

BOLYMIN

**SPECIFICATIONS FOR
OLED MODULE**

MODEL NO.
BL9664A series
VER02

OR MESSRS:

ON DATE OF:

APPROVED BY:

CONTENTS

1. Numbering System
2. General Specification
3. Absolute Maximum Ratings
4. Electrical Characteristics
5. Optical Characteristics
6. Panel Layout Diagram
7. Interface Pin Function
8. Power Supply For LCD Module
9. Timing Characteristics
10. POWER ON / OFF SEQUENCE & APPLICATION CIRCUIT
11. Display Control Instruction
12. Reliability
13. Appendix

1. Numbering System

<u>B</u>	<u>L</u>	<u>9664</u>	<u>A</u>	:	:	:	:	:	<u>xxx</u>
0	1	2	3	4	5	6	7	8	9

0	Brand	Bolymin	
1	Module Type	C= character type G= graphic type P= TAB/TCP type	O= COG type F= COF type L=PLED/OLED
2	Format	2002=20 characters, 2 lines 12232= 122 x 32 dots	
3	Version No.	A type	
4	LCD Color	G=STN/gray Y=STN/yellow-green PLED/yellow-green C=color STN,OLED/RGB E=OLED yellow	B=STN/blue,OLED/blue F=FSTN T=TN D=OLED/blue+yellow A=OLED/blue+yellow+green
5	LCD Type	R=positive/reflective P=positive/transflective	M=positive/transmissive N=negative/transmissive
6	Backlight type/color	L=LED array/ yellow-green H=LED edge/white R=LED array/red G=LED edge/yellow-green F=RGB array I=RGB edge Q=LED edge/red N=No backlight	D=LED edge/blue E=EL/white B=EL/blue C=CCFL/white Y=LED Bottom/yellow O=LED array/orange K=LED edge/green A=LED edge/amber
7	CGRAM Font (applied only on character type)	J=English/Japanese Font E=English/European Font G=Chinese(simple) F=Chinese(traditional)	C=English/Cyrillic Font H=English/Hebrew Font A=English/Arabic Font
8	View Angle/ Operating Temperature	B=Bottom/Normal Temperature H=Bottom/Wide Temperature U=Bottom/Ultra wide Temperature	T=Top/Normal Temperature W=Top/Wide Temperature C=9H/Normal Temperature E=Top/ultra wide temperature
9	Special Code	3=3 volt logic power supply n=negative voltage for LCD c=cable/connector xxx=to be assigned on datasheet	t=temperature compensation for LCD p=touch panel \$=RoHS

2. General Specification

(1) Mechanical Dimension

Item	Standard Value	Unit
Number of dots	96x64	dots
Module dimension (L*W*H)	29*21*1.61(MAX)	mm
Active area	23.49*15.65	mm
Dot size	0.215(W)×0.215(H)	mm
Dot pitch	0.245(W)×0.245 (H)	mm
Color	Yellow	

(2) Controller IC: SSD1325 Controller

(3) Temperature Range

Operating	-40 ~ +70°C
Storage	-40 ~ +85°C

3. Absolute Maximum Ratings

Item	Symbol	Min	Typ	Max	Unit
Operating Temperature	TOP	-40	—	+70	°C
Storage Temperature	TST	-40	—	+85	°C
Humidity		—	—	85	%
Supply Voltage For Logic	VDD	-0.3	—	3.5	V
Supply Voltage For Panel	Vcc	8	—	16	V
Operating lifetime			50000(*)		Hrs

*:80cd/m² light on

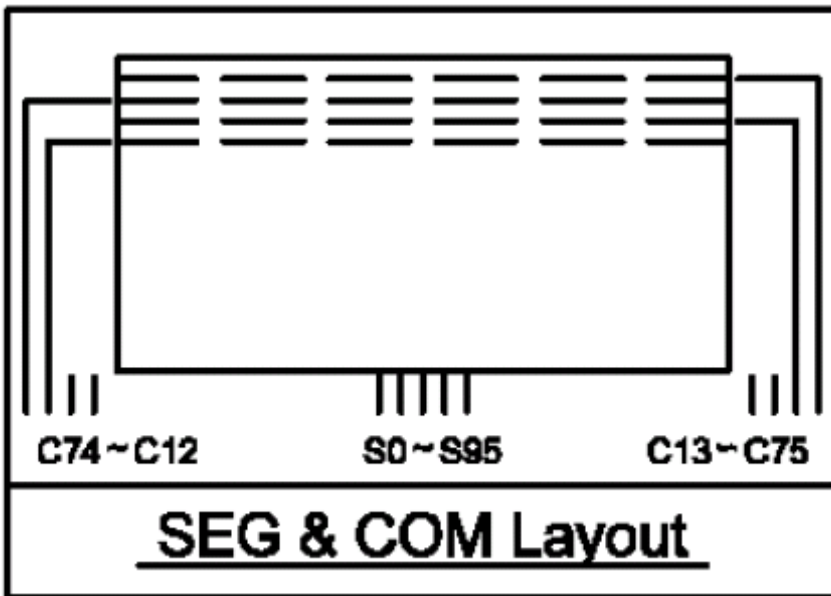
4. Electrical Characteristics

Item	Symbol	Condition	Min.	Typ.	Max.	Unit
Supply Voltage For Logic	V _{DD} -V _{SS}	—	2.4	3.3	3.5	V
Supply Voltage For Panel	V _{cc} -V _{SS}	—	11.5	12	12.5	V
Input High Vol	V _{IH}	—	0.8V _{DD}	—	V _{DD}	V
Input Low Vol	V _{IL}	—	0	—	0.2V _{DD}	V
Output High Vol	V _{OH}	—	0.9V _{DD}	—	V _{DD}	V
Output Low Vol.	V _{OL}	—	0	—	0.1V _{DD}	V
Supply Current For Logic (with built-in positive voltage)	I _{DD}	—	—	40	—	mA
Supply Current For Logic (without positive voltage)	I _{DD}	—	—	9	—	mA

5. Optical Characteristics

Item	Min.	Typ.	Max.	Unit
View Angle	160	—	—	deg
Dark Room contrast	2000:1	—	—	—
Response Time	—	10	—	us

6. Panel Layout Diagram



7. Interface Pin Function

Pin No.	Symbol	Level	Description
1	V _{ss}	0V	Ground
2	V _{dd}	3.3V	Supply voltage for logic
3	CS	H/L	Chip select pin
4	/RES	H/L	Hardware Reset pin
5	D/C	H/L	H: Data; L: Command.
6	WR	H/L	write signal pin
7	RD	H/L	Read signal pin
8	DB0	H/L	Data bus line
9	DB1	H/L	Data bus line
10	DB2	H/L	Data bus line
11	DB3	H/L	Data bus line
12	DB4	H/L	Data bus line
13	DB5	H/L	Data bus line
14	DB6	H/L	Data bus line
15	DB7	H/L	Data bus line
16	DISPOFF/ VCC	— H/L	DISPOFF: Active L VCC: supply voltage for panel(optional)

Default: Parallel 8-Bit 8080 Interface

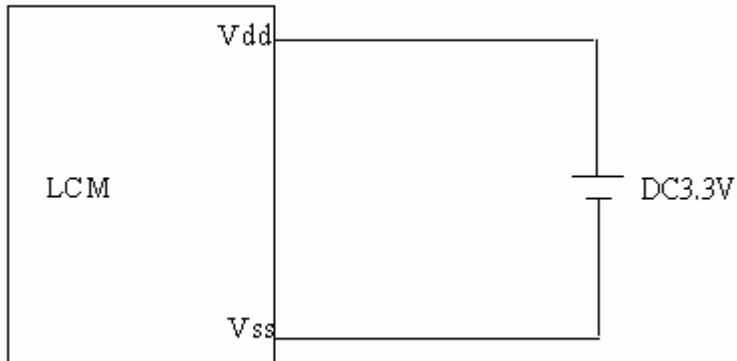
68j : Parallel 8-Bit 6800 Interface Special Code

20i : SPI Interface Special Code

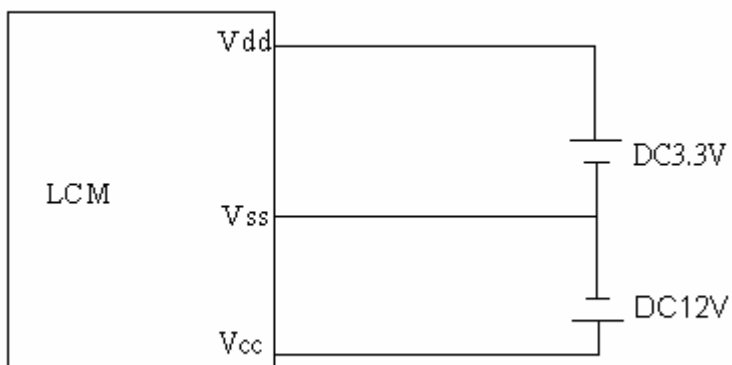
Pin Name Bus Interface	Data/Command Interface								Control Signal				
	D7	D6	D5	D4	D3	D2	D1	D0	E	R/W#	CS#	D/C#	RES#
8-bit 8080	D[7:0]								RD#	WR#	CS#	D/C#	RES#
8-bit 6800	D[7:0]								E	R/W#	CS#	D/C#	RES#
SPI	Tie LOW					NC	SDIN	SCLK	Tie LOW		CS#	D/C#	RES#

8. Power Supply For LCD Module

* LCM operating on "DC 3.3V " input with built-in positive voltage



* (Optional) LCM operating on " DC 3.3V " input with external positive voltage.

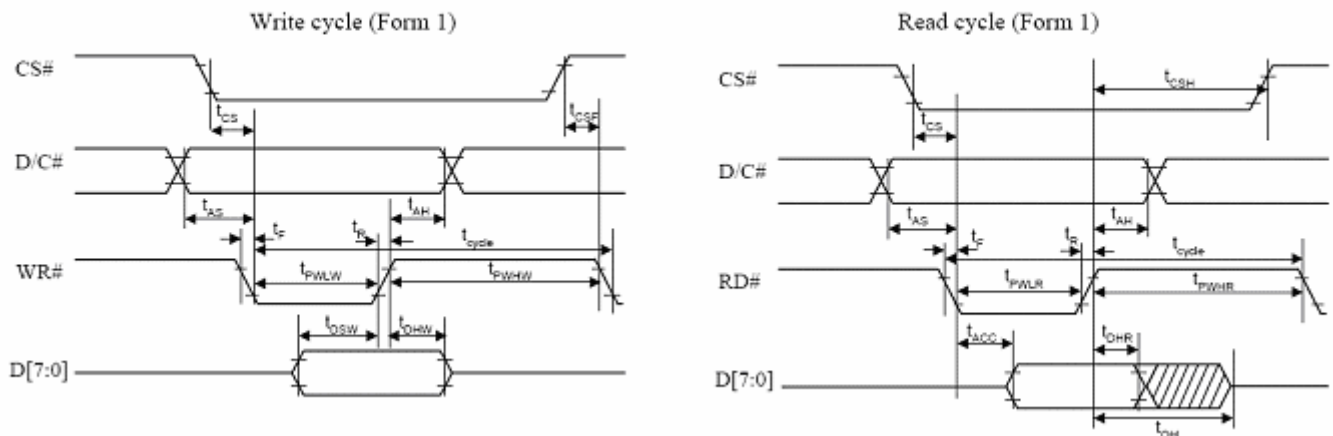


9. Timing Characteristics

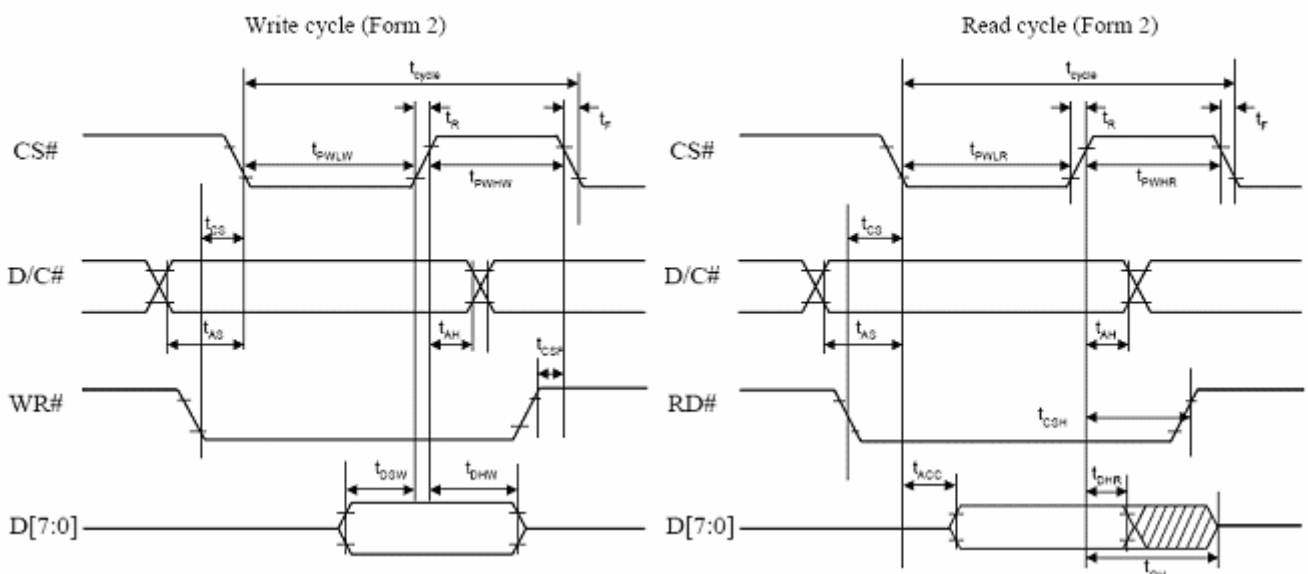
9-1.8080 MPU Interface

Symbol	Parameter	Min	Typ	Max	Unit
t_{cycle}	Clock Cycle Time	300	-	-	ns
t_{AS}	Address Setup Time	10	-	-	ns
t_{AH}	Address Hold Time	0	-	-	ns
t_{DSW}	Write Data Setup Time	40	-	-	ns
t_{DHW}	Write Data Hold Time	15	-	-	ns
t_{DHR}	Read Data Hold Time	20	-	-	ns
t_{OH}	Output Disable Time	-	-	70	ns
t_{ACC}	Access Time	-	-	140	ns
t_{PWLR}	Read Low Time	120	-	-	ns
t_{PWLW}	Write Low Time	60	-	-	ns
t_{PWHR}	Read High Time	60	-	-	ns
t_{PWHW}	Write High Time	60	-	-	ns
t_R	Rise Time	-	-	15	ns
t_F	Fall Time	-	-	15	ns
t_{CS}	Chip select setup time	0	-	-	ns
t_{CSH}	Chip select hold time to read signal	0	-	-	ns
t_{CSF}	Chip select hold time	20	-	-	ns

8080-series parallel interface characteristics (Form 1)



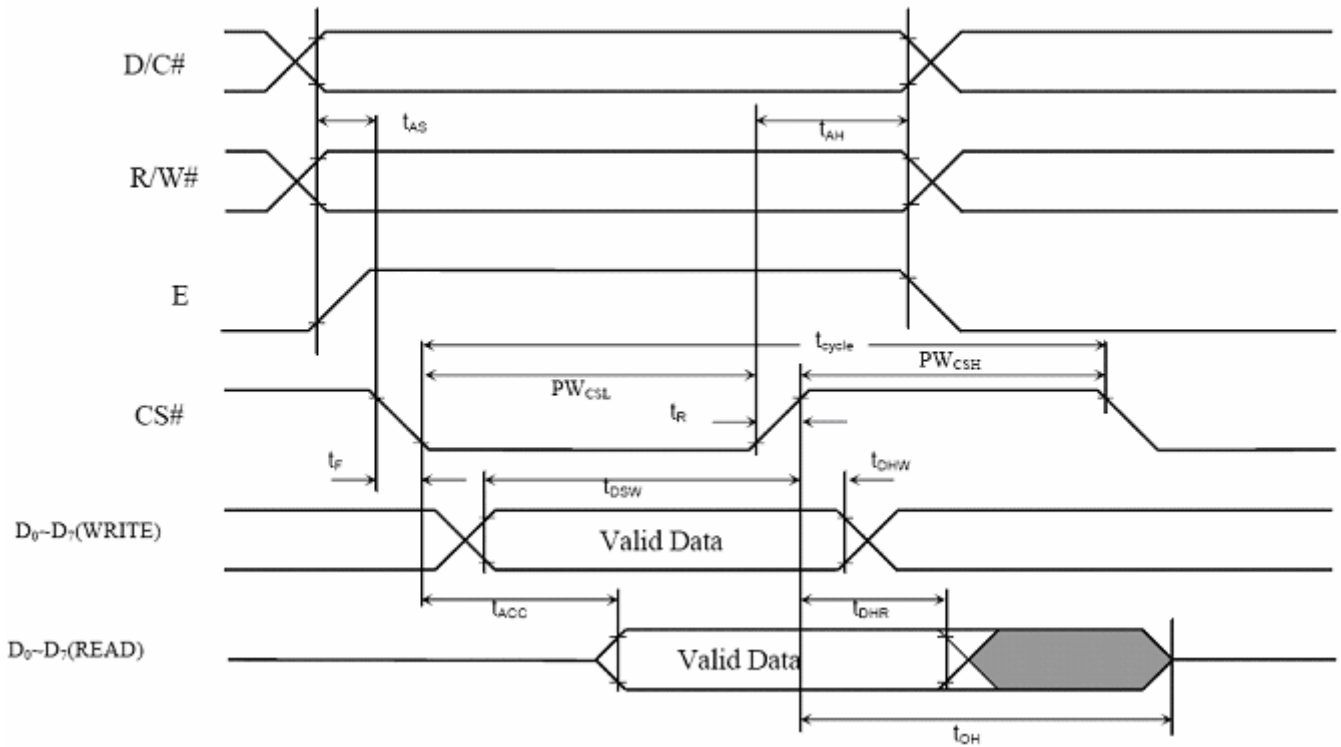
8080-series parallel interface characteristics (Form 2)



9-2.6800 MPU Interface

Symbol	Parameter	Min	Typ	Max	Unit
t_{cycle}	Clock Cycle Time	300	-	-	ns
t_{AS}	Address Setup Time	0	-	-	ns
t_{AH}	Address Hold Time	0	-	-	ns
t_{DSW}	Write Data Setup Time	40	-	-	ns
t_{DHW}	Write Data Hold Time	15	-	-	ns
t_{DHR}	Read Data Hold Time	20	-	-	ns
t_{OH}	Output Disable Time	-	-	70	ns
t_{ACC}	Access Time	-	-	140	ns
PW_{CSL}	Chip Select Low Pulse Width (read) Chip Select Low Pulse Width (write)	120 60	-	-	ns
PW_{CSH}	Chip Select High Pulse Width (read) Chip Select High Pulse Width (write)	60 60	-	-	ns
t_R	Rise Time	-	-	15	ns
t_F	Fall Time	-	-	15	ns

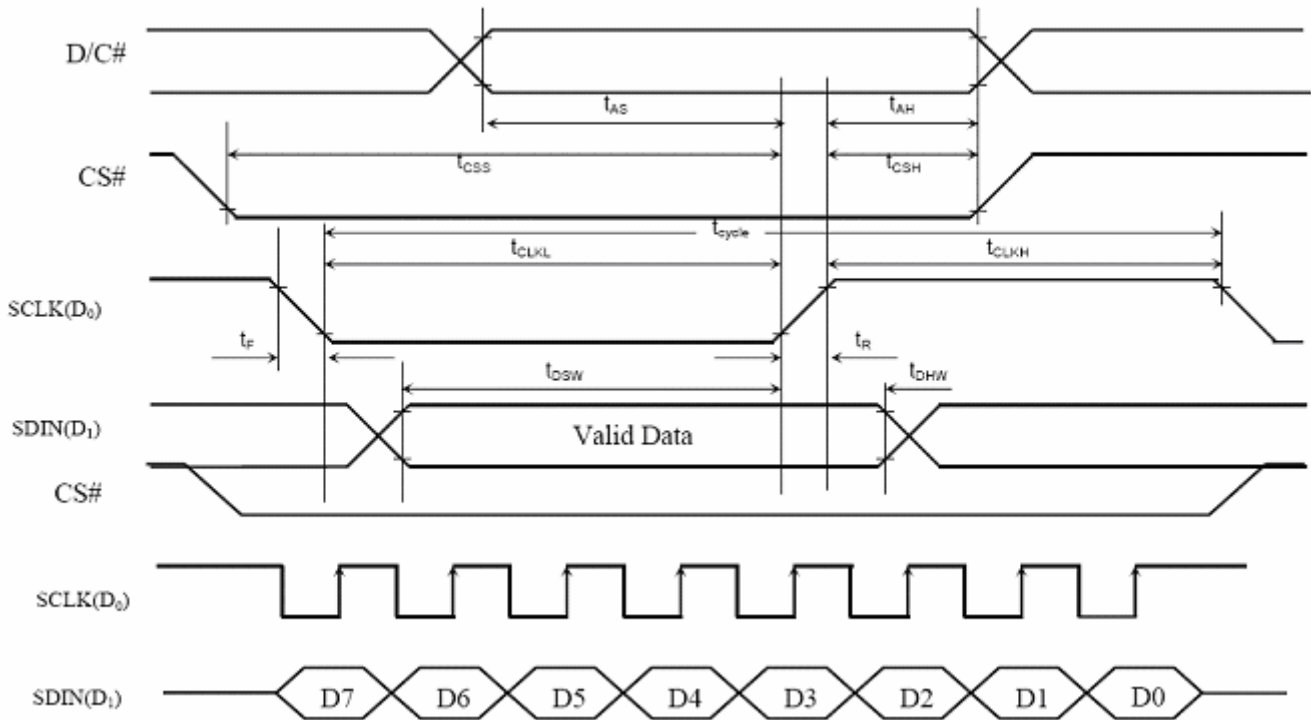
6800-series MPU Parallel Interface Characteristics



9-3.Serial Interface

Symbol	Parameter	Min	Typ	Max	Unit
t_{cycle}	Clock Cycle Time	250	-	-	ns
t_{AS}	Address Setup Time	150	-	-	ns
t_{AH}	Address Hold Time	150	-	-	ns
t_{CSS}	Chip Select Setup Time	120	-	-	ns
t_{CSH}	Chip Select Hold Time	60	-	-	ns
t_{DSW}	Write Data Setup Time	100	-	-	ns
t_{DHW}	Write Data Hold Time	100	-	-	ns
t_{CLKL}	Clock Low Time	100	-	-	ns
t_{CLKH}	Clock High Time	100	-	-	ns
t_R	Rise Time	-	-	15	ns
t_F	Fall Time	-	-	15	ns

Serial Interface Characteristics

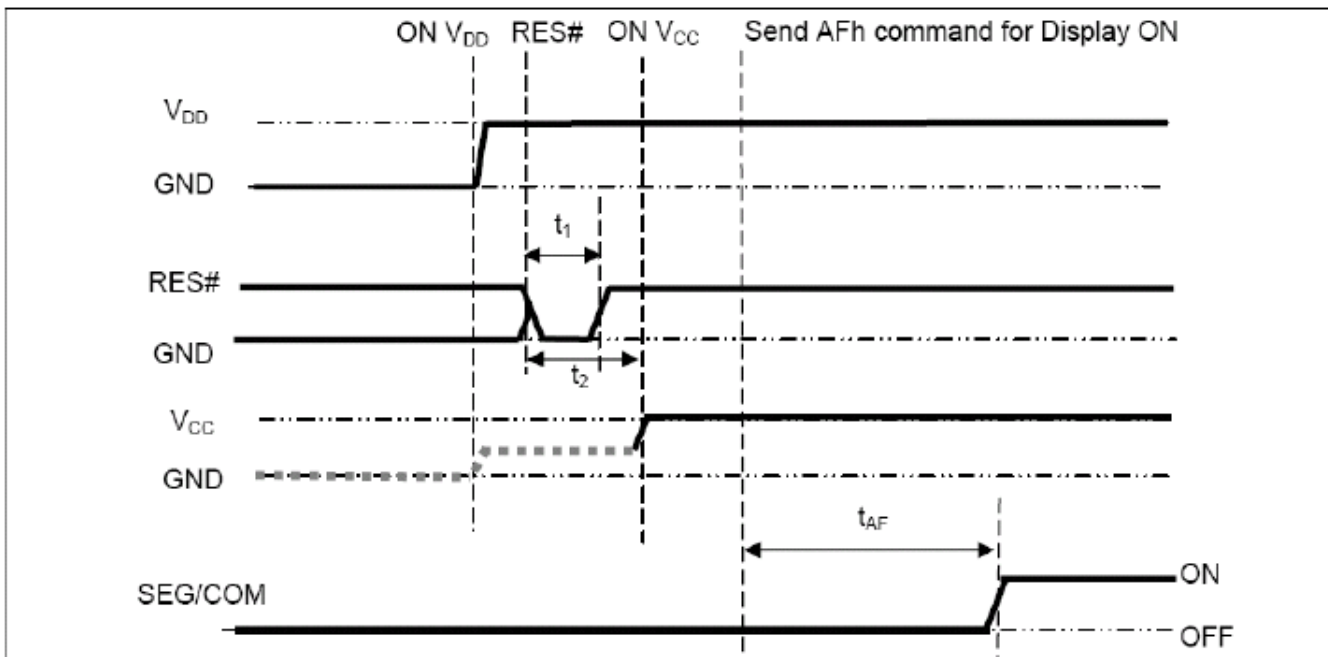


10. Power ON / OFF Sequence & Application Circuit

10.1 POWER ON / OFF SEQUENCE

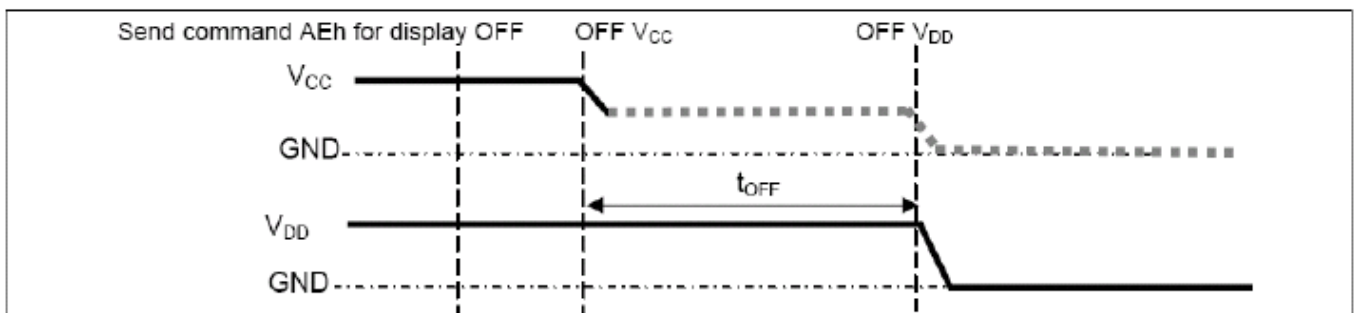
Power ON sequence:

1. Power ON V_{DD} .
2. After V_{DD} become stable, set RES# pin LOW (logic low) for at least $3\mu s(t_1)$ and then HIGH (logic high).
3. After set RES# pin LOW (logic low), wait for at least $3\mu s(t_2)$. Then Power ON V_{CC} .(1)
4. After V_{CC} become stable, send command AFh for display ON. SEG/COM will be ON after $100ms(t_{AF})$.



Power OFF sequence:

1. Send command AEh for display OFF.
2. Wait until panel discharges completely.
3. Power OFF V_{CC} . (1), (2)
4. Wait for t_{OFF} . Power OFF V_{DD} . (where Minimum $t_{OFF}=80ms$, Typical $t_{OFF}=100ms$)



Note:

- (1) Since an ESD protection circuit is connected between V_{DD} and V_{CC} , V_{CC} becomes lower than V_{DD} whenever V_{DD} is ON and V_{CC} is OFF as shown in the dotted line of V_{CC} in above figures.
- (2) V_{CC} should be disabled when it is OFF.

11. Display Control Instruction

Command Table

(D/C# = 0, R/W# (WR#) = 0, E (RD#) = 1) unless specific setting is stated

Fundamental Command Table											
D/C	Hex	D7	D6	D5	D4	D3	D2	D1	D0	Command	Description
0 0 0	15 A[5:0] B[5:0]	0 * *	0 * *	0 A ₅ B ₅	1 A ₄ B ₄	0 A ₃ B ₃	1 A ₂ B ₂	0 A ₁ B ₁	1 A ₀ B ₀	Set Column Address	Second command A[5:0] sets the column start address from 0-63, POR = 00h Third command B[5:0] sets the column end address from 0-63, RESET = 3Fh
0 0 0	75 A[6:0] B[6:0]	0 * *	1 A ₆ B ₆	1 A ₅ B ₅	1 A ₄ B ₄	0 A ₃ B ₃	1 A ₂ B ₂	0 A ₁ B ₁	1 A ₀ B ₀	Set Row address	Second command A[6:0] sets the row start address from 0-79, RESET = 00h Third command B[6:0] sets the row end address from 0-79, RESET = 4Fh
0 0	81 A[6:0]	1 *	0 A ₆	0 A ₅	0 A ₄	0 A ₃	0 A ₂	0 A ₁	1 A ₀	Set Contrast Current	Double byte command to select 1 out of 128 contrast steps. Contrast increases as level increase The level is set to 40h after RESET
0	84~86	1	0	0	0	0	1	X ₁	X ₀	Set Current Range	84h = Quarter Current Range (RESET) 85h = Half Current Range 86h = Full Current Range
0 0	A0 A[6:0]	1 *	0 A ₆	1 A ₅	0 A ₄	0 A ₃	0 A ₂	0 A ₁	0 A ₀	Set Re-map	A[0]=0, Disable Column Address Re-map (RESET) A[0]=1, Enable Column Address Re-map A[1]=0, Disable Nibble Re-map (RESET) A[1]=1, Enable Nibble Re-map A[2]=0, Horizontal Address Increment (RESET) A[2]=1, Vertical Address Increment A[4]=0, Disable COM Re-map disable (RESET) A[4]=1, Enable COM Re-map A[5]=0, Reserved (RESET) A[5]=1, Reserved A[6]=0, Disable COM Split Odd Even (RESET) A[6]=1, Enable COM Split Odd Even
0 0	A1 A[6:0]	1 *	0 A ₆	1 A ₅	0 A ₄	0 A ₃	0 A ₂	0 A ₁	1 A ₀	Set Display Start Line	Set display RAM display start line register from 0-79 Display start line register is reset to 00h after RESET
0 0	A2 A[6:0]	1 *	0 A ₆	1 A ₅	0 A ₄	0 A ₃	0 A ₂	1 A ₁	0 A ₀	Set Display Offset	Set vertical scroll by COM from 0-79 The value is reset to 00H after RESET
0	A4~A7	1	0	1	0	0	X ₂	X ₁	X ₀	Set Display Mode	A4h = Normal Display (RESET) A5h = Entire Display ON,

Fundamental Command Table											
D/C	Hex	D7	D6	D5	D4	D3	D2	D1	D0	Command	Description
											all pixels turns ON in GS level 15 A6h = Entire Display OFF, all pixels turns OFF A7h = Inverse Display
0 0	A8 A[6:0]	1 *	0 A ₆	1 A ₅	0 A ₄	1 A ₃	0 A ₂	0 A ₁	0 A ₀	Set Multiplex Ratio	The next command determines multiplex ratio N from 16MUX-80MUX, A[6:0] = 15 represents 16MUX A[6:0] = 16 represents 17MUX : A[6:0] = 78 represents 79MUX A[6:0] = 79 represents 80MUX
0 0	AD A[1:0]	1 *	0 *	1 *	0 *	1 *	1 *	0 1	1 A ₀	Set Master Configuration	A[0] = 0, Select external V _{CC} supply A[0] = 1, Reserved (RESET) Note (1) Bit A[0] must be set to 0b after RESET. (2) The setting will be activated after issuing Set Display ON command (AFh)
0	AE	1	0	1	0	1	1	1	0	Set Display ON	AEh = Display OFF (Sleep mode) (RESET)
0	AF	1	0	1	0	1	1	1	1	Set Display OFF	AFh = Display ON
0 0	B0 A[5:0]	1 *	0 *	1 A ₅	1 A ₄	0 A ₃	0 A ₂	0 A ₁	0 A ₀	Set Pre-charge Compensation Enable	A[5:0] = 08h (RESET) A[5:0] = 28h, Enable pre-charge compensation
0 0 0	B1 A[3:0] A[7:4]	1 * A ₇	0 * A ₆	1 * A ₅	1 * A ₄	0 * A ₃	0 * A ₂	0 * A ₁	1 * A ₀	Set Phase Length	A[3:0] = P1, phase 1 period of 1-15 DCLKs, RESET = 3DCLKS = 3h A[7:4] = P2, phase 2 period of 1-15 DCLKs, RESET = 5DCLKS = 5h Note (1) 0 DCLK is invalid in phase 1 & phase 2
0 0	B2 A[7:0]	1 A ₇	0 A ₆	1 A ₅	1 A ₄	0 A ₃	0 A ₂	1 A ₁	0 A ₀	Set Row Period (set frame frequency)	The next command sets the number of DCLKs, K, per row between 2-158 DCLKS RESET = 37DCLKS = 25h The K value should be set as K = P1+P2+GS15 pulse width (RESET: 3+5+29DCLKS)
0 0 0	B3 A[3:0] A[7:4]	1 * A ₇	0 * A ₆	1 * A ₅	1 * A ₄	0 * A ₃	0 * A ₂	1 * A ₁	1 * A ₀	Set Display Clock Divide Ratio / Oscillator Frequency	The lower nibble (A[3:0]) of the next command defines the divide ratio (D) of display clock (DCLK) Divide ratio (D)=A[3:0]+1 (A[3:0]RESET is 0001b, i.e. divide ratio (D) = 2)

Fundamental Command Table											
D/C	Hex	D7	D6	D5	D4	D3	D2	D1	D0	Command	Description
											The higher nibble (A[7:4]) of the next command sets the Oscillator Frequency Oscillator Frequency increases with the value of A[7:4] and vice versa Range: 0000b~1111b RESET= 0100b represents 655KHz, typical step value: 5% of previous value
0 0	B4 A[2:0]	1 *	0 *	1 *	1 *	0 *	1 A ₂	0 A ₁	0 A ₀	Set Pre-charge Compensation Level	A[2:0] = 0 (RESET) A[2:0] = 3h, Recommended level
0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0	B8 A[2:0] B[2:0] B[6:4] C[2:0] C[6:4] D[2:0] D[6:4] E[2:0] E[6:4] F[2:0] F[6:4] G[2:0] G[6:4] H[2:0] H[6:4]	1 * * * * * * * * * * * * * * *	0 * * B ₆ * * * * * * * * * * * * *	1 * * B ₅ * * * * * * * * * * * * * *	1 * * B ₄ * * * * * * * * * * * * * *	1 * * * * * * * * * * * * * * *	0 A ₂ * * * * * * * * * * * * * * *	0 A ₁ * * * * * * * * * * * * * * * *	0 A ₀ * * * * * * * * * * * * * * * *	Set Gray Scale Table	The next eight bytes of command set the gray scale level of GS1-15 as below: A[2:0] = Gray scale level of GS1, RESET=1 B[2:0] = Gray scale level of GS2, RESET=1 B[6:4] = Gray scale level of GS3, RESET=1 C[2:0] = Gray scale level of GS4, RESET=1 C[6:4] = Gray scale level of GS5, RESET=1 D[2:0] = Gray scale level of GS6, RESET=1 D[6:4] = Gray scale level of GS7, RESET=1 E[2:0] = Gray scale level of GS8, RESET=1 E[6:4] = Gray scale level of GS9, RESET=1 F[2:0] = Gray scale level of GS10, RESET=1 F[6:4] = Gray scale level of GS11, RESET=1 G[2:0] = Gray scale level of GS12, RESET=1 G[6:4] = Gray scale level of GS13, RESET=1 H[2:0] = Gray scale level of GS14, RESET=1 H[6:4] = Gray scale level of GS15, RESET=1
0 0	BC A[7:0]	1 A ₇	0 A ₆	1 A ₅	1 A ₄	1 A ₃	1 A ₂	0 A ₁	0 A ₀	Set Precharge Voltage	Second command A[7:0] sets the precharge voltage level, A[7:0] 1xxxxxxx connects to V _{COMH} (RESET) 001xxxxx 1.0 * V _{REF} 00000000 0.51 * V _{REF} 00000001 0.52 * V _{REF} 00011111 0.84 * V _{REF}
0 0	BE A[4 :0]	1 *	0 *	1 0	1 A ₄	1 A ₃	1 A ₂	1 A ₁	0 A ₀	Set V _{COMH} Voltage	Second command A[4:0] sets the V _{COMH} voltage level , A[4:0] 00000 0.51*V _{REF} 00001 0.52* V _{REF} 11101 0.81 * V _{REF} (RESET) 11110 0.82* V _{REF} 11111 0.84* V _{REF}
0 0	BF A[3:0]	1 *	0 *	1 *	1 *	1 A ₃	1 A ₂	1 A ₁	1 A ₀	Set Segment Low Voltage (VSL)	Second command A[3:0] sets the VSL voltage as follow: A[3:0] = 0010 kept VSL pin NC A[3:0] = 1110 (RESET) connect a capacitor between VSL pin and V _{SS}
0	E3	1	1	1	0	0	0	1	1	NOP	Command for No Operation

Graphic acceleration command

Set (GAC) (D/C# = 0, R/W#(WR#)= 0, E(RD#) = 1) unless specific setting is stated

Graphic acceleration command										Command	Description
D/C#	Hex	D7	D6	D5	D4	D3	D2	D1	D0		
0	23	0	0	1	0	0	0	1	1	Graphic Acceleration Command Options	A[0] = 0b: Disable Fill rectangle A[0] = 1b: Enable Fill rectangle (RESET)
0	A[4:0]	*	*	*	A ₄	*	*	A ₁	A ₀		A[1] = 0b: Disable x-wrap(RESET) A[1] = 1b: Enable wrap around in x-direction during copying and scrolling A[4] = 0b: Disable reverse copy (RESET) A[4] = 1b: Enable reverse during copying.
0	24	0	0	1	0	0	1	0	0	Draw Rectangle	A[5:0]: Column Address of Start
0	A[5:0]	*	*	A ₅	A ₄	A ₃	A ₂	A ₁	A ₀		B[6:0]: Row Address of Start
0	B[6:0]	*	B ₆	B ₅	B ₄	B ₃	B ₂	B ₁	B ₀		C[5:0]: Column Address of End
0	C[5:0]	*	*	C ₅	C ₄	C ₃	C ₂	C ₁	C ₀		D[6:0]: Row Address of End
0	D[6:0]	*	D ₆	D ₅	D ₄	D ₃	D ₂	D ₁	D ₀		E[7:0]: Set Gray scale pattern
0	E[7:0]	E ₇	E ₆	E ₅	E ₄	E ₃	E ₂	E ₁	E ₀		E[7:0] This byte is divided into two nibbles. The most significant 4 bits represent the gray scale level of the left pixel of each group. The least significant 4 bits represent the gray scale level of the right pixel of each group. Please refer to Figure 33 for the gray scale pattern setting examples.
											Note: (1) $0 \leq A < C \leq 63$ (2) $0 \leq B < D \leq 79$
0	25	0	0	1	0	0	1	0	1	Copy	A[5:0]: Column Address of Start
0	A[5:0]	*	*	A ₅	A ₄	A ₃	A ₂	A ₁	A ₀		B[6:0]: Row Address of Start
0	B[6:0]	*	B ₆	B ₅	B ₄	B ₃	B ₂	B ₁	B ₀		C[5:0]: Column Address of End
0	C[5:0]	*	*	C ₅	C ₄	C ₃	C ₂	C ₁	C ₀		D[6:0]: Row Address of End
0	D[6:0]	*	D ₆	D ₅	D ₄	D ₃	D ₂	D ₁	D ₀		E[5:0]: Column Address of New Start
0	E[5:0]	*	*	E ₅	E ₄	E ₃	E ₂	E ₁	E ₀		F[6:0]: Row Address of New Start
0	F[6:0]	*	F ₆	F ₅	F ₄	F ₃	F ₂	F ₁	F ₀		Note: (1) $0 \leq A < C \leq 63$ (2) $0 \leq B < D \leq 79$ (3) $0 \leq E \leq 63$ (4) $0 \leq F \leq 79$

Graphic acceleration command											
D/C#	Hex	D7	D6	D5	D4	D3	D2	D2	D0	Command	Description
0	26	0	0	1	0	0	1	1	0	Horizontal Scroll	A[5:0]: 1~63 horizontal offset in number of 2~127 column 0 no horizontal scroll
0	A[5:0]	*	*	A ₅	A ₄	A ₃	A ₂	A ₁	A ₀		B[6:0]: 2~80 number of rows to be H-scrolled
0	B[6:0]	*	B ₆	B ₅	B ₄	B ₃	B ₂	B ₁	B ₀		C[1:0]: scrolling time interval 00b 12 frames 01b 64 frames 10b 128 frames 11b 256 frames
0	C[1:0]	*	*	*	*	*	*	C ₁	C ₀		Note: (1) Scrolling operates during display ON. (2) The parameters should not be changed after scrolling is activated
0	2E	0	0	1	0	1	1	1	0	Stop Moving	This command deactivates the scrolling action. Note (1) After sending 2Eh command to deactivate the scrolling action, the ram data needs to be rewritten.
0	2F	0	0	1	0	1	1	1	1	Start Moving	This command activates the scrolling function according to the setting done by Horizontal Scroll command 26h. Note (1) The “wrap around in x-direction” function must be enabled before scrolling start. i.e. Bit A{1} of command 23h must be set to 1b before issuing 2F command.

Read Command Table

(D/C#=0, R/W# (WR#)=1, E (RD#)=1 for 6800 or E (RD#)=0 for 8080)

D ₇ D ₆ D ₅ D ₄ D ₃ D ₂ D ₁ D ₀	Status Register Read	D7 = 0.reserved D7 = 1.reserved D6 = 0.indicates the display is ON D6 = 1.indicated the display is OFF D5 = 0.reserved D5 = 1.reserved D4 = 0.reserved D4 = 1.reserved
--	----------------------	---

Note

(1) Patterns other than that given in Command Table are prohibited to enter to the chip as a command; Otherwise, unexpected result will occur

12. Reliability

■Content of Reliability Test

NO.	Items.	Specification	Applicable Standard
1	High temp. (Non-operation)	85°C, 240hrs	—
2	High temp. (Operation)	70°C, 120hrs	—
3	Low temp. (Operation)	-40°C, 120hrs	—
4	High temp. / High. humidity (Operation)	65°C, 90%RH, 120hrs	—
5	Thermal shock(Non-operation)	-40°C ~85°C (-40°C /30min; transit /3min; 85°C /30min; transit /3min) 1cycle: 66min, 100 cycles.	—
6	Vibration	Frequency : 5~50HZ, 0.5G Scan rate : 1 oct/min Time : 2 hrs/axis Test axis : X, Y, Z	—
7	Drop	Height: 120cm Sequence : 1 angle 、 3 edges and faces Cycles: 1	—
8	ESD (Non-operation)	Air discharge model, ±8kV, 10 times	—

13. Appendix (Drawing)

