

III-B. Input/Output Terminal Configurations

EA-Y16015A Z

EA-Y16025A Z

EA-Y20015A Z

EA-Y20025A Z

EA-Y24015A Z

No.	Signal	No.	Signal
1	V _{DD} (+5V)	12	D1
2	RESET	13	D2
3	ENB	14	D3
(4)	NC	15	D4
5	RDY	16	D5
6	RD	17	D6
7	WR	18	D7
8	CS1	19	VR1
9	CS2	20	VR2
10	A0	21	FG
11	D0	22	V _{SS} /GND

EA-Y40040AT

EA-Y20080AT

EA-Y80025AT

No.	Signal	No.	Signal
A 1	V _{DD} -5V	B 1	RESET
A 2	ENB	B 2	NC
A 3	NC	B 3	RDY-1
A 4	RDY-2	B 4	RD
A 5	WR	B 5	CS1-1
A 6	CS1-2	B 6	CS2-1
A 7	CS2-2	B 7	A0
A 8	D0	B 8	D1
A 9	D2	B 9	D3
A 10	D4	B 10	D5
A 11	D6	B 11	D7
A 12	VR1	B 12	VR2
A 13	FG	B 13	V _{SS} /GND

EA-Y40015AT

EA-Y40025AT

EA-Y80015AT

No.	Signal	No.	Signal
A 1	V _{DD} (+5V)	B 1	V _{DD} (+5V)
A 2	NC	B 2	RESET
A 3	ENB	B 3	NC
A 4	RDY	B 4	RD
A 5	WR	B 5	CS1
A 6	CS2	B 6	A0
A 7	D0	B 7	D1
A 8	D2	B 8	D3
A 9	D4	B 9	D5
A 10	D6	B 10	D7
A 11	VR1	B 11	VR2
A 12	NC	B 12	FG
A 13	V _{SS} (GND)	B 13	V _{SS} (GND)

EA-Y40080AT

EA-Y80040AT

No.	Signal	No.	Signal
A 1	V _{DD} -5V	B 1	RESET
A 2	ENB	B 2	NC
A 3	NC	B 3	NC
A 4	NC	B 4	RDY-1
A 5	RDY-2	B 5	RDY-3
A 6	RDY-4	B 6	RD
A 7	WR	B 7	CS1-1
A 8	CS1-2	B 8	CS1-3
A 9	CS1-4	B 9	CS2-1
A 10	CS2-2	B 10	CS2-3
A 11	CS2-4	B 11	A0
A 12	D0	B 12	D1
A 13	D2	B 13	D3
A 14	D4	B 14	D5
A 15	D6	B 15	D7
A 16	VR1	B 16	VR2
A 17	FG	B 17	V _{SS} /GND

III-C. Terminal Descriptions

Terminal	I/O	Function
VDD	I	Power Supply (+5 V +-5 %)
VSS	I	Power Supply (0 V)
$\overline{\text{RESET}}$	I	RESET Signal Input Active-Low input for initialization (When $\overline{\text{RESET}}$ signal is supplied, the controller LSI is reset to the following status.) DISPLAY: off, CURSOR: off, CURSOR FONT: off, UNDERLINE CURSOR: blinking off, CURSOR DIRECTION: increment DISPLAY SUPPRESS : off For $\overline{\text{RESET}}$ signal in detail, refer to "Reset Signal (P. 10)". (Note) This terminal has a built-in pull-up resistor (= 500 kohm).
A0	I	Selection of Character Code Input/ Instruction Code Input A0 = "1": Character Code Input A0 = "0": Instruction Code Input
ENB	I	Clock Input External system clock input. For clock signal in detail, refer "Clock Signal (P. 10)".
$\overline{\text{RD}}$	I	Busy Flag Read Signal Input $\overline{\text{RD}}$ = active "0" When $\overline{\text{RD}}$ is low, master processor can read status of Busy Flag register.
$\overline{\text{WR}}$	I	Data Write Signal Input $\overline{\text{WR}}$ = active "0" When $\overline{\text{WR}}$ is low, master processor can write Character Code or Instruction Code to the module.
DO - D7	I I/O (D7)	Data Input MSB = "D7" LSB = "D0" D7 is a I/O terminal, and outputs Busy signal when executing Busy Flag instruction. D7 = "1": Busy D7 = "0": Not Busy

Terminal	I/O	Function
Chip Select Input		
<u>CS1</u> <u>CS1-N</u> (N: 1-4)	I	<p><u>CS1</u>, <u>CS1-N</u>(N: 1-4) = active "</p> <p><u>CS2</u>, <u>CS2-N</u>(N: 1-4) = active "</p> <p>As for models which display more than 80 characters, in other words, which use plural controller LSI controller LSI has a chip select terminal and corresponds to each display area.</p> <p>For correspondence with display refer to IV. E. "Character Address (P. 27)".</p>
<u>CS2</u> <u>CS2-N</u> (N: 1-4)		
N = Chip number		
Ready Output		
<u>RDY</u> <u>RDY-N</u> (N: 1-4)	O	<p>These terminals output Ready or Not Ready of inside conditions of the hardware.</p> <p><u>RDY</u>, <u>RDY-N</u> = "0": Ready</p> <p><u>RDY</u>, <u>RDY-N</u> = "1": Not Ready</p> <p>(Note) When Reset signal is input is "0". (This signal status will be "Ready".)</p> <p>As for models which display more than 80 characters, in other words, which use plural controller LSI controller LSI has a ready output terminal, and corresponds to each display area.</p> <p>For correspondence with display refer to IV. E. "Character Address (P. 27)".</p>
N = Chip number		