

# LCD Controller Manual

## MMS3224K -5 Version 1.05

3 48-6

110002

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[ 1.] MMS3224K-5 Special Font

## 1. MMS3224K-5

### ◆ MMS3224K-5

- LCD Resolution : Mono STN 320\*240 dots
- : , KS5601
- LCD Bias Voltage 가
- LCD Back Light : Inverter \_On/Off 가
- Font : , 16\*16 dots  
, 8\*16 dots  
16\*16
- Touch Panel Interface
- Image File Memory : 320\*240 BMP 53 [Page] 가  
(Serial overwrite program )

### ◆ MMS3224K-5

- CPU : ARM7TDMI 32bit Processor
- Display Type : Mono STN 320\*240 dots
- : +5[VDC]
- : 700[mA]
- LCD Backlight Inverter
- : RS-232C => 9600, 19200, 57600, 115200 [bps]  
8 Bit Parallel  
Reset  
Busy

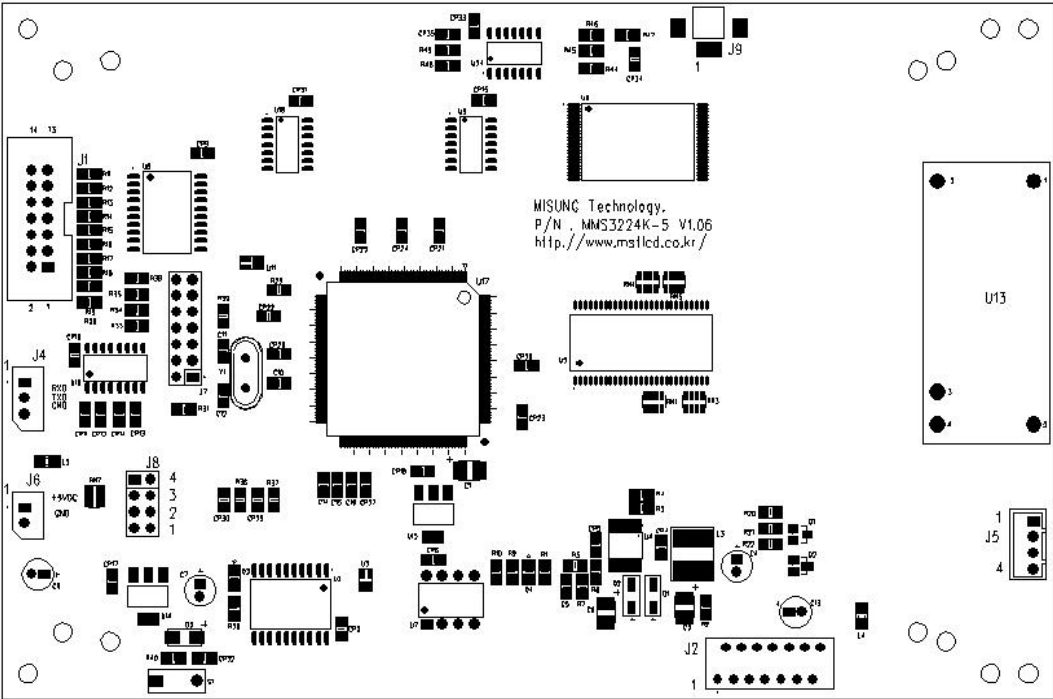
### ◆ MMS3224K-5

- : 가 2 , 2 , 가 2
- Graphic : , Line, Rectangle, ,
- LCD Bias Voltage
- / Font
- 320\*240 Mono BMP Image display 가 ( 53 [Page] )
- Image display (Text)
- 
- Cursor
- Clear : Block Clear , Clear
- 
- Rectangle

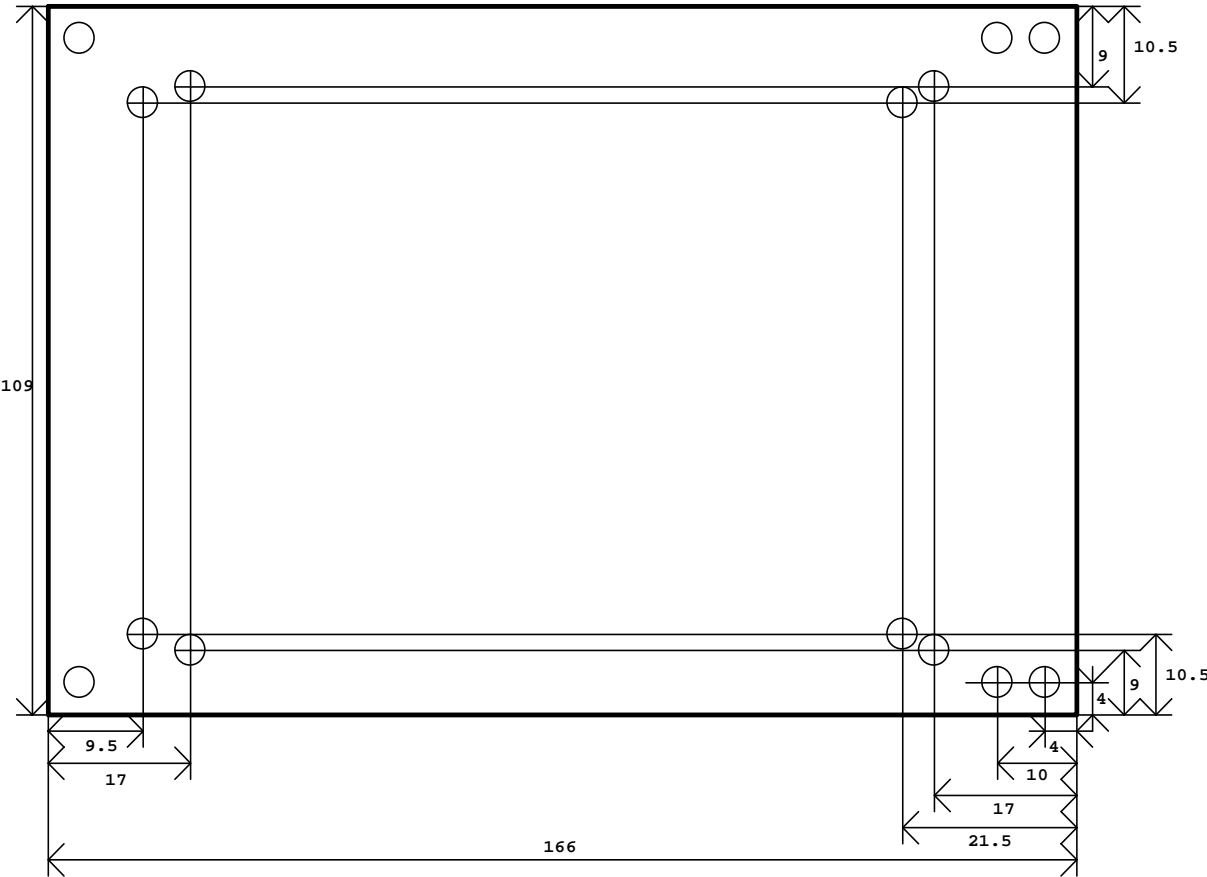
## 2. MMS3224K-5 Connector

2 MMS3224K-5 Dimensions Connector

### MMS3224K-5 Connector



### MMS3224K-5 Dimension



## 2-1. LCD Module Interface Connector : J2

Pin Number	Symbol	Description
1	D0	Display data line
2	D1	Display data line
3	D2	Display data line
4	D3	Display data line
5	DISP	Display off control signal
6	FLM	Display cycle clock
7	M	Frame modulation signal
8	CL1	Data latch signal
9	CL2	Data shift signal
10	VDD	Power supply ( +5V )
11	VSS	Ground
12	VEE	Power supply for LCD
13	VO	Power supply for LCD
14	FG	Open

\*\*\*\* J2 Connector 가 LCD Module List

EDTC : EW32F10BCW

: EW32F10NCW

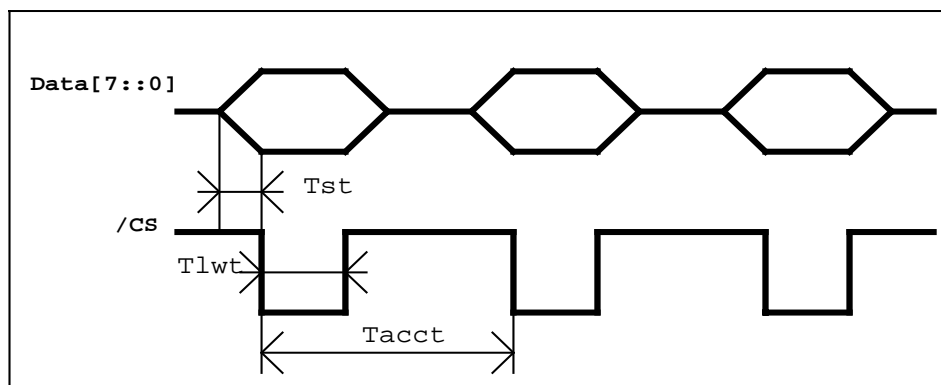
: EW32F10FCW

PalmTech : PMG3224A2

## 2-2. Parallel Connector: J1

Pin Number	Symbol	Description
1	BUSY	Busy Output
2	RESERVED	Reserved
3	RST	Reset (High Active)
4	RESERVED	Reserved
5	GND	Ground
6	/CS	Chip Select(Falling Edge Active)
7	D7	Data 7
8	D6	Data 6
9	D5	Data 5
10	D4	Data 4
11	D3	Data 3
12	D2	Data 2
13	D1	Data 1
14	D0	Data 0

### Parallel Timing .



Tst : Setup Time :  $1[\mu\text{s}] < T_{\text{st}}$ .

Tlwt : Low Width Time :  $1[\mu\text{s}] < T_{\text{lw}}t$ .

Tacct : Access Time :  $100[\mu\text{s}] < T_{\text{ac}}t$ .

#### 2-3. Backlight Power Connector : J5

Pin Number	Symbol	Description
1	OUT	CCFL OUT
2	OPEN	OPEN
3	OPEN	OPEN
4	OUT_COM	CCFL_COM OUT

#### 2-4. RS232C Connector : J4

Pin Number	Symbol	Description
1	RXD	Receive Data : LCD Controller
2	TXD	Transmit Data : LCD Controller
3	GND	Ground

#### 2-5. Power Connector : J6

Pin Number	Symbol	Description
1	VCC	+5[VDC]/700 [mA]
2	GND	Ground

#### 2-6. Touch Connector : J9

Pin Number	Symbol	Description
1	X+	
2	Y-	
3	X-	
4	Y+	

**2-7. Serial Baud Rate : J8**

Pin Number	Symbol	Description
1	-	Parallel Enable/Disable
2	-	Reserved
3	-	BaudRate Select
4	-	BaudRate Select

**\*\* Parallel Input : J8 1 ON**

**: J8 1 OFF**

**\*\* BaudRate J8 Head pin .**

Pin NO.	J8 3	J8 4	BaudRate [bps]
	ON	ON	9,600
	ON	OFF	19,200
	OFF	ON	57,600
	OFF	OFF	115,200

## 3.

**'Esc' = 0x1b [hex]**

			Parameter	
'Esc'	'K'	'0x01'		
		'0x02'		KS5601
		'0x03'		(default)
		'0x04'		
'Esc'	'E'	'0x01'		
		'0x02'		
		'0x03'		(default)
		'0x04'		
'Esc'	'P'	'0x01'		Text
		'0x02'		Text
		'0x03'		Reserved
		'0x04'		Reserved
		'0x05'		Text ON
		'0x06'		Text OFF
		'0x07'		Text Font ON
		'0x08'		Text Font 가 ON
		'0x09'		Text Font ON
		'0x0a'		Text Font OFF
		'0x0b'		Reserved
		'0x0c'		Reserved
		'0x0d'		Reserved
		'0x0e'		Reserved
		'0x0f'		Text ON
		'0x10'		Text OFF
'0x11'		Reserved		
'0x12'		Reserved		
'Esc'	'D'	'0x01'		Text clear
		'0x02'	(X1,Y1,X2,Y2)	Text clear (X1,Y1,X2,Y2 hex 가 :0x00 ~ 0x27 :0x00 ~ 0x0e)
		'0x03'		Reserved
		'0x04'	(X1,Y1,X2,Y2)	Reserved
'Esc'	'C'	'0x01'	(X,Y)	Text X,Y cursor Text Display (X,Y hex 가 :0x00 ~ 0x27 :0x00 ~ 0x0e)
		'0x02'		Reserved



			Parameter		
		'0x03'		Reserved	
		'0x04'		Reserved	
		'0x05'		Reserved	
		'0x06'	(X,Y)	(X, Y) X:0x0000 ~ 0x013f Y:0x00 ~ 0xEf	
'Esc'	'L'	'0x01'		CCFL Power ON	3-1-11
		'0x02'		CCFL Power OFF	
'Esc'	'V'	'0x01'		LCD Bias Voltage UP	3-1-12
		'0x02'		LCD Bias Voltage DOWN	
'Esc'	'G'	'0x01'	(X,Y)	Graphic _____ X:0x0000 ~ 0x013f Y:0x00 ~ 0xEf	3-1-13
		'0x02'	(X,Y)	Graphic _____ X:0x0000 ~ 0x013f Y:0x00 ~ 0xEf	
		'0x03'	(X1,Y1,X2,Y2)	Graphic <u>Line</u> X1,X2:0x0000 ~ 0x013f Y1,Y2:0x00 ~ 0xEf	3-1-14
		'0x04'	(X1,Y1,X2,Y2)	Graphic <u>Line</u> X1,X2:0x0000 ~ 0x013f Y1,Y2:0x00 ~ 0xEf	
		'0x05'	(X1,Y1,X2,Y2)	Graphic <u>Rectangle</u> X1,X2:0x0000 ~ 0x013f Y1,Y2:0x00 ~ 0xEf	3-1-15
		'0x06'	(X1,Y1,X2,Y2)	Graphic <u>Rectangle</u> X1,X2:0x0000 ~ 0x013f Y1,Y2:0x00 ~ 0xEf	
		'0x07'	(X1,Y1,X2,Y2)	Graphic <u>Rectangle</u> X1,X2:0x0000 ~ 0x013f Y1,Y2:0x00 ~ 0xEf	
		'0x08'	(X1,Y1,X2,Y2)	Graphic <u>Rectangle</u> X1,X2:0x0000 ~ 0x013f Y1,Y2:0x00 ~ 0xEf	
		'0x09'	(X,Y,radius)	Graphic _____ X Y X:0x0000 ~ 0x013f Y:0x00 ~ 0xEf Radius :0x00 ~ 0x78	3-1-16
		'0x0a'	(X,Y,radius)	Graphic _____ X Y X:0x0000 ~ 0x013f Y:0x00 ~ 0xEf Radius :0x00 ~ 0x78	
		'0x0b'	(X,Y,radius)	Graphic _____ X Y X:0x0000 ~ 0x013f Y:0x00 ~ 0xEf Radius :0x00 ~ 0x78	
		'0x0c'	(X,Y,radius)	Graphic _____ X Y X:0x0000 ~ 0x013f Y:0x00 ~ 0xEf Radius :0x00 ~ 0x78	
		'0x0d'	(X,Y,a,b)	Graphic _____ X Y X:0x0000 ~ 0x013f Y:0x00 ~ 0xEf a :320/2 b :240/2	3-1-17
		'0x0e'	(X,Y,a,b)	Graphic _____ X Y X:0x0000 ~ 0x013f Y:0x00 ~ 0xEf a :320/2 b :240/2	

			Parameter			
		'0x0f'	(X,Y,a,b)	Graphic _____ X Y X:0x0000 ~ 0x013f Y:0x00 ~ 0xEf a :320/2 b :240/2		
		'0x10'	(X,Y,a,b)	Graphic _____ X Y X:0x0000 ~ 0x013f Y:0x00 ~ 0xEf a :320/2 b :240/2		
'Esc'	'A'	'0x01'		Reset (MMS3224K-5 Rebooting)	<b>3-1-18</b>	
		'0x02'		LCD Bias Voltage		
		'0x03'		Echo '0x06' Send		
		0x04		User font display 16Byte Send Image data가 16Byte dummy data 16Byte		
'Esc'	'I'	'0x01'	(X)	Image One page draw (X 0x00~0x34)	<b>3-1-19</b>	
		'0x02'		Select Text (default)		
		'0x03'		Reserved		
		'0x04'	(X1,Y1)	Image X1:0x00 ~ 0x140, Y1:0x00 ~ 0xf0 Ex) 10, 10 ->0x00, 0x0a, 0x0a X1 Y1 -> "0x05" image draw		
		'0x05'	(I, X1)	I : Image Page Number(1byte) X1: 0x04 X1, Y1 Image number (0x00, 0x00 -> 2byte)		
		'0x06'	(I,X1,Y1,X2,Y2)	I: Page Number, X1,Y1(start point), X2,Y2(end point) 2byte		
		'0x07'	(I,X1,Y1,X2,Y2)	I: Page Number, 1byte X1,Y1 - image start point X2,Y2 - image size		
'Esc'	'T'	'0x01'		Reserved	<b>3-1-20</b>	
		'0x02'		Reserved		
		'0x03'		Touch start -> Touch input -> Send to serial X,Y value coordinate ->Touch end		
'Esc'	'Z'	'0x01'		Viewport	<b>3-1-21</b>	
		'0x02'		Viewport		

3-1.

Parameter '+'  
 'Esc' = 0x1b

Graphic X MMS3224K-5 byte  
 X 가 1 byte byte  
 . ( byte Graphic X( X1 X2 )  
 .)

3-1-1.

	'ESC'+ 'K'
	'0x01' or '0x02' or '0x03' or '0x04'
Parameter	
	'ESC'+ 'K'+ '0x01' => 'ESC'+ 'K'+ '0x02' => KS5601 'ESC'+ 'K'+ '0x03' => (default) 'ESC'+ 'K'+ '0x04' =>

3-1-2.

	'ESC'+ 'E'
	'0x01' or '0x02' or '0x03' or '0x04'
Parameter	
	'ESC'+ 'E'+ '0x01' => ASCII 256 'ESC'+ 'E'+ '0x02' => 'ESC'+ 'E'+ '0x03' => (default) 'ESC'+ 'E'+ '0x04' =>

3-1-3. Text

	'ESC'+ 'P'
	'0x01' or '0x02'
Parameter	
	'ESC'+ 'P'+ '0x01' => Text 'ESC'+ 'P'+ '0x02' => Text

3-1-4. Reserved

3-1-5. Text ON/OFF

	'ESC'+ 'P'
	'0x05' or '0x06'
Parameter	
	'ESC'+ 'P'+ '0x05' => Text ON 'ESC'+ 'P'+ '0x06' => Text OFF

## 3-1-6. Text

	'ESC'+ 'P'
	'0x07' or '0x08' or '0x09' or '0x0a'
Parameter	
	'ESC'+ 'P'+ '0x07' => Text Font 8*16 dots => 16*32 dots , 16*16 dots => 32*32 dots 'ESC'+ 'P'+ '0x08' => Text Font 가 8*16 dots => 16*16 dots , 16*16 dots => 32*16 dots 'ESC'+ 'P'+ '0x09' => Text Font 8*16 dots => 8*32 dots , 16*16 dots => 16*32 dots 'ESC'+ 'P'+ '0x0a' => Text Font OFF

## 3-1-7. Reserved

## 3-1-8. Text ON/OFF

	'ESC'+ 'P'
	'0x0f' or '0x10'
Parameter	
	'ESC'+ 'P'+ '0x0f' => Text ON 'ESC'+ 'P'+ '0x10' => Text OFF

## 3-1-9. Text Clear

	'ESC'+ 'D'
	'0x01' or '0x02'
Parameter	'X1'+ 'Y1'+ 'X2'+ 'Y2'
	'ESC'+ 'D'+ '0x01' => Text Clear ) Text (5, 0, 20, 11) Clear => 'ESC'+ 'D'+ '0x02'+ '0x05'+ '0x00'+ '0x14'+ '0x0b' , Text X1 X2 0x00 ~ 0x27 Text Y1 Y2 0x00 ~ 0x0e , Text 8*16 dots . Text X 320/8 0x00 ~ 0x27 . Y 240/16 0x00 ~ 0x0e가 .

## 3-1-10. Text Cursor

	'ESC'+ 'C'
	'0x01' or '0x06'
Parameter	'X'+ 'Y' or 'None'
	'ESC'+ 'C'+ '0x01'+ 'X'+ 'Y' => Text (X, Y) Cursor (Graphic Cursor .) (Text) : X 0x00 ~ 0x27, Y 0x00 ~ 0x0e 'ESC'+ 'C'+ '0x06'+ 'X'+ 'Y' => Text (X, Y) Display (X, Y) (0~319, 0~239) . , Text Dot Display가 . X 0x0000 ~ 0x013f, Y 0x00 ~ 0xef X MMS3224K-5 byte .

## 3-1-11. CCFL Power ON/OFF

	'ESC'+ 'L'
	'0x01' or '0x02'
Parameter	
	'ESC'+ 'L'+ '0x01' => CCFL Power ON 'ESC'+ 'L'+ '0x02' => CCFL Power OFF

## 3-1-12. LCD Bias Voltage UP/DOWN

	'ESC'+ 'V'
	'0x01' or '0x02'
Parameter	
	'ESC'+ 'V'+ '0x01' => LCD Bias Voltage UP 'ESC'+ 'V'+ '0x02' => LCD Bias Voltage DOWN

## 3-1-13. Graphic /

	'ESC'+ 'G'
	'0x01' or '0x02'
Parameter	'X'+ 'Y'
	'ESC'+ 'G'+ '0x01'+ 'X'+ 'Y' => (X, Y) . ) Graphic (50, 80) => 'ESC'+ 'G'+ '0x01'+ ' <u>0x00</u> '+' <u>0x32</u> '+'0x50'
	'ESC'+ 'G'+ '0x02'+ 'X'+ 'Y' => (X, Y) . ) Graphic (310, 80) => 'ESC'+ 'G'+ '0x02'+ ' <u>0x01</u> '+' <u>0x36</u> '+'0x50'
	X (Graphic) : X                      0x0000~0x013f, Y                      0x00~0xef
	<u>Graphic</u> X                      MMS3224K-5                      byte
	_____ .                      (50, 80)                      X                      가 1 byte
	_____                      byte                      .

## 3-1-14. Graphic Line /

	'ESC'+ 'G'
	'0x03' or '0x04'
Parameter	'X1'+ 'Y1'+ 'X2'+ 'Y2'
	'ESC'+ 'G'+ '0x03'+ 'X1'+ 'Y1'+ 'X2'+ 'Y2' => (X1,Y1,X2,Y2)    Line . ) Graphic (0, 10, 319, 229)    Line => 'ESC'+ 'G'+ '0x03'+ ' <u>0x00</u> '+' <u>0x00</u> '+'0x0a'+ ' <u>0x01</u> '+' <u>0x3f</u> '+'0xe5'
	'ESC'+ 'G'+ '0x04'+ 'X1'+ 'Y1'+ 'X2'+ 'Y2' => (X1,Y1,X2,Y2)    Line . ) Graphic (0, 10, 319, 229)    Line => 'ESC'+ 'G'+ '0x04'+ ' <u>0x00</u> '+' <u>0x00</u> '+'0x0a'+ ' <u>0x01</u> '+' <u>0x3f</u> '+'0xe5'
	X1, X2 (Graphic) : X                      0x0000~0x013f, Y                      0x00~0xef

**3-1-15. Graphic / Rectangle /**

	'ESC'+ 'G'
	'0x05' or '0x06' or '0x07' or '0x08'
<b>Parameter</b>	'X1'+ 'Y1'+ 'X2'+ 'Y2'
	<pre>'ESC'+ 'G'+ '0x05'+ 'X1'+ 'Y1'+ 'X2'+ 'Y2' =&gt; (X1,Y1,X2,Y2) Rectangle . ) Graphic (10, 10, 100, 100) Rectangle =&gt; 'ESC'+ 'G'+ '0x05'+ '0x00'+ '0x0a'+ '0x0a'+ '0x00'+ '0x64'+ '0x64' 'ESC'+ 'G'+ '0x06'+ 'X1'+ 'Y1'+ 'X2'+ 'Y2' =&gt; (X1,Y1,X2,Y2) Rectangle . ) Graphic (10, 10, 100, 100) Rectangle =&gt; 'ESC'+ 'G'+ '0x06'+ '0x00'+ '0x0a'+ '0x0a'+ '0x00'+ '0x64'+ '0x64' 'ESC'+ 'G'+ '0x07'+ 'X1'+ 'Y1'+ 'X2'+ 'Y2' =&gt; (X1,Y1,X2,Y2) Rectangle . ) Graphic (10, 10, 100, 100) Rectangle =&gt; 'ESC'+ 'G'+ '0x07'+ '0x00'+ '0x0a'+ '0x0a'+ '0x00'+ '0x64'+ '0x64' 'ESC'+ 'G'+ '0x08'+ 'X1'+ 'Y1'+ 'X2'+ 'Y2' =&gt; (X1,Y1,X2,Y2) Rectangle . ) Graphic (10, 10, 100, 100) Rectangle =&gt; 'ESC'+ 'G'+ '0x08'+ '0x00'+ '0x0a'+ '0x0a'+ '0x00'+ '0x64'+ '0x64'</pre> <p style="text-align: center;"><b>X1, X2</b></p> <hr/> <p style="text-align: center;">(Graphic) : X      0x0000~0x013f, Y      0x00~0xef</p>

**3-1-16. Graphic / /**

	'ESC'+ 'G'
	'0x09' or '0x0a' or '0x0b' or '0x0c'
<b>Parameter</b>	'X'+ 'Y'+ radius
	<pre>'ESC'+ 'G'+ '0x09'+ 'X'+ 'Y'+ 'radius' =&gt; (X,Y) 'radius' . ) Graphic (100, 100) radius=50 =&gt; 'ESC'+ 'G'+ '0x09'+ '0x00'+ '0x64'+ '0x64'+ '0x32' 'ESC'+ 'G'+ '0x0a'+ 'X'+ 'Y'+ 'radius' =&gt; (X,Y) 'radius' . ) Graphic (100, 100) radius=50 =&gt; 'ESC'+ 'G'+ '0x0a'+ '0x00'+ '0x64'+ '0x64'+ '0x32' 'ESC'+ 'G'+ '0x0b'+ 'X'+ 'Y'+ 'radius' =&gt; (X,Y) 'radius' . ) Graphic (100, 100) radius = 50 =&gt; 'ESC'+ 'G'+ '0x0b'+ '0x00'+ '0x64'+ '0x64'+ '0x32' 'ESC'+ 'G'+ '0x0c'+ 'X'+ 'Y'+ 'radius' =&gt; (X,Y) 'radius' . ) Graphic (100, 100) radius = 50 =&gt; 'ESC'+ 'G'+ '0x0c'+ '0x00'+ '0x64'+ '0x64'+ '0x32'</pre> <p style="text-align: center;"><b>X</b></p> <hr/> <p style="text-align: center;">(Graphic) : X      0x0000~0x013f, Y      0x00~0xef radius      '0x01' ~ '0x78'</p>



**3-1-19. Image display**

	'ESC'+'I'
	'0x01' or '0x02'
<b>Parameter</b>	'X'
	<p>'ESC'+'I'+ '0x01'+ 'X' =&gt; Image display  x (page number) Memory Image  display . 'X' [0x00 ~ 0x34]  <b>Display default</b>가 Text Graphic 가 .  ) Image Text Display - 'ESC'+'I'+ '0x01'+ '0x02' =&gt;  320*240 Text .  'ESC'+'I'+ '0x02' =&gt; Image display at Text(default)  'ESC'+'I'+ '0x03' =&gt; Image display at Graphic</p>

**3-1-20. Touch**

	'ESC'+'T'
	'0x03'
<b>Parameter</b>	
	<p>'ESC'+'T'+ '0x03' =&gt; Touch Panel X,Y ASCII format  (xxx,yyy) Touch .(Touch event )  ** (10, 200)  0x30 0x31 0x30 0x2C 0x32 0x30 0x30 [Hex Format]</p>

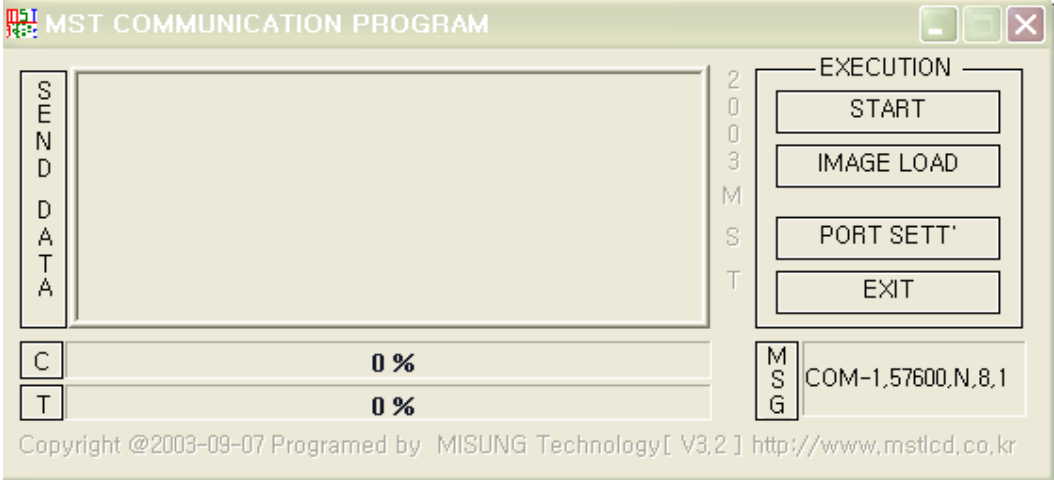
**3-1-21. Viewport**

	'ESC'+'Z'
	'0x01' or '0x02'
<b>Parameter</b>	
	<p>'ESC'+'Z'+ '0x01' =&gt; Viewport  'ESC'+'Z'+ '0x02' =&gt; Viewport</p>



4. MMS3224K -5 Image Overwrite

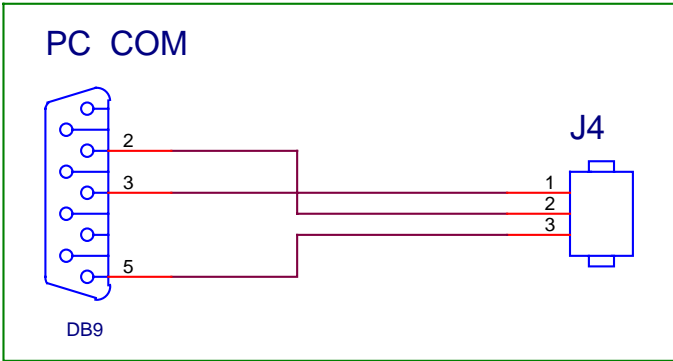
Image Overwrite Application Program



Overwrite Application Program

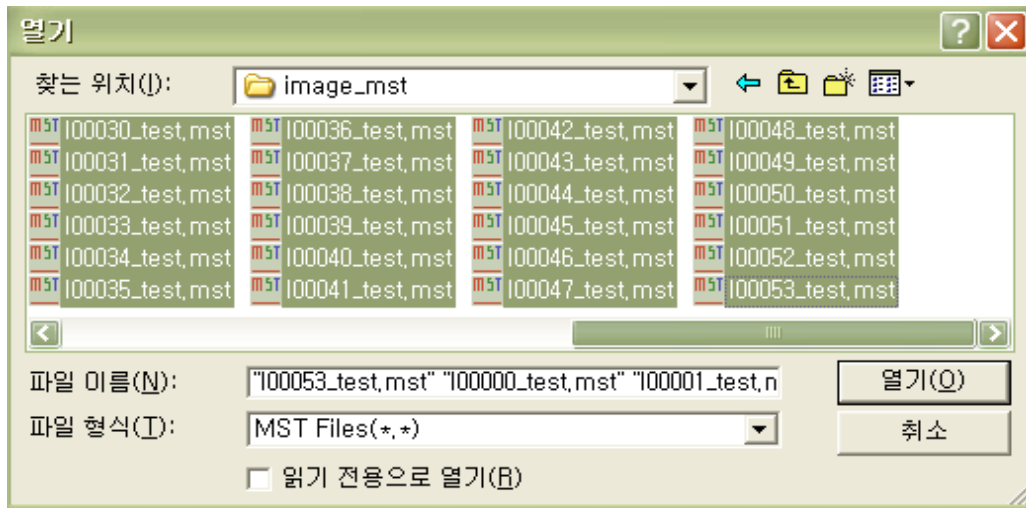
MMS3224K -5 Image display ,  
Image page Overwrite .

MMS3224K-5 PC Serial Cable

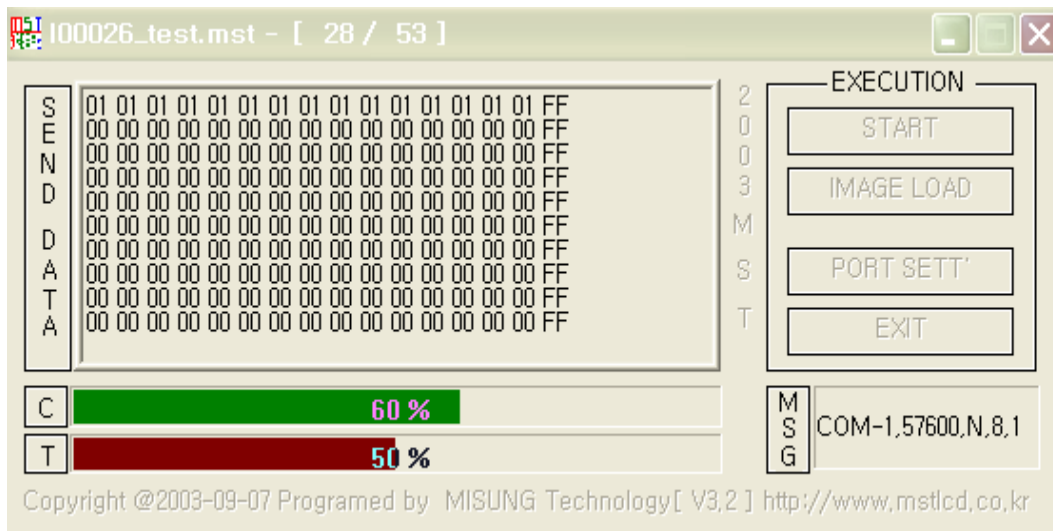


'IMAGE LOAD'

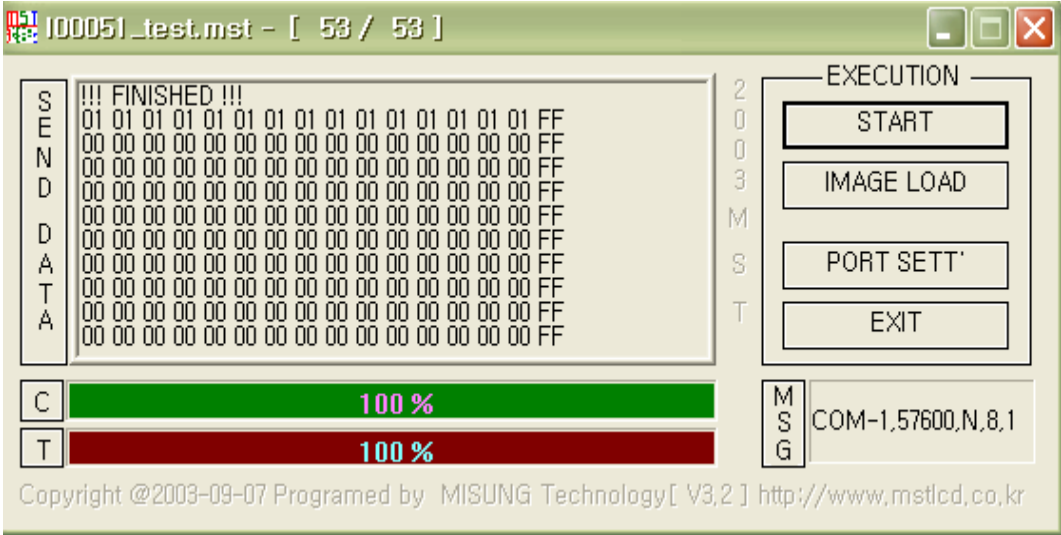
image



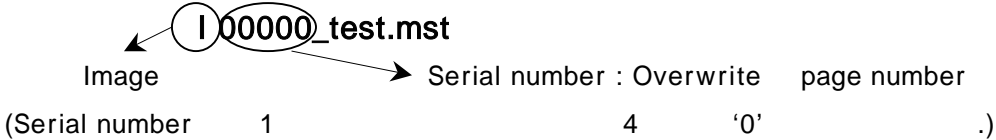
, 'START' MMS3224K-5 Overwrite



Bar Bar Download  
 , Bar  
 Bar 가 '100%' Image Overwrite



'IMAGE LOAD' Image



Ex) 1 page Overwrite file I00001\_test.mst

[ 1.] MMS3224K-5

Special Font

< 1- 1 > MMS3224K-5 (Special Font)

Special < 1- 1 >

	0x00	0x01	0x02	0x03	0x04	0x05	0x06	0x07	0x08	0x09	0x0A	0x0B	0x0C	0x0D	0x0E	0x0F
0x00		☎	☎	☎	☎	☎	☎	☎		No.	Co.	TM.	am.		FM.	Tel.
0x10	I	II	III	IV	V	VI	VII	VIII	IX	X	ℓℓ	mℓ	dℓ	ℓ	kℓ	cc
0x20	mm <sup>3</sup>	cm <sup>3</sup>	m <sup>3</sup>	km <sup>3</sup>	fm	nm	μm	mm	cm	km	mm <sup>2</sup>	cm <sup>2</sup>	m <sup>2</sup>	km <sup>2</sup>	ha	ℓg
0x30	m <sup>g</sup>	k <sup>g</sup>	kt	cal	kcal	dB	m <sup>3</sup> /s	m <sup>3</sup> /s	PS	ns	μs	ms	pV	nV	μV	mV
0x40	kV	MV	PA	nA	μA	mA	KA	PW	nW	μW	mW	kW	MW	Hz	kHz	MHz
0x50	GHz	THz	Ω	kΩ	MΩ	PF	nF	μF	mol	cd	rad	rad <sup>2</sup> /s	rad <sup>3</sup> /s	sr	Pa	kPa
0x60	MPa	GPa	Wb	Im	lx	Bq	Gy	Sv	°/kg	㉿	㊀	㊁	㊂	㊃	㊄	㊅
0x70	㊆	㊇	㊈	㊉	㊊	㊋	㊌	㊍	㊎	㊏	㊑	㊒	㊓	㊔	㊕	㊖
0x80	㊗	㊘	㊙	㊚	㊛	a	b	c	d	e	f	g	h	i	j	k
0x90	①	②	③	④	⑤	⑥	⑦	⑧	⑨	⑩	⑪	⑫	⑬	⑭	⑮	⑯
0xA0	⑰	⑱	⑲	⑳	㉑	㉒	㉓	㉔	㉕	㉖	㉗	㉘	㉙	㉚	㉛	㉜
0xB0	㉝	㉞	㉟	㊀	㊁	㊂	㊃	㊄	㊅	㊆	㊇	㊈	㊉	㊊	㊋	㊌
0xC0	㊍	㊎	㊏	㊑	㊒	㊓	㊔	㊕	㊖	㊗	㊘	㊙	㊚	㊛	㊜	㊝
0xD0	㊞	㊟	㊠	(a)	(b)	(c)	(d)	(e)	(f)	(g)	(h)	(i)	(j)	(k)	(l)	(m)
0xE0	(n)	(o)	(p)	(q)	(r)	(s)	(t)	(u)	(v)	(w)	(x)	(y)	(z)	(1)	(2)	(3)
0xF0	(4)	(5)	(6)	(7)	(8)	(9)	(10)	(11)	(12)	(13)	(14)	(15)				

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