
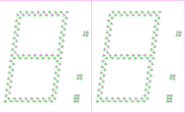

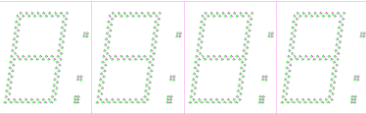

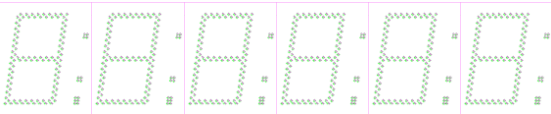
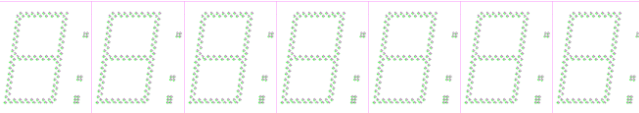



## LDX-0909-R-X-UR user guide

### 1. Can be one digit or up to 8 digits

- 1 digit  1 leader
- 2 digits  1 leader + 1 follower
- 3 digits  1 leader + 2 followers
- 4 digits  1 leader + 3 followers
- 5 digits  1 leader + 4 followers
- 6 digits  1 leader + 5 followers
- 7 digits  1 leader + 6 followers
- 8 digits  1 leader + 7 followers

### 2. Using UART interface (8, N, 1) (TX, RX, +5V, GND).

### 3. Two kind of Operation commands (String of number and AT Command), using C language as example:





- **Input ASCII string directly.** Ex., input “12345” the display will show 12345 instantly. However, if it physically has only three digits, only 123 been shown since the display is align to the left.

String input Illustration as below:

- `printf(“12345”);`
- `printf(“%d”,temperature);`
- `printf(“%d”,number);`

- `printf(“%f”,point);`
- `printf(“%d:%d:%d”,hour,minutes,second);` ([display clock](#))
  
- Display one digit AT Command:
  - `at80=(0, digit position, ASCII pattern)`
  - Ex. `printf(“at80=(0,3,7)”` means display a ‘7’ on digit 3 (digit number starts at 0)
  
- Brightness control AT Command:
  - `atf2=(diming level)`. level is 0~11. 0 is the darkest, 11 is the brightest.
  - Ex. `printf(“atf2=(6)”`;
  
- Turn off display AT Command: `atf0=()`
  - Ex. `printf(“atf0=()”`;
  
- Turn on display AT Command : `atf1=()`
  - `printf(“atf0=()”`;

4. AT Command `at80=(0, digit position, ASCII pattern)` ASCII pattern table.

ASCII	Display pattern
( ‘ )	
( ‘0’ )	
( ‘1’ )	
( ‘2’ )	
( ‘3’ )	

(‘4’)	4
(‘5’)	5
(‘6’)	6
(‘7’)	7
(‘8’)	8
(‘9’)	9
(‘o’)	o
(‘C’)	C
(‘F’)	F
(‘a’)	—
(‘b’)	
(‘c’)	

(‘d’)	—
(‘e’)	
(‘f’)	
(‘g’)	—
(‘:’)	▪ ▪
(‘.’)	▪
(‘,’)	,