

CD4511BC

BCD-to-7 Segment Latch/Decoder/Driver

General Description

The CD4511BC BCD-to-seven segment latch/decoder/driver is constructed with complementary MOS (CMOS) enhancement mode devices and NPN bipolar output drivers in a single monolithic structure. The circuit provides the functions of a 4-bit storage latch, an 8421 BCD-to-seven segment decoder, and an output drive capability. Lamp test (LT), blanking (BI), and latch enable (LE) inputs are used to test the display, to turn-off or pulse modulate the brightness of the display, and to store a BCD code, respectively. It can be used with seven-segment light emitting diodes (LED), incandescent, fluorescent, gas discharge, or liquid crystal readouts either directly or indirectly.

Applications include instrument (e.g., counter, DVM, etc.) display driver, computer/calculator display driver, cockpit display driver, and various clock, watch, and timer uses.

Features

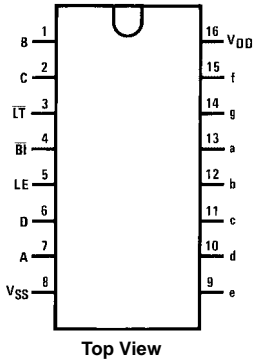
- Low logic circuit power dissipation
- High current sourcing outputs (up to 25 mA)
- Latch storage of code
- Blanking input
- Lamp test provision
- Readout blanking on all illegal input combinations
- Lamp intensity modulation capability
- Time share (multiplexing) facility
- Equivalent to Motorola MC14511

Ordering Code:

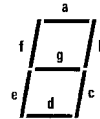
Order Number	Package Number	Package Description
CD4511BCWM	M16B	16-Lead Small Outline Intergrated Circuit (SOIC), JEDEC MS-013, 0.300" Wide
CD4511BCN	N16E	16-Lead Plastic Dual-In-Line Package (PDIP), JEDEC MS-001, 0.300" Wide

Devices also available in Tape and Reel. Specify by appending suffix letter "X" to the ordering code.

Connection Diagrams



Segment Identification



Truth Table

Inputs							Outputs							
LE	$\overline{\text{BI}}$	$\overline{\text{LT}}$	D	C	B	A	a	b	c	d	e	f	g	Display
X	X	0	X	X	X	X	1	1	1	1	1	1	1	B
X	0	1	X	X	X	X	0	0	0	0	0	0	0	
0	1	1	0	0	0	0	1	1	1	1	1	1	0	0
0	1	1	0	0	0	1	0	1	1	0	0	0	0	1
0	1	1	0	0	1	0	1	1	0	1	1	0	1	2
0	1	1	0	0	1	1	1	1	1	1	0	0	1	3
0	1	1	0	1	0	0	0	1	1	0	0	1	1	4
0	1	1	0	1	0	1	1	0	1	1	0	1	1	5
0	1	1	0	1	1	0	0	0	1	1	1	1	1	6
0	1	1	0	1	1	1	1	1	1	1	0	0	0	7
0	1	1	1	0	0	0	0	1	1	1	1	1	1	8
0	1	1	1	0	0	1	1	1	1	0	0	1	1	9
0	1	1	1	0	1	0	0	0	0	0	0	0	0	
0	1	1	1	0	1	1	0	0	0	0	0	0	0	
0	1	1	1	1	0	0	0	0	0	0	0	0	0	
0	1	1	1	1	1	0	1	0	0	0	0	0	0	
0	1	1	1	1	1	1	0	0	0	0	0	0	0	
0	1	1	1	1	1	1	1	0	0	0	0	0	0	
1	1	1	X	X	X	X				*				*

X = Don't Care

*Depends upon the BCD code applied during the 0 to 1 transition of LE.

Display

