

# Serial LCD 4

by Rho Enterprises

## Features

- 24 character by 2 line display module with EL backlight
- Serial input and output are TTL level signals connectable to RS-232
- Four push button switches send ASCII codes
- Accepts power input of 6 volts to 12 volts DC at about 5ma without backlight on and about 50ma with backlight
- A single input/output pin accessed serially
- Piezo beeper for bell sound and button clicks
- Single PC board that parts for separate display and keyboard assemblies
- Uses PIC16C84 microcontroller with internal EEPROM for setup storage

## Bill of Material

Item Qty	Description	Ref desig
1	1 BOARD, SERIAL LCD	-
2	3 CAP, MONO, .10UF, 50V	C1, 2, 7
3	4 CAP, ELECT, 22UF, 25V, SHORT	C3, 4, 5, 6
4	1 CONN, HEADER, 2 PIN, SINGLE, STRAIGHT	J5
5	1 CONN, HEADER, 3 PIN, SINGLE, FEMALE	J4
6	1 CONN, HEADER, 3 PIN, SINGLE, STRAIGHT	P4
7	1 CONN, HEADER, 14 PIN, FEMALE	J3
8	1 CONN, MDEX, 4 PIN	J7
9	6 DIODE, HSS, 1N4448	D1, 2, 3, 4, 5, 6
10	1 DISPLAY, LCD, 24X2, WITH EL BACKLIGHT	DSP1
11	1 DISPLAY, LCD, INVERTER	PS1
12	1 IC, PROG, PIC16C84, 4MHZ, SERLCD4	U1
13	1 JUMPER, 2 INCH X .1 SPACE X 5 COND	J6
14	2 RES, 330 OHM 1/4W 5%	R5, 7
15	1 RES, 33K, 1/4W 5%	R4
16	2 RES, 180K, 1/4W 5%	R2, 3
17	1 RES, VAR, 20K, TOP, CHEAP	R1
18	1 SOCKET, DIP, 18 PIN	(U1)
19	4 SWITCH, PUSH BUTTON, N.O., RND, GRY	S3, 4, 5, 6
20	3 TERMINAL, WIRE WRAP	(PS1)
21	1 TRANSDUCER, BEEPER, PZT, 4KHZ, PC	SP1
22	1 XTAL, CERAMIC RESONATOR, 4MHZ	Y1

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# Assembling and testing the Hbbyst Serial LCD terminal

## Getting started

Before you solder any parts into the Printed Circuit Board, some decisions and preparations must be done. Read this entire set of instructions before starting any assembly.

Decide if you want to detach the switch PCB assembly from the display PCB assembly. The instructions assume that you will separate the two.

You will also need to make a cable to connect power and the RS-232 signals to J7 of the Serial LCD Terminal for testing.

## Assembly of the embedded terminal

### 1. Preparation of the used LCD module and EL backlight power module

Be careful not to get solder or flux on the display.

Remove the stranded wires from the holes at the end of the EL strip of the LCD module. Clean the excess solder from the holes.

Slit the heat shrink tubing from the leads of the backlight module without flexing the leads. Unsolder the stranded wires that are now exposed. Carefully straighten the leads and clean off any excess solder.

The 3-pin header goes into the two holes at the far end of the board from the 14-pin header. Remove the center pin from the 3-pin SIP header and solder it into the two EL strip holes from the side of the board away from the display. This is the same side of the board as the 14-pin header. Solder the EL strip leads to the header pins.

### 2. Push button switch assembly

The switch portion of the PCB is normally separated from the display section of the PCB. This is done because the switches are too short to extend beyond the height of the LCD module enough to reach through the front panel. The display section is mounted on different length spacers than the switch section.

An alternate way is to leave the PCB as one piece and extend the height of the push button switches. This can be done by sticking some adhesive mount rubber feet on the tops of the switches. 3M makes Bumpons that are 0.5" diameter by 0.14" tall. Try using one or two on top of each switch to get the desired height.

Break the switch section away from the display section of the printed circuit board by bending and tearing along the lines of holes.

Install the diodes and push button switches into the switch part of the PCB.

The jumper cable is installed on the circuit side of the

PCB. Insert the jumper cable into the PCB from the circuit side of the board leaving about 1/16" of the wire exposed for soldering. Solder the leads to the pads being careful not to melt the insulation of the jumper cable. The jumper cable is very brittle and flexing it more than a few times will break the wires.

### 3. Assembly of the display section

Set aside the battery clip, EL backlight power module, the LCD module and the PIC microcontroller. They are not assembled to the PCB yet.

Press the Vector pins into the inner set of holes for the EL backlight power module (PS1) from the circuit side of the board. Solder the Vector pins into the board. Trim the Vector terminals to about 1/8" long on the component side of the board.

Install the parts, that were not set aside, onto the display section of the PCB. Use the bill of material and the silkscreen on the board. Double check the orientation of the diodes, capacitors and regulator IC. The potentiometer (R1) may be either 10K or 20K ohms. If the holes for the pot are oversized then use extra care to get good solder joints.

Install jumpers in place of switches S1, S2 and U2 (the regulator): Solder the S1 and S2 jumpers between the pads that have traces. Solder the U2 jumper from "1" to "0" on U2.

### 4. Connecting the two PCB assemblies together

The jumper cable is soldered on the circuit side of the display section of the board just like was done on the switch section. Again leave about 1/16" of exposed wire to allow soldering to the PCB pads. Use care when moving the unmounted PCB assemblies around since this applies stress to the jumper cable.

### 5. Testing the LCD terminal

**Note: Never apply power to the backlight power module without having the LCD module plugged in. (If the output of the EL backlight power module is not under load from the EL strip, the output voltage can increase to a damaging level).**

Center the adjustment of the pot.

Connect a 5 volt power supply to J7, the 4 pin Mflex connector, with +5 volts to pin 4 and ground to pin 1.

Turn on the power and test for +5 volts on the IC socket. Pin 5 is ground and pin 14 is +5 volts.

Turn off the power.

Now install the EL backlight power module on the circuit side of the PCB. Bend its leads over and solder them to the Vector terminals.

Plug in the PIC microcontroller (U1). Pin 1 should be by C7 and J2.

Plug in the LCD module. Make sure that all the pins are aligned on both connectors.

## CAUTION

The backlight power module applies about 100 volts to the EL strip. This voltage is exposed on both the LCD module and display PCB.

Turn on the power. There should be a faint glow on the display.

Verify that there is about 9 volts across the outside contacts of the potentiometer.

Adjust the pot until black squares are just visible on the display.

Turn off the power.

While holding one of the push buttons switches pressed, turn on the power.

When the button is released, the display will show "Rho Enterprises" for an instant and then show the present display size setting. Use the second button from the right to select the display type you have installed.

Press the right most button until a Baud rate is shown. Use the second button from the right to select 1200 Baud. Press the right most button to accept this Baud rate.

Connect the computer RS-232 port to J7 of the Serial LCD Terminal for testing. See the schematic for the pinouts of the connectors.

Test the operation of the display at 1200 Baud, 8 bits, 1 stop bit. Note that at speeds faster than about 2400 Baud, characters can be lost during carriage returns, line feeds and formfeeds. Pad characters (Nul's) can be used to allow faster Baud rates.

## Using the Serial LCD 4

The 4 push button switches send ASCII characters 1 through 4 when pressed. The button farthest to the right is button number one.

The keyboard also allows setting special operating modes of the unit.

Invoke keyboard setup by holding any button down for about 1 second during and after power up. When the button is released, a logo will be shown, followed by a prompt for the display size. Button #2 steps through the possible settings and button #1 stores the displayed setting into the EEPROM and moves on to the next setting mode.

The first mode selects from 10 possible display sizes.

The second mode selects one of 4 cursor types.

The third mode sets the release code mode. If the release code is enabled, the release of any button will also send an ASCII Nul character (hex 00).

The fourth mode turns on and off the power up beep.

The last mode selects one of 5 baud rates from 1200 baud through 19200 baud. Pressing button #1 saves the baud rate and exits the setup mode. The data are transferred as 8 bits, no parity and one stop bit.

## Control characters that are recognized for display by the LCD

Name	ASCII	Hex	Description
Bell	^G	07	Use the beeper to make a tone.
Back space	^H	08	Move the cursor back one position.
Tab	^I	09	Insert spaces to the next tab column. The columns are fixed at every 4th character.
Line feed	^J	0A	Move the cursor down one line.
Formfeed	^K	0C	Clear the screen. Cursor to top, left corner.
Carriage return	^M	0D	Erase to the end of the line and then move the cursor to the start of the line.
Escape	^[	1B	Prefix for commands.
Delete		7F	Delete back one character.

## Serial commands for setting operating modes

All the commands are prefixed by an escape (ESC) character. The next character is the command. The final character or characters are the data for the command. Spaces are not allowed in the command.

The form of the command is: <ESC> <command character> <data character> ( . . . <data character>)

Command	Description
<ESC>t0	Set Display to 8+8 characters by 2 lines.
<ESC>t1	16 1
<ESC>t2	16 2
<ESC>t3	16 4
<ESC>t4	20 1
<ESC>t5	20 2
<ESC>t6	24 1
<ESC>t7	24 2
<ESC>t8	40 1
<ESC>t9	40 2
<ESC>c0	Invisible cursor.
<ESC>c1	Underline cursor.
<ESC>c2	Blinking square cursor.
<ESC>c3	Blinking square and underline cursor.
<ESC>n0	Disable button release code.
<ESC>n1	Enable Nul character as button release code.
<ESC>b0	Disable power on beep.
<ESC>b1	Enable power on beep.
<ESC>p##	Put cursor at character position ## (2 ASCII decimal digits).
<ESC>p00	Puts the cursor at the top, left corner.
<ESC>r	Read single bit I/O as a "0" or "1" character.
<ESC>w0	Write a low level to the single bit I/O.
<ESC>w1	Write a high level to the single bit I/O.
<ESC>f# . . . #	Fill the font RAM. The command must be followed by exactly 64 bytes of font. This is 128 ASCII hex characters. Each byte holds 5 pixels with the LSB being the rightmost pixel. The first byte holds the top row of the first character's font. There are 8 rows per character counting the underline. The programmable font is accessed by ASCII codes for control P(10 hex) through control W(17 hex).

