

QH3324 Introduction

OSD module chip V1.0

Single-channel, monochrome on-screen display generation module

Features:

1. 512 user-programmable characters or graphics are stored in the internal ROM;
2. The character size is 12 x 18 pixels;
3. Characters can blink and be inverted;
4. Display up to 16 rows x 30 columns of characters (PAL); 13 rows x 30 columns of characters (NTSC);
5. There are 512 characters pre-programmed;
6. I/F: MSP DisplayPort (UART), baud 115200;

Picture (TBD)

It will frequently send back MSP_STATUS and MSP_RC to know what kind of FC to connect. So far only recognize BF and iNav. And add MSP DisplayPort Sub-command "MSP_DP_CHAR_WRITE = 7" to program the characters in the internal ROM; add MSP DisplayPort Sub-command "MSP_DP_DRAW_RECTANG_LINE=8" to draw rectangles or lines.

It can connect LED to show status, video in, MSP cmd lost.

Betaflight Configurator Setting

Port Tab, Select the UART port that is connected the chip

标识符	设置/MSP	串行数字接收机	遥测输出	传感器输入	外设
USB VCP	115200		已禁用 AUTO	已禁用 AUTO	已禁用 AUTO
UART1	115200		已禁用 AUTO	已禁用 AUTO	VTX (MSP + D) AUTO
UART2	115200		已禁用 AUTO	已禁用 AUTO	已禁用 AUTO
UART3	115200		已禁用 AUTO	已禁用 AUTO	已禁用 AUTO
UART4	115200		已禁用 AUTO	已禁用 AUTO	已禁用 AUTO
UART5	115200		已禁用 AUTO	已禁用 AUTO	已禁用 AUTO
UART6	115200		已禁用 AUTO	已禁用 AUTO	已禁用 AUTO

OSD Tab

☒ ☒ ☒ 到起飞点的方向

☐ ☐ ☐ 到起飞点的距离

☒ ☒ ☒ 电池电压

☐ ☐ ☐ 电池平均单芯电压

☒ ☒ ☒ 电池使用情况 图形化电池余量

☐ ☐ ☐ 电池效率

☐ ☐ ☐ 电池已消耗毫安数

☐ ☐ ☐ 电调温度

☐ ☐ ☐ 电调转速

☐ ☐ ☐ 电调转速频率

当前: OSD 配置文件 1

视频制式
☐ 自动 ☒ PAL ☐ NTSC ☐ HD

单位制式
☐ 英制 ☒ 公制 ☐ 英制

计时器

CLI Tab

*Type below cmd to enable MSP OSD display

```
set osd_displayport_device = MSP
```

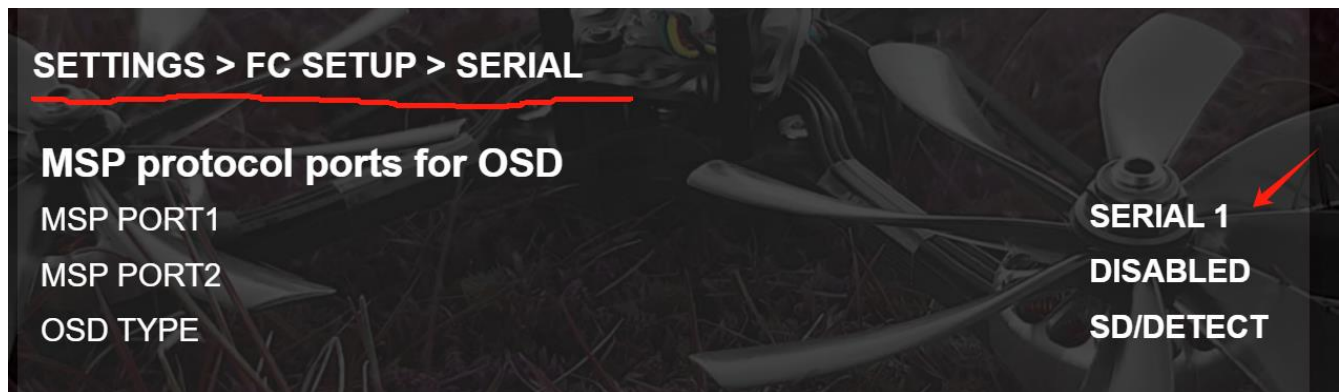
```
set vcd_video_system = PAL # or NTSC or AUTO
```

```
save
```

*Betaflight Configurator Setting Done

FETtec Configurator Setting

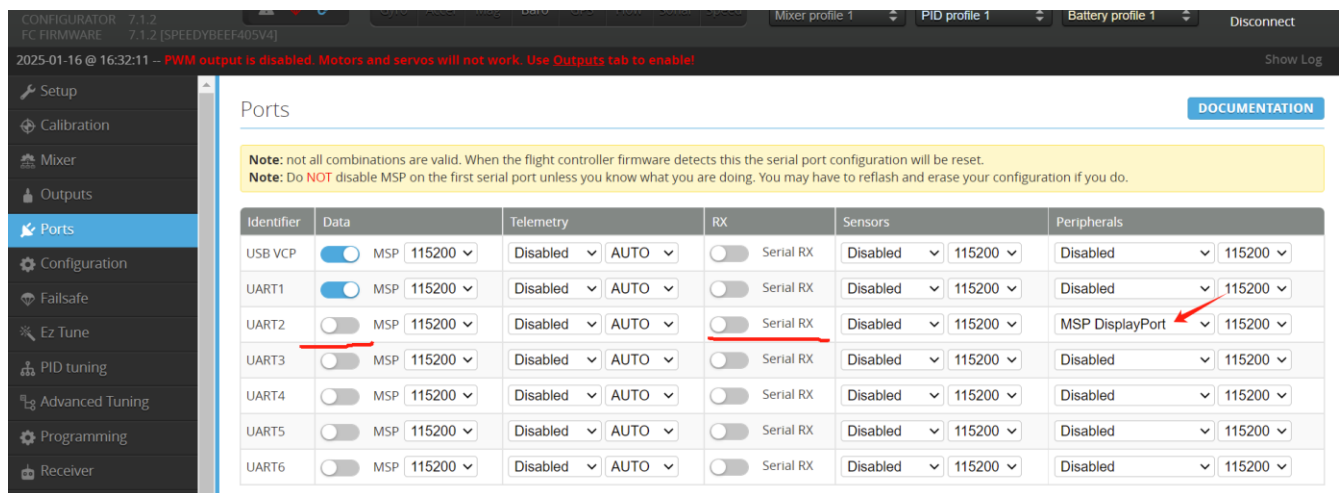
FETtec Select the UART port that is connected the chip



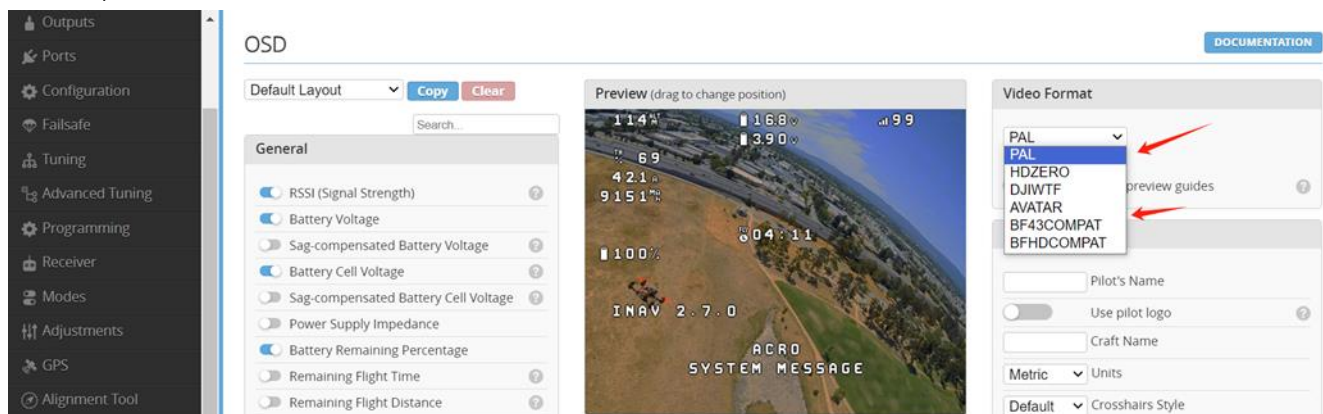
*FETtec Configurator Setting Done

iNAV Configurator Setting

Port Tab, Select the UART port that is connected the chip



OSD Tab, Select PAL or F43COMPAT



*iNAV Configurator Setting Done