

**SPECIFICATION  
FOR  
LCM MODULE**

**MODULE NO: AFS800480TG-5.0-D000001**

**REVISION NO: 01**

Customer's Approval:

|  |
|--|
|  |
|--|

|                           | SIGNATURE | DATE      |
|---------------------------|-----------|-----------|
| PREPARED BY (RD ENGINEER) | XJZ       | 2011-12-8 |
| CHECKED BY                | YHW       | 2011-12-8 |
| APPROVED BY               | HSB       | 2011-12-8 |

## **DOCUMENT REVISION HISTORY**

| <b>Version</b> | <b>DATE</b> | <b>DESCRIPTION</b>            | <b>CHANGED BY</b> |
|----------------|-------------|-------------------------------|-------------------|
| 00             | Feb-02-2012 | First Issue                   | Fr.li             |
| 01             | Mar-07-2012 | Changed "Dimensional Outline" | Fr.li             |

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## 1. Features & Mechanical Specifications

| Item                  | Contents                            | Unit |
|-----------------------|-------------------------------------|------|
|                       | LCD                                 |      |
| LCD Type              | TFT / Transmissive / Normally White | --   |
| Viewing direction     | 6 O'clock                           | --   |
| Backlight             | White LED x 12                      | --   |
| Interface             | RGB-24bit parallel interface        | --   |
| Driver IC             | ILI6123H & ILI5480                  | --   |
| Outline Dimension     | 120.8(W) × 76.0(H) × 3.0(T)         | mm   |
| Glass area (W×H×T)    | 114.8 × 68.8 / 73.2 × 1.0           | mm   |
| Active area (W×H)     | 108 × 64.8                          | mm   |
| Number of Dots        | 800(RGB)×480                        | --   |
| Dot pitch (W×H)       | 0.135 × 0.135                       | mm   |
| Pixel pitch (W×H)     | 0.045 × 0.135                       | mm   |
| Operating Temperature | -20 ~ +70                           | °C   |
| Storage temperature   | -30 ~ +80                           | °C   |

## 2. Dimensional Outline

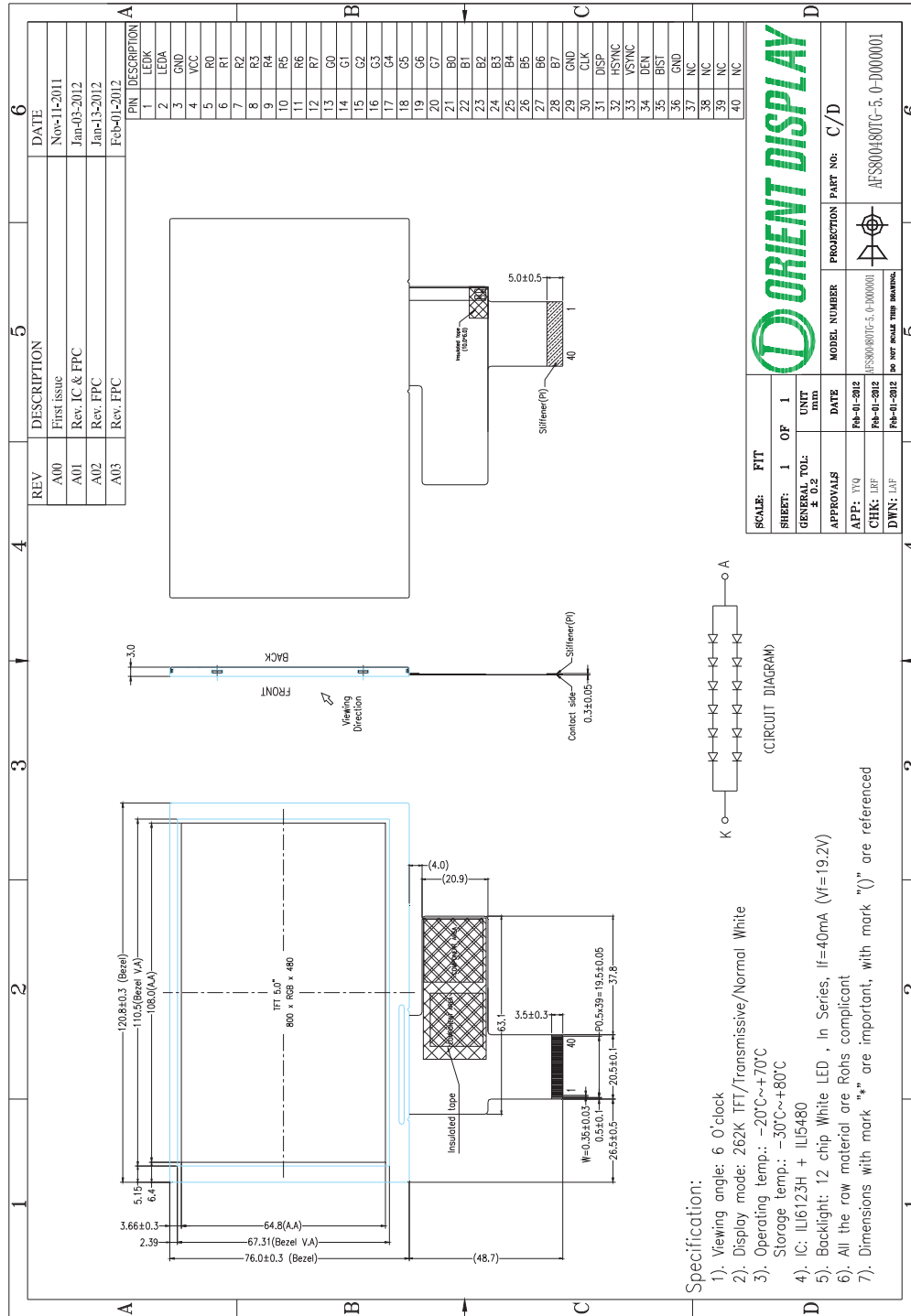


Figure 1. Dimensional outline

### 3. Block Diagram

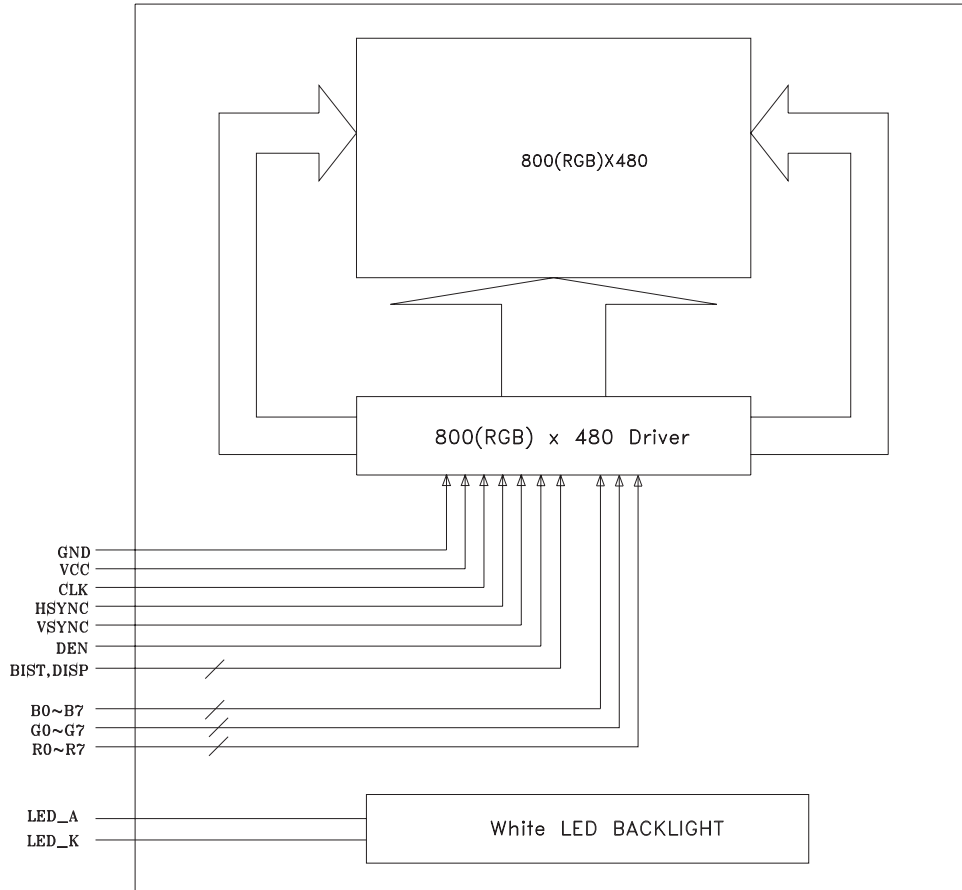


Figure 2. Block diagram

## 4. Pin Description

| PIN No. | SYMBOL | Function  |
|---------|--------|---|
| 1       | LED_K  | LED Backlight Cathode   |
| 2       | LED_A  | LED Backlight Anode   |
| 3       | GND    | Ground  |
| 4       | VCC    | Power Supply  |
| 5~12    | R0~R7  | Red Data Input  |
| 13~20   | G0~G7  | Green Data Input  |
| 21~28   | B0~B7  | Blue Data Input   |
| 29      | GND    | Ground  |
| 30      | CLK    | Clock input   |
| 31      | DISP   | Standby mode control.<br>STBYB="L", enter standby mode<br>STBYB="H", normal operation   |
| 32      | HSYNC  | Horizontal sync input   |
| 33      | VSYNC  | Vertical sync input   |
| 34      | DEN    | Input data enable control   |
| 35      | BIST   | Normal operation / BIST pattern select.<br>BIST="L", Normal operation<br>BIST="H", BIST |
| 36      | GND    | Ground  |
| 37      | NC     | No Connection   |
| 38      | NC     | No Connection   |
| 39      | NC     | No Connection   |
| 40      | NC     | No Connection   |

## 5. Absolute Maximum Ratings

| Item                        | Symbol | Rating       | Unit |
|-----------------------------|--------|--------------|------|
| Power supply                | VDD    | -0.5 to +5.0 | 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 |
|------------------------------|--------|------|-------|------|------|
| Digital Power Supply Voltage | VDD    | 3.0  | 3.3   | 3.6  | V    |

## 7. Backlight Characteristics

(White LED × 6 in series) × 2 in Parallel

(Ta = 25°C)

| Item              | Symbol | Condition | Min  | Typ  | Max  | Unit              |
|-------------------|--------|-----------|------|------|------|-------------------|
| Forward Voltage   | VF     | IF=40mA   | 18   | 19.2 | 20.4 | V                 |
| Uniformity        | △Bp    | -         | 80   | -    | -    | %                 |
| Luminance for LCD | Lv     | IF=40mA   | 4000 | 4400 | -    | cd/m <sup>2</sup> |



## 8. Electro-Optical Characteristics

| Item                            | Symbol     | Condition  | Min.                                       | Typ.  | Max.  | Unit  | Note                          |
|---------------------------------|------------|------------|--|-------|-------|-------|-------------------------------|
| Transmittance<br>(With EWV PZ)  | T          |            | —  | 4.48  | —     | %     |                               |
| Contrast                        | CR         |            | 480  | 600   | —     |       | (1)(2)                        |
| Response time                   | Rising     | $T_R$      | —  | 2     | 4     | msec  | (1)(3)                        |
|                                 | Falling    | $T_F$      | —  | 6     | 12    |       |                               |
| Color gamut                     | S          |            | —  | 50    | —     | %     | C light                       |
| Color chromaticity<br>(CIE1931) | White      | $W_x$      | $\theta = 0$<br>Normal<br>viewing<br>angle | 0.295 | 0.310 | 0.325 | (1)(4)<br>CF Glass<br>C light |
|                                 |            | $W_y$      |  | 0.334 | 0.349 | 0.364 |                               |
|                                 | Red        | $R_x$      |  | 0.611 | 0.626 | 0.641 |                               |
|                                 |            | $R_y$      |  | 0.331 | 0.346 | 0.361 |                               |
|                                 | Green      | $G_x$      |  | 0.307 | 0.322 | 0.337 |                               |
|                                 |            | $G_y$      |  | 0.537 | 0.552 | 0.567 |                               |
|                                 | Blue       | $B_x$      |  | 0.134 | 0.149 | 0.164 |                               |
|                                 |            | $B_y$      |  | 0.168 | 0.183 | 0.198 |                               |
| Viewing angle<br>(With EWV PZ)  | Hor.       | $\theta_L$ | CR>10                                      | 65    | 75    | —     |                               |
|                                 |            | $\theta_R$ |  | 65    | 75    | —     |                               |
|                                 | Ver.       | $\theta_U$ |  | 50    | 60    | —     |                               |
|                                 |            | $\theta_D$ |  | 60    | 70    | —     |                               |
| Optima View Direction           | 6 O' clock |            |  |       |       |       | (5)                           |

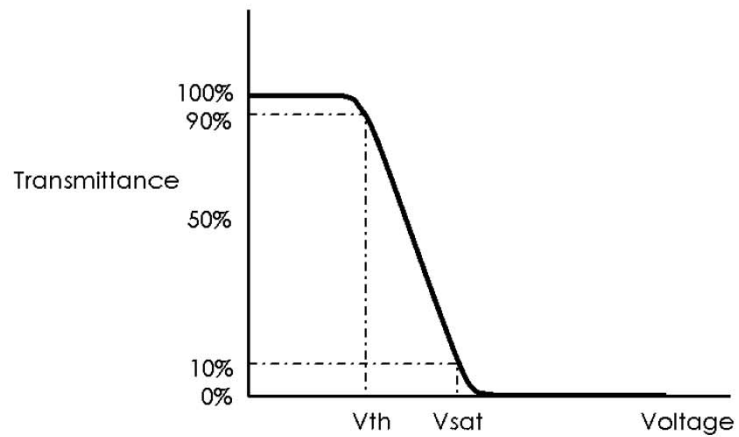
#### 4.2 Measuring Condition

- Measuring surrounding: dark room
- Ambient temperature:  $25\pm 2^{\circ}\text{C}$
- 15min. warm-up time.

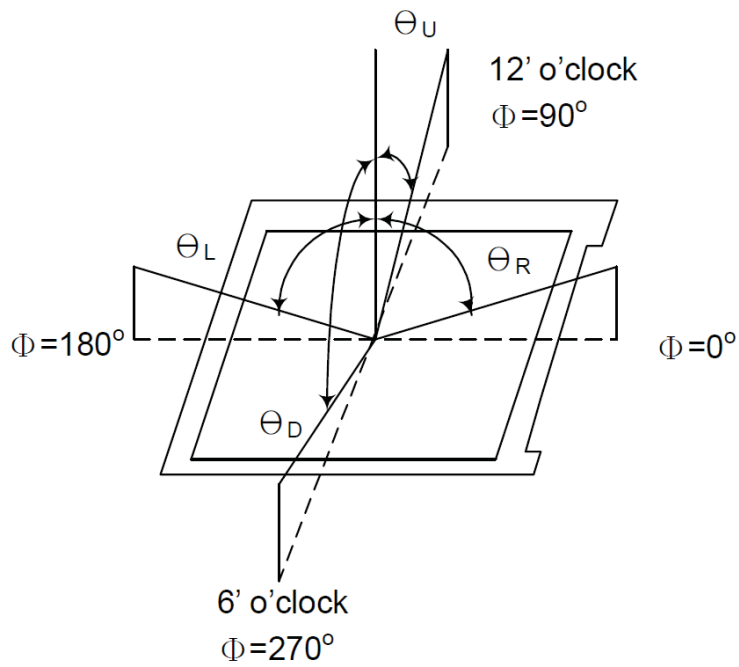
#### 4.3 Measuring Equipment

- FPM520 of Westar Display technologies, INC., which utilized SR-3 for Chromaticity and BM-5A for other optical characteristics.
- Measuring spot size: 20 ~ 21 mm

**Note (1)** Definition of  $V_{th}$  and  $V_{sat}$  (at  $20^{\circ}\text{C}$ )



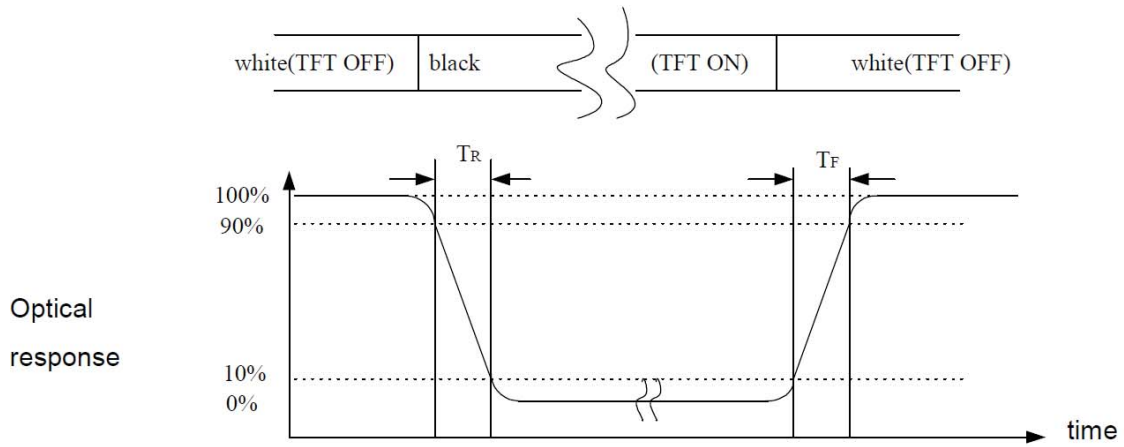
**Note (2)** Definition of Viewing Angle:



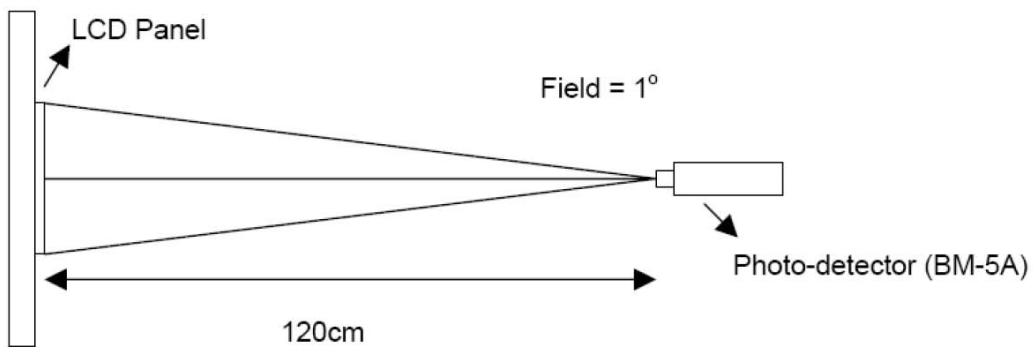
**Note (3)** Definition of Contrast Ratio (CR):  
measured at the center point of panel

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

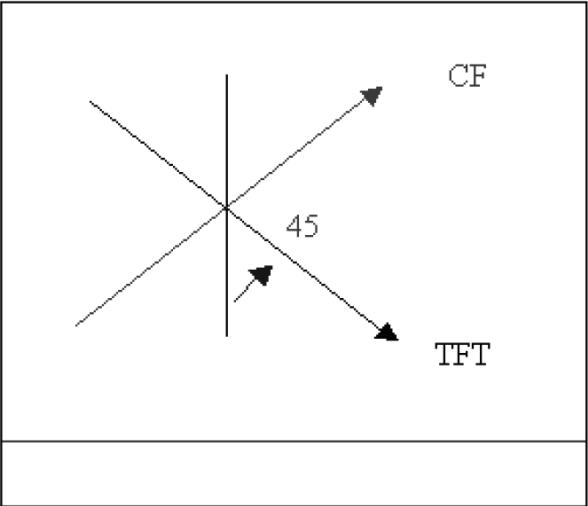
**Note (4)** Definition of Response Time : Sum of  $T_R$  and  $T_F$



**Note (5)** Definition of optical measurement setup



**Note (6)** Rubbing Direction (The different Rubbing Direction will cause the different optima view direction).



(Alignment Direction)

## 9. AC Characteristics

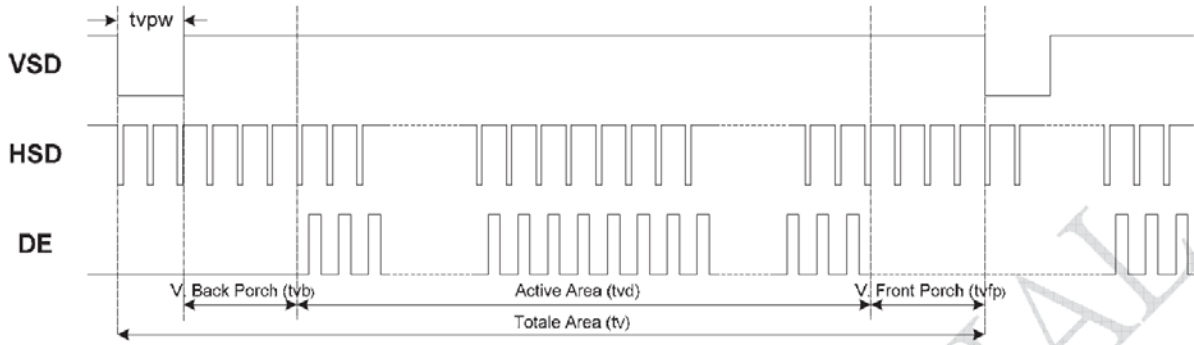
### Horizontal input timing

| Parameter                 | Symbol | Value |      |      | Unit | Note                       |
|---------------------------|--------|-------|------|------|------|----------------------------|
|                           |        | Min.  | Typ. | Max. |      |                            |
| Horizontal display area   | thd    | 800   |      |      | DCLK |                            |
| DCLK frequency            | fclk   | -     | 33.3 | 50   | MHz  |                            |
| 1 Horizontal Line         | th     | 928   |      |      |      |                            |
| HSD pulse width           | Min.   | 1     |      |      | DCLK | thb+thpw=88 DCLK is fixed. |
|                           | Typ.   | 48    |      |      |      |                            |
|                           | Max.   | -     |      |      |      |                            |
| HSD Back Porch (Blanking) | thb    | -     | 40   | -    |      |                            |
| HSD Front Porch           | thfp   | -     | 40   | -    |      |                            |

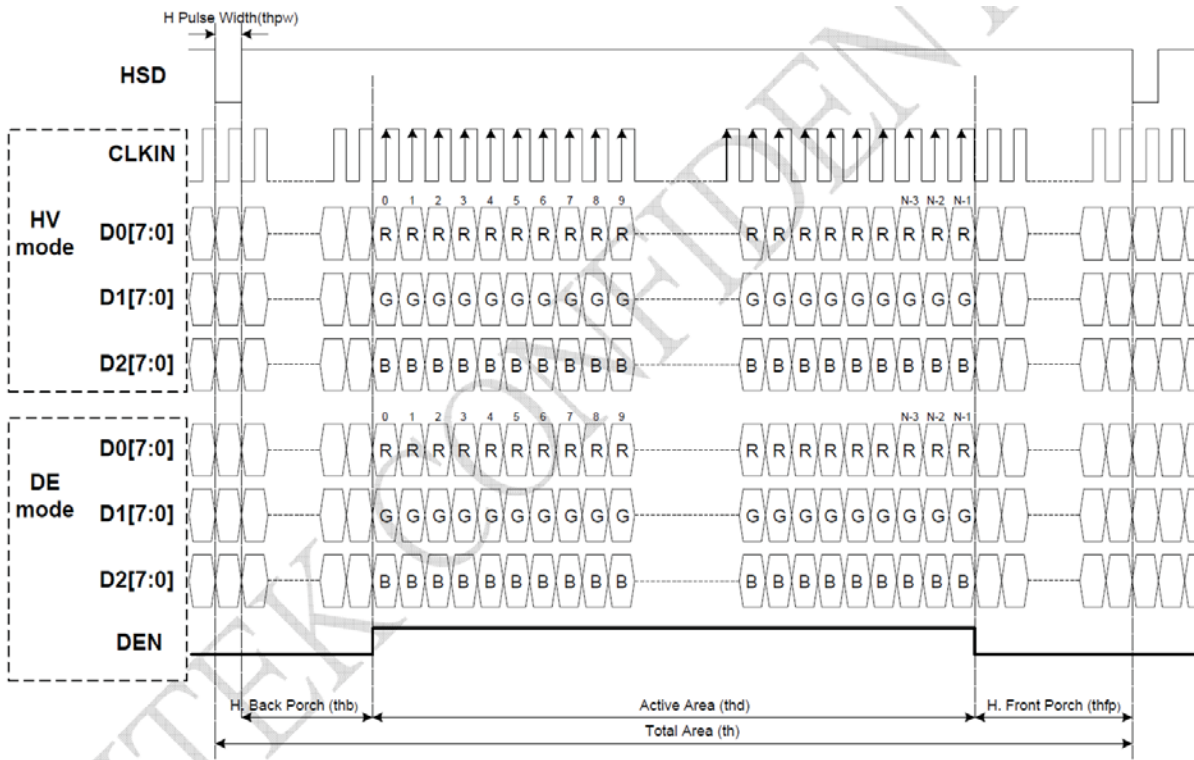
### Vertical input timing

| Parameter                 | Symbol | Value |      |      | Unit | Note                 |
|---------------------------|--------|-------|------|------|------|----------------------|
|                           |        | Min.  | Typ. | Max. |      |                      |
| Vertical display area     | tvd    | 480   |      |      | H    |                      |
| VSD period time           | tv     | -     | 525  | -    | H    |                      |
| VSD pulse width           | tpw    | 1     | 3    | -    | H    | tpw+tvb=32H Is fixed |
| VSD Back Porch (Blanking) | tvb    | -     | 29   | -    | H    |                      |
| VSD Front Porch           | tvfp   | -     | 13   | -    | H    |                      |

## Vertical Input Timing



## Horizontal Input Timing



## 10. Quality Specifications

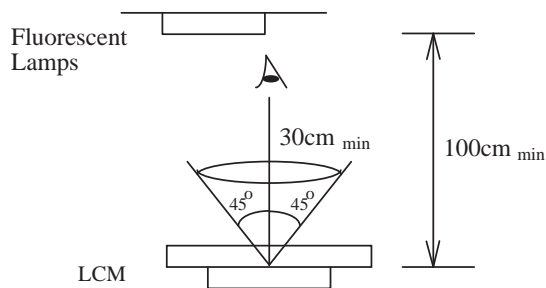
All The raw material are Rohs compliant.

### 10.1 Standard of the product appearance test

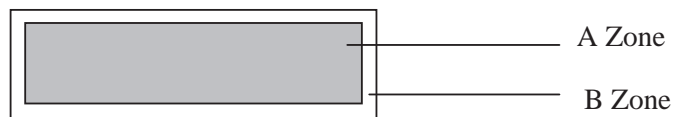
Manner of appearance test: The inspection should be performed in using 20W x 2 fluorescent lamps.

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  $45^\circ$  from vertical against LCM.



Definition of zone:



A Zone: viewing area

B Zone: outside viewing area



## 10.2 Specification of quality assurance


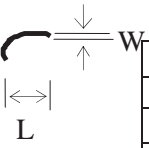
AQL inspection standard

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

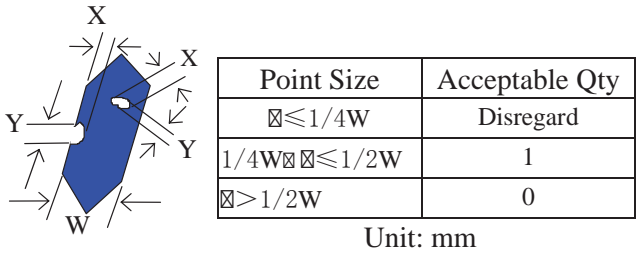
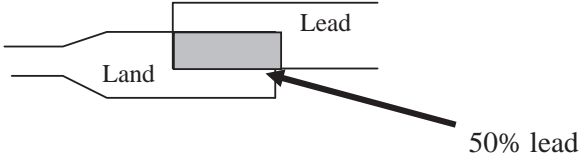
**Defect classification (Note: \* is not including)**

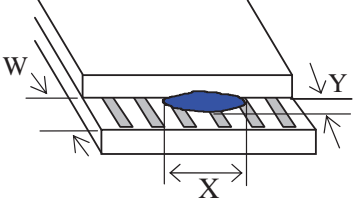
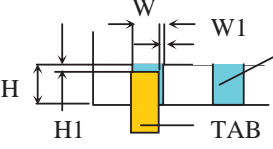

| Classify                   | Item                        |                              | Note      | AQL  |
|----------------------------|-----------------------------|------------------------------|-----------|------|
| Major                      | Display state               | Short or open circuit        | 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,<br>Black spot, dust<br>(including Polarizer)<br><br>$\varnothing = (X+Y)/2$ |  <table border="1" data-bbox="901 903 1295 1171"> <thead> <tr> <th>Point Size</th> <th>Acceptable Qty.</th> </tr> </thead> <tbody> <tr> <td><math>\varnothing \leq 0.10</math></td> <td>Disregard</td> </tr> <tr> <td><math>0.10 &lt; \varnothing \leq 0.20</math></td> <td>3</td> </tr> <tr> <td><math>0.20 &lt; \varnothing \leq 0.25</math></td> <td>2</td> </tr> <tr> <td><math>0.25 &lt; \varnothing \leq 0.30</math></td> <td>1</td> </tr> <tr> <td><math>\varnothing &gt; 0.30</math></td> <td>0</td> </tr> </tbody> </table> <p>Unit: mm</p>  | Point Size | Acceptable Qty. | $\varnothing \leq 0.10$ | Disregard | $0.10 < \varnothing \leq 0.20$ | 3 | $0.20 < \varnothing \leq 0.25$ | 2             | $0.25 < \varnothing \leq 0.30$ | 1            | $\varnothing > 0.30$ | 0 |              |                      |              |                  |   |     |                     |                         |
| Point Size                     | Acceptable Qty.   |  |            |                 |                         |           |                                |   |                                |               |                                |              |                      |   |              |                      |              |                  |   |     |                     |                         |
| $\varnothing \leq 0.10$        | Disregard   |  |            |                 |                         |           |                                |   |                                |               |                                |              |                      |   |              |                      |              |                  |   |     |                     |                         |
| $0.10 < \varnothing \leq 0.20$ | 3   |  |            |                 |                         |           |                                |   |                                |               |                                |              |                      |   |              |                      |              |                  |   |     |                     |                         |
| $0.20 < \varnothing \leq 0.25$ | 2   |  |            |                 |                         |           |                                |   |                                |               |                                |              |                      |   |              |                      |              |                  |   |     |                     |                         |
| $0.25 < \varnothing \leq 0.30$ | 1   |  |            |                 |                         |           |                                |   |                                |               |                                |              |                      |   |              |                      |              |                  |   |     |                     |                         |
| $\varnothing > 0.30$           | 0   |  |            |                 |                         |           |                                |   |                                |               |                                |              |                      |   |              |                      |              |                  |   |     |                     |                         |
| 4                              | Line defect,<br>Scratch   |  <table border="1" data-bbox="812 1333 1307 1591"> <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><math>0.02 \geq W</math></td> <td>Disregard</td> </tr> <tr> <td><math>4.0 \geq L</math></td> <td><math>0.03 \geq W &gt; 0.02</math></td> <td rowspan="2">2</td> </tr> <tr> <td><math>2.0 \geq L</math></td> <td><math>0.05 \geq W &gt; 0.03</math></td> </tr> <tr> <td><math>1.0 \geq L</math></td> <td><math>0.1 &gt; W &gt; 0.05</math></td> <td>1</td> </tr> <tr> <td>---</td> <td><math>0.1 \varnothing W</math></td> <td>Applied as point defect</td> </tr> </tbody> </table> <p>Unit: mm</p> | Line       |                 | Acceptable Qty.         | L         | W                              |   | ---                            | $0.02 \geq W$ | Disregard                      | $4.0 \geq L$ | $0.03 \geq W > 0.02$ | 2 | $2.0 \geq L$ | $0.05 \geq W > 0.03$ | $1.0 \geq L$ | $0.1 > W > 0.05$ | 1 | --- | $0.1 \varnothing W$ | Applied as point defect |
| Line                           |   | Acceptable Qty.  |            |                 |                         |           |                                |   |                                |               |                                |              |                      |   |              |                      |              |                  |   |     |                     |                         |
| L                              | W   |  |            |                 |                         |           |                                |   |                                |               |                                |              |                      |   |              |                      |              |                  |   |     |                     |                         |
| ---                            | $0.02 \geq W$   | Disregard  |            |                 |                         |           |                                |   |                                |               |                                |              |                      |   |              |                      |              |                  |   |     |                     |                         |
| $4.0 \geq L$                   | $0.03 \geq W > 0.02$  | 2  |            |                 |                         |           |                                |   |                                |               |                                |              |                      |   |              |                      |              |                  |   |     |                     |                         |
| $2.0 \geq L$                   | $0.05 \geq W > 0.03$  |  |            |                 |                         |           |                                |   |                                |               |                                |              |                      |   |              |                      |              |                  |   |     |                     |                         |
| $1.0 \geq L$                   | $0.1 > W > 0.05$  | 1  |            |                 |                         |           |                                |   |                                |               |                                |              |                      |   |              |                      |              |                  |   |     |                     |                         |
| ---                            | $0.1 \varnothing W$   | Applied as point defect  |            |                 |                         |           |                                |   |                                |               |                                |              |                      |   |              |                      |              |                  |   |     |                     |                         |
| 5                              | Rainbow   | Not more than two color changes across the viewing area.   |            |                 |                         |           |                                |   |                                |               |                                |              |                      |   |              |                      |              |                  |   |     |                     |                         |

| No                     | Item   | Criterion   |   |   |   |          |       |            |   |   |   |          |       |          |   |   |   |          |          |          |                        |  |  |   |   |   |           |            |          |   |   |   |          |          |            |
|------------------------|--|---|---|---|---|----------|-------|------------|---|---|---|----------|-------|----------|---|---|---|----------|----------|----------|------------------------|--|--|---|---|---|-----------|------------|----------|---|---|---|----------|----------|------------|
| 6                      | <p data-bbox="310 373 370 405">Chip</p> <p data-bbox="310 468 415 499">Remark:</p> <p data-bbox="362 506 483 562">X: Length direction</p> <p data-bbox="362 583 483 640">Y: Short direction</p> <p data-bbox="362 661 516 718">Z: Thickness direction</p> <p data-bbox="362 739 508 795">t: Glass thickness</p> <p data-bbox="362 816 516 873">W: Terminal Width</p> | <div data-bbox="602 405 943 573"> </div> <p data-bbox="967 405 1203 436">Acceptable criterion</p> <table border="1" data-bbox="967 436 1317 510"> <thead> <tr> <th>X</th> <th>Y</th> <th>Z</th> </tr> </thead> <tbody> <tr> <td><math>\leq 2</math></td> <td>0.5mm</td> <td><math>\leq t/2</math></td> </tr> </tbody> </table><br><div data-bbox="587 699 919 867"> </div> <p data-bbox="959 688 1195 720">Acceptable criterion</p> <table border="1" data-bbox="959 720 1320 793"> <thead> <tr> <th>X</th> <th>Y</th> <th>Z</th> </tr> </thead> <tbody> <tr> <td><math>\leq 2</math></td> <td>0.5mm</td> <td><math>\leq t</math></td> </tr> </tbody> </table><br><div data-bbox="594 940 911 1150"> </div> <p data-bbox="971 951 1206 982">Acceptable criterion</p> <table border="1" data-bbox="971 982 1320 1098"> <thead> <tr> <th>X</th> <th>Y</th> <th>Z</th> </tr> </thead> <tbody> <tr> <td><math>\leq 3</math></td> <td><math>\leq 2</math></td> <td><math>\leq t</math></td> </tr> <tr> <td colspan="2">shall not reach to ITO</td> <td></td> </tr> </tbody> </table><br><div data-bbox="587 1266 951 1434"> </div> <p data-bbox="959 1297 1195 1329">Acceptable criterion</p> <table border="1" data-bbox="959 1329 1320 1402"> <thead> <tr> <th>X</th> <th>Y</th> <th>Z</th> </tr> </thead> <tbody> <tr> <td>Disregard</td> <td><math>\leq 0.2</math></td> <td><math>\leq t</math></td> </tr> </tbody> </table><br><div data-bbox="594 1549 919 1717"> </div> <p data-bbox="959 1560 1195 1591">Acceptable criterion</p> <table border="1" data-bbox="959 1591 1292 1665"> <thead> <tr> <th>X</th> <th>Y</th> <th>Z</th> </tr> </thead> <tbody> <tr> <td><math>\leq 5</math></td> <td><math>\leq 2</math></td> <td><math>\leq t/3</math></td> </tr> </tbody> </table> | X | Y | Z | $\leq 2$ | 0.5mm | $\leq t/2$ | X | Y | Z | $\leq 2$ | 0.5mm | $\leq t$ | X | Y | Z | $\leq 3$ | $\leq 2$ | $\leq t$ | shall not reach to ITO |  |  | X | Y | Z | Disregard | $\leq 0.2$ | $\leq t$ | X | Y | Z | $\leq 5$ | $\leq 2$ | $\leq t/3$ |
| X                      | Y  | Z   |   |   |   |          |       |            |   |   |   |          |       |          |   |   |   |          |          |          |                        |  |  |   |   |   |           |            |          |   |   |   |          |          |            |
| $\leq 2$               | 0.5mm  | $\leq t/2$  |   |   |   |          |       |            |   |   |   |          |       |          |   |   |   |          |          |          |                        |  |  |   |   |   |           |            |          |   |   |   |          |          |            |
| X                      | Y  | Z   |   |   |   |          |       |            |   |   |   |          |       |          |   |   |   |          |          |          |                        |  |  |   |   |   |           |            |          |   |   |   |          |          |            |
| $\leq 2$               | 0.5mm  | $\leq t$  |   |   |   |          |       |            |   |   |   |          |       |          |   |   |   |          |          |          |                        |  |  |   |   |   |           |            |          |   |   |   |          |          |            |
| X                      | Y  | Z   |   |   |   |          |       |            |   |   |   |          |       |          |   |   |   |          |          |          |                        |  |  |   |   |   |           |            |          |   |   |   |          |          |            |
| $\leq 3$               | $\leq 2$   | $\leq t$  |   |   |   |          |       |            |   |   |   |          |       |          |   |   |   |          |          |          |                        |  |  |   |   |   |           |            |          |   |   |   |          |          |            |
| shall not reach to ITO |  |   |   |   |   |          |       |            |   |   |   |          |       |          |   |   |   |          |          |          |                        |  |  |   |   |   |           |            |          |   |   |   |          |          |            |
| X                      | Y  | Z   |   |   |   |          |       |            |   |   |   |          |       |          |   |   |   |          |          |          |                        |  |  |   |   |   |           |            |          |   |   |   |          |          |            |
| Disregard              | $\leq 0.2$   | $\leq t$  |   |   |   |          |       |            |   |   |   |          |       |          |   |   |   |          |          |          |                        |  |  |   |   |   |           |            |          |   |   |   |          |          |            |
| X                      | Y  | Z   |   |   |   |          |       |            |   |   |   |          |       |          |   |   |   |          |          |          |                        |  |  |   |   |   |           |            |          |   |   |   |          |          |            |
| $\leq 5$               | $\leq 2$   | $\leq t/3$  |   |   |   |          |       |            |   |   |   |          |       |          |   |   |   |          |          |          |                        |  |  |   |   |   |           |            |          |   |   |   |          |          |            |

| No.                            | Item   | Criterion  |            |                |                         |           |                                |   |                      |   |
|--------------------------------|--|--|------------|----------------|-------------------------|-----------|--------------------------------|---|----------------------|---|
| 7                              | Segment pattern<br>$W = \text{Segment width}$<br>$\varnothing = (X+Y)/2$ | (1) Pin hole<br>$\varnothing < 0.10\text{mm}$ is acceptable.<br> <table border="1" data-bbox="894 556 1312 716"> <thead> <tr> <th>Point Size</th> <th>Acceptable Qty</th> </tr> </thead> <tbody> <tr> <td><math>\varnothing \leq 1/4W</math></td> <td>Disregard</td> </tr> <tr> <td><math>1/4W &lt; \varnothing \leq 1/2W</math></td> <td>1</td> </tr> <tr> <td><math>\varnothing &gt; 1/2W</math></td> <td>0</td> </tr> </tbody> </table> <p style="text-align: center;">Unit: mm</p> | Point Size | Acceptable Qty | $\varnothing \leq 1/4W$ | Disregard | $1/4W < \varnothing \leq 1/2W$ | 1 | $\varnothing > 1/2W$ | 0 |
| Point Size                     | Acceptable Qty   |  |            |                |                         |           |                                |   |                      |   |
| $\varnothing \leq 1/4W$        | Disregard  |  |            |                |                         |           |                                |   |                      |   |
| $1/4W < \varnothing \leq 1/2W$ | 1  |  |            |                |                         |           |                                |   |                      |   |
| $\varnothing > 1/2W$           | 0  |  |            |                |                         |           |                                |   |                      |   |
| 8                              | Back-light   | (1) The color of backlight should correspond its specification.<br>(2) Not allow flickering  |            |                |                         |           |                                |   |                      |   |
| 9                              | Soldering  | (1) Not allow heavy dirty and solder ball on PCB.<br>(The size of dirty refer to point and dust defect)<br>(2) Over 50% of lead should be soldered on Land.<br>  |            |                |                         |           |                                |   |                      |   |
| 10                             | Wire   | (1) Copper wire should not be rusted<br>(2) Not allow crack on copper wire connection.<br>(3) Not allow reversing the position of the flat cable.<br>(4) Not allow exposed copper wire inside the flat cable.  |            |                |                         |           |                                |   |                      |   |
| 11*                            | PCB  | (1) Not allow screw rust or damage.<br>(2) Not allow missing or wrong putting of component.  |            |                |                         |           |                                |   |                      |   |

| No | Item                           | Criterion  |
|----|--------------------------------|--|
| 12 | Protruded<br>W: Terminal Width |  <p>Acceptable criteria:<br/> <math>Y \leq 0.4</math></p>   |
| 13 | TAB                            | <p>1. Position</p>  <div style="border: 1px solid black; padding: 5px; width: fit-content; margin-left: auto;"> <math>W1 \leq 1/3W</math><br/> <math>H1 \leq 1/3H</math> </div> <p>2 FPC bonding strength test</p>  <p> <math>P (=F/FPC \text{ bonding width}) \geq 650\text{gf/cm}</math> ,(speed rate: 1mm/min)<br/>           5pcs per SOA (shipment)         </p> |
| 14 | Total no. of acceptable Defect | <p>A. Zone</p> <p>Maximum 2 minor non-conformities per one unit.<br/>           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>   |

### 10.3 Reliability of LCM

Reliability test condition:

| Item                 | Condition   | Time (hrs) | Assessment   |
|----------------------|---|------------|--|
| High temp. Storage   | 60°C  | 48         | No abnormalities<br>in functions<br>and appearance |
| High temp. Operating | 50°C  | 48         |  |
| Low temp. Storage    | -10°C   | 48         |  |
| Low temp. Operating  | 0°C   | 48         |  |
| Humidity             | 40°C/ 90%RH   | 48         |  |
| Temp. Cycle          | -10°C $\times$ 25°C $\times$ 60°C<br>(60 min $\times$ 5 min $\times$ 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 $\pm$ 8°C), normal humidity (below 65% RH), and in the area not exposed to direct sun light.

## 10.4 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 OD
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:  $280^{\circ}\text{C} \pm 10^{\circ}\text{C}$
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  $40^{\circ}\text{C}$  is required, the relative humidity should be kept below 60%, and avoid direct sunlight.

**Limited Warranty**

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

1. The liability of OD is limited to repair or replacement on the terms set forth below. OD 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 OD and the customer, OD will only replace or repair any of its LCD which is found defective electrically or visually when inspected in accordance with OD 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.