

# SPECIFICATION FOR APPROVAL

| ( | <b>♦</b> | ) | Prelin | ninary | Spe | cific | ation |
|---|----------|---|--------|--------|-----|-------|-------|
|---|----------|---|--------|--------|-----|-------|-------|

( ) Final Specification

Ti+l\_

| Title    | 17 SKUA II I LCD |          |                      |  |  |  |
|----------|------------------|----------|----------------------|--|--|--|
|          |                  |          |                      |  |  |  |
| Customer |                  | SUPPLIER | LG Display Co., Ltd. |  |  |  |
| MODEL    |                  | *MODEL   | LB170E01             |  |  |  |
|          |                  | Suffix   | SL01                 |  |  |  |

<sup>\*</sup>When you obtain standard approval, please use the above model name without suffix

17" CYCA TET LCD

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| Please return 1 copy for you | ur confirmation with |

your signature and comments.

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### **RECORD OF REVISIONS**

| Revision<br>No | Revision<br>Date | Page | Description                                      |  |
|----------------|------------------|------|--|--|
| 0.0            | Mar. 13. 2013    | -    | First Draft, Preliminary Specifications          |  |
| 0.1            | May. 01. 2013    | 4    | Change General Features                          |  |
|                |                  | 6    | Change Electrical Characteristics                |  |
|                |                  | 9    | Change Mating Connector                          |  |
|                |                  | 24   | Change Weight                                    |  |
| 0.2            | Jun. 10. 2013    | 4    | Change General Features                          |  |
|                |                  | 5    | Change ABSOLUTE MAXIMUM RATINGS                  |  |
|                |                  | 6    | Change LCD Module ELECTRICAL CHARACTERISTICS     |  |
|                |                  | 13   | Change Timing Table                              |  |
|                |                  | 18   | Change OPTICAL CHARACTERISTICS                   |  |
|                |                  | 27   | Change Reliability                               |  |
| 0.3            | Jun. 18. 2013    | 10   | Change Flat Link (THINE:THC63LVD823) Transmitter |  |
|                |                  |      |  |  |
|                |                  |      |  |  |
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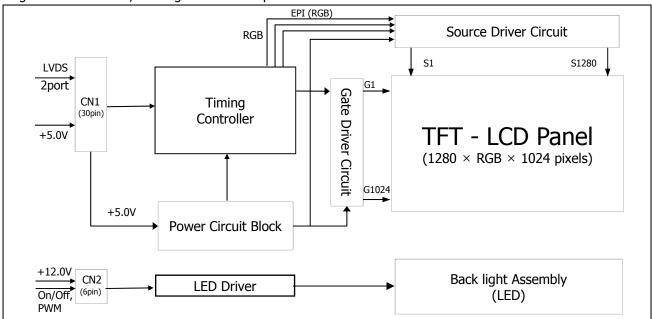


#### 1. General Description

LB170E01 is a Color Active Matrix Liquid Crystal Display with an integral Light Emitting Diode (White LED) backlight system. The matrix employs a-Si Thin Film Transistor as the active element. It is a transmissive type display operating in the normally black mode. It has a 17.0 inch diagonally measured active display area with SXGA resolution (1024 vertical by 1280 horizontal pixel array) Each pixel is divided into Red, Green and Blue sub-pixels or dots which are arranged in vertical stripes. Gray scale or the brightness of the sub-pixel color is determined with a 8-bit gray scale signal for each dot, thus, presenting a palette of more than 16,7M colors

It has been designed to apply the 8Bit 2 port LVDS interface.

It is intended to support displays where high brightness, super wide viewing angle, high color saturation, and high color are important.



### **General Features**

[ Figure 1 ] Block diagram

| Active Screen Size     | 17.0 inch (432.75mm) diagonal                                 |
|------------------------|---|
| Outline Dimension      | 368.0(H) x 306.0(V) x 14.3(D) mm(Typ.)                        |
| Pixel Pitch            | 0.264 mm x 0.264mm  |
| Pixel Format           | 1280 horiz. by 1024 vert. Pixels. RGB stripe arrangement      |
| Color Depth            | 16,7M colors  |
| Luminance, White       | 400 cd/m <sup>2</sup> ( Center 1 Point, Typ.)                 |
| Viewing Angle(CR>10)   | View Angle Free (R/L 178(Typ.), U/D 178(Typ.))                |
| Power Consumption      | Total 14.75 Watt (Typ.) (2.75 Watt @VLCD, 12 Watt @VBL)       |
| Weight                 | 1260 g (typ.)   |
| Display Operating Mode | Transmissive mode, normally black                             |
| Surface Treatment      | Hard coating(3H), Anti-Glare treatment of the front polarizer |



### 2. Absolute Maximum Ratings

The following are maximum values which, if exceeded, may cause faulty operation or damage to the unit.

**Table 1. ABSOLUTE MAXIMUM RATINGS** 

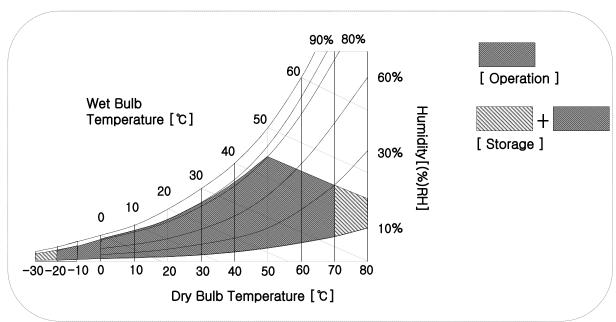
| Parameter                  | Symbol   | Values |     | Units  | Notes       |  |
|----------------------------|----------|--------|-----|--------|-------------|--|
| Parameter                  | Syllibol | Min    | Max | Offics | Notes       |  |
| Power Input Voltage        | VLCD     | -0.3   | 6.0 | Vdc    | at 25 ± 2°C |  |
| Operating Temperature      | Тор      | -10    | 70  | °C     |             |  |
| Storage Temperature        | Tst      | -20    | 80  | °C     | 1 2 2       |  |
| Operating Ambient Humidity | Нор      | 10     | 90  | %RH    | 1, 2, 3     |  |
| Storage Humidity           | Hst      | 10     | 90  | %RH    |             |  |

Note: 1. Temperature and relative humidity range are shown in the figure below.

Wet bulb temperature should be 39 °C Max, and no condensation of water.

- 2. Maximum Storage Humidity is up to 40°C, 70% RH only for 4 corner light leakage Mura.
- 3. Storage condition is guaranteed under packing condition

FIG.2 Temperature and relative humidity





## 3. Electrical Specifications

#### 3-1. Electrical Characteristics

It requires two power inputs. One is employed to power the LCD electronics and to drive the TFT array and liquid crystal. The second input power for the LED/Backlight, is typically generated by a LED Driver. The LED Driver is an internal unit to the LCDs.

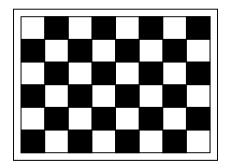
Table 2-1. LCD Module ELECTRICAL CHARACTERISTICS

| Parameter                   | Combal          | Values |      |      | Unit | Notes |  |  |
|-----------------------------|-----------------|--------|------|------|------|-------|--|--|
| Parameter                   | Symbol          | Min    | Тур  | Max  | Unit | Notes |  |  |
| MODULE:                     |                 |        |      |      |      |       |  |  |
| Power Supply Input Voltage  | VLCD            | 4.5    | 5.0  | 5.5  | Vdc  |       |  |  |
| Power Supply Input Current  | ILCD            | -      | 550  | 715  | mA   | 1     |  |  |
| Power Supply Input Current  | ILCD            | -      | 800  | 1040 | mA   | 2     |  |  |
| Power Consumption           | Pc TYP          | -      | 2.75 | 3.58 | Watt | 1     |  |  |
| rower Consumption           | Рс мах          | -      | 4.0  | 5.2  | Watt | 2     |  |  |
| Differential Impedance      | Zm              | 90     | 100  | 110  | Ohm  |       |  |  |
| Rush current                | Irush           | -      | -    | 3.0  | Α    | 3     |  |  |
| BACKLIGHT(With LED Driver): |                 |        |      |      |      |       |  |  |
| LED Power Supply Voltage    | V <sub>BL</sub> | 11.5   | 12   | 12.5 | V    |       |  |  |
| LED Power Supply Current    | IBL             | -      | 1000 | 1300 | mA   |       |  |  |
| LED Power Consumption       | P <sub>BL</sub> | -      | 12   | 15.6 | Watt |       |  |  |
| PWM Duty Ratio              |                 | 10     |      | 100  | %    |       |  |  |
| PWM Dimming Frequency       | FPWM            |        | TBD  |      | KHz  |       |  |  |
| PWM Duty High Voltage       | Vн              | 3.0    | 3.3  | 3.6  | Vdc  |       |  |  |
| PWM Duty Low Voltage        | VL              | 0.0    |      | 0.3  | Vdc  |       |  |  |
| Backlight Enable Voltage    | Von             | -      | 3.3  | -    | Vdc  |       |  |  |
| Backlight Disable Voltage   | Voff            | -      | 0    | -    | Vdc  |       |  |  |
| Life Time                   | LED_LT          | 50,000 | -    | -    | Hrs  | 7     |  |  |

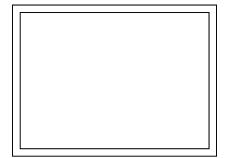


### Note: Product Specification

- 1. The specified current and power consumption are under the  $V_{LCD}$ =5.0V, 25 °C, $f_{V}$ =60Hz condition whereas Typical Power Pattern[Mosaic] shown in the [ Figure 3 ] is displayed.
- 2. The current is specified at the maximum current pattern.
- 3. Maximum Condition of Inrush current : The duration of rush current is about 5ms and rising time of power Input is  $500us \pm 20\%$ .(min.).
- 4. The current and power consumption with LED Driver are under the  $V_{BL} = 12.0V$ , 25°C, Dimming of Max luminance and White pattern with the normal frame frequency operated (60Hz).
- 5. The operation of LED Driver below minimum dimming ratio may cause flickering or reliability issue.
- 6. This Spec. is not effective at 100% dimming ratio as an exception because it has DC level equivalent to 0Hz. In spite of acceptable range as defined, the PWM Frequency should be fixed and stable for more consistent brightness control at any specific level desired.
- 7. The life is determined as the time at which luminance of the LED is 50% compared to that of initial value at the typical LED current on condition of continuous operating at  $25 \pm 2^{\circ}$ C



**Typical power Pattern** 



**Maximum power Pattern** 

FIG.3 Mosaic pattern & White Pattern for power consumption measurement



#### 3-2. Interface Connections

#### 3-2-1. LCD Module

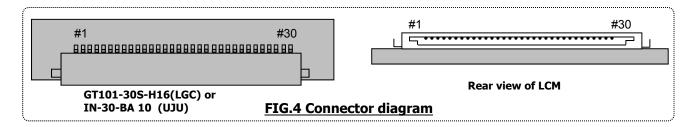
LCD Connector(CN1). : GT101-30S-H16 (LGC) , IN-30-BA10 (UJU)
 Mating Connector : FI-X30C2L (Manufactured by JAE) or Equivalent

Table 3. MODULE CONNECTOR(CN1) PIN CONFIGURATION

| No | Symbol  | Description                              | No | Symbol       | Symbol                                       |
|----|---------|--|----|--------------|--|
| 1  | FR0M    | Minus signal of odd channel 0 (LVDS)     | 16 | SR1P         | Plus signal of even channel 1 (LVDS)         |
| 2  | FR0P    | Plus signal of odd channel 0 (LVDS)      | 17 | GND          | Ground                                       |
| 3  | FR1M    | Minus signal of odd channel 1 (LVDS)     | 18 | SR2M         | Minus signal of even channel 2 (LVDS)        |
| 4  | FR1P    | Plus signal of odd channel 1 (LVDS)      | 19 | SR2P         | Plus signal of even channel 2 (LVDS)         |
| 5  | FR2M    | Minus signal of odd channel 2 (LVDS)     | 20 | SCLKINM      | Minus signal of even clock channel (LVDS)    |
| 6  | FR2P    | Plus signal of odd channel 2 (LVDS)      | 21 | SCLKINP      | Plus signal of even clock channel (LVDS)     |
| 7  | GND     | Ground                                   | 22 | SR3M         | Minus signal of even channel 3 (LVDS)        |
| 8  | FCLKINM | Minus signal of odd clock channel (LVDS) | 23 | SR3P         | Plus signal of even channel 3 (LVDS)         |
| 9  | FCLKINP | Plus signal of odd clock channel (LVDS)  | 24 | GND          | Ground                                       |
| 10 | FR3M    | Minus signal of odd channel 3 (LVDS)     | 25 | NC           | No Connection.(I2C Serial interface for LCM) |
| 11 | FR3P    | Plus signal of odd channel 3 (LVDS)      | 26 | NC           | No Connection.(I2C Serial interface for LCM) |
| 12 | SR0M    | Minus signal of even channel 0 (LVDS)    | 27 | NC           | No Connection.                               |
| 13 | SR0P    | Plus signal of even channel 0 (LVDS)     | 28 | <b>V</b> LCD | Power Supply +5.0V                           |
| 14 | GND     | Ground                                   | 29 | <b>V</b> LCD | Power Supply +5.0V                           |
| 15 | SR1M    | Minus signal of even channel 1 (LVDS)    | 30 | <b>V</b> LCD | Power Supply +5.0V                           |

Note: 1. All GND(ground) pins should be connected together and to Vss which should also be connected to the LCD's metal frame.

- 2. All VLCD (power input) pins should be connected together.
- 3. Input Level of LVDS signal is based on the IEA 664 Standard.





#### 3-2-2. BACKLIGHT

- BACKLIGHT Connector(CN2). : IS100-L06B-C20 (UJU)

- Mating Connector: HS100-L06N-N20 (Manufactured by UJU) or Equivalent

Table 4. BACKLIGHT CONNECTOR(CN2) PIN CONFIGURATION

| No | Symbol   | Description                       |
|----|--|-----------------------------------|
| 1  | V <sub>BL</sub>  | Backlight Power Supply(12.0 Typ.) |
| 2  | VBL  | Backlight Power Supply(12.0 Typ.) |
| 3  | VBL  | Backlight Power Supply(12.0 Typ.) |
| 4  | GND  | Ground                            |
| 5  | 5 On/Off Backlight On/Off, High(3.3V Typ.): On, Low(Ground): Off |                                   |
| 6  | 6 PWM PWM Dimming Signal   |                                   |

Note: 1. All GND(ground) pins should be connected together and the LCD's metal frame.

2. All VBL (power input) pins should be connected together.

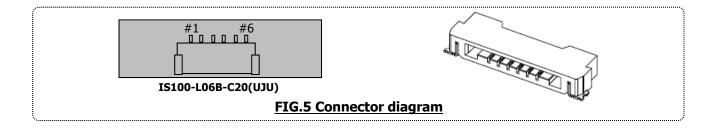




Table 4. REQUIRED SIGNAL ASSIGNMENT FOR Flat Link (THINE:THC63LVD823) Transmitter

| ıaı  |              | QUIRED SIGNAL ASSIGNMENT FO  |      | _        | INE: I HC63LVD823) Transmitter                     |
|------|--------------|--|------|----------|--|
| Pin# | Pin Name     | Descrption   | Pin# | Pin Name | Descrption   |
| 1    | B24          | The 2nd Pixel Data Input   | 51   | R10      | The 1st Pixel Data Input                           |
| 2    | B25          | The 2nd Pixel Data Input   | 52   | R11      | The 1st Pixel Data Input                           |
| 3    | VCC          | Power Supply for TTL input   | 53   | R12      | The 1st Pixel Data Input                           |
| 4    | GND          | Ground for TTL input   | 54   | R13      | The 1st Pixel Data Input                           |
| 5    | B26          | The 2nd Pixel Data Input   | 55   | VCC      | Power Supply for TTL input                         |
| 6    | B27          | The 2nd Pixel Data Input   | 56   | GND      | Ground for TTL input                               |
| 7    | HSYNC        | Hsync Input  | 57   | R14      | The 1st Pixel Data Input                           |
| 8    | VSYNC        | Vsync Input  | 58   | R15      | The 1st Pixel Data Input                           |
| 9    | DE           | Data Enable Input  | 59   | R16      | The 1st Pixel Data Input                           |
| 10   | CLKIN        | Clock Input  | 60   | R17      | The 1st Pixel Data Input                           |
| 11   | R/F          | Input Clock Triggering Edge Select   | 61   | G10      | The 1st Pixel Data Input                           |
| 12   | RS           | LVDS swig range select   | 62   | G11      | The 1st Pixel Data Input                           |
| 13   | TEST1        | Test pin   | 63   | G12      | The 1st Pixel Data Input                           |
| 14   | TEST2        | Test pin   | 64   | G13      | The 1st Pixel Data Input                           |
| 15   | MODE1        | Pixel Data Mode  | 65   | G14      | The 1st Pixel Data Input                           |
| 16   | MODE0        | Pixel Data Mode  | 66   | G15      | The 1st Pixel Data Input                           |
| 17   | OE           | Output enable  | 67   | G16      | The 1st Pixel Data Input                           |
| 18   | 6/8          | 6bit/8bit color select   | 68   | G17      | The 1st Pixel Data Input                           |
| 19   | /PDWN        | Power down   | 69   | B10      | The 1st Pixel Data Input                           |
| 20   | TEST3        | Test pin   | 70   | B11      | The 1st Pixel Data Input                           |
| 21   | TEST4        | Test pin   | 71   | VCC      | Power Supply for TTL input                         |
| 22   | TEST5        | Test pin   | 72   | GND      | Ground for TTL input                               |
| 23   | PLL GND      | Ground for PLL circuitry   | 73   | B12      | The 1st Pixel Data Input                           |
| 24   | PLL VCC      | Power Supply for PLL circuitry   | 74   | B13      | The 1st Pixel Data Input                           |
| 25   | PLL GND      | Ground for PLL circuitry   | 75   | B14      | The 1st Pixel Data Input                           |
| 26   | LVDS GND     | Ground for LVDS output   | 76   | B15      | The 1st Pixel Data Input                           |
| 27   | TD2+         | The 2nd Link. The 2nd pixel output data  | 77   | B16      | The 1st Pixel Data Input                           |
| 28   | TD2-         | The 2nd Link. The 2nd pixel output data  The 2nd Link. The 2nd pixel output data | 78   | B17      | The 1st Pixel Data Input                           |
| 29   | TCLK2+       | LVDS Clock Out for 2nd Link  | 79   | B20      | The 2nd Pixel Data Input                           |
| 30   | TCLK2-       | LVDS Clock Out for 2nd Link  LVDS Clock Out for 2nd Link                         | 80   | B21      | The 2nd Pixel Data Input                           |
| 31   | TC2          | The 2nd Link. The 2nd pixel output data  | 81   | B22      | The 2nd Pixel Data Input                           |
| 32   | TC2+         | The 2nd Link. The 2nd pixel output data  The 2nd Link. The 2nd pixel output data | 82   | B23      | The 2nd Pixel Data Input                           |
| 33   | LVDS VCC     | Power Supply for LVDS Output   | 83   | B23      | The 2nd Pixel Data Input  The 2nd Pixel Data Input |
| 34   | TB2+         | 1  | 84   | B25      | The 2nd Pixel Data Input                           |
| 35   |              | The 2nd Link. The 2nd pixel output data The 2nd Link. The 2nd pixel output data  | 85   | B25      | •  |
| 36   | TB2-<br>TA2+ |  | 86   | B27      | The 2nd Pixel Data Input                           |
| 37   | TA2+         | The 2nd Link. The 2nd pixel output data  | 87   |          | The 2nd Pixel Data Input                           |
| 38   |              | The 2nd Link. The 2nd pixel output data  | 88   | VCC      | Power Supply for TTL input                         |
|      | LVDS GND     | Ground for LVDS output   |      | GND      | Ground for TTL input                               |
| 39   | TD1+         | The 1st Link. The 1st Pixel output data  | 89   | G20      | The 2nd Pixel Data Input                           |
| 40   | TD1-         | The 1st Link. The 1st Pixel output data  | 90   | G21      | The 2nd Pixel Data Input                           |
| 41   | TCLK1+       | LVDS Clock Out for 1st Link  | 91   | G22      | The 2nd Pixel Data Input                           |
| 42   | TCLK1-       | LVDS Clock Out for 1st Link  | 92   | G23      | The 2nd Pixel Data Input                           |
| 43   | TC1+         | The 1st Link. The 1st Pixel output data  | 93   | G24      | The 2nd Pixel Data Input                           |
| 44   | TC1-         | The 1st Link. The 1st Pixel output data  | 94   | G25      | The 2nd Pixel Data Input                           |
| 45   | LVDS VCC     | Power Supply for LVDS Output   | 95   | G26      | The 2nd Pixel Data Input                           |
| 46   | TB1+         | The 1st Link. The 1st Pixel output data  | 96   | G27      | The 2nd Pixel Data Input                           |
| 47   | TB1-         | The 1st Link. The 1st Pixel output data  | 97   | B20      | The 2nd Pixel Data Input                           |
| 48   | TA1+         | The 1st Link. The 1st Pixel output data  | 98   | B21      | The 2nd Pixel Data Input                           |
| 49   | TA1-         | The 1st Link. The 1st Pixel output data  | 99   | B22      | The 2nd Pixel Data Input                           |
| 50   | LVDS GND     | Ground for LVDS output   | 100  | B23      | The 2nd Pixel Data Input                           |

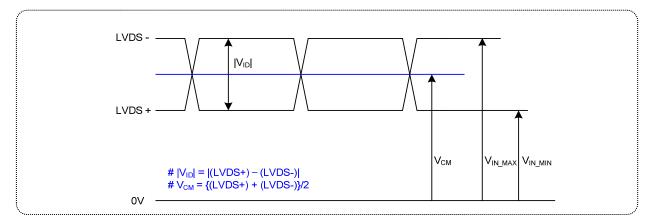
Note: Refer to LVDS Transmitter Data Sheet for detail descriptions.

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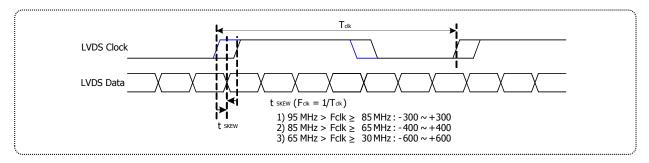
## **LVDS Input characteristics**

### 1. DC Specification



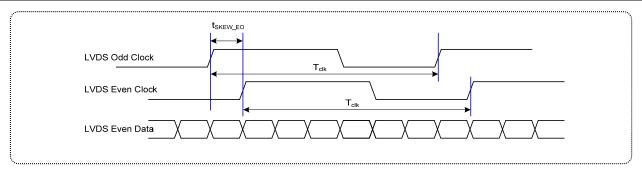
| Description                   | Symbol          | Min | Max | Unit | Notes |
|-------------------------------|-----------------|-----|-----|------|-------|
| LVDS Differential Voltage     | V <sub>ID</sub> | 200 | 600 | mV   | -     |
| LVDS Common mode Voltage      | V <sub>CM</sub> | 1.0 | 1.5 | V    | -     |
| LVDS Input Voltage Range      | V <sub>IN</sub> | 0.7 | 1.8 | V    | -     |
| Change in common mode Voltage | $\Delta V_{CM}$ | -   | 250 | mV   | -     |

### 2. AC Specification



| Description                                      | Symbol               | Min   | Max   | Unit      | Notes                |
|--|----------------------|-------|-------|-----------|----------------------|
|  | t <sub>SKEW</sub>    | - 300 | + 300 | ps        | 95MHz > Fclk ≥ 85MHz |
| LVDS Clock to Data Skew Margin                   | t <sub>SKEW</sub>    | - 400 | + 400 | ps        | 85MHz > Fclk ≥ 65MHz |
|  | t <sub>SKEW</sub>    | - 600 | + 600 | ps        | 65MHz > Fclk ≥ 30MHz |
| LVDS Clock to Clock Skew Margin<br>(Even to Odd) | t <sub>skew_eo</sub> | - 1/7 | + 1/7 | $T_{clk}$ | -                    |

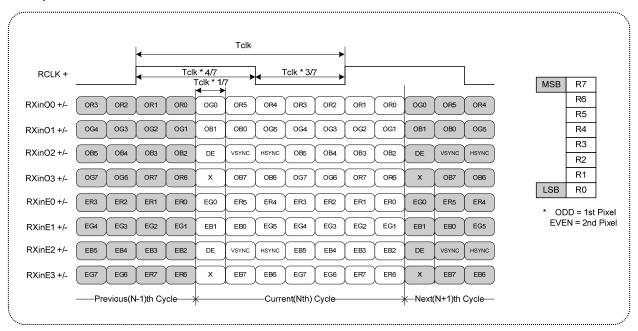




< Clock skew margin between channel >

#### 3. Data Format

1) LVDS 2 Port



< LVDS Data Format >



### 3-3. Signal Timing Specifications

This is signal timing required at the input of the TMDS transmitter. All of the interface signal timing should be satisfied with the following specifications for it's proper operation.

**Table 6. TIMING TABLE** 

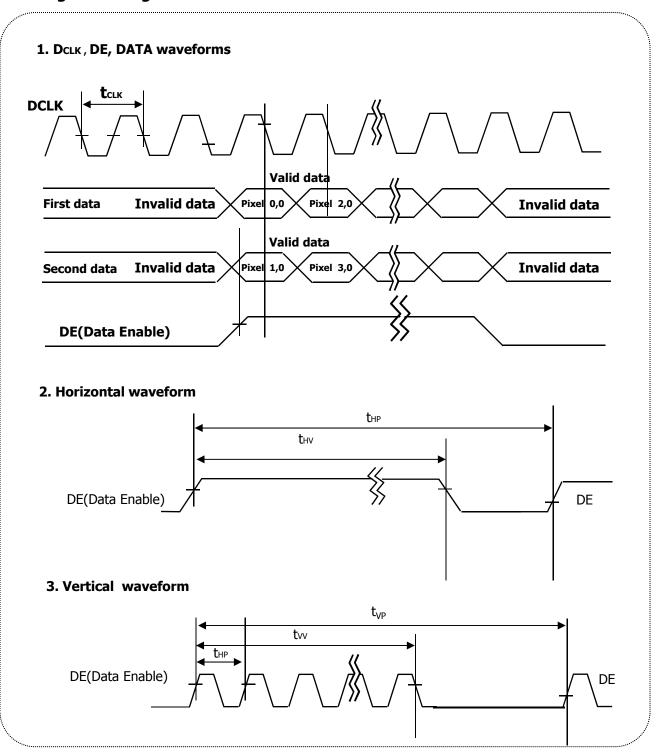
| ITEM       | Symbol    |      | Min  | Тур  | Max  | Unit | Note |
|------------|-----------|------|------|------|------|------|------|
| DCLK       | Period    | tclk | 14.7 | 18.5 | 22.2 | ns   |      |
| DCLK       | Frequency | -    | 45.0 | 54.0 | 68.4 | MHz  |      |
|            | total     | thp  | 672  | 844  | 1022 | tclk |      |
|            | Frequency | fH   | 53.3 | 64.0 | 82.1 | KHz  |      |
| Horizontal | Blanking  |      | 32   | 204  | 382  | tclk |      |
|            | valid     | twн  | 640  | 640  | 640  | tclk |      |
|            | total     | tvp  | 1034 | 1066 | 1320 | thp  |      |
| Vertical   | Frequency | fv   | 47   | 60   | 76   | Hz   |      |
| vertical   | Blanking  |      | 10   | 42   | 296  | thp  |      |
|            | valid     | twv  | 1024 | 1024 | 1024 | thp  |      |

#### Note:

- 1. DE Only mode operation. The input of Hsync & Vsync signal does not have an effect on LCD normal operation.
- 2. The performance of the electro-optical characteristics may be influenced by variance of the vertical refresh rates.
- 3. Horizontal period should be even.



### 3-4. Signal Timing Waveforms





### 3-5. Color Input Data Reference

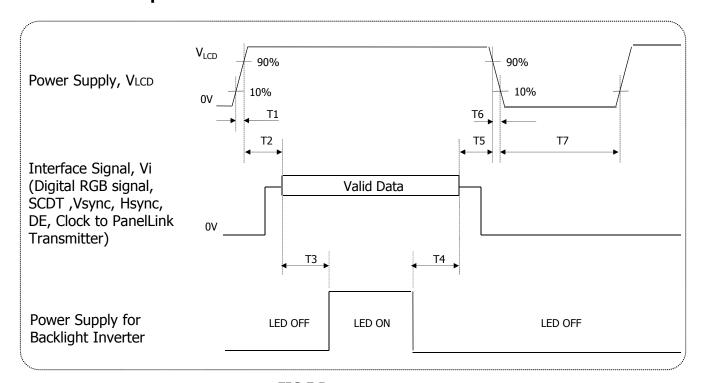
The Brightness of each primary color(red,green,blue) is based on the 8-bit gray scale data input for the color; the higher the binary input, the brighter the color. The table below provides a reference for color versus data input.

**Table 7. COLOR DATA REFERENCE** 

|       |             |      |    |   |    |     |    |    |    |   |    | I  | npu | t Co | olor | Dat | ta |   |              |    |    |     |    |    |   |    |
|-------|-------------|------|----|---|----|-----|----|----|----|---|----|----|-----|------|------|-----|----|---|--------------|----|----|-----|----|----|---|----|
|       | Color       |      |    | _ |    | RE  | D  |    |    |   |    |    |     | GRI  | EN   |     |    |   |              |    |    | BL  | UE |    |   |    |
|       |             |      | MS |   | DE | D/I | D3 | D2 | R1 |   | MS | G6 | GE  | G4   | C3   | 62  |    |   | MS           | B6 | RE | B/1 | B3 | B2 |   | SB |
|       | Black       |      | 0  | 0 | 0  | 0   | 0  | 0  | 0  | 0 | 0  | 0  | 0   | 0    | 0    | 0   | 0  | 0 | 0            | 0  | 0  | 0   | 0  | 0  | 0 | 0  |
|       | Red (255)   |      | 1  | 1 | 1  | 1   | 1  | 1  | 1  | 1 | 0  | 0  | 0   | 0    | 0    | 0   | 0  | 0 | <u> </u><br> | 0  | 0  | 0   | 0  | 0  | 0 | 0  |
|       | Green (255) |      | 0  | 0 | 0  | 0   | 0  | 0  | 0  | 0 |    | 1  | 1   | 1    | 1    | 1   | 1  | 1 | <u> </u>     | 0  | 0  | 0   | 0  | 0  | 0 | 0  |
| Basic | Blue (255)  |      | 0  | 0 | 0  | 0   | 0  | 0  | 0  | 0 | 0  | 0  | 0   | 0    | 0    | 0   | 0  | 0 | <u> </u><br> | 1  | 1  | 1   | 1  | 1  | 1 | 1  |
| Color | Cyan        |      | 0  | 0 | 0  | 0   | 0  | 0  | 0  | 0 | 1  | 1  | 1   | 1    | 1    | 1   | 1  | 1 | 1            | 1  | 1  | 1   | 1  | 1  | 1 | 1  |
|       | Magenta     |      | 1  | 1 | 1  | 1   | 1  | 1  | 1  | 1 | 0  | 0  | 0   | 0    | 0    | 0   | 0  | 0 | 1            | 1  | 1  | 1   | 1  | 1  | 1 | 1  |
|       | Yellow      |      | 1  | 1 | 1  | 1   | 1  | 1  | 1  | 1 | 1  | 1  | 1   | 1    | 1    | 1   | 1  | 1 | 0            | 0  | 0  | 0   | 0  | 0  | 0 | 0  |
|       | White       |      | 1  | 1 | 1  | 1   | 1  | 1  | 1  | 1 | 1  | 1  | 1   | 1    | 1    | 1   | 1  | 1 | 1            | 1  | 1  | 1   | 1  | 1  | 1 | 1  |
|       | RED (000)   | Dark | 0  | 0 | 0  | 0   | 0  | 0  | 0  | 0 | 0  | 0  | 0   | 0    | 0    | 0   | 0  | 0 | 0            | 0  | 0  | 0   | 0  | 0  | 0 | 0  |
|       | RED (001)   |      | 0  | 0 | 0  | 0   | 0  | 0  | 0  | 1 | 0  | 0  | 0   | 0    | 0    | 0   | 0  | 0 | 0            | 0  | 0  | 0   | 0  | 0  | 0 | 0  |
| RED   |             |      |    |   |    |     |    |    |    |   |    |    |     |      |      |     |    |   |              |    |    |     |    |    |   |    |
|       | RED (254)   |      | 1  | 1 | 1  | 1   | 1  | 1  | 1  | 0 | 0  | 0  | 0   | 0    | 0    | 0   | 0  | 0 | 0            | 0  | 0  | 0   | 0  | 0  | 0 | 0  |
|       | RED (255)   |      | 1  | 1 | 1  | 1   | 1  | 1  | 1  | 1 | 0  | 0  | 0   | 0    | 0    | 0   | 0  | 0 | 0            | 0  | 0  | 0   | 0  | 0  | 0 | 0  |
|       | GREEN (000) | Dark | 0  | 0 | 0  | 0   | 0  | 0  | 0  | 0 | 0  | 0  | 0   | 0    | 0    | 0   | 0  | 0 | 0            | 0  | 0  | 0   | 0  | 0  | 0 | 0  |
|       | GREEN (001) |      | 0  | 0 | 0  | 0   | 0  | 0  | 0  | 0 | 0  | 0  | 0   | 0    | 0    | 0   | 0  | 1 | 0            | 0  | 0  | 0   | 0  | 0  | 0 | 0  |
| GREEN |             |      |    |   |    |     |    |    |    |   |    |    |     |      |      |     |    |   |              |    |    |     |    |    |   |    |
|       | GREEN (254) |      | 0  | 0 | 0  | 0   | 0  | 0  | 0  | 0 | 1  | 1  | 1   | 1    | 1    | 1   | 1  | 0 | 0            | 0  | 0  | 0   | 0  | 0  | 0 | 0  |
|       | GREEN (255) |      | 0  | 0 | 0  | 0   | 0  | 0  | 0  | 0 | 1  | 1  | 1   | 1    | 1    | 1   | 1  | 1 | 0            | 0  | 0  | 0   | 0  | 0  | 0 | 0  |
|       | BLUE (000)  | Dark | 0  | 0 | 0  | 0   | 0  | 0  | 0  | 0 | 0  | 0  | 0   | 0    | 0    | 0   | 0  | 0 | 0            | 0  | 0  | 0   | 0  | 0  | 0 | 0  |
|       | BLUE (001)  |      | 0  | 0 | 0  | 0   | 0  | 0  | 0  | 0 | 0  | 0  | 0   | 0    | 0    | 0   | 0  | 0 | 0            | 0  | 0  | 0   | 0  | 0  | 0 | 1  |
| BLUE  |             |      |    |   |    |     |    |    |    |   |    |    |     |      |      |     |    |   |              |    |    |     |    |    |   |    |
|       | BLUE (254)  |      | 0  | 0 | 0  | 0   | 0  | 0  | 0  | 0 | 0  | 0  | 0   | 0    | 0    | 0   | 0  | 0 | 1            | 1  | 1  | 1   | 1  | 1  | 1 | 0  |
|       | BLUE (255)  |      | 0  | 0 | 0  | 0   | 0  | 0  | 0  | 0 | 0  | 0  | 0   | 0    | 0    | 0   | 0  | 0 | 1            | 1  | 1  | 1   | 1  | 1  | 1 | 1  |



### 3-6. Power Sequence



**FIG.5 Power sequence** 

**Table 8. POWER SEQUENCE** 

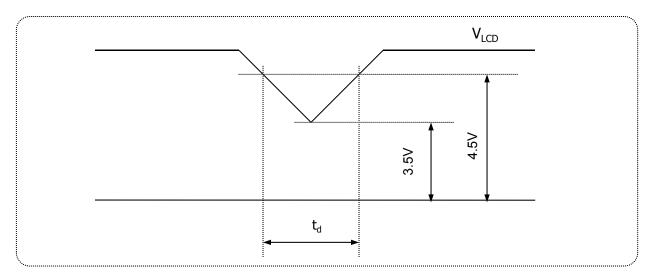
| Parameter |      | Units |     |       |
|-----------|------|-------|-----|-------|
| Parameter | Min  | Тур   | Max | Onits |
| T1        | 0.5  | -     | 10  | ms    |
| T2        | 0.01 | -     | 50  | ms    |
| Т3        | 500  | -     | -   | ms    |
| T4        | 200  | -     | -   | ms    |
| T5        | 0.01 | -     | 50  | ms    |
| Т7        | 1000 |       | -   | ms    |

Notes: 1. Please avoid floating state of interface signal at invalid period.

- 2. When the interface signal is invalid, be sure to pull down the power supply for LCD  $V_{LCD}$  to 0V.
- 3. LED power must be turn on after power supply for LCD and interface signal are valid.



## 3-7. V<sub>LCD</sub> Power Dip Condition



**FIG.6 Power dip condition** 

1) Dip condition

$$3.5V \le V_{LCD} < 4.5V$$
,  $t_d \le 20ms$ 

2) 
$$V_{LCD} < 3.5V$$

 $V_{\text{LCD}}$ -dip conditions should also follow the Power On/Off conditions for supply voltage.



### 4. Optical Specifications

Optical characteristics are determined after the unit has been 'ON' for approximately 15 minutes in a dark environment at 25 $\pm$ 2°C. The values specified are at an approximate distance 50cm from the LCD surface at a viewing angle of  $\Phi$  and  $\theta$  equal to 0 ° and aperture 1 degree.

FIG. 1 presents additional information concerning the measurement equipment and method.

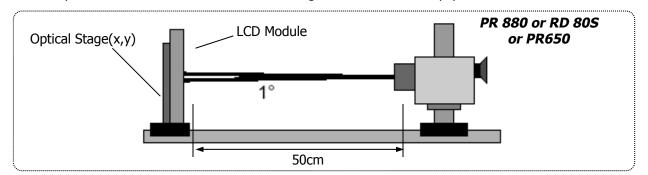


FIG.7 Optical Characteristic Measurement Equipment and Method

Table 9. OPTICAL CHARACTERISTICS

(Ta=25 °C,  $V_{LCD}$ =5V,  $f_V$ =60Hz Dclk=56MHz)

| _                              |  |                            |       | Values | , <u>ECD</u> , | 10-00112 Beik     |          |
|--------------------------------|--|----------------------------|-------|--------|----------------|-------------------|----------|
| Parame                         | ter  | Symbol                     | Min   | Тур    | Max            | Units             | Notes    |
| Contrast Ratio                 |  | CR                         | 600   | 1000   | -              |                   | 1        |
| Surface Luminance, v           | Rise Time Decay Time RED  GREEN  BLUE  WHITE  Horizontal  Vertical  Vertical  Horizontal  Vertical  Horizontal | L <sub>WH</sub>            | 320   | 400    | -              | cd/m <sup>2</sup> | 2        |
| Luminance Variation            |  | $\delta$ white             | -     | -      | 1.33           | %                 | 3        |
| Response Time                  | Rise Time  | Tr <sub>R</sub>            | -     | 13     | 20             | ms                |          |
| Response Time                  | Decay Time   | $Tr_{D}$                   |       | 9      | 14             | 1115              |          |
|                                | RED  | Rx                         |       | TBD    |                |                   |          |
|                                |  | Ry                         |       | TBD    |                |                   |          |
|                                | GREEN  | Gx                         |       | TBD    |                |                   |          |
| Color Coordinates<br>[CIE1931] |  | Gy                         | Тур   | TBD    | Тур            |                   |          |
| (By PR650)                     | BLUE   | Bx                         | -0.03 | TBD    | +0.03          |                   |          |
| (2) 1 11020)                   |  | Ву                         |       | TBD    |                |                   |          |
|                                | WHITE  | Wx                         |       | TBD    |                |                   |          |
|                                |  | Wy                         |       | TBD    |                |                   |          |
| Color Shift                    | Horizontal   | $\theta_{\text{CST\_H}}$   | -     | 178    | -              | Dograd            | 4        |
| (Avg. $\Delta u'v' < 0.02$ ))  | Vertical   | $\theta_{\text{CST\_V}}$   | -     | 178    | -              | Degree            | 4        |
| Viewing Angle (CR>1            | 0)   |                            |       |        |                |                   |          |
| General                        | Horizontal   | $\theta_{H}$               | 170   | 178    | -              | Dograd            | 5        |
| General                        | Vertical   | $\theta_{\sf V}$           | 170   | 178    | -              | Degree            | <u> </u> |
| GSR @ 60dgree                  | Horizontal   | $\delta_{\text{Gamma\_H}}$ | -     | -      | 20             | %                 | 6        |
| (Gamma shift rate)             | Vertical   | $\delta_{Gamma_{V}}$       | -     | -      | 20             | 70                | U        |
| Gray Scale                     |  | -                          |       | 2.2    |                |                   | 7        |



Notes 1. Contrast Ratio(CR) is defined mathematically as: (By PR880)

$$Contrast \ Ratio = \frac{Surface \ Luminance \ with \ all \ white \ pixels}{Surface \ Luminance \ with \ all \ black \ pixels}$$

It is measured at center point(Location P1)

- 2. Surface luminance(Lwh)is luminance value at Center 1 point(P1) across the LCD surface 50cm from the surface with all pixels displaying white. For more information see FIG.8 (By PR880)
- 3. The variation in surface luminance ,  $\delta$  WHITE is defined as : **(By PR880)**

$$\delta_{WHITE} = \frac{\text{Maximum}(L_{P1}, L_{P2}, \dots, L_{P9})}{\text{Minimum}(L_{P1}, L_{P2}, \dots, L_{P9})}$$

Where L1 to L9 are the luminance with all pixels displaying white at 9 locations. For more information see FIG.8

- 4. Color shift is the angle at which the average color difference for all Macbeth is lower than 0.02. For more information see FIG.9 (By EZ Contrast)
  - Color difference (Δu'v')

$$u' = \frac{4x}{-2x + 12y + 3} \qquad v' = \frac{9y}{-2x + 12y + 3} \qquad \Delta u'v' = \sqrt{(u'_1 - u'_2)^2 + (v'_1 - v'_2)^2}$$

$$Avg(\Delta u'v') = \frac{\sum_{i=1}^{24} (\Delta u'v')i}{24}$$
 u'1, v'1 : u'v' value at viewing angle direction u'2, v'2 : u'v' value at front ( $\theta$ =0) i : Macbeth chart number (Define 23 page)

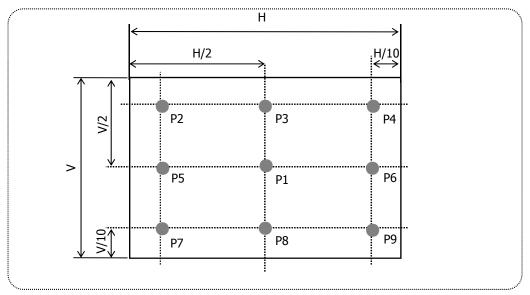
- Pattern size: 25% Box size
- Viewing angle direction of color shift: Horizontal, Vertical
- 5. Viewing angle is the angle at which the contrast ratio is greater than 10. The angles are determined for the horizontal or x axis and the vertical or y axis with respect to the z axis which is normal to the LCD surface. For more information see FIG.10 (By PR880)
- 6. GSR is the rate of gamma shift at up, down, left and right 60 degree viewing angle compare with center gamma. For more information see FIG.11 and FIG.12 (By EZ Contrast)
  - GSR ( $\delta$  <sub>Gamma</sub> ) is defined as :

$$GSR = \left(1 - \frac{\text{View angle Gamma Value (Up, Down, Reft, Light 60 Degree})}{\text{Center Gamma Value (0 Degree)}}\right) \times 100$$

7. Gamma Value is approximately 2.2. For more information see Table 11.

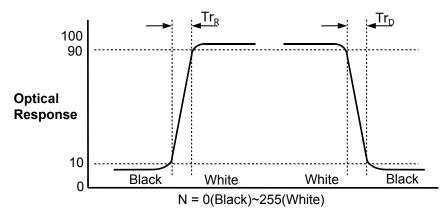


Measuring point for surface luminance & measuring point for luminance variation.



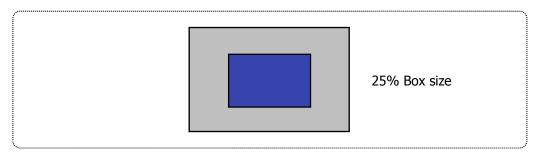
**FIG.8 Measure Point for Luminance** 

Response time is defined as the following figure and shall be measured by switching the input signal for "Black" and "White".





Color shift is defined as the following test pattern and color.



**FIG.9 Color Shift Test Pattern** 

Average RGB values in Bruce RGB for Macbeth Chart

|   | Dark skin (i=1) | Light skin    | Blue sky     | Foliage   | Blue flower  | Bluish green  |
|---|-----------------|---------------|--------------|-----------|--------------|---------------|
| R | 98              | 206           | 85           | 77        | 129          | 114           |
| G | 56              | 142           | 112          | 102       | 118          | 199           |
| В | 45              | 123           | 161          | 46        | 185          | 178           |
|   | Orange          | Purplish blue | Moderate red | Purple    | Yellow green | Orange yellow |
| R | 219             | 56            | 211          | 76        | 160          | 230           |
| G | 104             | 69            | 67           | 39        | 193          | 162           |
| В | 24              | 174           | 87           | 86        | 58           | 29            |
|   | Blue            | Green         | Red          | Yellow    | Magenta      | Cyan          |
| R | 26              | 72            | 197          | 241       | 207          | 35            |
| G | 32              | 148           | 27           | 212       | 62           | 126           |
| В | 145             | 65            | 37           | 36        | 151          | 172           |
|   | White           | Neutral 8     | Neutral 6.5  | Neutral 5 | Neutral 3.5  | Black         |
| R | 240             | 206           | 155          | 110       | 63           | 22            |
| G | 240             | 206           | 155          | 110       | 63           | 22            |
| В | 240             | 206           | 155          | 110       | 63           | 22            |



Dimension of viewing angle range.

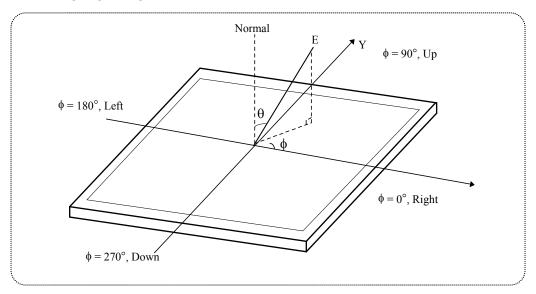


FIG.10 Viewing angle

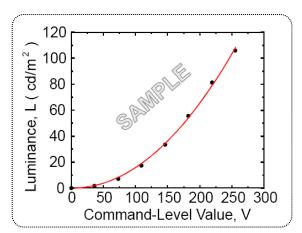


FIG.11 Sample Luminance vs. gray scale (using a 256 bit gray scale)

$$L = aV^r + L_h$$

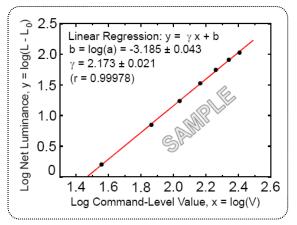


FIG.12 Sample Log-log plot of luminance vs. gray scale

$$\log(L - L_b) = r\log(V) + \log(a)$$

Here the Parameter  $\alpha$  and  $\gamma$  relate the signal level V to the luminance L.

The GAMMA we calculate from the log-log representation (FIG.11)



**Table 11. Gray Scale Specification** 

| Gray Level | Relative Luminance [%] (Typ.) |
|------------|-------------------------------|
| 0          | (0.11)                        |
| 31         | (1.08)                        |
| 63         | (4.72)                        |
| 95         | (11.49)                       |
| 127        | (21.66)                       |
| 159        | (35.45)                       |
| 191        | (53.00)                       |
| 223        | (74.48)                       |
| 255        | (100)                         |



#### 5. Mechanical Characteristics

The contents provide general mechanical characteristics. In addition the figures in the next page are detailed mechanical drawing of the LCD.

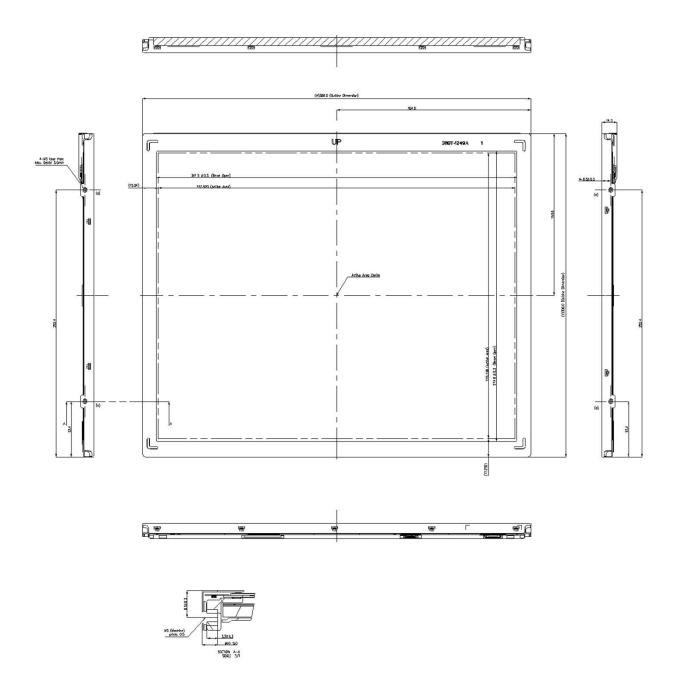
|                     | Horizontal   | 368.0mm   |  |  |
|---------------------|--|-----------|--|--|
| Outline Dimension   | Vertical   | 306.0mm   |  |  |
|                     | Depth  | 14.3mm    |  |  |
| Bezel Area          | Horizontal   | 341.5mm   |  |  |
| bezei Alea          | Vertical   | 274.6mm   |  |  |
| Astino Display Auga | Horizontal   | 337.92mm  |  |  |
| Active Display Area | Vertical   | 270.336mm |  |  |
| Weight(approximate) | 1260g  |           |  |  |
| Surface Treatment   | Hard coating(3H)<br>Anti-Glare treatment of the front polarize | er        |  |  |

Notes: Please refer to a mechanic drawing in terms of tolerance at the next page.



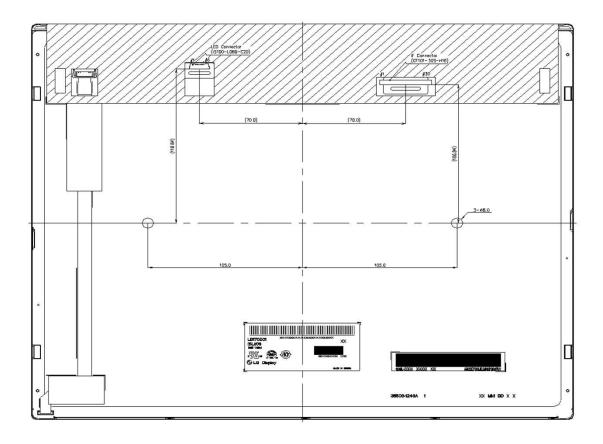
<FRONT VIEW>

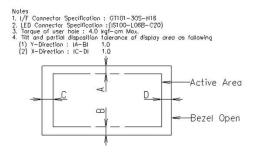
Note) Unit:[mm], General tolerance: ± 0.5mm





#### <REAR VIEW>





5. Unspecified toleronces to be  $\pm$  0.5mm 6. The CDF area is weak & sensitive. So, please don't press the CDF area. 7. Outline Dimension is not including Tape and Cover Shield thickness.

#### LGD Highly recommendation:

As The IPS panel is sensitive & slim, please recommend the metal frame of the system supports the panel by the double side-mount.

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## 6. Reliability

**Environment test condition** 

| No | Test Item                                   | Condition  |
|----|---|--|
| 1  | High temperature storage test               | Ta= 80°C 240h  |
| 2  | Low temperature storage test                | Ta= -20°C 240h   |
| 3  | High temperature operation test             | Ta= 70°C 240h  |
| 4  | Low temperature operation test              | Ta= -10°C 240h   |
| 5  | Vibration test<br>(non-operating)           | Wave form: random Vibration level: 1.00G RMS Bandwidth: 10-300Hz Duration: X, Y, Z, 10 min One time each direction |
| 6  | Shock test<br>(non-operating)               | Shock level : 100G Waveform : half sine wave, 2ms Direction : $\pm$ X, $\pm$ Y, $\pm$ Z One time each direction    |
| 7  | Humidity condition Operation                | Ta= 50 °C ,80%RH   |
| 8  | Altitude<br>operating<br>storage / shipment | 0 - 16,000 feet(4,876m)<br>0 - 40,000 feet(12,192m)  |



#### 7. International Standards

#### 7-1. Safety

- a) UL 60950-1, Underwriters Laboratories Inc.
  Information Technology Equipment Safety Part 1 : General Requirements.
- b) CAN/CSA C22.2 No.60950-1-07, Canadian Standards Association.

  Information Technology Equipment Safety Part 1: General Requirements.
- c) EN 60950-1, European Committee for Electrotechnical Standardization (CENELEC). Information Technology Equipment Safety Part 1: General Requirements.
- d) IEC 60950-1, The International Electrotechnical Commission (IEC).
  Information Technology Equipment Safety Part 1 : General Requirements.

#### 7-2. EMC

- a) ANSI C63.4 "American National Standard for Methods of Measurement of Radio-Noise Emissions from Low-Voltage Electrical and Electronic Equipment in the Range of 9 kHz to 40 GHz." American National Standards Institute (ANSI), 2003.
- b) CISPR 22 "Information technology equipment Radio disturbance characteristics Limit and methods of measurement." International Special Committee on Radio Interference (CISPR), 2005.
- c) CISPR 13 "Sound and television broadcast receivers and associated equipment Radio disturbance characteristics – Limits and method of measurement." International Special Committee on Radio Interference (CISPR), 2006.

#### 7-3. Environment

a) RoHS. Directive 2002/95/EC of the European Parliament and of the Council on the reduction of the use of certain hazardous substances in electrical and electronic equipment. January 2003



### 8. Packing

### 8-1. Designation of Lot Mark

a) Lot Mark

| Α | В | С | D | E | F | G | Н | I | J | K | L | М |  |
|---|---|---|---|---|---|---|---|---|---|---|---|---|--|
|---|---|---|---|---|---|---|---|---|---|---|---|---|--|

A,B,C: SIZE(INCH) D: YEAR

E: MONTH  $F \sim M$ : SERIAL NO.

Note

1. YEAR

| Year | 2011 | 2012 | 2013 | 2014 | 2015 | 2016 | 2017 | 2018 | 2019 | 2020 |
|------|------|------|------|------|------|------|------|------|------|------|
| Mark | Α    | В    | С    | D    | Е    | F    | G    | Н    | J    | K    |

#### 2. MONTH

| Month | Jan | Feb | Mar | Apr | May | Jun | Jul | Aug | Sep | Oct | Nov | Dec |
|-------|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|
| Mark  | 1   | 2   | 3   | 4   | 5   | 6   | 7   | 8   | 9   | Α   | В   | С   |

#### b) Location of Lot Mark

Serial No. is printed on the label. The label is attached to the backside of the LCD module. This is subject to change without prior notice.

### 8-2. Packing Form

a) Package quantity in one box: 12 pcs

b) Box Size: 365 X 315 X 492mm



#### 9. PRECAUTIONS

Please pay attention to the followings when you use this TFT LCD module.

#### 9-1. MOUNTING PRECAUTIONS

- (1) You must mount a module using holes arranged in four corners or four sides.
- (2) You should consider the mounting structure so that uneven force (ex. Twisted stress) is not applied to the module. And the case on which a module is mounted should have sufficient strength so that external force is not transmitted directly to the module.
- (3) Please attach the surface transparent protective plate to the surface in order to protect the polarizer. Transparent protective plate should have sufficient strength in order to the resist external force.
- (4) You should adopt radiation structure to satisfy the temperature specification.
- (5) Acetic acid type and chlorine type materials for the cover case are not desirable because the former generates corrosive gas of attacking the polarizer at high temperature and the latter causes circuit break by electro-chemical reaction.
- (6) Do not touch, push or rub the exposed polarizers with glass, tweezers or anything harder than HB pencil lead. And please do not rub with dust clothes with chemical treatment.
  Do not touch the surface of polarizer for bare hand or greasy cloth. (Some cosmetics are detrimental to the polarizer.)
- (7) When the surface becomes dusty, please wipe gently with absorbent cotton or other soft materials like chamois soaks with petroleum benzene. Normal-hexane is recommended for cleaning the adhesives used to attach front / rear polarizers. Do not use acetone, toluene and alcohol because they cause chemical damage to the polarizer.
- (8) Wipe off saliva or water drops as soon as possible. Their long time contact with polarizer causes deformations and color fading.
- (9) Do not open the case because inside circuits do not have sufficient strength.
- (10) As The IPS panel is sensitive & slim, please recommend the metal frame of the system supports the panel by the double side-mount.

#### 9-2. OPERATING PRECAUTIONS

- (1) The spike noise causes the mis-operation of circuits. It should be lower than following voltage :  $V=\pm 200$ mV(Over and under shoot voltage)
- (2) Response time depends on the temperature. (In lower temperature, it becomes longer.)
- (3) Brightness depends on the temperature. (In lower temperature, it becomes lower.)

  And in lower temperature, response time(required time that brightness is stable after turned on) becomes longer.
- (4) Be careful for condensation at sudden temperature change. Condensation makes damage to polarizer or electrical contacted parts. And after fading condensation, smear or spot will occur.
- (5) When fixed patterns are displayed for a long time, remnant image is likely to occur.
- (6) Module has high frequency circuits. Sufficient suppression to the electromagnetic interference shall be done by system manufacturers. Grounding and shielding methods may be important to minimized the interference.
- (7) Please do not give any mechanical and/or acoustical impact to LCM. Otherwise, LCM can't be operated its full characteristics perfectly.
- (8) A screw which is fastened up the steels should be a machine screw. (if not, it causes metallic foreign material and deal LCM a fatal blow)
- (9) Please do not set LCD on its edge.
- (10) When LCMs are used for public display defects such as Yogure, image sticking can not be guarantee.



#### 9-3. ELECTROSTATIC DISCHARGE CONTROL

Since a module is composed of electronic circuits, it is not strong to electrostatic discharge. Make certain that treatment persons are connected to ground through wrist band etc. And don't touch interface pin directly.

#### 9-4. PRECAUTIONS FOR STRONG LIGHT EXPOSURE

Strong light exposure causes degradation of polarizer and color filter.

#### 9-5. STORAGE

When storing modules as spares for a long time, the following precautions are necessary.

- (1) Store them in a dark place. Do not expose the module to sunlight or fluorescent light. Keep the temperature between 5°C and 35°C at normal humidity.
- (2) The polarizer surface should not come in contact with any other object. It is recommended that they be stored in the container in which they were shipped.

#### 9-6. HANDLING PRECAUTIONS FOR PROTECTION FILM

- (1) The protection film is attached to the bezel with a small masking tape. When the protection film is peeled off, static electricity is generated between the film and polarizer. This should be peeled off slowly and carefully by people who are electrically grounded and with well ion-blown equipment or in such a condition, etc.
- (2) When the module with protection film attached is stored for a long time, sometimes there remains a very small amount of glue still on the bezel after the protection film is peeled off.
- (3) You can remove the glue easily. When the glue remains on the bezel surface or its vestige is recognized, please wipe them off with absorbent cotton waste or other soft material like chamois soaked with normal-hexane.