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|------------------------------------|--|--|
| PREPARED BY:<br><i>K. Toyota</i>   | <b>SHARP</b>   | SPEC No. LD-20503A   |
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|                                    | MOBILE LIQUID CRYSTAL DISPLAY GROUP<br>SHARP CORPORATION<br><b>SPECIFICATION</b> | APPLICABLE GROUP<br>MOBILE LIQUID CRYSTAL DISPLAY<br>GROUP |

DEVICE SPECIFICATION FOR

**TFT-LCD module**

MODEL No. LQ043T3DG02

**These parts have corresponded with the RoHS directive.**

CUSTOMER'S APPROVAL

DATE \_\_\_\_\_

BY \_\_\_\_\_

PRESENTED

BY *K. Shiono* \_\_\_\_\_

K. SHIONO  
 Department General manager  
 Engineering Department  
 Mobile LCD Division 3  
 Mobile Liquid Crystal Display Group  
 SHARP CORPORATION



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### 1. Applicable Scope

This specification is applicable to TFT-LCD Module “LQ043T3DG02” .

### 2. General Description

This module is a color active matrix LCD module incorporating amorphous silicon TFT (Thin Film Transistor).

It is composed of a color TFT-LCD panel, driver IC, Input FPC, a back light unit.

Graphics and texts can be displayed on a 480 x 272 x RGB dots panel with about 262k colors by supplying 18bit data signals (6bit x RGB), four timing signals, 3wires 9 / 24bit serial interface signals, logic (Typ. +3.15V), analog (Typ. +3.15V) supply voltages for TFT-LCD panel driving and supply voltage for back light.

### 3. Mechanical (Physical) Specifications

| Item                    | Specifications               | Unit  |
|-------------------------|------------------------------|-------|
| Screen size             | 10.9 (4.3" type) diagonal    | cm    |
| Active area             | 95.04(H)×53.856(V)           | mm    |
| Pixel format            | 480(H) x 272(V)              | Pixel |
|                         | 1Pixel =R+G+B dots           |       |
| Pixel pitch             | 0.198(H) x 0.198(V)          | mm    |
| Pixel configuration     | R,G,B horizontal stripes     |       |
| Display mode            | Normally white               |       |
| Unit outline dimensions | 105.5(W) x 67.2(H) x 3.95(D) | mm    |
| Mass                    | Approx.55                    | g     |
| Surface hardness        | 2H                           |       |
| Surface treatment       | Anti glare                   |       |

\*The above-mentioned table indicates module sizes without some projections and FPC.

For detailed measurements and tolerances, please refer to 18. Outline Dimensions..

## 4. Input Terminal Names and Functions

Recommendation CN : [HIROSE] FH26G-67S-0.3SHBW(05)

| Pin No | Symbol            | I/O | Description                                 | Remarks              |
|--------|-------------------|-----|---|----------------------|
| 1      | LED_C (-)         | -   | Power supply for LED (Cathode)              |                      |
| 2      | LED_A(+)          | -   | Power supply for LED (Anode)                |                      |
| 3      | DGND1             | -   | Digital Ground                              |                      |
| 4      | X1(R)             | O   | Touch Panel Right Electrode                 |                      |
| 5      | Y2(B)             | O   | Touch Panel Bottom Electrode                |                      |
| 6      | X2(L)             | O   | Touch Panel Left Electrode                  |                      |
| 7      | Y1(T)             | O   | Touch Panel Top Electrode                   |                      |
| 8      | AGND1             | -   | Analog Ground                               |                      |
| 9      | V <sub>GH</sub>   | -   | Connect to a Stabilizing capacitor          | Note 3               |
| 10     | C3P               | -   | Connect a Booster capacitor to C3N          | Note 2               |
| 11     | C3N               | -   | Connect a Booster capacitor to C3P          | Note 2               |
| 12     | C2P               | -   | Connect a Booster capacitor to C2N          | Note 2               |
| 13     | C2N               | -   | Connect a Booster capacitor to C2P          | Note 2               |
| 14     | V <sub>GL</sub>   | -   | Connect a Stabilizing capacitor to GND      | Note 3               |
| 15     | C1P               | -   | Connect a Booster capacitor to C1N          | Note 2               |
| 16     | C1N               | -   | Connect a Booster capacitor to C1P          | Note 2               |
| 17     | AGND2             | -   | Analog Ground                               |                      |
| 18     | V <sub>CIX2</sub> | -   | Connect a Stabilizing capacitor to GND      | Note 3               |
| 19     | C11P              | -   | Connect a Booster capacitor to C11N         | Note 2               |
| 20     | C11N              | -   | Connect a Booster capacitor to C11P         | Note 2               |
| 21     | V <sub>CI</sub>   | -   | Booster input voltage pin                   | Note 3               |
| 22     | SDO               | O   | Data output pin in serial mode              |                      |
| 23     | AGND3             | -   | Analog Ground                               |                      |
| 24     | V <sub>CIM</sub>  | -   | Connect a Stabilizing capacitor to GND      | Note 3               |
| 25     | CXP               | -   | Connect a Booster capacitor to CXN          | Note 2               |
| 26     | CXN               | -   | Connect a Booster capacitor to CXP          | Note 2               |
| 27     | TEST              | O   | TEST  | Note 1               |
| 28     | RESB              | I   | System reset                                |                      |
| 29     | DGND2             | -   | Digital Ground                              |                      |
| 30     | V <sub>DDIO</sub> | -   | Voltage input pin for logic I/O             |                      |
| 31     | V <sub>CORE</sub> | -   | Connect a Stabilizing capacitor to GND      | Note 3               |
| 32     | DGND3             | -   | Digital Ground                              |                      |
| 33     | DGND4             | -   | Digital Ground                              |                      |
| 34     | CSB               | I   | Chip select pin of serial interface         |                      |
| 35     | SDI               | I   | Data input pin in serial mode               |                      |
| 36     | SCK               | I   | Clock input pin in serial mode              |                      |
| 37     | STYPE             | I   | 9bit / 24bit select pin of serial interface | 'L'=24bit / 'H'=9bit |
| 38     | DEN               | I   | Display enable                              |                      |
| 39     | B5                | I   | BLUE data signal(MSB)                       |                      |
| 40     | B4                | I   | BLUE data signal                            |                      |
| 41     | B3                | I   | BLUE data signal                            |                      |

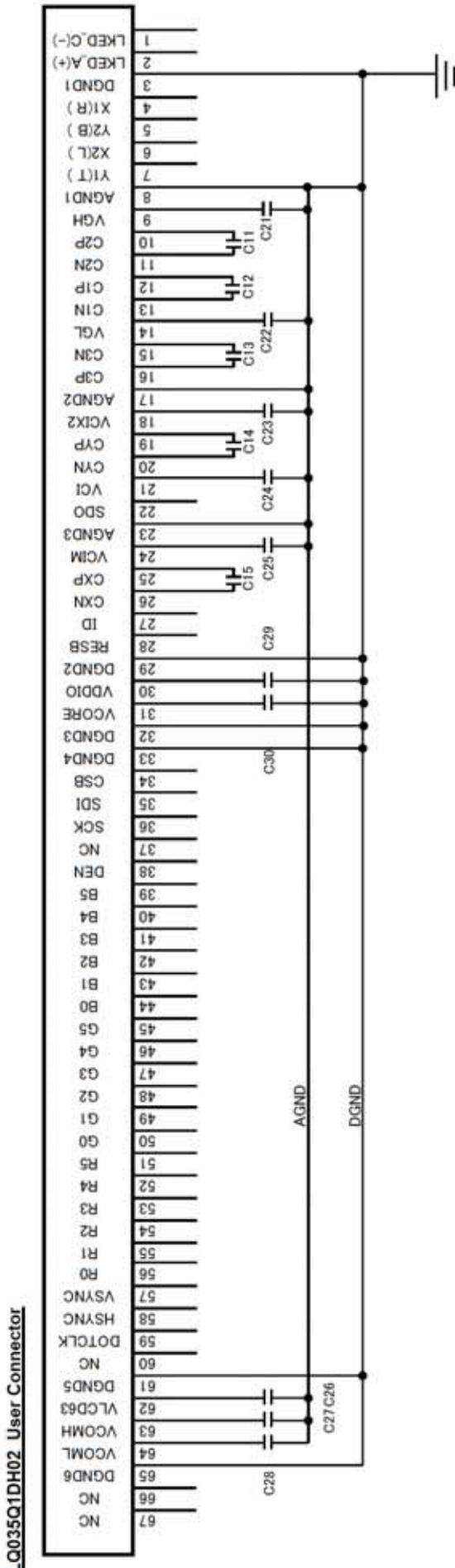
| Pin No. | Symbol             | I/O | Description                            | Remarks |
|---------|--------------------|-----|--|---------|
| 42      | B2                 | I   | BLUE data signal                       |         |
| 43      | B1                 | I   | BLUE data signal                       |         |
| 44      | B0                 | I   | BLUE data signal(LSB)                  |         |
| 45      | G5                 | I   | GREEN data signal(MSB)                 |         |
| 46      | G4                 | I   | GREEN data signal                      |         |
| 47      | G3                 | I   | GREEN data signal                      |         |
| 48      | G2                 | I   | GREEN data signal                      |         |
| 49      | G1                 | I   | GREEN data signal                      |         |
| 50      | G0                 | I   | GREEN data signal(LSB)                 |         |
| 51      | R5                 | I   | RED data signal(MSB)                   |         |
| 52      | R4                 | I   | RED data signal                        |         |
| 53      | R3                 | I   | RED data signal                        |         |
| 54      | R2                 | I   | RED data signal                        |         |
| 55      | R1                 | I   | RED data signal                        |         |
| 56      | R0                 | I   | RED data signal(LSB)                   |         |
| 57      | VSYNC              | I   | Frame synchronization signal           |         |
| 58      | HSYNC              | I   | Line synchronization signal            |         |
| 59      | DOTCLK             | I   | Dot-clock signal                       |         |
| 60      | NC                 | -   | Non connected                          |         |
| 61      | DGND5              | -   | Digital Ground                         |         |
| 62      | V <sub>LCD63</sub> | -   | Connect a Stabilizing capacitor to GND | Note 3  |
| 63      | V <sub>COMH</sub>  | -   | Connect a Stabilizing capacitor to GND | Note 3  |
| 64      | V <sub>COML</sub>  | -   | Connect a Stabilizing capacitor to GND | Note 3  |
| 65      | DGND6              | -   | Digital Ground                         |         |
| 66      | NC                 | -   | Non connected                          |         |
| 67      | NC                 | -   | Non connected                          |         |

Note 1) this pin should be opened.

Note 2) Booster Capacitors

Note 3) Stabilization Capacitors

External recommended condenser



[Note]  
 C1N/P, C2N/P, C3N/P, CYN/P, CXN/P are high voltage switching lines on FPC.  
 Surround/shield by AGND to avoid noise coupling to other pins.  
 Also aware the PCB design to avoid other components to be affected by noise on those dc/dc pins

**Recommended Capacitors**

| Ref No. | Capacitance | Rated Voltage | Temperature Characteristic |
|---------|-------------|---------------|----------------------------|
| C11     | 0.22uF      | 16V           | B(JIS) or X5R(EIA)         |
| C12     | 0.22uF      | 16V           | B(JIS) or X5R(EIA)         |
| C13     | 0.22uF      | 16V           | B(JIS) or X5R(EIA)         |
| C14     | 0.22uF      | 10V           | B(JIS) or X5R(EIA)         |
| C15     | 0.22uF      | 10V           | B(JIS) or X5R(EIA)         |
| C21     | 2.2uF       | 25V           | B(JIS) or X5R(EIA)         |
| C22     | 2.2uF       | 16V           | B(JIS) or X5R(EIA)         |
| C23     | 2.2uF       | 10V           | B(JIS) or X5R(EIA)         |
| C24     | 2.2uF       | 6.3V          | B(JIS) or X5R(EIA)         |
| C25     | 2.2uF       | 6.3V          | B(JIS) or X5R(EIA)         |
| C26     | 2.2uF       | 10V           | B(JIS) or X5R(EIA)         |
| C27     | 2.2uF       | 6.3V          | B(JIS) or X5R(EIA)         |
| C28     | 2.2uF       | 6.3V          | B(JIS) or X5R(EIA)         |
| C29     | 2.2uF       | 6.3V          | B(JIS) or X5R(EIA)         |
| C30     | 2.2uF       | 6.3V          | B(JIS) or X5R(EIA)         |

5. Absolute Maximum Ratings

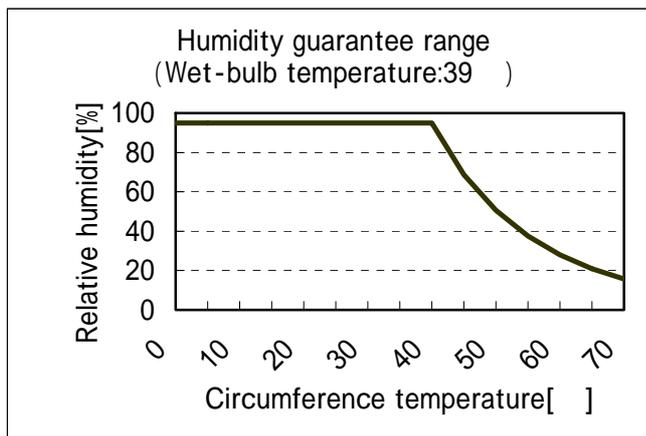
| Item                           | Symbol            | Conditions | Rated value                   | Unit | Remarks |
|--------------------------------|-------------------|------------|-------------------------------|------|---------|
| Input voltage                  | VI                | Ta = 25°C  | -0.3 ~ V <sub>DDIO</sub> +0.3 | V    | Note 1  |
| Logic I/O power supply voltage | V <sub>DDIO</sub> | Ta = 25°C  | -0.3 ~ +4.0                   | V    |         |
| Analog power supply voltage    | V <sub>CI</sub>   | Ta = 25°C  | AGND-0.3 ~ +5.0               | V    |         |
| Temperature for storage        | T <sub>stg</sub>  | -          | -30 ~ +85                     | °C   | Note 2  |
| Temperature for operation      | T <sub>opr</sub>  | -          | -10 ~ +70                     | °C   | Note 3  |
| LED input electric current     | I <sub>LED</sub>  | Ta = 25°C  | 35                            | mA   | Note 4  |
| LED electricity consumption    | P <sub>LED</sub>  | Ta = 25°C  | 123                           | mW   | Note 4  |

Note 1) RESB, CSB, SDI, SCK, DEN, B5 to B0, G5 to G0, R5 to R0, VSYNC, HSYNC, DOTCLK

Note 2) Humidity: 95%RH Max. (Ta 40°C)

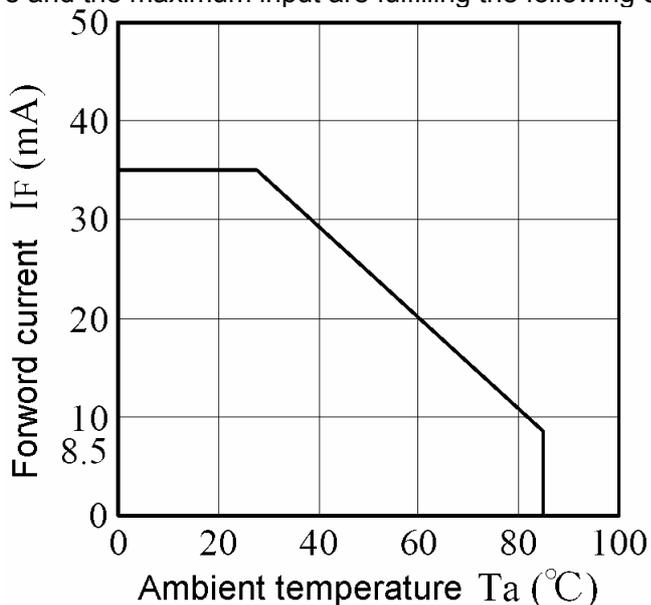
Maximum bulb temperature under 39°C (Ta>40°C) See to it that no dew will be condensed.

Note 3) Ambient temperature prescribes.



Note 4) Power consumption of one LED (Ta = 25°C). (use 9 pieces LED)

Ambient temperature and the maximum input are fulfilling the following operating conditions.



Ambient temperature and the maximum input

## 6. Electrical Characteristics

## 6-1. TFT LCD Panel Driving

Ta = 25°C

| Item                               |            | Symbol            | Min.                  | Typ.  | Max.                  | Unit    | Remarks |
|------------------------------------|------------|-------------------|-----------------------|-------|-----------------------|---------|---------|
| Logic I/O<br>power supply          | DC voltage | $V_{DDIO}$        | +3.0                  | +3.15 | +3.3                  | V       |         |
|                                    | DC current | $I_{VDDIO}$       | -                     | 1     | 2                     | mA      | Note 1  |
| Analog<br>power supply             | DC voltage | $V_{CI}$          | +3.0                  | +3.15 | +3.3                  | V       |         |
|                                    | DC current | $I_{VCI}$         | -                     | 12.5  | 20.0                  | mA      | Note 1  |
| Permissive input<br>Ripple voltage |            | $V_{RFVDDIO}$     | -                     | -     | 100                   | mVp-p   | Note 2  |
|                                    |            | $V_{RFVCI}$       | -                     | -     | 100                   | mVp-p   | Note 2  |
| Logic<br>Input Voltage             | High       | $V_{IH}$          | $0.8 \times V_{DDIO}$ | -     | $V_{DDIO}$            | V       | Note 3  |
|                                    | Low        | $V_{IL}$          | 0                     | -     | $0.2 \times V_{DDIO}$ | V       | Note 3  |
| Logic input Current                |            | $I_{IH} / I_{IL}$ | -1                    | -     | 1                     | $\mu$ A | Note 3  |

Note 1)  $V_{DDIO} = V_{CI} = +3.3V$ ,  $f_{VSYNC} = 60Hz$ Current situation for  $I_{VDDIO}$ : Black & White checker flag patternCurrent situation for  $I_{CI}$ : All black patternNote 2)  $V_{DDIO} = V_{CI} = +3.3V$ 

Note 3) RESB, CSB, SDI, SCK, DEN, B5~B0, G5~G0, R5~R0, VSYNC, HSYNC, DOTCLK

## 6-2. Power up sequence

V<sub>DDIO</sub> / V<sub>CI</sub> ON (hold RESB = "L")



Wait min. 1us



Hard Reset (RESB "L" → "H")



Wait min.1ns

Enter the Sleep Mode

| Reg. # | Register        | Data   | Remark |
|--------|-----------------|--------|--------|
| R28h   | Power control 1 | 0006 h |        |
| R29h   | Power control 2 | 8000h  |        |
| R2Eh   | Power control 3 | B544h  |        |
| R2Dh   | Power control 4 | 3F46 h | Note2  |



Register setting

| Reg. # | Register                     | Data     | Remark |
|--------|------------------------------|----------|--------|
| R01 h  | Driver output control        | 230F h   | Note 1 |
| R02 h  | LCD driving waveform control | 0C02 h   |        |
| R03 h  | Power control 5              | (040E h) |        |
| R0B h  | Frame cycle control          | D000 h   |        |
| R0C h  | Power control 6              | 0005 h   |        |
| R0D h  | Power control 7              | 000F h   |        |
| R0E h  | Power control 8              | 2B00 h   |        |
| R16 h  | Pixel per line               | EF8E h   | Note 3 |
| R17 h  | Vertical porch               | 0003 h   | Note 4 |
| R1E h  | Power control 9              | 0000 h   |        |
| R30 h  | Gamma control 1              | 0000 h   |        |
| R31 h  | Gamma control 2              | 0107 h   |        |
| R32 h  | Gamma control 3              | 0000 h   |        |
| R33 h  | Gamma control 4              | 0201 h   |        |
| R34 h  | Gamma control 5              | 0607 h   |        |
| R35 h  | Gamma control 6              | 0005 h   |        |
| R36 h  | Gamma control 7              | 0707 h   |        |
| R37 h  | Gamma control 8              | 0203 h   |        |
| R3A h  | Gamma control 9              | 0F0F h   |        |
| R3B h  | Gamma control 10             | 0F02 h   |        |
| R10 h  | Power control 10             | 02CC h   |        |
| R26 h  | Power control 11             | 2800 h   |        |
| R15 h  | Power control 12             | 0090 h   |        |
| R2C h  | Power control 13             | 3BBD h   |        |



Wait min.200ns



Display Data Start (VSYNC, HSYNC, DOTCLK)



Exit the Sleep Mode

| Reg. # | Register        | Data   | Remark |
|--------|-----------------|--------|--------|
| R2Dh   | Power control 4 | 3F44 h |        |
| R29h   | Power control 2 | FFFEh  |        |



Wait min.1s



Back Light ON

Display ON

Note 1)

**Driver Output Control (R01h)**

| R/W | DC | IB15 | IB14 | IB13 | IB12 | IB11 | IB10 | IB9 | IB8 | IB7 | IB6 | IB5 | IB4 | IB3 | IB2 | IB1 | IB0 |
|-----|----|------|------|------|------|------|------|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|
| W   | 1  | 0    | RL   | REV  | 0    | 0    | 0    | TB  | 1   | 0   | 0   | 0   | 0   | 1   | 1   | 1   | 1   |
| POR |    | 0    | 0    | 1    | 0    | 0    | 0    | 1   | 1   | 0   | 0   | 0   | 0   | 1   | 1   | 1   | 1   |

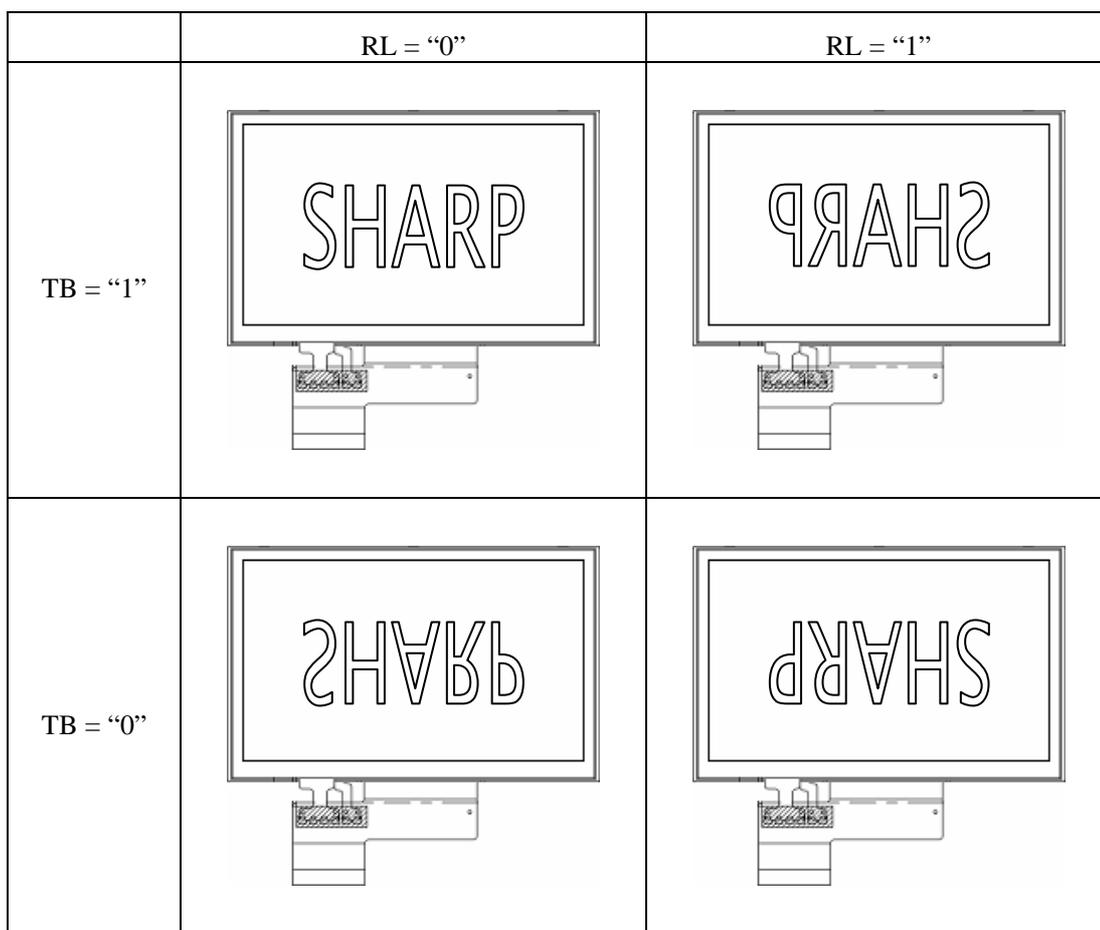
REV: Displays all character and graphics display sections with reversal when REV = "0".

TB: Selects the output shift direction of the gate driver.

When TB = "1", Top shifts to Bottom. When TB = "0", Bottom shifts to Top.

RL: Selects the output shift direction of the source driver.

When RL = "1", Right shifts to Left. When TB = "1", Left shifts to Right.



Note 2)

**Mode Control(R2Dh)**

| R/W | DC | IB15 | IB14 | IB13 | IB12 | IB11 | IB10 | IB9 | IB8 | IB7 | IB6 | IB5 | IB4 | IB3 | IB2 | IB1  | IB0 |
|-----|----|------|------|------|------|------|------|-----|-----|-----|-----|-----|-----|-----|-----|------|-----|
| W   | 1  | 0    | 0    | 1    | 1    | 1    | 1    | 1   | 1   | 0   | 1   | 0   | 0   | 0   | 1   | SHUT | 0   |
| POR |    | 0    | 0    | 1    | 1    | 1    | 1    | 1   | 1   | 0   | 1   | 0   | 0   | 0   | 1   | x    | 0   |

SHUT : SHUT="0" : Normal Mode , SHUT="1" : Sleep Mode.

Note 3)

**Pixel per line (R16h)**

| R/W | DC | IB15 | IB14 | IB13 | IB12 | IB11 | IB10 | IB9 | IB8 | IB7 | IB6  | IB5  | IB4  | IB3  | IB2  | IB1  | IB0  |
|-----|----|------|------|------|------|------|------|-----|-----|-----|------|------|------|------|------|------|------|
| W   | 1  | XL8  | XL7  | XL6  | XL5  | XL4  | XL3  | XL2 | XL1 | XL0 | HBP6 | HBP5 | HBP4 | HBP3 | HBP2 | HBP1 | HBP0 |
| POR |    | 1    | 1    | 1    | 0    | 1    | 1    | 1   | 1   | 1   | 0    | 0    | 0    | 1    | 1    | 1    | 0    |

Note: Number of dotclk for hsync active low period must be smaller than that of HBP

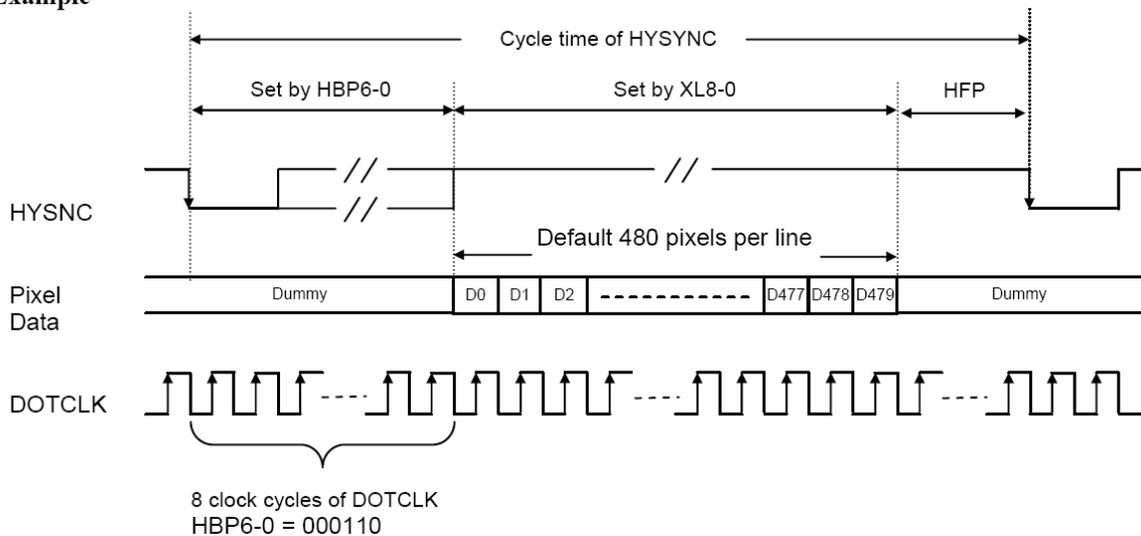
**XL8-0:** Set the number of valid pixel per line.

| XL8 | XL7 | XL6 | XL5 | XL4 | XL3 | XL2 | XL1 | XL0 | No. of pixel per line |
|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----------------------|
| 0   | 0   | 0   | 0   | 0   | 0   | 0   | 0   | 0   | 1                     |
| 0   | 0   | 0   | 0   | 0   | 0   | 0   | 0   | 1   | 2                     |
| 0   | 0   | 0   | 0   | 0   | 0   | 0   | 1   | 0   | 3                     |
| ⋮   |     |     |     |     |     |     |     |     | ⋮                     |
| ⋮   |     |     |     |     |     |     |     |     | Step = 1              |
| ⋮   |     |     |     |     |     |     |     |     | ⋮                     |
| 1   | 1   | 1   | 0   | 1   | 1   | 1   | 1   | 0   | 479                   |
| 1   | 1   | 1   | 0   | 1   | 1   | 1   | 1   | 1   | 480                   |
| 1   | 1   | 1   | 1   | *   | *   | *   | *   | *   | Reserved              |

**HBP6-0:** Set the delay period from falling edge of HSYC signal to first valid data.

| HBP6 | HBP5 | HBP4 | HBP3 | HBP2 | HBP1 | HBP0 | No. of clock cycle of DOTCLK |
|------|------|------|------|------|------|------|------------------------------|
| 0    | 0    | 0    | 0    | 0    | 0    | 0    | 2                            |
| 0    | 0    | 0    | 0    | 0    | 0    | 1    | 3                            |
| 0    | 0    | 0    | 0    | 0    | 1    | 0    | 4                            |
| ⋮    |      |      |      |      |      |      | ⋮                            |
| ⋮    |      |      |      |      |      |      | Step = 1                     |
| ⋮    |      |      |      |      |      |      | ⋮                            |
| 1    | 1    | 1    | 1    | 1    | 0    | 1    | 127                          |
| 1    | 1    | 1    | 1    | 1    | 1    | 0    | 128                          |
| 1    | 1    | 1    | 1    | 1    | 1    | 1    | 129                          |

**Example**



Note 4)

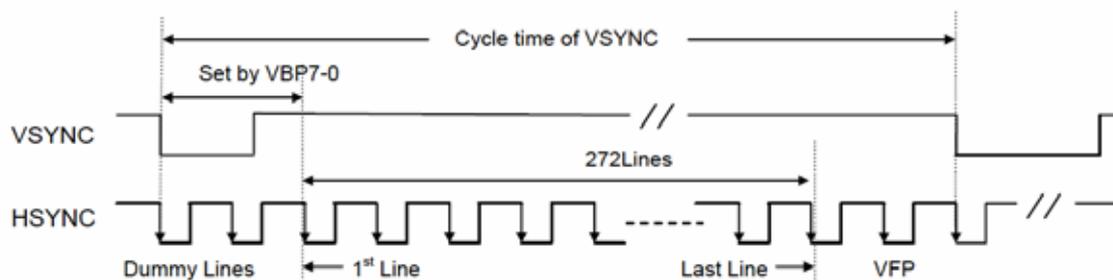
**Vertical Porch (R17h)**

|     |    |      |      |      |      |      |      |     |     |      |      |      |      |      |      |      |      |
|-----|----|------|------|------|------|------|------|-----|-----|------|------|------|------|------|------|------|------|
| R/W | DC | IB15 | IB14 | IB13 | IB12 | IB11 | IB10 | IB9 | IB8 | IB7  | IB6  | IB5  | IB4  | IB3  | IB2  | IB1  | IB0  |
| W   | 1  | 0    | 0    | 0    | 0    | 0    | 0    | 0   | 0   | VBP7 | VBP6 | VBP5 | VBP4 | VBP3 | VBP2 | VBP1 | VBP0 |
| POR |    | 0    | 0    | 0    | 0    | 0    | 0    | 0   | 0   | 0    | 0    | 0    | 0    | 0    | 0    | 1    | 1    |

**VBP7-0:** Set the delay period from falling edge of VSYNC to first valid line. The line data within this delay period will be treated as dummy line.

| VBP7 | VBP6 | VBP5 | VBP4 | VBP3 | VBP2 | VBP1 | VBP0 | No. of clock cycle of HSYNC |
|------|------|------|------|------|------|------|------|-----------------------------|
| 0    | 0    | 0    | 0    | 0    | 0    | 0    | 0    | 0                           |
| 0    | 0    | 0    | 0    | 0    | 0    | 0    | 1    | 1                           |
| 0    | 0    | 0    | 0    | 0    | 0    | 1    | 0    | 2                           |
| 0    | 0    | 0    | 0    | 0    | 0    | 1    | 1    | 3                           |
| 0    | 0    | 0    | 0    | 0    | 1    | 0    | 0    | 4                           |
|      |      |      |      | :    |      |      |      | :                           |
|      |      |      |      | :    |      |      |      | Step = 1                    |
|      |      |      |      | :    |      |      |      | :                           |
| 1    | 1    | 1    | 0    | 0    | 0    | 0    | 0    | 224                         |
| 1    | 1    | 1    | 0    | 0    | 0    | 0    | 1    | 225                         |
| 1    | 1    | 1    | 1    | *    | *    | *    | *    | Reserved                    |

**Example**



6-3. Power down sequence

Back light OFF

Write White Data (RGB Data: All "H" level)

↓  
Wait min. 1 frame time

↓  
Enter the Sleep Mode

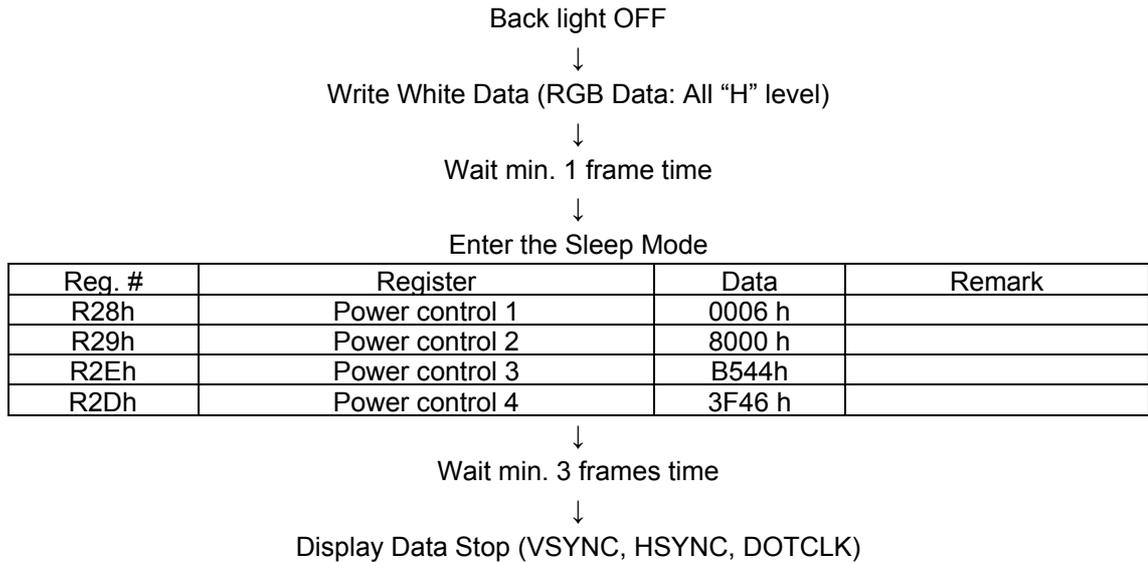
| Reg. # | Register        | Data   | Remark |
|--------|-----------------|--------|--------|
| R28h   | Power control 1 | 0006 h |        |
| R29h   | Power control 2 | 8000h  |        |
| R2Eh   | Power control 3 | B544h  |        |
| R2Dh   | Power control 4 | 3F46 h |        |

↓  
Wait min. 3 frames time

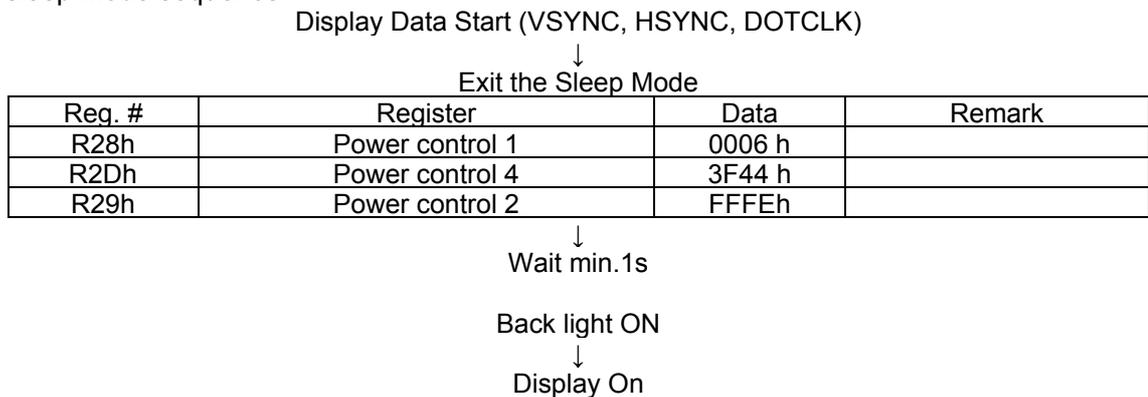
↓  
Display Data Stop (VSYNC, HSYNC, DOTCLK)

↓  
V<sub>DDIO</sub> / V<sub>Cl</sub> OFF

## 6-4. Enter sleep mode sequence



## 6-5. Exit sleep mode sequence

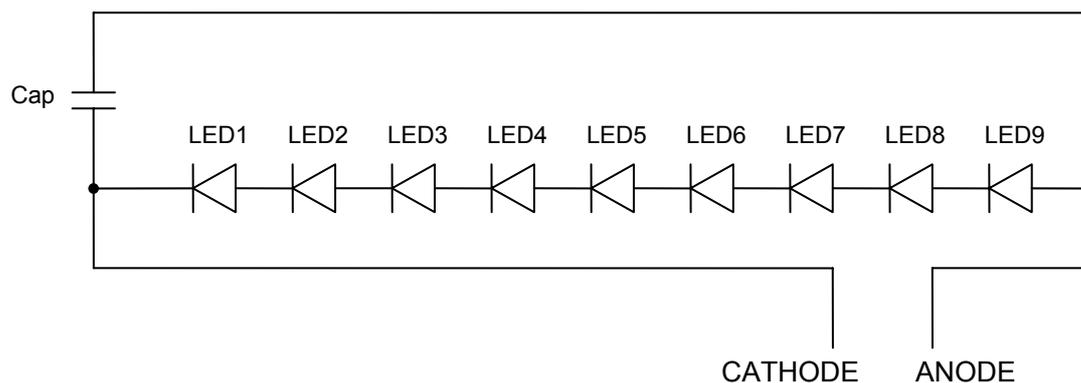


## 6-6. Back light driving

The back light system has 9 pieces LED  
 [LED type; NSSW006T (Nichia)]

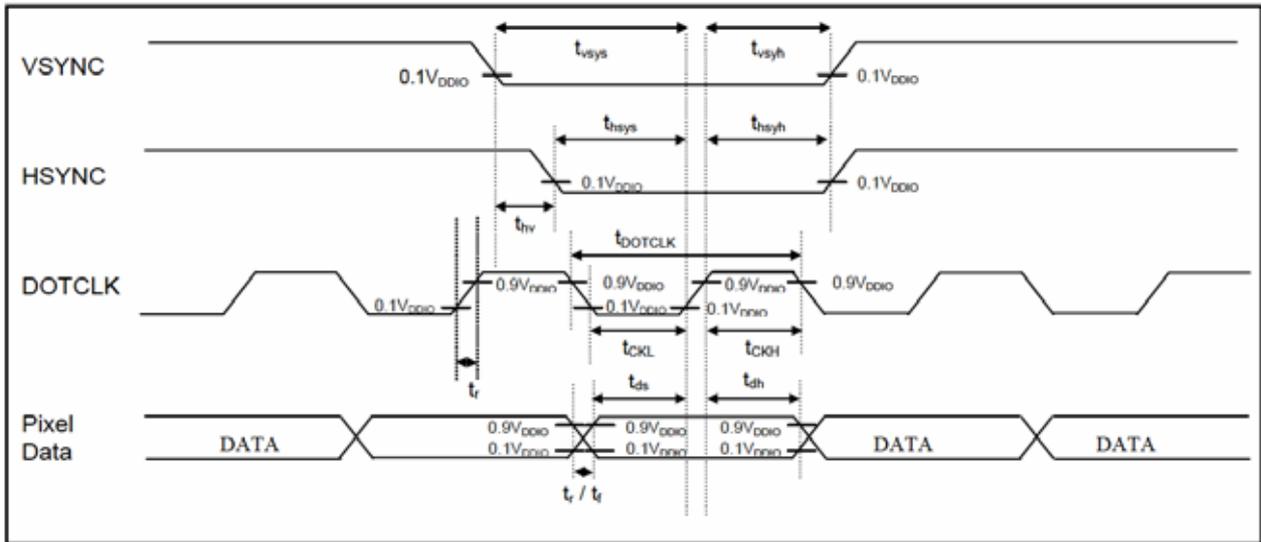
| Parameter         | Symbol   | Min. | Typ. | Max. | Unit | Remark  |
|-------------------|----------|------|------|------|------|---------|
| Rated Voltage     | $V_{BL}$ | -    | 28.8 | 31.5 | V    |         |
| Rated Current     | $I_L$    | -    | 20   | -    | mA   | Ta=25°C |
| Power consumption | $W_L$    | -    | 576  | -    | mW   |         |

[LED-FPC circuit]



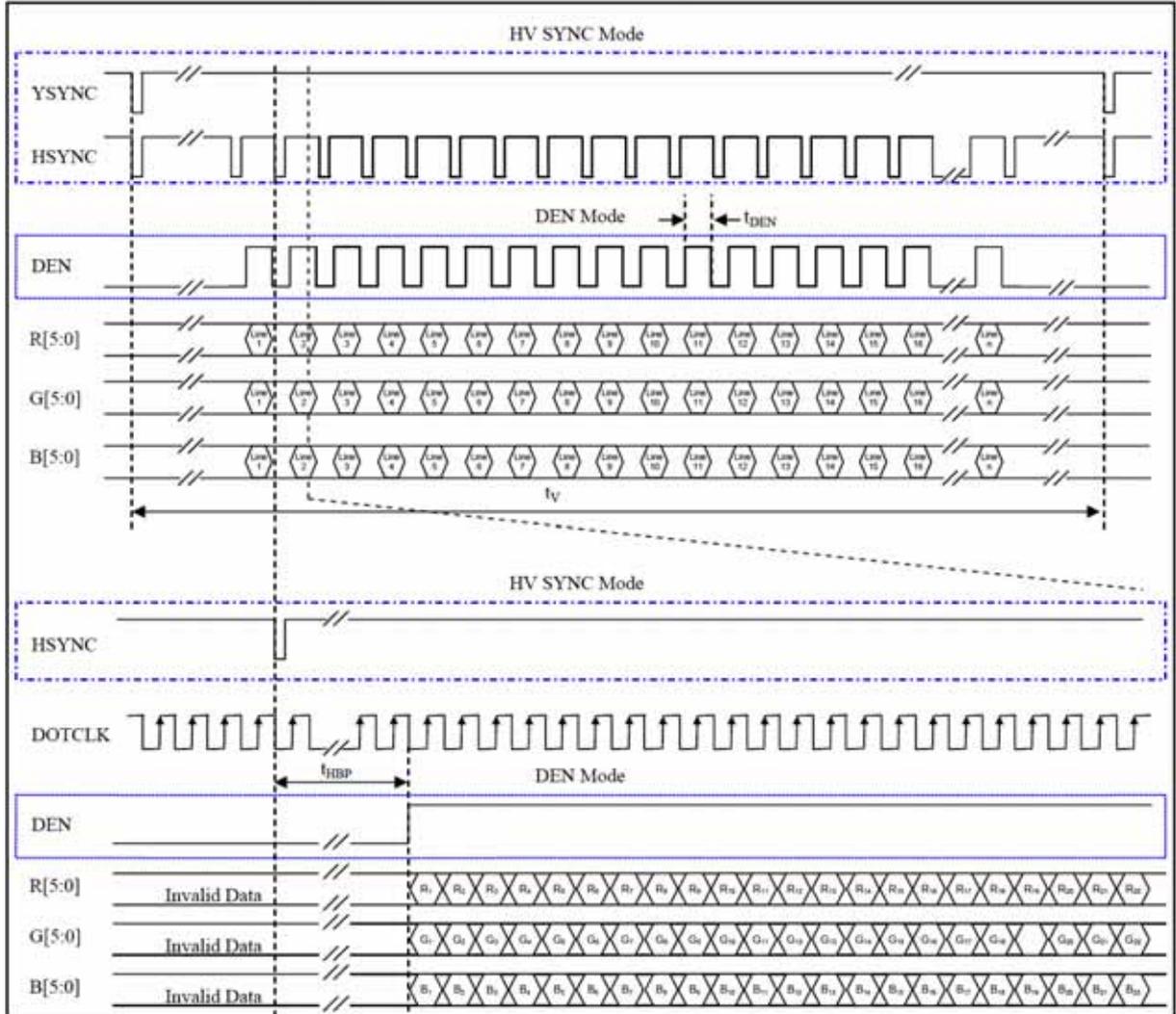
## 7. Timing characteristics of input signals

## 7-1. Pixel Clock Timing



| Characteristics                              | Symbol              | Min | Typ | Max  | Units               |
|--|---------------------|-----|-----|------|---------------------|
| DOTCLK Frequency                             | $f_{\text{DOTCLK}}$ | -   | -   | 8.69 | MHz                 |
| DOTCLK Period                                | $t_{\text{DOTCLK}}$ | 115 | -   | -    | nSec                |
| Pixel Clock Period                           | $t_{\text{PIXCLK}}$ | -   | 1   | -    | $t_{\text{DOTCLK}}$ |
| Pixel Clock Frequency                        | $f_{\text{PIXCLK}}$ | -   | -   | 8.69 | MHz                 |
| Vertical Sync Setup Time                     | $t_{\text{vsys}}$   | 5   | -   | -    | nSec                |
| Vertical Sync Hold Time                      | $t_{\text{vsyh}}$   | 5   | -   | -    | nSec                |
| Horizontal Sync Setup Time                   | $t_{\text{hsys}}$   | 5   | -   | -    | nSec                |
| Horizontal Sync Hold Time                    | $t_{\text{hsyh}}$   | 5   | -   | -    | nSec                |
| Phase difference of Sync Signal Falling Edge | $t_{\text{hv}}$     | 0   | -   | 480  | $t_{\text{DOTCLK}}$ |
| DOTCLK Low Period                            | $t_{\text{CKL}}$    | 18  | -   | -    | nSec                |
| DOTCLK High Period                           | $t_{\text{CKH}}$    | 18  | -   | -    | nSec                |
| Data Setup Time                              | $t_{\text{ds}}$     | 10  | -   | -    | nSec                |
| Data Hold Time                               | $t_{\text{dh}}$     | 15  | -   | -    | nSec                |
| Reset Pulse Width                            | $t_{\text{RES}}$    | 10  | -   | -    | uSec                |
| Rise / Fall Time                             | $t_r / t_f$         | 5   | -   | 25   | nSec                |

7-2. 18-bit RGB Interface Timing Diagram & Transaction Example



| Characteristics  |                        | Symbol                | HV SYNC Mode | Units               |
|------------------|------------------------|-----------------------|--------------|---------------------|
| DOTCLK Frequency |                        | $1/t_{\text{DOTCLK}}$ | 8.54         | MHz                 |
| Horizontal       | One Line Period        | $t_{\text{H}}$        | 512          | $t_{\text{DOTCLK}}$ |
|                  | Active Data Period     | $t_{\text{data}}$     | 480          | $t_{\text{DOTCLK}}$ |
|                  | Horizontal Back Porch  | $t_{\text{HBP}}$      | 16           | $t_{\text{DOTCLK}}$ |
|                  | Horizontal Front Porch | $t_{\text{vsys}}$     | 16           | $t_{\text{DOTCLK}}$ |
| Vertical         | One Field Period       | $t_{\text{v}}$        | 278          | $t_{\text{H}}$      |
|                  | Active Line Period     | $t_{\text{AL}}$       | 272          | $t_{\text{H}}$      |
|                  | Vertical Back Porch    | $t_{\text{VBP}}$      | 4            | $t_{\text{H}}$      |
|                  | Vertical Front Porch   | $t_{\text{VFP}}$      | 2            | $t_{\text{H}}$      |

The formula of setting for control signals:

$$1/t_{\text{DOTCLK}}, t_{\text{HBP}}, t_{\text{HFP}}, t_{\text{VBP}}, t_{\text{VFP}}.$$

$$f_{\text{v}} = 60 \pm 5 \text{ Hz} \quad : \text{Vertical Frequency (Refresh)}$$

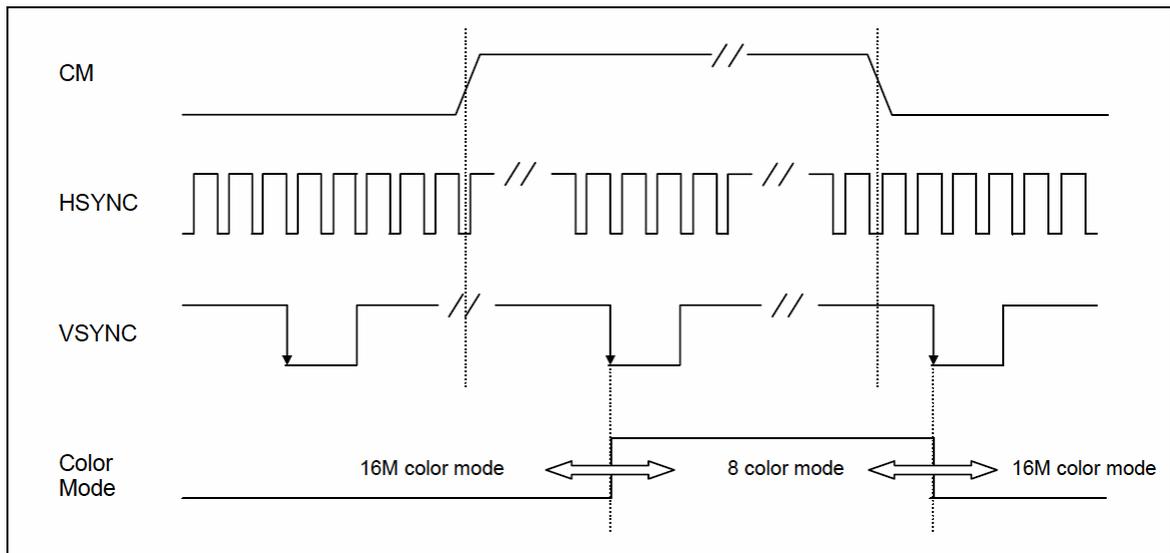
$$1/t_{\text{DOTCLK}} = f_{\text{DOTCLK}}$$

$$f_{\text{v}} = f_{\text{DOTCLK}} / (t_{\text{H}} \times t_{\text{v}})$$

$$t_{\text{v}} = (t_{\text{VBP}} + t_{\text{AL}} + t_{\text{VFP}}) \quad 512$$

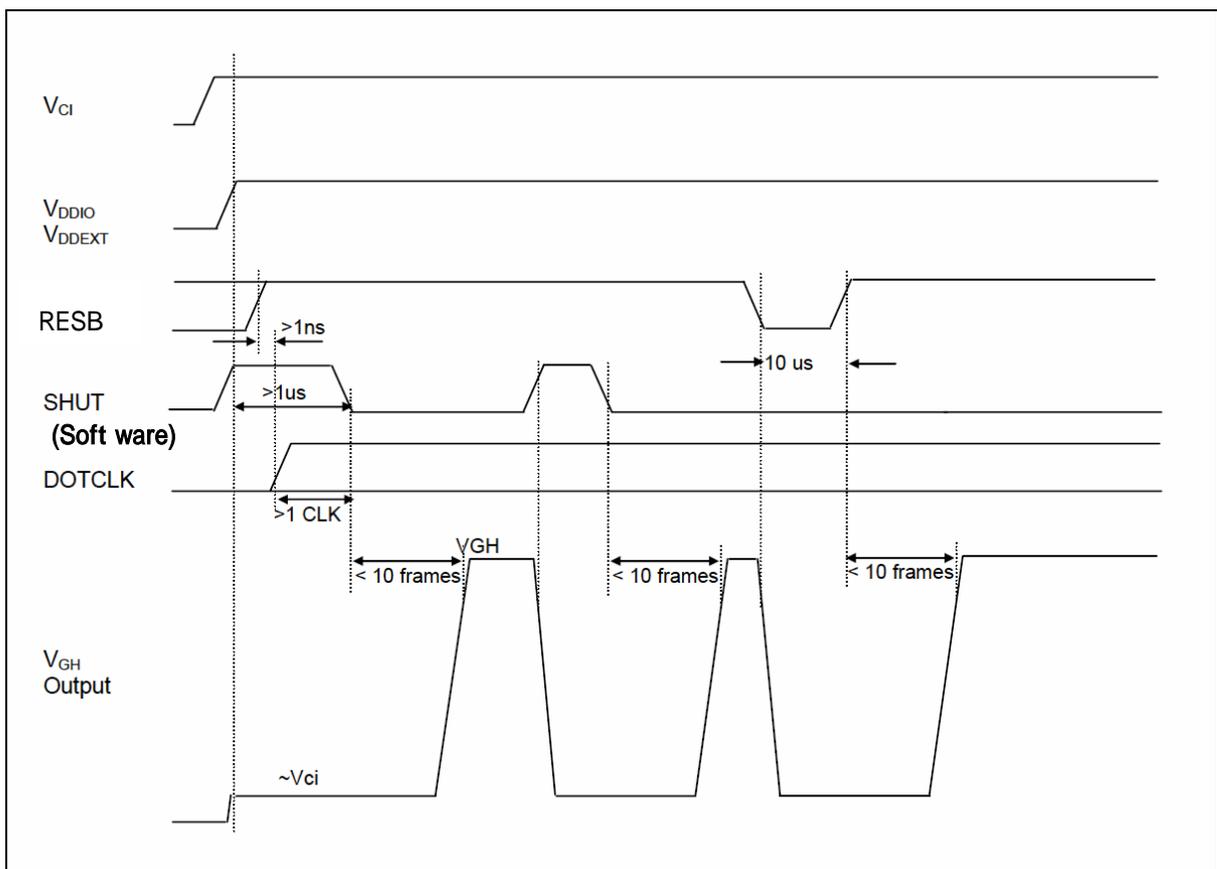
$$t_{\text{H}} = (t_{\text{HBP}} + t_{\text{Data}} + t_{\text{VFP}}) \quad 1024$$

## 7-3. Color Mode Conversion Timing



**Note:** The color mode conversion starts at the first falling edge of VSYNC after stage change of CM.

## 7-4. VGH Output against SHUT &amp; RESB



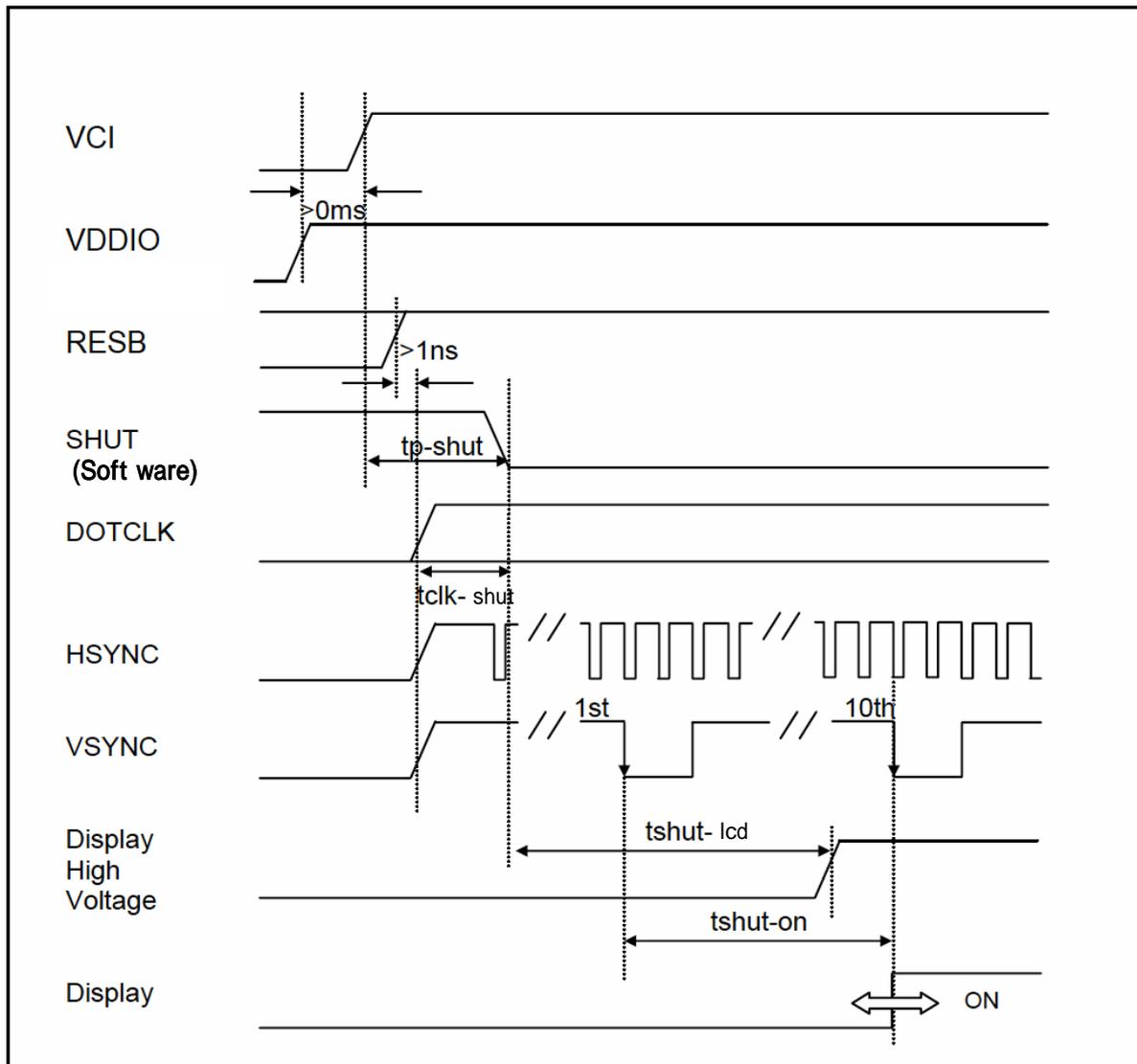
**Note1:** The minimum cycle time of SHUT is  $10 + 2$  frames.

**Note2:** DOTCLK must be provided for boosting of VGH. The above timing diagram assumed voltages and DOTCLK are continuous supplied after power on.

**Note3:** VGH will be forced to  $V_{ci}$  at the low stage of RESB

**Note4:** The minimum pulse width of RESB is  $10\mu s$ .

## 7-5. Power Up Sequence

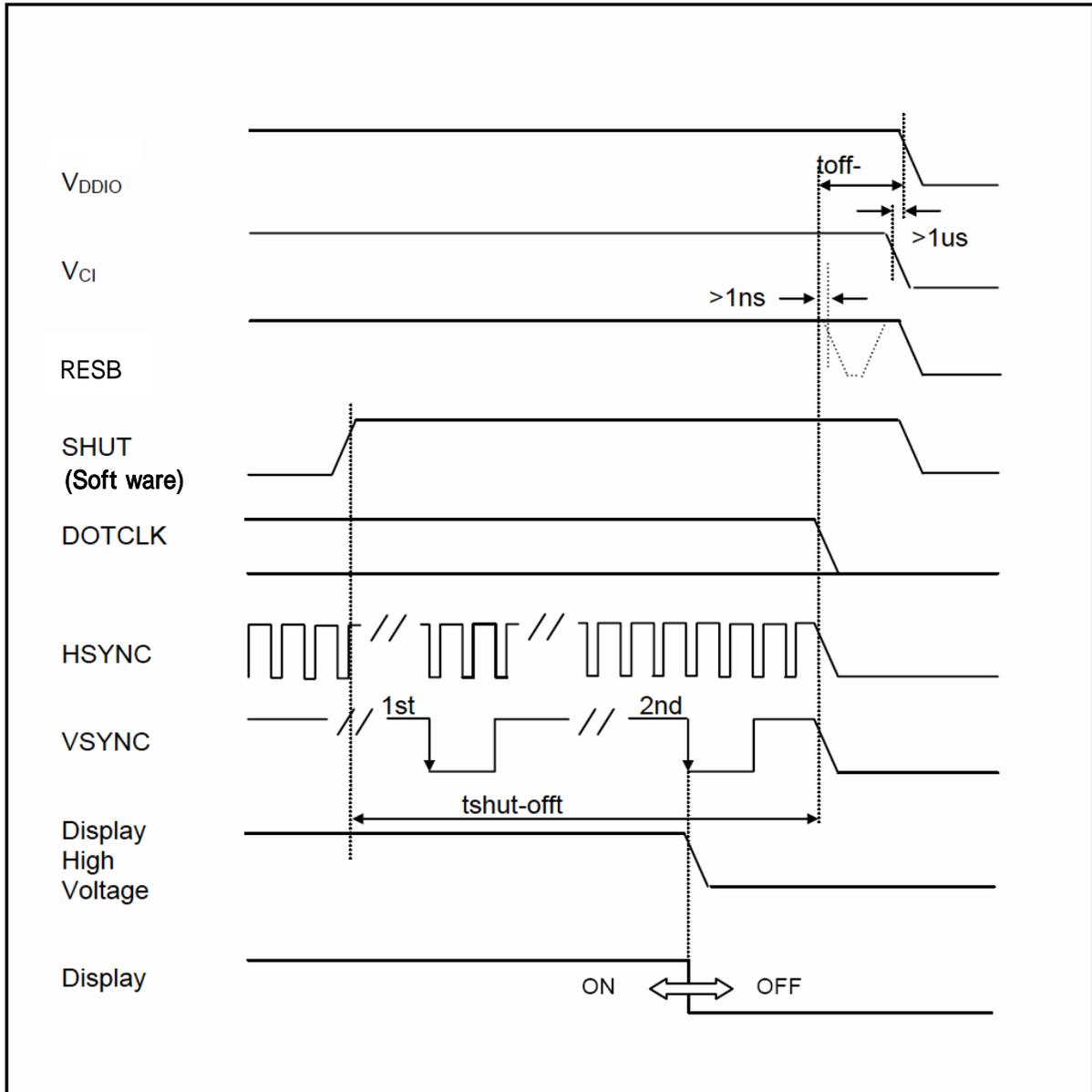


| Characteristics                              | Symbol                | MIN | TYP | MAX | Units           |
|--|-----------------------|-----|-----|-----|-----------------|
| $V_{\text{DDIO}}$ on to falling edge of SHUT | $t_{p\text{-shut}}$   | 1   | -   | -   | $\mu\text{sec}$ |
| Start of DOTCLK to SHUT low                  | $t_{\text{clk-shut}}$ | 1   | -   | -   | DOTCLK          |
| Falling edge of SHUT to LCD power on         | $t_{\text{shut-lcd}}$ | -   | -   | 167 | msec            |
| Falling edge of SHUT to display start        | $t_{\text{shut-on}}$  | -   | -   | 10  | frame           |
| -- 1 line: 512 clk                           |                       | -   | 167 | -   | msec            |
| -- 1 frame: 278 line<br>-- PIXCLK = 8.5MHz   |                       | -   | 167 | -   | msec            |

**Note1:** It is necessary to input DOTCLK before the falling edge of SHUT.

**Note2:** Display starts at 10<sup>th</sup> falling edge of VSTNC after the falling edge of SHUT.

## 7-6. Power Down Sequence



| Characteristics   | Symbol         | MIN  | TYP | MAX | Units     |
|---|----------------|------|-----|-----|-----------|
| Rising edge of SHUT to display off<br>-- 1 line: 512 clk<br>-- 1 frame: 278 line<br>-- PIXCLK = 8.5 MHz | $t_{shut-off}$ | 2    | -   | -   | frame     |
|   |                | 33.4 | -   | -   | msec      |
| Input-signal-off to $V_{DDIO}$ off  | $t_{off-vdd}$  | 1    | -   | -   | $\mu$ sec |

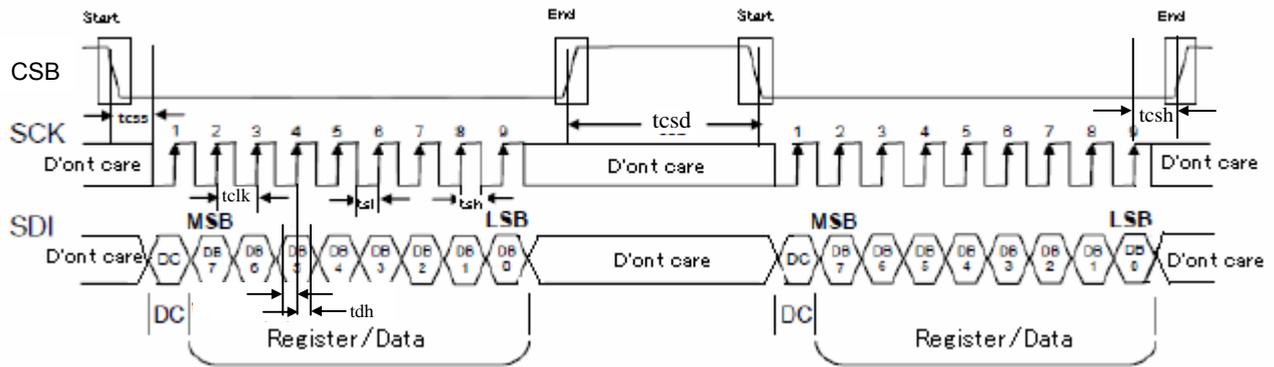
**Note1:**  $DOTCLK$  must be maintained at least 2 frames after the rising edge of  $SHUT$ .

**Note2:** Display become off at the 2<sup>nd</sup> falling edge of  $VSYNC$  after the falling edge of  $SHUT$ .

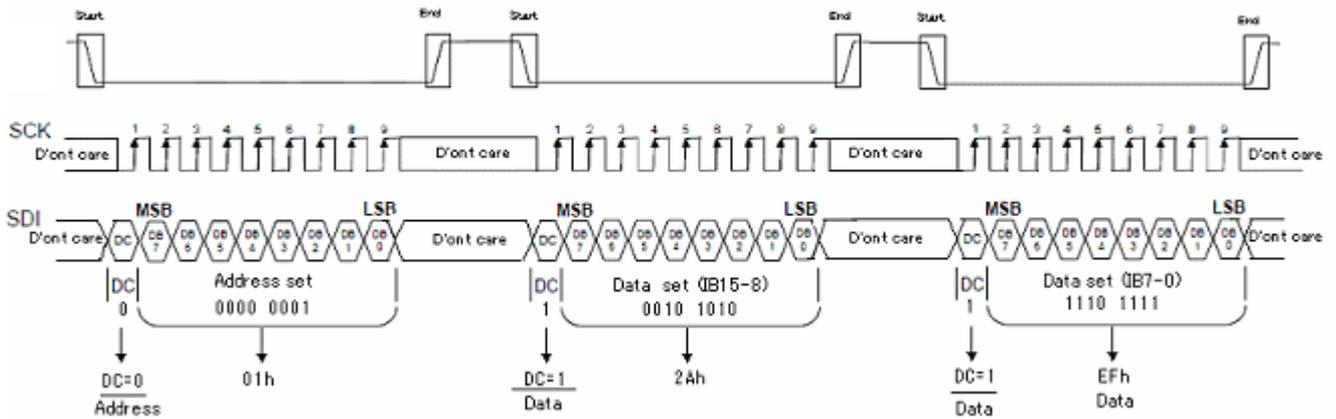
**Note3:** If  $RESB$  signal is necessary for power down, provide it after the 2-frames-cycle of the  $SHUT$  period.

7-7. SPI Interface Timing Diagram & Transaction Example

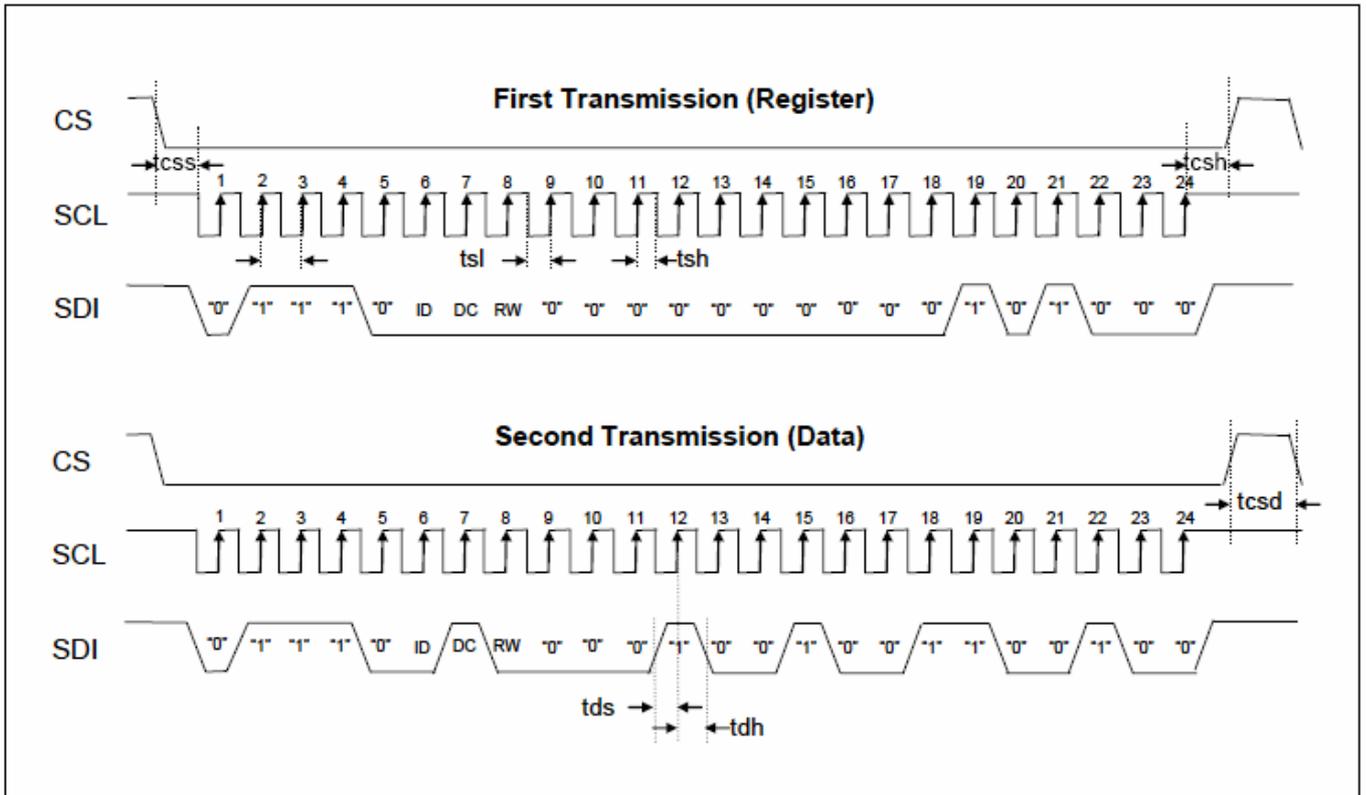
1) 3wire 9bit data



The example transmit "0x2AEFh" to register R01h.

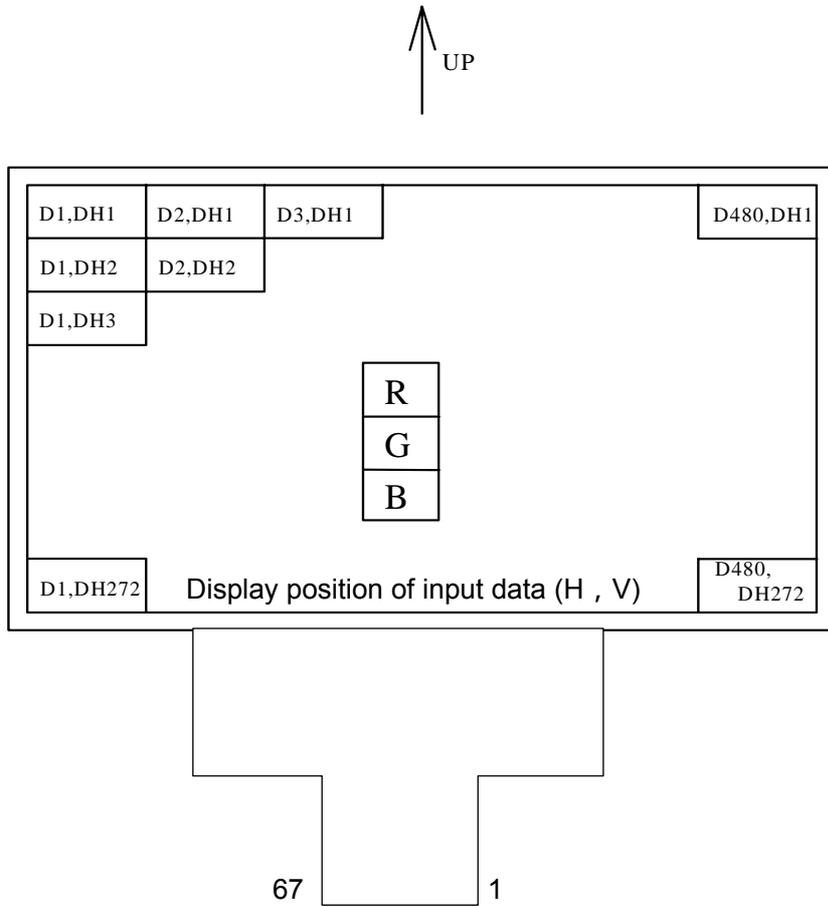


## 2) 3wire 24bit data



| Characteristics             | Symbol | MIN | TYP | MAX | Units |
|-----------------------------|--------|-----|-----|-----|-------|
| Serial Clock Frequency      | fclk   | -   | -   | 20  | MHz   |
| Serial Clock Cycle Time     | tclk   | 50  | -   | -   | nsec  |
| Clock Low Width             | tsl    | 25  | -   | -   | nsec  |
| Clock High Width            | tsh    | 25  | -   | -   | nsec  |
| Chip Select Setup Time      | tcss   | 5   | -   | -   | nsec  |
| Chip Select Hold Time       | tcsd   | 10  | -   | -   | nsec  |
| Chip Select High Delay Time | tcsd   | 20  | -   | -   | nsec  |
| Data Setup Time             | tds    | 5   | -   | -   | nsec  |
| Data Hold Time              | tdh    | 15  | -   | -   | nsec  |

7-8. Input Data Signals and Display Position on the screen



8. Input Signals, Basic Colors and Gray Scale of Each Color

|                     | Colors & | Date signal |       |     |    |    |    |    |     |    |    |     |    |    |    |    |     |    |    |     |    |  |  |  |     |  |  |  |
|---------------------|----------|-------------|-------|-----|----|----|----|----|-----|----|----|-----|----|----|----|----|-----|----|----|-----|----|--|--|--|-----|--|--|--|
|                     |          | Gray Scale  | Gray  | R0  | R1 | R2 | R3 | R4 | R5  | G0 | G1 | G2  | G3 | G4 | G5 | B0 | B1  | B2 | B3 | B4  | B5 |  |  |  |     |  |  |  |
|                     |          |             | Scale | LSB |    |    |    |    | MSB |    |    | LSB |    |    |    |    | MSB |    |    | LSB |    |  |  |  | MSB |  |  |  |
|                     |          |             |       |     |    |    |    |    |     |    |    |     |    |    |    |    |     |    |    |     |    |  |  |  |     |  |  |  |
| Basic Color         | Black    | -           | 0     | 0   | 0  | 0  | 0  | 0  | 0   | 0  | 0  | 0   | 0  | 0  | 0  | 0  | 0   | 0  | 0  | 0   |    |  |  |  |     |  |  |  |
|                     | Blue     | -           | 0     | 0   | 0  | 0  | 0  | 0  | 0   | 0  | 0  | 0   | 0  | 0  | 1  | 1  | 1   | 1  | 1  | 1   |    |  |  |  |     |  |  |  |
|                     | Green    | -           | 0     | 0   | 0  | 0  | 0  | 0  | 1   | 1  | 1  | 1   | 1  | 1  | 0  | 0  | 0   | 0  | 0  | 0   |    |  |  |  |     |  |  |  |
|                     | Cyan     | -           | 0     | 0   | 0  | 0  | 0  | 0  | 1   | 1  | 1  | 1   | 1  | 1  | 1  | 1  | 1   | 1  | 1  | 1   |    |  |  |  |     |  |  |  |
|                     | Red      | -           | 1     | 1   | 1  | 1  | 1  | 1  | 0   | 0  | 0  | 0   | 0  | 0  | 0  | 0  | 0   | 0  | 0  | 0   |    |  |  |  |     |  |  |  |
|                     | Magenta  | -           | 1     | 1   | 1  | 1  | 1  | 1  | 0   | 0  | 0  | 0   | 0  | 0  | 1  | 1  | 1   | 1  | 1  | 1   |    |  |  |  |     |  |  |  |
|                     | Yellow   | -           | 1     | 1   | 1  | 1  | 1  | 1  | 1   | 1  | 1  | 1   | 1  | 1  | 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   |    |  |  |  |     |  |  |  |
| Gray Scale of Red   | Black    | GS0         | 0     | 0   | 0  | 0  | 0  | 0  | 0   | 0  | 0  | 0   | 0  | 0  | 0  | 0  | 0   | 0  | 0  | 0   |    |  |  |  |     |  |  |  |
|                     | ↑        | GS1         | 1     | 0   | 0  | 0  | 0  | 0  | 0   | 0  | 0  | 0   | 0  | 0  | 0  | 0  | 0   | 0  | 0  | 0   |    |  |  |  |     |  |  |  |
|                     | Darker   | GS2         | 0     | 1   | 0  | 0  | 0  | 0  | 0   | 0  | 0  | 0   | 0  | 0  | 0  | 0  | 0   | 0  | 0  | 0   |    |  |  |  |     |  |  |  |
|                     | ↑        | ↓           | ↓     |     |    |    |    | ↓  |     |    |    |     | ↓  |    |    |    |     |    |    |     |    |  |  |  |     |  |  |  |
|                     | ↓        | ↓           | ↓     |     |    |    |    | ↓  |     |    |    |     | ↓  |    |    |    |     |    |    |     |    |  |  |  |     |  |  |  |
|                     | Brighter | GS61        | 1     | 0   | 1  | 1  | 1  | 1  | 0   | 0  | 0  | 0   | 0  | 0  | 0  | 0  | 0   | 0  | 0  | 0   |    |  |  |  |     |  |  |  |
|                     | ↓        | GS62        | 0     | 1   | 1  | 1  | 1  | 1  | 0   | 0  | 0  | 0   | 0  | 0  | 0  | 0  | 0   | 0  | 0  | 0   |    |  |  |  |     |  |  |  |
|                     | Red      | GS63        | 1     | 1   | 1  | 1  | 1  | 1  | 0   | 0  | 0  | 0   | 0  | 0  | 0  | 0  | 0   | 0  | 0  | 0   |    |  |  |  |     |  |  |  |
| Gray Scale of Green | Black    | GS0         | 0     | 0   | 0  | 0  | 0  | 0  | 0   | 0  | 0  | 0   | 0  | 0  | 0  | 0  | 0   | 0  | 0  | 0   |    |  |  |  |     |  |  |  |
|                     | ↑        | GS1         | 0     | 0   | 0  | 0  | 0  | 0  | 1   | 0  | 0  | 0   | 0  | 0  | 0  | 0  | 0   | 0  | 0  | 0   |    |  |  |  |     |  |  |  |
|                     | Darker   | GS2         | 0     | 0   | 0  | 0  | 0  | 0  | 0   | 1  | 0  | 0   | 0  | 0  | 0  | 0  | 0   | 0  | 0  | 0   |    |  |  |  |     |  |  |  |
|                     | ↑        | ↓           | ↓     |     |    |    |    | ↓  |     |    |    |     | ↓  |    |    |    |     |    |    |     |    |  |  |  |     |  |  |  |
|                     | ↓        | ↓           | ↓     |     |    |    |    | ↓  |     |    |    |     | ↓  |    |    |    |     |    |    |     |    |  |  |  |     |  |  |  |
|                     | Brighter | GS61        | 0     | 0   | 0  | 0  | 0  | 0  | 1   | 0  | 1  | 1   | 1  | 1  | 0  | 0  | 0   | 0  | 0  | 0   |    |  |  |  |     |  |  |  |
|                     | ↓        | GS62        | 0     | 0   | 0  | 0  | 0  | 0  | 0   | 1  | 1  | 1   | 1  | 1  | 0  | 0  | 0   | 0  | 0  | 0   |    |  |  |  |     |  |  |  |
|                     | Green    | GS63        | 0     | 0   | 0  | 0  | 0  | 0  | 1   | 1  | 1  | 1   | 1  | 1  | 0  | 0  | 0   | 0  | 0  | 0   |    |  |  |  |     |  |  |  |
| Gray Scale of Blue  | Black    | GS0         | 0     | 0   | 0  | 0  | 0  | 0  | 0   | 0  | 0  | 0   | 0  | 0  | 0  | 0  | 0   | 0  | 0  | 0   |    |  |  |  |     |  |  |  |
|                     | ↑        | GS1         | 0     | 0   | 0  | 0  | 0  | 0  | 0   | 0  | 0  | 0   | 0  | 0  | 1  | 0  | 0   | 0  | 0  | 0   |    |  |  |  |     |  |  |  |
|                     | Darker   | GS2         | 0     | 0   | 0  | 0  | 0  | 0  | 0   | 0  | 0  | 0   | 0  | 0  | 0  | 1  | 0   | 0  | 0  | 0   |    |  |  |  |     |  |  |  |
|                     | ↑        | ↓           | ↓     |     |    |    |    | ↓  |     |    |    |     | ↓  |    |    |    |     |    |    |     |    |  |  |  |     |  |  |  |
|                     | ↓        | ↓           | ↓     |     |    |    |    | ↓  |     |    |    |     | ↓  |    |    |    |     |    |    |     |    |  |  |  |     |  |  |  |
|                     | Brighter | GS61        | 0     | 0   | 0  | 0  | 0  | 0  | 0   | 0  | 0  | 0   | 0  | 0  | 1  | 0  | 1   | 1  | 1  | 1   |    |  |  |  |     |  |  |  |
|                     | ↓        | GS62        | 0     | 0   | 0  | 0  | 0  | 0  | 0   | 0  | 0  | 0   | 0  | 0  | 0  | 1  | 1   | 1  | 1  | 1   |    |  |  |  |     |  |  |  |
|                     | Blue     | GS63        | 0     | 0   | 0  | 0  | 0  | 0  | 0   | 0  | 0  | 0   | 0  | 0  | 1  | 1  | 1   | 1  | 1  | 1   |    |  |  |  |     |  |  |  |

0: Low level voltage, 1: High level voltage

Each basic color can be displayed in 64 gray scales from 6 bit data signals.  
According to the combination of 18 bit data signals, the 262k color display can be achieved on the screen.

## 9. Optical Characteristics

## Module characteristics

Ta = 25°C, V<sub>DDIO</sub> = +3.3V, V<sub>CI</sub> = +3.3V

| Parameter             | Symbol     | Condition             | Min. | Typ. | Max. | Unit              | Remark                 |
|-----------------------|------------|-----------------------|------|------|------|-------------------|------------------------|
| Viewing angle range   | Horizontal | θ21                   | -    | 80   | -    | deg.              | [Note1,4]              |
|                       |            | θ22                   | -    | 80   | -    | deg.              |                        |
|                       | Vertical   | θ11                   | -    | 60   | -    | deg.              |                        |
|                       |            | θ12                   | -    | 80   | -    | deg.              |                        |
| Contrast ratio        | CR         | Optimum viewing angle | 500  | 900  | -    | -                 | [Note2,4]              |
| Response Time         | Rise       | τ <sub>r</sub>        | -    | 8    | 20   | ms                | [Note3,4]              |
|                       | Decay      | τ <sub>d</sub>        | -    | 21   | 40   | ms                |                        |
| Chromaticity of White | x          |                       | 0.26 | 0.31 | 0.36 | -                 | [Note4]                |
|                       | y          |                       | 0.29 | 0.34 | 0.39 | -                 |                        |
| Luminance of white    | XL1        |                       | 350  | 480  | -    | cd/m <sup>2</sup> | I <sub>LED</sub> =20mA |

\* The optical characteristics measurements are operated under a stable luminescence (I<sub>LED</sub> = 20mA) and a dark condition. (Refer to Fig.2-1,2-2)

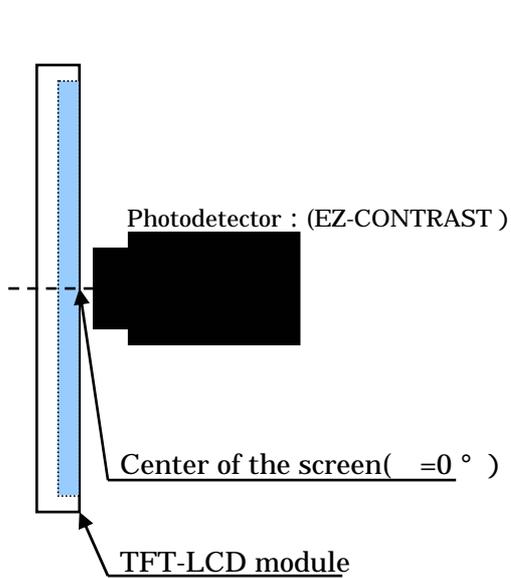


Fig.2-1 Viewing angle range/Response time measurement method

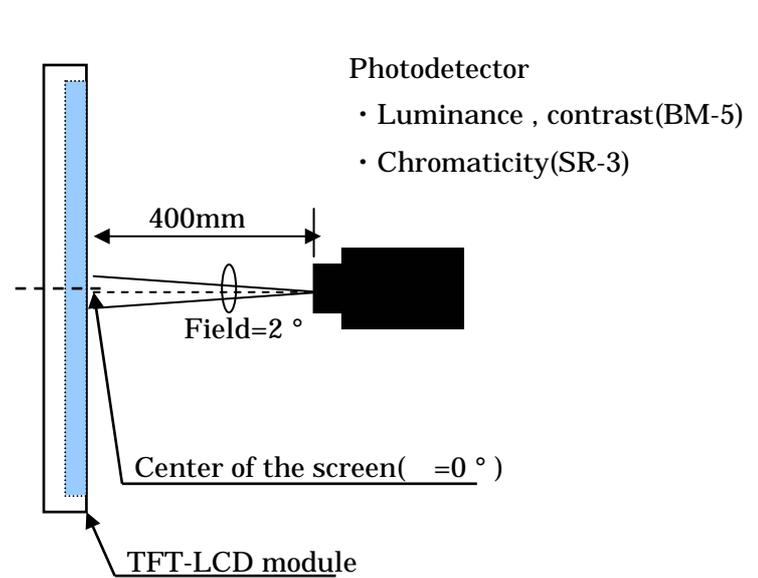
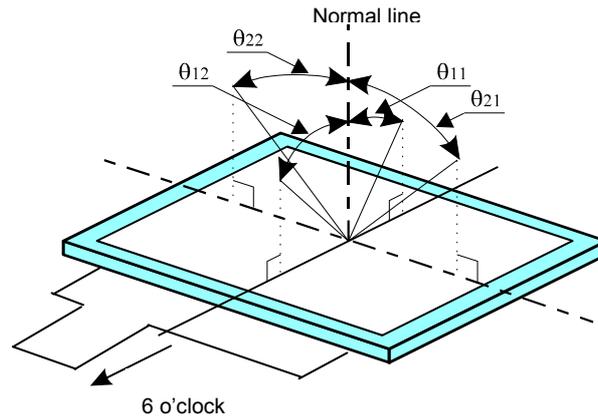


Fig2-2 Luminance/Contrast/Chromaticity measurement method

[Note1] Definitions of viewing angle range



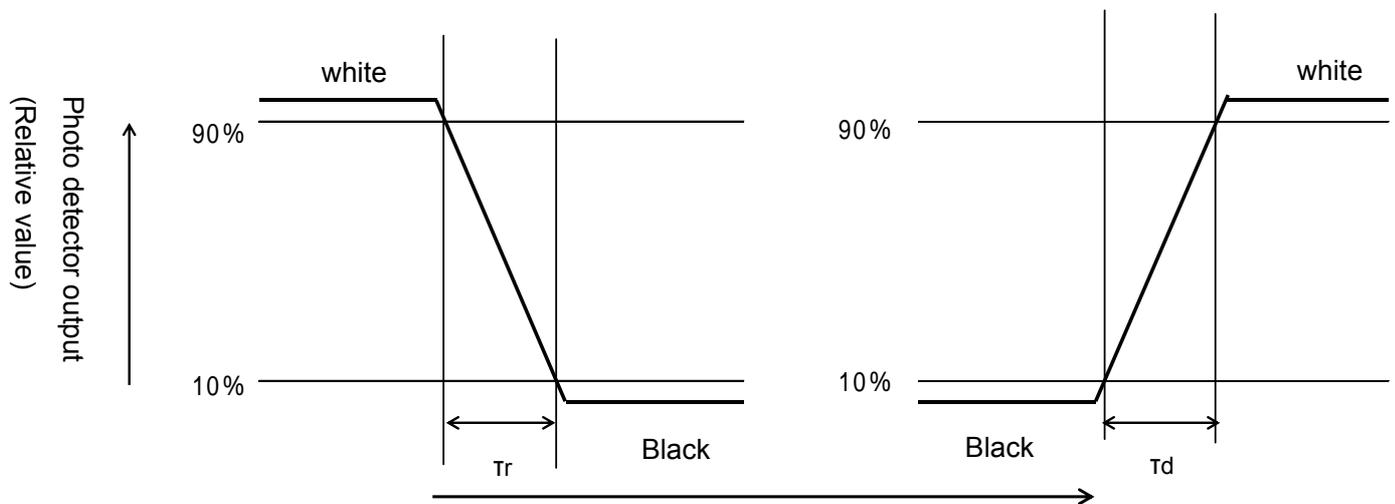
[Note2] Definition of contrast ratio

The contrast ratio is defined as the following:

$$\text{Contrast ratio (CR)} = \frac{\text{Luminance (brightness) with all pixels white}}{\text{Luminance (brightness) with all pixels black}}$$

[Note3] Definition of response time

The response time is defined as the following figure and shall be measured by switching the input signal for "black" and "white"



[Note4] This shall be measured at center of the screen.

## 10. Handling of modules

### 10-1. Inserting the FPC into its connector and pulling it out.

- 1) Be sure to turn off the power supply and the signals when inserting or disconnecting the cable.
- 2) Please insert for too much stress not to join FPC in the case of insertion of FPC.

### 10-2. About handling of FPC

- 1) The bending radius of the FPC should be more than 0.6mm, and it should be bent evenly.
- 2) Do not dangle the LCD module by holding the FPC, or do not give any stress to it.

### 10-3. Mounting of the module

- 1) The module should be held on to the plain surface. Do not give any warping or twisting stress to the module.
- 2) Please consider that GND can ground a modular metal portion etc. so that static electricity is not charged to a module.

### 10-4. Cautions in assembly / Handling pre cautions.

As the polarizer can be easily scratched, be most careful in handling it.

#### 1) Work environments in assembly.

Working under the following environments is desirable:

- a) Implement more than  $1M\Omega$  conductive treatment (by placing a conductive mat or applying conductive paint) on the floor or tiles.
  - b) No dusts come in to the working room. Place an adhesive, anti-dust mat at the entrance of the room.
  - c) Humidity of 50 to 70% and temperature of 15 to 27°C are desirable.
  - d) All workers wear conductive shoes, conductive clothes, conductive fingerstalls and grounding belts without fail.
  - e) Use a blower for electrostatic removal. Set it in a direction slightly tilt downward so that each Module can be well subjected to its wind. Set the blower at an optimum distance between the blower and the module.
- #### 2) How the remove dust on the polarizer
- a) Blow out dust by the use of an N2 blower with antistatic measures taken. Use of an ionized air Gun is recommendable.
  - b) When the panel surface is soiled, wipe it with soft cloth.
- 3) In the case of the module's metal part (shield case) is stained, wipe it with a piece of dry, soft cloth. If rather difficult, give a breath on the metal part to clean better.
  - 4) If water dropped, etc. remains stuck on the polarizer for a long time, it is apt to get discolored or cause stains. Wipe it immediately.
  - 5) As a glass substrate is used for the TFT-LCD panel, if it is dropped on the floor or hit by something hard, it may be broken or chipped off.
  - 6) Since CMOS LSI is used in this module, take care of static electricity and take the human earth into consideration when handling.

## 10-5. Others

- 1) Regarding storage of LCD modules, avoid storing them at direct sunlight-situation.

You are requested to store under the following conditions:

(Environmental conditions of temperature/humidity for storage)

- a) Temperature: 0 to 40°C
  - b) Relative humidity : 95% or less
- As average values of environments (temperature and humidity) for storing, use the following control guidelines:  
Summer season: 20 to 35°C, 85% or less    Winter season: 5 to 15°C, 85% or less
- If stored under the conditions of 40°C and 95% RH, cumulative time of storage must be less than 240 hours.
- 2) If stored at temperatures below the rated values, the inner liquid crystal may freeze, causing cell destruction. At temperatures exceeding the rated values for storage, the liquid crystal may become isotropic liquid, making it no longer possible to come back to its original state in some cases.
  - 3) If the LCD is broken, do not drink liquid crystal in the mouth. If the liquid crystal adheres to a hand or foot or to clothes, immediately cleanse it with soap.
  - 4) If a water drop or dust adheres to the polarizer, it is apt to cause deterioration. Wipe it immediately.
  - 5) Be sure to observe other caution items for ordinary electronic parts and components.
  - 6) If local pressure joins T/P surface for a long time, it will become the cause of generating of Newton's ring.

## 11. Reliability test items

| No. | Test item                                       | Conditions   |
|-----|---|--|
| 1   | High temperature storage test                   | Ta = 85°C 240h   |
| 2   | Low temperature storage test                    | Ta = -30°C 240h  |
| 3   | High temperature & high humidity operation test | Ta = 60°C ; 90%RH 240h<br>(No condensation)  |
| 4   | High temperature operation test                 | Ta = 70°C 240h   |
| 5   | Low temperature operation test                  | Ta = -10°C 240h  |
| 6   | Vibration test<br>(non- operating)              | Frequency range: 10 to 55Hz<br>Stroke: 1.5mm<br>Sweep time: 1minutes<br>Test period: 2 hours for each direction of X,Y,Z |
| 7   | Shock test                                      | Direction: ±X, ±Y, ±Z, Time: Third for each direction.<br>Impact value: 980m/s <sup>2</sup> , Action time 6ms            |
| 8   | Thermal shock test                              | Ta=-10°C to 70°C /10 cycles<br>(30 min) (30min)  |
| 9   | Electro static discharge test                   | ± 200V/200pF(0Ω) to Terminals(Contact)<br>(1 time for each terminals)  |

\*Note Ta = Ambient temperature, Tp = Panel temperature

## [Check items]

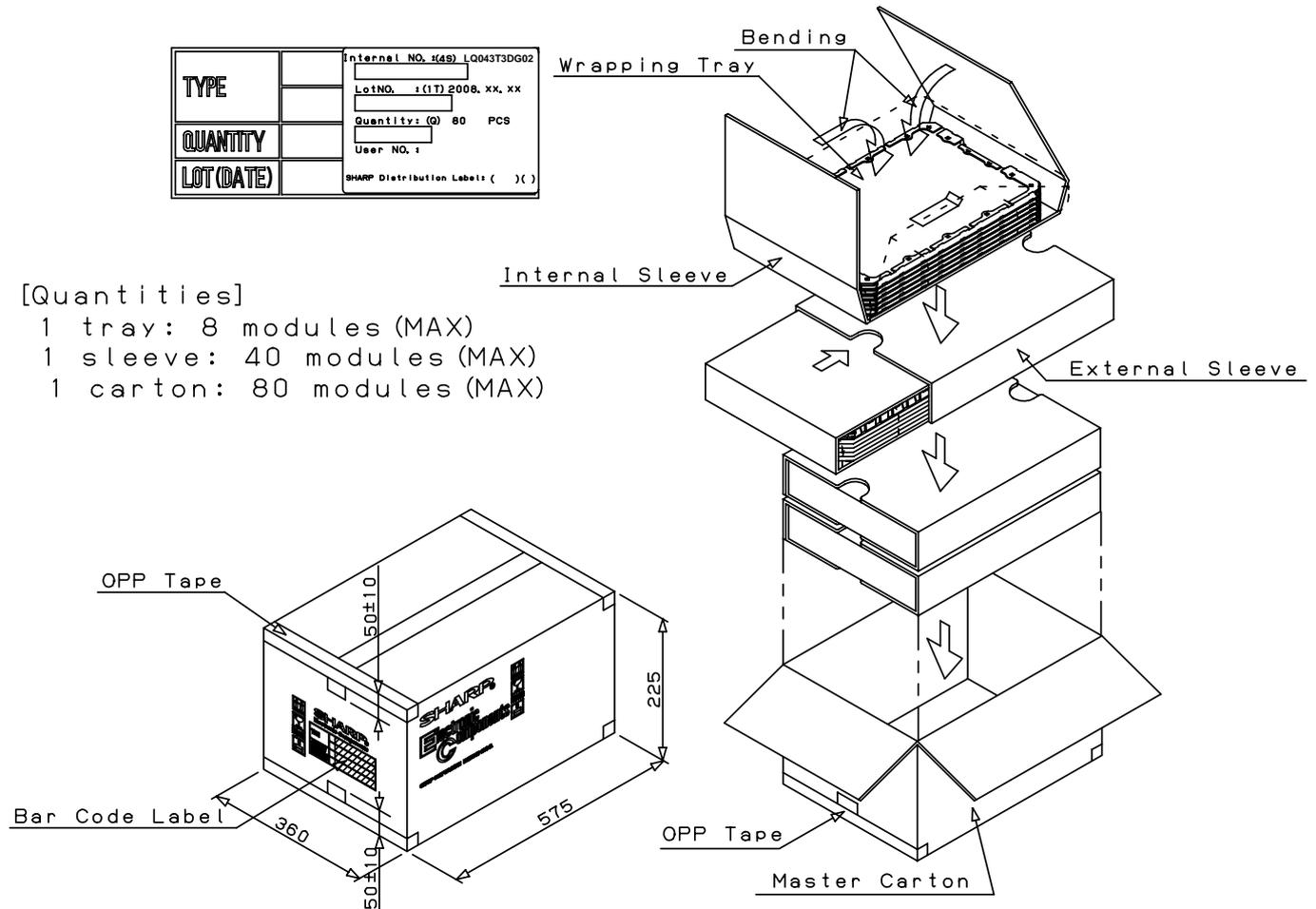
In the standard condition, there shall be no practical problems that may affect the display function.

## 12. Display Grade

The standard regarding the grade of color LCD displaying modules should be based on the delivery inspection standard.



## 15. LCD module packing carton



## 16. Others

- 1) Disassembling the module can cause permanent damage and you should be strictly avoided.
- 2) Please be careful that you don't keep the screen displayed fixed pattern image for a long time, since retention may occur.
- 3) If you pressed down a liquid crystal display screen with your finger and so on, the alignment disorder of liquid crystal will occur. And then It will become display fault.  
Therefore, be careful not to touch the screen directly, and to consider not stressing to it.
- 4) If any problem arises regarding the items mentioned in this specification sheet or otherwise, it should be discussed and settled mutually in a good faith for remedy and/or improvement.

17. Outline Dimensions

