



深圳市拓普微科技开发有限公司

SHENZHEN TOPWAY TECHNOLOGY CO., LTD.

LMT024DNHFWL

LCD Module User Manual

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Rev.	Descriptions	Release Date
0.1	Preliminary New release	2017-05-23
0.2	Add Functions	2018-07-03

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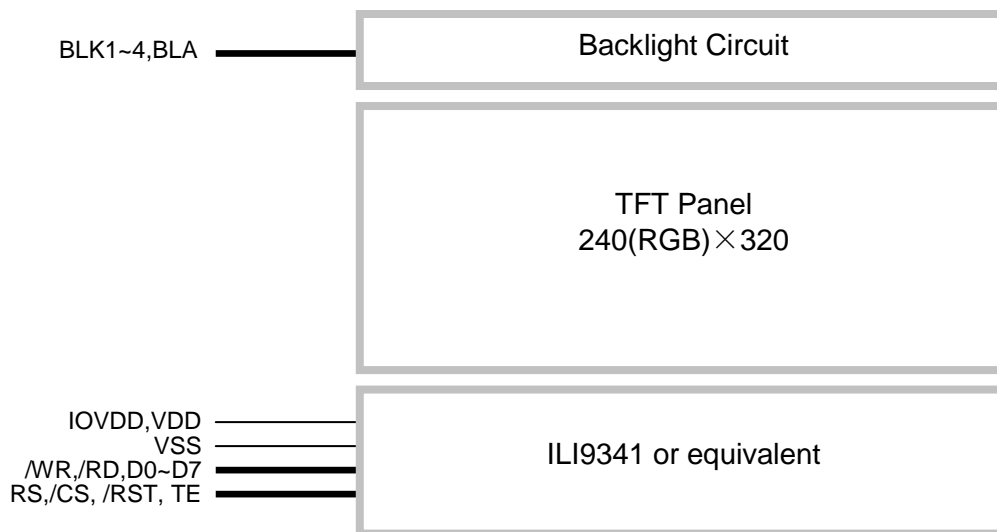
1. Basic Specifications

Screen Size(Diagonal) :	2.4"
Color Depth:	262k color
Number of dots :	240(RGB) x 320
Active Area :	36.72 x 48.96 mm
Dot Pitch :	0.153 x 0.153 mm
Display Technology :	a-Si TFT active matrix
Display Mode :	Transmissive With Normally White
Pixel Configuration :	RGB Stripe
Viewing Direction :	12H (*1) (gray scale inverse) 6H (*2)
Polarizer Surface Treatment:	Glare Type (3H)
Backlight Type:	LEDs
Outline Dimension :	42.72 x 60.26 x 3.15 mm (exclude FPC , see dwg for details)
Operating Temperature :	-20 ~ +70°C (No Condensation)
Storage Temperature :	-30 ~ +80°C (No Condensation)

Note:

- *1. For saturated color display content (eg. pure-red, pure-green, pure-blue or pure-colors-combinations).
- *2. For "color scales" display content.
- *3. Color tone may slightly change by temperature and driving condition.

1.1 Block Diagram



1.2 Terminal Functions

Pin No.	PIN Name	I/O	Descriptions
1	BLK4	Power	Negative power for LED backlight
:	:	:	
4	BLK1	Power	
5	BLA	Power	Positive power for LED backlight
6	TE	Output	Tearing effect output pin to synchronize MPU to frame writing,activated by S/W command
7	D7	I/O	Data Bus
:	:	:	
14	D0	I/O	
15	VSS	Power	Negative power supply ,0V
16	/RST	Input	Reset Signal: /RST = L, Initialization is executed /RST = H, Normal running
17	/RD	Input	Read enable input, active LOW
18	/WR	Input	Write enable input, active LOW
19	RS	Input	Register Select Signal: RS = H, Transferring the Display Data RS = L, Transferring the Control Data
20	/CS	Input	Chip Select Signal: /CS=L, enable access to the LCD module /CS=H, disable access to the LCD module
21	VSS	Power	Negative power supply ,0V
22	IOVDD	Power	IO Positive power
23	VDD	Power	Positive power supply
24	VSS	Power	Negative power supply ,0V

2. Absolute Maximum Ratings

Items	Symbol	Min.	Max.	Unit	Condition
Logic Supply Voltage	IOVDD	-0.3	+4.6	V	VSS = 0V
Analog Supply Voltage	VDD	-0.3	+4.6	V	VSS = 0V
Input Voltage	/RST, /WR, /RD D0~D7, RS, /CS	-0.3	IOVDD +0.5	V	VSS = 0V
Operating Temperature	T _{OP}	-20	+70	°C	-
Storage Temperature	T _{ST}	-30	+80	°C	-

Cautions:

Any Stresses exceeding the Absolute Maximum Ratings may cause substantial damage to the device. Functional operation of this device at other conditions beyond those listed in the specification is not implied and prolonged exposure to extreme conditions may affect device reliability.

3. Electrical Characteristics

3.1 DC Characteristics

VSS=0V, T_{OP}=25°C

Items	Symbol	MIN.	TYP.	MAX.	Unit	Application Pin
Logic Supply Voltage	IOVDD	2.5	3.0	3.3	V	IOVDD
Analog Supply Voltage	VDD	2.5	3.0	3.3	V	VDD
Input High Voltage	V _{IH}	0.7x IOVDD	-	IOVDD	V	/RST, /CS, RS, D0~D7, /WR, /RD
Input Low Voltage	V _{IL}	-	-	0.3xIOVDD	V	
Output High Voltage	V _{OH}	0.8x IOVDD	-	-	V	D0~D7, TE
Output Low Voltage	V _{OL}	-	-	0.2xIOVDD	V	
Power Consumption	Black Mode	-	-	21.636	mW	-
	8 color Mode	-	5.897	-	mW	-
	Sleeping Mode	-	0.095	-	mW	-

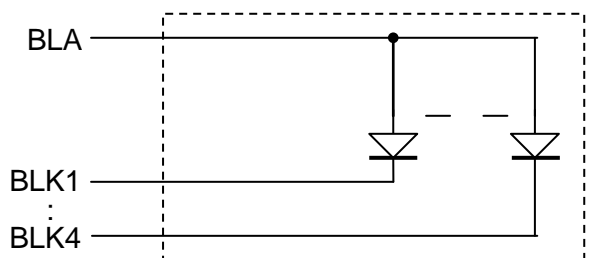
3.2 LED Backlight Circuit Characteristics

BLK(1~4)=0V, I_{BLA} =60mA, T_{OP}=25°C

Items	Symbol	MIN.	TYP.	MAX.	Unit	Application Pin
Forward Voltage	BLA	-	3.2	-	V	BLA
Forward Current	I _{BLA}	-	60	-	mA	BLA

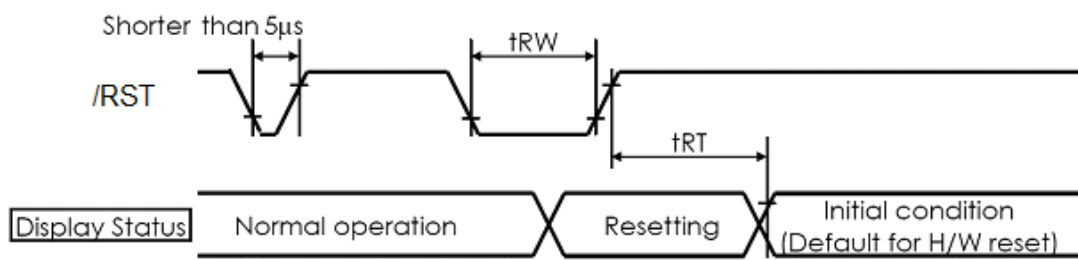
Cautions:

Exceeding the recommended driving current could cause substantial damage to the backlight and shorten its lifetime.



No. of LEDs = 4pcs

3.3.2 Reset Timing



Item	Symbol	MIN.	TYP.	MAX.	Unit
Reset LOW pulse width	T_{RW}	10	-	-	us
Reset time	T_{RT}	-	-	120	ms

4. Functions

4.1 Command List

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
Read Display Power Mode	1	↑	1	XX	D [7:5]			X	X	X	X	X	00
	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	
Page Address Set	1	1	↑	XX	EC [7:0]							XX	
	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	1	↑		D [17:0]								XX
Color SET	0	1	↑	XX	0	0	1	0	1	1	0	1	2Dh
	1	↑	1	XX							R00 [5:0]		XX
	1	↑	1	XX							Rnn [5:0]		XX
	1	↑	1	XX							R31 [5:0]		XX
	1	↑	1	XX							G00 [5:0]		XX
	1	↑	1	XX							Gnn [5:0]		XX
	1	↑	1	XX							G64 [5:0]		XX
	1	↑	1	XX							B00 [5:0]		XX
	1	↑	1	XX							Bnn [5:0]		XX
	1	↑	1	XX							B31 [5:0]		XX
Memory Read	0	1	↑	XX	0	0	1	0	1	1	1	0	2Eh
	1	↑	1	XX	X	X	X	X	X	X	X	X	XX
	1	↑	1		D [17:0]								XX
Partial Area	0	1	↑	XX	0	0	1	1	0	0	0	0	30h
	1	1	↑	XX							SR [15:8]		00
	1	1	↑	XX							SR [7:0]		00
	1	1	↑	XX							ER [15:8]		01
	1	1	↑	XX							ER [7:0]		3F
Vertical Scrolling Definition	0	1	↑	XX	0	0	1	1	0	0	1	1	33h
	1	1	↑	XX							TFA [15:8]		00
	1	1	↑	XX							TFA [7:0]		00
	1	1	↑	XX							VSA [15:8]		01
	1	1	↑	XX							VSA [7:0]		40
	1	1	↑	XX							BFA [15:8]		00
1	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	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	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	1	↑	XX							VSP [15:8]		00
	1	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	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	1	↑		D [17:0]								XX
Read Memory Continue	0	1	↑	XX	0	0	1	1	1	1	1	0	3Eh
	1	↑	1	XX	X	X	X	X	X	X	X	X	XX
	1	↑	1		D [17:0]								XX
Set Tear Scanline	0	1	↑	XX	0	1	0	0	0	1	0	0	44h
	1	1	↑	XX	X	X	X	X	X	X	X	STS [8]	00
	1	1	↑	XX							STS [7:0]		00
Get Scanline	0	1	↑	XX	0	1	0	0	0	1	0	1	45h
	1	↑	1	XX	X	X	X	X	X	X	X	X	XX
	1	↑	1	XX	X	X	X	X	X	X		GTS [9:8]	00
	1	↑	1	XX							GTS [7:0]		00
Write Display Brightness	0	1	↑	XX	0	1	0	1	0	0	0	1	51h
	1	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

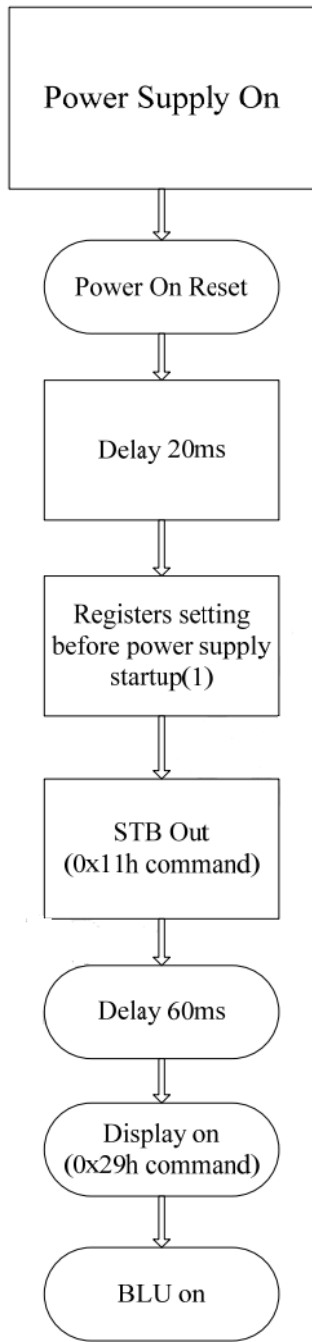
Extended Command Set													
Command Function	D/CX	RDX	WRX	D17-8	D7	D6	D5	D4	D3	D2	D1	D0	Hex
RGB Interface Signal Control	0	1	↑	XX	1	0	1	1	0	0	0	0	B0h
	1	1	↑	XX	ByPass_MODE	RCM [1:0]		X	VSPL	HSPL	DPL	EPL	40
Frame Control (In Normal Mode)	0	1	↑	XX	1	0	1	1	0	0	0	1	B1h
	1	1	↑	XX	X	X	X	X	X	X	DIVA [1:0]		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]									
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]									
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	

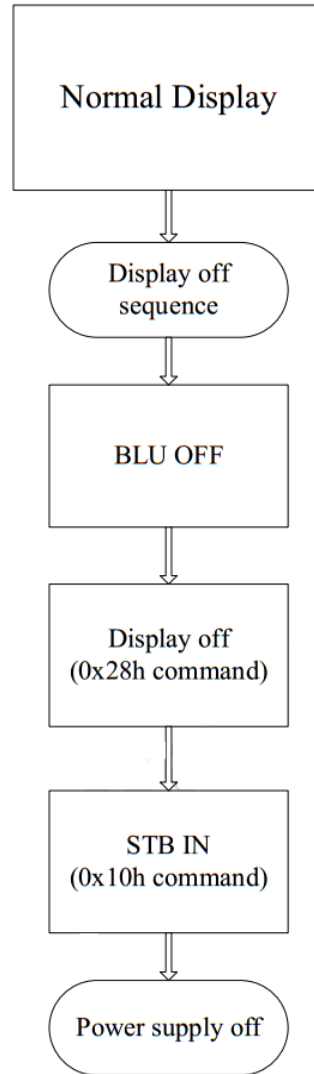
Read ID4	0	↑	1	XX	1	1	0	1	0	0	1	1	D3h
	1	↑	1	XX	X	X	X	X	X	X	X	X	XX
	1	↑	1	XX	0	0	0	0	0	0	0	0	00
	1	↑	1	XX	1	0	0	1	0	0	1	1	93
	1	↑	1	XX	0	1	0	0	0	0	0	1	41
Positive Gamma Correction	0	1	↑	XX	1	1	1	0	0	0	0	0	E0h
	1	1	↑	XX	X	X	X	X	VP0 [3:0]			08	
	1	1	↑	XX	X	X	VP1 [5:0]			0E			
	1	1	↑	XX	X	X	VP2 [5:0]			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			
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			
Digital Gamma Control 1	0	1	↑	XX	1	1	1	0	0	0	1	0	E2h
	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	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

Note: Please refer to ILITEK [LI9341](#) data sheet for more details.

4.3 Power On/Off Sequence



Power On Sequence



Power Off Sequence

5. Optical Characteristics

Item	Symbol	Min.	Typ.	Max.	Unit	Note/ Condition
Brightness	Bp	180	200	-	Cd/m ²	$\theta=0^\circ, \Phi=0^\circ$ (*1, *2)
Uniformity	ΔBp	-	80%	-	-	
Viewing Angle	$\theta T(\Phi=90^\circ)$	60	70	-	Deg	(*3)
	$\theta B(\Phi=270^\circ)$	50	60	-	Deg	
	$\theta L(\Phi=180^\circ)$	60	70	-	Deg	
	$\theta R(\Phi=0^\circ)$	60	70	-	Deg	
Contrast Ratio	Cr	400	500	-	-	$\theta=0^\circ$
Response Time	T _{ON}	-	20	30	ms	$\theta=0^\circ, \Phi=0^\circ$ (*1, *5)
	T _{OFF}					
Color of CIE Coordinate	White	X	0.236	0.286	0.336	$\theta=0^\circ, \Phi=0^\circ$ (*1, *6)
		Y	0.261	0.311	0.361	
	Red	X	0.530	0.580	0.630	
		Y	0.270	0.320	0.370	
	Green	X	0.288	0.338	0.388	
		Y	0.531	0.581	0.631	
	Blue	X	0.101	0.151	0.201	
		Y	0.048	0.098	0.148	
NTSC Ratio	S	-	53%	-	-	$\theta=0^\circ, \Phi=0^\circ$ (*1, *6)

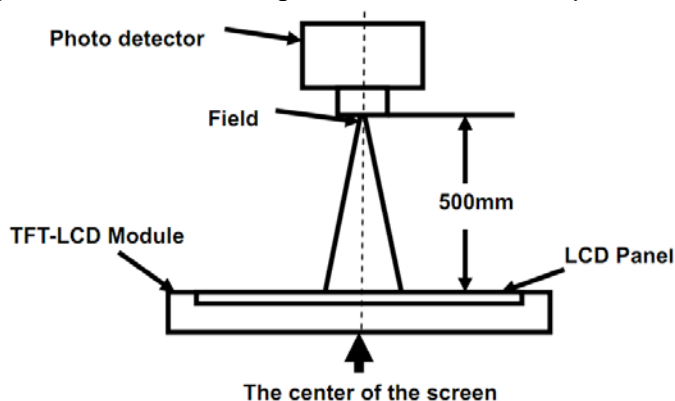
Test Conditions:

- VDD=3.3V, LI=20mA(Backlight current), the ambient temperature is 25°C
- The test systems refer to *1 and *3

Note:

*1. Measurement

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°
Luminance		
Chromaticity		
Lum Uniformity	BM-7A	2°
Response Time		

*2. The luminance uniformity

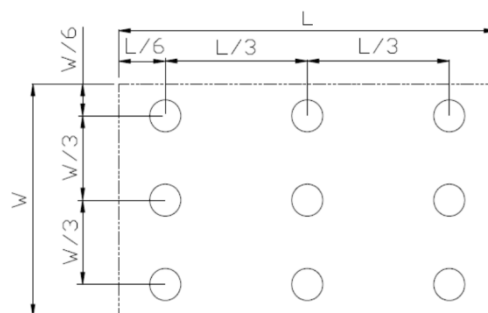
It is calculated by using following formula.

$$\Delta Bp = Bp (\text{Min.}) / Bp (\text{Max.}) \times 100 (\%)$$

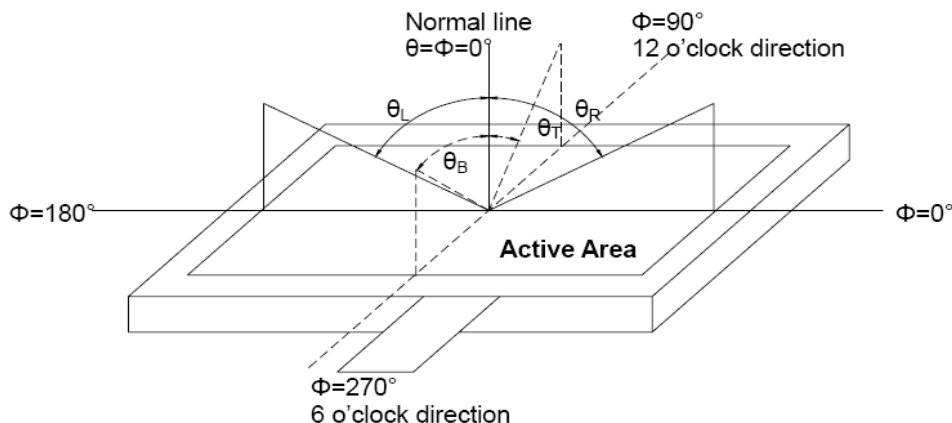
Bp (Max.) = Maximum brightness in 9 measured spots

Bp (Min.) = Minimum brightness in 9 measured spots.

Measurement equipment PR-705 (Φ8mm)



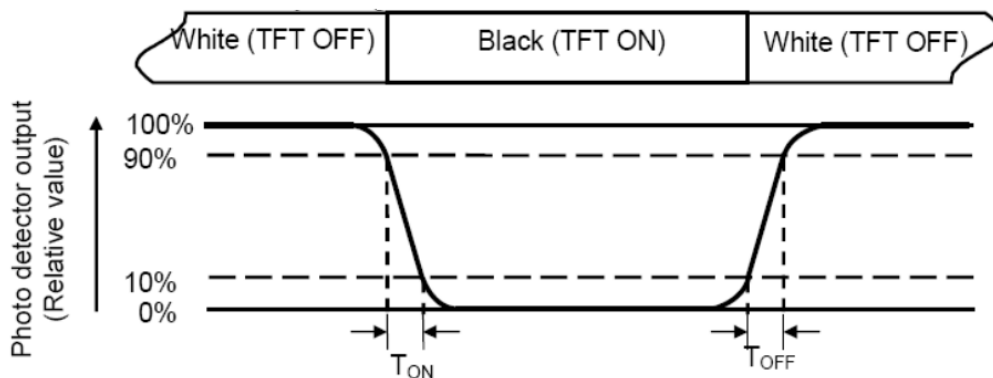
*3. The definition of viewing angle:
Refer to the graph below marked by θ and ϕ



*4. The definition of contrast ratio (Test LCM using PR-705):

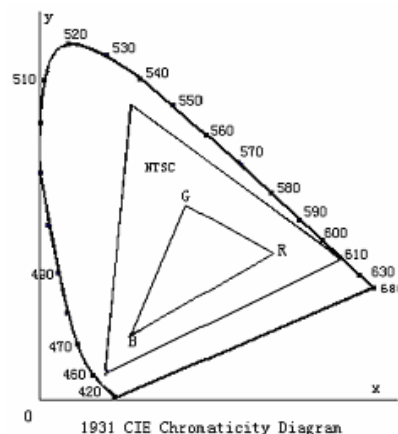
Contrast Ratio(CR)= $\frac{\text{Luminance When LCD is at "White" state}}{\text{Luminance When LCD is at "Black" state}}$
 (Contrast Ratio is measured in optimum common electrode voltage)
 "White state ":The state is that the LCD is driven by V_{white} .
 "Black state": The state is that the LCD is driven by V_{black} .
 V_{white} : To be determined V_{black} : To be determined.

*5. 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%.



*6: Definition of Color of CIE Coordinate and NTSC Ratio.

$$S = \frac{\text{area of RGB triangle}}{\text{area of NTSC triangle}} \times 100\%$$



6. Design and Handling Precaution

1. The LCD panel is made by glass. Any mechanical shock (eg. dropping from high place) will damage the LCD module.
2. Do not add excessive force on the surface of the display, which may cause the Display color change abnormally.
3. The polarizer on the LCD is easily get scratched. If possible, do not remove the LCD protective film until the last step of installation.
4. Never attempt to disassemble or rework the LCD module.
5. Only Clean the LCD with Isopropyl Alcohol or Ethyl Alcohol. Other solvents (eg. water) may damage the LCD.
6. When mounting the LCD module, make sure that it is free from twisting, warping and distortion.
7. Ensure to provide enough space (with cushion) between case and LCD panel to prevent external force adding on it, or it may cause damage to the LCD or degrade the display result.
8. Only hold the LCD module by its side. Never hold LCD module by add force on the heat seal or TAB.
9. Never add force to component of the LCD module. It may cause invisible damage or degrade of the reliability.
10. LCD module could be easily damaged by static electricity. Be careful to maintain an optimum anti-static work environment to protect the LCD module.
11. When peeling off the protective film from LCD, static charge may cause abnormal display pattern. It is normal and will resume to normal in a short while.
12. Take care and prevent get hurt by the LCD panel sharp edge.
13. Never operate the LCD module exceed the absolute maximum ratings.
14. Keep the signal line as short as possible to prevent noisy signal applying to LCD module.
15. Never apply signal to the LCD module without power supply.
16. IC chip (eg. TAB or COG) is sensitive to the light. Strong lighting environment could possibly cause malfunction. Light sealing structure casing is recommend.
17. LCD module reliability may be reduced by temperature shock.
18. When storing the LCD module, avoid exposure to the direct sunlight, high humidity, high temperature or low temperature. They may damage or degrade the LCD module