

# AS1130

## 132-LED Cross-Plexing Driver with Scrolling Function

### General Description

The AS1130 is a compact LED driver for 132 single LEDs. The devices can be programmed via an I<sup>2</sup>C compatible interface. The AS1130 offers a 12x11 LED-matrix with 1/12 cycle rate. The required lines to drive all 132 LEDs are reduced to 12 by using the cross-plexing feature optimizing space on the PCB. The whole LED-matrix driving 132 LEDs can be analog dimmed from 0mA to 30mA in 256 steps (8 bit).

Additionally each of the 132 LEDs can be dimmed individually with 8-bit allowing 256 steps of linear dimming. To reduce CPU usage up to 6 frames can be stored with individual time delays between frames to play small animations automatically.

The AS1130 operates from 2.7V to 5.5V and features a very low shutdown and operational current.

The device offers a programmable IRQ pin. Via a register it can be set on what event (CP\_Request, Interface Timeout, Error-detection, POR, End of Frame or End of Movie) the IRQ is triggered.

Also hardware scroll function is implemented in the AS1130.

The device is available in an ultrasmall 20-Pin WL-CSP and an easy to solder 28-pin SSOP/TSSOP package.

*Ordering Information and Content Guide appear at end of datasheet.*

### Key Benefits & Features

The benefits and features of AS1130, 132-LED Cross-Plexing Driver with Scrolling Function are listed below:

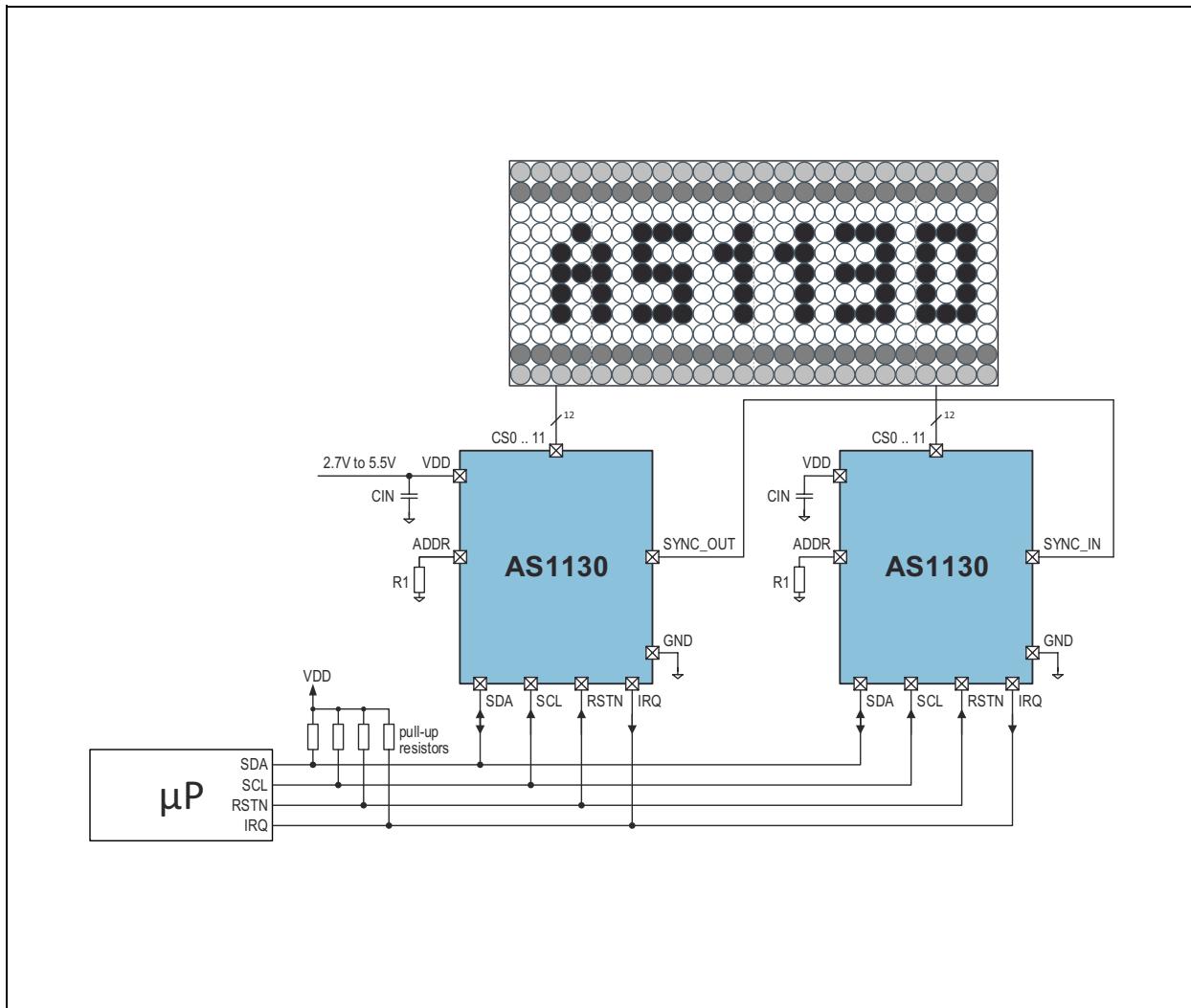
**Figure 1:**  
Added Value of Using AS1130

| Benefits  | Features   |
|---|--|
| • Worlds lowest PCB real estate vs LED count                | • Up to 132 LEDs in a 12x11 matrix               |
| • 16.7M full color matrix with white balance                | • 8-bit PWM per LED and current control per line |
| • Reduces MCU load and increases battery lifetime           | • 36 frames of memory with scrolling option      |
| • Identifies defect LEDs and “removes” them from the matrix | • Error detection and correction                 |

## Applications

The AS1130 is ideal for dot matrix displays in mobile phones, personal electronics and toys.

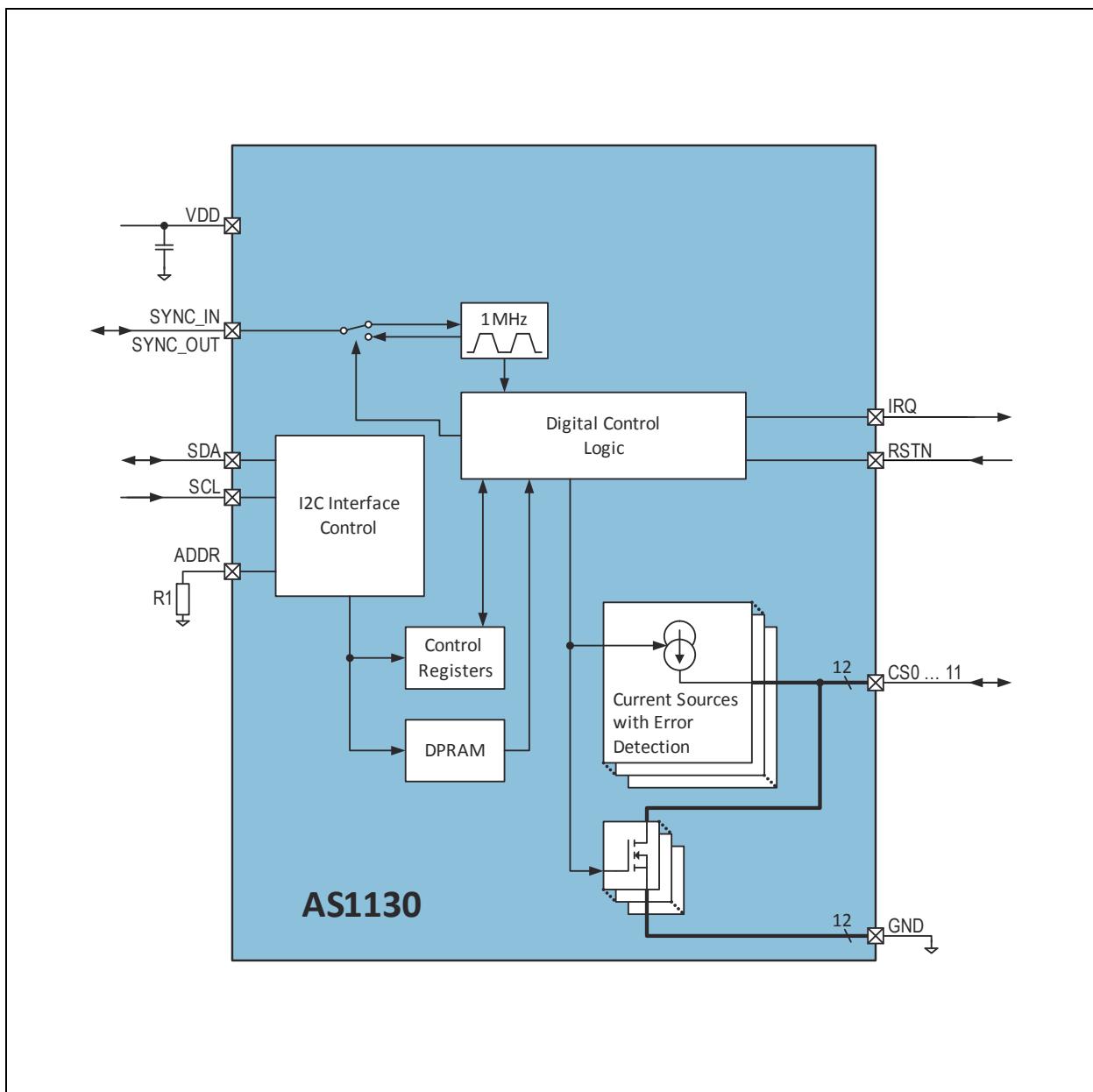
**Figure 2:**  
**AS1130- Typical Application Diagram**



## Block Diagram

The functional blocks of this device are shown below:

**Figure 3:**  
**AS1130 Block Diagram**



## Pin Assignment

Figure 4:  
Pin Diagram (Top View)

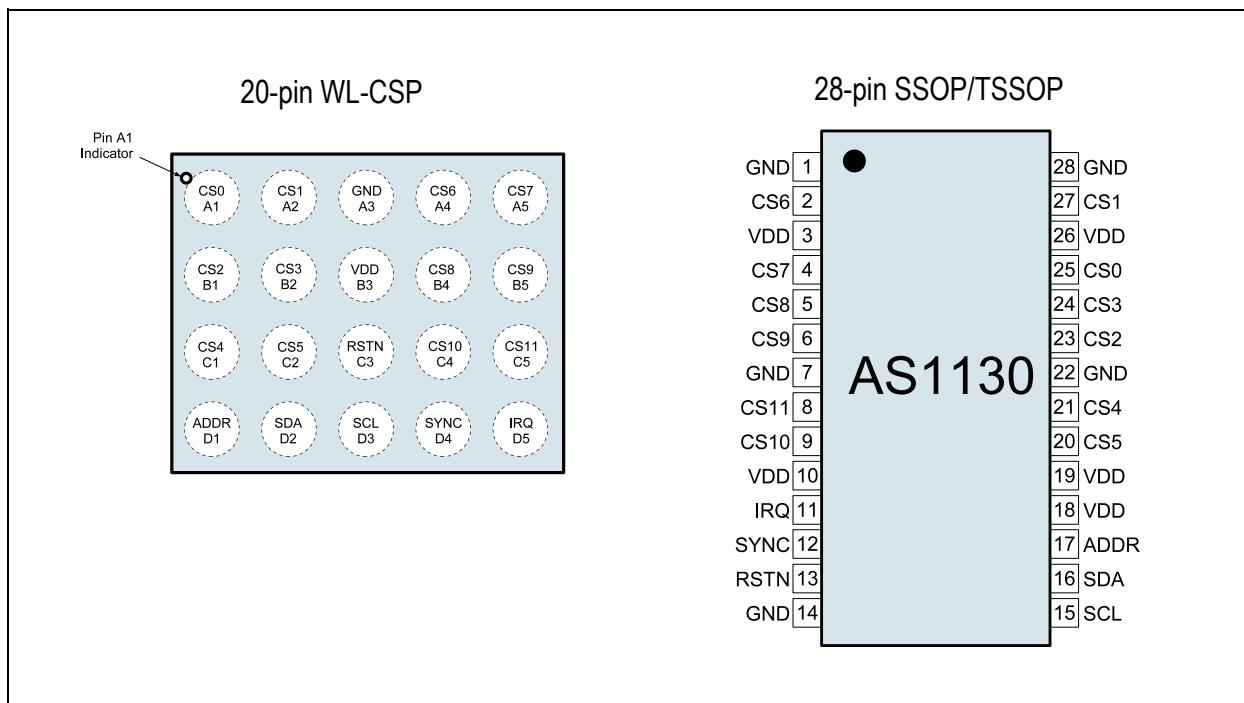


Figure 5:  
Pin Description

| Pin Number       |                           | Pin Name | Description  |
|------------------|---------------------------|----------|--|
| 20-Pin<br>WL-CSP | 28-Pin<br>SSOP /<br>TSSOP |          |  |
| A3               | 1, 7, 14, 22, 28          | GND      | <b>Ground</b>  |
| C3               | 13                        | RSTN     | <b>Reset Input.</b> Pull this pin to logic low to reset all control registers (set to default values). For normal operation pull this pin to VDD.                              |
| D1               | 17                        | ADDR     | <b>I<sup>2</sup>C Address.</b> Connect to external resistor for I <sup>2</sup> C address selection. Up to 8 devices can be connected on one bus. See <a href="#">Figure 30</a> |
| D2               | 16                        | SDA      | <b>Serial-Data I/O.</b> Open drain digital I/O I <sup>2</sup> C data pin.  |
| D3               | 15                        | SCL      | <b>Serial-Clock Input</b>  |

| Pin Number   |  | Pin Name   | Description  |
|--|--|--|--|
| 20-Pin<br>WL-CSP                                     | 28-Pin<br>SSOP /<br>TSSOP                      |  |  |
| B3   | 3, 10, 18, 19, 26                              | VDD  | <b>Positive Supply Voltage.</b> Connect to a +2.7V to +5.5V supply. Bypass this pin with 10µF capacitance to GND.  |
| D4   | 12   | SYNC   | <b>Synchronization Clock Input or Output.</b> The SYNC frequency for Input and Output is 1MHz. For SYNC_OUT the frequency can be reduced to 32kHz.   |
| D5   | 11   | IRQ  | <b>Interrupt Request.</b> Programmable Open drain digital Output. It can be set via an register after which event (Interface Timeout, POR, CP_Request, Error Detection, End of Frame or End of Movie) the pin triggers an Interrupt Request. |
| A1, A2, A4, A5,<br>B1, B2, B4, B5,<br>C1, C2, C4, C5 | 25, 27, 2, 4,<br>23, 24, 5, 6,<br>21, 20, 9, 8 | CS0, CS1, CS6, CS7,<br>CS2, CS3, CS8, CS9,<br>CS4, CS5, CS10, CS11 | <b>Sinks and Sources</b> for 132 LEDs.   |

**Absolute Maximum Ratings**

Stresses beyond those listed in [Absolute Maximum Ratings](#) may cause permanent damage to the device. These are stress ratings only, and functional operation of the device at these or any other conditions beyond those indicated in [Electrical Characteristics](#) is not implied. Exposure to absolute maximum rating conditions for extended periods may affect device reliability.

**Figure 6:**  
**Absolute Maximum Ratings**

| Parameter  | Min  | Max                 | Units | Comments              |  |
|--|------|---------------------|-------|-----------------------|--|
| <b>Electrical Parameters</b>                     |      |                     |       |                       |  |
| $V_{DD}$ to GND                                  | -0.3 | 7                   | V     |                       |  |
| All other pins to GND                            | -0.3 | 7 or $V_{DD} + 0.3$ | V     |                       |  |
| Sink Current                                     |      | 500                 | mA    |                       |  |
| Segment Current                                  |      | 100                 | mA    |                       |  |
| Input Current (latch-up immunity)                | -100 | 100                 | mA    | JEDEC 78              |  |
| <b>Electrostatic Discharge</b>                   |      |                     |       |                       |  |
| Electrostatic Discharge (human body model)       | ±2   |                     | kV    | MIL 883 E method 3015 |  |
| <b>Temperature Ranges and Storage Conditions</b> |      |                     |       |                       |  |
| Junction Temperature                             |      | 150                 | °C    |                       |  |
| Storage Temperature Range                        | -55  | 125                 | °C    | For 20-Pin WL-CSP     |  |
|  | -55  | 150                 | °C    | For 28-pin SSOP/TSSOP |  |
| Package Body Temperature                         |      | 260                 | °C    | 28-pin SSOP/TSSOP     | IPC/JEDEC J-STD-020 <sup>(1)</sup> The lead finish for Pb-free leaded packages is matte tin (100% Sn). |
|  |      |                     |       | 20-Pin WL-CSP         | IPC/JEDEC J-STD-020 <sup>(1)</sup>   |
| Relative Humidity (non-condensing)               | 5    | 85                  | %     |                       |  |
| Moisture Sensitivity Level                       | 1    |                     |       | 20-Pin WL-CSP         | Represents an unlimited floor life time  |
|  | 3    |                     |       | 28-pin SSOP/TSSOP     | Represents a max. floor life time of 168h  |

**Note(s):**

1. The reflow peak soldering temperature (body temperature) is specified according IPC/JEDEC J-STD-020 "Moisture/Reflow Sensitivity Classification for Nonhermetic Solid State Surface Mount Devices".

## Electrical Characteristics

$V_{DD}$  = 2.7V to 5.5V, typ. values are at  $T_{AMB}$  = 25°C (unless otherwise specified). All limits are guaranteed. The parameters with min and max values are guaranteed with production tests or SQC (Statistical Quality Control) methods.

**Figure 7:**  
Electrical Characteristics

| Symbol           | Parameter   | Conditions   | Min | Typ   | Max | Unit |
|------------------|---|--|-----|-------|-----|------|
| $T_{AMB}$        | Operating Temperature Range   |  | -40 |       | 85  | °C   |
| $T_J$            | Operating Junction Temperature Range  |  | -40 |       | 125 | °C   |
| $V_{DD}$         | Operating Supply Voltage  |  | 2.7 |       | 5.5 | V    |
| $I_{DD}$         | Operating Supply Current  | All current sources turned ON, @ $V_{DD}$ = 5.5V                           |     | 340   |     | mA   |
|                  |   | All current sources turned OFF, @ $V_{DD}$ = 5.5V                          |     | 0.5   |     |      |
| $I_{DDSSD}$      | Software Shutdown Supply Current  | All digital inputs at $V_{DD}$ or GND @ $V_{DD}$ = 5.5V                    |     | 7     | 15  | µA   |
| $I_{DDFSD}$      | Full Shutdown Supply Current  | Pin RSTN = 0V, $T_{AMB}$ = 25°C  |     | 0.1   | 1   | µA   |
| $I_{DIGIT}$      | Digit Drive Sink Current (drive capability of all sources of one digit <sup>(1)</sup> ) |  |     |       | 360 | mA   |
| $I_{SEG}$        | Segment Drive Source Current LED <sup>(2)</sup>   | $V_{OUT}$ = 1.8V to $V_{DD}$ -400mV  | 28  | 30    | 32  | mA   |
| $\Delta I_{SEG}$ | Segment Drive Current Matching LED  |  |     | 1     |     | %    |
|                  | Device to Device Current Matching LED   | $V_{OUT}$ = 1.8V, $V_{DD}$ = 3.3V  |     | 1     |     | %    |
| $I_{LEAK}$       | Leakage Output Current  | All current sources OFF, $V_{OUT}$ = 0V, $V_{DD}$ = 5.5V, $T_{AMB}$ = 25°C |     | 0.005 | 0.5 | µA   |
| $\Delta I_{LNR}$ | Line Regulation   | $V_{OUT}$ = 1.8V   |     | 0.25  |     | %/V  |
| $\Delta I_{LDR}$ | Load Regulation   | $V_{OUT}$ = 1.8V to $V_{DD}$ -400mV  |     | 0.25  |     | %/V  |
| $V_{DSSAT}$      | Saturation Voltage  | Current = 30mA, $V_{DD}$ = 3.3V  |     | 200   |     | mV   |
| $R_{DSON(N)}$    | Resistance for NMOS   |  |     | 0.3   | 1   | W    |

| Symbol        | Parameter                       | Conditions   | Min            | Typ            | Max  | Unit |
|---------------|---------------------------------|--------------|----------------|----------------|------|------|
|               | Open Detection Level Threshold  |              | $V_{DD} - 0.4$ | $V_{DD} - 0.1$ |      | V    |
|               | Short Detection Level Threshold |              |                | 770            | 900  | mV   |
| $f_{OSC}$     | Oscillator Frequency            |              | 0.9            | 1              | 1.1  | MHz  |
| $f_{REFRESH}$ | Display Scan Rate               | 12x11 matrix | 0.29           | 0.33           | 0.36 | kHz  |
| $t_{RSTN}$    | Reset Pulse Width Low           |              | 500            |                |      | ns   |

**Note(s):**

1. Guaranteed by design.

$$2. I_{SEG} = \frac{I_{max} - I_{min}}{I_{max} + I_{min}} \times 100$$

**Figure 8:**  
Logic Inputs/Outputs Characteristics

| Symbol              | Parameter                                      | Conditions                | Min                 | Typ | Max                 | Unit    |
|---------------------|--|---------------------------|---------------------|-----|---------------------|---------|
| $I_{IH}, I_{IL}$    | Logic Input Current                            | $V_{IN} = 0V$ or $V_{DD}$ | -1                  |     | 1                   | $\mu A$ |
| $V_{IH}$            | CMOS Logic High Input Voltage                  |                           | $0.7 \times V_{DD}$ |     |                     | V       |
| $V_{IL}$            | CMOS Logic Low Input Voltage                   |                           |                     |     | $0.3 \times V_{DD}$ | V       |
| $\Delta V_I$        | CMOS Hysteresis Voltage                        |                           |                     | 0.3 |                     | V       |
| $V_{IH}$            | Mobile Logic High Input Voltage <sup>(1)</sup> |                           | 1.6                 |     |                     | V       |
| $V_{IL}$            | Mobile Logic Low Input Voltage <sup>(1)</sup>  |                           |                     |     | 0.6                 | V       |
| $\Delta V_I$        | Hysteresis Voltage <sup>(1)</sup>              |                           |                     | 0.1 |                     | V       |
| $V_{OL(SDA)}$       | SDA Output Low Voltage                         | $I_{SINK} = 3mA$          |                     |     | 0.4                 | V       |
| $V_{OL(IRQ)}$       | IRQ Output Low Voltage                         | $I_{SINK} = 3mA$          |                     |     | 0.4                 | V       |
| $V_{OL(SYNC\_OUT)}$ | Sync Clock Output Low Voltage                  | $I_{SINK} = 1mA$          |                     |     | 0.4                 | V       |
| $V_{OH(SYNC\_OUT)}$ | Sync Clock Output High Voltage                 | $I_{SOURCE} = 1mA$        |                     |     | $V_{DD} - 0.4$      | V       |
|                     | Capacitive Load for Each Bus Line              |                           |                     |     | 400                 | pF      |

**Note(s):**1. Available on request, see [Ordering & Contact Information](#).

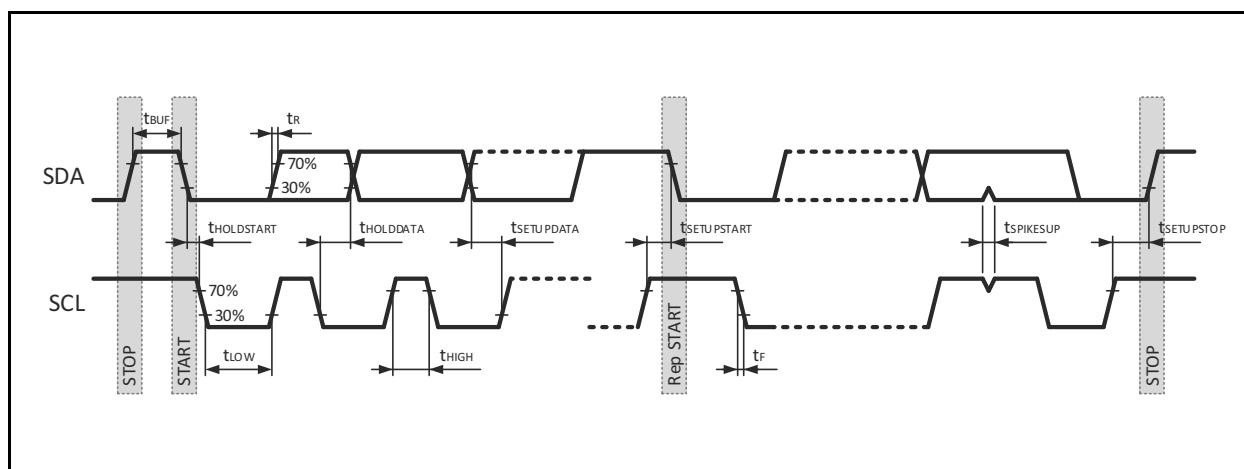
**Figure 9:**  
**I<sup>2</sup>C Timing Characteristics**

| Symbol           | Parameter   | Conditions | Min | Typ | Max  | Unit |
|------------------|---|------------|-----|-----|------|------|
| $f_{SCL}$        | SCL Frequency   |            | 100 |     | 1000 | kHz  |
| $t_{BUF}$        | Bus Free Time Between STOP and START Conditions                   |            | 1.3 |     |      | μs   |
| $t_{HOLDSTART}$  | Hold Time for Repeated START Condition                            |            | 260 |     |      | ns   |
| $t_{LOW}$        | SCL Low Period  |            | 500 |     |      | ns   |
| $t_{HIGH}$       | SCL High Period   |            | 260 |     |      | ns   |
| $t_{SETUPSTART}$ | Setup Time for Repeated START Condition                           |            | 260 |     |      | ns   |
| $t_{SETUPDATA}$  | Data Setup Time   |            | 100 |     |      | ns   |
| $t_{RISE(SCL)}$  | SCL Rise Time   |            |     |     | 120  | ns   |
| $t_{RISE(SCL1)}$ | SCL Rise Time after Repeated START Condition and After an ACK Bit |            |     |     | 120  | ns   |
| $t_{FALL(SCL)}$  | SCL Fall Time   |            |     |     | 120  | ns   |
| $t_{RISE(SDA)}$  | SDA Rise Time   |            |     |     | 120  | ns   |
| $t_{FALL(SDA)}$  | SDA Fall Time   |            |     |     | 120  | ns   |
| $t_{SETUPSTOP}$  | STOP Condition Setup Time   |            | 260 |     |      | ns   |
| $t_{SPIKESUP}$   | Pulse Width of Spike Suppressed                                   |            |     |     | 6    | ns   |

**Note(s):**

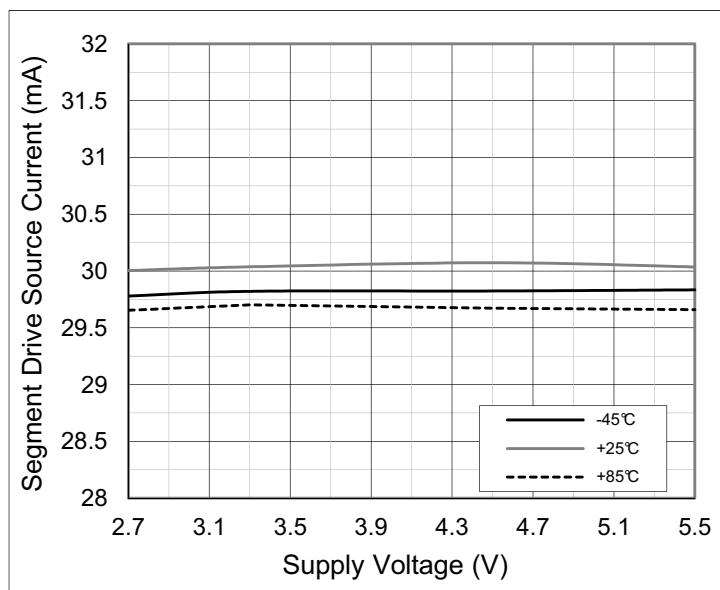
1. The Min / Max values of the Timing Characteristics are guaranteed by design.

**Figure 10:**  
**Timing Diagram**

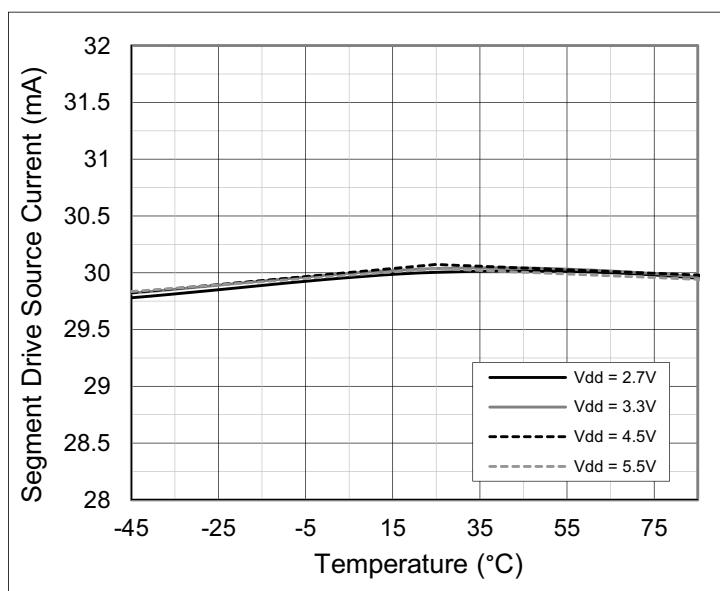


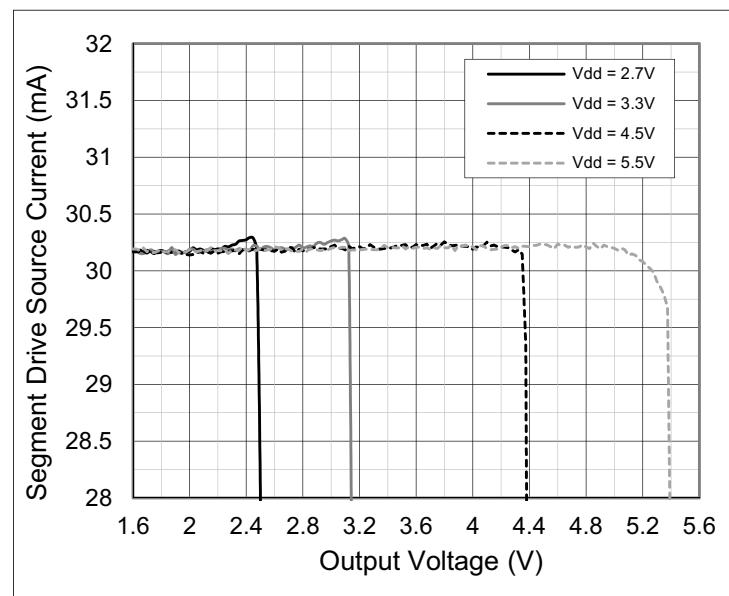
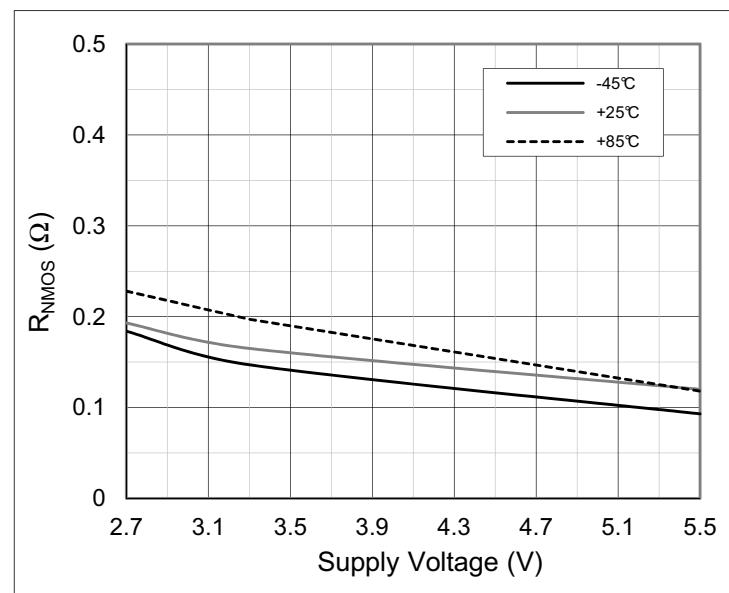
## Typical Operating Characteristics

**Figure 11:**  
Segment Drive Current vs. Supply Voltage

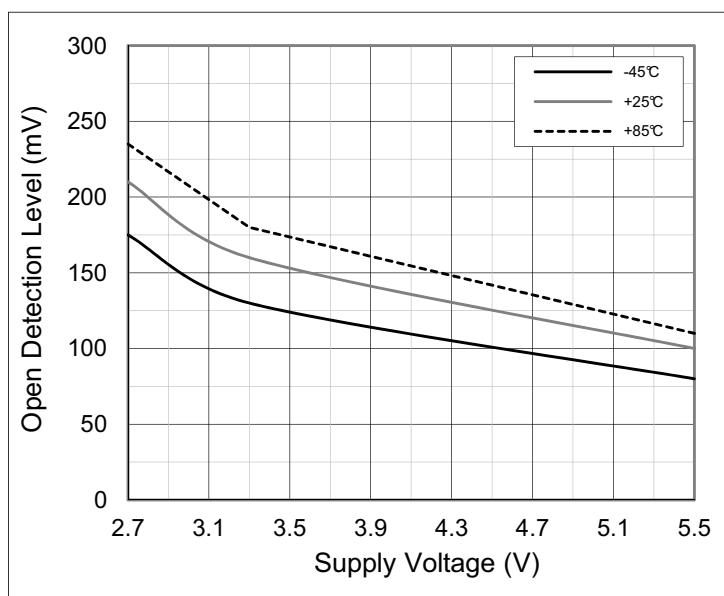


**Figure 12:**  
Segment Drive Current vs. Temperature

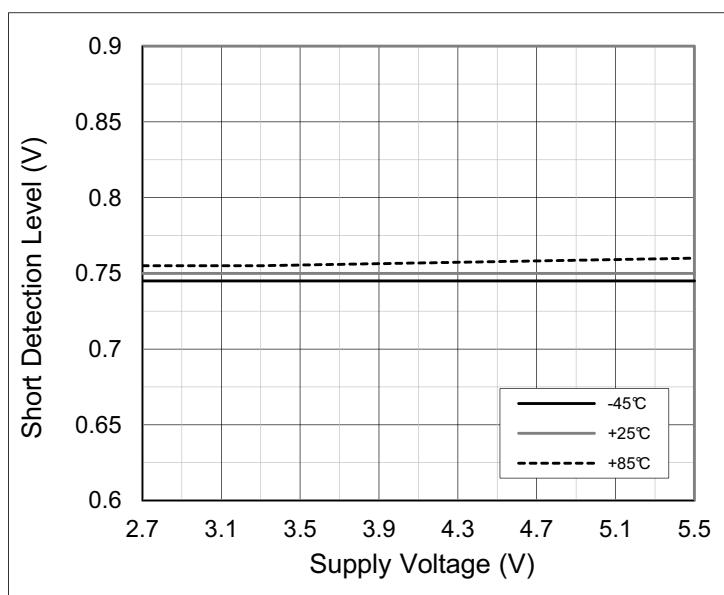


**Figure 13:**  
**Segment Drive Current vs. Output Voltage****Figure 14:**  
 **$R_{ONNMOS}$  vs. Supply Voltage**

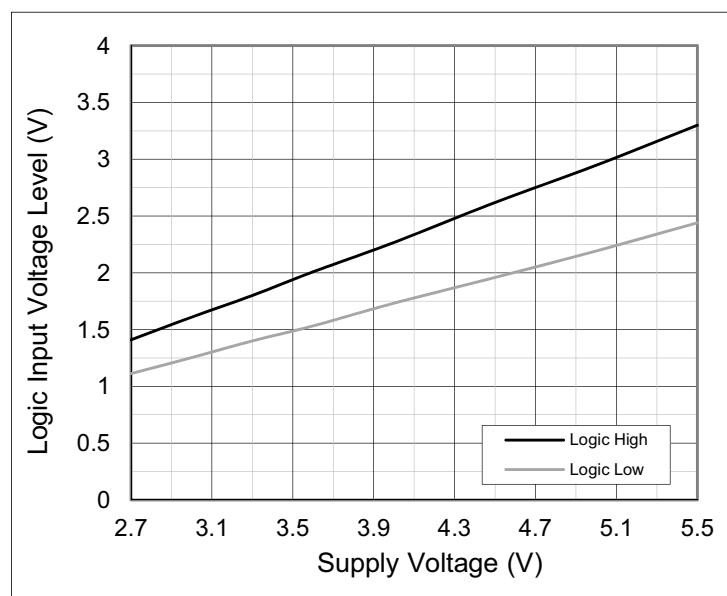
**Figure 15:**  
**Open Detection Level vs. Supply Voltage**



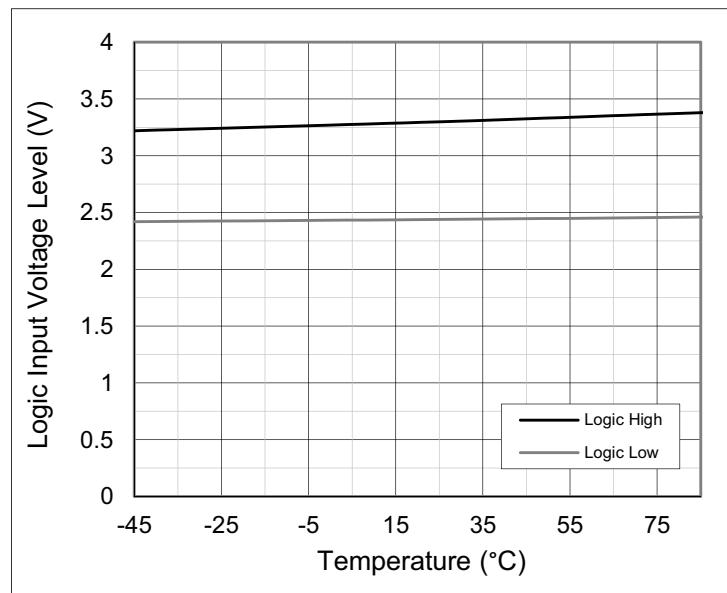
**Figure 16:**  
**Short Detection Level vs. Supply Voltage**



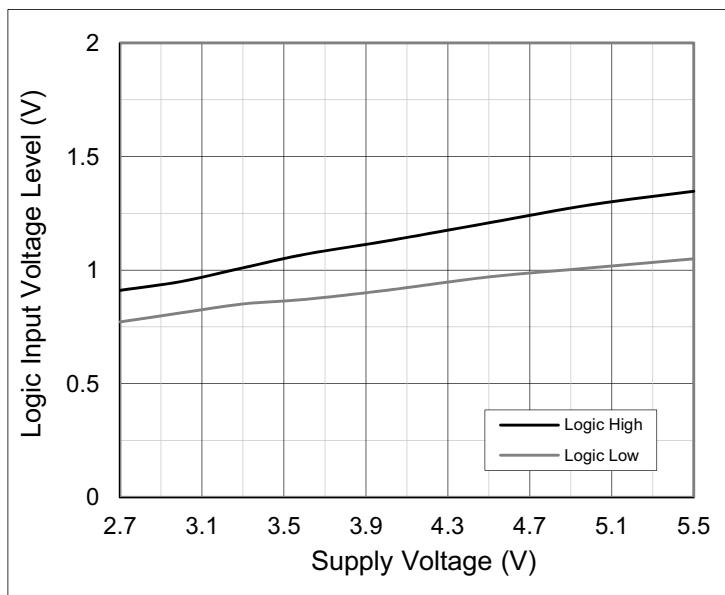
**Figure 17:**  
**CMOS Logic Input Levels vs. Supply Voltage**



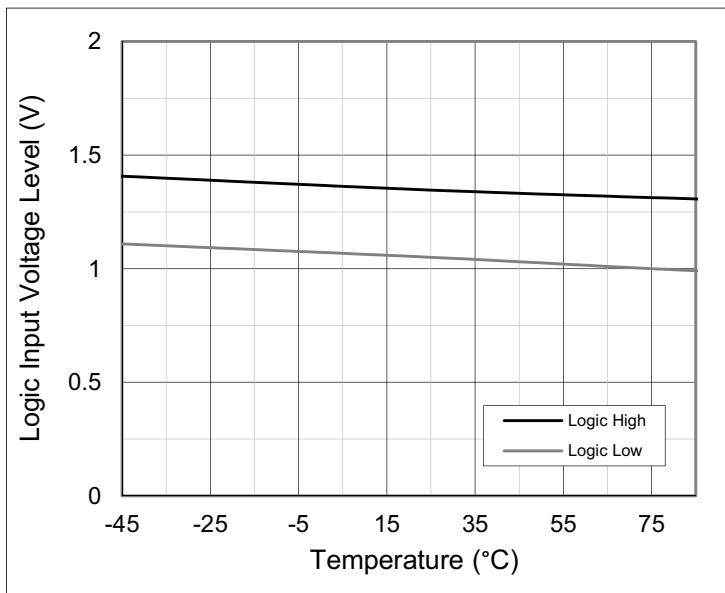
**Figure 18:**  
**CMOS Logic Input Levels vs. Temperature**

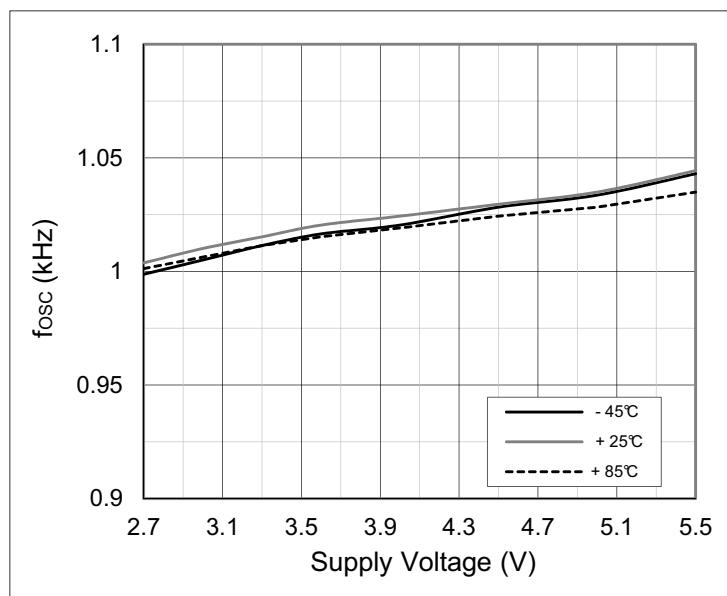
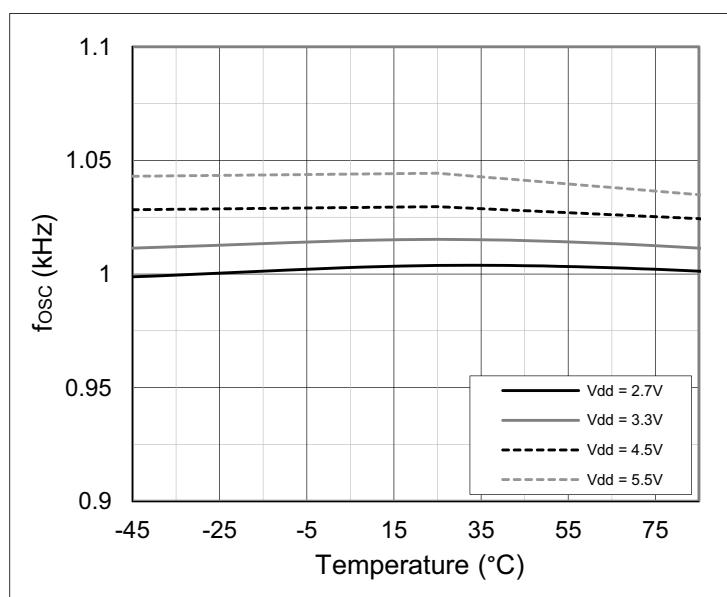


**Figure 19:**  
**MOBILE Logic Input Levels vs. Supply Voltage**



**Figure 20:**  
**MOBILE Logic Input Levels vs. Temperature**



**Figure 21:**  
**Oscillator Frequency vs. Supply Voltage****Figure 22:**  
**Oscillator Frequency vs. Temperature**

## Detailed Description

### Cross-Plexing Theorem

The cross-plexing theorem is using the fact that a LED has a forward and backward direction. A LED will only glow if there is a current flowing in forward direction. A parallel LED in backward direction will block the current flow. This effect is used in a cross-plexed matrix of LEDs.

Each CSx pin (CS0 to CS11) can be switched to VDD via the internal current source ("high"), to GND ("low") or not connected ("highZ").

The mode of operation which is controlled by an internal state machine looks like following. CS0 is switched to GND and all other CSx pins (CS1 to CS11) are controlled according to the settings in the On/Off Frame and Blink & PWM registers (see [Figure 31](#)).

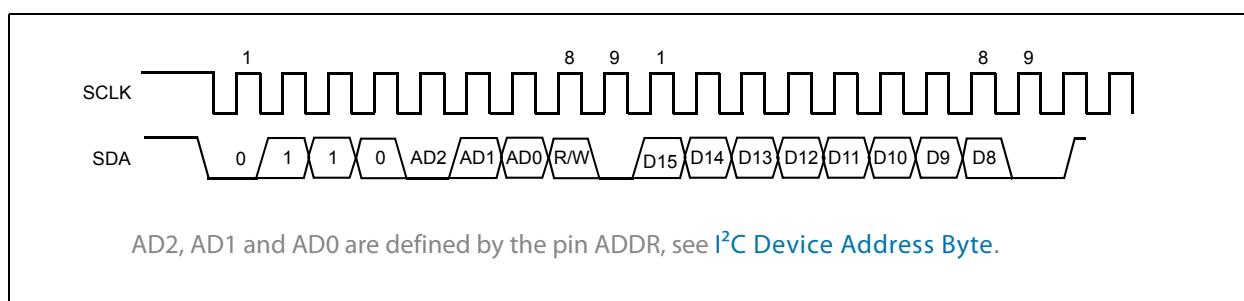
Than CS1 is switched to GND and all other CSx pins (CS0 and CS2 to CS11) are controlled according to the settings in the On/Off Frame and Blink & PWM registers.

In this manner all LEDs in the matrix are scanned and turned on/off depending on the register settings.

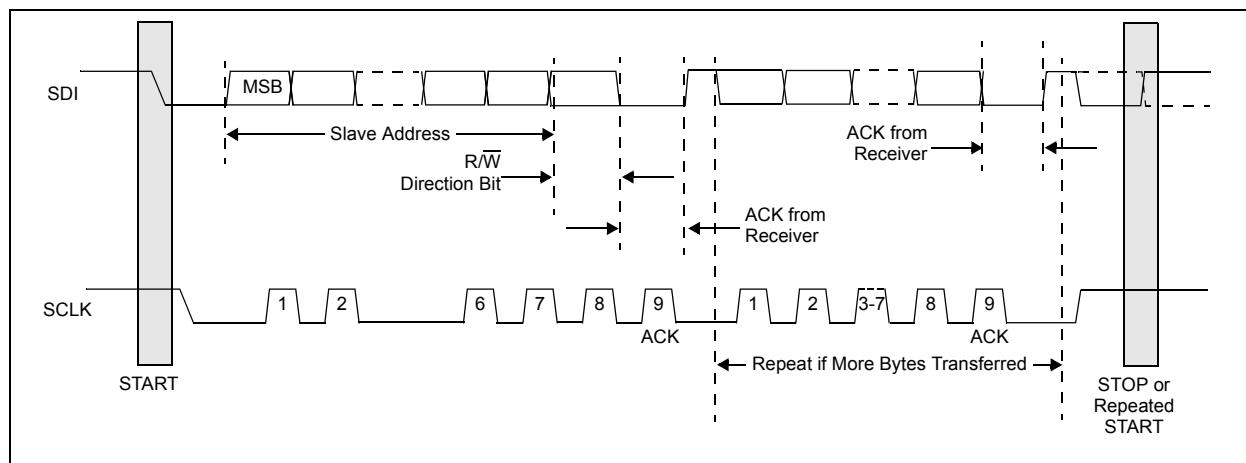
### I<sup>2</sup>C Interface

The AS1130 supports the I<sup>2</sup>C serial bus and data transmission protocol in fast mode at 1MHz. The AS1130 operates as a slave on the I<sup>2</sup>C bus. The bus must be controlled by a master device that generates the serial clock (SCLK), controls the bus access, and generates the START and STOP conditions. Connections to the bus are made via the open-drain I/O pins SCLK and SDA.

**Figure 23:**  
I<sup>2</sup>C Interface Initialization



**Figure 24:**  
Bus Protocol



The bus protocol (as shown in Figure 24) is defined as:

- Data transfer may be initiated only when the bus is not busy.
- During data transfer, the data line must remain stable whenever the clock line is HIGH. Changes in the data line while the clock line is HIGH will be interpreted as control signals.

The bus conditions are defined as:

- **Bus Not Busy.** Data and clock lines remain HIGH.
- **Start Data Transfer.** A change in the state of the data line, from HIGH to LOW, while the clock is HIGH, defines a START condition.
- **Stop Data Transfer.** A change in the state of the data line, from LOW to HIGH, while the clock line is HIGH, defines the STOP condition.
- **Data Valid.** The state of the data line represents valid data, when, after a START condition, the data line is stable for the duration of the HIGH period of the clock signal. There is one clock pulse per bit of data. Each data transfer is initiated with a START condition and terminated with a STOP condition. The number of data bytes transferred between START and STOP conditions is not limited and is determined by the master device. The information is transferred byte-wise and each receiver acknowledges with a ninth-bit. Within the I<sup>2</sup>C bus specifications a high-speed mode (3.4MHz clock rate) is defined.

- **Acknowledge:** Each receiving device, when addressed, is obliged to generate an acknowledge after the reception of each byte. The master device must generate an extra clock pulse that is associated with this acknowledge bit. A device that acknowledges must pull down the SDA line during the acknowledge clock pulse in such a way that the SDA line is stable LOW during the HIGH period of the acknowledge clock pulse. Of course, setup and hold times must be taken into account. A master must signal an end of data to the slave by not generating an acknowledge bit on the last byte that has been clocked out of the slave. In this case, the slave must leave the data line HIGH to enable the master to generate the STOP condition.
- [Figure 24](#) details how data transfer is accomplished on the I<sup>2</sup>C bus. Depending upon the state of the R/W bit, two types of data transfer are possible:
  - **Master Transmitter to Slave Receiver.** The first byte transmitted by the master is the slave address, followed by a number of data bytes. The slave returns an acknowledge bit after the slave address and each received byte.
  - **Slave Transmitter to Master Receiver.** The first byte, the slave address, is transmitted by the master. The slave then returns an acknowledge bit. Next, a number of data bytes are transmitted by the slave to the master. The master returns an acknowledge bit after all received bytes other than the last byte. At the end of the last received byte, a not-acknowledge is returned. The master device generates all of the serial clock pulses and the START and STOP conditions. A transfer is ended with a STOP condition or a repeated START condition. Since a repeated START condition is also the beginning of the next serial transfer, the bus will not be released.

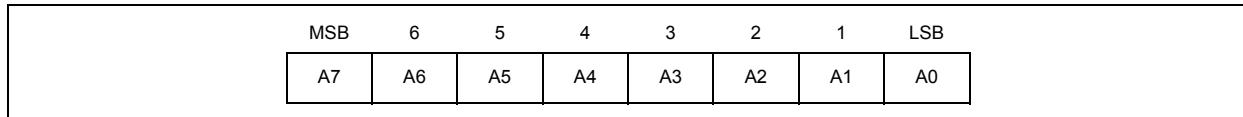
The AS1130 can operate in the following slave modes:

- **Slave Receiver Mode.** Serial data and clock are received through SDA and SCL. After each byte is received, an acknowledge bit is transmitted. START and STOP conditions are recognized as the beginning and end of a serial transfer. Address recognition is performed by hardware after reception of the slave address and direction bit.
- **Slave Transmitter Mode.** The first byte (the slave address) is received and handled as in the slave receiver mode. However, in this mode the direction bit will indicate that the transfer direction is reversed. Serial data is transmitted on SDA by the AS1130 while the serial clock is input on SCL. START and STOP conditions are recognized as the beginning and end of a serial transfer.

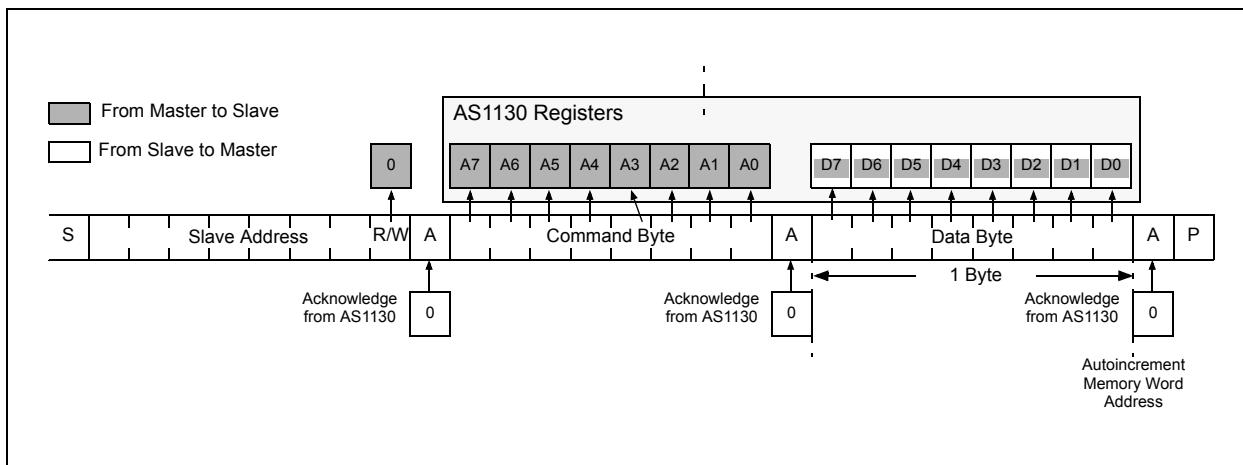
## Command Byte

The AS1130 operation (see Figure 38) is determined by a command byte (see Figure 25).

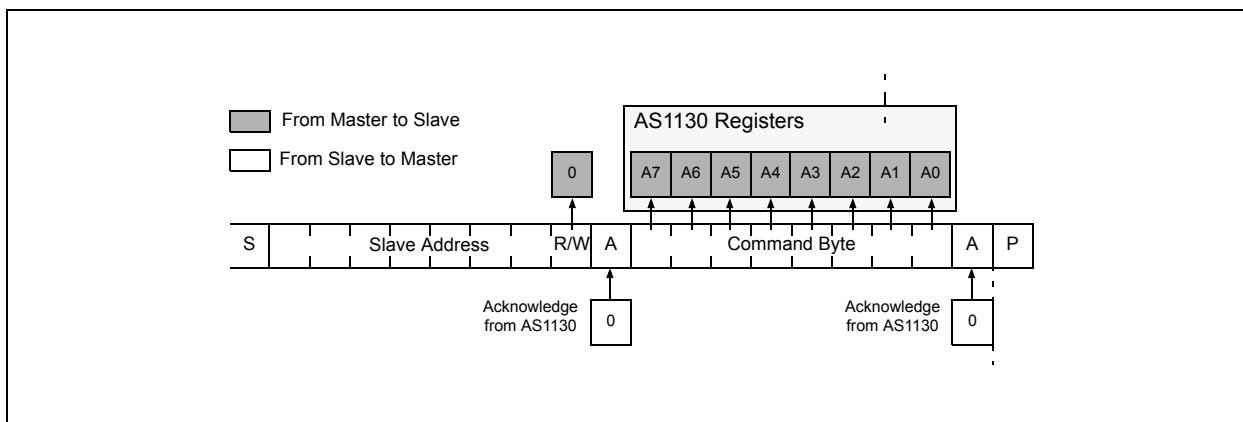
**Figure 25:**  
Command Byte



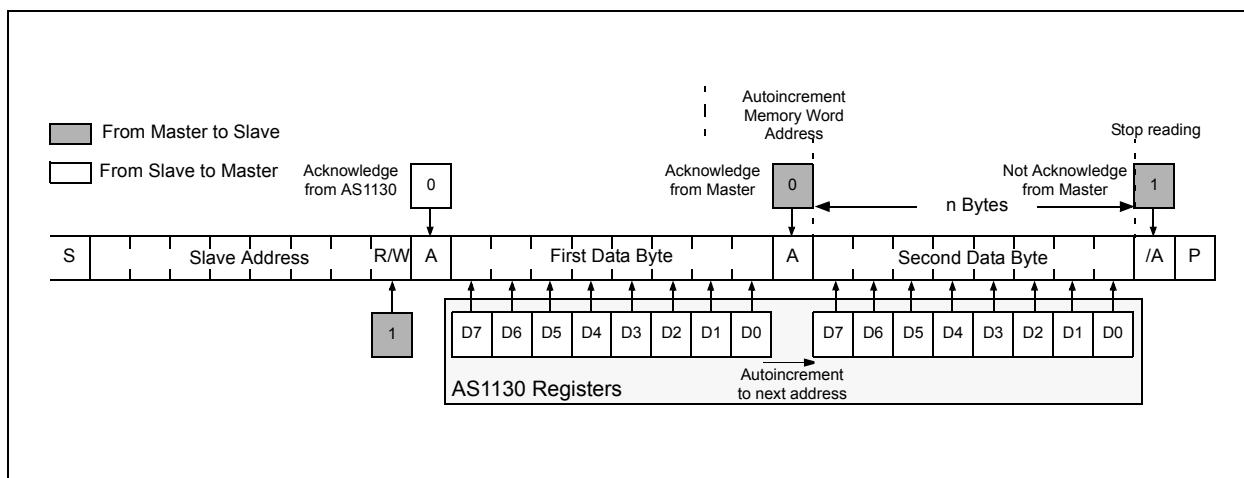
**Figure 26:**  
Command and Single Data Byte Received by AS1130



**Figure 27:**  
Setting the Pointer to a Address Register to Select a Data Register for a Read Operation



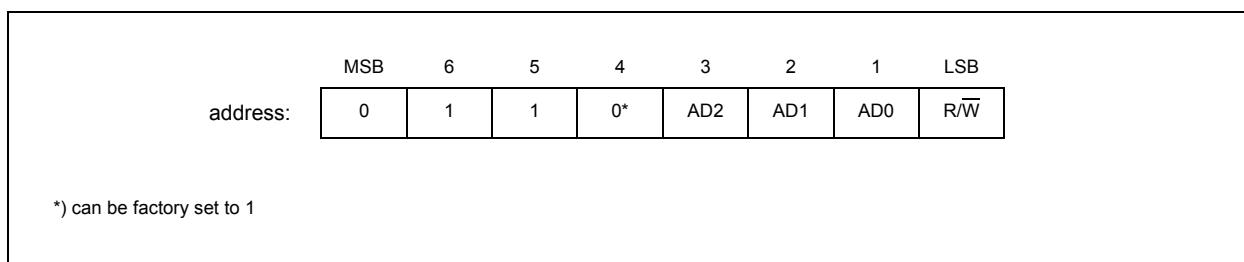
**Figure 28:**  
Reading N Bytes from AS1130



## I<sup>2</sup>C Device Address Byte

The address byte (see [Figure 29](#)) is the first byte received following the START condition from the master device.

**Figure 29:**  
I<sup>2</sup>C Device Address Byte



The bit 1, 2 and 3 of the address byte are defined through the resistor @ the device select pin ADDR (see [Figure 30](#)). A maximum of 8 devices with the same pre-set code can be connected on the same bus at one time.

- The last bit of the address byte (R/W) define the operation to be performed. When set to a 1 a read operation is selected; when set to a 0 a write operation is selected.
- I<sup>2</sup>C Common address. All devices are responding on the address “0111111” if the function is enabled in the register [AS1130 Config Register \(0x06\)](#).

Following the START condition, the AS1130 monitors the I<sup>2</sup>C bus, checking the device type identifier being transmitted. Upon receiving the address code, and the R/W bit, the slave device outputs an acknowledge signal on the SDA line.

**Figure 30:**  
Device Address

| I2C Address |          |         |        |  |
|-------------|----------|---------|--------|--|
| Bit         | Bit Name | Default | Access | Description  |
| 3:1         | i2c_addr | 000     | R      | <p>Defines the I<sup>2</sup>C address of one device via an external resistor on pin ADDR</p> <p><b>000:</b> 1MΩ or floating</p> <p><b>001:</b> 470kΩ</p> <p><b>010:</b> 220kΩ</p> <p><b>011:</b> 100kΩ</p> <p><b>100:</b> 47kΩ</p> <p><b>101:</b> 22kΩ</p> <p><b>110:</b> 10kΩ</p> <p><b>111:</b> 4.7kΩ or GND</p> |

The pin ADDR is scanned after start up (POR) and defines the address for the device. The device reacts to this address until a hardware reset (low on pin RSTN) is performed or the power-on-reset (POR) triggers again.

**Note(s):** The internal address decoder needs 5ms to identify the address and to set up the device for this address.

## Initial Power-Up

On initial power-up, the AS1130 registers are reset to their default values, the display is blanked, and the device goes into shutdown mode. At this time, all registers should be programmed for normal operation. To bring the device into normal operation the following sequence needs to be performed.

### ***Start-Up Sequence***

- Power-up the AS1130 (connect VDD to a source), the device is in shutdown;
- After 5ms the address of the AS1130 is valid and the first I<sup>2</sup>C command can be send.
- Define RAM Configuration; bit mem\_conf in the AS1130 Config Register (see [Figure 45](#))
  - On/Off Frames
  - Blink & PWM Sets
  - Dot Correction, if specified
- Define Control Register (see [Figure 38](#))
  - Current Source
  - Display options
  - Display picture / play movie
- To light up the LEDs set the shdn bit to '1' for normal operation mode (see [Figure 48](#)).

## Shutdown Mode

The AS1130 device features two different shutdown modes. A software shutdown via shutdown register (see [Shutdown & Open/Short Register \(0x09\)](#)) and a hardware shutdown via the RSTN pin.

The software shutdown disables all LEDs and stops the internal operation of the logic. A shutdown mode via the RSTN pin additionally powers down the power-on-reset (POR) of the device. In this shutdown mode the AS1130 consumes only 100nA (typ.).

## Register Description

### Register Selection

Within this register the access to one of the RAM sections, the Dot Correction or to the Control register is selected. After one section is selected this section is valid as long as an other section is selected.

**Figure 31:**  
Register Selection Address Map

| Register Section  | Address     |        |        |        |        |        |        |        |        |             | Data   |        |        |        |        |        |        |        |   |  | Description |
|-------------------|-------------|--------|--------|--------|--------|--------|--------|--------|--------|-------------|--------|--------|--------|--------|--------|--------|--------|--------|---|--|-------------|
|                   | H<br>E<br>X | A<br>7 | A<br>6 | A<br>5 | A<br>4 | A<br>3 | A<br>2 | A<br>1 | A<br>0 | H<br>E<br>X | D<br>7 | D<br>6 | D<br>5 | D<br>4 | D<br>3 | D<br>2 | D<br>1 | D<br>0 |   |  |             |
| NOP               | 0x<br>FD    | 1      |        |        |        |        |        |        |        | 0x<br>00    | 0      | 0      | 0      | 0      | 0      | 0      | 0      | 0      | No operation  |  |             |
| On/Off Frame 0    |             |        |        |        |        |        |        |        |        | 0x<br>01    | 0      | 0      | 0      | 0      | 0      | 0      | 0      | 1      | On/Off information for each frame (up to 36 frames) |  |             |
| On/Off Frame 1    |             |        |        |        |        |        |        |        |        | 0x<br>02    | 0      | 0      | 0      | 0      | 0      | 0      | 0      | 1      |   |  |             |
| On/Off Frame 2    |             |        |        |        |        |        |        |        |        | 0x<br>03    | 0      | 0      | 0      | 0      | 0      | 0      | 1      | 1      |   |  |             |
| ....              |             |        |        |        |        |        |        |        |        | .....       |        |        |        |        |        |        |        |        |   |  |             |
| On/Off Frame 34   |             |        |        |        |        |        |        |        |        | 0x<br>23    | 0      | 0      | 1      | 0      | 0      | 0      | 1      | 1      |   |  |             |
| On/Off Frame 35   |             |        |        |        |        |        |        |        |        | 0x<br>24    | 0      | 0      | 1      | 0      | 0      | 1      | 0      | 0      |   |  |             |
| Blink & PWM Set 0 |             |        | 1      | 1      | 1      | 1      | 1      | 1      | 0      | 0x<br>40    | 0      | 1      | 0      | 0      | 0      | 0      | 0      | 0      | Blink & PWM Information Sets (up to 6 sets)         |  |             |
| Blink & PWM Set 1 |             |        |        |        |        |        |        |        |        | 0x<br>41    | 0      | 1      | 0      | 0      | 0      | 0      | 0      | 1      |   |  |             |
| Blink & PWM Set 2 |             |        |        |        |        |        |        |        |        | 0x<br>42    | 0      | 1      | 0      | 0      | 0      | 0      | 1      | 0      |   |  |             |
| Blink & PWM Set 3 |             |        |        |        |        |        |        |        |        | 0x<br>43    | 0      | 1      | 0      | 0      | 0      | 0      | 1      | 1      |   |  |             |
| Blink & PWM Set 4 |             |        |        |        |        |        |        |        |        | 0x<br>44    | 0      | 1      | 0      | 0      | 0      | 1      | 0      | 0      |   |  |             |
| Blink & PWM Set 5 |             |        |        |        |        |        |        |        |        | 0x<br>45    | 0      | 1      | 0      | 0      | 0      | 1      | 0      | 1      |   |  |             |
| Dot Correction    | 0x<br>80    | 1      | 0      | 0      | 0      | 0      | 0      | 0      | 0      | 0x<br>C0    | 1      | 0      | 0      | 0      | 0      | 0      | 0      | 0      | Selection of Dot Correction Register                |  |             |
| Control Register  |             |        | 1      | 1      | 0      | 0      | 0      | 0      | 0      |             | 1      | 1      | 0      | 0      | 0      | 0      | 0      | 0      | Selection of Control Register                       |  |             |

## Data Definition of the Single Frames

One frame consists of 2 datasets, the On/Off dataset and the Blink & PWM dataset. Where more On/Off frames can be linked to one PWM set. Depending on the used PWM sets more or less On/Off frames can be stored inside the AS1130 (see [Figure 32](#)).

Each On/Off frame needs to define the used Blink & PWM dataset.

**Figure 32:**  
RAM Configuration

| RAM Configuration | Blink & PWM Set | On/Off Frame | On/Off Frame with Dot Correction |
|-------------------|-----------------|--------------|----------------------------------|
| 1                 | 0               | 35..0        | 34..0                            |
| 2                 | 1,0             | 29.0         | 28.0                             |
| 3                 | 2,1,0           | 23..0        | 22..0                            |
| 4                 | 3..0            | 17..0        | 16..0                            |
| 5                 | 4..0            | 11..0        | 10..0                            |
| 6                 | 5..0            | 5..0         | 4..0                             |

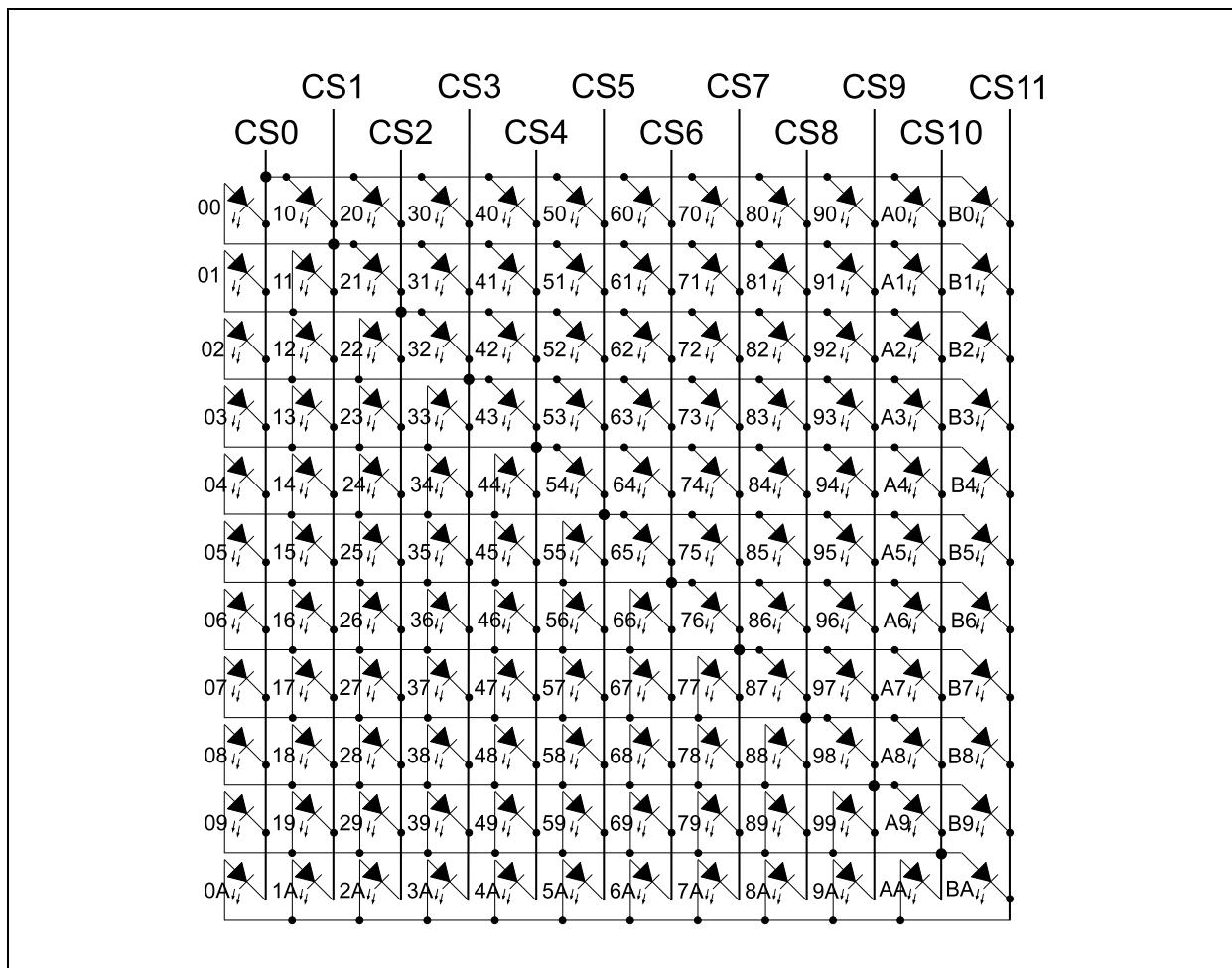
It is necessary to define the RAM configuration before data can be written to the frame datasets. The RAM configuration is defined in the AS1130 config register (see [Figure 45](#)) via bit 2:0 and bit 4 for Dot Correction.

**Note(s):** After a first write of data to the frames, the configuration is locked in the AS1130 config register and can be changed only after a reset of the device. A change of the RAM configuration requires to re-write the frame datasets.

**12x11 LED Matrix**

The AS1130 is configured to control one big LED matrix.

**Figure 33:**  
**AS1130 - Dot Matrix Structure**



In [Figure 34](#) it is described which databit represents which LED in the matrix. Per default all databits are '0', meaning no LED is on. A '1' puts the LED on.

Each Current Segment of the LED Matrix consists of 11 LEDs, therefore 2 bytes of data are required for one Current Segment. CS0 is defined by the two bytes with address 0x00 and 0x01 and also includes the address of the used Blink & PWM dataset for this frame.

**Figure 34:**  
LEDs On/Off Frame Register Format

| Segment | Address |    |    |    |    |    |    |    |    |         | Data    |         |        |        |        |        |        |  |
|---------|---------|----|----|----|----|----|----|----|----|---------|---------|---------|--------|--------|--------|--------|--------|--|
|         | HEX     | A7 | A6 | A5 | A4 | A3 | A2 | A1 | A0 | D7      | D6      | D5      | D4     | D3     | D2     | D1     | D0     |  |
| 0       | 0x00    | 0  | 0  | 0  | 0  | 0  | 0  | 0  | 0  | LED 07  | LED 06  | LED 05  | LED 04 | LED 03 | LED 02 | LED 01 | LED 00 |  |
|         | 0x01    | 0  | 0  | 0  | 0  | 0  | 0  | 0  | 1  | PWM [2] | PWM [1] | PWM [0] | X      | X      | LED 0A | LED 09 | LED 08 |  |
| 1       | 0x02    | 0  | 0  | 0  | 0  | 0  | 0  | 1  | 0  | LED 17  | LED 16  | LED 15  | LED 14 | LED 13 | LED 12 | LED 11 | LED 10 |  |
|         | 0x03    | 0  | 0  | 0  | 0  | 0  | 0  | 1  | 1  | X       | X       | X       | X      | X      | LED 1A | LED 19 | LED 18 |  |
| 2       | 0x04    | 0  | 0  | 0  | 0  | 0  | 1  | 0  | 0  | LED 27  | LED 26  | LED 25  | LED 24 | LED 23 | LED 22 | LED 21 | LED 20 |  |
|         | 0x05    | 0  | 0  | 0  | 0  | 0  | 1  | 0  | 1  | X       | X       | X       | X      | X      | LED 2A | LED 29 | LED 28 |  |
| 3       | 0x06    | 0  | 0  | 0  | 0  | 0  | 1  | 1  | 0  | LED 37  | LED 36  | LED 35  | LED 34 | LED 33 | LED 32 | LED 31 | LED 30 |  |
|         | 0x07    | 0  | 0  | 0  | 0  | 0  | 1  | 1  | 1  | X       | X       | X       | X      | X      | LED 3A | LED 39 | LED 38 |  |
| 4       | 0x08    | 0  | 0  | 0  | 0  | 1  | 0  | 0  | 0  | LED 47  | LED 46  | LED 45  | LED 44 | LED 43 | LED 42 | LED 41 | LED 40 |  |
|         | 0x09    | 0  | 0  | 0  | 0  | 1  | 0  | 0  | 1  | X       | X       | X       | X      | X      | LED 4A | LED 49 | LED 48 |  |

| Segment | Address |    |    |    |    |    |    |    |    |        | Data   |        |        |        |        |        |        |  |  |  |
|---------|---------|----|----|----|----|----|----|----|----|--------|--------|--------|--------|--------|--------|--------|--------|--|--|--|
|         | HEX     | A7 | A6 | A5 | A4 | A3 | A2 | A1 | A0 | D7     | D6     | D5     | D4     | D3     | D2     | D1     | D0     |  |  |  |
| 5       | 0x0A    | 0  | 0  | 0  | 0  | 1  | 0  | 1  | 0  | LED 57 | LED 56 | LED 55 | LED 54 | LED 53 | LED 52 | LED 51 | LED 50 |  |  |  |
|         | 0x0B    | 0  | 0  | 0  | 0  | 1  | 0  | 1  | 1  | X      | X      | X      | X      | X      | LED 5A | LED 59 | LED 58 |  |  |  |
| 6       | 0x0C    | 0  | 0  | 0  | 0  | 1  | 1  | 0  | 0  | LED 67 | LED 66 | LED 65 | LED 64 | LED 63 | LED 62 | LED 61 | LED 60 |  |  |  |
|         | 0x0D    | 0  | 0  | 0  | 0  | 1  | 1  | 0  | 1  | X      | X      | X      | X      | X      | LED 6A | LED 69 | LED 68 |  |  |  |
| 7       | 0x0E    | 0  | 0  | 0  | 0  | 1  | 1  | 1  | 0  | LED 77 | LED 76 | LED 75 | LED 74 | LED 73 | LED 72 | LED 71 | LED 70 |  |  |  |
|         | 0x0F    | 0  | 0  | 0  | 0  | 1  | 1  | 1  | 1  | X      | X      | X      | X      | X      | LED 7A | LED 79 | LED 78 |  |  |  |
| 8       | 0x10    | 0  | 0  | 0  | 1  | 0  | 0  | 0  | 0  | LED 87 | LED 86 | LED 85 | LED 84 | LED 83 | LED 82 | LED 81 | LED 80 |  |  |  |
|         | 0x11    | 0  | 0  | 0  | 1  | 0  | 0  | 0  | 1  | X      | X      | X      | X      | X      | LED 8A | LED 89 | LED 88 |  |  |  |
| 9       | 0x12    | 0  | 0  | 0  | 1  | 0  | 0  | 1  | 0  | LED 97 | LED 96 | LED 95 | LED 94 | LED 93 | LED 92 | LED 91 | LED 90 |  |  |  |
|         | 0x13    | 0  | 0  | 0  | 1  | 0  | 0  | 1  | 1  | X      | X      | X      | X      | X      | LED 9A | LED 99 | LED 98 |  |  |  |
| A       | 0x14    | 0  | 0  | 0  | 1  | 0  | 1  | 0  | 0  | LED A7 | LED A6 | LED A5 | LED A4 | LED A3 | LED A2 | LED A1 | LED A0 |  |  |  |
|         | 0x15    | 0  | 0  | 0  | 1  | 0  | 1  | 0  | 1  | X      | X      | X      | X      | X      | LED AA | LED A9 | LED A8 |  |  |  |

| Segment | Address |    |    |    |    |    |    |    |    |        | Data   |        |        |        |        |        |        |  |
|---------|---------|----|----|----|----|----|----|----|----|--------|--------|--------|--------|--------|--------|--------|--------|--|
|         | HEX     | A7 | A6 | A5 | A4 | A3 | A2 | A1 | A0 | D7     | D6     | D5     | D4     | D3     | D2     | D1     | D0     |  |
| B       | 0x16    | 0  | 0  | 0  | 1  | 0  | 1  | 1  | 0  | LED B7 | LED B6 | LED B5 | LED B4 | LED B3 | LED B2 | LED B1 | LED B0 |  |
|         | 0x17    | 0  | 0  | 0  | 1  | 0  | 1  | 1  | 1  | X      | X      | X      | X      | X      | LED BA | LED B9 | LED B8 |  |

The Blink & PWM sets contain blink on/off and the digital PWM information for each LED in the matrix. The number of PWM datasets is flexible according to the defined RAM configuration (see [Figure 32](#)).

In the blink register (see [Figure 35](#)) every single LED can be set to blink. The blink period is set in the display option register (see [Display Option Register Format](#)).

**Figure 35:**  
LEDs Blink Frame Register Format

| Segment | Address |    |    |    |    |    |    |    |    |        | Data   |        |        |        |        |        |        |  |
|---------|---------|----|----|----|----|----|----|----|----|--------|--------|--------|--------|--------|--------|--------|--------|--|
|         | HEX     | A7 | A6 | A5 | A4 | A3 | A2 | A1 | A0 | D7     | D6     | D5     | D4     | D3     | D2     | D1     | D0     |  |
| 0       | 0x00    | 0  | 0  | 0  | 0  | 0  | 0  | 0  | 0  | LED 07 | LED 06 | LED 05 | LED 04 | LED 03 | LED 02 | LED 01 | LED 00 |  |
|         | 0x01    | 0  | 0  | 0  | 0  | 0  | 0  | 0  | 1  | X      | X      | X      | X      | X      | LED 0A | LED 09 | LED 08 |  |
| 1       | 0x02    | 0  | 0  | 0  | 0  | 0  | 0  | 1  | 0  | LED 17 | LED 16 | LED 15 | LED 14 | LED 13 | LED 12 | LED 11 | LED 10 |  |
|         | 0x03    | 0  | 0  | 0  | 0  | 0  | 0  | 1  | 1  | X      | X      | X      | X      | X      | LED 1A | LED 19 | LED 18 |  |

| Segment | Address |    |    |    |    |    |    |    |    |        | Data   |        |        |        |        |        |        |  |  |  |
|---------|---------|----|----|----|----|----|----|----|----|--------|--------|--------|--------|--------|--------|--------|--------|--|--|--|
|         | HEX     | A7 | A6 | A5 | A4 | A3 | A2 | A1 | A0 | D7     | D6     | D5     | D4     | D3     | D2     | D1     | D0     |  |  |  |
| 2       | 0x04    | 0  | 0  | 0  | 0  | 0  | 1  | 0  | 0  | LED 27 | LED 26 | LED 25 | LED 24 | LED 23 | LED 22 | LED 21 | LED 20 |  |  |  |
|         | 0x05    | 0  | 0  | 0  | 0  | 0  | 1  | 0  | 1  | X      | X      | X      | X      | X      | LED 2A | LED 29 | LED 28 |  |  |  |
| 3       | 0x06    | 0  | 0  | 0  | 0  | 0  | 1  | 1  | 0  | LED 37 | LED 36 | LED 35 | LED 34 | LED 33 | LED 32 | LED 31 | LED 30 |  |  |  |
|         | 0x07    | 0  | 0  | 0  | 0  | 0  | 1  | 1  | 1  | X      | X      | X      | X      | X      | LED 3A | LED 39 | LED 38 |  |  |  |
| 4       | 0x08    | 0  | 0  | 0  | 0  | 1  | 0  | 0  | 0  | LED 47 | LED 46 | LED 45 | LED 44 | LED 43 | LED 42 | LED 41 | LED 40 |  |  |  |
|         | 0x09    | 0  | 0  | 0  | 0  | 1  | 0  | 0  | 1  | X      | X      | X      | X      | X      | LED 4A | LED 49 | LED 48 |  |  |  |
| 5       | 0x0A    | 0  | 0  | 0  | 0  | 1  | 0  | 1  | 0  | LED 57 | LED 56 | LED 55 | LED 54 | LED 53 | LED 52 | LED 51 | LED 50 |  |  |  |
|         | 0x0B    | 0  | 0  | 0  | 0  | 1  | 0  | 1  | 1  | X      | X      | X      | X      | X      | LED 5A | LED 59 | LED 58 |  |  |  |
| 6       | 0x0C    | 0  | 0  | 0  | 0  | 1  | 1  | 0  | 0  | LED 67 | LED 66 | LED 65 | LED 64 | LED 63 | LED 62 | LED 61 | LED 60 |  |  |  |
|         | 0x0D    | 0  | 0  | 0  | 0  | 1  | 1  | 0  | 1  | X      | X      | X      | X      | X      | LED 6A | LED 69 | LED 68 |  |  |  |
| 7       | 0x0E    | 0  | 0  | 0  | 0  | 1  | 1  | 1  | 0  | LED 77 | LED 76 | LED 75 | LED 74 | LED 73 | LED 72 | LED 71 | LED 70 |  |  |  |
|         | 0x0F    | 0  | 0  | 0  | 0  | 1  | 1  | 1  | 1  | X      | X      | X      | X      | X      | LED 7A | LED 79 | LED 78 |  |  |  |

| Segment | Address |    |    |    |    |    |    |    |    |        | Data   |        |        |        |        |        |        |  |  |  |
|---------|---------|----|----|----|----|----|----|----|----|--------|--------|--------|--------|--------|--------|--------|--------|--|--|--|
|         | HEX     | A7 | A6 | A5 | A4 | A3 | A2 | A1 | A0 | D7     | D6     | D5     | D4     | D3     | D2     | D1     | D0     |  |  |  |
| 8       | 0x10    | 0  | 0  | 0  | 1  | 0  | 0  | 0  | 0  | LED 87 | LED 86 | LED 85 | LED 84 | LED 83 | LED 82 | LED 81 | LED 80 |  |  |  |
|         | 0x11    | 0  | 0  | 0  | 1  | 0  | 0  | 0  | 1  | X      | X      | X      | X      | X      | LED 8A | LED 89 | LED 88 |  |  |  |
| 9       | 0x12    | 0  | 0  | 0  | 1  | 0  | 0  | 1  | 0  | LED 97 | LED 96 | LED 95 | LED 94 | LED 93 | LED 92 | LED 91 | LED 90 |  |  |  |
|         | 0x13    | 0  | 0  | 0  | 1  | 0  | 0  | 1  | 1  | X      | X      | X      | X      | X      | LED 9A | LED 99 | LED 98 |  |  |  |
| A       | 0x14    | 0  | 0  | 0  | 1  | 0  | 1  | 0  | 0  | LED A7 | LED A6 | LED A5 | LED A4 | LED A3 | LED A2 | LED A1 | LED A0 |  |  |  |
|         | 0x15    | 0  | 0  | 0  | 1  | 0  | 1  | 0  | 1  | X      | X      | X      | X      | X      | LED AA | LED A9 | LED A8 |  |  |  |
| B       | 0x16    | 0  | 0  | 0  | 1  | 0  | 1  | 1  | 0  | LED B7 | LED B6 | LED B5 | LED B4 | LED B3 | LED B2 | LED B1 | LED B0 |  |  |  |
|         | 0x17    | 0  | 0  | 0  | 1  | 0  | 1  | 1  | 1  | X      | X      | X      | X      | X      | LED BA | LED B9 | LED B8 |  |  |  |

In the PWM register (see [Figure 36](#)) the brightness of every single LED can be set via a 8bit PWM (255 steps).

**Figure 36:**  
LEDs PWM Register Format

| Segment |       | Address |   |   |   |   |   |   |   |   |   | Data                                    |   |   |   |   |   |   |   |
|---------|-------|---------|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|
|         |       | H       | E | A | A | A | A | A | A | A | A | D                                       | D | D | D | D | D | D | D |
|         |       | X       | 7 | 6 | 5 | 4 | 3 | 2 | 1 | 0 |   | 7                                       | 6 | 5 | 4 | 3 | 2 | 1 | 0 |
| 0       | LED00 | 0x18    | 0 | 0 | 0 | 1 | 1 | 0 | 0 | 0 |   | 255 steps for intensity each single LED |   |   |   |   |   |   |   |
|         | LED01 | 0x19    | 0 | 0 | 0 | 1 | 1 | 0 | 0 | 1 |   |   |   |   |   |   |   |   |   |
|         | LED02 | 0x1A    | 0 | 0 | 0 | 1 | 1 | 0 | 1 | 0 |   |   |   |   |   |   |   |   |   |
|         | LED03 | 0x1B    | 0 | 0 | 0 | 1 | 1 | 0 | 1 | 1 |   |   |   |   |   |   |   |   |   |
|         | LED04 | 0x1C    | 0 | 0 | 0 | 1 | 1 | 1 | 0 | 0 |   |   |   |   |   |   |   |   |   |
|         | LED05 | 0x1D    | 0 | 0 | 0 | 1 | 1 | 1 | 0 | 1 |   |   |   |   |   |   |   |   |   |
|         | LED06 | 0x1E    | 0 | 0 | 0 | 1 | 1 | 1 | 1 | 0 |   |   |   |   |   |   |   |   |   |
|         | LED07 | 0x1F    | 0 | 0 | 0 | 1 | 1 | 1 | 1 | 1 |   |   |   |   |   |   |   |   |   |
|         | LED08 | 0x20    | 0 | 0 | 1 | 0 | 0 | 0 | 0 | 0 |   |   |   |   |   |   |   |   |   |
|         | LED09 | 0x21    | 0 | 0 | 1 | 0 | 0 | 0 | 0 | 0 |   |   |   |   |   |   |   |   |   |
| 1       | LED10 | 0x23    | 0 | 0 | 1 | 0 | 0 | 0 | 0 | 1 |   | 255 steps for intensity each single LED |   |   |   |   |   |   |   |
|         | LED11 | 0x24    | 0 | 0 | 1 | 0 | 0 | 0 | 1 | 0 |   |   |   |   |   |   |   |   |   |
|         | LED12 | 0x25    | 0 | 0 | 1 | 0 | 0 | 0 | 1 | 0 |   |   |   |   |   |   |   |   |   |
|         | LED13 | 0x26    | 0 | 0 | 1 | 0 | 0 | 0 | 1 | 1 |   |   |   |   |   |   |   |   |   |
|         | LED14 | 0x27    | 0 | 0 | 1 | 0 | 0 | 0 | 1 | 1 |   |   |   |   |   |   |   |   |   |
|         | LED15 | 0x28    | 0 | 0 | 1 | 0 | 0 | 1 | 0 | 0 |   |   |   |   |   |   |   |   |   |
|         | LED16 | 0x29    | 0 | 0 | 1 | 0 | 0 | 1 | 0 | 0 |   |   |   |   |   |   |   |   |   |
|         | LED17 | 0x2A    | 0 | 0 | 1 | 0 | 0 | 1 | 0 | 1 |   |   |   |   |   |   |   |   |   |
|         | LED18 | 0x2B    | 0 | 0 | 1 | 0 | 0 | 1 | 0 | 1 |   |   |   |   |   |   |   |   |   |
|         | LED19 | 0x2C    | 0 | 0 | 1 | 0 | 0 | 1 | 1 | 0 |   |   |   |   |   |   |   |   |   |
|         | LED1A | 0x2D    | 0 | 0 | 1 | 0 | 0 | 1 | 1 | 0 |   |   |   |   |   |   |   |   |   |

| Segment |       | Address     |        |        |        |        |        |        |        |        |   | Data   |        |        |        |        |        |        |        |  |  |
|---------|-------|-------------|--------|--------|--------|--------|--------|--------|--------|--------|---|--------|--------|--------|--------|--------|--------|--------|--------|--|--|
|         |       | H<br>E<br>X | A<br>7 | A<br>6 | A<br>5 | A<br>4 | A<br>3 | A<br>2 | A<br>1 | A<br>0 |   | D<br>7 | D<br>6 | D<br>5 | D<br>4 | D<br>3 | D<br>2 | D<br>1 | D<br>0 |  |  |
| 2       | LED20 | 0x2E        | 0      | 0      | 1      | 0      | 1      | 1      | 1      | 0      | 255 steps for intensity each single LED |        |        |        |        |        |        |        |        |  |  |
|         | LED21 | 0x2F        | 0      | 0      | 1      | 0      | 1      | 1      | 1      | 1      |   |        |        |        |        |        |        |        |        |  |  |
|         | LED22 | 0x30        | 0      | 0      | 1      | 1      | 0      | 0      | 0      | 0      |   |        |        |        |        |        |        |        |        |  |  |
|         | LED23 | 0x31        | 0      | 0      | 1      | 1      | 0      | 0      | 0      | 1      |   |        |        |        |        |        |        |        |        |  |  |
|         | LED24 | 0x32        | 0      | 0      | 1      | 1      | 0      | 0      | 1      | 0      |   |        |        |        |        |        |        |        |        |  |  |
|         | LED25 | 0x33        | 0      | 0      | 1      | 1      | 0      | 0      | 1      | 1      |   |        |        |        |        |        |        |        |        |  |  |
|         | LED26 | 0x34        | 0      | 0      | 1      | 1      | 0      | 1      | 0      | 0      |   |        |        |        |        |        |        |        |        |  |  |
|         | LED27 | 0x35        | 0      | 0      | 1      | 1      | 0      | 1      | 0      | 1      |   |        |        |        |        |        |        |        |        |  |  |
|         | LED28 | 0x36        | 0      | 0      | 1      | 1      | 0      | 1      | 1      | 0      |   |        |        |        |        |        |        |        |        |  |  |
|         | LED29 | 0x37        | 0      | 0      | 1      | 1      | 0      | 1      | 1      | 1      |   |        |        |        |        |        |        |        |        |  |  |
| 3       | LED30 | 0x39        | 0      | 0      | 1      | 1      | 1      | 0      | 0      | 1      | 255 steps for intensity each single LED |        |        |        |        |        |        |        |        |  |  |
|         | LED31 | 0x3A        | 0      | 0      | 1      | 1      | 1      | 0      | 1      | 0      |   |        |        |        |        |        |        |        |        |  |  |
|         | LED32 | 0x3B        | 0      | 0      | 1      | 1      | 1      | 0      | 1      | 1      |   |        |        |        |        |        |        |        |        |  |  |
|         | LED33 | 0x3C        | 0      | 0      | 1      | 1      | 1      | 1      | 0      | 0      |   |        |        |        |        |        |        |        |        |  |  |
|         | LED34 | 0x3D        | 0      | 0      | 1      | 1      | 1      | 1      | 0      | 1      |   |        |        |        |        |        |        |        |        |  |  |
|         | LED35 | 0x3E        | 0      | 0      | 1      | 1      | 1      | 1      | 1      | 0      |   |        |        |        |        |        |        |        |        |  |  |
|         | LED36 | 0x3F        | 0      | 0      | 1      | 1      | 1      | 1      | 1      | 1      |   |        |        |        |        |        |        |        |        |  |  |
|         | LED37 | 0x40        | 0      | 1      | 0      | 0      | 0      | 0      | 0      | 0      |   |        |        |        |        |        |        |        |        |  |  |
|         | LED38 | 0x41        | 0      | 1      | 0      | 0      | 0      | 0      | 0      | 1      |   |        |        |        |        |        |        |        |        |  |  |
|         | LED39 | 0x42        | 0      | 1      | 0      | 0      | 0      | 0      | 1      | 0      |   |        |        |        |        |        |        |        |        |  |  |
|         | LED3A | 0x43        | 0      | 1      | 0      | 0      | 0      | 0      | 0      | 1      |   |        |        |        |        |        |        |        |        |  |  |

| Segment |       | Address     |        |        |        |        |        |        |        |        |   | Data   |        |        |        |        |        |        |  |  |  |
|---------|-------|-------------|--------|--------|--------|--------|--------|--------|--------|--------|---|--------|--------|--------|--------|--------|--------|--------|--|--|--|
|         |       | H<br>E<br>X | A<br>7 | A<br>6 | A<br>5 | A<br>4 | A<br>3 | A<br>2 | A<br>1 | A<br>0 | D<br>7                                  | D<br>6 | D<br>5 | D<br>4 | D<br>3 | D<br>2 | D<br>1 | D<br>0 |  |  |  |
| 4       | LED40 | 0x44        | 0      | 1      | 0      | 0      | 0      | 1      | 0      | 0      | 255 steps for intensity each single LED |        |        |        |        |        |        |        |  |  |  |
|         | LED41 | 0x45        | 0      | 1      | 0      | 0      | 0      | 1      | 0      | 1      |   |        |        |        |        |        |        |        |  |  |  |
|         | LED42 | 0x46        | 0      | 1      | 0      | 0      | 0      | 1      | 1      | 0      |   |        |        |        |        |        |        |        |  |  |  |
|         | LED43 | 0x47        | 0      | 1      | 0      | 0      | 0      | 1      | 1      | 1      |   |        |        |        |        |        |        |        |  |  |  |
|         | LED44 | 0x48        | 0      | 1      | 0      | 0      | 1      | 0      | 0      | 0      |   |        |        |        |        |        |        |        |  |  |  |
|         | LED45 | 0x49        | 0      | 1      | 0      | 0      | 1      | 0      | 0      | 1      |   |        |        |        |        |        |        |        |  |  |  |
|         | LED46 | 0x4A        | 0      | 1      | 0      | 0      | 1      | 0      | 1      | 0      |   |        |        |        |        |        |        |        |  |  |  |
|         | LED47 | 0x4B        | 0      | 1      | 0      | 0      | 1      | 0      | 1      | 1      |   |        |        |        |        |        |        |        |  |  |  |
|         | LED48 | 0x4C        | 0      | 1      | 0      | 0      | 1      | 1      | 0      | 0      |   |        |        |        |        |        |        |        |  |  |  |
|         | LED49 | 0x4D        | 0      | 1      | 0      | 0      | 1      | 1      | 1      | 0      |   |        |        |        |        |        |        |        |  |  |  |
| 5       | LED50 | 0x4F        | 0      | 1      | 0      | 0      | 1      | 1      | 1      | 1      | 255 steps for intensity each single LED |        |        |        |        |        |        |        |  |  |  |
|         | LED51 | 0x50        | 0      | 1      | 0      | 1      | 0      | 0      | 0      | 0      |   |        |        |        |        |        |        |        |  |  |  |
|         | LED52 | 0x51        | 0      | 1      | 0      | 1      | 0      | 0      | 0      | 1      |   |        |        |        |        |        |        |        |  |  |  |
|         | LED53 | 0x52        | 0      | 1      | 0      | 1      | 0      | 0      | 1      | 0      |   |        |        |        |        |        |        |        |  |  |  |
|         | LED54 | 0x53        | 0      | 1      | 0      | 1      | 0      | 0      | 0      | 1      |   |        |        |        |        |        |        |        |  |  |  |
|         | LED55 | 0x54        | 0      | 1      | 0      | 1      | 0      | 1      | 0      | 0      |   |        |        |        |        |        |        |        |  |  |  |
|         | LED56 | 0x55        | 0      | 1      | 0      | 1      | 0      | 1      | 0      | 1      |   |        |        |        |        |        |        |        |  |  |  |
|         | LED57 | 0x56        | 0      | 1      | 0      | 1      | 0      | 1      | 1      | 1      |   |        |        |        |        |        |        |        |  |  |  |
|         | LED58 | 0x57        | 0      | 1      | 0      | 1      | 0      | 1      | 1      | 1      |   |        |        |        |        |        |        |        |  |  |  |
|         | LED59 | 0x58        | 0      | 1      | 0      | 1      | 1      | 1      | 0      | 0      |   |        |        |        |        |        |        |        |  |  |  |
|         | LED5A | 0x59        | 0      | 1      | 0      | 1      | 1      | 1      | 0      | 0      |   |        |        |        |        |        |        |        |  |  |  |
|         |       |             |        |        |        |        |        |        |        |        |   |        |        |        |        |        |        |        |  |  |  |

| Segment |       | Address     |        |        |        |        |        |        |        |        |  | Data                                    |        |        |        |        |        |        |        |  |  |
|---------|-------|-------------|--------|--------|--------|--------|--------|--------|--------|--------|--|---|--------|--------|--------|--------|--------|--------|--------|--|--|
|         |       | H<br>E<br>X | A<br>7 | A<br>6 | A<br>5 | A<br>4 | A<br>3 | A<br>2 | A<br>1 | A<br>0 |  | D<br>7                                  | D<br>6 | D<br>5 | D<br>4 | D<br>3 | D<br>2 | D<br>1 | D<br>0 |  |  |
| A       | LEDA0 | 0x86        | 1      | 0      | 0      | 0      | 0      | 1      | 1      | 0      |  | 255 steps for intensity each single LED |        |        |        |        |        |        |        |  |  |
|         | LEDA1 | 0x87        | 1      | 0      | 0      | 0      | 0      | 1      | 1      | 1      |  |   |        |        |        |        |        |        |        |  |  |
|         | LEDA2 | 0x88        | 1      | 0      | 0      | 0      | 1      | 0      | 0      | 0      |  |   |        |        |        |        |        |        |        |  |  |
|         | LEDA3 | 0x89        | 1      | 0      | 0      | 0      | 1      | 0      | 0      | 1      |  |   |        |        |        |        |        |        |        |  |  |
|         | LEDA4 | 0x8A        | 1      | 0      | 0      | 0      | 1      | 0      | 1      | 0      |  |   |        |        |        |        |        |        |        |  |  |
|         | LEDA5 | 0x8B        | 1      | 0      | 0      | 0      | 1      | 0      | 1      | 1      |  |   |        |        |        |        |        |        |        |  |  |
|         | LEDA6 | 0x8C        | 1      | 0      | 0      | 0      | 1      | 1      | 1      | 0      |  |   |        |        |        |        |        |        |        |  |  |
|         | LEDA7 | 0x8D        | 1      | 0      | 0      | 0      | 1      | 1      | 0      | 1      |  |   |        |        |        |        |        |        |        |  |  |
|         | LEDA8 | 0x8E        | 1      | 0      | 0      | 0      | 1      | 1      | 1      | 0      |  |   |        |        |        |        |        |        |        |  |  |
|         | LEDA9 | 0x8F        | 1      | 0      | 0      | 0      | 1      | 1      | 1      | 1      |  |   |        |        |        |        |        |        |        |  |  |
| B       | LEDB0 | 0x91        | 1      | 0      | 0      | 1      | 0      | 0      | 0      | 1      |  | 255 steps for intensity each single LED |        |        |        |        |        |        |        |  |  |
|         | LEDB1 | 0x92        | 1      | 0      | 0      | 1      | 0      | 0      | 1      | 0      |  |   |        |        |        |        |        |        |        |  |  |
|         | LEDB2 | 0x93        | 1      | 0      | 0      | 1      | 0      | 0      | 1      | 1      |  |   |        |        |        |        |        |        |        |  |  |
|         | LEDB3 | 0x94        | 1      | 0      | 0      | 1      | 0      | 1      | 0      | 0      |  |   |        |        |        |        |        |        |        |  |  |
|         | LEDB4 | 0x95        | 1      | 0      | 0      | 1      | 0      | 0      | 1      | 0      |  |   |        |        |        |        |        |        |        |  |  |
|         | LEDB5 | 0x96        | 1      | 0      | 0      | 1      | 0      | 0      | 1      | 1      |  |   |        |        |        |        |        |        |        |  |  |
|         | LEDB6 | 0x97        | 1      | 0      | 0      | 1      | 0      | 1      | 1      | 1      |  |   |        |        |        |        |        |        |        |  |  |
|         | LEDB7 | 0x98        | 1      | 0      | 0      | 1      | 1      | 0      | 0      | 0      |  |   |        |        |        |        |        |        |        |  |  |
|         | LEDB8 | 0x99        | 1      | 0      | 0      | 1      | 1      | 0      | 0      | 1      |  |   |        |        |        |        |        |        |        |  |  |
|         | LEDB9 | 0x9A        | 1      | 0      | 0      | 1      | 1      | 0      | 1      | 0      |  |   |        |        |        |        |        |        |        |  |  |
|         | LEDBA | 0x9B        | 1      | 0      | 0      | 1      | 1      | 0      | 1      | 1      |  |   |        |        |        |        |        |        |        |  |  |

## Dot Correction Register

The AS1130 offers a feature to define a correction factor for the analog current for every segment. This correction factor is called Dot Correction and is defined in the Dot Correction register (see [Figure 37](#)). The Dot Correction Register is selected via data 128 on addr 253.

**Figure 37:**  
Dot Correction Register Format

| Segment | Address |        |        |        |        |        |        |        |        | Data                 |        |        |        |        |        |        |        |  |  |
|---------|---------|--------|--------|--------|--------|--------|--------|--------|--------|----------------------|--------|--------|--------|--------|--------|--------|--------|--|--|
|         | HEX     | A<br>7 | A<br>6 | A<br>5 | A<br>4 | A<br>3 | A<br>2 | A<br>1 | A<br>0 | D<br>7               | D<br>6 | D<br>5 | D<br>4 | D<br>3 | D<br>2 | D<br>1 | D<br>0 |  |  |
| 0       | 0x00    | 0      | 0      | 0      | 0      | 0      | 0      | 0      | 0      | 8 bit Dot Correction |        |        |        |        |        |        |        |  |  |
| 1       | 0x01    | 0      | 0      | 0      | 0      | 0      | 0      | 0      | 1      | 8 bit Dot Correction |        |        |        |        |        |        |        |  |  |
| 2       | 0x02    | 0      | 0      | 0      | 0      | 0      | 0      | 1      | 0      | 8 bit Dot Correction |        |        |        |        |        |        |        |  |  |
| 3       | 0x03    | 0      | 0      | 0      | 0      | 0      | 0      | 1      | 1      | 8 bit Dot Correction |        |        |        |        |        |        |        |  |  |
| 4       | 0x04    | 0      | 0      | 0      | 0      | 0      | 1      | 0      | 0      | 8 bit Dot Correction |        |        |        |        |        |        |        |  |  |
| 5       | 0x05    | 0      | 0      | 0      | 0      | 0      | 1      | 0      | 1      | 8 bit Dot Correction |        |        |        |        |        |        |        |  |  |
| 6       | 0x06    | 0      | 0      | 0      | 0      | 0      | 1      | 1      | 0      | 8 bit Dot Correction |        |        |        |        |        |        |        |  |  |
| 7       | 0x07    | 0      | 0      | 0      | 0      | 0      | 1      | 1      | 1      | 8 bit Dot Correction |        |        |        |        |        |        |        |  |  |
| 8       | 0x08    | 0      | 0      | 0      | 0      | 1      | 0      | 0      | 0      | 8 bit Dot Correction |        |        |        |        |        |        |        |  |  |
| 9       | 0x09    | 0      | 0      | 0      | 0      | 1      | 0      | 0      | 1      | 8 bit Dot Correction |        |        |        |        |        |        |        |  |  |
| A       | 0x0A    | 0      | 0      | 0      | 0      | 1      | 0      | 1      | 0      | 8 bit Dot Correction |        |        |        |        |        |        |        |  |  |
| B       | 0x0B    | 0      | 0      | 0      | 0      | 1      | 0      | 1      | 1      | 8 bit Dot Correction |        |        |        |        |        |        |        |  |  |

## Control-Registers

The AS1130 device contains 14 control registers which are listed in [Figure 38](#). All registers are selected using a 8-bit address word, and communication is done via the serial interface. Select the Control Register via the Register Selection (see [Figure 31](#)).

The Control Register is selected via data 192 on addr 253.

**Figure 38:**  
Control Register Address Map

| Register Name                         | HEX  | Register Address |    |    |    |    |    |    |    | Register Data                 |
|---------------------------------------|------|------------------|----|----|----|----|----|----|----|-------------------------------|
|                                       |      | A7               | A6 | A5 | A4 | A3 | A2 | A1 | A0 |                               |
| Picture                               | 0x00 | 0                | 0  | 0  | 0  | 0  | 0  | 0  | 0  | <a href="#">See Figure 39</a> |
| Movie                                 | 0x01 | 0                | 0  | 0  | 0  | 0  | 0  | 0  | 1  | <a href="#">See Figure 40</a> |
| Movie Mode                            | 0x02 | 0                | 0  | 0  | 0  | 0  | 0  | 1  | 0  | <a href="#">See Figure 41</a> |
| Frame Time / Scroll                   | 0x03 | 0                | 0  | 0  | 0  | 0  | 0  | 1  | 1  | <a href="#">See Figure 42</a> |
| Display Option                        | 0x04 | 0                | 0  | 0  | 0  | 0  | 1  | 0  | 0  | <a href="#">See Figure 43</a> |
| Current Source                        | 0x05 | 0                | 0  | 0  | 0  | 0  | 1  | 0  | 1  | <a href="#">See Figure 44</a> |
| AS1130 Config                         | 0x06 | 0                | 0  | 0  | 0  | 0  | 1  | 1  | 0  | <a href="#">See Figure 45</a> |
| Interrupt Mask                        | 0x07 | 0                | 0  | 0  | 0  | 0  | 1  | 1  | 1  | <a href="#">See Figure 46</a> |
| Interrupt Frame Definition            | 0x08 | 0                | 0  | 0  | 0  | 1  | 0  | 0  | 0  | <a href="#">See Figure 47</a> |
| Shutdown & Open/Short                 | 0x09 | 0                | 0  | 0  | 0  | 1  | 0  | 0  | 1  | <a href="#">See Figure 48</a> |
| I <sup>2</sup> C Interface Monitoring | 0x0A | 0                | 0  | 0  | 0  | 1  | 0  | 1  | 0  | <a href="#">See Figure 49</a> |
| CLK Synchronization                   | 0x0B | 0                | 0  | 0  | 0  | 1  | 0  | 1  | 1  | <a href="#">See Figure 50</a> |
| Interrupt Status                      | 0x0E | 0                | 0  | 0  | 0  | 1  | 1  | 0  | 0  | <a href="#">See Figure 51</a> |
| AS1130 Status                         | 0x0F | 0                | 0  | 0  | 0  | 1  | 1  | 0  | 1  | <a href="#">See Figure 52</a> |
| Open LED                              | 0x20 | 0                | 0  | 1  | 0  | 0  | 0  | 0  | 0  | <a href="#">See Figure 53</a> |
|                                       |      | .....            |    |    |    |    |    |    |    |                               |
|                                       | 0x37 | 0                | 0  | 1  | 1  | 0  | 1  | 1  | 1  |                               |

### Picture Register (0x00)

In this register it must be set if a picture is to display on the LED matrix or not. Also the address of the picture which should be displayed must be set within this register. The default setting of this register is 0x00.

**Figure 39:**  
Picture Register Format

| 0x00 Picture Register |             |         |        |   |
|-----------------------|-------------|---------|--------|---|
| Bit                   | Bit Name    | Default | Access | Bit Description   |
| 7                     | blink_pic   | 0       | R/W    | All LEDs in blink mode during display picture<br><b>0:</b> No blink<br><b>1:</b> All LEDs blink   |
| 6                     | display_pic | 0       | R/W    | Display picture<br><b>0:</b> No picture<br><b>1:</b> Display picture  |
| 5:0                   | pic_addr    | 000000  | R/W    | Address of picture<br><b>000000:</b> Frame 0<br><b>000001:</b> Frame 1<br><b>000010:</b> Frame 2<br><b>000011:</b> Frame 3<br><b>000100:</b> Frame 4<br><b>000101:</b> Frame 5<br>.....<br><b>100000:</b> Frame 32<br><b>100001:</b> Frame 33<br><b>100010:</b> Frame 34<br><b>100011:</b> Frame 35 |

**Note(s):**

1. The *display\_pic* bit (bit 6 in Picture Register) has lower priority than the *display\_movie* bit (bit 6 in Movie Register).

**Movie Register (0x01)**

In this register it must be set if a movie is to display on the LED matrix or not. Also the address of the first frame in the movie needs be set within this register. The default setting of this register is 0x00.

**Figure 40:**  
**Movie Register Format**

| 0x01 Movie Register |               |         |        |  |
|---------------------|---------------|---------|--------|--|
| Bit                 | Bit Name      | Default | Access | Bit Description  |
| 7                   | blink_movie   | 0       | R/W    | All LEDs in blink mode during play movie<br><b>0:</b> No blink<br><b>1:</b> All LEDs blink   |
| 6                   | display_movie | 0       | R/W    | <b>0:</b> No movie<br><b>1:</b> Start movie  |
| 5:0                 | movie_addr    | 000000  | R/W    | Address of first frame in movie<br><b>000000:</b> Frame 0<br><b>000001:</b> Frame 1<br><b>000010:</b> Frame 2<br><b>000011:</b> Frame 3<br><b>000100:</b> Frame 4<br><b>000101:</b> Frame 5<br>.....<br><b>100000:</b> Frame 32<br><b>100001:</b> Frame 33<br><b>100010:</b> Frame 34<br><b>100011:</b> Frame 35 |

**Note(s):**

1. The *display\_movie* bit (bit 6 in Movie Register) has higher priority than the *display\_pic* bit (bit 6 in Picture Register).

### Movie Mode Register (0x02)

Within this register two movie play options can be set. Per default this register is set to 0x00.

- In scroll mode a movie can stop with the last frame of the movie or scroll endless
- The number of frames to play in a movie

**Figure 41:**  
**Movie Mode Register Format**

| 0x02 Movie Mode Register |              |         |        |   |
|--------------------------|--------------|---------|--------|---|
| Bit                      | Bit Name     | Default | Access | Bit Description   |
| 7                        | blink_en     | 0       | R/W    | LED blink option <sup>(1)</sup><br><b>0:</b> Enabled<br><b>1:</b> Disabled  |
| 6                        | end_last     | 0       | R/W    | Defines at which frame a movie stops in scroll mode<br><b>0:</b> Movie ends with 1st frame<br><b>1:</b> Movie ends with last frame  |
| 5:0                      | movie_frames | 000000  | R/W    | Number of frames played in a movie, starting at movie_addr defined in Movie Register<br><b>000001:</b> Play 2 Frames<br><b>000010:</b> Play 3 Frames<br><b>000011:</b> Play 4 Frames<br><b>000100:</b> Play 5 Frames<br><b>000101:</b> Play 6 Frames<br>.....<br><b>100000:</b> Play 33 Frames<br><b>100001:</b> Play 34 Frames<br><b>100010:</b> Play 35 Frames<br><b>100011:</b> Play 36 Frames |

**Note(s):**

1. Disable blink option overrides any blink definition in PWM data definition or global blink definition in picture register & movie register bit 7.

**Frame Time/Scroll Register (0x03)**

Every single frame in a movie is displayed for a certain time before the next frame is displayed. This time can be set within this register with 4 bits. The stated values in [Figure 42](#) are typical values.

Also the scroll options are set within this register. Per default this register is set to 0x00.

**Figure 42:**  
Frame Time/Scroll Register Format

| 0x03 Frame Time/Scroll Register |                  |         |        |   |
|---------------------------------|------------------|---------|--------|---|
| Bit                             | Bit Name         | Default | Access | Bit Description   |
| 7                               | frame_fad        | 0       | R/W    | Fade frame option (not available in 5 LED block configuration)<br><b>0:</b> No fading<br><b>1:</b> Fading of a frame  |
| 6                               | scroll_dir       | 0       | R/W    | Scroll Direction<br><b>0:</b> Scroll to right<br><b>1:</b> Scroll to left   |
| 5                               | block_size       | 0       | R/W    | Define block size for scrolling<br><b>0:</b> Scroll in full matrix<br><b>1:</b> Scroll in 5 LED blocks (current sources split in 2 sections, see <a href="#">Scroll Function</a> )  |
| 4                               | Enable Scrolling | 0       | R/W    | Scroll digits at play movie<br><b>0:</b> No scrolling<br><b>1:</b> Scrolling digits at play movie   |
| 3:0                             | frame_delay      | 0000    | R/W    | Delay between frame change in a movie<br><b>0000:</b> Play frame only one time<br><b>0001:</b> 32.5ms<br><b>0010:</b> 65ms<br><b>0011:</b> 97.5ms<br><b>0100:</b> 130ms<br><b>0101:</b> 162.5ms<br><b>0110:</b> 195ms<br><b>0111:</b> 227.5ms<br><b>1000:</b> 260ms<br><b>1001:</b> 292.5ms<br><b>1010:</b> 325ms<br><b>1011:</b> 357.5ms<br><b>1100:</b> 390ms<br><b>1101:</b> 422.5ms<br><b>1110:</b> 455ms<br><b>1111:</b> 487.5ms |

### Display Option Register (0x04)

In this register the number of loops in a movie are defined. With the scan-limit it can be controlled how many digits are displayed in each matrix. When all 12 digits in the matrix are displayed, the display scan rate is 430Hz (typ.). If the number of digits to display is reduced, the update frequency is increased. Per default this register is set to 0x20.

**Figure 43:**  
Display Option Register Format

| 0x04 Display Option Register |            |         |        |  |
|------------------------------|------------|---------|--------|--|
| Bit                          | Bit Name   | Default | Access | Bit Description  |
| 7:5                          | loops      | 001     | R/W    | <p>Number of loops played in one movie</p> <p><b>000:</b> Not valid</p> <p><b>001:</b> 1 loop</p> <p><b>010:</b> 2 loops</p> <p><b>011:</b> 3 loops</p> <p><b>100:</b> 4 loops</p> <p><b>101:</b> 5 loops</p> <p><b>110:</b> 6 loops</p> <p><b>111:</b> play movie endless (needs to be reset to 0-6 to stop movie); for scroll endless set bit end_last = '0'</p>   |
| 4                            | blink_freq | 0       | R/W    | <p>Blink period</p> <p><b>0:</b> 1.5s</p> <p><b>1:</b> 3s</p>  |
| 3:0                          | scan_limit | 0000    | R/W    | <p>Number of displayed segments in one frame (scan-limit)</p> <p><b>0000:</b> CS0</p> <p><b>0001:</b> CS0 to CS1</p> <p><b>0010:</b> CS0 to CS2</p> <p><b>0011:</b> CS0 to CS3</p> <p><b>0100:</b> CS0 to CS4</p> <p><b>0101:</b> CS0 to CS5</p> <p><b>0110:</b> CS0 to CS6</p> <p><b>0111:</b> CS0 to CS7</p> <p><b>1000:</b> CS0 to CS8</p> <p><b>1001:</b> CS0 to CS9</p> <p><b>1010:</b> CS0 to CS10</p> <p><b>1011:</b> CS0 to CS11</p> |

**Note(s):**

1. To stop a movie in *play endless* mode, bits D7:D5 have to be set to a value between 000 to 110.

**Current Source Register (0x05)**

Within this registers the current for every single LED can be set from 0mA to 30mA in 255 steps (8 bits). Per default this register is set to 0x00.

**Figure 44:**  
Current Source Register Format

| 0x05 Current Source Register |          |          |        |  |
|------------------------------|----------|----------|--------|--|
| Bit                          | Bit Name | Default  | Access | Bit Description  |
| 7:0                          | current  | 00000000 | R/W    | <b>00000000:</b> 0mA<br>.....<br><b>11111111:</b> 30mA |

**AS1130 Config Register (0x06)**

Per default this register is set to 0x00.

**Figure 45:**  
AS1130 Config Register Format

| 0x06 AS1130 Config Register |                      |         |        |   |
|-----------------------------|----------------------|---------|--------|---|
| Bit                         | Bit Name             | Default | Access | Bit Description   |
| 7                           | low_vdd_rst          | 0       | R/W    | <b>0:</b> At the end of a movie or a display picture the “low_VDD” flag is not changed<br><b>1:</b> At the end of a movie or a display picture, the “low_VDD” flag is set to “0”  |
| 6                           | low_vdd_stat         | 0       | R/W    | This bit indicates the supply status<br><b>0:</b> If low_VDD is detected, the Interrupt Status Register will be updated accordingly and pin IRQ is triggered.<br><b>1:</b> The low_VDD bit is directly mapped to the pin IRQ. This can be used to control an external DC/DC Converter or Charge Pump. In this case pin IRQ cannot be used for interrupt functionality, the Interrupt Status Register will be updated accordingly. |
| 5                           | led_error_correction | 0       | R/W    | This bit defines the LED open handling<br><b>0:</b> Open LEDs which are detected at LED open test, are NOT disabled<br><b>1:</b> Open LEDs which are detected at LED open test, are disabled  |
| 4                           | dot_corr             | 0       | R/W    | Analog current DotCorrection <sup>(1)</sup><br><b>0:</b> Disabled<br><b>1:</b> Enabled  |

| 0x06 AS1130 Config Register |             |         |        |   |
|-----------------------------|-------------|---------|--------|---|
| Bit                         | Bit Name    | Default | Access | Bit Description   |
| 3                           | common_addr | 0       | R/W    | I <sup>2</sup> C Common Address<br><b>0:</b> Disabled<br><b>1:</b> Enabled (all AS1130 are reacting on the same address "0111111")  |
| 2:0                         | mem_conf    | 000     | R/W    | Define Memory Configuration <sup>(1)</sup><br>(see <a href="#">RAM Configuration</a> )<br><b>000:</b> Invalid Configuration (default value)<br><b>001:</b> RAM Configuration 1<br><b>010:</b> RAM Configuration 2<br><b>011:</b> RAM Configuration 3<br><b>100:</b> RAM Configuration 4<br><b>101:</b> RAM Configuration 5<br><b>110:</b> RAM Configuration 6 |

**Note(s):**

1. This configuration is locked after the first write access to ON/OFF, PWM or DotCorrection data section. Unlock can be performed only by a reset of the device.

**Interrupt Mask Register (0x07)**

Per default this register is set to 0x20.

**Figure 46:**  
**Interrupt Mask Register Format**

| 0x07 Interrupt Mask Register |              |         |        |   |
|------------------------------|--------------|---------|--------|---|
| Bit                          | Bit Name     | Default | Access | Bit Description   |
| 7                            | selected_pic | 0       | R/W    | IRQ pin triggers if defined frame is displayed (see <a href="#">Interrupt Frame Definition Register (0x08)</a> )<br><b>0:</b> Disabled<br><b>1:</b> Enabled |
| 6                            | watchdog     | 0       | R/W    | IRQ pin triggers if the I <sup>2</sup> C watchdog triggers<br><b>0:</b> Disabled<br><b>1:</b> Enabled   |
| 5                            | por          | 1       | R/W    | IRQ pin triggers if POR is active<br><b>0:</b> Disabled<br><b>1:</b> Enabled  |
| 4                            | overtemp     | 0       | R/W    | IRQ pin triggers if the overtemperature limit is reached<br><b>0:</b> Disabled<br><b>1:</b> Enabled   |
| 3                            | low_vdd      | 0       | R/W    | IRQ pin triggers if V <sub>DD</sub> is too low for used LEDs<br>(low_VDD flag)<br><b>0:</b> Disabled<br><b>1:</b> Enabled                                   |

| 0x07 Interrupt Mask Register |           |         |        |  |
|------------------------------|-----------|---------|--------|--|
| Bit                          | Bit Name  | Default | Access | Bit Description  |
| 2                            | open_err  | 0       | R/W    | IRQ pin triggers if an error on the open test occurs<br><b>0:</b> Disabled<br><b>1:</b> Enabled  |
| 1                            | short_err | 0       | R/W    | IRQ pin triggers if an error on the short test occurs<br><b>0:</b> Disabled<br><b>1:</b> Enabled |
| 0                            | movie_fin | 0       | R/W    | IRQ pin triggers if a movie is finished<br><b>0:</b> Disabled<br><b>1:</b> Enabled               |

### Interrupt Frame Definition Register (0x08)

Per default this register is set to 0x3F.

**Figure 47:**  
Interrupt Frame Definition Register Format

| 0x08 Interrupt Frame Definition Register |            |         |        |  |
|--|------------|---------|--------|--|
| Bit                                      | Bit Name   | Default | Access | Bit Description  |
| 7:6                                      | -          | 00      | n/a    |  |
| 5:0                                      | last_frame | 111111  | R/W    | <p>After this frame is displayed the last time (depending on the number of loops played in a movie) an interrupt will be triggered.</p> <p><b>000000:</b> Frame 0<br/> <b>000001:</b> Frame 1<br/> <b>000010:</b> Frame 2<br/> <b>000011:</b> Frame 3<br/> <b>000100:</b> Frame 4<br/> <b>000101:</b> Frame 5<br/> .....<br/> <b>100000:</b> Frame 32<br/> <b>100001:</b> Frame 33<br/> <b>100010:</b> Frame 34<br/> <b>100011:</b> Frame 35</p> |

### ***Shutdown & Open/Short Register (0x09)***

Per default this register is set to 0x02.

**Figure 48:**  
**Shutdown & Open/Short Register Format**

| 0x09 Shutdown & Open/Short Register |             |         |        |   |
|-------------------------------------|-------------|---------|--------|---|
| Bit                                 | Bit Name    | Default | Access | Bit Description   |
| 7:5                                 | -           | 000     | n/a    |   |
| 4                                   | test_all    | 0       | R/W    | <p>The LED open/short test is performed on all LED locations</p> <p><b>0:</b> Disabled (unassembled or disabled LEDs will be detected as open)</p> <p><b>1:</b> Enabled (unassembled LEDs will be detected as open)</p> |
| 3                                   | auto_test   | 0       | R/W    | <p>The automatic LED open/short test is started when bit display_pic (0x00) or bit display_movie (0x01) is set to "1"</p> <p><b>0:</b> Disabled</p> <p><b>1:</b> Enabled</p>  |
| 2                                   | manual_test | 0       | R/W    | <p>The manual LED open/short test is started after the update of Reg0x09</p> <p><b>0:</b> Disabled</p> <p><b>1:</b> Enabled</p>   |
| 1                                   | init        | 1       | R/W    | <p><b>0:</b> Initialise control logic (internal state machine is reset again)</p> <p><b>1:</b> Normal operation</p>   |
| 0                                   | shdn        | 0       | R/W    | <p><b>0:</b> Device is in shutdown mode (outputs are turned off, internal state machine stops)</p> <p><b>1:</b> Normal operation</p>  |

The scan limit (0x04) defines also the number of segments for the open/short detection.

***I<sup>2</sup>C Interface Monitoring Register (0x0A)***

This register is used to monitor the activity on the I<sup>2</sup>C bus. If a deadlock situation occurs (e.g. the bus SDA pin is pulled to low and no communication is possible) the chip will reset the I<sup>2</sup>C interface and the master is able to start the communication again.

The time window for the reset of the interface of the AS1130 can be set via 7 bits from 256μs to 33ms. The default setting of this register is 0xFF.

**Figure 49:**  
**I<sup>2</sup>C Interface Monitoring Register Format**

| 0x0A I <sup>2</sup> C Interface Monitoring Register |                |         |        |   |
|---|----------------|---------|--------|---|
| Bit   | Bit Name       | Default | Access | Bit Description   |
| 7   | -              | 1       | n/a    |   |
| 6:1   | Timeout window | 11111   | R/W    | Definition of the Timeout window (0 to 127 => 1 to 128 x 256μs)<br><b>0000000:</b> 256μs<br>.....<br><b>1111111:</b> 32.7ms |
| 0   | i2c_monitor    | 1       | R/W    | <b>0:</b> I <sup>2</sup> C monitoring off<br><b>1:</b> I <sup>2</sup> C monitoring on                                       |

***CLK Synchronization Register (0x0B)***

The default setting of this register is 0x00.

**Figure 50:**  
**CLK Synchronization Register Format**

| 0x0B CLK Synchronization Register |          |         |        |  |
|-----------------------------------|----------|---------|--------|--|
| Bit                               | Bit Name | Default | Access | Bit Description  |
| 7:4                               | -        | 0000    | n/a    |  |
| 3:2                               | clk_out  | 00      | R/W    | Adjustable clock out frequency<br><b>00:</b> 1MHz<br><b>01:</b> 500kHz<br><b>10:</b> 125kHz<br><b>11:</b> 32kHz  |
| 1                                 | sync_out | 0       | R/W    | The internal oscillator is used as system-clk. The selected clk frequency is available on pin D4 for synchronization. (Output) <sup>(1)</sup><br><b>0:</b> Disabled<br><b>1:</b> Enabled |

| 0x0B CLK Synchronization Register |          |         |        |  |
|-----------------------------------|----------|---------|--------|--|
| Bit                               | Bit Name | Default | Access | Bit Description  |
| 0                                 | sync_in  | 0       | R/W    | The internal oscillator is disabled. Pin D4 is used as clk input for system-clk. <sup>(1)</sup><br><b>0:</b> disabled<br><b>1:</b> enabled |

**Note(s):**

1. CLK synchronization is done via the SYNC pin. Only one option can be activated (Input or Output).

**Interrupt Status Register (0x0E)**

This is a read only register. Within this register the cause of an interrupt can be read out. After power up or a reset the default setting of this register is 0x20. A read out command will set this register to default and the IRQ pin will be released again.

**Figure 51:**  
**Interrupt Status Register Format**

| 0x0E Interrupt Status Register |              |         |        |  |
|--------------------------------|--------------|---------|--------|--|
| Bit                            | Bit Name     | Default | Access | Bit Description  |
| 7                              | frame_int    | 0       | R      | <b>0:</b> No interrupt<br><b>1:</b> Defined Frame is displayed (see <a href="#">Interrupt Frame Definition Register (0x08)</a> ) |
| 6                              | i2c_int      | 0       | R      | <b>0:</b> No interrupt<br><b>1:</b> I <sup>2</sup> C watchdog reports a deadlock on the interface                                |
| 5                              | por_int      | 1       | R      | <b>0:</b> No interrupt<br><b>1:</b> POR was triggered  |
| 4                              | overtemp_int | 0       | R      | <b>0:</b> No interrupt<br><b>1:</b> Overtemperature limit is reached   |
| 3                              | low_vdd_int  | 0       | R      | <b>0:</b> No interrupt<br><b>1:</b> V <sub>DD</sub> is too low to drive requested current through the LEDs                       |
| 2                              | open_int     | 0       | R      | <b>0:</b> No interrupt<br><b>1:</b> Error on open test   |
| 1                              | short_int    | 0       | R      | <b>0:</b> No interrupt<br><b>1:</b> Error on short test  |
| 0                              | movie_int    | 0       | R      | <b>0:</b> No interrupt<br><b>1:</b> Play movie is finished   |

**AS1130 Status Register (0x0F)**

This is a read only register. From this register the actual status of the AS1130 can be read out. The default setting of this register is 0x00.

**Figure 52:**  
**AS1130 Status Register Format**

| 0x0F AS1130 Status Register |          |         |        |   |
|-----------------------------|----------|---------|--------|---|
| Bit                         | Bit Name | Default | Access | Bit Description   |
| 7:2                         | frame_on | 000000  | R      | Actual displayed frame<br><b>000000:</b> Frame 0<br><b>000001:</b> Frame 1<br><b>000010:</b> Frame 2<br><b>000011:</b> Frame 3<br><b>000100:</b> Frame 4<br><b>000101:</b> Frame 5<br>.....<br><b>100000:</b> Frame 32<br><b>100001:</b> Frame 33<br><b>100010:</b> Frame 34<br><b>100011:</b> Frame 35 |
| 1                           | movie_on | 0       | R      | <b>0:</b> No movie<br><b>1:</b> Movie playing   |
| 0                           | test_on  | 0       | R      | <b>0:</b> No test is running<br><b>1:</b> Open/short test ongoing   |

**AS1130 Open LED Register (0x20 to 0x37)**

This is a read only register. From this register the LED's which failed with an open error can be read out. A '1' indicates LED okay, a '0' stands for LED open. If a LED, which is physically not connected to the device is tested, the Open LED test will return a '0'.

**Figure 53:**  
Open LED Register Format

| Segment | Address |    |    |    |    |    |    |    |    |        | Data   |        |        |        |        |        |        |  |
|---------|---------|----|----|----|----|----|----|----|----|--------|--------|--------|--------|--------|--------|--------|--------|--|
|         | HEX     | A7 | A6 | A5 | A4 | A3 | A2 | A1 | A0 | D7     | D6     | D5     | D4     | D3     | D2     | D1     | D0     |  |
| 0       | 0x20    | 0  | 0  | 1  | 0  | 0  | 0  | 0  | 0  | LED 07 | LED 06 | LED 05 | LED 04 | LED 03 | LED 02 | LED 01 | LED 00 |  |
|         | 0x21    | 0  | 0  | 1  | 0  | 0  | 0  | 0  | 1  | 0      | 0      | 0      | 0      | 0      | LED 0A | LED 09 | LED 08 |  |
| 1       | 0x22    | 0  | 0  | 1  | 0  | 0  | 0  | 1  | 0  | LED 17 | LED 16 | LED 15 | LED 14 | LED 13 | LED 12 | LED 11 | LED 10 |  |
|         | 0x23    | 0  | 0  | 1  | 0  | 0  | 0  | 1  | 1  | 0      | 0      | 0      | 0      | 0      | LED 1A | LED 19 | LED 18 |  |
| 2       | 0x24    | 0  | 0  | 1  | 0  | 0  | 1  | 0  | 0  | LED 27 | LED 26 | LED 25 | LED 24 | LED 23 | LED 22 | LED 21 | LED 20 |  |
|         | 0x25    | 0  | 0  | 1  | 0  | 0  | 1  | 0  | 1  | 0      | 0      | 0      | 0      | 0      | LED 2A | LED 29 | LED 28 |  |
| 3       | 0x26    | 0  | 0  | 1  | 0  | 0  | 1  | 1  | 0  | LED 37 | LED 36 | LED 35 | LED 34 | LED 33 | LED 32 | LED 31 | LED 30 |  |
|         | 0x27    | 0  | 0  | 1  | 0  | 0  | 1  | 1  | 1  | 0      | 0      | 0      | 0      | 0      | LED 3A | LED 39 | LED 38 |  |

| Segment | Address |    |    |    |    |    |    |    |    |        | Data   |        |        |        |        |        |        |  |
|---------|---------|----|----|----|----|----|----|----|----|--------|--------|--------|--------|--------|--------|--------|--------|--|
|         | HEX     | A7 | A6 | A5 | A4 | A3 | A2 | A1 | A0 | D7     | D6     | D5     | D4     | D3     | D2     | D1     | D0     |  |
| 4       | 0x28    | 0  | 0  | 1  | 0  | 1  | 0  | 0  | 0  | LED 47 | LED 46 | LED 45 | LED 44 | LED 43 | LED 42 | LED 41 | LED 40 |  |
|         | 0x29    | 0  | 0  | 1  | 0  | 1  | 0  | 0  | 1  | 0      | 0      | 0      | 0      | 0      | LED 4A | LED 49 | LED 48 |  |
| 5       | 0x2A    | 0  | 0  | 1  | 0  | 1  | 0  | 1  | 0  | LED 57 | LED 56 | LED 55 | LED 54 | LED 53 | LED 52 | LED 51 | LED 50 |  |
|         | 0x2B    | 0  | 0  | 1  | 0  | 1  | 0  | 1  | 1  | 0      | 0      | 0      | 0      | 0      | LED 5A | LED 59 | LED 58 |  |
| 6       | 0x2C    | 0  | 0  | 1  | 0  | 1  | 1  | 0  | 0  | LED 67 | LED 66 | LED 65 | LED 64 | LED 63 | LED 62 | LED 61 | LED 60 |  |
|         | 0x2D    | 0  | 0  | 1  | 0  | 1  | 1  | 0  | 1  | 0      | 0      | 0      | 0      | 0      | LED 6A | LED 69 | LED 68 |  |
| 7       | 0x2E    | 0  | 0  | 1  | 0  | 1  | 1  | 1  | 0  | LED 77 | LED 76 | LED 75 | LED 74 | LED 73 | LED 72 | LED 71 | LED 70 |  |
|         | 0x2F    | 0  | 0  | 1  | 0  | 1  | 1  | 1  | 1  | 0      | 0      | 0      | 0      | 0      | LED 7A | LED 79 | LED 78 |  |
| 8       | 0x30    | 0  | 0  | 1  | 1  | 0  | 0  | 0  | 0  | LED 87 | LED 86 | LED 85 | LED 84 | LED 83 | LED 82 | LED 81 | LED 80 |  |
|         | 0x31    | 0  | 0  | 1  | 1  | 0  | 0  | 0  | 1  | 0      | 0      | 0      | 0      | 0      | LED 8A | LED 89 | LED 88 |  |
| 9       | 0x32    | 0  | 0  | 1  | 1  | 0  | 0  | 1  | 0  | LED 97 | LED 96 | LED 95 | LED 94 | LED 93 | LED 92 | LED 91 | LED 90 |  |
|         | 0x33    | 0  | 0  | 1  | 1  | 0  | 0  | 1  | 1  | 0      | 0      | 0      | 0      | 0      | LED 9A | LED 99 | LED 98 |  |

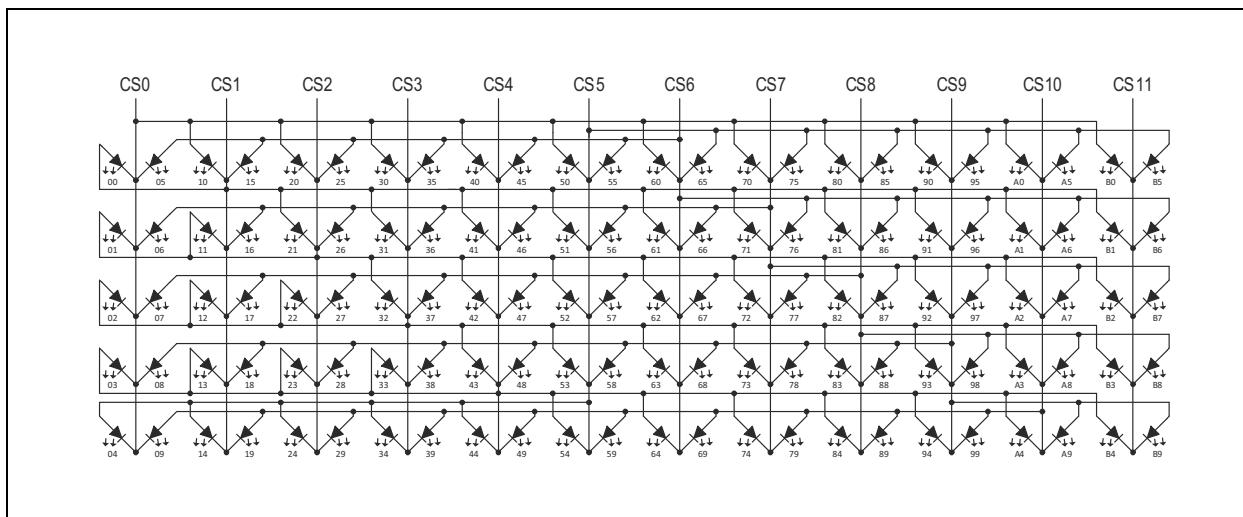
| Segment | Address |    |    |    |    |    |    |    |    |        | Data   |        |        |        |        |        |        |  |  |  |
|---------|---------|----|----|----|----|----|----|----|----|--------|--------|--------|--------|--------|--------|--------|--------|--|--|--|
|         | HEX     | A7 | A6 | A5 | A4 | A3 | A2 | A1 | A0 | D7     | D6     | D5     | D4     | D3     | D2     | D1     | D0     |  |  |  |
| A       | 0x34    | 0  | 0  | 1  | 1  | 0  | 1  | 0  | 0  | LED A7 | LED A6 | LED A5 | LED A4 | LED A3 | LED A2 | LED A1 | LED A0 |  |  |  |
|         | 0x35    | 0  | 0  | 1  | 1  | 0  | 1  | 0  | 1  | 0      | 0      | 0      | 0      | 0      | LED AA | LED A9 | LED A8 |  |  |  |
| B       | 0x36    | 0  | 0  | 1  | 1  | 0  | 1  | 1  | 0  | LED B7 | LED B6 | LED B5 | LED B4 | LED B3 | LED B2 | LED B1 | LED B0 |  |  |  |
|         | 0x37    | 0  | 0  | 1  | 1  | 0  | 1  | 1  | 1  | 0      | 0      | 0      | 0      | 0      | LED BA | LED B9 | LED B8 |  |  |  |

## Typical Application

### Scroll Function

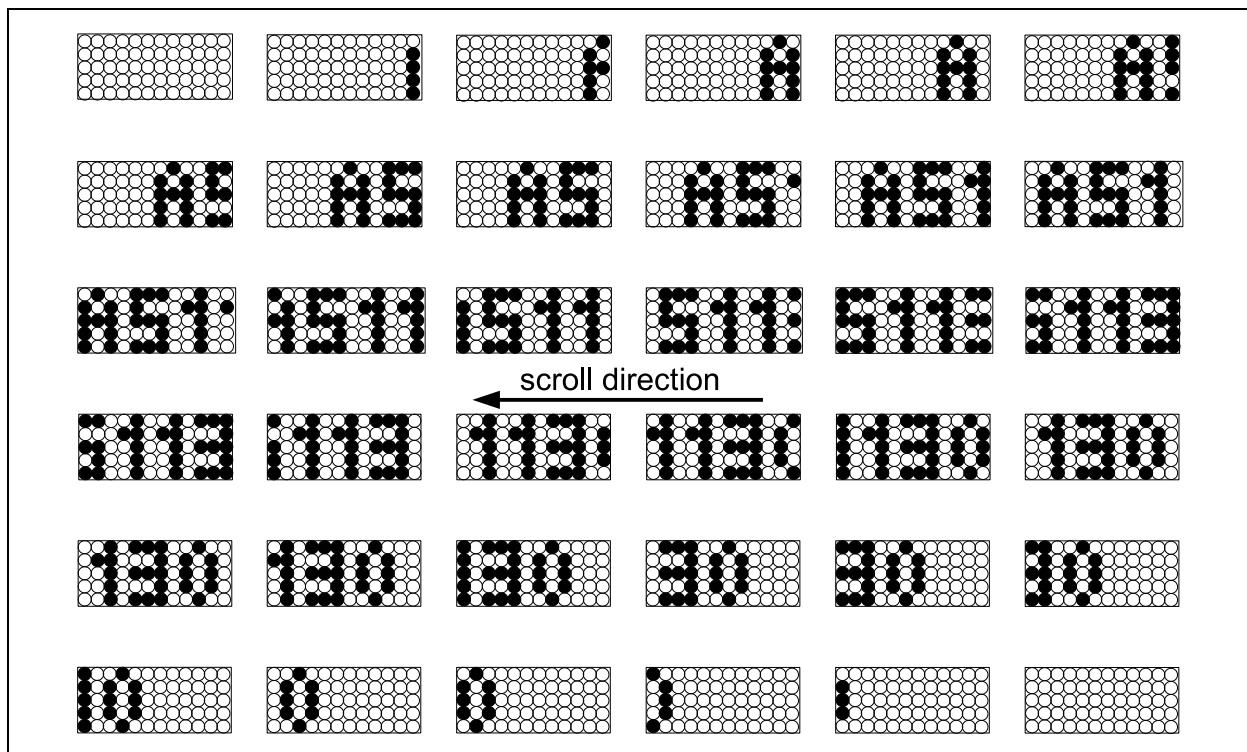
The AS1130 offers a feature for scrolling a picture through the matrix without the need of communication via a µP. The scrolling can be done in the whole matrix (12x11) or optimized for a ticker in a 5x24 matrix (see [Figure 54](#)).

**Figure 54:**  
LED Configuration for 5LED Block Scroll Function

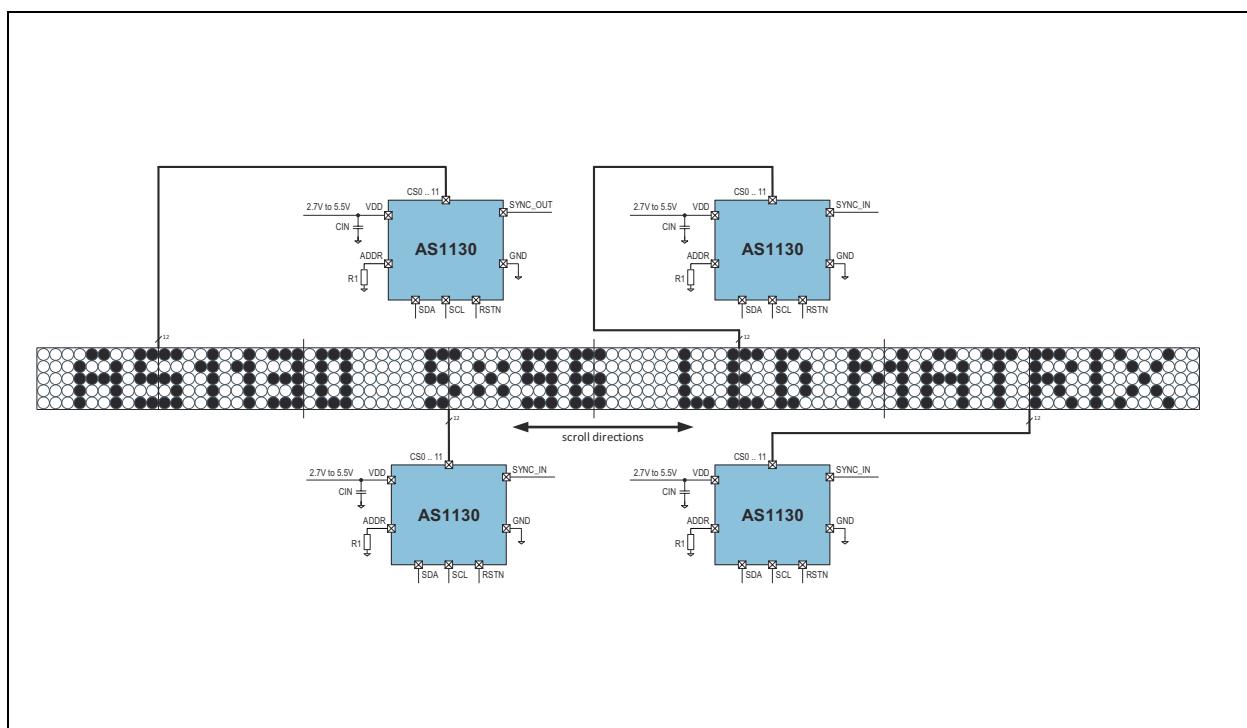


In the movie display mode the frame is shown in the matrix at once. On the contrary in the scroll function the frame is shifted through the matrix segment after segment (CS0 to CS1 to CS2 to CS3...).

**Figure 55:**  
Scrolling



**Figure 56:**  
Ticker Application with 5x96 LED Matrix



## LED Current Calculation

The current through a LED in the matrix is set via three registers (Current Source Register, Dot Correction and PWM). The resulting current through the single LED can be calculated as shown in the following.

First it is necessary to calculate the time how long one LED will be ON.

$$(EQ1) \quad t_{LEDon} = \frac{PWM}{f_{OSC}}$$

Where:

$t_{LEDon}$ : Time where the LED is ON

PWM: Value set in the register (0 - 256), see [Figure 36](#)

$f_{OSC}$ : Frequency set in the CLK Synchronization Register, see [Figure 50](#).

The refresh rate is defined by the scan-limit and  $f_{OSC}$ .

$$(EQ2) \quad t_{REFRESH} = \frac{(scanlimit + 1) \times 256}{f_{OSC}}$$

Where:

$t_{REFRESH}$ : Time needed to refresh the matrix scan-limit. is set via the Display Option Register (0 - 11), see [Figure 43](#)

$f_{OSC}$ : frequency set in the CLK Synchronization Register, see [Figure 50](#)

With the LED on-time and the refresh rate an average LED ON factor can be calculated.

$$(EQ3) \quad LEDon_{avg} = \frac{t_{LEDon}}{t_{REFRESH}} = \frac{PWM}{(scanlimit + 1) \times 256}$$

The resulting current is then the Segment Current (set in the Current Source Register) times the average LED ON factor.

$$(EQ4) \quad I_{LEDavg} = I_{SEG} \times LEDon_{avg} = I_{SEG} \times \frac{PWM}{(scanlimit + 1) \times 256}$$

Where:

$I_{SEG}$ : Segment Current set via register [Figure 44](#)

Example:

Assume that following conditions are set in the registers:

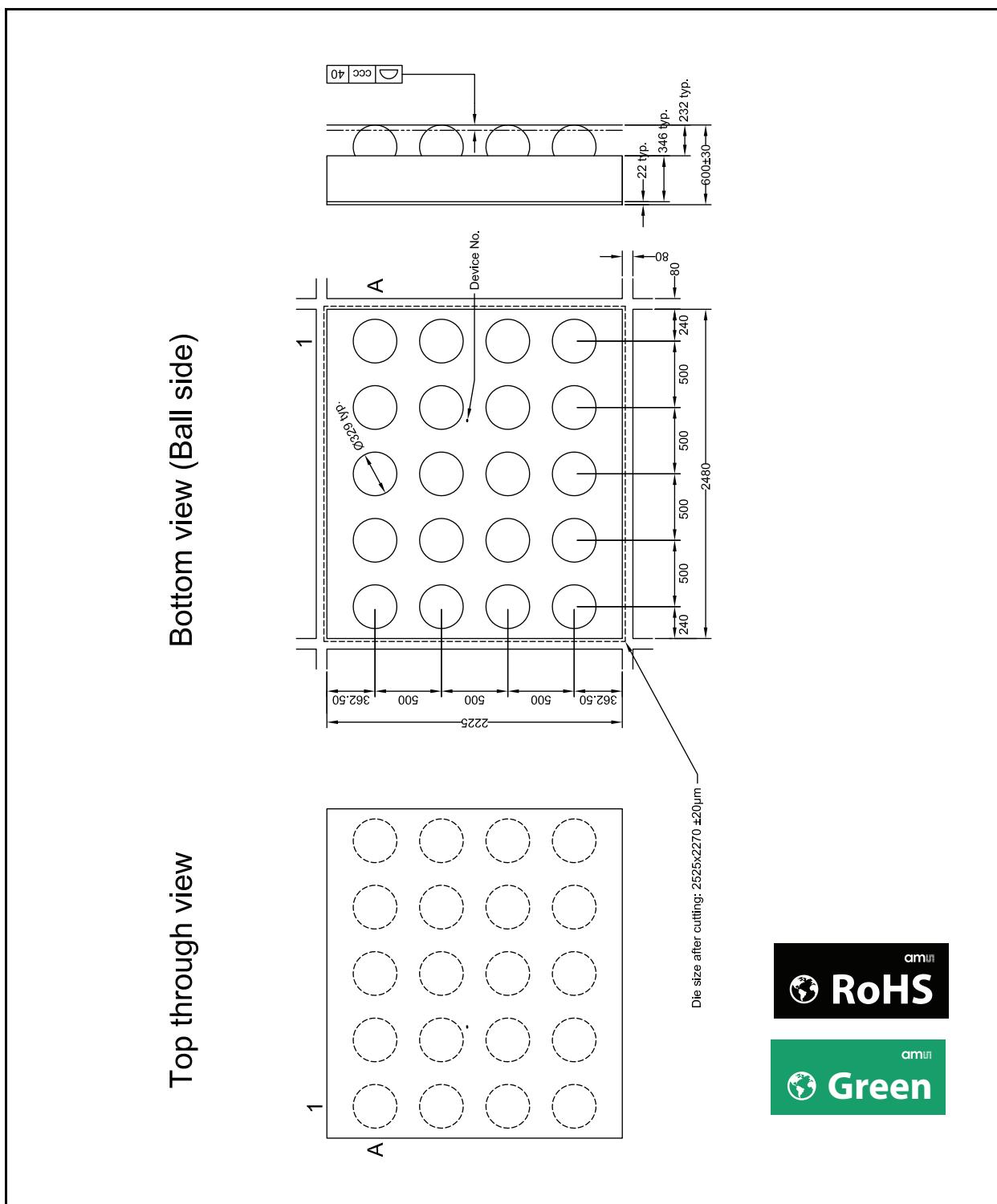
PWM = 256, scan-limit = 5 (half filled matrix, 66 LEDs),

$I_{SEG} = 30mA$

$$(EQ5) \quad I_{LEDavg} = 30mA \times \frac{256}{(5 + 1) \times 256} = 5mA$$

## Package Drawings & Markings

**Figure 57:**  
20-Pin WL-CSP Package

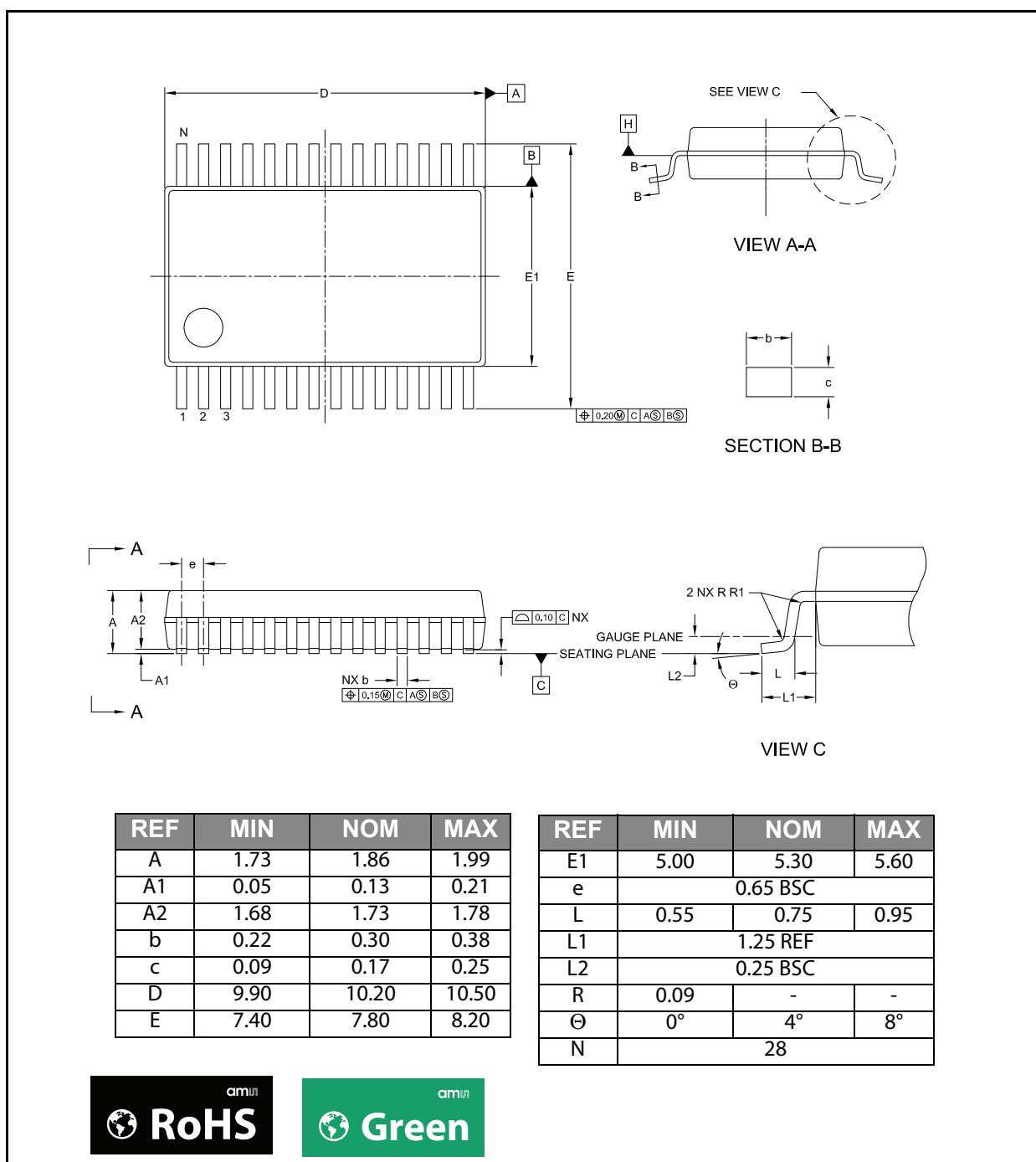


**Note(s):**

1. Pin1= A1
2. ccc coplanarity
3. All dimensions are in  $\mu\text{m}$ .



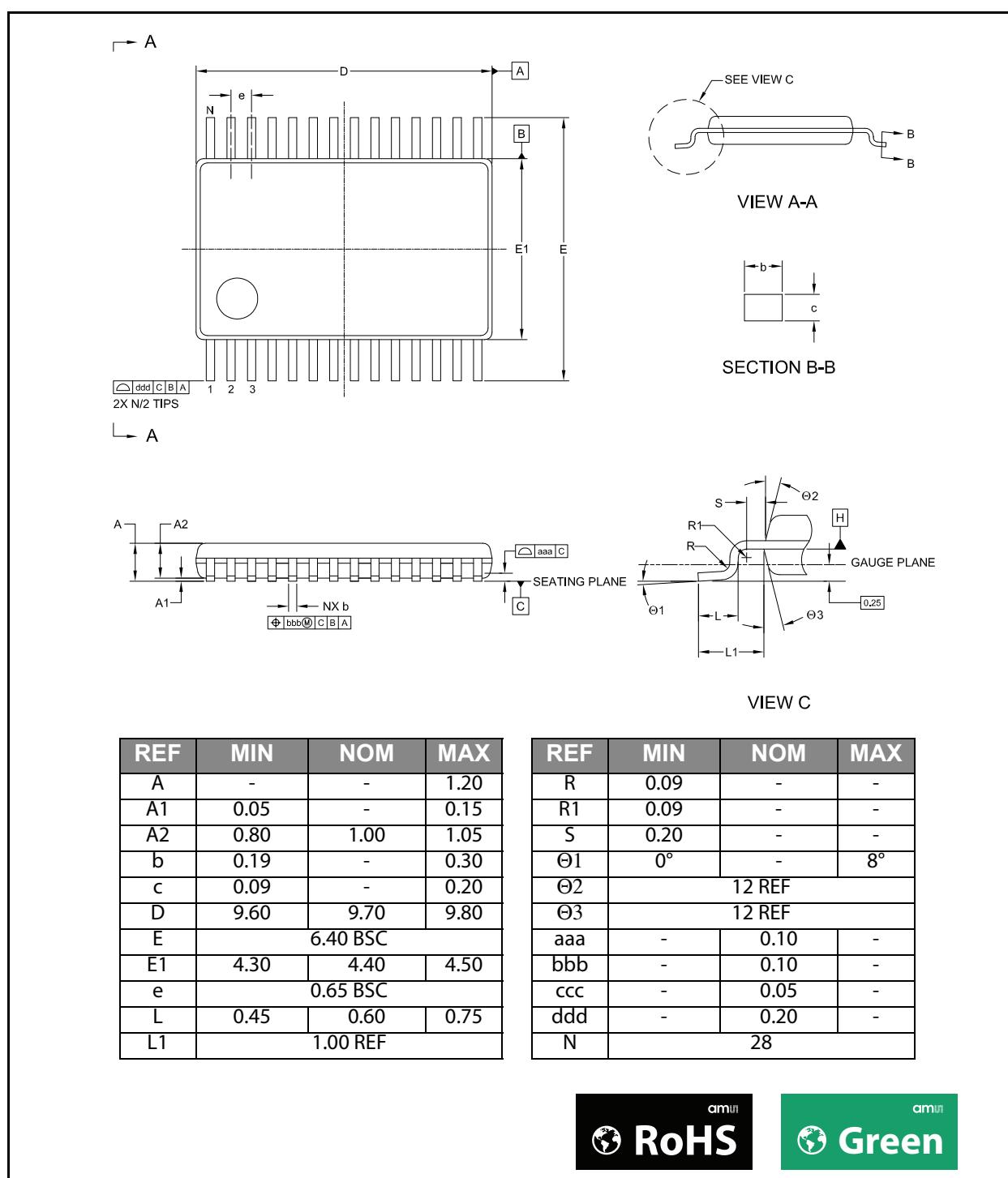
**Figure 58:**  
28-Pin SSOP Package



**Note(s):**

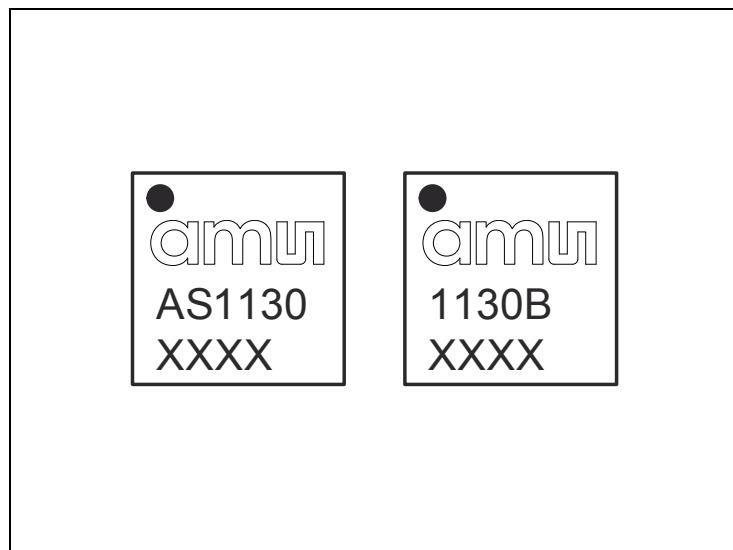
1. Dimensioning and tolerancing conform to ASME Y14.5M-1994.
2. All dimensions are in millimeters, angles in degrees.
3. N is the total number of terminals.

**Figure 59:**  
28-Pin TSSOP Package

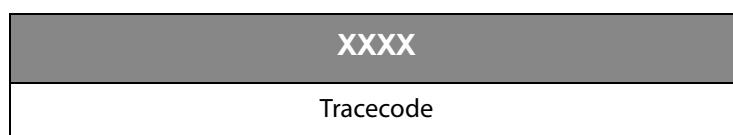
**Note(s):**

- Dimensioning and tolerancing conform to ASME Y14.5M-1994.
- All dimensions are in millimeters, angles in degrees.
- N is the total number of terminals.

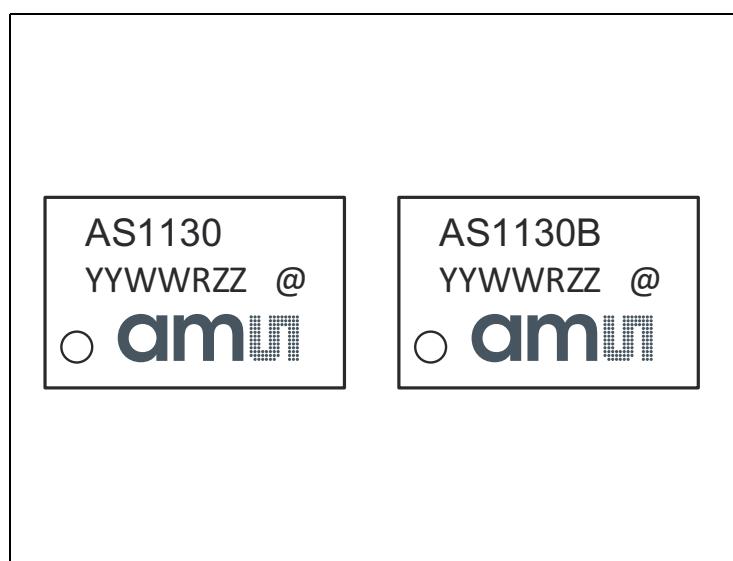
**Figure 60:**  
20-Pin WL-CSP Marking



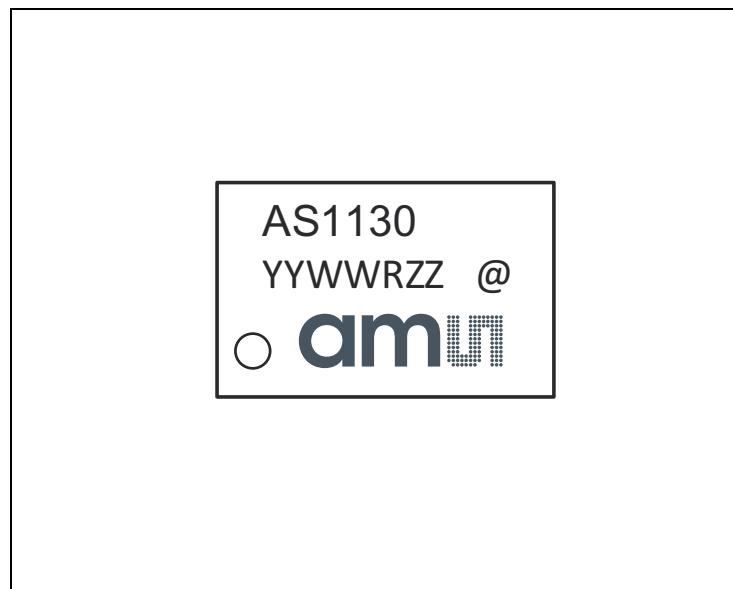
**Figure 61:**  
Packaging Code XXXX



**Figure 62:**  
28-Pin SSOP Marking



**Figure 63:**  
28-Pin TSSOP Marking



**Figure 64:**  
Packaging Code YYWWRZZ

| YY  | WW                 | R                | ZZ                              | @                 |
|---|--------------------|------------------|---------------------------------|-------------------|
| Last two digits of the manufacturing year | Manufacturing week | Plant identifier | Free choice / traceability code | Sublot identifier |

**Ordering & Contact Information**

The devices are available as the standard products shown in Figure 65.

**Figure 65:**  
Ordering Information

| Ordering Code               | Package       | Marking | Description  | Logic Levels | Address     | Delivery Form |
|-----------------------------|---------------|---------|--|--------------|-------------|---------------|
| AS1130-BSST                 | 28-pin SSOP   | AS1130  | 132-LED Cross-Plexing Driver with Scrolling Function | CMOS         | 0x30 - 0x37 | Tape and Reel |
| AS1130B-BSST <sup>(1)</sup> |               | AS1130B | 132-LED Cross-Plexing Driver with Scrolling Function | Mobile       |             | Tape and Reel |
| AS1130C-BSST <sup>(1)</sup> |               | AS1130C | 132-LED Cross-Plexing Driver with Scrolling Function | CMOS         | 0x38 - 0x3E | Tape and Reel |
| AS1130D-BSST <sup>(1)</sup> |               | AS1130D | 132-LED Cross-Plexing Driver with Scrolling Function | Mobile       |             | Tape and Reel |
| AS1130-BTST                 | 28-pin TSSOP  | AS1130  | 132-LED Cross-Plexing Driver with scrolling Function | CMOS         | 0x30 - 0x37 | Tape and Reel |
| AS1130B-BTST <sup>(1)</sup> |               | AS1130B | 132-LED Cross-Plexing Driver with scrolling Function | Mobile       |             | Tape and Reel |
| AS1130C-BTST <sup>(1)</sup> |               | AS1130C | 132-LED Cross-Plexing Driver with scrolling Function | CMOS         | 0x38 - 0x3E | Tape and Reel |
| AS1130D-BTST <sup>(1)</sup> |               | AS1130D | 132-LED Cross-Plexing Driver with scrolling Function | Mobile       |             | Tape and Reel |
| AS1130-BWLT                 | 20-Pin WL-CSP | AS1130  | 132-LED Cross-Plexing Driver with Scrolling Function | CMOS         | 0x30 - 0x37 | Tape and Reel |
| AS1130B-BWLT                |               | AS1130B | 132-LED Cross-Plexing Driver with Scrolling Function | Mobile       |             | Tape and Reel |
| AS1130C-BWLT <sup>(1)</sup> |               | tbd     | 132-LED Cross-Plexing Driver with Scrolling Function | CMOS         | 0x38 - 0x3E | Tape and Reel |
| AS1130D-BWLT <sup>(1)</sup> |               | tbd     | 132-LED Cross-Plexing Driver with Scrolling Function | Mobile       |             | Tape and Reel |

**Note(s):**

1. On request

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| Document Status          | Product Status  | Definition   |
|--------------------------|-----------------|--|
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## Revision Information

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| Updated Figure 60  | 58   |

**Note(s):**

1. Page and figure numbers for the previous version may differ from page and figure numbers in the current revision.
2. Correction of typographical errors is not explicitly mentioned.

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