

# INDUSTRIAL STRENGTH... Start Your Application From YOURITECH

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Mechanical design



# SPECIFICATION FOR LCM Module

|            |             |
|------------|-------------|
| MODULE No: | ET035VG20-K |
| CUSTOMER:  |             |

| YOURITECH   | INITIAL | DATE |
|-------------|---------|------|
| PREPARED BY |         |      |
| CHECKED BY  |         |      |
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[illegible]

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## \* Description

This is a color active matrix TFT (Thin Film Transistor) LCD (liquid crystal display) that uses amorphous silicon TFT as a switching device. This module is composed of a Transmissive type TFT-LCD Panel, driver circuit, back-light unit. The resolution of a 3.5 " TFT-LCD contains 640x480 pixels, and can display up to 16.7M colors.

## \* Features

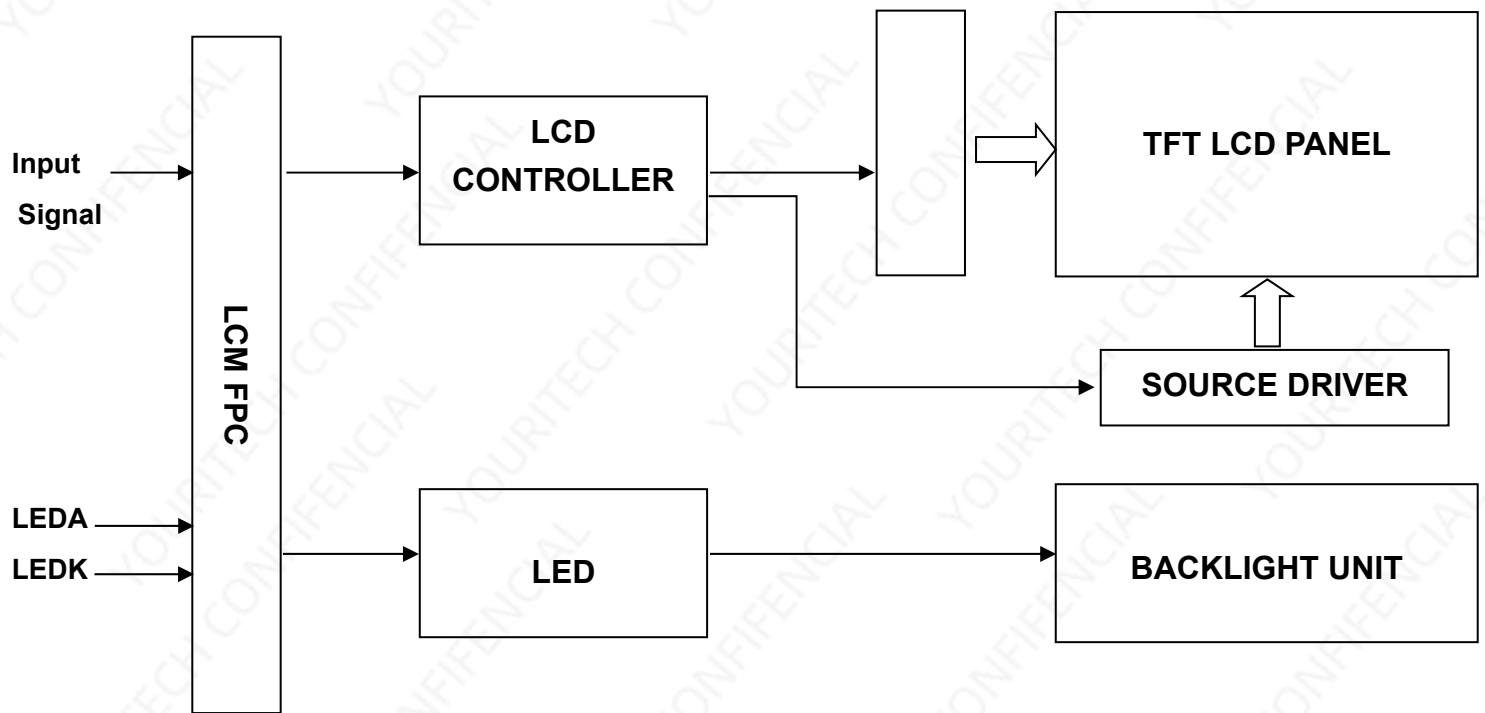
| Items                 | Specification                | Unit    | Note |
|-----------------------|------------------------------|---------|------|
|                       | Main Panel                   |         |      |
| Display area(AA)      | 70.08(H)*52.56(V) (3.5 inch) | mm      |      |
| Driver element        | TFT active matrix            | -       |      |
| Display colors        | 65K/262K/16.7M               | colors  |      |
| Number of pixels      | 640(RGB)*480                 | dots    |      |
| Pixel arrangement     | RGB vertical stripe          | -       |      |
| Pixel pitch           | 0.1095(H)*0.1095(V)          | mm      |      |
| Viewing angle         | Free                         | o'clock |      |
| Controller IC         | NV3052CGRB                   | -       |      |
| LCM Interface         | 3SPI+16/18/24BIT RGB         | -       |      |
| Display mode          | Transmissive /Normally Black | -       |      |
| Operating temperature | -20~+70                      | °C      |      |
| Storage temperature   | -30~+80                      | °C      |      |

## \* Mechanical Information

| Item        |               | Min. | Typ.  | Max. | Unit | Note |
|-------------|---------------|------|-------|------|------|------|
| Module size | Horizontal(H) | -    | 74.38 | -    | mm   |      |
|             | Vertical(V)   | -    | 62.35 | -    | mm   |      |
|             | Depth(D)      | -    | 2.43  | -    | mm   |      |
| Weight      |               | -    | 20    | -    | g    |      |



## 1. Block Diagram





### 3. Input terminal Pin Assignment

| NO.   | SYMBOL   | DISCRIPTION                                                                                                         | I/O |
|-------|----------|---------------------------------------------------------------------------------------------------------------------|-----|
| 1     | XR(NC)   | Touch panel Right Glass Terminal                                                                                    | A/D |
| 2     | YD(NC)   | Touch panel Bottom Film Terminal                                                                                    | A/D |
| 3     | XL(NC)   | Touch panel LIFT Glass Terminal                                                                                     | A/D |
| 4     | YU(NC)   | Touch panel Top Film Terminal                                                                                       | A/D |
| 5     | GND      | Ground.                                                                                                             | P   |
| 6     | GND      | Ground.                                                                                                             | P   |
| 7     | VCI      | Supply voltage (3.3V).                                                                                              | P   |
| 8     | IOVCC    | I/O power supply voltage.                                                                                           | P   |
| 9     | SDO      | SPI interface output pin.-The data is output on the falling edge of the SCL signal.-If not used, let this pin open. | O   |
| 10    | SDI      | Data lane in 1 data lane serial interface.<br>The data is latched on the rising edge of the SCL signal.             | I   |
| 11    | SCL      | This pin is used serial interface clock in 3-wire 9-bit serial data interface.                                      | I   |
| 12    | CS       | Chip select input pin ("Low" enable).                                                                               | I   |
| 13    | RESET    | Reset pin. Setting either pin low initializes the LSI.<br>Must be reset after power is supplied.                    | I   |
| 14-37 | DB23-DB0 | 24-bit parallel bi-directional data bus for MCU system and RGB interface mode .Fix to GND level when not in use     | I/O |
| 38    | DE       | Data enable signal for RGB interface peration.                                                                      | I   |
| 39    | DOTCLK   | Dot clock signal for RGB interface operation.                                                                       | I   |
| 40    | HSYNC    | Line synchronizing signal for RGB interface operation.                                                              | I   |
| 41    | VSYN     | Frame synchronizing signal for RGB interface operation.                                                             | I   |
| 42    | NC       |                                                                                                                     |     |
| 43    | LEDK     | Cathode pin of backlight.                                                                                           | P   |
| 44    | NC       |                                                                                                                     |     |
| 45    | LEDA     | Anode pin of backlight.                                                                                             | P   |



## 4. LCD Optical Characteristics

### 4.1 Optical specification

| Item                         |         | Symbol     | Condition                                 | Min.   | Typ.   | Max.   | Unit. | Note   |
|------------------------------|---------|------------|-------------------------------------------|--------|--------|--------|-------|--------|
| Contrast Ratio               |         | CR         | $\Theta=0$<br><br>Normal viewing<br>angle | 600    | 800    | --     |       | (1)(2) |
| Response time                | Rising  | $T_R+T_F$  |                                           | --     | 25     | 50     | msec  | (1)(3) |
|                              | Falling |            |                                           |        |        |        |       |        |
| Color Gamut                  |         | S(%)       |                                           | 45     | 50     | --     | %     |        |
| Color Filter<br>Chromaticity | White   | $W_X$      |                                           | 0.2706 | 0.3106 | 0.3506 |       | (1)(4) |
|                              |         | $W_Y$      |                                           | 0.2851 | 0.3251 | 0.3651 |       |        |
|                              | Red     | $R_X$      |                                           | 0.5211 | 0.5611 | 0.6011 |       |        |
|                              |         | $R_Y$      |                                           | 0.2960 | 0.3360 | 0.3760 |       |        |
|                              | Green   | $G_X$      |                                           | 0.2823 | 0.3223 | 0.3623 |       |        |
|                              |         | $G_Y$      |                                           | 0.5012 | 0.5412 | 0.5812 |       |        |
|                              | Blue    | $B_X$      |                                           | 0.1186 | 0.1586 | 0.1986 |       |        |
|                              |         | $B_Y$      |                                           | 0.0333 | 0.0733 | 0.1133 |       |        |
| Viewing angle                | Hor.    | $\Theta_L$ | CR>10                                     | --     | 85     | --     |       | (1)(4) |
|                              |         | $\Theta_R$ |                                           | --     | 85     | --     |       |        |
|                              | Ver.    | $\Theta_U$ |                                           | --     | 85     | --     |       |        |
|                              |         | $\Theta_D$ |                                           | --     | 85     | --     |       |        |
| Option View Direction        |         | Free       |                                           |        |        |        |       |        |

\*The data comes from the LCD specification.

### Measuring Condition

Measuring surrounding : dark room

Ambient temperature :  $25\pm 2^\circ\text{C}$

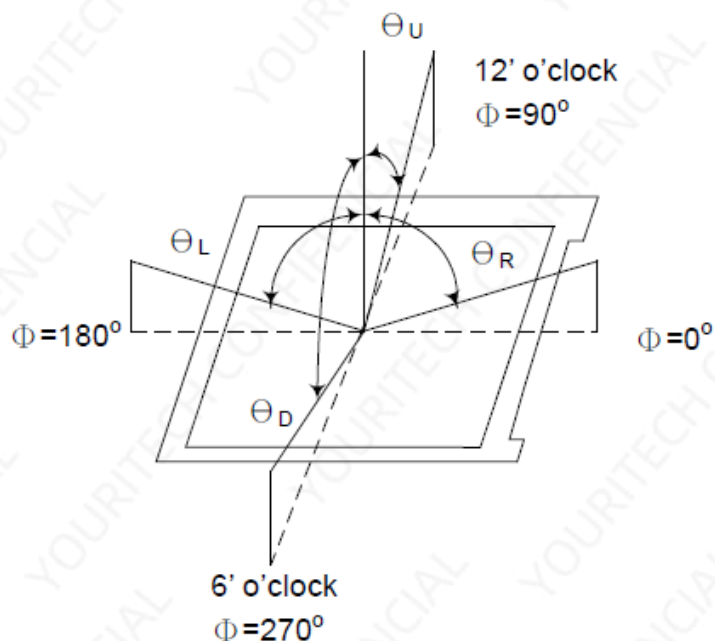
15min. warm-up time.

### Measuring Equipment

FPM520 , which utilized SR-3 for Chromaticity and BM-5A for other optical characteristics.



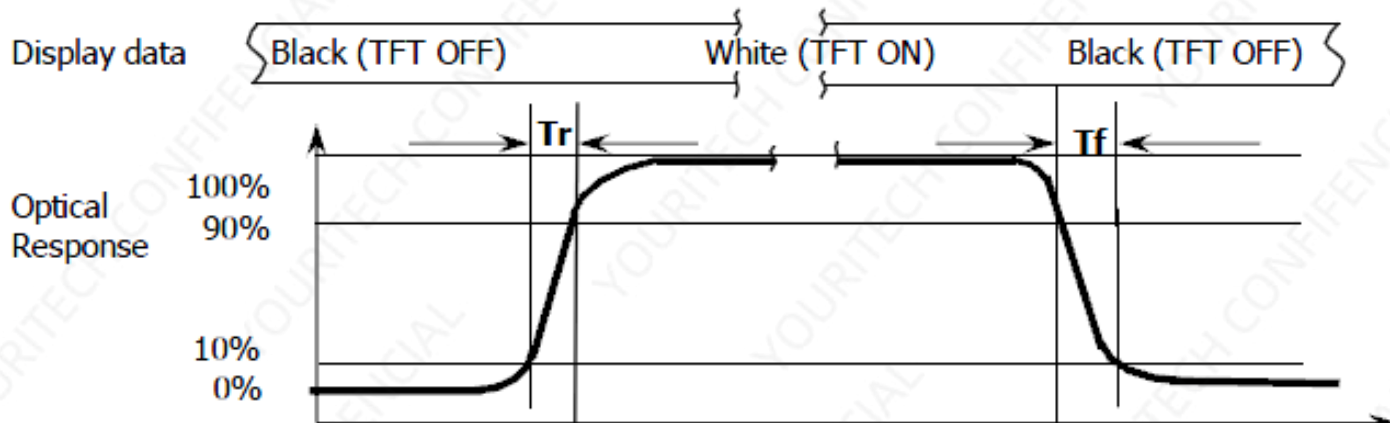
**Note (1):** Definition of Viewing Angle :



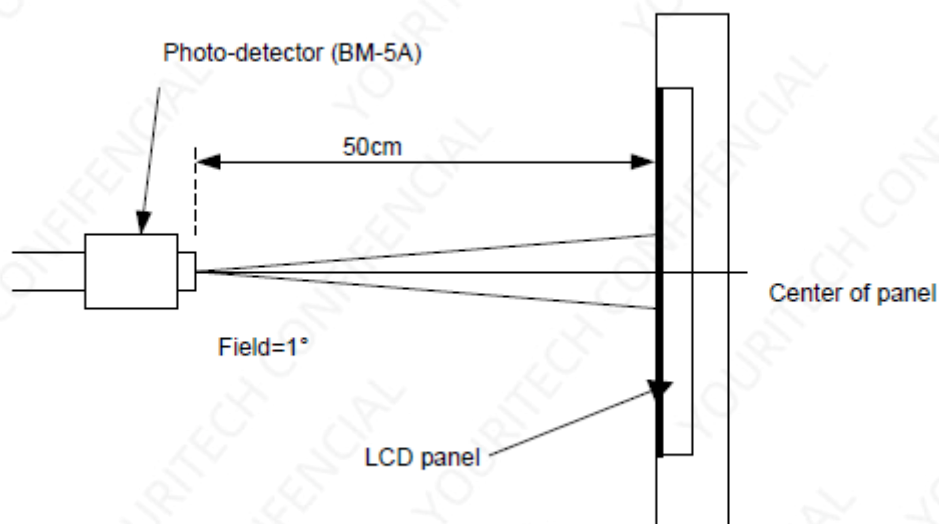
**Note (2):** Definition of Contrast Ratio(CR) :measured at the center point of panel

$$CR = \frac{\text{Luminance with all pixels white}}{\text{Luminance with all pixels black}}$$

**Note (3):** Response Time



**Note (4):** Definition of optical measurement setup



## 5. Electrical Characteristics

### 5.1 Absolute Maximum Rating

| Characteristics                  | Symbol          | Min. | Max. | Unit | Note  |
|----------------------------------|-----------------|------|------|------|-------|
| Digital Supply Voltage           | V <sub>CI</sub> | -0.3 | 6.6  | V    | Note1 |
| Digital interface supply Voltage | IOVCC           | -0.3 | 4.5  | V    | Note1 |
| Operating temperature            | T <sub>OP</sub> | -20  | +70  | °C   |       |
| Storage temperature              | T <sub>ST</sub> | -30  | +80  | °C   |       |

NOTE1: If the absolute maximum rating of even is one of the above parameters is exceeded even momentarily, the quality of the product may be degraded. Absolute maximum ratings, therefore, specify the values exceeding which the product may be physically damaged. Be sure to use the product within the range of the absolute maximum ratings.

### 5.2 DC Electrical Characteristics

| Characteristics                  | Symbol          | Min.      | Typ. | Max.      | Unit | Note |
|----------------------------------|-----------------|-----------|------|-----------|------|------|
| Digital Supply Voltage           | V <sub>CI</sub> | 2.5       | 3.3  | 3.6       | V    |      |
| Digital interface supply Voltage | IOVCC           | 1.65      | 1.8  | 3.6       | V    |      |
| Normal mode Current              | I <sub>DD</sub> | --        | 10   | 20        | mA   |      |
| Level input voltage              | V <sub>IH</sub> | 0.7*IOVCC | --   | IOVCC+0.3 | V    |      |
|                                  | V <sub>IL</sub> | GND-0.3   | --   | 0.3*IOVCC | V    |      |
| Level output voltage             | V <sub>OH</sub> | IOVCC-0.4 | --   | --        | V    |      |
|                                  | V <sub>OL</sub> | GND       | --   | GND+0.4   | V    |      |



### 5.3 LED Backlight Characteristics

The back-light system is edge-lighting type with 12 chips LED

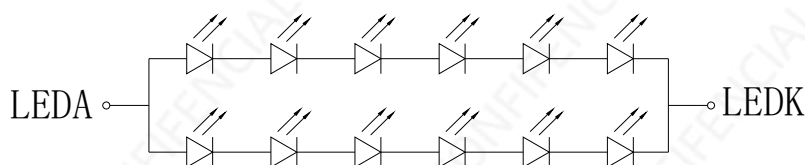
| Item            | Symbol | Min. | Typ.  | Max. | Unit              | Note    |
|-----------------|--------|------|-------|------|-------------------|---------|
| Forward Current | $I_F$  | 35   | 40    | --   | mA                |         |
| Forward Voltage | $V_F$  | --   | 19.2  | --   | V                 |         |
| LCM Luminance   | LV     | 700  | 750   | --   | cd/m <sup>2</sup> | Note3   |
| LED life time   | Hr     | --   | 50000 | --   | Hour              | Note1,2 |
| Uniformity      | Avg    | 80   | --    | --   | %                 | Note3   |

Note1: LED life time (Hr) can be defined as the time in which it continues to operate under the condition:

$T_a = 25 \pm 3^\circ \text{C}$ , typical IL value indicated in the above table until the brightness becomes less than 50%.

Note 2: The “LED life time” is defined as the module brightness decrease to 50% original brightness at

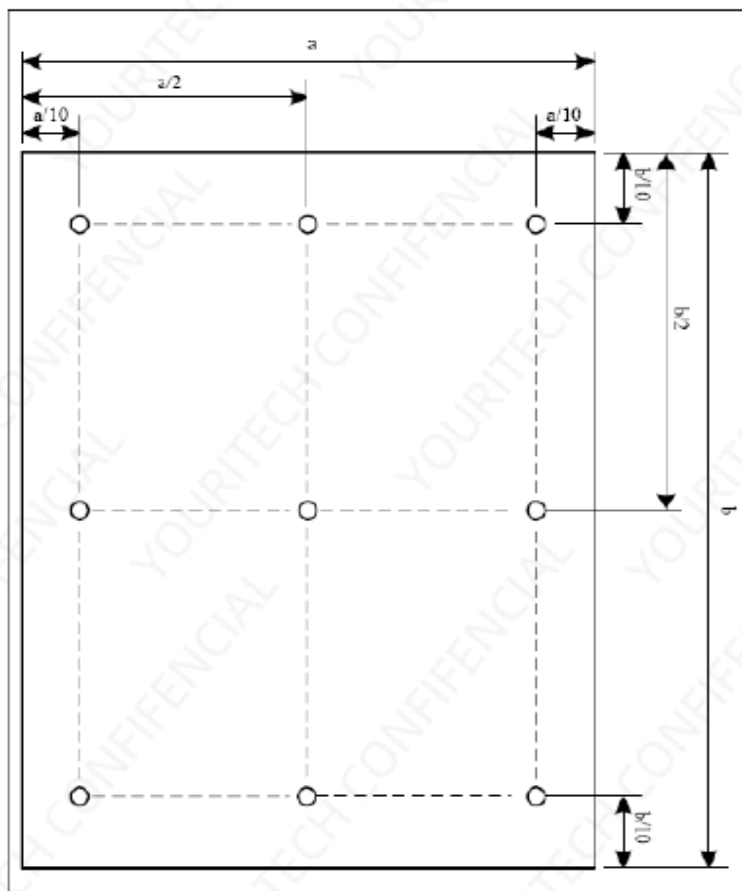
$T_a = 25^\circ \text{C}$  and  $I_L = 40\text{mA}$ . The LED lifetime could be decreased if operating  $I_L$  is larger than 40mA. The constant current driving method is suggested.



BLU CIRCUIT DIAGRAM



Note (3) Luminance Uniformity of these 9 points is defined as below:



$$\text{Uniformity} = \frac{\text{minimum luminance in 9 points (1-9)}}{\text{maximum luminance in 9 points (1-9)}}$$

$$\text{Luminance} = \frac{\text{Total Luminance of 9 points}}{9}$$



## 6. AC Characteristics

### 6.1 Serial interface characteristics (SPI)

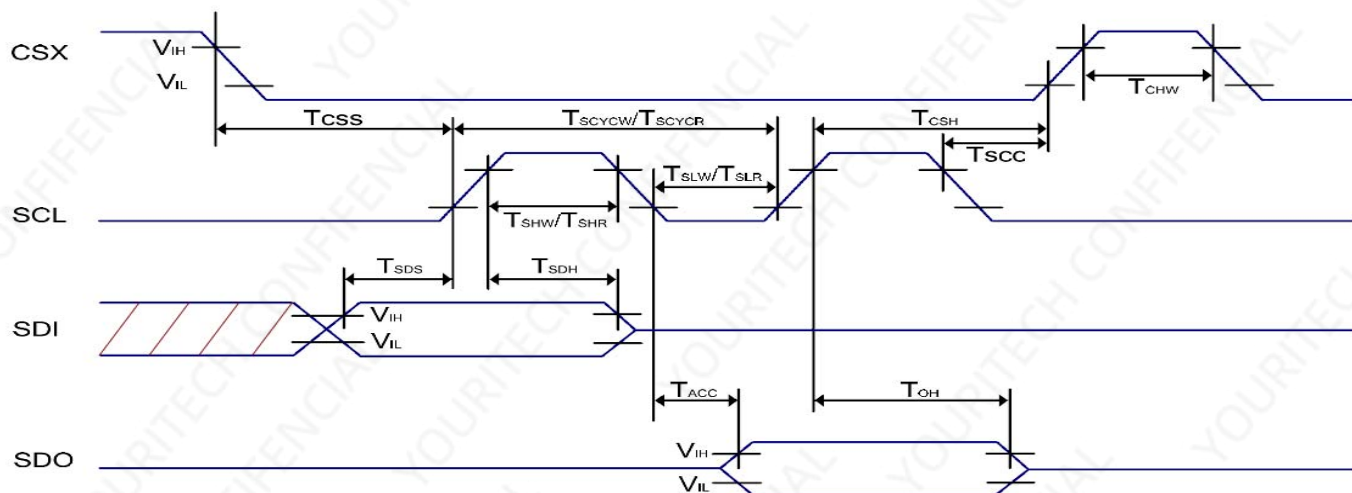


Figure: 3-pin Serial Interface Characteristics

Table: SPI Interface Characteristics

| Signal | Symbol      | Parameter                   | MIN | MAX | Unit | Description                                           |
|--------|-------------|-----------------------------|-----|-----|------|-------------------------------------------------------|
| CSX    | $T_{CSS}$   | Chip select setup time      | 15  | -   | ns   | -                                                     |
|        | $T_{CSH}$   | Chip select hold time       | 15  | -   | ns   |                                                       |
|        | $T_{SCC}$   | Chip select setup time      | 20  | -   | ns   |                                                       |
|        | $T_{CHW}$   | Chip "H" pulse width        | 40  | -   | ns   |                                                       |
| SCL    | $T_{SCYCW}$ | Serial clock cycle (Write)  | 66  | -   | ns   | -                                                     |
|        | $T_{SHW}$   | SCL "H" pulse width (Write) | 10  | -   | ns   |                                                       |
|        | $T_{SLW}$   | SCL "L" pulse width (Write) | 10  | -   | ns   |                                                       |
|        | $T_{SCYCR}$ | Serial clock cycle (Read)   | 150 | -   | ns   | -                                                     |
|        | $T_{SHR}$   | SCL "H" pulse width (Read)  | 60  | -   | ns   |                                                       |
|        | $T_{SLR}$   | SCL "L" pulse width (Read)  | 60  | -   | ns   |                                                       |
| SDI    | $T_{SDS}$   | Data setup time             | 10  | -   | ns   | For maximum<br>$C_L=30pF$<br>For minimum<br>$C_L=8pF$ |
|        | $T_{SDH}$   | Data hold time              | 10  | -   | ns   |                                                       |
|        | $T_{ACC}$   | Access time                 | 10  | 50  | ns   |                                                       |
|        | $T_{OH}$    | Output disable time         | 15  | 50  | ns   |                                                       |

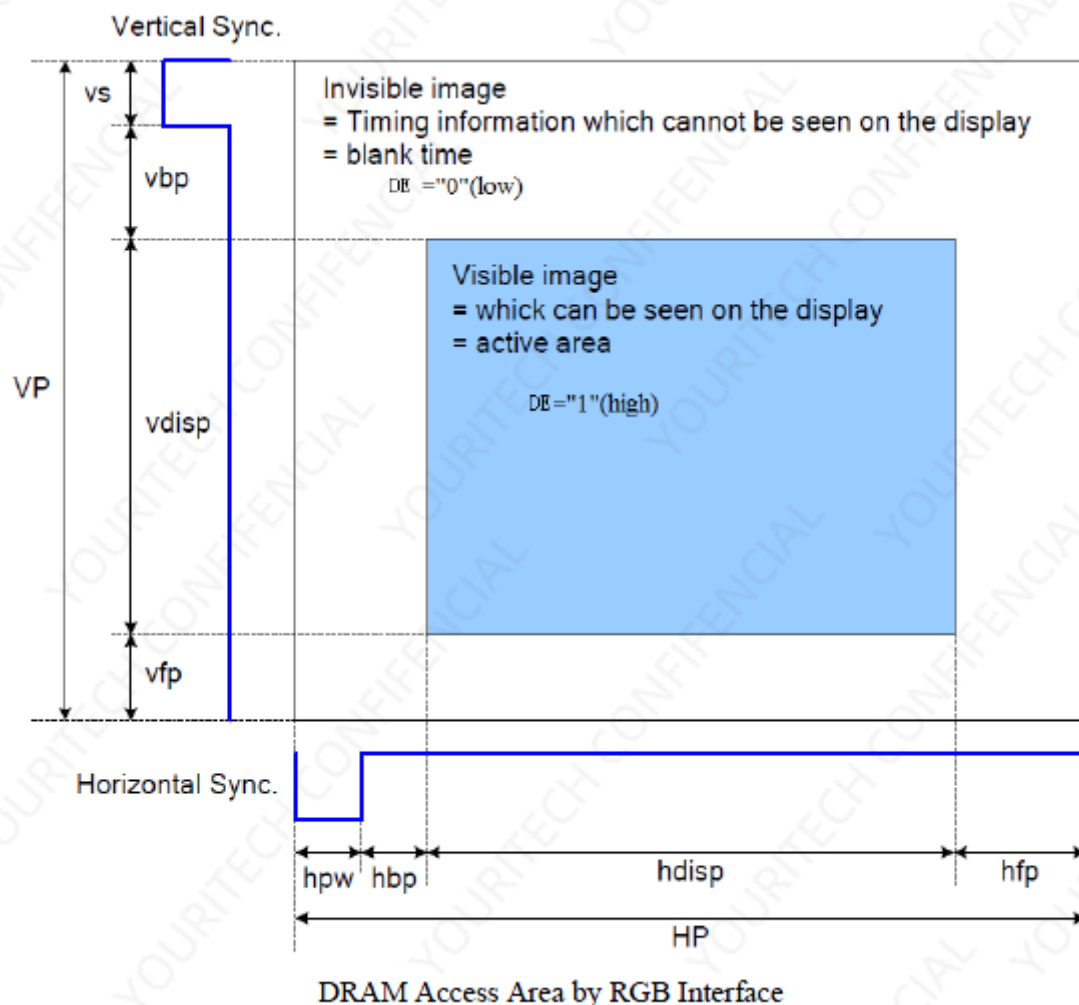
Note 1: IOVCC=1.65 to 3.6V, VCI=2.5 to 6V, VSSA=VSS=0V, Ta=-30 to 70°C

Note 2: The rise time and fall time ( $t_r$ ,  $t_f$ ) of input signal is specified at 15 ns or less. Logic high and low levels are specified as 30% and 70% of IOVCC for Input signals.





D[23:0] are used to tell what is the information of the image that is transferred on the display(When DE= '0' (low) and there is a rising edge of PCLK). D[23:0] can be '0' (low) or '1'(high). These lines are read by a rising edge of the PCLK signal.



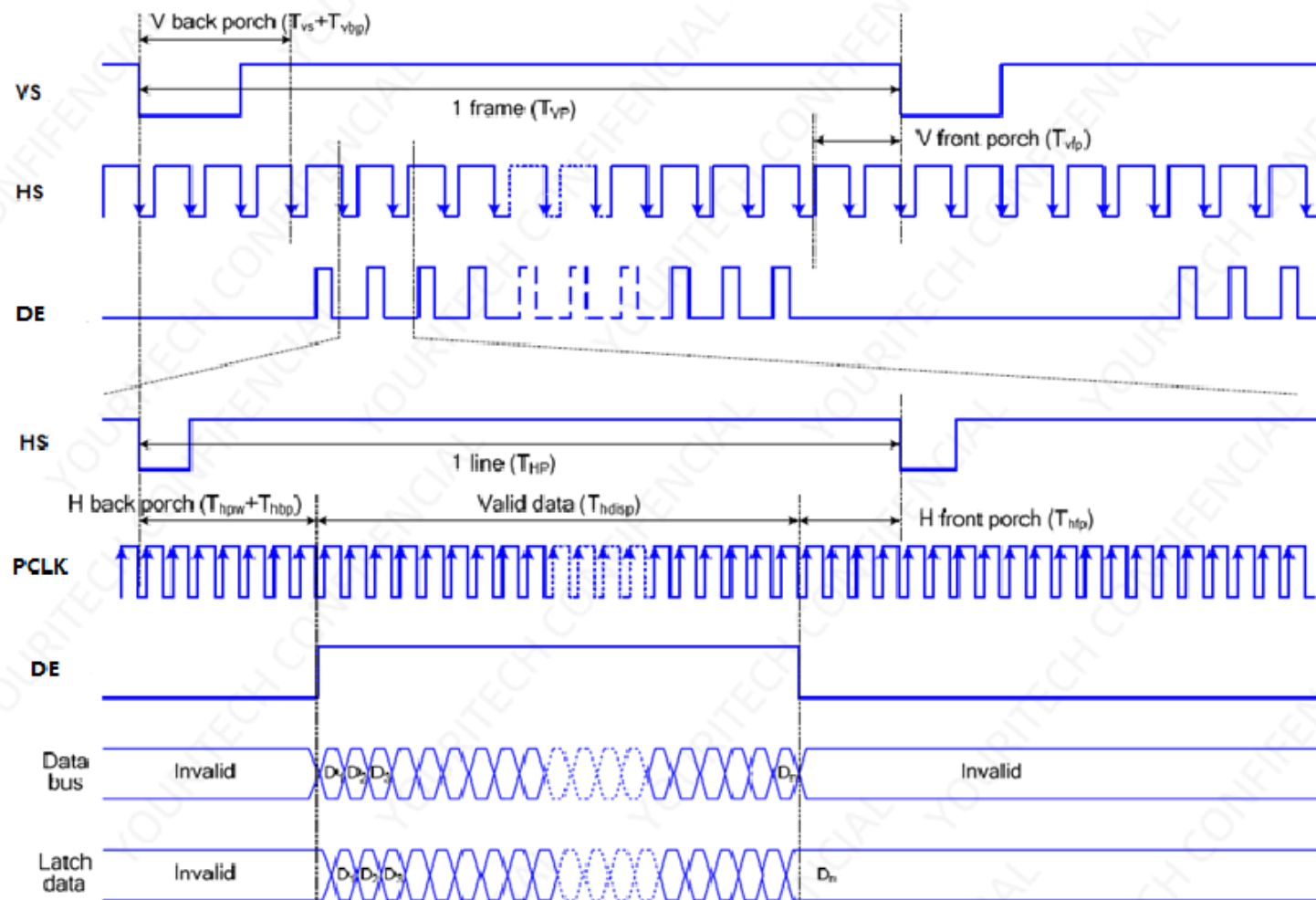
Please refer to the following table for the setting limitation of RGB interface signals.

| Parameter                    | Symbol | Min. | Typ. | Max. | Unit  |
|------------------------------|--------|------|------|------|-------|
| DCLK frequency               | FCLK   | --   | (21) | --   | MHz   |
| Horizontal display area      | Hdisp  | --   | 640  | --   | Clock |
| Horizontal Sync. Width       | hbw    | 1    | 4    | 255  | Clock |
| Horizontal Sync. Back Porch  | hbp    | 1    | 20   | 255  | Clock |
| Horizontal Sync. Front Porch | hfp    | 1    | 34   | --   | Clock |
| Vertical display area        | Vdisp  | --   | 480  | --   | Line  |
| Vertical Sync. Width         | vs     | 1    | 4    | 254  | Line  |
| Vertical Sync. Back Porch    | vbp    | 1    | 6    | 254  | Line  |
| Vertical Sync. Front Porch   | vfp    | 1    | 12   | --   | Line  |
| Frame-Rate                   | Fr     | --   | 60   | --   | Hz    |



### 6.3 RGB Interface Timing

The timing chart of RGB interface DE mode is shown as follows.

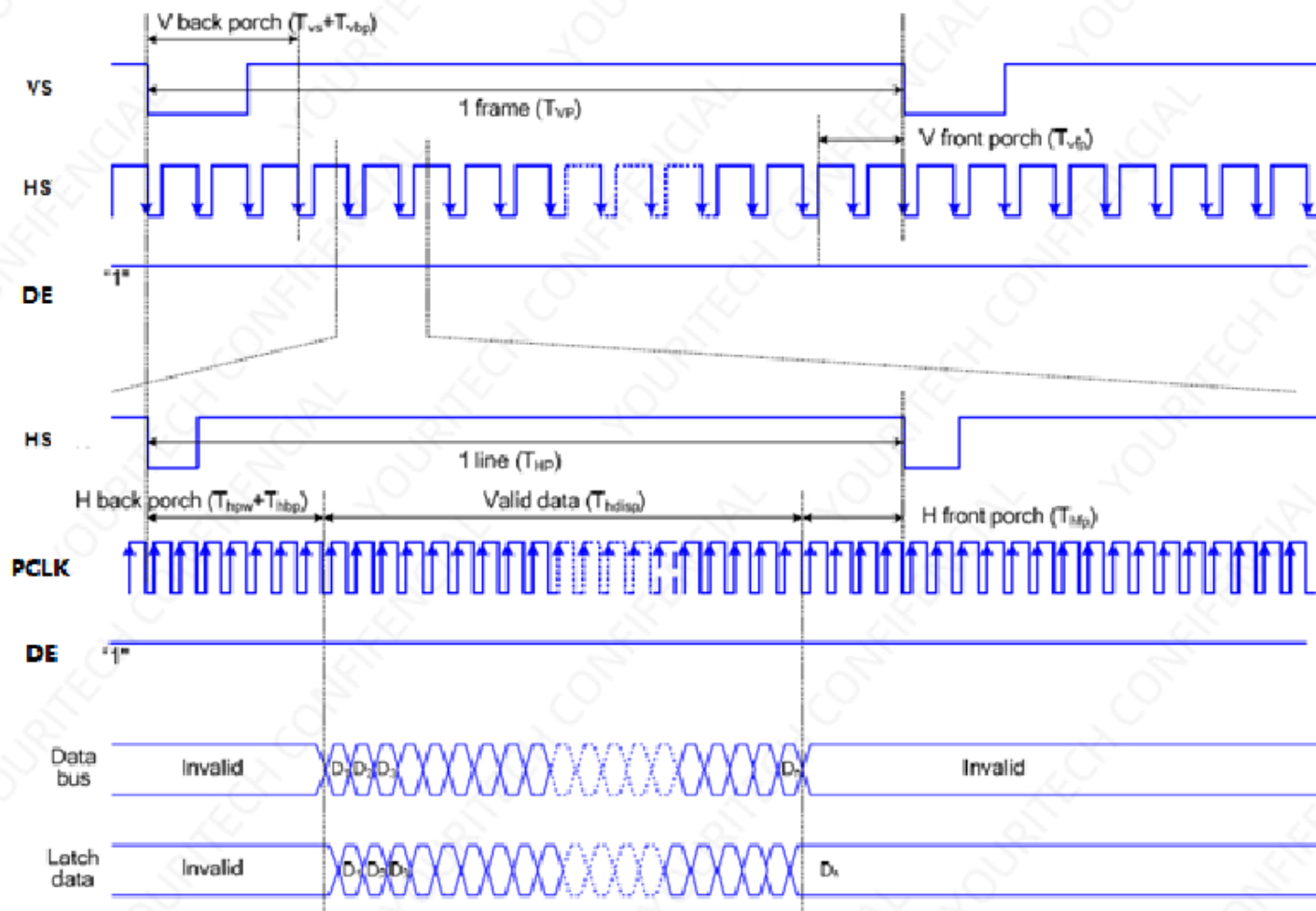


Timing Chart of Signals in RGB Interface DE Mode

Note: The setting of front porch and back porch in host must match that in IC as this mode.



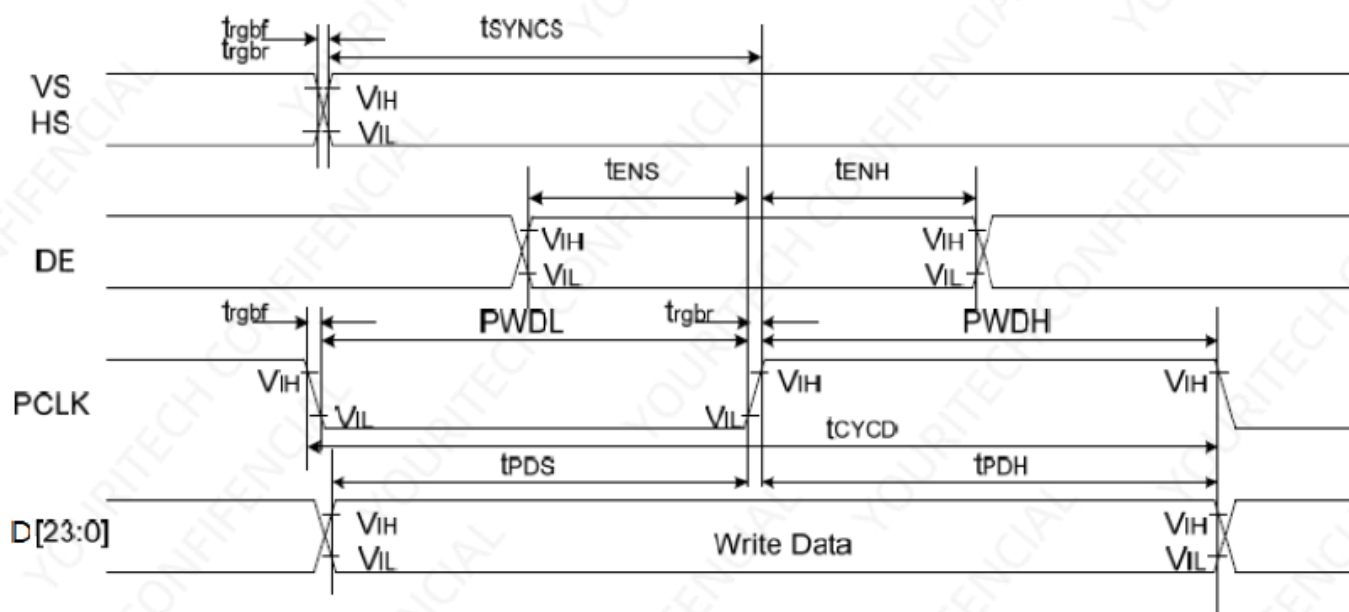
The timing chart of RGB interface SYNC mode is shown as follows.



Timing chart of RGB interface SYNC mode



## 6.4 Parallel 24/18/16-bit RGB Interface Timing Characteristics

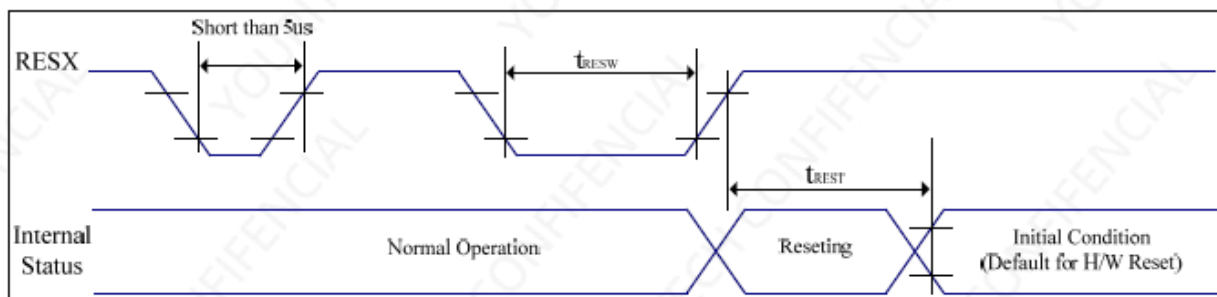


| Signal  | Symbol       | Parameter                   | min | max | Unit | Description                         |
|---------|--------------|-----------------------------|-----|-----|------|-------------------------------------|
| VS/HS   | tSYNCS       | VS/HS setup time            | 5   | -   | ns   | 24/18/16-bit bus RGB interface mode |
|         | tSYNCH       | VS/HS hold time             | 5   | -   | ns   |                                     |
| DE      | tENS         | DE setup time               | 5   | -   | ns   |                                     |
|         | tENH         | DE hold time                | 5   | -   | ns   |                                     |
| D[23:0] | tPOS         | Data setup time             | 5   | -   | ns   |                                     |
|         | tPDH         | Data hold time              | 5   | -   | ns   |                                     |
| PCLK    | PWDH         | PCLK high-level period      | 13  | -   | ns   |                                     |
|         | PWDL         | PCLK low-level period       | 13  | -   | ns   |                                     |
|         | tCYCD        | PCLK cycle time             | 28  | -   | ns   |                                     |
|         | tgrbr, tgrbf | PCLK, HS, VS rise/fall time | -   | 15  | ns   |                                     |

Note 1: IOVCC=1.65 to 3.6V, VCI=2.5 to 6V, VSSA=VSS=0V, Ta=-30 to 70°C



## 6.5 Reset timing characteristics



VSS=0V, IOVCC=1.65V to 3.6V, VCI=2.5V to 6.0V,  $T_a = -30^{\circ}\text{C}$  to  $70^{\circ}\text{C}$

| Symbol     | Parameter                 | Related Pins | MIN | TYP | MAX | Note                                     | Unit |
|------------|---------------------------|--------------|-----|-----|-----|------------------------------------------|------|
| $t_{RESW}$ | *1) Reset low pulse width | RESX         | 10  | -   | -   | -                                        | us   |
| $t_{REST}$ | *2) Reset complete time   | -            | -   | -   | 5   | When reset applied during Sleep in mode  | ms   |
|            |                           | -            | -   | -   | 120 | When reset applied during Sleep out mode | ms   |

Table: Reset input timing

Note 1: Due to an electrostatic discharge on RESX line, spike does not cause irregular system reset according to the table below.

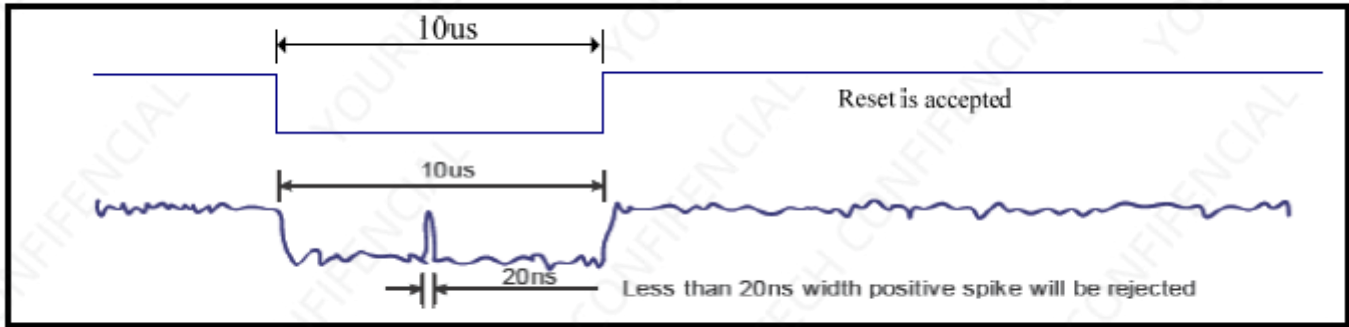
| RESX Pulse           | Action                                                             |
|----------------------|--------------------------------------------------------------------|
| Shorter than 5us     | Reset Rejected                                                     |
| Longer than 10us     | Reset                                                              |
| Between 5us and 10us | Reset starts<br>(It depends on voltage and temperature condition.) |

Note 2: During the resetting period, the display will be blanked (The display is entering blanking sequence, which maximum time is 120ms, when Reset Starts in Sleep Out mode. The display remains the blank state in Sleep In mode), then return to default condition for H/W reset.

Note 3: During Reset Complete Time, ID1/ID2/ID3 and VCOM value in OTP will be latched to internal register. After a rising edge of RESX, there is a H/W reset complete time ( $t_{REST}$ ) which lasted 5ms. The loading operation will be done every time during this reset.



Note 4: Spike Rejection also applies during a valid reset pulse as shown below:



Note 5. It is necessary to wait 5msec after releasing RESX before sending commands. Also Sleep Out command cannot be sent for 120 msec.



## 7. LCD Module Out-Going Quality Level

### 7.1 VISUAL & FUNCTION INSPECTION STANDARD

#### 7.1.1 Inspection conditions

Inspection performed under the following conditions is recommended.

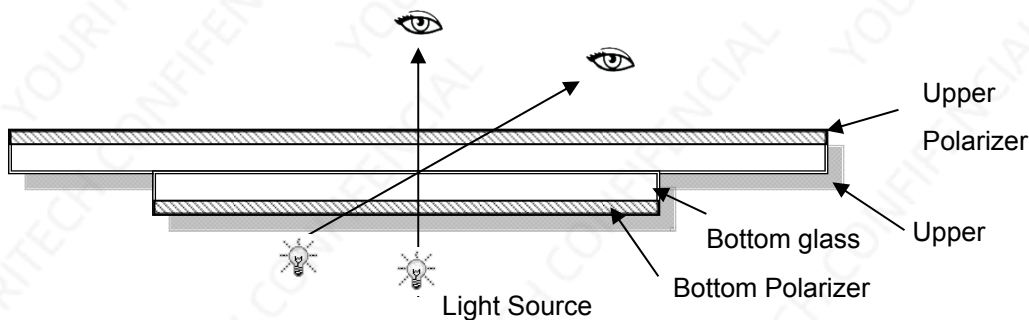
Temperature :  $25 \pm 5^{\circ}\text{C}$

Humidity :  $65\% \pm 10\% \text{RH}$

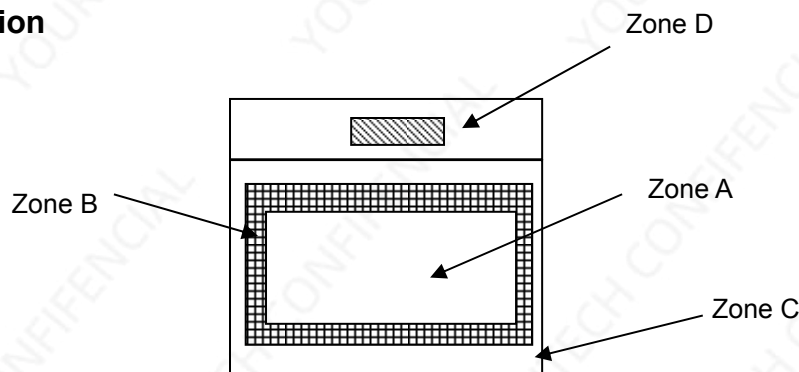
Viewing Angle : Normal viewing Angle.

Illumination: Single fluorescent lamp (300 to 700Lux)

Viewing distance: 30-50cm



#### 7.1.2 Definition



Zone A : Effective Viewing Area(Character or Digit can be seen)

Zone B : Viewing Area except Zone A

Zone C : Outside (Zone A+Zone B) which can not be seen after assembly by customer .)

Zone D : IC Bonding Area

Note:As a general rule ,visual defects in Zone C can be ignored when it doesn't effect product function or appearance after assembly by customer



### 7.1.3 Sampling Plan

According to GB/T 2828-2003 ; , normal inspection, Class II

AQL:

| Major defect | Minor defect |
|--------------|--------------|
| 0.65         | 1.5          |

LCD: Liquid Crystal Display , LCM: Liquid Crystal Module,

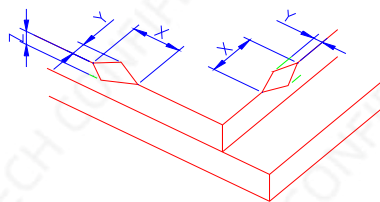
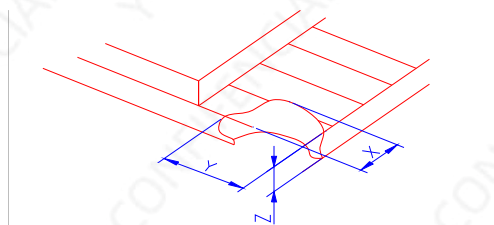
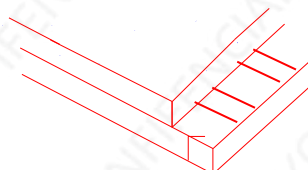
| No | Items to be inspected | Criteria                                                                                                                   | Classification of defects |
|----|-----------------------|----------------------------------------------------------------------------------------------------------------------------|---------------------------|
| 1  | Functional defects    | 1) No display, Open or miss line<br>2) Display abnormally, Short<br>3) Backlight no lighting, abnormal lighting.<br>etc... | Major                     |
| 2  | Missing               | Missing components and etc...                                                                                              |                           |
| 3  | Outline dimension     | Overall outline dimension beyond the drawing<br>is not allowed,deformation and etc...                                      |                           |
| 4  | Color tone            | Color unevenness, refer to limited sample                                                                                  | Minor                     |
| 5  | Spot/Line defect      | Light dot,Dim spot,(Note1)<br>Polarizer Air Bubble,<br>Polarizer accidented spot and etc.                                  |                           |
| 6  | Soldering appearance  | Good soldering , Peeling off is not allowed<br>and etc.                                                                    |                           |
| 7  | LCD/Polarizer         | Black/White spot/line, scratch, crack, etc.                                                                                |                           |

**Note1:** a) Light dot: Dots appear bright and unchanged in size in which LCD panel is displaying under black pattern.

b) Dim dot: Dots appear dark and unchanged in size in which LCD panel is displaying under pure red, green, blue picture.



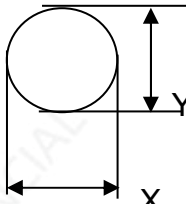
### 7.1.4 Criteria (Visual)

| Number                                                                                                          | Items                                                                                                                                                                                               | Criteria(mm)                                                                                                                                                                                                                      |    |   |        |        |                                |    |
|-----------------------------------------------------------------------------------------------------------------|-----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|-----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|----|---|--------|--------|--------------------------------|----|
| 1.0 LCD<br>Crack/Broken<br>NOTE:<br>X: Length<br>Y: Width<br>Z: Height<br>L: Length of ITO,<br>T: Height of LCD | (1) The edge of LCD broken                                                                                                                                                                          | <div></div> <table><tr><td>X</td><td>Y</td><td>Z</td></tr><tr><td>≤3.0mm</td><td>&lt;Inner border line of the seal</td><td>≤T</td></tr></table> | X  | Y | Z      | ≤3.0mm | <Inner border line of the seal | ≤T |
|                                                                                                                 | X                                                                                                                                                                                                   | Y                                                                                                                                                                                                                                 | Z  |   |        |        |                                |    |
|                                                                                                                 | ≤3.0mm                                                                                                                                                                                              | <Inner border line of the seal                                                                                                                                                                                                    | ≤T |   |        |        |                                |    |
| (2)LCD corner broken                                                                                            | <div></div> <table><tr><td>X</td><td>Y</td><td>Z</td></tr><tr><td>≤3.0mm</td><td>≤L</td><td>≤T</td></tr></table> | X                                                                                                                                                                                                                                 | Y  | Z | ≤3.0mm | ≤L     | ≤T                             |    |
| X                                                                                                               | Y                                                                                                                                                                                                   | Z                                                                                                                                                                                                                                 |    |   |        |        |                                |    |
| ≤3.0mm                                                                                                          | ≤L                                                                                                                                                                                                  | ≤T                                                                                                                                                                                                                                |    |   |        |        |                                |    |
| (3) LCD crack                                                                                                   | <div></div> <div>Crack<br/>Not allowed</div>                                                                    |                                                                                                                                                                                                                                   |    |   |        |        |                                |    |



2.0

Spot defect



$\Phi=(X+Y)/2$

① light dot ( black/white spot , pinhole, stain, etc.)

Acceptable Qty

| Zone                    | Acceptable Qty                  |   |        |
|-------------------------|---------------------------------|---|--------|
| Size (mm)               | A                               | B | C      |
| $\Phi \leq 0.15$        | Ignore                          |   | Ignore |
| $0.15 < \Phi \leq 0.25$ | 3(distance $\geq 10\text{mm}$ ) |   |        |
| $0.25 < \Phi \leq 0.4$  | 2(distance $\geq 10\text{mm}$ ) |   |        |
| $\Phi > 0.4$            | 0                               |   |        |

② Dim spot (light leakage, dent, dark spot, etc)

Acceptable Qty

| Zone                    | Acceptable Qty                   |   |        |
|-------------------------|----------------------------------|---|--------|
| Size (mm)               | A                                | B | C      |
| $\Phi \leq 0.15$        | Ignore                           |   | Ignore |
| $0.15 < \Phi \leq 0.25$ | 3( distance $\geq 10\text{mm}$ ) |   |        |
| $0.25 < \Phi \leq 0.4$  | 2( distance $\geq 10\text{mm}$ ) |   |        |
| $\Phi > 0.4$            | 0                                |   |        |

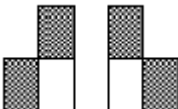
③ Polarizer accidented spot

| Zone                  | Acceptable Qty                   |   |        |
|-----------------------|----------------------------------|---|--------|
| Size (mm)             | A                                | B | C      |
| $\Phi \leq 0.2$       | Ignore                           |   | Ignore |
| $0.2 < \Phi \leq 0.5$ | 2( distance $\geq 10\text{mm}$ ) |   |        |
| $\Phi > 0.5$          | 0                                |   |        |

④ Polarizer Bubble

| Zone                  | Acceptable Qty                  |   |        |
|-----------------------|---------------------------------|---|--------|
| Size (mm)             | A                               | B | C      |
| $\Phi \leq 0.2$       | Ignore                          |   | Ignore |
| $0.2 < \Phi \leq 0.4$ | 3(distance $\geq 10\text{mm}$ ) |   |        |
| $\Phi > 0.4$          | 0                               |   |        |



| 3.0                       | LCD Pixel defect                                                                                                                      | <p data-bbox="539 219 766 253">Pixel bad points</p> <table data-bbox="539 309 1497 1057"> <tr> <th data-bbox="539 309 730 360">Item</th><th data-bbox="730 309 1244 360">Zone A</th><th data-bbox="1244 309 1497 360">Acceptable Qty</th></tr> <tr> <td data-bbox="539 360 730 521" rowspan="3">Bright dot</td><td data-bbox="730 360 1244 416">Random</td><td data-bbox="1244 360 1497 416"><math>N \leq 2</math></td></tr> <tr> <td data-bbox="730 416 1244 472">2 dots adjacent</td><td data-bbox="1244 416 1497 472"><math>N \leq 0</math></td></tr> <tr> <td data-bbox="730 472 1244 521">3 dots adjacent</td><td data-bbox="1244 472 1497 521"><math>N \leq 0</math></td></tr> <tr> <td data-bbox="539 521 730 689" rowspan="3">Dark dot</td><td data-bbox="730 521 1244 577">Random</td><td data-bbox="1244 521 1497 577"><math>N \leq 2</math></td></tr> <tr> <td data-bbox="730 577 1244 633">2 dots adjacent</td><td data-bbox="1244 577 1497 633"><math>N \leq 0</math></td></tr> <tr> <td data-bbox="730 633 1244 689">3 dots adjacent</td><td data-bbox="1244 633 1497 689"><math>N \leq 0</math></td></tr> <tr> <td data-bbox="539 689 730 999">Distance</td><td data-bbox="730 689 1244 999">           1. Minimum Distance Between Bright dots.<br/>           2. Minimum Distance Between dark dots<br/>           3. Minimum Distance Between dark and bright dot.         </td><td data-bbox="1244 689 1497 999">5mm</td></tr> <tr> <td colspan="2" data-bbox="539 999 1244 1057">Total bright and dark dot</td><td data-bbox="1244 999 1497 1057"><math>N \leq 4</math></td></tr> </table> <p data-bbox="539 1066 616 1099">Note:</p> <p data-bbox="539 1117 1477 1207">A) Bright dot: Dots appear bright and unchanged in size in which LCD panel is displaying under black pattern.</p> <p data-bbox="539 1225 1433 1314">B) Dark dot: Dots appear dark and unchanged in size in which LCD panel is displaying under pure red, green, blue picture.</p> <p data-bbox="539 1373 1029 1406">C) 2 dot adjacent = 1 pair = 2 dots</p> <p data-bbox="539 1424 647 1458">Picture:</p> <div data-bbox="539 1507 1318 1843"> <div>  <p data-bbox="587 1615 788 1648">2 dot adjacent</p> </div> <div>  <p data-bbox="539 1805 871 1839">2 dot adjacent (vertical)</p> </div> <div>  <p data-bbox="1029 1615 1230 1648">2 dot adjacent</p> </div> <div>  <p data-bbox="1015 1805 1318 1839">2 dot adjacent (slant)</p> </div> </div> | Item | Zone A | Acceptable Qty | Bright dot | Random | $N \leq 2$ | 2 dots adjacent | $N \leq 0$ | 3 dots adjacent | $N \leq 0$ | Dark dot | Random | $N \leq 2$ | 2 dots adjacent | $N \leq 0$ | 3 dots adjacent | $N \leq 0$ | Distance | 1. Minimum Distance Between Bright dots.<br>2. Minimum Distance Between dark dots<br>3. Minimum Distance Between dark and bright dot. | 5mm | Total bright and dark dot |  | $N \leq 4$ |
|---------------------------|---------------------------------------------------------------------------------------------------------------------------------------|-------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|------|--------|----------------|------------|--------|------------|-----------------|------------|-----------------|------------|----------|--------|------------|-----------------|------------|-----------------|------------|----------|---------------------------------------------------------------------------------------------------------------------------------------|-----|---------------------------|--|------------|
| Item                      | Zone A                                                                                                                                | Acceptable Qty                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                  |      |        |                |            |        |            |                 |            |                 |            |          |        |            |                 |            |                 |            |          |                                                                                                                                       |     |                           |  |            |
| Bright dot                | Random                                                                                                                                | $N \leq 2$                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                      |      |        |                |            |        |            |                 |            |                 |            |          |        |            |                 |            |                 |            |          |                                                                                                                                       |     |                           |  |            |
|                           | 2 dots adjacent                                                                                                                       | $N \leq 0$                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                      |      |        |                |            |        |            |                 |            |                 |            |          |        |            |                 |            |                 |            |          |                                                                                                                                       |     |                           |  |            |
|                           | 3 dots adjacent                                                                                                                       | $N \leq 0$                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                      |      |        |                |            |        |            |                 |            |                 |            |          |        |            |                 |            |                 |            |          |                                                                                                                                       |     |                           |  |            |
| Dark dot                  | Random                                                                                                                                | $N \leq 2$                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                      |      |        |                |            |        |            |                 |            |                 |            |          |        |            |                 |            |                 |            |          |                                                                                                                                       |     |                           |  |            |
|                           | 2 dots adjacent                                                                                                                       | $N \leq 0$                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                      |      |        |                |            |        |            |                 |            |                 |            |          |        |            |                 |            |                 |            |          |                                                                                                                                       |     |                           |  |            |
|                           | 3 dots adjacent                                                                                                                       | $N \leq 0$                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                      |      |        |                |            |        |            |                 |            |                 |            |          |        |            |                 |            |                 |            |          |                                                                                                                                       |     |                           |  |            |
| Distance                  | 1. Minimum Distance Between Bright dots.<br>2. Minimum Distance Between dark dots<br>3. Minimum Distance Between dark and bright dot. | 5mm                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                             |      |        |                |            |        |            |                 |            |                 |            |          |        |            |                 |            |                 |            |          |                                                                                                                                       |     |                           |  |            |
| Total bright and dark dot |                                                                                                                                       | $N \leq 4$                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                      |      |        |                |            |        |            |                 |            |                 |            |          |        |            |                 |            |                 |            |          |                                                                                                                                       |     |                           |  |            |



|            |                                                                                                                                                                                                           |                                                                                                                                                                                                                                            |              |                |   |        |
|------------|-----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|--------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|--------------|----------------|---|--------|
| 4.0        | Line defect (LCD /Polarizer backlight black/white line, scratch, stain)<br><br><br>W: width, L : length<br><br>N : Count | Width(mm)                                                                                                                                                                                                                                  | Length(m)    | Acceptable Qty |   |        |
|            |                                                                                                                                                                                                           |                                                                                                                                                                                                                                            |              | A              | B | C      |
|            |                                                                                                                                                                                                           | $\Phi \leq 0.05$                                                                                                                                                                                                                           | Ignore       | Ignore         |   | Ignore |
|            |                                                                                                                                                                                                           | $0.05 < W \leq 0.06$                                                                                                                                                                                                                       | $L \leq 4.0$ | $N \leq 3$     |   |        |
|            |                                                                                                                                                                                                           | $0.06 < W \leq 0.08$                                                                                                                                                                                                                       | $L \leq 3.0$ | $N \leq 2$     |   |        |
| $W > 0.08$ | Define as spot defect                                                                                                                                                                                     |                                                                                                                                                                                                                                            |              |                |   |        |
| 5.0        | Electronic Components SMT.                                                                                                                                                                                | Not allow missing parts, solderless connection, cold solder joint, mismatch, The positive and negative polarity opposite                                                                                                                   |              |                |   |        |
| 6.0        | Display color& Brightness.                                                                                                                                                                                | 1. Color: Measuring the color coordinates, The measurement standard according to the datasheet or samples.<br><br>2. Brightness: Measuring the brightness of White screen, The measurement standard according to the datasheet or Samples. |              |                |   |        |
| 7.0        | LCD Mura/Waving/ Hot spot                                                                                                                                                                                 | Not visible through 5% ND filter in 50% gray or judge by limit sample if necessary.                                                                                                                                                        |              |                |   |        |

Criteria ( functional items)

| Number | Items                 | Criteria (mm) |
|--------|-----------------------|---------------|
| 1      | No display            | Not allowed   |
| 2      | Missing segment       | Not allowed   |
| 3      | Short                 | Not allowed   |
| 4      | Backlight no lighting | Not allowed   |



## 8. Reliability Test Result

| Item                                       | Condition                                                                                                                                      | Inspection after test                                                                                                                                                                                                                                      |
|--------------------------------------------|------------------------------------------------------------------------------------------------------------------------------------------------|------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| High Temperature Operating                 | 70°C,96H                                                                                                                                       | Inspection after 2~4hours<br>storage at room temperature,<br>the sample shall be free from<br>defects:<br>1.Air bubble in the LCD;<br>2.Non-display;<br>3.Missing segments/line;<br>4.Glass crack;<br>5.Current IDD is twice higher<br>than initial value. |
| Low Temperature Operating                  | -20°C, 96HR                                                                                                                                    |                                                                                                                                                                                                                                                            |
| High Temperature Storage                   | 80°C, 96HR                                                                                                                                     |                                                                                                                                                                                                                                                            |
| Low Temperature Storage                    | -30°C, 96HR                                                                                                                                    |                                                                                                                                                                                                                                                            |
| High Temperature & High Humidity Operating | +60°C, 90% RH ,96 hours.                                                                                                                       |                                                                                                                                                                                                                                                            |
| Thermal Shock (Non-operation)              | -30°C,30 min ↔ +80°C,30 min,<br>Change time:5min 20CYC.                                                                                        |                                                                                                                                                                                                                                                            |
| ESD test                                   | C=150pF, R=330,5points/panel<br>Air:±8KV, 5times; Contact:±6KV, 5 times;<br>(Environment: 15°C~35°C, 30%~60%).                                 |                                                                                                                                                                                                                                                            |
| Vibration (Non-operation)                  | Frequency range:10~55Hz, Stroke:1.5mm<br>Sweep:10Hz~55Hz~10Hz 2 hours for each direction of<br>X.Y.Z. (6 hours for total) (Package condition). |                                                                                                                                                                                                                                                            |
| Box Drop Test                              | 1 Corner 3 Edges 6 faces,80cm(MEDIUM BOX)                                                                                                      |                                                                                                                                                                                                                                                            |

Remark:

- 1.The test samples should be applied to only one test item.
- 2.Sample size for each test item is 5~10pcs.
- 3.For Damp Proof Test, Pure water(Resistance > 10MΩ) should be used.
- 4.In case of malfunction defect caused by ESD damage, if it would be recovered to normal state after resetting, it would be judged as a good part.
- 5.Failure Judgment Criterion: Basic Specification, Electrical Characteristic, Mechanical Characteristic, Optical Characteristic.



## 9. Cautions and Handling Precautions

### 9.1 Handling and Operating the Module

- (1) When the module is assembled, it should be attached to the system firmly.  
Do not warp or twist the module during assembly work.
- (2) Protect the module from physical shock or any force. In addition to damage, this may cause improper operation or damage to the module and back-light unit.
- (3) Note that polarizer is very fragile and could be easily damaged. Do not press or scratch the surface.
- (4) Do not allow drops of water or chemicals to remain on the display surface.  
If you have the droplets for a long time, staining and discoloration may occur.
- (5) If the surface of the polarizer is dirty, clean it using some absorbent cotton or soft cloth.
- (6) The desirable cleaners are water, IPA (Isopropyl Alcohol) or Hexane.  
Do not use ketene type materials (ex. Acetone), Ethyl alcohol, Toluene, Ethyl acid or Methyl chloride. It might permanent damage to the polarizer due to chemical reaction.
- (7) If the liquid crystal material leaks from the panel, it should be kept away from the eyes or mouth. In case of contact with hands, legs, or clothes, it must be washed away thoroughly with soap.
- (8) Protect the module from static; it may cause damage to the CMOS ICs.
- (9) Use finger-stalls with soft gloves in order to keep display clean during the incoming inspection and assembly process.
- (10) Do not disassemble the module.
- (11) Protection film for polarizer on the module shall be slowly peeled off just before use so that the electrostatic charge can be minimized.
- (12) Pins of I/F connector shall not be touched directly with bare hands.
- (13) Do not connect, disconnect the module in the "Power ON" condition.

### 9.2 Storage and Transportation.

- (1) Do not leave the panel in high temperature, and high humidity for a long time.  
It is highly recommended to store the module with temperature from 0 to 35 °C and relative humidity of less than 70%
- (2) Do not store the TFT-LCD module in direct sunlight.
- (3) The module shall be stored in a dark place. When storing the modules for a long time, be sure to adopt effective measures for protecting the modules from strong ultraviolet radiation, sunlight, or fluorescent light.
- (4) It is recommended that the modules should be stored under a condition where no condensation is allowed. Formation of dewdrops may cause an abnormal operation or a failure of the module.  
In particular, the greatest possible care should be taken to prevent any module from being operated where condensation has occurred inside.
- (5) This panel has its circuitry FPC on the bottom side and should be handled carefully in order not to be stressed.