

COMPONENT		
ITEM	P/N	QTY.
1	ADM-3216-P10-PCB	1
2	ADM-3216-1LT-RGB-E	1
3	WIRE002	1
4	WIRE008	1

*UNLESS OTHERWISE SPECIFIED TOLERANCES PER DECIMAL PRECISION ARE: X=±1 (±0.039), X.X=±0.5 (±0.020), X.XX=±0.25 (±0.010), X.XXX=±0.127 (±0.005). LEAD SIZE=±0.05 (±0.002), LEAD LENGTH=±0.75 (±0.030). MIN.= ^{+DECIMAL PRECISION}/_{-0.00} MAX.= ^{+0.00}/_{-DECIMAL PRECISION}

SUNLIKE DISPLAY TECH. CORP. Web: www.lcd-modules.com.tw	ezDisplay P10 OUTDOOR DOT MATRIX, 32*16 PIXEL, RGB LEDs, UART INTERFACE. **THE SPECIFICATIONS MAY CHANGE AT ANY TIME WITHOUT NOTICE DUE TO NEW MATERIALS OR PRODUCT IMPROVEMENT.** CONFIDENTIAL INFORMATION THE INFORMATION CONTAINED IN THIS DOCUMENT IS THE PROPERTY OF SUNLIKE. EXCEPT AS SPECIFICALLY AUTHORIZED IN WRITING BY SUNLIKE, THE HOLDER OF THIS DOCUMENT SHALL KEEP ALL INFORMATION CONTAINED HEREIN CONFIDENTIAL AND SHALL PROTECT SAME IN WHOLE OR IN PART FROM DISCLOSURE AND DISSEMINATION TO ALL THIRD PARTIES.	DATE : 2018.04.20	DRAWN BY : C.C.
		PAGE : 1 OF 5	CHKD BY : E.C.
		SCALE : NTF	APRVD BY : G.Y.
		UNIT : mm [INCH]	Ⓢ

GENERAL SPECIFICATION

ITEM	DESCRIPTION	UNIT
MODULE SIZE	320(L) × 160(W)	mm
PIXEL PITCH	10	mm
PIXEL FORM	RGB	--
PIXEL DENSITY	111111	dot/m2
MODULE RESOLUTION	32x16	dot
DRIVE METHOD	1/4 SCAN	--
CONTROLLER INTERFACE	UART	--
POWER CONSUMPTION	41 MAX	W
BRIGHTNESS	5000 MIN	cd/m2
TEMPERATURE RANGE	-30~60, 10%~95%RH	°C
FRAME COLOR	BLACK	°C

WIRELEAD DEFINITION

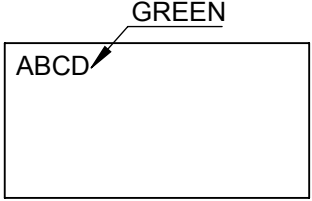
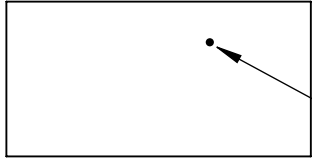
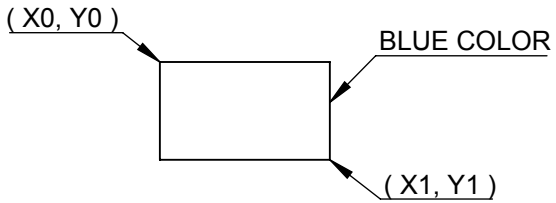
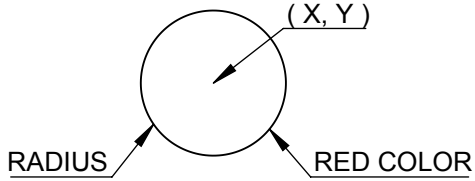
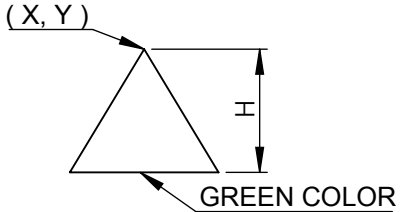
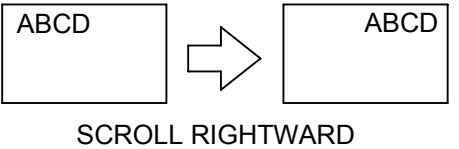
P/N	COLOR	DEFINITION
WIRE001	YELLOW	TX1
	WHITE	RX1
	RED	5V
	BLACK	GND

UART CONFIGURATION

ITEM	SETTING VALUE
BAUD RATE	115200
DATA BIT	8
STOP BIT	1
PARITY BIT	NONE
FLOW CONTROL	NONE


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		UNIT : mm [INCH]		(No)

DIAGRAM	COMMAND*	EXAMPLE
	Write a 5x7 RGB String	$ate1=(line,column,Color\ 0\sim255^*,String)$ $ate1=(0,0,4,ABCD)$
	Set a Color Pixel	$atee=(X\ position,Y\ position,Color\ 0\sim255^*)$ $atee=(48,6,96) : '96' Red\ color$
	Draw a Rectangle	$at91=(X0\ position,Y0\ position,X1\ position,Y1\ position,Color\ 0\sim255^*)$ $at91=(0,0,55,7,2) : '2' blue\ color$
	Draw a Circle	$at94=(X\ position,Y\ position,Radius,Color\ 0\sim255^*)$ $at94=(48,4,3,64) : '64' red\ color$
	Draw a tip upward Triangle	$at96=(X\ position,Y\ position,Height,Color\ 0\sim255^*)$ $at96=(48,1,3,4) : '4' green\ color$
	Scroll the whole display rightward	$atd5=(shif\ time\ in\ ms)$ $atd5=(20)$

* Please refer to detail commands/ **COLOR CODE Table** on Lumex website: www.lumex.com/ezdisplay

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			UNIT : mm [INCH]	

COLOR CODE TABLE

0	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15
32	33	34	35	36	37	38	39	40	41	42	43	44	45	46	47
64	65	66	67	68	69	70	71	72	73	74	75	76	77	78	79
96	97	98	99	100	101	102	103	104	105	106	107	108	109	110	111

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			UNIT : mm [INCH]	

ASCII CODE OF 5X7 FONTS AND 8X16 FONTS

Hex	Symbol	Hex	Symbol	Hex	Symbol
0x20		0x40	@	0x60	`
0x21	!	0x41	A	0x61	a
0x22	"	0x42	B	0x62	b
0x23	#	0x43	C	0x63	c
0x24	\$	0x44	D	0x64	d
0x25	%	0x45	E	0x65	e
0x26	&	0x46	F	0x66	f
0x27		0x47	G	0x67	g
0x28	(0x48	H	0x68	h
0x29)	0x49	I	0x69	i
0x2a	*	0x4a	J	0x6a	j
0x2b	+	0x4b	K	0x6b	k
0x2c	,	0x4c	L	0x6c	l
0x2d	-	0x4d	M	0x6d	m
0x2e	.	0x4e	N	0x6e	n
0x2f		0x4f	O	0x6f	o
0x30	0	0x50	P	0x70	p
0x31	1	0x51	Q	0x71	q
0x32	2	0x52	R	0x72	r
0x33	3	0x53	S	0x73	s
0x34	4	0x54	T	0x74	t
0x35	5	0x55	U	0x75	u
0x36	6	0x56	V	0x76	v
0x37	7	0x57	W	0x77	w
0x38	8	0x58	X	0x78	x
0x39	9	0x59	Y	0x79	y
0x3a	:	0x5a	Z	0x7a	z
0x3b	;	0x5b]	0x7a	{
0x3c	<	0x5c	\	0x7a	
0x3d	=	0x5d	[0x7a	}
0x3e	>	0x5e	^	0x7a	~
0x3f	?	0x5f	_	0x7a	<-


ASCII code of 16X16 fonts

Hex	Symbol
0x30	0
0x31	1
0x32	2
0x33	3
0x34	4
0x35	5
0x36	6
0x37	7
0x38	8
0x39	9

No. of 8X16 pattern

No.	Symbol
0	0
1	1
2	2
3	3
4	4
5	5
6	6
7	7
8	8
9	9

No. of 32X32 pattern

No.	Symbol
0	0
1	1
2	2
3	3
4	4
5	5
6	6
7	7
8	8
9	9
10	°C
11	°F
12	

No. of 8X8 pattern

No.	Symbol
0	0
1	1
2	2
3	3
4	4
5	5
6	6
7	7
8	8
9	9

No. of 16X16 pattern

No.	Symbol
0	0
1	1
2	2
3	3
4	4
5	5
6	6
7	7
8	8
9	9

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