

# W91570DN SERIES



## 23-MEMORY TONE/PULSE DIALER WITH AUTOREDIAL RTC AND LCD DISPLAY FUNCTIONS

### GENERAL DESCRIPTION

The W91570DN series ICs are Si-gate CMOS ICs that provide the signals needed for either pulse or tone dialing. They feature 23 number memories and a 16-digit LCD driver for displaying telephone numbers and calling time. A real time clock is included to display the time of day. The W91570DN series is fabricated using CMOS technology providing good performance in low voltage, low power applications.

### FEATURES

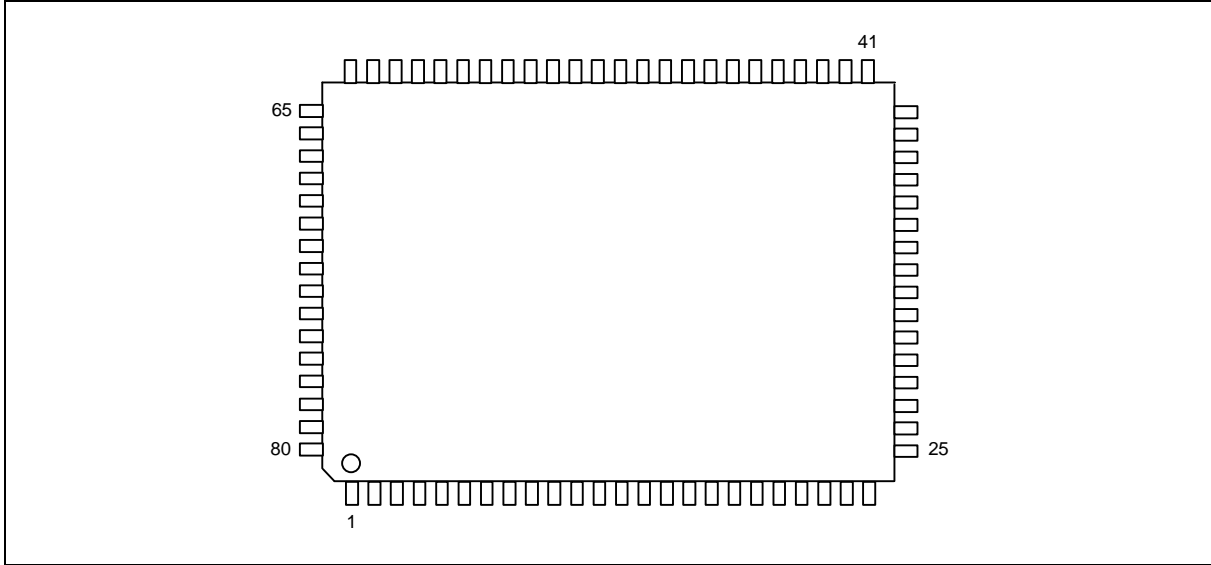
- Three by 32 digits for redial, save and mercury memory
- Twenty by 16 digits for one-touch direct or two-touch indirect repertory memory
- Uses 6 × 10 keyboard
- Pause, Pulse-to-tone (\*T) and flash can be stored as a digit in memory
- Minimum tone output duration: 87 mS
- Minimum intertone pause: 87 mS
- Tone/Pulse mode pin selectable
- Make/Break ratio pin selectable
- Dialing rate (10 or 20 ppS) pin selectable
- Pause time (2.0 or 3.6 Sec) selectable by keypad
- Flash break time (100, 300, or 600 mS) selectable by keypad
- Built-in 12 or 16-digit LCD driver (1/4 duty, 1/3 bias) selectable by mask option
- Built-in calling timer from [00:00] to [59:59]
- Uses 3.579545 MHz TV quartz crystal or ceramic resonator
- Uses 32768 Hz crystal as RTC frequency base
- Packaged in 80-pin plastic QFP with RTC
- Provides one-key-redial and auto-redial functions
- Switchable 24-hour clock or 12-hour clock with p.m. mode
- 0 or 9 dialing inhibition pin for PABX systems or long distance dialing lock out
- On-hook debounce: 150 msec in normal mode and 20 msec in lock mode
- Off-hook delay 300 mS in lock mode (i.e.  $\overline{DP}$  will keep low for 300 mS while off hook)
- First key-in delay: 300 msec in lock mode
- MUTE key for speech mute
- Cascade and mixed dialing allowed
- The functions of the different dialers in the W91570DN series are shown in the following table:

PRODUCT NO.	LCD DIGITS	LOCK	RTC BATTERY
W91572DNF	16	√	1.5V
W91574DNF	16	√	3V
W91576DNF	12	√	1.5V
W91578DNF	12	√	3V

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## PIN CONFIGURATION



PIN NAME	QFP-80	PIN NAME	QFP-80	PIN NAME	QFP-80	PIN NAME	QFP-80
SEG29	1	COL2	21	$\overline{\text{TESTL}}$	41	SEG9	61
SEG30	2	COL3	22	APSET	42	SEG10	62
SEG31	3	COL4	23	XT2	43	SEG11	63
SEG32	4	COL5	24	$\overline{\text{XT2}}$	44	SEG12	64
TEST	5	COL6	25	VLCD	45	SEG13	65
$\overline{\text{KMUTE}}$	6	COL7	26	VRTC2	46	SEG14	66
KT	7	COL8	27	CN	47	SEG15	67
$\overline{\text{TEST1}}$	8	COL9	28	CP	48	SEG16	68
VDD	9	ROW1	29	COM1	49	SEG17	69
NC/LOCK	10	ROW2	30	COM2	50	SEG18	70
B/M	11	ROW3	31	COM3	51	SEG19	71
DTMF	12	ROW4	32	COM4	52	SEG20	72
$\overline{\text{SET}}_{\text{RTC}}$	13	ROW5	33	SEG1	53	SEG21	73
VSS	14	XT1	34	SEG2	54	SEG22	74
H/P MUTE	15	$\overline{\text{XT1}}$	35	SEG3	55	SEG23	75
T/P $\overline{\text{MUTE}}$	16	$\overline{\text{HKS}}$	36	SEG4	56	SEG24	76
HFO	17	$\overline{\text{HFI}}$	37	SEG5	57	SEG25	77
$\overline{\text{DP}}/\overline{\text{C10}}$	18	VRTC1	38	SEG6	58	SEG26	78
MODE	19	$\overline{\text{TEST2}}$	39	SEG7	59	SEG27	79
COL1	20	ARD	40	SEG8	60	SEG28	80

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## PIN DESCRIPTION

SYMBOL	PIN NO.	I/O	FUNCTION
Row, Column Inputs	29–33 and 20–28	I	The keyboard inputs may be used with either the standard 6×10 keyboard, an inexpensive single contact (form A) keyboard or electronic input.  A valid key entry is defined by a single row being connected to a single column.
XT1, $\overline{XT}$	34, 35	I, O	A built-in inverter provides oscillation with an inexpensive 3.579545 MHz crystal or ceramic resonator.  The oscillator ceases when a keypad input is not sensed after chip enable and dialing is finished. The crystal frequency deviation is $\pm 0.02\%$ .
T/P $\overline{MUTE}$	16	O	The T/P $\overline{MUTE}$ is a conventional CMOS N-channel open drain output. The output transistor is switched on low level during the dialing sequence (both pulse and tone mode), one-key redial break, auto redial break and flash break. Otherwise, it is switched off.
H/P MUTE	15	O	The H/P MUTE is a conventional CMOS inverter output. During pulse dialing, one-key redial break, auto redial break, flash break, hold, and mercury functions, this pin will output an active high. It remains in a low state at all other times.
$\overline{KMUTE}$	6	O	The $\overline{KMUTE}$ is a CMOS N-channel open drain output. The output transistor is switched on only during mute function. Otherwise, it is switched off.
$\overline{HKS}$	36	I	Hook switch input.  $\overline{HKS} = V_{DD}$ or floating: On-hook state. Chip in sleeping mode, no operation.  $\overline{HKS} = V_{SS}$ : Off-hook state. Chip enable for normal operation.  $\overline{HKS}$ pin is pulled to $V_{DD}$ by internal resistor.

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Pin Description, continued

SYMBOL	PIN NO.	I/O	FUNCTION																																								
$\overline{\text{HFI}}$ , HFO	37, 17	I, O	<p>Handfree control pins. A low pulse on the <math>\overline{\text{HFI}}</math> input pin toggles the handfree control state.</p> <p>Status of the handfree control is listed in the following table:</p> <table border="1"> <thead> <tr> <th colspan="2">CURRENT STATE</th> <th colspan="3">NEXT STATE</th> </tr> <tr> <th>Hook SW.</th> <th>HFO</th> <th>Input</th> <th>HFO</th> <th>Dialing</th> </tr> </thead> <tbody> <tr> <td>–</td> <td>Low</td> <td><math>\overline{\text{HFI}}</math> </td> <td>High</td> <td>Yes</td> </tr> <tr> <td>On Hook</td> <td>High</td> <td><math>\overline{\text{HFI}}</math> </td> <td>Low</td> <td>No</td> </tr> <tr> <td>Off Hook</td> <td>High</td> <td><math>\overline{\text{HFI}}</math> </td> <td>Low</td> <td>Yes</td> </tr> <tr> <td>On Hook</td> <td>–</td> <td>Off Hook</td> <td>Low</td> <td>Yes</td> </tr> <tr> <td>Off Hook</td> <td>Low</td> <td>On Hook</td> <td>Low</td> <td>No</td> </tr> <tr> <td>Off Hook</td> <td>High</td> <td>On Hook</td> <td>High</td> <td>Yes</td> </tr> </tbody> </table> <p>The <math>\overline{\text{HFI}}</math> pin is pulled to VDD by internal resistor.</p> <p>Detailed timing diagrams are shown in Figure 4(a), 4(b).</p>	CURRENT STATE		NEXT STATE			Hook SW.	HFO	Input	HFO	Dialing	–	Low	$\overline{\text{HFI}}$	High	Yes	On Hook	High	$\overline{\text{HFI}}$	Low	No	Off Hook	High	$\overline{\text{HFI}}$	Low	Yes	On Hook	–	Off Hook	Low	Yes	Off Hook	Low	On Hook	Low	No	Off Hook	High	On Hook	High	Yes
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Off Hook	High	On Hook	High	Yes																																							
$\overline{\text{DP}}/\overline{\text{C10}}$	18	O	<p>This pin is a CMOS N-channel open drain output. The flash key will cause <math>\overline{\text{DP}}/\overline{\text{C10}}</math> to go active in either pulse mode or tone mode. In lock mode, the <math>\overline{\text{DP}}/\overline{\text{C10}}</math> keeps low for 300 mS during off-hook delay time (If first off-hook occurred after power-on reset, the <math>\overline{\text{DP}}/\overline{\text{C10}}</math> will keep high for 100ms then go low 200 mS. It will be recovered when first key-in was accepted). The timing diagram is shown as Figure 1(a), 1(b), 1(c), 1(d).</p>																																								
DTMF	12	O	<p>In pulse mode, this pin remains in low state at all times.</p> <p>In tone mode, it will output a dual or single tone. Detailed timing diagram for tone mode is shown in Figure 2(a), 2(b), 2(c), 2(d).</p> <table border="1"> <thead> <tr> <th colspan="4">OUTPUT FREQUENCY</th> </tr> <tr> <th></th> <th>Specified</th> <th>Actual</th> <th>Error %</th> </tr> </thead> <tbody> <tr> <td>R1</td> <td>697</td> <td>699</td> <td>+0.28</td> </tr> <tr> <td>R2</td> <td>770</td> <td>766</td> <td>-0.52</td> </tr> <tr> <td>R3</td> <td>852</td> <td>848</td> <td>-0.47</td> </tr> <tr> <td>R4</td> <td>941</td> <td>948</td> <td>+0.74</td> </tr> <tr> <td>C1</td> <td>1209</td> <td>1216</td> <td>+0.57</td> </tr> <tr> <td>C2</td> <td>1336</td> <td>1332</td> <td>-0.30</td> </tr> <tr> <td>C3</td> <td>1477</td> <td>1472</td> <td>-0.34</td> </tr> </tbody> </table>	OUTPUT FREQUENCY					Specified	Actual	Error %	R1	697	699	+0.28	R2	770	766	-0.52	R3	852	848	-0.47	R4	941	948	+0.74	C1	1209	1216	+0.57	C2	1336	1332	-0.30	C3	1477	1472	-0.34				
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MODE	19	I	<p>Pulling the mode pin to VSS places the dialer in tone mode.</p> <p>Pulling the mode pin to VDD places the dialer in pulse mode and the dialing rate is 10 ppS.</p> <p>Floating the mode pin places the dialer in pulse mode and the dialing rate is 20 ppS.</p>																																								

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Pin Description, continued

SYMBOL	PIN NO.	I/O	FUNCTION								
B/M	11	I	Make:Break ratio select pin. If B/M = VDD, the M/B ratio is 40:60. If B/M = Vss, the M/B ratio is 33.3:66.7. The B/M pin is pulled to VDD by internal resistor.								
$\overline{\text{LOCK}}$	10 (for all lock version)	I	The $\overline{\text{LOCK}}$ pin is used to prevent "0" or "9" dialing under PABX system long distance call control. When the first key input after reset is "0" or "9", all the key inputs, including "0" or "9" key, become invalid, and the chip generates no output. The telephone is reinitialized by a reset. The following table describes the functions of the $\overline{\text{LOCK}}$ pin: <table border="1" style="margin-left: auto; margin-right: auto;"> <thead> <tr> <th><math>\overline{\text{LOCK}}</math> PIN</th> <th>FUNCTION</th> </tr> </thead> <tbody> <tr> <td>Floating</td> <td>Normal dialing</td> </tr> <tr> <td>VDD</td> <td>"0", "9" dialing inhibited</td> </tr> <tr> <td>Vss</td> <td>"0" dialing inhibited</td> </tr> </tbody> </table>	$\overline{\text{LOCK}}$ PIN	FUNCTION	Floating	Normal dialing	VDD	"0", "9" dialing inhibited	Vss	"0" dialing inhibited
$\overline{\text{LOCK}}$ PIN	FUNCTION										
Floating	Normal dialing										
VDD	"0", "9" dialing inhibited										
Vss	"0" dialing inhibited										
COM1 to COM4	49 to 52	O	COM1 to COM4 are the common signal output terminal for the 1/4 duty LCD.								
SEG1 to SEG32	53 to 80, 1 to 4	O	SEG1 to SEG32 are the 16-digit segment signal outputs.								
VLCD	45	O	Power supply pin for LCD driver. A 0.1 $\mu\text{F}$ capacitor is connected between VLCD and Vss.								
CP, CN	48, 47	I	CP is the voltage control capacitor positive pin. CN is the voltage control capacitor negative pin. A 0.1 $\mu\text{F}$ capacitor is connected between these two pins.								
VDD, Vss	9, 14	I	Power input pins.								
XT2, $\overline{\text{XT2}}$	43, 44	I, O	A quartz crystal oscillator provides an RTC frequency time base of 32.768 KHz.								
VRTC1, VRTC2	38, 46	I	Either VRTC1 should be connected to a 1.5V battery (W91572DN/576DN) or VRTC2 should be connected to a 3.0V battery(W91574DN/578DN), which supplies the power source for the RTC.								
$\overline{\text{SET}}_{\text{RTC}}$	13	I	In the chip enable state, pulling $\overline{\text{SET}}_{\text{RTC}}$ to Vss toggles the RTC set function on/off, when the set function is toggled on, the RTC can be set using the "HOUR" and "MIN" keypads.								

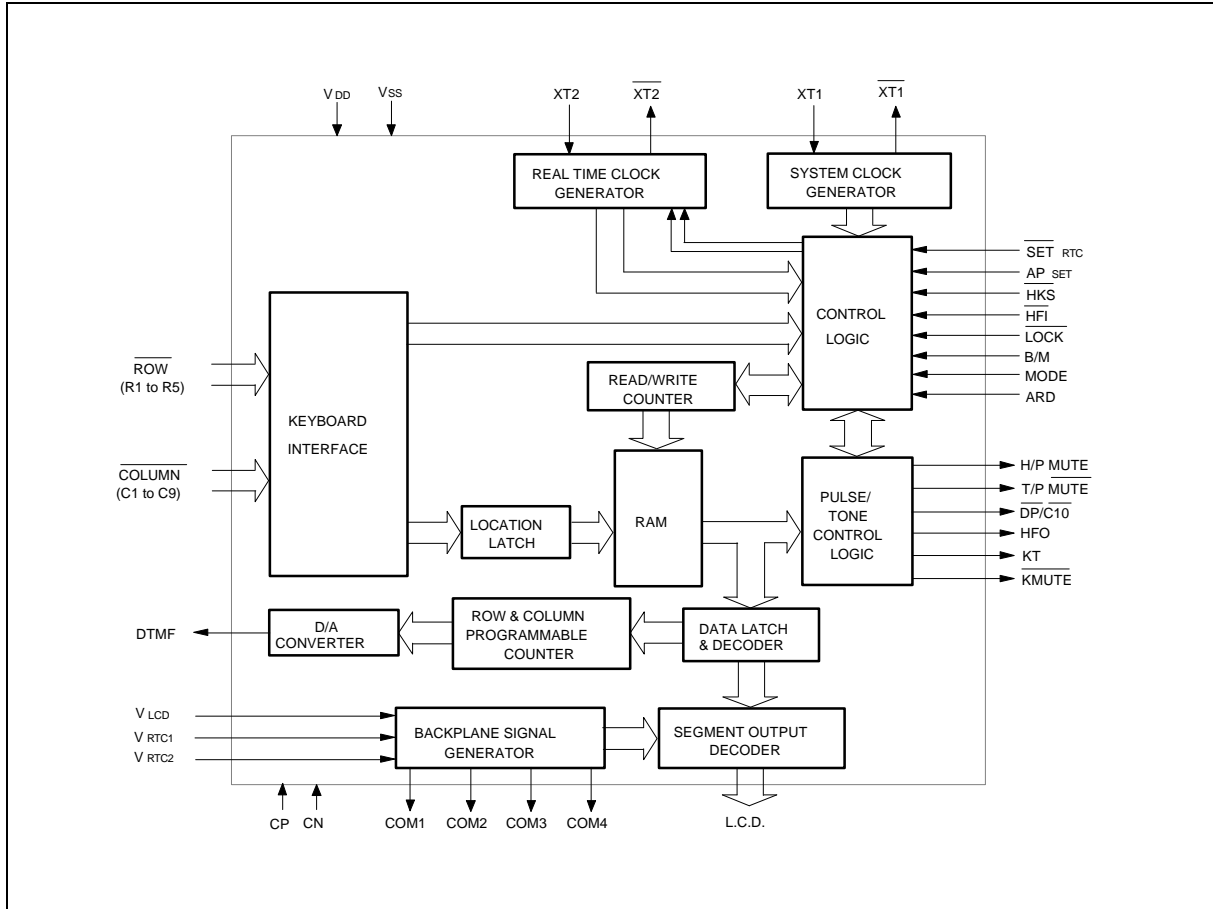
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Pin Description, continued

SYMBOL	PIN NO.	I/O	FUNCTION																				
APSET	42	I	If APSET = VDD or floating, 24-hour clock mode. If APSET = VSS, 12-hour clock with p.m. mode.																				
ARD	40	I	Auto redial function selection. <table border="1" data-bbox="646 558 1261 722"> <thead> <tr> <th>ARD</th> <th>BREAK</th> <th>PAUSE</th> <th>WAIT INTERVAL</th> <th>REPEAT TIMES</th> </tr> </thead> <tbody> <tr> <td>V<sub>DD</sub></td> <td>4 secs</td> <td>1 sec</td> <td>25 secs</td> <td>10</td> </tr> <tr> <td>V<sub>SS</sub></td> <td>30 secs</td> <td>1 sec</td> <td>30 secs</td> <td>10</td> </tr> <tr> <td>Floating</td> <td>4 secs</td> <td>1 sec</td> <td>-</td> <td>1</td> </tr> </tbody> </table> <p>When ARD is left floating, the one-key redial function is enabled.</p>	ARD	BREAK	PAUSE	WAIT INTERVAL	REPEAT TIMES	V <sub>DD</sub>	4 secs	1 sec	25 secs	10	V <sub>SS</sub>	30 secs	1 sec	30 secs	10	Floating	4 secs	1 sec	-	1
ARD	BREAK	PAUSE	WAIT INTERVAL	REPEAT TIMES																			
V <sub>DD</sub>	4 secs	1 sec	25 secs	10																			
V <sub>SS</sub>	30 secs	1 sec	30 secs	10																			
Floating	4 secs	1 sec	-	1																			
KT	7	O	The key tone output is a conventional CMOS inverter. The key tone is generated as any valid key pressed, as the KT pin generates a 1.2 KHz square wave which keeps on 35 mS; otherwise, it remain in low state.																				
TEST, <u>TEST1</u> , <u>TEST2</u> , TESTL	5, 8, 39, 41	I	For testing only.																				
NC	10 (for W91572/574/ W91576/578)	-	No connection.																				

## BLOCK DIAGRAM



## FUNCTIONAL DESCRIPTION

### Keyboard Operation

C1	C2	C3	C4	C5	C6	C7	C8	C9	DP/C10	
1	2	3	E	HOUR	M0	M5	M10	M15	HOLD1	R1
4	5	6	MUTE	MIN	M1	M6	M11	M16	HOLD2	R2
7	8	9	A2	SAVE	M2	M7	M12	M17	MER	R3
* / T	0	#	R/P1	OKR	M3	M8	M13	M18	A1	R4
F1	F2	F3	CHK	TIM	M4	M9	M14	M19	RTC	R5
R/P2	-	ICON12	ICON13	ICON14	ICON15	ICON16				V <sub>DD</sub> /V <sub>x</sub> /R6



- E: Store digit
- MUTE: Mute key
- F1, F2, F3: Flash keys
- SAVE: Save memory key
- MER: Mercury memory key
- OKR: One-key redial function
- RTC: Real time clock toggle key
- HOLD1, HOLD2: Hold function keys
- R/P1, R/P2: Redial and pause function keys, P1 is 3.6 sec. and P2 is 2.0 sec.
- TIM: a. Display last calling time  
b. Start and/or stop counting up calling time
- HOUR and MIN: Active when setting mode is operated after off-hook
- A1, A2: Indirect repertory memory dialing function keys, A1 for page 1 and A2 for page 2  
If  $L_p = 0$  to 9,  $M_p = M_0$  to  $M_9$ , and  $M_q = M_{10}$  to  $M_{19}$ , then
  - a.  $A_1 + L_p$  (or  $M_p$ ) the memory location  $M_0$  to  $M_9$  will be selected
  - b.  $A_2 + L_p$  (or  $M_p$ ) the memory location  $M_{10}$  to  $M_{19}$  will be selected
  - c.  $A_1$  (or  $A_2$ ) +  $M_q$  the memory location  $M_{10}$  to  $M_{19}$  will be selected
- \*/T: \* in tone mode and  $P \rightarrow T$  in pulse mode
- CHK: a. Check dialing number  
b. Check last dialing time  
c. Memory check (except mercury)
- ICON12, ..., ICON16: Keys reserved for user, can be toggled on any time when the chip is enabled

Notes: D1, ..., Dn, D1', ..., Dn': 0, ..., 9, \*/T, #

R/P: R/P1 or R/P2

An: A1, A2

Ln: 0, ..., 9, map to indirect memory location 0, ..., 9

Mn: Direct memory location  $M_0$ , ...,  $M_{19}$

## Normal Dialing

OFF HOOK (or  ON HOOK &   $\overline{HF1}$   $\overline{i\hat{0}}$  ),  D1 ,  D2 , ...,  Dn

1. D1, D2, ..., Dn will be dialed out.
2. Dialing length is unlimited, but redial is inhibited if the length oversteps 32 digits in normal dialing.

## Redialing

If ARD pin = floating, the one-key redial function is selected:

1.  OFF HOOK (or  ON HOOK &   $\overline{HF1}$   $\overline{i\hat{0}}$  ),  D1 ,  D2 ,  Check Memory (or  Number Store ),  D3 , ...,  Dn , Busy,  ON HOOK ,  OFF (or



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Come   HOOK  
 ON HOOK &  $\overline{\text{HF1}} \overline{\text{i0}}$  ),  R/P

a.  R/P key can execute the redial function only as the first dialing after off-hook; otherwise, The  it

will invoke the pause function.

b. The redial memory contents will be D3, ..., Dn.

c. Redial memory can be checked in memory check mode.

d. If redialing length oversteps 32 digits, the redialing function will be inhibited.

2.  OFF HOOK (or  ON HOOK &  $\overline{\text{HF1}} \overline{\text{i0}}$  ),  D1 ,  D2 , ...,  Dn , Busy,  OKR

a. If the dialing  D1 to  Dn is finished, pressing the  OKR key will cause the pulse output of

pin  $\overline{\text{DP}}/\overline{\text{C10}}$  to go low for 2.2 seconds break time and 0.6 seconds pause time will be added automatically.

b. If the pulses of the dialed digits  D1 to  Dn have not finished,  OKR will be ignored.

c. The one-key redialing function timing diagram is shown in Figure 3.

## Number Entry

1.  OFF HOOK (or  ON HOOK &  $\overline{\text{HF1}} \overline{\text{i0}}$  ),  D1 ,  D2 , ...,  Dn ,  E (many times

same as one time),  Mn (or  An ,  Ln ) ,  ON HOOK

D1, D2, ..., Dn will be stored in memory location Mn (or Ln) and will be dialed out.

2.  OFF HOOK (or  ON HOOK &  $\overline{\text{HF1}} \overline{\text{i0}}$  ),  E ,  D1 ,  D2 , ...,  Dn ,  E

(could be skipped),  Mn (or  An ,  Ln ) ,  ON HOOK

3.  OFF HOOK (or  ON HOOK &  $\overline{\text{HF1}} \overline{\text{i0}}$  ),  E ,  D1 ,  D2 , ...,  Dn ,  Mn

(or  An ,  Ln ) ,  ON HOOK

a. D1, D2, ..., Dn will be stored in memory location Mn (or Ln) but will not be dialed out.

b.  R/P and  \*/T keys can be stored as a digit in memory, in store  R/P mode,

is the pause function key.

c. The store mode is released after the store function is executed or when the state of the hook

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switch changes is executed.

4.  ,  ,  (or  ,  )

The redial content excluding memory dialing will be copied to memory location Mn (or Ln).

5. The first 16 digits will be stored into memory, if the key-in number over 16 digits.

## Save

1.  (or  &  ),  ,  , ...,  CONVERSATION,  ,  ,  , ...,  ,

D1', D2', ..., Dn' will be stored in save memory but will not be dialed out.

2.  (or  &  ),  ,  , ...,  ,

a. If the dialing sequence D1, D2, ..., Dn has not finished, SAVE will be ignored.

b. If the sequence off hook, D1, D2, ..., Dn (dialing finish), SAVE, SAVE is keyed in, D1, D2, ..., Dn

will be copied to save memory and D1, D2, ..., Dn will be dialed out again.

c. If the sequence off hook, D1, D2 (dialing finish), SAVE, D3, D4 (dialing finish), SAVE is keyed in,

D1, D2 will be copied to save memory and D3, D4 will not be copied to save memory.

d. All above sequences will be displayed on LCD.

## Mercury

1.  (or  &  ),  ,  , ...,  CONVERSATION,  ,  ,  , ...,  ,

D1', D2', ..., Dn' will be stored in mercury memory and display on the LCD, but will not be dialed out.

2. MERCURY memory content = D1', D2', ..., Dn'

- (or  &  ),  ,  , ...,  ,  ,  
 ,  (or  &  ),

a. The dialing sequence will be D1, D2, ... Dn, on hook, off hook, D1', D2', ..., Dn'.

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- b. The MER key can be used to execute the mercury function only when it is the first key-in in dialing mode after off-hook or first priority flash operation.
- c. The contents of mercury memory will not be displayed on the LCD except for mercury mark.
- d. If the sequence D1, D2, ..., Dn, MER, on-hook, off-hook, MER is keyed in, D1, D2, ..., Dn will not be copied to mercury memory, D1', D2', ..., Dn' will be dialed out, and the mercury mark (icon 10) will be blinking after off-hook. Detailed timing diagram is shown in Figure 5.
- e. Mercury memory cannot be checked in memory check mode.



## Repertory Dialing

1. One-touch direct repertory dialing.

- a.  (or  &  ),  (or  )
- b.  (or  &  ),  (or  )
- c.  (or  &  ),  (or  ),

2. Two-touch indirect repertory dialing.

(or  &  ),  ,  (or  )

## Access Pause

(or  &  ),  ,  ,  ,  , ...,  , Busy, Come,  ,  (or  &  ),

1. The first R/P functions as a pause key and the second as a first key-in redial key.
2. The pause function can be stored in memory, and only one R/P key can be released to the user.
3. The pause function is executed in normal dialing, redialing, or memory dialing.
4. The pause duration of 2.0 or 3.6 seconds per pause is selected through the keypad.
5. The default pause duration is 3.6 seconds after power on.
6. The pause function timing diagram is shown in Figure 6.

## Pulse- to-tone (\*T)

(or  &  ),  ,  , ...,  ,  ,  ,  , ...,

1. If the mode switch is set to pulse mode, then the output signal will be:

D1, D2, ... Dn, Pause (2.0 sec/3.6 sec), D1', D2', ..., Dn'  
 (Pulse) (Tone)

2. If the mode switch is set to tone mode, then the output signal will be:

D1, D2, ... Dn, \*, D1', D2', ..., Dn'  
 (Tone) (Tone)

3. The dialer remains in tone mode after the digits have been dialed out and can be reset to pulse mode only by going on-hook.
4. The pause time of pulse-to-tone is default to 3.6 seconds.
5. The pulse-to-tone function timing diagram is shown in Figure 7.



## Flash (F = F1, F2, F3)

(or  &  ),

1. The dialer will execute a flash break time of 600 mS (F1), 300 mS (F2), or 100 mS (F3) and pause time of 1S before the next digit (except flash key) is dialed out.
2. Flash keeps first priority in normal dialing but insert flash can be stored into memory when flash is the first digit in memory. In this condition, only one flash key can be released to the user.
  - a. E, F1, D1, D2, D3, E, Mn then the digit stored in Mn will be F1, D1, D2, D3.
  - b. E, D1, F1, D2, D3, E, Mn then the digit stored in Mn will be D1, D2, D3.
  - c. F1, D1, D2, D3, E, Mn then the digit stored in Mn will be D1, D2, D3.
3. The system will return to the initial state after the flash pause time is finished.
4. Keyboard functions are inhibited when flash break is being executed.
5. The flash timing diagram is shown in Figure 8.

## Mute

(or  &  ),

1. The MUTE is switched on and off by a toggle switch.
2. The function timing diagram is shown in Figure 9.

## Hold Key

(or  &  ),  (or  )

1. The hold function is toggled on and off by Hold1 or Hold2 key. When the hold function is toggled on, the hold mark (icon 4) will be lit and all key-ins (except hold keys and icon keys) will be ignored.
2. The following are examples of hold function toggled on and off:
  - a.  ,  (or  ) ,  (or  )
  - b.  ,  (or  ) ,
  - c.  ,  (or  ) ,  ,
  - d.  &  ,  (or  ) ,
3. Hold1 and Hold2 have the same function in off-hook state. The difference between Hold1 and Hold2 are shown as follows:
  - a. If  ,  (or  ) ,  ,  is entered, then the dialer will be off-line.

If **OFF HOOK** , **HOLD1** (or **HOLD2** ) , **ON HOOK** , **HOLD2** is entered, then the dialer stay at hold function.

b. If **ON HOOK** & **HFI i0** , **HOLD1** (or **HOLD2** ) , **HOLD1** is entered, then the dialer will be off-line.

If **ON HOOK** & **HFI i0** , **HOLD1** , (or **HOLD2** ) , **HOLD2** is entered, then the dialer stay at hold function.

4. The function timing diagram is shown in Figure 10(a), 10(b), 10(c).

### Adjusting Time Setting

**OFF HOOK** (or **ON HOOK** & **HFI i0** ) , **SET RTC i0** , **HOUR** , **MIN** ,  
**SET RTC i0** (or **ON HOOK** )

1. Only HOUR and MIN keys are valid in set RTC mode.
2. Hours and minutes count forward as long as the HOUR or MIN key is pressed.
3. The on/off function of **SET RTC** is toggled, and the dialer will go back to a previous state after the toggle off **SET RTC** function.
4. If the dialing sequence D1, D2, ..., Dn (including flash and pause) has not finished, **SET RTC** (or 'RTC' key pressed) will be ignored.

### RTC Display Mode

**OFF HOOK** (or **ON HOOK** & **HFI i0** ) , **RTC**

1. The real time clock display mode can be toggled on and off by RTC key.
2. The icon display will not be changed when enter RTC display mode and set RTC mode.

### Check Key

**OFF HOOK** (or **ON HOOK** & **HFI i0** ) , **CHK** , **R/P** (or **OKR** , **SAVE** , **Mn** , ..., etc.)

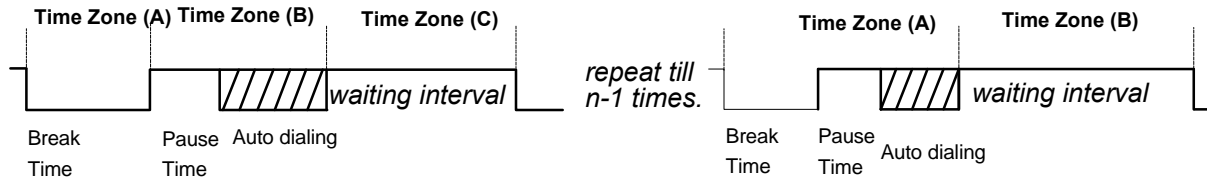
The redial (or memory) content will be displayed on the LCD when either **R/P** or **OKR** is keyed in.



## Auto Redial

If ARD pin = VDD or VSS, the auto redial function is selected:

OFF HOOK (or  ON HOOK &   $\overline{\text{HF1}} \overline{\text{i0}}$  ),  OKR



1. During time zone (B) the keypads are inhibited, and in time zone (A), (C) the auto redial can be interrupted by pressing any keypad or by going off-hook.
2. The visible dialing number will be blinking during the waiting time interval.
3. If OKR is the first key-in after off-hook or handfree then the first break and pause time will be ignored.
4. The following show examples to interrupt auto redial function:

OFF HOOK (or  ON HOOK &   $\overline{\text{HF1}} \overline{\text{i0}}$  ),  OKR ,  Any Keypad (at break time and waiting interval)

5. If  ON HOOK &   $\overline{\text{HF1}} \overline{\text{i0}}$  ,  OKR ,  OFF HOOK

a. When in time zone (A) or (C), the auto-redial function will be interrupted and changed to hook mode after  OFF HOOK

b. When in time zone (B), the auto-redial function will continue and changed to hook mode after  OFF HOOK

6. If  ON HOOK &   $\overline{\text{HF1}} \overline{\text{i0}}$  ,  OKR ,   $\overline{\text{HF1}} \overline{\text{i0}}$  (any time) is entered, the dialer will be off-line.

7. The auto redial function timing diagram is shown in Figure 11(a), 11(b).

8. The calling time will auto-count when the auto-redial function is interrupted in break time zone (A) and (C).

## TIM

OFF HOOK (or  ON HOOK &   $\overline{\text{HF1}} \overline{\text{i0}}$  ),  D1 ,  D2 , ...,  Dn (or  Redialing or  Repertory dialing 1 ), CONVERSATION

1. If no key is pressed after dialing is finished, the LCD will display counting time after 6 seconds.
2. If the dialing sequence D1, D2, ..., Dn has not finished, TIM will be ignored.
3. The timer will be initialized by flash and auto redial.



## Cascaded and Mixed Dialing

### Cascaded Dialing

1. Definition of cascaded dialing:

In cascaded dialing, a new sequence may be pressed before the previous sequence has been sent out completely. The following are examples of cascaded dialing:

Example 1:  +  +  +...

Example 2:  +  +  +...

Example 3:  +  +  +...

2. Normal dialing, redialing, or repertory dialing as represented by each rectangle above is treated as one sequence.
3. At most 64 digits are allowed in cascaded dialing, but there is no limitation on the number of sequences.
4. The content of cascaded dialing may a combination of normal dialing, redialing, and repertory dialing. Redialing is valid only as the first key-in, however.
5. If  ,  ,  is entered, then the cascaded dialing sequence described in the above examples will be dialed out only if there are not more than 32 digits. If the sequence exceeds 32 digits then the redialing is inhibited.

### Mixed Dialing

1. Definition of mixed dialing:

The examples of cascaded dialing given above are also examples of mixed dialing except that in mixed dialing a new sequence may be accepted only when the previous sequence has been dialed out completely.

2. There is no limitation on the number of digits and sequences in the mixed dialing.
3. The content of mixed dialing may be a combination of normal dialing, memory dialing, or one-key redialing.
4. If  ,  ,  is entered, then the mixed dialing sequence described in the above examples will be dialed out only if the total number of digits does not exceed 32. If the total exceeds 32 digits, then redialing is inhibited.

### Combining of Cascaded and Mixed Dialing

1. Cascaded dialing and mixed dialing may be combined, and each follows the rules described above.
2. To apply redialing to combinations of cascaded and mixed dialing:

,  ,  then redialing will be executed only if the total number of digits does not exceed 32. Otherwise, the redialing is inhibited.



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3. If there had been n cascaded sequences with a total of 60 digits dialed, then for the (n+1)th cascaded sequence, one 4-digit normal dialing sequence or one complete repertory dialing sequence (length up to 32 digits) can be dialed. The (n+2)th sequence will not be accepted for cascaded dialing.
4. After a total of 64 digits of cascaded dialing have been completed, mixed dialing can be added.

## ABSOLUTION MAXIMUM RATINGS

PARAMETER	SYMBOL	RATING	UNIT
DC Supply Voltage	VDD-VSS	-0.3 to +7.0	V
Input/Output Voltage	VIL	VSS - 0.3	V
	VIH	VDD + 0.3	
	VOL	VSS - 0.3	
	VOH	VDD + 0.3	
Power Dissipation	PD	120	mW
Operating Temperature	TOPR	-0.5 to +70	°C
Storage Temperature	TSTG	-55 to +125	°C

Note: Exposure to conditions beyond those listed under Absolute Maximum Ratings may adversely affect the life and reliability of the device.

## ELECTRICAL CHARACTERISTICS

### DC CHARACTERISTICS

(VDD-VSS = 2.5V. Fosc = 3.58 MHz, TA = 25° C, all outputs unloaded.)

PARAMETER	SYM.	CONDITIONS	MIN.	TYP.	MAX.	UNIT
Operating Voltage	VDD	-	2.0	-	5.5	V
Operating Current	IOP	Tone, Unloaded	-	0.5	0.7	mA
		Pulse, Unloaded	-	0.4	0.5	
Standby Current	ISB	$\overline{\text{HKS}} = 0$ , Unloaded and no key entry	-	-	15	μA
Memory Retention Current	IMR	$\overline{\text{HKS}} = 1$ VDD = 1.0V	-	-	0.5	μA
Tone Output Voltage	VTO	Row group RL = 10 KΩ	130	150	170	mVrms
Pre-emphasis		Col/Row VDD = 2.0 to 5.5V	-	2	3	dB

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DC Characteristics, continued

PARAMETER	SYM.	CONDITIONS	MIN.	TYP.	MAX.	UNIT
DTMF Distortion	THD	$R_L = 10\text{ K}\Omega$ $V_{DD} = 2.0\text{ to }5.5\text{V}$	-	-30	-23	dB
DTMF Output DC Level	$V_{TDC}$	$V_{DD} = 2.0\text{ to }5.5\text{V}$	1.0	-	3.0	V
DTMF Output Sink Current	$I_{TL}$	$V_{TO} = 0.5\text{V}$	0.2	-	-	mA
$\overline{DP}$ Output Sink Current	$I_{PL}$	$V_{PO} = 0.5\text{V}$	0.5	-	-	mA
Common Output Voltage	$V_{CH}$	-	4.2	4.5	4.8	V
	$V_{CL}$	-	-	0	0.3	
Common Output Current	$I_{CH}$	-	-20	-	-	$\mu\text{A}$
	$I_{CL}$	-	20	-	-	
Segment Output Voltage	$V_{SH}$	-	4.2	4.5	4.8	V
	$V_{SL}$	-	-	0	0.3	
Segment Output Current	$I_{SH}$	-	-5	-	-	$\mu\text{A}$
	$I_{SL}$	-	5	-	-	
RMS Voltage Across a Segment	$V_{ON}$	-	2.34	2.6	-	$V_{rms}$
	$V_{OFF}$	-	-	1.5	1.65	
Average DC Offset Voltage	$V_{DC}$	-	-	-	100	mV
$\overline{HFI}$ High Voltage	$V_{HFIH}$	-	$0.8 V_{DD}$	-	$V_{DD}$	V
$\overline{HFI}$ Low Voltage	$V_{HFIL}$	-	-	-	$0.2 V_{DD}$	V
T/P $\overline{MUTE}$ Output Sink Current	$I_{TML}$	$V_{TMO} = 0.5\text{V}$	0.5	-	-	mA
H/P $\overline{MUTE}$ Output Drive Current	$I_{HMH}$	$V_{HMO} = 2.5\text{V}$	0.5	-	-	mA
H/P $\overline{MUTE}$ Output Sink Current	$I_{HML}$	$V_{HMO} = 0.5\text{V}$	0.5	-	-	mA
$\overline{K}$ $\overline{MUTE}$ Output Sink Current	$I_{KML}$	$V_{TMO} = 0.5\text{V}$	0.5	-	-	mA
Keypad Input Drive Current	$I_{KD}$	$V_I = 0\text{V}$	4	-	80	$\mu\text{A}$
Keypad Input Sink Current	$I_{KS}$	$V_I = 2.5\text{V}$	200	-	400	$\mu\text{A}$
Keypad Resistance	$R_K$	-	-	-	5	$\text{K}\Omega$
Control Input Pull Up/Down Resistor	$R_{CIP}$	B/M, $\overline{HFI}$	100	-	-	$\text{K}\Omega$
$\overline{HKS}$ Input Pull High Resistor	$R_{HK}$	-	-	500	2000	$\text{K}\Omega$

## AC CHARACTERISTICS

(V<sub>DD</sub>-V<sub>SS</sub> = 2.5V, Fosc. = 3.58 MHz, T<sub>A</sub> = 25° C, all outputs unloaded.)

PARAMETER	SYM.	CONDITIONS	MIN.	TYP.	MAX.	UNIT
Key-in Debounce	TKID	-	-	20	-	mS
Key Release Debounce	TKRD	-	-	20	-	mS
Off Hook Delay Time	TOFD	-	-	300	-	mS
First Key-in Delay Time	TFKD	-	-	300	-	mS
On Hook Debounce Time	TOHD	Unlock	-	150	-	mS
		Lock	-	20	-	
Key Tone Frequency	FKT	-	-	1.2	-	KHz
Key Tone Duration	TKTD	-	-	35	-	mS
Key Tone Delay	TKD	-	-	20	-	mS
Pulse Mute Delay	TMD	B/M = V <sub>DD</sub>	-	40	-	mS
		B/M = V <sub>SS</sub>	-	33.3	-	
Pre-digit-pause <sup>(1)</sup> 10 ppS	TPDP1	B/M = V <sub>DD</sub>	-	40	-	mS
		B/M = V <sub>SS</sub>	-	33.3	-	
Pre-digit-pause <sup>(2)</sup> 20 ppS	TPDP2	B/M = V <sub>DD</sub>	-	20	-	mS
		B/M = V <sub>SS</sub>	-	16.7	-	
Inter-digit Pause (Auto Dialing)	TIDP1	10 ppS	-	800	-	mS
	TIDP2	20 ppS	-	500	-	
Make/Break Ratio	M:B	B/M = V <sub>DD</sub>	-	40:60	-	%
		B/M = V <sub>SS</sub>	-	33:67	-	
Tone Output Duration	TTD	-	-	87	-	mS
Inter-tone Pause	TITP	-	-	87	-	mS
Flash Break Time	TFB	F1	-	600	-	mS
		F2	-	300	-	
		F3	-	100	-	
Flash Pause Time	TFP	F1, F2, F3	-	1	-	S
Pause Time	TP	R/P1	-	3.6	-	S
		R/P2	-	2.0	-	
One Key Redialing Break Time	TRB	-	-	4	-	S
One Key Redialing Pause Time	TRP	-	-	1	-	S

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AC Characteristics, continued

PARAMETER	SYMBOL	CONDITIONS	MIN.	TYP.	MAX.	UNIT
Auto Redialing Break Time	TARB	ARD = VDD	-	4	-	S
		ARD = VSS	-	30	-	
Auto Redialing Pause Time	TAPR	ARD = VDD	-	1	-	S
		ARD = VSS	-	1	-	
Auto Redialing Waiting Interval	TWI	ARD = VDD	-	25	-	S
		ARD = VSS	-	30	-	
LCD Frame Frequency	FLCD	-	-	32	-	Hz

## RTC DC CHARACTERISTICS

(V<sub>RTC</sub> = 1.5V, V<sub>SS</sub> = 0V, F<sub>osc.</sub> = 32,768 Hz, T<sub>A</sub> = 25° C, all outputs unloaded.)

PARAMETER	SYMBOL	CONDITIONS	MIN.	TYP.	MAX.	UNIT
Supply Voltage	V <sub>RTC</sub>	-	1.2	1.5	1.8	V
Supply Current	I <sub>RTC</sub>	No Load	-	2.0	4.0	μA
OSC. Starting Time	T <sub>OSC</sub>	-	-	-	3	S
OSC. Output Built-in Cap.	C <sub>o</sub>	Cl = 12.5 pF	-	25	-	pF
OSC. in Trimmer Cap.	C <sub>TRIM</sub>	-	5	-	35	pF
Frequency Stability	Δf/f	V <sub>DD</sub> -V <sub>SS</sub> = 1.3 to 1.6V	-	-	1	ppM
$\overline{\text{SET}}_{\text{RTC}}$ Input High Voltage	V <sub>SETH</sub>	-	V <sub>DD</sub> -0.3	-	V <sub>DD</sub>	V
$\overline{\text{SET}}_{\text{RTC}}$ Input Low Voltage	V <sub>SETL</sub>	-	V <sub>SS</sub>	-	V <sub>SS</sub> +0.3	V

Notes :

- Crystal parameters suggested for proper operation are R<sub>s</sub> < 100Ω, L<sub>m</sub> = 96 mH, C<sub>m</sub> = 0.02 pF, C<sub>n</sub> = 5 pF, C<sub>l</sub> = 18 pF, and F<sub>osc.</sub> = 3.579545 MHz ±0.02%
- Crystal oscillator accuracy directly affects these times.

## TIMING WAVEFORMS

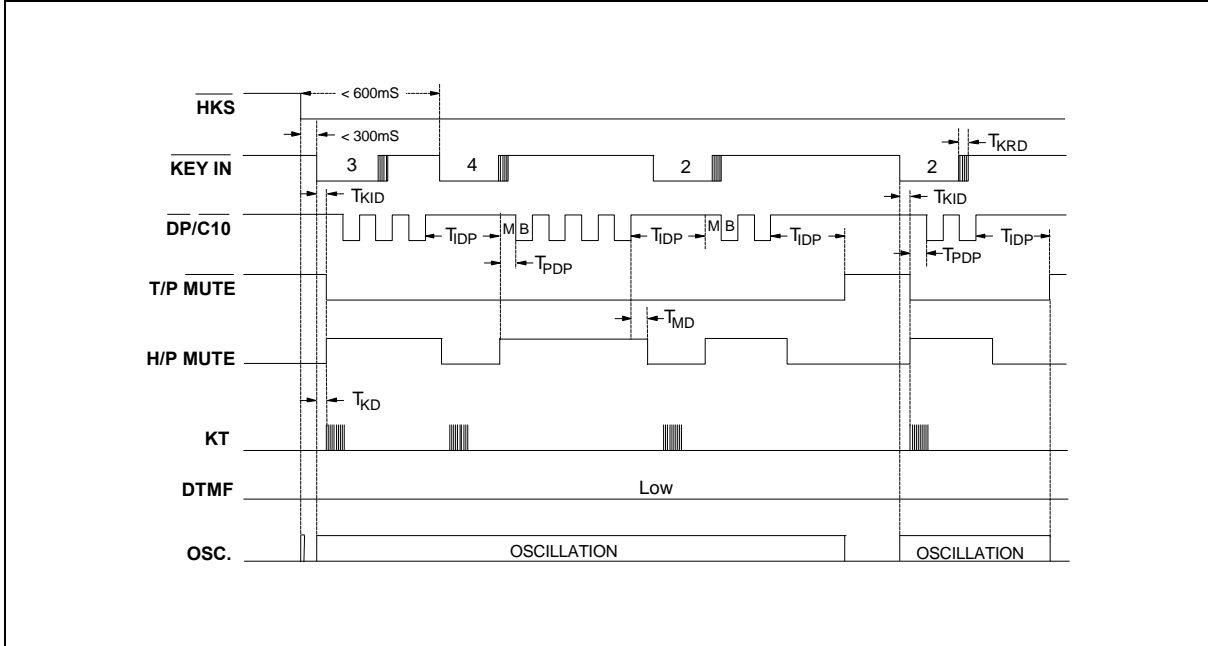


Figure 1(a). Normal Dialing Timing Diagram (Pulse Mode without Lock Function)

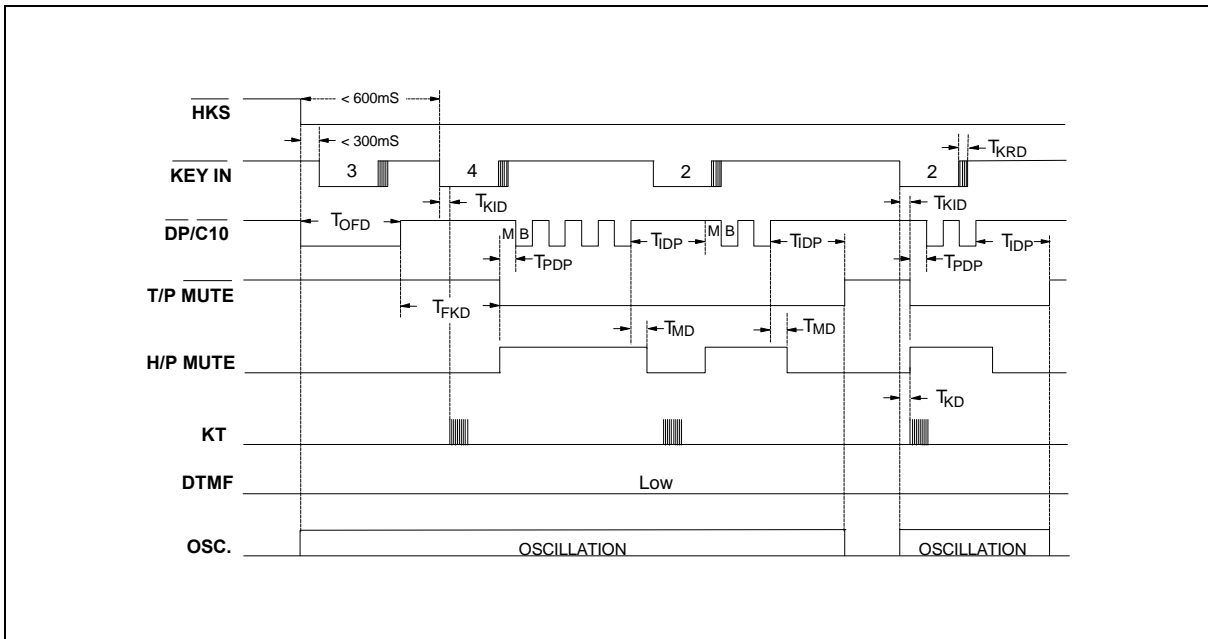


Figure 1(b). Normal Dialing Timing Diagram (Pulse Mode with Lock Function)

Timing Waveforms, continued

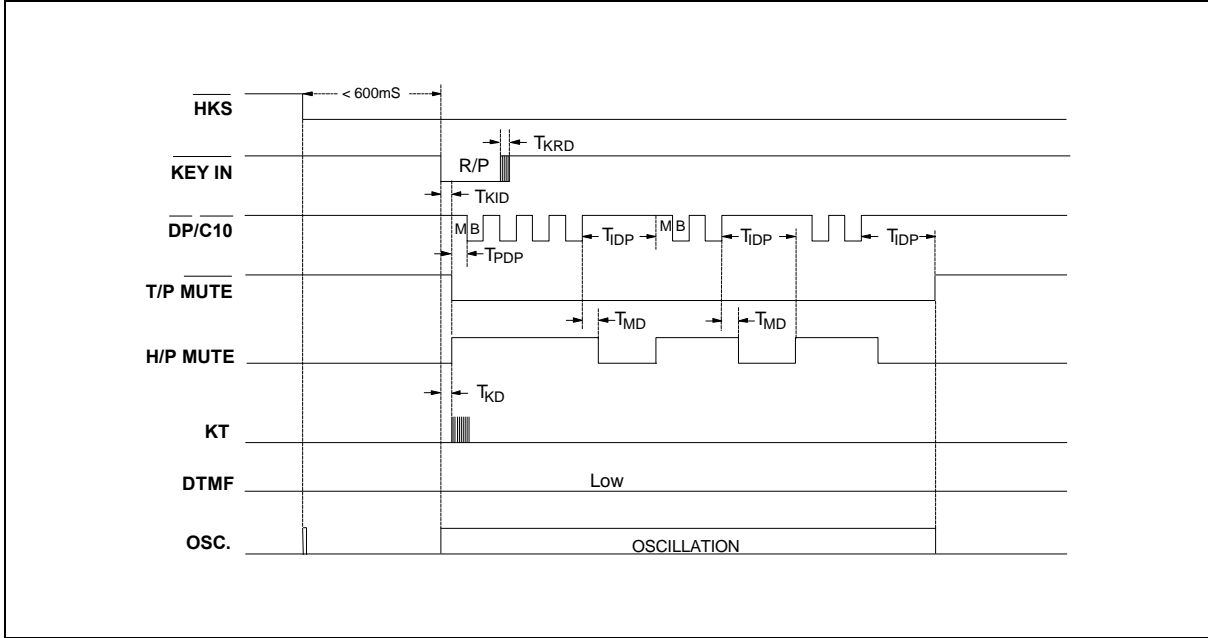


Figure 1(c). Auto Dialing Timing Diagram (Pulse Mode without Lock Function)

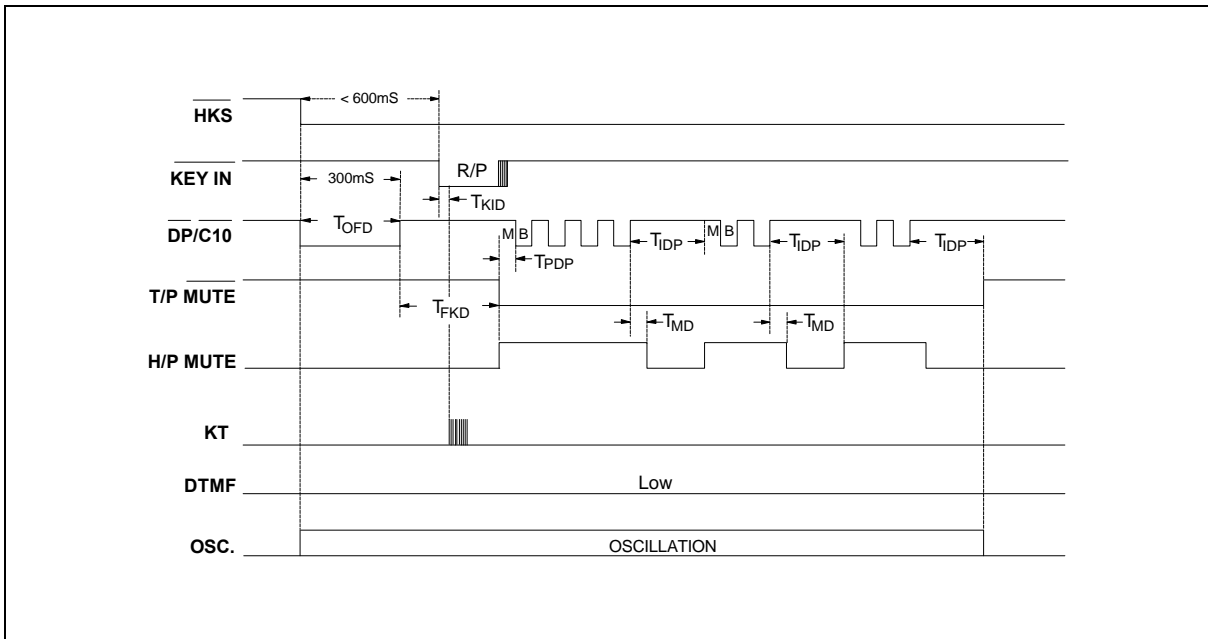


Figure 1(d). Auto Dialing Timing Diagram (Pulse Mode with Lock Function)

Timing Waveforms, continued

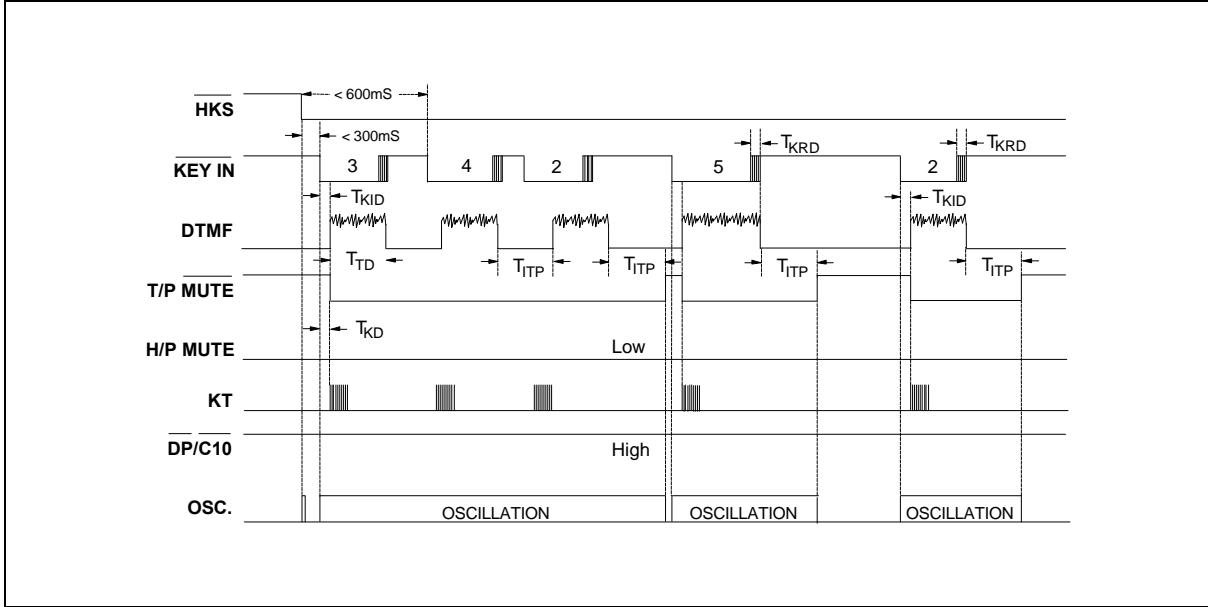


Figure 2(a). Normal Dialing Timing Diagram (Tone Mode without Lock Function)

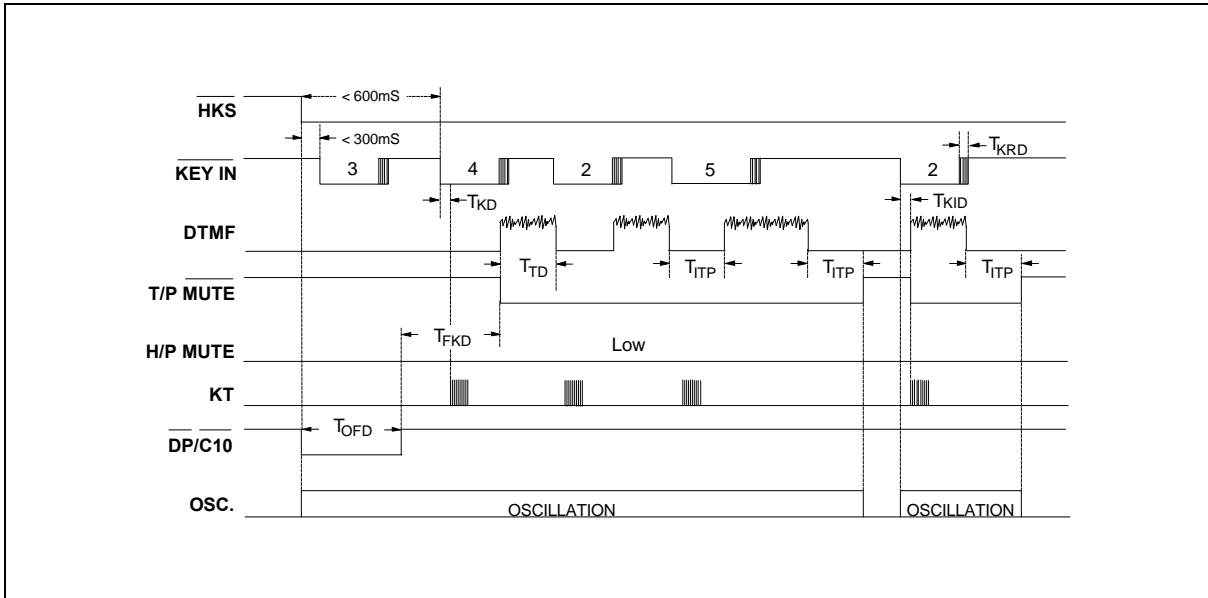


Figure 2(b). Normal Dialing Timing Diagram (Tone Mode with Lock Function)

Timing Waveforms, continued

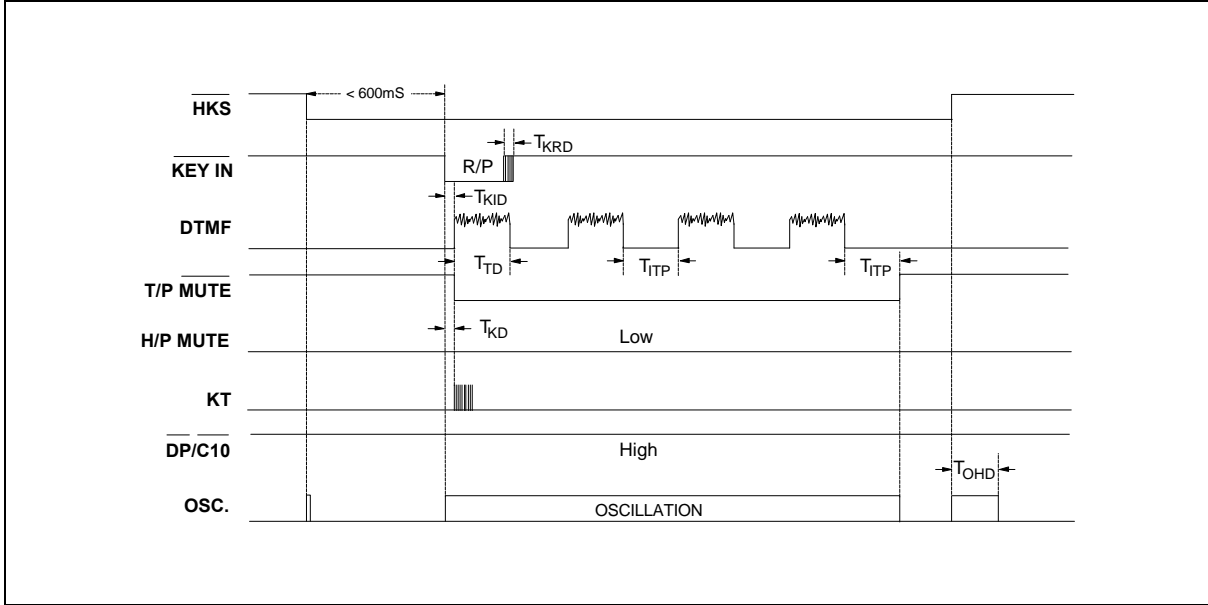


Figure 2(c). Auto Dialing Timing Diagram (Tone Mode without Lock Function)

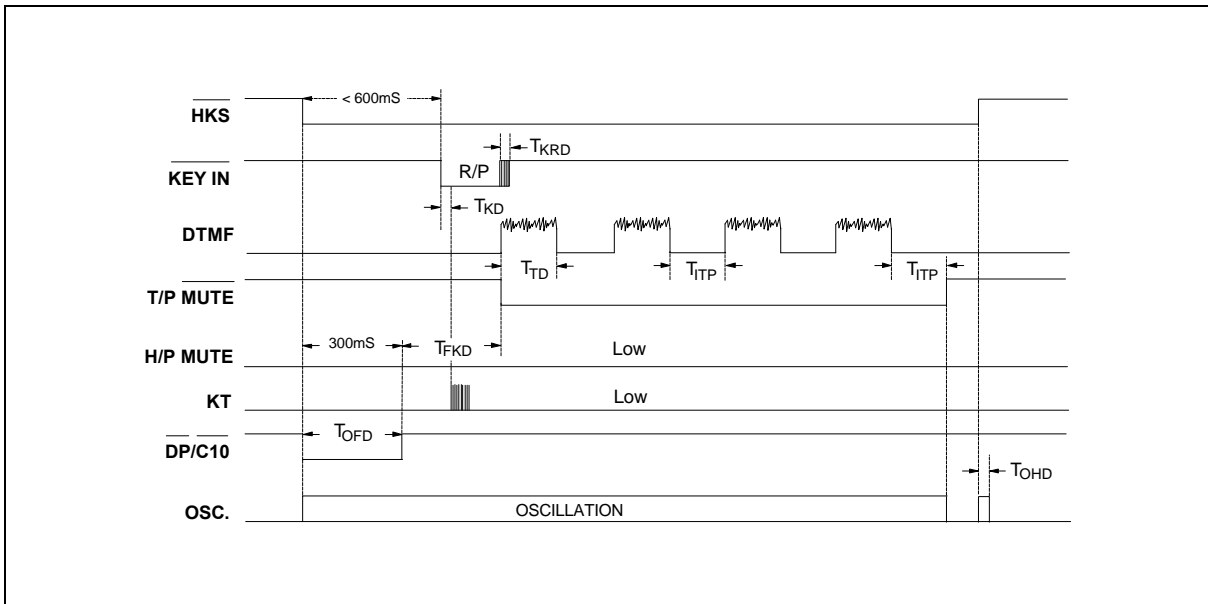


Figure 2(d). Auto Dialing Timing Diagram (Tone Mode with Lock Function)



Timing Waveforms, continued

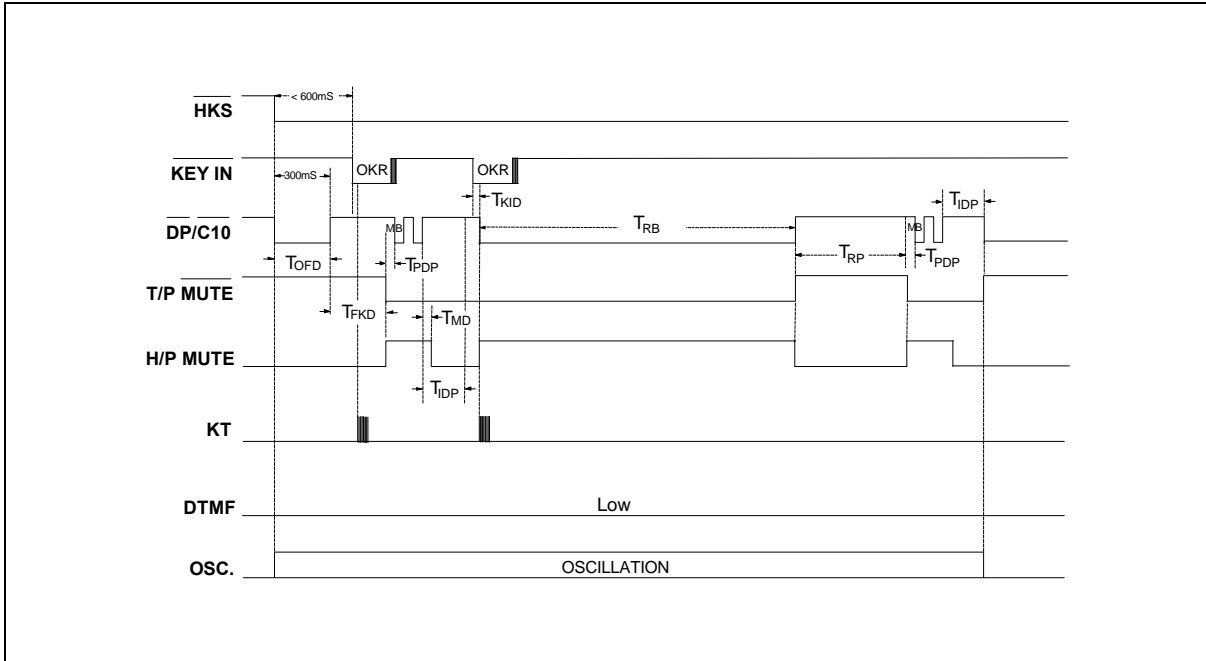


Figure 3. One-key Redial Timing Diagram

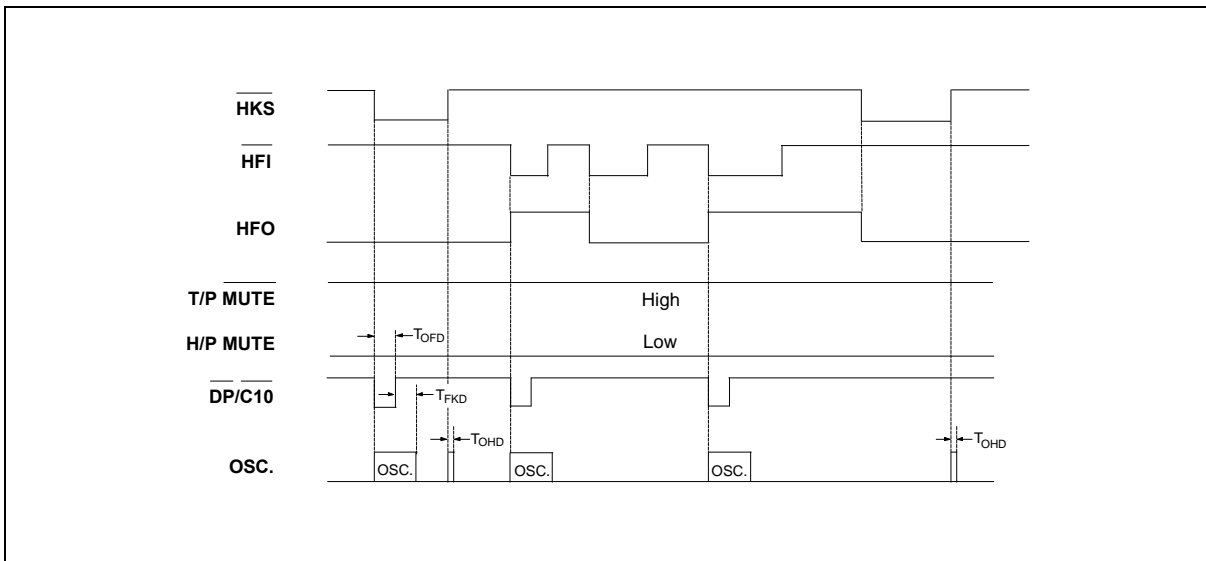


Figure 4(a). Handfree Timing Diagram (with Lock Function)

Timing Waveforms, continued

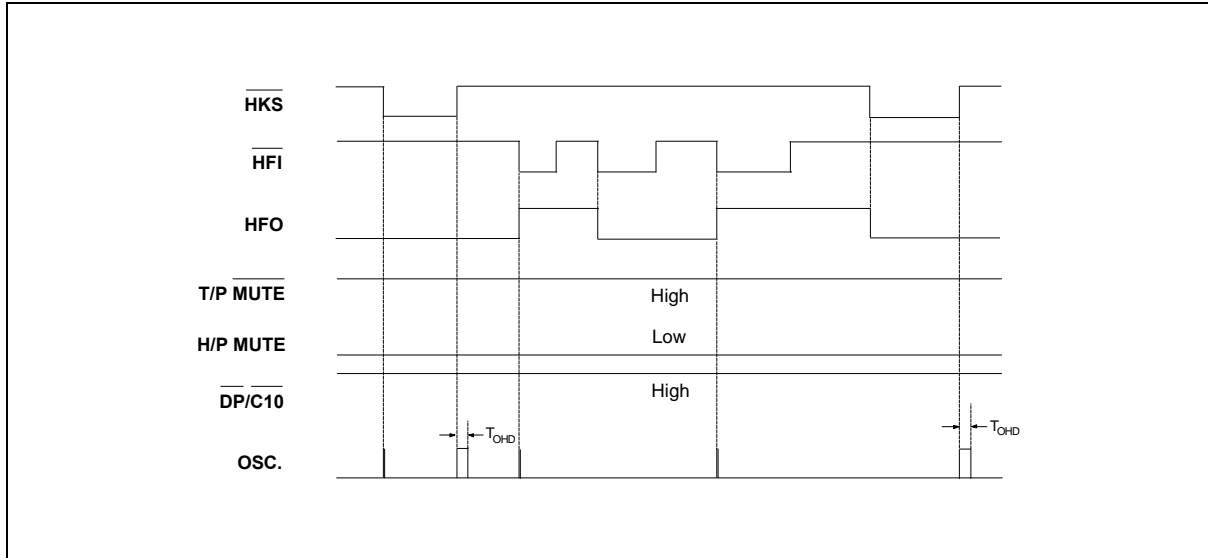


Figure 4(b). Handfree Timing Diagram (without Lock Function)

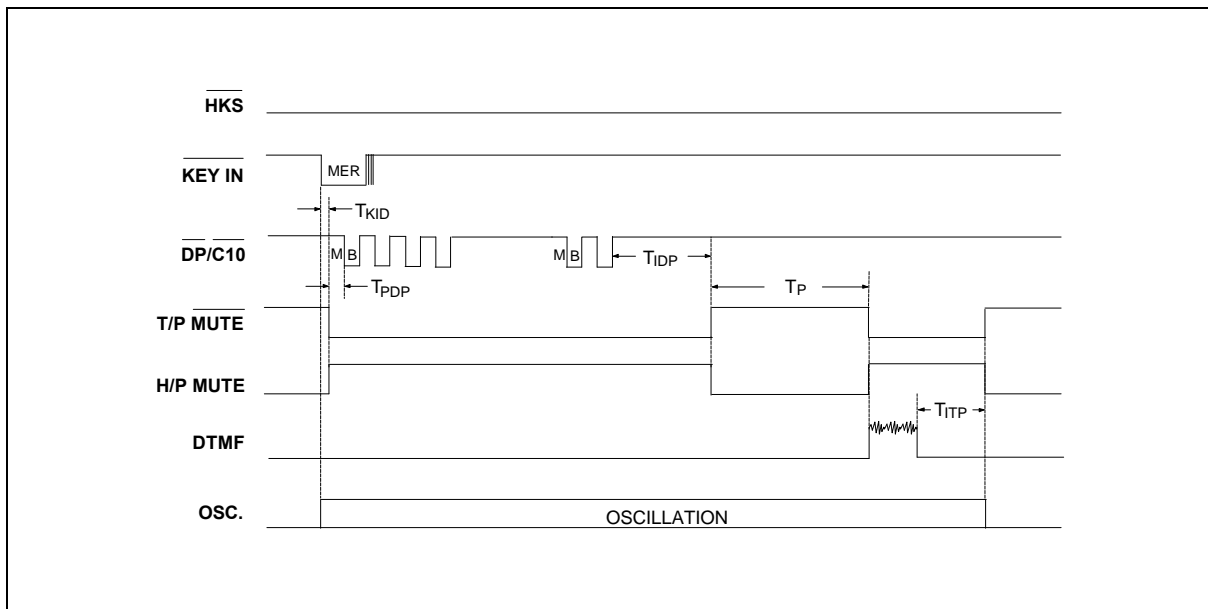


Figure 5. Mercury Function Timing Diagram

Timing Waveforms, continued

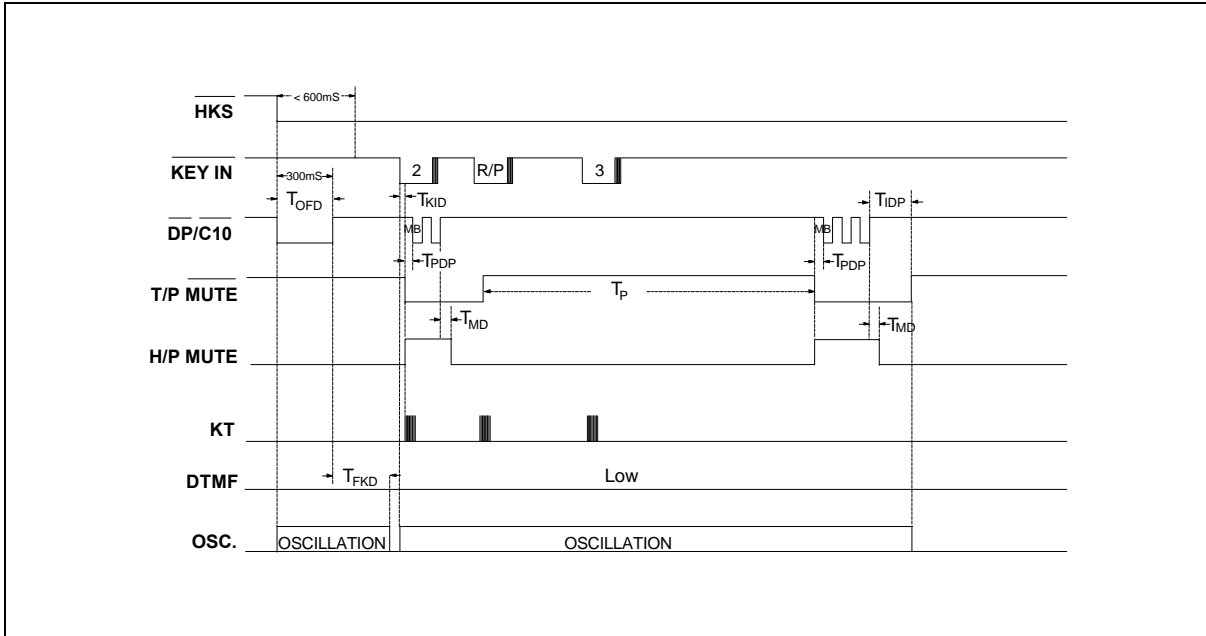


Figure 6. Pause Function Timing Diagram (Pulse Mode)

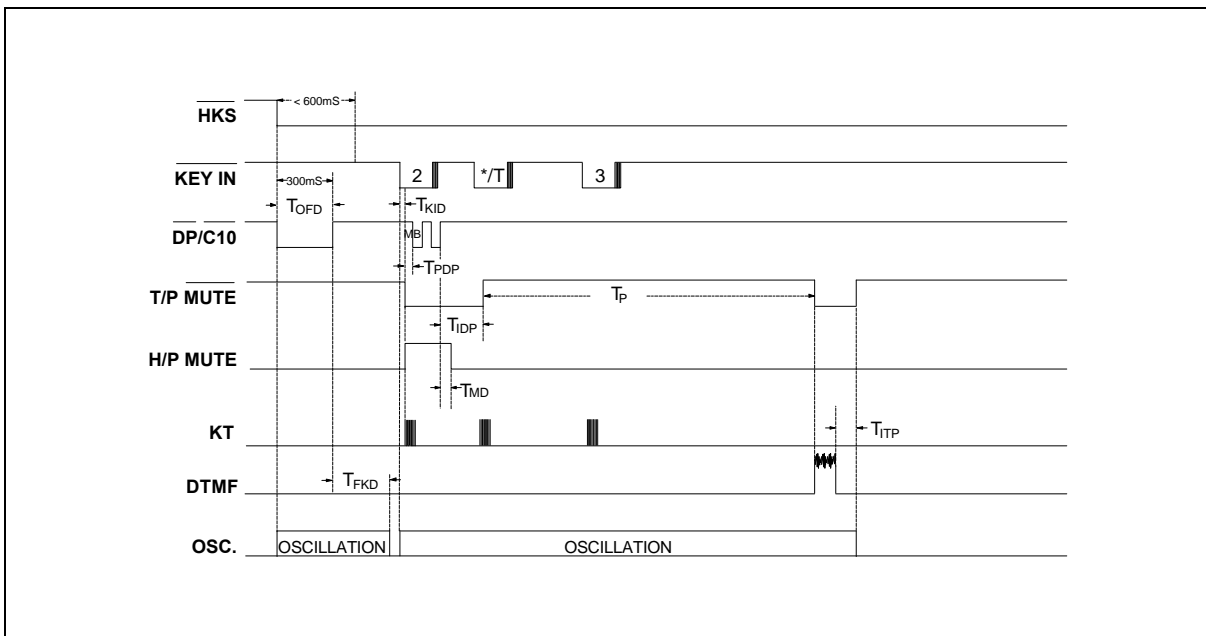


Figure 7. Pulse to Tone Timing Diagram

Timing Waveforms, continued

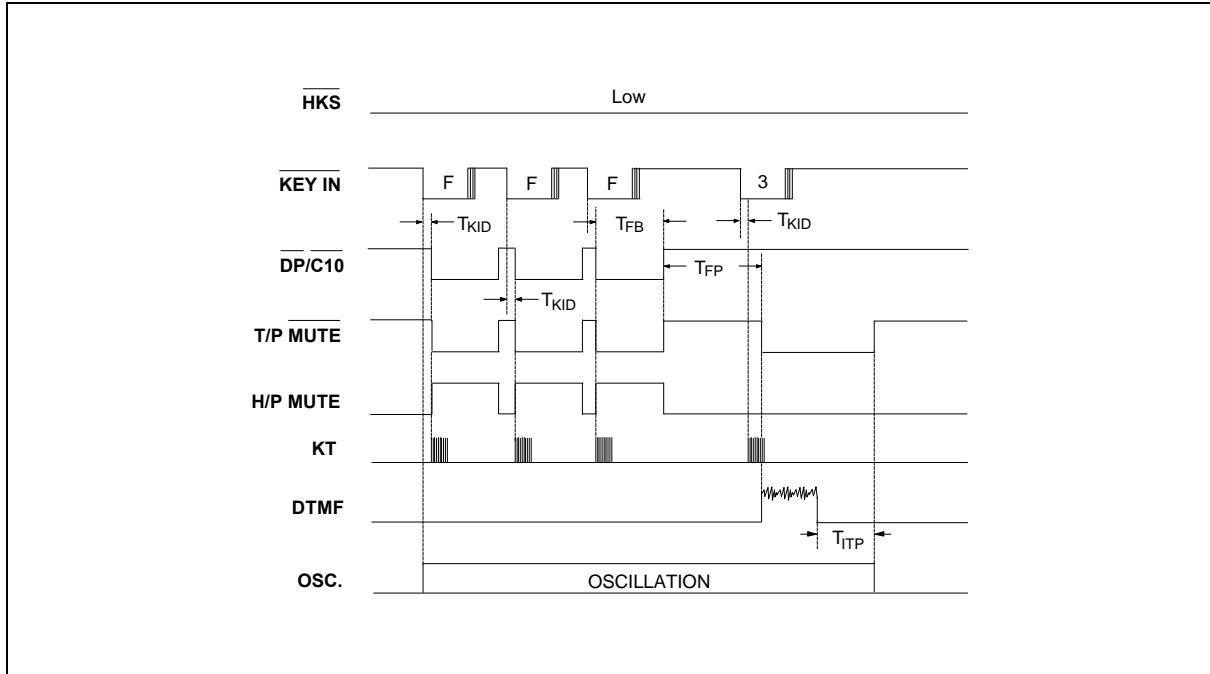


Figure 8. First Priority Flash Timing Diagram

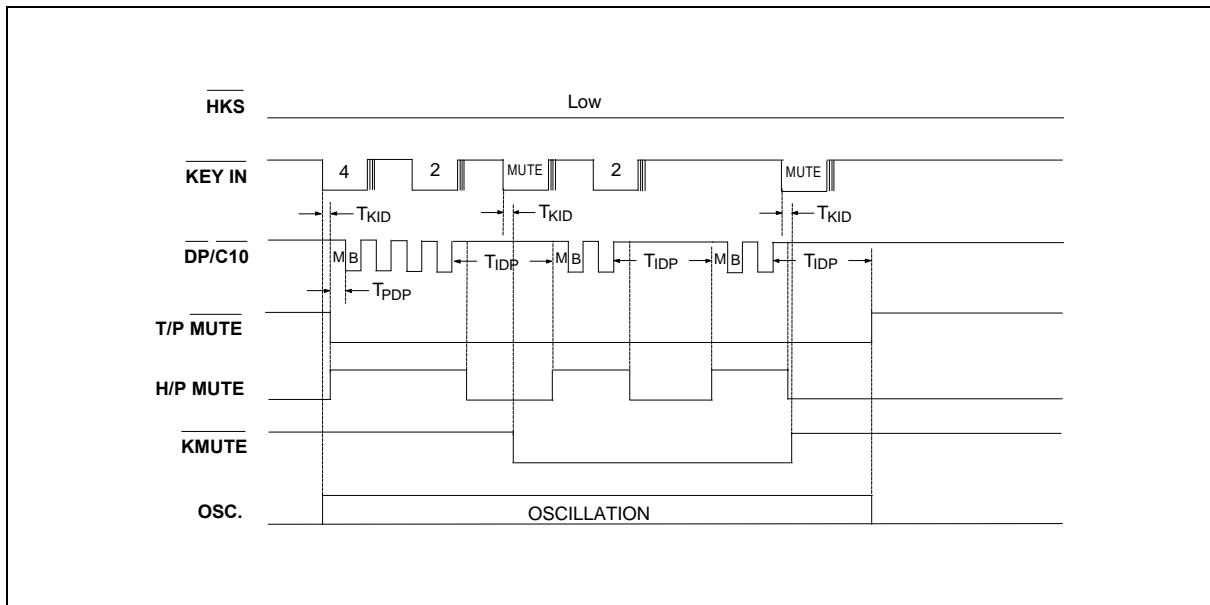


Figure 9. Mute Timing Diagram

Timing Waveforms, continued

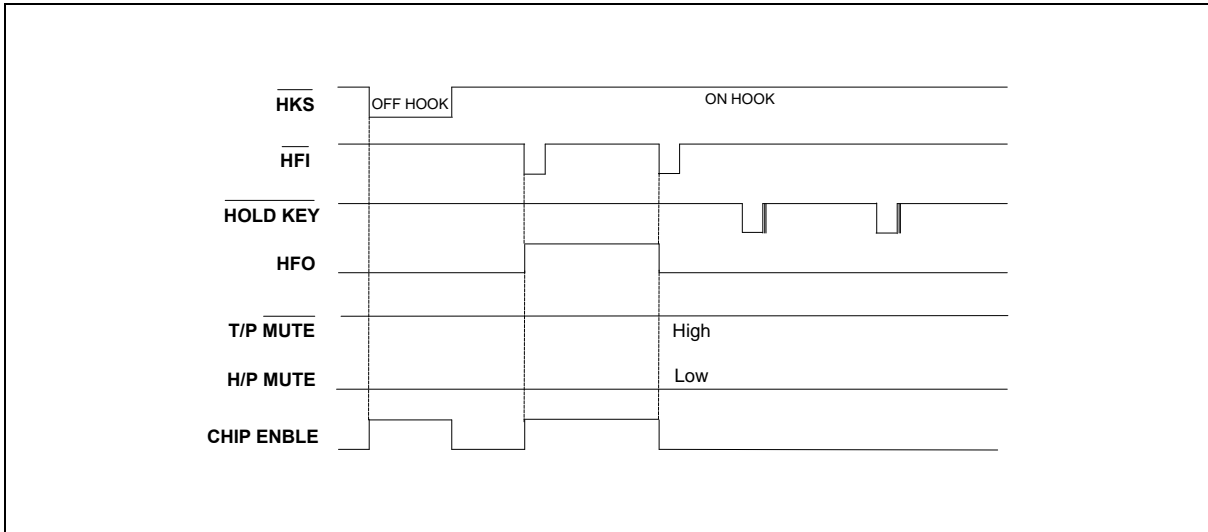


Figure 10(a). Hold and Handfree Timing Diagram

Note: The  $\overline{\text{HOLD KEY}}$  cannot be enabled when the chip is disabled.

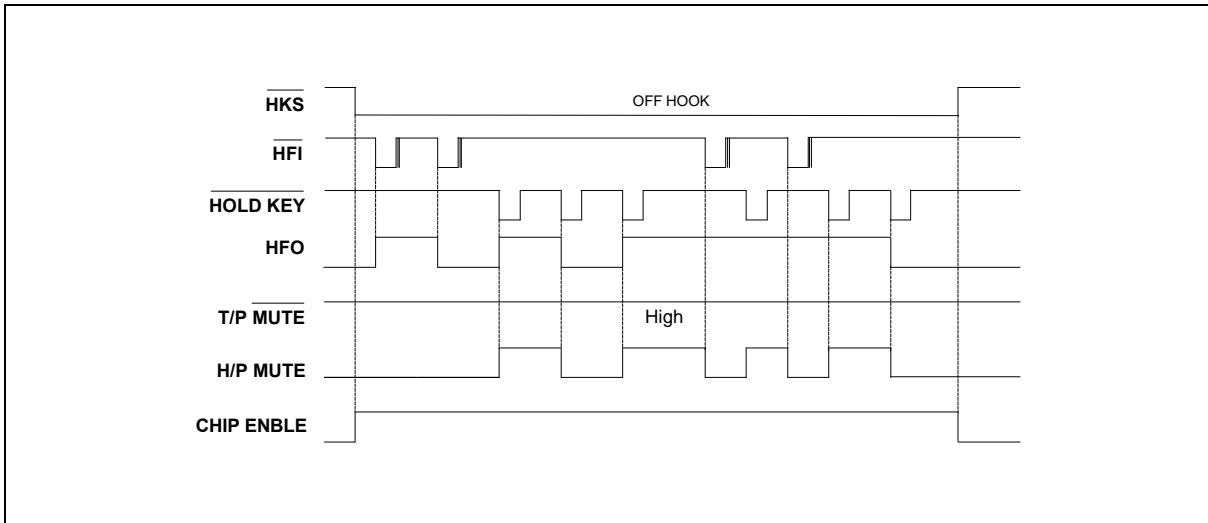


Figure 10(b). Hold and Handfree Timing Diagram

Note: The  $\overline{\text{HFI}}$  and  $\overline{\text{HOLD KEY}}$  inputs will toggle the HFO signal; as soon as either  $\overline{\text{HFI}}$  or  $\overline{\text{HOLD KEY}}$  is activated, the HFO signal will go high and previous activate inputs will be ignored.

Timing Waveforms, continued

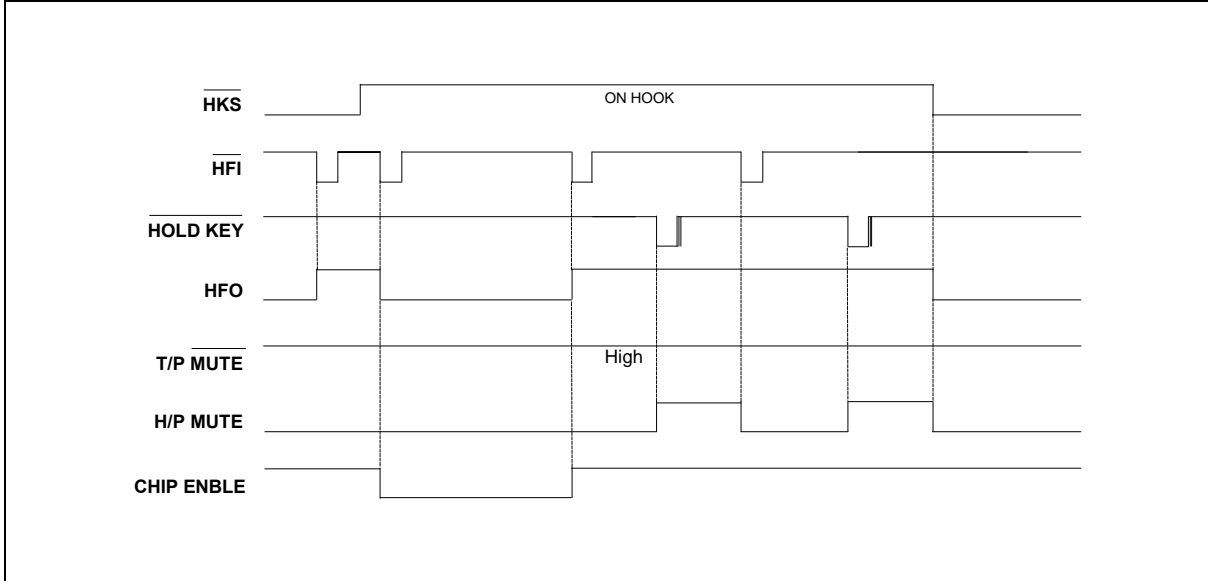


Figure 10(c). Hold and Handfree Timing Diagram

Note: Changing the state of the  $\overline{\text{HKS}}$  signal from high to low will initialize the HFO and HPM MUTE signals.

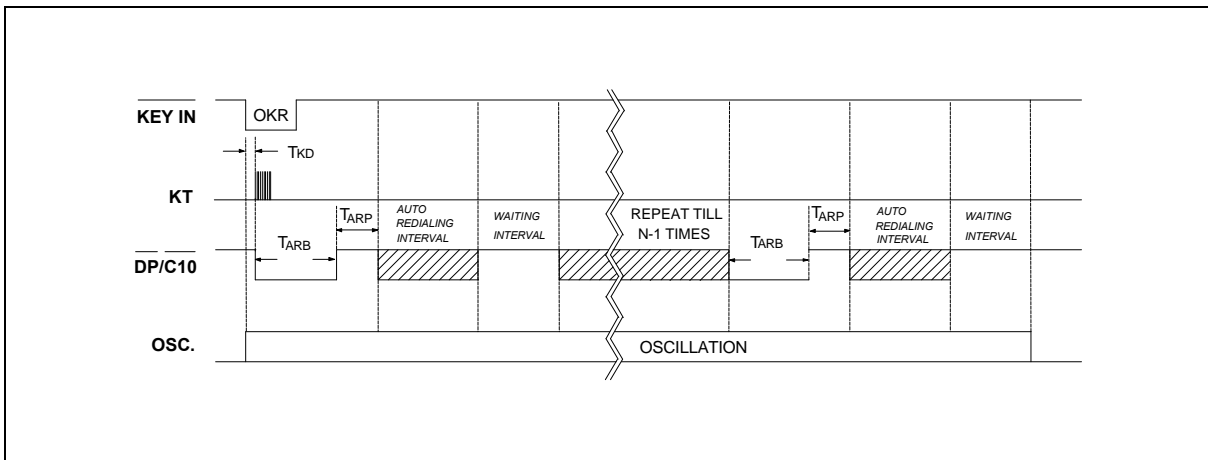


Figure 11(a). Auto Redialing Timing Diagram

Notes:

1. The auto redial function is enabled in off-hook or handfree state.
2. If OKR is the first key-in after off-hook or handfree then the first TARB and TARP will be ignored.

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Timing Waveforms, continued

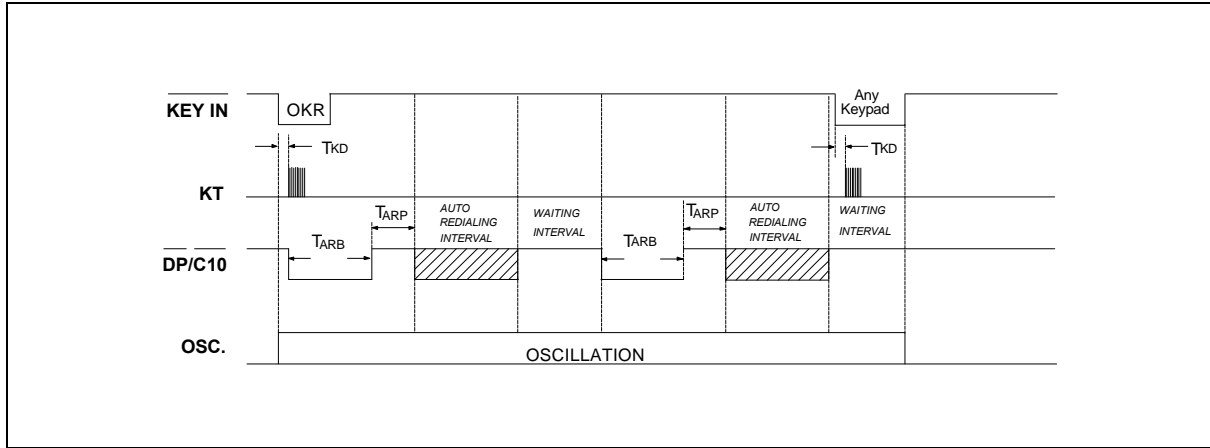
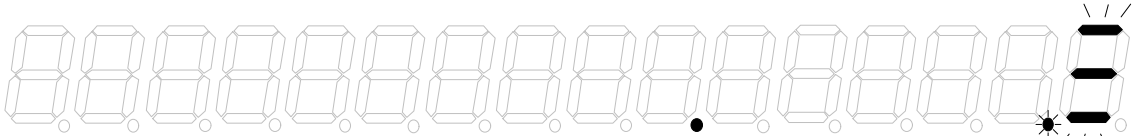


Figure 11(b). Auto Redialing Timing Diagram



## LCD DISPLAY FORMAT

### A. Normal Dialing



Off hook or press the "HFI" switch  
(Here tone mode was selected).

*Blinking*

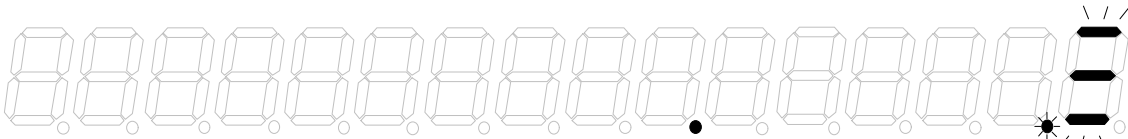


Dial "0123456789123456"



and "78"

### B. Redialing, Save Dialing, One Touch Dialing



Off hook or press the "HFI" switch  
(Here tone mode was selected).

*Blinking*

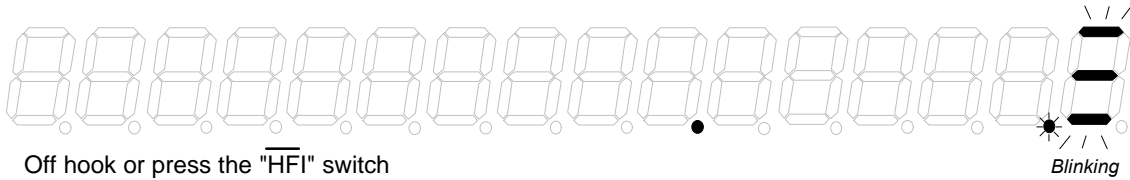


Press the "R/P", "OKR", "SAVE" or "Mn" key  
(Redial or SAVE or Mn = "8123456789")

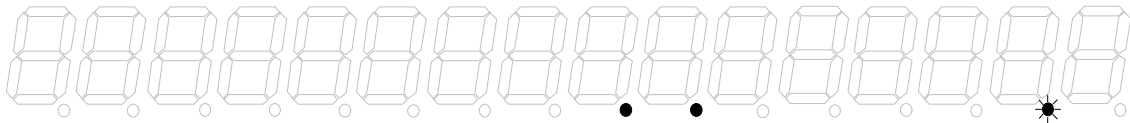




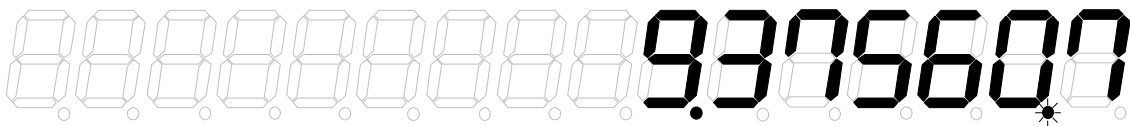
## C. Abbreviated Auto Dialing



Off hook or press the "HFI" switch  
(Here tone mode was selected).



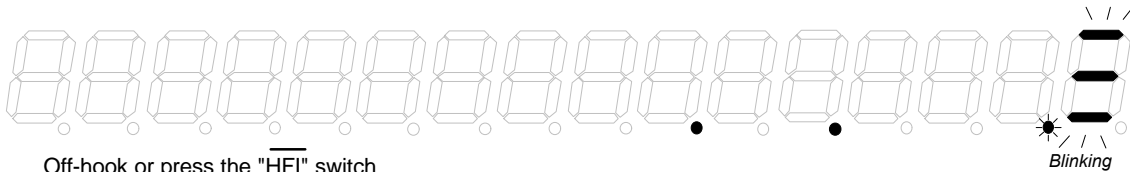
Press the "A1" key in chip enable condition  
(L5 = "9375607", here L5 is the fifth memory)



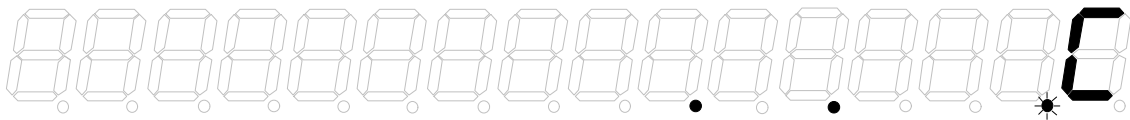
Press the "5" key

## D. Memory Check

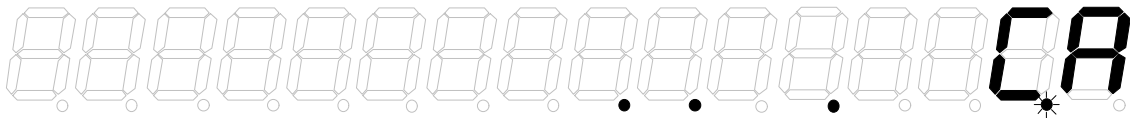
a.



Off-hook or press the "HFI" switch  
(L6 = "314P4430256", and here handfree and tone mode were selected)



Press the "CHK" key



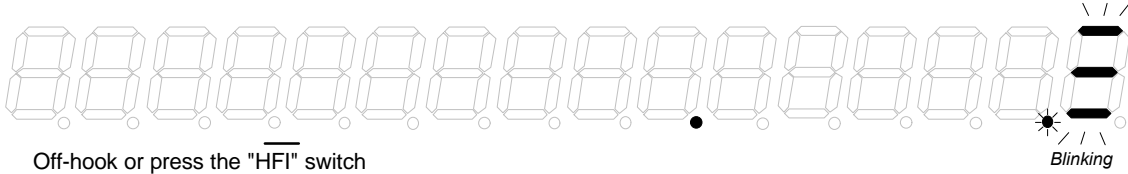
Press the "A1" key  
(The auto(A) is shown on check and store mode)



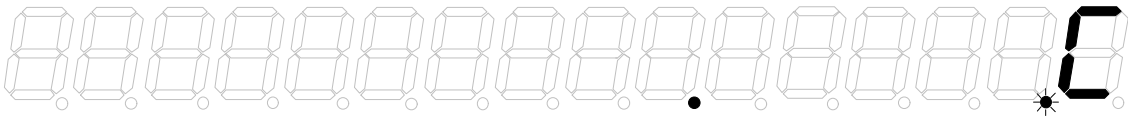
Press the "6" key



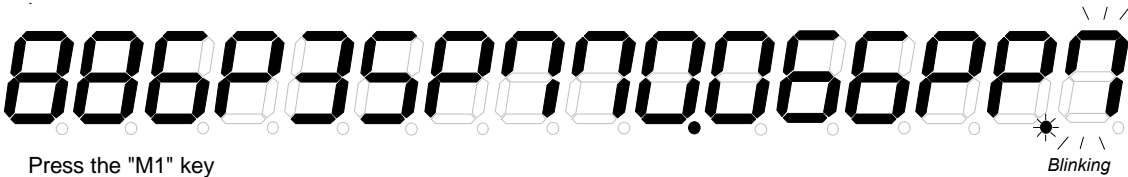
b.



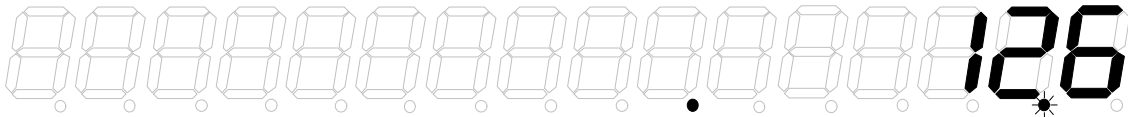
Off-hook or press the "HFI" switch  
(M1= "886P35P770066PP7126", and here pulse mode was selected)



Press the "CHK"



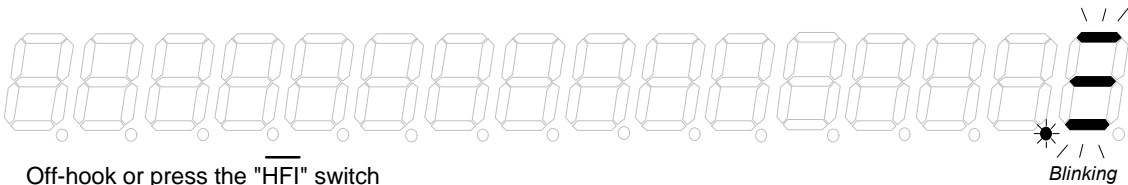
Press the "M1" key  
(Display 1 to 16 digits)



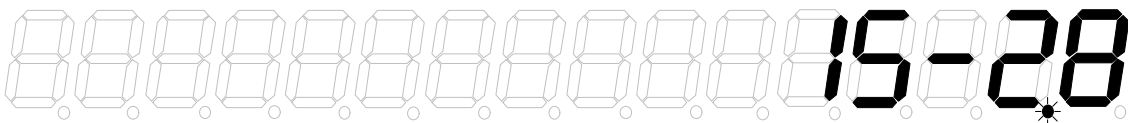
Press "any key"  
(Display 17 to 19 digits)

## E. Timer Function

a.

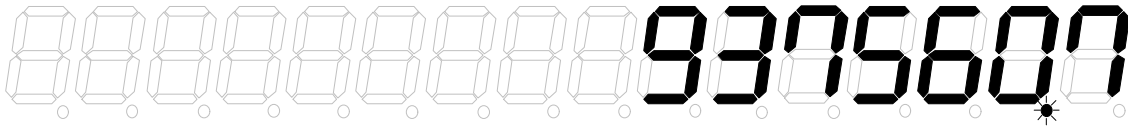


Off-hook or press the "HFI" switch  
(here pulse mode was selected)

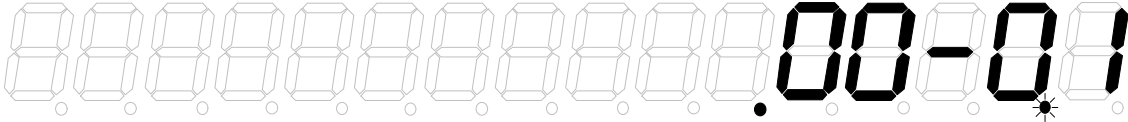


Press the "TIM" key  
(Display last calling time)

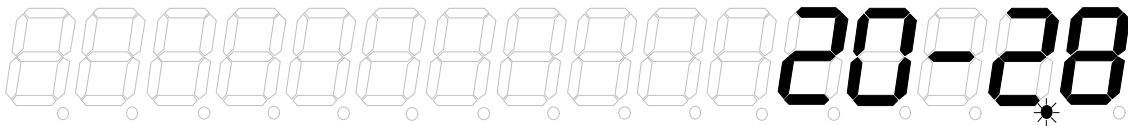
# W91570DN SERIES



Dial "9375607"

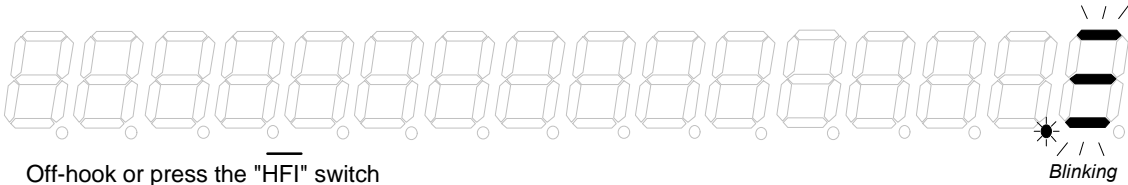


If "9375607" is dialed completed, the system will start timer after 6 seconds  
(Timer will start counting up)

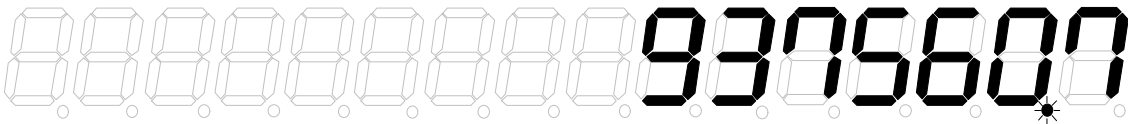


Press the "TIM"  
(Timer will stop)

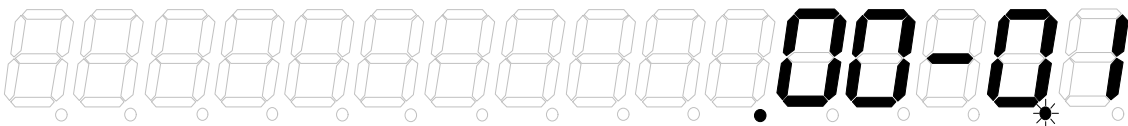
b.



Off-hook or press the "HFI" switch  
(here pulse mode was selected)

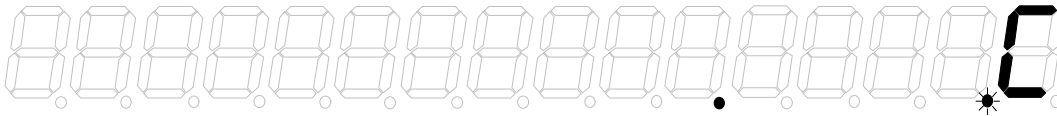


Dial "9375607"

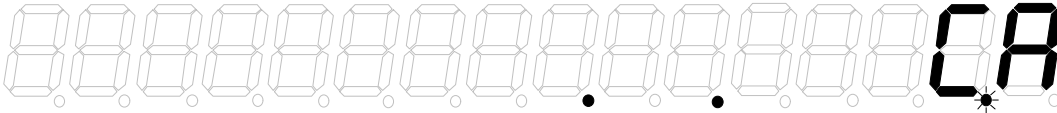


If "9375607" is dialed completed  
press the "TIM" key  
(Timer will start counting up)

# W91570DN SERIES



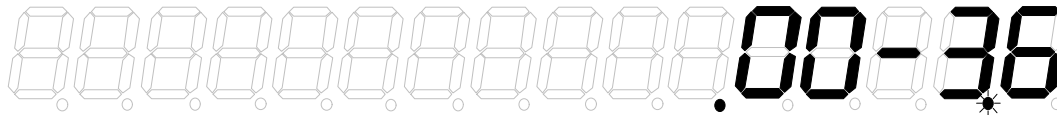
Press the "CHK" key  
(L6 = "314P4430256")



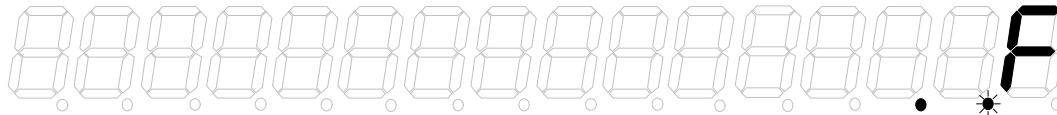
Press the "A1" key



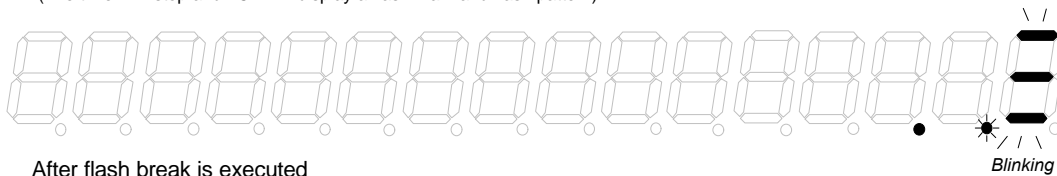
Press the "6" key



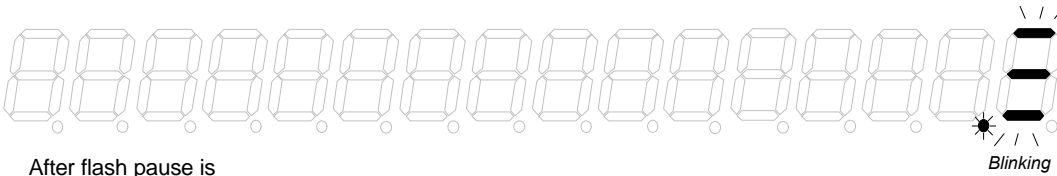
The system will go back to timer mode after 6 seconds  
(Timer count up continuously)



Press the "F1", "F2" or "F3" key  
(The timer will stop and LCD will display a flash mark and flash pattern)



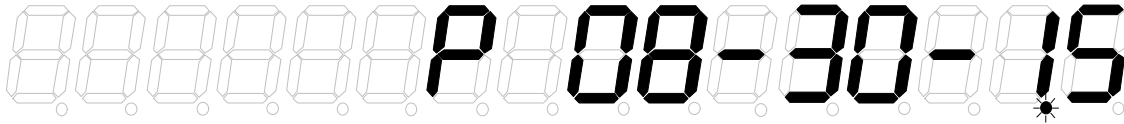
After flash break is executed



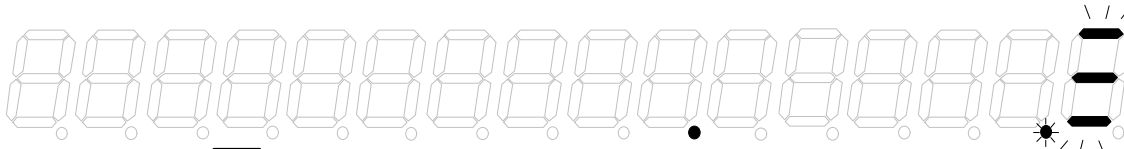
After flash pause is



F. RTC Setting Function

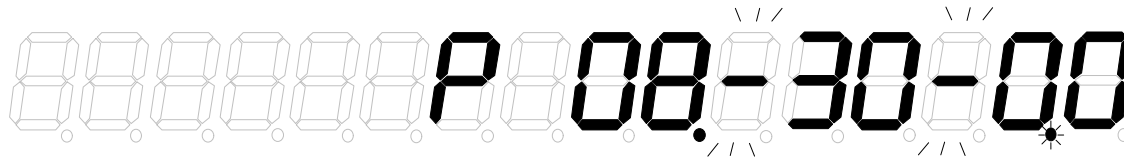


On-hook  
(Display real time)

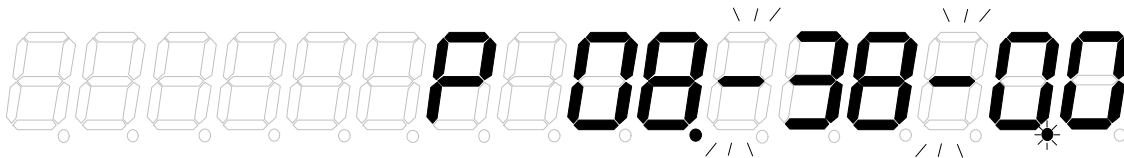


Off-hook, before  $\overline{\text{SET}}_{\text{RTC}}$  pin was switched ON  
(Here tone mode was selected)

Blinking

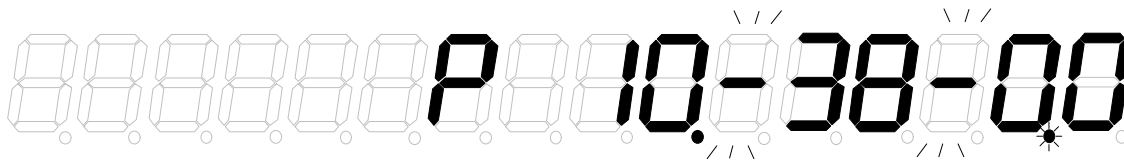


Entering "Setting Mode"

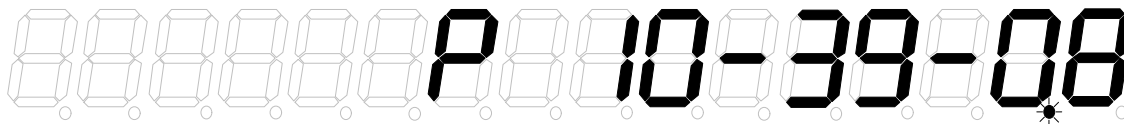


Adjusting "Hour"  
(Hour counts forward as long as pressing)

Blinking



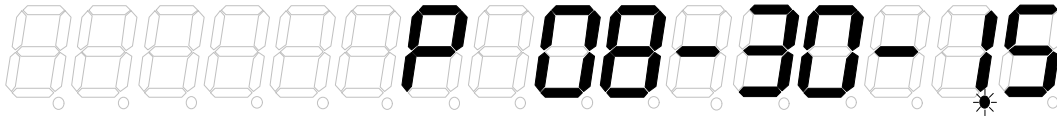
Adjusting "Minute"  
(Minute counts forward as long as pressing)



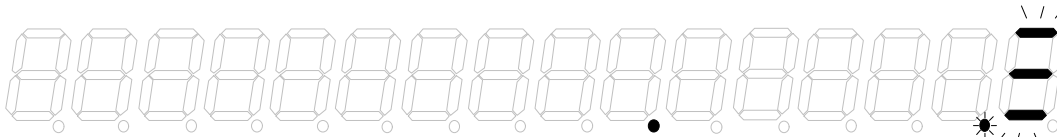
On-hook or switching  $\overline{\text{SET}}_{\text{RTC}}$  pin OFF  
(Here on-hook was selected)



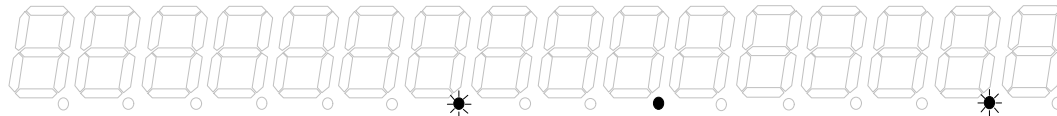
## G. RTC Display Function



On-hook  
(Display real time)



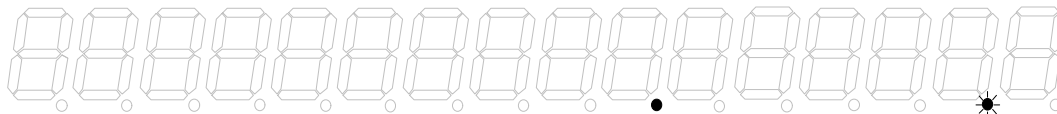
Off-hook or press the "HFI" switch  
(Here off-hook and tone mode was selected)



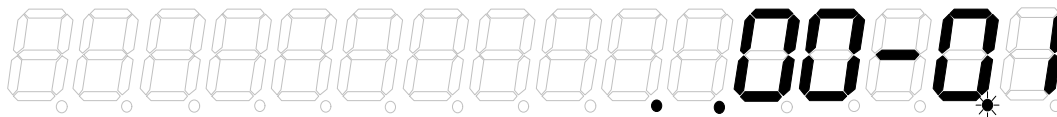
Press the "MER" key  
(MER = "035PP770066")



Press the "RTC" key when "MER" dialing  
is completed within 6 seconds.



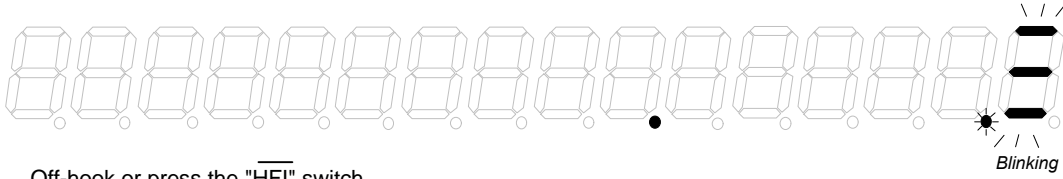
Press the "RTC" key again



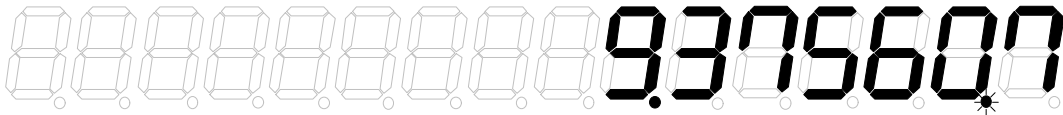
If the "MER" is dialed completed for 6 seconds



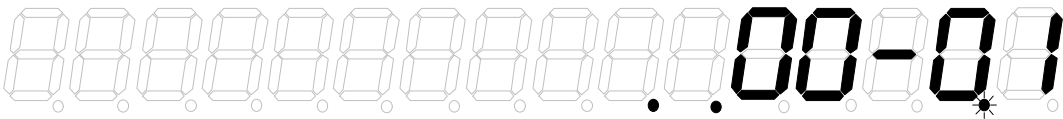
## H. Mute Function



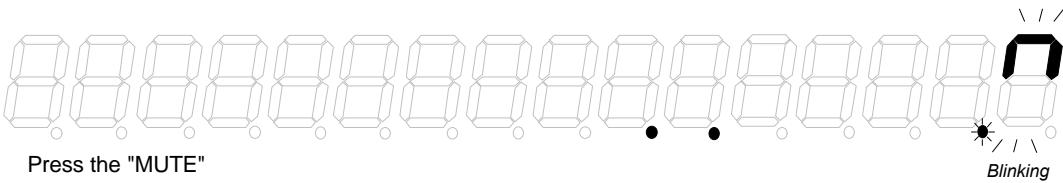
Off-hook or press the "HFI" switch



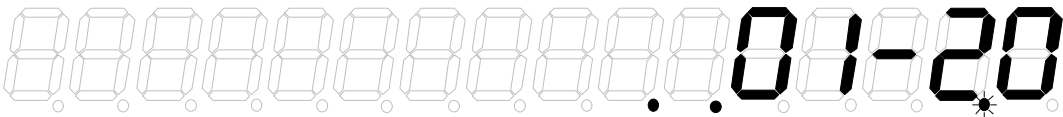
Dial "9375607"



If "9375607" is dialed completed  
Press the "TIM" key  
(Timer will start counting up)

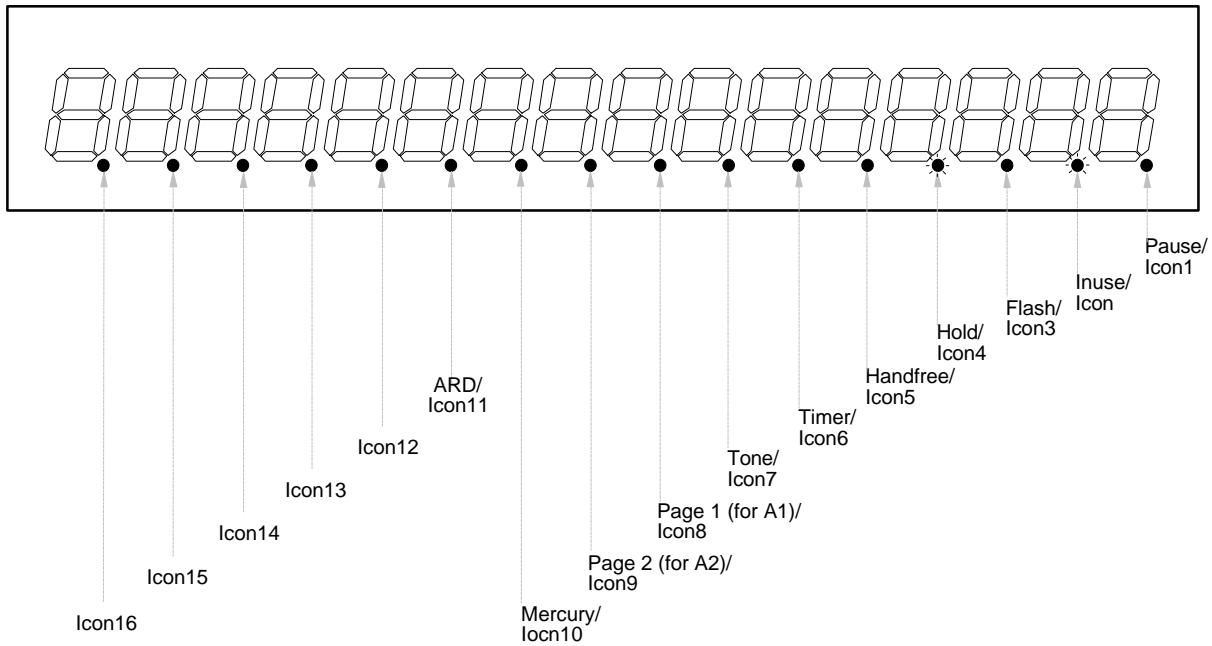
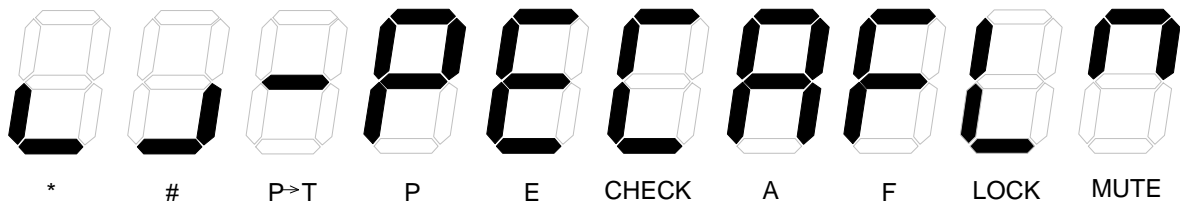
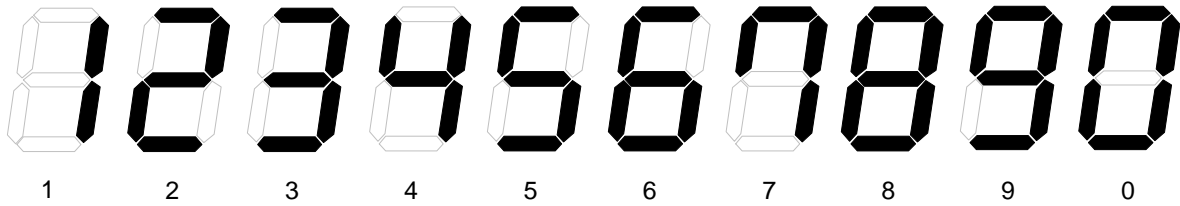


Press the "MUTE"



Press the "MUTE" key again

## LCD PATTERN FOR DATA



Notes:

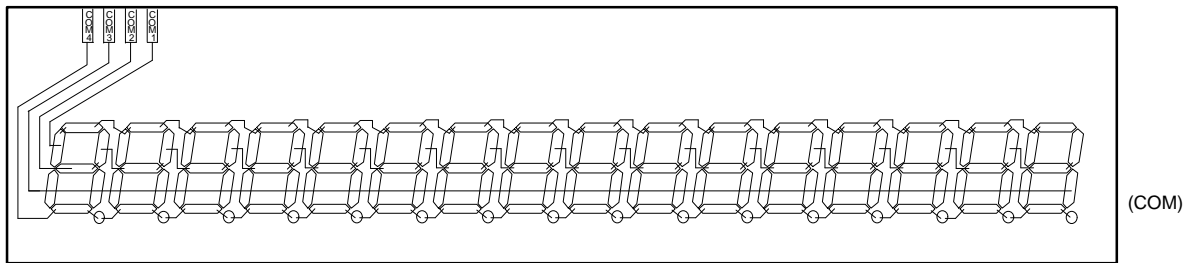
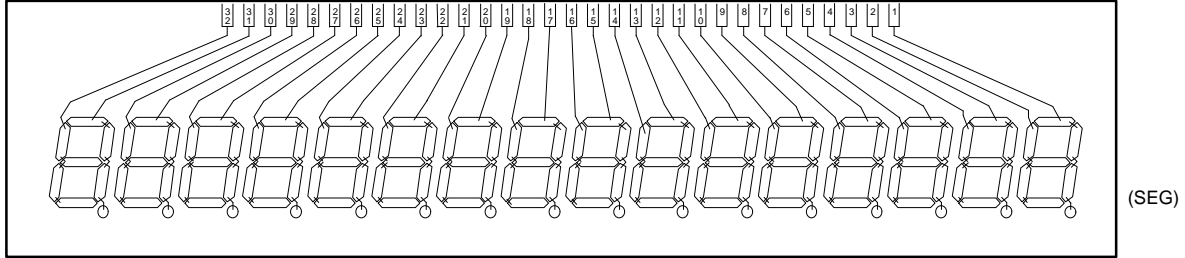
1. The icon1 to icon 10 are controlled by function operation.
2. The icon 12 to icon16 can be toggled on/off individually, irrespective of keypad function.
3. The off-hook (or hand free) state of icon12 is on, the other icons are off.
4. The icon2 always blinked after power on.



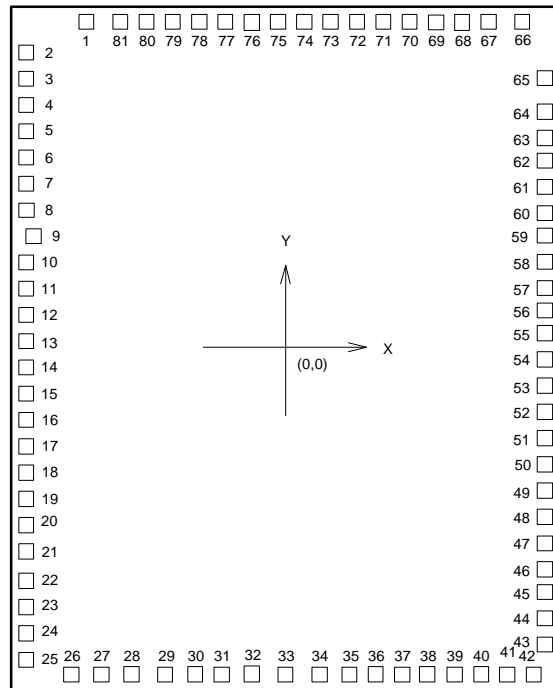
# W91570DN SERIES



## LCD PANEL PATTERN



## BONDING PAD DIAGRAM



Notes:

1. The substrate must be connected to Vss



## W91570DN SERIES

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2. The chip size is  $3450 \times 4280 \mu\text{m}^2$

# W91570DN SERIES



## Bonding Pad List

PAD NO.	PAD NAME	PIN NAME	X	Y	PAD NO.	PAD NAME	PIN NAME	X	Y
1	SEG29<15>	1	-1205.80	1988.70	42	TESTL	41	1514.90	-2009.80
2	SEG30<15>	2	-1581.90	1871.70	43	APSET	42	1589.40	-1805.40
3	SEG31<16>	3	-1581.90	1716.70	44	XT2	43	1589.40	-1638.20
4	SEG32<16>	4	-1581.90	1561.70	45	XT2	44	1589.40	-1488.20
5	TEST	5	-1581.90	1389.40	46	VLCD	45	1589.40	-1333.60
6	K MUTE	6	-1581.90	1231.40	47	VRTC2	46	1589.40	-1179.00
7	KT	7	-1581.90	1073.20	48	CN	47	1589.40	-996.00
8	TEST1	8	-1581.90	915.20	49	CP	48	1589.40	-844.00
9	VDD	9	-1546.90	749.00	50	COM<1>	49	1589.40	-668.90
10	NC/LOCK	10	-1581.90	579.10	51	COM<2>	50	1589.40	-513.90
11	B/M	11	-1581.90	421.10	52	COM<3>	51	1589.40	-358.90
12	DTMF	12	-1581.90	248.00	53	COM<4>	52	1589.40	-203.90
13	SET RTC	13	-1581.90	67.00	54	SEG1<1>	53	1589.40	-48.90
15	VSS	14	-1581.90	-241.00	55	SEG2<1>	54	1589.40	106.10
16	H/P MUTE	15	-1581.90	-391.00	56	SEG3<2>	55	1589.40	261.10
17	T/P MUTE	16	-1581.90	-549.20	57	SEG4<2>	56	1589.40	416.10
18	HFO	17	-1581.90	-707.20	58	SEG5<3>	57	1589.40	571.10
19	DP/C10	18	-1581.90	-865.40	59	SEG6<3>	58	1589.40	726.10
20	MODE	19	-1581.90	-1023.40	60	SEG7<4>	59	1589.40	881.10
21	COL1	20	-1581.90	-1194.10	61	SEG8<4>	60	1589.40	1036.10
22	COL2	21	-1581.90	-1377.10	62	SEG9<5>	61	1589.40	1191.20
23	COL3	22	-1581.90	-1560.30	63	SEG10<5>	62	1589.40	1346.20
24	COL4	23	-1581.90	-1743.30	64	SEG11<6>	63	1589.40	1501.20
25	COL5	24	-1581.90	-1926.50	65	SEG12<6>	64	1589.40	1720.60
26	COL6	25	-1196.70	-2009.80	66	SEG13<7>	65	1407.40	1987.70
27	COL7	26	-1013.70	-2009.80	67	SEG14<7>	66	1158.00	1987.70
28	COL8	27	-830.50	-2009.80	68	SEG15<8>	67	1003.00	1987.70
29	COL9	28	-647.50	-2009.80	69	SEG16<8>	68	848.00	1987.70
30	ROW1	29	-464.30	-2009.80	70	SEG17<9>	69	693.00	1987.70
31	ROW2	30	-281.30	-2009.80	71	SEG18<9>	70	538.00	1987.70
32	ROW3	31	-98.10	-2009.80	72	SEG19<10>	71	383.00	1987.70
33	ROW4	32	84.90	-2009.80	73	SEG20<10>	72	228.00	1987.70
34	ROW5	33	268.10	-2009.80	74	SEG21<11>	73	72.90	1987.70
35	XT1	34	435.60	-2009.80	75	SEG22<11>	74	-82.10	1987.70
36	XT1	35	585.60	-2009.80	76	SEG23<12>	75	-237.10	1987.70
37	HKS	36	735.60	-2009.80	77	SEG24<12>	76	-392.10	1987.70

# W91570DN SERIES



Bonding Pad List, continued

PAD NO.	PAD NAME	PIN NAME	X	Y	PAD NO.	PAD NAME	PIN NAME	X	Y
38	HFI	37	885.60	-2009.80	78	SEG25<13>	77	-547.10	1987.70
39	VRTC1	38	1040.70	-2009.80	79	SEG26<13>	78	-702.10	1987.70
40	TEST2	39	1198.80	-2009.80	80	SEG27<14>	79	-857.10	1987.70
41	ARD	40	1356.80	-2009.80	81	SEG28<14>	80	-1012.10	1987.70
14	DISP		-1581.90	-91.00					

Note: Pad 14 is for 12-digit LCD display bonding only.



# W91570DN SERIES

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Note: All data and specifications are subject to change without notice.