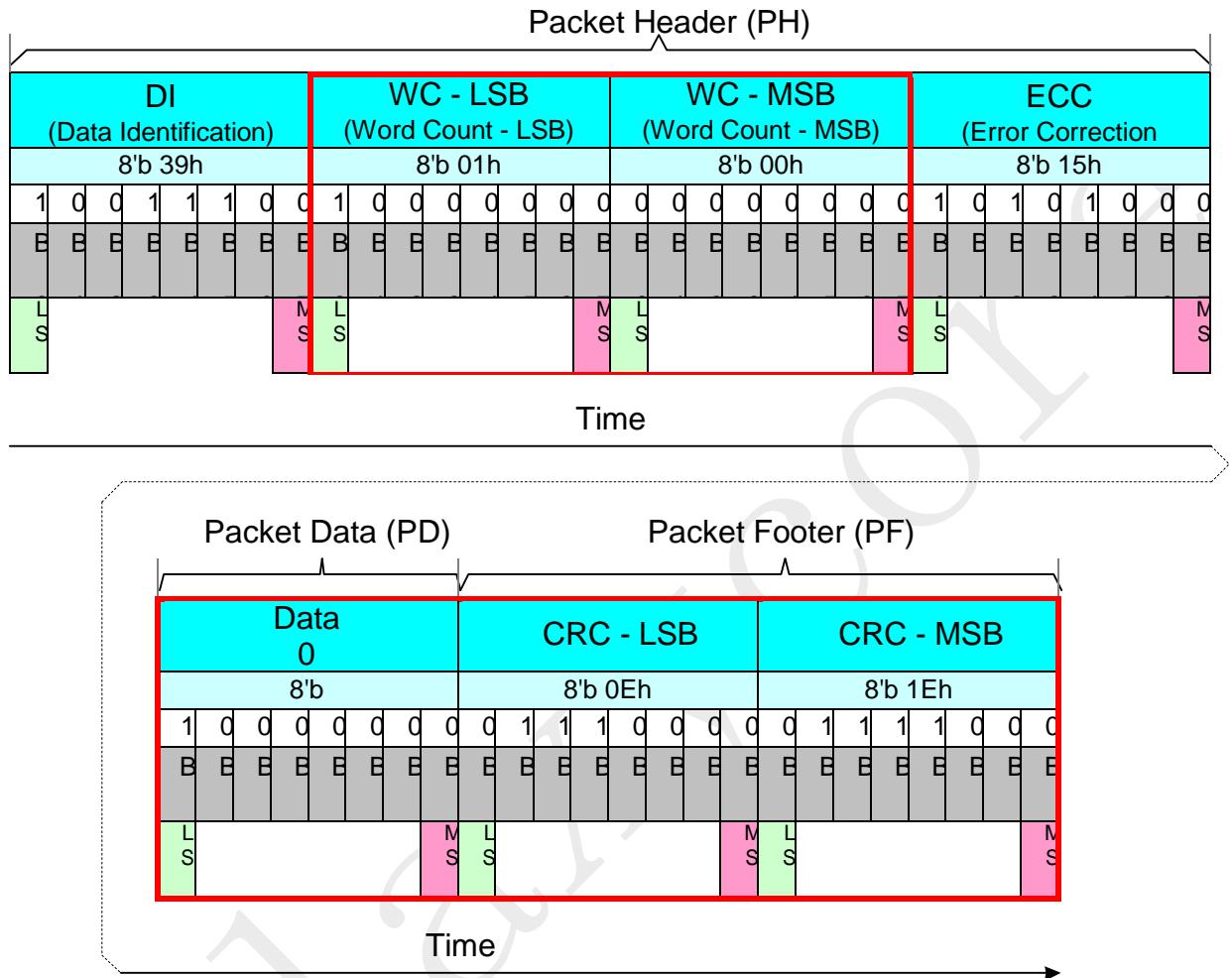


Figure 65 Packet Footer (PF) Example

The receiver is calculated own checksum value from received Packet Data (PD). The receiver compares own checksum and the Packet Footer (PF) what the transmitter has sent.

The received Packet Data (PD) and Packet Footer (PF) are correct if the own checksum of the receiver and Packet Footer (PF) are equal and vice versa the received Packet Data (PD) and Packet Footer (PF) are not correct if the own checksum of the receiver and Packet Footer (PF) are not equal.

#### 5.4.29 Packet Transmissions

#### 5.4.30 Packet from the MPU to the Display Module

#### 5.4.31 Display Command Set (DCS)

Display Command Set (DCS), which is defined on chapter “5.2. Command Description” is used from the MPU to the display module. This Display Command Set (DCS) is always defined on the Data 0 of the Packet Data (PD), which is included in Short Packet (SPa) and Long packet (LPa) as these are illustrated below.

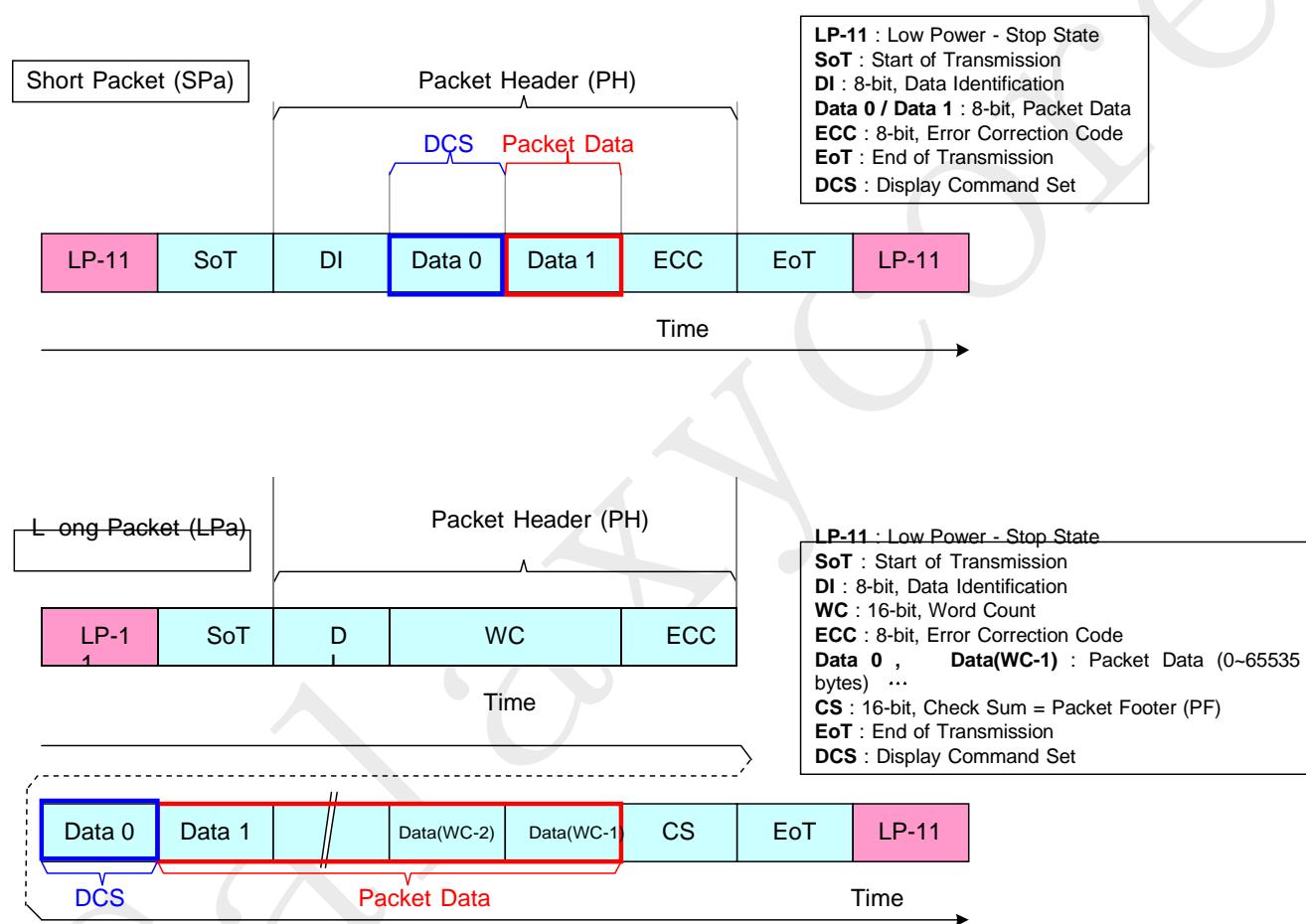


Figure 66 Display Command Set (DCS) on Short Packet (SPa) and Long Packet (LPa)

### 5.4.32 Display Command Set (DCS) Write, No Parameter (DCSWN-S)

“Display Command Set (DCS) Write, No Parameter” is always using a Short Packet (SPa), what is defined on Data Type (DT, 00 0101b), from the MPU to the display module. These commands are defined on a table below. (See chapter “Command Description”)

**Table 17 Display Command Set (DCS) Write, No Parameters (DCSWN-S)**

Page 0 Command
NOP (00h)
Software Reset (01h)
Sleep In(10h)
Sleep Out (11h)
Normal Display Mode On (13h)
All Pixel Off (22h)
All Pixel On (23h)
Display Off (28h)
Display ON (29h)

Short Packet (SPa) is defined e.g.

Data Identification (DI)

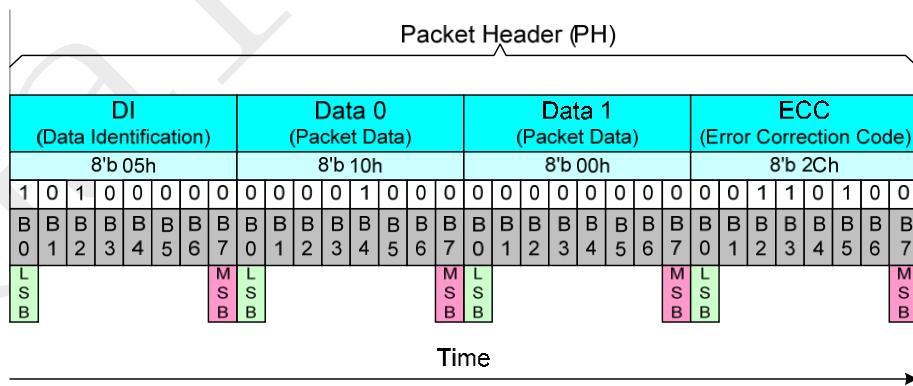
- o Virtual Channel (VC,
- DI[7...6]): 00b o Data Type (DT,
- DI[5...0]): 00 0101b

Packet Data (PD)

- o Data 0: “Sleep In (10h)”, Display Command Set (DCS) o Data 1: Always 00hex

Error Correction Code (ECC)

This is defined on the Short Packet (SPa) as follows.



**Figure 67 Display Command Set (DCS) Write, No Parameter (DCSWN-S) - Example**

### 5.4.33 Display Command Set (DCS) Write, 1 Parameter (DCSW1-S)

“Display Command Set (DCS) Write, 1 Parameter” (DCSW1-S) is always using a Short Packet (SPa), what is defined on Data Type (DT, 01 0101b), from the MPU to the display module. These commands are defined on a table (See chapter “Command Description”) below.

**Table 18 Display Command Set (DCS) Write, 1 Parameter (DCSW1-S)**

Page 0 Command
Gamma Set (26h)
Interface Pixel Format (3Ah)
Write Display Brightness (51h)
Write CTRL Display (53h)
Write Content Adaptive Brightness control
Write CABC Minimum Brightness (5Eh)

Short Packet (SPa) is defined e.g.

Data Identification (DI)

- o Virtual Channel (VC,

- DI[7...6]): 00b o Data Type (DT,

- DI[5...0]): 01 0101b

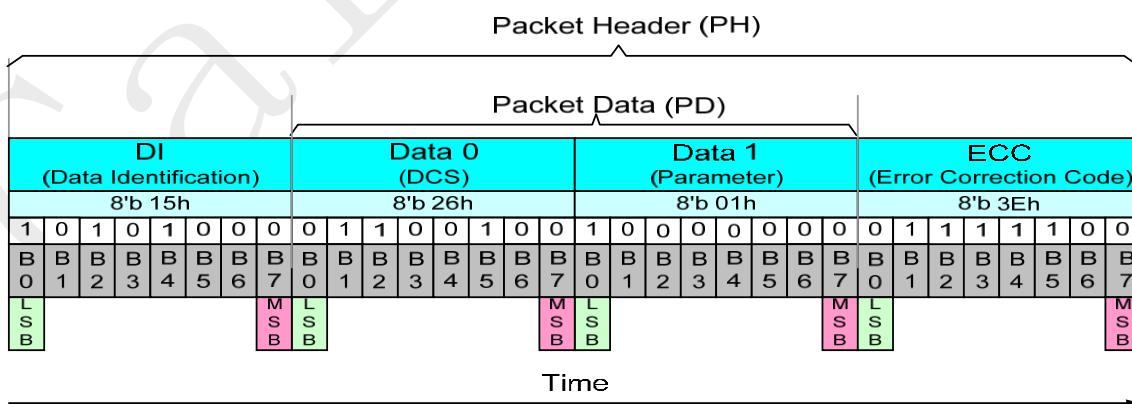
Packet Data (PD)

- o Data 0: “Gamma Set (26h)”, Display Command

- Set (DCS) o Data 1: 01hex, Parameter of the DCS

Error Correction Code (ECC)

This is defined on the Short Packet (SPa) as follows.



**Figure 68 Display Command Set (DCS) Write, 1 Parameter (DCSW1-S) – Example**

#### 5.4.34 Display Command Set (DCS) Write Long (DCSW-L)

“Display Command Set (DCS) Write Long” (DCSW-L) is always using a Long Packet (LPa), what is defined on Data Type (DT, 11 1001b), from the MPU to the display module. Command (No Parameters) and Write (1 or more parameters), are defined on a table (See chapter “Command Description”) below.

**Table 19 Display Command Set (DCS) Write Long (DCSW-L)**

Page 0 Command
NOP (00h) , <sup>Note 1</sup>
Software Reset (01h) , <sup>Note 1</sup>
Sleep In(10h) , <sup>Note 1</sup>
Sleep Out (11h) , <sup>Note 1</sup>
Normal Display Mode On (13h) , <sup>Note 1</sup>
All Pixel Off (22h)
All Pixel On (23h)
Gamma Set (26h), <sup>Note 2</sup>
Display Off (28h) , <sup>Note 1</sup>
Display ON (29h) , <sup>Note 1</sup>
Interface Pixel Format (3Ah)
Write Display Brightness (51h) , <sup>Note 2</sup>
Write CTRL Display (53h) , <sup>Note 2</sup>
Write Content Adaptive Brightness control (55h) , <sup>Note</sup>
Write CABC Minimum Brightness (5Eh)

<sup>Note 1</sup> Also Short Packet (SPa) can be used; See chapter “Display Command Set (DCS) Write, No Parameter”

<sup>Note 2</sup> Also Short Packet (SPa) can be used; See chapter “Display Command Set (DCS) Write, 1 Parameter”

Long Packet (LPA), when a command (No Parameter) was sent, is defined e.g.

#### Data Identification (DI)

- o Virtual Channel (VC,

DI[7...6]): 00b o Data Type (DT,

DI[5...0]): 11 1001b

#### Word Count (WC)

- o Word Count (WC): 0001h

#### Error Correction Code (ECC)

Packet Data (PD): Data 0: "Sleep In (10h)", Display Command Set (DCS)

#### Packet Footer (PF)

This is defined on the Long Packet (LPA) as follows.

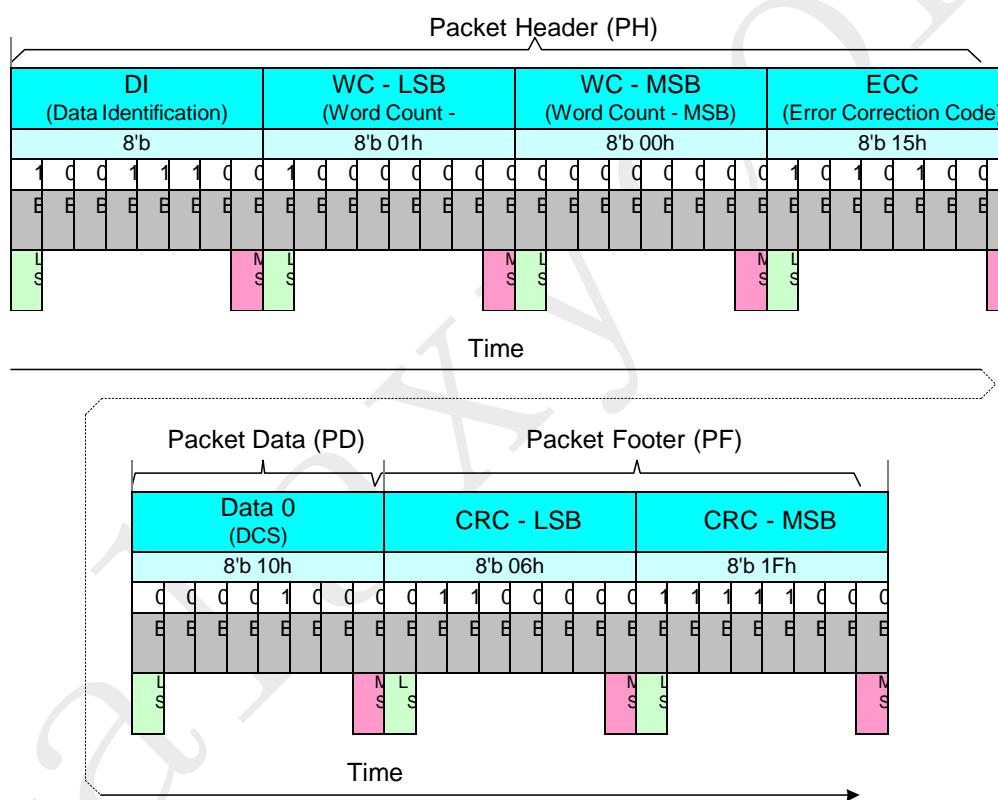


Figure 69 Display Command Set (DCS) Write Long (DCSW-L) with DCS Only - Example

Long Packet (LPa), when a Write (1 parameter) was sent, is defined e.g.

#### Data Identification (DI)

- o Virtual Channel (VC,

DI[7...6]): 00b o Data Type (DT,

DI[5...0]): 11 1001b

#### Word Count (WC)

- o Word Count (WC): 0002h

#### Error Correction Code (ECC)

#### Packet Data (PD):

- o Data 0: "Gamma Set (26h)", Display Command Set (DCS)
- o Data 1: 01hex, Parameter of the DCS

#### Packet Footer (PF)

This is defined on the Long Packet (LPa) as follows.

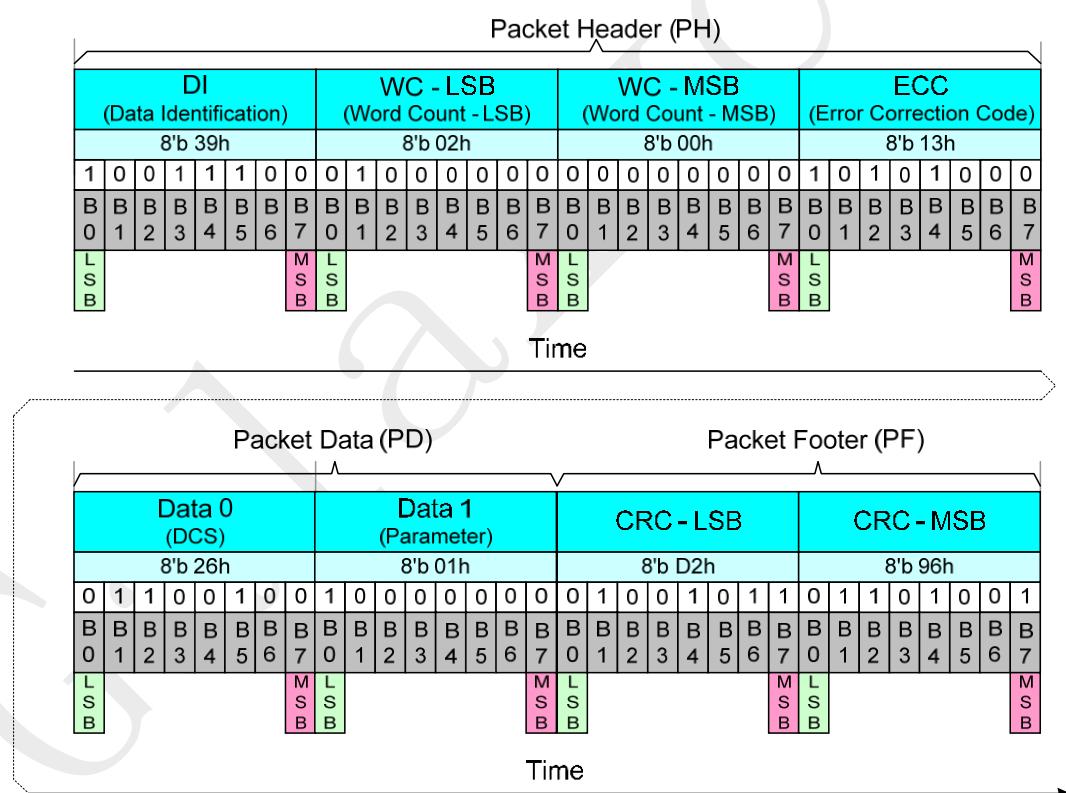


Figure 70 Display Command Set (DCS) Write Long with DCS and 1 Parameter - Example

Long Packet (LPa), when a Write (4 parameters) was sent, is defined e.g.

#### Data Identification (DI)

- o Virtual Channel (VC,
- DI[7...6]): 00b o Data Type (DT,
- DI[5...0]): 11 1001b

#### Word Count (WC)

- o Word Count (WC): 0005h

#### Error Correction Code (ECC)

#### Packet Data (PD):

- o Data 0: "Column Address Set (2Ah)", Display Command Set (DCS) o Data 1: 00hex, 1st Parameter of the DCS, Start Column SC[15...8] o Data 2: 12hex, 2nd Parameter of the DCS, Start Column SC[7...0] o Data 3: 01hex, 3rd Parameter of the DCS, End Column EC[15...8] o Data 4: EFhex, 4th Parameter of the DCS, End Column EC[7...0]

#### Packet Footer (PF)

This is defined on the Long Packet (LPa) as follows.

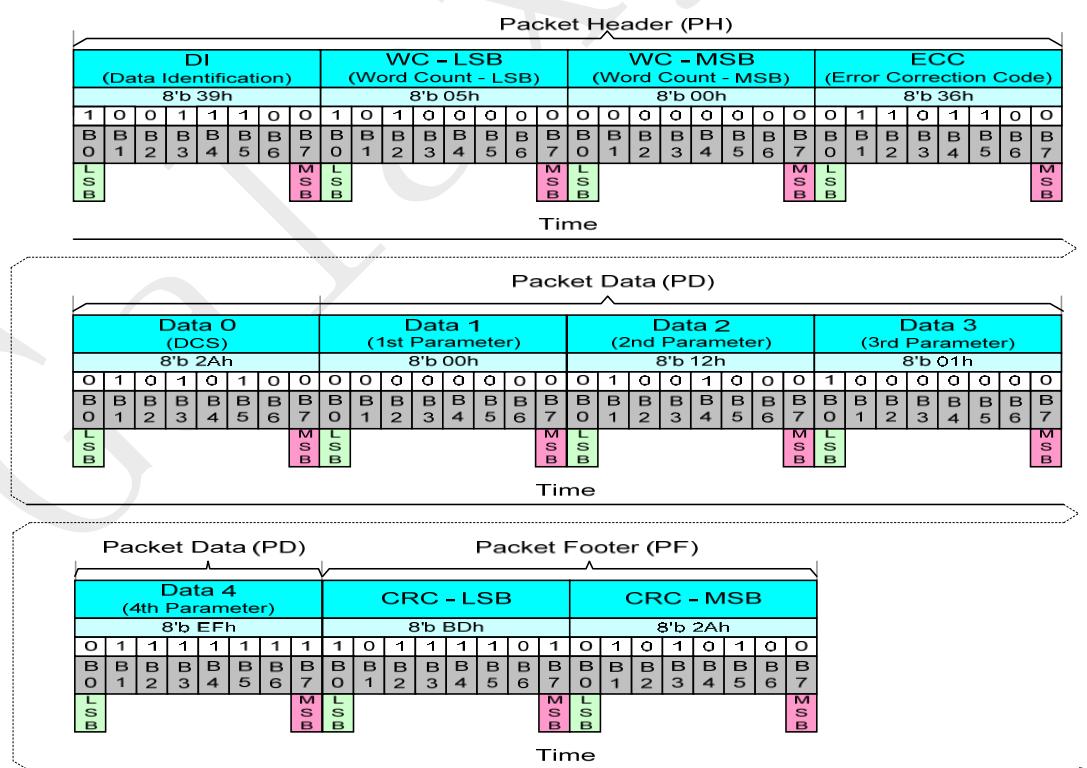


Figure 71 Display Command Set (DCS) Write Long with DCS and 4 Parameters - Example

#### **5.4.35 Display Command Set (DCS) Read, No Parameter (DCSRN-S)**

“Display Command Set (DCS) Read, No Parameter” (DCSRN-S) is always using a Short Packet (SPa), what is defined on Data Type (DT, 00 0110b), from the MPU to the display module. These commands are defined on a table (See chapter “5.2. Command Description”) below.

**Table 20 Display Command Set (DCS) Read, No Parameter (DCSRN-S)**

Page 0 Command
Read Display Power Mode (0Ah)
Read Display MADCTL (0Bh)
Read Display Pixel Format (0Ch)
Read Display Image Mode (0Dh)
Read Display Signal Mode (0Eh)
Read Display Self-Diagnostic Result (0Fh)
Read Display Brightness Value (52h)
Read CTRL Value Display (54h)
Read Content Adaptive Brightness Control (56h)
Read CABC Minimum Brightness (5Fh)
Read ID1
Read ID2
Read ID3 (DCh)

The MPU has to define to the display module, what is the maximum size of the return packet. A command, what is used for this purpose, is “Set Maximum Return Packet Size” (SMRPS-S), which Data Type (DT) is 11 0111b and which is using Short Packet (SPa) before the MPU can send “Display Command Set (DCS) Read, No Parameter” to the display module. This same sequence is illustrated for reference purposes below.

Step 1:

The MPU sends “Set Maximum Return Packet Size” (Short Packet (SPa)) (SMRPS-S) to the display module when it wants to return one byte from the display module

Data Identification (DI)

- o Virtual Channel (VC,
- DI[7...6]: 00b o Data Type (DT,
- DI[5...0]: 11 0111b

Maximum Return Packet Size

(MRPS) o Data 0: 01hex

- o Data 1: 00hex

Error Correction Code (ECC)

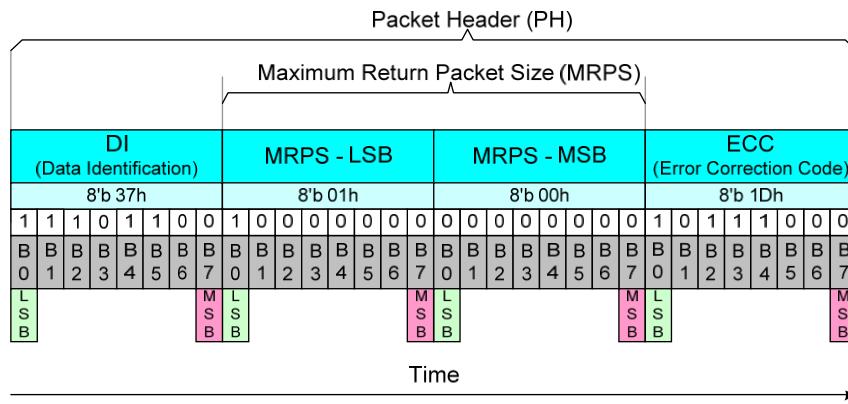


Figure 72 Set Maximum Return Packet Size (SMRPS-S) - Example

### Step 2:

The MPU wants to receive a value of the “Read ID1 (DAh)” from the display module when the MPU sends “Display Command Set (DCS) Read, No Parameter” to the display module

#### Data Identification (DI)

- o Virtual Channel (VC,
- DI[7...6]): 00b o Data Type (DT,
- DI[5...0]): 00 0110b

#### Packet Data (PD)

- o Data 0: “Read ID1 (DAh)”, Display Command Set (DCS) o Data 1: Always 00hex

#### Error Correction Code (ECC)

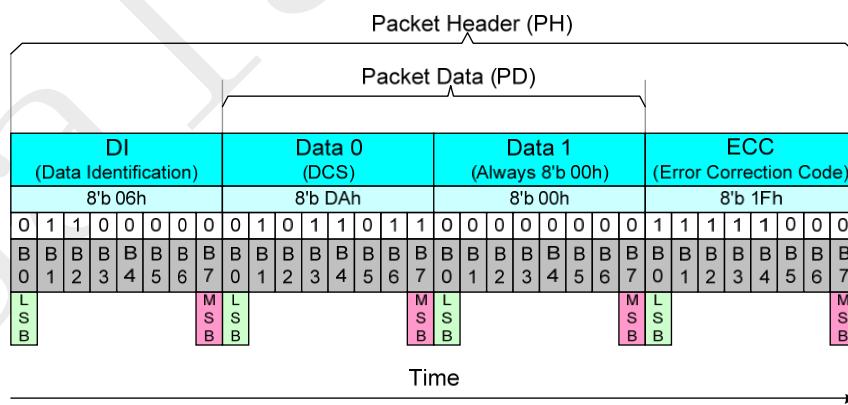


Figure 73 Display Command Set (DCS) Read, No Parameter (DCSRN-S) - Example

Step 3: The display module can send 2 different information to the MPU after Bus Turnaround (BTA)

An acknowledge with Error Report (AwER), which is using a Short Packet (SPa), if there

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is an error to receive a

command, See chapter “Acknowledge with Error Report (AwER)”

Information of the received command. Short Packet (SPa) or Long Packet (LPa)

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#### **5.4.36 Null Packet, No Data (NP-L)**

“Null Packet, No Data” (NP-L) is always using a Long Packet (LPa), what is defined on Data Type (DT, 001001b), from the MPU to the display module. The purpose of this command is keeping data lanes in the high speed mode (HSDT), if it is needed.

The display module is ignored Packet Data (PD) what the MPU is sending.

Long Packet (LPa), when 5 random data bytes of the Packet Data (PD) were sent, is defined e.g.

Data Identification (DI)

- o Virtual Channel (VC,
- DI[7...6]): 00b o Data Type (DT,
- DI[5...0]): 00 1001b

Word Count (WC)

- o Word Count (WC):  
0005hex

Error Correction Code (ECC)

Packet Data (PD):

- o Data 0: 89hex (Random data)
- o Data 1: 23hex (Random data)
- o Data 2: 12hex (Random data)
- o Data 3: A2hex (Random data)
- o Data 4: E2hex (Random data)

Packet Footer (PF)

This is defined on the Long Packet (LPa) as follows.

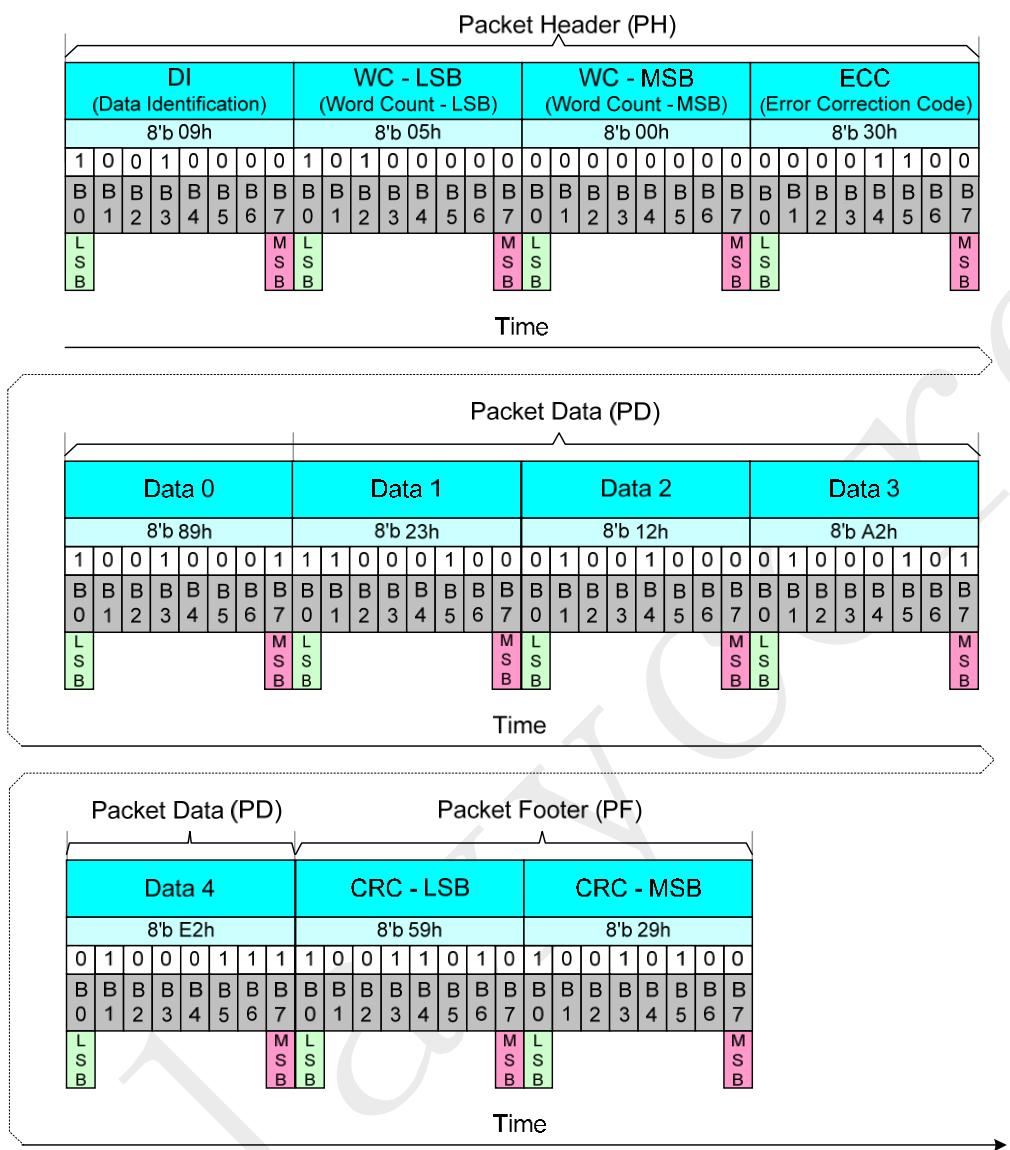


Figure 74 Null Packet, No Data (NP-L) - Example

## **End of Transmission Packet (EoTP)**

“End of Transmission Packet” (EoTP) is always using a Short Packet (SPa), what is defined on Data Type (DT, 00 1000b), from the MPU to the display module. The purposes of this command is terminated the high Speed Data Transmission (HSDT) mode properly when there is added this extra packet after the last payload packet before “End of Transmission” (EoT), which is an interface level functionality.

The MPU can decide if it wants to use the “End of Transmission Packet” (EoTP) or not. The display shall have the capability to support both: i.e. If the MPU applies the EoTP, it shall report the “DSI Protocol Violation Error” when the EoTP is not detected in the High-Speed (HS). The display module error reporting shall be enabled/disabled statistically, according to the module application.

The display module is or isn't receiving “End of Transmission Packet” (EoTP) from the MPU during the Low Power Data Transmission (LPDT) mode before “Mark-1” (= Leaving Escape mode) what ends the Low Power Data Transmission (LPDT) mode.

The display module is not allowed to send “End of Transmission Packet” (EoTP) to the MPU during the Low Power Data Transmission (LPDT) mode.

The summary of the receiving and transmitting EoTP is listed below.

**Table 21 Receiving and Transmitting EoTP during LPDT**

Direction	Display Module (DM) in High Speed Data Transmission 	Display Module (DM) in Low Power Data Transmission 
MPU => Display	With or Without EoTP is Supported	With or Without EoTP is Supported
Display Module => MPU	HS Mode is not available (EoTP is not available)	EoTP cannot be sent by the Display Module (DM)

Short Packet (SPa) is using a fixed format as follows

Data Identification (DI)

- o Virtual Channel (VC,
- DI[7...6]): 00b o Data Type (DT,
- DI[5...0]): 00 1000b

Packet Data (PD)

- o Data 0:
- 0Fhex o Data
- 1: 0Fhex

## Error Correction Code

(ECC) o ECC: 01hex

This is defined on the Short Packet (SPa) as follows.

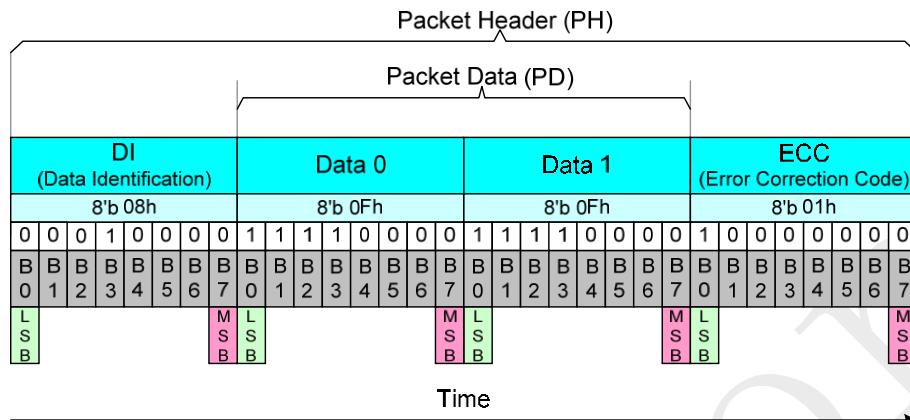


Figure 75 End of Transmission Packet (EoTP)

Some use cases of the “End of Transmission Packet” (EoTP) are illustrated only for reference purposes below.

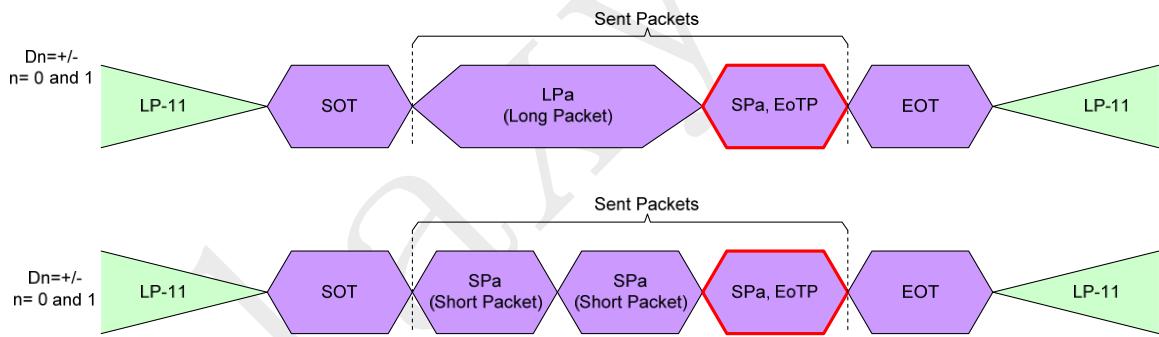


Figure 76 End of Transmission Packet (EoTP)-Examples

#### 5.4.37 Packet from the Display Module to the MPU

#### 5.4.38 Used Packet types

The display module is always using Short Packet (SPa) or Long Packet (LPa), when it is returning information to the MPU after the MPU has requested information from the Display Module. This information can be a response of the Display Command Set (DCS) (See chapter “Display Command Set (DCS) Read, No Parameter” (DCSRN-S)) or an Acknowledge with Error Report (See chapter: “Acknowledge with Error Report (AwER)” (AwER)).

The used packet type is defined on Data Type (DT). See chapter “Data Type (DT)”. It is not possible that the display module is sending return bytes in several packets even if the maximum size of the Packet Data (PD) could be sent in one packet.

Both cases are illustrated for reference purposes below.

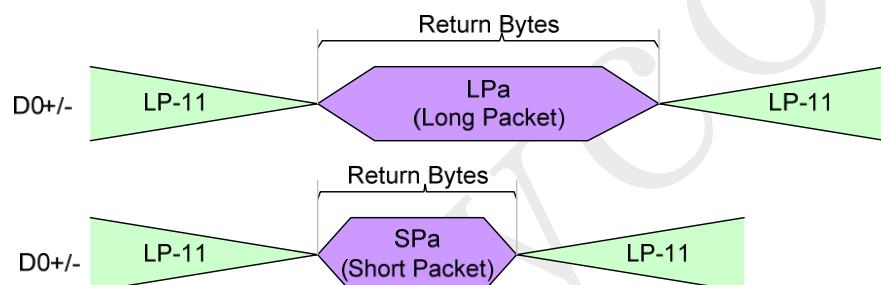


Figure 77 Return Bytes on Single Packet

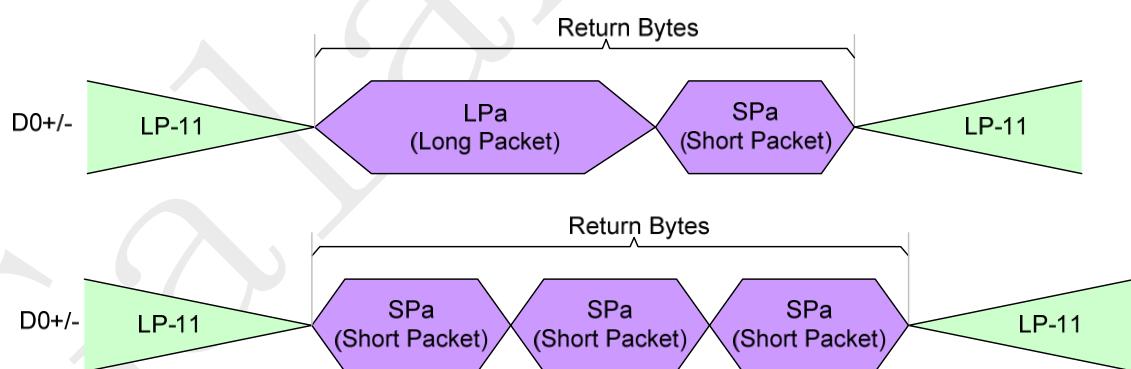


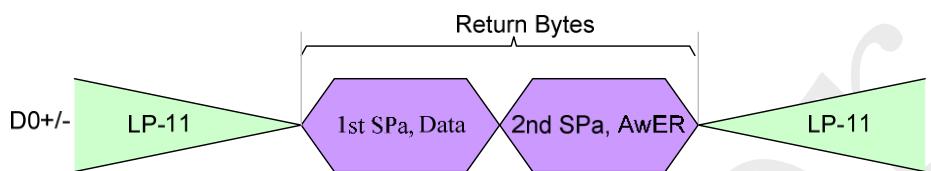
Figure 78 Return Bytes on Several Packets – Not Possible

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**Exception:**

The display module is returning 2 packets (1<sup>st</sup> packet: Data, 2<sup>nd</sup> Packet: Acknowledge with Error Report) to the MPU when the display module has received a read command (See chapter “Display Command Set (DCS) Read, No Parameter (DCSRN-S)” where has been detected and corrected a single bit error by the EEC (See bit 8 on “Table 22: Acknowledge with Error Report (AwER) for Short Packet (SPa) Response”).

These return packets are illustrated for reference purposes below.



**Figure 79 Exception when Return Bytes on Several Packets**

AwER = Acknowledge with Error Report

#### 5.4.39 Acknowledge with Error Report (AwER)

“Acknowledge with Error Report” (AwER) is always using a Short Packet (SPa), what is defined on Data Type (DT, 00 0010b), from the display module to the MPU. The Packet Data (PD) can include bits, which are defining the current error, when a corresponding bit is set to ‘1’, as they are defined on the following table.

**Table 22 Acknowledge with Error Report (AwER) for Long Packet (LPa) Response**

B	Description
0	SoT Error
1	SoT Sync
2	EoT Sync
3	Escape Mode Entry Command Error
4	Low-Power Transmit Sync Error
5	Any Protocol Timer Time-Out
6	False Control Error
7	Contention is Detected on the Display Module
8	ECC Error, single-bit (detected and corrected)
9	ECC Error, multi-bit (detected, not corrected)
10	Checksum Error
11	DSI Data Type (DT) Not Recognized
12	DSI Virtual Channel (VC) ID Invalid
13	Invalid Transmission Length
14	Reserved, Set to ‘0’ internally
15	DSI Protocol Violation

**Table 23 Acknowledge with Error Report (AwER) for Short Packet (SPa) Response**

B	Description
0	SoT Error
1	SoT Sync
2	EoT Sync
3	Escape Mode Entry Command Error
4	Low-Power Transmit Sync Error
5	Any Protocol Timer Time-Out
6	False Control Error
7	Contention is Detected on the Display Module
8	ECC Error, single-bit (detected and corrected)
9	ECC Error, multi-bit (detected, not corrected)
10	Reserved, Set to ‘0’ internally Set to ‘0’ internally (Only for Long Packet (LP))
11	DSI Data Type (DT) Not Recognized
12	DSI Virtual Channel (VC) ID Invalid
13	Invalid Transmission Length
14	Reserved, Set to ‘0’ internally
15	DSI Protocol Violation

These errors are included from all packages what has been received from the MPU to the display module, before Bus Turnaround (BTA).

The display module ignores the received packet which includes error or errors. Acknowledge with Error Report (AwER) of the Short Packet (SPa) is defined e.g.

Data Identification (DI)

- o Virtual Channel (VC,

- DI[7...6]): 00b o Data Type (DT,

- DI[5...0]): 00 0010b

Packet Data (PD)

- o Bit 8: ECC Error, single-bit (detected and corrected) o AwER: 0100h

Error Correction Code (ECC)

This is defined on the Short Packet (SPa) as follows.

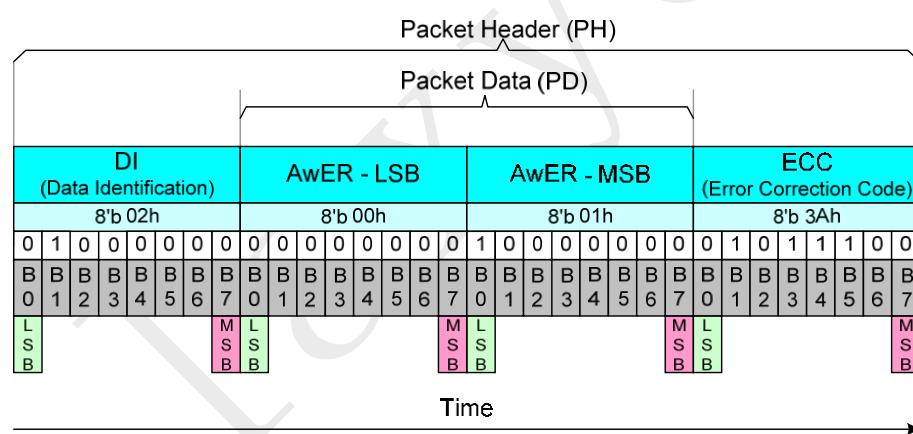
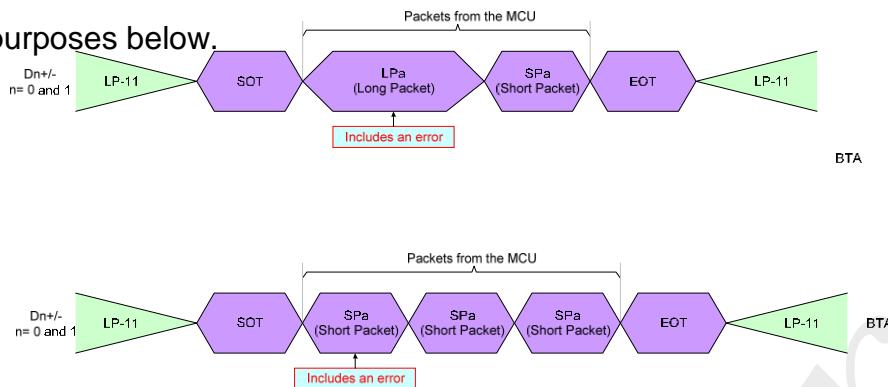


Figure 80 Acknowledge with Error Report (AwER) – Example

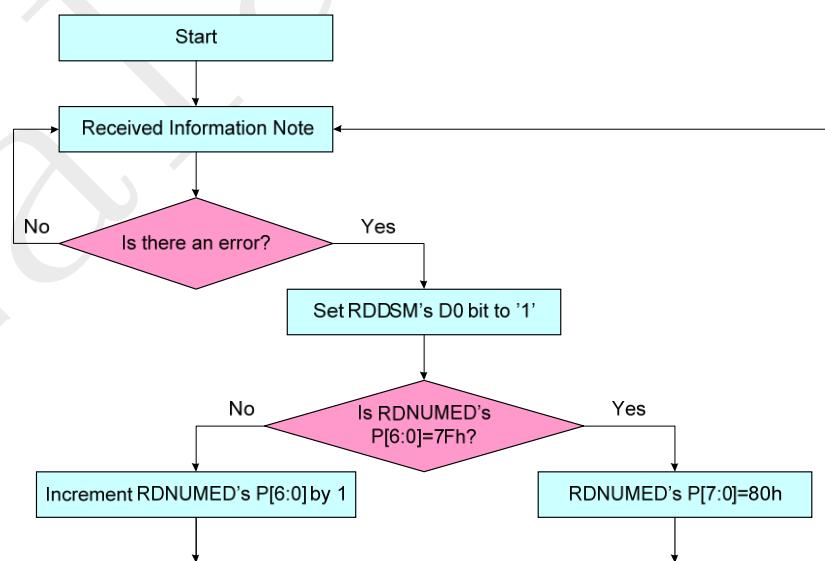
It is possible that the display module has received several packets, which have included errors, from the MPU before the MPU is doing Bus Turnaround (BTA). Some examples are illustrated for reference purposes below.



**Figure 81 Errors Packets**

Therefore, there is needed a method to check if there has been errors on the previous packets. These errors of the previous packets can check “Read Display Signal Mode (0Eh)” and “Read Number of the Errors on DSI (05h)” commands. The bit D0 of the “Read Display Signal Mode (0Eh)” command has been set to ‘1’ if a received packet includes an error. The number of the packets, which are including an **ECC or CRC** error, are calculated on the RDNUMED register, which can read “Read Number of the Errors on DSI (05h)” command. This command also sets the RDNUMED register to 00h as well as set the bit D0 of the “Read Display Signal Mode (0Eh)” command to ‘0’ after the MPU has read the RDNUMED register from the display module.

The functionality of the RDNUMED register is illustrated for reference purposes below.



**Figure 82 Flow Chart for Errors on DSI<sup>Note</sup>**

- 
- Note*
1. This information can be Interface or Packet Level Communication but it is always from the MPU to the display module in this case.
  2. CRC or ECC error
- 

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#### **5.4.40 DCS Read Long Response (DCSRR-L)**

“DCS Read Long Response” (DCSRR-L) is always using a Long Packet (LPa), what is defined on Data Type (DT, 011100b), from the display module to the MPU.“DCS Read Long Response” (DCSRR-L) is used when the display module wants to response a DCS Read command, which the MPU has sent to the display module. Long Packet (LPa), which includes 5 data bytes of the Packet Data (PD), is defined e.g.

Data Identification (DI)

o Virtual Channel (VC,

DI[7...6]): 00b o Data Type (DT,

DI[5...0]): 01 1100b

Word Count (WC)

o Word Count (WC): 0005hex

Error Correction Code (ECC)

Packet Data (PD):

o Data 0: 89hex

o Data 1:

23hex o Data

2: 12hex o

Data 3:

A2hex o Data

4: E2hex

Packet Footer (PF)

This is defined on the Long Packet (LP) as follows.

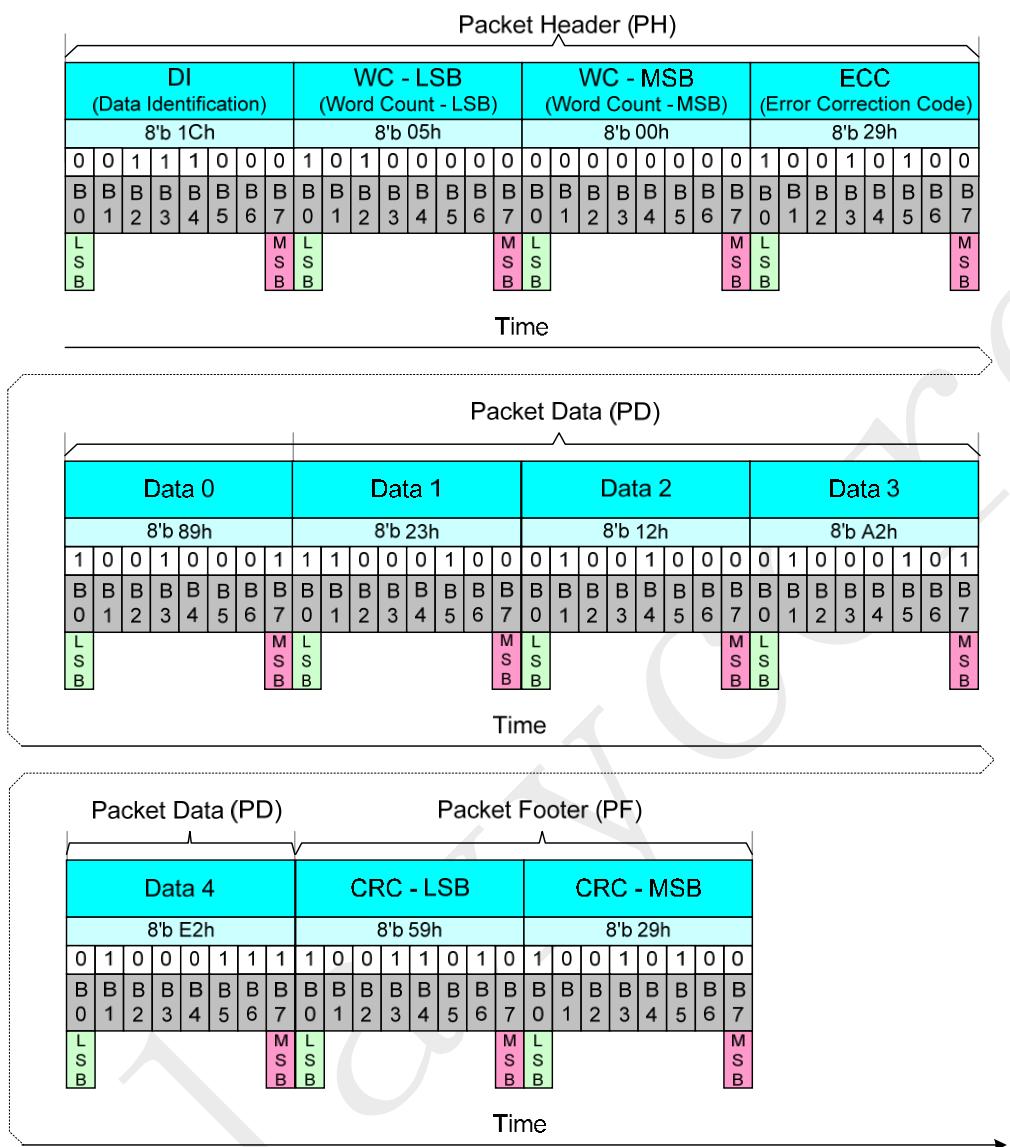


Figure 83 DCS Read Long Response (DCSRR-L) - Example

#### 5.4.41 DCS Read Short Response, 1 Byte Returned (DCSRR1-S)

“DCS Read Short Response, 1 Byte Returned” (DCSRR1-S) is always using a Short Packet (SPa), what is defined on Data Type (DT, 10 0001b), from the display module to the MPU.“DCS Read Short Response, 1 Byte Returned (DCSRR1-S) is used when the display module wants to response a DCS Read command, which the MPU has sent to the display module.

Short Packet (SPa) is defined e.g.

Data Identification (DI)

- o Virtual Channel (VC,

- DI[7...6]): 00b o Data Type (DT,

- DI[5...0]): 10 0001b

Packet Data (PD)

- o Data 0: 45hex

- o Data 1: 00hex (Always)

Error Correction Code (ECC)

This is defined on the Short Packet (SP) as follows.

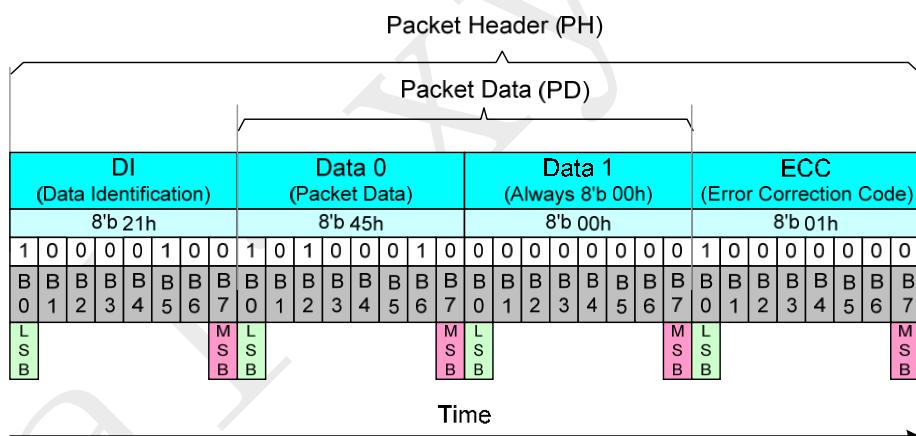


Figure 84 DCS Read Short Response, 1 Byte Returned (DCSRR1-S) - Example

#### 5.4.42 DCS Read Short Response, 2 Bytes Returned (DCSRR2-S)

“DCS Read Short Response, 2 Bytes Returned” (DCSRR2-S) is always using a Short Packet (SPa), what is defined on Data Type (DT, 10 0010b), from the display module to the MPU. “DCS Read Short Response, 2 Bytes Returned” (DCSRR2-S) is used when the display module wants to response a DCS Read command, which the MPU has sent to the display module.

Short Packet (SPa) is defined e.g.

Data Identification (DI)

- o Virtual Channel (VC,

- DI[7...6]): 00b o Data Type (DT,

- DI[5...0]): 10 0010b

Packet Data (PD)

- o Data 0: 45hex

- o Data 1: 32hex

Error Correction Code (ECC)

This is defined on the Short Packet (SPa) as follows.

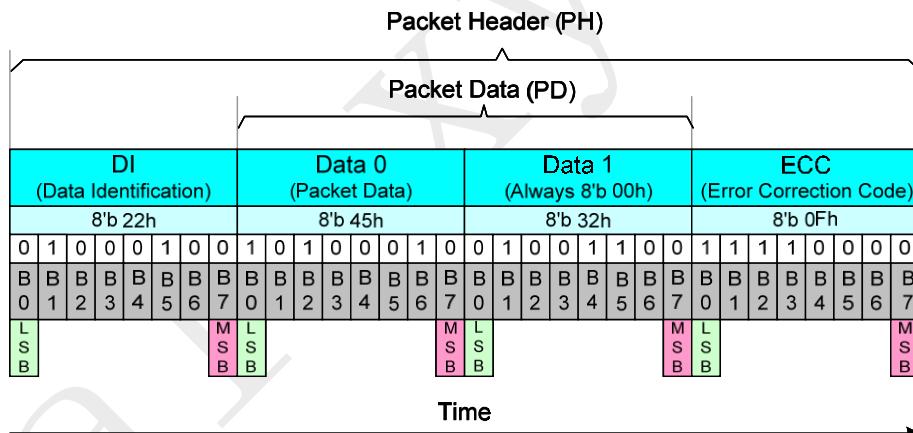


Figure 85 DCS Read Short Response, 2 Bytes Returned (DCSRR2-S) - Example

#### 5.4.43 Communication Sequences

The communication sequences can be done on interface or packet levels between the MPU and the display module. See chapters “Interface Level Communication” and “Packet Level Communication”.

This communication sequence description is for DSI data lanes (DSI-D0+/- and DSI-D1+/-) and it has been assumed that the needed low level communication is done on DSI clock lanes (DSI-CLK+/-) automatically. See chapter “DSI-CLK Lanes”.

Functions of the interface level communication is described on the following table.

**Table 24 Interface Level Communication**

Interface	Abbreviatio	Interface Action Description
Low Power	LP-11	Stop State
	LPDT	Low Power Data
	ULPS	Ultra-Low Power State
	RAR	Remote Application Reset
	ACK	Acknowledge (No Error)
	BTA	Bus Turnaround
High Speed	HSDT	High speed Data

Functions of the packet level communication are described on the following table.

**Table 25 Packet Level Communication**

Interface	Abbreviatio	Packet	Interface Action Description
MPU	DCSW1-	Short	DCS Write, 1 Parameter
	DCSWN-	Short	DCS Write, No Parameter
	DCSW-L	Long	DCS Write Long
	DCSRN-S	Short	DCS Read, No Parameter
	SMRPS-S	Short	Set Maximum Return Packet
	NP-L	Long	Null Packet, No Data
	EoTP	Short	End of Transmission Packet
Display Module (GC9503)	AwER	Short	Acknowledge with Error Packet
	DCSRR-L	Long	DCS Read Long Response
	DCSRR1-	Short	DCS Read Short Response
	DCSRR2-	Short	DCS Read Short Response

#### 5.4.44 Sequences

#### 5.4.45 DCS Write, 1 Parameter Sequence

A Short Packet (SPa) of “Display Command Set (DCS) Write, 1 Parameter (DCSW1-S)” is defined on chapter “Display Command Set (DCS) Write, 1 Parameter (DCSW1-S)” and example sequences, how this packet is used, is described on following tables.

**Table 26 DCS Write, 1 Parameter Sequence – Example 1**

Line	MPU		Information Direction	Display Module (GC9503V)		Comment
	Packet	Interface Mode Control		Interface Mode	Packet	
1	-	LP-	-	-	-	Start
2	DCSW1-	LPDT	-	-	-	
3	-	LP-	-	-	-	End

**Table 27 DCS Write, 1 Parameter Sequence – Example 2**

Line	MPU		Information Direction	Display Module (GC9503V)		Comment
	Packet	Interface Mode Control		Interface Mode	Packet	
1	-	LP-	-	-	-	St
2	DCSW1-	HS	-	-	--	
3	EoTP	HS	-	-	--	End of Transmission Packet
4	-	LP-	-	-	-	E

#### 5.4.46 DCS Write, No Parameter Sequence

A Short Packet (SPa) of “Display Command Set (DCS) Write, No Parameter (DCSWN-S)” is defined on chapter “Display Command Set (DCS) Write, No Parameter (DCSWN-S)” and example sequences, how this packet is used, is described on following tables.

**Table 29 DCS Write, No Parameter Sequence – Example 1**

Line	M		Information Direction	Display Module (GC9503V)		Comment
	Packet Sender	Interface Mode		Interface Mode	Packet Sender	
	-	LP-		-	-	
1	-	LP-	-	-	-	St
2	DCSWN-	LPDT	-+	--	--	
3	-	LP-	-	-	-	E

**Table 30 DCS Write, No Parameter Sequence – Example 2**

Line	M		Information Direction	Display Module (GC9503V)		Comment
	Packet Sender	Interface Mode		Interface Mode	Packet Sender	
	-	LP-		-	-	
1	-	LP-	-	-	-	St
2	DCSWN-	HS	-	-	-	
3	EoTP	HS	-	--	--	End of Transmission Packet
4	-	LP-	-	-	-	E

**Table 31 DCS Write, No Parameter Sequence – Example 3**

#### 5.4.47 DCS Write Long Sequence

A Long Packet (LPa) of “Display Command Set (DCS) Write Long (DCSW-L)” is defined on chapter “Display Command Set (DCS) Write Long (DCSW-L)” and example sequences, how this packet is used, is described on following tables.

**Table 32 DCS Write Long Sequence – Example 1**

DCS Write Long Sequence – Example 1						
Line	MPU		Information Direction	Display Module (GC9503V)		Comment
	Packet	Interface Mode		Interface Mode	Packet Sender	
1	-	LP-11	-	-	-	Start
2	DCSW-L	LPDT	-+	-	-	
3	-	LP-11	-	-	-	End

**Table 33 DCS Write Long Sequence – Example 2**

DCS Write Long Sequence – Example 2						
Line	MPU		Information Direction	Display Module (GC9503V)		Comment
	Packet	Interface Mode		Interface Mode	Packet Sender	
1	-	LP-11	-	-	-	Start
2	DCSRN-	HSDT	-	-	-	
3	EoTP	HSDT	-	-	--	End of Transmission Packet
4	-	LP-11	-	-	-	End

---

#### **5.4.48 DCS Read, No Parameter Sequence**

A Short Packet (SPa) of “Display Command Set (DCS) Read, No Parameter (DCSRN-S)” is defined on chapter “Display Command Set (DCS) Read, No Parameter (DCSRN-S)” and example sequences, how this packet is used, is described on following tables.

#### 5.4.49 Null Packet, No Data Sequence

A Long Packet (LPa) of “Null Packet, No Data (NP-L)” is defined on chapter “Null Packet, No Data (NP-L)” and an example sequence, how this packet is used, is described on the following table.

**Table 37 Null Packet, No Data Sequence - Example**

Line	M		Information Direction	Display Module		Comment
	Packet Sender	Interface Mode Control		Interface Mode Control	Packet Sender	
1	-	LP-11	-	-	-	St
2	NP-	HSDT	-	-	-	Only High Speed Data Transmission is
3	EoT	HSDT	-	-	-	End of Transmission Packet
4	-	LP-11	-	-	-	E

#### 5.4.50 End of Transmission Packet

A Short Packet (SPa) of “End of Transmission (EoTP)” is defined on chapter “8.1.3.2.1.7 End of Transmission Packet (EoTP)” and an example sequence, how this packet is used, is described on the following table.

**Table 38 End of Transmission Packet – Example**

Line	M		Information Direction	Display Module		Comment
	Packet	Interface Mode		Interface Mode Control	Packet Sender	
1	-	LP-11	-	-	-	St
2	NP-	HSDT	-	-	-	Only High Speed Data Transmission is
3	EoT	HSDT	-	-	-	End of Transmission Packet
4	-	LP-11	-	-	-	E

## 5.5 Display Data Format

### 5.5.1 DPI (RGB) Interface

#### 5.5.2 16-bit / pixel 65K colors order on the DPI Interface

The 16-bit RGB interface is selected by setting the DPI[2:0] bits to “101”. The display operation is synchronized with VS, HS and PCLK signals.

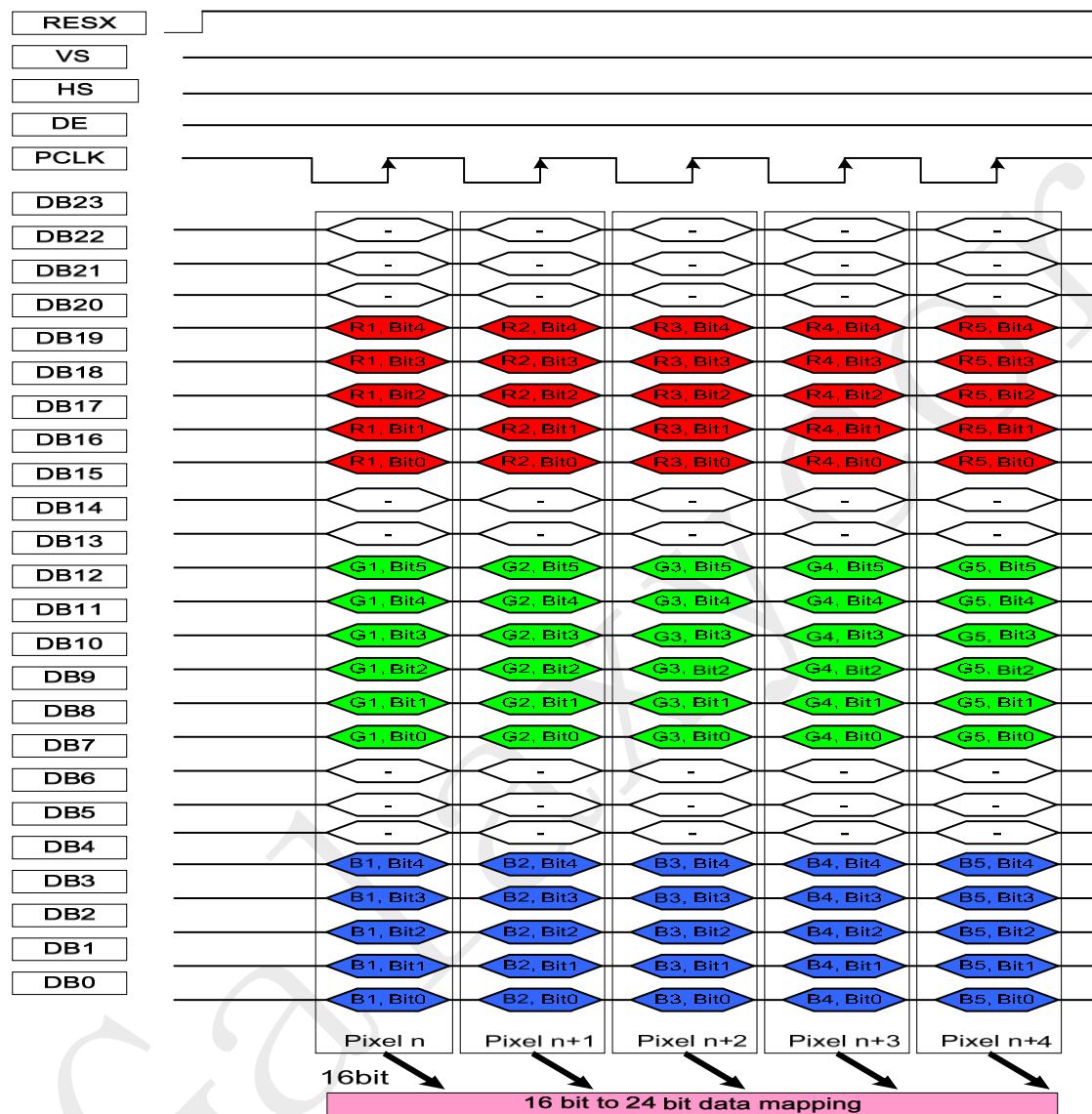


Figure 86 16-bit / pixel 65K colors order on the DPI Interface

Not  
e:

The data order is as follows, MSB=DB23, LSB=DB0 and picture data is MSB=Bit 5, LSB=Bit 0 for Green, MSB=Bit 4, LSB=Bit 0 for Red and Blue data.

1-times transfer is used to transmit 1 pixel data to the 16-bit color depth information.

'-' = void

### 5.5.3 18-bit / pixel 262K colors order on the DPI Interface

The 18-bit RGB interface is selected by setting the DPI[2:0] bits to “110”. The display operation is synchronized with VS, HS and PCLK signals.

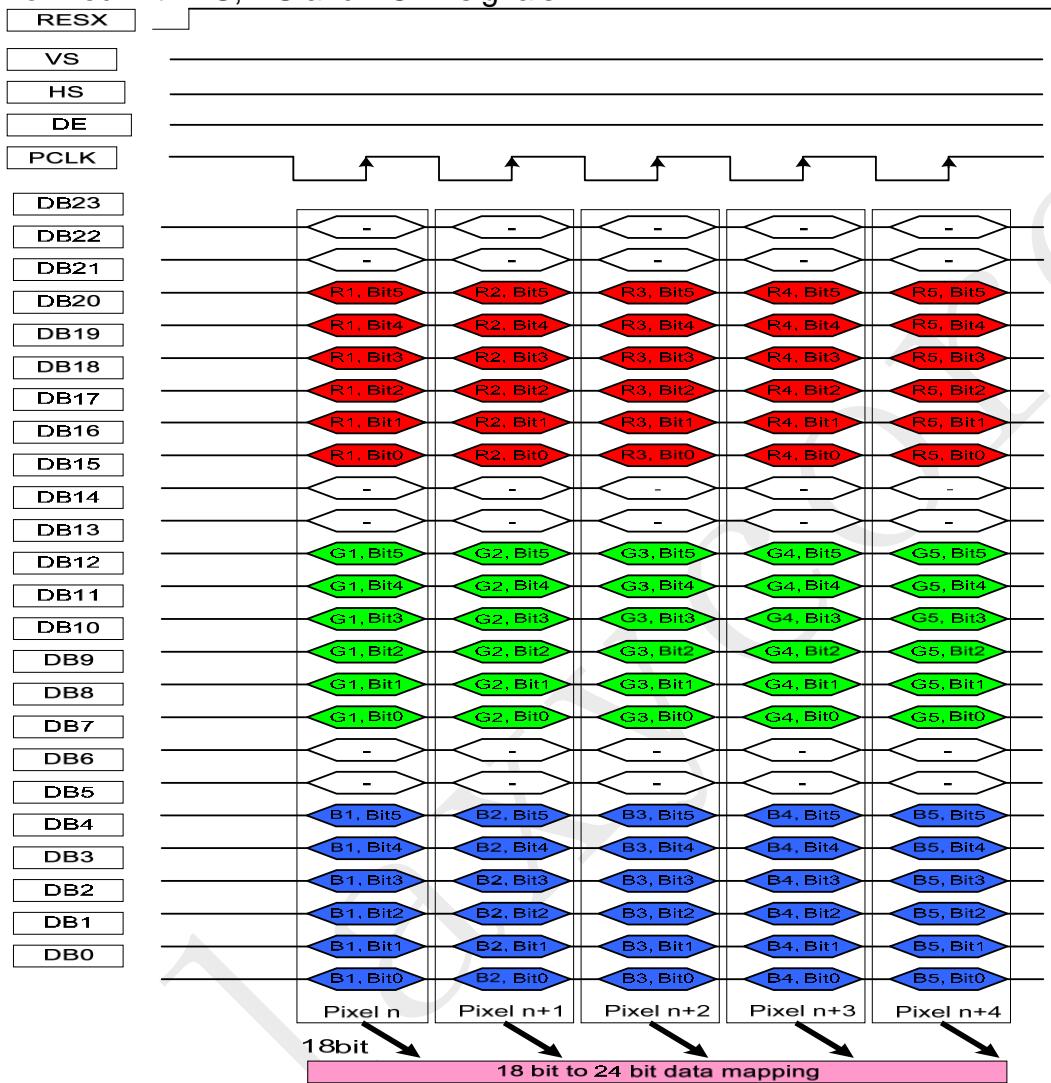


Figure 87 18-bit / pixel 262K colors order on the DPI Interface

Not  
e:

The data order is as follows, MSB=DB23, LSB=DB0 and picture data is MSB=Bit 5, LSB=Bit 0 for Green, Red and Blue data.

1-times transfer is used to transmit 1 pixel data to the 18-bit color depth information.  
‘-’= void

#### 5.5.4 24-bit / pixel 16.7M colors order on the DPI Interface

The 24-bit RGB interface is selected by setting the DPI[2:0] bits to “111”. The display operation is synchronized with VS, HS and PCLK signals.

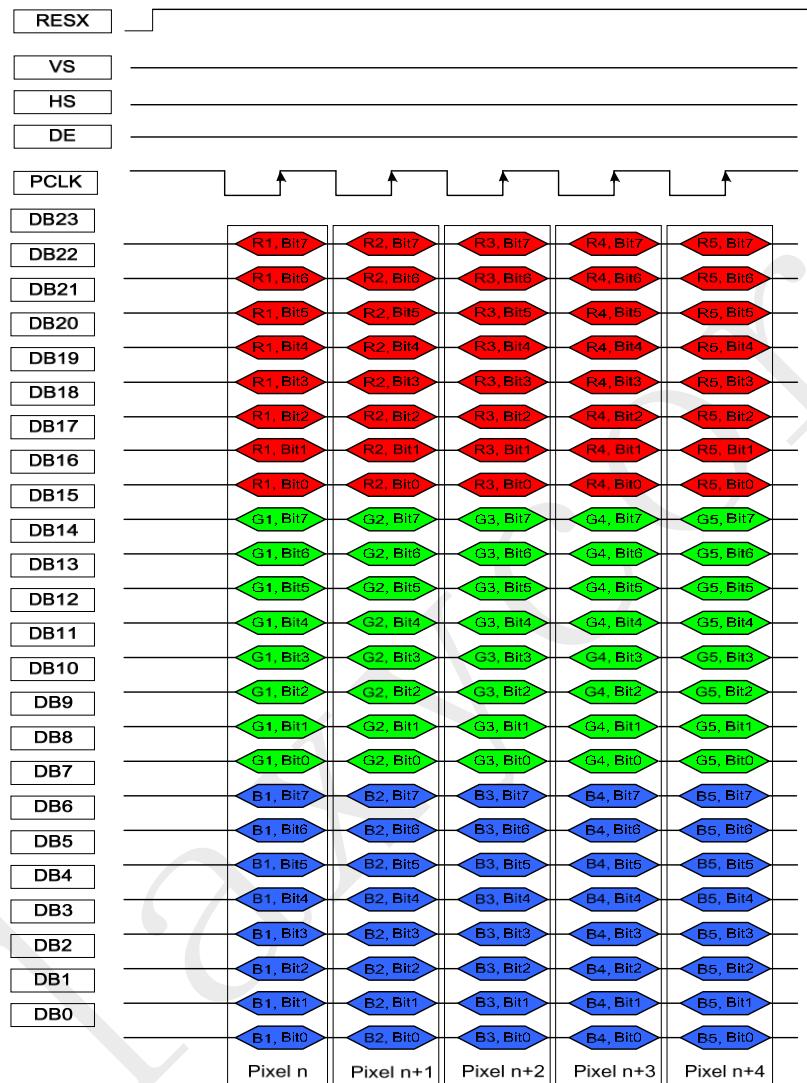


Figure 88 24-bit / pixel 16.7M colors order on the DPI Interface

Not  
e:

The data order is as follows, MSB=DB23, LSB=DB0 and picture data is MSB=Bit 7, LSB=Bit 0 for Green, Red and Blue data.

1-times transfer is used to transmit 1 pixel data to the 24-bit color depth information.

### 5.5.5 DSI transmission data format

### 5.5.6 16-bit per Pixel, Long packet, Data Type 00 1110 (0Eh)

Packed Pixel Stream 16-Bit Format is a Long Packet used to transmit image data formatted as 16-bit pixels to a Video Mode display module. The packet consists of the DI byte, a two-byte WC, an ECC byte, a payload of length WC bytes and a two-byte checksum. Pixel format is red (5 bits), green (6 bits), and blue (5 bits), in that order. Note that the “Green” component is split across two bytes. Within a color component, the LSB is sent first, the MSB last.

With this format, pixel boundaries align with byte boundaries every two bytes. The total line width (displayed plus non-displayed pixels) should be a multiple of two bytes.

Normally, GC9503V has no frame buffer of its own, so all image data shall be supplied by the host processor at a sufficiently high rate to avoid flicker or other visible artifice.

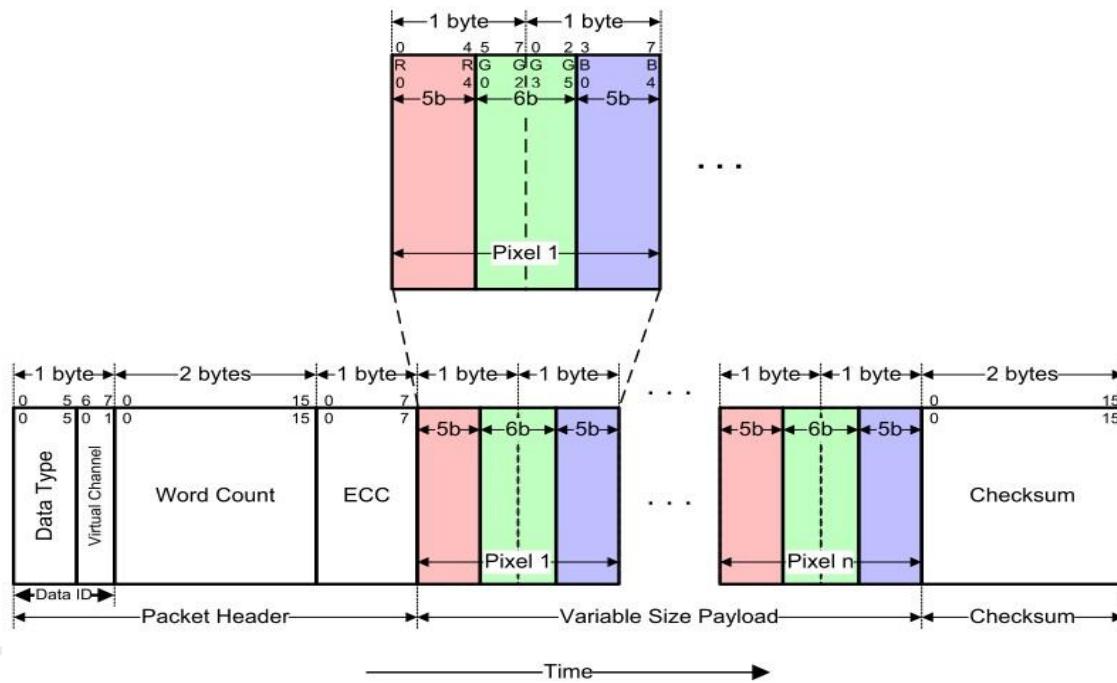


Figure 89 16-bit per Pixel, Data Type 00 1110 (0Eh)

### 5.5.7 18-bit per Pixel, Long packet, Data Type = 01 1110 (1Eh)

Packed Pixel Stream 18-Bit Format (Packed) is a Long packet. It is used to transmit RGB image data formatted as pixels to a Video Mode display module that displays 18-bit pixels. The packet consists of the DI byte, a two-byte WC, an ECC byte, a payload of length WC bytes and a two-byte Checksum. Pixel format is red (6 bits), green (6 bits) and blue (6 bits), in that order. Within a color component, the LSB is sent first, the MSB last.

Note that pixel boundaries only align with byte boundaries every four pixels (nine bytes). Preferably, display modules employing this format have a horizontal extent (width in pixels) evenly divisible by four, so no partial bytes remain at the end of the display line data. If the active (displayed) horizontal width is not a multiple of four pixels, the transmitter shall send additional fill pixels at the end of the display line to make the transmitted width a multiple of four pixels. The receiving peripheral shall not display the fill pixels when refreshing the display device. For example, if a display device has an active display width of 399 pixels, the transmitter should send 400 pixels in one or more packets. The receiver should display the first 399 pixels and discard the last pixel of the transmission.

With this format, the total line width (displayed plus non-displayed pixels) should be a multiple of four 1246 pixels (nine bytes).

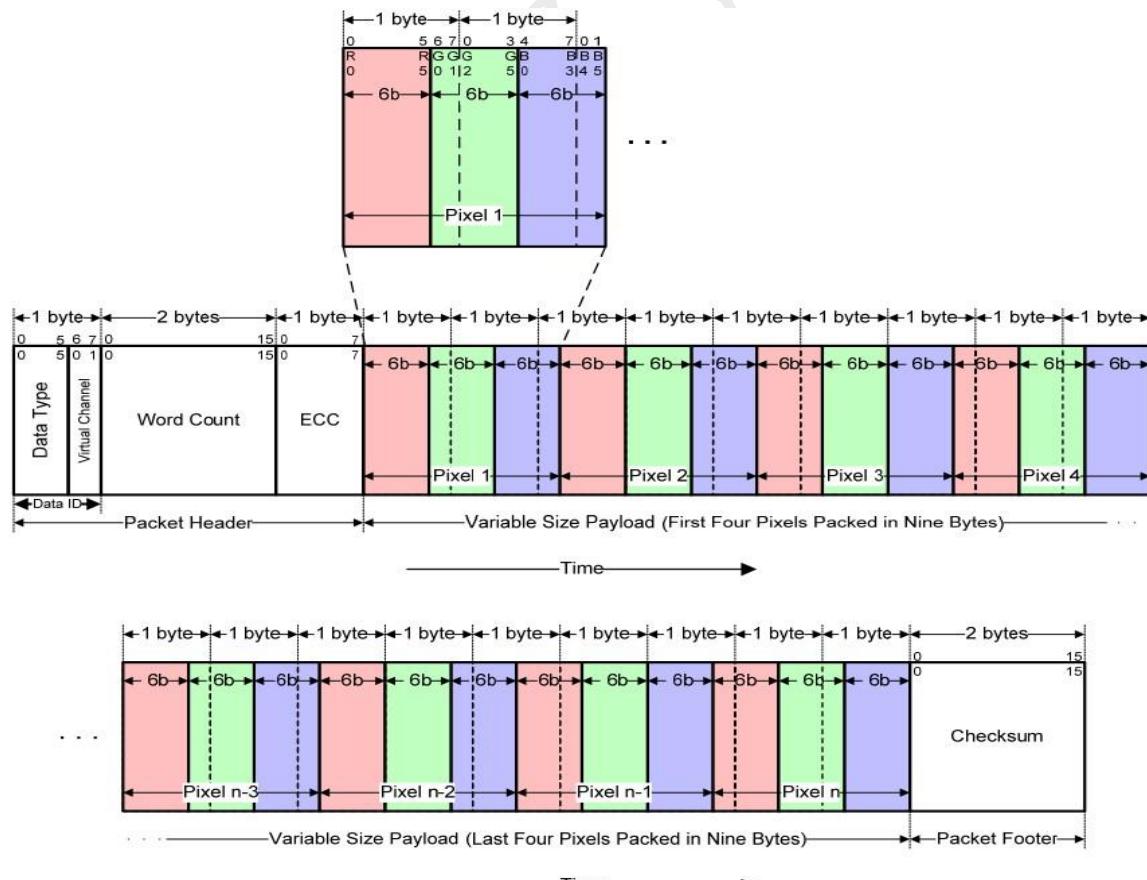


Figure 90 18-bit per Pixel, Data Type = 01 1110 (1Eh)

## 18-bit per Pixel, Long packet, Data Type = 10 1110 (2Eh)

In the 18-bit Pixel Loosely Packed format, each R, G, or B color component is six bits but is shifted to the upper bits of the byte, such that the valid pixel bits occupy bits [7:2] of each byte. Bits [1:0] of each payload byte representing active pixels are ignored. As a result, each pixel requires three bytes as it is transmitted across the link. This requires more bandwidth than the “packed” format, but requires less shifting and multiplexing logic in the packing and unpacking functions on each end of the Link.

This format is used to transmit RGB image data formatted as pixels to a Video Mode display module that displays 18-bit pixels. The packet consists of the DI byte, a two-byte WC, an ECC byte, a payload of length WC bytes and a two-byte Checksum. The pixel format is red (6 bits), green (6 bits) and blue (6 bits) in that order. Within a color component, the LSB is sent first, the MSB last.

With this format, pixel boundaries align with byte boundaries every three bytes. The total line width (displayed plus non-displayed pixels) should be a multiple of three bytes.

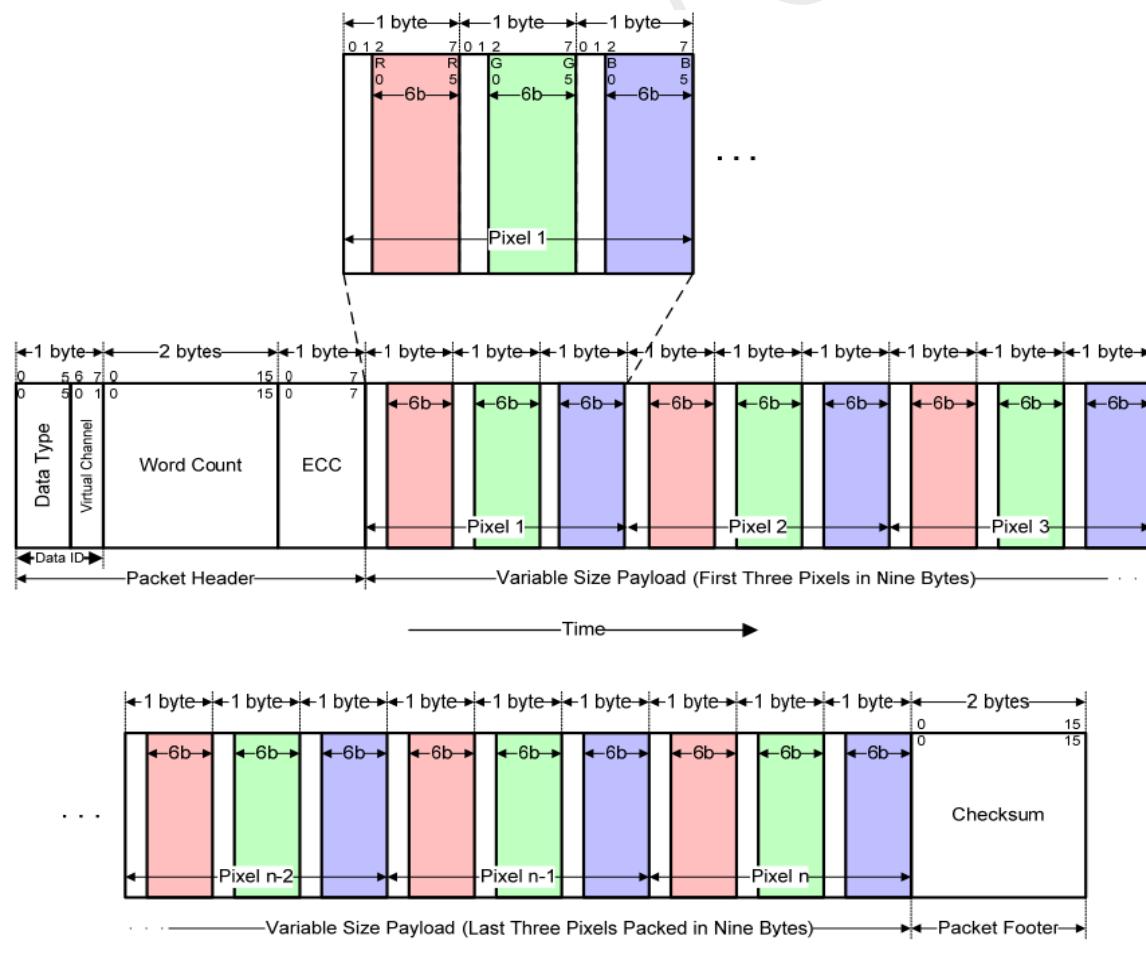


Figure 91 18-bit per Pixel, Data Type = 10 1110 (2Eh)

### 5.5.8 24-bit per Pixel, Long packet, Data Type = 11 1110 (3Eh)

Packed Pixel Stream 24-Bit Format is a Long packet. It is used to transmit image data formatted as 24-bit pixels to a Video Mode display module. The packet consists of the DI byte, a two-byte WC, an ECC byte, a payload of length WC bytes and a two-byte Checksum. The pixel format is red (8 bits), green (8 bits) and blue (8 bits), in that order. Each color component occupies one byte in the pixel stream; no components are split across byte boundaries. Within a color component, the LSB is sent first, the MSB last.

With this format, pixel boundaries align with byte boundaries every three bytes. The total line width (displayed plus non-displayed pixels) should be a multiple of three bytes.

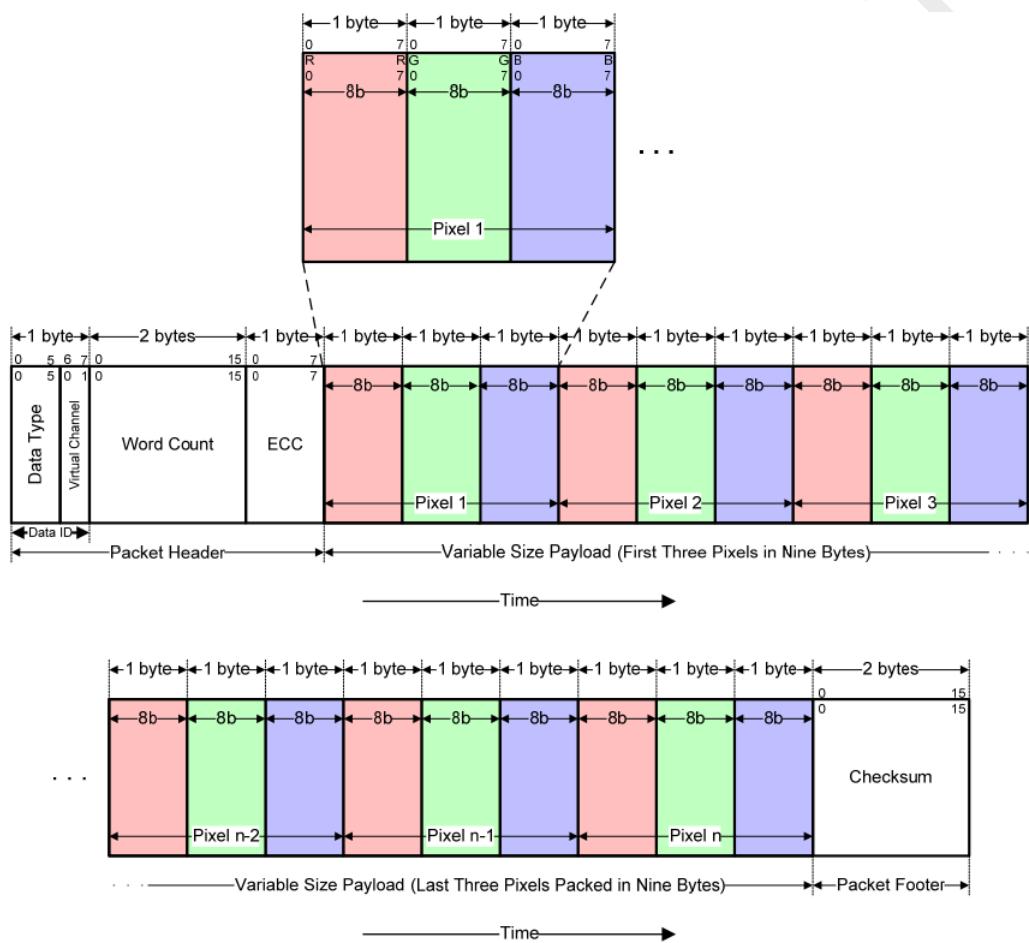


Figure 92 24-bit per Pixel, Data Type = 11 1110 (3Eh)

## 6. Command

### 6.1 User Command Set

**Table 6.1.1 User Command Set**

R/W	Address		Parameter									Function				
	MIPPI/spi8/9	Spi-16	D[15:8] (Non-MIPPI/spi8/9)	D7	D6	D5	D4	D3	D2	D1	D0					
R	04h	0400h	00h	ID17	ID16	ID15	ID14	ID13	ID12	ID11	ID10	Read display ID				
		0401h	00h	ID27	ID26	ID25	ID24	ID23	ID22	ID21	ID20					
		0402h	00h	ID37	ID36	ID35	ID34	ID33	ID32	ID31	ID30					
R	05h	0500h	00h	dsi_error[7:0]									RDNUMED			
		0501h	00h	dsi_error[15:8]												
R	0Ah	0A00h	00h	sleep_out	idle	partial_on	sleep_out	normal_on	disp_on				Read Display Power Mode			
R	0Bh	0B00h	00h				gs	bgr	ss				Read Display MADCTR			
R	0Ch	0C00h	00h		vipf[2:0]								Read Display Pixel Format			
R	0Dh	0D00h	00h			inv_on	pixel_on	pixel_off	gcs				Read Display Image Mode			
W	10h	1000h	No Argument										Sleep in & booster off			
W	11h	1100h	No Argument										Sleep out & booster on			
W	12h	1200h	No Argument										Partial mode on			
W	13h	1300h	No Argument										Normal display mode on			
W	22h	2200h	No Argument										ALLPOFF			
W	23h	2300h	No Argument										ALLPON			
W	28h	2800h	No Argument										Display off			
W	29h	2900h	No Argument										Display on			
W	30h	3000h	00h							PSL9	PSL8	Partial start/end address set PSL[15:0]: partial start address PEL[15:0]: partial end address				
		3001h	00h	PSL7	PSL6	PSL5	PSL4	PSL3	PSL2	PSL1	PSL0					
		3002h	00h							PEL9	PEL8					
		3003h	00h	PEL7	PEL6	PEL5	PEL4	PEL3	PEL2	PEL1	PEL0					
W	38h	3800h	No Argument										Idle mode off			
W	39h	3900h	No Argument										Idle mode on			
W	3Ah	3A00h	00h	VIPF3	VIPF2	VIPF1	VIPF0						Interface pixel format			
W	51h	5100h	00h	DBV7	DBV6	DBV5	DBV4	DBV3	DBV2	DBV1	DBV0		Write display brightness			
W	B0h	B000h	00h	rgb_mode	0	0	0	PCKP	DEP	HSP	VSP	RGB_MODE				
		B001h	00h	VBP[7:0]												
		B002h	00h	VFP[7:0]												
		B003h	00h	HBP[7:0]												
		B004h	00h	HFP[7:0]												
W	B1h	B100h	00h	REV	0	BGR	NLA[2:0](dinv)			GS	SS		Display_CTL			
W	F6h	F600h	00h	otp_reload_en_tmp[15:8]									OTP_CTL			
		F601h	00h	otp_reload_en_tmp[7:0]												
R	DAh	DA00h	00h	ID17	ID16	ID15	ID14	ID13	ID12	ID11	ID10		Read ID1			
R	Dbh	DB00h	00h	ID17	ID16	ID15	ID14	ID13	ID12	ID11	ID10		Read ID2			

R	DCh	DC00h	00h	ID17	ID16	ID15	ID14	ID13	ID12	ID11	ID10	Read ID3
W	F0h	F000h	00h	0	1	0	1	0	1	0	1	Manufacture command enable
		F001h	00h	1	0	1	0	1	0	1	0	
		F002h	00h	0	1	0	1	0	0	1	0	
		F003h	00h	0	0	0	0	MAUNC	0	0	0	
		F004h	00h	0	0	0	0	0	0	0	PAGE	

**Notes:**

In MIPI interface, parameters of the command are stores onto registers when the last parameter of the command has been received. Also, parameters of the command are not stored onto registers if there has been happen a break. See more information on the section “DATA TRANSFER RECOVERY”. This note is valid when a number of the parameters is equal or less than 32.

The 8-bit address code for “MIPI” in above table and following command description means include 3-wire 9-bit

## Read Display ID (04h)

## Read DS1 ERROR (05h)

## **Read Display Power Mode (0Ah)**

### **Read Display MADCTL (0Bh)**

## Read Display Pixel Format (0Ch)

### **Read Display Image Mode (0Dh)**

## Sleep In (10h)

## Sleep Out (11h)

## **Partial Mode On (12h)**

## **Normal Display Mode On (13h)**

## All Pixel Off (22h)

## All Pixel On (23h)

## Display Off (28h)

## Display ON (29h)

## Partial Area (30h)

### **Idle Mode Off (38h)**

### **Idle Mode On (39h)**

## Interface Pixel Format (3Ah)

## **Write Display Brightness Value (51h)**

## **RGB Interface Signals Control(B0h)**

Bit	Description	Value
CRCM	Select the RGB mode1/mode 2	"0" = RGB mode 1(DE mode)
		"1" = RGB mode 2(Sync mode)
PCKP	PCLK Fetch Polarity	"0" = Data latched at the rising edge of PCLK
		"1" = Data latched at the falling edge of PCLK
DEP	DE Enable Polarity	"0" = High enable for RGB interface
		"1" = Low enable for RGB interface
HSP	H-Sync Pulse Level	"0" = Low pulse level sync clock
		"1" = High pulse level sync clock
VSP	V-Sync Pulse Level	"0" = Low pulse level sync clock
		"1" = High pulse level sync clock
VBP[7:0]	V-Sync Back Porch	"05h" to "FFh" = 5 to 255 H-Sync clocks
VFP[7:0]	V-Sync Front Porch	"02h" to "FFh" = 2 to 255 H-Sync clocks
HBP[7:0]	H-Sync Back Porch	"05h" to "FFh" = 5 to 255 PCLK clocks
HFP[7:0]	H-Sync Front Porch	"02h" to "FFh" = 2 to 255 PCLK clocks

The registers VBP[7:0], VFP[7:0], HBP[7:0] and HFP[7:0] for vertical and horizontal porch control are used in RGB interface mode 2 only. The setting value “00h” is invalid for all of these four register s.

RGB IF Mode	PCLK	DE	D[23:0]	VS	HS	VBP[7:0], VFP[7:0], HBP[7:0], HFP[7:0]
RGB Mode 1	Used	Used	Used	Used	Used	Not Used
RGB Mode 2	Used	Not Used	Used	Used	Used	Used

Restriction	
-------------	--

Status	Availability
Normal Mode On, Sleep Out	Yes
Sleep Out	Yes
Sleep In	Yes

Default		<b>Status</b>	<b>Default Value</b>				
			B000h	B001h	B002h	B003h	B004h
		Power On Sequence	00h	0Eh	0Eh	14h	04h
		S/W Reset	00h	0Eh	0Eh	14h	04h
		H/W Reset	00h	0Eh	0Eh	14h	04h

## **DISPLAY\_CTL (B1h)**

## Read ID1 (DAh)

## Read ID2 (DBh)

## Read ID3 (DCh)

## **EXTC Command Set enable register (F0h)**

OTP\_CTL (F6h)

## 6.2 Page 0 Command Set

**Table 6.1.2 Page 0 Command Set**

R/W	Address		Parameter									Function						
	MIPI	Others	D[15:8] (Non-MIPI)	D7	D6	D5	D4	D3	D2	D1	D0							
W	80h	8000h	00h	D2D_VOFFSET[7:0]											VREG_CTL0			
W	82h	8200h	00h	D2D_VGSPN_AD_TMP1[7:0]											VREG_CTL1			
		8201h	00h	D2D_VGSPN_AD_TMP2[7:0]														
W	86h	8600h	00h	0x99											CHP_CTL1			
		8601h	00h	0xa3														
		8602h	00h	0xa3														
		8603h	00h	0	D2A_VGL_AD[2:0]			0	0	0	1							
W	89h	8900h	00h	0	D2A_AVEE_AD[2:0]			0	D2A_AVDD_AD[2:0]				CHP_CTL2					
W	90h	9000h	00h	0	1	0	1	0	D2A_BVDD1_AD[2:0]				CHP_CTL3					
W	91h	9100h	00h	0	1	0	1	0	D2A_BVEE1_AD[2:0]				CHP_CTL4					
W	98h	9800h	00h	D2D_VREG_VGMP_AD_TMP1[7:0]											VREG_CTL2			
W	99h	9900h	00h	D2D_VREG_VGMN_AD_TMP1[7:0]											VREG_CTL3			
W	9Ah	9A00h	00h	D2D_VREG_VGMP_AD_TMP2[7:0]											VREG_CTL4			
W	9Bh	9B00h	00h	D2D_VREG_VGMN_AD_TMP2[7:0]											VREG_CTL5			
W	A0h	A000h	00h	D2D_VGHS[3:0]_TMP1					D2D_VGHS[3:0]_TMP2				CHP_CTL5					
W	C4h	C400h	00h	1	reg_en_86 (0)	0	1	1	reg_en_82 (1)	1	reg_en_80 (1)		REG_CTL1					
W	C5h	C500h	00h	0	0	0	0	0	0	reg_en_89 (0)	1		REG_CTL2					
W	C6h	C600h	00h	0	1	1	1	1	1	reg_en_91 (0)	reg_en_90 (0)		REG_CTL3					
W	C7h	C700h	00h	0	0	1	1	reg_en_9B (1)	reg_en_9A (1)	reg_en_99 (0)	reg_en_98 (0)		REG_CTL4					
W	C8h	C800h	00h	1	1	0	0	1	0	reg_en_a1 (0)	reg_en_a0 (0)		REG_CTL5					

## VREG\_CTL0 (80h)

## **VREG\_CTL1 (82h)**

CHP\_CTL1 (86h)

CHP\_CTL2(89h)

CHP\_CTL3 (90h)

CHP\_CTL4 (91h)

## **VREG\_CTL2 (98h)**

## **VREG\_CTL3 (99h)**

## VREG\_CTL4 (9Ah)

## **VREG\_CTL5 (9Bh)**

## **CHP\_CTL5(A0h)**

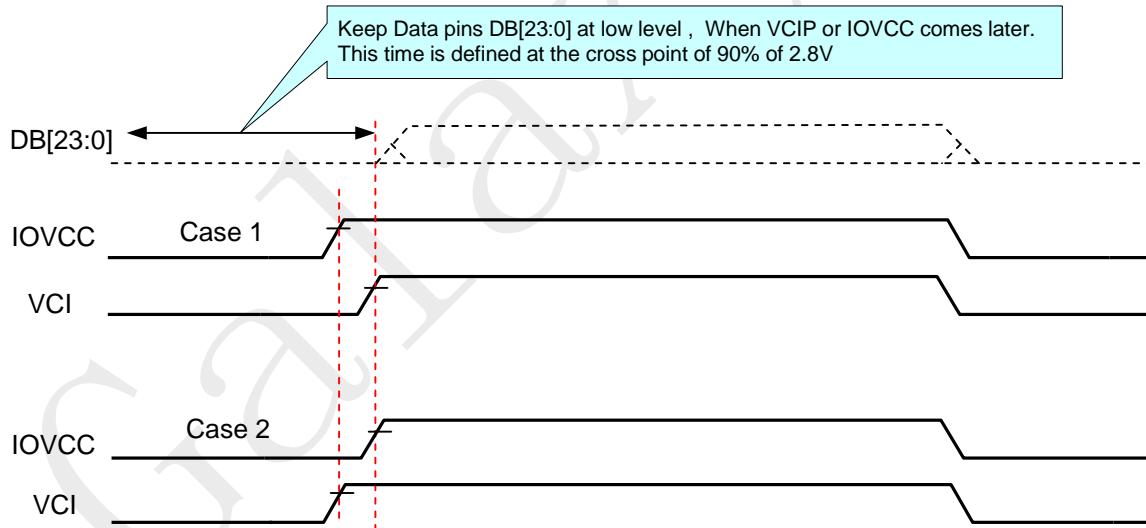
## 7. Power ON/OFF Sequence

IOVCC and VCI can be applied (or powered down) in any order. During the power off sequences, if LCD is in the Sleep Out mode, VCI and IOVCC must be powered down with minimum 120msec, and if LCD is in the Sleep In mode, VCI and IOVCC can be powered down with minimum 0msec after RESX has been released.

CSX can be applied at any timing or can be permanently grounded. RESX has priority over CSX.

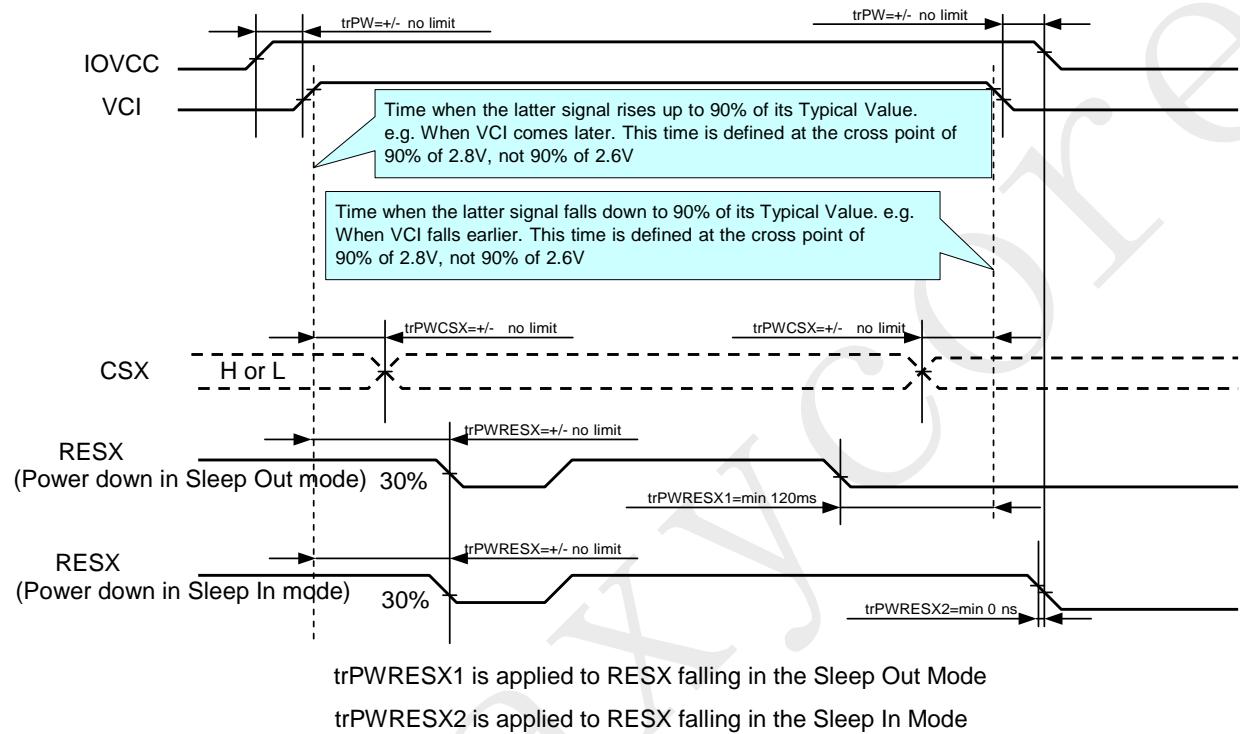
Note:

1. There will be no damage to GC9503V if the power sequences are not met.
2. There will be no abnormal visible effects on the display panel during the Power On/Off Sequences.
3. There will be no abnormal visible effects on the display between end of Power On Sequence and before receiving Sleep Out command. Also between receiving Sleep In command and Power Off Sequence.
4. If RESX line is not held stable by host during Power On Sequence as defined in Sections 7.1 and 7.2, then it will be necessary to apply a Hardware Reset (RESX) after Host Power On Sequence is complete to ensure correct operation. Otherwise function is not guaranteed.
5. Keep data pins DB[23:0] at low level, when VCIP or IOVCC comes later



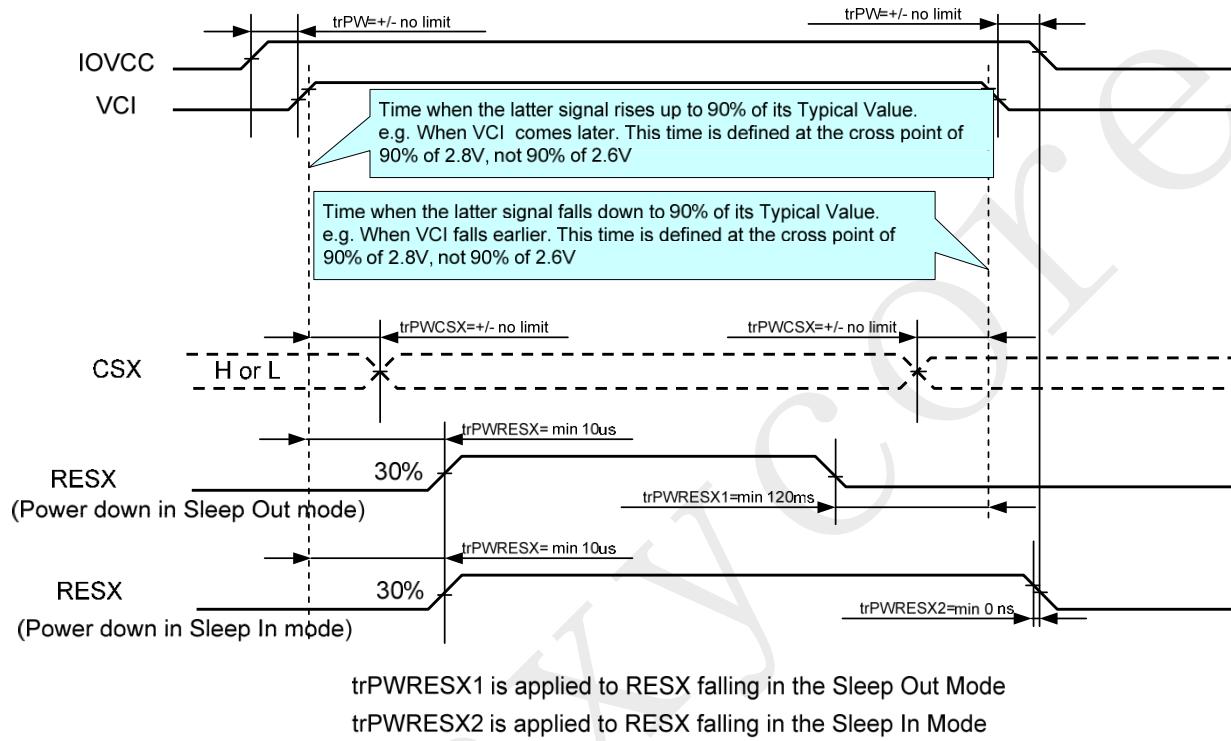
## 7.1. Case 1 –RESX line is held High or Unstable by Host at Power ON

If the RESX line is held high or unstable by the host during Power On, then a Hardware Reset must be applied after both VCI and IOVCC have been applied – otherwise correct functionality is not guaranteed. There is no timing restriction upon this hardware reset.



## 7.2. Case 2 – RESX line is held Low by Host at Power ON

If the RESX line is held Low (and stable) by the host during Power On, then the RESX must be held low for minimum 10μsec after both VCI and IOVCC have been applied.



**Figure 99 Case 2 – RESX line is held Low by Host at Power ON**

Note: 1. Unless otherwise specified, timings herein show cross point at 50% of signal power level.

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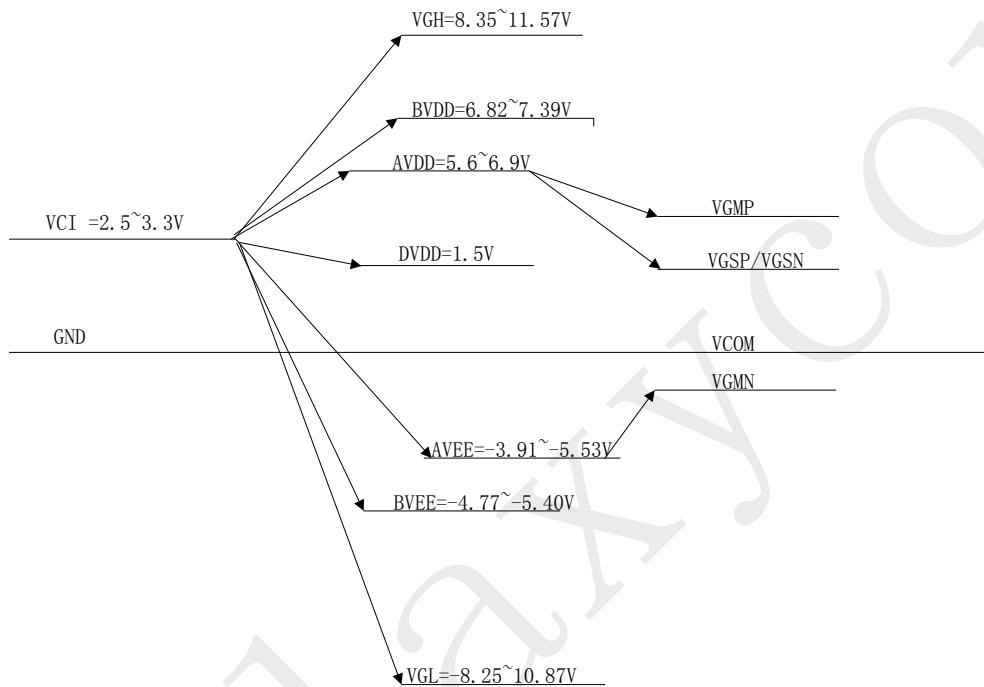
### **7.3. Abnormal Power Off**

The abnormal power off means a situation when e.g. there is removed a battery without the normal power off sequence. There will not be any damages for the display module or the display module will not cause any damages for the host or lines of the interface. At an abnormal power off event, GC9503V will force the display to blank and will not be any abnormal visible effects within 1 second on the display and remains blank until "Power On Sequence" powers it up

# 8. Power Level Definition

## 8.1. LCM Voltage Generation

Note: 1. The AVDD, AVEE, BVDD, BVEE, VGH, VGL output voltage levels may be fewer different from their theoretical levels due to different panel loading.



# 9. Electrical Characteristics

## 9.1. Absolute Maximum Ratings

The absolute maximum rating is listed on Table 42. When the GC9503V is used out of the absolute maximum ratings, it may be permanently damaged. To use the GC9503V within the following electrical characteristics limit is strongly recommended for normal operation. If these electrical characteristic conditions are exceeded during normal operation, the GC9503V will malfunction and cause poor reliability.

**Table 43 Absolute Maximum Ratings**

Item	Symbol	Unit	Value
Supply voltage(Analog)	VCI ~ AGND	V	-0.3 ~ +4.6
Supply voltage(Analog)	VCIP ~ CGND	V	-0.3 ~ +4.6
Supply voltage(Analog)	VCIR ~ VSSR1	V	-0.3 ~ +4.6
Supply voltage (I/O)	IOVCC ~ DGND	V	-0.3 ~ +4.6
OTP Supply voltage	VPP ~ AGND	V	-0.3 ~ +6.6
Supply voltage	AVDD ~ AGND	V	-0.3 ~ +6.6
Supply voltage	AVEE ~ AGND	V	0.3 ~ -6.6
Supply voltage	BVDD ~ AGND	V	-0.3 ~ +6.6
Supply voltage	BVEE ~ AGND	V	0.3 ~ -6.6
Supply voltage	VGH ~ AGND	V	-0.3 ~ +25
Supply voltage	VGL ~ AGND	V	0.3 ~ -16
Driver supply voltage	AVDD – AVEE	V	$\leq$ 13.2V
Driver supply voltage	VGH – VGL	V	$\leq$ 32.0V
Input voltage	V <sub>IN</sub>	V	-0.3 ~ IOVCC + 0.3
HS Input voltage	V <sub>HHSIN</sub>	V	-0.3 ~ + 2
Operating temperature	T <sub>opr</sub>	°C	-30 ~ +70
Storage temperature	T <sub>stg</sub>	°C	-55 ~ +110

Note:

Even if the one of the above parameters is exceeded momentarily, the quality of the product may be degraded. Absolute maximum ratings, therefore, specify the exceeding values which the product may be physically damaged. Be sure to use the product within the range of the absolute maximum ratings.

## 9.2. DC Characteristics for Panel Driving

Item	Symbol	Condition	Min.	Typ.	Max.	Unit	Note
<b>Power &amp; Operation Voltage</b>							
Operating voltage	VCI VCIP VCIR	-	2.5	2.8	3.3	V	
Operating voltage	IOVCC	-	1.65	1.8	3.3	V	Note1,2
OTP Supply voltage	VPP	-		5.0		V	Note1
Logic High level input voltage	VIH	-	0.7*IOVCC		IOVCC	V	Note1
Logic Low level input voltage	VIL	-	-0.3		0.3*IOVCC	V	Note1
Logic High level output voltage TE, SDO (SDA) , LEDPWM	VOH	IOH = -1.0mA	0.8*IOVCC		IOVCC	V	Note1
Logic Low level output voltage TE, SDO (SDA) , LEDPWM	VOI	IOL = +1.0mA	0		0.2*IOVCC	V	Note1
Gate Driver High Voltage	VGH	-	10.0	-	20	V	
Gate Driver Low Voltage	VGL	-	-15.0	-	-6.0	V	
Driver Supply Voltage	-	VGH-VGL	16	-	32	V	
<b>VCOM Operation</b>							
DC VCOM Amplitude Voltage	VCOM	-	-4.0	-	0	V	Note3
<b>Source Driver</b>							
Source Output Range	Vsout	-	VREG2OUT +0.1	-	VREG1OUT -0.1	V	Note4
Positive Gamma Reference Voltage	VREG1OUT	-	3.0	-	6.1875	V	Note5
Negative Gamma Reference Voltage	VREG2OUT	-	-6.1875	-	-3.0	V	Note5
Source Output Setting Time	Tr	Below with 99% precision	-	15	20	us	Note3.4
Output Deviation Voltage (Source Output channel)	Vdev	Sout>=4.2V	-	-	30	mV	Note3
		Sout<=0.8V	-	-	20	mV	-
Output Offset Voltage	VOFFSET	-	-	-	35	mV	Note3
<b>Booster Operation</b>							
Booster Voltage	DDVDH	-			6.5	V	
Booster Voltage	DDVDL	-	-6.5			V	
Booster Drop Voltage	DDVDH drop	loading=1mA	-	-	5	%	
Gate Driver High Voltage	VGH	-	10.0	-	20	V	
Gate Driver Low Voltage	VGL	-	-15.0	-	-6.0	V	
<b>Standby mode current consumption</b>							
Sleep In mode	I(IVC SLP IN)	Ta = 25 °C VCI=2.8V IOVCC=1.8V	-	10		uA	
	I(VCI SLP IN)		-	10		uA	
Deep Standby mode	I(IVC DSTB)		-	1		uA	
	I(VCI DSTB)		-	1		uA	

Note:

1. Ta = -30 to 70 °C (to 85 °C no damage), IOVCC=1.65V to 3.3V, VCIP=2.5V to 3.3V.
2. Supply digital IOVCC voltage equal or less than analog VCIP voltage.
3. Source channel loading = 10pF/channel
4. The Max. Value is between with Note 3 measure point and Gamma setting value
5. VREG1OUT  $\leq$  DDVDH-0.3V and VREG2OUT  $\geq$  DDVDL+0.3V.

## 9.3. DSI DC Characteristics

DSI is using different state codes which are depending on DC voltage levels of the clock and data lanes. The meaning of the state codes is defined on the following table.

State Code	Line DC Voltage Levels	
	CLOCK_P or DATA_P	CLOCK_N or DATA_N
HS-0	Low (HS)	High (HS)
HS-1	High (HS)	Low (HS)
LP-00	Low (LP)	Low (LP)
LP-01	Low (LP)	High (LP)
LP-10	High (LP)	Low (LP)
LP-11	High (LP)	Low (LP)

Note: Ta=-30°C to 70°C (to +85°C no damage)

## 9.4 DC characteristics for Power Lines

Parameter	Symbol	Condition	Specification			Unit
			Min.	Typ.	Max.	
Analog power supply voltage	VCI	Operating voltage	2.5	2.8	3.3	V
Digital power supply voltage	IOVCC	I/O supply voltage	1.65	1.8	3.3	V
Analog power supply voltage noise	Vvci_NOISE	Noise Range, 0 to 100MHz, Sinusoidal Wave (peak-to-peak)	-	-	100	mV
		Noise Range, 0 to 30kHz, Pulse Wave with Duty Cycle (50%/50%)	-	-	500	mV
I/O power supply voltage noise	Viovcc_NOISE	Noise Range, 0 to 100MHz, Sinusoidal Wave (peak-to-peak)	-	-	100	mV

Note:

1. Ta=-30°C to 70°C (to +85°C no damage)
2. These values are not symmetric amplitude, which centers are IOVCC or VCI. See examples as reference purposes, when Vvci\_NOISE and Viovcc\_NOISE are maximums, below.

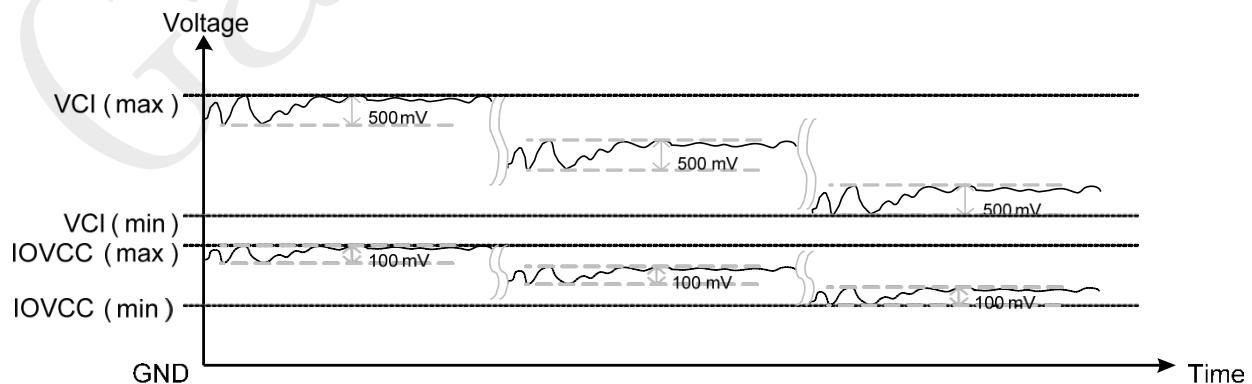


Figure 109 Noise on Power Supply Lines

## 9.5. DC characteristics for DSI LP mode

DC levels of the LP-00, LP-01, LP-10 and LP-11 are defined on table below: DC Characteristics for DSI LP mode when LP-RX, LP-CD or LP-TX is mentioned on the condition column. Other logical levels of the table are for MPU interface.

Parameter	Symbol	Condition	Specification			Unit
			Min.	Typ.	Max.	
Logic High level output voltage	$V_{OH}$	$I_{OUT}=-1\text{mA}$ , Note 2	0.8 $V_{VCI}$	-	$V_{VCI}$	V
Logic Low level output voltage	$V_{OL}$	$I_{OUT}=1\text{mA}$ , Note 2	0.0	-	0.2 $V_{VCI}$	V
Logic High level input voltage	$V_{IHLPCD}$	LP-CD, Note 3	450	-	1350	mV
Logic Low level input voltage	$V_{ILLPCD}$	LP-CD, Note 3	0.0	-	200	mV
Logic High level input voltage	$V_{IHLPRX}$	LP-RX (CLK, D0 ,D1), Note 3	880	-	1350	mV
Logic Low level input voltage	$V_{ILLPRX}$	LP-RX (CLK, D0 ,D1), Note 3	0.0	-	550	mV
Logic Low level input voltage	$V_{ILLPRXULP}$	LP-RX (CLK ULP mode), Note 3	0.0	-	300	mV
Logic high level output voltage	$V_{OHLPTX}$	LP-TX (D0), Note 3	1.1	-	1.3	V
Logic Low level output voltage	$V_{OLLPTX}$	LP-TX (D0), Note 3	-50	-	50	mV
Logic High level input current	$I_{IH}$	LP-CD, LP-RX, Note 3	-	-	10	uA
Logic Low level input current	$I_{IL}$	LP-CD, LP-RX, Note 3	-10	-	-	uA

Note:

1.  $T_a = -30^\circ\text{C}$  to  $70^\circ\text{C}$  (to  $+85^\circ\text{C}$  no damage)

2. LEDPWM

3. DSI High Speed mode is off

## 9.6. Spike / Glitch Rejection

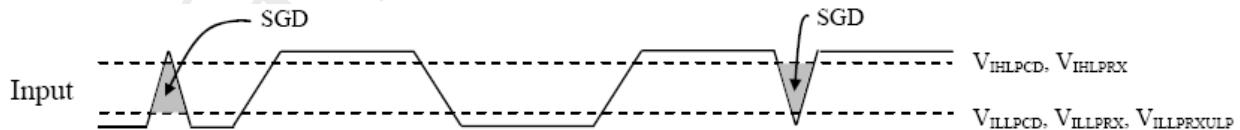


Figure 110 Spike / Glitch Rejection

Note:

1. Peak Interference Amplitude max. 200mV and Interference Frequency min. 450MHz.
2.  $n = 0$  and 1.

Table 44 Spike / Glitch Rejection

Spike / Glitch Rejection – DSI						
Signal	Symbol	Parameter	Min	Max	Unit	
DSI-CLK+/-, DSI-Dn+/-	SGD	Input pulse rejection for DSI	-	300	Vps	

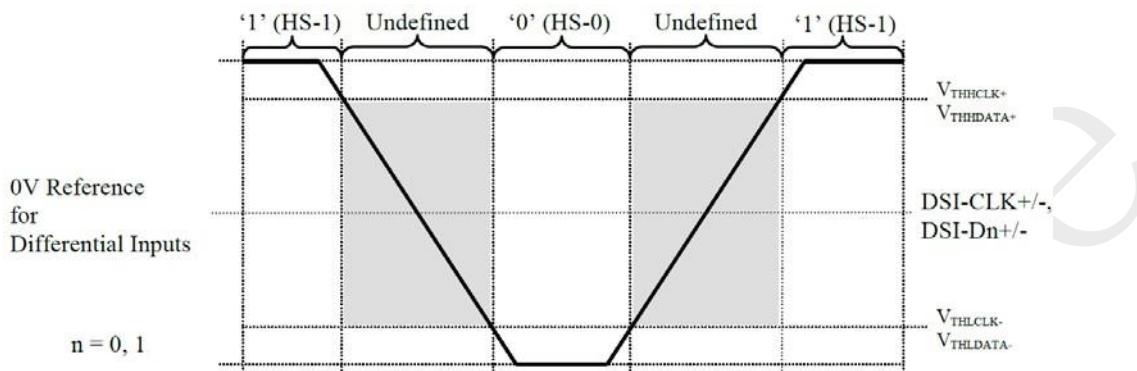
## 9.7. DC Characteristics for DSI HS mode

Parameter	Symbol	Condition	Specification			Unit
Input Common Mode Voltage for Clock	$V_{CMCLK}$	DSI-CLK+/- Note 2, Note 3	70	-	330	mV
Input Common Mode Voltage for Data	$V_{CMDATA}$	DSI-Dn+/- Note 2, Note 3, Note 5	70	-	330	mV
Common Mode Ripple for Clock Equal or Less than 450MHz	$V_{CMRCLKL450}$	DSI-CLK+/- Note 4	-50	-	50	mV
Common Mode Ripple for Data Equal or Less than 450MHz	$V_{CMRDATAL450}$	DSI-Dn+/- Note 4, Note 5	-50	-	50	mV
Common Mode Ripple for Clock More than 450MHz (peak sine wave)	$V_{CMRCLKM450}$	DSI-CLK+/-	-	-	100	mV
Common Mode Ripple for Data More than 450MHz (peak sine wave)	$V_{CMRDATAM450}$	DSI-Dn+/- Note 5	-	-	100	mV
Differential Input Low Level Threshold Voltage for Clock	$V_{THLCLK-}$	DSI-CLK+/-	-70	-	-	mV
Differential Input Low Level Threshold Voltage for Data	$V_{THLDATA-}$	DSI-Dn+/- Note 5	-70	-	-	mV
Differential Input High Level Threshold Voltage for Clock	$V_{THHCLK+}$	DSI-CLK+/-	-	-	70	mV
Differential Input High Level Threshold Voltage for Data	$V_{THHDATA+}$	DSI-Dn+/- Note 5	-	-	70	mV
Single-ended Input Low Voltage	$V_{ILHS}$	DSI-CLK+/-, DSI-Dn+/- Note 3, Note 5	-40	-	-	mV
Single-ended Input High Voltage	$V_{IHHS}$	DSI-CLK+/-, DSI-Dn+/- Note 3, Note 5	-	-	460	mV
Differential Termination Resistor	$R_{TERM}$	DSI-CLK+/-, DSI-Dn+/- Note 5	80	100	125	$\Omega$
Single-ended Threshold Voltage for Termination Enable	$V_{TERM-EN}$	DSI-CLK+/-, DSI-Dn+/- Note 5	-	-	450	mV
Termination Capacitor	$C_{TERM}$	DSI-CLK+/-, DSI-Dn+/- Note 5, Note 6	-	-	60	pF

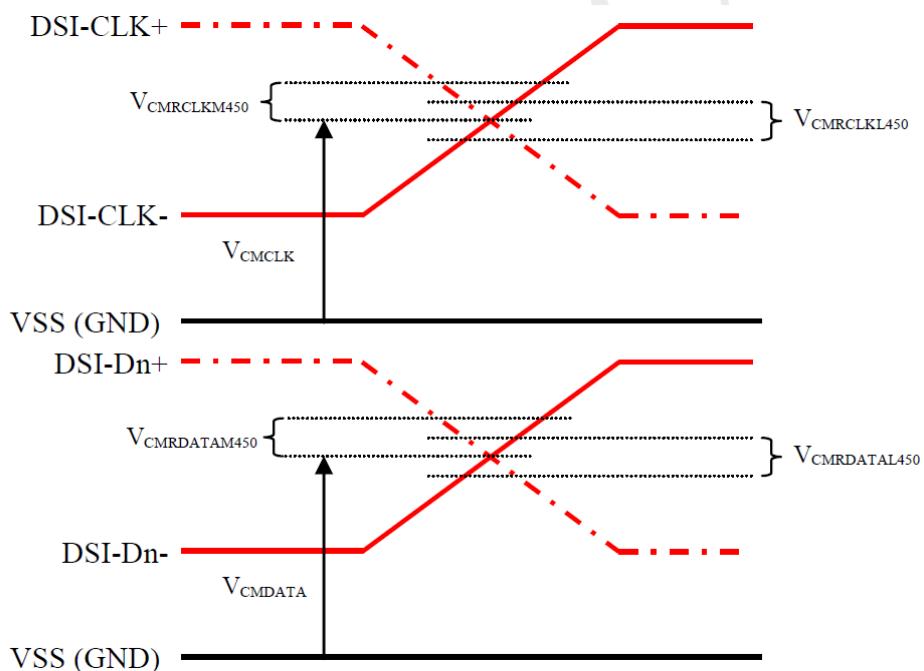
Note:

1.  $T_a = -30^\circ C$  to  $70^\circ C$  (to  $+85^\circ C$  no damage),  $IOVCC = 1.65$  to  $1.95V$ .
2. Includes 50mV (-50mV to 50mV) ground difference.
3. Without VCMRCLKM450/VCMRDATAM450.
4. Without 50mV (-50mV to 50mV) ground difference.
5.  $n = 0$  and  $1$ .
6. For higher bit rates a 14pF capacitor will be needed to meet the common-mode return loss specification.

The DSI receiver (HS mode) is understanding that there is logical '1' (HS-1) when a differential voltage is more than  $V_{THH}$  (CLK+/DATA+) and the DSI receiver (HS mode) is understanding that there is logical '0' (HS-0) when a differential voltage is more than  $V_{THL}$  (CLK-/DATA-). There is undefined state if the differential voltage is less than  $V_{THH}$  (CLK+/DATA+) and less than  $V_{THL}$  (CLK-/DATA-). A reference figure is below.



**Figure 111 Differential Inputs Logical '0's and '1's, Threshold High/Low, Differential Voltage Range**



Note:  $n = 0$  and  $1$

**Figure 112 Common Mode Voltage on Clock and Data Channels**

The termination resistor ( $R_{TERM}$ ) of the differential DSI receiver can be driven two different states by the receiver:

- z Low Power (LP) mode when the termination resistor is not connected between differential inputs  
(DSi-CLK+  $\cap$  DSi-CLK- or DSi-D0+  $\cap$  DSi-D0- or DSi-D1+  $\cap$  DSi-D1-)
- z High Speed (HS) mode when the termination resistor is connected between differential inputs  
(DSi-CLK+  $\cap$  DSi-CLK- or DSi-D0+  $\cap$  DSi-D0- or DSi-D1+  $\cap$  DSi-D1-)

The termination switch (HS/LP), when the termination resistor is not connected, is illustrated below.

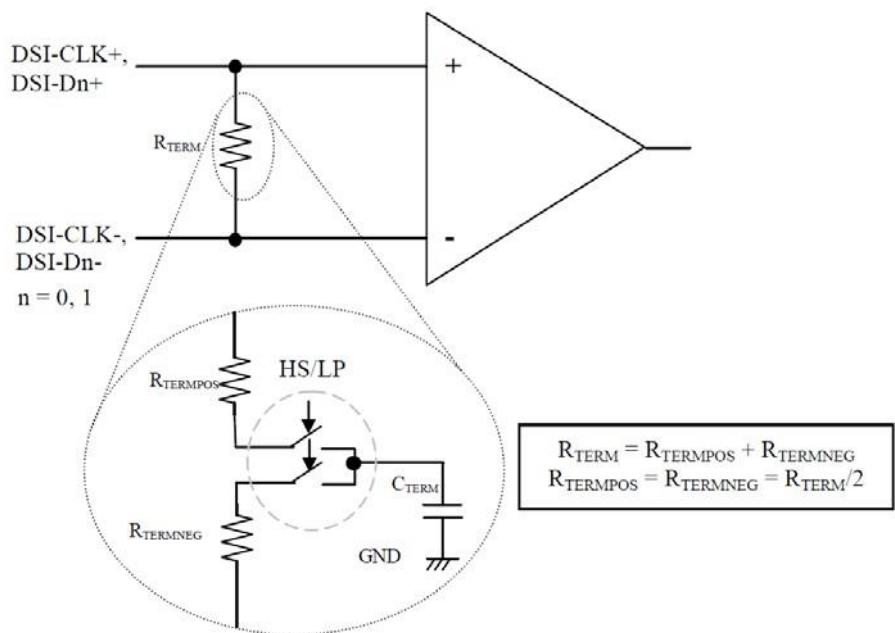
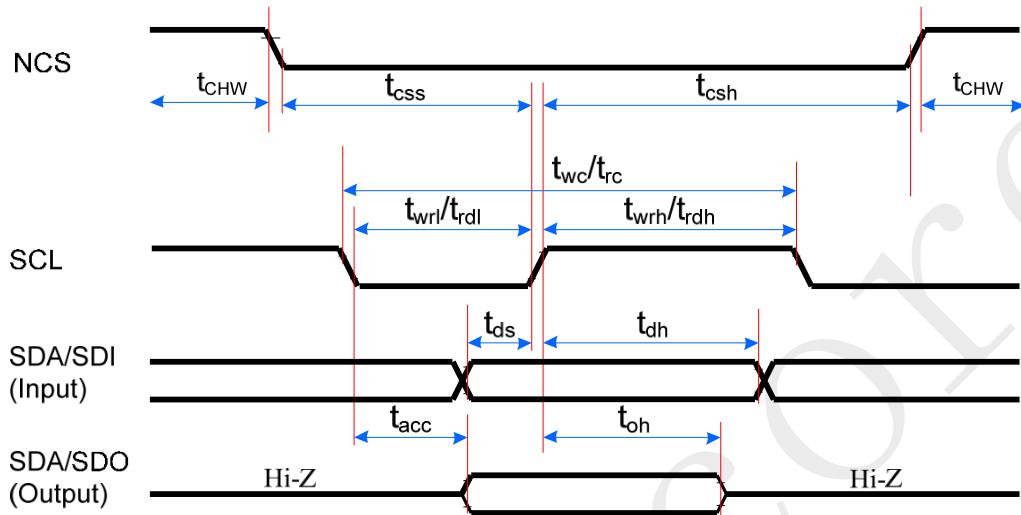


Figure 113 Differential Pair Termination Resistor on the Receiver Side

## 9.8. AC Characteristics

### 9.8.1. Display Serial Interface Timing Characteristics (3-line SPI system)

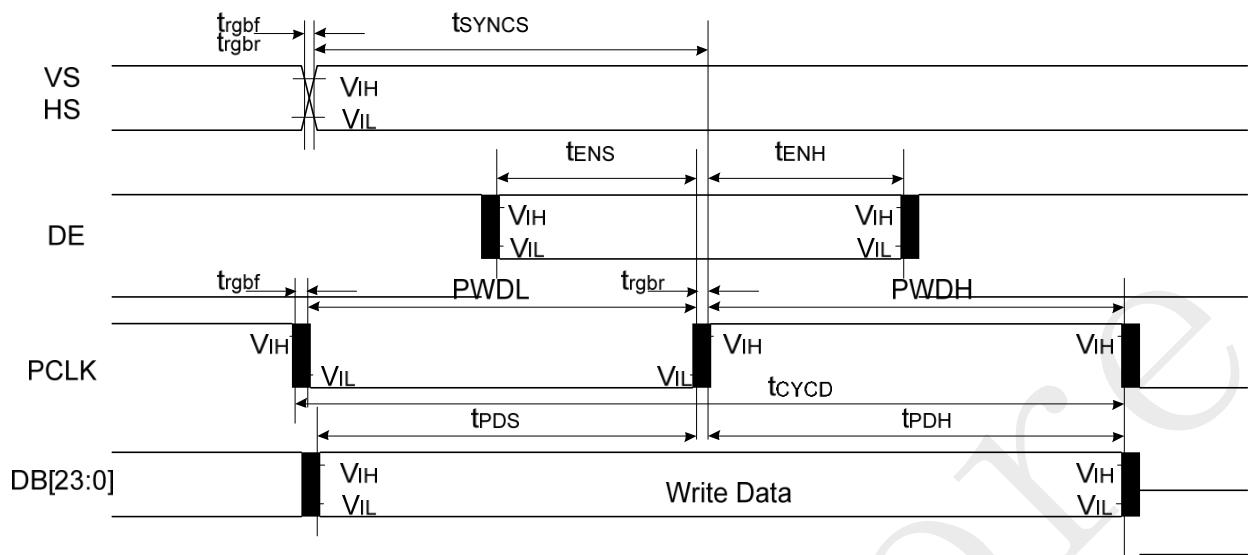


Signal	Symbol	Parameter	min	max	Unit	Description
CSX	tcss	Chip select time (Write)	15	-	ns	
	tcsh	Chip select hold time (Read)	15	-	ns	
	tch	CS "H" pulse width	40	-	ns	
SCL	twc	Serial clock cycle (Write)	30	-	ns	
	twrh	SCL "H" pulse width (Write)	10	-	ns	
	twrl	SCL "L" pulse width (Write)	10	-	ns	
	trc	Serial clock cycle (Read)	150	-	ns	
	trdh	SCL "H" pulse width (Read)	60	-	ns	
	trdl	SCL "L" pulse width (Read)	60	-	ns	
SDA/SDO (Output)	tacc	Access time (Read)	10	100	ns	For maximum CL=30pF
	toh	Output disable time (Read)	15	100	ns	For minimum CL=8pF
SDA/SDI (Input)	tds	Data setup time (Write)	10	-	ns	
	tdh	Data hold time (Write)	10	-	ns	

Note:

1.  $T_a = -30$  to  $70$  °C,  $IOVCC=1.65V$  to  $3.6V$ ,  $VCI=2.5V$  to  $3.6V$ ,  $T=10\pm0.5$  ns.
2. Does not include signal rise and fall times.

### 9.8.2. Parallel 24/18/16-bit RGB Interface Timing Characteristics



Signal	Symbol	Parameter	min	max	Unit	Description
VS/ HS	t <sub>SYNCS</sub>	VS/HS setup time	5	-	ns	24/18/16-bit bus RGB interface mode
	t <sub>SYNCH</sub>	VS/HS hold time	5	-	ns	
DE	t <sub>EENS</sub>	DE setup time	5	-	ns	
	t <sub>EENH</sub>	DE hold time	5	-	ns	
DB[23:0]	t <sub>POS</sub>	Data setup time	5	-	ns	
	t <sub>PDH</sub>	Data hold time	5	-	ns	
PCLK	PWDH	PCLK high-level period	13	-	ns	
	PWDL	PCLK low-level period	13	-	ns	
	t <sub>CYCD</sub>	PCLK cycle time	28	-	ns	
	t <sub>rgbfr</sub> , t <sub>rgbf</sub>	PCLK,HS,VS rise/fall time	-	15	ns	

Note: Ta = -30 to 70 °C, IOVCC=1.65V to 3.6V, VCI=2.5V to 3.6V, DGND=0V

### 9.8.3. DSI Timing Characteristics

#### 9.8.4. High Speed Mode – Clock Channel Timing

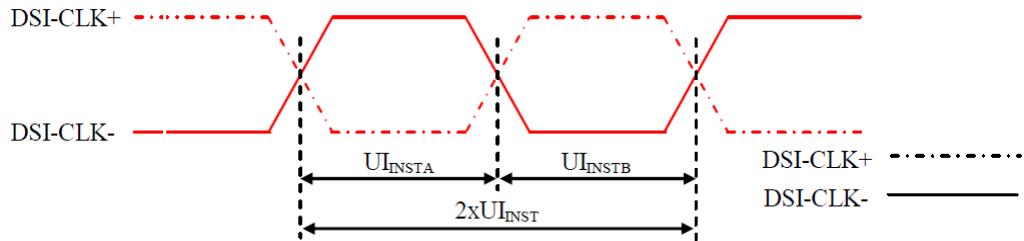


Figure 114 DSI Clock Channel Timing

Table 45 DSI Clock Channel Timing

Signal	Symbol	Parameter	Min	Max	Unit
DSI-CLK+/-	$2xUI_{INST}$	Double UI instantaneous	4	25	ns
DSI-CLK+/-	$UI_{INSTA}, UI_{INSTB}$	UI instantaneous Half	2	12.5	ns

Note: UI =  $UI_{INSTA} = UI_{INSTB}$

#### 9.8.5. High Speed Mode – Data Clock Channel Timing

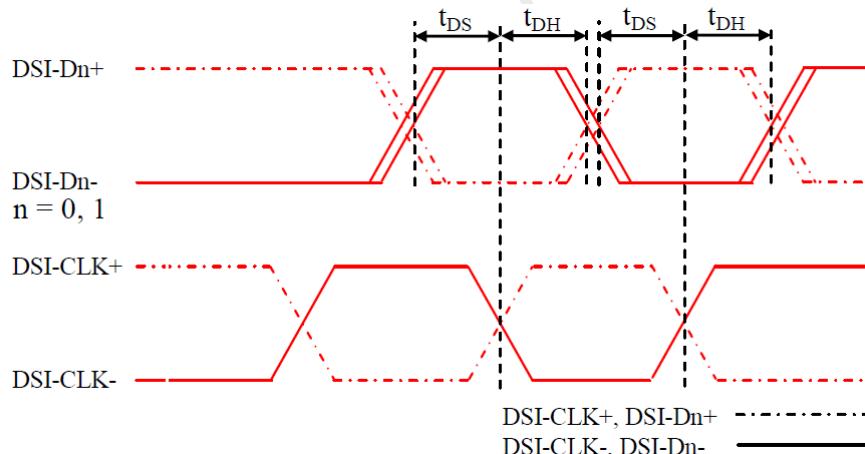


Figure 115 DSI Data to Clock Channel Timings

Table 46 DSI Data to Clock Channel Timings

Signal	Symbol	Parameter	Min	Max
DSI-Dn+/-, n=0 and 1	$t_{DS}$	Data to Clock Setup time	$0.15 \times UI$	-
DSI-Dn+/-, n=0 and 1	$t_{DH}$	Clock to Data Hold Time	$0.15 \times UI$	-

### 9.8.6 High Speed Mode – Rise and Fall Timings

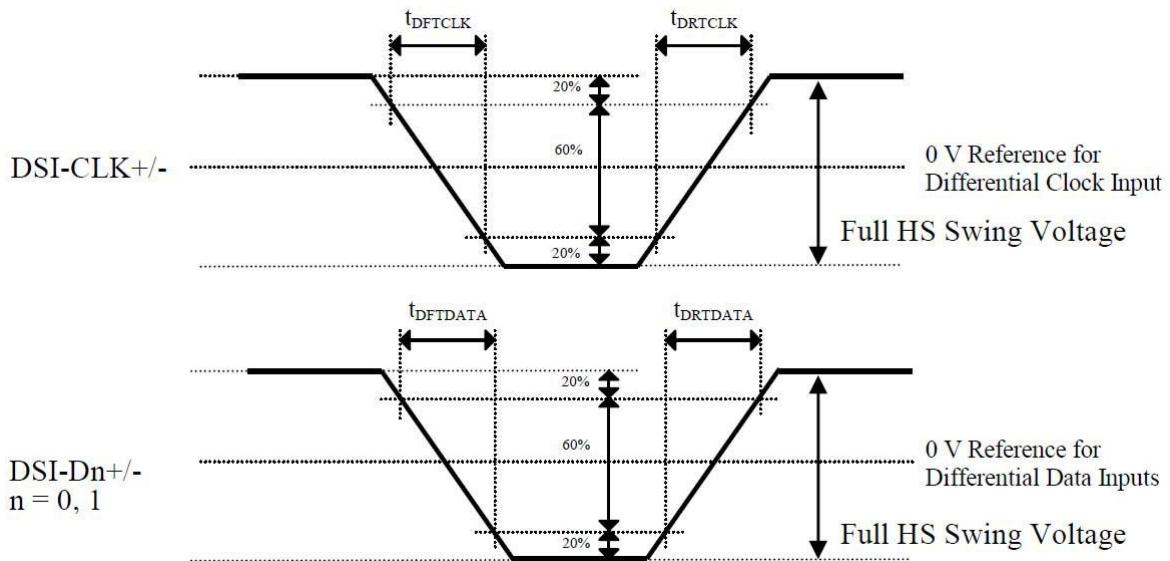


Figure 116 Rise and Fall Timings on Clock and Data Channels

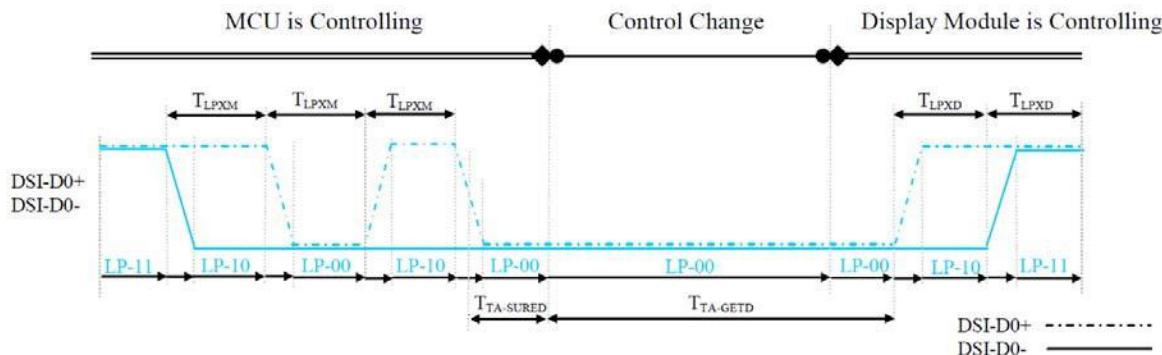
Table 47 Rise and Fall Timings on Clock and Data Channels

Parameter	Symbol	Condition	Specification			
			Min	Typ	Max	Unit
Differential Rise Time for Clock	$t_{DRCLK}$	DSI-CLK+/-	-	-	150 (Note )	ps
Differential Rise Time for Data	$t_{DRDATA}$	DSI-Dn+/- n=0 and 1	-	-	150 (Note )	ps
Differential Fall Time for Clock	$t_{DFTCLK}$	DSI-CLK+/-	-	-	150 (Note )	ps
Differential Fall Time for Data	$t_{DFTDATA}$	DSI-Dn+/- n=0 and 1	-	-	150 (Note )	ps

Note: The display module has to meet timing requirements, what are defined for the transmitter (MPU) on MIPI D-Phy standard

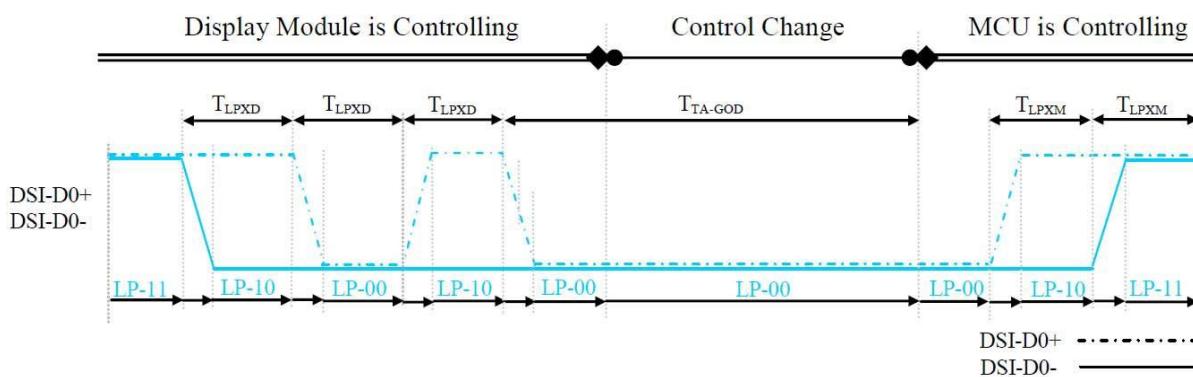
### 9.8.7. Low Speed Mode – Bus Turn Around

Lower Power Mode and its State Periods are illustrated for reference purposes on the Bus Turnaround (BTA) from the MPU to the Display Module (GC9503V) sequence below.



**Figure 117 BTA from the MPU to the Display Module**

Lower Power Mode and its State Periods are illustrated for reference purposes on the Bus Turnaround (BTA) from the Display Module (GC9503V) to the MPU sequence below.



**Figure 118 BTA from the Display Module to the MPU**

**Table 48 Low Power State Period Timings – A**

Signal	Symbol	Description	Min	Max	Unit
DSI-D0+/-	$T_{LPXM}$	Length of LP-00, LP-01, LP-10 or LP-11 periods MPU $\xrightarrow{\text{I}}$ Display Module (GC9503V)	50	75	ns
DSI-D0+/-	$T_{LPXD}$	Length of LP-00, LP-01, LP-10 or LP-11 periods Display Module (GC9503V) $\xrightarrow{\text{I}}$ MPU	50	75	ns
DSI-D0+/-	$T_{TA-SURED}$	Time-out before the Display Module (GC9503V) starts driving	$T_{LPXD}$	$2 \times T_{LPXD}$	ns

**Table 49 Low Power State Period Timings – B**

Signal	Symbol	Description	Time	Unit
DSI-D0+/-	$T_{TA-GETD}$	Time to drive LP-00 by Display Module (GC9503V)	$5 \times T_{LPXD}$	ns
DSI-D0+/-	$T_{TA-GOD}$	Time to drive LP-00 after turnaround request – MPU	$4 \times T_{LPXD}$	ns

### 9.8.8. Data Lanes from Low Power Mode to High Speed Mode

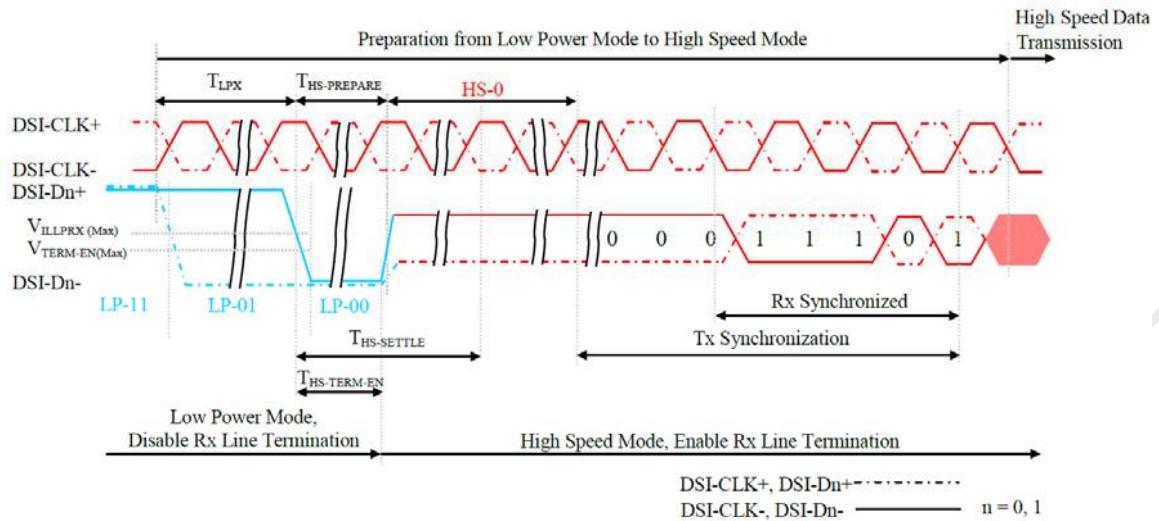
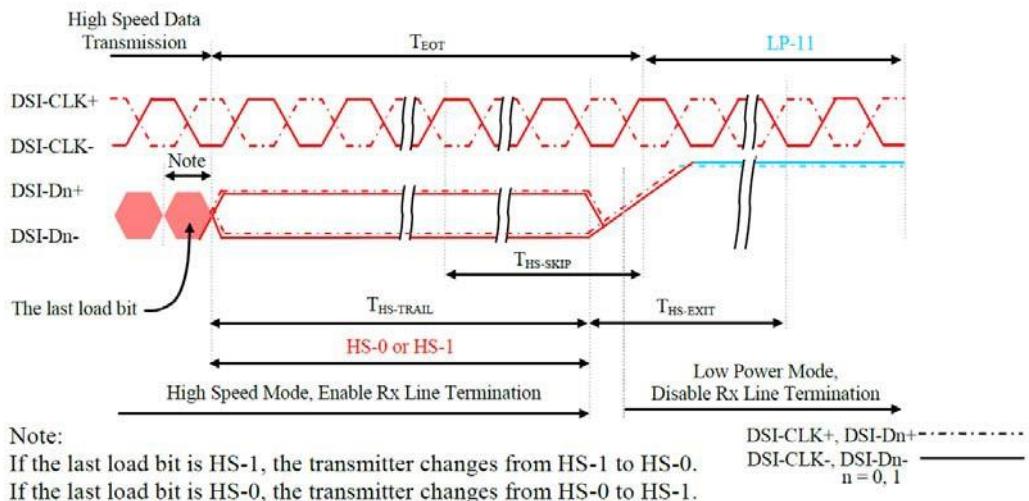


Figure 119 Data Lanes – Low Power Mode to High Speed Mode Timings

Table 50 Data Lanes – Low Power Mode to High Speed Mode Timings

Signal	Symbol	Description	Min	Max	Unit
DSI-Dn+/-, n=0 and 1	$T_{LPX}$	Length of any Low Power State Period	50	-	ns
DSI-Dn+/-, n=0 and 1	$T_{HS-PREPARE}$	Time to drive LP-00 to prepare for HS Transmission	$40+4\times UI$	$85+6\times UI$	ns
DSI-Dn+/-, n=0 and 1	$T_{HS-TERM-EN}$	Time to enable Data Lane Receiver line termination measured from when Dn crosses VILMAX	-	$35+4\times UI$	ns

### 9.8.9. Data Lanes from High Speed Mode to Low Power Mode

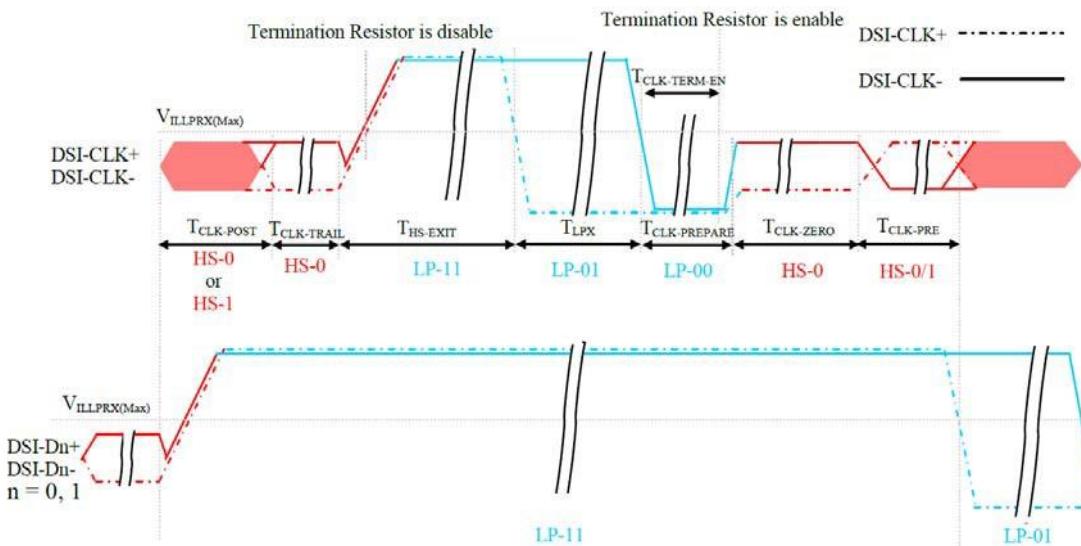


**Figure 120 Data Lanes – High Speed Mode to Low Power Mode Timings**

**Table 51 Data Lanes – High Speed Mode to Low Power Mode Timings**

Signal	Symbol	Description	Min	Max	Unit
DSI-Dn+/-, n=0 and 1	T_HS-SKIP	Time-Out at Display Module (GC9503V) to ignore transition period of EoT	40	55+4xUI	ns
DSI-Dn+/-, n=0 and 1	T_HS-EXIT	Time to driver LP-11 after HS burst	100	-	ns

### 9.8.10. DSI Clock Burst – High Speed Mode to/from Low Power Mode



**Figure 121 Clock Lanes – High Speed Mode to/from Low Power Mode Timings**

**Table 52 Clock Lanes – High Speed Mode to/from Low Power Mode Timings**

Signal	Symbol	Description	Min	Max	Unit
DSI-CLK+/-	$T_{\text{CLK-POST}}$	Time that the MPU shall continue sending HS clock after the last associated Data Lanes has transitioned to LP mode	60+52xUI	-	ns
DSI-CLK+/-	$T_{\text{CLK-TRAIL}}$	Time to drive HS differential state after last payload clock bit of a HS transmission burst	60	-	ns
DSI-CLK+/-	$T_{\text{HS-EXIT}}$	Time to drive LP-11 after HS burst	100	-	ns
DSI-CLK+/-	$T_{\text{CLK-PREPARE}}$	Time to drive LP-00 to prepare for HS transmission	38	95	ns
DSI-CLK+/-	$T_{\text{CLK-TERM-EN}}$	Time-out at Clock Lane to enable HS termination	-	38	ns
DSI-CLK+/-	$T_{\text{CLK-PREPARE}}$	Minimum lead HS-0 drive period before starting Clock	300	-	ns
DSI-CLK+/-	$T_{\text{CLK-PRE}}$	Time that the HS clock shall be driven prior to any associated Data Lane beginning the transition from LP to HS mode	8xUI	-	ns

## 10. Revision History

Version No.	Date	Page	Description
V1.00	2017/03/30	All	New created.