

# NHD-0416BZ-FL-YBW

## Character Liquid Crystal Display Module

|       |                                |
|-------|--------------------------------|
| NHD-  | Newhaven Display               |
| 0416- | 4 lines x 16 characters        |
| BZ-   | Model                          |
| F-    | Transflective                  |
| L-    | Yellow/Green LED Backlight     |
| Y-    | STN- Yellow/Green              |
| B-    | 6:00 view                      |
| W-    | Wide Temperature (-20°C~+70°C) |
|       | <b>RoHS Compliant</b>          |

**Newhaven Display International, Inc.**

2511 Technology Drive, Suite 101

Elgin IL, 60124

Ph: 847-844-8795

Fax: 847-844-8796

[www.newhavendisplay.com](http://www.newhavendisplay.com)

[nhtech@newhavendisplay.com](mailto:nhtech@newhavendisplay.com)

[nhsales@newhavendisplay.com](mailto:nhsales@newhavendisplay.com)

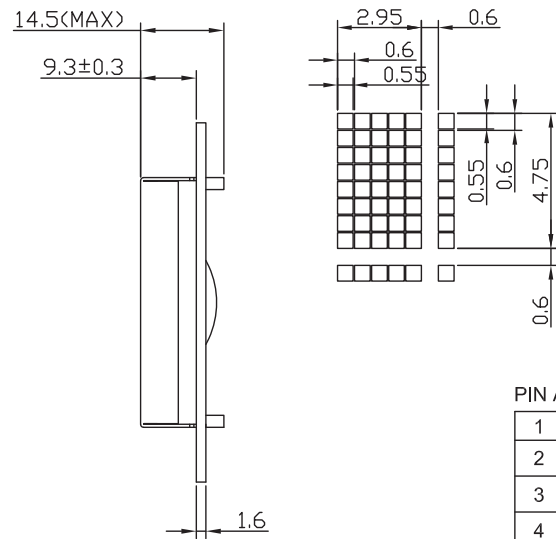
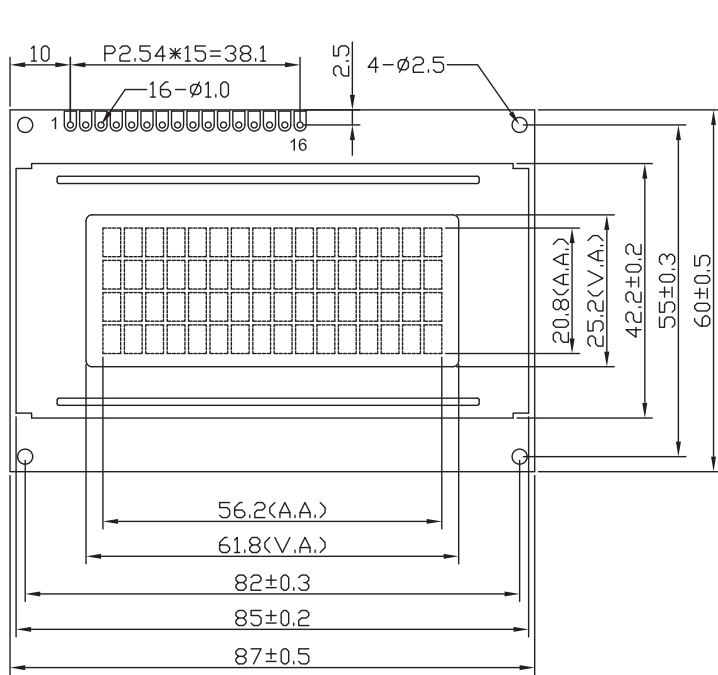
## Document Revision History

| Revision | Date      | Description                    | Changed by |
|----------|-----------|--------------------------------|------------|
| 0        | 10/9/2007 | Initial Release                | -          |
| 1        | 1/18/2010 | User Guide Reformat            | BE         |
| 2        | 1/10/2011 | Updated Controller Information | JT         |
|          |           |                                |            |

## Functions and Features

- 4 lines x 16 characters
- Built-in controller (SPLC780D or ST7066U)
- +5.0V Power Supply
- 1/16 duty, 1/5 bias
- RoHS compliant

## Mechanical Drawing



### PIN ASSIGNMENT

|      |         |
|------|---------|
| 1    | VSS     |
| 2    | VDD     |
| 3    | V0      |
| 4    | RS      |
| 5    | R/W     |
| 6    | E       |
| 7~14 | DB0~DB7 |
| 15   | LED+    |
| 16   | LED-    |

### Feature

- 16 Character X 4-line Character Format. 5X8 dots 1-Cursor line.
- The LCD uses the ST7066U or SPLC780D
- Interface With 4-bit or 8-bit MPU; 1/16 Duty cycle, 1/5 Bias.
- Display Mode & Backlight Variations.
- ROHS Compliant

Newhaven Display

Part No. NHD-0416BZ-FL-YBW

## Pin Description and Wiring Diagram

| Pin No. | Symbol    | External Connection | Function Description  |
|---------|-----------|---------------------|---|
| 1       | VSS       | Power Supply        | Ground  |
| 2       | VDD       | Power Supply        | Supply Voltage for logic (+5.0V)  |
| 3       | VO        | Adj Power Supply    | Power supply for contrast (approx. 0.4V)  |
| 4       | RS        | MPU                 | Register select signal. RS=0: Command, RS=1: Data   |
| 5       | R/W       | MPU                 | Read/Write select signal, R/W=1: Read R/W=0: Write  |
| 6       | E         | MPU                 | Operation enable signal. Falling edge triggered.  |
| 7-10    | DB0 – DB3 | MPU                 | Four low order bi-directional three-state data bus lines. These four are not used during 4-bit operation. |
| 11-14   | DB4 – DB7 | MPU                 | Four high order bi-directional three-state data bus lines.  |
| 15      | LED+      | Power Supply        | Power supply for LED Backlight (+5.0V via on-board resistor)  |
| 16      | LED-      | Power Supply        | Ground for Backlight  |

**Recommended LCD connector:** 2.54mm pitch pins

**Backlight connector:** ---      **Mates with:** ---



## Electrical Characteristics

| Item                        | Symbol | Condition         | Min. | Typ. | Max. | Unit |
|-----------------------------|--------|-------------------|------|------|------|------|
| Operating Temperature Range | Top    | Absolute Max      | -20  | -    | +70  | °C   |
| Storage Temperature Range   | Tst    | Absolute Max      | -30  | -    | +80  | °C   |
| Supply Voltage              | VDD    |                   | 4.7  | 5.0  | 5.5  | V    |
| Supply Current              | IDD    | Ta=25°C, VDD=5.0V | -    | 1.5  | 2.5  | mA   |
| Supply for LCD (contrast)   | VDD-V0 | Ta=25°C           | -    | 4.6  | -    | V    |
| "H" Level input             | Vih    |                   | 2.2  | -    | VDD  | V    |
| "L" Level input             | Vil    |                   | 0    | -    | 0.6  | V    |
| "H" Level output            | Voh    |                   | 2.4  | -    | -    | V    |
| "L" Level output            | Vol    |                   | -    | -    | 0.4  | V    |
| Backlight Supply Voltage    | Vled   | -                 | -    | 5.0  | -    | V    |
| Backlight Supply Current    | Iled   | Vled=5.0V         | -    | 120  | -    | mA   |

## Optical Characteristics

| Item                               | Symbol | Condition | Min. | Typ. | Max. | Unit |
|------------------------------------|--------|-----------|------|------|------|------|
| Viewing Angle – Vertical (top)     | AV     | Cr ≥ 2    | -    | 25   | -    | °    |
| Viewing Angle – Vertical (bottom)  | AV     | Cr ≥ 2    | -    | 70   | -    | °    |
| Viewing Angle – Horizontal (left)  | AH     | Cr ≥ 2    | -    | 30   | -    | °    |
| Viewing Angle – Horizontal (right) | AH     | Cr ≥ 2    | -    | 30   | -    | °    |
| Contrast Ratio                     | Cr     |           | -    | 2    | -    | -    |
| Response Time (rise)               | Tr     | -         | -    | 120  | 150  | ms   |
| Response Time (fall)               | Tf     | -         | -    | 120  | 150  | ms   |

## Controller Information

Built-in SPLC780D. Download specification at [http://www.newhavendisplay.com/app\\_notes/SPLC780D.pdf](http://www.newhavendisplay.com/app_notes/SPLC780D.pdf)

Built-in ST7066U. Download specification at [http://www.newhavendisplay.com/app\\_notes/ST7066U.pdf](http://www.newhavendisplay.com/app_notes/ST7066U.pdf)

## Display character address code:

| Display position | 1  | 2  | 3  | 4  | 5  | 6  | 7  | 8  | 9  | 10 | 11 | 12 | 13 | 14 | 15 | 16 |
|------------------|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|
| DDRAM address    | 00 | 01 | 02 | 03 | 04 | 05 | 06 | 07 | 08 | 09 | 0A | 0B | 0C | 0D | 0E | 0F |
| DDRAM address    | 40 | 41 | 42 | 43 | 44 | 45 | 46 | 47 | 48 | 49 | 4A | 4B | 4C | 4D | 4E | 4F |
| DDRAM address    | 10 | 11 | 12 | 13 | 14 | 15 | 16 | 17 | 18 | 19 | 1A | 1B | 1C | 1D | 1E | 1F |
| DDRAM address    | 50 | 51 | 52 | 53 | 54 | 55 | 56 | 57 | 58 | 59 | 5A | 5B | 5C | 5D | 5E | 5F |

## Built-in Font Table

| Lower 4 Bits \ Upper 4 Bits | 0000       | 0001 | 0010 | 0011 | 0100 | 0101 | 0110 | 0111 | 1000 | 1001 | 1010 | 1011 | 1100 | 1101 | 1110 | 1111 |
|-----------------------------|------------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|
| xxxx0000                    | CG RAM (1) |      |      | 0    | a    | P    | `    | P    |      |      |      | -    | タ    | ミ    | &    | P    |
| xxxx0001                    | (2)        |      | !    | 1    | A    | Q    | a    | q    |      |      | 。    | ア    | チ    | △    | ä    | q    |
| xxxx0010                    | (3)        |      | "    | 2    | B    | R    | b    | r    |      |      | 「    | イ    | ツ    | ×    | ß    | θ    |
| xxxx0011                    | (4)        |      | #    | 3    | C    | S    | c    | s    |      |      | 」    | ウ    | テ    | モ    | ε    | ε    |
| xxxx0100                    | (5)        |      | \$   | 4    | D    | T    | d    | t    |      |      | 、    | エ    | ト    | ト    | μ    | ε    |
| xxxx0101                    | (6)        |      | %    | 5    | E    | U    | e    | u    |      |      | ・    | オ    | ナ    | 1    | ε    | ü    |
| xxxx0110                    | (7)        |      | &    | 6    | F    | V    | f    | v    |      |      | ヲ    | カ    | ニ    | ヨ    | ρ    | π    |
| xxxx0111                    | (8)        |      | '    | 7    | G    | W    | g    | w    |      |      | ア    | キ    | ヌ    | ラ    | g    | π    |
| xxxx1000                    | (1)        |      | (    | 8    | H    | X    | h    | x    |      |      | イ    | ク    | ネ    | リ    | √    | ×    |
| xxxx1001                    | (2)        |      | )    | 9    | I    | Y    | i    | y    |      |      | ウ    | ケ    | ル    | ル    | '    | γ    |
| xxxx1010                    | (3)        |      | *    | :    | J    | Z    | j    | z    |      |      | エ    | コ    | ハ    | レ    | j    | π    |
| xxxx1011                    | (4)        |      | +    | ;    | K    | [    | k    | [    |      |      | オ    | サ    | ヒ    | ロ    | *    | π    |
| xxxx1100                    | (5)        |      | ,    | <    | L    | ¥    | l    | l    |      |      | カ    | シ    | フ    | ク    | φ    | π    |
| xxxx1101                    | (6)        |      | -    | =    | M    | ]    | m    | )    |      |      | ユ    | ス    | ハ    | ン    | ε    | ÷    |
| xxxx1110                    | (7)        |      | .    | >    | N    | ^    | n    | →    |      |      | ヨ    | セ    | ホ    | °    | ñ    |      |
| xxxx1111                    | (8)        |      | /    | ?    | O    | _    | o    | ←    |      |      | ツ    | リ    | マ    | °    | ö    | ■    |

## Example Initialization Program

```
8-bit Initialization:
/*****/
void command(char i)
{
    P1 = i;                //put data on output Port
    D_I =0;                //D/I=LOW : send instruction
    R_W =0;                //R/W=LOW : Write
    E = 1;
    Delay(1);              //enable pulse width >= 300ns
    E = 0;                 //Clock enable: falling edge
}
/*****/
void write(char i)
{
    P1 = i;                //put data on output Port
    D_I =1;                //D/I=LOW : send data
    R_W =0;                //R/W=LOW : Write
    E = 1;
    Delay(1);              //enable pulse width >= 300ns
    E = 0;                 //Clock enable: falling edge
}
/*****/
void init()
{
    E = 0;
    Delay(100);            //Wait >15 msec after power is applied
    command(0x30);         //command 0x30 = Wake up
    Delay(30);             //must wait 5ms, busy flag not available
    command(0x30);         //command 0x30 = Wake up #2
    Delay(10);             //must wait 160us, busy flag not available
    command(0x30);         //command 0x30 = Wake up #3
    Delay(10);             //must wait 160us, busy flag not available
    command(0x38);         //Function set: 8-bit/2-line
    command(0x10);         //Set cursor
    command(0x0c);         //Display ON; Cursor ON
    command(0x06);         //Entry mode set
}
/*****/
```

```

4-bit Initialization:
/*****/
void command(char i)
{
    P1 = i;                //put data on output Port
    D_I =0;               //D/I=LOW : send instruction
    R_W =0;               //R/W=LOW : Write
    Nybble();             //Send lower 4 bits
    i = i<<4;             //Shift over by 4 bits
    P1 = i;                //put data on output Port
    Nybble();             //Send upper 4 bits
}
/*****/
void write(char i)
{
    P1 = i;                //put data on output Port
    D_I =1;               //D/I=HIGH : send data
    R_W =0;               //R/W=LOW : Write
    Nybble();             //Clock lower 4 bits
    i = i<<4;             //Shift over by 4 bits
    P1 = i;                //put data on output Port
    Nybble();             //Clock upper 4 bits
}
/*****/
void Nybble()
{
    E = 1;
    Delay(1);             //enable pulse width >= 300ns
    E = 0;                //Clock enable: falling edge
}
/*****/
void init()
{
    P1 = 0;
    P3 = 0;
    Delay(100);           //Wait >15 msec after power is applied
    P1 = 0x30;            //put 0x30 on the output port
    Delay(30);            //must wait 5ms, busy flag not available
    Nybble();             //command 0x30 = Wake up
    Delay(10);            //must wait 160us, busy flag not available
    Nybble();             //command 0x30 = Wake up #2
    Delay(10);            //must wait 160us, busy flag not available
    Nybble();             //command 0x30 = Wake up #3
    Delay(10);            //can check busy flag now instead of delay
    P1= 0x20;             //put 0x20 on the output port
    Nybble();             //Function set: 4-bit interface
    command(0x28);        //Function set: 4-bit/2-line
    command(0x10);        //Set cursor
    command(0x0F);        //Display ON; Blinking cursor
    command(0x06);        //Entry Mode set
}
/*****/

```



## Quality Information

| Test Item                             | Content of Test   | Test Condition  | Note |
|---------------------------------------|---|---|------|
| High Temperature storage              | Endurance test applying the high storage temperature for a long time.   | +80°C , 48hrs   | 2    |
| Low Temperature storage               | Endurance test applying the low storage temperature for a long time.  | -30°C , 48hrs   | 1,2  |
| High Temperature Operation            | Endurance test applying the electric stress (voltage & current) and the high thermal stress for a long time.                    | +70°C 48hrs   | 2    |
| Low Temperature Operation             | Endurance test applying the electric stress (voltage & current) and the low thermal stress for a long time.                     | -20°C , 48hrs   | 1,2  |
| High Temperature / Humidity Operation | Endurance test applying the electric stress (voltage & current) and the high thermal with high humidity stress for a long time. | +40°C , 90% RH , 48hrs  | 1,2  |
| Thermal Shock resistance              | Endurance test applying the electric stress (voltage & current) during a cycle of low and high thermal stress.                  | 0°C,30min -> 25°C,5min -> 50°C,30min = 1 cycle<br>10 cycles                         |      |
| Vibration test                        | Endurance test applying vibration to simulate transportation and use.   | 10-55Hz , 15mm amplitude.<br>60 sec in each of 3 directions X,Y,Z<br>For 15 minutes | 3    |
| Static electricity test               | Endurance test applying electric static discharge.  | VS=800V, RS=1.5kΩ, CS=100pF<br>One time   |      |

**Note 1:** No condensation to be observed.

**Note 2:** Conducted after 4 hours of storage at 25°C, 0%RH.

**Note 3:** Test performed on product itself, not inside a container.

## Precautions for using LCDs/LCMs

See Precautions at [www.newhavendisplay.com/specs/precautions.pdf](http://www.newhavendisplay.com/specs/precautions.pdf)

## Warranty Information and Terms & Conditions

[http://www.newhavendisplay.com/index.php?main\\_page=terms](http://www.newhavendisplay.com/index.php?main_page=terms)