

# INDUSTRIAL STRENGTH... Start Your Application From YOURITECH

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Custom Display

Production Custom designs Installation

Mechanical design



**Doc. Number :**

- ☐ Tentative Specification  
☐ Preliminary Specification  
☒ Approval Specification

**MODEL NO.: ET121WX02-R**

**Customer:**

**APPROVED BY      SIGNATURE**

**Name / Title** \_\_\_\_\_

Note \_\_\_\_\_

Please return 1 copy for your confirmation with your signature and comments.

| Approved By | Checked By | Prepared By |
|-------------|------------|-------------|
|             |            |             |



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## REVISION HISTORY

| Version | Date         | Page | Description                                              |
|---------|--------------|------|----------------------------------------------------------|
| 3.0     | Jan 9 , 2019 | All  | Spec Ver.3.0 was first issued.                           |
| 3.1     | Feb 15,2019  | P28  | 10.1 MODULE LABEL<br>Add NBINX FAB ID: COCKN             |
| 3.2     | Apr 11, 2019 | P19  | 6.3 The Input Data Format<br>Modify figure (delete "NC") |
|         |              |      |                                                          |
|         |              |      |                                                          |
|         |              |      |                                                          |
|         |              |      |                                                          |
|         |              |      |                                                          |
|         |              |      |                                                          |
|         |              |      |                                                          |
|         |              |      |                                                          |
|         |              |      |                                                          |



## 1. GENERAL DESCRIPTION

### 1.1 OVERVIEW

The ET121WX02-R model is a 12.1" TFT-LCD IAV module with a white LED Backlight Unit and a 20-pin 1ch-LVDS interface. This module supports 1024 x 768 XGA mode and displays 262k/16.7M colors. The converter for the Backlight Unit is built in.

### 1.2 FEATURES

- Wide viewing angle
- High contrast ratio
- XGA (1024 x 768 pixels) resolution
- Wide operating temperature
- DE (Data Enable) mode
- LVDS (Low Voltage Differential Signaling) interface
- Reversible-scan direction
- RoHS Compliance

### 1.3 APPLICATION

- TFT LCD Monitor
- Industrial Application
- Amusement

### 1.4 GENERAL SPECIFICATIONS

| Item                     | Specification                 | Unit  | Note     |
|--------------------------|-------------------------------|-------|----------|
| Diagonal Size            | 12.1                          | inch  | (1)      |
| Active Area              | 245.76(H) x 184.32(V)         | mm    |          |
| Bezel Opening Area       | 249.0 x 187.5                 | mm    |          |
| Driver Element           | a-si TFT active matrix        | -     | -        |
| Pixel Number             | 1024 x R.G.B. x 768           | pixel | -        |
| Pixel Pitch              | 0.240(H) x 0.240(V)           | mm    | -        |
| Pixel Arrangement        | RGB vertical stripe           | -     | -        |
| Display Colors           | 262k/16.7M                    | color | -        |
| Transmissive Mode        | Normally black / AAS          | -     | -        |
| Surface Treatment        | Hard coating (3H), Anti-Glare | -     | -        |
| Module Power Consumption | 14.62W (white pattern)        | W     | Typ. (3) |



## 1.5 MECHANICAL SPECIFICATIONS

| Item                            |                | Min.                                                                                                           | Typ.  | Max.  | Unit | Note |
|---------------------------------|----------------|----------------------------------------------------------------------------------------------------------------|-------|-------|------|------|
| Module Size                     | Horizontal (H) | 260                                                                                                            | 260.5 | 261   | mm   | (1)  |
|                                 | Vertical (V)   | 203.5                                                                                                          | 204   | 204.5 | mm   |      |
|                                 | Depth (D)      | 7.9                                                                                                            | 8.4   | 8.9   | mm   |      |
| Weight                          |                |                                                                                                                | 490   | 510   | g    | -    |
| I/F connector mounting position |                | The mounting inclination of the connector makes the screen center within $\pm 0.5\text{mm}$ as the horizontal. |       |       | -    | (2)  |

Note (1) Please refer to the attached drawings for more information of front and back outline dimensions.

Note (2) Connector mounting position



Note (3) The Module Power Consumption is specified at 3.3V, white pattern and 100% duty for LED backlight.



## 2. ABSOLUTE MAXIMUM RATINGS

### 2.1 ABSOLUTE RATINGS OF ENVIRONMENT

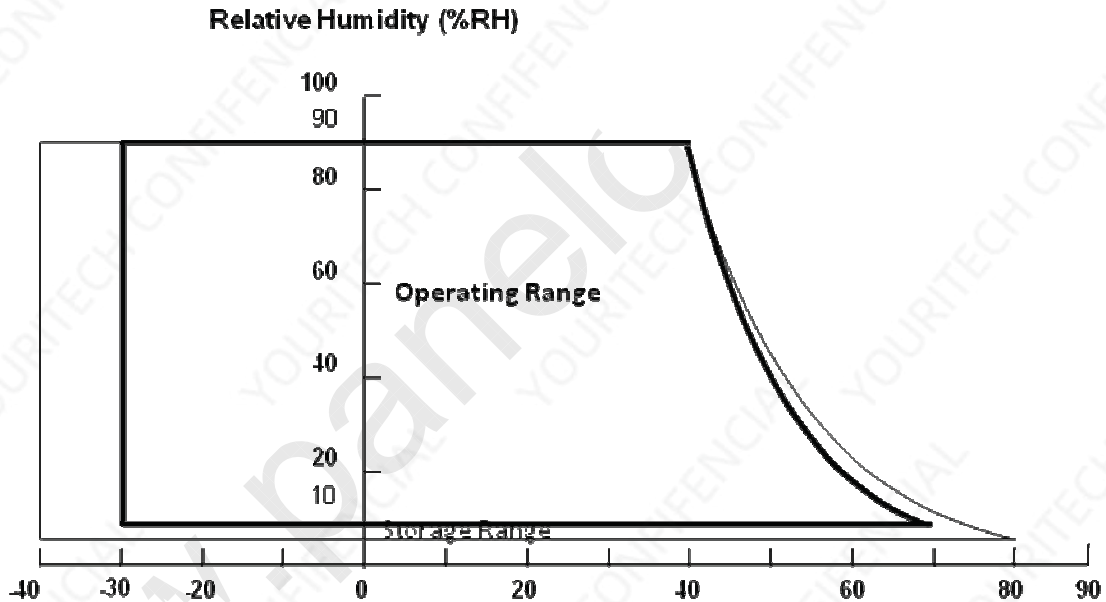
| Item                          | Symbol          | Value |      | Unit | Note   |
|-------------------------------|-----------------|-------|------|------|--------|
|                               |                 | Min.  | Max. |      |        |
| Operating Ambient Temperature | T <sub>OP</sub> | -30   | +70  | °C   | (1)(2) |
| Storage Temperature           | T <sub>ST</sub> | -40   | +80  | °C   | (1)(2) |

Note (1) Temperature and relative humidity range is shown in the figure below.

- (a) 90 %RH Max. ( $T_a \leq 40\text{ }^{\circ}\text{C}$ ).
- (b) Wet-bulb temperature should be 39 °C Max. ( $T_a > 40\text{ }^{\circ}\text{C}$ ).
- (c) No condensation.

Note (2) The absolute maximum rating values of this product are not allowed to be exceeded at any times.

The module should not be used over the absolute maximum rating value. It will cause permanently unrecoverable function fail in such an condition



## 2.2 ELECTRICAL ABSOLUTE RATINGS

### 2.2.1 TFT LCD MODULE

| Item                 | Symbol | Value |      | Unit | Note |
|----------------------|--------|-------|------|------|------|
|                      |        | Min.  | Max. |      |      |
| Power Supply Voltage | VCC    | -0.3  | 4    | V    | (1)  |

### 2.2.2 BACKLIGHT UNIT

| Item              | Symbol         | Value |      | Unit | Note      |
|-------------------|----------------|-------|------|------|-----------|
|                   |                | Min.  | Max. |      |           |
| Converter Voltage | V <sub>i</sub> | -0.3  | 13   | V    | (1) , (2) |
| Enable Voltage    | EN             | ---   | 5    | V    |           |
| Backlight Adjust  | ADJ            | ---   | 5    | V    |           |

Note (1) Permanent damage to the device may occur if maximum values are exceeded. Function operation should be restricted to the conditions described under Normal Operating Conditions.

Note (2) Specified values are for lamp (Refer to 3.2 for further information).



### 3. ELECTRICAL CHARACTERISTICS

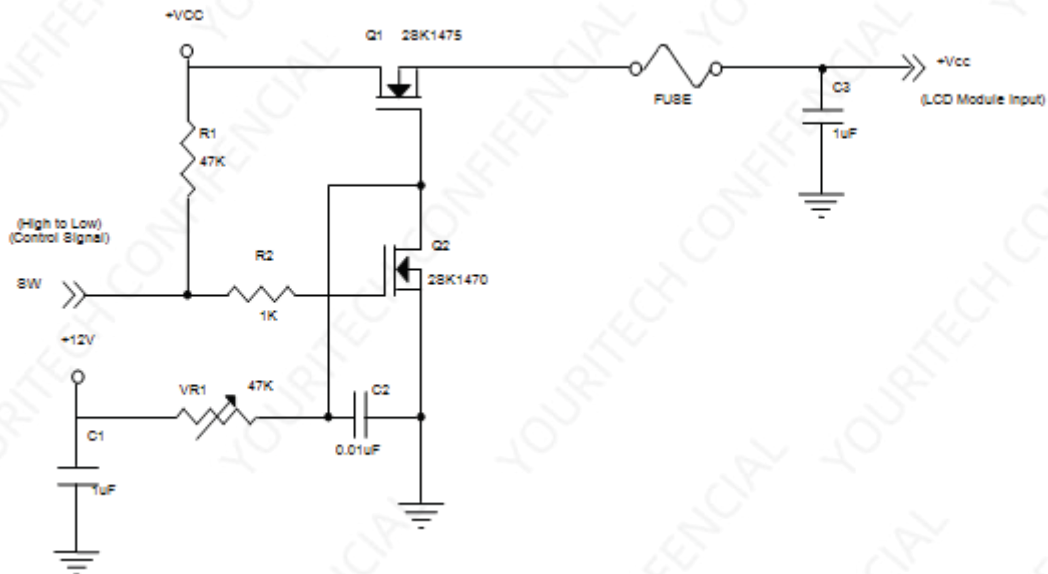
#### 3.1 TFT LCD MODULE

Ta = 25 ± 2 °C

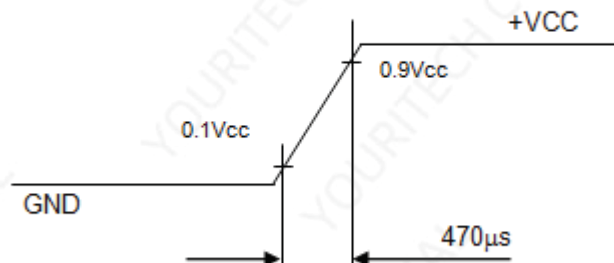
| Parameter                       | Symbol | Value |      |      | Unit | Note              |
|---------------------------------|--------|-------|------|------|------|-------------------|
|                                 |        | Min.  | Typ. | Max. |      |                   |
| Power Supply Voltage            | VCC    | 3.0   | 3.3  | 3.6  | V    | (1) at Vcc=3.3V   |
| Rush Current                    | IRUSH  | -     | -    | 4    | A    | (2)               |
| Power Supply Current            | White  | -     | 370  | 450  | mA   | (3)a, at Vcc=3.3V |
|                                 | Black  | -     | 300  | 380  | mA   | (3)b, at Vcc=3.3V |
| Power Consumption               | PL     | -     | 1.22 | 1.49 | W    |                   |
| LVDS differential input voltage | VID    | 100   | -    | 600  | mV   |                   |
| LVDS common input voltage       | VICM   | 0.7   | -    | 1.6  | V    |                   |

Note (1) The assembly should be always operated within above ranges.

Note (2) Measurement Conditions:



**Vcc rising time is 470μs**



Note (3) The specified power supply current is under the conditions at  $V_{cc} = 3.3V$ ,  $T_a = 25 \pm 2^\circ C$ ,  $f_v = 60\text{ Hz}$ , whereas a power dissipation check pattern below is displayed.

a. White Pattern



Active Area

b. Black Pattern



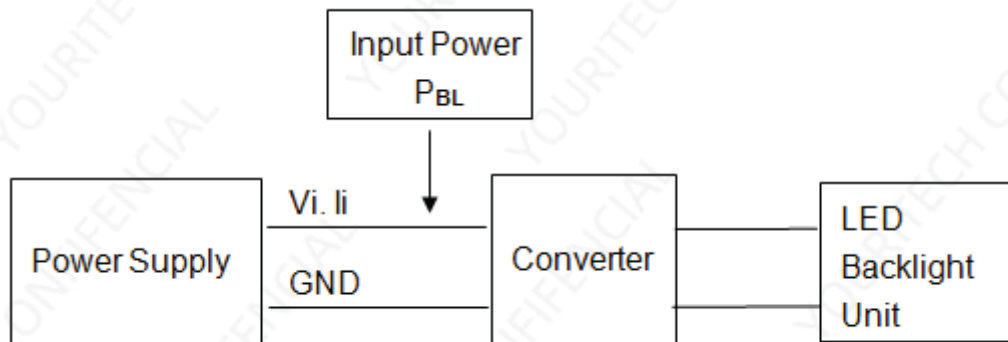
Active Area

### 3.2 BACKLIGHT UNIT

$T_a = 25 \pm 2^\circ C$

| Parameter                             |                | Symbol      | Value  |      |      | Unit | Note                                       |
|---------------------------------------|----------------|-------------|--------|------|------|------|--------------------------------------------|
|                                       |                |             | Min.   | Typ. | Max. |      |                                            |
| Converter Power Supply Voltage        |                | $V_i$       | 10.8   | 12.0 | 13.2 | V    |                                            |
| Converter Power Supply Ripple Voltage |                | $V_{iRP}$   | -      | -    | 500  | mV   |                                            |
| Converter Power Supply Current        |                | $I_i$       | -      | 1.12 |      | A    | @ $V_i = 12V$ (Duty 100%)                  |
| Converter Inrush Current              |                | $I_{iRUSH}$ | -      | -    | 3.0  | A    | @ $V_i$ rising time = 10ms ( $V_i = 12V$ ) |
| Backlight Power Consumption           |                | PBL         | -      | 13.4 |      | W    | @ $V_i = 12V$ (Duty 100%)                  |
| EN Control Level                      | Backlight on   | BLON        | 2.5    | 3.3  | 5.0  | V    |                                            |
|                                       | Backlight off  |             | 0      | ---  | 0.3  | V    |                                            |
| PWM Control Level                     | PWM High Level | E_PWM       | 2.5    | 3.3  | 5.0  | V    |                                            |
|                                       | PWM Low Level  |             | 0      | -    | 0.15 | V    |                                            |
| PWM Noise Range                       |                | VNoise      | -      | -    | 0.1  | V    |                                            |
| PWM Control Duty Ratio                |                | -           | 2      | -    | 100  | %    | @200Hz                                     |
| PWM Control Frequency                 |                | fPWM        | 190    | 200  | 20k  | Hz   | (3)                                        |
| LED Life Time                         |                | LL          | 30,000 | -    | -    | Hrs  | (2)                                        |

Note (1) LED current is measured by utilizing a high frequency current meter as shown below:



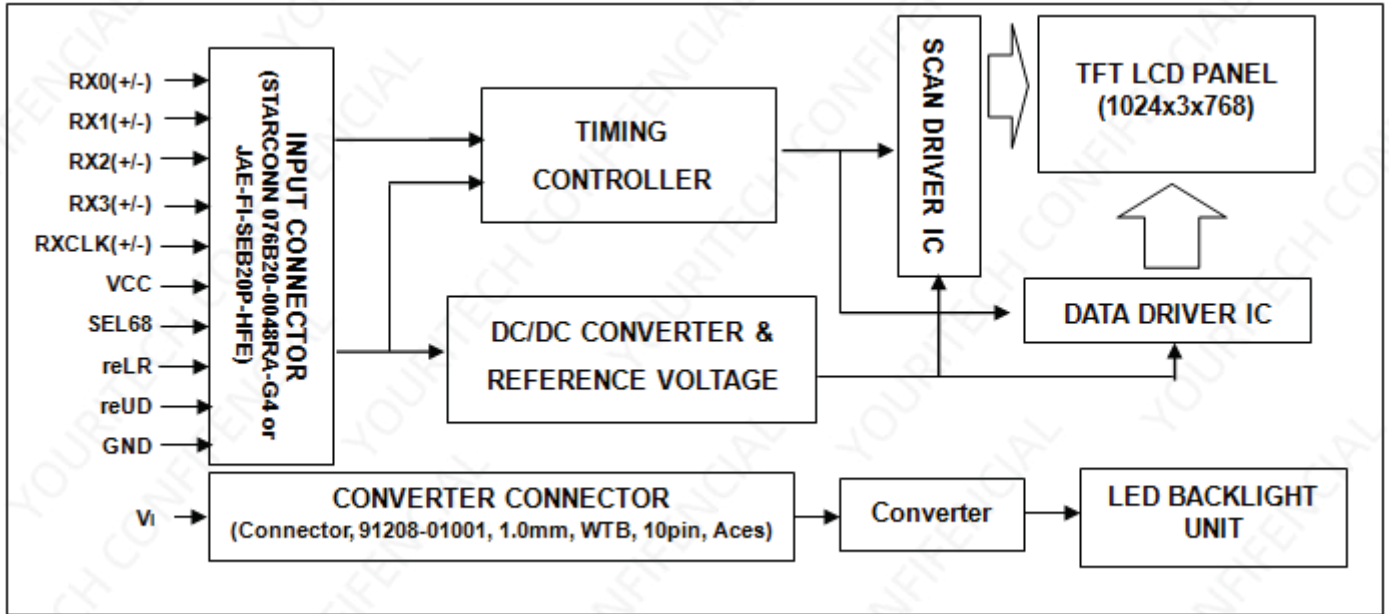
Note (2) The lifetime of LED is estimated data and defined as the time when it continues to operate under the conditions at  $T_a = 25 \pm 2^\circ\text{C}$  and Duty 100% until the brightness becomes  $\leq 50\%$  of its original value. Operating LED at high temperature condition will reduce life time and lead to color shift.

Note (3) At 200Hz PWM control frequency , duty ratio range is restricted from 2% to 100%, When PWM control frequency is 20kHz, duty ratio range is restricted from 10% to 100%.



## 4. BLOCK DIAGRAM

### 4.1 TFT LCD MODULE



## 5. INPUT TERMINAL PIN ASSIGNMENT

### 5.1 TFT LCD MODULE

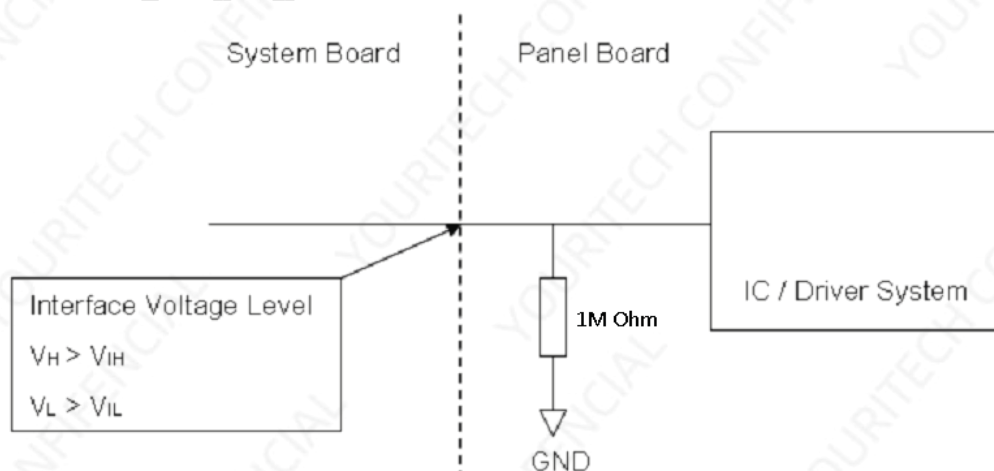
| Pin | Name  | Description                                                                               | Remark       |
|-----|-------|-------------------------------------------------------------------------------------------|--------------|
| 1   | RX3+  | Differential Data Input, CH3 ( Positive )                                                 |              |
| 2   | RX3-  | Differential Data Input, CH3 ( Negative )                                                 |              |
| 3   | NC    | NC                                                                                        |              |
| 4   | SEL68 | LVDS 6/8 bit select function control,<br>Low → 6 bit Input Mode<br>High → 8bit Input Mode | Note (3) (4) |
| 5   | GND   | Ground                                                                                    |              |
| 6   | RXC+  | Differential Clock Input ( Positive )                                                     |              |
| 7   | RXC-  | Differential Clock Input ( Negative )                                                     |              |
| 8   | GND   | Ground                                                                                    |              |
| 9   | RX2+  | Differential Data Input , CH2 ( Positive )                                                |              |
| 10  | RX2-  | Differential Data Input , CH2 ( Negative )                                                |              |
| 11  | GND   | Ground                                                                                    |              |
| 12  | RX1+  | Differential Data Input , CH1 ( Positive )                                                |              |
| 13  | RX1-  | Differential Data Input, CH1 ( Negative )                                                 |              |
| 14  | GND   | Ground                                                                                    |              |
| 15  | RX0+  | Differential Data Input, CH0 ( Positive )                                                 |              |
| 16  | RX0-  | Differential Data Input, CH0 ( Negative )                                                 |              |
| 17  | reLR  | Horizontal Reverse Scan Control,<br>Low → Normal Mode.<br>High → Horizontal Reverse Scan  | Note (3) (4) |
| 18  | reUD  | Vertical Reverse Scan Control,<br>Low → Normal Mode,<br>High → Vertical Reverse Scan      | Note (3) (4) |
| 19  | VCC   | Power supply                                                                              |              |
| 20  | VCC   | Power supply                                                                              |              |

Note (1) Connector Part No.: STARCONN 076B20-0048RA-G4 or equivalent.

Note (2) User's connector Part No.: JAE FI-SE20ME or equivalent.

Note (3) "Low" stands for 0V. "High" stands for 3.3V.

Note (4) SEL68, reLR, reUD



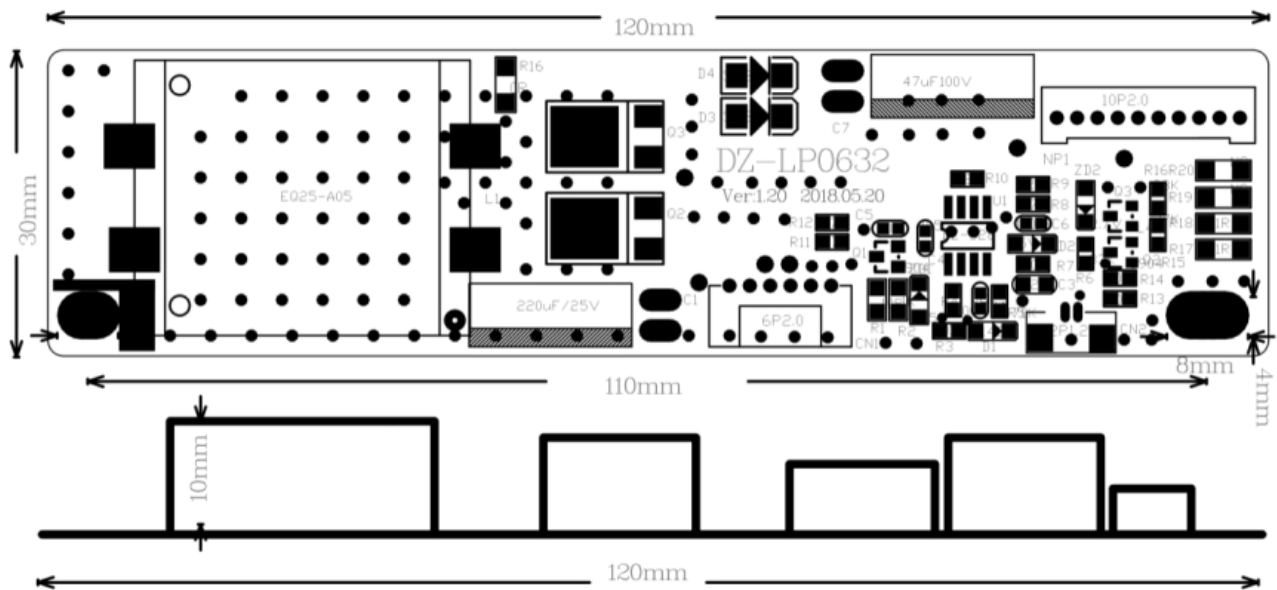
## 5.2 BACKLIGHT UNIT(CONVERTER CONNECTOR PIN)

### CN1 PH2.0-6PIN

| Pin No./引脚 | Symbol/符号 | Description/描述       | Parameter /参数 |
|------------|-----------|----------------------|---------------|
| 1          | VCC       | Power Supply Voltage |               |
| 2          | VCC       | Power Supply Voltage |               |
| 3          | N/F       | Output enable signal |               |
| 4          | NC        | Not connect          |               |
| 5          | GND       | Power ground         |               |
| 6          | GND       | Power ground         |               |

### CN2 1.25mm-2PIN

| CN2 | Symbol/符号 | Description/描述       |
|-----|-----------|----------------------|
| 1   | G+        | Light sensor anode   |
| 2   | G-        | Light sensor cathode |



### 5.3 COLOR DATA INPUT ASSIGNMENT

The brightness of each primary color (red, green and blue) is based on the 6-bit gray scale data input for the color. The higher the binary input, the brighter the color. The table below provides the assignment of color versus data input.

| Color               |               | Data Signal |    |    |    |    |    |       |    |    |    |    |    |      |    |    |    |    |    |
|---------------------|---------------|-------------|----|----|----|----|----|-------|----|----|----|----|----|------|----|----|----|----|----|
|                     |               | Red         |    |    |    |    |    | Green |    |    |    |    |    | Blue |    |    |    |    |    |
|                     |               | R5          | R4 | R3 | R2 | R1 | R0 | G5    | G4 | G3 | G2 | G1 | G0 | B5   | B4 | B3 | B2 | B1 | B0 |
| Basic Colors        | Black         | 0           | 0  | 0  | 0  | 0  | 0  | 0     | 0  | 0  | 0  | 0  | 0  | 0    | 0  | 0  | 0  | 0  | 0  |
|                     | Red           | 1           | 1  | 1  | 1  | 1  | 1  | 0     | 0  | 0  | 0  | 0  | 0  | 0    | 0  | 0  | 0  | 0  | 0  |
|                     | Green         | 0           | 0  | 0  | 0  | 0  | 0  | 1     | 1  | 1  | 1  | 1  | 1  | 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  |
|                     | Cyan          | 0           | 0  | 0  | 0  | 0  | 0  | 1     | 1  | 1  | 1  | 1  | 1  | 1    | 1  | 1  | 1  | 1  | 1  |
|                     | 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   | Red(0)/Dark   | 0           | 0  | 0  | 0  | 0  | 0  | 0     | 0  | 0  | 0  | 0  | 0  | 0    | 0  | 0  | 0  | 0  | 0  |
|                     | Red(1)        | 0           | 0  | 0  | 0  | 0  | 1  | 0     | 0  | 0  | 0  | 0  | 0  | 0    | 0  | 0  | 0  | 0  | 0  |
|                     | Red(2)        | 0           | 0  | 0  | 0  | 1  | 0  | 0     | 0  | 0  | 0  | 0  | 0  | 0    | 0  | 0  | 0  | 0  | 0  |
|                     | ⋮             | ⋮           | ⋮  | ⋮  | ⋮  | ⋮  | ⋮  | ⋮     | ⋮  | ⋮  | ⋮  | ⋮  | ⋮  | ⋮    | ⋮  | ⋮  | ⋮  | ⋮  |    |
|                     | ⋮             | ⋮           | ⋮  | ⋮  | ⋮  | ⋮  | ⋮  | ⋮     | ⋮  | ⋮  | ⋮  | ⋮  | ⋮  | ⋮    | ⋮  | ⋮  | ⋮  | ⋮  |    |
|                     | Red(61)       | 1           | 1  | 1  | 1  | 0  | 1  | 0     | 0  | 0  | 0  | 0  | 0  | 0    | 0  | 0  | 0  | 0  | 0  |
|                     | Red(62)       | 1           | 1  | 1  | 1  | 1  | 0  | 0     | 0  | 0  | 0  | 0  | 0  | 0    | 0  | 0  | 0  | 0  | 0  |
|                     | Red(63)       | 1           | 1  | 1  | 1  | 1  | 1  | 0     | 0  | 0  | 0  | 0  | 0  | 0    | 0  | 0  | 0  | 0  | 0  |
| Gray Scale Of Green | Green(0)/Dark | 0           | 0  | 0  | 0  | 0  | 0  | 0     | 0  | 0  | 0  | 0  | 0  | 0    | 0  | 0  | 0  | 0  | 0  |
|                     | Green(1)      | 0           | 0  | 0  | 0  | 0  | 0  | 0     | 0  | 0  | 0  | 0  | 1  | 0    | 0  | 0  | 0  | 0  | 0  |
|                     | Green(2)      | 0           | 0  | 0  | 0  | 0  | 0  | 0     | 0  | 0  | 0  | 1  | 0  | 0    | 0  | 0  | 0  | 0  | 0  |
|                     | ⋮             | ⋮           | ⋮  | ⋮  | ⋮  | ⋮  | ⋮  | ⋮     | ⋮  | ⋮  | ⋮  | ⋮  | ⋮  | ⋮    | ⋮  | ⋮  | ⋮  | ⋮  |    |
|                     | ⋮             | ⋮           | ⋮  | ⋮  | ⋮  | ⋮  | ⋮  | ⋮     | ⋮  | ⋮  | ⋮  | ⋮  | ⋮  | ⋮    | ⋮  | ⋮  | ⋮  | ⋮  |    |
|                     | Green(61)     | 0           | 0  | 0  | 0  | 0  | 0  | 1     | 1  | 1  | 1  | 0  | 1  | 0    | 0  | 0  | 0  | 0  | 0  |
|                     | Green(62)     | 0           | 0  | 0  | 0  | 0  | 0  | 1     | 1  | 1  | 1  | 1  | 0  | 0    | 0  | 0  | 0  | 0  | 0  |
|                     | Green(63)     | 0           | 0  | 0  | 0  | 0  | 0  | 1     | 1  | 1  | 1  | 1  | 1  | 0    | 0  | 0  | 0  | 0  | 0  |
| Gray Scale Of Blue  | Blue(0)/Dark  | 0           | 0  | 0  | 0  | 0  | 0  | 0     | 0  | 0  | 0  | 0  | 0  | 0    | 0  | 0  | 0  | 0  | 0  |
|                     | Blue(1)       | 0           | 0  | 0  | 0  | 0  | 0  | 0     | 0  | 0  | 0  | 0  | 0  | 0    | 0  | 0  | 0  | 0  | 1  |
|                     | Blue(2)       | 0           | 0  | 0  | 0  | 0  | 0  | 0     | 0  | 0  | 0  | 0  | 0  | 0    | 0  | 0  | 0  | 1  | 0  |
|                     | ⋮             | ⋮           | ⋮  | ⋮  | ⋮  | ⋮  | ⋮  | ⋮     | ⋮  | ⋮  | ⋮  | ⋮  | ⋮  | ⋮    | ⋮  | ⋮  | ⋮  | ⋮  |    |
|                     | ⋮             | ⋮           | ⋮  | ⋮  | ⋮  | ⋮  | ⋮  | ⋮     | ⋮  | ⋮  | ⋮  | ⋮  | ⋮  | ⋮    | ⋮  | ⋮  | ⋮  | ⋮  |    |
|                     | Blue(61)      | 0           | 0  | 0  | 0  | 0  | 0  | 0     | 0  | 0  | 0  | 0  | 0  | 1    | 1  | 1  | 1  | 0  | 1  |
|                     | Blue(62)      | 0           | 0  | 0  | 0  | 0  | 0  | 0     | 0  | 0  | 0  | 0  | 0  | 1    | 1  | 1  | 1  | 1  | 0  |
|                     | Blue(63)      | 0           | 0  | 0  | 0  | 0  | 0  | 0     | 0  | 0  | 0  | 0  | 0  | 1    | 1  | 1  | 1  | 1  | 1  |

Note (1)0: Low Level Voltage, 1: High Level Voltage



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

| Color               |                | Data Signal |    |    |    |    |    |    |    |       |    |    |    |    |    |    |    |      |    |    |    |    |    |    |    |
|---------------------|----------------|-------------|----|----|----|----|----|----|----|-------|----|----|----|----|----|----|----|------|----|----|----|----|----|----|----|
|                     |                | Red         |    |    |    |    |    |    |    | Green |    |    |    |    |    |    |    | Blue |    |    |    |    |    |    |    |
|                     |                | R7          | R6 | R5 | R4 | R3 | R2 | R1 | R0 | G7    | G6 | G5 | G4 | G3 | G2 | G1 | G0 | B7   | B6 | B5 | B4 | B3 | B2 | B1 | B0 |
| Basic Colors        | Black          | 0           | 0  | 0  | 0  | 0  | 0  | 0  | 0  | 0     | 0  | 0  | 0  | 0  | 0  | 0  | 0  | 0    | 0  | 0  | 0  | 0  | 0  | 0  | 0  |
|                     | Red            | 1           | 1  | 1  | 1  | 1  | 1  | 1  | 1  | 0     | 0  | 0  | 0  | 0  | 0  | 0  | 0  | 0    | 0  | 0  | 0  | 0  | 0  | 0  | 0  |
|                     | Green          | 0           | 0  | 0  | 0  | 0  | 0  | 0  | 0  | 1     | 1  | 1  | 1  | 1  | 1  | 1  | 1  | 0    | 0  | 0  | 0  | 0  | 0  | 0  | 0  |
|                     | Blue           | 0           | 0  | 0  | 0  | 0  | 0  | 0  | 0  | 0     | 0  | 0  | 0  | 0  | 0  | 0  | 0  | 1    | 1  | 1  | 1  | 1  | 1  | 1  | 1  |
|                     | Cyan           | 0           | 0  | 0  | 0  | 0  | 0  | 0  | 0  | 1     | 1  | 1  | 1  | 1  | 1  | 1  | 1  | 1    | 1  | 1  | 1  | 1  | 1  | 1  | 1  |
|                     | Magenta        | 1           | 1  | 1  | 1  | 1  | 1  | 1  | 1  | 0     | 0  | 0  | 0  | 0  | 0  | 0  | 0  | 1    | 1  | 1  | 1  | 1  | 1  | 1  | 1  |
|                     | Yellow         | 1           | 1  | 1  | 1  | 1  | 1  | 1  | 1  | 1     | 1  | 1  | 1  | 1  | 1  | 1  | 1  | 0    | 0  | 0  | 0  | 0  | 0  | 0  | 0  |
|                     | White          | 1           | 1  | 1  | 1  | 1  | 1  | 1  | 1  | 1     | 1  | 1  | 1  | 1  | 1  | 1  | 1  | 1    | 1  | 1  | 1  | 1  | 1  | 1  | 1  |
| Gray Scale Of Red   | Red(0) / Dark  | 0           | 0  | 0  | 0  | 0  | 0  | 0  | 0  | 0     | 0  | 0  | 0  | 0  | 0  | 0  | 0  | 0    | 0  | 0  | 0  | 0  | 0  | 0  | 0  |
|                     | Red(1)         | 0           | 0  | 0  | 0  | 0  | 0  | 0  | 1  | 0     | 0  | 0  | 0  | 0  | 0  | 0  | 0  | 0    | 0  | 0  | 0  | 0  | 0  | 0  | 0  |
|                     | Red(2)         | 0           | 0  | 0  | 0  | 0  | 0  | 1  | 0  | 0     | 0  | 0  | 0  | 0  | 0  | 0  | 0  | 0    | 0  | 0  | 0  | 0  | 0  | 0  | 0  |
|                     | ⋮              | ⋮           | ⋮  | ⋮  | ⋮  | ⋮  | ⋮  | ⋮  | ⋮  | ⋮     | ⋮  | ⋮  | ⋮  | ⋮  | ⋮  | ⋮  | ⋮  | ⋮    | ⋮  | ⋮  | ⋮  | ⋮  | ⋮  | ⋮  |    |
|                     | ⋮              | ⋮           | ⋮  | ⋮  | ⋮  | ⋮  | ⋮  | ⋮  | ⋮  | ⋮     | ⋮  | ⋮  | ⋮  | ⋮  | ⋮  | ⋮  | ⋮  | ⋮    | ⋮  | ⋮  | ⋮  | ⋮  | ⋮  | ⋮  |    |
|                     | Red(253)       | 1           | 1  | 1  | 1  | 1  | 1  | 0  | 1  | 0     | 0  | 0  | 0  | 0  | 0  | 0  | 0  | 0    | 0  | 0  | 0  | 0  | 0  | 0  | 0  |
|                     | Red(254)       | 1           | 1  | 1  | 1  | 1  | 1  | 1  | 0  | 0     | 0  | 0  | 0  | 0  | 0  | 0  | 0  | 0    | 0  | 0  | 0  | 0  | 0  | 0  | 0  |
|                     | Red(255)       | 1           | 1  | 1  | 1  | 1  | 1  | 1  | 1  | 0     | 0  | 0  | 0  | 0  | 0  | 0  | 0  | 0    | 0  | 0  | 0  | 0  | 0  | 0  | 0  |
| Gray Scale Of Green | Green(0)/ Dark | 0           | 0  | 0  | 0  | 0  | 0  | 0  | 0  | 0     | 0  | 0  | 0  | 0  | 0  | 0  | 0  | 0    | 0  | 0  | 0  | 0  | 0  | 0  | 0  |
|                     | Green(1)       | 0           | 0  | 0  | 0  | 0  | 0  | 0  | 0  | 0     | 0  | 0  | 0  | 0  | 0  | 0  | 1  | 0    | 0  | 0  | 0  | 0  | 0  | 0  | 0  |
|                     | Green(2)       | 0           | 0  | 0  | 0  | 0  | 0  | 0  | 0  | 0     | 0  | 0  | 0  | 0  | 0  | 1  | 0  | 0    | 0  | 0  | 0  | 0  | 0  | 0  | 0  |
|                     | ⋮              | ⋮           | ⋮  | ⋮  | ⋮  | ⋮  | ⋮  | ⋮  | ⋮  | ⋮     | ⋮  | ⋮  | ⋮  | ⋮  | ⋮  | ⋮  | ⋮  | ⋮    | ⋮  | ⋮  | ⋮  | ⋮  | ⋮  | ⋮  |    |
|                     | ⋮              | ⋮           | ⋮  | ⋮  | ⋮  | ⋮  | ⋮  | ⋮  | ⋮  | ⋮     | ⋮  | ⋮  | ⋮  | ⋮  | ⋮  | ⋮  | ⋮  | ⋮    | ⋮  | ⋮  | ⋮  | ⋮  | ⋮  | ⋮  |    |
|                     | Green(253)     | 0           | 0  | 0  | 0  | 0  | 0  | 0  | 0  | 1     | 1  | 1  | 1  | 1  | 1  | 0  | 1  | 0    | 0  | 0  | 0  | 0  | 0  | 0  | 0  |
|                     | Green(254)     | 0           | 0  | 0  | 0  | 0  | 0  | 0  | 0  | 1     | 1  | 1  | 1  | 1  | 1  | 1  | 0  | 0    | 0  | 0  | 0  | 0  | 0  | 0  | 0  |
|                     | Green(255)     | 0           | 0  | 0  | 0  | 0  | 0  | 0  | 0  | 1     | 1  | 1  | 1  | 1  | 1  | 1  | 1  | 0    | 0  | 0  | 0  | 0  | 0  | 0  | 0  |
| Gray Scale Of Blue  | Blue(0) / Dark | 0           | 0  | 0  | 0  | 0  | 0  | 0  | 0  | 0     | 0  | 0  | 0  | 0  | 0  | 0  | 0  | 0    | 0  | 0  | 0  | 0  | 0  | 0  | 0  |
|                     | Blue(1)        | 0           | 0  | 0  | 0  | 0  | 0  | 0  | 0  | 0     | 0  | 0  | 0  | 0  | 0  | 0  | 0  | 0    | 0  | 0  | 0  | 0  | 0  | 0  | 1  |
|                     | Blue(2)        | 0           | 0  | 0  | 0  | 0  | 0  | 0  | 0  | 0     | 0  | 0  | 0  | 0  | 0  | 0  | 0  | 0    | 0  | 0  | 0  | 0  | 1  | 0  | 0  |
|                     | ⋮              | ⋮           | ⋮  | ⋮  | ⋮  | ⋮  | ⋮  | ⋮  | ⋮  | ⋮     | ⋮  | ⋮  | ⋮  | ⋮  | ⋮  | ⋮  | ⋮  | ⋮    | ⋮  | ⋮  | ⋮  | ⋮  | ⋮  | ⋮  |    |
|                     | ⋮              | ⋮           | ⋮  | ⋮  | ⋮  | ⋮  | ⋮  | ⋮  | ⋮  | ⋮     | ⋮  | ⋮  | ⋮  | ⋮  | ⋮  | ⋮  | ⋮  | ⋮    | ⋮  | ⋮  | ⋮  | ⋮  | ⋮  | ⋮  |    |
|                     | Blue(253)      | 0           | 0  | 0  | 0  | 0  | 0  | 0  | 0  | 0     | 0  | 0  | 0  | 0  | 0  | 0  | 0  | 1    | 1  | 1  | 1  | 1  | 1  | 0  | 1  |
|                     | Blue(254)      | 0           | 0  | 0  | 0  | 0  | 0  | 0  | 0  | 0     | 0  | 0  | 0  | 0  | 0  | 0  | 0  | 1    | 1  | 1  | 1  | 1  | 1  | 1  | 0  |
|                     | Blue(255)      | 0           | 0  | 0  | 0  | 0  | 0  | 0  | 0  | 0     | 0  | 0  | 0  | 0  | 0  | 0  | 0  | 1    | 1  | 1  | 1  | 1  | 1  | 1  | 1  |

Note (1) 0: Low Level Voltage, 1: High Level Voltage



## 6. INTERFACE TIMING

### 6.1 INPUT SIGNAL TIMING SPECIFICATIONS

The input signal timing specifications are shown as the following table and timing diagram.

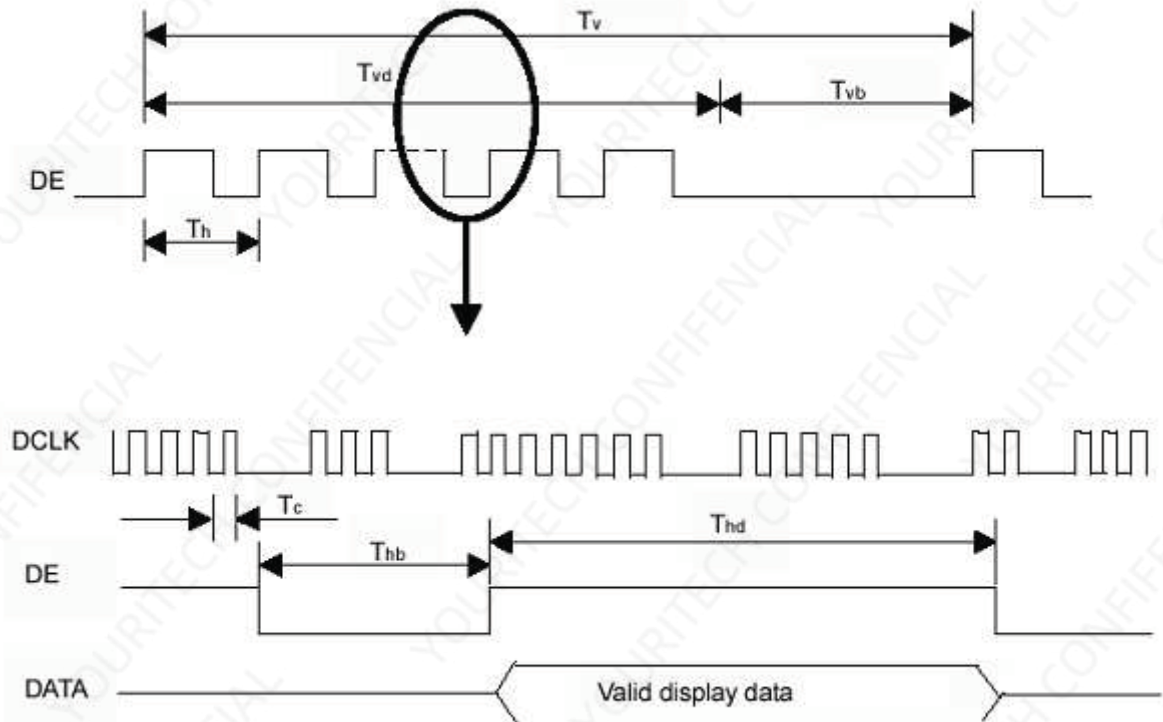
| Signal                         | Item      | Symbol | Min. | Typ. | Max. | Unit | Note                    |
|--------------------------------|-----------|--------|------|------|------|------|-------------------------|
| DCLK                           | Frequency | Fc     | 57.5 | 64.9 | 74.4 | MHz  |                         |
| Vertical Active Display Term   | Total     | Tv     | 774  | 806  | 848  | Th   | $T_v = T_{vd} + T_{vb}$ |
|                                | Display   | Tvd    | -    | 768  | -    | Th   | -                       |
|                                | Blank     | Tvb    | 6    | 38   | 80   | Th   | -                       |
| Horizontal Active Display Term | Total     | Th     | 1240 | 1344 | 1464 | Tc   | $T_h = T_{hd} + T_{hb}$ |
|                                | Display   | Thd    | -    | 1024 | -    | Tc   | -                       |
|                                | Blank     | Thb    | 216  | 320  | 440  | Tc   | -                       |

Note (1) Since this assembly is operated in DE only mode, Hsync and Vsync input signals should be set to low logic level. Otherwise, this assembly would operate abnormally.

Note (2) Frame rate is 60Hz

Note (3) The  $T_v(T_{vd}+T_{vb})$  must be integer, otherwise, this module would operate abnormally.

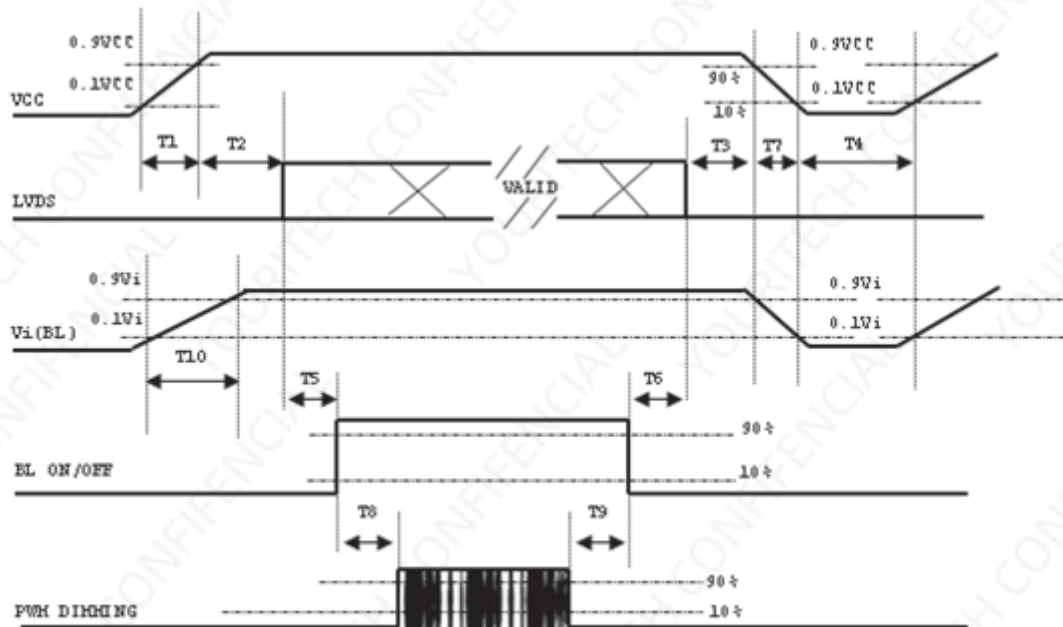
#### INPUT SIGNAL TIMING DIAGRAM



## 6.2 POWER ON/OFF SEQUENCE

To prevent a latch-up or DC operation of LCD assembly, the power on/off sequence should be as the diagram below.

Power ON/OFF sequence



Note (1) Please avoid floating state of interface signal at invalid period.

Note (2) When the interface signal is invalid, be sure to pull down the power supply of LCD VCC to 0 V.

Note (3) The Backlight converter power must be turned on after the power supply for the logic and the interface signal is valid. The Backlight converter power must be turned off before the power supply for the logic and the interface signal is invalid.

| Parameter | Value |     |     | Units |
|-----------|-------|-----|-----|-------|
|           | Min   | Typ | Max |       |
| T1        | 0.5   | --- | 10  | ms    |
| T2        | 0     | --- | 50  | ms    |
| T3        | 0     | --- | 50  | ms    |
| T4        | 500   | --- | --- | ms    |
| T5        | 450   | --- | --- | ms    |
| T6        | 200   | --- | --- | ms    |
| T7        | 10    | --- | 100 | ms    |
| T8        | 10    | --- | --- | ms    |
| T9        | 10    | --- | --- | ms    |
| T10       | 20    | --- | 50  | ms    |



### 6.3 THE INPUT DATA FORMAT

SEL68 = "Low" for 6 bits LVDS Input



SEL68 = "High" for 8 bits LVDS Input



Note (1) R/G/B data 7: MSB, R/G/B data 0: LSB

Note (2) Please follow PSWG

| Signal Name                                  | Description                                                                                                                       | Remark                                                                                      |
|----------------------------------------------|-----------------------------------------------------------------------------------------------------------------------------------|---------------------------------------------------------------------------------------------|
| R7<br>R6<br>R5<br>R4<br>R3<br>R2<br>R1<br>R0 | Red Data 7 (MSB)<br>Red Data 6<br>Red Data 5<br>Red Data 4<br>Red Data 3<br>Red Data 2<br>Red Data 1<br>Red Data 0 (LSB)          | Red-pixel Data<br>Each red pixel's brightness data consists of these 8 bits pixel data.     |
| G7<br>G6<br>G5<br>G4<br>G3<br>G2<br>G1<br>G0 | Green Data 7 (MSB)<br>GreenData 6<br>GreenData 5<br>GreenData 4<br>GreenData 3<br>GreenData 2<br>GreenData 1<br>GreenData 0 (LSB) | Green-pixel Data<br>Each green pixel's brightness data consists of these 8 bits pixel data. |
| B7<br>B6<br>B5<br>B4<br>B3<br>B2<br>B1<br>B0 | Blue Data 7 (MSB)<br>Blue Data 6<br>Blue Data 5<br>Blue Data 4<br>Blue Data 3<br>Blue Data 2<br>Blue Data 1<br>Blue Data 0 (LSB)  | Blue-pixel Data<br>Each blue pixel's brightness data consists of these 8 bits pixel data.   |
| RXCLKIN+<br>RXCLKIN-                         | LVDS Clock Input                                                                                                                  |                                                                                             |
| DE                                           | Display Enable                                                                                                                    |                                                                                             |
| VS                                           | Vertical Sync                                                                                                                     |                                                                                             |
| HS                                           | Horizontal Sync                                                                                                                   |                                                                                             |



Note (3) Output signals from any system shall be low or Hi-Z state when VCC is off.

## 6.4 SCANNING DIRECTION

The following figures show the image see from the front view. The arrow indicates the direction of scan.

**Fig.1 Normal Scan**



**Fig.2 Reverse Scan**



**Fig.3 Reverse Scan**



**Fig.4 Reverse Scan**



Fig. 1 Normal scan ( pin 17, reLR = Low, pin 18, reUD = Low )

Fig. 2 Reverse scan ( pin 17, reLR = High, pin 18, reUD = Low )

Fig. 3 Reverse scan ( pin 17, reLR = Low, pin 18, reUD = High )

Fig. 4 Reverse scan ( pin 17, reLR = High, pin 18, reUD = High )



## 7. OPTICAL CHARACTERISTICS

### 7.1 TEST CONDITIONS

| Item                                      | Symbol                                                     | Value | Unit |
|-------------------------------------------|------------------------------------------------------------|-------|------|
| Ambient Temperature                       | Ta                                                         | 25±2  | oC   |
| Ambient Humidity                          | Ha                                                         | 50±10 | %RH  |
| Supply Voltage                            | According to typical value in "ELECTRICAL CHARACTERISTICS" |       |      |
| Input Signal                              |                                                            |       |      |
| LED Light Bar Input Current Per Input Pin |                                                            |       |      |

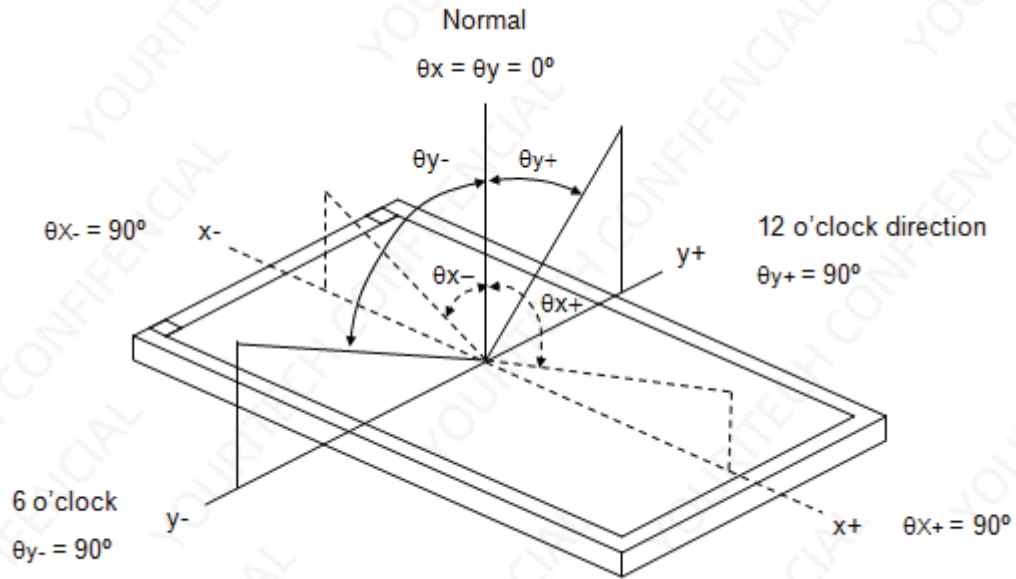
### 7.2 OPTICAL SPECIFICATIONS

The relative measurement methods of optical characteristics are shown in 7.2 and all items are measured at the center point of screen except white variation. The following items should be measured under the test conditions described in 7.1 and stable environment shown in Note (5).

| Item                      |            | Symbol      | Condition                                           | Min.  | Typ.  | Max.  | Unit | Note      |
|---------------------------|------------|-------------|-----------------------------------------------------|-------|-------|-------|------|-----------|
| Color Chromaticity        | Red        | Rx          | $\theta x=0^{\circ}, \theta Y=0^{\circ}$<br>CS-1000 | 0.602 | 0.652 | 0.702 | -    | (1), (5)  |
|                           |            |             |                                                     |       |       |       |      |           |
|                           |            |             |                                                     |       |       |       |      |           |
|                           |            |             |                                                     |       |       |       |      |           |
|                           |            |             |                                                     |       |       |       |      |           |
|                           |            |             |                                                     |       |       |       |      |           |
|                           |            |             |                                                     |       |       |       |      |           |
| Center Luminance of White |            |             |                                                     | 1050  | 1500  |       | nits | (4), (5)  |
| Contrast Ratio            |            | CR          |                                                     | 700   | 1000  | -     | -    | (2), (5)  |
| Response Time             |            | TR          | $\theta x=0^{\circ}, \theta Y=0^{\circ}$            | -     | 13    | 18    | ms   | (3)       |
|                           |            | TF          |                                                     | -     | 12    | 17    | ms   |           |
| White Variation           |            | $\delta W$  | $\theta x=0^{\circ}, \theta Y=0^{\circ}$            |       | 1.25  | 1.4   | -    | (5), (6). |
| Viewing Angle             | Horizontal | $\theta x+$ | $CR \geq 10$                                        | 85    | 89    | -     | Deg. | (1), (5)  |
|                           |            | $\theta x-$ |                                                     | 85    | 89    | -     |      |           |
|                           | Vertical   | $\theta Y+$ |                                                     | 85    | 89    | -     |      |           |
|                           |            | $\theta Y-$ |                                                     | 85    | 89    |       |      |           |



Note (1) Definition of Viewing Angle ( $\theta_x$ ,  $\theta_y$ ):



Note (2) Definition of Contrast Ratio (CR):

The contrast ratio can be calculated by the following expression.

$$\text{Contrast Ratio (CR)} = L_{255} / L_0$$

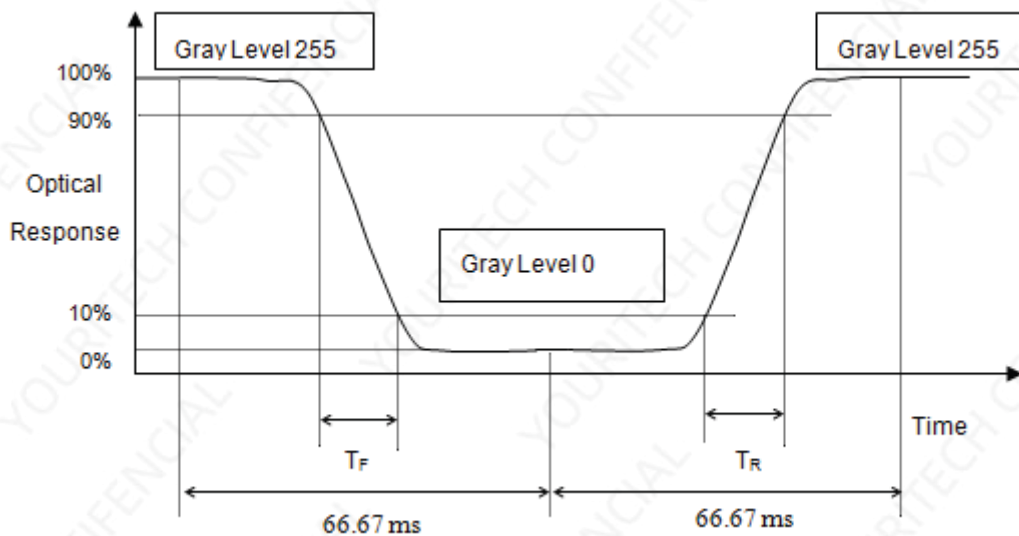
$L_{255}$ : Luminance of gray level 255

$L_0$ : Luminance of gray level 0

$$CR = CR(5)$$

CR (X) is corresponding to the Contrast Ratio of the point X at Figure in Note (6).

Note (3) Definition of Response Time ( $T_R$ ,  $T_F$ ) and measurement method:



Note (4) Definition of Luminance of White ( $L_c$ ):

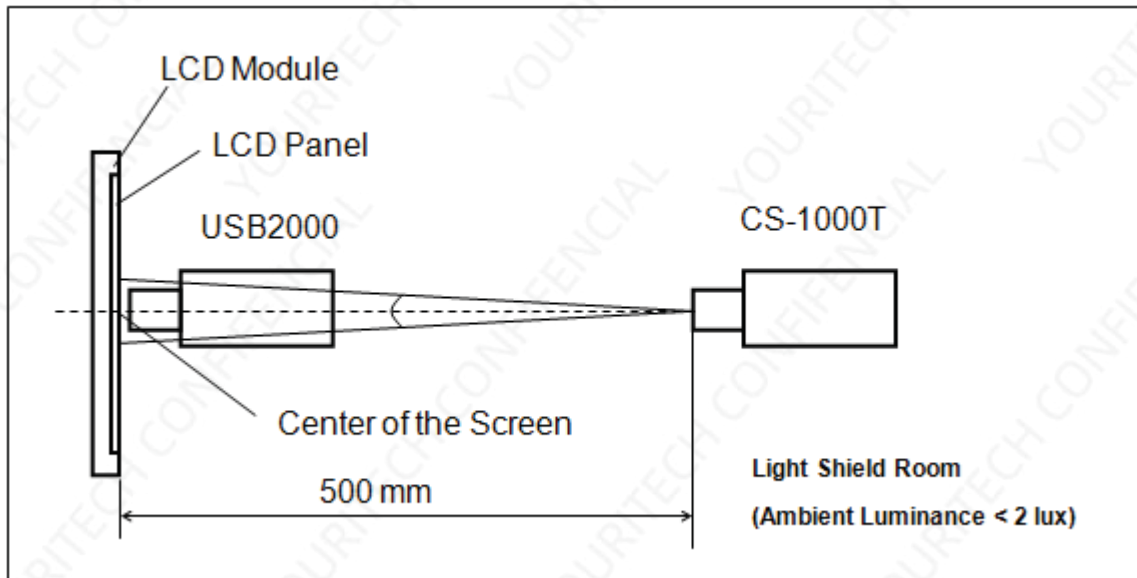
Measure the luminance of gray level 255 at center point

$$L_c = L(5)$$

$L(x)$  is corresponding to the luminance of the point X at Figure in Note (6).

Note (5) Measurement Setup:

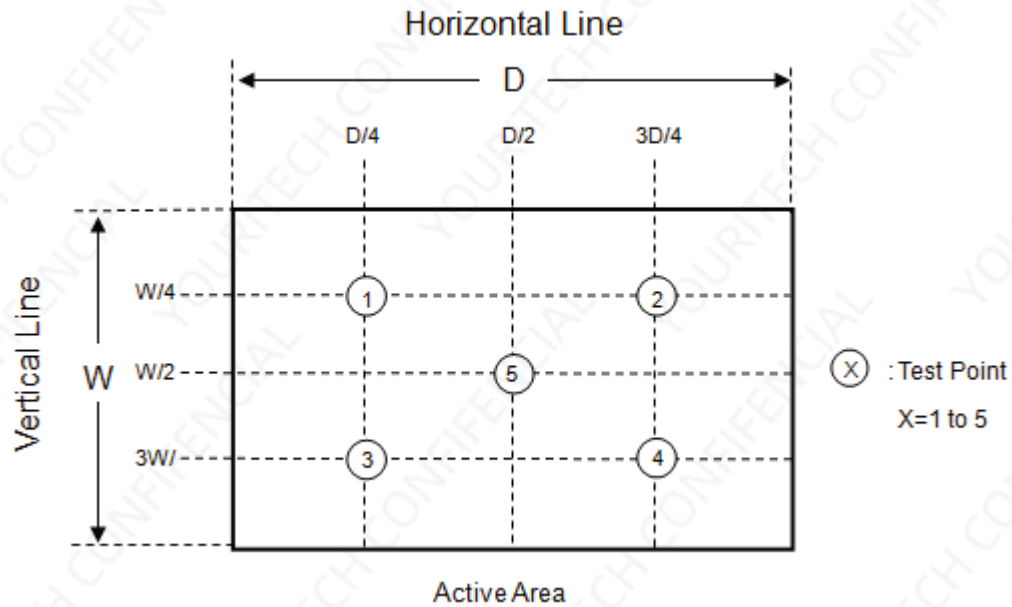
The LCD module should be stabilized at given temperature for 20 minutes to avoid abrupt temperature change during measuring. In order to stabilize the luminance, the measurement should be executed after lighting Backlight for 20 minutes in a windless room.



Note (6) Definition of White Variation ( $\delta W$ ):

Measure the luminance of gray level 255 at 5 points

$$\delta W = \frac{\text{Maximum } [L(1), L(2), L(3), L(4), L(5)]}{\text{Minimum } [L(1), L(2), L(3), L(4), L(5)]}$$



## 8. RELIABILITY TEST CRITERIA

| Test Item                                       | Test Condition                                                             | Note             |
|-------------------------------------------------|----------------------------------------------------------------------------|------------------|
| High Temperature Storage Test                   | 80°C, 240 hours                                                            | (1)(2)<br>(4)(5) |
| Low Temperature Storage Test                    | -40°C, 240 hours                                                           |                  |
| Thermal Shock Storage Test                      | -30°C, 0.5hour $\longleftrightarrow$ 80°C, 0.5hour; 1hour/cycle, 100cycles |                  |
| High Temperature Operation Test                 | 70°C, 240 hours                                                            |                  |
| Low Temperature Operation Test                  | -30°C, 240 hours                                                           |                  |
| High Temperature & High Humidity Operation Test | 60°C, 90%RH, 240hours                                                      | (1)(2)<br>(4)(6) |
| Shock (Non-Operating)                           | 200G, 2ms, half sine wave, 1 time for $\pm X$ , $\pm Y$ , $\pm Z$ .        | (2)(3)           |
| Vibration (Non-Operating)                       | 1.5G, 10 ~ 300 Hz, 10min/cycle, 3 cycles each X, Y, Z                      | (2)(3)           |

Note (1) There should be no condensation on the surface of panel during test.

Note (2) Temperature of panel display surface area should be 85 °C Max.

Note (3) At testing Vibration and Shock, the fixture in holding the module has to be hard and rigid enough so that the module would not be twisted or bent by the fixture.

Note (4) In the standard conditions, there is no function failure issue occurred. All the cosmetic specification is judged before reliability test.

Note (5) Before cosmetic and function test, the product must have enough recovery time, at least 2 hours at room temperature.

Note (6) Before cosmetic and function test, the product must have enough recovery time, at least 24 hours at room temperature.



## 9. PRECAUTIONS

### 9.1 ASSEMBLY AND HANDLING PRECAUTIONS

- (1) Do not apply rough force such as bending or twisting to the module during assembly.
- (2) To assemble or install module into user's system can be only in clean working areas. The dust and oil may cause electrical short or worsen the polarizer.
- (3) It's not permitted to have pressure or impulse on the module because the LCD panel and Backlight will be damaged.
- (4) Always follow the correct power sequence when LCD module is connecting and operating. This can prevent damage to the CMOS LSI chips during latch-up.
- (5) Do not pull the I/F connector in or out while the module is operating.
- (6) Do not disassemble the module.
- (7) Use a soft dry cloth without chemicals for cleaning, because the surface of polarizer is very soft and easily scratched.
- (8) It is dangerous that moisture come into or contacted the LCD module, because moisture may damage LCD module when it is operating.
- (9) High temperature or humidity may reduce the performance of module. Please store LCD module within the specified storage conditions.
- (10) When ambient temperature is lower than 10°C may reduce the display quality. For example, the response time will become slowly.
- (11) Do not keep same pattern in a long period of time. It may cause image sticking on LCD.

### 9.2 SAFETY PRECAUTIONS

- (1) Do not disassemble the module or insert anything into the Backlight unit.
- (2) 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, skin or clothes, it has to be washed away thoroughly with soap.
- (3) After the module's end of life, it is not harmful in case of normal operation and storage.



## 10. DEFINITION OF LABELS

### 10.1 MODULE LABEL

The barcode nameplate is pasted on each module as illustration, and its definitions are as following explanation.





