S1D13L03



S1D13L03 WVGA Graphics Controller

The S1D13L03 is a color LCD graphics controller with an embedded 768K byte display buffer. The S1D13L03 supports a 8/16-bit Intel 80 CPU architecture while providing high performance bandwidth into display memory allowing for fast screen updates. Resolutions supported include 800x480 single buffered and 352x416 double buffered.

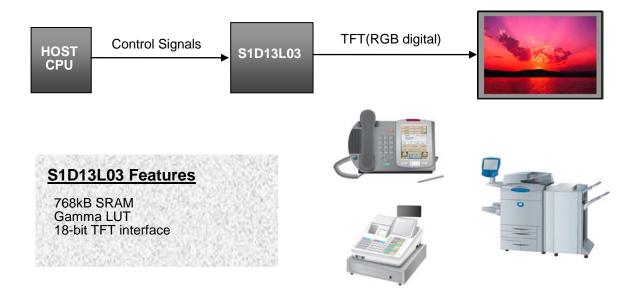
The S1D13L03 uses a double-buffer architecture to prevent any visual tearing during streaming video screen updates.

■ FEATURES

- Embedded 768K byte SRAM Display Buffer
- Low Operating Voltage
- 8/16-bit Intel 80 interface (used for display or register data).
- RGB: 8:8:8, 6:6:6, 5:6:5 (8:8:8 will be truncated to 16 or 18 bpp).
- Active Matrix TFT interface 18-bit interface.
- Supports resolutions up to 800x480.
- Hardware / Software Power Save mode.

- 16/18 bit-per-pixel (bpp) color depths.
- Double-Buffer available to prevent image tearing during streaming input
- Internal programmable PLL.
- Single MHz clock input: CLKI.
- General Purpose Input/Output pins.

■ SYSTEM BLOCK DIAGRAM



S1D13L03

DESCRIPTION

Integrated Frame Buffer

• Embedded 768K byte SRAM display buffer.

CPU Interface

- 8/16-bit Intel 80 interface (used for display or register data).
- Chip select is used to select device. When inactive, any input data/command will be ignored.

Panel Support

- Active Matrix TFT interface.
- 18-bit interface.
- Supports resolutions up to 800x480.

Miscellaneous

- Internal programmable PLL.
- Single MHz clock input: CLKI.
- CLKI available as CLKOUT (separate CLKOUTEN pin associated with output).
- Hardware / Software Power Save mode.
- Input pin to Enable/Disable Power Save Mode.
- General Purpose Input/Output pins are available (GPIO[7:0]).
- COREVDD 1.5 volts and IOVDD 1.65 ~ 3.6 volts
- QFP21 176-pin package

Digital Video

RGB: 8:8:8, 6:6:6, 5:6:5
(8:8:8 will be truncated to 16 or 18 bpp).

Display Features

- 16/18 bit-per-pixel (bpp) color depths.
- 16 bpp to 18 bpp Input Data conversion.
- All display writes are handled by window apertures/position for complete or partial display updates. All window coordinates are referenced to top left corner of the displayed image.
- Double-Buffer available to prevent image tearing during streaming input. Resolutions supported must fit inside 384k bytes (1/2 of total available display buffer). Typical resolution of 352x416.

NOTICE:

No part of this material may be reproduced or duplicated in any form or by any means without the written permission of Seiko Epson. Seiko Epson reserves the right to make changes to this material without notice. Seiko Epson does not assume any liability of any kind arising out of any inaccuracies contained in this material or due to its application or use in any product or circuit and, further, there is no representation that this material is applicable to products requiring high level reliability, such as, medical products. Moreover, no license to any intellectual property rights is granted by implication or otherwise, and there is no representation or warranty that anything made in accordance with this material will be free from any patent or copyright infringement of a third party. When exporting the products or technology described in this material, you should comply with the applicable export control laws and regulations and follow the procedures required by such laws and regulations. You are requested not to use, to resell, to export and/or to otherwise dispose of the products (and any technical information furnished, if any) for the development and/or manufacture of weapon of mass destruction or for other military purposes.

All brands or product names mentioned herein are trademarks and/or registered trademarks of their respective companies.

SEIKO EPSON CORPORATION

MICRODEVICES OPERATIONS DIVISION

EPSON semiconductor website

http://www.epson.jp/device/semicon_e/

IC Sales & Marketing Department 421-8 Hino, Hino-shi, Tokyo 191-8501, JAPAN Phone: +81-42-587-5814 FAX: +81-42-587-5117

Document code: 412705800 First issue February, 2014 in Japan