

S1D13L01
Power Consumption

Document Number: XA9A-G-002-01.1

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1 S1D13L01 Power Consumption

S1D13L01 power consumption is affected by many system design variables.

- Memory clock frequency (MCLK): CPU performance to memory, and other functions – the higher the frequency, the higher the performance and power consumption.
- Pixel clock frequency (PCLK): determines the LCD frame-rate – the higher the frequency, the higher the frame-rate and power consumption.
- V_{DD} voltage level: the voltage level affects power consumption – the higher the voltage, the higher the power consumption.
- Display mode: the resolution and color depth affect power consumption – the higher the resolution/color depth, the higher the power consumption.
- Layer Rotation: using a layer rotation option of either 90 or 270 degrees, will be higher power consumption than 0 or 180 degrees.
- Look Up Table: if a LUT is used, then power consumption will be higher.

The S1D13L01 supports software initiated power save modes. The power consumption in power save modes is affected by various system design variables.

- Clock states during the power save mode: disabling the clocks during power save mode has substantial power savings.

1.1 Conditions

The following table provides examples of typical configurations for some 320x240 panels and their effects on power consumption. The following conditions apply.

- All tests were run with a static full color palette display.
- All tests were done using the Direct 16-bit Mode 1 host bus interface.
- All tests set the PLL/MCLK for 60MHz, from a CLKI of 24MHz.

Table 1-1: S1D13L01 Total Power Consumption for 320x240 panels

Test Condition COREV _{DD} and PLLV _{DD} = 1.5V and IOV _{DD} = 3.3V							Current Consumption (mA)		
							S1D13L01 Active		
Resolution	Panel Type	Frame Rate	Clocks (MHz) Other Consideration	Rotation	LUT	Color Depth	CORE	PLL	IO
320x240	18-bit TFT	57	CLKI = 24.0 MHz POCLK/MCLK = 60.0 MHz PCLK = MCLK / 7	0	Yes	24	3.977	0.530	2.195
		57		90	Yes	24	4.789	0.530	1.927
		0	CLKI = 24.0 MHz POCLK/MCLK = 60.0 MHz PCLK = MCLK / 7 Power Save Enabled = PSM1	0	Yes	24	2.150	0.530	0.101
		0	CLKI = STOPPED POCLK/MCLK = 0.0 MHz PCLK = MCLK / 7 Power Save Enabled = PSM0	0	Yes	24	0.005	0	0.071
	Color STN 8-bit Format 2	68		0	Yes	24	4.290	0.530	1.347
		68		90	Yes	24	5.260	0.530	1.347
	Mono STN 8-bit	70		0	Yes	8 for Mono	3.353	0.532	0.999

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The following table provides an example of a 480x272 24-bit TFT panel and the effects on power consumption for specific environments. The following conditions apply.

- All tests were run with a static full color palette display.
- All tests were done using the Direct 16-bit Mode 1 host bus interface.

Table 1-2: S1D13L01 Total Power Consumption for 480x272 panels

Test Condition COREV _{DD} and PLLV _{DD} = 1.5V and IOV _{DD} = 3.3V							Current Consumption (mA)		
							S1D13L01 Active		
Resolution	Panel Type	Frame Rate	Clocks (MHz) Other Consideration	Rotation	LUT	Color Depth	CORE	PLL	IO
480x272	24-bit TFT	57	CLKI = 24.0 MHz POCLK/MCLK = 60.0 MHz PCLK = MCLK / 7	0	Yes	8	4.605	0.532	3.793
		57		0	Yes	16	3.982	0.532	2.719
		57		0	Yes	24	4.815	0.532	3.794
		57		0	No	RGB888	4.605	0.532	3.793
		57		90	Yes	24	6.201	0.532	2.556
		0	CLKI = STOPPED POCLK/MCLK = 0.0 MHz PCLK = MCLK / 7 Power Save Enabled = PSM0	0	Yes	24	0.005	0	0.071

2 Summary

The system design variables in Section 1S1D13L01 Power Consumption and in the included comparison tables, show that S1D13L01 power consumption depends on the specific implementation. When the S1D13L01 is running, power consumption depends on the desired performance and LCD frame-rate. Power save mode consumption depends on the Clock state.

In a typical design environment, the S1D13L01 can be configured to be an extremely power-efficient Simple LCD Controller with high performance and flexibility.

3 Change Record

XA9A-G-002-01 Revision 1.1 - Issued: March 29, 2018

- Updated address/contact page
- Minor formatting changes

XA9A-G-002-01 Revision 1.0 - Issued: February 26, 2015

- Initial release of the S1D13L01 Power Consumption

4 Sales and Technical Support

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