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SPECIFICATION FOR LCD MODULE

MODULE NO: AFS240320TG-2.8-S040001
REVISION NO: 00

Customer's Approval:

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	SIGNATURE	DATE
PREPARED BY (RD ENGINEER)		
CHECKED BY		
APPROVED BY		

DOCUMENT REVISION HISTORY

Version	DATE	DESCRIPTION	CHANGED BY
00	Jun-06-2012	First Issue	Ylh

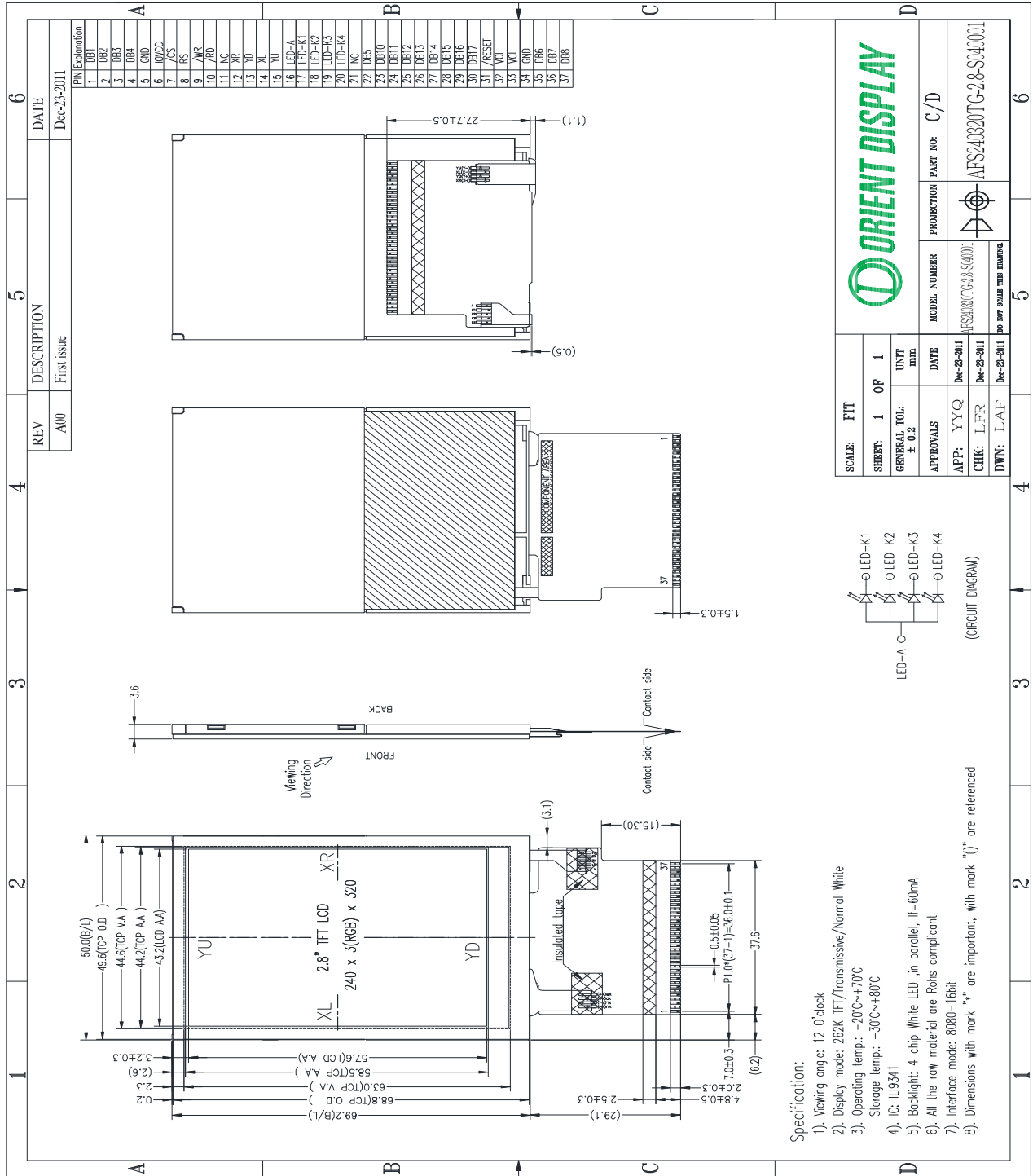
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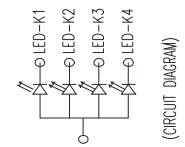
1. Features & Mechanical Specifications

Item	Contents	Unit
	LCD	
LCD Type	TFT / Transmissive / Normal White	--
Viewing direction	12 O'clock	--
Backlight	4 Chip White LED BackLight in parallel	--
Interface	8080-8/16 (default)/bit parallel bus interface	--
Driver IC	ILI9341	--
Outline Dimension	50.0(W) × 69.2(H) × 3.6(T)	mm
Glass area (W×H×T)	46.2 × 60.6 / 63.88 × 0.5	mm
Active area (W×H)	43.2 × 57.6	mm
Number of Dots	240(RGB) × 320	--
Dot pitch (W×H)	0.06 × 0.18	mm
Pixel pitch (W×H)	0.18 × 0.18	mm
Operating Temperature	-20 ~ +70	°C
Storage temperature	-30 ~ +80	°C

2. Dimensional Outline



SCALE: FTT		SHEET: 1 OF 1		UNIT: mm
GENERAL TOL: ± 0.2		APPROVALS		DATE: Dec-23-2011
APP: YY Q		MODEL NUMBER		PROJECTION PART NO: C/D
CHK: LFR		AFS240820TC-2.8-SM40001		AFS240820TC-2.8-SM40001
DWN: LAF		No size drawing		



- Specification:
- 1) Viewing angle: 12.0° clock
 - 2) Display mode: 262K TFT/Transmissive/Normal White
 - 3) Operating temp.: -20°C~+70°C
 - 4) Storage temp.: -30°C~+80°C
 - 5) Backlight: 4 chip White LED, in parallel, If=60mA
 - 6) All the raw material are RoHS compliant
 - 7) Interface mode: 8080~16bit
 - 8) Dimensions with mark "*" are important, with mark "()" are referenced

Figure 1. Dimensional outline

3. Block Diagram

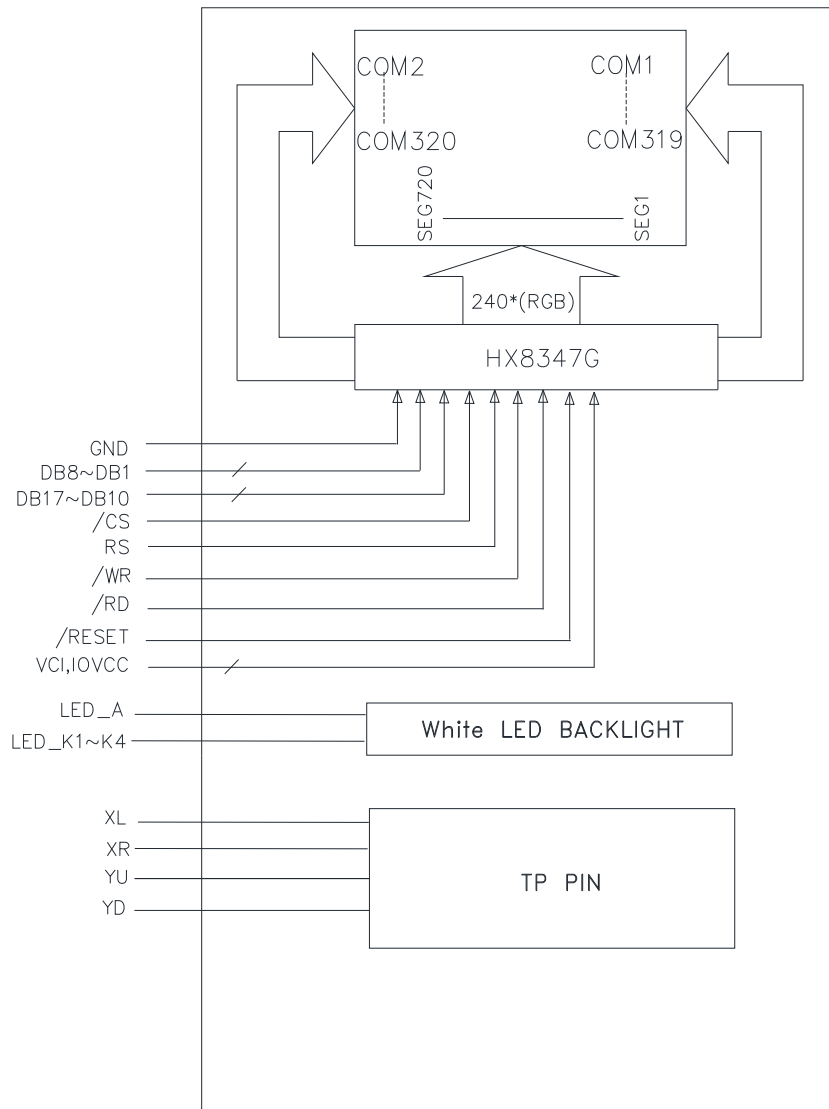


Figure 2. Block diagram

4. Pin Description

PIN No.	SYMBOL	Function
1~4	DB1~DB4	Data Bus
5	GND	Ground
6	IOVCC	I/O Supply Voltage
7	/CS	Chip Select Signal (“Low” enable)
8	RS	A register select signal. Low: select an index or status register High: select a control register
9	/WR	Write signal.
10	/RD	Read signal.
11	NC	No connection
12	XL	TP pin
13	YU	TP pin
14	XR	TP pin
15	YD	TP pin
16	LED_A	Backlight LED Anode
17~20	LED_K1~K4	Backlight LED Cathode
21	NC	No connection
22	DB5	Data Bus
23~30	DB10~DB17	Data Bus
31	/RESET	Reset pin. (Active Low)
32	VCI	Power supply
33	VCI	Power supply
34	GND	Ground
35~37	DB6~DB8	Data Bus

Interface Note:

R1	R2	Interface Mode
Short	Open	8080-16bit interface: DB17~DB10, DB8~DB1 (default mode)
Open	Short	8080-8bit interface: DB17~DB10

1. Unused pins should connect to GND.
2. R1, R2 are SMT Components on the FPC.

5. Absolute Maximum Ratings

Item	Symbol	Rating	Unit
System Voltage range	VCI	-0.3 to +4.6	V
I/O Supply Voltage range	IOVCC	-0.3 to +4.6	V
Operating Temperature range	TOP	-20 to +70	°C
Storage Temperature range	TST	-30 to +80	°C

6. Electrical Characteristics

DC Characteristics

Item	Symbol	Min.	Type.	Max.	Unit
System Voltage range	VCI	2.3	2.8	3.3	V
I/O Supply Voltage range	IOVCC	1.65	1.8	3.3	V

7. Backlight Characteristics

White LED × 4

(Ta = 25°C)

Item	Symbol	Condition	Min	Typ	Max	Unit
Forward Voltage	VF	IF = 60mA	-	3.2	-	V
Uniformity	△Bp	-	80	-	-	%
Luminance for LCD	Lv	IF = 60mA	2800	-	-	cd/m ²

8. Electro-Optical Characteristics

Light Source : C-light $T_a=25^\circ\text{C}$

Item	Symbol	Condition	Min.	Typ.	Max.	Unit	Remark
View Angles	θ_T	$CR \geq 10$	60	70	-	Degree	Note 2
	θ_B		50	60	-		
	θ_L		60	70	-		
	θ_R		60	70	-		
Contrast Ratio	CR	$\theta=0^\circ$	400	500	-		Note1
Response Time	T_{ON}	25°C	-	25	30	ms	Note1
	T_{OFF}						Note4
Chromaticity	White	x	C-light		0.298		Note5 Note1
		y			0.354		
	Red	x			0.649		
		y			0.323		
	Green	x			0.289		
		y			0.588		
	Blue	x			0.133		
		y			0.133		
NTSC				65	-	%	Note 5
Transmittance	T			5.7	-	%	Note1

Test Conditions:

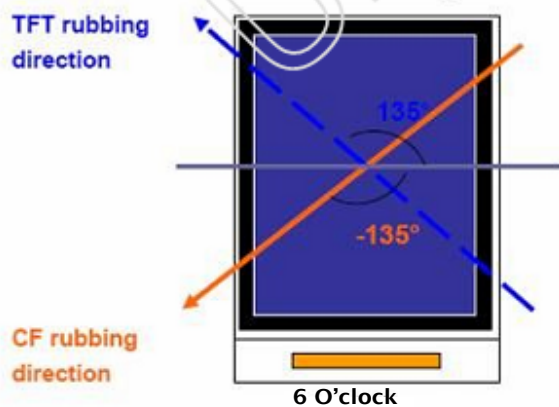
- The ambient temperature is 25°C .
- The test systems refer to Note 1 and Note 2.

b) Rubbing Direction

CF Substrate Rubbing direction: -135°

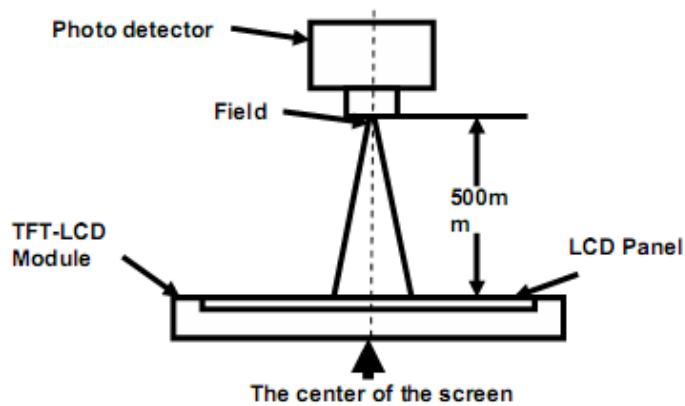
TFT Substrate Rubbing direction: 135°

Pi Rubbing Figure



Note 1: Definition of optical measurement system.

The optical characteristics should be measured in dark room. After 5 minutes operation, the optical properties are measured at the center point of the LCD screen. All input terminals LCD panel must be ground when measuring the center area of the panel.



Item	Photo detector	Field
Contrast Ratio	SR-3A	1°
Chromaticity		
Response Time	BM-7A	2°

Note 2: Definition of viewing angle range and measurement system, viewing angle is measured at the center point of the LCD by CONOSCOPE(ergo-80).

Viewing angle is measured With EWV Polarizer.

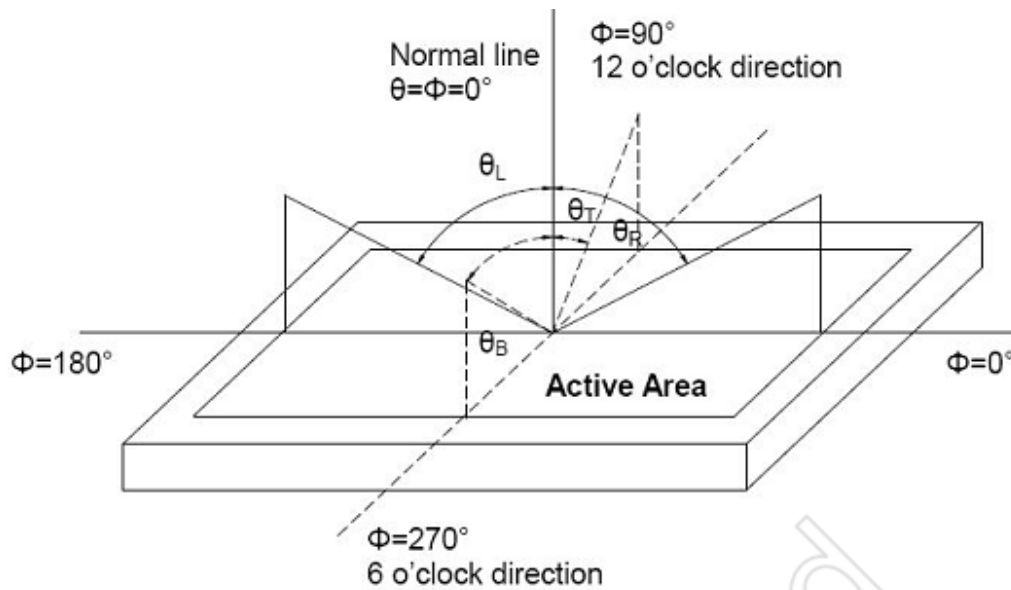


Fig. 1 Definition of viewing angle

Note 3: Definition of contrast ratio

$$\text{Contrast ratio (CR)} = \frac{\text{Luminance measured when LCD is on the "White" state}}{\text{Luminance measured when LCD is on the "Black" state}}$$

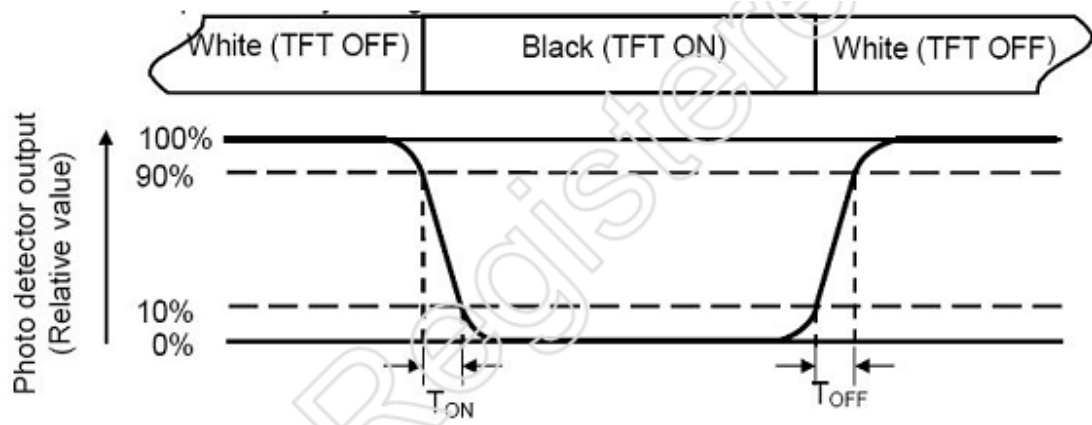
"White state ":The state is that the LCD should driven by V_{white} .

"Black state": The state is that the LCD should driven by V_{black} .

V_{white} : To be determined V_{black} : To be determined.

Note 4: Definition of Response time

The response time is defined as the LCD optical switching time interval between "White" state and "Black" state. Rise time (T_{ON}) is the time between photo detector output intensity changed from 90% to 10%. And fall time (T_{OFF}) is the time between photo detector output intensity changed from 10% to 90%.



Note 5: Definition of color chromaticity (CIE1931)

Color coordinates measured at center point of LCD.

9. Instruction Description

Regulative Command Set													
Command Function	D/CX	RDX	WRX	D17-8	D7	D6	D5	D4	D3	D2	D1	D0	Hex
No Operation	0	1	↑	XX	0	0	0	0	0	0	0	0	00h
Software Reset	0	1	↑	XX	0	0	0	0	0	0	0	1	01h
Read Display Identification Information	0	1	↑	XX	0	0	0	0	0	1	0	0	04h
	1	↑	1	XX	X	X	X	X	X	X	X	X	XX
	1	↑	1	XX	ID1 [7:0]							XX	
	1	↑	1	XX	ID2 [7:0]							XX	
	1	↑	1	XX	ID3 [7:0]							XX	
Read Display Status	0	1	↑	XX	0	0	0	0	1	0	0	1	09h
	1	↑	1	XX	X	X	X	X	X	X	X	X	XX
	1	↑	1	XX	D [31:25]							X	00
	1	↑	1	XX	X	D [22:20]			D [19:16]				61
	1	↑	1	XX	X	X	X	X	X	D [10:8]			00
	1	↑	1	XX	D [7:5]			X	X	X	X	X	00
Read Display Power Mode	0	1	↑	XX	0	0	0	0	1	0	1	0	0Ah
	1	↑	1	XX	X	X	X	X	X	X	X	X	XX
	1	↑	1	XX	D [7:2]							0	0
Read Display MADCTL	0	1	↑	XX	0	0	0	0	1	0	1	1	0Bh
	1	↑	1	XX	X	X	X	X	X	X	X	X	XX
	1	↑	1	XX	D [7:2]							0	0
Read Display Pixel Format	0	1	↑	XX	0	0	0	0	1	1	0	0	0Ch
	1	↑	1	XX	X	X	X	X	X	X	X	X	XX
	1	↑	1	XX	RIM	DPI [2:0]			X	DBI [2:0]		06	
Read Display Image Format	0	1	↑	XX	0	0	0	0	1	1	0	1	0Dh
	1	↑	1	XX	X	X	X	X	X	X	X	X	XX
	1	↑	1	XX	X	X	X	X	X	D [2:0]			00
Read Display Signal Mode	0	1	↑	XX	0	0	0	0	1	1	1	0	0Eh
	1	↑	1	XX	X	X	X	X	X	X	X	X	XX
	1	↑	1	XX	D [7:2]							0	0
Read Display Self-Diagnostic Result	0	1	↑	XX	0	0	0	0	1	1	1	1	0Fh
	1	↑	1	XX	X	X	X	X	X	X	X	X	XX
	1	↑	1	XX	D [7:6]			X	X	X	X	X	00
Enter Sleep Mode	0	1	↑	XX	0	0	0	1	0	0	0	0	10h
Sleep OUT	0	1	↑	XX	0	0	0	1	0	0	0	1	11h
Partial Mode ON	0	1	↑	XX	0	0	0	1	0	0	1	0	12h
Normal Display Mode ON	0	1	↑	XX	0	0	0	1	0	0	1	1	13h
Display Inversion OFF	0	1	↑	XX	0	0	1	0	0	0	0	0	20h
Display Inversion ON	0	1	↑	XX	0	0	1	0	0	0	0	1	21h
Gamma Set	0	1	↑	XX	0	0	1	0	0	1	1	0	26h
	1	1	↑	XX	GC [7:0]							01	
Display OFF	0	1	↑	XX	0	0	1	0	1	0	0	0	28h
Display ON	0	1	↑	XX	0	0	1	0	1	0	0	1	29h
Column Address Set	0	1	↑	XX	0	0	1	0	1	0	1	0	2Ah
	1	1	↑	XX	SC [15:8]							XX	
	1	1	↑	XX	SC [7:0]							XX	
	1	1	↑	XX	EC [15:8]							XX	
	1	1	↑	XX	EC [7:0]							XX	
Page Address Set	0	1	↑	XX	0	0	1	0	1	0	1	1	2Bh
	1	1	↑	XX	SP [15:8]							XX	
	1	1	↑	XX	SP [7:0]							XX	
	1	1	↑	XX	EP [15:8]							XX	
1	1	↑	XX	EP [7:0]							XX		

Memory Write	0	1	↑	XX	0	0	1	0	1	1	0	0	2Ch
	1	↑	↑		D [17:0]								XX
Color SET	0	1	↑	XX	0	0	1	0	1	1	0	1	2Dh
	1	↑	↑	XX								R00 [5:0]	XX
	1	↑	↑	XX								Rnn [5:0]	XX
	1	↑	↑	XX								R31 [5:0]	XX
	1	↑	↑	XX								G00 [5:0]	XX
	1	↑	↑	XX								Gnn [5:0]	XX
	1	↑	↑	XX								G64 [5:0]	XX
	1	↑	↑	XX								B00 [5:0]	XX
	1	↑	↑	XX								Bnn [5:0]	XX
Memory Read	0	1	↑	XX	0	0	1	0	1	1	1	0	2Eh
	1	↑	↑	XX	X	X	X	X	X	X	X	X	XX
	1	↑	↑		D [17:0]								XX
Partial Area	0	1	↑	XX	0	0	1	1	0	0	0	0	30h
	1	↑	↑	XX								SR [15:8]	00
	1	↑	↑	XX								SR [7:0]	00
	1	↑	↑	XX								ER [15:8]	01
	1	↑	↑	XX								ER [7:0]	3F
Vertical Scrolling Definition	0	1	↑	XX	0	0	1	1	0	0	1	1	33h
	1	↑	↑	XX								TFA [15:8]	00
	1	↑	↑	XX								TFA [7:0]	00
	1	↑	↑	XX								VSA [15:8]	01
	1	↑	↑	XX								VSA [7:0]	40
	1	↑	↑	XX								BFA [15:8]	00
	1	↑	↑	XX								BFA [7:0]	00
Tearing Effect Line OFF	0	1	↑	XX	0	0	1	1	0	1	0	0	34h
Tearing Effect Line ON	0	1	↑	XX	0	0	1	1	0	1	0	1	35h
	1	↑	↑	XX	X	X	X	X	X	X	X	M	00
Memory Access Control	0	1	↑	XX	0	0	1	1	0	1	1	0	36h
	1	↑	↑	XX	MY	MX	MV	ML	BGR	MH	X	X	00
Vertical Scrolling Start Address	0	1	↑	XX	0	0	1	1	0	1	1	1	37h
	1	↑	↑	XX								VSP [15:8]	00
	1	↑	↑	XX								VSP [7:0]	00
Idle Mode OFF	0	1	↑	XX	0	0	1	1	1	0	0	0	38h
Idle Mode ON	0	1	↑	XX	0	0	1	1	1	0	0	1	39h
Pixel Format Set	0	1	↑	XX	0	0	1	1	1	0	1	0	3Ah
	1	↑	↑	XX	X		DPI [2:0]		X			DBI [2:0]	66
Write Memory Continue	0	1	↑	XX	0	0	1	1	1	1	0	0	3Ch
	1	↑	↑		D [17:0]								XX
Read Memory Continue	0	1	↑	XX	0	0	1	1	1	1	1	0	3Eh
	1	↑	↑	XX	X	X	X	X	X	X	X	X	XX
	1	↑	↑		D [17:0]								XX
Set Tear Scanline	0	1	↑	XX	0	1	0	0	0	1	0	0	44h
	1	↑	↑	XX	X	X	X	X	X	X	X	STS [8]	00
	1	↑	↑	XX								STS [7:0]	00
Get Scanline	0	1	↑	XX	0	1	0	0	0	1	0	1	45h
	1	↑	↑	XX	X	X	X	X	X	X	X	X	XX
	1	↑	↑	XX	X	X	X	X	X	X		GTS [9:8]	00
	1	↑	↑	XX								GTS [7:0]	00
Write Display Brightness	0	1	↑	XX	0	1	0	1	0	0	0	1	51h
	1	↑	↑	XX								DBV [7:0]	00

Read Display Brightness	0	1	↑	XX	0	1	0	1	0	0	1	0	52h
	1	↑	1	XX	X	X	X	X	X	X	X	X	XX
	1	↑	1	XX	DBV [7:0]							00	
Write CTRL Display	0	1	↑	XX	0	1	0	1	0	0	1	1	53h
	1	1	↑	XX	X	X	BCTRL	X	DD	BL	X	X	00
Read CTRL Display	0	1	↑	XX	0	1	0	1	0	1	0	0	54h
	1	↑	1	XX	X	X	X	X	X	X	X	X	XX
	1	↑	1	XX	X	X	BCTRL	X	DD	BL	X	X	00
Write Content Adaptive Brightness Control	0	1	↑	XX	0	1	0	1	0	1	0	1	55h
	1	1	↑	XX	X	X	X	X	X	X	C [1:0]		00
Read Content Adaptive Brightness Control	0	1	↑	XX	0	1	0	1	0	1	1	0	56h
	1	↑	1	XX	X	X	X	X	X	X	X	X	XX
	1	↑	1	XX	X	X	X	X	X	X	C [1:0]		00
Write CABC Minimum Brightness	0	1	↑	XX	0	1	0	1	1	1	1	0	5Eh
	1	1	↑	XX	CMB [7:0]							00	
Read CABC Minimum Brightness	0	1	↑	XX	0	1	0	1	0	1	1	1	5Fh
	1	↑	1	XX	X	X	X	X	X	X	X	X	XX
	1	↑	1	XX	CMB [7:0]							00	
Read ID1	0	1	↑	XX	1	1	0	1	1	0	1	0	DAh
	1	↑	1	XX	X	X	X	X	X	X	X	X	XX
	1	↑	1	XX	Module's Manufacture [7:0]							XX	
Read ID2	0	1	↑	XX	1	1	0	1	1	0	1	1	DBh
	1	↑	1	XX	X	X	X	X	X	X	X	X	XX
	1	↑	1	XX	LCD Module / Driver Version [7:0]							XX	
Read ID3	0	1	↑	XX	1	1	0	1	1	1	0	0	DCh
	1	↑	1	XX	X	X	X	X	X	X	X	X	XX
	1	↑	1	XX	LCD Module / Driver ID [7:0]							XX	

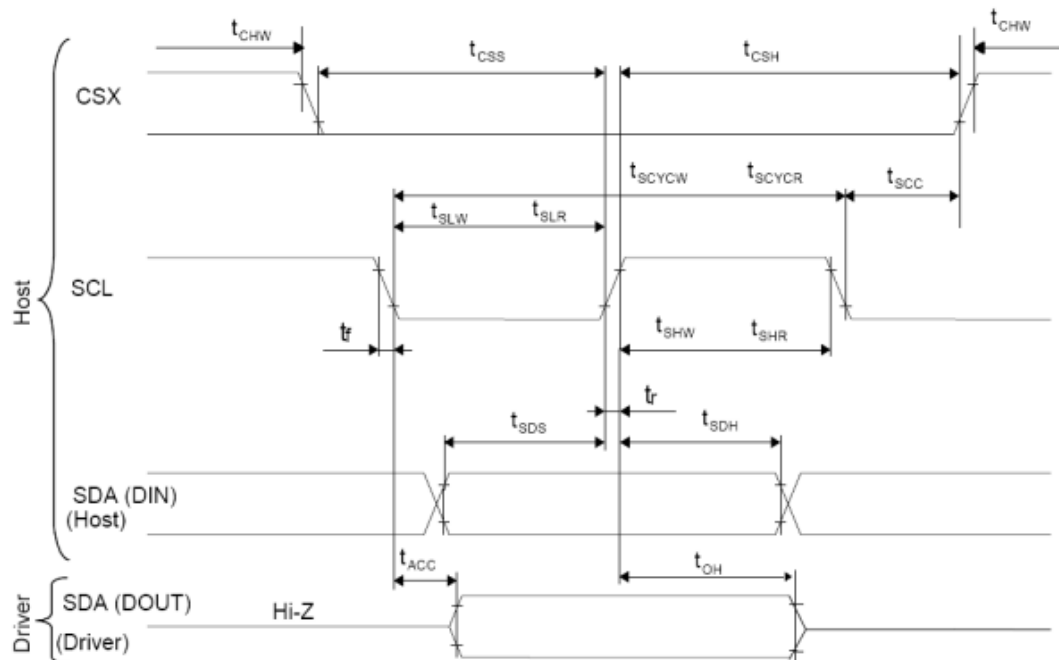
Extended Command Set													
Command Function	D/CX	RDX	WRX	D17-8	D7	D6	D5	D4	D3	D2	D1	D0	Hex
RGB Interface Signal Control	0	1	↑	XX	1	0	1	1	0	0	0	0	B0h
	1	1	↑	XX	ByPass MODE	RCM [1:0]		X	VSPL	HSPL	DPL	EPL	40
Frame Control (In Normal Mode)	0	1	↑	XX	1	0	1	1	0	0	0	1	B1h
	1	1	↑	XX	X	X	X	X	X	X	DIVA [1:0]		00
	1	1	↑	XX	X	X	X	RTNA [4:0]				1B	
Frame Control (In Idle Mode)	0	1	↑	XX	1	0	1	1	0	0	1	0	B2h
	1	1	↑	XX	X	X	X	X	X	X	DIVB [1:0]		00
	1	1	↑	XX	X	X	X	RTNB [4:0]				1B	
Frame Control (In Partial Mode)	0	1	↑	XX	1	0	1	1	0	0	1	1	B3h
	1	1	↑	XX	X	X	X	X	X	X	DIVC [1:0]		00
	1	1	↑	XX	X	X	X	RTNC [4:0]				1B	
Display Inversion Control	0	1	↑	XX	1	0	1	1	0	1	0	0	B4h
	1	1	↑	XX	X	X	X	X	X	NLA	NLB	NLC	02
Blanking Porch Control	0	1	↑	XX	1	0	1	1	0	1	0	1	B5h
	1	1	↑	XX	0	VFP [6:0]						02	
	1	1	↑	XX	0	VBP [6:0]						02	
	1	1	↑	XX	0	0	0	HFP [4:0]				0A	
	1	1	↑	XX	0	0	0	HBP [4:0]				14	

Display Function Control	0	1	↑	XX	1	0	1	1	0	1	1	0	B6h
	1	1	↑	XX	X	X	X	X	PTG [1:0]		PT [1:0]		0A
	1	1	↑	XX	REV	GS	SS	SM	ISC [3:0]				82
	1	1	↑	XX	X	X	NL [5:0]						27
	1	1	↑	XX	X	X	PCDIV [5:0]						XX
Entry Mode Set	0	1	↑	XX	1	0	1	1	0	1	1	1	B7h
	1	1	↑	XX	X	X	X	X	0	GON	DTE	GAS	07
Backlight Control 1	0	1	↑	XX	1	0	1	1	1	0	0	0	B8h
	1	1	↑	XX	X	X	X	X	X	X	X	X	XX
	1	1	↑	XX	X	X	X	X	TH_UI [3:0]				04
Backlight Control 2	0	1	↑	XX	1	0	1	1	1	0	0	1	B9h
	1	1	↑	XX	X	X	X	X	X	X	X	X	XX
	1	1	↑	XX	TH_MV [3:0]				TH_ST [3:0]				B8
Backlight Control 3	0	1	↑	XX	1	0	1	1	1	0	1	0	BAh
	1	1	↑	XX	X	X	X	X	X	X	X	X	XX
	1	1	↑	XX	X	X	X	X	DTH_UI [3:0]				04
Backlight Control 4	0	1	↑	XX	1	0	1	1	1	0	1	1	BBh
	1	1	↑	XX	X	X	X	X	X	X	X	X	XX
	1	1	↑	XX	DTH_MV [3:0]				DTH_ST [3:0]				C9
Backlight Control 5	0	1	↑	XX	1	0	1	1	1	1	0	0	BCh
	1	1	↑	XX	X	X	X	X	X	X	X	X	XX
	1	1	↑	XX	DIM2 [3:0]				X	DIM1 [2:0]			44
Backlight Control 7	0	1	↑	XX	1	0	1	1	1	1	1	0	BEh
	1	1	↑	XX	PWM_DIV [7:0]								0F
Backlight Control 8	0	1	↑	XX	1	0	1	1	1	1	1	1	BFh
	1	1	↑	XX	X	X	X	X	X	LEDONR	LEDONPOL	LEDPWMOPL	00
Power Control 1	0	1	↑	XX	1	1	0	0	0	0	0	0	C0h
	1	1	↑	XX	X	X	VRH [5:0]						26
Power Control 2	0	1	↑	XX	1	1	0	0	0	0	0	1	C1h
	1	1	↑	XX	X	X	X	X	X	BT [2:0]			00
VCOM Control 1	0	1	↑	XX	1	1	0	0	0	1	0	1	C5h
	1	1	↑	XX	X	VMH [6:0]						31	
	1	1	↑	XX	X	VML [6:0]						3C	
VCOM Control 2	0	1	↑	XX	1	1	0	0	0	1	1	1	C7h
	1	1	↑	XX	nVM	VMF [6:0]						C0	
NV Memory Write	0	1	↑	XX	1	1	0	1	0	0	0	0	D0h
	1	1	↑	XX	X	X	X	X	X	PGM_ADR [2:0]			00
	1	1	↑	XX	PGM_DATA [7:0]								XX
NV Memory Protection Key	0	1	↑	XX	1	1	0	1	0	0	0	1	D1h
	1	1	↑	XX	KEY [23:16]								55
	1	1	↑	XX	KEY [15:8]								AA
	1	1	↑	XX	KEY [7:0]								66
NV Memory Status Read	0	1	↑	XX	1	1	0	1	0	0	1	0	D2h
	1	↑	1	XX	X	X	X	X	X	X	X	X	XX
	1	↑	1	XX	X	ID2_CNT [2:0]			X	ID1_CNT [2:0]			XX
	1	↑	1	XX	BUSY	VMF_CNT [2:0]			X	ID3_CNT [2:0]			XX

Read ID4	0	↑	1	XX	1	1	0	1	0	0	1	1	D3h
	1	↑	1	XX	X	X	X	X	X	X	X	X	XX
	1	↑	1	XX	0	0	0	0	0	0	0	0	00
	1	↑	1	XX	1	0	0	1	0	0	1	1	93
	1	↑	1	XX	0	1	0	0	0	0	0	1	41
Positive Gamma Correction	0	1	↑	XX	1	1	1	0	0	0	0	0	E0h
	1	1	↑	XX	X	X	X	X	VP0 [3:0]			08	
	1	1	↑	XX	X	X	VP1 [5:0]					0E	
	1	1	↑	XX	X	X	VP2 [5:0]					12	
	1	1	↑	XX	X	X	X	X	VP4 [3:0]			05	
	1	1	↑	XX	X	X	X	VP6 [4:0]				03	
	1	1	↑	XX	X	X	X	X	VP13 [3:0]			09	
	1	1	↑	XX	X	VP20 [6:0]						47	
	1	1	↑	XX	VP36 [3:0]			VP27 [3:0]				86	
	1	1	↑	XX	X	VP43 [6:0]						2B	
	1	1	↑	XX	X	X	X	X	VP50 [3:0]			0B	
	1	1	↑	XX	X	X	X	VP57 [4:0]				04	
	1	1	↑	XX	X	X	X	X	VP59 [3:0]			00	
	1	1	↑	XX	X	X	VP61 [5:0]					00	
	1	1	↑	XX	X	X	VP62 [5:0]					00	
1	1	↑	XX	X	X	X	X	VP63 [3:0]			00		
Negative Gamma Correction	0	1	↑	XX	1	1	1	0	0	0	0	1	E1h
	1	1	↑	XX	X	X	X	X	VN0 [3:0]			08	
	1	1	↑	XX	X	X	VN1 [5:0]					1A	
	1	1	↑	XX	X	X	VN2 [5:0]					20	
	1	1	↑	XX	X	X	X	X	VN4 [3:0]			07	
	1	1	↑	XX	X	X	X	VN6 [4:0]				0E	
	1	1	↑	XX	X	X	X	X	VN13 [3:0]			05	
	1	1	↑	XX	X	VN20 [6:0]						3A	
	1	1	↑	XX	VN36 [3:0]			VN27 [3:0]				8A	
	1	1	↑	XX	X	VN43 [6:0]						40	
	1	1	↑	XX	X	X	X	X	VN50 [3:0]			04	
	1	1	↑	XX	X	X	X	VN57 [4:0]				18	
	1	1	↑	XX	X	X	X	X	VN59 [3:0]			0F	
	1	1	↑	XX	X	X	VN61 [5:0]					3F	
	1	1	↑	XX	X	X	VN62 [5:0]					3F	
1	1	↑	XX	X	X	X	X	VN63 [3:0]			0F		
Digital Gamma Control 1	0	1	↑	XX	1	1	1	0	0	0	1	0	E2h
1 st Parameter	1	1	↑	XX	RCA0 [3:0]			BCA0 [3:0]				XX	
:	1	1	↑	XX	RCAx [3:0]			BCAx [3:0]				XX	
16 th Parameter	1	1	↑	XX	RCA15 [3:0]			BCA15 [3:0]				XX	
Digital Gamma Control 2	0	1	↑	XX	1	1	1	0	0	0	1	1	E3h
1 st Parameter	1	1	↑	XX	RFA0 [3:0]			BFA0 [3:0]				XX	
:	1	1	↑	XX	RFAX [3:0]			BFAX [3:0]				XX	
64 th Parameter	1	1	↑	XX	RFA63 [3:0]			BFA63 [3:0]				XX	
Interface Control	0	1	↑	XX	1	1	1	1	0	1	1	0	F6h
	1	1	↑	XX	MY_EOR	MX_EOR	MV_EOR	X	BGR_EOR	X	X	WEMODE	01
	1	1	↑	XX	X	X	EPF [1:0]		X	X	MDT [1:0]		00
	1	1	↑	XX	X	X	ENDIAN	X	DM [1:0]		RM	RIM	00

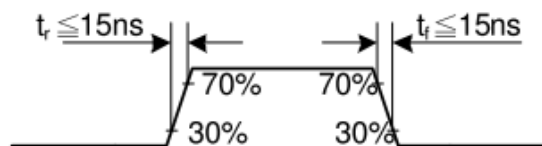
10. AC Characteristics

Parallel interface characteristics (8080-series MPU)



Signal	Symbol	Parameter	min	max	Unit	Description
SCL	tscycw	Serial Clock Cycle (Write)	100	-	ns	
	tshw	SCL "H" Pulse Width (Write)	40	-	ns	
	tslw	SCL "L" Pulse Width (Write)	40	-	ns	
	tscycr	Serial Clock Cycle (Read)	150	-	ns	
	tsrh	SCL "H" Pulse Width (Read)	60	-	ns	
SDA / SDI (Input)	tsds	Data setup time (Write)	30	-	ns	
	tsdh	Data hold time (Write)	30	-	ns	
SDA / SDO (Output)	tacc	Access time (Read)	10	-	ns	
	toh	Output disable time (Read)	10	50	ns	
CSX	tsc	SCL-CSX	20	-	ns	
	tch	CSX "H" Pulse Width	40	-	ns	
	tc	CSX-SCL Time	60	-	ns	
	tcsh		65	-	ns	

Note: $T_a = 25\text{ }^\circ\text{C}$, $V_{DDI}=1.65\text{V to }3.3\text{V}$, $V_{CI}=2.5\text{V to }3.3\text{V}$, $AGND=VSS=0\text{V}$



11. Quality Specifications

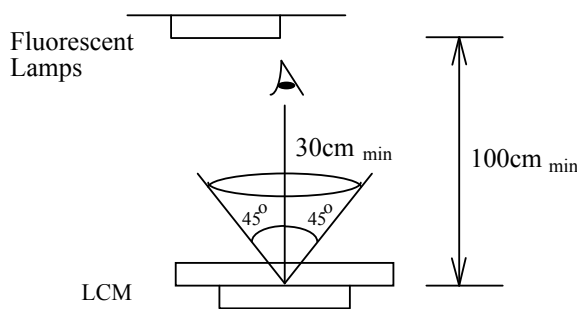
All The raw material are Rohs compllicant.

11.1 Standard of the product appearance test

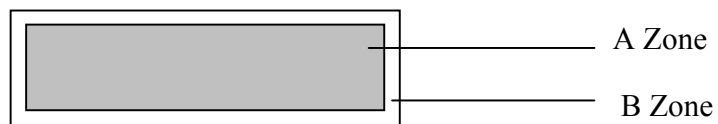
Manner of appearance test: The inspection should be performed in using 20W x 2 fluorescent lamps.

Distance between LCM and fluorescent lamps should be 100 cm or more. Distance between LCM and inspector eyes should be 30 cm or more.

Viewing direction for inspection is 45° from vertical against LCM.



Definition of zone:



A Zone: viewing area

B Zone: outside viewing area

11.2 Specification of quality assurance

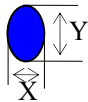
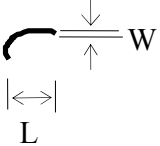
AQL inspection standard

Sampling method: MIL-STD-105E, Level II, single sampling

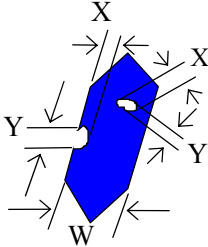
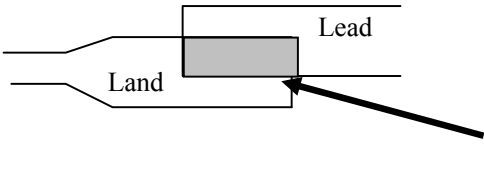
Defect classification (Note: * is not including)

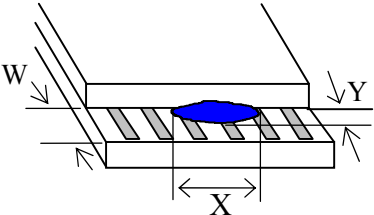
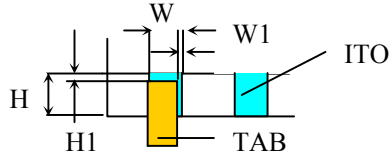

Classify	Item		Note	AQL
Major	Display state	Short or open circuit	1	0.65
		LC leakage		
		Flickering		
		No display		
		Wrong viewing direction		
		Contrast defect (dim, ghost)	2	
	Back-light	1,8		
	Non-display	Flat cable or pin reverse	10	
Wrong or missing component		11		
Minor	Display state	Background color deviation	2	1.0
		Black spot and dust	3	
		Line defect, Scratch	4	
		Rainbow	5	
		Chip	6	
		Pin hole	7	
		Polarizer	Protruded	
	Bubble and foreign material		3	
	Soldering	Poor connection	9	
	Wire	Poor connection	10	
	TAB	Position, Bonding strength	13	

Note on defect classification

No.	Item	Criterion																				
1	Short or open circuit	Not allow																				
	LC leakage																					
	Flickering																					
	No display																					
	Wrong viewing direction																					
	Wrong Back-light																					
2	Contrast defect	Refer to approval sample																				
	Background color deviation																					
3	Point defect, Black spot, dust (including Polarizer) = (X+Y)/2	 <table border="1" data-bbox="890 808 1316 1099"> <thead> <tr> <th>Point Size</th> <th>Acceptable Qty.</th> </tr> </thead> <tbody> <tr> <td>≤ 0.10</td> <td>Disregard</td> </tr> <tr> <td>$0.10 \leq 0.20$</td> <td>3</td> </tr> <tr> <td>$0.20 \leq 0.25$</td> <td>2</td> </tr> <tr> <td>$0.25 \leq 0.30$</td> <td>1</td> </tr> <tr> <td>> 0.30</td> <td>0</td> </tr> </tbody> </table> <p style="text-align: center;">Unit: mm</p>	Point Size	Acceptable Qty.	≤ 0.10	Disregard	$0.10 \leq 0.20$	3	$0.20 \leq 0.25$	2	$0.25 \leq 0.30$	1	> 0.30	0								
Point Size	Acceptable Qty.																					
≤ 0.10	Disregard																					
$0.10 \leq 0.20$	3																					
$0.20 \leq 0.25$	2																					
$0.25 \leq 0.30$	1																					
> 0.30	0																					
4	Line defect, Scratch	 <table border="1" data-bbox="821 1265 1356 1518"> <thead> <tr> <th colspan="2">Line</th> <th>Acceptable Qty.</th> </tr> <tr> <th>L</th> <th>W</th> <th></th> </tr> </thead> <tbody> <tr> <td>---</td> <td>$0.015 \geq W$</td> <td>Disregard</td> </tr> <tr> <td>$3.0 \geq L$</td> <td>$0.03 \geq W$</td> <td rowspan="2">2</td> </tr> <tr> <td>$2.0 \geq L$</td> <td>$0.05 \geq W$</td> </tr> <tr> <td>$1.0 \geq L$</td> <td>$0.1 > W$</td> <td>1</td> </tr> <tr> <td>---</td> <td>$0.05 W$</td> <td>Applied as point defect</td> </tr> </tbody> </table> <p style="text-align: center;">Unit: mm</p>	Line		Acceptable Qty.	L	W		---	$0.015 \geq W$	Disregard	$3.0 \geq L$	$0.03 \geq W$	2	$2.0 \geq L$	$0.05 \geq W$	$1.0 \geq L$	$0.1 > W$	1	---	$0.05 W$	Applied as point defect
Line		Acceptable Qty.																				
L	W																					
---	$0.015 \geq W$	Disregard																				
$3.0 \geq L$	$0.03 \geq W$	2																				
$2.0 \geq L$	$0.05 \geq W$																					
$1.0 \geq L$	$0.1 > W$	1																				
---	$0.05 W$	Applied as point defect																				
5	Rainbow	Not more than two color changes across the viewing area.																				

No	Item	Criterion																																	
6	<p data-bbox="264 277 328 309">Chip</p> <p data-bbox="264 383 373 414">Remark:</p> <p data-bbox="317 421 448 483">X: Length direction</p> <p data-bbox="317 506 448 568">Y: Short direction</p> <p data-bbox="317 591 483 654">Z: Thickness direction</p> <p data-bbox="317 676 474 739">t: Glass thickness</p> <p data-bbox="317 761 483 824">W: Terminal Width</p>	<div data-bbox="571 315 943 495"> </div> <p data-bbox="963 311 1222 342">Acceptable criterion</p> <table border="1" data-bbox="963 349 1342 427"> <thead> <tr> <th>X</th> <th>Y</th> <th>Z</th> </tr> </thead> <tbody> <tr> <td>≤ 2</td> <td>0.5mm</td> <td>$\leq t/2$</td> </tr> </tbody> </table> <div data-bbox="560 622 912 801"> </div> <p data-bbox="952 613 1211 645">Acceptable criterion</p> <table border="1" data-bbox="952 651 1347 730"> <thead> <tr> <th>X</th> <th>Y</th> <th>Z</th> </tr> </thead> <tbody> <tr> <td>≤ 2</td> <td>0.5mm</td> <td>$\leq t$</td> </tr> </tbody> </table> <div data-bbox="564 887 903 1111"> </div> <p data-bbox="963 896 1227 927">Acceptable criterion</p> <table border="1" data-bbox="963 934 1347 1048"> <thead> <tr> <th>X</th> <th>Y</th> <th>Z</th> </tr> </thead> <tbody> <tr> <td>≤ 3</td> <td>≤ 2</td> <td>$\leq t$</td> </tr> <tr> <td colspan="2">shall not reach to ITO</td> <td></td> </tr> </tbody> </table> <div data-bbox="560 1234 951 1413"> </div> <p data-bbox="952 1265 1212 1296">Acceptable criterion</p> <table border="1" data-bbox="952 1303 1347 1382"> <thead> <tr> <th>X</th> <th>Y</th> <th>Z</th> </tr> </thead> <tbody> <tr> <td>Disregard</td> <td>≤ 0.2</td> <td>$\leq t$</td> </tr> </tbody> </table> <div data-bbox="560 1536 912 1715"> </div> <p data-bbox="952 1545 1212 1576">Acceptable criterion</p> <table border="1" data-bbox="952 1583 1315 1662"> <thead> <tr> <th>X</th> <th>Y</th> <th>Z</th> </tr> </thead> <tbody> <tr> <td>≤ 5</td> <td>≤ 2</td> <td>$\leq t/3$</td> </tr> </tbody> </table>	X	Y	Z	≤ 2	0.5mm	$\leq t/2$	X	Y	Z	≤ 2	0.5mm	$\leq t$	X	Y	Z	≤ 3	≤ 2	$\leq t$	shall not reach to ITO			X	Y	Z	Disregard	≤ 0.2	$\leq t$	X	Y	Z	≤ 5	≤ 2	$\leq t/3$
X	Y	Z																																	
≤ 2	0.5mm	$\leq t/2$																																	
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X	Y	Z																																	
Disregard	≤ 0.2	$\leq t$																																	
X	Y	Z																																	
≤ 5	≤ 2	$\leq t/3$																																	

No.	Item	Criterion								
7	Segment pattern $W = \text{Segment width} = (X+Y)/2$	(1) Pin hole $< 0.10\text{mm}$ is acceptable.  <table border="1" data-bbox="882 461 1331 633"> <thead> <tr> <th>Point Size</th> <th>Acceptable Qty</th> </tr> </thead> <tbody> <tr> <td>$\leq 1/4W$</td> <td>Disregard</td> </tr> <tr> <td>$1/4W \leq 1/2W$</td> <td>1</td> </tr> <tr> <td>$> 1/2W$</td> <td>0</td> </tr> </tbody> </table> <p style="text-align: center;">Unit: mm</p>	Point Size	Acceptable Qty	$\leq 1/4W$	Disregard	$1/4W \leq 1/2W$	1	$> 1/2W$	0
Point Size	Acceptable Qty									
$\leq 1/4W$	Disregard									
$1/4W \leq 1/2W$	1									
$> 1/2W$	0									
8	Back-light	(1) The color of backlight should correspond its specification. (2) Not allow flickering								
9	Soldering	(1) Not allow heavy dirty and solder ball on PCB. (The size of dirty refer to point and dust defect) (2) Over 50% of lead should be soldered on Land. 								
10	Wire	(1) Copper wire should not be rusted (2) Not allow crack on copper wire connection. (3) Not allow reversing the position of the flat cable. (4) Not allow exposed copper wire inside the flat cable.								
11*	PCB	(1) Not allow screw rust or damage. (2) Not allow missing or wrong putting of component.								

No	Item	Criterion
12	Protruded W: Terminal Width	 <p>Acceptable criteria: $Y \leq 0.4$</p>
13	TAB	<p>1. Position</p>  <div style="border: 1px solid black; padding: 5px; width: fit-content; margin-left: auto; margin-right: auto;"> $W1 \leq 1/3W$ $H1 \leq 1/3H$ </div> <p>2 FPC bonding strength test</p>  <p> $P (=F/FPC \text{ bonding width}) \geq 650\text{gf/cm}$,(speed rate: 1mm/min) 5pcs per SOA (shipment) </p>
14	Total no. of acceptable Defect	<p>A. Zone</p> <p>Maximum 2 minor non-conformities per one unit. Defect distance: each point to be separated over 10mm</p> <p>B. Zone</p> <p>It is acceptable when it is no trouble for quality and assembly in customer's end product.</p>

11.3 Reliability of LCM

Reliability test condition:

Item	Condition	Time (hrs)	Assessment
High temp. Storage	80 C	48	No abnormalities in functions and appearance
High temp. Operating	70 C	48	
Low temp. Storage	-30 C	48	
Low temp. Operating	-10 C	48	
Humidity	60 C/ 90%RH	48	
Temp. Cycle	-30 C 25 C 80 C (60 min 5 min 60min)	10cycles	

Recovery time should be 24 hours minimum. Moreover, functions, performance and appearance shall be free from remarkable deterioration within 50,000 hours under ordinary operating and storage conditions room temperature (20 ± 8 C), normal humidity (below 65% RH), and in the area not exposed to direct sun light.

11.4 Precaution for using LCD/LCM

LCD/LCM is assembled and adjusted with a high degree of precision. Do not attempt to make any alteration or modification. The followings should be noted.

General Precautions:

1. LCD panel is made of glass. Avoid excessive mechanical shock or applying strong pressure onto the surface of display area.
2. The polarizer used on the display surface is easily scratched and damaged. Extreme care should be taken when handling. To clean dust or dirt off the display surface, wipe gently with cotton, or other soft material soaked with isopropyl alcohol, ethyl alcohol or trichlorotrifluoroethane, do not use water, ketone or aromatics and never scrub hard.
3. Do not tamper in any way with the tabs on the metal frame.
4. Do not make any modification on the PCB without consulting Regal Honour.
5. When mounting a LCM, make sure that the PCB is not under any stress such as bending or twisting. Elastomer contacts are very delicate and missing pixels could result from slight dislocation of any of the elements.
6. Avoid pressing on the metal bezel, otherwise the elastomer connector could be deformed and lose contact, resulting in missing pixels and also cause rainbow on the display.
7. Be careful not to touch or swallow liquid crystal that might leak from a damaged cell. Any liquid crystal adheres to skin or clothes, wash it off immediately with soap and water.

Static Electricity Precautions:

1. CMOS-LSI is used for the module circuit; therefore operators should be grounded whenever he/she comes into contact with the module.
2. Do not touch any of the conductive parts such as the LSI pads; the copper leads on the PCB and the interface terminals with any parts of the human body.
3. Do not touch the connection terminals of the display with bare hand; it will cause disconnection or defective insulation of terminals.
4. The modules should be kept in anti-static bags or other containers resistant to static for storage.
5. Only properly grounded soldering irons should be used.
6. If an electric screwdriver is used, it should be grounded and shielded to prevent sparks.
7. The normal static prevention measures should be observed for work clothes and working benches.
8. Since dry air is inductive to static, a relative humidity of 50-60% is recommended.

Soldering Precautions:

1. Soldering should be performed only on the I/O terminals.
2. Use soldering irons with proper grounding and no leakage.
3. Soldering temperature: $280 \text{ C} \pm 10 \text{ C}$
4. Soldering time: 3 to 4 second.
5. Use eutectic solder with resin flux filling.
6. If flux is used, the LCD surface should be protected to avoid spattering flux.
7. Flux residue should be removed.

Operation Precautions:

1. The viewing angle can be adjusted by varying the LCD driving voltage V_o .
2. Since applied DC voltage causes electro-chemical reactions, which deteriorate the display, the applied pulse waveform should be a symmetric waveform such that no DC component remains. Be sure to use the specified operating voltage.
3. Driving voltage should be kept within specified range; excess voltage will shorten display life.
4. Response time increases with decrease in temperature.
5. Display color may be affected at temperatures above its operational range.
6. Keep the temperature within the specified range usage and storage. Excessive temperature and humidity could cause polarization degradation, polarizer peel-off or generate bubbles.
7. For long-term storage over 40 °C is required, the relative humidity should be kept below 60%, and avoid direct sunlight.

Limited Warranty

Regal Honour LCDs and modules are not consumer products, but may be incorporated by Regal Honour's customers into consumer products or components thereof, Regal Honour does not warrant that its LCDs and components are fit for any such particular purpose.

1. The liability of Regal Honour is limited to repair or replacement on the terms set forth below. Regal Honour will not be responsible for any subsequent or consequential events or injury or damage to any personnel or user including third party personnel and/or user. Unless otherwise agreed in writing between Regal Honour and the customer, Regal Honour will only replace or repair any of its LCD which is found defective electrically or visually when inspected in accordance with Regal Honour general LCD inspection standard. (Copies available on request)
2. No warranty can be granted if any of the precautions state in handling liquid crystal display above has been disregarded. Broken glass, scratches on polarizer mechanical damages as well as defects that are caused accelerated environment tests are excluded from warranty.
3. In returning the LCD/LCM, they must be properly packaged; there should be detailed description of the failures or defect.