

# **Application Note**

### For Plastic Logic's UC8156 based displays

## "Controlling the Active Border"

The behaviour and refresh of the Active Border (AB) can be controlled by using Reg[1Dh]:

(30) VBorder Setting (Index: 1Dh) (Default: 30h)

Action	R/W	D7	D6	D5	D4	D3	D2	D1	D0
Vborder Setting	R/W		VBST[3:0]			VBLV[1:0]		VBINIT	VBEN

VBST[3:0]: Selection VBD transitions.

VBST	VBD Transitions
0000	GS0→GS0
0001	GS0→GS1
0010	GS0→GS2
0011	GS0→GS3
0100	GS1→GS0
0101	GS1→GS1
0110	GS1→GS2
0111	GS1→GS3

VBST	VBD Transitions
1000	GS2→GS0
1001	GS2→GS1
1010	GS2→GS2
1011	GS2→GS3
1100	GS3→GS0
1101	GS3→GS1
1110	GS3→GS2
1111	GS3→GS3

VBLV[1:0]: Selection VBD level during "non-update time".

00: HiZ 01: VCOM 1x: GND

VBINIT: Selection which transitions for initialize update.

O: Use initial transitions. (R13h INITTS)

1: Use VBD transitions.

VBEN: Selection whether to switch the border during next update or not.

0: VBD update Disable.

1: VBD update Enable.

This command can be active only when DBUSY = "0".

Typically the Active Border is already "pre-driven" to a target color by Plastic Logic before shipment.

#### Register overwrite after Power-on

If you want to keep this color and not update the AB anymore, you need to change the register value after power-up:

Reg[1Dh]=04h -> VBD level during "non-update time" = VCOM (not doing this might cause the AB to "drift" towards darker or lighter greylevels during updates)

#### Change color of Active Border

If you like the change the AB's color you need to choose the relevant VBD Transition first,

Example 1: AB is currently Black (GS0) and AB should get switched to White (GS3) → GS0→GS3 → VBST='0011'

Example 2: AB is currently White (GS3) and AB should get switched to Black (GS0) → GS3→GS0 → VBST='1100'

In addition you need to set:

VBINIT='1'

VBEN='1'

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The actual AB update is done during the next display update triggered by Reg[14h].bit0 (DWTRG).

Example source code: