



Initialisation Codes for the 4D Systems **4DOLED-602817** Display

Command Defines:

```
#define STATUS_RD 0x01
#define OSC_CTL 0x02
#define CLOCK_DIV 0x03
#define REDUCE_CURRENT 0x04
#define SOFT_RESET 0x05
#define DISP_ON_OFF 0x06
#define PRECHARGE_TIME_R 0x08
#define PRECHARGE_TIME_G 0x09
#define PRECHARGE_TIME_B 0x0A
#define PRECHARGE_CURRENT_R 0x0B
#define PRECHARGE_CURRENT_G 0x0C
#define PRECHARGE_CURRENT_B 0x0D
#define DRIVING_CURRENT_R 0x10
#define DRIVING_CURRENT_G 0x11
#define DRIVING_CURRENT_B 0x12
#define DISPLAY_MODE_SET 0x13
#define RGB_IF 0x14
#define RGB_POL 0x15
#define MEMORY_WRITE_MODE 0x16
#define MX1_ADDR 0x17
#define MX2_ADDR 0x18
#define MY1_ADDR 0x19
#define MY2_ADDR 0x1A
#define MEMORY_ACCESS_POINTER_X 0x20
#define MEMORY_ACCESS_POINTER_Y 0x21
#define DDRAM_DATA 0x22
#define GRAY_SCALE_INDEX 0x50
#define GRAY_SCALE_DATA 0x51
#define DUTY 0x28
#define DSL 0x29
#define D1_DDRAM_FAC 0x2E
#define D1_DDRAM_FAR 0x2F
#define D2_DDRAM_SAC 0x31
#define D2_DDRAM_SAR 0x32
#define SCR1_FX1 0x33
#define SCR1_FX2 0x34
#define SCR1_FY1 0x35
#define SCR1_FY2 0x36
#define SCR2_SX1 0x37
#define SCR2_SX2 0x38
#define SCR2_SY1 0x39
#define SCR2_SY2 0x3A
#define SCREEN_SAVER_CONTROL 0x3B
#define SS_SLEEP_TIMER 0x3C
#define SCREEN_SAVER_MODE 0x3D
#define SS_SCR1_FU 0x3E
#define SS_SCR1_MXY 0x3F
#define SS_SCR2_FU 0x40
#define SS_SCR2_MXY 0x41
#define MOVING_DIRECTION 0x42
#define SS_SCR2_SX1 0x47
#define SS_SCR2_SX2 0x48
#define SS_SCR2_SY1 0x49
#define SS_SCR2_SY2 0x4A
#define IREF 0x80
```

Porting of this Initialisation code to your chosen hosts language will be required. Please refer to the datasheet for the Driver IC used on the display, for more information. (SEPS525)



Init Code (Command, Data1, ... DataN)

```
DISP_ON_OFF, 0x00, // display off
SOFT_RESET, 0x00,
REDUCE_CURRENT, 0x01,
REDUCE_CURRENT, 0x00,
OSC_CTL, 0x01,
CLOCK_DIV, 0x30,
PRECHARGE_TIME_R, 0x03,
PRECHARGE_TIME_G, 0x03,
PRECHARGE_TIME_B, 0x02,
PRECHARGE_CURRENT_R, 0x50,
PRECHARGE_CURRENT_G, 0x40,
PRECHARGE_CURRENT_B, 0x40,
DRIVING_CURRENT_R, 0xA0,
DRIVING_CURRENT_G, 0xA0,
DRIVING_CURRENT_B, 0xA0,
DISPLAY_MODE_SET, 0x00,
RGB_IF, 0x11,
RGB_POL, 0x00,
MEMORY_WRITE_MODE, 0x66,
DUTY, 0x7F,
DSL, 0x00,
D1_DDRAM_FAC, 0x00,
D1_DDRAM_FAR, 0x00,
D2_DDRAM_SAC, 0x00,
D2_DDRAM_SAR, 0x00,
SCR1_FX1, 0x00,
SCR1_FX2, 0x9F,
SCR1_FY1, 0x00,
SCR1_FY2, 0x7F,
IREF, 0x00,
DISP_ON_OFF, 0x01, // display on
```