NHD-5.5-25664UCG3

Graphic OLED Display Module

NHD-	Newhaven Display
5.5-	5.5" Diagonal
25664-	256 x 64 Pixel Resolution
UC-	Model
G-	Emitting Color: Green
3-	3.3V Operation

REACH Compliant

RoHS Compliant

Table of Contents

Additional Resources

- ➢ **Support Forum:** https://support.newhavendisplay.com/hc/en-us/community/topics

- ➢ **GitHub:** https://github.com/newhavendisplay

- ➢ **Example Code:** https://support.newhavendisplay.com/hc/en-us/categories/4409527834135-Example-Code/

- ➢ **Knowledge Center:** https://www.newhavendisplay.com/knowledge_center.html

- ➢ **Quality Center:** https://www.newhavendisplay.com/quality_center.html

- ➢ **Precautions for using LCDs/LCMs:** https://www.newhavendisplay.com/specs/precautions.pdf

- ➢ **Warranty / Terms & Conditions:** https://www.newhavendisplay.com/terms.html

Document Revision History

Revision	Date	Description	Changed By
-	02/19/2025	Initial Release	KL

Mechanical Drawing

49.47

P2.54*19=48.26

20-∅1.0(PTH)
20-∅1.8(PAD)

2.50

4-∅5.50
4-∅3.20

20   1

64.15±0.5 (PCB)
57.15
46.00 (BEZEL)
35.10 (BEZEL OPENING)
33.89 (OLED A.A.)

(9.08)
(17.58)
(18.19)

135.65 (OLED A.A.)
136.90 (BEZEL OPENING)
140.20
147.00 (BEZEL)
147.20±0.5 (PCB)

(5.77)
(5.15)

1.60±0.15

6.8(MAX)

2.65

3.50

3.50

30   1

Segment 112
(Column 1)

Segment 367
(Column 256)

Segment 239
(Column 128)

Segment 240
(Column 129)

Common A0
(Row 64)

Common B0
(Row 64)

Common A63
(Row 1)

Common B63
(Row 1)

0.53
0.5

0.5
0.5
0.53

Detail "A"
Scale (5:1)

Pin No.	Symbol
1	VSS
2	VDD
3	NC or BC_VDD
4	D/C
5	R/W or /WR
6	E or /RD
7-14	DB0 – DB7
15	NC or VCC
16	/RES
17	/CS
18	NC or G_VDD
19	BS1
20	BS0

Product Description: 5.5" 256x64 Graphic OLED

1. Driver IC: SSD1322

2. Interface: 8-bit 6800/8080 Parallel, 3/4-wire SPI

3. Power Requirement: 3.3V OLED

4. Optical Features: Green Color, Anti-Glare, Full View

5. Recommended Pin Header: 1x20pin 2.54mm pitch

Pin Description

Parallel Interface:

Pin No.	Symbol	External Connection	Function Description
1	V$_{SS}$	Power Supply	Ground
2	V$_{DD}$	Power Supply	Supply Voltage for OLED and logic.
3	NC (BC_VDD)	-	No Connect (To use as **Supply Voltage input for Boost Converter**, see Jumper Option #1)
4	D/C	MPU	Register select signal. D/C=0: Command, D/C=1: Data
5	R/W or /WR	MPU	**6800-interface:** Read/Write select signal, R/W=1: Read, R/W=0: Write **8080-interface:** Active LOW Write signal.
6	E or /RD	MPU	**6800-interface:** Operation enable signal. Falling edge triggered. **8080-interface:** Active LOW Read signal.
7-14	DB0 – DB7	MPU	8-bit Bi-directional data bus lines.
15	NC (VCC)	-	No Connect (To use as **Supply Voltage input for OLED Panel,** see Jumper Option #2)
16	/RES	MPU	Active LOW Reset signal.
17	/CS	MPU	Active LOW Chip Select signal.
18	BC_CTRL (G_VDD)	-	Booster ON/OFF Control signal. 1 = ON (Default), 0 = OFF (To use as **Supply Voltage input for Internal Regulator,** see Jumper Option #3)
19	BS1	MPU	MPU Interface Select signal.
20	BS0	MPU	MPU Interface Select signal.

Serial Interface:

Pin No.	Symbol	External Connection	Function Description
1	V$_{SS}$	Power Supply	Ground
2	V$_{DD}$	Power Supply	Supply Voltage for OLED and logic.
3	NC (BC_VDD)	-	No Connect (To use as **Supply Voltage input for Boost Converter**, see Jumper Option #1)
4	D/C	MPU	Register select signal. D/C=0: Command, D/C=1: Data Tie LOW for 3-wire Serial Interface.
5-6	VSS	Power Supply	Ground
7	SCLK	MPU	Serial Clock signal.
8	SDIN	MPU	Serial Data Input signal.
9	NC	-	No Connect
10-14	VSS	Power Supply	Ground
15	NC (VCC)	-	No Connect (To use as **Supply Voltage input for OLED Panel,** see Jumper Option #2)
16	/RES	MPU	Active LOW Reset signal.
17	/CS	MPU	Active LOW Chip Select signal.
18	BC_CTRL (G_VDD)	-	Booster ON/OFF Control signal. 1 = ON (Default), 0 = OFF (To use as **Supply Voltage input for Internal Regulator,** see Jumper Option #3)
19	BS1	MPU	MPU Interface Select signal.
20	BS0	MPU	MPU Interface Select signal.

Interface Selection

MPU Interface Pin Selections

Pin Name	6800 Parallel 8-bit interface	8080 Parallel 8-bit interface	3-wire Serial Interface	4-wire Serial Interface
BS1	1	1	0	0
BS0	1	0	1	0

BS[1:0] interface select signals can be configured via pins 19-20 or via onboard jumpers. To configure using onboard jumpers, use the table below.

Pin Name	6800 Parallel 8-bit Interface	8080 Parallel 8-bit Interface	3-wire SPI Interface	4-wire SPI Interface
R2	SHORT	OPEN	SHORT	OPEN
R3	OPEN	SHORT	OPEN	SHORT
R4	SHORT	SHORT	OPEN	OPEN
R5	OPEN	OPEN	SHORT	SHORT

MPU Interface Pin Assignment Summary

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

Wiring Diagrams

NHD-5.5-25664UCG3
6800 8-bit Parallel

NHD-5.5-25664UCG3
8080 8-bit Parallel

NHD-5.5-25664UCG3
3-Wire SPI

NHD-5.5-25664UCG3
4-Wire SPI

On-Board Jumper Options

Default Jumper Setting

R6	R8	R9	R10	Description
Open	Open	**Close**	Open	**(default)** OLED Logic Circuit + Boost converter + OLED panel are powered from VDD (pin #2). This allows the full module to be powered by a single low-voltage supply.

Jumper Option #1 - Independent Supply Voltage for Boost Converter (BC_VDD)

R6	R8	R9	R10	Description
Open	**Close**	Open	Open	Boost converter + OLED panel are powered from BC_VDD (pin #3). OLED Logic Circuit is powered from VDD (pin #2). This allows for increased efficiency through the boost converter, by allowing a supply voltage up to +5V at its input, BC_VDD (pin #3).

Jumper Option #2 – External Supply Voltage for OLED Panel (VCC)

R6	R8	R9	R10	Description
Open	Open	Open	**Close**	OLED panel is powered from VCC (pin #15) – boost converter is not used. OLED Logic Circuit is powered from VDD (pin #2). This allows for maximum module efficiency, and drastically reduced total current consumption.

Jumper Option #3 – External Supply Voltage for Internal Regulator (G_VDD)

R6	R7	Description
Close	Open	OLED Internal Regulator + Logic Circuit are powered from G_VDD (pin #18) – boost converter is powered from VDD (pin #2). Disabling the internal regulator reduces power consumption. Booster circuit must be driven by alternative method.

Electrical Characteristics

Item	Symbol	Condition	Min.	Typ.	Max.	Unit
Operating Temperature Range	T_{op}	Absolute Max	-40	-	+85	⁰C
Storage Temperature Range	T_{st}	Absolute Max	-40	-	+90	⁰C
Default Jumper Setting						
Supply Voltage for Module	**VDD**	-	**2.8**	**3.3**	**3.5**	**V**
Supply Current for Module	**IDD**	**VDD=3.3V, 100% ON**	**-**	**350**	**400**	**mA**
Jumper Option #1						
Supply Voltage for Module	VDD	-	2.8	3.3	3.5	V
Supply Current for Module	IDD	V_{DD}=3.3V	-	280	330	µA
Supply Voltage for Boost Converter	BC_VDD	-	2.8	5.0	5.5	V
Supply Current for Boost Converter	BC_IDD	BC_VDD=5.0V, 100% ON	-	220	270	mA
Jumper Option #2						
Supply Voltage for Module	VDD	-	2.8	3.3	3.5	V
Supply Current for Module	IDD	V_{DD}=3.3V	-	280	330	µA
Supply Voltage for OLED Panel	VCC	-	14.5	15	15.5	V
Supply Current for OLED Panel	ICC	VCC=15V, 100% ON	-	75	100	mA
Jumper Option #3						
Supply Voltage for Logic	G_VDD	-	2.4	2.5	2.6	V
Supply Current for Logic	G_IDD	VDD=3.3V	-	100	150	µA
Sleep Mode Current	IDD_{SLEEP}	-	-	50	100	µA
"H" Level input	V_{ih}	-	0.8*VDD	-	VDD	V
"L" Level input	V_{il}	-	VSS	-	0.2*VDD	V
"H" Level output	V_{oh}	-	0.9*VDD	-	VDD	V
"L" Level output	V_{ol}	-	VSS	-	0.1*VDD	V

Optical Characteristics

Item		Symbol	Condition	Min.	Typ.	Max.	Unit
Optimal Viewing Angles	Top	φY+		80	-	-	o
	Bottom	φY-		80	-	-	o
	Left	θX-		80	-	-	o
	Right	θX+		80	-	-	o
Contrast Ratio		CR	-	10,000:1	-	-	-
Response Time	Rise	T_R	T_{OP} = 25°C	-	10	-	us
	Fall	T_F		-	10	-	us
Brightness			50% Checkerboard	100	150	-	cd/m²
Lifetime		-	T_{OP}=25°C 50% Checkerboard	50,000	-	-	Hrs.

Note: Lifetime at typical temperature is based on accelerated high-temperature operation. Lifetime is tested at average 50% pixels on and is rated as Hours until **Half-Brightness**. The Display OFF command can be used to extend the lifetime of the display.

Luminance of active pixels will degrade faster than inactive pixels. Residual (burn-in) images may occur. To avoid this, every pixel should be illuminated uniformly.

Controller Information

Built-in SSD1322 Controller: https://support.newhavendisplay.com/hc/en-us/articles/4414477846679-SSD1322

Table of Commands

Instruction	Code										Description	RESET value
	D/C	HEX	DB7	DB6	DB5	DB4	DB3	DB2	DB1	DB0		
Enable Grayscale Table	0	**00**	0	0	0	0	0	0	0	0	Enable the Grayscale table settings. (see command 0xB8)	
Set Column Address	0	**15**	0	0	0	1	0	1	0	1	Set column start and end address	
	1	**A[6:0]**	*	A6	A5	A4	A3	A2	A1	A0	A[6:0]: Column start address. Range: 0-119d	0
	1	**B[6:0]**	*	B6	B5	B4	B3	B2	B1	B0	B[6:0]: Column end address. Range: 0-119d	119d
Write RAM Command	0	**5C**	0	1	0	1	1	1	0	0	Enable MCU to write Data into RAM	
Read RAM Command	0	**5D**	0	1	0	1	1	1	0	1	Enable MCU to read Data from RAM	
Set Row Address	0	**75**	0	1	1	1	0	1	0	1	Set row start and end address	
	1	**A[6:0]**	*	A6	A5	A4	A3	A2	A1	A0	A[6:0]: Row start address. Range: 0-127d	0
	1	**B[6:0]**	*	B6	B5	B4	B3	B2	B1	B0	B[6:0]: Row end address. Range: 0-127d	127d
Set Remap	0	**A0**	1	0	1	0	0	0	0	0	A[0] = 0; Horizontal Address Increment	0
	1	**A[5:0]**	0	0	A5	A4	0	A2	A1	A0	A[0] = 1; Vertical Address Increment	
	1	**B[4]**	*	*	0	B4	0	0	0	1	A[1] = 0; Disable Column Address remap	0
											A[1] = 1; Enable Column Address remap	
											A[2] = 0; Disable Nibble remap	0
											A[2] = 1; Enable Nibble remap	
											A[4] = 0; Scan from COM0 to COM[N-1]	0
											A[4] = 1; Scan from COM[N-1] to COM0	
											A[5] = 0; Disable COM split Odd/Even	0
											A[5] = 1; Enable COM split Odd/Even	
											B[4] = 0; Disable Dual COM mode	0
											B[4] = 1; Enable Dual COM mode	
											Note: A[5] must be 0 if B[4] is 1.	
Set Display Start Line	0	**A1**	1	0	1	0	0	0	0	1	Set display RAM display start line register from 0-127.	0
	1	**A[6:0]**	*	A6	A5	A4	A3	A2	A1	A0		
Set Display Offset	0	**A2**	1	0	1	0	0	0	1	0	Set vertical shift by COM from 0~127.	0
	1	**A[6:0]**	*	A6	A5	A4	A3	A2	A1	A0		
Display Mode	0	**A4/A7**	1	0	1	0	0	X2	X1	X0	0xA4 = Entire display OFF	0xA6
											0xA5 = Entire display ON, all pixels Grayscale level 15	
											0xA6 = Normal display	
											0xA7 = Inverse display	
Enable Partial Display	0	**A8**	1	0	1	0	1	0	0	0	Turns ON partial mode.	
	1	**A[6:0]**	0	A6	A5	A4	A3	A2	A1	A0	A[6:0] = Address of start row	
	1	**B[6:0]**	0	B6	B5	B4	B3	B2	B1	B0	B[6:0] = Address of end row (B[6:0] > A[6:0])	

Command		Code	D7	D6	D5	D4	D3	D2	D1	D0	Description	Default
Exit Partial Display	0	A9	1	0	1	0	1	0	0	1	Exit Partial Display mode	
Function Selection	0	AB	1	0	1	0	1	0	1	1	A[0] = 0; External VDD	
	1	A[0]	0	0	0	0	0	0	0	A0	A[0] = 1; Internal VDD regulator	1
Set Sleep Mode ON/OFF	0	AE~AF	1	0	1	0	1	1	1	X0	0xAE = Sleep Mode ON (display OFF) 0xAF = Sleep Mode OFF (display ON)	
Set Phase Length	0	B1	1	0	1	1	0	0	0	1	A[3:0] = P1. Phase 1 period of 5-31 DCLK clocks	9
	1	A[7:0]	A7	A6	A5	A4	A3	A2	A1	A0	A[7:4] = P2. Phase 2 period of 3-15 DCLK clocks	7
Set Display Clock Divide Ratio / Oscillator Frequency	0	B3	1	0	1	1	0	0	1	1	A[3:0] = 0000; divide by 1 A[3:0] = 0001; divide by 2 A[3:0] = 0010; divide by 4 A[3:0] = 0011; divide by 8 A[3:0] = 0100; divide by 16 A[3:0] = 0101; divide by 32 A[3:0] = 0110; divide by 64 A[3:0] = 0111; divide by 128 A[3:0] = 1000; divide by 256 A[3:0] = 1001; divide by 512 A[3:0] = 1010; divide by 1024 A[3:0] >= 1011; invalid A[7:4] = Set the Oscillator Frequency. Frequency increases with the value of A[7:4]. Range 0000b~1111b.	0
	1	A[7:0]	A7	A6	A5	A4	A3	A2	A1	A0		1100b
Set GPIO	0	B5	1	0	1	1	0	1	0	1	A[1:0] = 00; GPIO0 input disabled A[1:0] = 01; GPIO0 input enabled A[1:0] = 10; GPIO0 output LOW A[1:0] = 11; GPIO0 output HIGH A[3:2] = 00; GPIO1 input disabled A[3:2] = 01; GPIO1 input enabled A[3:2] = 10; GPIO1 output LOW A[3:2] = 11; GPIO1 output HIGH	10b 10b
	1	A[3:0]	*	*	*	*	A3	A2	A1	A0		
Set Second Precharge Period	0	B6	1	0	1	1	0	1	1	0	Sets the second precharge period A[3:0] = DCLKs	1000b
	1	A[3:0]	*	*	*	*	A3	A2	A1	A0		
Set Grayscale Table	0	B8	1	0	1	1	1	0	0	0	Sets the gray scale pulse width in units of DCLK. Range 0-180d.	
	1	A1[7:0]	A1$_7$	A1$_6$	A1$_5$	A1$_4$	A1$_3$	A1$_2$	A1$_1$	A1$_0$	A1[7:0] = Gamma Setting for GS1	
	1	A2[7:0]	A2$_7$	A2$_6$	A2$_5$	A2$_4$	A2$_3$	A2$_2$	A2$_1$	A2$_0$	A2[7:0] = Gamma Setting for GS2	
	1	.	.	.	.	.	.	.	.	.	.	
	1	.	.	.	.	.	.	.	.	.	.	
	1	.	.	.	.	.	.	.	.	.	.	
	1	A14[7:0]	A14$_7$	A14$_6$	A14$_5$	A14$_4$	A14$_3$	A14$_2$	A14$_1$	A14$_0$	A14[7:0] = Gamma Setting for GS14	
	1	A15[7:0]	A15$_7$	A15$_6$	A15$_5$	A15$_4$	A15$_3$	A15$_2$	A15$_1$	A15$_0$	A15[7:0] = Gamma Setting for GS15 Note: 0 < GS1 < GS2 < GS3 … < GS14 < GS15 The setting must be followed by command 0x00.	

Select Default Linear Gray Scale Table	0	B9	1	0	1	1	1	0	0	1	Sets Linear Grayscale table GS0 pulse width = 0 GS0 pulse width = 0 GS0 pulse width = 8 GS0 pulse width = 16 . . . GS0 pulse width = 104 GS0 pulse width = 112	
Set Precharge Voltage	0 1	BB A[4:0]	1 *	0 *	1 *	1 A4	1 A3	0 A2	1 A1	1 A0	Set precharge voltage level. A[4:0] = 0x00; 0.20*VCC . . A[4:0] = 0x3E; 0.60*VCC	0x17
Set VCOMH Voltage	0 1	BE A[3:0]	1 *	0 *	1 *	1 *	1 A3	1 A2	1 A1	0 A0	Sets the VCOMH voltage level A[3:0] = 0x00; 0.72*VCC . . A[3:0] = 0x04; 0.8*VCC . . A[3:0] = 0x07; 0.86*VCC	0x04
Set Contrast Control	0 1	C1 A[7:0]	1 A7	1 A6	0 A5	0 A4	0 A3	0 A2	0 A1	1 A0	Double byte command to select 1 out of 256 contrast steps. Contrast increases as the value increases.	0x7F
Master Contrast Control	0 1	C7 A[3:0]	1 *	1 *	0 *	0 *	0 A3	1 A2	1 A1	1 A0	A[3:0] = 0x00; Reduce output for all colors to 1/16 A[3:0] = 0x01; Reduce output for all colors to 2/16 . . A[3:0] = 0x0E; Reduce output for all colors to 15/16 A[3:0] = 0x0F; no change	0x0f
Set Multiplex Ratio	0 1	CA A[6:0]	1 *	1 A6	0 A5	0 A4	1 A3	0 A2	1 A1	0 A0	Set MUX ratio to N+1 MUX N=A[6:0]; from 16MUX to 128MUX (0 to 14 are invalid)	127d
Set Command Lock	0 1	FD A[2]	1 0	1 0	1 0	1 1	1 0	1 A2	0 1	1 0	A[2] = 0; Unlock OLED to enable commands A[2] = 1; Lock OLED from entering commands	0x12

MPU Interface

6800-MPU Parallel Interface

The parallel interface consists of 8 bi-directional data pins, R/W, D/C, E, and /CS.
A LOW on R/W indicates write operation, and HIGH on R/W indicates read operation.
A LOW on D/C indicates "Command" read or write, and HIGH on D/C indicates "Data" read or write.
The E input serves as data latch signal, while /CS is LOW. Data is latched at the falling edge of E signal.

Function	E	R/W	/CS	D/C
Write Command	↓	0	0	0
Read Status	↓	1	0	0
Write Data	↓	0	0	1
Read Data	↓	1	0	1

8080-MPU Parallel Interface

The parallel interface consists of 8 bi-directional data pins, /RD, /WR, D/C, and /CS.
A LOW on D/C indicates "Command" read or write, and HIGH on D/C indicates "Data" read or write.
A rising edge of /RS input serves as a data read latch signal while /CS is LOW.
A rising edge of /WR input serves as a data/command write latch signal while /CS is LOW.

Function	/RD	/WR	/CS	D/C
Write Command	1	↑	0	0
Read Status	↑	1	0	0
Write Data	1	↑	0	1
Read Data	↑	1	0	1

Alternatively, /RD and /WR can be kept stable while /CS serves as the data/command latch signal.

Function	/RD	/WR	/CS	D/C
Write Command	1	0	↑	0
Read Status	0	1	↑	0
Write Data	1	0	↑	1
Read Data	0	1	↑	1

Serial Interface (4-wire)

The 4-wire serial interface consists of serial clock SCLK, serial data SDIN, D/C, and /CS.
D0 acts as SCLK and D1 acts as SDIN. D2 should be left open. D3~D7, E, and R/W should be connected to GND.

Function	/RD	/WR	/CS	D/C	D0
Write Command	Tie LOW	Tie LOW	0	0	↑
Write Data	Tie LOW	Tie LOW	0	1	↑

SDIN is shifted into an 8-bit shift register on every rising edge of SCLK in the order of D7, D6,…D0.
D/C is sampled on every eighth clock and the data byte in the shift register is written to the GDRAM or command register in the same clock.
Note: Read is not available in serial mode.

Serial Interface (3-wire)

The 3-wire serial interface consists of serial clock SCLK, serial data SDIN, and /CS.

D0 acts as SCLK and D1 acts as SDIN. D2 should be left open. D3~D7, E, R/W, and D/C should be connected to GND.

Function	/RD	/WR	/CS	D/C	D0
Write Command	Tie LOW	Tie LOW	0	Tie LOW	↑
Write Data	Tie LOW	Tie LOW	0	Tie LOW	↑

SDIN is shifted into an 9-bit shift register on every rising edge of SCLK in the order of D/C, D7, D6,…D0.

D/C (first bit of the sequential data) will determine if the following data byte is written to the Display Data RAM (D/C = 1) or the command register (D/C = 0).

Note: Read is not available in serial mode.

Example Initialization Sequence:

```
Set_Command_Lock(0x12);                  // Unlock Basic Commands (0x12/0x16)
Set_Display_On_Off(0x00);                // Display Off (0x00/0x01)
Set_Column_Address(0x1C,0x5B);
Set_Row_Address(0x00,0x3F);
Set_Display_Clock(0x91);                 // Set Clock as 80 Frames/Sec
Set_Multiplex_Ratio(0x3F);               // 1/64 Duty (0x0F~0x3F)
Set_Display_Offset(0x00);                // Shift Mapping RAM Counter (0x00~0x3F)
Set_Start_Line(0x00);                    // Set Mapping RAM Display Start Line (0x00~0x7F)
Set_Remap_Format(0x14);                  // Set Horizontal Address Increment
                                         //    Column Address 0 Mapped to SEG0
                                         //    Disable Nibble Remap
                                         //    Scan from COM[N-1] to COM0
                                         //    Disable COM Split Odd Even
                                         //    Enable Dual COM Line Mode
Set_GPIO(0x00);                          // Disable GPIO Pins Input
Set_Function_Selection(0x01);            // Enable Internal VDD Regulator
Set_Display_Enhancement_A(0xA0,0xFD);    // Enable External VSL
Set_Contrast_Current(0x9F);              // Set Segment Output Current
Set_Master_Current(0x0F);                // Set Scale Factor of Segment Output Current Control
//Set_Gray_Scale_Table();                // Set Pulse Width for Gray Scale Table
Set_Linear_Gray_Scale_Table();           //set default linear gray scale table
Set_Phase_Length(0xE2);                  // Set Phase 1 as 5 Clocks & Phase 2 as 14 Clocks
Set_Display_Enhancement_B(0x20);         // Enhance Driving Scheme Capability (0x00/0x20)
Set_Precharge_Voltage(0x1F);             // Set Pre-Charge Voltage Level as 0.60*VCC
Set_Precharge_Period(0x08);              // Set Second Pre-Charge Period as 8 Clocks
Set_VCOMH(0x07);                         // Set Common Pins Deselect Voltage Level as 0.86*VCC
Set_Display_Mode(0x02);                  // Normal Display Mode (0x00/0x01/0x02/0x03)
Set_Partial_Display(0x01,0x00,0x00);     // Disable Partial Display
Set_Display_On_Off(0x01);
```

Quality Information

Test Item	Content of Test	Test Condition	Note
High Temperature storage	Test the endurance of the display at high storage temperature.	+90°C , 240hrs	2
Low Temperature storage	Test the endurance of the display at low storage temperature.	-40°C , 240hrs	1,2
High Temperature Operation	Test the endurance of the display by applying electric stress (voltage & current) at high temperature.	+85°C 240hrs	2
Low Temperature Operation	Test the endurance of the display by applying electric stress (voltage & current) at low temperature.	-40°C , 240hrs	1,2
High Temperature / Humidity Operation	Test the endurance of the display by applying electric stress (voltage & current) at high temperature with high humidity.	+60°C , 90% RH , 120hrs	1,2
Thermal Shock resistance	Test the endurance of the display by applying electric stress (voltage & current) during a cycle of low and high temperatures.	-40°C,60min -> 85°C,60min = 1 cycle 24 cycles	

Note 1: No condensation to be observed.

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

Evaluation Criteria:

1: Display is fully functional during operational tests and after all tests, at room temperature.

2: No observable defects.

3: Luminance >50% of initial value.

4: Current consumption within 50% of initial value