

**a-Si TFT LCD Single Chip Driver  
240RGBx432 Resolution and 262K color**

**Datasheet**  
*Preliminary*

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## 1. Introduction

ILI9326 is a 262,144-color one-chip SoC driver for a-TFT liquid crystal display with resolution of 240RGBx432 dots, comprising 720-channel source driver, 432-channel gate driver, RAM for graphic display of 240RGBx432 dots, and power supply circuit.

ILI9326 has four kinds of system interfaces which are i80-system MPU interface (8-/9-/16-/18-bit bus width), VSYNC interface (system interface + VSYNC, internal clock, DB[17:0]), serial data transfer interface (SPI) and RGB 6-/16-/18-bit interface (DOTCLK, VSYNC, HSYNC, ENABLE, DB[17:0]).

In RGB interface and VSYNC interface mode, the combined use of high-speed RAM write function and widow address function enables to display a moving picture at a position specified by a user and still pictures in other areas on the screen simultaneously, which makes it possible to transfer display the refresh data only to minimize data transfers and power consumption.

ILI9326 can operate with 1.65V I/O interface voltage, and an incorporated voltage follower circuit to generate voltage levels for driving an LCD. The ILI9326 also supports a function to display in 8 colors and a sleep mode, allowing for precise power control by software and these features make the ILI9326 an ideal LCD driver for medium or small size portable products such as digital cellular phones, smart phone, PDA and PMP where long battery life is a major concern.

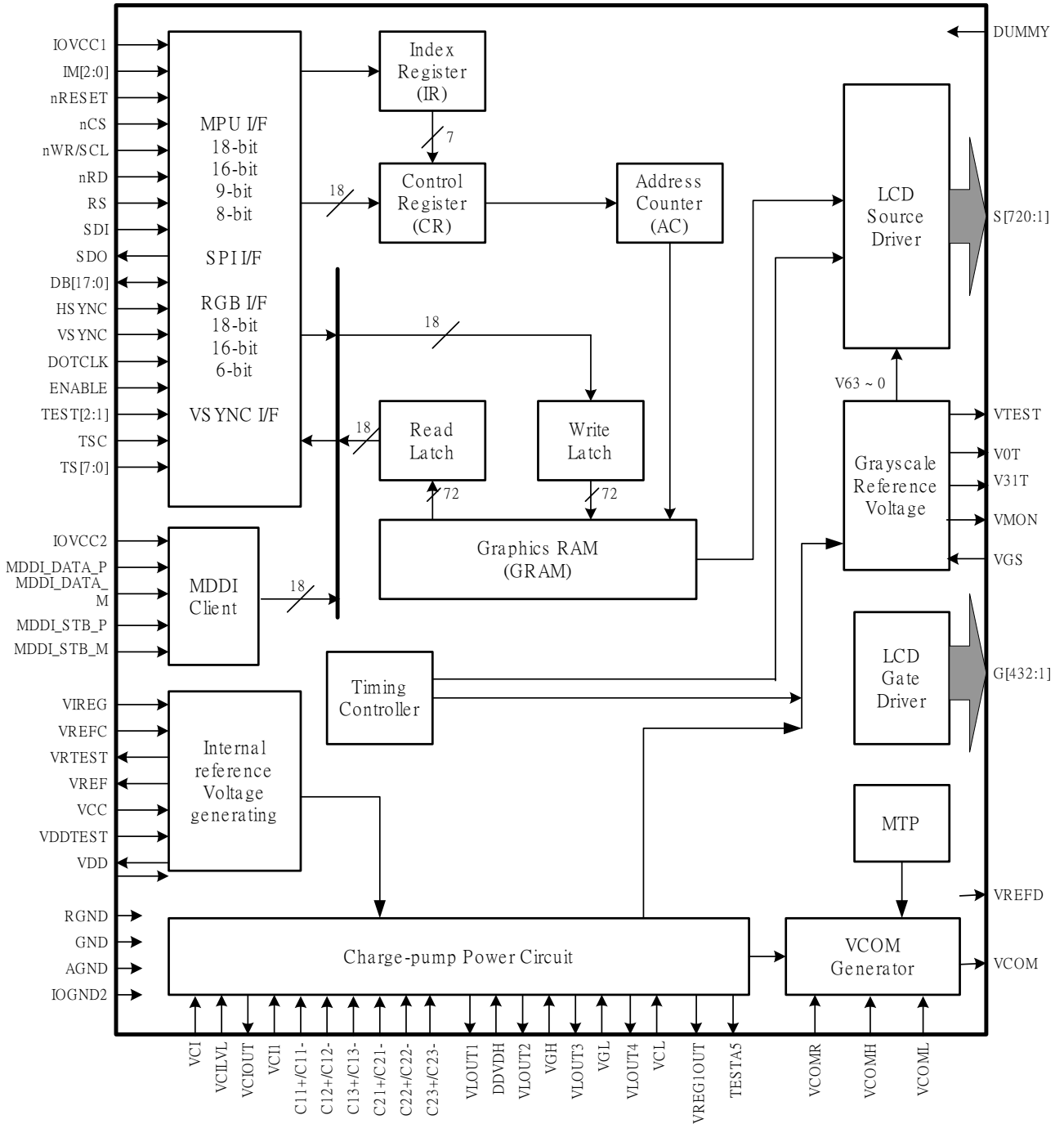
## 2. Features

- ◆ Single chip solution for a liquid crystal WQVGA TFT LCD display
- ◆ 240RGBx432-dot resolution capable with real 262,144 display color
- ◆ Support MVA (Multi-domain Vertical Alignment) wide view display
- ◆ Incorporate 720-channel source driver and 432-channel gate driver
- ◆ Internal 233,280 bytes graphic RAM
- ◆ High-speed RAM burst write function
- ◆ System interfaces
  - i80 system interface with 8-/ 9-/16-/18-bit bus width
  - Serial Peripheral Interface (SPI)
  - RGB interface with 6-/16-/18-bit bus width (VSYNC, HSYNC, DOTCLK, ENABLE, DB[17:0])
  - VSYNC interface (System interface + VSYNC)
  - MDDI interface
- ◆ Internal oscillator and hardware reset
- ◆ Reversible source/gate driver shift direction
- ◆ Window address function to specify a rectangular area for internal GRAM access
- ◆ Abundant functions for color display control
  - $\gamma$ -correction function enabling display in 262,144 colors
  - Line-unit vertical scrolling function

- ◆ Partial drive function, enabling partially driving an LCD panel at positions specified by user
- ◆ Incorporate step-up circuits for stepping up a liquid crystal drive voltage level up to 6 times (x6)
- ◆ Power saving functions
  - 8-color mode
  - standby mode
  - sleep mode
- ◆ Low -power consumption architecture
  - Low operating power supplies:
    - IOVCC1 = 1.65V ~ 3.3 V (interface I/O)
    - IOVCC2 = 2.5V ~ 3.3 V (MDDI interface)
    - Vcc = 2.4V ~ 3.3 V (internal logic)
    - Vci = 2.5V ~ 3.3 V (analog)
- ◆ LCD Voltage drive:
  - Source/VCOM power supply voltage
    - DVDH - GND = 4.5V ~ 6.0
    - VCL – GND = -2.0V ~ -3.0V
    - VCI – VCL  $\leq$  6.0V
  - Gate driver output voltage
    - VGH - GND = 10V ~ 16V
    - VGL – GND = -5V ~ -15V
    - VGH – VGL  $\leq$  32V
  - VCOM driver output voltage
    - VCOMH = 3.0V ~ (DDVDH-0.5)V
    - VCOML = (VCL+0.5)V ~ 0V
    - VCOMH-VCOML  $\leq$  6.0V
- ◆ a-TFT LCD storage capacitor: Cst only



### 3. Block Diagram



## 4. Pin Descriptions

Pin Name	I/O	Type	Descriptions																																			
<b>Input Interface</b>																																						
IM2, IM1, IM0/ID	I	IOVCC1	Select the MPU system interface mode <table border="1" style="margin-left: 20px;"> <thead> <tr> <th>IM2</th> <th>IM1</th> <th>IM0</th> <th>MPU-Interface Mode</th> <th>DB Pin in use</th> </tr> </thead> <tbody> <tr> <td>0</td> <td>0</td> <td>0</td> <td>i80-system 18-bit interface</td> <td>DB[17:0]</td> </tr> <tr> <td>0</td> <td>0</td> <td>1</td> <td>i80-system 9-bit interface</td> <td>DB[17:9]</td> </tr> <tr> <td>0</td> <td>1</td> <td>0</td> <td>i80-system 16-bit interface</td> <td>DB[17:10], DB[8:1]</td> </tr> <tr> <td>0</td> <td>1</td> <td>1</td> <td>i80-system 8-bit interface</td> <td>DB[17:10]</td> </tr> <tr> <td>1</td> <td>0</td> <td>ID</td> <td>Serial Peripheral Interface (SPI)</td> <td>SDI, SDO</td> </tr> <tr> <td>1</td> <td>1</td> <td>1</td> <td>MDDI interface</td> <td></td> </tr> </tbody> </table> <p>When the serial peripheral interface is selected, IM0 pin is used for the device code ID setting.</p>	IM2	IM1	IM0	MPU-Interface Mode	DB Pin in use	0	0	0	i80-system 18-bit interface	DB[17:0]	0	0	1	i80-system 9-bit interface	DB[17:9]	0	1	0	i80-system 16-bit interface	DB[17:10], DB[8:1]	0	1	1	i80-system 8-bit interface	DB[17:10]	1	0	ID	Serial Peripheral Interface (SPI)	SDI, SDO	1	1	1	MDDI interface	
			IM2	IM1	IM0	MPU-Interface Mode	DB Pin in use																															
			0	0	0	i80-system 18-bit interface	DB[17:0]																															
			0	0	1	i80-system 9-bit interface	DB[17:9]																															
			0	1	0	i80-system 16-bit interface	DB[17:10], DB[8:1]																															
			0	1	1	i80-system 8-bit interface	DB[17:10]																															
			1	0	ID	Serial Peripheral Interface (SPI)	SDI, SDO																															
1	1	1	MDDI interface																																			
nCS	I	MPU IOVCC1	A chip select signal. Low: the ILI9326 is selected and accessible High: the ILI9326 is not selected and not accessible Fix to the IOVCC1 level when not in use.																																			
RS	I	MPU IOVCC1	A register select signal. Low: select an index or status register High: select a control register Fix to GND level when not in use.																																			
nWR/SCL	I	MPU IOVCC1	A write strobe signal and enables an operation to write data when the signal is low. Fix to either IOVCC1 level when not in use.  SPI Mode: Synchronizing clock signal in SPI mode.																																			
nRD	I	MPU IOVCC1	A read strobe signal and enables an operation to read out data when the signal is low. Fix to IOVCC1 level when not in use.																																			
nRESET	I	MPU IOVCC1	A reset pin. Initializes the ILI9326 with a low input. Be sure to execute a power-on reset after supplying power.																																			
SDI	I	MPU IOVCC1	SPI interface input pin. The data is latched on the rising edge of the SCL signal. Fix to GND level when not in use.																																			
SDO	O	MPU IOVCC1	SPI interface output pin. The data is outputted on the falling edge of the SCL signal. Let SDO as floating when not used.																																			
DB[17:0]	I/O	MPU IOVCC1	18-bit parallel bi-directional data bus for MPU system interface mode 8-bit I/F: DB[17:10] is used. 9-bit I/F: DB[17:9] is used. 16-bit I/F: DB[17:10] and DB[8:1] is used. 18-bit I/F: DB[17:0] is used.  18-bit parallel bi-directional data bus for RGB interface operation 6-bit RGB I/F: DB[17:12] are used. 16-bit RGB I/F: DB[17:13] and DB[11:1] are used. 18-bit RGB I/F: DB[17:0] are used.  Unused pins must be fixed GND level.																																			
ENABLE	I	MPU IOVCC1	Data ENEABLE signal for RGB interface operation. Low: Select (access enabled) High: Not select (access inhibited) The EPL bit inverts the polarity of the ENABLE signal.																																			

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Pin Name	I/O	Type	Descriptions
			Fix to GND level when not in use.
DOTCLK	I	MPU IOVCC1	Dot clock signal for RGB interface operation. DPL = "0": Input data on the rising edge of DOTCLK DPL = "1": Input data on the falling edge of DOTCLK Fix to GND level when not in use.
VSYNC	I	MPU IOVCC1	Frame synchronizing signal for RGB interface operation. VSPL = "0": Active low. VSPL = "1": Active high. Fix to GND level when not in use.
HSYNC	I	MPU IOVCC1	Line synchronizing signal for RGB interface operation. HSPL = "0": Active low. HSPL = "1": Active high. Fix to GND level when not in use.
FMARK	O	MPU IOVCC1	Output a frame head pulse signal. The FMARK signal is used when writing RAM data in synchronization with frame. Leave the pin open when not in use.
TSC	I	IOVCC1	Sub display FLM signal, which is input from TSC when FMKM=1. Fix to GND level when not in use.
MDDI_DATA_P MDDI_DATA_M	I	MDDI IOVCC2	MDDI data signal lines. Data+ (MDDI_DATA_P) and data- (MDDI_DATA_M) are differential small swing signals. Make the wiring as short as possible so that the COG resistance becomes less 10 ohm.  The specifications of interface must be compliant with the MDDI specification.
MDDI_STB_P MDDI_STB_M	I	MDDI IOVCC2	MDDI strobe signal lines. Stb+ (MDDI_STB_P) and Stb- (MDDI_STB_M) are differential small swing signals. Make the wiring as short as possible so that the COG resistance becomes less 10ohm.  The specifications of interface must be compliant with the MDDI specification.
<b>LCD Driving signals</b>			
S720~S1	O	LCD	Source output voltage signals applied to liquid crystal. To change the shift direction of signal outputs, use the SS bit. SS = "0", the data in the RAM address "h00000" is output from S1. SS = "1", the data in the RAM address "h00000" is output from S720. S1, S4, S7, ... display red (R), S2, S5, S8, ... display green (G), and S3, S6, S9, ... display blue (B) (SS = 0).
G432~G1	O	LCD	Gate line output signals. VGH: the level selecting gate lines VGL: the level not selecting gate lines
VCOM	O	TFT common electrode	A supply voltage to the common electrode of TFT panel. VCOM is AC voltage alternating signal between the VCOMH and VCOML levels.
VCOMH	O	Stabilizing capacitor	The high level of VCOM AC voltage. Connect to a stabilizing capacitor.
VCOML	O	Stabilizing capacitor	The low level of VCOM AC voltage. Adjust the VCOML level with the VDV bits. Connect to a stabilizing capacitor.
VCOMR	-	-	Testing Pin. Please leave VCOMR as floating.
VGS	I	AGND or external resistor	Reference level for the grayscale voltage generating circuit. The VGS level can be changed by connecting to an external resistor.
<b>Charge-pump and Regulator Circuit</b>			

Pin Name	I/O	Type	Descriptions
Vci	I	Power supply	A supply voltage to the analog circuit. Connect to an external power supply of 2.5 ~ 3.3V.
VciLVL	I	Power supply	VciLVL must be at the same voltage level as Vci. VciLVL=2.5V ~ 3.3V. Connect to the external power supply. In COG case, connect the VciLVL with Vci on the FPC to prevent noise.
VIREG	-	-	This pin is floating in ILI9326.
VPP1			MTP programming power When the MTP is programmed, provide VPP1=5Volt, and VPP3A=GND. If VPP1 is not used, let VPP1 as open.
VPP2			Test pins Leave these pins as open.
VPP3A			MTP programming ground. If VPP3A is not used, let VPP3A as open.
VPP3B			Test pins Leave these pins as open or connect VPP3B to GND.
VciOUT	O	Stabilizing capacitor Vci1	An internal reference voltage generated between Vci and AGND. The amplitude between Vci and GND is determined by the VC[2:0] bits.
Vci1	I	Stabilizing capacitor Vci1	An internal reference voltage for the step-up circuit1. The amplitude between Vci and GND is determined by the VC[2:0] bits. Make sure to set the Vci1 voltage so that the VLOUT1, VLOUT2, VLOUT3 and VLOUT4 voltages are set within the respective specification.
VLOUT1	O	Stabilizing capacitor, DDVDH	Output voltage from the step-up circuit 1, which is generated from Vci1. The step-up factor is set by "BT" bits. VLOUT1= 4.5 ~ 6.0V Place a stabilizing capacitor between AGND.
DDVDH	O	VLOUT1	Power supply for the source driver and Vcom drive. Connect to VLOUT1 and DDVDH = 4.5 ~ 6.0V
VLOUT2	O	Stabilizing capacitor, VGH	Output voltage from the step-up circuit 2, which is generated from Vci1 and DDVDH. The step-up factor is set by "BT" bits. VLOUT2= max.15V Place a stabilizing capacitor between AGND and a shottkey diode between Vci.
VGH	I	VLOUT2	Power supply for the gate driver, connect to VLOUT2.
VLOUT3	O	Stabilizing capacitor, VGL	Output voltage from the step-up circuit 2, which is generated from Vci1 and DDVDH. The step-up factor is set by "BT" bits. VLOUT3= max. -12.5V Place a stabilizing capacitor between AGND and a shottkey diode between Vci.
VGL	I	VLOUT3	Power supply for the gate driver, connect to VLOUT3.
VLOUT4	O	Stabilizing capacitor, VCL	Output voltage from the step-up circuit 2, which is generated from Vci1. VLOUT4 = -1.9V ~ -3.0V
VCL	I	Stabilizing capacitor, VCL	VcomL driver power supply. Connect to VLOUT4. VCL = 0 ~ -3.3V. Place a stabilizing capacitor between VCL and AGND
C11+, C11- C12+, C12-	I/O	Step-up capacitor	Capacitor connection pins for the step-up circuit 1.
C13+, C13- C21+, C21- C22+, C22- C23+, C23-	I/O	Step-up capacitor	Capacitor connection pins for the step-up circuit 2.
VREG1OUT	I/O	Stabilizing capacitor or power supply	Output voltage generated from the reference voltage. The voltage level is set with the VRH bits. VREG1OUT is (1) a source driver grayscale reference voltage, (2)

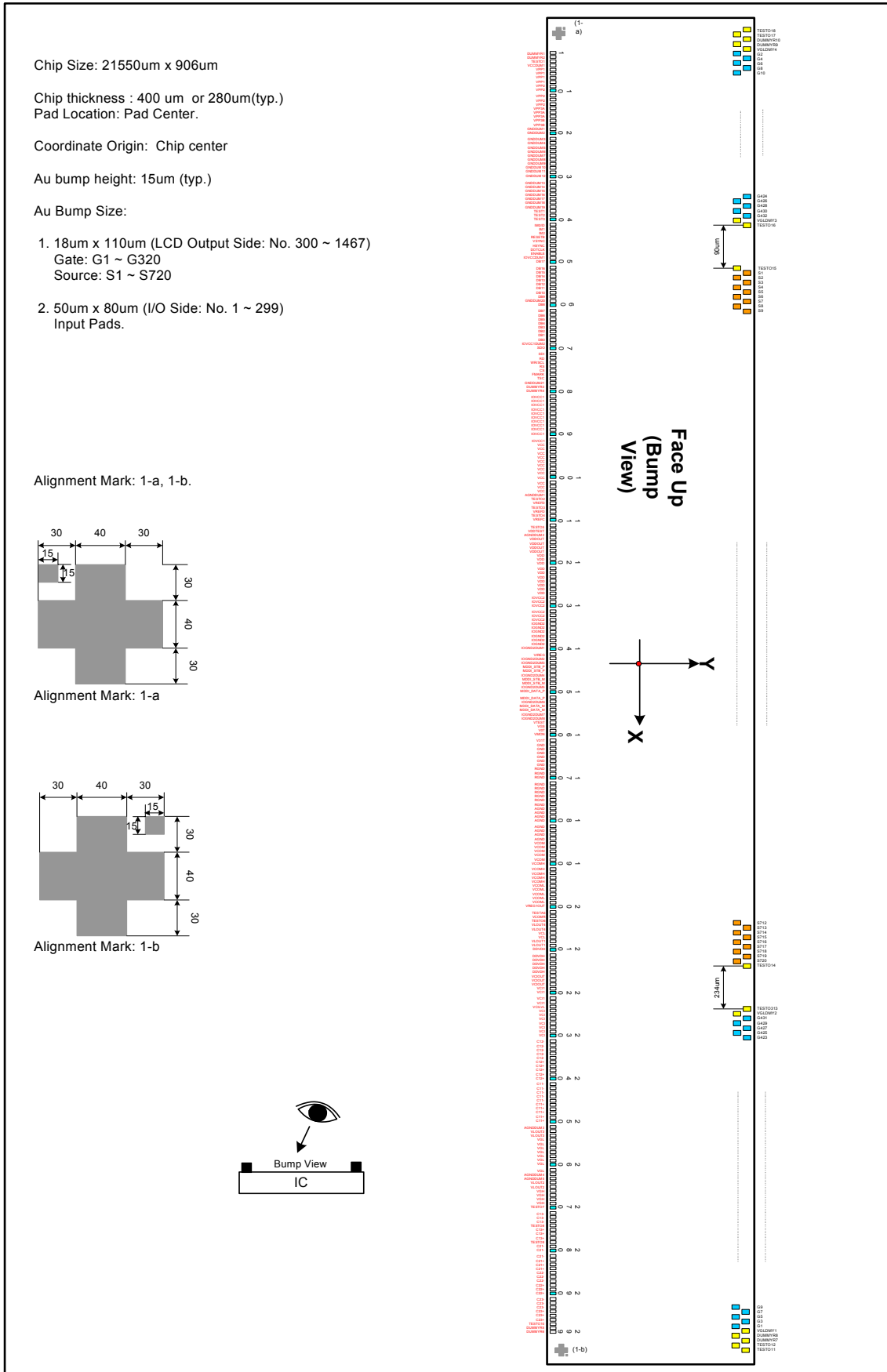
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Pin Name	I/O	Type	Descriptions
			VcomH level reference voltage, and (3) Vcom amplitude reference voltage. Connect to a stabilizing capacitor. VREG1OUT = 3.0 ~ (DDVDH – 0.5)V.
Vcc	I	Power supply	A supply voltage to the internal logic: Vcc = 2.4~3.3V Vcc ≥ IOVCC1, IOVCC2
GND	I	Power supply	GND for the logic side: GND = 0V.
RGND	I	Power supply	Internal RAM ground. RGND must be at the same electrical potential as GND. In case of COG, connect to GND on the FPC to prevent noise.
VDD VDDOUT	O	Stabilizing capacitor	Internal logic regulator output, which is used as the power supply to internal logic circuit. Connect a stabilizing capacitor.
IOVCC1	I	Power supply	Power supply voltage to the interface pins: IM[2:0], nRESET, nCS, nWR, nRD, RS, DB[17:0], VSYNC, HSYNC, DOTCLK, ENABLE, SCL, SDI, SDO. IOVCC1 = 1.65 ~ 3.3V and Vcc ≥ IOVCC1. In case of COG, connect to Vcc on the FPC if IOVCC1=Vcc, to prevent noise.
IOVCC2	I	Power supply	Power supply voltage to the MDDI pins: MDDI_DATA_P, MDDI_DATA_M, MDDI_STB_P and MDDI_STB_M. IOVCC2 = 2.5V ~ 3.3V and Vcc ≥ IOVCC2. In case of COG, connect to Vcc on the FPC if IOVCC2=Vcc, to prevent noise.
IOGND2	I	Power supply	Power supply voltage to the MDDI pins: MDDI_DATA_P, MDDI_DATA_M, MDDI_STB_P and MDDI_STB_M. (IOGND2 = 0V) In case of COG, connect to GND on the FPC to prevent noise.
AGND	I	Power supply	AGND for the analog side: AGND = 0V. In case of COG, connect to GND on the FPC to prevent noise.
Test Pads			
V0T, V31T	-	-	Test pins. Leave them open.
VTEST	-	-	Test pins. Leave them open.
VREFC	-	-	Test pins. Leave them open or connect VREFC to GND.
VREFD	-	-	Test pins. Leave them open or connect VREFD to GND.
VDDTEST	-	-	Test pins. Leave them open or connect VDDTEST to GND.
VMON	-	-	Test pins. Leave them open.
TESTA5	-	-	Test pins. Leave them open.
IOVCCDUM1~2	P	Power	Output the IOVCC1 voltage level. These pins are internally shorted to IOVCC1
VCCDUM1	-	-	Test pins. Leave them open.
IOGND2DUM1~8	P	Power	Output the GND voltage level. These pins are internally shorted to GND. When adjacent pins are needed to pull low, tie these pins to IOGND2DUM1~8.
GNDDUM1~19	P	Power	Output the GND voltage level. These pins are internally shorted to GND.
AGNDDUM1~5	O	Power	Output the GND voltage level. These pins are internally shorted to GND.
DUMMYR1~ 10	-	-	Dummy pads.
VGLDMY1~4	O	Open	Dummy pads. Leave these pins as open.
TESTO1~18	O	Open	Test pins. Leave them open.
TEST1~3	I	IOGND	Test pins (internal pull low). Connect to GND or leave these pins as open.

**Liquid crystal power supply specifications Table 1**

No.	Item	Description	
1	TFT Source Driver	720 pins (240 x RGB)	
2	TFT Gate Driver	432 pins	
3	TFT Display's Capacitor Structure	Cst structure only (Common VCOM)	
4	Liquid Crystal Drive Output	S1 ~ S720	V0 ~ V63 grayscales
		G1 ~ G432	VGH - VGL
		VCOM	VCOMH - VCOML: Amplitude = electronic volumes
5	Input Voltage	IOVcc1	1.65 ~ 3.30V
		IOVcc2	2.50 ~ 3.30V
		Vcc	2.40 ~ 3.30V
		Vci	2.50 ~ 3.30V
6	Liquid Crystal Drive Voltages	DDVDH	4.5V ~ 6.0V
		VGH	10V ~ 20V
		VGL	-5V ~ -15V
		VCL	-1.9V ~ -3.0V
		VGH - VGL	Max. 32V
		Vci - VCL	Max. 6.0V
7	Internal Step-up Circuits	VLOUT1 (DDVDH)	Vci1 x2, x3
		VLOUT2 (VGH)	Vci1 x6, x7, x8
		VLOUT3 (VGL)	Vci1 x-3, x-4, x-5
		VCL	Vci1 x-1

## 5. Pad Arrangement and Coordination





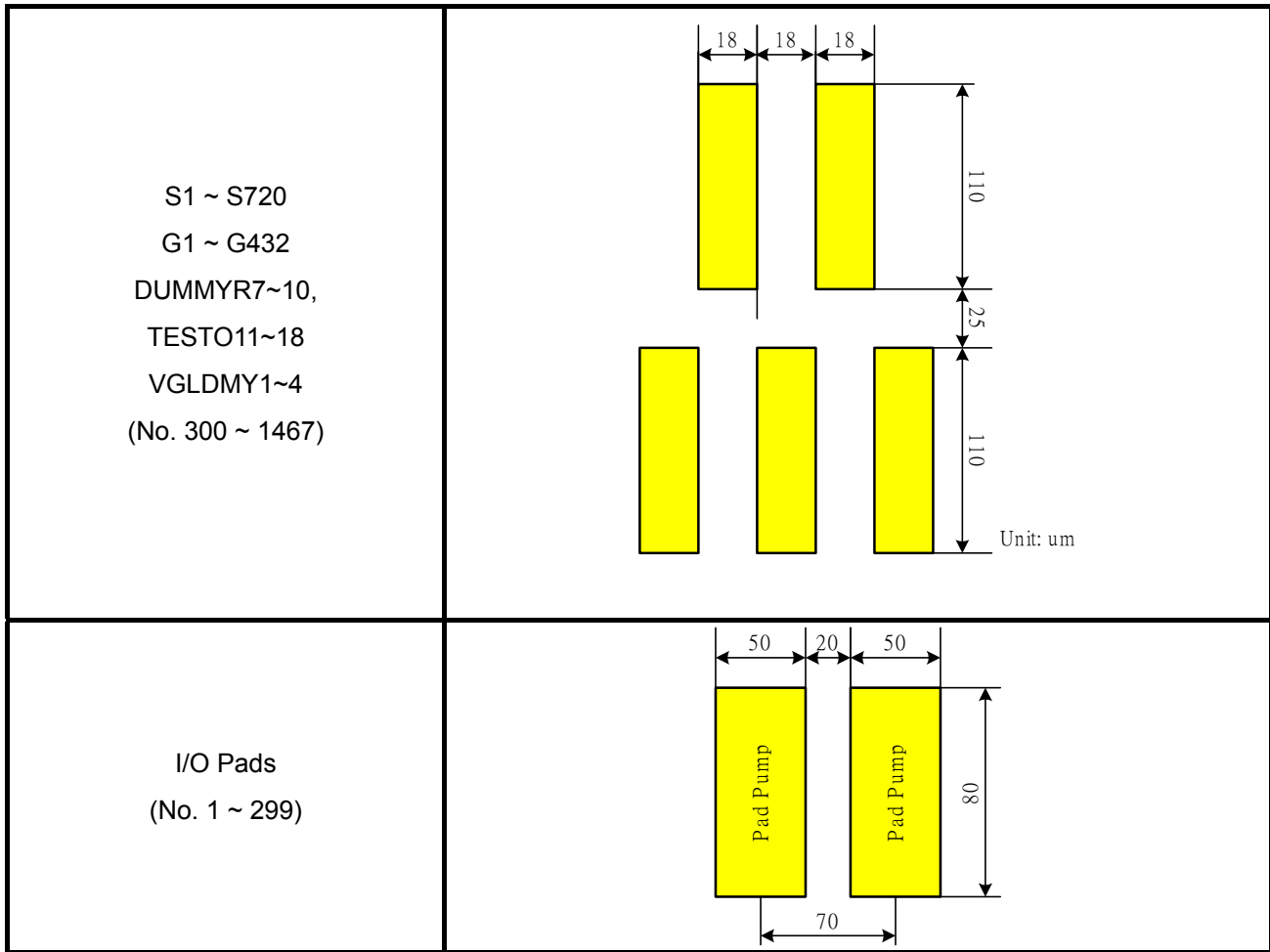












## 6. Block Description

### MPU System Interface

ILI9326 supports three system high-speed interfaces: i80-system high-speed interfaces to 8-, 9-, 16-, 18-bit parallel ports and serial peripheral interface (SPI). The interface mode is selected by setting the IM[2:0] pins.

ILI9326 has a 16-bit index register (IR), an 18-bit write-data register (WDR), and an 18-bit read-data register (RDR).

The IR is the register to store index information from control registers and the internal GRAM. The WDR is the register to temporarily store data to be written to control registers and the internal GRAM. The RDR is the register to temporarily store data read from the GRAM. Data from the MPU to be written to the internal GRAM are first written to the WDR and then automatically written to the internal GRAM in internal operation. Data are read via the RDR from the internal GRAM. Therefore, invalid data are read out to the data bus when the ILI9326 read the first data from the internal GRAM. Valid data are read out after the ILI9326 performs the second read operation.

Registers are written consecutively as the register execution time except starting oscillator takes 0 clock cycle.

Registers selection by system interface (8-/9-/16-/18-bit bus width)			I80		
Function	RS	nWR	Nrd		
Write an index to IR register	0	0	1		
Read an internal status	0	1	0		
Write to control registers or the internal GRAM by WDR register.	1	0	1		
Read from the internal GRAM by RDR register.	1	1	0		

Registers selection by the SPI system interface				
Function	R/W	RS		
Write an index to IR register	0	0		
Read an internal status	1	0		
Write to control registers or the internal GRAM by WDR register.	0	1		
Read from the internal GRAM by RDR register.	1	1		

### Parallel RGB Interface

ILI9326 supports the RGB interface and the VSYNC interface as the external interface for displaying a moving picture. When the RGB interface is selected, display operations are synchronized with externally supplied signals, VSYNC, HSYNC, and DOTCLK. In RGB interface mode, data (DB17-0) are written in synchronization with these signals according to the polarity of enable signal (ENABLE) to prevent flicker on display while updating display data.

In VSYNC interface mode, the display operation is synchronized with the internal clock except frame synchronization, where the operation is synchronized with the VSYNC signal. Display data are written to the internal GRAM via the system interface. In this case, there are constraints in speed and method in writing data to the internal RAM. For details, see the "External Display Interface" section. The ILI9326 allows for switching

between the external display interface and the system interface by instruction so that the optimum interface is selected for the kind of picture to be displayed on the screen (still and/or moving picture(s)). The RGB interface, by writing all display data to the internal RAM, allows for transferring data only when updating the frames of a moving picture, contributing to low power requirement for moving picture display.

### **Address Counter (AC)**

The address counter (AC) gives an address to the internal GRAM. When the index of the register for setting a RAM address in the AC is written to the IR, the address information is sent from the IR to the AC. As writing data to the internal GRAM, the address in the AC is automatically updated plus or minus 1. The window address function enables writing data only in the rectangular area arbitrarily set by users on the GRAM.

### **Graphics RAM (GRAM)**

GRAM is graphics RAM storing bit-pattern data of 233,280 (240 x 432x 18/8) bytes with 18 bits per pixel.

### **Grayscale Voltage Generating Circuit**

The grayscale voltage generating circuit generates a liquid crystal drive voltage according to grayscale data set in the  $\gamma$ -correction register to display in 262,144 colors. For details, see the “ $\gamma$ -Correction Register” section.

### **Timing Controller**

The timing generator generates a timing signal for operation of internal circuits such as the internal GRAM. The timing for the display operation such as RAM read operation and the timing for the internal operation such as access from the MPU are generated in the way not to interfere each other.

### **Oscillator (OSC)**

ILI9326 generates RC oscillation with an internal oscillation resistor. The frame rate is adjusted by the register setting.

### **LCD Driver Circuit**

The LCD driver circuit of ILI9326 consists of a 720-output source driver (S1 ~ S720) and a 432-output gate driver (G1~G432). Display pattern data are latched when the 720<sup>th</sup> bit data are input. The latched data control the source driver and generate a drive waveform. The gate driver for scanning gate lines outputs either VGH or VGL level. The shift direction of 720 source outputs from the source driver is set with the SS bit and the shift direction of gate outputs from the gate driver is set with the GS bit. The scan mode by the gate driver is set with the SM bit. These bits allow setting an appropriate scan method for an LCD module.

### **LCD Driver Power Supply Circuit**

The LCD drive power supply circuit generates the voltage levels VREG1OUT, VGH, VGL and Vcom for driving an LCD.

## 7. System Interface

### 7.1. Interface Specifications

ILI9326 has the system interface to read/write the control registers and display graphics memory (GRAM), and the RGB Input Interface for displaying a moving picture. User can select an optimum interface to display the moving or still picture with efficient data transfer. All display data are stored in the GRAM to reduce the data transfer efforts and only the updating data is necessary to be transferred. User can only update a sub-range of GRAM by using the window address function.

ILI9326 also has the RGB interface and VSYNC interface to transfer the display data without flicker the moving picture on the screen. In RGB interface mode, the display data is written into the GRAM through the control signals of ENABLE, VSYNC, HSYNC, DOTCLK and data bus DB[17:0].

In VSYNC interface mode, the internal display timing is synchronized with the frame synchronization signal (VSYNC). The VSYNC interface mode enables to display the moving picture display through the system interface. In this case, there are some constraints of speed and method to write data to the internal RAM.

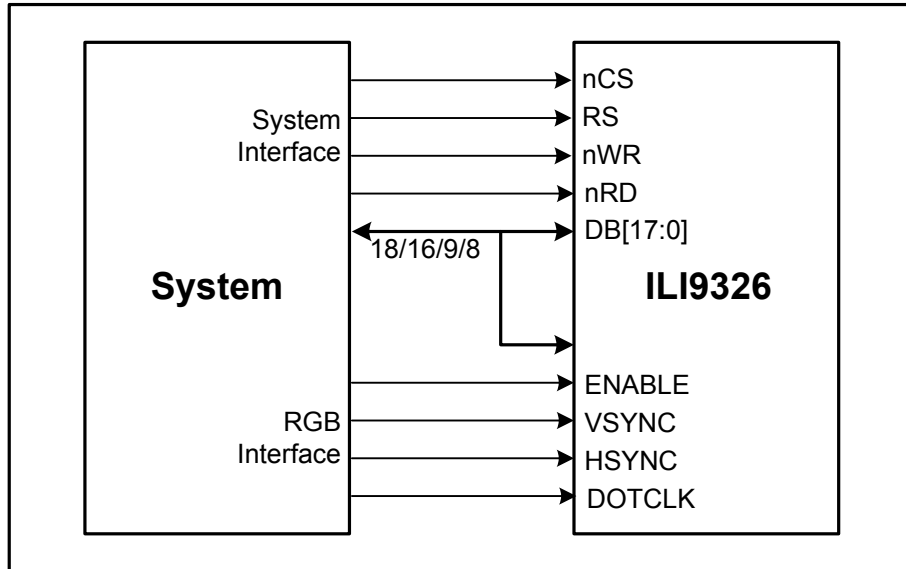
ILI9326 operates in one of the following 4 modes. The display mode can be switched by the control register. When switching from one mode to another, refer to the sequences mentioned in the sections of RGB and VSYNC interfaces.

Operation Mode	RAM Access Setting (RM)	Display Operation Mode (DM[1:0])
Internal operating clock only (Displaying still pictures)	System interface (RM = 0)	Internal operating clock (DM[1:0] = 00)
RGB interface (1) (Displaying moving pictures)	RGB interface (RM = 1)	RGB interface (DM[1:0] = 01)
RGB interface (2) (Rewriting still pictures while displaying moving pictures)	System interface (RM = 0)	RGB interface (DM[1:0] = 01)
VSYNC interface (Displaying moving pictures)	System interface (RM = 0)	VSYNC interface (DM[1:0] = 01)

Note 1) Registers are set only via the system interface.

Note 2) The RGB-I/F and the VSYNC-I/F are not available simultaneously.





**Figure1** System Interface and RGB Interface connection

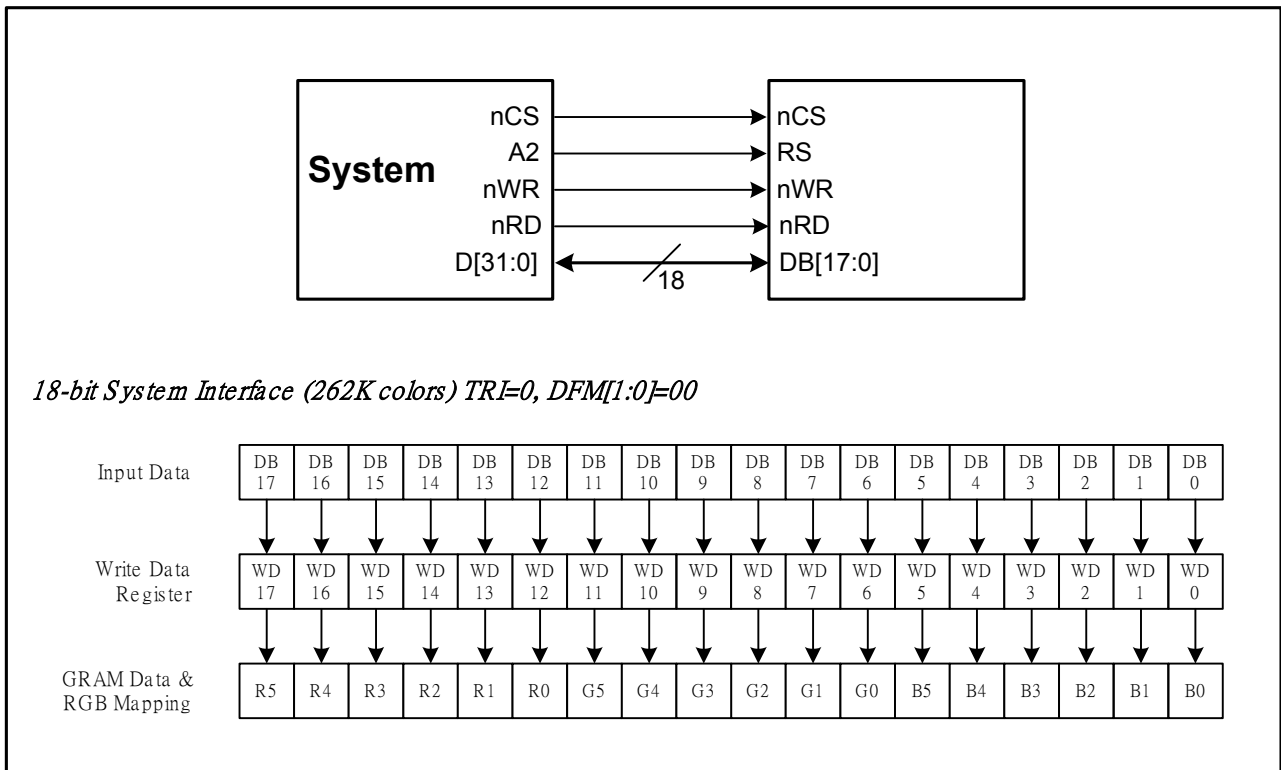
## 7.2. Input Interfaces

The following are the system interfaces available with the ILI9326. The interface is selected by setting the IM[2:0] pins. The system interface is used for setting registers and GRAM access.

IM2	IM1	IM0/ID	Interface Mode	DB Pin
0	0	0	i80-system18-bit interface	DB[17:0]
0	0	1	i80-system 9-bit interface	DB[17:9]
0	1	0	i80-system 16-bit interface	DB[17:10], DB[8:1]
0	1	1	i80-system 8-bit interface	DB[17:10]
1	0	ID	Serial Peripheral Interface (SPI)	SDI, SDO (DB[1:0])
1	1	*	Setting invalid	
1	1	1	MDDI interface	

### 7.2.1. i80/18-bit System Interface

The i80/18-bit system interface is selected by setting the IM[2:0] as “000” levels.



**Figure2 18-bit System Interface Data Format**

### 7.2.2. i80/16-bit System Interface

The i80/16-bit system interface is selected by setting the IM[2:0] as "010" levels. The 262K or 65K color can be display through the 16-bit MPU interface. When the 262K color is displayed, two transfers (1<sup>st</sup> transfer: 2 bits, 2<sup>nd</sup> transfer: 16 bits or 1<sup>st</sup> transfer: 16 bits, 2<sup>nd</sup> transfer: 2 bits) are necessary for the 16-bit CPU interface.

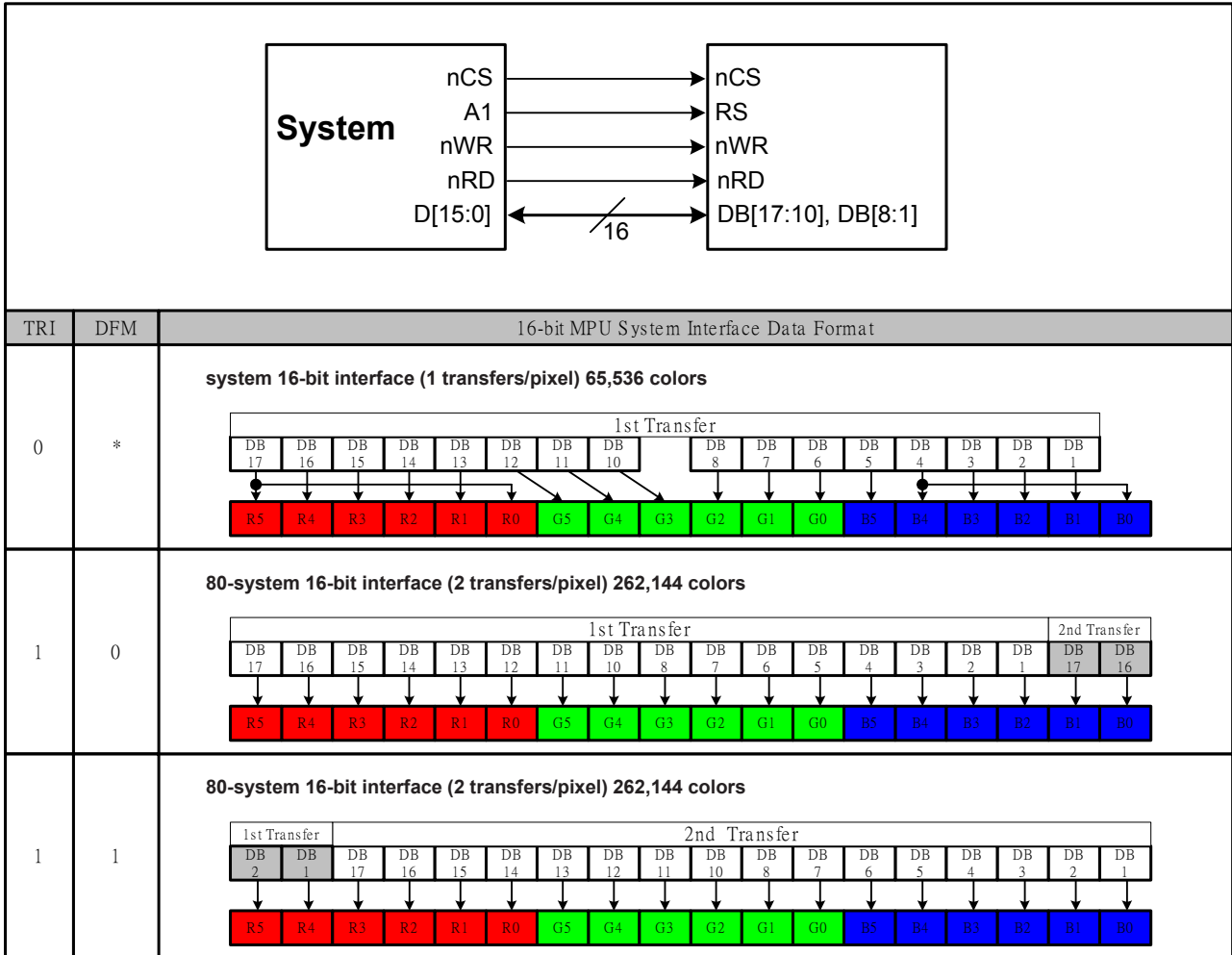
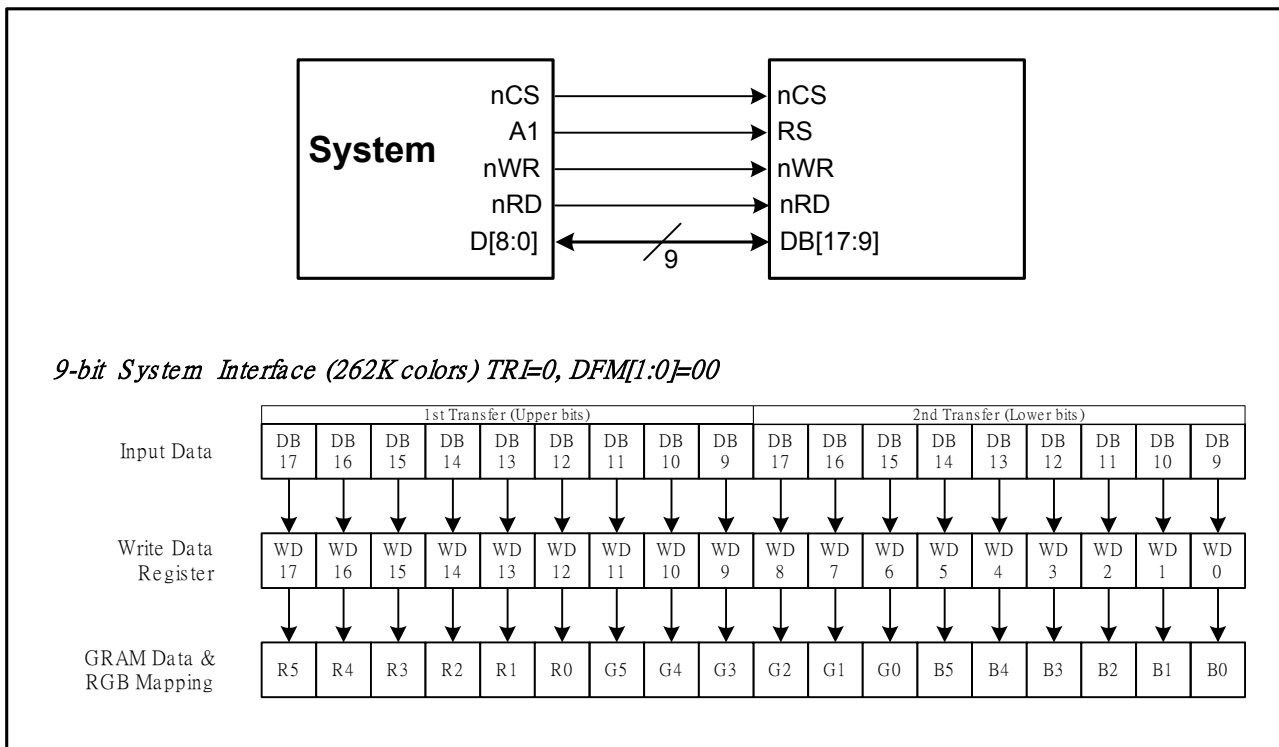


Figure3 16-bit System Interface Data Format

### 7.2.3. i80/9-bit System Interface

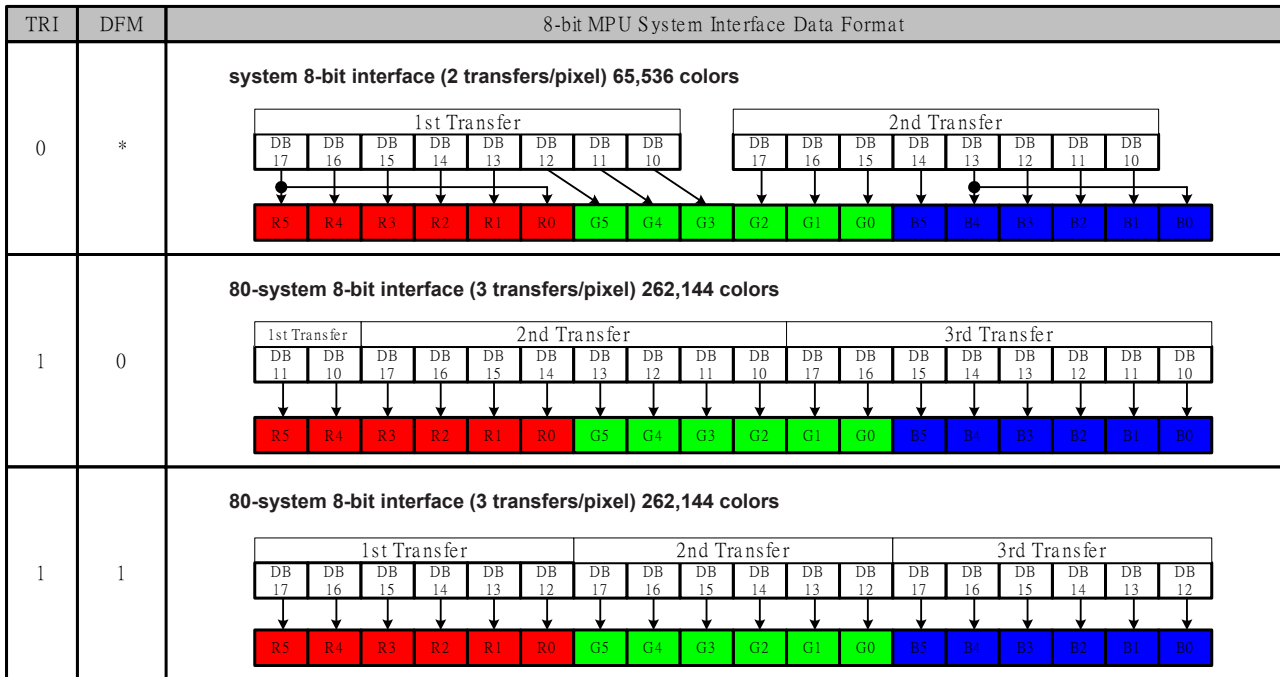
The i80/9-bit system interface is selected by setting the IM[2:0] as “001” and the DB17~DB9 pins are used to transfer the data. When writing the 16-bit register, the data is divided into upper byte (8 bits and LSB is not used) lower byte and the upper byte is transferred first. The display data is also divided in upper byte (9 bits) and lower byte, and the upper byte is transferred first. The unused DB[8:0] pins must be tied to either Vcc or AGND.



**Figure4 9-bit System Interface Data Format**

### 7.2.4. i80/8-bit System Interface

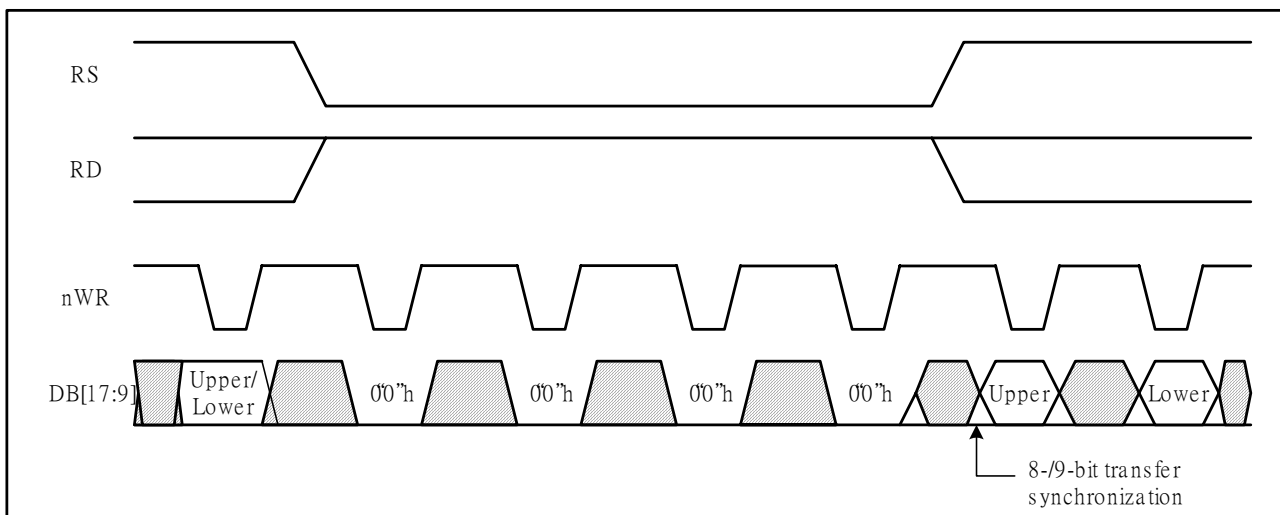
The i80/8-bit system interface is selected by setting the IM[2:0] as “011” and the DB17~DB10 pins are used to transfer the data. When writing the 16-bit register, the data is divided into upper byte (8 bits and LSB is not used) lower byte and the upper byte is transferred first. The display data is also divided in upper byte (8 bits) and lower byte, and the upper byte is transferred first. The written data is expanded into 18 bits internally (see the figure below) and then written into GRAM. The unused DB[9:0] pins must be tied to either Vcc or AGND.



**Figure5 8-bit System Interface Data Format**

**Data transfer synchronization in 8/9-bit bus interface mode**

ILI9326 supports a data transfer synchronization function to reset upper and lower counters which count the transfers numbers of upper and lower byte in 8/9-bit interface mode. If a mismatch arises in the numbers of transfers between the upper and lower byte counters due to noise and so on, the "00" register is written 4 times consecutively to reset the upper and lower counters so that data transfer will restart with a transfer of upper byte. This synchronization function can effectively prevent display error if the upper/lower counters are periodically reset.



**Figure6 Data Transfer Synchronization in 8/9-bit System Interface**

### 7.3. Serial Peripheral Interface (SPI)

The Serial Peripheral Interface (SPI) is selected by setting the IM[2:0] pins as “10x” level. The chip select pin (nCS), the serial transfer clock pin (SCL), the serial data input pin (SDI) and the serial data output pin (SDO) are used in SPI mode. The ID pin sets the least significant bit of the identification code. The DB[17:0] pins, which are not used, must be tied to either IOVCC1 or GND.

The SPI interface operation enables from the falling edge of nCS and ends of data transfer on the rising edge of nCS. The start byte is transferred to start the SPI interface and the read/write operation and RS information are also included in the start byte. When the start byte is matched, the subsequent data is received by ILI9326.

The seventh bit of start byte is RS bit. When RS = “0”, either index write operation or status read operation is executed. When RS = “1”, either register write operation or RAM read/write operation is executed. The eighth bit of the start byte is used to select either read or write operation (R/W bit). Data is written when the R/W bit is “0” and read back when the R/W bit is “1”.

After receiving the start byte, ILI9326 starts to transfer or receive the data in unit of byte and the data transfer starts from the MSB bit. All the registers of the ILI9326 are 16-bit format and receive the first and the second byte data as the upper and the lower eight bits of the 16-bit register respectively. In SPI mode, 5 bytes dummy read is necessary and the valid data starts from 6<sup>th</sup> byte of read back data.

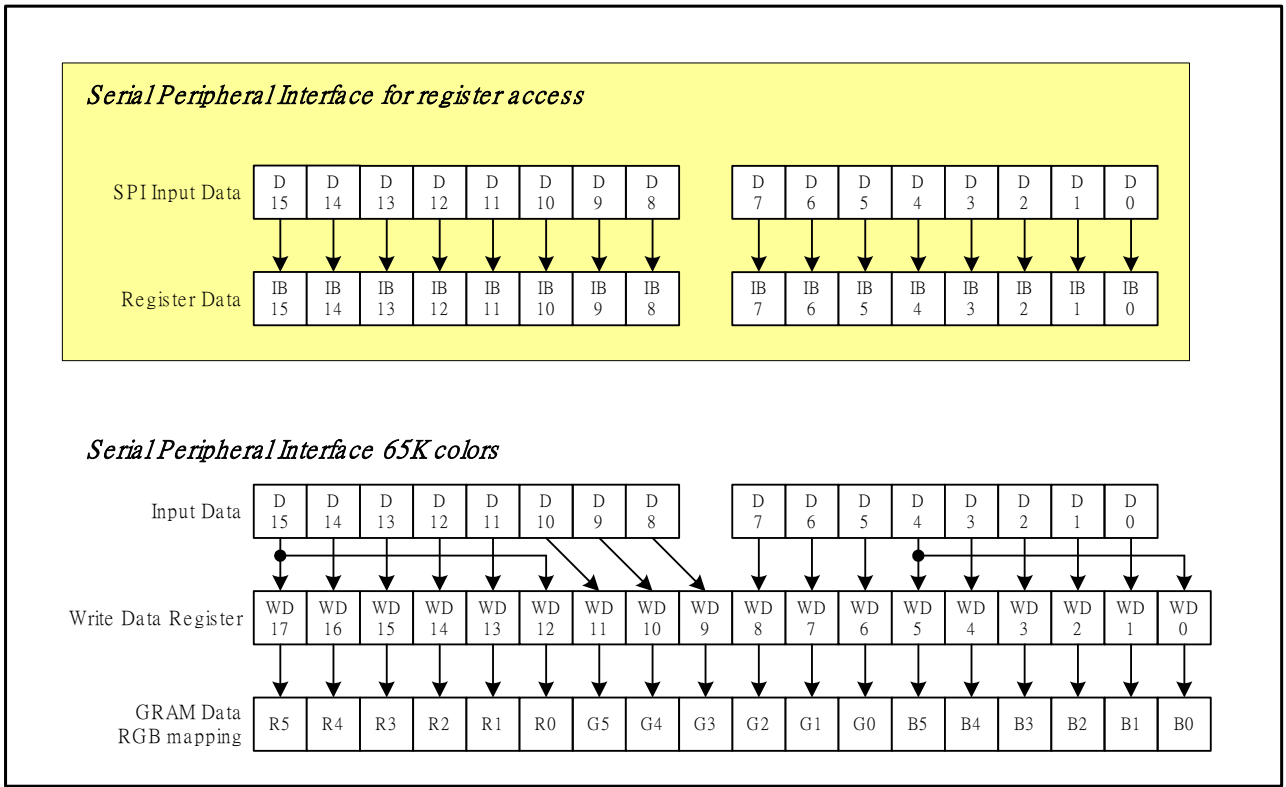
#### Start Byte Format

Transferred bits	S	1	2	3	4	5	6	7	8	
Start byte format	Transfer start	Device ID code					RS	R/W		
		0	1	1	1	0	ID	1/0	1/0	

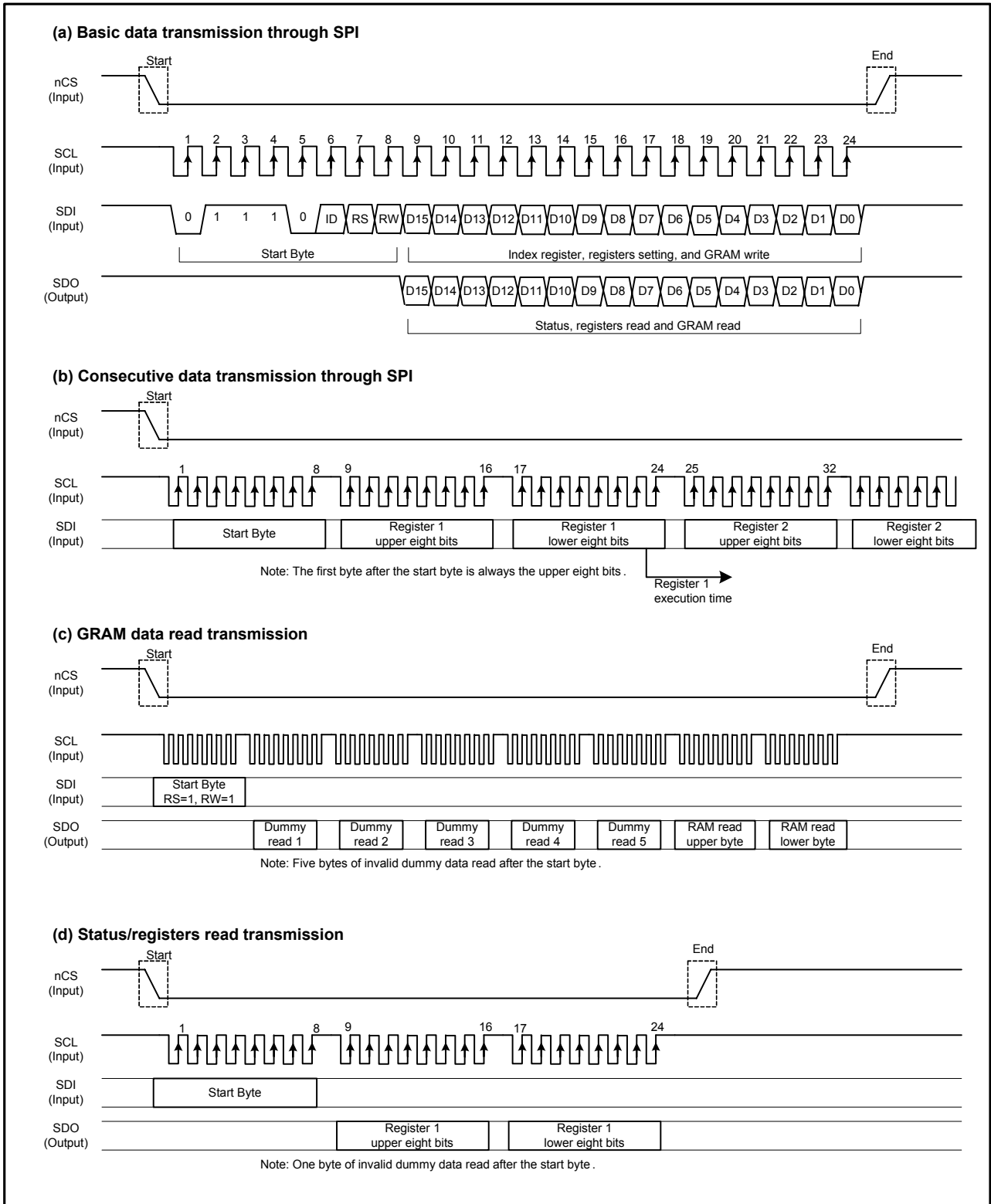
Note: ID bit is selected by setting the IM0/ID pin.

#### RS and R/W Bit Function

RS	R/W	Function
0	0	Set an index register
0	1	Read a status
1	0	Write a register or GRAM data
1	1	Read a register or GRAM data

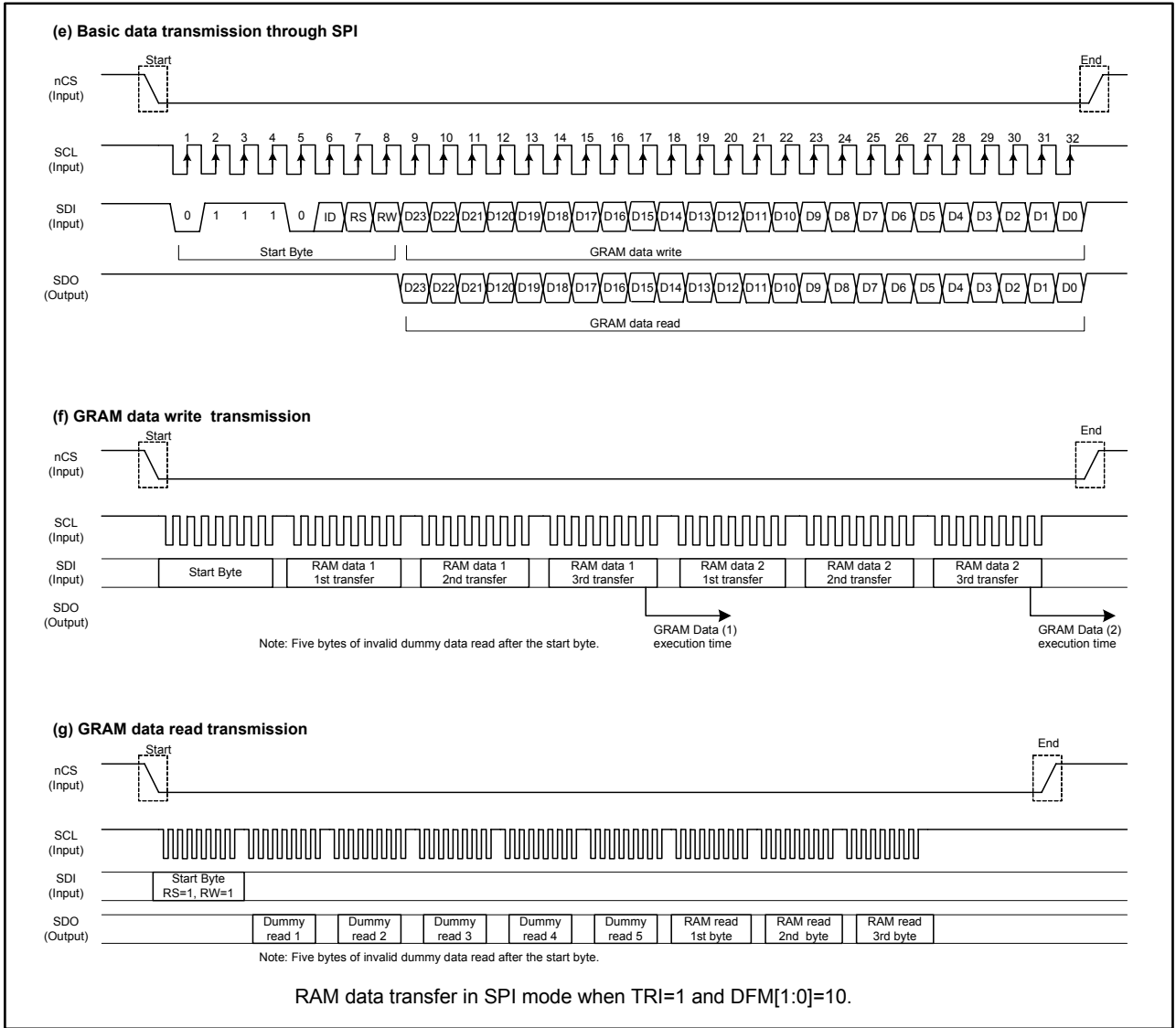


**Figure 7 Data Format of SPI Interface**



**Figure8 Data transmission through serial peripheral interface (SPI)**





**Figure9 Data transmission through serial peripheral interface (SPI), TRI="1" and DFM="10"**

## 7.4. MDDI (Mobile Display Digital Interface)

MDDI (Mobile display digital interface) is a differential small amplitude serial interface for high-speed data transfer via following 4 lines: Stb+/- (MDDI\_STB\_P, MDDI\_STB\_M), Data+/- (MDDI\_DATA\_P, MDDI\_DATA\_M).

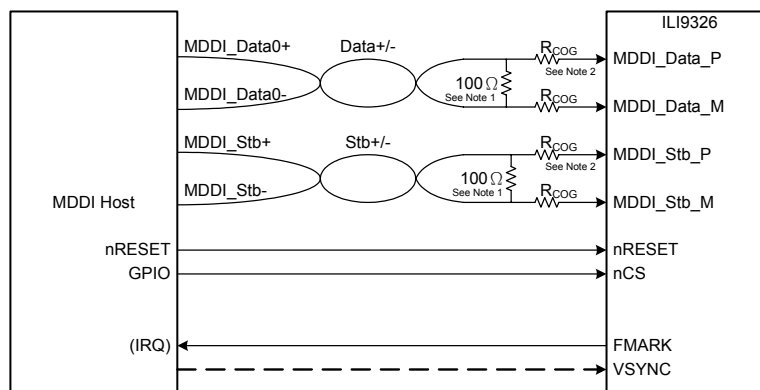
The specifications of MDDI supported by the ILI9326 are compatible to the MDDI specifications disclosed by VESA, Video Electronics Standards Association. The following are the specifications particular to the ILI9326's MDDI.

### ILI9326 MDDI Specifications

- MDDI Type-I
- High-speed, differential, small-amplitude data transfer via Stb+/-, Data+/- lines
- MDDI client: the ILI9326 enables direct connection to the base band (BB) chip without bridge chip
- Cost-performance optimized interface for mobile display systems
  1. Only internal mode (one client) and Forward Link are supported
  2. Hibernation mode to save power consumption
  3. Tearing-free moving picture display via FMARK/VSYNC interface
  4. Moving picture display with low power consumption, realized by the features 2 ~ 3
  5. Shutdown mode for saving power consumption in the standby state

Incorporates an output port for sub-display interface or peripheral control

Providing single-chip solution for MDDI mobile display systems



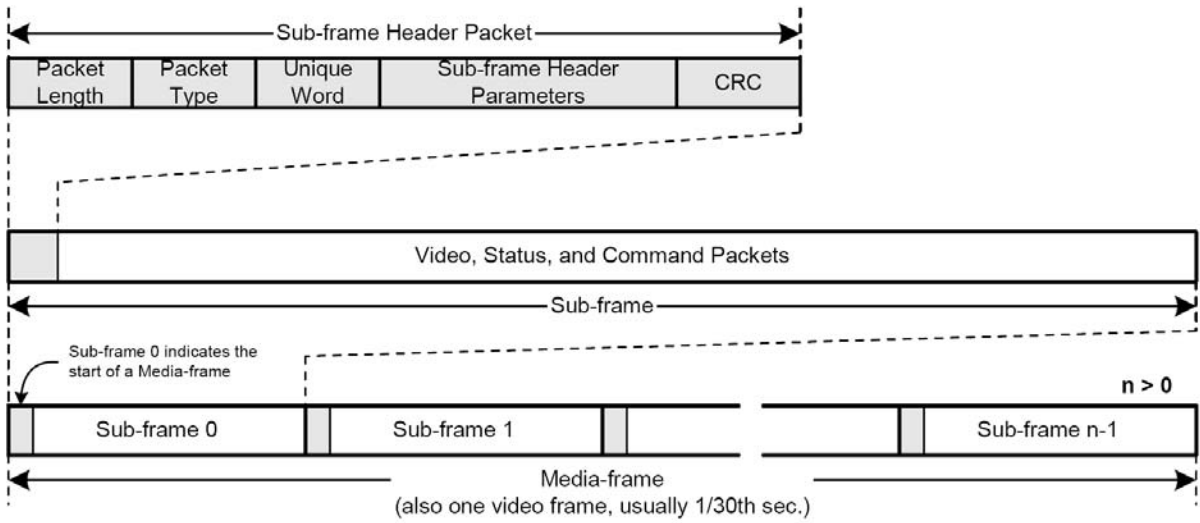
Notes:

1. An external end resistor of 100 ohm is necessary between Data+ and Data- lines
2. Make the COG wiring resistances of Data+/-, Stb+/- lines as small as possible (R<sub>COG</sub> < 10 ohm).

### MDDI Link Protocol (Packets Supported by the ILI9326)

The MDDI Link Protocol of the ILI9326 is in line with the MDDI specifications disclosed by VESA. See the MDDI specifications by VESA for details on the MDDI Link Protocol.

The MDDI packets supported by the ILI9326 are as follows. Do not send packets not supported by the ILI9326 in the system incorporating the ILI9326.



**Packet Structure**

Packet Length	Packet Type	Data Bytes	CRC
---------------	-------------	------------	-----

**MDDI Frame and Packet Structure**

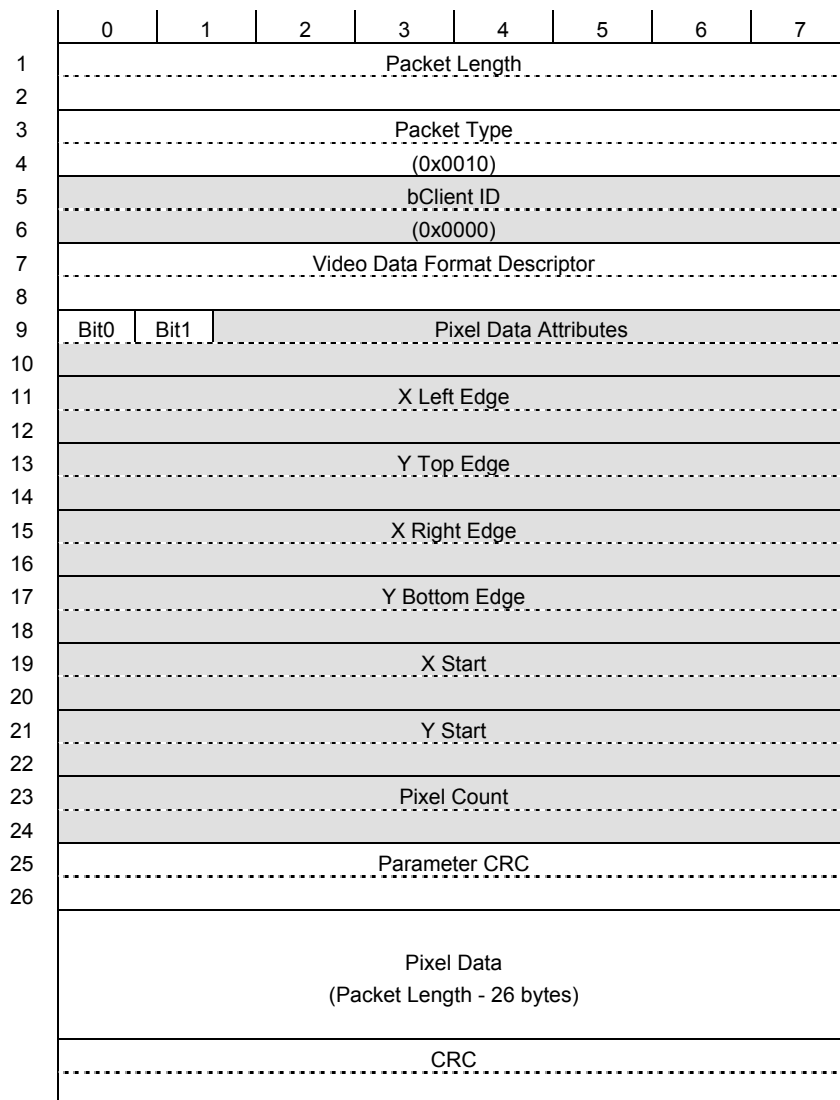
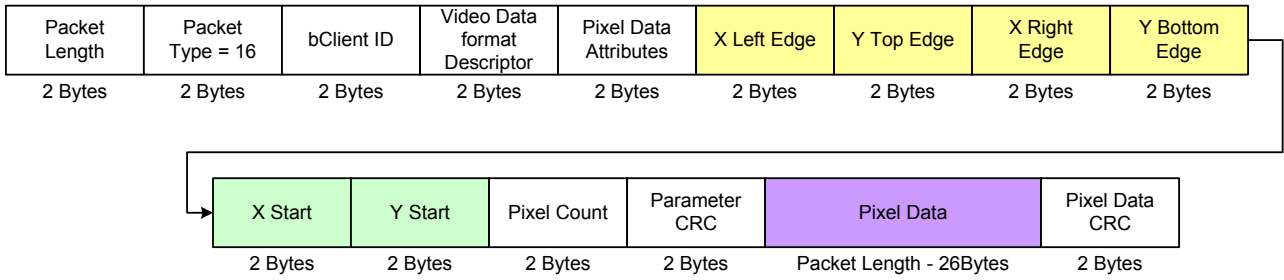
Sub-Frame Header Packet

	0	1	2	3	4	5	6	7
1	Packet Length							
2	(0x0014)							
3	Packet Type							
4	(0x3bFF)							
5	Unique Word							
6	(0x005A)							
7	Reserved 1							
8	(0x0000)							
9	Sub-Frame Length							
10	.....							
11	.....							
12	.....							
13	Protocol Version							
14	(0x0000)							
15	Sub-frame Count							
16	.....							
17	Media-frame Count							
18	(0x0014)							
19	.....							
20	.....							
21	CRC							
22	(0x0000)							

Bytes ↓

### Video Stream Packet

The ILI9326 writes image data to RAM via Video Stream Packet. The window and RAM addresses are set via Register Access Packet.



Note: The parameters colored in gray are not supported by the ILI9326.

**Video Data Format Descriptor:** sets the pixel data format. The ILI9326 supports only the following format. Set the same pixel format (bpp) as selected by DSS[1:0] in Video Data Format Descriptor.

[15:13]	[12]	[11:8]	[7:4]	[3:0]	
---------	------	--------	-------	-------	--

010	1	0x5	0x6	0x5	Packed 16bpp RGB format (R:G:B=5:6:5)
010	1	0x6	0x6	0x6	Packed 18bpp RGB format (R:G:B=6:6:6)
Others				Setting disabled	

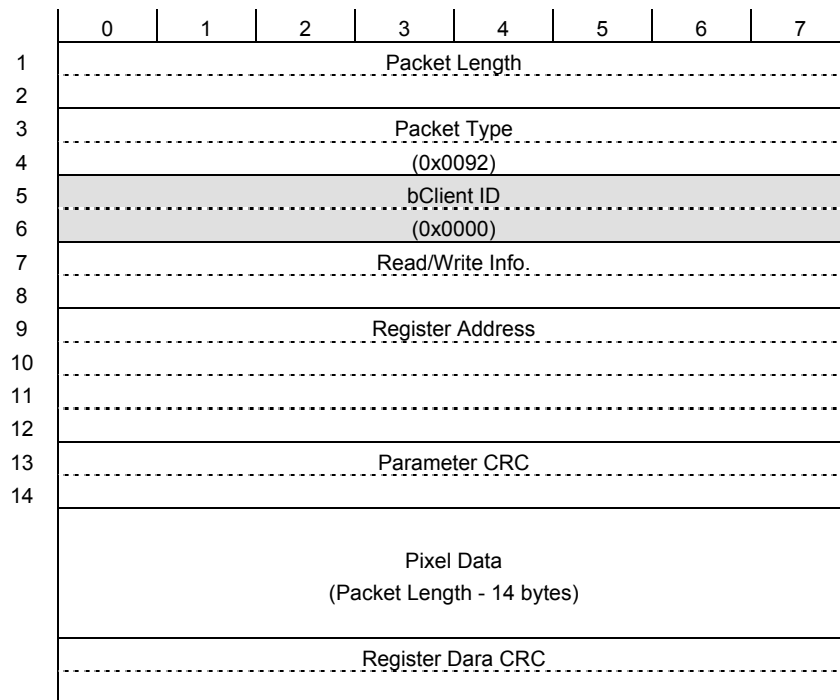
	MDDI Bytes n							MDDI Bytes (n+1)							MDDI Bytes (n+2)									
	0	1	2	3	4	5	6	7	0	1	2	3	4	5	6	7	0	1	2	3	4	5	6	7
Packet 16bpp	0	1	2	3	4	0	1	2	3	4	5	0	1	2	3	4	0	1	2	3	4	0	1	2
	Pixel 1 Blue				Pixel 1 Green				Pixel 1 Red				Pixel 2 Blue				Pixel 2							
Packet 18bpp	0	1	2	3	4	5	0	1	2	3	4	5	0	1	2	3	4	5	0	1	2	3	4	5
	Pixel 2 Blue				Pixel 2 Green				Pixel 2 Red				Pixel 2 Blue											

**Pixel Data Attributes:** the image data sent via Video Stream Packet is recognized as either the data for the main-panel or for the sub-panel according to the setting in [1:0] bits in this field.

Pixel Data Attributes	Bits[1:0]	Description
0x0000	00	<i>ILI9326 doesn't support the sub-panel display.</i>
0x0001	01	Setting disabled
0x0002	10	
0x0003	11	The Video Stream Packet data is recognized as the data written in the ILI9326. The Video Stream Packet data is written in the ILI9326 and not outputted via sub-display interface.
Others		

**Register Access Packet**

Register Access Packet is used when setting instruction to the ILI9326. Do not use this packet for RAM access.



Note: The parameters colored in gray are not supported by the ILI9326.

**Read/Write Info:** Read or Write information in register access. The ILI9326 supports only the following access setting

Bits[15:14]	Bits[13:0]	Function
00	0x0001	Single Access mode, in which one instruction is set via one register access packet
00	0xn	In multi random access mode, the number of Register Data (index+instruction) is set.
Others		Setting disabled.

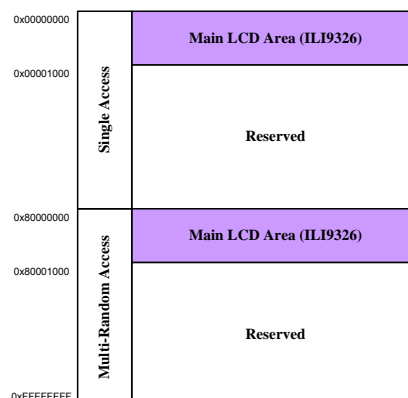
### Register Address

The index of the register to be accessed is set in Register Address area. Also, the register access mode, i.e. single or multi random access mode, and whether the Register Address Packet is directed to the ILI9326 or the sub display are determined by the setting in Register Address area.

Bits[31]	Description
0	Single Access mode. The index of the register to be accessed (ID[11:0]) is set in bits[11:0] in Register Address. The instruction set (IB[15:0]) to be written in the register is stored in the Register Data area in Register Access Packet.
1	Multi Random Access mode. The index of the register to be accessed (ID[11:0]) is stored in the upper 2 bytes in the Register Data area in Register Access Packet. The instruction set (IB[15:0]) to be written in the register is stored in the lower 2 bytes in the Register Data area in Register Access Packet. In Multi Random Access mode, both index and instruction set are stored in the Register Data area and instruction set can be transferred consecutively without setting the index in Register Address in each time transferring instruction.

Bits[30:12]	Description
19'h00000	The Register Access Packet is directed to the ILI9326 via main-display interface.
19'h00001	The Register Access Packet is directed to the sub display via sub-display interface.
19'h00002 ~ 19'h7FFFF	Setting disabled

Bits[11:0]	Description
Single Access	Bits [11:0] are used as index [11:0].
Multi Random Access	In Multi Random Access mode, bits [11:0] are not used. Set "0" to all bits.



**Register Data**

The data for register access is written in Register Data. Four bytes are allocated for one instruction.

Bits[31:16]	Bits[15:0]	Description
All 0	Instruction IB[15:0]	In Single access mode, the instruction set written in bits[15:0] is set in the register, which is specified in the bits[11:0] in Register Address.
4h0 + IndexID[11:0]	Instruction IB[15:0]	In Multi Random Access mode, both index and instruction set are stored in Register Data to allow consecutive instruction setting without setting the index in Register Address in each time transferring instruction.

Example of Register Access Packet in Single Access mode (e.g. write to the ILI9326)

	0	1	2	3	4	5	6	7
1	Packet Length					(0x12)		
2	(0x00)							
3	Packet Type					(0x92)		
4	(0x00)							
5	bClient ID					(0x00)		
6	(0x00)							
7	Read/Write Info.					(0x01)		
8	(0x00)							
9	Register Address					(index ID[7:0])		
10	(0x0, upper index ID[11:8])							
11	(0x00)							
12	(0x00)							
13	Parameter CRC							
14								
15	Register Data List					(lower instruction IB[7:0])		
16	(Upper instruction IB[15:8])							
17	(0x00)							
18	(0x00)							
19	Parameter CRC							
20								

Note: The parameters colored in gray are not supported by the ILI9326.

Example of Register Access Packet in Multi Random Access mode (e.g. write 4 instructions to the ILI9326)

	0	1	2	3	4	5	6	7
1	Packet Length					(0x1E)		
2	(0x00)							
3	Packet Type					(0x92)		
4	(0x00)							
5	bClient ID					(0x00)		
6	(0x00)							
7	Read/Write Info.					(0x04)		
8	(0x00)							
9	Register Address					(0x00)		
10	(0x00)							
11	(0x00)							
12	(0x80)							
13	Parameter CRC							
14								
15	Register Data List 1 <sup>st</sup> index + instruction					(Lower instruction IB1[7:0])		
16	(Upper instruction IB1[15:8])							
17	(Lower Index ID1[7:0])							
18	(Upper indexID1[15:8])							
19	Register Data List 2 <sup>nd</sup> index + instruction					(Lower instruction IB2[7:0])		
20	(Upper instruction IB2[15:8])							
21	(Lower Index ID2 [7:0])							
22	(Upper indexID2 [15:8])							
23	Register Data List 3 <sup>rd</sup> index + instruction					(Lower instruction IB3[7:0])		
24	(Upper instruction IB3[15:8])							
25	(Lower Index ID3 [7:0])							
26	(Upper indexID3[15:8])							
27	Register Data List 4 <sup>th</sup> index + instruction					(Lower instruction IB4[7:0])		
28	(Upper instruction IB4[15:8])							
29	(Lower Index ID4[7:0])							
30	(Upper indexID4[15:8])							
31	Parameter CRC							
32								

Note: The parameters colored in gray are not supported by the ILI9326.

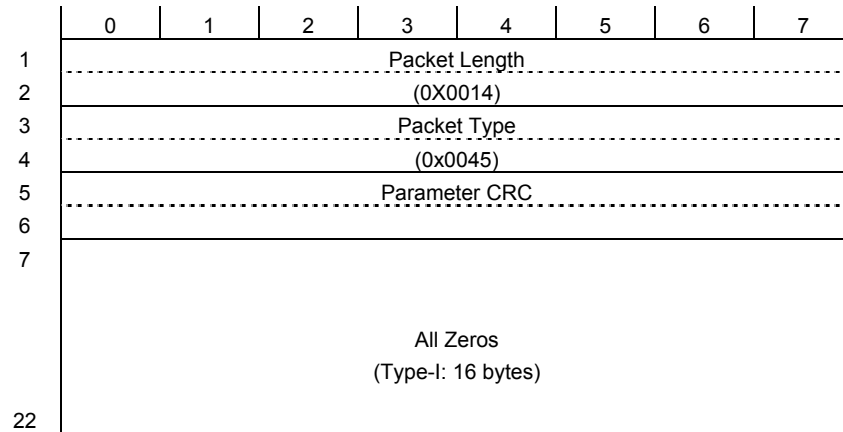


**Register Access Packet Restrictions**

The ILI9326's internal RAM is accessible via Video Stream Packet. RAM access data is not included in Register Access Packet.

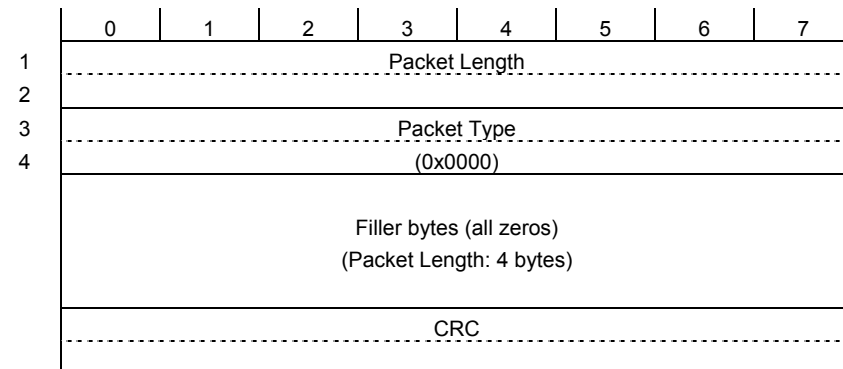
**Link Shutdown Packet**

This packet is used to bring Link to the Hibernation state.



Note: The parameters colored in gray are not supported by the ILI9326.

**Filler Packet**

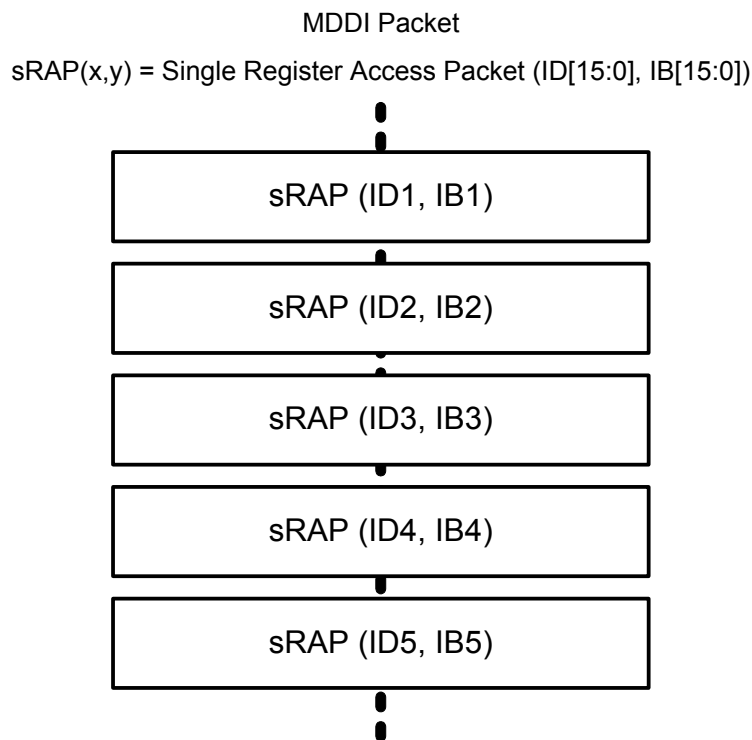


## MDDI Instruction Setting

### Instruction Setting in Single Access Mode

In Single Access mode, one instruction set is transferred in one Register Access Packet. When transferring multiple numbers of instruction sets, they must be transferred in the same number of Register Access Packets.

Register Access Packet Parameter	Register Setting
Read/Write Info[15:0]	0x0001
Register Address[31:0]	20'h0000000+ID[11:0]
Register Data[31:0]	16'h0000+IB[15:0]



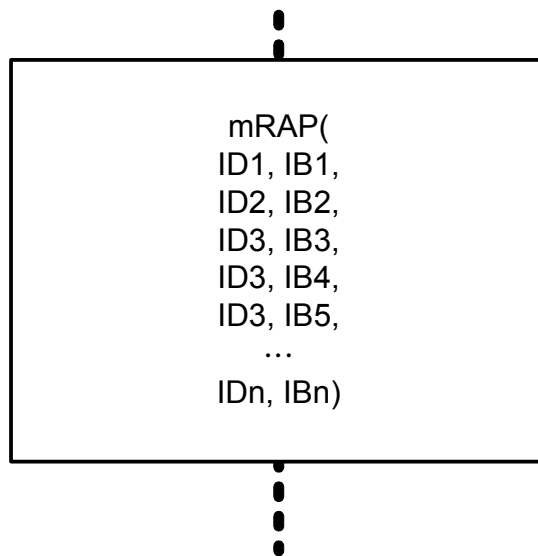
**Instruction Setting via Multi Random Access Mode**

In Multi Random Register Access operation, both index and instruction set are stored in one field of Register Data List in the Register Access Packet to allow random instruction setting. In this mode, a multiple number of instruction sets can be transferred in one Register Access Packet.

Register Access Packet Parameter	Register Setting
Read/Write Info [15:0]	0 x n (n: Number of Register List)
Register Address [31:0]	32'h8000_0000
Register Data List [31:0]	ID[15:0]+IB[15:0]

MDDI Packet

sRAP(x,y) = Multi-random Register Access Packet (ID[15:0], IB[15:0])



**RAM Access Setting Example**

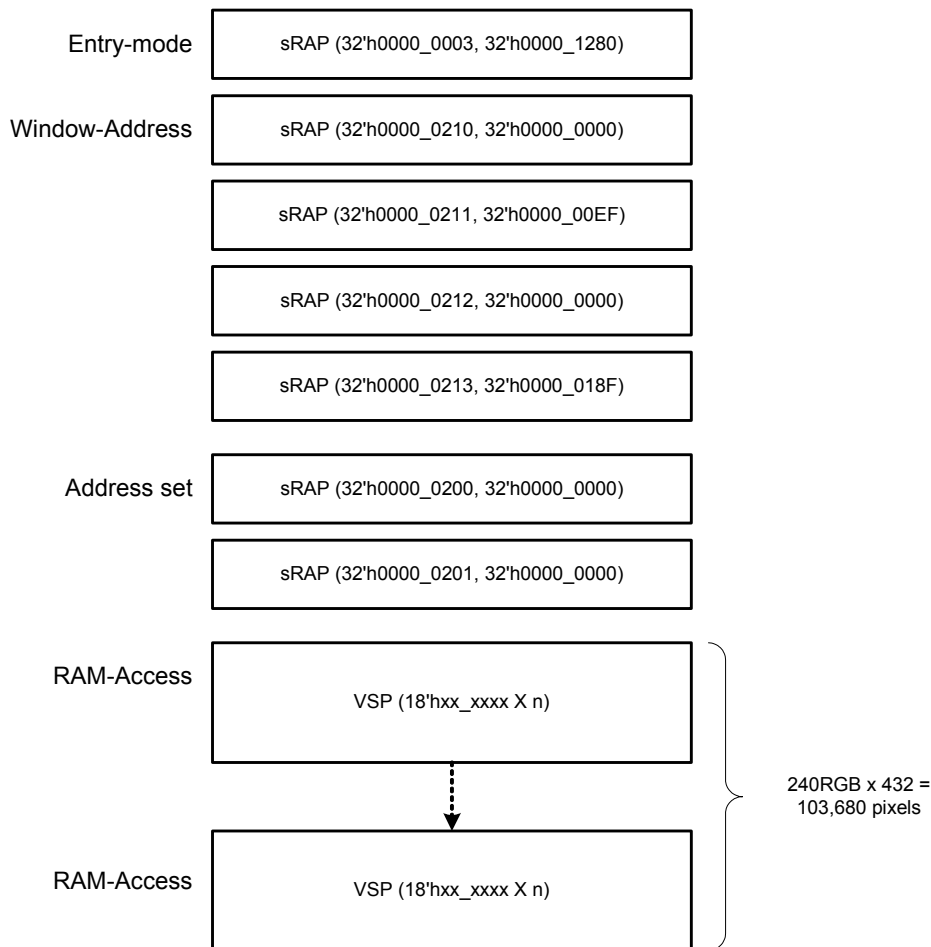
The following are examples of RAM access via Video Stream Packet and register access via Register Access Packet in Single and Multi Random Access modes.

Example: 240RGB x 432 panel, full screen rewrite, 18bpp data

**MDDI Packet: Single Access Mode**

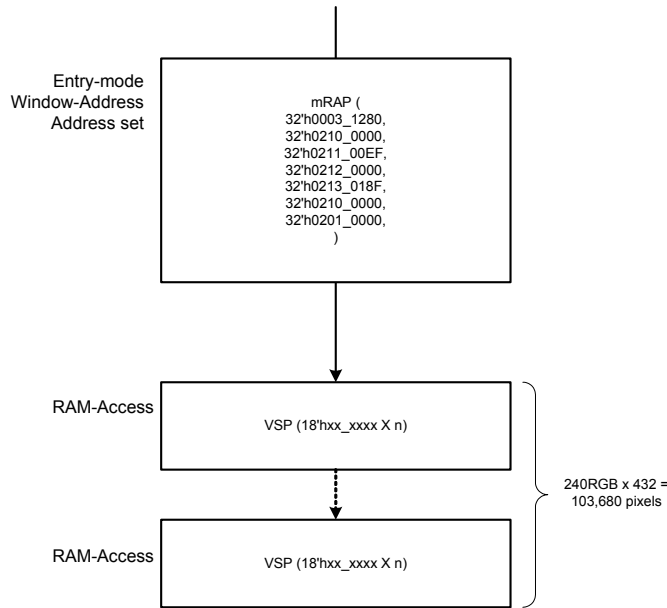
sRAP (x, y) = Register Access Packet (ID[15:0], IB[15:0]) in Single Access Mode

VSP (p, n) = Video Stream Packet (pixel data)



**MDDI Packet: Multi Random Access Mode**

mRAP (x, y) = Register Access Packet (ID[15:0], IB[15:0]) in Multi Random Access mode. VSP (p, n) = Video Stream Packet (pixel data)



**Video Stream Access Packet Restriction**

AM	0 (Horizontal write)
HWM	1 (High-speed write)
Data write transfer to RAM	Transfer data for each line at a time within the window address area.
RAM start address	Set them via register access packet
RAM window address	Set them via register access packet

**Register Packet Restriction**

RAM access	The ILI9326's internal RAM is accessible via Video Stream Packet. RAM access data is not included in Register Access Packet.
------------	--

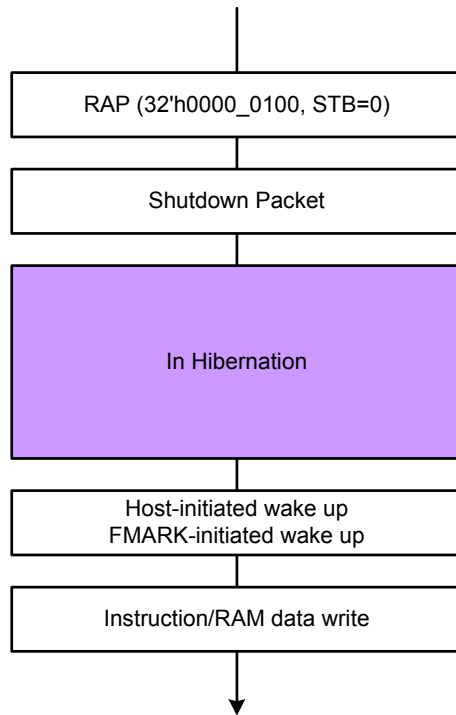
**Hibernation Setting**

The ILI9326's Client MDDI supports Hibernation setting. There are two ways to cancel the Hibernation setting, which can be selected according to the condition of use.

**Hibernation Cancellation**

Host-initiated wake up	In power-saving mode such as standby
FMARK-initiated wake up	Save power consumption in transferring moving picture data Host-initiated wake up triggered by the output from FMARK.

The Hibernation setting and cancellation sequence must be compatible with the VESA-MDDI specifications.

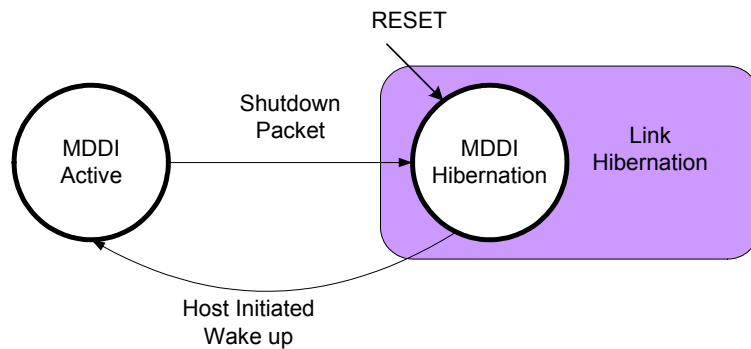


**Shutdown Mode Setting**

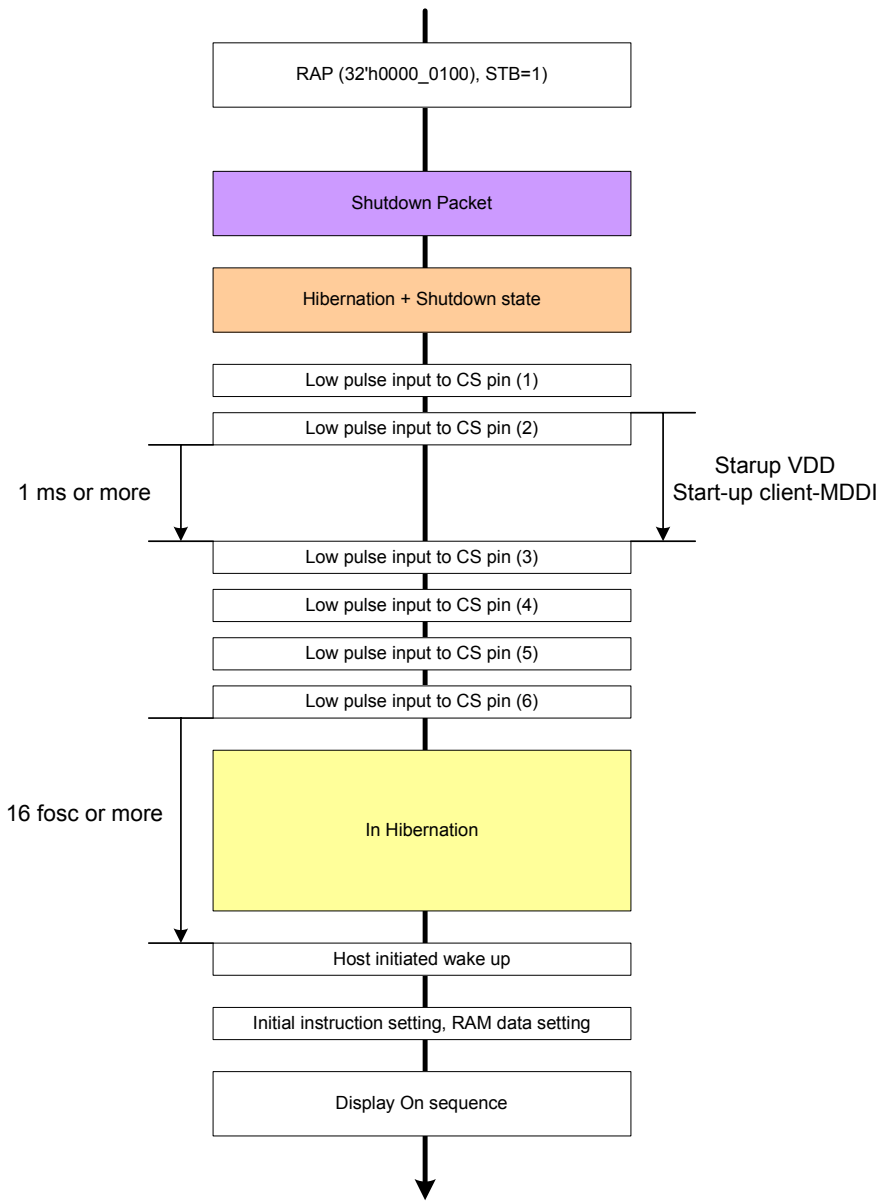
The ILI9326's Client MDDI supports shutdown setting to bring the ILI9326 to the standby state to save power consumption during Hibernation.

By setting STB = 1 and sending Shutdown Packet, MDDI enters the Hibernation state. The Client MDDI's standby power requirement can be reduced while MDDI Link is maintained in the Hibernation state. In shutdown mode, the ILI9326 halts operation other than maintaining Hibernation state. In canceling shutdown mode, input Low pulse 6 times from CS pin. After canceling shutdown mode, cancel the Hibernation state by Host-initiated Wake up. In shutdown mode, instruction setting and RAM data are not retained and they must be reset after canceling the Hibernation state.

When setting and canceling the Hibernation state, follow the sequence as specified in the MDDI specifications by VESA.



**Shutdown Mode Sequence**

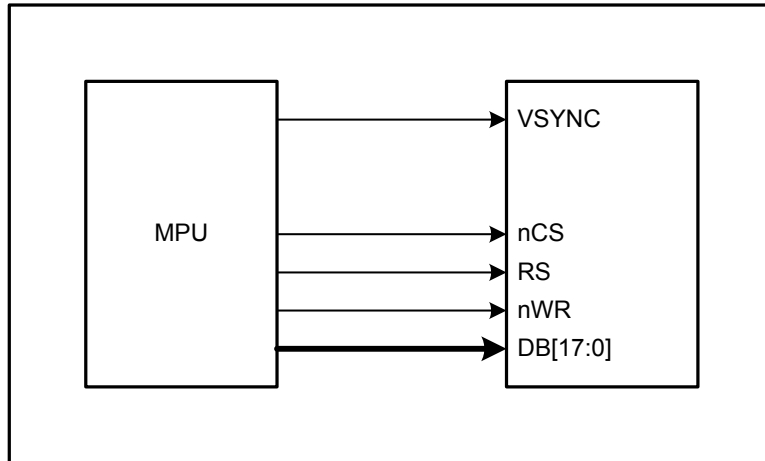


Note: In MDDI operation, the CS pin is used only for canceling the shutdown mode.



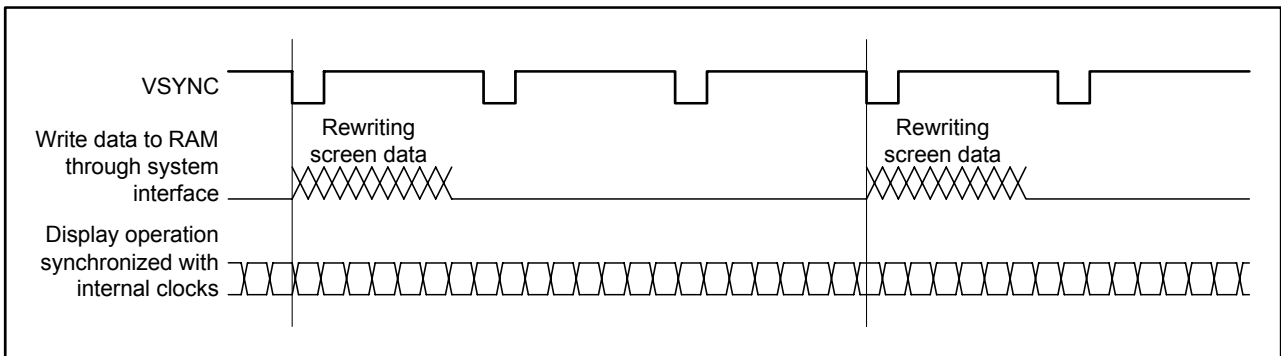
### 7.5. VSYNC Interface

ILI9326 supports the VSYNC interface in synchronization with the frame-synchronizing signal VSYNC to display the moving picture with the i80 system interface. When the VSYNC interface is selected to display a moving picture, the minimum GRAM update speed is limited and the VSYNC interface is enabled by setting DM[1:0] = "10" and RM = "0".

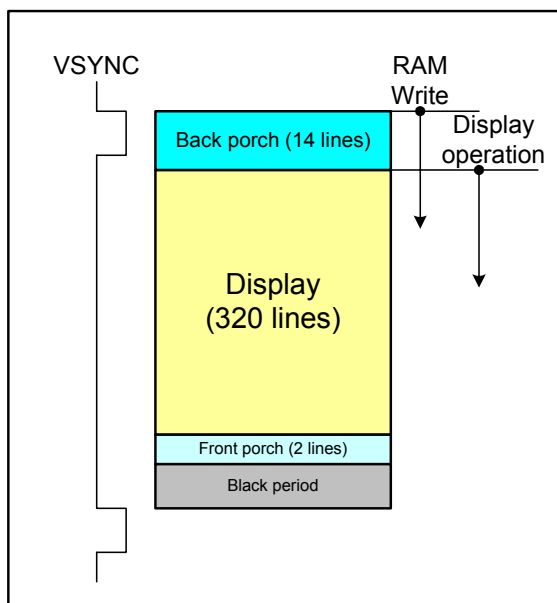


**Figure10 Data transmission through VSYNC interface)**

In the VSYNC mode, the display operation is synchronized with the internal clock and VSYNC input and the frame rate is determined by the pulse rate of VSYNC signal. All display data are stored in GRAM to minimize total data transfer required for moving picture display.



**Figure11 Moving picture data transmission through VSYNC interface**



**Figure12 Operation through VSYNC Interface**

The VSYNC interface has the minimum speed limitation of writing data to the internal GRAM via the system interface, which are calculated from the following formula.

*Internal clock frequency (fosc.) [Hz] = FrameFrequency x (DisplayLine (NL) + FrontPorch (FP) + BackPorch (BP)) x ClockCyclePerLines (RTN) x FrequencyFluctuation.*

$$\text{Minimum RAM write speed (HZ)} > \frac{240 \times \text{DisplayLines (NL)}}{[(\text{BackPorch(BP)} + \text{DisplayLines(NL)} - \text{margins}) \times 16 \text{ (clocks)}] \times 1/\text{fosc}}$$

*Note: When the RAM write operation does not start from the falling edge of VSYNC, the time from the falling edge of VSYNC until the start of RAM write operation must also be taken into account.*

An example of minimum GRAM writing speed and internal clock frequency in VSYNC interface mode is as below.

**[Example]**

- Display size: 240 RGB × 432 lines
- Lines: 432 lines (NL = 110101)
- Back porch: 14 lines (BP = 1110)
- Front porch: 2 lines (FP = 0010)
- Frame frequency: 60 Hz
- Frequency fluctuation: 10%

$$\text{Internal oscillator clock (fosc.) [Hz]} = 60 \times [432 + 2 + 14] \times 16 \text{ clocks} \times (1.1/0.9) \doteq 394\text{KHz}$$

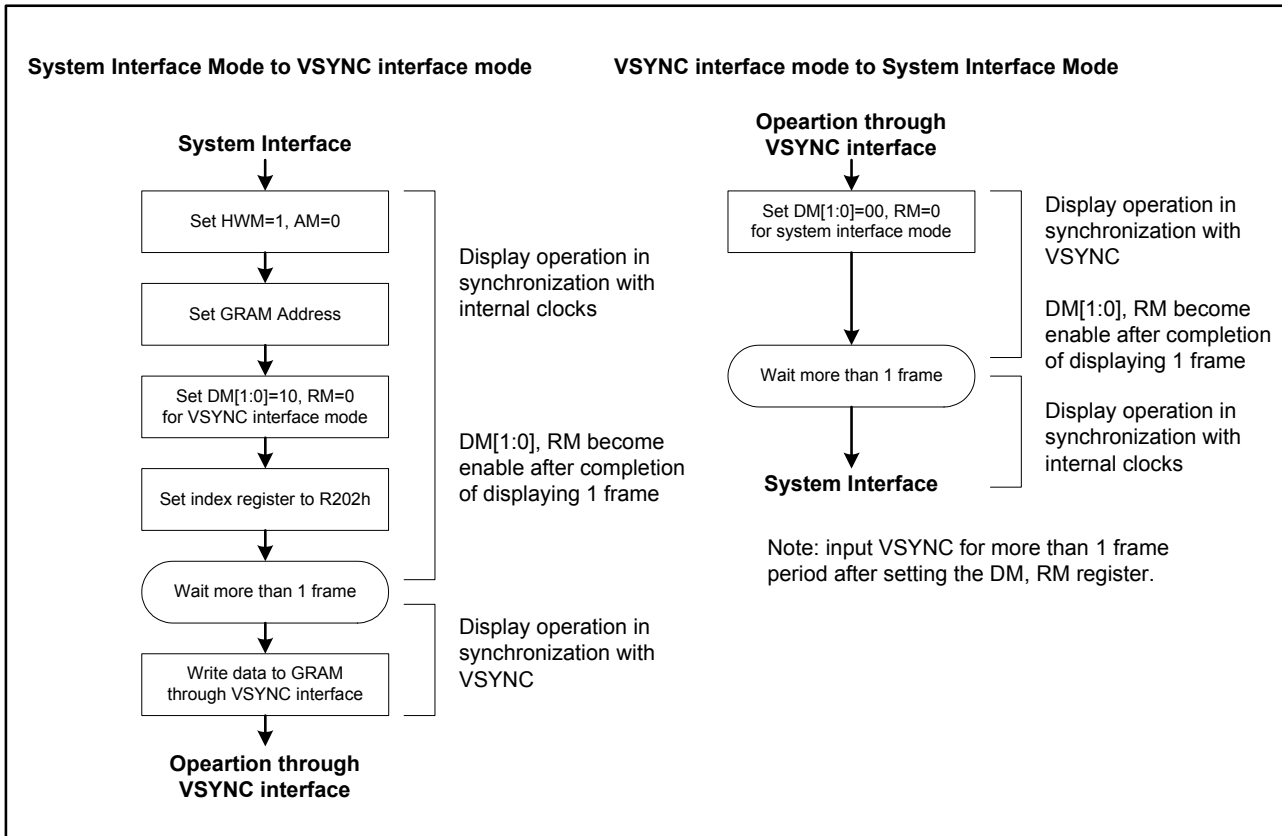
When calculate the internal clock frequency, the oscillator variation is needed to be taken into consideration. In the above example, the calculated internal clock frequency with  $\pm 10\%$  margin variation is considered and ensures to complete the display operation within one VSYNC cycle. The causes of frequency variation come from fabrication process of LSI, room temperature, external resistors and VCI voltage variation.

$$\text{Minimum speed for RAM writing [Hz]} > 240 \times 432 \times 394\text{K} / [(14 + 432 - 2)\text{lines} \times 16\text{clocks}] \doteq 5.7 \text{ MHz}$$

The above theoretical value is calculated based on the premise that the ILI9326 starts to write data into the internal GRAM on the falling edge of VSYNC. There must at least be a margin of 2 lines between the physical display line and the GRAM line address where data writing operation is performed. The GRAM write speed of 5.7MHz or more will guarantee the completion of GRAM write operation before the ILI9326 starts to display the GRAM data on the screen and enable to rewrite the entire screen without flicker.

#### **Notes in using the VSYNC interface**

1. The minimum GRAM write speed must be satisfied and the frequency variation must be taken into consideration.
2. The display frame rate is determined by the VSYNC signal and the period of VSYNC must be longer than the scan period of an entire display.
3. When switching from the internal clock operation mode (DM[1:0] = "00") to the VSYNC interface mode or inversely, the switching starts from the next VSYNC cycle, i.e. after completing the display of the frame.
4. The partial display, vertical scroll, and interlaced scan functions are not available in VSYNC interface mode and set the AM bit to "0" to transfer display data.



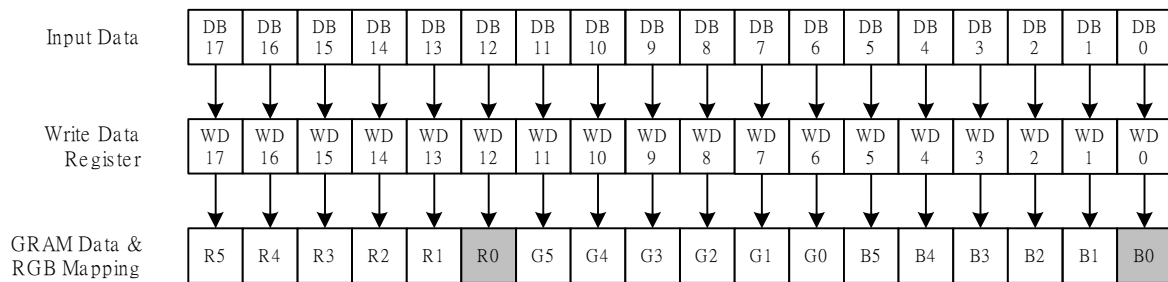
**Figure13 Transition flow between VSYNC and internal clock operation modes**

## 7.6. RGB Input Interface

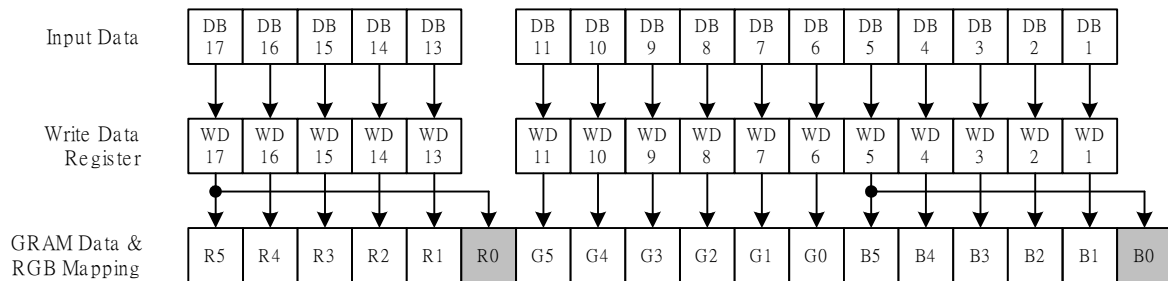
The RGB Interface mode is available for ILI9326 and the interface is selected by setting the RIM[1:0] bits as following table.

RIM1	RIM0	RGB Interface	DB pins
0	0	18-bit RGB Interface	DB[17:0]
0	1	16-bit RGB Interface	DB[17:13], DB[11:1]
1	0	6-bit RGB Interface	DB[17:12]
1	1	Setting prohibited	

### 18-bit RGB Interface (262K colors)



### 16-bit RGB Interface (65K colors)



### 6-bit RGB Interface (262K colors)

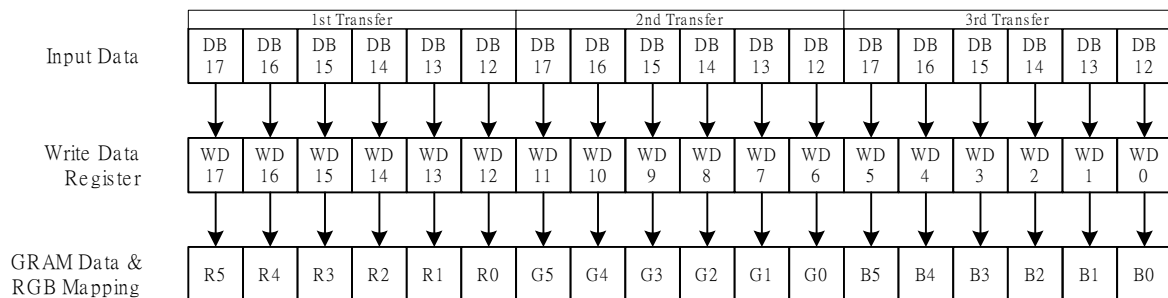
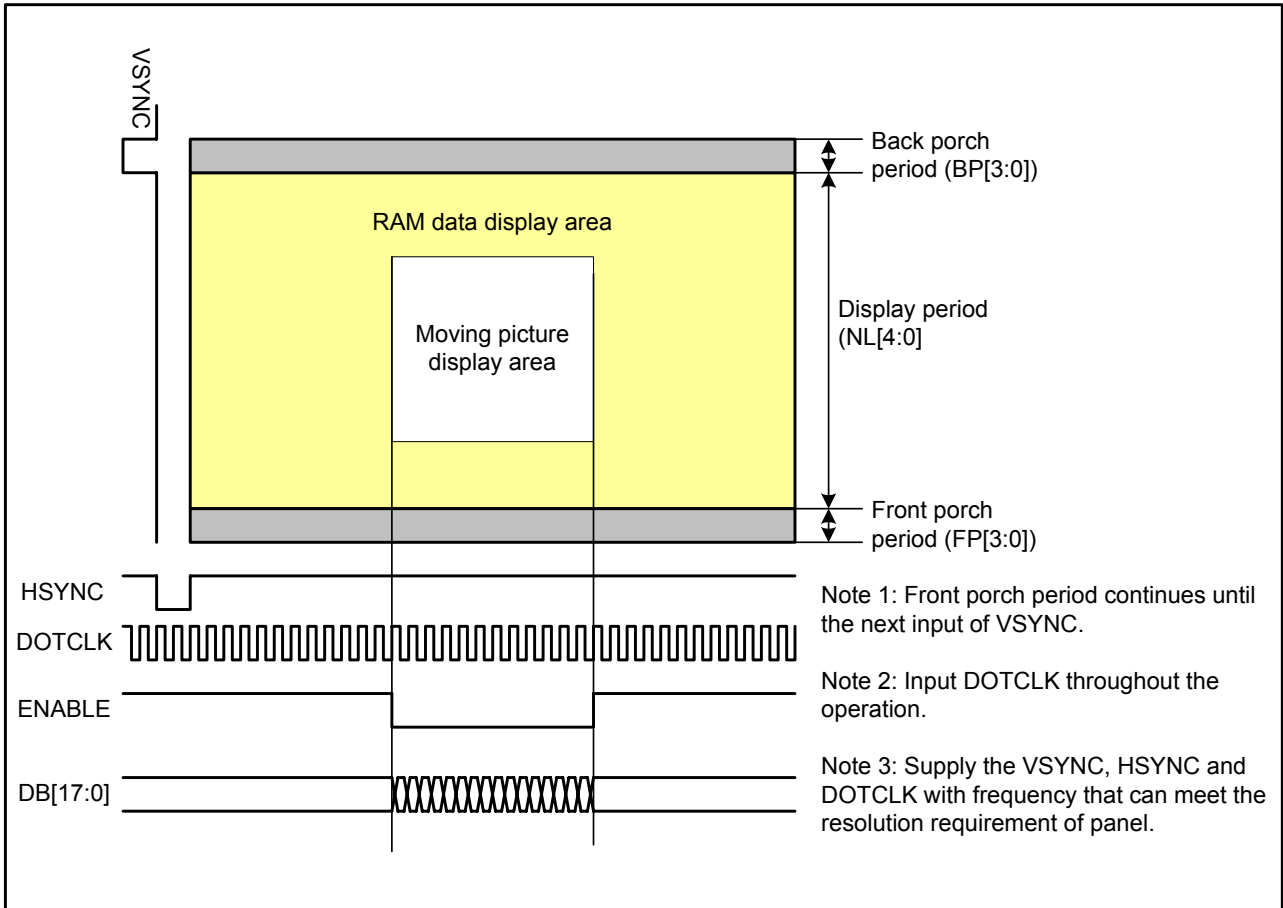


Figure14 RGB Interface Data Format

### 7.6.1. RGB Interface

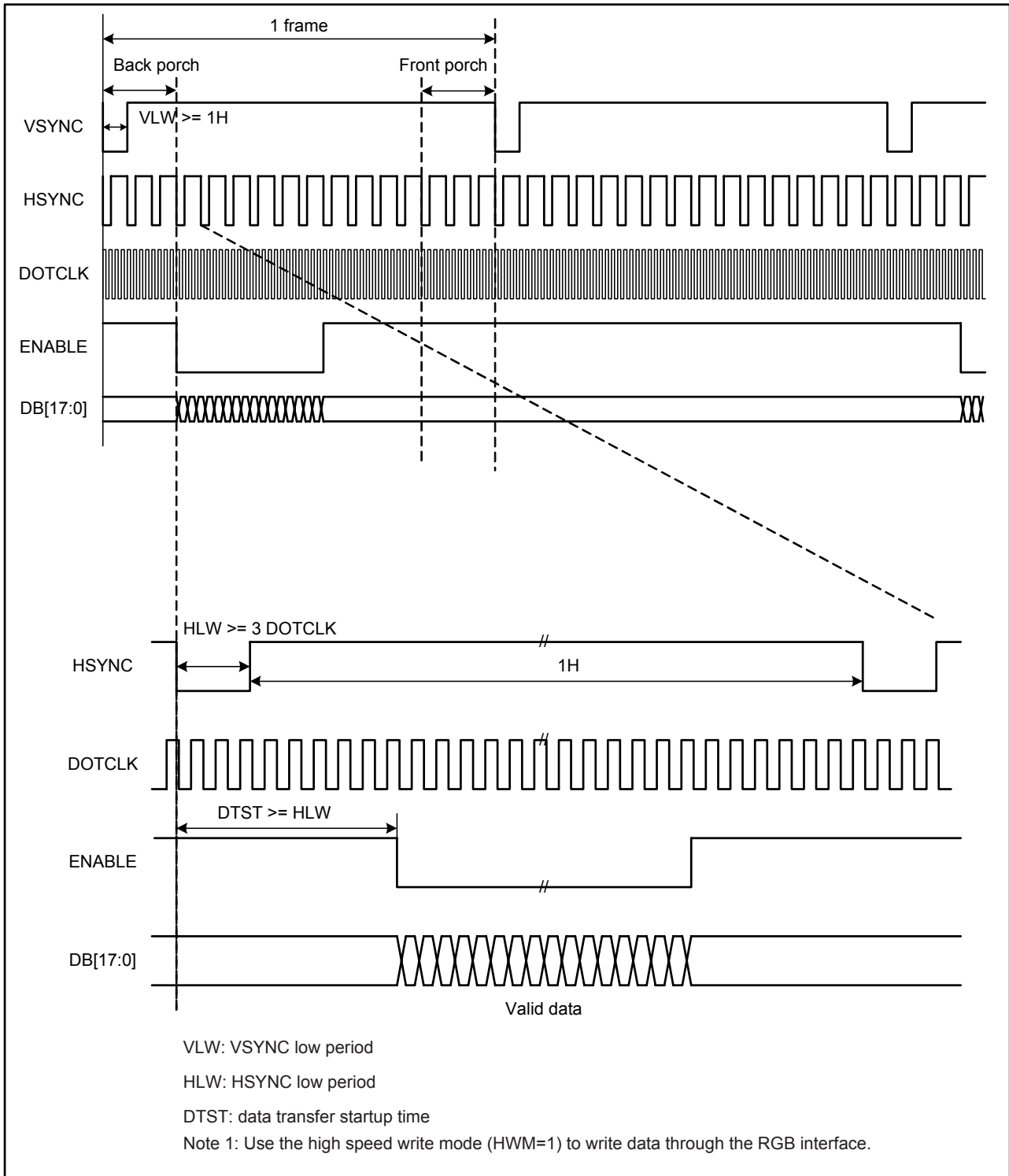
The display operation via the RGB interface is synchronized with the VSYNC, HSYNC, and DOTCLK signals. The RGB interface transfers the updated data to GRAM with the high-speed write function and the update area is defined by the window address function. The back porch and front porch are used to set the RGB interface timing.



**Figure15 GRAM Access Area by RGB Interface**

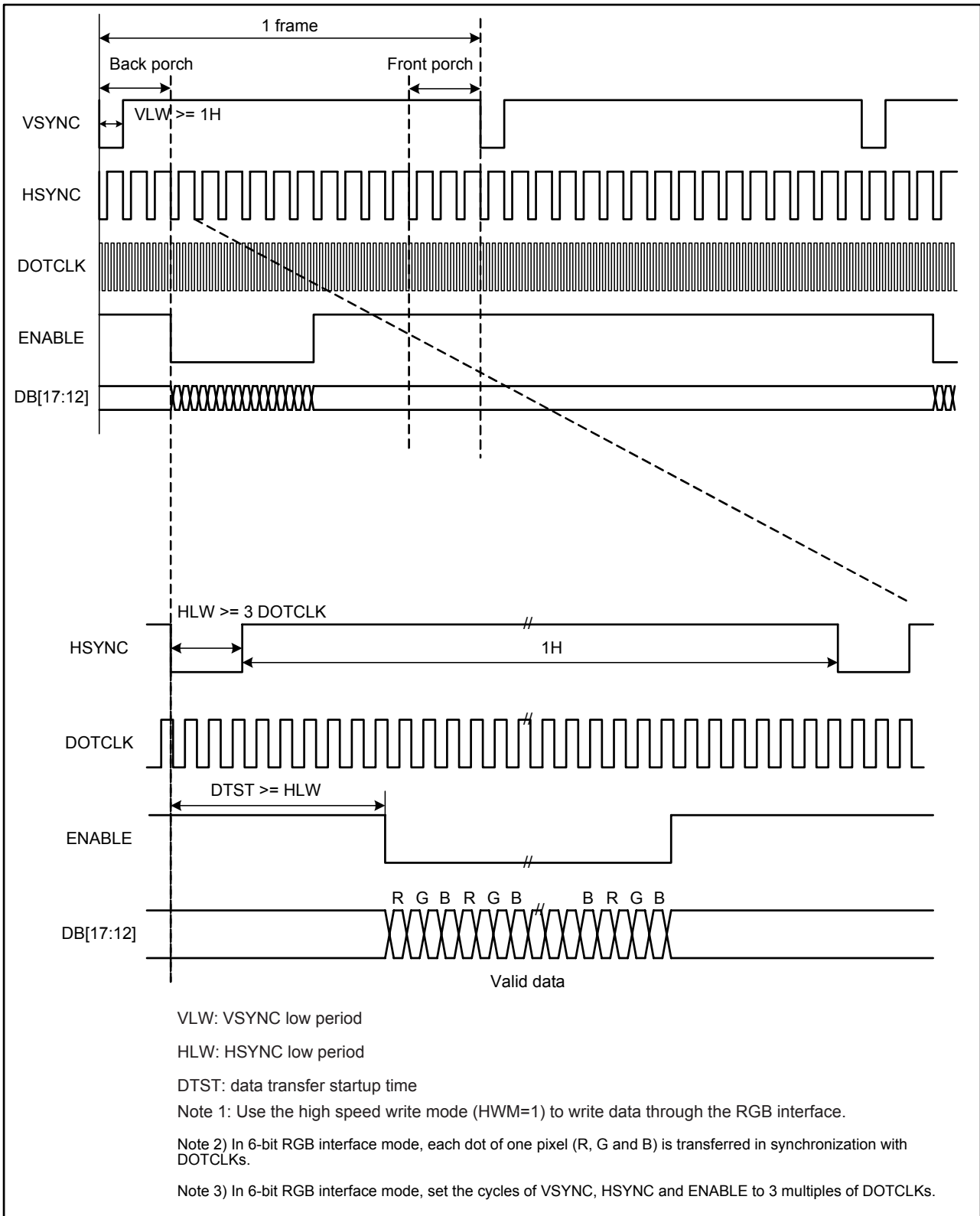
### 7.6.2. RGB Interface Timing

The timing chart of 18-/16-bit RGB interface mode is shown as follows.



**Figure16 Timing Chart of Signals in 18-/16-bit RGB Interface Mode**

The timing chart of 6-bit RGB interface mode is shown as follows.



**Figure17 Timing chart of signals in 6-bit RGB interface mode**



### 7.6.3. Moving Picture Mode

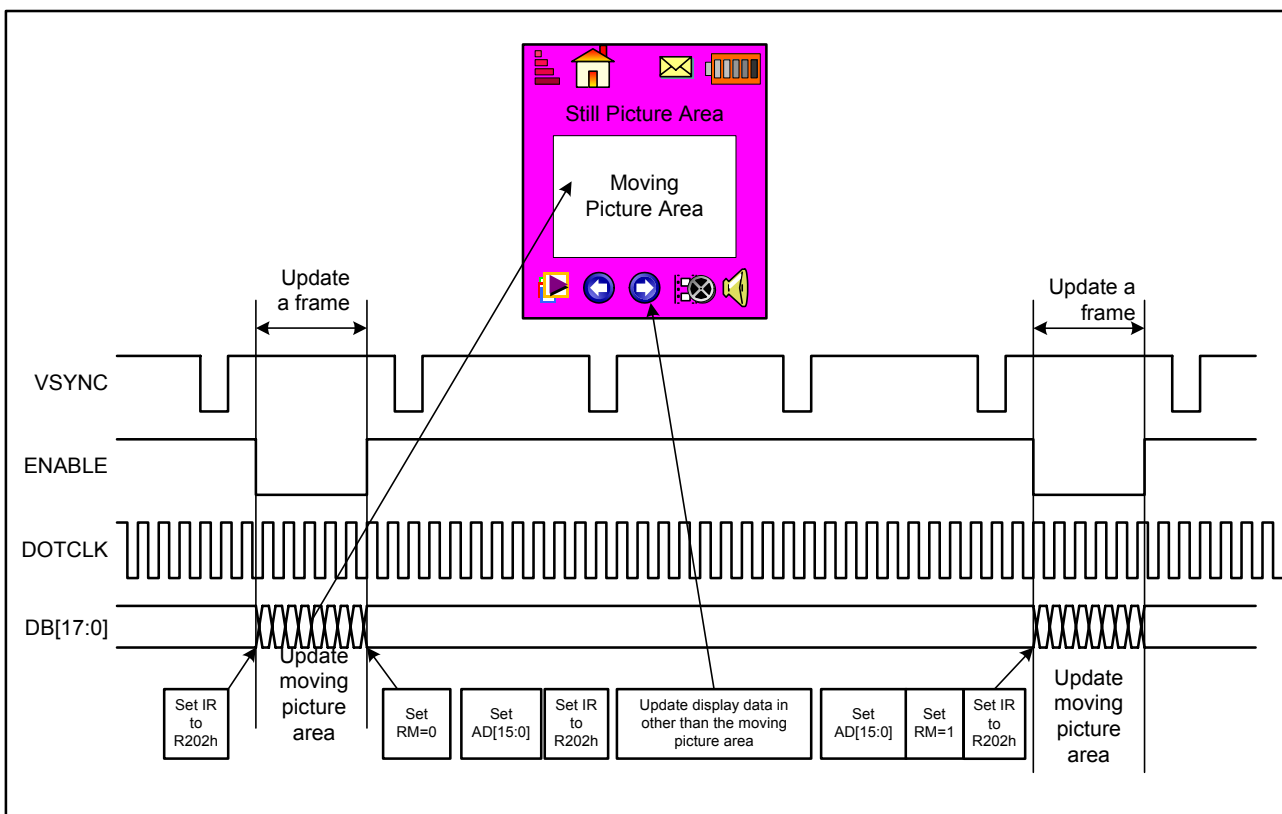
ILI9326 has the RGB interface to display moving picture and incorporates GRAM to store display data, which has following merits in displaying a moving picture.

- The window address function defined the update area of GRAM.
- Only the moving picture area of GRAM is updated.
- When display the moving picture in RGB interface mode, the DB[17:0] can be switched as system interface to update still picture area and registers, such as icons.

#### RAM access via a system interface in RGB-I/F mode

ILI9326 allows GRAM access via the system interface in RGB interface mode. In RGB interface mode, data are written to the internal GRAM in synchronization with DOTCLK and ENABLE signals. When write data to the internal GRAM by the system interface, set ENABLE to terminate the RGB interface and switch to the system interface to update the registers (RM = "0") and the still picture of GRAM. When restart RAM access in RGB interface mode, wait one read/write cycle and then set RM = "1" and the index register to R202h to start accessing RAM via the RGB interface. If RAM accesses via two interfaces conflicts, there is no guarantee that data are written to the internal GRAM.

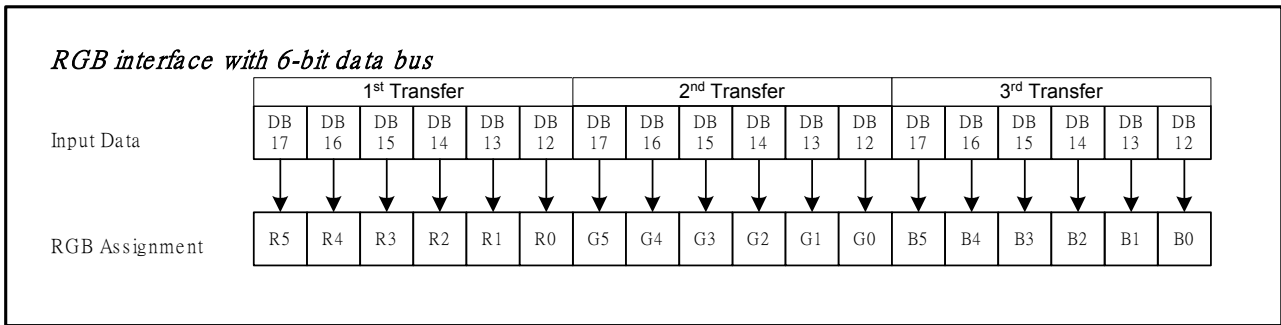
The following figure illustrates the operation of the ILI9326 when displaying a moving picture via the RGB interface and rewriting the still picture RAM area via the system interface.



**Figure18 Example of update the still and moving picture**

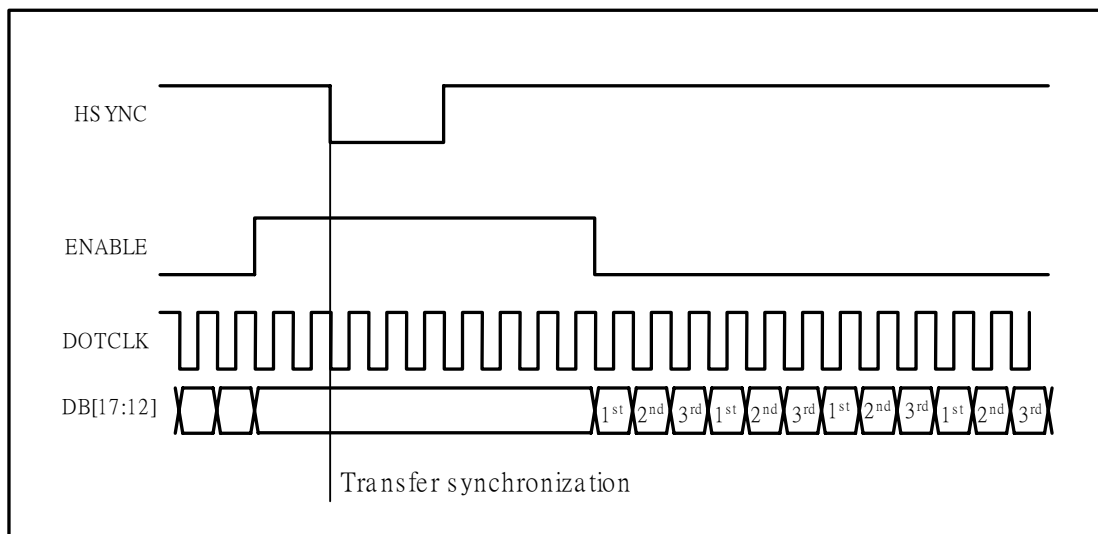
### 7.6.4. 6-bit RGB Interface

The 6-bit RGB interface is selected by setting the RIM[1:0] bits to “10”. The display operation is synchronized with VSYNC, HSYNC, and DOTCLK signals. Display data are transferred to the internal GRAM in synchronization with the display operation via 6-bit RGB data bus (DB[17:12]) according to the data enable signal (ENABLE). Unused pins (DB[11:0]) must be fixed at either IOVCC1 or GND level. Registers can be set by the system interface (i80/SPI).



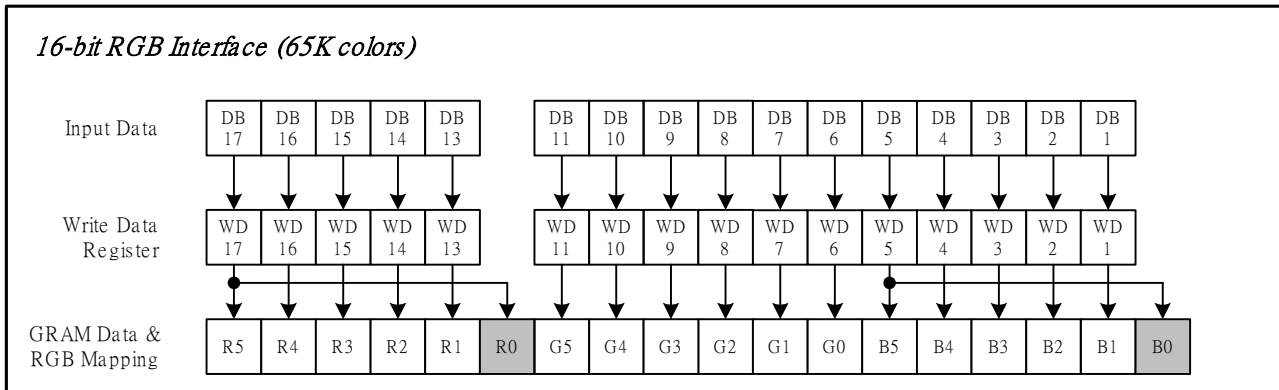
#### Data transfer synchronization in 6-bit RGB interface mode

ILI9326 has data transfer counters to count the first, second, third data transfers in 6-bit RGB interface mode. The transfer counter is always reset to the state of first data transfer on the falling edge of VSYNC. If a mismatch arises in the number of each data transfer, the counter is reset to the state of first data transfer at the start of the frame (i.e. on the falling edge of VSYNC) to restart data transfer in the correct order from the next frame. This function is expedient for moving picture display, which requires consecutive data transfer in light of minimizing effects from failed data transfer and enabling the system to return to a normal state. Note that internal display operation is performed in units of pixels (RGB: taking 3 inputs of DOTCLK). Accordingly, the number of DOTCLK inputs in one frame period must be a multiple of 3 to complete data transfer correctly. Otherwise it will affect the display of that frame as well as the next frame.



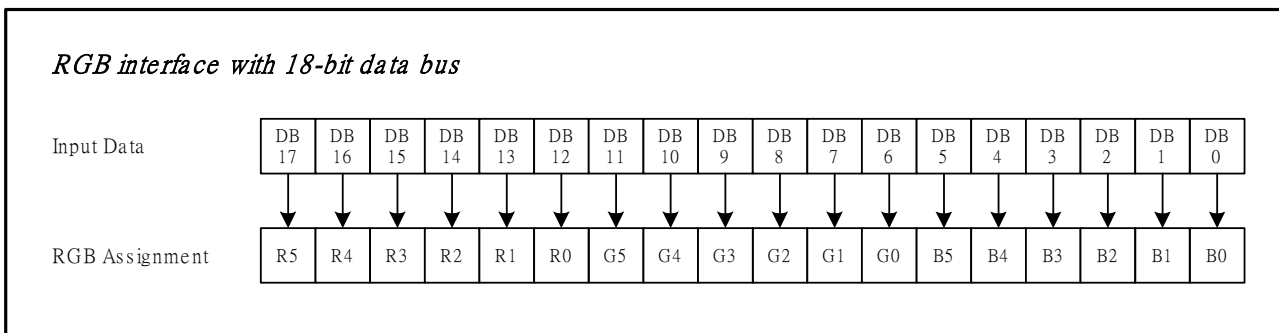
### 7.6.5. 16-bit RGB Interface

The 16-bit RGB interface is selected by setting the RIM[1:0] bits to "01". The display operation is synchronized with VSYNC, HSYNC, and DOTCLK signals. Display data are transferred to the internal RAM in synchronization with the display operation via 16-bit RGB data bus (DB17-13, DB11-1) according to the data enable signal (ENABLE). Registers are set only via the system interface.



### 7.6.6. 18-bit RGB Interface

The 18-bit RGB interface is selected by setting the RIM[1:0] bits to "00". The display operation is synchronized with VSYNC, HSYNC, and DOTCLK signals. Display data are transferred to the internal RAM in synchronization with the display operation via 18-bit RGB data bus (DB[17:0]) according to the data enable signal (ENABLE). Registers are set only via the system interface.



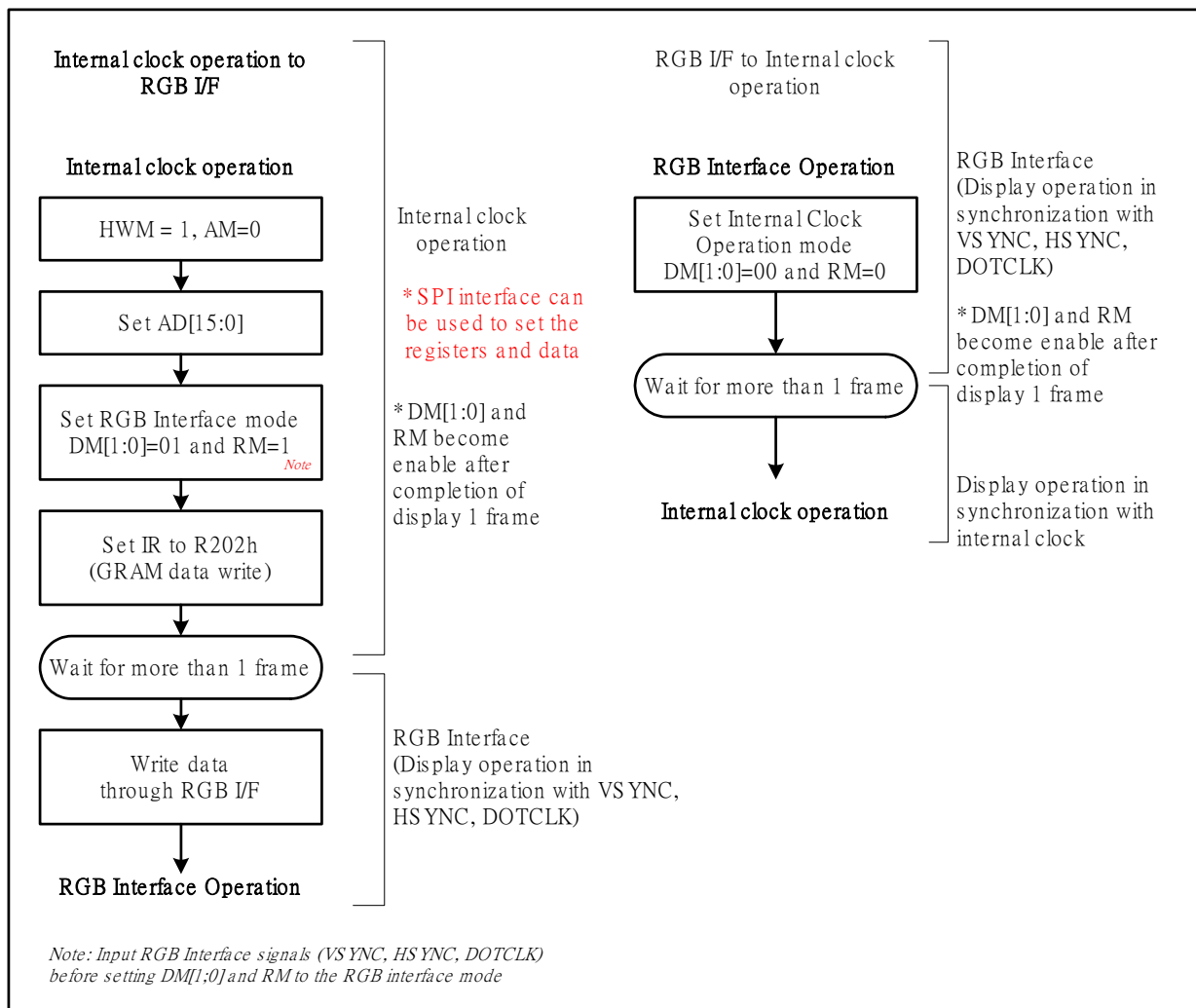
### Notes in using the RGB Input Interface

1. The following are the functions not available in RGB Input Interface mode.

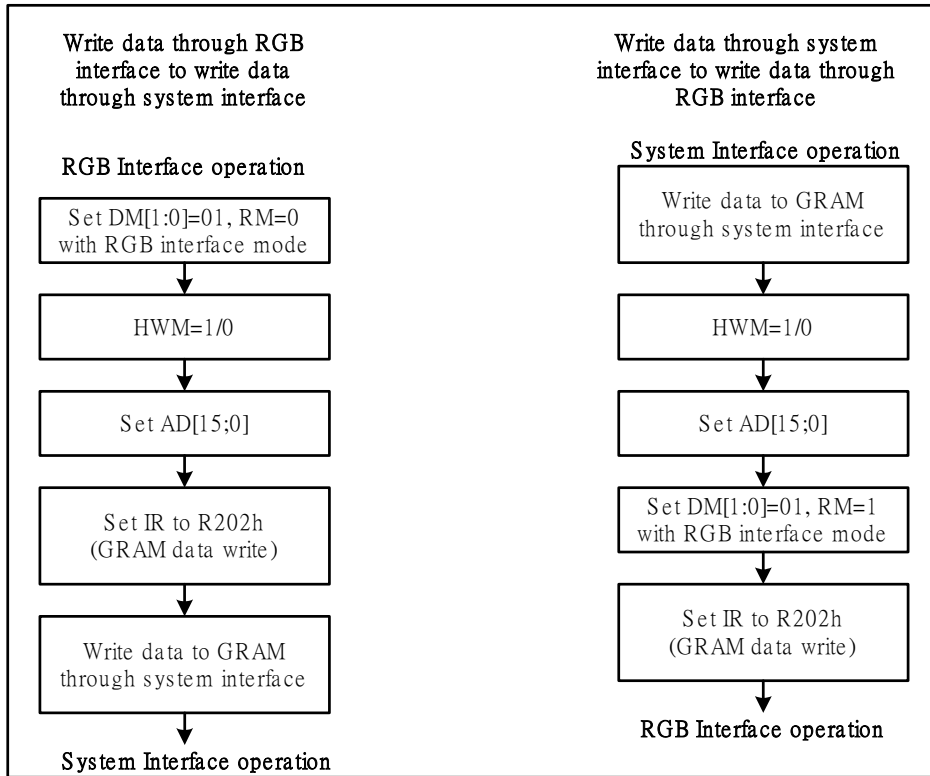
Function	RGB interface	I80 system interface
Partial display	Not available	Available
Scroll function	Not available	Available
Interlaced scan	Not available	Available

2. VSYNC, HSYNC, and DOTCLK signals must be supplied throughout a display operation period.
3. The periods set with the NO[1:0] bits (gate output non-overlap period), STD[1:0] bits (source output delay period) and EQ[1:0] bits (equalization period) are not based on the internal clock but based on DOTCLK in

- RGB interface mode.
4. In 6-bit RGB interface mode, each of RGB dots is transferred in synchronization with a DOTCLK input. In other words, it takes 3 DOTCLK inputs to transfer one pixel. Be sure to complete data transfer in units of 3 DOTCLK inputs in 6-bit RGB interface mode.
  5. In 6-bit RGB interface mode, data of one pixel, which consists of RGB dots, are transferred in units of 3 DOTCLK. Accordingly, set the cycle of each signal in 6-bit interface mode (VSYNC, HSYNC, ENABLE, DB[17:0]) to contain DOTCLK inputs of a multiple of 3 to complete data transfer in units of pixels.
  6. When switching from the internal operation mode to the RGB Input Interface mode, or the other way around, follow the sequence below.
  7. In RGB interface mode, the front porch period continues until the next VSYNC input is detected after drawing one frame.
  8. In RGB interface mode, a RAM address (AD[15:0]) is set in the address counter every frame on the falling edge of VSYNC.



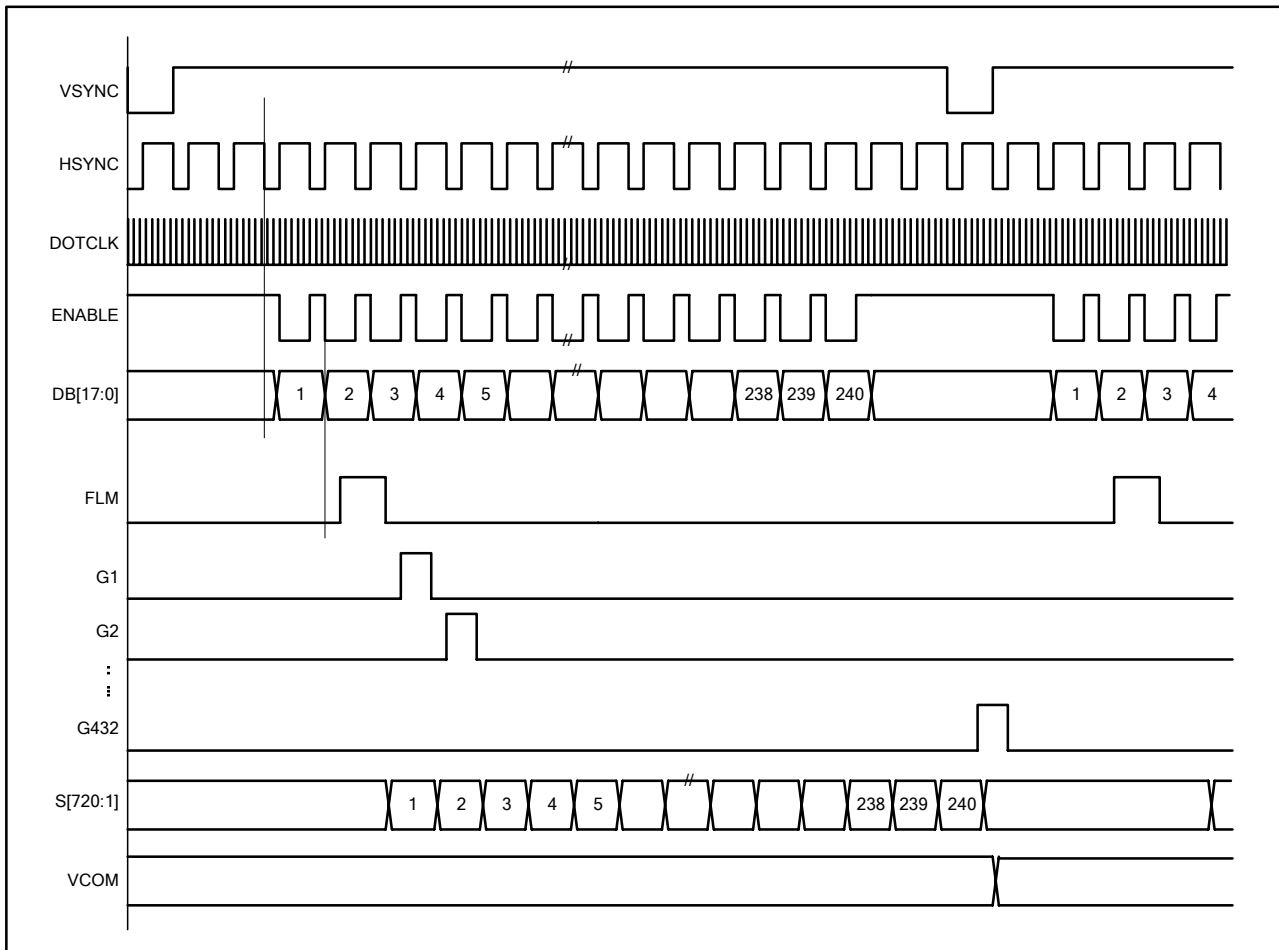
**Figure19 Internal clock operation/RGB interface mode switching**



**Figure20 GRAM access between system interface and RGB interface**

## 7.7. Interface Timing

The following are diagrams of interfacing timing with LCD panel control signals in internal operation and RGB interface modes.



**Figure21 Relationship between RGB I/F signals and LCD Driving Signals for Panel**

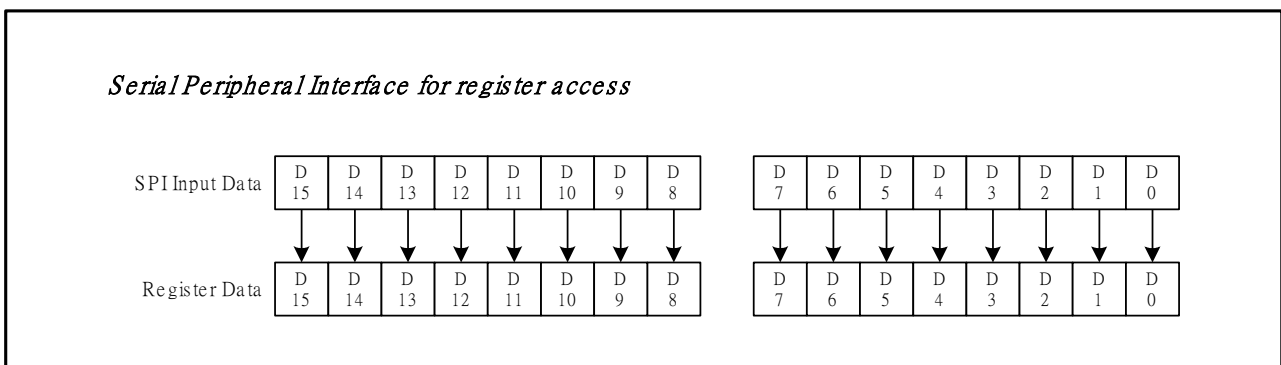
## 8. Register Descriptions

### 8.1. Registers Access

ILI9326 adopts 18-bit bus interface architecture for high-performance microprocessor. All the functional blocks of ILI9326 starts to work after receiving the correct instruction from the external microprocessor by the 18-, 16-, 9-, 8-bit interface. The index register (IR) stores the register address to which the instructions and display data will be written. The register selection signal (RS), the read/write signals (nRD/nWR) and data bus D17-0 are used to read/write the instructions and data of ILI9326. The registers of the ILI9326 are categorized into the following groups.

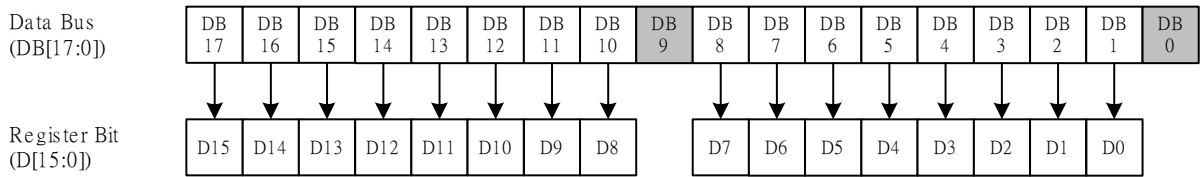
1. Specify the index of register (IR)
2. Read a status
3. Display control
4. Power management Control
5. Graphics data processing
6. Set internal GRAM address (AC)
7. Transfer data to/from the internal GRAM (R22)
8. Internal grayscale  $\gamma$ -correction (R30 ~ R39)

Normally, the display data (GRAM) is most often updated, and in order since the ILI9326 can update internal GRAM address automatically as it writes data to the internal GRAM and minimize data transfer by using the window address function, there are fewer loads on the program in the microprocessor. As the following figure shows, the way of assigning data to the 16 register bits (D[15:0]) varies for each interface. Send registers in accordance with the following data transfer format.

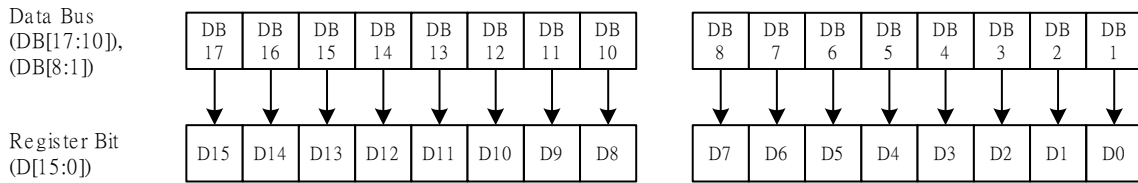


**Figure22 Register Setting with Serial Peripheral Interface (SPI)**

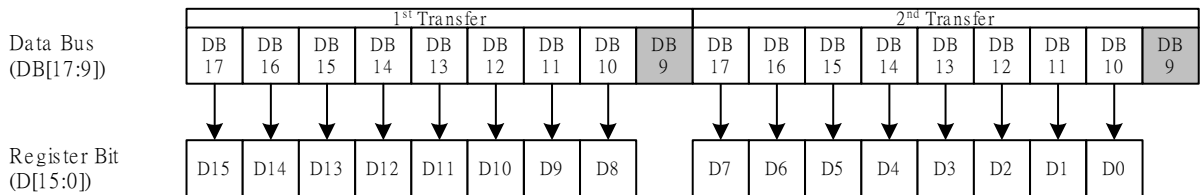
i80/M68 system 18-bit data bus interface



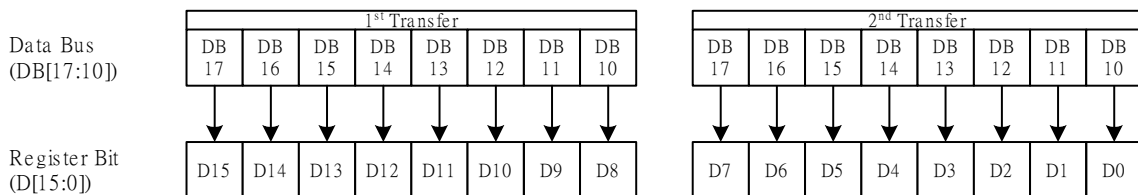
i80/M68 system 16-bit data bus interface



i80/M68 system 9-bit data bus interface

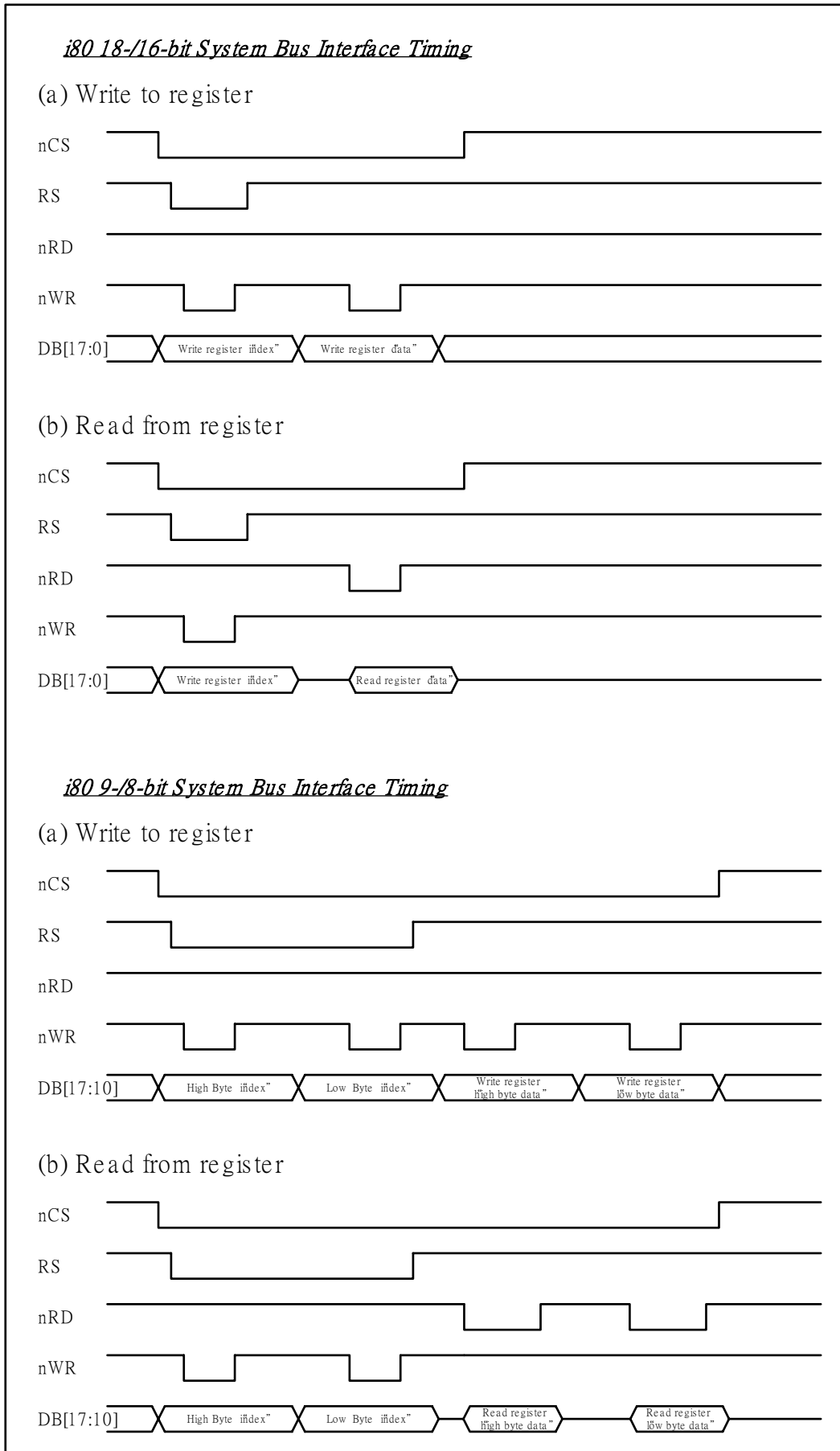


i80/M68 system 8-bit data bus interface/Serial peripheral interface (2/3 transmission)



**Figure23 Register setting with i80 System Interface**





**Figure 24 Register Read/Write Timing of i80 System Interface**

## 8.2. Instruction Descriptions

No.	Registers Name	R/W	RS	D15	D14	D13	D12	D11	D10	D9	D8	D7	D6	D5	D4	D3	D2	D1	D0
IR	Index Register	W	0	-	-	-	-	-	ID10	ID9	ID8	ID7	ID6	ID5	ID4	ID3	ID2	ID1	ID0
001h	Driver Output Control 1	W	1	0	0	0	0	0	SM	0	SS	0	0	0	0	0	0	0	0
002h	LCD Driving Control	W	1	0	0	0	0	0	0	0	B/C	0	0	NW[5]	NW[4]	NW[3]	NW[2]	NW[1]	NW[0]
003h	Entry Mode	W	1	TRI	DFM	0	BGR	0	0	HWM	0	ORG	0	I/D1	I/D0	AM	0	EPF[1]	EPF[0]
006h	Outline Sharpening Control	W	1	EGMODE	0	0	0	0	0	AVST[2]	AVST[1]	AVST[0]	ADST[2]	ADST[1]	ADST[0]	DTHU[1]	DTHU [0]	DTHL[1]	DTHL [0]
007h	Display Control 1	W	1	0	0	PTDE1	PTDE0	0	0	0	BASEE	0	VON	GON	DTE	0	0	D1	D0
008h	Display Control 2	W	1	0	0	0	0	FP3	FP2	FP1	FP0	0	0	0	0	BP3	BP2	BP1	BP0
009h	Display Control 3	W	1	0	0	0	0	PTV	PTS2	PTS1	PTS0	0	0	PTG1	PTG0	ISC3	ISC2	ISC1	ISC0
00Bh	Low Power Control	W	1	0	0	0	0	0	0	0	0	0	0	0	VEM	0	0	0	COL
00Ch	RGB Display Interface Control 1	W	1	0	ENC2	ENC1	ENC0	0	0	0	RM	0	0	DM1	DM0	0	0	RIM1	RIM0
00Fh	RGB Display Interface Control 2	W	1	0	0	0	0	0	0	0	0	0	0	VSPL	HSPL	0	0	EPL	DPL
010h	Panel Interface Control 1	W	1	0	0	0	0	0	0	DIV1	DIV0	0	0	0	RTN4	RTN3	RTN2	RTN1	RTN0
011h	Panel Interface Control 2	W	1	0	0	0	0	0	NOWI[2]	NOWI[1]	NOWI[0]	0	0	0	0	0	SDT12	SDT11	SDT10
012h	Panel Interface Control 3	W	1	0	0	0	0	0	VEQW1	VEQW0	0	0	0	0	0	0	0	0	0
020h	Panel Interface Control 4	W	1	0	0	0	0	0	0	DIVE1	DIVE0	0	0	RTNE5	RTNE4	RTNE3	RTNE2	RTNE1	RTNE0
021h	Panel Interface Control 5	W	1	0	0	0	0	NOWE[3]	NOWE[2]	NOWE[1]	NOWE[0]	0	0	0	0	SDTE3	SDTE2	SDTE1	SDTE0
022h	Panel Interface Control 6	W	1	0	0	0	0	0	VEQWE2	VEQWE1	VEQWE0	0	0	0	0	0	0	0	0
090h	Frame Marker Position			FMKM	FMI2	FMI1	FMI0	0	0	0	FMP8	FMP7	FMP6	FMP5	FMP4	FMP3	FMP2	FMP1	FMP0
100h	Power Control 1			0	0	0	SAP	0	BT2	BT1	BT0	APE	AP2	AP1	AP0	0	0	SLP	STB
101h	Power Control 2			0	0	0	0	0	DC12	DC11	DC10	0	DC02	DC01	DC00	0	VC2	VC1	VC0
102h	Power Control 3			0	0	0	0	0	0	0	0	VREG1R	0	0	PON	VRH3	VRH2	VRH1	VRH0
103h	Power Control 4			0	0	VCOMG	VDV4	VDV3	VDV2	VDV1	VDV0	0	0	0	0	0	0	0	0
107h	Power Control 5			0	0	0	0	0	0	0	0	0	0	DCM1	DCM0	DCT3	DCT2	DCT1	DCT0
200h	Horizontal GRAM Address Set	W	1	0	0	0	0	0	0	0	0	AD7	AD6	AD5	AD4	AD3	AD2	AD1	AD0
201h	Vertical GRAM Address Set	W	1	0	0	0	0	0	0	0	AD16	AD15	AD14	AD13	AD12	AD11	AD10	AD9	AD8
202h	Write Data to GRAM	W	1	D[17:0] write to GRAM															
20Bh	Frame Rate and Color Control	W	1	0	0	0	0	0	0	0	0	0	0	0	0	FRS3	FRS2	FRS1	FRS0
210h	Horizontal Address Start Position	W	1	0	0	0	0	0	0	0	0	HSA7	HSA6	HSA5	HSA4	HSA3	HSA2	HSA1	HSA0
211h	Horizontal Address End Position	W	1	0	0	0	0	0	0	0	0	HEA7	HEA6	HEA5	HEA4	HEA3	HEA2	HEA1	HEA0
212h	Vertical Address Start Position	W	1	0	0	0	0	0	0	0	VSA8	VSA7	VSA6	VSA5	VSA4	VSA3	VSA2	VSA1	VSA0
213h	Vertical Address End Position	W	1	0	0	0	0	0	0	0	VEA8	VEA7	VEA6	VEA5	VEA4	VEA3	VEA2	VEA1	VEA0
280h	User Identification Code	R	1	0	0	0	0	0	0	0	0	0	0	0	0	UID3	UID2	UID1	UID0
281h	VCOM High Voltage (VCOMH)	W	1	0	0	0	0	0	0	0	0	0	0	VCM5	VCM4	VCM3	VCM2	VCM1	VCM0
290h	MTP VCM Programming	W	1	UID_PGM_EN	0	0	0	VCM_PGM_EN	0	0	0	0	0	MTP_D5	MTP_D4	MTP_D3	MTP_D2	MTP_D1	MTP_D0
291h	MTP VCM Status and Enable	R/W		PGM_CNT1	PGM_CNT0	VCM_D5	VCM_D4	VCM_D3	VCM_D2	VCM_D1	VCM_D0	0	0	0	0	0	0	0	VCM_EN
295h	MTP Programming Key	R/W		KEY15	KEY14	KEY13	KEY12	KEY11	KEY10	KEY9	KEY8	KEY7	KEY6	KEY5	KEY4	KEY3	KEY2	KEY1	KEY0
300h	Gamma Control 1	W	1	0	0	0	0	0	KP1[2]	KP1[1]	KP1[0]	0	0	0	0	0	KP0[2]	KP0[1]	KP0[0]
301h	Gamma Control 2	W	1	0	0	0	0	0	KP3[2]	KP3[1]	KP3[0]	0	0	0	0	0	KP2[2]	KP2[1]	KP2[0]
302h	Gamma Control 3	W	1	0	0	0	0	0	KP5[2]	KP5[1]	KP5[0]	0	0	0	0	0	KP4[2]	KP4[1]	KP4[0]
305h	Gamma Control 4	W	1	0	0	0	0	0	RP1[2]	RP1[1]	RP1[0]	0	0	0	0	0	RP0[2]	RP0[1]	RP0[0]
306h	Gamma Control 5	W	1	0	0	0	VRP1[4]	VRP1[3]	VRP1[2]	VRP1[1]	VRP1[0]	0	0	0	0	VRP0[3]	VRP0[2]	VRP0[1]	VRP0[0]

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307h	Gamma Control 6	W	1	0	0	0	0	0	0	KN1[2]	KN1[1]	KN1[0]	0	0	0	0	0	KN0[2]	KN0[1]	KN0[0]
308h	Gamma Control 7	W	1	0	0	0	0	0	0	KN3[2]	KN3[1]	KN3[0]	0	0	0	0	0	KN2[2]	KN2[1]	KN2[0]
309h	Gamma Control 8	W	1	0	0	0	0	0	0	KN5[2]	KN5[1]	KN5[0]	0	0	0	0	0	KN4[2]	KN4[1]	KN4[0]
30Ch	Gamma Control 9	W	1	0	0	0	0	0	0	RN1[2]	RN1[1]	RN1[0]	0	0	0	0	0	RN0[2]	RN0[1]	RN0[0]
30Dh	Gamma Control 10	W	1	0	0	0	VRN1[4]	VRN1[3]	VRN1[2]	VRN1[1]	VRN1[0]	0	0	0	0	VRN0[3]	VRN0[2]	VRN0[1]	VRN0[0]	
400h	Base Image Display Control 1	W	1	GS	0	NL5	NL4	NL3	NL2	NL1	NL0	0	0	SCN5	SCN4	SCN3	SCN2	SCN1	SCN0	
401h	Base Image Display Control 2	W	1	0	0	0	0	0	0	0	0	0	0	0	0	0	0	NDL	VLE	REV
404h	Base Image Display Control 3	W	1	0	0	0	0	0	0	0	0	VL8	VL7	VL6	VL5	VL4	VL3	VL2	VL1	VL0
500h	Partial Image 1 Display Position	W	1	0	0	0	0	0	0	0	0	PTDP08	PTDP07	PTDP06	PTDP05	PTDP04	PTDP03	PTDP02	PTDP01	PTDP00
510h	Partial Image 1 Area (Start Line)	W	1	0	0	0	0	0	0	0	0	PTSA08	PTSA07	PTSA06	PTSA05	PTSA04	PTSA03	PTSA02	PTSA01	PTSA00
502h	Partial Image 1 Area (End Line)	W	1	0	0	0	0	0	0	0	0	PTEA08	PTEA07	PTEA06	PTEA05	PTEA04	PTEA03	PTEA02	PTEA01	PTEA00
503h	Partial Image 2 Display Position	W	1	0	0	0	0	0	0	0	0	PTDP18	PTDP17	PTDP16	PTDP15	PTDP14	PTDP13	PTDP12	PTDP11	PTDP10
504h	Partial Image 2 Area (Start Line)	W	1	0	0	0	0	0	0	0	0	PTSA18	PTSA17	PTSA16	PTSA15	PTSA14	PTSA13	PTSA12	PTSA11	PTSA10
505h	Partial Image 2 Area (End Line)	W	1	0	0	0	0	0	0	0	0	PTEA18	PTEA17	PTEA16	PTEA15	PTEA14	PTEA13	PTEA12	PTEA11	PTEA10

### 8.2.1. Index (IR)

R/W	RS	D15	D14	D13	D12	D11	D10	D9	D8	D7	D6	D5	D4	D3	D2	D1	D0
W	0	-	-	-	-	-	ID10	ID9	ID8	ID7	ID6	ID5	ID4	ID3	ID2	ID1	ID0

The index register specifies the address of register (R000h ~ R7FFh) or RAM which will be accessed.

### 8.2.2. Device ID Read (R000h)

R/W	RS	D15	D14	D13	D12	D11	D10	D9	D8	D7	D6	D5	D4	D3	D2	D1	D0
R	1	1	0	0	1	0	0	1	1	0	0	1	0	0	1	1	0

The device code "9326" is read out when read this register.

### 8.2.3. Driver Output Control (R001h)

R/W	RS	D15	D14	D13	D12	D11	D10	D9	D8	D7	D6	D5	D4	D3	D2	D1	D0
W	1	0	0	0	0	0	SM	0	SS	0	0	0	0	0	0	0	0
Default		0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0

**SS:** Select the shift direction of outputs from the source driver.

When SS = 0, the shift direction of outputs is from S1 to S720

When SS = 1, the shift direction of outputs is from S720 to S1.

In addition to the shift direction, the settings for both SS and BGR bits are required to change the assignment of R, G, B dots to the source driver pins.

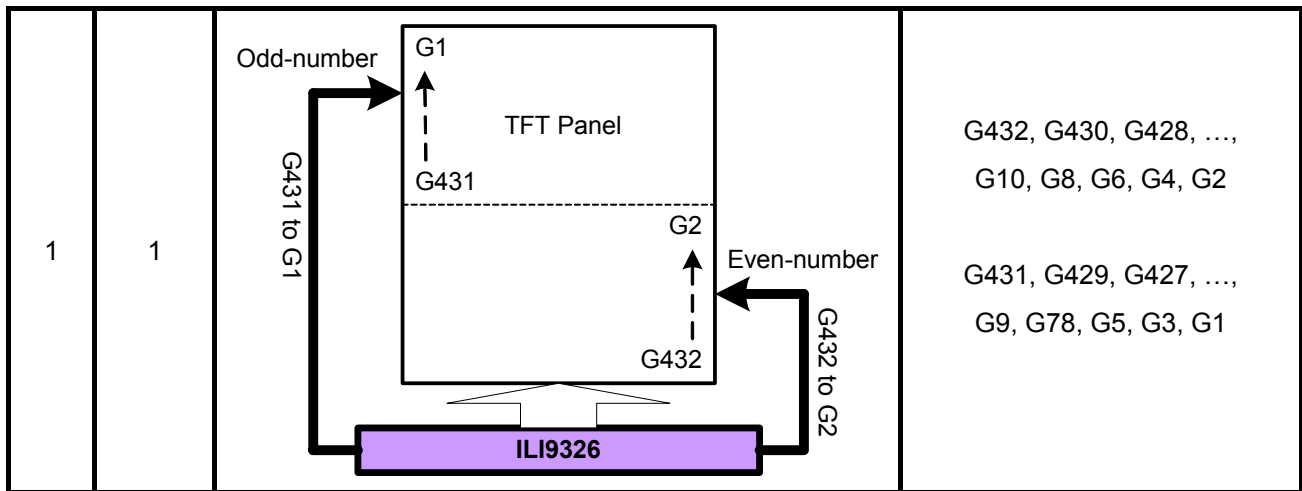
To assign R, G, B dots to the source driver pins from S1 to S720, set SS = 0.

To assign R, G, B dots to the source driver pins from S720 to S1, set SS = 1.

**When changing SS or BGR bits, RAM data must be rewritten.**

**SM:** Sets the gate driver pin arrangement in combination with the GS bit to select the optimal scan mode.

SM	GS	Scan Direction	Gate Output Sequence
0	0		<p>G1, G2, G3, G4, ..., G428 G429, G430, G431, G432</p>
0	1		<p>G432, G431, G430, ..., G6, G5, G4, G3, G2, G1</p>
1	0		<p>G1, G3, G5, G7, ..., G423 G425, G427, G429, G431</p> <p>G2, G4, G6, G8, ..., G424 G426, G428, G430, G432</p>



### 8.2.4. LCD Driving Wave Control (R002h)

R/W	RS	D15	D14	D13	D12	D11	D10	D9	D8	D7	D6	D5	D4	D3	D2	D1	D0
W	1	0	0	0	0	0	0	0	B/C	0	0	NW[5]	NW[4]	NW[3]	NW[2]	NW[1]	NW[0]
Default		0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0

**B/C** Frame/line inversion selection

0 : Frame inversion

1 : Line inversion

**NW[5:0]** Sets “n” for the line inversion

The polarity is inverted at an interval of n+1 lines

### 8.2.5. Entry Mode (R003h)

R/W	RS	D15	D14	D13	D12	D11	D10	D9	D8	D7	D6	D5	D4	D3	D2	D1	D0
W	1	TRI	DFM	0	BGR	0	0	HWM	0	ORG	0	I/D1	I/D0	AM	0	EPF[1]	EPF[0]
Default		0	0	0	0	0	0	0	0	0	0	1	1	0	0	0	0

**AM** Control the GRAM update direction.

When AM = “0”, the address is updated in horizontal writing direction.

When AM = “1”, the address is updated in vertical writing direction.

When a window area is set by registers R210h ~R213h, only the addressed GRAM area is updated based on I/D[1:0] and AM bits setting.

**I/D[1:0]** Control the address counter (AC) to automatically increase or decrease by 1 when update one pixel display data. Refer to the following figure for the details.

	I/D[1:0] = 00 Horizontal : decrement Vertical : decrement	I/D[1:0] = 01 Horizontal : increment Vertical : decrement	I/D[1:0] = 10 Horizontal : decrement Vertical : increment	I/D[1:0] = 11 Horizontal : increment Vertical : increment
AM = 0 Horizontal				
AM = 1 Vertical				

**Figure25 GRAM Access Direction Setting**

**ORG** Moves the origin address according to the ID setting when a window address area is made. This function is enabled when writing data with the window address area using high-speed RAM write.

ORG = "0": The origin address is not moved. In this case, specify the address to start write operation according to the GRAM address map within the window address area.

ORG = "1": The original address "00000h" moves according to the I/D[1:0] setting.

*Notes: 1. When ORG=1, only the origin address address"00000h" can be set in the RAM address set registers R20h, and R21h.*

*2. In RAM read operation, make sure to set ORG=0.*

**HWM** High speed write function control for the GRAM data writing.

HWM="0": High speed write function disabled.

HWM="1": High speed write function enabled. When HWM=1, make sure that AM=0.

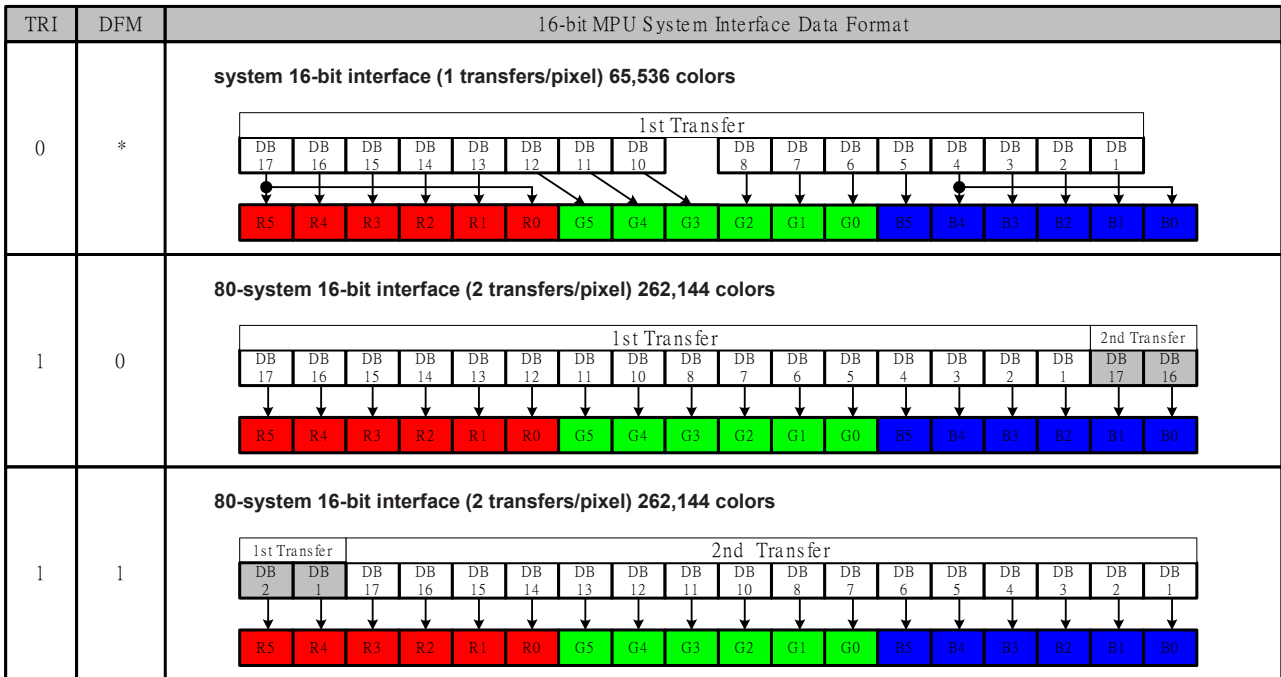
**BGR** Swap the R and B order of written data.

BGR="0": Follow the RGB order to write the pixel data.

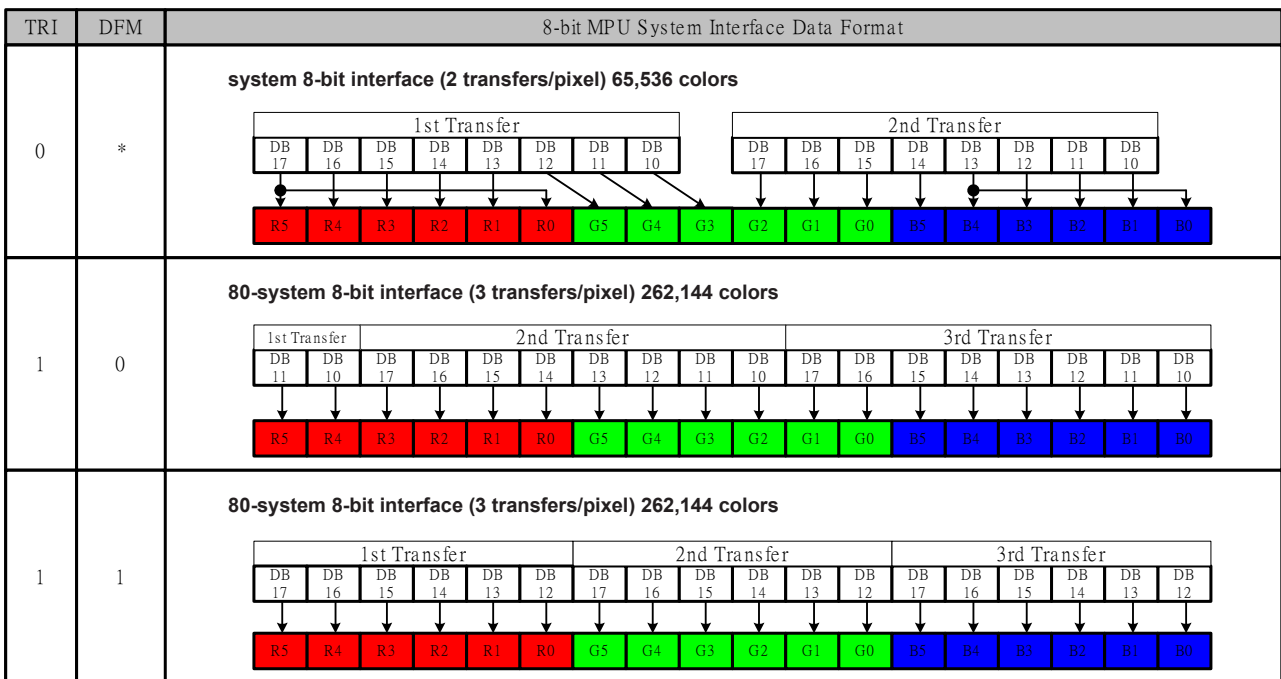
BGR="1": Swap the RGB data to BGR in writing into GRAM.

**TRI** When TRI = "1", data are transferred to the internal RAM in 8-bit x 3 transfers mode via the 8-bit interface. It is also possible to send data via the 16-bit interface or SPI in the transfer mode that realizes display in 262k colors in combination with DFM bits. When not using these interface modes, be sure to set TRI = "0".

**DFM** Set the mode of transferring data to the internal RAM when TRI = "1". See the following figures for details.



**Figure26 16-bit MPU System Interface Data Format**



**Figure27 8-bit MPU System Interface Data Format**

**EPF[1:0]** Set the data format when 16bbp (R,G,B) to 18 bbp (r, g, b) is stored in the internal GRAM. EFP settings are only effective when:

1. i80-system 16-bit interface, TRI=0
2. i80-system 8-bit interface, TRI=0
3. MDDI, DFM=1



4.

EPF[1:0]	Expand 16bbp (R,G,B) to 18 bbp (R, G, B)
00	MSB is inputted to LSB r[5:0] = {R[4:0], R[4]} g[5:0] = {G[5:0]} b[5:0] = {B[4:0], B[4]}
01	"0" is inputted to LSB r[5:0] = {R[4:0], 0} g[5:0] = {G[5:0]} b[5:0] = {B[4:0], 0}  Exception: R[4:0], B[4:0]=5'h1F → r[5:0], b[5:0] = 6'h3F
10	"1" is inputted to LSB r[5:0] = {R[4:0], 1} g[5:0] = {G[5:0]} b[5:0] = {B[4:0], 1}  Exception: R[4:0], B[4:0]=5'h00 → r[5:0], b[5:0] = 6'h00
11	Setting disabled

### 8.2.6. Outline Sharpening (R006h)

R/W	RS	D15	D14	D13	D12	D11	D10	D9	D8	D7	D6	D5	D4	D3	D2	D1	D0
W	1	EGMODE	0	0	0	0	0	AVST2	AVST1	AVST0	ADST2	ADST1	ADST0	DTHU1	DTHU0	DTHL1	DTHL0
Default		0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0

**EGMODE:** Sets outline sharpening mode when EGMODE=1.

When outline sharpening function is enabled, data is written into GRAM according to outline sharpening process.

**AVST[2:0]:** Sets coefficients of smoothing edges between neighboring pixels.

AVST[2:0]	Coefficients
3'h0	0.125
3'h1	0.250
3'h2	0.375
3'h3	0.500
3'h4	0.625
3'h5	0.750
3'h6	0.875
3'h7	1.000

**ADST[2:0]:** Sets the added coefficients for the outline sharpening operation.

ADST[2:0]	Added Coefficients
3'h0	0.0
3'h1	0.5
3'h2	1.0
3'h3	1.5

3'h4	2.0
3'h5	2.5
3'h6	3.0
3'h7	3.5

**DTHU[1:0]:** Sets the higher threshold of the brightness band of the object on which edge enhancement is performed.

DTHU[1:0]	Higher Threshold
2'h0	15
2'h1	31
2'h2	47
2'h3	63

**DTHL[1:0]:** Sets the lower threshold of the brightness band of the object on which edge enhancement is performed.

DTHL[1:0]	Lower Threshold
2'h0	0
2'h1	Setting disabled
2'h2	1
2'h3	2

### 8.2.7. Display Control 1 (R007h)

R/W	RS	D15	D14	D13	D12	D11	D10	D9	D8	D7	D6	D5	D4	D3	D2	D1	D0
W	1	0	0	PTDE1	PTDE0	0	0	0	BASEE	0	VON	GON	DTE	0	0	D1	D0
Default		0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0

**D[1:0]** Set D[1:0]="11" to turn on the display panel, and D[1:0]="00" to turn off the display panel.

A graphics display is turned on the panel when writing D1 = "1", and is turned off when writing D1 = "0".

When writing D1 = "0", the graphics display data is retained in the internal GRAM and the ILI9326 displays the data when writing D1 = "1". When D1 = "0", i.e. while no display is shown on the panel, all source outputs becomes the GND level to reduce charging/discharging current, which is generated within the LCD while driving liquid crystal with AC voltage.

When the display is turned off by setting D[1:0] = "01", the ILI9326 continues internal display operation.

When the display is turned off by setting D[1:0] = "00", the ILI9326 internal display operation is halted completely. In combination with the GON, DTE setting, the D[1:0] setting controls display ON/OFF.

D1	D0	BASEE	Source Output	FMARK Signal	ILI9326 internal operation
0	0	-	GND	Halt	Halt
0	1	-	GND	Operate	Operate
1	0	-	Non-lit display	Operate	Operate

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1	1	0	Non-lit display	Operate	Operate
<b>1</b>	<b>1</b>	<b>1</b>	<b>Base image display</b>	<b>Operate</b>	<b>Operate</b>

- Note: 1. data write operation from the microcontroller is performed irrespective of the setting of D[1:0] bits.  
2. The D[1:0] setting is valid on both 1<sup>st</sup> and 2<sup>nd</sup> displays.  
3. The non-lit display level from the source output pins is determined byPTS[2:0] setting.

**GON and DTE** Set the output level of gate driver G1 ~ G432 as follows

APE	GON	DTE	G1 ~G432 Gate Output
0	-	-	GND
1	0	0	VGH
	0	1	VGH
	1	0	VGL
	<b>1</b>	<b>1</b>	<b>VGH/VGL Normal Display</b>

**VON** Start VCOM output when VON=1. VCOM amplitude is decided by combination of VCON and VCOMG bits settings.

VON	VCOMG	VCOM output
0	0	GND
0	1	GND
1	0	Amplitude= VCOMH - GND
<b>1</b>	<b>1</b>	Amplitude= VCOMH - VCOML

**BASEE** Base image display enable bit.

When BASEE = "0", no base image is displayed. ILI9326 drives liquid crystal at non-lit display level or displays only partial images.

When BASEE = "1", the base image is displayed. The D[1:0] setting has higher priority over the BASEE setting.

**PTDE[1:0]** Partial image 2 and Partial image 1 enable bits

PTDE1/0 = 0: turns off partial image. Only base image is displayed.

PTDE1/0 = 1: turns on partial image. Set the base image display enable bit to 0 (BASEE = 0).

### 8.2.8. Display Control 2 (R008h)

R/W	RS	D15	D14	D13	D12	D11	D10	D9	D8	D7	D6	D5	D4	D3	D2	D1	D0
W	1	0	0	0	0	FP3	FP2	FP1	FP0	0	0	0	0	BP3	BP2	BP1	BP0
Default		0	0	0	0	1	0	0	0	0	0	0	0	1	0	0	0

**FP[3:0]/BP[3:0]**

The FP[3:0] and BP[3:0] bits specify the line number of front and back porch periods respectively.

When setting the FP[3:0] and BP[3:0] value, the following conditions shall be met:

$$BP + FP \leq 16 \text{ lines}$$

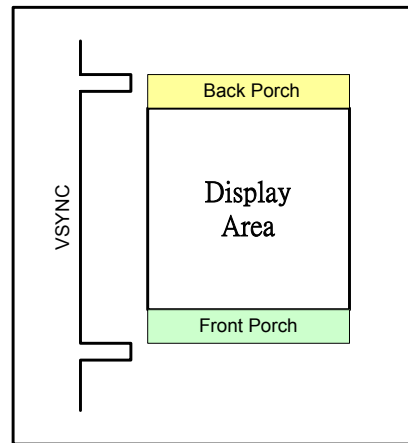
**FP ≥ 2 lines**

**BP ≥ 2 lines**

Set the BP[3:0] and FP[3:0] bits as below for each operation modes

Operation Mode	BP	FP	BP+FP
180 System Interface Operation Mode	BP ≥ 2 lines	FP ≥ 2 lines	FP +BP ≤ 16 lines
RGB interface Operation	BP ≥ 2 lines	FP ≥ 2 lines	FP +BP ≤ 16 lines
VSYNC interface Operation	BP ≥ 2 lines	FP ≥ 2 lines	FP +BP = 16 lines

FP[3:0]	Number of lines for Front Porch
BP[3:0]	Number of lines for Back Porch
0000	Setting Prohibited
0001	Setting Prohibited
0010	2 lines
0011	3 lines
0100	4 lines
0101	5 lines
0110	6 lines
0111	7 lines
1000	8 lines
1001	9 lines
1010	10 lines
1011	11 lines
1100	12 lines
1101	13 lines
1110	14 lines
1111	Setting Prohibited



Note: The output timing to the LCD is delayed by 2 lines period from the input of synchronizing signal.

### 8.2.9. Display Control 3 (R009h)

R/W	RS	D15	D14	D13	D12	D11	D10	D9	D8	D7	D6	D5	D4	D3	D2	D1	D0
W	1	0	0	0	0	PTV	PTS2	PTS1	PTS0	0	0	PTG1	PTG0	ISC3	ISC2	ISC1	ISC0
Default		0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0

**ISC[3:0]:** Specify the scan cycle interval of gate driver in non-display area when PTG[1:0]="10" to select interval scan. Then scan cycle is set as odd number from 0~31 frame periods. The polarity is inverted every scan cycle.

ISC3	ISC2	ISC1	ISC0	Scan Cycle	f <sub>FLM</sub> =60 Hz
0	0	0	0	0 frame	-
0	0	0	1	3 frame	50ms
0	0	1	0	5 frame	84ms
0	0	1	1	7 frame	117ms
0	1	0	0	9 frame	150ms
0	1	0	1	11 frame	184ms
0	1	1	0	13 frame	217ms
0	1	1	1	15 frame	251ms
1	0	0	0	17 frame	284ms
1	0	0	1	19 frame	317ms
1	0	1	0	21 frame	351ms
1	0	1	1	23 frame	384ms
1	1	0	0	25 frame	418ms

1	1	0	1	27 frame	451ms
1	1	1	0	29 frame	484ms
1	1	1	1	31 frame	518ms

**PTG[1:0]** Set the scan mode in non-display area.

PTG1	PTG0	Gate outputs in non-display area	Source outputs in non-display area	Vcom output
0	0	Normal scan	Set with the PTS[2:0] bits	VcomH/VcomL
0	1	Setting Prohibited	-	-
1	0	Interval scan	Set with the PTS[2:0] bits	VcomH/VcomL
1	1	Setting Prohibited	-	-

**PTS[2:0]**

Set the source output level in non-display area drive period (front/back porch period and blank area between partial displays).

When PTS[2] = 1, the operation of amplifiers which generates the grayscales other than V0 and V63 are halted and the step-up clock frequency becomes half the normal frequency in non-display drive period in order to reduce power consumption.

PTS[2:0]	Source output level		Grayscale amplifier in operation	Step-up clock frequency
	Positive polarity	Negative polarity		
000	V63	V0	V63 to V0	Register Setting(DC1, DC0)
001	Setting Prohibited	Setting Prohibited	-	-
010	GND	GND	V63 to V0	Register Setting(DC1, DC0)
011	Hi-Z	Hi-Z	V63 to V0	Register Setting(DC1, DC0)
100	V63	V0	V63 and V0	1/2 frequency setting by DC1, DC0
101	Setting Prohibited	Setting Prohibited	-	-
110	GND	GND	V63 and V0	1/2 frequency setting by DC1, DC0
111	Hi-Z	Hi-Z	V63 and V0	1/2 frequency setting by DC1, DC0

- Notes: 1. The power efficiency can be improved by halting grayscale amplifiers and slowing down the step-up clock frequency only in non-display drive period.  
2. The gate output level in non-lit display area drive period is determined by PTG[1:0].

**PTV** Set the VCOM output in non-display area drive period.

PTV	VCOM operation in non-lit display drive period
0	Normal operation
1	Halts VCOM operation

**8.2.10. Low Power Control (R00Bh)**

R/W	RS	D15	D14	D13	D12	D11	D10	D9	D8	D7	D6	D5	D4	D3	D2	D1	D0
W	1	0	0	0	0	0	0	0	0	0	0	0	VEM	0	0	0	COL
Default		0	0	0	0	0	0	0	0	0	0	0	1	0	0	0	0

**COL** 8-color display mode selection.

COL	Display color
0	262,144 colors

1	8 colors
---	----------

**VEM** VCOM equalize selection.

VEM	VCOM Equalize selection
0	Disabled
1	Enable

Note: make sure that  $VCI < VCOMH$  and  $GND > VCOML$ , when using this function.

### 8.2.11. RGB Display Interface Control 1 (R00Ch)

R/W	RS	D15	D14	D13	D12	D11	D10	D9	D8	D7	D6	D5	D4	D3	D2	D1	D0
W	1	0	ENC2	ENC1	ENC0	0	0	0	RM	0	0	DM1	DM0	0	0	RIM1	RIM0
Default		0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0

**RIM[1:0]** Select the RGB interface data width.

RIM1	RIM0	RGB Interface Mode
0	0	18-bit RGB interface (1 transfer/pixel), DB[17:0]
0	1	16-bit RGB interface (1 transfer/pixel), DB[17:13] and DB[11:1]
1	0	6-bit RGB interface (3 transfers/pixel), DB[17:12]
1	1	Setting disabled

Note1: Registers are set only by the system interface.

Note2: Be sure that one pixel (3 dots) data transfer finished when interface switch.

**DM[1:0]** Select the display operation mode.

DM1	DM0	Display Interface
0	0	Internal system clock
0	1	RGB interface
1	0	VSYNC interface
1	1	Setting disabled

The DM[1:0] setting allows switching between internal clock operation mode and external display interface operation mode. However, switching between the RGB interface operation mode and the VSYNC interface operation mode is prohibited.

**RM** Select the interface to access the GRAM.

Set RM to "1" when writing display data by the RGB interface.

RM	Interface for RAM Access
0	System interface/VSYNC interface
1	RGB interface

Display State	Operation Mode	RAM Access (RM)	Display Operation Mode (DM[1:0])
Still pictures	Internal clock operation	System interface (RM = 0)	Internal clock operation (DM[1:0] = 00)
Moving pictures	RGB interface (1)	RGB interface (RM = 1)	RGB interface (DM[1:0] = 01)
Rewrite still picture area while RGB interface		System interface	RGB interface

Displaying moving pictures.		(RM = 0)	(DM[1:0] = 01)
Moving pictures	VSYNC interface	System interface	VSYNC interface
		(RM = 0)	(DM[1:0] = 10)

Note 1: Registers are set only via the system interface or SPI interface.

Note 2: Refer to the flowcharts of “RGB Input Interface” section for the mode switch.

**ENC[2:0]** Set the GRAM write cycle through the RGB interface

ENC[2:0]	GRAM Write Cycle (Frame periods)
000	1 Frame
001	2 Frames
010	3 Frames
011	4 Frames
100	5 Frames
101	6 Frames
110	7 Frames
111	8 Frames

### 8.2.12. RGB Display Interface Control 2 (R00Fh)

R/W	RS	D15	D14	D13	D12	D11	D10	D9	D8	D7	D6	D5	D4	D3	D2	D1	D0
W	1	0	0	0	0	0	0	0	0	0	0	0	VSPL	HSPL	0	EPL	DPL
Default		0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0

**DPL:** Sets the signal polarity of the DOTCLK pin.

DPL = “0” The data is input on the rising edge of DOTCLK

DPL = “1” The data is input on the falling edge of DOTCLK

**EPL:** Sets the signal polarity of the ENABLE pin.

EPL = “0” The data DB17-0 is written when ENABLE = “0”. Disable data write operation when ENABLE = “1”.

EPL = “1” The data DB17-0 is written when ENABLE = “1”. Disable data write operation when ENABLE = “0”.

**HSPL:** Sets the signal polarity of the SYNC pin.

HSPL = “0” Low active

HSPL = “1” High active

**VSPL:** Sets the signal polarity of the VSYNC pin.

VSPL = “0” Low active

VSPL = “1” High active

### 8.2.13. Panel Interface Control 1 (R010h)

R/W	RS	D15	D14	D13	D12	D11	D10	D9	D8	D7	D6	D5	D4	D3	D2	D1	D0
W	1	0	0	0	0	0	0	DIV11	DIV10	0	0	0	RTNI4	RTNI3	RTNI2	RTNI1	RTNI0
Default		0	0	0	0	0	0	0	0	0	0	0	1	0	0	0	0

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**RTNI[4:0]:** Sets 1H (line) clock number of internal clock operating mode. In this mode, ILI9326 display operation is synchronized with internal clock signal.

RTNI[4:0]	Clocks/Line	RTNI[4:0]	Clocks/Line
00000~01111	Setting Disabled	11000	24 clocks
10000	16 clocks	11001	25 clocks
10001	17 clocks	11010	26 clocks
10010	18 clocks	11011	27 clocks
10011	19 clocks	11100	28 clocks
10100	20 clocks	11101	29 clocks
10101	21 clocks	11110	30 clocks
10110	22 clocks	11111	31 clocks
10111	23 clocks		

**DIVI[1:0]:** Sets the division ratio of internal clock frequency.

DIVI1	DIVI0	Division Ratio	Internal Operation Clock Frequency
0	0	1	fosc / 1
0	1	2	fosc / 2
1	0	4	fosc / 4
1	1	8	fosc / 8

### 8.2.14. Panel Interface Control 2 (R011h)

R/W	RS	D15	D14	D13	D12	D11	D10	D9	D8	D7	D6	D5	D4	D3	D2	D1	D0
W	1	0	0	0	0	0	NOWI[2]	NOWI[1]	NOWI[0]	0	0	0	0	0	SDTI2	SDTI1	SDTI0
Default		0	0	0	0	0	1	1	0	0	0	0	0	0	0	0	0

**NOWI[2:0]:** Sets the gate output non-overlap period when the ILI9326 display operation is synchronized with internal clock signal.

NOWI[2:0]	Gate Non-overlap Period
000	0 clocks
001	1 clocks
010	2 clocks
011	3 clocks
100	4 clocks
101	5 clocks
110	6 clocks
111	7 clocks

Note: The gate output non-overlap period is defined by the number of frequency-divided internal clocks, the frequency of which is determined by instruction (DIVI), from the reference point.

**SDTI[2:0]:** Sets the source output delay period from the reference point.

SDTI[2:0]	Source output delay period
000	0 clocks
001	1 clocks
010	2 clocks
011	3 clocks
100	4 clocks
101	5 clocks



110	6 clocks
111	7 clocks

Note:

1. The number of clocks in the table setting is measured from the reference point.
2. 1 clock = internal oscillation clock period x division ratio.

### 8.2.15. Panel Interface Control 3 (R012h)

R/W	RS	D15	D14	D13	D12	D11	D10	D9	D8	D7	D6	D5	D4	D3	D2	D1	D0
W	1	0	0	0	0	0	VEQW11	VEQW10	0	0	0	0	0	0	0	0	0
Default		0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0

**VEQW1[1:0]:** Sets low power VCOM drive period.

VEQW1[1:0]	Source Output Position
00	0 (internal clock)
01	1 clocks
10	2 clocks
11	3 clocks

Note: The internal clock is the frequency divided clock, which is set by DIV1[1:0] bits.

### 8.2.16. Panel Interface Control 4 (R020h)

R/W	RS	D15	D14	D13	D12	D11	D10	D9	D8	D7	D6	D5	D4	D3	D2	D1	D0
W	1	0	0	0	0	0	DIVE1	DIVE0	0	0	RTNE5	RTNE4	RTNE3	RTNE2	RTNE1	RTNE0	
Default		0	0	0	0	0	0	1	0	0	0	1	0	0	0	0	0

**RTNE[5:0]:** Sets RTNE in combination with DIVE so that the number of DOTCLK calculated from the following formula becomes the number of DOTCLK included in 1H (line) period, when the ILI9326 display operation is synchronized with RGB interface signals.

$$DIVE \text{ (division ratio)} \times RTNE \text{ (DOTCLKs)} \leq \text{DOTCLKs in 1H period.}$$

RTNE[5:0]	Clocks per line period (1H)	RTNE[5:0]	Clocks per line period (1H)	RTNE[5:0]	Clocks per line period (1H)	RTNE[5:0]	Clocks per line period (1H)
00h	Setting Prohibited	10h	16 clocks	20h	32 clocks	30h	48 clocks
01h	Setting Prohibited	11h	17 clocks	21h	33 clocks	31h	49 clocks
02h	Setting Prohibited	12h	18 clocks	22h	34 clocks	32h	50 clocks
03h	Setting Prohibited	13h	19 clocks	23h	35 clocks	33h	51 clocks
04h	Setting Prohibited	14h	20 clocks	24h	36 clocks	34h	52 clocks
05h	Setting Prohibited	15h	21 clocks	25h	37 clocks	35h	53 clocks
06h	Setting Prohibited	16h	22 clocks	26h	38 clocks	36h	54 clocks
07h	Setting Prohibited	17h	23 clocks	27h	39 clocks	37h	55 clocks
08h	Setting Prohibited	18h	24 clocks	28h	40 clocks	38h	56 clocks
09h	Setting Prohibited	19h	25 clocks	29h	41 clocks	39h	57 clocks
0ah	Setting Prohibited	1ah	26 clocks	2ah	42 clocks	3ah	58 clocks
0bh	Setting Prohibited	1bh	27 clocks	2bh	43 clocks	3bh	59 clocks
0ch	Setting Prohibited	1ch	28 clocks	2ch	44 clocks	3ch	60 clocks
0dh	Setting Prohibited	1dh	29 clocks	2dh	45 clocks	3dh	61 clocks
0eh	Setting Prohibited	1eh	30 clocks	2eh	46 clocks	3eh	62 clocks
0fh	Setting Prohibited	1fh	31 clocks	2fh	47 clocks	3fh	63 clocks

**DIVE[1:0]:** Sets the division ratio of DOTCLK. The ILI9326 internal operation is synchronized with the

frequency-divided DOTCLK, the frequency of which is divided by the division ratio set by DIVE[1:0]. This setting is enabled while the ILI9326 display operation is synchronized with RGB interface signals.

DIVE[1:0]	Division Ratio	18/16-bit RGB Interface	DOTCLK=5MHz	6-bit x 3 Transfers RGB Interface	DOTCLK=5MHz
00	Setting Prohibited	Setting Prohibited	-	Setting Prohibited	-
01	1/4	4 DOTCLKS	0.8 $\mu$ s	12 DOTCLKS	0.8 $\mu$ s
10	1/8	8 DOTCLKS	1.6 $\mu$ s	24 DOTCLKS	1.6 $\mu$ s
11	1/16	16 DOTCLKS	3.2 $\mu$ s	48 DOTCLKS	3.2 $\mu$ s

### 8.2.17. Panel Interface Control 5 (R021h)

R/W	RS	D15	D14	D13	D12	D11	D10	D9	D8	D7	D6	D5	D4	D3	D2	D1	D0
W	1	0	0	0	0	NOWE[3]	NOWE[2]	NOWE[1]	NOWE[0]	0	0	0	0	SDTE3	SDTE2	SDTE1	SDTE0
Default		0	0	0	0	1	1	0	0	0	0	0	0	0	0	0	0

**NOWE[2:0]:** Sets the gate output non-overlap period when the ILI9326 display operation is synchronized with RGB interface signals.

NOWE[3:0]	Gate Non-overlap Period	NOWE[3:0]	Gate Non-overlap Period
0000	0 clocks	1000	8 clocks
0001	1 clocks	1001	9 clocks
0010	2 clocks	1010	10 clocks
0011	3 clocks	1011	11 clocks
0100	4 clocks	1100	12 clocks
0101	5 clocks	1101	13 clocks
0110	6 clocks	1110	14 clocks
0111	7 clocks	1111	15 clocks

Note: 1 clock = (number of data transfer/pixel) x DIVE (division ratio) [DOTCLK]

**SDTE[3:0]:** Sets the source output delay period from the reference point, when ILI9326 is synchronized with DOTCLK.

SDTE[3:0]	Source output delay period	SDTE[3:0]	Source output delay period
4'h0	0 clocks	4'h8	8 clocks
4'h1	1 clocks	4'h9	9 clocks
4'h2	2 clocks	4'hA	10 clocks
4'h3	3 clocks	4'hB	11 clocks
4'h4	4 clocks	4'hC	12 clocks
4'h5	5 clocks	4'hD	13 clocks
4'h6	6 clocks	4'hE	14 clocks
4'h7	7 clocks	4'hF	15 clocks

Note:

1. The number of clocks in the table setting is measured from the reference point.
2. 1 clock = DOTCLK period x division ratio.

### 8.2.18. Panel Interface Control 6 (R022h)

R/W	RS	D15	D14	D13	D12	D11	D10	D9	D8	D7	D6	D5	D4	D3	D2	D1	D0
W	1	0	0	0	0	VEQWE2	VEQWE1	VEQWE0	0	0	0	0	0	0	0	0	0
Default		0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0

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**VEQWE[2:0]:** Sets low power VCOM drive period. This setting is enabled when ILI9326 display operation is synchronized with RGB interface clock.

<b>VEQWE [2:0]</b>	<b>Source Output Position</b>
000	Setting inhibited
001	1 clocks
010	2 clocks
011	3 clocks
100	4 clocks
101	5 clocks
110	6 clocks
111	7 clocks

Note: 1 clock = number of data transfer/pixel x DIVE[2:0] DOTCLK.

### 8.2.19. Frame Marker Position (R090h)

R/W	RS	D15	D14	D13	D12	D11	D10	D9	D8	D7	D6	D5	D4	D3	D2	D1	D0
W	1	FMKM	FMI2	FMI1	FMI0	0	0	0	FMP8	FMP7	FMP6	FMP5	FMP4	FMP3	FMP2	FMP1	FMP0
Default		0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0

**FMP[8:0]** Sets the output position of frame cycle (frame marker).

When FMP[8:0]=0, a high-active pulse FMARK is output at the start of back porch period for one display line period (1H).

Make sure the  $9'h000 \leq FMP \leq BP+NL+FP$

<b>FMP[8:0]</b>	<b>FMARK Output Position</b>
9'h000	0 <sup>th</sup> line
9'h001	1 <sup>st</sup> line
9'h002	2 <sup>nd</sup> line
9'h003	3 <sup>rd</sup> line
.	.
.	.
.	.
9'h1BD	445 <sup>th</sup> line
9'h1BE	446 <sup>th</sup> line
9'h1BF	447 <sup>th</sup> line

**FMI[2:0]** Set the output interval of FMARK signal according to the display data rewrite cycle and data transfer rate.

**FMKM** When FMKM=1, ILI9326 starts to output FMARK signal in the output interval set by FMI[2:0] bits.

<b>FMI[2:0]</b>	<b>Output Interval</b>
000	1 frame
001	2 frame
011	4 frame
101	6 frame
Others	Setting disabled

### 8.2.20. Power Control 1 (R100h)

R/W	RS	D15	D14	D13	D12	D11	D10	D9	D8	D7	D6	D5	D4	D3	D2	D1	D0
W	1	0	0	0	SAP	0	BT2	BT1	BT0	APE	AP2	AP1	AP0	0	0	SLP	STB
Default		0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0

**SLP:** When SLP = 1, ILI9326 enters the sleep mode and the display operation stops except the RC oscillator to reduce the power consumption. In the sleep mode, the GRAM data and instructions cannot be updated except the following two instructions.

- a. Exit sleep mode (SLP = "0")
- b. Start oscillation

**STB:** When STB = 1, ILI9326 enters the standby mode and the display operation stops except the GRAM power supply to reduce the power consumption. In the sleep mode, the GRAM data and instructions cannot be updated except the following two instructions.

- a. Exit standby mode (STB = "0")
- b. Start oscillation

**AP[2:0]:** Adjusts the constant current in the operational amplifier circuit in the LCD power supply circuit. The larger constant current enhances the drivability of the LCD, but it also increases the current consumption. Adjust the constant current taking the trade-off into account between the display quality and the current consumption. In no-display period, set AP[2:0] = "000" to halt the operational amplifier circuits and the step-up circuits to reduce current consumption.

AP[2:0]	Gamma driver amplifiers	Source driver amplifiers
000	Halt	Halt
001	1.00	1.00
010	1.00	0.75
011	1.00	0.50
100	0.75	1.00
101	0.75	0.75
110	0.75	0.50
111	0.50	0.50

**SAP:** Source Driver output control

SAP=0, Source driver is disabled.

SAP=1, Source driver is enabled.

When starting the charge-pump of LCD in the Power ON stage, make sure that SAP=0, and set the SAP=1, after starting up the LCD power supply circuit.

**APE:** Power supply enable bit.

Set APE = "1" to start the generation of power supply according to the power supply startup sequence.

**BT[2:0]:** Sets the factor used in the step-up circuits.

Select the optimal step-up factor for the operating voltage. To reduce power consumption, set a smaller factor.

BT[2:0]	DDVDH	VCL	VGH	VGL
3'h0	Vci1 x 2	- Vci1	Vci1 x 6	- Vci1 x 5
3'h1	Vci1 x 2	- Vci1		- Vci1 x 4
3'h2				- Vci1 x 3
3'h3	Vci1 x 2	- Vci1	Vci1 x 5	- Vci1 x 5
3'h4				- Vci1 x 4
3'h5				- Vci1 x 3
3'h6	Vci1 x 2	- Vci1	Vci1 x 4	- Vci1 x 4
3'h7				- Vci1 x 3

Notes: 1. Connect capacitors to the capacitor connection pins when generating DDVDH, VGH, VGL and VCL levels.

2. Make sure DDVDH = 6.0V (max.), VGH = 15.0V (max.), VGL = - 12.5V (max) and VCL = -3.0V (max.)

### 8.2.21. Power Control 2 (R101h)

R/W	RS	D15	D14	D13	D12	D11	D10	D9	D8	D7	D6	D5	D4	D3	D2	D1	D0
W	1	0	0	0	0	0	DC12	DC11	DC10	0	DC02	DC01	DC00	0	VC2	VC1	VC0
Default		0	0	0	0	0	1	1	0	0	1	1	0	0	0	0	0

**VC[2:0]** Sets the ratio factor of VciLVL to generate the reference voltages VciOUT and Vci1.

VC2	VC1	VC0	VciOUT reference voltage	Vci1 voltage
0	0	0		0.95 x Vci
0	0	1		0.90 x Vci
0	1	0		0.85 x Vci
0	1	1		0.80 x Vci
1	0	0		0.75 x Vci
1	0	1		0.70 x Vci
1	1	0		Disabled
1	1	1		1.0 x Vci

**DC0[2:0]:** Selects the operating frequency of the step-up circuit 1. The higher step-up operating frequency enhances the drivability of the step-up circuit and the quality of display but increases the current consumption. Adjust the frequency taking the trade-off between the display quality and the current consumption into account.

**DC1[2:0]:** Selects the operating frequency of the step-up circuit 2. The higher step-up operating frequency enhances the drivability of the step-up circuit and the quality of display but increases the current consumption. Adjust the frequency taking the trade-off between the display quality and the current consumption into account.

DC02	DC01	DC00	Step-up circuit1 step-up frequency (f <sub>DCDC1</sub> )	DC12	DC11	DC10	Step-up circuit2 step-up frequency (f <sub>DCDC2</sub> )
0	0	0	Fosc	0	0	0	Fosc / 4
0	0	1	Fosc / 2	0	0	1	Fosc / 8
0	1	0	Fosc / 4	0	1	0	Fosc / 16
0	1	1	Fosc / 8	0	1	1	Fosc / 32

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1	0	0	Fosc / 16	1	0	0	Fosc / 64
1	0	1	Fosc / 32	1	0	1	Fosc / 128
1	1	0	Fosc / 64	1	1	0	Fosc / 256
1	1	1	Halt step-up circuit 1	1	1	1	Halt step-up circuit 2

Note: Be sure  $f_{DCDC1} \geq f_{DCDC2}$  when setting DC0[2:0] and DC1[2:0].

### 8.2.22. Power Control 3 (R102h)

R/W	RS	D15	D14	D13	D12	D11	D10	D9	D8	D7	D6	D5	D4	D3	D2	D1	D0
W	1	0	0	0	0	0	0	0	0	VREG1R	0	0	PON	VRH3	VRH2	VRH1	VRH0
Default		0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0

**VRH[3:0]** Set the amplifying rate (1.6 ~ 2.4) of VciLVL applied to output the VREG1OUT level, which is a reference level for the VCOM level and the grayscale voltage level.

**VREG1R:** Select the external reference voltage VCILVL or internal reference voltage VCIR.

VREG1R	VREG1OUT Generating Reference Voltage
0	External reference voltage VCILVL (default)
1	Internal reference voltage 2.5V

VREG1R =0				
VRH3	VRH2	VRH1	VRH0	VREG1OUT
0	0	0	0	Halt
0	0	0	1	VciLVL x 2.00
0	0	1	0	VciLVL x 2.05
0	0	1	1	VciLVL x 2.10
0	1	0	0	VciLVL x 2.20
0	1	0	1	VciLVL x 2.30
0	1	1	0	VciLVL x 2.40
0	1	1	1	VciLVL x 2.40
1	0	0	0	VciLVL x 1.60
1	0	0	1	VciLVL x 1.65
1	0	1	0	VciLVL x 1.70
1	0	1	1	VciLVL x 1.75
1	1	0	0	VciLVL x 1.80
1	1	0	1	VciLVL x 1.85
1	1	1	0	VciLVL x 1.90
1	1	1	1	VciLVL x 1.95

VREG1R =1				
VRH3	VRH2	VRH1	VRH0	VREG1OUT
0	0	0	0	Halt
0	0	0	1	2.5V x 2.00 = 5.000V
0	0	1	0	2.5V x 2.05 = 5.125V
0	0	1	1	2.5V x 2.10 = 5.250V
0	1	0	0	2.5V x 2.20 = 5.500V
0	1	0	1	2.5V x 2.30 = 5.750V
0	1	1	0	2.5V x 2.40 = 6.000V
0	1	1	1	2.5V x 2.40 = 6.000V
1	0	0	0	2.5V x 1.60 = 4.000V
1	0	0	1	2.5V x 1.65 = 4.125V
1	0	1	0	2.5V x 1.70 = 4.250V
1	0	1	1	2.5V x 1.75 = 4.375V
1	1	0	0	2.5V x 1.80 = 4.500V
1	1	0	1	2.5V x 1.85 = 4.625V
1	1	1	0	2.5V x 1.90 = 4.750V
1	1	1	1	2.5V x 1.95 = 4.875V

When  $VCI < 2.5V$ , Internal reference voltage will be same as VCI.

Make sure that VC and VRH setting restriction:  $VREG1OUT \leq (DDVDH - 0.5)V$ .

**PON** Control ON/OFF of circuit3 (VGL) output.

PON	VLOUT3 Power On/Off Control
0	VGL output is disable
1	VGL output is enable

### 8.2.23. Power Control 4 (R103h)

R/W	RS	D15	D14	D13	D12	D11	D10	D9	D8	D7	D6	D5	D4	D3	D2	D1	D0
W	1	0	0	VCOMG	VDV4	VDV3	VDV2	VDV1	VDV0	0	0	0	0	0	0	0	0

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Default	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
---------	---	---	---	---	---	---	---	---	---	---	---	---	---	---	---	---	---

**VDV[4:0]** Select the factor of VREG1OUT to set the amplitude of Vcom alternating voltage from 0.70 to 1.32x VREG1OUT .

VDV4	VDV3	VDV2	VDV1	VDV0	VCOM amplitude	VDV4	VDV3	VDV2	VDV1	VDV0	VCOM amplitude
0	0	0	0	0	VREG1OUT x 0.70	1	0	0	0	0	VREG1OUT x 1.02
0	0	0	0	1	VREG1OUT x 0.72	1	0	0	0	1	VREG1OUT x 1.04
0	0	0	1	0	VREG1OUT x 0.74	1	0	0	1	0	VREG1OUT x 1.06
0	0	0	1	1	VREG1OUT x 0.76	1	0	0	1	1	VREG1OUT x 1.08
0	0	1	0	0	VREG1OUT x 0.78	1	0	1	0	0	VREG1OUT x 1.10
0	0	1	0	1	VREG1OUT x 0.80	1	0	1	0	1	VREG1OUT x 1.12
0	0	1	1	0	VREG1OUT x 0.82	1	0	1	1	0	VREG1OUT x 1.14
0	0	1	1	1	VREG1OUT x 0.84	1	0	1	1	1	VREG1OUT x 1.16
0	1	0	0	0	VREG1OUT x 0.86	1	1	0	0	0	VREG1OUT x 1.18
0	1	0	0	1	VREG1OUT x 0.88	1	1	0	0	1	VREG1OUT x 1.20
0	1	0	1	0	VREG1OUT x 0.90	1	1	0	1	0	VREG1OUT x 1.22
0	1	0	1	1	VREG1OUT x 0.92	1	1	0	1	1	VREG1OUT x 1.24
0	1	1	0	0	VREG1OUT x 0.94	1	1	1	0	0	VREG1OUT x 1.26
0	1	1	0	1	VREG1OUT x 0.96	1	1	1	0	1	VREG1OUT x 1.28
0	1	1	1	0	VREG1OUT x 0.98	1	1	1	1	0	VREG1OUT x 1.30
0	1	1	1	1	VREG1OUT x 1.00	1	1	1	1	1	VREG1OUT x 1.32

**Set VDV[4:0] to let Vcom amplitude less than 6V.**

**VCOMG** Select VCOML output voltage.

VCOMG	VCOM output low voltage selection
0	VCOM output low is fixed to GND. VCOML and VCL outputs are halted.
1	VCOM output low is fixed to VCOML.

### 8.2.24. Power Control 5 (R107h)

R/W	RS	D15	D14	D13	D12	D11	D10	D9	D8	D7	D6	D5	D4	D3	D2	D1	D0
W	1	0	0	0	0	0	0	0	0	0	0	DCM1	DCM0	DCT3	DCT2	DCT1	DCT0
Default		0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0

DCT[3:]: Sets the synchronizing timing of the step-up reference clock for display operation in 1H line period.

DCM[1:0]	Step-up circuit Display synchronous function	Reference clock for step-up operation	Step-up reference clock
2'h0	Invalid	OSC clock	-
2'h1	Step-up circuit 1: Horizontal synchronous Step-up circuit 2: Vertical synchronous	Display operation clock (including DOTCLK)	RTNI setting / 1H (RTNE setting / 1H)
2'h2	Invalid	Display operation clock (including DOTCLK)	16 clocks / 1H
2'h3	Step-up circuit 1: Horizontal synchronous Step-up circuit 2: Vertical synchronous	Display operation clock (including DOTCLK)	16 clocks / 1H

### 8.2.25. GRAM Horizontal (R200h) / Vertical Address Set (R201h)

R/W	RS	D15	D14	D13	D12	D11	D10	D9	D8	D7	D6	D5	D4	D3	D2	D1	D0
W	1	0	0	0	0	0	0	0	0	AD7	AD6	AD5	AD4	AD3	AD2	AD1	AD0
Default		0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
W	1	0	0	0	0	0	0	0	AD16	AD15	AD14	AD13	AD12	AD11	AD10	AD9	AD8
Default		0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0

**AD[16:0]** Set the initial value of address counter (AC).

The address counter (AC) is automatically updated in accordance to the setting of the AM, I/D bits as data is written to the internal GRAM. The address counter is not automatically updated when read data from the internal GRAM.

AD[16:0]	GRAM Data Map
17'h00000 ~ 17'h000EF	1 <sup>st</sup> line GRAM Data
17'h00100 ~ 17'h001EF	2 <sup>nd</sup> line GRAM Data
17'h00200 ~ 17'h002EF	3 <sup>rd</sup> line GRAM Data
17'h00300 ~ 17'h003EF	4 <sup>th</sup> line GRAM Data
17'h00400 ~ 17'h004EF	5 <sup>th</sup> line GRAM Data
17'h1AC00 ~ 17'h1ACEF	429 <sup>th</sup> line GRAM Data
17'h1AD00 ~ 17'h1ADEF	430 <sup>th</sup> line GRAM Data
17'h1AE00 ~ 17'h1AEEF	431 <sup>th</sup> line GRAM Data
17'h1AF00 ~ 17'h1AFEF	432 <sup>th</sup> line GRAM Data

*Note1: When the RGB interface is selected (RM = "1"), the address AD[16:0] is set to the address counter every frame on the falling edge of VSYNC.*

*Note2: When the internal clock operation or the VSYNC interface mode is selected (RM = "0"), the address AD[16:0] is set to address counter when update register R21.*

### 8.2.26. Write Data to GRAM (R202h)

R/W	RS	D17	D16	D15	D14	D13	D12	D11	D10	D9	D8	D7	D6	D5	D4	D3	D2	D1	D0
W	1	RAM write data (WD[17:0], the DB[17:0] pin assignment differs for each interface.																	

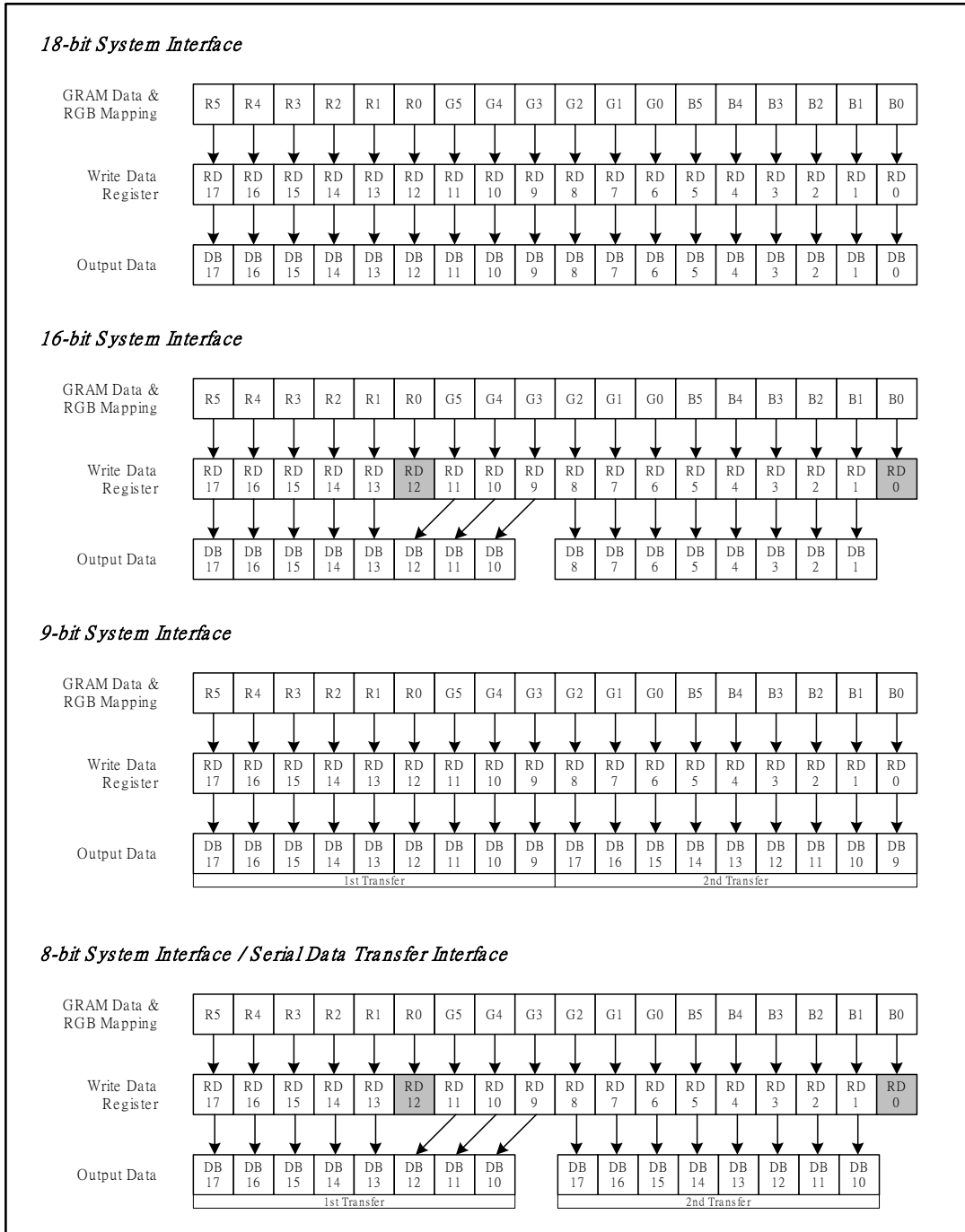
This register is the GRAM access port. When update the display data through this register, the address counter (AC) is increased/decreased automatically.

### 8.2.27. Read Data from GRAM (R202h)

R/W	RS	D17	D16	D15	D14	D13	D12	D11	D10	D9	D8	D7	D6	D5	D4	D3	D2	D1	D0
R	1	RAM Read Data (RD[17:0], the DB[17:0] pin assignment differs for each interface.																	

**RD[17:0]** Read 18-bit data from GRAM through the read data register (RDR).





**Figure 28 Data Read from GRAM through Read Data Register in 18-/16-/9-/8-bit Interface Mode**

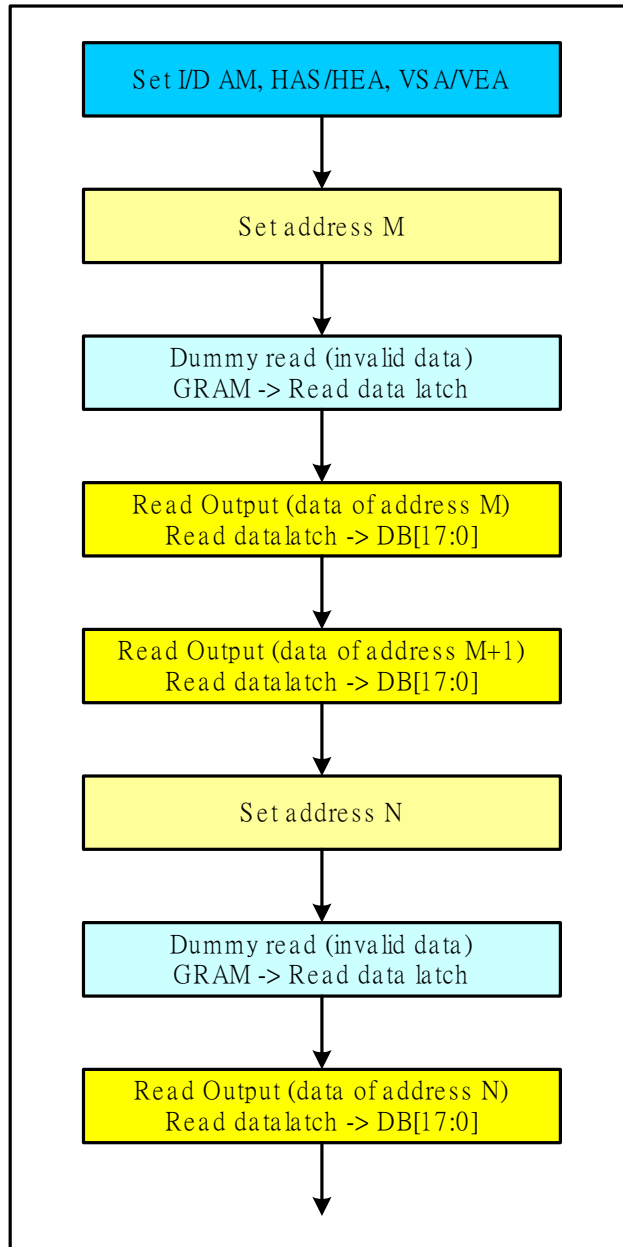


Figure 29 GRAM Data Read Back Flow Chart

### 8.2.28. Frame Rate and Color Control (R20Bh)

R/W	RS	D15	D14	D13	D12	D11	D10	D9	D8	D7	D6	D5	D4	D3	D2	D1	D0
W	1	0	0	0	0	0	0	0	0	0	0	0	0	FRS3	FRS2	FRS1	FRS0
Default		0	0	0	0	0	0	0	0	0	0	0	0	1	0	1	1

**FRS[4:0]** Set the frame rate when the internal resistor is used for oscillator circuit.

FRS[3:0]	Frame Rate
0000	95
0001	80 (default)
0010	70
0011	60
0100	52

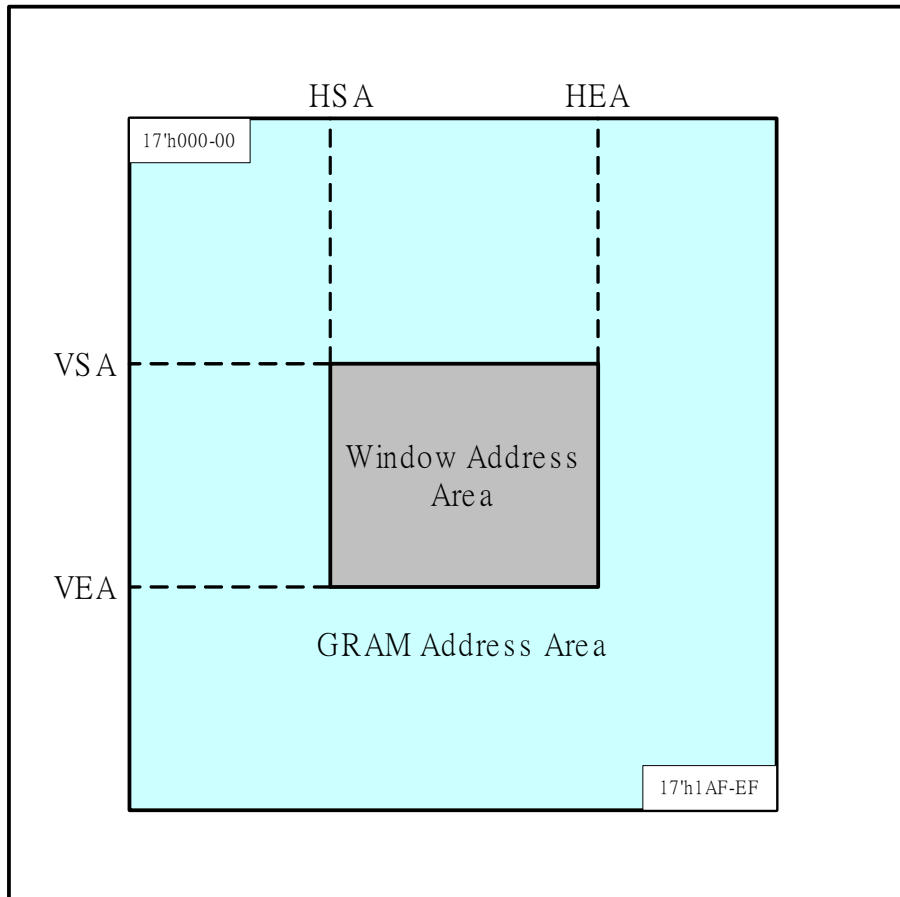
0101	47
0110	43
0111	40
1000	36
1001	33
1010	30

**8.2.29. Horizontal and Vertical RAM Address Position (R210h, R211h, R212h, R213h)**

	R/W	RS	D15	D14	D13	D12	D11	D10	D9	D8	D7	D6	D5	D4	D3	D2	D1	D0
R210h	W	1	0	0	0	0	0	0	0	0	HSA7	HSA6	HSA5	HSA4	HSA3	HSA2	HSA1	HSA0
	Default		0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R211h	W	1	0	0	0	0	0	0	0	0	HEA7	HEA6	HEA5	HEA4	HEA3	HEA2	HEA1	HEA0
	Default		0	0	0	0	0	0	0	0	1	1	1	0	1	1	1	1
R212h	W	1	0	0	0	0	0	0	0	VSA8	VSA7	VSA6	VSA5	VSA4	VSA3	VSA2	VSA1	VSA0
	Default		0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R213h	W	1	0	0	0	0	0	0	0	VEA8	VEA7	VEA6	VEA5	VEA4	VEA3	VEA2	VEA1	VEA0
	Default		0	0	0	0	0	0	0	1	1	0	1	0	1	1	1	1

**HSA[7:0]/HEA[7:0]** HSA[7:0] and HEA[7:0] represent the respective addresses at the start and end of the window address area in horizontal direction. By setting HSA and HEA bits, it is possible to limit the area on the GRAM horizontally for writing data. The HSA and HEA bits must be set before starting RAM write operation. In setting these bits, be sure “00”h ≤ HSA[7:0] < HEA[7:0] ≤ “EF”h. and “04”h ≤ HEA-HSA.

**VSA[8:0]/VEA[8:0]** VSA[8:0] and VEA[8:0] represent the respective addresses at the start and end of the window address area in vertical direction. By setting VSA and VEA bits, it is possible to limit the area on the GRAM vertically for writing data. The VSA and VEA bits must be set before starting RAM write operation. In setting, be sure “000”h ≤ VSA[8:0] < VEA[8:0] ≤ “1AF”h.



**Figure 30 GRAM Access Range Configuration**

$$"00"h \leq HAS[7:0] \leq HEA[7:0] \leq "EF"h$$

$$"00"h \leq VSA[8:0] \leq VEA[8:0] \leq "1AF"h$$

Note1. The window address range must be within the GRAM address space.

Note2. Data are written to GRAM in four-words when operating in high speed mode, the dummy write operations should be inserted depending on the window address area. For details, see the High-Speed RAM Write Function section.

### 8.2.30. User Identification Code (R280h)

R/W	RS	D15	D14	D13	D12	D11	D10	D9	D8	D7	D6	D5	D4	D3	D2	D1	D0
R	1	0	0	0	0	0	0	0	0	0	0	0	0	UID3	UID2	UID1	UID0
Default		0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0

**UID[3:0]** : This register record the User's ID code and it's read only.

This User's ID code is recorded in the MTP, please refer to the MTP programming flow.

### 8.2.31. Vcom High Voltage 1 (R281h)

R/W	RS	D15	D14	D13	D12	D11	D10	D9	D8	D7	D6	D5	D4	D3	D2	D1	D0
W	1	0	0	0	0	0	0	0	0	0	0	VCM5	VCM4	VCM3	VCM2	VCM1	VCM0
Default		0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0

**VCM[5:0]** Set the internal VcomH voltage.

VCM5	VCM4	VCM3	VCM2	VCM1	VCM0	VCOMH
0	0	0	0	0	0	VREG1OUT x 0.685
0	0	0	0	0	1	VREG1OUT x 0.690
0	0	0	0	1	0	VREG1OUT x 0.695
0	0	0	0	1	1	VREG1OUT x 0.700
0	0	0	1	0	0	VREG1OUT x 0.705
0	0	0	1	0	1	VREG1OUT x 0.710
0	0	0	1	1	0	VREG1OUT x 0.715
0	0	0	1	1	1	VREG1OUT x 0.720
0	0	1	0	0	0	VREG1OUT x 0.725
0	0	1	0	0	1	VREG1OUT x 0.730
0	0	1	0	1	0	VREG1OUT x 0.735
0	0	1	0	1	1	VREG1OUT x 0.740
0	0	1	1	0	0	VREG1OUT x 0.745
0	0	1	1	0	1	VREG1OUT x 0.750
0	0	1	1	1	0	VREG1OUT x 0.755
0	0	1	1	1	1	VREG1OUT x 0.760
0	1	0	0	0	0	VREG1OUT x 0.765
0	1	0	0	0	1	VREG1OUT x 0.770
0	1	0	0	1	0	VREG1OUT x 0.775
0	1	0	0	1	1	VREG1OUT x 0.780
0	1	0	1	0	0	VREG1OUT x 0.785
0	1	0	1	0	1	VREG1OUT x 0.790
0	1	0	1	1	0	VREG1OUT x 0.795
0	1	0	1	1	1	VREG1OUT x 0.800
0	1	1	0	0	0	VREG1OUT x 0.805
0	1	1	0	0	1	VREG1OUT x 0.810
0	1	1	0	1	0	VREG1OUT x 0.815
0	1	1	0	1	1	VREG1OUT x 0.820
0	1	1	1	0	0	VREG1OUT x 0.825
0	1	1	1	0	1	VREG1OUT x 0.830
0	1	1	1	1	0	VREG1OUT x 0.835
0	1	1	1	1	1	VREG1OUT x 0.840

VCM5	VCM4	VCM3	VCM2	VCM1	VCM0	VCOMH
1	0	0	0	0	0	VREG1OUT x 0.845
1	0	0	0	0	1	VREG1OUT x 0.850
1	0	0	0	1	0	VREG1OUT x 0.855
1	0	0	0	1	1	VREG1OUT x 0.860
1	0	0	1	0	0	VREG1OUT x 0.865
1	0	0	1	0	1	VREG1OUT x 0.870
1	0	0	1	1	0	VREG1OUT x 0.875
1	0	0	1	1	1	VREG1OUT x 0.880
1	0	1	0	0	0	VREG1OUT x 0.885
1	0	1	0	0	1	VREG1OUT x 0.890
1	0	1	0	1	0	VREG1OUT x 0.895
1	0	1	0	1	1	VREG1OUT x 0.900
1	0	1	1	0	0	VREG1OUT x 0.905
1	0	1	1	0	1	VREG1OUT x 0.910
1	0	1	1	1	0	VREG1OUT x 0.915
1	0	1	1	1	1	VREG1OUT x 0.920
1	1	0	0	0	0	VREG1OUT x 0.925
1	1	0	0	0	1	VREG1OUT x 0.930
1	1	0	0	1	0	VREG1OUT x 0.935
1	1	0	0	1	1	VREG1OUT x 0.940
1	1	0	1	0	0	VREG1OUT x 0.945
1	1	0	1	0	1	VREG1OUT x 0.950
1	1	0	1	1	0	VREG1OUT x 0.955
1	1	0	1	1	1	VREG1OUT x 0.960
1	1	1	0	0	0	VREG1OUT x 0.965
1	1	1	0	0	1	VREG1OUT x 0.970
1	1	1	0	1	0	VREG1OUT x 0.975
1	1	1	0	1	1	VREG1OUT x 0.980
1	1	1	1	0	0	VREG1OUT x 0.985
1	1	1	1	0	1	VREG1OUT x 0.990
1	1	1	1	1	0	VREG1OUT x 0.995
1	1	1	1	1	1	VREG1OUT x 1.000

### 8.2.32. MTP VCM Programming Control (R290h)

R/W	RS	D15	D14	D13	D12	D11	D10	D9	D8	D7	D6	D5	D4	D3	D2	D1	D0
W	1	UID_PGM_EN	0	0	0	VCM_PGM_EN	0	0	0	0	0	MTP_D5	MTP_D4	MTP_D3	MTP_D2	MTP_D1	MTP_D0
Default		0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0

**VCM\_PGM\_EN:** VCM\_D[5:0] MTP programming enable. When, Set VCM\_PGM\_EN=1 to write VCM data into the MTP and these MTP can be programmed max. 3 times.

**UID\_PGM\_EN:** User ID UID[3:0] (R280h) programming enable.

Control bit	Description
UID_PGM_EN=0, VCM_PGM_EN=0	MTP programming disable
UID_PGM_EN=0, VCM_PGM_EN=1	VCOMH MTP (VCM[5:0]) programming enable
UID_PGM_EN=1, VCM_PGM_EN=0	User's ID (UID[3:0]) programming enable
UID_PGM_EN=1, VCM_PGM_EN=1	Setting Prohibited

**MTP\_D[5:0]:** MTP programming data.

### 8.2.33. MTP VCM Status and Enable (R291h)

R/W	RS	D15	D14	D13	D12	D11	D10	D9	D8	D7	D6	D5	D4	D3	D2	D1	D0
W	1	PGM_CNT1	PGM_CNT0	VCM_D5	VCM_D4	VCM_D3	VCM_D2	VCM_D1	VCM_D0	0	0	0	0	0	0	0	VCM_EN
Default		0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0

**PGM\_CNT[1:0]**: MTP programmed record. These bits are read only.

<b>PGM_CNT[1:0]</b>	<b>Description</b>
00	MTP clean
01	MTP programmed 1 time
10	MTP programmed 2 times
11	MTP programmed 3 times

**VCM\_D[5:0]**: MTP VCM data read value. These bits are read only.

**VCM\_EN**: MTP VCM data enable.

'1': Set this bit to enable MTP VCM data to replace R281h VCM value.

'0': Default value, use R281h VCM value.

### 8.2.34. MTP Programming ID Key (R295h)

R/W	RS	D15	D14	D13	D12	D11	D10	D9	D8	D7	D6	D5	D4	D3	D2	D1	D0
W	1	KEY 15	KEY 14	KEY 13	KEY 12	KEY 11	KEY 10	KEY 9	KEY 8	KEY 7	KEY 6	KEY 5	KEY 4	KEY 3	KEY 2	KEY 1	KEY 0
Default		0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0

**KEY[15:0]**: MTP Programming ID key protection. Before writing MTP programming data R290h, it must write R295h with 0xAA55 value first to make MTP programming successfully. If R295h is not written with 0xAA55, MTP programming will be fail. See MTP Programming flow.

### 8.2.35. Gamma Control (R300h ~ R30Dh)

	R/W	RS	D15	D14	D13	D12	D11	D10	D9	D8	D7	D6	D5	D4	D3	D2	D1	D0
R300h	W	1	0	0	0	0	0	KP1[2]	KP1[1]	KP1[0]	0	0	0	0	0	KP0[2]	KP0[1]	KP0[0]
R301h	W	1	0	0	0	0	0	KP3[2]	KP3[1]	KP3[0]	0	0	0	0	0	KP2[2]	KP2[1]	KP2[0]
R302h	W	1	0	0	0	0	0	KP5[2]	KP5[1]	KP5[0]	0	0	0	0	0	KP4[2]	KP4[1]	KP4[0]
R305h	W	1	0	0	0	0	0	RP1[2]	RP1[1]	RP1[0]	0	0	0	0	0	RP0[2]	RP0[1]	RP0[0]
R306h	W	1	0	0	0	VRP1[4]	VRP1[3]	VRP1[2]	VRP1[1]	VRP1[0]	0	0	0	0	VRP0[3]	VRP0[2]	VRP0[1]	VRP0[0]
R307h	W	1	0	0	0	0	0	KN1[2]	KN1[1]	KN1[0]	0	0	0	0	0	KN0[2]	KN0[1]	KN0[0]
R308h	W	1	0	0	0	0	0	KN3[2]	KN3[1]	KN3[0]	0	0	0	0	0	KN2[2]	KN2[1]	KN2[0]
R309h	W	1	0	0	0	0	0	KN5[2]	KN5[1]	KN5[0]	0	0	0	0	0	KN4[2]	KN4[1]	KN4[0]
R30Ch	W	1	0	0	0	0	0	RN1[2]	RN1[1]	RN1[0]	0	0	0	0	0	RN0[2]	RN0[1]	RN0[0]
R30Dh	W	1	0	0	0	VRN1[4]	VRN1[3]	VRN1[2]	VRN1[1]	VRN1[0]	0	0	0	0	VRN0[3]	VRN0[2]	VRN0[1]	VRN0[0]

KP5-0[2:0] : γfine adjustment register for positive polarity

RP1-0[2:0] :  $\gamma$ gradient adjustment register for positive polarity

VRP1-0[4:0] :  $\gamma$ amplitude adjustment register for positive polarity

KN5-0[2:0] :  $\gamma$ fine adjustment register for negative polarity

RN1-0[2:0] :  $\gamma$ gradient adjustment register for negative polarity

VRN1-0[4:0] :  $\gamma$ amplitude adjustment register for negative polarity

### 8.2.36. Base Image Display Control (R400h, R401h, R404h)

	R/W	RS	D15	D14	D13	D12	D11	D10	D9	D8	D7	D6	D5	D4	D3	D2	D1	D0
R400h	W	1	GS	0	NL5	NL4	NL3	NL2	NL1	NL0	0	0	SCN5	SCN4	SCN3	SCN2	SCN1	SCN0
	Default		0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R401h	W	1	0	0	0	0	0	0	0	0	0	0	0	0	0	NDL	VLE	REV
	Default		0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R404h	W	1	0	0	0	0	0	0	VL8	VL7	VL6	VL5	VL4	VL3	VL2	VL1	VL0	
	Default		0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	

**SCN[5:0]** The ILI9326 allows to specify the gate line from which the gate driver starts to scan by setting the SCN[5:0] bits.

SCN[5:0]	Gate Scanning Start Position			
	SM=0		SM=1	
	GS=0	GS=1	GS=0	GS=1
00h	G1	G432	G1	G432
01h	G9	G424	G17	G416
02h	G17	G416	G33	G400
03h	G25	G408	G49	G384
04h	G33	G400	G65	G368
05h	G41	G392	G81	G352
06h	G49	G384	G97	G336
07h	G57	G376	G113	G320
08h	G65	G368	G129	G304
09h	G73	G360	G145	G288
0Ah	G81	G352	G161	G272
0Bh	G89	G344	G177	G256
0Ch	G97	G336	G193	G240
0Dh	G105	G328	G209	G224
0Eh	G113	G320	G225	G208
0Fh	G121	G312	G241	G192
10h	G129	G304	G257	G176
11h	G137	G296	G273	G160
12h	G145	G288	G289	G144
13h	G153	G280	G305	G128
14h	G161	G272	G321	G112
15h	G169	G264	G337	G96
16h	G177	G256	G353	G80
17h	G185	G248	G369	G64
18h	G193	G240	G385	G48
19h	G201	G232	G401	G32
1Ah	G209	G224	G417	G16
1Bh	G217	G216	G2	G431
1Ch	G225	G208	G18	G415
1Dh	G233	G200	G34	G399

1Eh	G241	G192	G50	G383
1Fh	G249	G184	G66	G367
20h	G257	G176	G82	G351
21h	G265	G168	G98	G335
22h	G273	G160	G114	G319
23h	G281	G152	G130	G303
24h	G289	G144	G146	G287
25h	G297	G136	G162	G271
26h	G305	G128	G178	G255
27h	G313	G120	G194	G239
28h	G321	G112	G210	G223
29h	G329	G104	G226	G207
2Ah	G337	G96	G242	G191
2Bh	G345	G88	G258	G175
2Ch	G353	G80	G274	G159
2Dh	G361	G72	G290	G143
2Eh	G369	G64	G306	G127
2Fh	G377	G56	G322	G111
30h	G385	G48	G338	G95
31h	G393	G40	G354	G79
32h	G401	G32	G370	G63
33h	G409	G24	G386	G47
34h	G417	G16	G402	G31
35h	G425	G8	G418	G15
others	Setting disabled	Setting disabled	Setting disabled	Setting disabled

**NL[5:0]:** Sets the number of lines to drive the LCD at an interval of 8 lines. The GRAM address mapping is not affected by the number of lines set by NL[5:0]. The number of lines must be the same or more than the number of lines necessary for the size of the liquid crystal panel.

NL[5:0]	LCD Drive Line	NL[5:0]	LCD Drive Line	NL[5:0]	LCD Drive Line
00h	8	13h	160	26h	312
01h	16	14h	168	27h	320
02h	24	15h	176	28h	328
03h	32	16h	184	29h	336
04h	40	17h	192	2Ah	344
05h	48	18h	200	2Bh	352
06h	56	19h	208	2Ch	360
07h	64	1Ah	216	2Dh	368
08h	72	1Bh	224	2Eh	376
09h	80	1Ch	232	2Fh	384
0Ah	88	1Dh	240	30h	392
0Bh	96	1Eh	248	31h	400
0Ch	104	1Fh	256	32h	408
0Dh	112	20h	264	33h	416
0Eh	120	21h	272	34h	424
0Fh	128	22h	280	35h	432
10h	136	23h	288	others	setting disabled
11h	144	24h	296		
12h	152	25h	304		



**NDL:** Sets the source driver output level in the non-display area.

NDL	Non-Display Area	
	Positive Polarity	Negative Polarity
0	V63	V0
1	V0	V63

**GS:** Sets the direction of scan by the gate driver in the range determined by SCN[4:0] and NL[4:0]. The scan direction determined by GS = 0 can be reversed by setting GS = 1.

When GS = 0, the scan direction is from G1 to G432.

When GS = 1, the scan direction is from G432 to G1

**REV:** Enables the grayscale inversion of the image by setting REV=1.

REV	GRAM Data	Source Output in Display Area	
		Positive polarity	negative polarity
0	18'h00000	V63	V0
	.	.	.
	.	.	.
	18'h3FFFF	V0	V63
1	18'h00000	V0	V63
	.	.	.
	.	.	.
	18'h3FFFF	V63	V0

**VLE:** Vertical scroll display enable bit. When VLE = 1, the ILI9326 starts displaying the base image from the line (of the physical display) determined by VL[8:0] bits. VL[8:0] sets the amount of scrolling, which is the number of lines to shift the start line of the display from the first line of the physical display. Note that the partial image display position is not affected by the base image scrolling.

The vertical scrolling is not available in external display interface operation. In this case, make sure to set VLE = "0".

VLE	Base Image Display
0	Fixed
1	Enable Scrolling

**VL[8:0]:** Sets the scrolling amount of base image. The base image is scrolled in vertical direction and displayed from the line determined by VL[8:0]. Make sure that VL[8:0] ≤ 432.

### 8.2.37. Partial Image 1 Display Position (R500h)

R/W	RS	D15	D14	D13	D12	D11	D10	D9	D8	D7	D6	D5	D4	D3	D2	D1	D0
W	1	0	0	0	0	0	0	0	PTD	PTD	PTD	PTD	PTD	PTD	PTD	PTD	PTD
									P0[8]	P0[7]	P0[6]	P0[5]	P0[4]	P0[3]	P0[2]	P0[1]	P0[0]
Default		0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0

**PTDP0[8:0]:** Sets the display position of partial image 1. The display areas of the partial images 1 and 2 must not overlap each another.

### 8.2.38. Partial Image 1 RAM Start/End Address (R501h, R502h)

	R/W	RS	D15	D14	D13	D12	D11	D10	D9	D8	D7	D6	D5	D4	D3	D2	D1	D0
R501h	W	1	0	0	0	0	0	0	0	PTS	PTS	PTS	PTS	PTS	PTS	PTS	PTS	PTS
										A0[8]	A0[7]	A0[6]	A0[5]	A0[4]	A0[3]	A0[2]	A0[1]	A0[0]
Default			0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R502h	W	1	0	0	0	0	0	0	0	PTE	PTE	PTE	PTE	PTE	PTE	PTE	PTE	PTE
										A0[8]	A0[7]	A0[6]	A0[5]	A0[4]	A0[3]	A0[2]	A0[1]	A0[0]
Default			0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0

**PTSA0[8:0] PTEA0[8:0]:** Sets the start line address and the end line address of the RAM area storing the data of partial image 1. Make sure  $PTSA0[8:0] \leq PTEA0[8:0]$ .

### 8.2.39. Partial Image 2 Display Position (R503h)

R/W	RS	D15	D14	D13	D12	D11	D10	D9	D8	D7	D6	D5	D4	D3	D2	D1	D0
W	1	0	0	0	0	0	0	0	PTS	PTD	PTD	PTD	PTD	PTD	PTD	PTD	PTD
									A1[8]	P1[7]	P1[6]	P1[5]	P1[4]	P1[3]	P1[2]	P1[1]	P1[0]
Default		0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0

**PTDP1[8:0]:** Sets the display position of partial image 2. The display areas of the partial images 1 and 2 must not overlap each another.

### 8.2.40. Partial Image 2 RAM Start/End Address (R504h, R505h)

	R/W	RS	D15	D14	D13	D12	D11	D10	D9	D8	D7	D6	D5	D4	D3	D2	D1	D0
R504h	W	1	0	0	0	0	0	0	0	PTS	PTS	PTS	PTS	PTS	PTS	PTS	PTS	PTS
										A1[8]	A1[7]	A1[6]	A1[5]	A1[4]	A1[3]	A1[2]	A1[1]	A1[0]
Default			0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R505h	W	1	0	0	0	0	0	0	0	PTE	PTE	PTE	PTE	PTE	PTE	PTE	PTE	PTE
										A1[8]	A1[7]	A1[6]	A1[5]	A1[4]	A1[3]	A1[2]	A1[1]	A1[0]
Default			0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0

### 8.2.41. Software Reset (R600h)

R/W	RS	D15	D14	D13	D12	D11	D10	D9	D8	D7	D6	D5	D4	D3	D2	D1	D0
W	1	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	SRST
Default		0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0

**SRST** When SRST=1, software is reset.

When SRST=0, software reset is canceled.

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**8.2.42. i80-I/F Endian Control (R606h)**

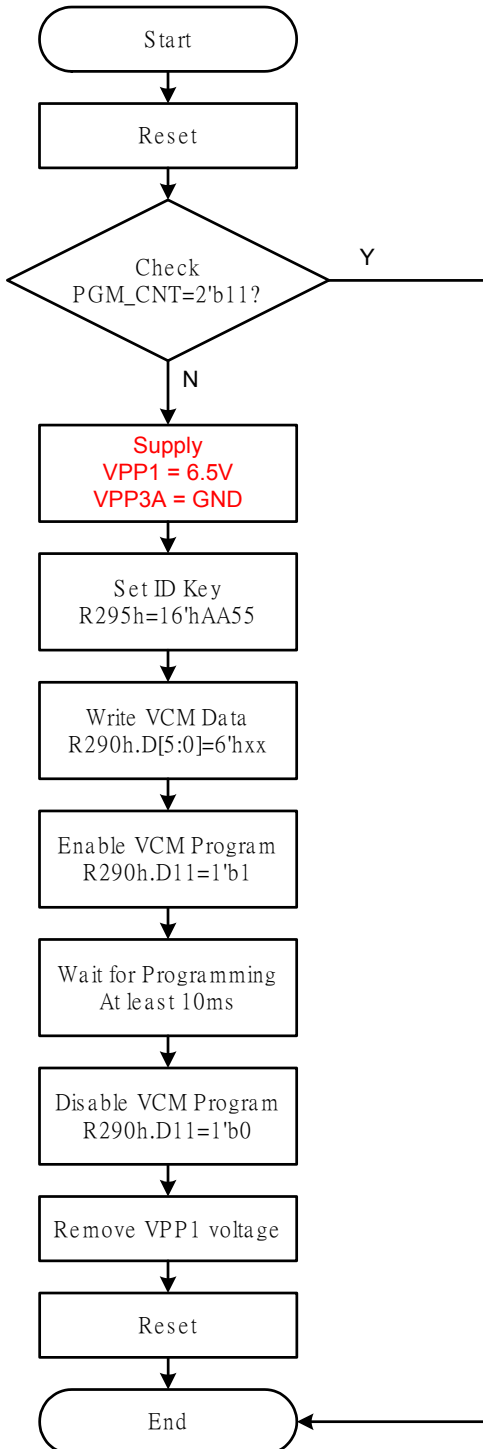
R/W	RS	D15	D14	D13	D12	D11	D10	D9	D8	D7	D6	D5	D4	D3	D2	D1	D0
W	1	0	0	0	0	0	0	0	TCREV1	0	0	0	0	0	0	0	TCREVO
Default		0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0

**TCREV[1:0]:** Control the endian setting (big/little endian: order of receiving data) when transferring one-pixel data via i80 interface.

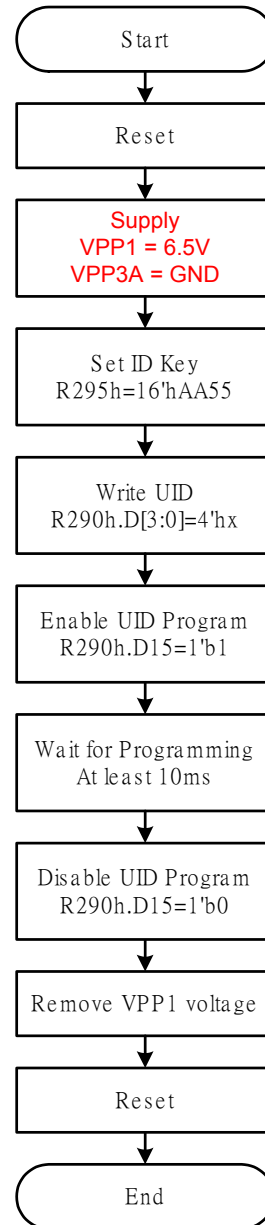
TCREV[1:0]	2 transfer/pixel	3 transfer/pixel
00	Upper to low (1 <sup>st</sup> to 2 <sup>nd</sup> )	Upper to low (1 <sup>st</sup> , 2 <sup>nd</sup> , 3 <sup>rd</sup> )
01	Setting disable	Setting disable
10	Setting disable	Setting disable
11	Low to upper (2 <sup>nd</sup> to 1 <sup>st</sup> )	Low to upper (3 <sup>rd</sup> , 2 <sup>nd</sup> , 1 <sup>st</sup> )

## 9. MTP Programming Flow

VCOMH OTP programming Flow

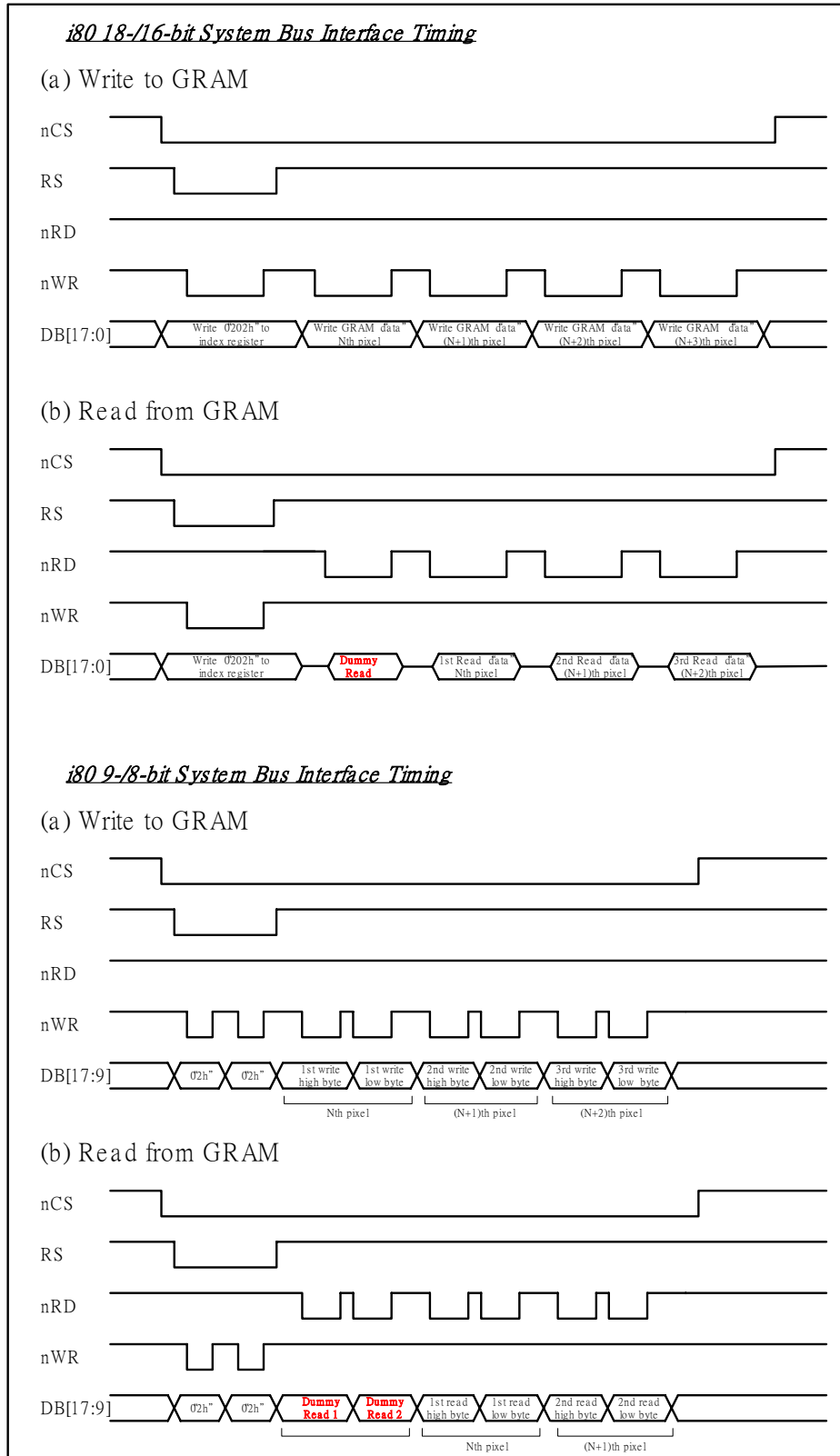


UID OTP programming Flow



## 10. GRAM Address Map & Read/Write

ILI9326 has an internal graphics RAM (GRAM) of 233,280 bytes to store the display data and one pixel is constructed of 18 bits. The GRAM can be accessed through the i80 system, SPI and RGB interfaces.

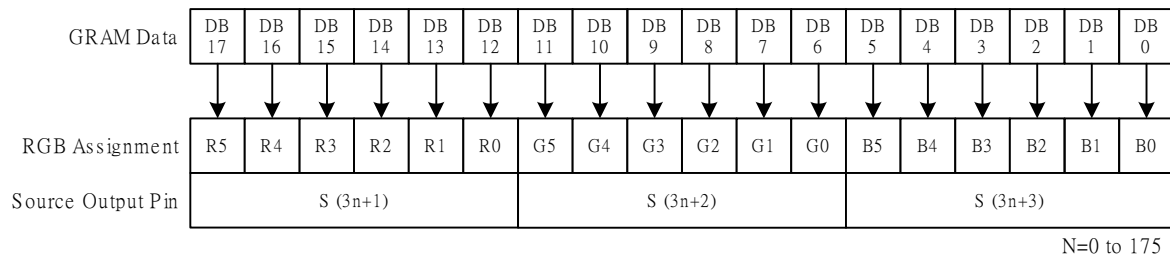


**Figure31 GRAM Read/Write Timing of i80-System Interface**

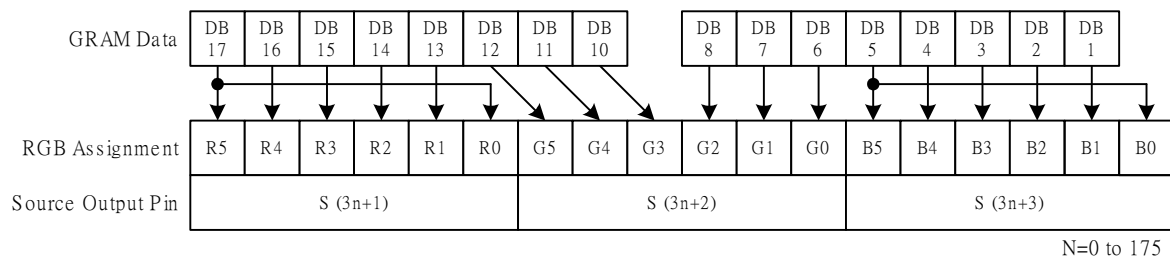
GRAM address map table of SS=0, BGR=0

SS=0, BGR=0		S1...S3	S4...S6	S7...S9	S10...S12	...	S517...S519	S520...S522	S523...S525	S526...S720
GS=0	GS=1	DB17...0	DB17...0	DB17...0	DB17...0	...	DB17...0	DB17...0	DB17...0	DB17...0
G1	G432	"00000h"	"00001h"	"00002h"	"00003h"	...	"000ECh"	"000EDh"	"000EEh"	"000EFh"
G2	G431	"00100h"	"00101h"	"00102h"	"00103h"	...	"001ECh"	"001EDh"	"001EEh"	"001EFh"
G3	G430	"00200h"	"00201h"	"00202h"	"00203h"	...	"002ECh"	"002EDh"	"002EEh"	"002EFh"
G4	G429	"00300h"	"00301h"	"00302h"	"00303h"	...	"003ECh"	"003EDh"	"003EEh"	"003EFh"
G5	G428	"00400h"	"00401h"	"00402h"	"00403h"	...	"004ECh"	"004EDh"	"004EEh"	"004EFh"
G6	G427	"00500h"	"00501h"	"00502h"	"00503h"	...	"005ECh"	"005EDh"	"005EEh"	"005EFh"
G7	G426	"00600h"	"00601h"	"00602h"	"00603h"	...	"006ECh"	"006EDh"	"006EEh"	"006EFh"
G8	G425	"00700h"	"00701h"	"00702h"	"00703h"	...	"007ECh"	"007EDh"	"007EEh"	"007EFh"
G9	G424	"00800h"	"00801h"	"00802h"	"00803h"	...	"008ECh"	"008EDh"	"008EEh"	"008EFh"
G10	G423	"00900h"	"00901h"	"00902h"	"00903h"	...	"009ECh"	"009EDh"	"009EEh"	"009EFh"
.	.	.	.	.	.	...	.	.	.	.
.	.	.	.	.	.	...	.	.	.	.
.	.	.	.	.	.	...	.	.	.	.
G423	G10	"1A600h"	"1A601h"	"1A602h"	"1A603h"	...	"1A6ECh"	"1A6EDh"	"1A6EEh"	"1A6EFh"
G424	G9	"1A700h"	"1A701h"	"1A702h"	"1A703h"	...	"1A7ECh"	"1A7EDh"	"1A7EEh"	"1A7EFh"
G425	G8	"1A800h"	"1A801h"	"1A802h"	"1A803h"	...	"1A8ECh"	"1A8EDh"	"1A8EEh"	"1A8EFh"
G426	G7	"1A900h"	"1A901h"	"1A902h"	"1A903h"	...	"1A9ECh"	"1A9EDh"	"1A9EEh"	"1A9EFh"
G427	G6	"1AA00h"	"1AA01h"	"1AA02h"	"1AA03h"	...	"1AAECh"	"1AAEDh"	"1AAEEh"	"1AAEFh"
G428	G5	"1AB00h"	"1AB01h"	"1AB02h"	"1AB03h"	...	"1ABECh"	"1ABEDh"	"1ABEEh"	"1ABEFh"
G429	G4	"1AC00h"	"1AC01h"	"1AC02h"	"1AC03h"	...	"1ACECh"	"1ACEDh"	"1ACEEh"	"1ACEFh"
G430	G3	"1AD00h"	"1AD01h"	"1AD02h"	"1AD03h"	...	"1ADECh"	"1ADEDh"	"1ADEEh"	"1ADEFh"
G431	G2	"1AE00h"	"1AE01h"	"1AE02h"	"1AE03h"	...	"1AEECh"	"1AEEDh"	"1AEEeh"	"1AEEFh"
G432	G1	"1AF00h"	"1AF01h"	"1AF02h"	"1AF03h"	...	"1AFECh"	"1AFEDh"	"1AFEEh"	"1AFEFh"

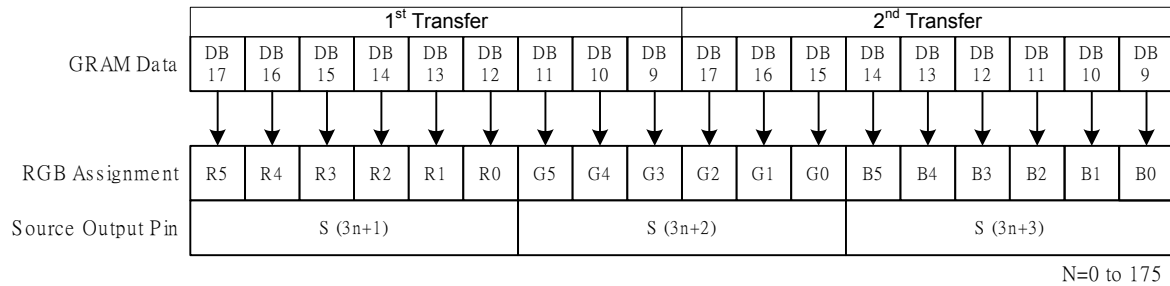
*i80/M68 system 18-bit data bus interface*



*i80/M68 system 16-bit data bus interface*



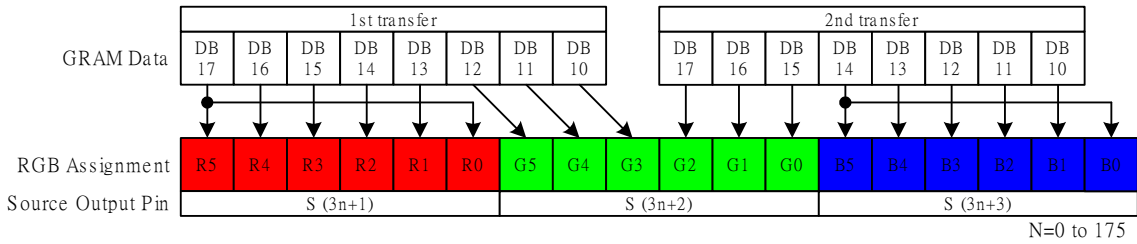
*i80/M68 system 9-bit data bus interface*



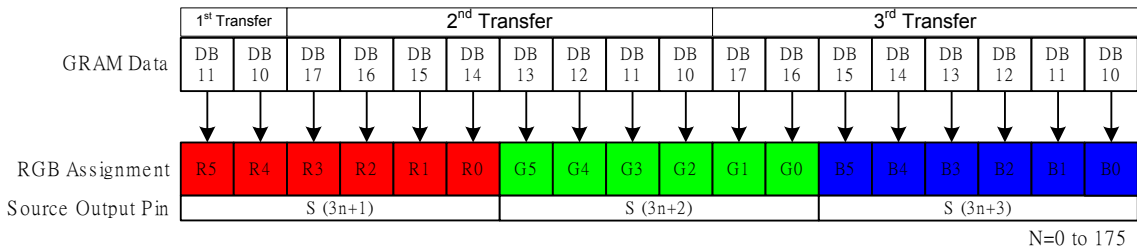
GRAM Data and display data of 18-/16-/9-bit system interface (SS="0", BGR="0")

**Figure32 i80-System Interface with 18-/16-/9-bit Data Bus (SS="0", BGR="0")**

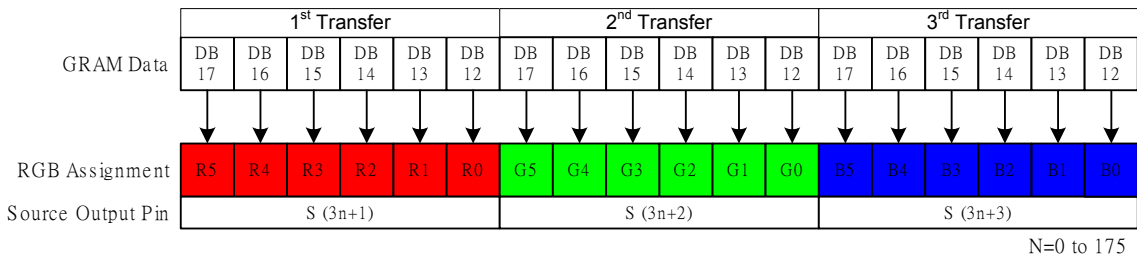
*i80/M68 system 8-bit interface / SPI Interface (2 transfers/pixel)*



*i80/M68 system 8-bit interface (3 transfers/pixel, TRI="1", DFM[1:0]="00")*



*i80/M68 system 8-bit interface (3 transfers/pixel, TRI="1", DFM[1:0]="10")*



*i80/M68 system 8-bit interface (SS="0", BGR="0")*

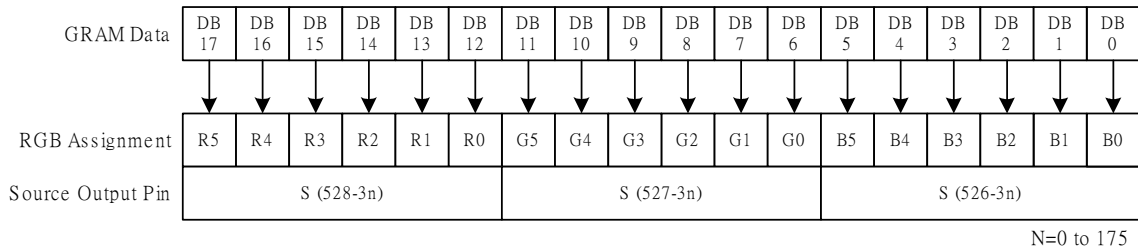
**Figure33 i80-System Interface with 8-bit Data Bus (SS="0", BGR="0")**



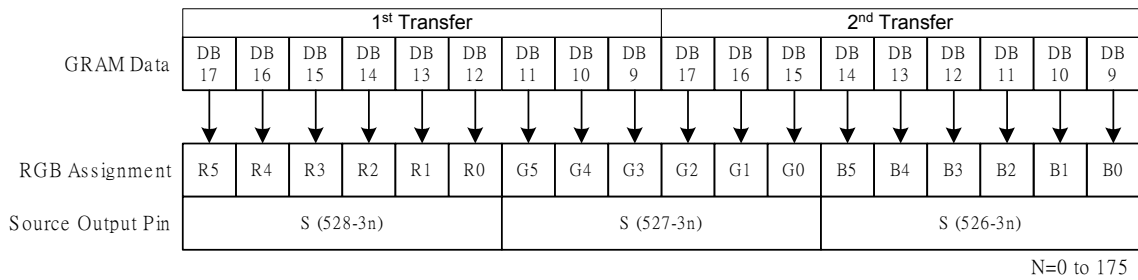
GRAM address map table of SS=1, BGR=1

SS=0, BGR=0	S720...S718	S717...S715	S714...S712	S711...S709	...	S12...S10	S9...S7	S6...S4	S3...S1	
<b>GS=0</b>	<b>GS=1</b>	DB17...0	DB17...0	DB17...0	DB17...0	...	DB17...0	DB17...0	DB17...0	DB17...0
G1	G432	"00000h"	"00001h"	"00002h"	"00003h"	...	"000ECh"	"000EDh"	"000EEh"	"000EFh"
G2	G431	"00100h"	"00101h"	"00102h"	"00103h"	...	"001ECh"	"001EDh"	"001EEh"	"001EFh"
G3	G430	"00200h"	"00201h"	"00202h"	"00203h"	...	"002ECh"	"002EDh"	"002EEh"	"002EFh"
G4	G429	"00300h"	"00301h"	"00302h"	"00303h"	...	"003ECh"	"003EDh"	"003EEh"	"003EFh"
G5	G428	"00400h"	"00401h"	"00402h"	"00403h"	...	"004ECh"	"004EDh"	"004EEh"	"004EFh"
G6	G427	"00500h"	"00501h"	"00502h"	"00503h"	...	"005ECh"	"005EDh"	"005EEh"	"005EFh"
G7	G426	"00600h"	"00601h"	"00602h"	"00603h"	...	"006ECh"	"006EDh"	"006EEh"	"006EFh"
G8	G425	"00700h"	"00701h"	"00702h"	"00703h"	...	"007ECh"	"007EDh"	"007EEh"	"007EFh"
G9	G424	"00800h"	"00801h"	"00802h"	"00803h"	...	"008ECh"	"008EDh"	"008EEh"	"008EFh"
G10	G423	"00900h"	"00901h"	"00902h"	"00903h"	...	"009ECh"	"009EDh"	"009EEh"	"009EFh"
.	.	.	.	.	.	...	.	.	.	.
.	.	.	.	.	.	...	.	.	.	.
.	.	.	.	.	.	...	.	.	.	.
G423	G10	"1A600h"	"1A601h"	"1A602h"	"1A603h"	...	"1A6ECh"	"1A6EDh"	"1A6EEh"	"1A6EFh"
G424	G9	"1A700h"	"1A701h"	"1A702h"	"1A703h"	...	"1A7ECh"	"1A7EDh"	"1A7EEh"	"1A7EFh"
G425	G8	"1A800h"	"1A801h"	"1A802h"	"1A803h"	...	"1A8ECh"	"1A8EDh"	"1A8EEh"	"1A8EFh"
G426	G7	"1A900h"	"1A901h"	"1A902h"	"1A903h"	...	"1A9ECh"	"1A9EDh"	"1A9EEh"	"1A9EFh"
G427	G6	"1AA00h"	"1AA01h"	"1AA02h"	"1AA03h"	...	"1AAECh"	"1AAEDh"	"1AAEEh"	"1AAEFh"
G428	G5	"1AB00h"	"1AB01h"	"1AB02h"	"1AB03h"	...	"1ABECh"	"1ABEDh"	"1ABEEh"	"1ABEFh"
G429	G4	"1AC00h"	"1AC01h"	"1AC02h"	"1AC03h"	...	"1ACECh"	"1ACEDh"	"1ACEEh"	"1ACEFh"
G430	G3	"1AD00h"	"1AD01h"	"1AD02h"	"1AD03h"	...	"1ADECh"	"1ADEDh"	"1ADEEh"	"1ADEFh"
G431	G2	"1AE00h"	"1AE01h"	"1AE02h"	"1AE03h"	...	"1AEECh"	"1AEEDh"	"1AEEh"	"1AEFh"
G432	G1	"1AF00h"	"1AF01h"	"1AF02h"	"1AF03h"	...	"1AFECh"	"1AFEDh"	"1AFEEh"	"1AFEFh"

*i80/M68 system 18-bit data bus interface*



*i80/M68 system 9-bit data bus interface*



GRAM Data and display data of 18-/9-bit system interface (SS="1", BGR="1")

**Figure 34 i80-System Interface with 18-/9-bit Data Bus (SS="1", BGR="1")**

## 11. Window Address Function

The window address function enables writing display data consecutively in a rectangular area (a window address area) made on the internal RAM. The window address area is made by setting the horizontal address register (start: HSA[7:0], end: HEA[7:0] bits) and the vertical address register (start: VSA[8:0], end: VEA[8:0] bits). The AM bit sets the transition direction of RAM address (either increment or decrement). These bits enable the ILI9326 to write data including image data consecutively not taking data wrap positions into account.

The window address area must be made within the GRAM address map area. Also, the GRAM address bits (RAM address set register) must be an address within the window address area.

[Window address setting area]

(Horizontal direction)  $00H \leq HSA[7:0] \leq HEA[7:0] \leq "EF"H$

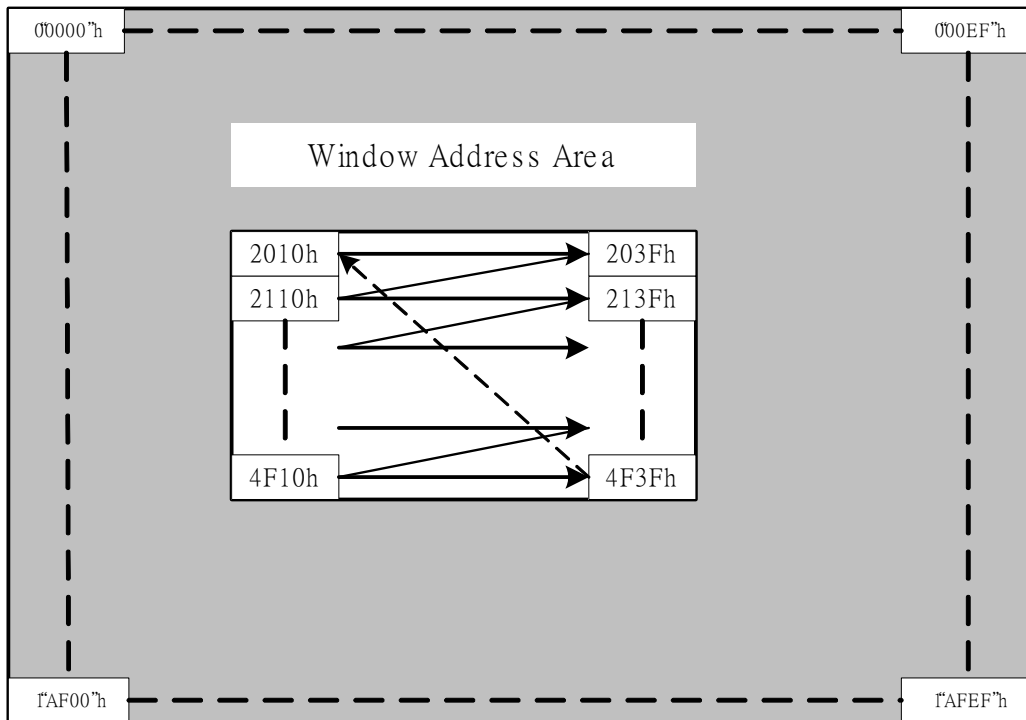
(Vertical direction)  $00H \leq VSA[8:0] \leq VEA[8:0] \leq "13F"H$

[RAM address, AD (an address within a window address area)]

(RAM address)  $HSA[7:0] \leq AD[7:0] \leq HEA[7:0]$

$VSA[8:0] \leq AD[15:8] \leq VEA[8:0]$

GRAM Address Map



Window address setting area

HSA[7:0] = 10h, HSA[7:0] = 3Fh, I/D = 1 (increment)

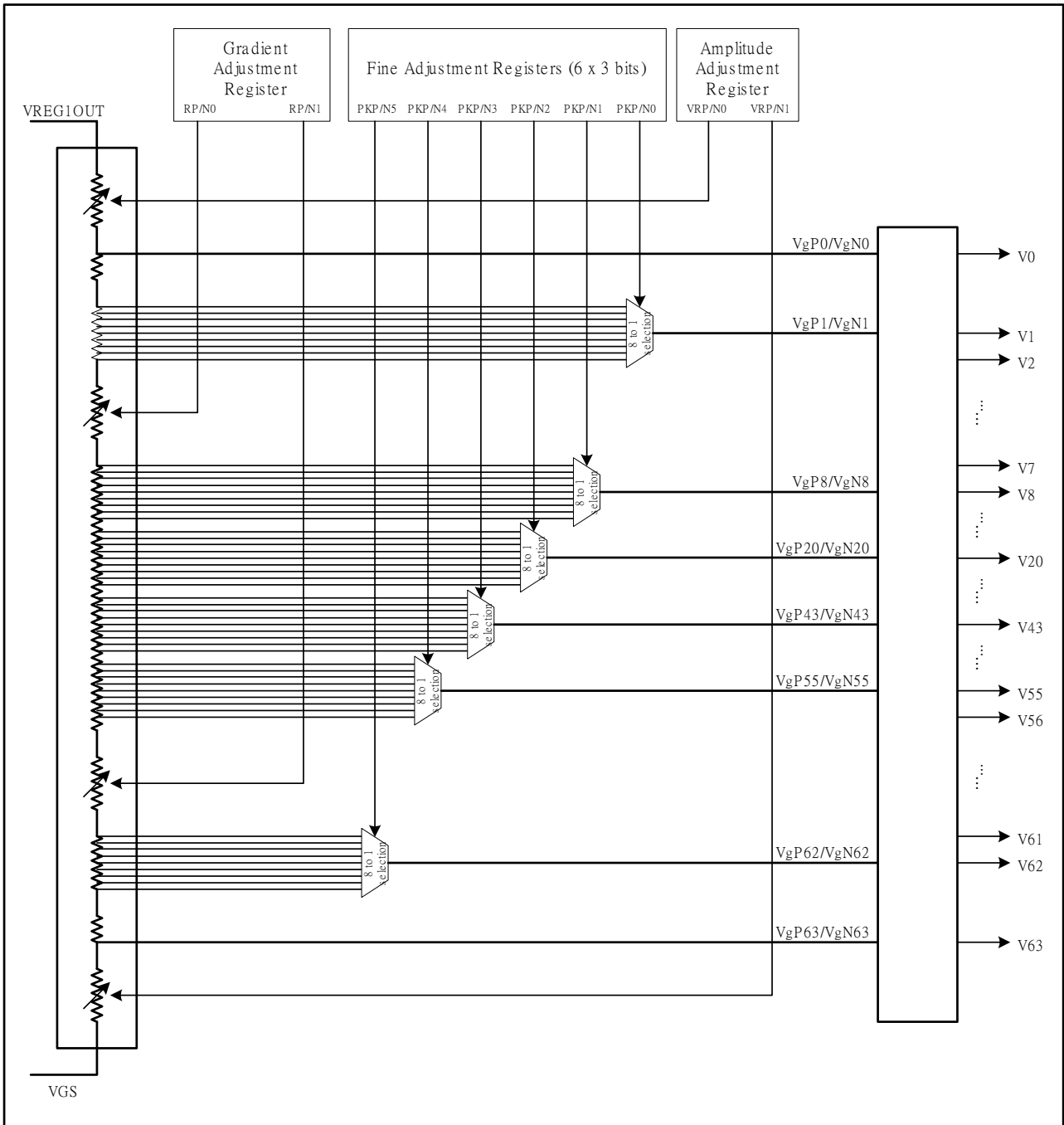
VSA[8:0] = 20h, VSA[8:0] = 4Fh, AM = 0 (horizontal writing)

**Figure 35 GRAM Access Window Map**



## 12. Gamma Correction

ILI9326 incorporates the  $\gamma$ -correction function to display 262,144 colors for the LCD panel. The  $\gamma$ -correction is performed with 3 groups of registers determining eight reference grayscale levels, which are gradient adjustment, amplitude adjustment and fine-adjustment registers for positive and negative polarities, to make ILI9326 available with liquid crystal panels of various characteristics.



**Figure 36 Grayscale Voltage Generation**

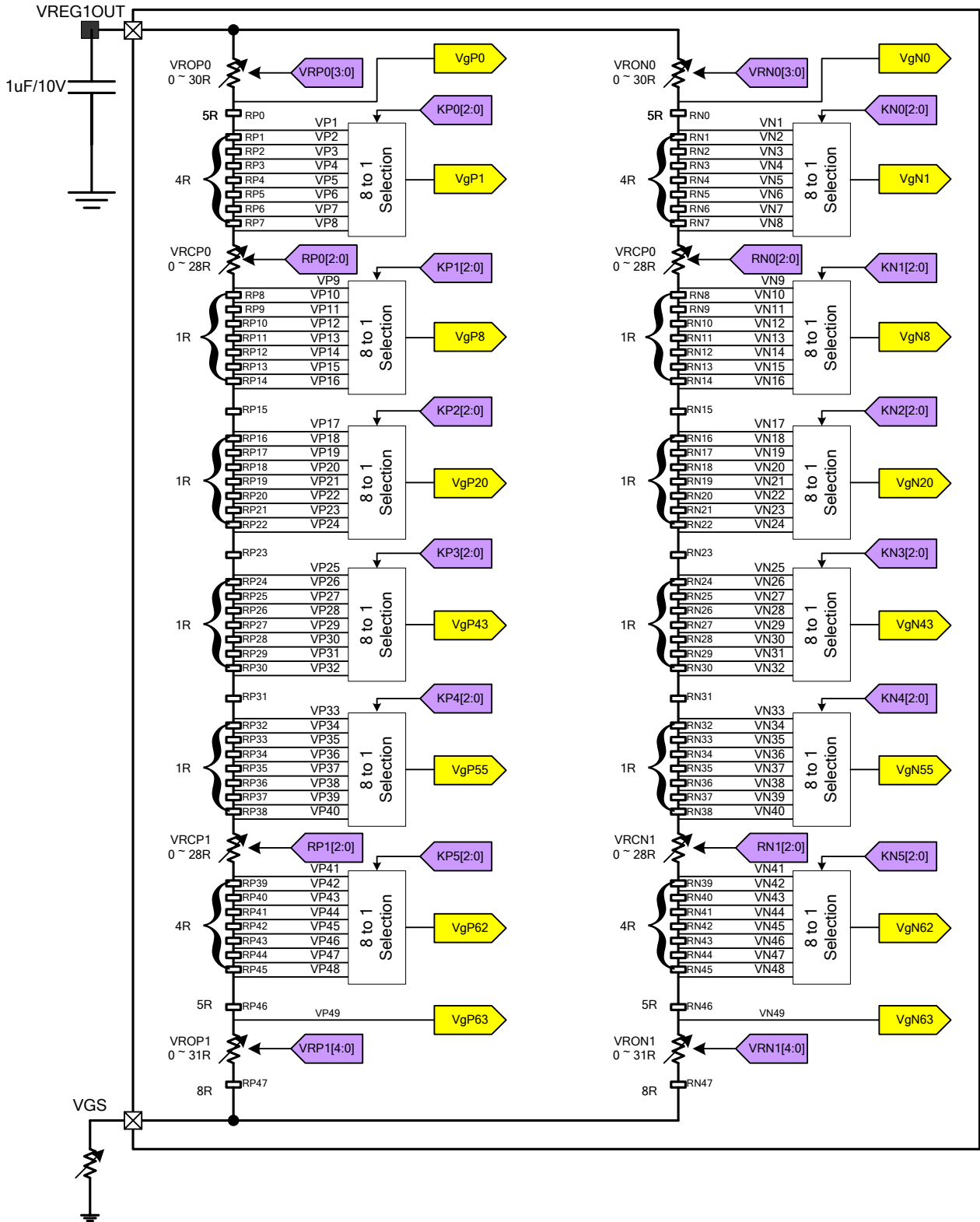


Figure 37 Grayscale Voltage Adjustment

### 1. Gradient adjustment registers

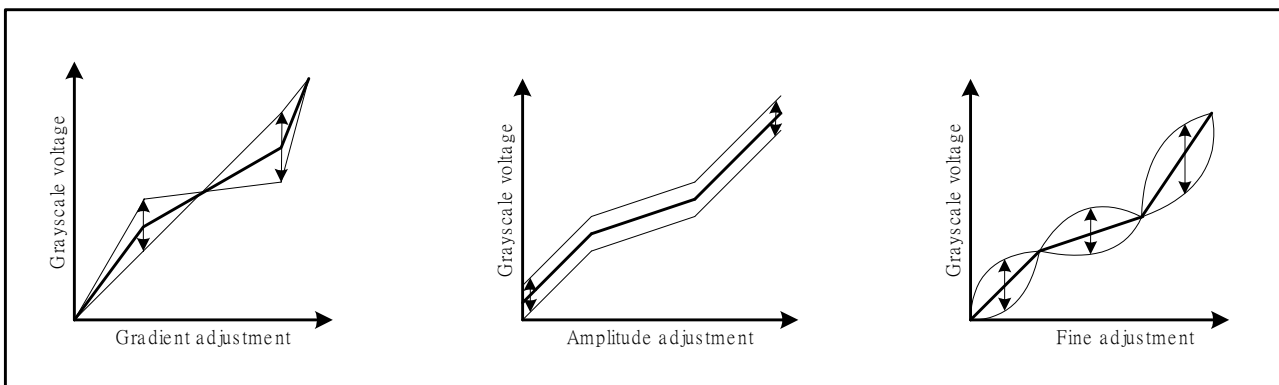
The gradient adjustment registers are used to adjust the gradient of the curve representing the relationship between the grayscale and the grayscale reference voltage level. To adjust the gradient, the resistance values of variable resistors in the middle of the ladder resistor are adjusted by registers RP0[2:0]/RN0[2:0], RP1[2:0]/RN1[2:0]. The registers consist of positive and negative polarity registers, allowing asymmetric drive.

### 2. Amplitude adjustment registers

The amplitude adjustment registers, VRP0[4:0]/VRN0[4:0], VRP1[4:0]/VRN1[4:0], are used to adjust the amplitude of grayscale voltages. To adjust the amplitude, the resistance values of variable resistors at the top and bottom of the ladder resistor are adjusted. Same as the gradient registers, the amplitude adjustment registers consist of positive and negative polarity registers.

### 3. Fine adjustment registers

The fine adjustment registers are used to fine-adjust grayscale voltage levels. To fine-adjust grayscale voltage levels, fine adjustment registers adjust the reference voltage levels, 8 levels for each register generated from the ladder resistor, in respective 8-to-1 selectors. Same with other registers, the fine adjustment registers consist of positive and negative polarity registers.



**Figure 38 Gamma Curve Adjustment**

Register Groups	Positive Polarity	Negative Polarity	Description
Gradient adjustment	RP0 [2:0]	RN0 [2:0]	Variable resistor VRCP0, VRCN0
	RP1 [2:0]	RN1 [2:0]	Variable resistor VRCP1, VRCN1
Amplitude adjustment	VRP0 [3:0]	VRN0 [3:0]	Variable resistor VROP0, VRON0
	VRP1 [4:0]	VRN1 [4:0]	Variable resistor VROP1, VRON1
Fine adjustment	KP0 [2:0]	KN0 [2:0]	8-to-1 selector (voltage level of grayscale 1)
	KP1 [2:0]	KN1 [2:0]	8-to-1 selector (voltage level of grayscale 8)
	KP2 [2:0]	KN2 [2:0]	8-to-1 selector (voltage level of grayscale 20)
	KP3 [2:0]	KN3 [2:0]	8-to-1 selector (voltage level of grayscale 43)
	KP4 [2:0]	KN4 [2:0]	8-to-1 selector (voltage level of grayscale 55)
	KP5 [2:0]	KN5 [2:0]	8-to-1 selector (voltage level of grayscale 62)

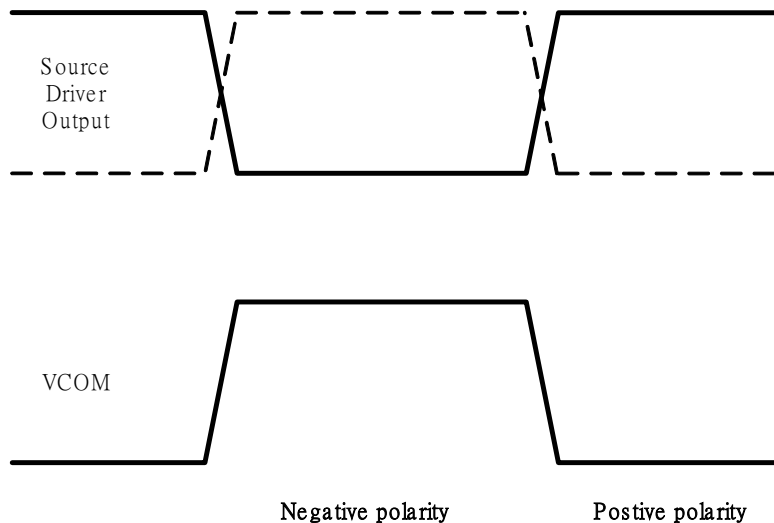
**Ladder resistors and 8-to-1 selector Block configuration**

The reference voltage generating block consists of two ladder resistor units including variable resistors and 8-to-1 selectors. Each 8-to-1 selector selects one of the 8 voltage levels generated from the ladder resistor unit to output as a grayscale reference voltage. Both variable resistors and 8-to-1 selectors are controlled according to the  $\gamma$ -correction registers. This unit has pins to connect a volume resistor externally to compensate differences in various characteristics of panels.

**8-to-1 selectors**

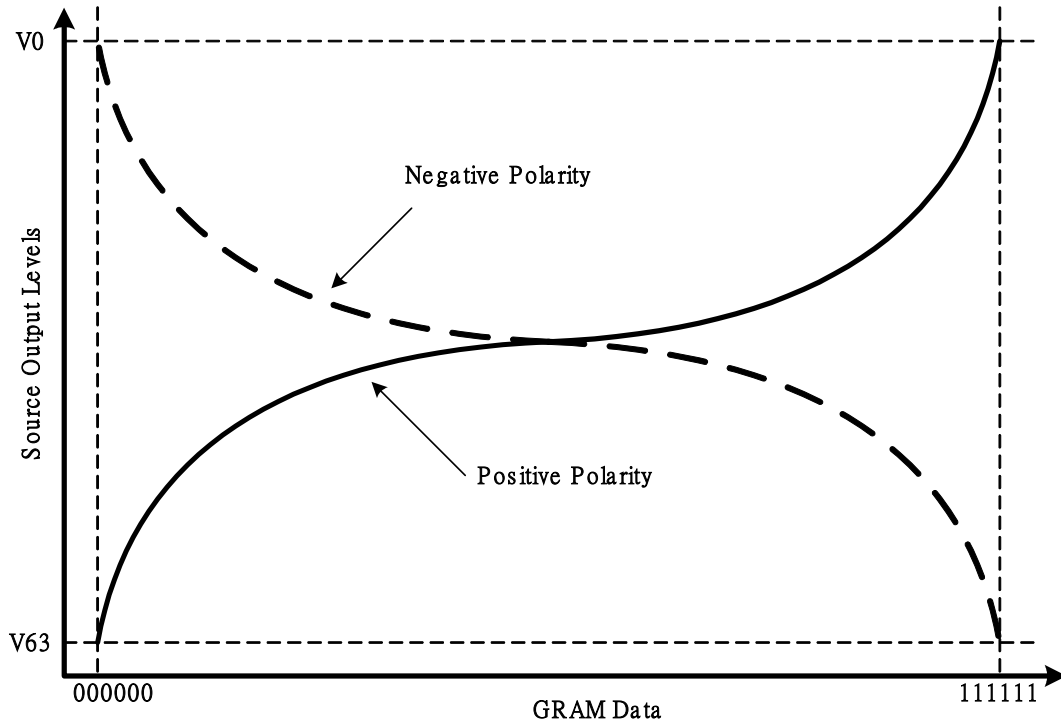
The 8-to-1 selector selects one of eight voltage levels generated from the ladder resistor unit according to the fine adjustment register and output the selected voltage level as a reference grayscale voltage (VgP(N)1~6). The table below shows the setting in the fine adjustment register and the selected voltage levels for respective reference grayscale voltages.

Fine adjustment registers and selected voltage						
Register	Selected Voltage					
KP(N)[2:0]	VgP(N)1	VgP(N)8	VgP(N)20	VgP(N)43	VgP(N)55	VgP(N)62
000	VP(N)1	VP(N)9	VP(N)17	VP(N)25	VP(N)33	VP(N)41
001	VP(N)2	VP(N)10	VP(N)18	VP(N)26	VP(N)34	VP(N)42
010	VP(N)3	VP(N)11	VP(N)19	VP(N)27	VP(N)35	VP(N)43
011	VP(N)4	VP(N)12	VP(N)20	VP(N)28	VP(N)36	VP(N)44
100	VP(N)5	VP(N)13	VP(N)21	VP(N)29	VP(N)37	VP(N)45
101	VP(N)6	VP(N)14	VP(N)22	VP(N)30	VP(N)38	VP(N)46
110	VP(N)7	VP(N)15	VP(N)23	VP(N)31	VP(N)39	VP(N)47
111	VP(N)8	VP(N)16	VP(N)24	VP(N)32	VP(N)40	VP(N)48



**Figure 39 Relationship between Source Output and VCOM**





**Figure 40 Relationship between GRAM Data and Output Level**



The following table shows specifications of external elements connected to the ILI9326's power supply circuit.

Items	Recommended Specification	Pin connection
Capacity 1 $\mu$ F (B characteristics)	6.3V	VREG1OUT, VCI1, VDD, VCL, VCOMH, VCOML, C11+/-, C12+/-, C13+/-
	10V	DDVDH, C21+/-, C22+/-, C23+/-
	25V	VGH, VGL
Schottky diode	<b>VF&lt;0.4V/20mA at 25°C, VR <math>\geq</math>30V</b> <b>(Recommended diode: HSC226)</b>	<b>(AGND – VGL), (Vci – VGH), (Vci – DDVDH)</b>

### 13.2. Display ON/OFF Sequence

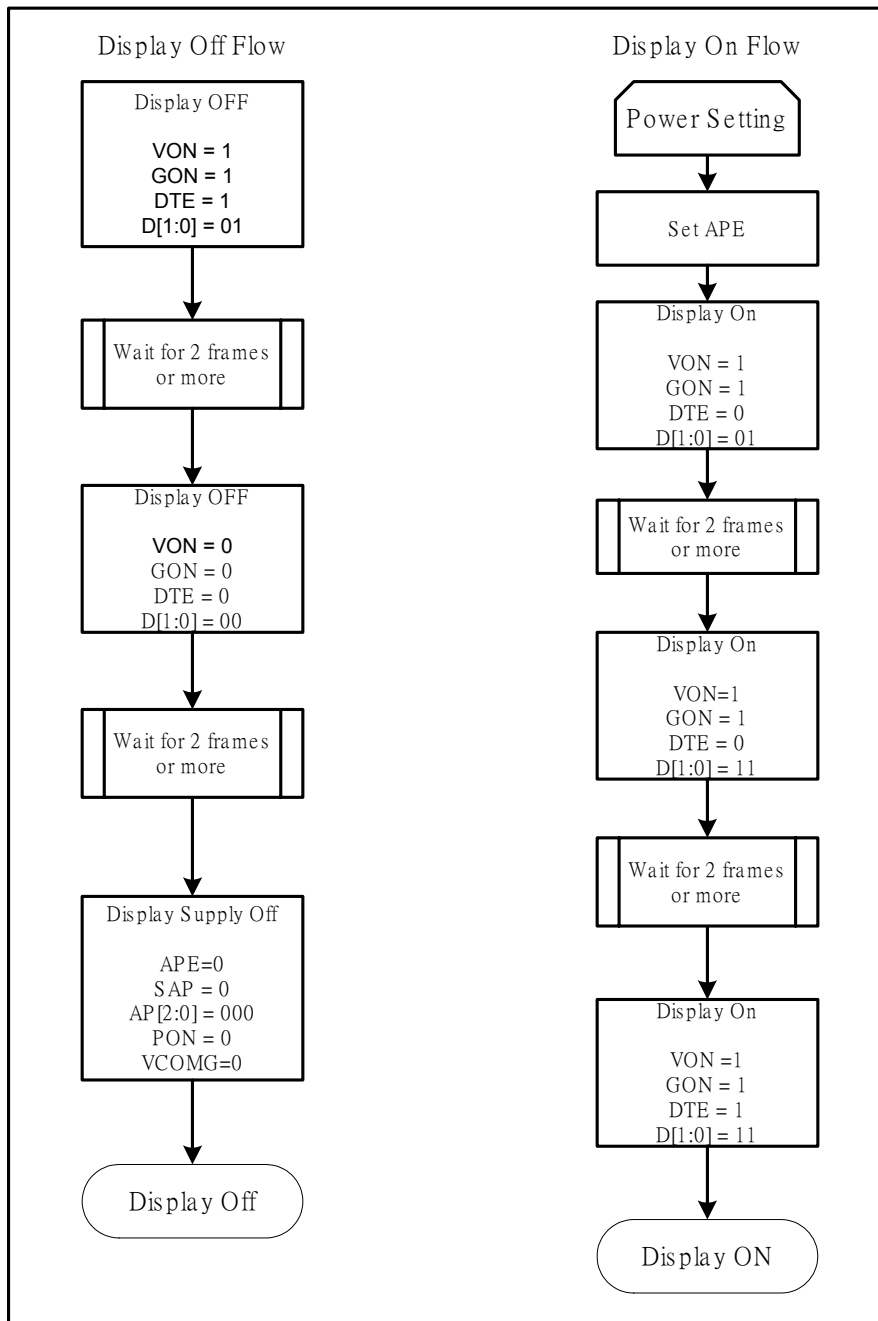


Figure 42 Display On/Off Register Setting Sequence

### 13.3. Standby and Sleep Mode

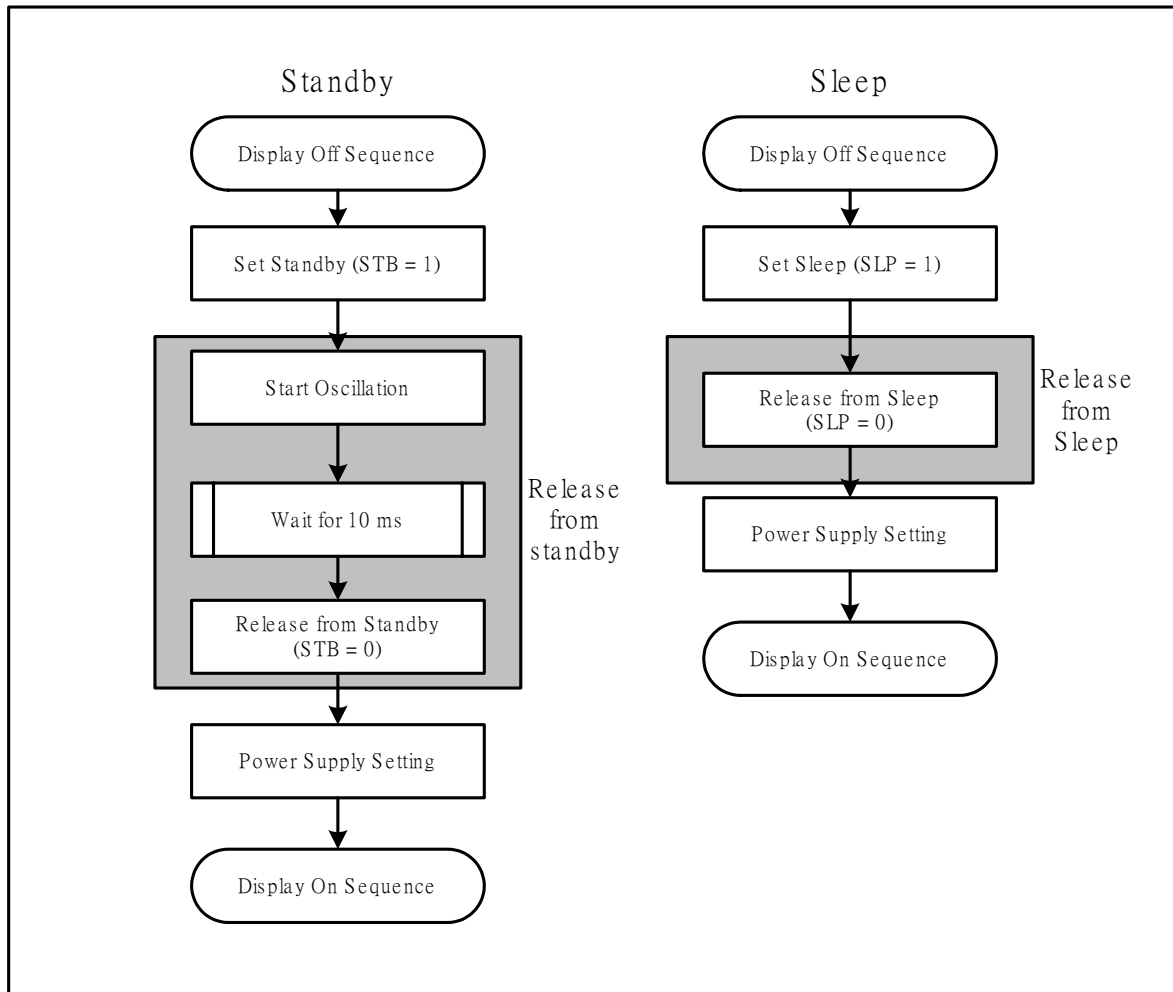


Figure 43 Standby/Sleep Mode Register Setting Sequence

### 13.4. Power Supply Configuration

When supplying and cutting off power, follow the sequence below. The setting time for oscillators, step-up circuits and operational amplifiers depends on external resistance and capacitance.

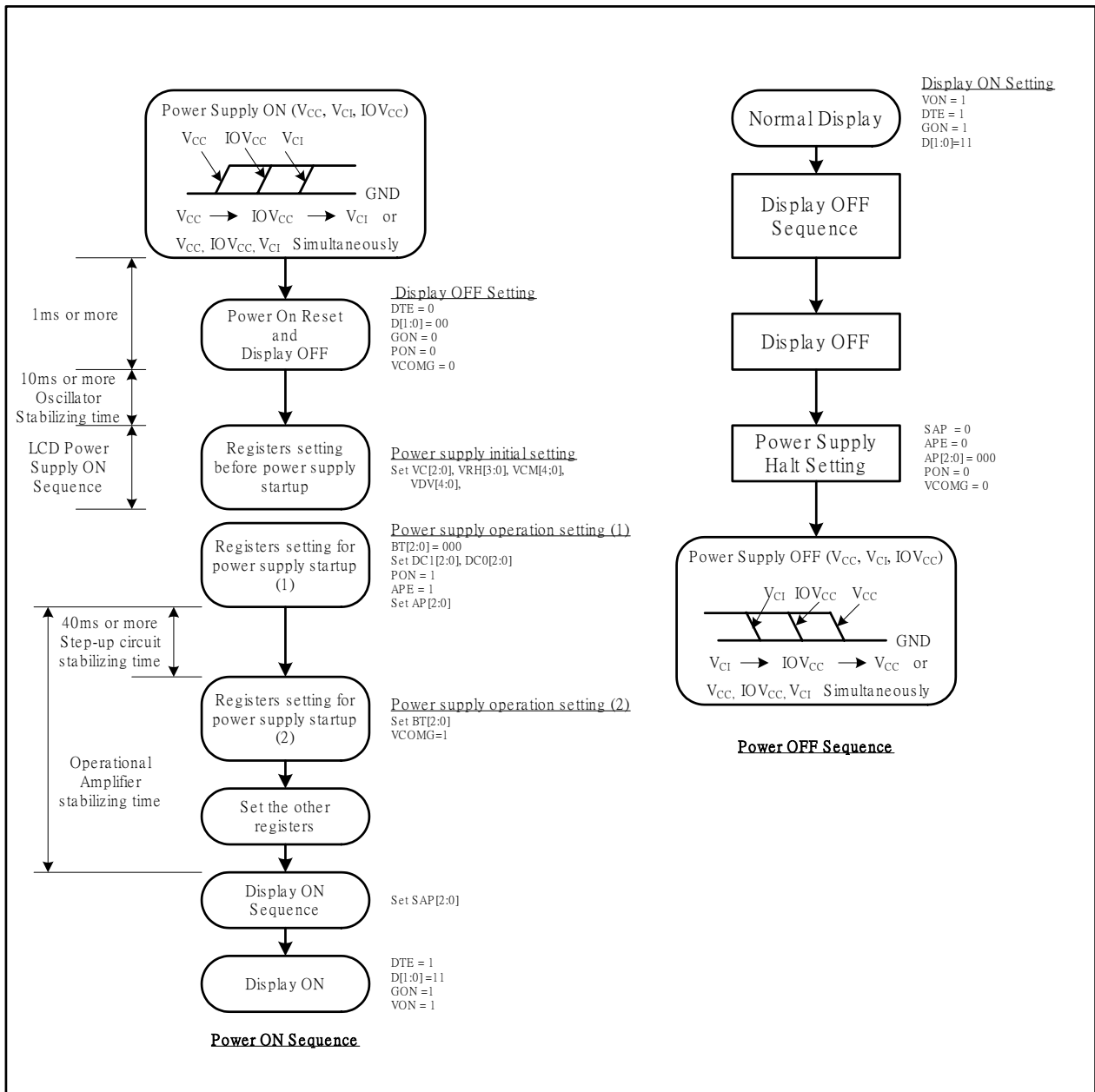
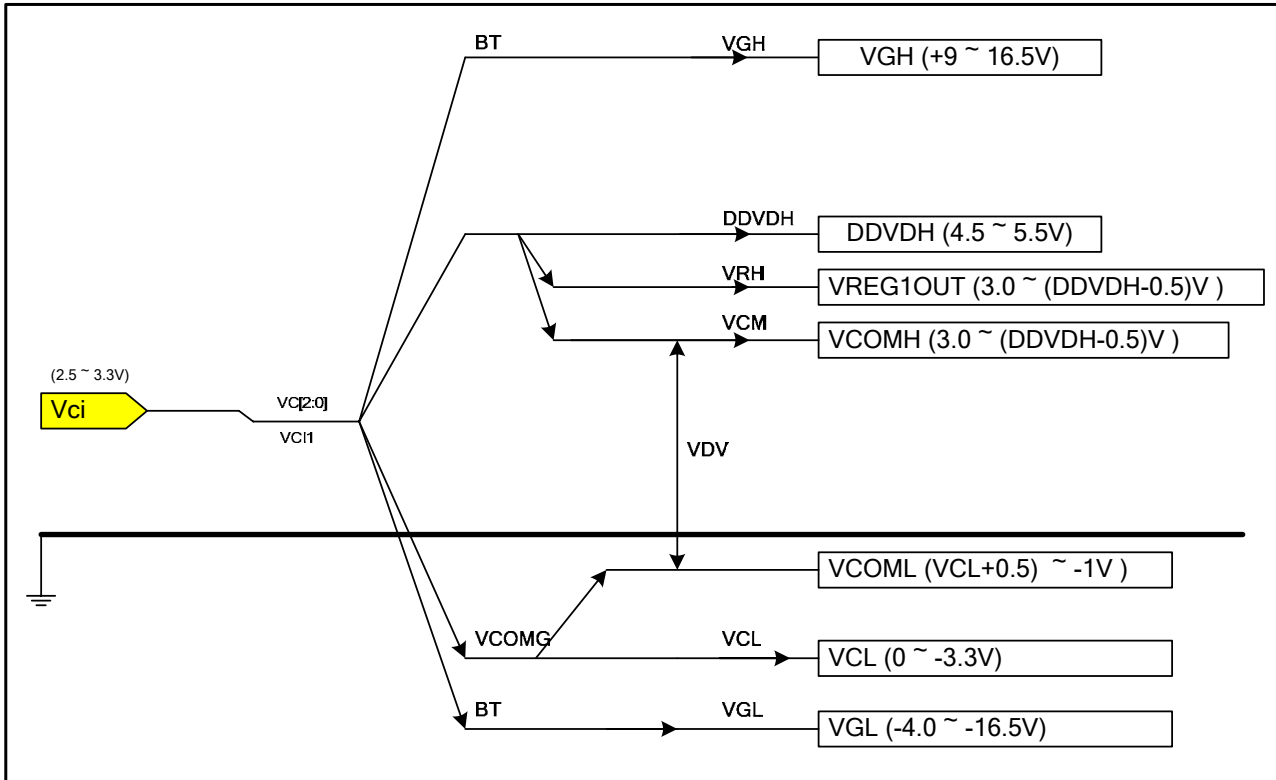


Figure 44 Power Supply ON/OFF Sequence

### 13.5. Voltage Generation

The pattern diagram for setting the voltages and the waveforms of the voltages of the ILI9326 are as follows.



**Figure 45 Voltage Configuration Diagram**

Note: The DDVDH, VGH, VGL, and VCL output voltage levels are lower than their theoretical levels (ideal voltage levels) due to current consumption at respective outputs. The voltage levels in the following relationships  $(DDVDH - VREG1OUT) > 0.5V$ ,  $(VCOML - VCL) > 0.5V$ ,  $(VCOML - VCL) > 0.5V$  are the actual voltage levels. When the alternating cycles of VCOM are set high (e.g. the polarity inverts every line cycle), current consumption is large. In this case, check the voltage before use.

### 13.6. Applied Voltage to the TFT panel

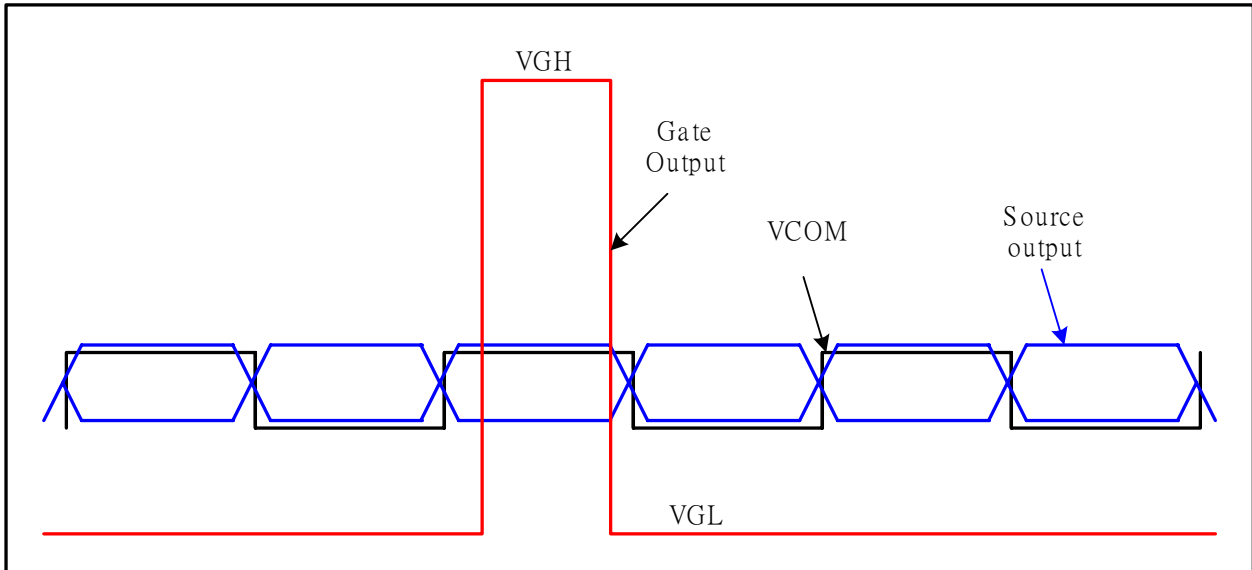


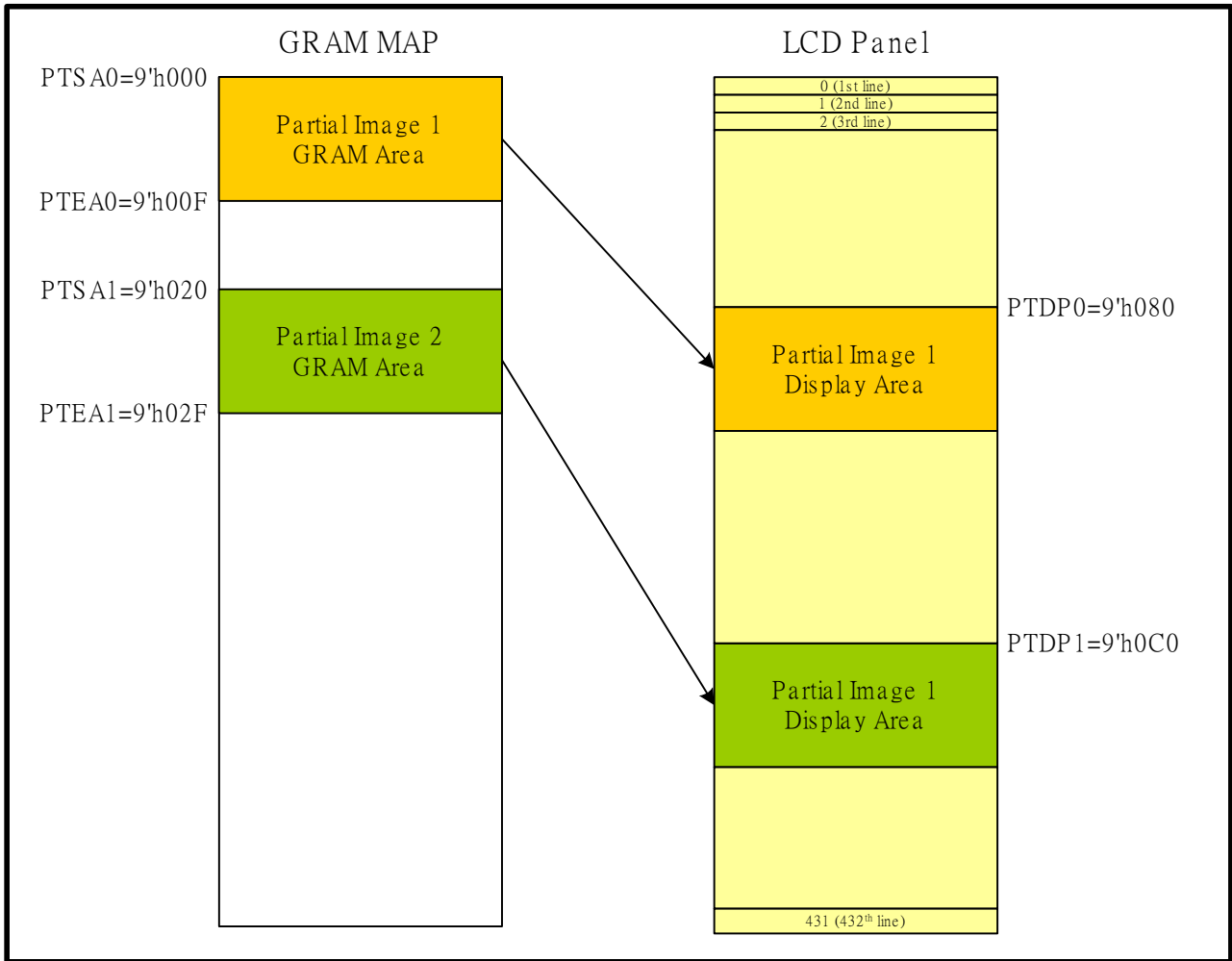
Figure 46 Voltage Output to TFT LCD Panel

### 13.7. Partial Display Function

The ILI9326 allows selectively driving two partial images on the screen at arbitrary positions set in the screen drive position registers.

The following example shows the setting for partial display function:

Base Image Display Setting	
BASEE	0
NL[5:0]	6'h27
Partial Image 1 Display Setting	
PTDE0	1
PTSA0[8:0]	9'h000
PTEA0[8:0]	9'h00F
PTDP0[8:0]	9'h080
Partial Image 2 Display Setting	
PTDE1	1
PTSA1[8:0]	9'h020
PTEA1[8:0]	9'h02F
PTDP1[8:0]	9'h0C0



**Figure 47 Partial Display Example**



## 14. Electrical Characteristics

### 14.1. Absolute Maximum Ratings

The absolute maximum rating is listed in following table. When ILI9326 is used out of the absolute maximum ratings, ILI9326 may be permanently damaged. To use ILI9326 within the following electrical characteristics limit is strongly recommended for normal operation. If these electrical characteristic conditions are exceeded during normal operation, the ILI9326 will malfunction and cause poor reliability.

Item	Symbol	Unit	Value	Note
Power supply voltage (1)	VCC, IOVCC1, IOVCC2	V	-0.3 ~ + 4.6	1, 2
Power supply voltage (1)	VCI - AGND	V	-0.3 ~ + 4.6	1, 4
Power supply voltage (1)	DDVDH - AGND	V	-0.3 ~ + 6.0	1, 4
Power supply voltage (1)	AGND -VCL	V	-0.3 ~ + 4.6	1
Power supply voltage (1)	DDVDH - VCL	V	-0.3 ~ + 9.0	1, 5
Power supply voltage (1)	VGH - AGND	V	-0.3 ~ + 18.5	1, 5
Power supply voltage (1)	AGND - VGL	V	-0.3 ~ + 18.5	1, 6
Input voltage	Vt	V	-0.3 ~ VCC+ 0.3	1
Operating temperature	Topr	°C	-40 ~ + 85	8, 9
Storage temperature	Tstg	°C	-55 ~ + 110	8, 9

Notes:

1. VCC,GND must be maintained
2. (High) (VCC = VCC) ≥ GND (Low), (High) IOVCC1, IOVCC2 ≥ GND (Low).
3. Make sure (High) VCI ≥ GND (Low).
4. Make sure (High) DDVDH ≥ ASSD (Low).
5. Make sure (High) DDVDH ≥ VCL (Low).
6. Make sure (High) VGH ≥ ASSD (Low).
7. Make sure (High) ASSD ≥ VGL (Low).
8. For die and wafer products, specified up to 85°C.
9. This temperature specifications apply to the TCP package

## 14.2. DC Characteristics

(VCC = 2.40 ~ 3.30V, IOVCC1 = 1.65 ~ 3.30V, Ta= -40 ~ 85 °C)

Item	Symbol	Unit	Test Condition	Min.	Typ.	Max.	Note
Input high voltage	V <sub>IH</sub>	V	VCC= 2.4~ 3.3V	0.8*IOVCC1	-	IOVCC1	-
Input low voltage	V <sub>IL</sub>	V	VCC= 2.4 ~ 3.3V	-0.3	-	0.2*IOVCC1	-
Output high voltage(1) ( DB0-17 Pins)	V <sub>OH1</sub>	V	IOH = -0.1 mA	0.8*IOVCC1	-	-	-
Output low voltage ( DB0-17 Pins)	V <sub>OL1</sub>	V	IOVCC1=1.65~3.3V VCC= 2.4 ~ 3.3V IOL = 0.1mA	-	-	0.2*IOVCC1	-
I/O leakage current	I <sub>LI</sub>	μA	Vin = 0 ~ VCC	-0.1	-	0.1	-
Current consumption during normal operation (V <sub>CC</sub> - GND )	I <sub>OP</sub>	μA	VCC=2.8V , Ta=25°C , fOSC = 512KHz ( Line) GRAM data = 0000h	-	100 (VCC)	-	-
Current consumption during standby mode (V <sub>CC</sub> - GND )	I <sub>ST</sub>	μA	VCC=2.8V , Ta=25 °C	-	5	10	-
LCD Driving Voltage ( DDVDH-GND )	DDVDH	V	-	4.5	-	6	-
Output voltage deviation		mV	-	-	5	-	-
Dispersion of the Average Output Voltage	V	mV	-	-10	-	10	-

### MDDI DC Characteristics

(VCC = IOVCC2=2.50 ~ 3.30V, IOVCC1 = 1.65 ~ 3.30V, Ta= -40 ~ 85 °C)

Items	Symbol	Unit	Test condition	Min.	Typ.	Max.	Note
Differential input "High" level voltage (VT=0) (MDDI_DATA_P/M, MDDI_STB_P/M)	V <sub>IT+</sub>	mV		-	0	50	-
Differential input "Low" level voltage (VT=0) (MDDI_DATA_P/M, MDDI_STB_P/M)	V <sub>IT-</sub>	mV		-50	0	-	-
Differential input "High" level voltage, (VT=125mV) (MDDI_DATA_P/M)	V <sub>IT+off</sub>	mV		-	125	175	-
Differential input "Low" level voltage (VT=125mV) (MDDI_DATA_P/M)	V <sub>IT-off</sub>	mV		75	125	-	-
Input voltage range	V <sub>IRNG</sub>	V		0	-	1.65	-
Current consumption (IOVCC2 - GND) In Hibernation	I <sub>hib</sub>	uA	IOVCC1=IOVCC2=VCC=2.8V, 1/t BIT=70Mbps, Ta=25°C, DFM=0, offset=0.8V	-	65	100	-
Current consumption (IOVCC2 - GND) In data transfer	I <sub>trans</sub>	mA	IOVCC1=IOVCC2=VCC=2.8V, in video stream packet transfer, 1/t BIT=70Mbps, Ta=25°C, DFM=0, offset=0.8V	-	0.4 <sup>note1</sup>	-	-

## 14.3. Reset Timing Characteristics

Reset Timing Characteristics (VCC = 1.8 ~ 3.3 V, IOVCC1 = 1.65 ~ 3.3 V)

Item	Symbol	Unit	Min.	Typ.	Max.
Reset low-level width	t <sub>RES</sub>	μs	100	-	-
Reset rise time	t <sub>rRES</sub>	μs	-	-	10
Reset rise time	t <sub>MEM-repair</sub>	ms	50	-	-



## 14.4. AC Characteristics

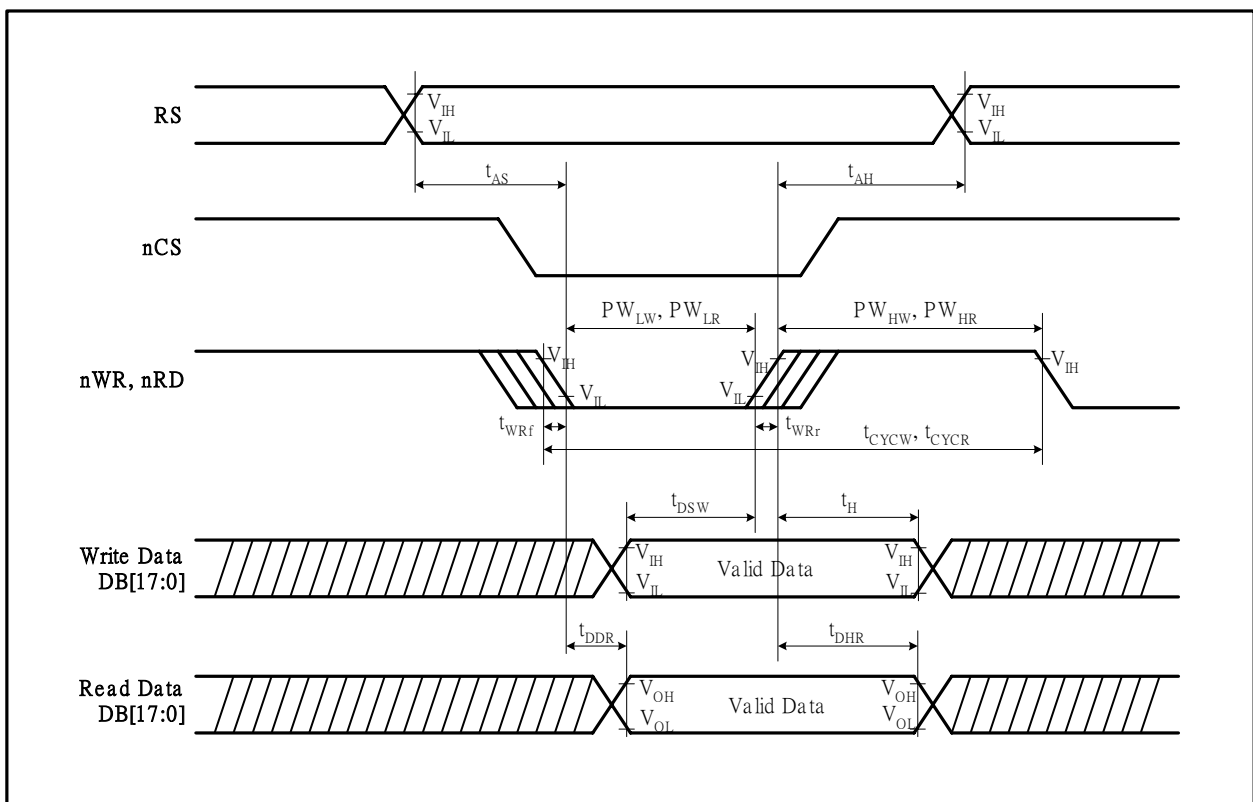
### 14.4.1. i80-System Interface Timing Characteristics

Normal Write Mode (IOVCC = 1.65~3.3V, VCC=2.4~3.3V)

Item	Symbol	Unit	Min.	Typ.	Max.	Test Condition
Bus cycle time	Write	t <sub>cyw</sub>	ns	100	-	-

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	Read	$t_{CYCR}$	ns	300	-	-	-
Write low-level pulse width		$PW_{LW}$	ns	50	-	500	-
Write high-level pulse width		$PW_{HW}$	ns	50	-	-	-
Read low-level pulse width		$PW_{LR}$	ns	150	-	-	-
Read high-level pulse width		$PW_{HR}$	ns	150	-	-	-
Write / Read rise / fall time		$t_{WRr}/t_{WRf}$	ns	-	-	25	-
Setup time	Write ( RS to nCS, E/nWR )	$t_{AS}$	ns	10	-	-	-
	Read ( RS to nCS, RW/nRD )			5	-	-	-
Address hold time		$t_{AH}$	ns	5	-	-	-
Write data set up time		$t_{DSW}$	ns	10	-	-	-
Write data hold time		$t_H$	ns	15	-	-	-
Read data delay time		$t_{DDR}$	ns	-	-	100	-
Read data hold time		$t_{DHR}$	ns	5	-	-	-



**Figure 48 i80-System Bus Timing**

### 14.4.2. Serial Data Transfer Interface Timing Characteristics

(IOVCC= 1.653.3V and VCC=2.4~3.3V)

Item	Symbol	Unit	Min.	Typ.	Max.	Test Condition
Serial clock cycle time	Write ( received )	$t_{SCYC}$	ns	100	-	-
	Read ( transmitted )	$t_{SCYC}$	ns	200	-	-
Serial clock high – level pulse width	Write ( received )	$t_{SCH}$	ns	40	-	-
	Read ( transmitted )	$t_{SCH}$	ns	100	-	-
Serial clock low – level pulse width	Write ( received )	$t_{SCL}$	ns	40	-	-
	Read ( transmitted )	$t_{SCL}$	ns	100	-	-
Serial clock rise / fall time	$t_{Scr}$ , $t_{Scf}$	ns	-	-	5	

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Item	Symbol	Unit	Min.	Typ.	Max.	Test Condition
Chip select set up time	$t_{CSU}$	ns	10	-	-	
Chip select hold time	$t_{CH}$	ns	50	-	-	
Serial input data set up time	$t_{SISU}$	ns	20	-	-	
Serial input data hold time	$t_{SIH}$	ns	20	-	-	
Serial output data set up time	$t_{SOD}$	ns	-	-	100	
Serial output data hold time	$t_{SOH}$	ns	5	-	-	

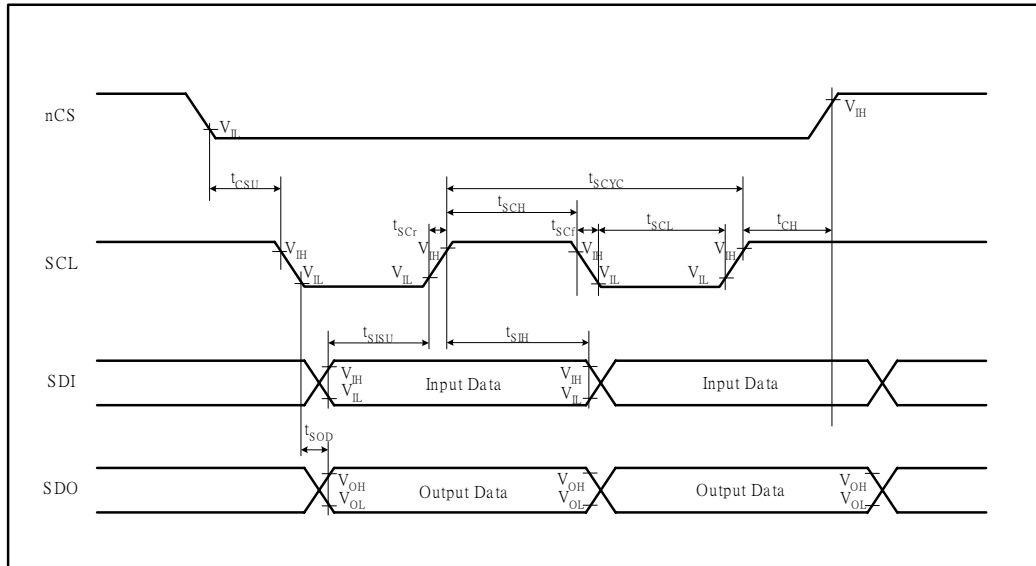


Figure 49 SPI System Bus Timing

### 14.4.3. RGB Interface Timing Characteristics

#### 18/16-bit Bus RGB Interface Mode (IOVCC = 1.65 ~ 3.3V, VCC=2.4~3.3V)

Item	Symbol	Unit	Min.	Typ.	Max.	Test Condition
VSYNC/HSYNC setup time	$t_{SYNCS}$	ns	0	-	-	-
ENABLE setup time	$t_{ENS}$	ns	10	-	-	-
ENABLE hold time	$t_{ENH}$	ns	10	-	-	-
PD Data setup time	$t_{PDS}$	ns	10	-	-	-
PD Data hold time	$t_{PDH}$	ns	40	-	-	-
DOTCLK high-level pulse width	PWDH	ns	40	-	-	-
DOTCLK low-level pulse width	PWDL	ns	40	-	-	-
DOTCLK cycle time	$t_{CYCD}$	ns	100	-	-	-
DOTCLK, VSYNC, HSYNC, rise/fall time	$t_{rghr}, t_{rghf}$	ns	-	-	25	-

#### 6-bit Bus RGB Interface Mode (IOVCC = 1.65 ~ 3.3V, VCC=2.4~3.3V)

Item	Symbol	Unit	Min.	Typ.	Max.	Test Condition
VSYNC/HSYNC setup time	$t_{SYNCS}$	ns	0	-	-	-
ENABLE setup time	$t_{ENS}$	ns	10	-	-	-
ENABLE hold time	$t_{ENH}$	ns	10	-	-	-
PD Data setup time	$t_{PDS}$	ns	10	-	-	-
PD Data hold time	$t_{PDH}$	ns	30	-	-	-
DOTCLK high-level pulse width	PWDH	ns	30	-	-	-
DOTCLK low-level pulse width	PWDL	ns	30	-	-	-
DOTCLK cycle time	$t_{CYCD}$	ns	80	-	-	-

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DOTCLK, VSYNC, HSYNC, rise/fall time	$t_{rghr}, t_{rghf}$	ns	-	-	25	-
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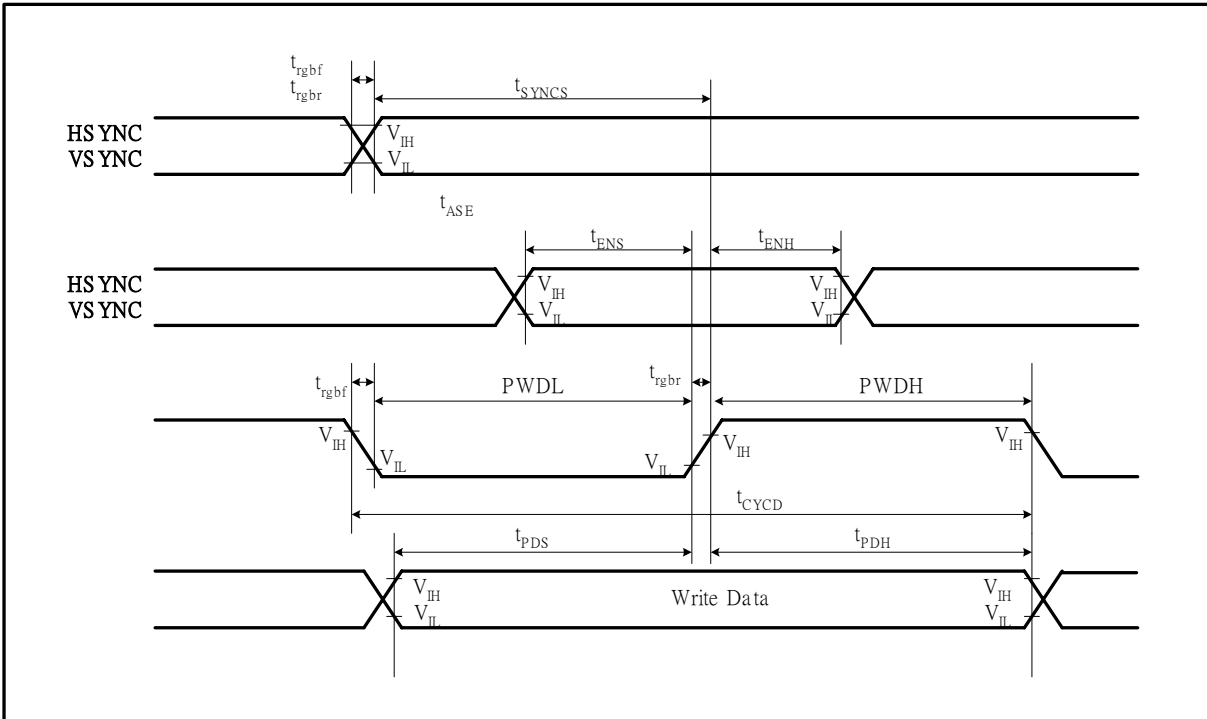


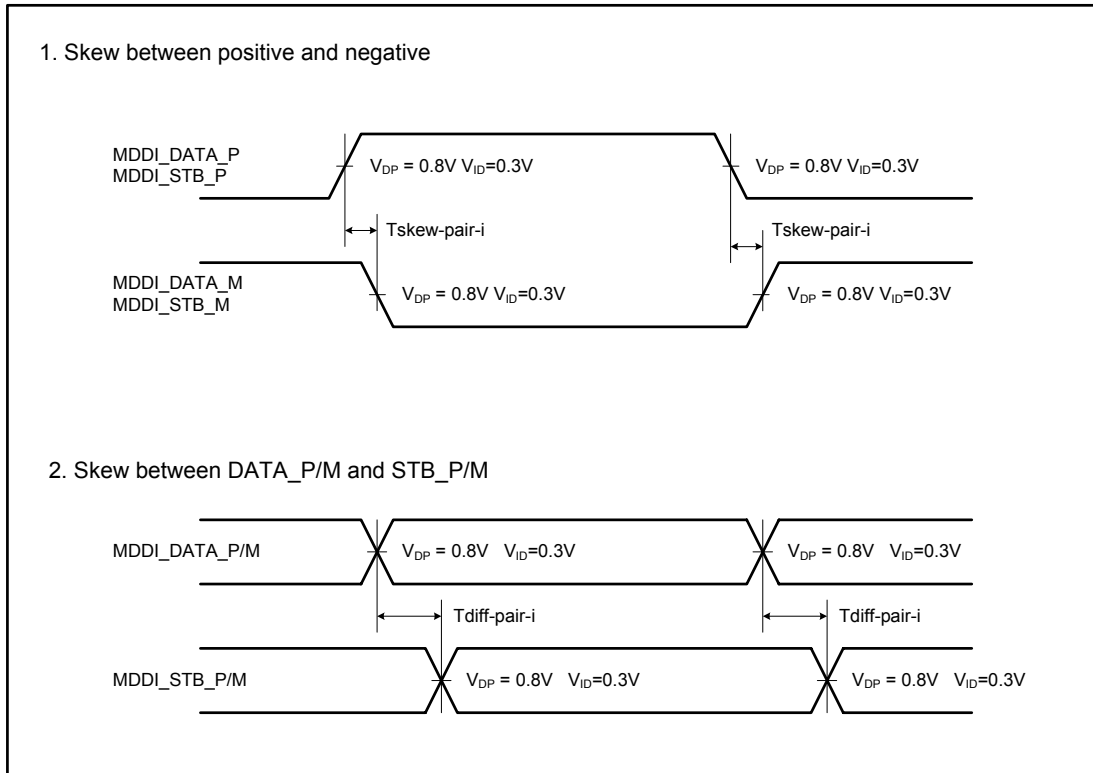
Figure50 RGB Interface Timing

#### 14.4.4. MDDI Interface Timing Characteristics

Item	Symbol	Unit	Test condition	Min.	Typ.	Max.
Data transfer rate	$1/t_{BIT}$	Mbps	Figure 51	10	70	130 <sup>Note2</sup>
Differential transfer input skew	$ \pm T_{skew-pair-i} $	ns	Figure 51	-	-	0.25
Data-stb input skew	$ \pm T_{diff-pair-i} $	ns	Figure 51	-	-	1.0

Note1: Set register R713h =0080h to adjust the bias current to reduce the power consumption, when the transfer speed request is slower than 130Mbps.

Note2: Set register R713h =0000h (default) to adjust the bias current, when the transfer speed request is between 130Mbps ~ 250Mbps.



**Figure51 RGB Interface Timing**

## 15. Revision History

Version No.	Date	Page	Description
V.01	2006/4/17		New Created
V0.12	2007/3/28	20	Modify pad name typing error.
V0.15	2007/4/30		Modify the BT[3:0] definition
V0.17	2007/7/12	19	Modify the pad coordination of S224 ~ S233
V0.20	2007/8/9	35	Add the MDDI interface
V0.23	2007/10/09	-	Remove VCMR and VCOMR function. Modify the MTP programming flow.
V0.24	2007/10/29	117 ~ 120 15	Modify the power on/off sequence Modify Chip Thickness 400um to 280um(typ.)
V0.25	2007/12/25	68	Remove the deep standby function (DSTB)
V0.26	2008/03/23	53, 58, 61, 62	Modify the register R22h to R202h.
V0.27	2008/06/28	63 124	Interface timing gate line number type error Delete LCD output Characteristic
V0.28	2008/07/24	48, 124, 128	Add the AC/DC characteristics for MDDI interface
V0.29	2008/10/31	71	Update the OTP programming voltage
V0.30	2009/06/08	68,88	Remove R102h PSON
		89	Add power control describe
		23	Delete Bit Operation function
		127	SPI Write/Read timing unit