

DATE : April. 21. 2008

*SAMSUNG TFT-LCD*

**MODEL NO : LMS350DF01-001**

**AMLCD DIVISION**

**Samsung Electronics Co. , LTD.**

|                                                                      |       |             |
|----------------------------------------------------------------------|-------|-------------|
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## Revision History

Preliminary

| Data          | Rev. No. | Page | Summary                                                                                                                                                                                                                  |
|---------------|----------|------|--------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| Jan. 08, 2008 | 000      |      | Rev.000 was first issued.                                                                                                                                                                                                |
| Jan. 30, 2008 | 001      |      | Power sequence added.<br>Electrical Characteristics revised.<br><br>Component description added.<br>Optical specification updated.<br>Power sequence revised.<br>Outline Dimension revised. (FPC length incresed 0.2mm.) |

## General Description

### \* Description

LMS350DF01-001 is a TMR(Transmissive with Micro Reflective) type color active matrix TFT (Thin Film Transistor) liquid crystal display (LCD) that uses amorphous silicon TFT as a switching devices. This model is composed of a TFT-LCD module, a driver circuit and a back-light unit. The resolution of a 3.5" contains 320 x 480 dots and can display up to 16,777,216 colors.

### \* Features

- Transmissive with Micro Reflective type and back-light with 5LEDs.
- mPVA mode (Normally Black).
- Wide Viewing Angle.
- Stripe Pixel structure.
- 24bit RGB Interface + Serial Peripheral Interface (SPI)
- Gate Driver IC embeded on Panel
- Low Power consumption.

### \* Applications

- Display terminals for MP3, PMP application products.

### \* General information

| Items                | Specification          | Unit    | Note |
|----------------------|------------------------|---------|------|
| Display Area         | 48.96(H) x 73.44(V)    | mm      | -    |
| Driver Element       | a-Si TFT active matrix | -       | -    |
| Display Colors       | 16.7 M                 | color   | -    |
| Number of Pixels     | 320(H) x 480(V)        | pixel   | -    |
| Pixel Arrangement    | Stripe Structure       | -       | -    |
| Pixel Pitch          | 0.153(H) x 0.153(V)    | mm      | -    |
| Display Mode         | Normally Black         | -       | -    |
| Gray Inversion Angle | No Gray Inversion      | o'clock | -    |

### \* Mechanical information

| Item        |               | Min.  | Typ.  | Max.  | Unit | Note |
|-------------|---------------|-------|-------|-------|------|------|
| Module size | Horizontal(H) | 52.76 | 54.76 | 54.96 | mm   | (1)  |
|             | Vertical(V)   | 81.24 | 83.24 | 83.44 | mm   | (1)  |
|             | Depth(D)      | 1.63  | 1.83  | 2.03  | mm   | (1)  |
| Weight      |               | -     | 13    | -     | g    | (2)  |

Note (1) : Not include FPC

Note (2) : Included FPC

## 1. Absolute Maximum Ratings

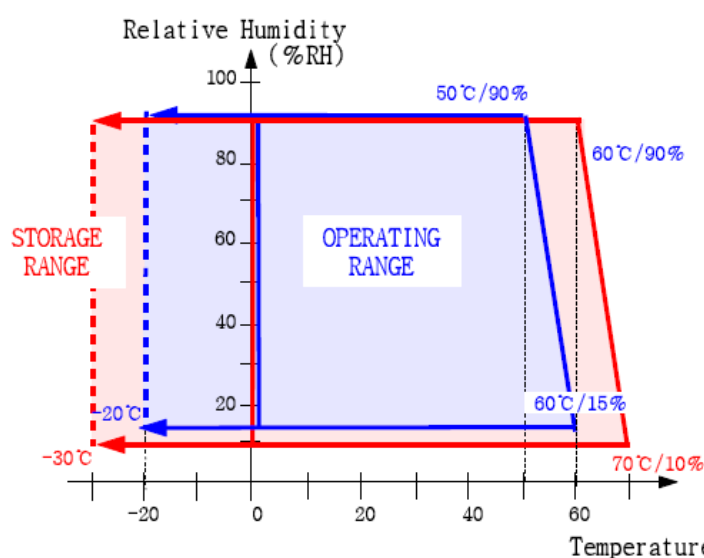
### 1.1 Absolute Ratings of Environment

| Item                                           | Symbol           | Min. | Max. | Unit | Note    |
|------------------------------------------------|------------------|------|------|------|---------|
| Storage temperature                            | T <sub>STG</sub> | -30  | 70   | ℃    | (1)     |
| Operating temperature<br>(Ambient temperature) | T <sub>OPR</sub> | -20  | 60   | ℃    | (1),(2) |

Note (1) 90 % RH Max. ( 50℃ <sup>3</sup> Ta )

Maximum wet-bulb temperature at 49℃ or less. (Ta > 50℃)

No condensation.



Temperature & Humidity Graph at Absolute Environment

- (2) In case of below 0°, the response time of liquid crystal (LC) becomes slower and the color of panel becomes darker than normal one. Level of retardation depends on temperature, because of LC's characteristics.
- (3) If any fixed pattern is displayed on LCD for minutes, image-sticking phenomenon may occur.

## 1.2 Electrical Absolute Ratings

### (1) TFT-LCD Module

(Ta = 25°C ± 2°C, GND=0V)

| Characteristics      | Symbol | Min. | Max. | Unit | Note |
|----------------------|--------|------|------|------|------|
| Logic Input Voltage  | VDD3   | -0.3 | 5.0  | V    | (1)  |
| Analog Input Voltage | VCI    | -0.3 | 5.0  | V    | (1)  |

### (2) Back-Light Unit

(Ta = 25 ± 2°C)

| Item    | Symbol         | Min. | Max. | Unit. | Note |
|---------|----------------|------|------|-------|------|
| Current | I <sub>B</sub> | -    | 30   | mA    | (1)  |

Note (1) Permanent damage to the device may occur if maximum values are exceeded or reverse voltage is loaded.

Functional operation should be restricted to the conditions described under normal operating conditions.

## 2. Optical Characteristics

The following items are measured under stable conditions. The optical characteristics should be measured in a dark room or equivalent state with the methods shown in Note (1). Measuring equipment: SR-3, BM-7, EZ-Contrast

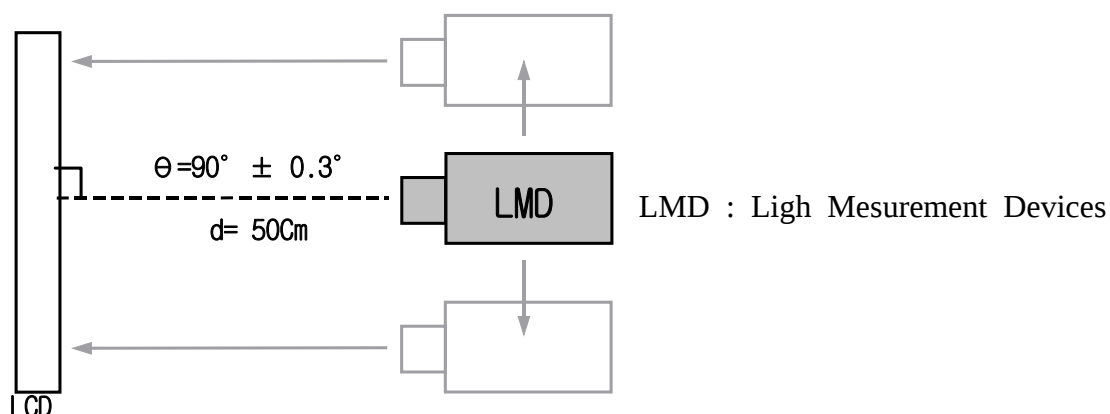
(Ta = 25 ± 2°C, VDD3 = VCI = 3.3V, IB = 20mA)

| Item                                 |                | Symbol     | Condition                                                                                      | Min.    | Typ.    | Max.    | Unit                    | Note        |
|--------------------------------------|----------------|------------|------------------------------------------------------------------------------------------------|---------|---------|---------|-------------------------|-------------|
| Contrast ratio<br>(Center point)     |                | C/R        | Note<br>(1), (6)<br><br>$\Phi = 0$<br>$\Theta = 0$<br>Normal<br>Viewing<br>Angle<br><br>B/L On | 500     |         | –       | –                       | (2)<br>SR-3 |
| Luminance of white<br>(Center point) |                | $Y_L$      |                                                                                                | –       | (380)   | –       | cd/m <sup>2</sup>       | (3)<br>SR-3 |
| Response<br>time                     | Rising:<br>Tr  | Tr+Tf      |                                                                                                | –       | 25      | 30      | msec                    | (4)<br>BM-7 |
|                                      | Falling:<br>Tf |            |                                                                                                |         |         |         |                         |             |
| Color<br>chromaticity<br>(CIE 1931)  | White          | $W_x$      |                                                                                                |         | (0.318) |         | –                       | (5)<br>SR-3 |
|                                      |                | $W_y$      |                                                                                                | (0.344) |         |         |                         |             |
|                                      | Red            | $R_x$      |                                                                                                | (0.603) |         |         |                         |             |
|                                      |                | $R_y$      |                                                                                                | (0.326) |         |         |                         |             |
|                                      | Green          | $G_x$      |                                                                                                | (0.329) |         |         |                         |             |
|                                      |                | $G_y$      |                                                                                                | (0.585) |         |         |                         |             |
|                                      | Blue           | $B_x$      |                                                                                                | (0.153) |         |         |                         |             |
|                                      |                | $B_y$      |                                                                                                | (0.106) |         |         |                         |             |
| Viewing<br>angle                     | Hor.           | $\Theta_L$ | C/R ≥ 10<br>B/L On                                                                             |         | 80      | Degrees | (6)<br>Ez –<br>Contrast |             |
|                                      |                | $\Theta_R$ |                                                                                                |         | 80      |         |                         |             |
|                                      | Ver.           | $\Phi_H$   |                                                                                                |         | 80      |         |                         |             |
|                                      |                | $\Phi_L$   |                                                                                                |         | 80      |         |                         |             |

# Note (1) Test Equipment Setup

After stabilizing and leaving the panel alone at a given temperature for 30 min, the measurement should be executed. Measurement should be executed in a stable, windless, and dark room. 30 min after lighting the back-light. This should be measured in the center of screen.

- Environment condition :  $T_a = 25 \pm 2 \text{ }^{\circ}\text{C}$
- Back-Light On condition



Note (2) Definition of Contrast Ratio (C/R) : Ratio of gray max (Gmax) & gray min (Gmin) at the center point

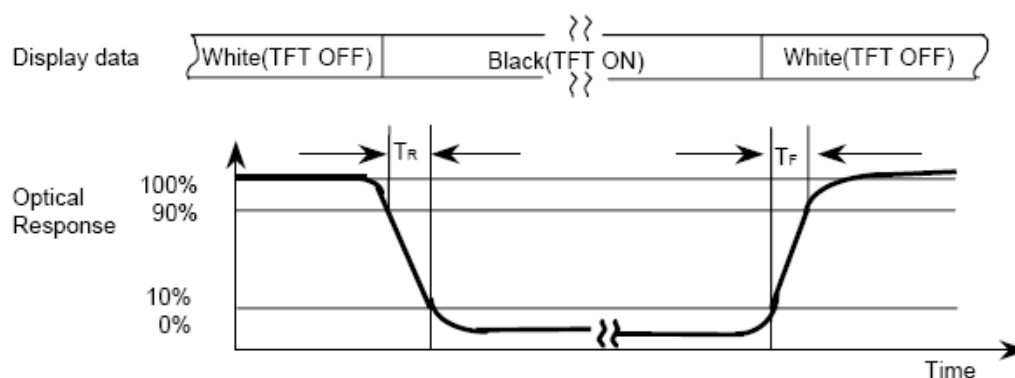
$$C R = \frac{G \text{ m a x}}{G \text{ m i n}}$$

- \* Gmax : Luminance with all dots white
- \* Gmin : Luminance with all dots black

## Note (3) Definition of Luminance of White (YL)

: Luminance of white at the center point

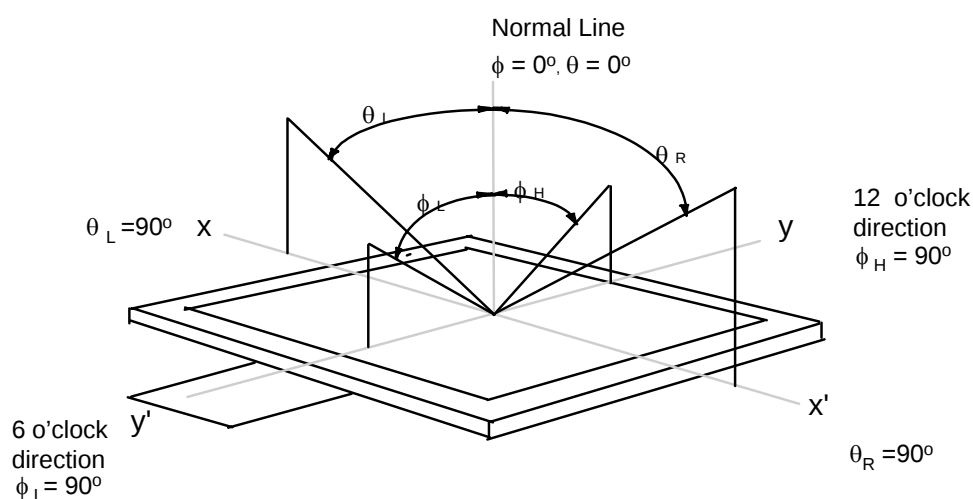
## Note (4) Definition of Response time : Sum of $T_r$ and $T_f$ (Field : $1^\circ$ )



## Note (5) Definition of Color Chromaticity (CIE 1931)

Color coordinate of white & red, green, blue at center point.

## Note (6) Definition of Viewing Angle : Viewing angle range ( $CR \geq 10$ )



### 3. Electrical Characteristics

#### 3.1 TFT-LCD Module

$T_a = 25 \pm 2^\circ\text{C}$

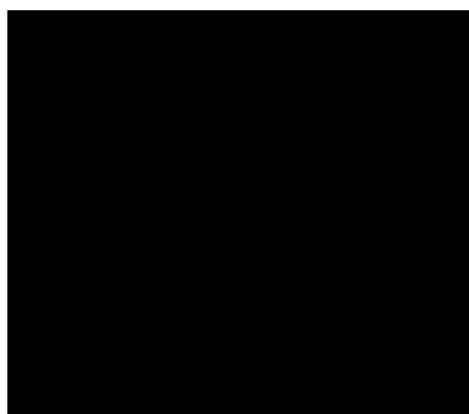
| Characteristics      | Symbol             | Min. | Typ. | Max. | Unit | Note    |
|----------------------|--------------------|------|------|------|------|---------|
| Logic Input Voltage  | VDD3               | 3.25 | 3.3  | 3.35 | V    | -       |
| Analog Input Voltage | VCI                | 3.25 | 3.3  | 3.35 | V    | -       |
| Power Dissipation    | $I_{\text{FULL}}$  | -    | 20   | 25   | mA   | (1),(2) |
|                      | Istandby           |      | 25   | 30   | uA   |         |
| Frame frequency      | $f_{\text{Frame}}$ | -    | 60   | -    | Hz   | -       |
| Dot Clock            | DCK                | -    | 10   | -    | MHz  | -       |
| Serial Clock         | XSCK               | -    | -    | 10   | MHz  | -       |

\* To prevent a latch-up or DC operation of the LCD module, the power on/off sequence should be as the Chapter 10. Power On/Off Sequence.

Note (1)  $VDD3 = VCI = 3.3\text{V}$   $f_{\text{Frame}} = 60\text{ Hz}$

(2) Dissipation current check pattern

► Black pattern



## 3.2 Back-Light unit

The back-light system is an edge-lighting type with three white LED (Light Emitting Diode)s.

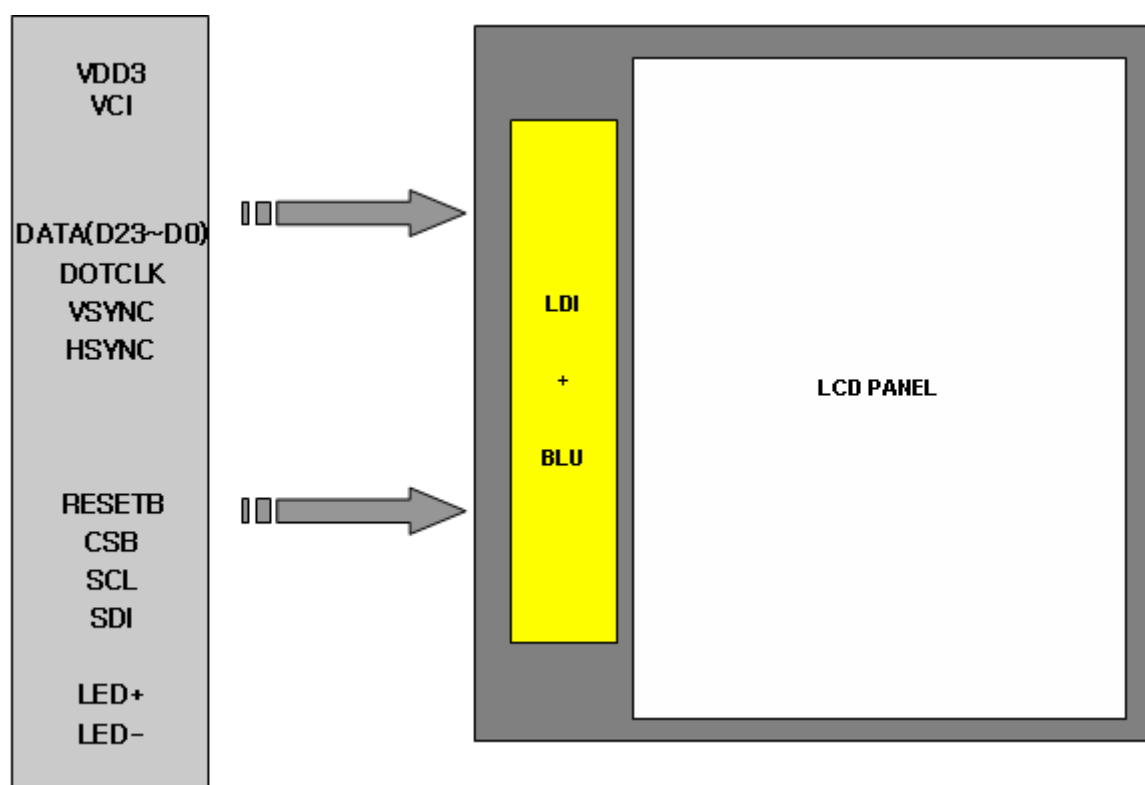
(Ta=25 ± 2°C)

| Item              | Symbol          | Min. | Typ. | Max. | Unit | Note |
|-------------------|-----------------|------|------|------|------|------|
| Current           | I <sub>B</sub>  | -    | 20   | -    | mA   | (1)  |
| Power Consumption | P <sub>BL</sub> | -    | TBD  | -    | mW   | -    |

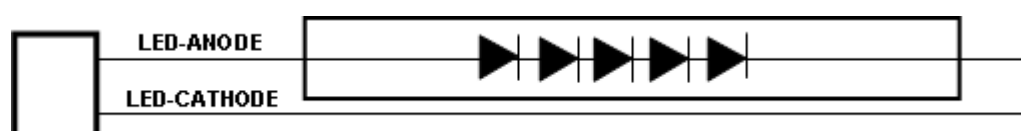
Note (1) Five LEDs serial type.

## 4. Block Diagram

### 4.1 TFT-LCD Module (Interface System Structure)



### 4.2 Back Light Unit



## 5. Input Terminal Pin Assignment

### 5.1 Input Signal & Power (BTB Connector: DF30FC-70DS-0.4V)

| Pin No | Symbol | Description                          | I/O | Pin No | Symbol | Description                       | I/O |
|--------|--------|--------------------------------------|-----|--------|--------|-----------------------------------|-----|
| 1      | LED+   | LED Anode                            | I   | 36     | VCI    | Analog Input Voltage              | I   |
| 2      | GND    | Ground                               | I   | 37     | PD10   | GREEN 2                           | I   |
| 3      | NC     | No Connector                         | -   | 38     | VCI    | Analog Input Voltage              | I   |
| 4      | VGOFFL | Power Output for ASG driver          | O   | 39     | PD9    | GREEN 1                           | I   |
| 5      | LED-   | LED Cathode                          | I   | 40     | C23M   | Charge Pumping Capacitor          | O   |
| 6      | GND    | Ground                               | I   | 41     | PD8    | GREEN 0                           | I   |
| 7      | GND    | Ground                               | I   | 42     | C23P   | Charge Pumping Capacitor          | O   |
| 8      | VGL    | Gate Off Voltage                     | O   | 43     | GND    | Ground                            | I   |
| 9      | PD23   | RED 7                                | I   | 44     | VCL    | Power Supply for Generating VCOML | O   |
| 10     | GND    | Ground                               | I   | 45     | PD7    | BLUE 7                            | I   |
| 11     | PD22   | RED 6                                | I   | 46     | VSSA   | Ground                            | I   |
| 12     | VGH    | Gate On Voltage                      | O   | 47     | PD6    | BLUE 6                            | I   |
| 13     | PD21   | RED 5                                | I   | 48     | VCOMH  | VCOM High Level                   | O   |
| 14     | C22P   | Charge Pumping Capacitor             | O   | 49     | PD5    | BLUE 5                            | I   |
| 15     | PD20   | RED 4                                | I   | 50     | VCOML  | VCOM Low Level                    | O   |
| 16     | C22M   | Charge Pumping Capacitor             | O   | 51     | PD4    | BLUE 4                            | I   |
| 17     | PD19   | RED 3                                | I   | 52     | GVDD   | Gamma Voltage Generator           | O   |
| 18     | C21P   | Charge Pumping Capacitor             | O   | 53     | PD3    | BLUE 3                            | I   |
| 19     | PD18   | RED 2                                | I   | 54     | RVDD   | Regulated VDD output              | O   |
| 20     | C21M   | Charge Pumping Capacitor             | O   | 55     | PD2    | BLUE 2                            | I   |
| 21     | PD17   | RED 1                                | I   | 56     | VDD3   | Logic Input Voltage               | I   |
| 22     | AVDD   | Power Output for Source Driver       | O   | 57     | PD1    | BLUE 1                            | I   |
| 23     | PD16   | RED 0                                | I   | 58     | VDD3   | Logic Input Voltage               | I   |
| 24     | C11Pb  | Charge Pumping Capacitor             | O   | 59     | PD0    | BLUE 0                            | I   |
| 25     | GND    | Ground                               | I   | 60     | VSYNC  | Vsync                             | I   |
| 26     | C11Mb  | Charge Pumping Capacitor             | O   | 61     | GND    | Ground                            | I   |
| 27     | PD15   | GREEN 7                              | I   | 62     | HSYNC  | Hsync                             | I   |
| 28     | C11P   | Charge Pumping Capacitor             | O   | 63     | DOTCLK | Dotclk                            | I   |
| 29     | PD14   | GREEN 6                              | I   | 64     | SCL    | Serial Clock                      | I   |
| 30     | C11M   | Charge Pumping Capacitor             | O   | 65     | SDI    | Serial Data Input                 | I   |
| 31     | PD13   | GREEN 5                              | I   | 66     | CSB    | Chip Select                       | I   |
| 32     | VSSC   | Ground                               | I   | 67     | ENABLE | Ground                            | I   |
| 33     | PD12   | GREEN 4                              | I   | 68     | RESETB | Reset                             | I   |
| 34     | VCI1   | Reference Voltage In Step Up Circuit | O   | 69     | GND    | Ground                            | I   |
| 35     | PD11   | GREEN 3                              | I   | 70     | GND    | Ground                            | I   |

## 5.2 Input Signal, Basic Display Colors and Gray Scale of Each Colors

| COLOR                        | DISPLAY    | DATA SIGNAL |    |    |    |    |    |    |    |    |       |    |    |    |    |    |    |    |    |      |    |    |    |    |    |   |         |   |  | GRAY<br>SCALE<br>LEVEL |
|------------------------------|------------|-------------|----|----|----|----|----|----|----|----|-------|----|----|----|----|----|----|----|----|------|----|----|----|----|----|---|---------|---|--|------------------------|
|                              |            | RED         |    |    |    |    |    |    |    |    | GREEN |    |    |    |    |    |    |    |    | BLUE |    |    |    |    |    |   |         |   |  |                        |
|                              |            | R0          | R1 | R2 | R3 | R4 | R5 | R6 | R7 | G0 | G1    | G2 | G3 | G4 | G5 | G6 | G7 | B0 | B1 | B2   | B3 | B4 | B5 | B6 | B7 |   |         |   |  |                        |
| BASIC<br>COLOR               | 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  | 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  | 1 | -       |   |  |                        |
|                              | 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  | 0 | -       |   |  |                        |
|                              | 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  | 1 | -       |   |  |                        |
|                              | 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  | 0 | -       |   |  |                        |
|                              | 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  | 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  | 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  | 1 | -       |   |  |                        |
| GRAY<br>SCALE<br>OF<br>RED   | 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  | 0 | R0      |   |  |                        |
|                              | DARK<br>↑  | 1           | 0  | 0  | 0  | 0  | 0  | 0  | 0  | 0  | 0     | 0  | 0  | 0  | 0  | 0  | 0  | 0  | 0  | 0    | 0  | 0  | 0  | 0  | 0  | 0 | R1      |   |  |                        |
|                              |            | 0           | 1  | 0  | 0  | 0  | 0  | 0  | 0  | 0  | 0     | 0  | 0  | 0  | 0  | 0  | 0  | 0  | 0  | 0    | 0  | 0  | 0  | 0  | 0  | 0 | R2      |   |  |                        |
|                              |            | :           | :  | :  | :  | :  | :  | :  | :  | :  | :     | :  | :  | :  | :  | :  | :  | :  | :  | :    | :  | :  | :  | :  | :  | : | R3-R252 |   |  |                        |
|                              |            | :           | :  | :  | :  | :  | :  | :  | :  | :  | :     | :  | :  | :  | :  | :  | :  | :  | :  | :    | :  | :  | :  | :  | :  | : |         |   |  |                        |
|                              | LIGHT<br>↓ | 1           | 0  | 1  | 1  | 1  | 1  | 1  | 1  | 0  | 0     | 0  | 0  | 0  | 0  | 0  | 0  | 0  | 0  | 0    | 0  | 0  | 0  | 0  | 0  | 0 | R253    |   |  |                        |
|                              |            | 0           | 1  | 1  | 1  | 1  | 1  | 1  | 1  | 0  | 0     | 0  | 0  | 0  | 0  | 0  | 0  | 0  | 0  | 0    | 0  | 0  | 0  | 0  | 0  | 0 | R254    |   |  |                        |
|                              | 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  | 0 | R255    |   |  |                        |
| GRAY<br>SCALE<br>OF<br>GREEN | 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  | 0 | G0      |   |  |                        |
|                              | DARK<br>↑  | 0           | 0  | 0  | 0  | 0  | 0  | 0  | 0  | 1  | 0     | 0  | 0  | 0  | 0  | 0  | 0  | 0  | 0  | 0    | 0  | 0  | 0  | 0  | 0  | 0 | G1      |   |  |                        |
|                              |            | 0           | 0  | 0  | 0  | 0  | 0  | 0  | 0  | 0  | 1     | 0  | 0  | 0  | 0  | 0  | 0  | 0  | 0  | 0    | 0  | 0  | 0  | 0  | 0  | 0 | G2      |   |  |                        |
|                              |            | :           |    |    | :  | :  | :  | :  | :  | :  |       |    | :  | :  | :  | :  | :  | :  |    |      | :  | :  | :  | :  | :  | : | G3-G252 |   |  |                        |
|                              |            | :           |    |    | :  | :  | :  | :  | :  | :  |       |    | :  | :  | :  | :  | :  | :  |    |      | :  | :  | :  | :  | :  | : |         |   |  |                        |
|                              | LIGHT<br>↓ | 0           | 0  | 0  | 0  | 0  | 0  | 0  | 0  | 1  | 0     | 1  | 1  | 1  | 1  | 1  | 1  | 0  | 0  | 0    | 0  | 0  | 0  | 0  | 0  | 0 | G253    |   |  |                        |
|                              |            | 0           | 0  | 0  | 0  | 0  | 0  | 0  | 0  | 0  | 1     | 1  | 1  | 1  | 1  | 1  | 1  | 0  | 0  | 0    | 0  | 0  | 0  | 0  | 0  | 0 | G254    |   |  |                        |
|                              | 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  | 0 | G255    |   |  |                        |
| GRAY<br>SCALE<br>OF<br>BLUE  | 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  | 0 | B0      |   |  |                        |
|                              | DARK<br>↑  | 0           | 0  | 0  | 0  | 0  | 0  | 0  | 0  | 0  | 0     | 0  | 0  | 0  | 0  | 0  | 0  | 1  | 0  | 0    | 0  | 0  | 0  | 0  | 0  | 0 | B1      |   |  |                        |
|                              |            | 0           | 0  | 0  | 0  | 0  | 0  | 0  | 0  | 0  | 0     | 0  | 0  | 0  | 0  | 0  | 0  | 0  | 1  | 0    | 0  | 0  | 0  | 0  | 0  | 0 | B2      |   |  |                        |
|                              |            | :           | :  | :  | :  | :  | :  | :  | :  | :  | :     | :  | :  | :  | :  | :  | :  | :  | :  | :    | :  | :  | :  | :  | :  | : | B3-B252 |   |  |                        |
|                              |            | :           | :  | :  | :  | :  | :  | :  | :  | :  | :     | :  | :  | :  | :  | :  | :  | :  | :  | :    | :  | :  | :  | :  | :  | : |         |   |  |                        |
|                              | LIGHT<br>↓ | 0           | 0  | 0  | 0  | 0  | 0  | 0  | 0  | 0  | 0     | 0  | 0  | 0  | 0  | 0  | 0  | 1  | 0  | 1    | 1  | 1  | 1  | 1  | 1  | 1 | B253    |   |  |                        |
|                              |            | 0           | 0  | 0  | 0  | 0  | 0  | 0  | 0  | 0  | 0     | 0  | 0  | 0  | 0  | 0  | 0  | 0  | 1  | 1    | 1  | 1  | 1  | 1  | 1  | 1 | B254    |   |  |                        |
|                              | 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  | 1 | B255    |   |  |                        |

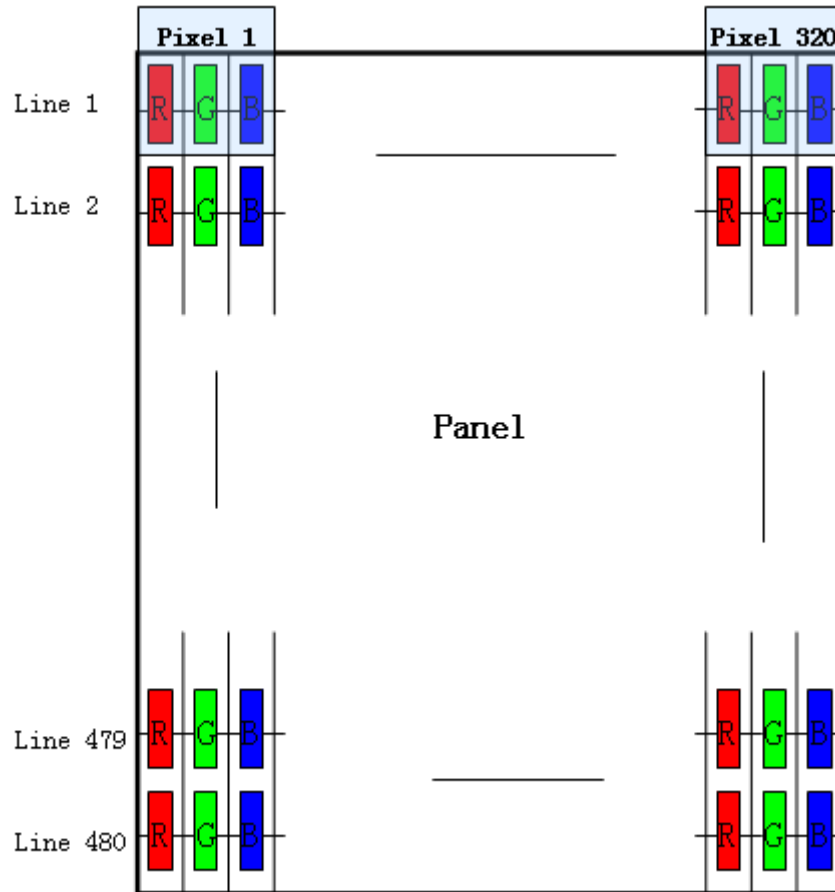
**Note) Definition of Gray :**

**R<sub>n</sub> : Red Gray, G<sub>n</sub> : Green Gray, B<sub>n</sub> : Blue Gray (n = Gray level)**

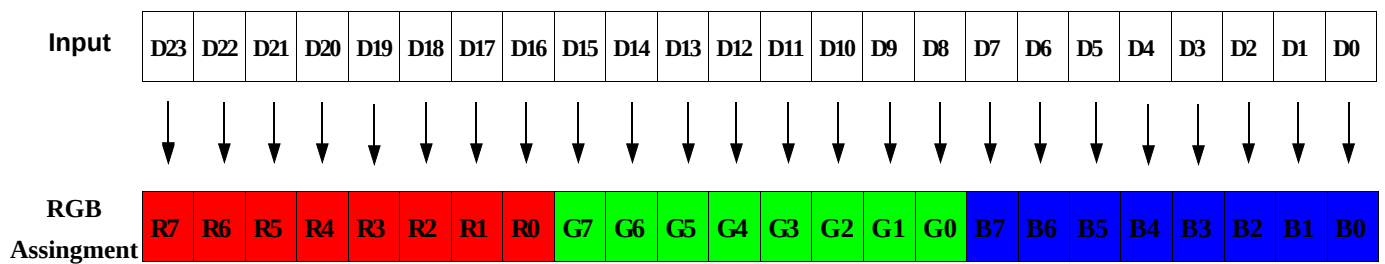
**Input Signal : 0 = Low level voltage, 1 = High level voltage**

## 6. Operation Specifications

### 6.1 Pixel Formation (Stripe Pixel Structure)

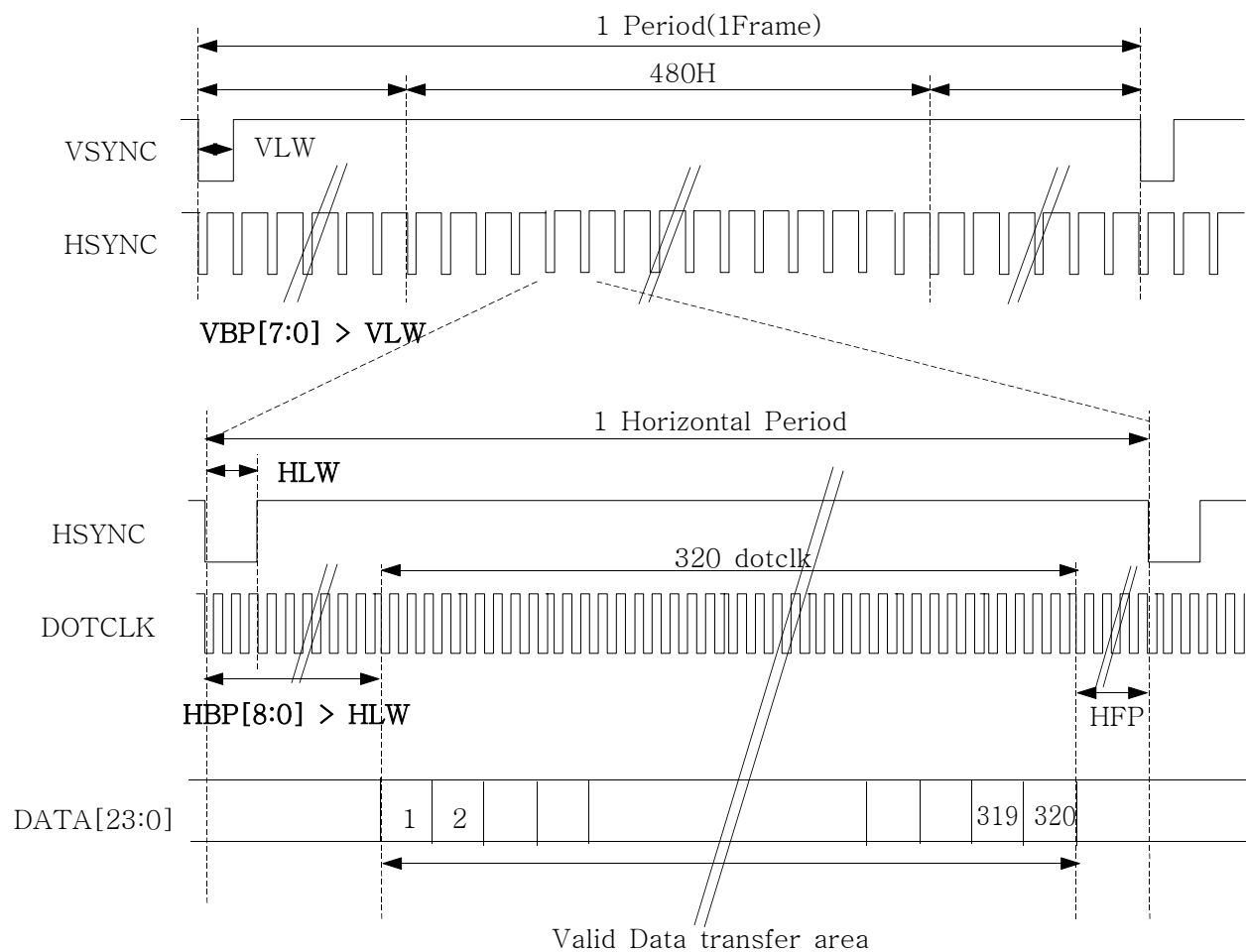


### 6.2 Data Format for 24bit RGB Interface



## 7. Interface Timing

### 7.1 24bit RGB Interface Timing

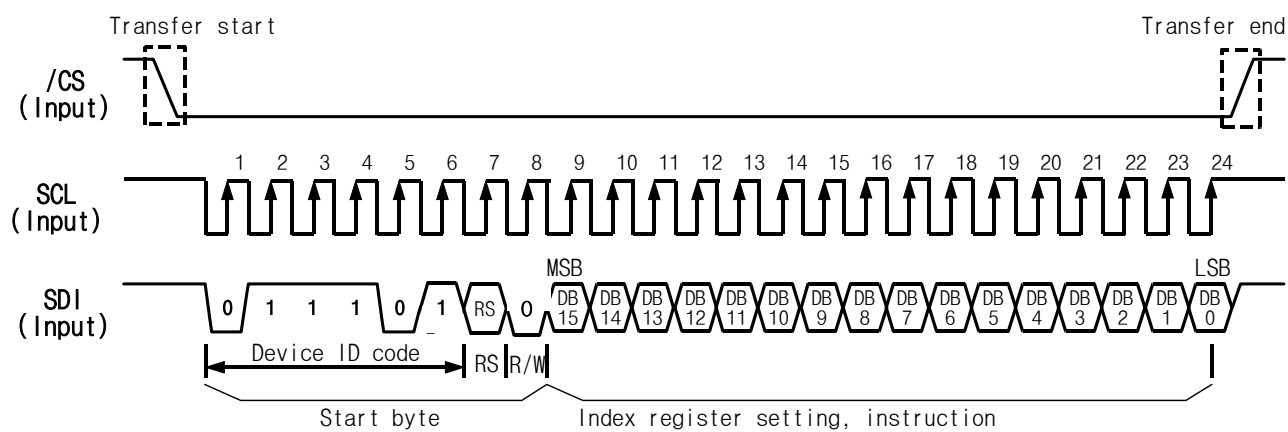


$$\begin{aligned}
 * \text{ DOTCLK} &= f_{\text{frame}} \times (480 + \text{VBP} + \text{VFP}) \times (320 + \text{HBP} + \text{HFP}) \\
 &= (\text{TBD})\text{Hz} \times (480 + \text{VBP} + \text{VFP}) \times (320 + \text{HBP} + \text{HFP})
 \end{aligned}$$

$$* \text{ VBP} \geq 3, \text{ VBP} > \text{VLW} \geq 2$$

$$* \text{ HBP} \geq 8, \text{ HBP} > \text{HLW} \geq 2$$

## 7.2 Serial Peripheral Interface



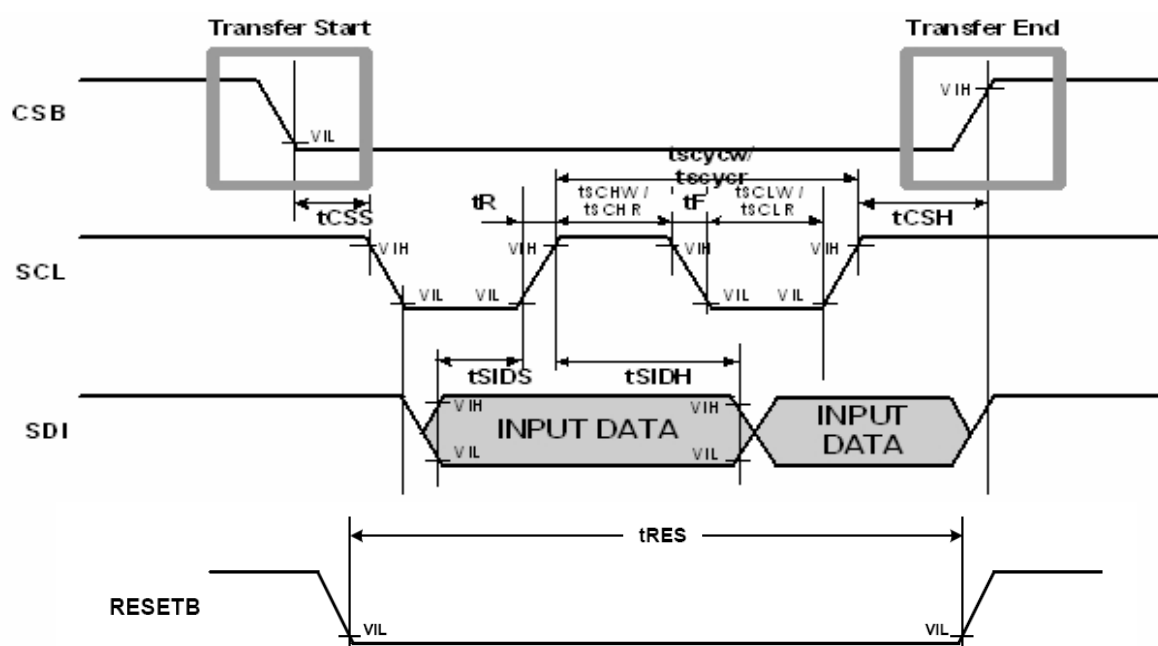
(Note) RS="0": Index data

RS="1": Instruction data

## 8. Electrical Specifications

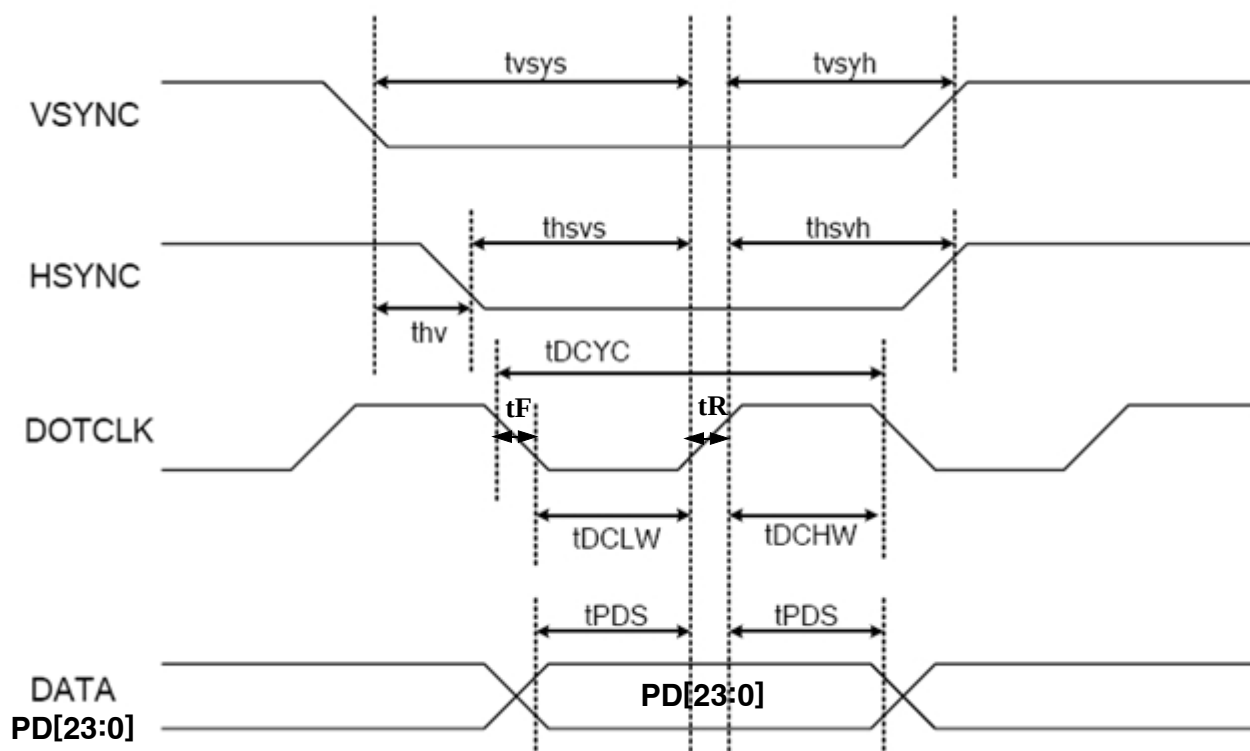
V<sub>CI</sub> = 3.3V, T<sub>a</sub> = 25°C ± 2°C

| Item                            | Symbol                         | Min. | Max. | Unit |
|---------------------------------|--------------------------------|------|------|------|
| Serial Clock Cycle Time(write)  | t <sub>SCYCW</sub>             | 100  | -    | ns   |
| Serial Clock rise/fall time     | t <sub>R</sub> ,t <sub>F</sub> | -    | 10   |      |
| Pulse width high for write      | t <sub>SCHW</sub>              | 30   | -    |      |
| Pulse width low for write       | t <sub>SCLW</sub>              | 50   | -    |      |
| Chip Select Setup Time          | t <sub>CSS</sub>               | 20   | -    |      |
| Chip Select Hold Time           | t <sub>CSH</sub>               | 90   | -    |      |
| Serial Input Data Setup Time    | t <sub>SIDS</sub>              | 30   | -    |      |
| Serial Input Data Hold Time     | t <sub>SIDH</sub>              | 30   | -    |      |
| Serial Output Data delay Time   | t <sub>SODD</sub>              | -    | 200  |      |
| Serial Output Data Hold Time    | t <sub>SODH</sub>              | 5    | -    |      |
| Reset Low Pulse Width           | t <sub>RES</sub>               | 30   | -    | us   |
| CSB Low Pulse Width for Wake up | t <sub>CSBR</sub>              | 12   | -    |      |



VCI = 3.3V, Ta = 25°C ± 2°C

| Item                          | Symbol                                 | Min. | Max. | Unit |
|-------------------------------|----------------------------------------|------|------|------|
| Vsync/Hsync Setup Time        | T <sub>vsys</sub><br>Th <sub>svs</sub> | 20   | -    | ns   |
| Vsync/Hsync Hold Time         | T <sub>vsyh</sub><br>Th <sub>syh</sub> | 20   | -    |      |
| Dotclk Low Level Pulse Width  | t <sub>DCLW</sub>                      | 50   | -    |      |
| Dotclk High Level Pulse Width | t <sub>DCHW</sub>                      | 50   | -    |      |
| Dotclk Cycle Time             | t <sub>DCYC</sub>                      | 100  | -    |      |
| PD(Data) Setup Time           | t <sub>PDS</sub>                       | 40   | -    |      |
| PD(Data) Hold Time            | t <sub>PDH</sub>                       | 40   | -    |      |
| Dotclk Rise/Fall Time         | t <sub>R</sub> , t <sub>F</sub>        | -    | 10   |      |



## . Power On/Off Sequence (\*Can be changed for better quality)

### 9.1 Power On Sequence (TBD)

#### POWER ON Sequence

Wait 1ms

/ RESET

R07h = 0000

Wait more than 10ms

R11h = 333F

R12h = 0F00

R13h = 7FE2

R10h = 460C

Wait more than 6frames

R12h = 1663

Wait more than 5frames

R01h = 0B3B (note1)

R02h = 0300

R03h = C040(note2)

R08h = 0004(note3)

R09h = 0008(note4)

R76h = 2213

R0Bh = 33E0

R0Ch = 0020

R76h = 0000

R0Dh = 0007

R0Eh = 0500

R14h = 0000

R15h = 0803

R16h = 0000

R30h = 0005

R31h = 0300

R32h = 0300

R33h = 0003

R34h = 090C

R35h = 0505

R36h = 0001

R37h = 0303

R38h = 0F09

R39h = 0101

#### DISPLAY ON Sequence

R07h = 0001

Wait more than 1frame

R07h = 0101

Wait more than 2frame

R076h = 2213

R1Ch = 7770

R0B = 33E1

R76h = 0000

R07h = 0103

Display ON

## 9.2 Power Off Sequence (TBD)

R10h = 0001  
R0Bh = 30E1  
R07h = 0102

Wait more than 2frames

R07h = 0000  
R12h = 0000  
R10h = 0100

**Power OFF**

## 9.3 Standby In / Out Sequence (TBD)

**Display On Status**

Display Off Sequence

R10h = 0001

**Standby IN**

**Standby In Status**

R10h = 0000

Power On Sequence

Display On Sequence

**Standby OUT**

## Note 1) Inversion Setting

| DB15 | DB14 | DB13 | DB12 | DB11 | DB10 | DB9 | DB8 | DB7 | DB6 | DB5 | DB4 | DB3 | DB2 | DB1 | DB0 |
|------|------|------|------|------|------|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|
| 0    | 0    | 0    | 0    | BGR  | 0    | TB  | SS  | 0   | 0   | 1   | 1   | 1   | 0   | 1   | 1   |

\* BGR : Color Inversion ( 0 : R ↔ B, 1 : bypass )

\* TB : Vertical Inversion ( 0 : Bottom → Top, 1 : Top → Bottom )

\* SS : Horizontal Inversion ( 0 : Right → Left, 1 : Left → Right )

## Note 2) Polarity Setting

| DB15 | DB14 | DB13 | DB12 | DB11 | DB10 | DB9 | DB8 | DB7 | DB6 | DB5 | DB4 | DB3 | DB2 | DB1 | DB0 |
|------|------|------|------|------|------|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|
| VPL  | HPL  | DPL  | 0    | 0    | 0    | 0   | 0   | 0   | 1   | 0   | 0   | 0   | 0   | 0   | 0   |

\* VPL : Vsync Polarity ( 0 : High Active, 1 : Low Active)

\* HPL : Hsync Polarity ( 0 : High Active, 1 : Low Active)

\* DPL : Dotclk Polarity ( 0 : Data fetched at falling edge, 1 : at rising edge)

## Note 3) VBP (Vsync Back Porch)

| DB15 | DB14 | DB13 | DB12 | DB11 | DB10 | DB9 | DB8 | DB7  | DB6  | DB5  | DB4  | DB3  | DB2  | DB1  | DB0  |
|------|------|------|------|------|------|-----|-----|------|------|------|------|------|------|------|------|
| 0    | 0    | 0    | 0    | 0    | 0    | 0   | 0   | VBP7 | VBP6 | VBP5 | VBP4 | VBP3 | VBP2 | VBP1 | VBP0 |

| VBP<br>7 | VBP<br>6 | VBP<br>5 | VBP<br>4 | VBP<br>3 | VBP<br>2 | VBP<br>1 | VBP<br>0 | Number of Raster Periods In the Back Porch |
|----------|----------|----------|----------|----------|----------|----------|----------|--------------------------------------------|
| 0        | 0        | 0        | 0        | 0        | 0        | 0        | 0        | 3                                          |
| 0        | 0        | 0        | 0        | 0        | 0        | 0        | 1        | 3                                          |
| 0        | 0        | 0        | 0        | 0        | 0        | 1        | 0        | 4                                          |
| 0        | 0        | 0        | 0        | 0        | 0        | 1        | 1        | 5                                          |
| 0        | 0        | 0        | 0        | 0        | 1        | 0        | 0        | 6                                          |
| ⋮        |          |          |          |          |          |          |          | ⋮                                          |
| 1        | 1        | 1        | 1        | 1        | 1        | 0        | 0        | 254                                        |
| 1        | 1        | 1        | 1        | 1        | 1        | 0        | 1        | 255                                        |
| 1        | 1        | 1        | 1        | 1        | 1        | 1        | 0        | 256                                        |
| 1        | 1        | 1        | 1        | 1        | 1        | 1        | 1        | 257                                        |

\* The porch period should meet the following condition.

$$257H \geq VBP \geq 3H, VBP > VLW$$

## Note 4) HBP (Hsync Back Porch)

| DB15 | DB14 | DB13 | DB12 | DB11 | DB10 | DB9 | DB8  | DB7  | DB6  | DB5  | DB4  | DB3  | DB2  | DB1  | DB0  |
|------|------|------|------|------|------|-----|------|------|------|------|------|------|------|------|------|
| 0    | 0    | 0    | 0    | 0    | 0    | 0   | HBP8 | HBP7 | HBP6 | HBP5 | HBP4 | HBP3 | HBP2 | HBP1 | HBP0 |

| HBP<br>8 | HBP<br>7 | HBP<br>6 | HBP<br>5 | HBP<br>4 | HBP<br>3 | HBP<br>2 | HBP<br>1 | HBP<br>0 | Number of MCLKs In the Back Porch<br>24 bit ( 8 bit ) |
|----------|----------|----------|----------|----------|----------|----------|----------|----------|-------------------------------------------------------|
| 0        | 0        | 0        | 0        | 0        | 0        | 0        | 0        | 0        | 8 ( 24 )                                              |
| 0        | 0        | 0        | 0        | 0        | 0        | 0        | 0        | 1        | 8 ( 24 )                                              |
| 0        | 0        | 0        | 0        | 0        | 0        | 0        | 1        | 0        | 8 ( 24 )                                              |
| 0        | 0        | 0        | 0        | 0        | 0        | 0        | 1        | 1        | 8 ( 24 )                                              |
| 0        | 0        | 0        | 0        | 0        | 0        | 1        | 0        | 0        | 8 ( 24 )                                              |
| 0        | 0        | 0        | 0        | 0        | 0        | 1        | 0        | 1        | 8 ( 24 )                                              |
| 0        | 0        | 0        | 0        | 0        | 0        | 1        | 1        | 0        | 8 ( 24 )                                              |
| 0        | 0        | 0        | 0        | 0        | 0        | 1        | 1        | 1        | 8 ( 24 )                                              |
| 0        | 0        | 0        | 0        | 0        | 1        | 0        | 0        | 0        | 8 ( 24 )                                              |
| 0        | 0        | 0        | 0        | 0        | 1        | 0        | 0        | 1        | 9 ( 27 )                                              |
| 0        | 0        | 0        | 0        | 0        | 1        | 0        | 1        | 0        | 10 ( 30 )                                             |
| 0        | 0        | 0        | 0        | 0        | 1        | 0        | 1        | 1        | 11 ( 33 )                                             |
| .        |          |          |          |          |          |          |          |          |                                                       |
| .        |          |          |          |          |          |          |          |          |                                                       |
| .        |          |          |          |          |          |          |          |          |                                                       |
| 1        | 1        | 1        | 1        | 1        | 1        | 1        | 0        | 1        | 509 ( 1527 )                                          |
| 1        | 1        | 1        | 1        | 1        | 1        | 1        | 1        | 0        | 510 ( 1530 )                                          |
| 1        | 1        | 1        | 1        | 1        | 1        | 1        | 1        | 1        | 511 ( 1533 )                                          |

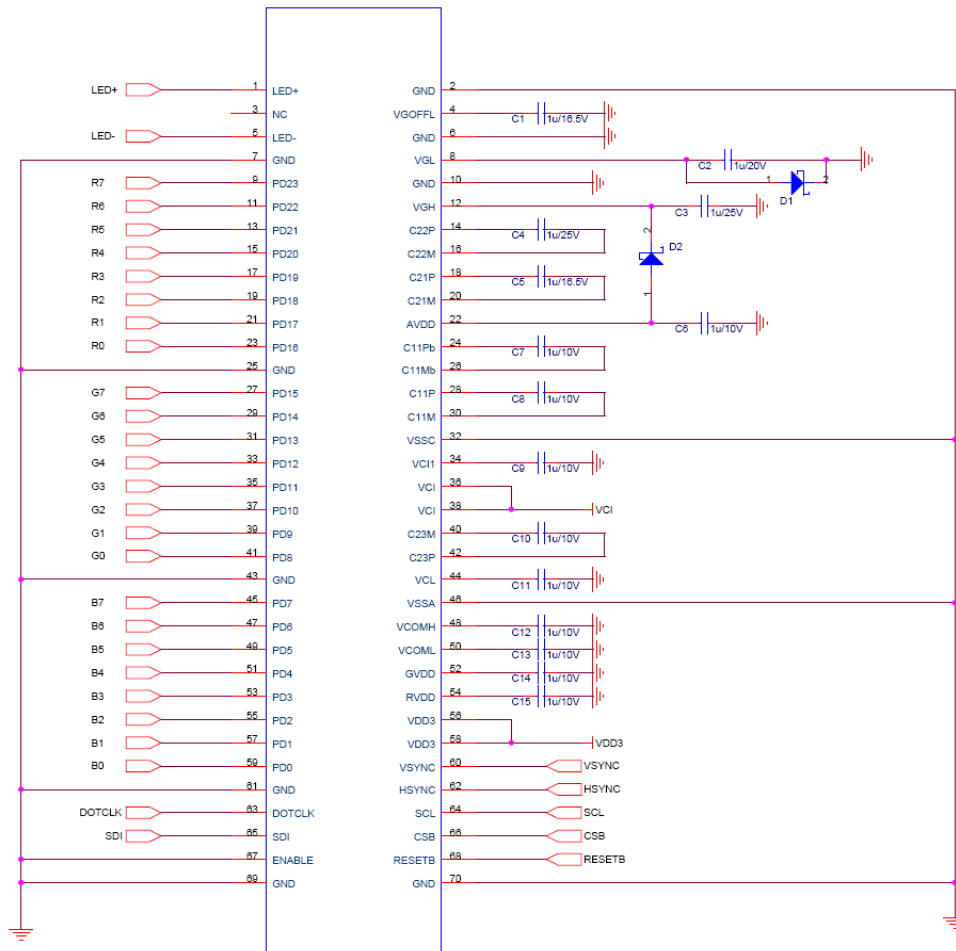
\* The porch period should meet the following condition.

$$511dck \geq HBP \geq 8dck, HBP > HLW$$

## Note 5) RIM

| DB15 | DB14 | DB13 | DB12 | DB11 | DB10 | DB9 | DB8 | DB7 | DB6 | DB5 | DB4  | DB3  | DB2  | DB1  | DB0  |
|------|------|------|------|------|------|-----|-----|-----|-----|-----|------|------|------|------|------|
| 0    | 0    | 0    | 0    | 0    | 0    | 0   |     |     |     |     | RIM4 | RIM3 | RIM2 | RIM1 | RIM0 |

## 10. Application Circuit (TBD)

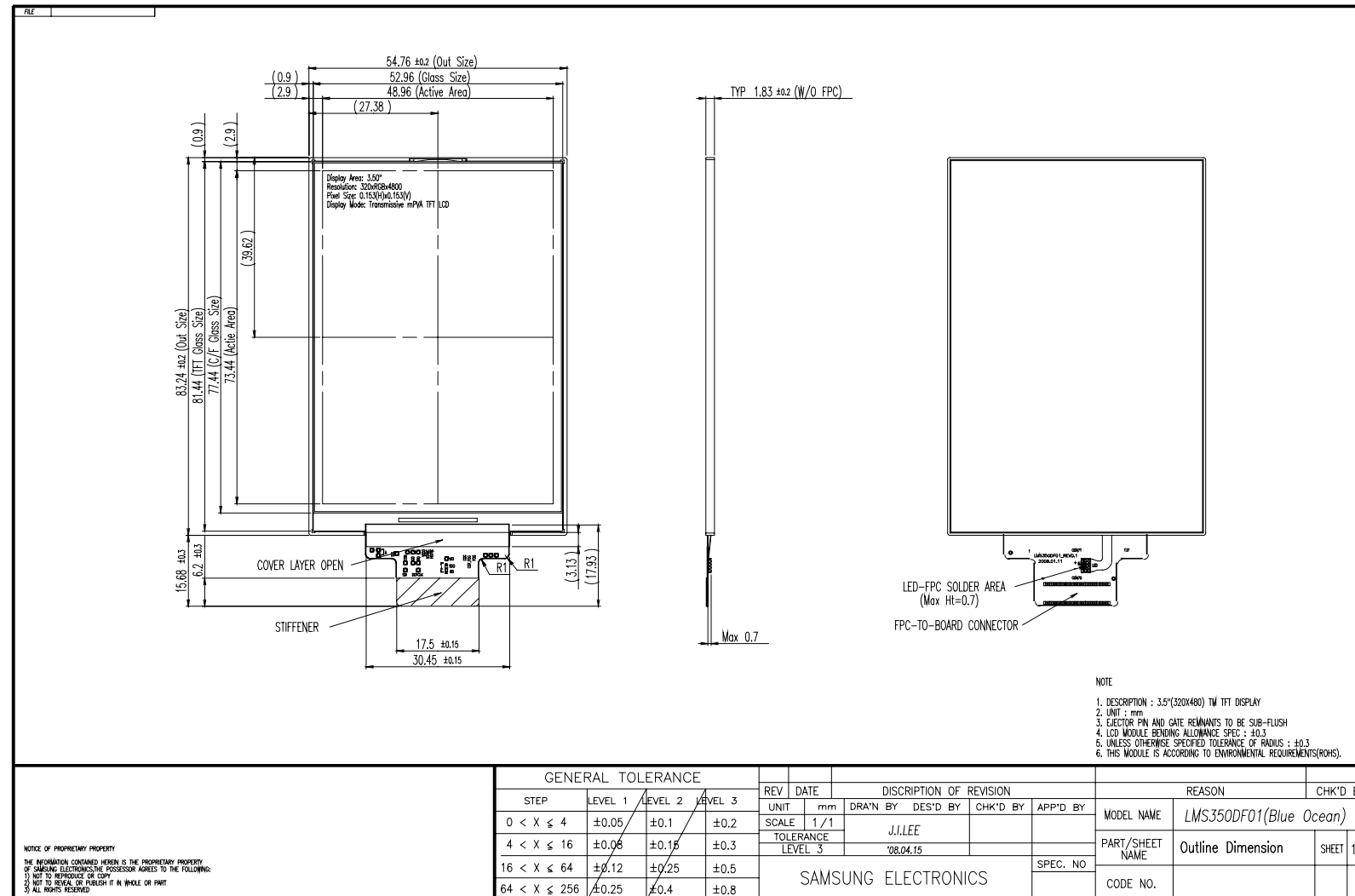


### ※ Recommends

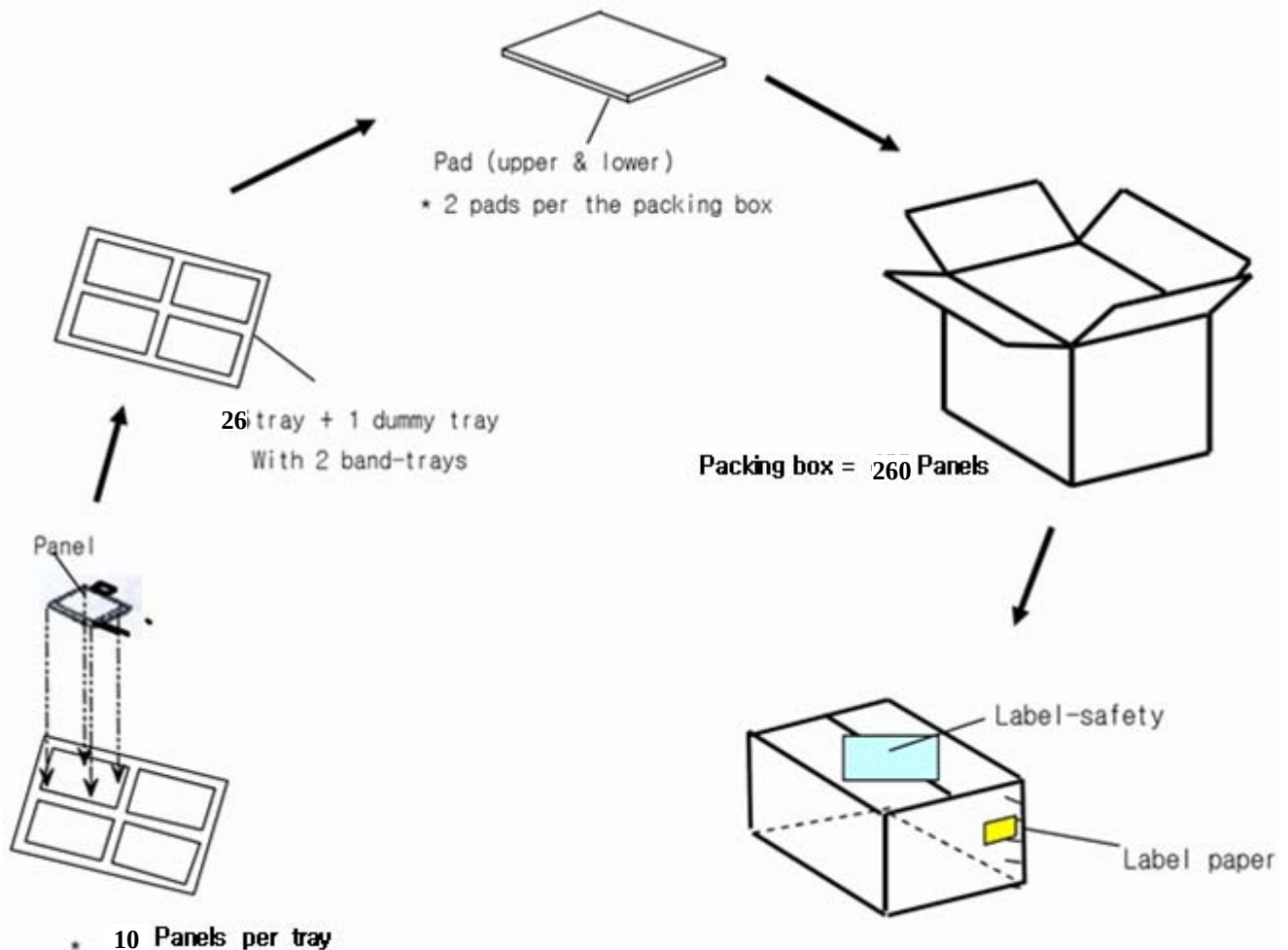
1. All components would better be close to FPC connector as possible.
2. Schottky diode's low F/V(forward voltage) makes internal circuit more stable.

| Name |        | Device    | Value | Maximum Ratings<br>Voltage                          |
|------|--------|-----------|-------|-----------------------------------------------------|
| C1   | VGOFFL | Capacitor | 1uF   | 16.5V                                               |
| C2   | VGL    | Capacitor | 1uF   | 20V                                                 |
| C3   | VGH    | Capacitor | 1uF   | 25V                                                 |
| C4   | C22    | Capacitor | 1uF   | 25V                                                 |
| C5   | C21    | Capacitor | 1uF   | 16.5V                                               |
| C6   | AVDD   | Capacitor | 1uF   | 10V                                                 |
| C7   | C11b   | Capacitor | 1uF   | 10V                                                 |
| C8   | C11    | Capacitor | 1uF   | 10V                                                 |
| C9   | VCI1   | Capacitor | 1uF   | 10V                                                 |
| C10  | C23    | Capacitor | 1uF   | 10V                                                 |
| C11  | VCL    | Capacitor | 1uF   | 10V                                                 |
| C12  | VCOMH  | Capacitor | 1uF   | 10V                                                 |
| C13  | VCOML  | Capacitor | 1uF   | 10V                                                 |
| C14  | GVDD   | Capacitor | 1uF   | 10V                                                 |
| C15  | RVDD   | Capacitor | 1uF   | 10V                                                 |
| D1   | VGL    | Diode     |       | Vf ≤ 0.28V (@IF = 20mA, Ta = 25°C)<br>VR ≥ max.25V) |
| D2   | VGH    | Diode     |       |                                                     |

## 11. Module outline Dimension (TBD)



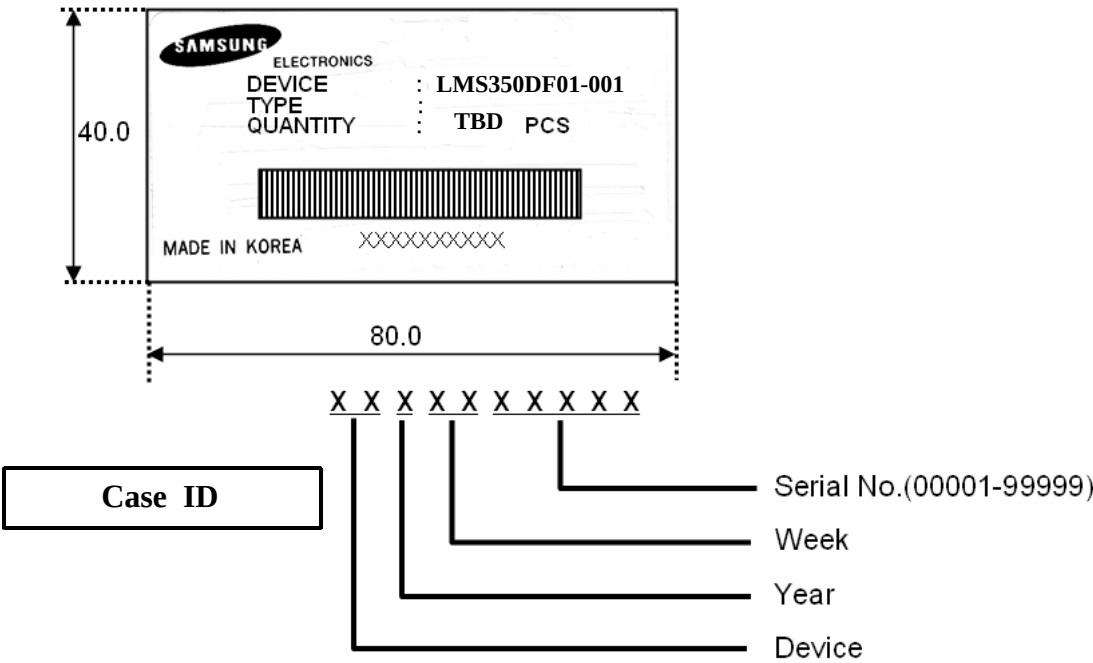
## 12. Packing



- Note**
- (1) Packing Box Weight : Approx. TBD Kg
  - (2) Packing Box Size : 505(W) x 355(D) x 208(H)
  - (3) Place the panels in the tray facing the direction shown in the figure.
  - (4) Place 25 tray and 1 cover tray and 2 pads inside the packing-box
  - (5) Affix the label-safety, label-paper.

13. Marking & Others

(1) Packing case attach



## **14. General Precautions**

### **14.1 Handling**

- (a) When the module is assembled, it should be attached to the system firmly. Be careful not to twist and bend the module.**
- (b) Refrain from strong mechanical shock and / or any force to the module. In addition to damage, this may cause improper operation or damage to the module and back-light unit.**
- (c) Note that polarizers are very fragile and could be easily damaged. Do not press or scratch the surface harder than a HB pencil lead.**
- (d) Wipe off water droplets or oil immediately. If you leave the droplets for a long time, Staining and discoloration may occur.**
- (e) If the surface of the polarizer is dirty, clean it using some absorbent cotton or soft cloth.**
- (f) The desirable cleaners are water, IPA(Isopropyl Alcohol) or Hexane. Do not use Ketone type materials(ex. Acetone), Ethyl alcohol, Toluene, Ethyl acid or Methyl chloride. It might permanent damage to the polarizer due to chemical reaction.**
- (g) If the liquid crystal material leaks from the panel, it should be kept away from the eyes or mouth. In case of contact with hands, legs or clothes, it must be washed away thoroughly with soap.**
- (h) Protect the module from static, it may cause damage to the Integrated Gate Circuit.**
- (i) Use finger-stalls with soft gloves in order to keep display clean during the incoming inspection and assembly process.**
- (j) Do not disassemble the module.**
- (k) Protection film for polarizer on the module shall be slowly peeled off just before use so that the electrostatic charge can be minimized.**
- (l) Pins of I/F connector shall not be touched directly with bare hands**

## 14.2 Storage

- (a) Do not leave the panel in high temperature, and high humidity for a long time. It is highly recommended to store the module with temperature from 0 to 35°C and relative humidity of less than 70%.
- (b) Do not store the TFT-LCD module in direct sunlight.
- (c) The module shall be stored in a dark place. It is prohibited to apply sunlight or fluorescent light during the store.

## 14.3 Operation

- (a) Do not connect, disconnect the module in the "Power On" condition.
- (b) Power supply should always be turned on/off by the "Power on/off sequence"

## 14.4 Others

- (a) The Liquid crystal is deteriorated by ultraviolet, do not leave it in direct sunlight and strong ultraviolet ray for many hours.
- (b) Avoid condensation of water. It may result in improper operation or disconnection of electrode.
- (c) Do not exceed the absolute maximum rating value. ( the supply voltage variation, input voltage variation, variation in part contents and environmental temperature, and so on) Otherwise the panel may be damaged.
- (d) If the panel displays the same pattern continuously for a long period of time, it can be the situation when the image "Sticks" to the screen.
- (e) This panel has its circuitry FPC on the bottom side and should be handled carefully in order not to be stressed.