SAM	SUN B ELECTRONICS		Appr	oval
Cus	stomer : GA		DATE : 16	. Mar. 2010
	MSUNG TFT-LCI		DAP25-V	N
	NOTE :	e		
	Customer's	Approval	APPROVAED BY Jeong min Heo	DATE 16.Mar.2010
	Customer 3 A			
	SIGNATURE	DATE	PREPARED BY Sunok.SONG	DATE 16.Mar.2010
		DATE LCD Bus	Sunok.SONG	
	SIGNATURE	LCD Bus	Sunok.SONG	

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## **General Description**

### Description

LTA320AP25 is a color active matrix liquid crystal display (LCD) that uses amorphous silicon TFT(Thin Film Transistor) as switching components. This model is composed of a TFT LCD panel, a driver circuit and a back light unit. The resolution of a 32.0" is 1366 x 768 and this model can display up to 16.7 million colors with wide viewing angle of 89° or higher in all directions. This panel is intended to support applications to provide a excellent performance for Flat Panel Display such as Home-alone Multimedia TFT-LCD TV and High Definition TV.

#### Features

- RoHS compliance (Pb-free)
- High contrast & aperture ratio with wide color gamut
- PVA( Patterned Vertical Align) mode
- Wide viewing angle (±178°)
- High speed response
- HD resolution (16:9)
- Low Power consumption
- U-Type 4 CCFLs (Cold Cathode Fluorescent Lamp)
- Sync Format: DE (Data Enable) mode
- LVDS (Low Voltage Differential Signaling) interface (1pixel/clock)

	Items	Specific	cation	Unit	Note	)
NA	odule Size	760.0(H <sub>TYP</sub> ) x	450.0(V <sub>TYP</sub> )	mm	±1.0m	າm
		50.2(D	50.2(D <sub>MAX</sub> )			erter
	Weight	5100 (	max)	With Inv	erter	
F	Pixel Pitch	0.51075(H) x	x 0.51075(W) m			
Active	e Display Area	697.6845(H) x	( 392.256(V)	mm		
Surfa	ce Treatment	Haze 7%, Hard-Coating (3H)		-		
Dis	play Colors	8 bit , 16.7M		colors		
Num	ber of Pixels	1366 x	366 x 768			
Pixel	Arrangement	RGB Horizo	ntal stripe -			
Dis	splay Mode	Normally	illy Black -			
Lumin	Luminance of White 400 (Typ.) cd/i		cd/m <sup>2</sup>			
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#### **General Information**

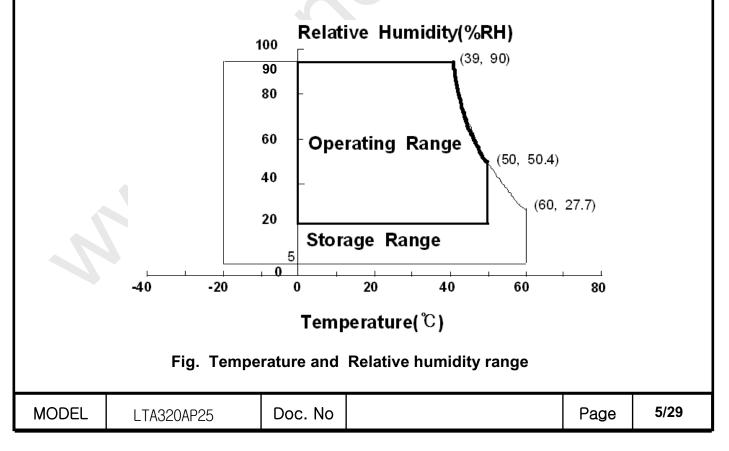
## 1. Absolute Maximum Ratings

If the condition exceeds maximum ratings, it can cause malfunction or unrecoverable damage to the device.

Iten	า	Symbol	Min.	Max.	Unit	Note
Power Suppl	Power Supply Voltage		10.8	13.2	V	(1)
Storage terr	perature	T <sub>STG</sub>	-20	65	Ĉ	(2)
Glass surface	Center	T <sub>OPR</sub>	0	50	Ĵ	(2) $(5)$
temperature (Operation)	T. Uniformity	∆T	-	10	C	(2),(5)
Shock ( non -	Shock ( non - operating )		-	50	G	(3)
Vibration ( non	- operating)	V <sub>nop</sub>	+	1.5	G	(4)

#### Note (1) Ta= 25 $\pm$ 2 °C, V\_DD =12V

- (2) Temperature and relative humidity range are shown in the figure below.
  - a. 90 % RH Max. (Ta  $\leq$  39 °C)
  - b. Relative Humidity is 90% or less. (Ta > 39  $^\circ\text{C}$ )
  - c. No condensation
- (3) 20ms, sine wave, one time for  $\pm X, \pm Y, \pm Z$  axis
- (4) 10-300 Hz, Sweep rate 11min, 30min for X,Y,Z axis



(5) Definition of test point Smm Junc D Module (Active) ΔT should be less than 10 °C (ΔT =   T <sub>OPR</sub> - T <sub>MX</sub> ]) T <sub>OPR</sub> : Temperature of the center of the glass surface (Test point 5) T1~ T4 : Temperature of each edge of the glass surface T <sub>MXX</sub> : The highest temperature of the glass surface	(5)	Definition of tost point				
Smm CCD Module (Active)	(5)		m			
LCD Module (Active) ↓ ↓ ↓ ↓ ↓ ↓ ↓ ↓ ↓ ↓ ↓ ↓ ↓						
ΔT should be less than 10 °C (ΔT =   T <sub>OPR</sub> - T <sub>MAX</sub> ) T <sub>OPR</sub> : Temperature of the center of the glass surface (Test point 5) T1- T4 : Temperature of each edge of the glass surface T <sub>MAX</sub> : The highest temperature of the glass surface		5mm	)	2		
ΔT should be less than 10 °C (ΔT =   T <sub>OPR</sub> - T <sub>MAX</sub> ) T <sub>OPR</sub> : Temperature of the center of the glass surface (Test point 5): 11-14 : Temperature of each edge of the glass surface T <sub>MAX</sub> : The highest temperature of the glass surface						
ΔT should be less than 10 °C (ΔT =   T <sub>OPR</sub> - T <sub>MAX</sub> ) T <sub>OPR</sub> : Temperature of the center of the glass surface (Test point 5) T1- T4 : Temperature of each edge of the glass surface T <sub>MAX</sub> : The highest temperature of the glass surface						
ΔT should be less than 10 °C (ΔT =   T <sub>OPR</sub> - T <sub>MAX</sub> ) T <sub>OFR</sub> : Temperature of the center of the glass surface (Test point 5) T1 - T4 : Temperature of each edge of the glass surface T <sub>MAX</sub> : The highest temperature of the glass surface				(5)		
AT should be less than 10 ℃ (∆T =  T <sub>OPR</sub> - T <sub>MAX</sub>  ) T <sub>OPR</sub> : Temperature of the center of the glass surface (Test point 5) T1~T4 : Temperature of each edge of the glass surface T <sub>MAX</sub> : The highest temperature of the glass surface				ule (Active)		
T <sub>OPR</sub> : Temperature of the center of the glass surface (Test point 5) T1 ~ T4 : Temperature of each edge of the glass surface T <sub>MAX</sub> : The highest temperature of the glass surface			)	•		
T <sub>OPR</sub> : Temperature of the center of the glass surface (Test point 5) T1~ T4 : Temperature of each edge of the glass surface T <sub>MAX</sub> : The highest temperature of the glass surface		····· <del>[····</del>				▼
T1~T4 : Temperature of each edge of the glass surface T <sub>MAX</sub> : The highest temperature of the glass surface		riangle T should be less t	han 10 ${}^{\mathcal{C}}(igtriangle$	$T =  T_{OPR} - T_{MAX} )$		
			nest temperat	ure of the glass surface		
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# 2. Optical Characteristics

The optical characteristics should be measured in a dark room or equivalent. Measuring equipment : TOPCON RD-80S,TOPCON SR-3, ELDIM EZ-Contrast

14		Ourseland	O a se all'hi a se	N.4.	T	Maria	11	Nista
Item		Symbol	Condition	Min.	Тур.	Max.	Unit	Note
Contrast I (Center of s		C/R		-	5000	-		(1) SR-3
Response Time	G-to-G (Avg)	Тg		-	8	16	msec	(3) RD-80S
Luminance of s		Y <sub>L</sub>	Normal	350	400	-	cd/m <sup>2</sup>	(4) SR-3
		Rx	θ <b>L,R=</b> 0		0.640			
	Red	Ry θ <b>U</b> ,	θ <b>U,D</b> =0		0.340			
	_	Gx	Viewing Angle		0.300			
Color	Green	Gy		TYP.	0.600	TYP.		(5),(6)
Chromaticity (CIE 1931)		Bx		-0.03	0.150	+0.03		SR-3
	Blue	Ву			0.060			
	\A/l=:+=	Wx			$\langle \langle \rangle$	0.280		
	White	Wy			0.290			
Color Ga	imut	-		6	72	-	%	(5) SR-3
Color Temp	erature	-		-	10,000	-	к	(5) SR-3
	Llar	θ		79	89	-		
Viewing	Hor.	θ <sub>R</sub>		79	89	-	Deere	(6)
Angle	Mar	θυ	C/R≥10	79	89	-	Degree	EZ-Contras
	Ver.	θ		79	89	-		
Brightness U (9 Poin		B <sub>uni</sub>		-	-	25	%	(2) SR-3

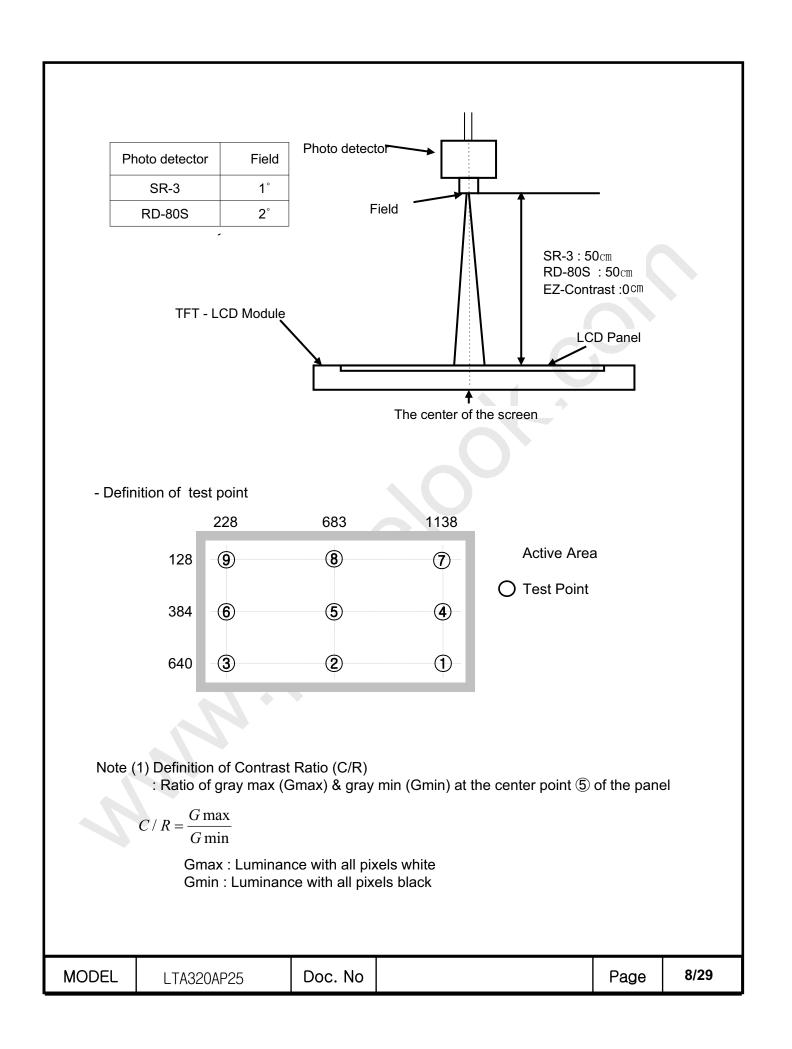
- Test Equipment Setup

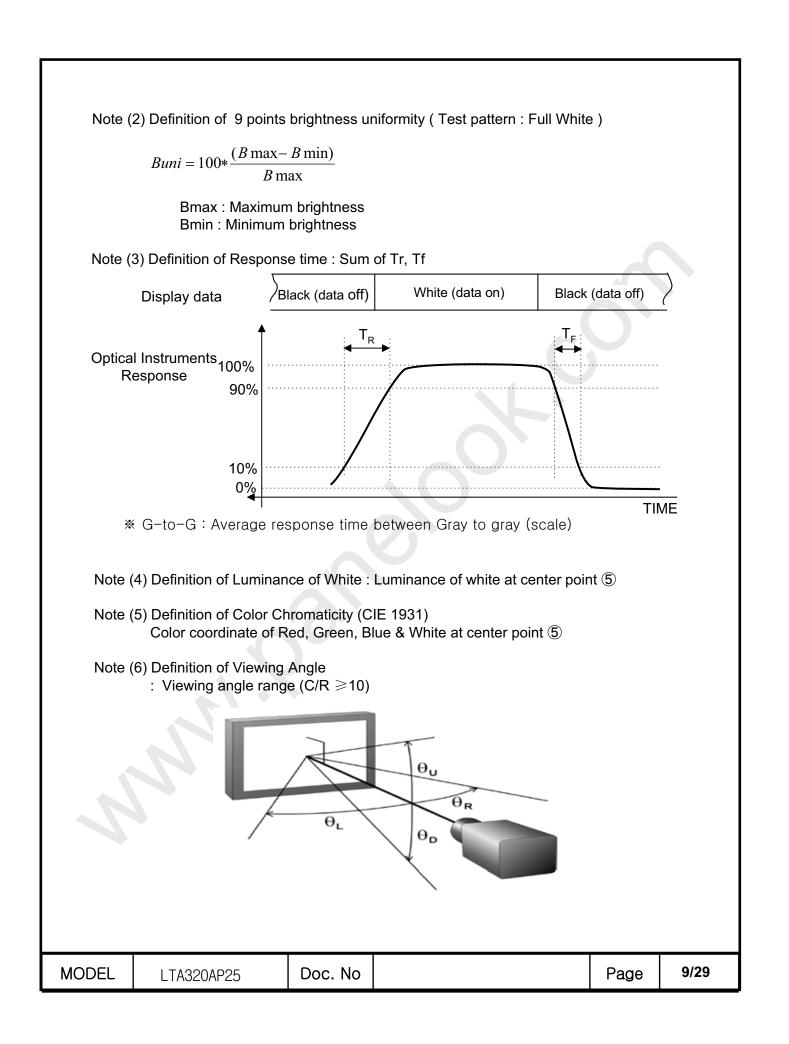
The measurement should be executed in a stable, windless and dark room between 40min and 60min after lighting the back light at  $25 \pm 2^{\circ}$ C for stabilization of the back light. This should be measured in the center of screen.

Environment condition : Ta  $\,$  = 25  $\pm$  2  $^{\circ}C$ 

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## 3. Electrical Characteristics

### 3.1 TFT LCD Module

The connector for display data & timing signal should be connected.

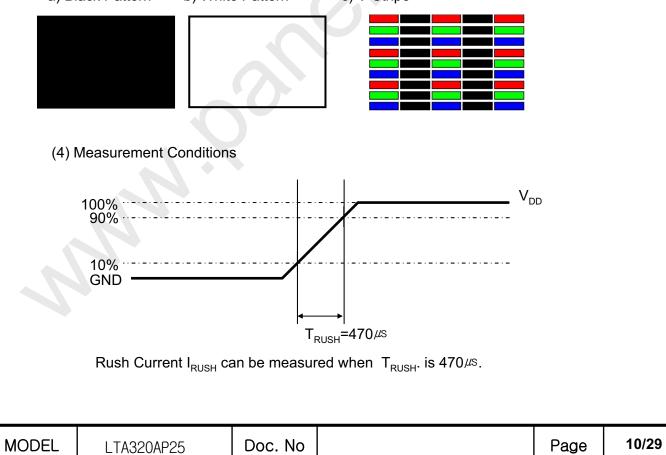
Ta =  $25^{\circ}C \pm 2^{\circ}C$ 

Item		Symbol	Min.	Тур.	Max.	Unit	Note
Voltag	e of Power Supply	V <sub>DD</sub>	10.8	12.0	13.2	V	(1)
Current	(a) Black		250	450	650	mA	
of Power	(b) White	I <sub>DD</sub>	250	450	650	mA	(2),(3)
Supply	(c) V-Stripe		500	700	900	mA	
Vs	ync Frequency	f <sub>v</sub>	48	60	66	Hz	
Hsync Frequency		f <sub>H</sub>	44	48	53	kHz	
Main Frequency		f <sub>DCLK</sub>	72	78	85	MHz	
F	Rush Current	I <sub>RUSH</sub>	-		4	А	(4)

Note (1) The ripple voltage should be controlled under 10% of  $V_{DD}$ .

- (2) fv= 60 Hz, fDCLK = 78 MHz,  $V_{DD}$  = 12.0V, DC Current.
- (3) Power dissipation check pattern (LCD Module only)

a) Black Pattern b) White Pattern c) V-Stripe



Lips Board       LCD Module         3       3         4       3         1       1	Socket						Ta=25 ±	2°C 1 2
Operating Life Time       Hr       -       50000       -       Hour         Note (1) It is defined as the time to take until the brightness reduces to 50% of its original		Lips B	oard		-	e		
Note (1) It is defined as the time to take until the brightness reduces to 50% of its original		Item	Symbol	Min.	Тур.	Max.	Unit	Note
				-				
	Operati		Hr	-	50000	-	Hour	(1)

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		-	

3.3	Inverter	Input	Condition	&	Specification
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Items	Symbol	Conditions	Sp	pecificatio	ns	Unit	Note	
items	Symbol	Conditions	Min.	Тур.	Max.	Onit	Note	
Input Voltage	Vin	-	22.5	25	27.5	Vdc	<b>Ta=25</b> ±2 ℃	
Input Current	lin	Vin=24.0V Vdim=3.3V Ta=25℃	-	-	4.3	A	(1) (2)	
Frequency	F <sub>LAMP</sub>	Vin=24.0 V	61	63	65	kHz		
Backlight	ON	Vin=24.0 V	2.4	-	5.25	Vdc	-	
On/Off	OFF	Vin=24.0 V	-0.3	-	0.8	Vuc	-	
	$V_{High}$		2.4		5.25			
External PWM	$V_Low$		-0.3	$\mathbf{D}$	0.4	Vdc		
Dimming Control	F <sub>EXT.PWM</sub>	Vin=24, Dim=100%	156	166	176	Hz	(3),(4)	
	$D_pwm$		15	-	100	%		

Note) Power Consumption is measured when 450[cd/m<sup>2</sup>] of luminance which is the typical luminance. Lamp Current is measured at the point before Lamp.

- (1) Max Value of the Power Consumption is measured during initial turn-on time\* of the backlight.
- (2) Max Value of the Power Consumption is measured after 60 min warm-up.
- (3) When EX-DIM(Pin 14) is used, DIM(Pin13) has to be open or connected to ground.
- (4) EX-PWM Frequency is selected not to interfere the Waterfall & Acoustic Noise.

\* Initial turn-on time : From 0sec to 60min after turn-on

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(2) Lamp frequency which may produce interference with horizontal synchronous frequency may cause line flow on the display. Therefore lamp frequency should be detached from the horizontal synchronous frequency and its harmonics as far as possible in order to avoid interference.

(3) Life time (Hr) is defined as the time when brightness of a lamp unit itself becomes 50% or less than its original value at the condition of Ta =  $25\pm2^{\circ}$ C and I<sub>L</sub> = 6.5 mArms

(4) Designing a system inverter intended to have better display performance, power efficiency and lamp reliability.

They would help increase the lamp lifetime and reduce leakage current.

- a. The measurement should be done at typical lamp current.
- b. The asymmetry rate of the inverter waveform should be less than 10%.
- c. The distortion rate of the waveform should be  $\sqrt{2}$  with  $\pm 10\%$  tolerance.
  - Inverter output waveform had better be more similar to ideal sine wave.

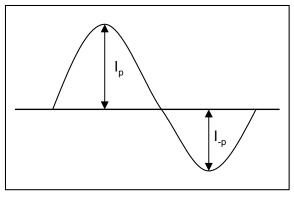


Fig. Wave form of the inverter

Asymmetry rate

$$\frac{|I_{\rm p}-I_{\rm -p}|}{I_{\rm rms}}\times 100$$

Distortion rate

$$\left|\frac{I_{p}}{I_{rms}}\right|$$
 or  $\left|\frac{I_{-p}}{I_{rms}}\right|$ 

(5) If an inverter has shutdown function, it should keep its output for over 1 second even if the lamp connector is open. Otherwise the lamps may not be turned on.

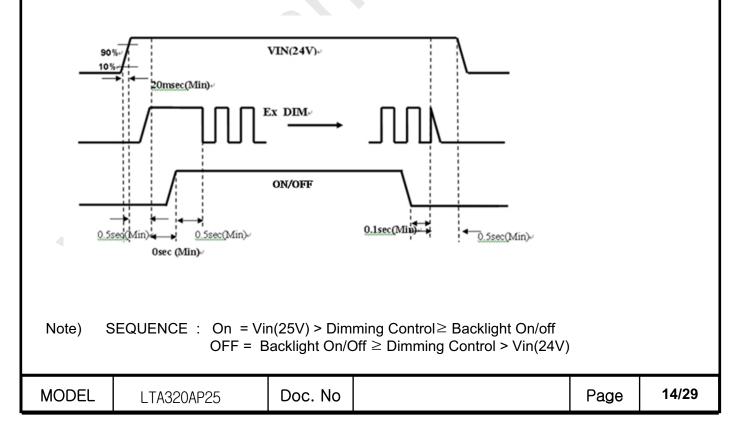
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## 3.4. Inverter input pin configuration ( Connector : 20022WR-14AML→ Yeon-HO )

PIN NO	SYMBOL	FUNCTION
1	Vin	
2	Vin	
3	Vin	Power Supply(25V)
4	Vin	
5	Vin	
6	GND	
7	GND	
8	GND	Ground
9	GND	
10	GND	
11	Error out	Error out (Normal: GND, Abnormal: open collector)
12	ENA	Enable ( Backlight on ~ off)
13	NC	Not use
14	Ext. Dim	External PWM dimming signal(Pulse)

### 3.5. Inverter Input Power Sequence



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4.	Input	Circuit	Pin	Assignment
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4.1. Input Signal

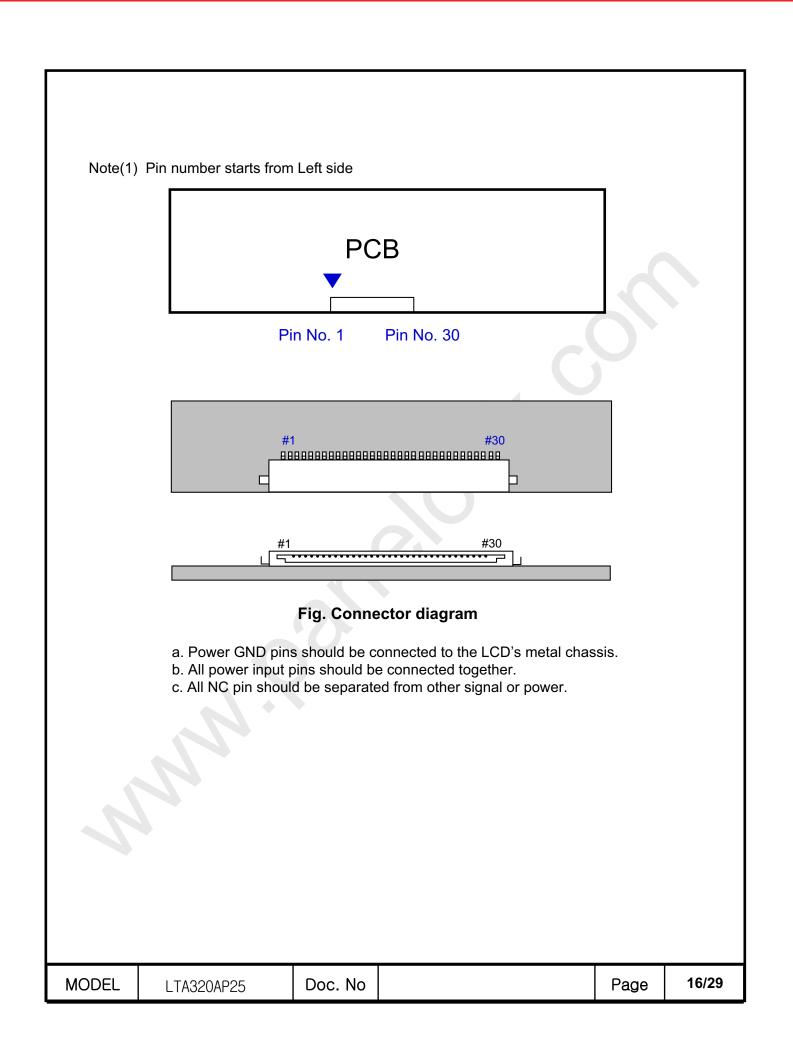
#### Connector : 196260-30041 → P-TWO

PIN No.	Description	PIN No.	Description
1	N.C	16	GND
2	N.C	17	LV3_N_I
3	N.C	18	LV3_P_I
4	GND	19	GND
5	LV0_N_I	20	NC
6	LV0_P_I	21	JEIDA/NORMAL
7	GND	22	WPN
8	LV1_N_I	23	NC
9	LV1_P_I	24	NC
10	GND	25	GND
11	LV2_N_I	26	
12	LV2_P_I	27	
13	GND	28	12V
14	LVCLK_N_I	29	
15	LVCLK_P_I	30	

Note1) No Connection: This PINS are only used for SAMSUNG internal using. Note2) LVDS OPTION : If this PIN is HIGH (3.3 V)  $\rightarrow$  Normal LVDS format LOW (GND)  $\rightarrow$  JEIDA LVDS format SEQUENCE : On = VDD(T1)  $\rightarrow$  LVDS Option  $\rightarrow$  Interface Signal(T2) OFF = Interface Signal(T3)  $\rightarrow$  LVDS Option  $\rightarrow$  VDD

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#### 4.2 LVDS Interface

- LVDS Receiver : Tcon (merged)

- Data Format (JEIDA & Normal)

		LVDS pin	JEIDA -DATA	VESA -DA	TA
		TxIN/RxOUT0	R2	R0	
		TxIN/RxOUT1	R3	R1	
		TxIN/RxOUT2	R4	R2	
TxC	OUT/RxIN0	TxIN/RxOUT3	R5	R3	
		TxIN/RxOUT4	R6	R4	
		TxIN/RxOUT6	R7	R5	
		TxIN/RxOUT7	G2	G0	
		TxIN/RxOUT8	G3	G1	
		TxIN/RxOUT9	G4	G2	
		TxIN/RxOUT12	G5	G3	
TxC	OUT/RxIN1	TxIN/RxOUT13	G6	G4	
		TxIN/RxOUT14	G7	G5	
	_	TxIN/RxOUT15	B2	B0	
	_	TxIN/RxOUT18	B3	B1	
		TxIN/RxOUT19	B4	B2	
	_	TxIN/RxOUT20	B5	B3	
		TxIN/RxOUT21	B6	B4	
TxC	OUT/RxIN2	TxIN/RxOUT22	B7	B5	
		TxIN/RxOUT24	HSYNC	HSYNC	)
		TxIN/RxOUT25	VSYNC	VSYNC	;
		TxIN/RxOUT26	DEN	DEN	
		TxIN/RxOUT27	R0	R6	
		TxIN/RxOUT5	R1	R7	
		TxIN/RxOUT10	G0	G6	
TxC	UT/RxIN3	TxIN/RxOUT11	G1	G7	
		TxIN/RxOUT16	B0	B6	
	-	TxIN/RxOUT17	B1	B7	
		TxIN/RxOUT23	RESERVED	RESERV	ED
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| DISPLAY<br>(8bit)<br>BLACK<br>BLUE<br>GREEN<br>CYAN<br>RED<br>AGENTA | R0<br>0<br>0<br>0  | R1<br>0<br>0  | R2<br>0<br>0   
   
   | RI<br>R3<br>0<br>0  
   
  | 0   | R5<br>0  
   
   
   | R6  
   
  |  
   
       |   
  |  
   
  |   | 0.00  | DATA SIGNAL   |   |  
  |   |   |   |   |   |   |   |   | GRAY<br>SCALE  
   |   |
|--|--|---
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---|---|---
---|---|---|---|---|---|---|---|---
---|---|--|---|
| BLUE<br>GREEN<br>CYAN<br>RED   | 0<br>0<br>0<br>0   | 0<br>0<br>0   | 0  
   
   | 0   
   
  | 0   |  
   
   
   | R6  
   
  |  
   
       |   
  |  
   
  |   | GRE   | EN  |   | _  
  |   |   |   | _   | BL  | UE  | _   |   |  
   | LEVEL   |
| BLUE<br>GREEN<br>CYAN<br>RED   | 0 0 0  | 0   | 0  
   
   |   
   
  |   | 0  
   
   
   |   
   
  | R7   
   
       | G0  
  | G1   
   
  | G2  | G3  | G4  | G5  | G6   
  | G7  | B0  | B1  | B2  | B3  | B4  | B5  | B6  | B7   
   |   |
| GREEN<br>CYAN<br>RED   | 0  | 0   |  
   
   | 0   
   
  |   |  
   
   
   | 0   
   
  | 0  
   
       | 0   
  | 0  
   
  | 0   | 0   | 0   | 0   | 0  
  | 0   | 0   | 0   | 0   | 0   | 0   | 0   | 0   | 0  
   | -   |
| CYAN<br>RED  | 0  | -   | 0  
   
   |   
   
  | 0   | 0  
   
   
   | 0   
   
  | 0  
   
       | 0   
  | 0  
   
  | 0   | 0   | 0   | 0   | 0  
  | 0   | 1   | 1   | 1   | 1   | 1   | 1   | 1   | 1  
   | -   |
| RED  |  |   |  
   
   | 0   
   
  | 0   | 0  
   
   
   | 0   
   
  | 0  
   
       | 1   
  | 1  
   
  | 1   | 1   | 1   | 1   | 1  
  | 1   | 0   | 0   | 0   | 0   | 0   | 0   | 0   | 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  | 1   | 1  
   
   | 1   
   
  | 1   | 1  
   
   
   | 1   
   
  | 1  
   
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  | 0  
   
  | 0   | 0   | 0   | 0   | 0  
  | 0   | 0   | 0   | 0   | 0   | 0   | 0   | 0   | 0  
   | -   |
| AGENTA   | 1  | 1   | 1  
   
   | 1   
   
  | 1   | 1  
   
   
   | 1   
   
  | 1  
   
       | 0   
  | 0  
   
  | 0   | 0   | 0   | 0   | 0  
  | 0   | 1   | 1   | 1   | 1   | 1   | 1   | 1   | 1  
   | -   |
| ELLOW  | 1  | 1   | 1  
   
   | 1   
   
  | 1   | 1  
   
   
   | 1   
   
  | 1  
   
       | 1   
  | 1  
   
  | 1   | 1   | 1   | 1   | 1  
  | 1   | 0   | 0   | 0   | 0   | 0   | 0   | 0   | 0  
   | -   |
| WHITE  | 1  | 1   | 1  
   
   | 1   
   
  | 1   | 1  
   
   
   | 1   
   
  | 1  
   
       | 1   
  | 1  
   
  | 1   | 1   | 1   | 1   | 1  
  | 1   | 1   | 1   | 1   | 1   | 1   | 1   | 1   | 1  
   | -   |
| 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  
   | R0  |
|  | 1  | 0   | 0  
   
   | 0   
   
  | 0   | 0  
   
   
   | 0   
   
  | 0  
   
       | 0   
  | 0  
   
  | 0   | 0   | 0   | 0   | 0  
  | 0   | 0   | 0   | 0   | 0   | 0   | 0   | 0   | 0  
   | R1  |
| DARK   | 0  | 1   | 0  
   
   | 0   
   
  | 0   | 0  
   
   
   | 0   
   
  | 0  
   
       | 0   
  | 0  
   
  | 0   | 0   | 0   | 0   | 0  
  | 0   | 0   | 0   | 0   | 0   | 0   | 0   | 0   | 0  
   | R2  |
| I  | :  | :   | :  
   
   | :   
   
  | :   | :  
   
   
   |   
   
  |  
   
       | :   
  | :  
   
  | :   | :   | :   | :   |  
  |   |   | :   | :   | :   | :   | :   |   |  
   | R3~   |
| ↓  | :  | :   | :  
   
   | :   
   
  | :   | :  
   
   
   |   
   
  |  
   
       | :   
  | :  
   
  | :   | :   | :   | :   |  
  |   | :   | :   | :   | :   | :   | :   |   |  
   | R252  |
| LIGHT  | 1  | 0   | 1  
   
   | 1   
   
  | 1   | 1  
   
   
   | 1   
   
  | 1  
   
       | 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  
   | 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  
   | R255  |
| 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  
   | G0  |
|  | 0  | 0   | 0  
   
   | 0   
   
  | 0   | 0  
   
   
   | 0   
   
  | 0  
   
       | 1   
  | 0  
   
  | 0   | 0   | 0   | 0   | 0  
  | 0   | 0   | 0   | 0   | 0   | 0   | 0   | 0   | 0  
   | G1  |
| DARK   | 0  | 0   | 0  
   
   | 0   
   
  | 0   | 0  
   
   
   | 0   
   
  | 0  
   
       | 0   
  | 1  
   
  | 0   | 0   | 0   | 0   | 0  
  | 0   | 0   | 0   | 0   | 0   | 0   | 0   | 0   | 0  
   | G2  |
| ↑  | :  |   | :  
   
   | :   
   
  | :   | :  
   
   
   |   
   
  |  
   
       |   
  |  
   
  | :   | :   |   | :   |  
  |   | :   | :   | :   | :   | :   | :   |   |  
   | G3~   |
| Ļ  | :  |   | :  
   
   | :   
   
  | :   | :  
   
   
   |   
   
  |  
   
       | $\sum_{i=1}^{n}$  
  |  
   
  | :   | :   |   | :   |  
  |   | :   | :   | :   | :   | :   | :   |   |  
   | G252  |
| LIGHT  | 0  | 0   | 0  
   
   | 0   
   
  | 0   | 0  
   
   
   | 0   
   
  | 0  
   
       | 1   
  | 0  
   
  | 1   | 1   | 1   | 1   | 1  
  | 1   | 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  
   | 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  
   | G255  |
| 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  
   | B0  |
|  | 0  | 0   | 0  
   
   | 0   
   
  | 0   | 0  
   
   
   | 0   
   
  | 0  
   
       | 0   
  | 0  
   
  | 0   | 0   | 0   | 0   | 0  
  | 0   | 1   | 0   | 0   | 0   | 0   | 0   | 0   | 0  
   | B1  |
| DARK   | 0  | 0   | 0  
   
   | 0   
   
  | 0   | 0  
   
   
   | 0   
   
  | 0  
   
       | 0   
  | 0  
   
  | 0   | 0   | 0   | 0   | 0  
  | 0   | 0   | 1   | 0   | 0   | 0   | 0   | 0   | 0  
   | B2  |
| Î  |  |   | :  
   
   | :   
   
  | :   | :  
   
   
   |   
   
  |  
   
       | :   
  | :  
   
  | :   | :   | :   | :   |  
  |   | :   | :   | :   | :   | :   | :   |   |  
   | B3~   |
| $\downarrow$   | :  |   | :  
   
   | :   
   
  | :   | :  
   
   
   |   
   
  |  
   
       | :   
  | :  
   
  | :   | :   | :   | :   |  
  |   | :   | :   | :   | :   | :   | :   |   |  
   | B252  |
| LIGHT  | 0  | 0   | 0  
   
   | 0   
   
  | 0   | 0  
   
   
   | 0   
   
  | 0  
   
       | 0   
  | 0  
   
  | 0   | 0   | 0   | 0   | 0  
  | 0   | 1   | 0   | 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  
   | B254  |
|  |  | 0   | 0  
   
   | 0   
   
  | 0   | 0  
   
   
   | 0   
   
  | 0  
   
       | 0   
  | 0  
   
  | 0   | 0   | 0   | 0   | 0  
  | 0   | 1   | 1   | 1   | 1   | 1   | 1   | 1   | 1  
   | B255  |
|  | BLACK<br>DARK<br>↑<br>LIGHT<br>RED<br>BLACK<br>DARK<br>↑<br>LIGHT<br>BLACK<br>DARK<br>↑<br>↓ | BLACK 0<br>1<br>DARK 0<br>↓ 1<br><br><br><br><br><br><br> | BLACK         0         0           1         0         1           1         0         1           1         0         1           1         0         1           1         0         1           1         0         1           1         0         1           1         0         1           1         0         1           RED         1         1           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           0         0         0           0         0         0           0         0         0           0         0         0           0         0         0           0         0         0           0         0 <t< td=""><td>JACK         0         0         0           1         0         0           0         1         0           1         0         1         0           1         0         1         0           1         0         1         0           1         0         1         1           1         0         1         1           1         0         1         1           1         0         1         1           1         0         0         0           1         1         1         1           1         0         0         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           0         0         0         0           0         0         0         0           0         0         0         0<td>BLACK         0         0         0         0         0           1         0         0         0         0           1         0         1         0         0           1         0         1         0         0           1         1         0         1         0         0           1         1         0         1         1         1         1           1         0         1         1         1         1         1           RED         1         1         1         1         1         1           RED         1         1         1         1         1         1           ACK         0         0         0         0         0         0           DARK         0         0         0         0         0         0         0           JGHT         0         0         0         0         0         0         0         0           ACK         0         0         0         0         0         0         0         0         0         0         0         0         0         0</td><td>BLACK         0<td>BLACK         0<td>BLACK         0<td>BLACK         0<td>BLACK         0<td>BLACK         0</td><td>BLACK         0       
 0         0</td><td>BLACK         0</td><td>BLACK         0</td><td>BLACK         0</td><td>BLACK         0</td><td>BLACK         0</td><td>BLACK         0</td><td>BLACK         0</td><td>BLACK         0</td><td>BLACK         0 
       0         0         0         0         0         0         0         0         0         0         0         0         0</td><td>BLACK         0</td><td>BLACK         0</td><td>BLACK         0<td>BLACK         0</td></td></td></td></td></td></td></td></t<> | JACK         0         0         0           1         0         0           0         1         0           1         0         1         0           1         0         1         0           1         0         1         0           1         0         1         1           1         0         1         1           1         0         1         1           1         0         1         1           1         0         0         0           1         1         1         1           1         0         0         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           0         0         0         0           0         0         0         0           0         0         0         0 <td>BLACK         0         0         0         0         0           1         0         0         0         0           1         0         1         0         0           1         0         1         0         0           1         1         0         1         0         0           1         1         0         1         1         1         1           1         0         1         1         1         1         1           RED         1         1         1         1         1         1           RED         1         1         1         1         1         1           ACK         0         0         0         0         0         0           DARK         0         0         0         0         0         0         0           JGHT         0         0         0         0         0         0         0         0           ACK         0         0         0         0         0         0         0         0         0         0         0         0         0         0</td> <td>BLACK         0<td>BLACK         0<td>BLACK         0<td>BLACK         0      
  0         0<td>BLACK         0<td>BLACK         0</td><td>BLACK         0</td><td>BLACK         0</td><td>BLACK         0</td><td>BLACK         0</td><td>BLACK         0</td><td>BLACK         0</td><td>BLACK         0
        0         0</td><td>BLACK         0</td><td>BLACK         0</td><td>BLACK         0</td><td>BLACK         0</td><td>BLACK         0</td><td>BLACK         0<td>BLACK         0</td></td></td></td></td></td></td> | BLACK         0         0         0         0         0           1         0         0         0         0           1         0         1         0         0           1         0         1         0         0           1         1         0         1         0         0           1         1         0         1         1         1         1           1         0         1         1         1         1         1           RED         1         1         1         1         1         1           RED         1         1         1         1         1         1           ACK         0         0         0         0         0         0           DARK         0         0         0         0         0         0         0           JGHT         0         0         0         0         0         0         0         0           ACK         0         0         0         0         0         0         0         0         0         0         0         0         0         0 | BLACK         0 <td>BLACK         0         0         0         0         0         0         0         0         0         0         0        
0         0<td>BLACK         0<td>BLACK         0<td>BLACK         0<td>BLACK         0</td><td>BLACK         0</td><td>BLACK         0</td><td>BLACK         0</td><td>BLACK         0</td><td>BLACK         0  
      0         0</td><td>BLACK         0</td><td>BLACK         0</td><td>BLACK         0</td><td>BLACK         0</td><td>BLACK         0</td><td>BLACK         0</td><td>BLACK         0</td><td>BLACK         0<td>BLACK         0 
       0         0</td></td></td></td></td></td> | BLACK         0 <td>BLACK         0<td>BLACK         0<td>BLACK         0<td>BLACK         0</td><td>BLACK         0</td><td>BLACK         0</td><td>BLACK         0</td><td>BLACK         0</td><td>BLACK         0         0         0         0         0         0      
  0         0</td><td>BLACK         0</td><td>BLACK         0</td><td>BLACK         0</td><td>BLACK         0</td><td>BLACK         0</td><td>BLACK         0</td><td>BLACK         0</td><td>BLACK         0<td>BLACK         0     
   0         0</td></td></td></td></td> | BLACK         0 <td>BLACK         0<td>BLACK         0<td>BLACK         0</td><td>BLACK         0</td><td>BLACK         0</td><td>BLACK         0</td><td>BLACK         0</td><td>BLACK         0    
    0         0</td><td>BLACK         0</td><td>BLACK         0</td><td>BLACK         0</td><td>BLACK         0</td><td>BLACK         0</td><td>BLACK         0</td><td>BLACK         0</td><td>BLACK         0<td>BLACK         0        
0</td></td></td></td> | BLACK         0 <td>BLACK         0<td>BLACK         0</td><td>BLACK         0</td><td>BLACK         0</td><td>BLACK         0</td><td>BLACK         0</td><td>BLACK         0</td><td>BLACK         0</td><td>BLACK         0   
     0         0</td><td>BLACK         0</td><td>BLACK         0</td><td>BLACK         0</td><td>BLACK         0</td><td>BLACK         0</td><td>BLACK         0<td>BLACK         0</td></td></td> | BLACK         0 <td>BLACK         0       
 0         0</td> <td>BLACK         0</td> <td>BLACK         0</td> <td>BLACK         0</td> <td>BLACK         0</td> <td>BLACK         0</td> <td>BLACK         0</td> <td>BLACK         0</td> <td>BLACK         0</td> <td>BLACK         0  
      0         0         0         0         0         0         0         0         0</td> <td>BLACK         0</td> <td>BLACK         0</td> <td>BLACK         0</td> <td>BLACK         0<td>BLACK         0</td></td> | BLACK         0 | BLACK         0 | BLACK         0 | BLACK         0 | BLACK         0   
     0         0 | BLACK         0 | BLACK         0 | BLACK         0 | BLACK         0 | BLACK         0 | BLACK         0 | BLACK         0 | BLACK         0 | BLACK         0 
       0         0 <td>BLACK         0</td> | BLACK         0 |

## 4.3 Input Signals, Basic Display Colors and Gray Scale of Each Color

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# 5. Interface Timing

5.1 Timing Parameters (DE only mode)

SIGNAL	ITEM	SYMBOL	MIN.	TYP.	MAX.	Unit	NOTE
Clock		1/T <sub>c</sub>	72	78	85	MHz	-
Hsync	Frequency	F <sub>H</sub>	44	48	53	KHz	-
Vsync		F <sub>v</sub>	48	60	66	Hz	-
Vertical	Active Display Period	T <sub>VD</sub>	-	768	-	Lines	-
Display Term	Vertical Total	T <sub>v</sub>	776	802	1200	Lines	-
Horizontal	Active Display Period	T <sub>HD</sub>	-	1366	-	Clocks	-
Display Term	Horizontal Total	Т <sub>н</sub>	1460	1624	2000	clocks	-

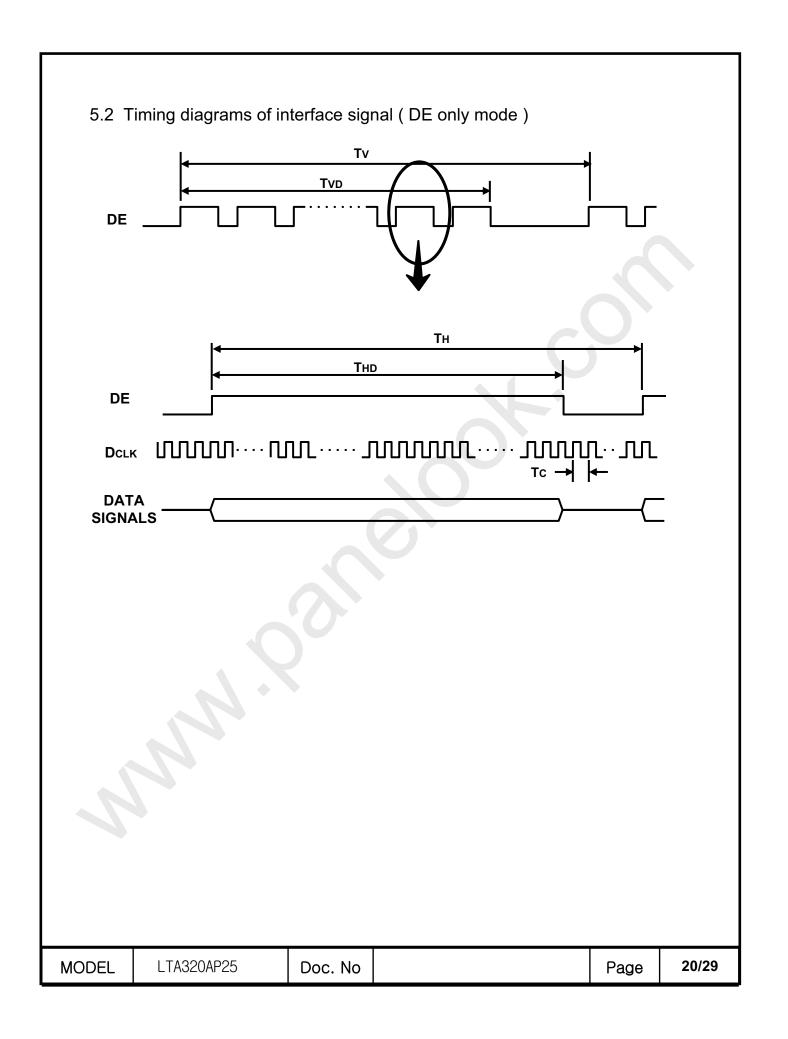
Note) This product is DE only mode. The input of Hsync & Vsync signal does not have an effect on normal operation.

(1) Test Point : TTL control signal and CLK at LVDS Tx input terminal in system

(2) Internal VDD = 3.3V

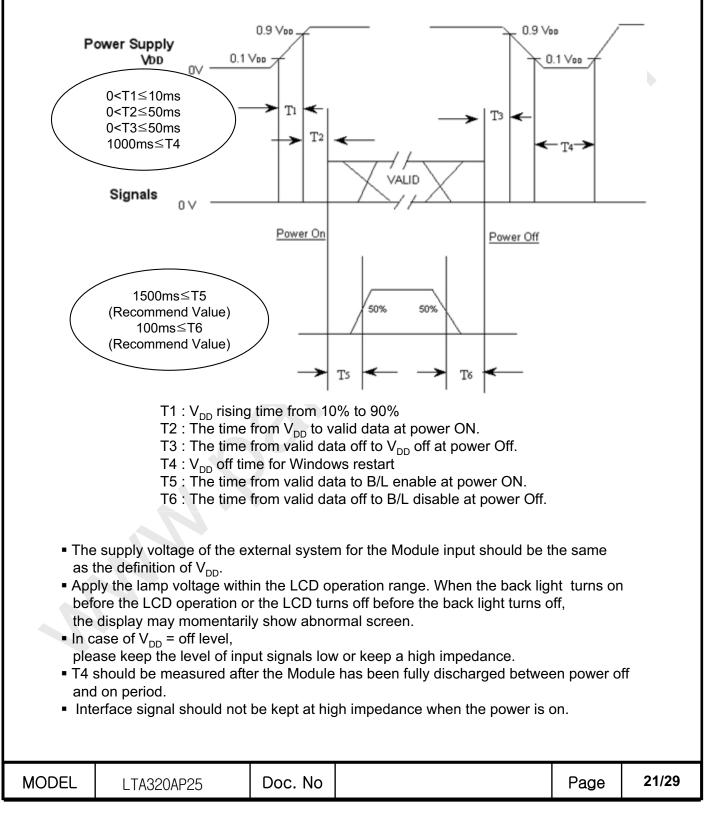
MODEL	LTA320AP25	Doc. No	Page	19/29

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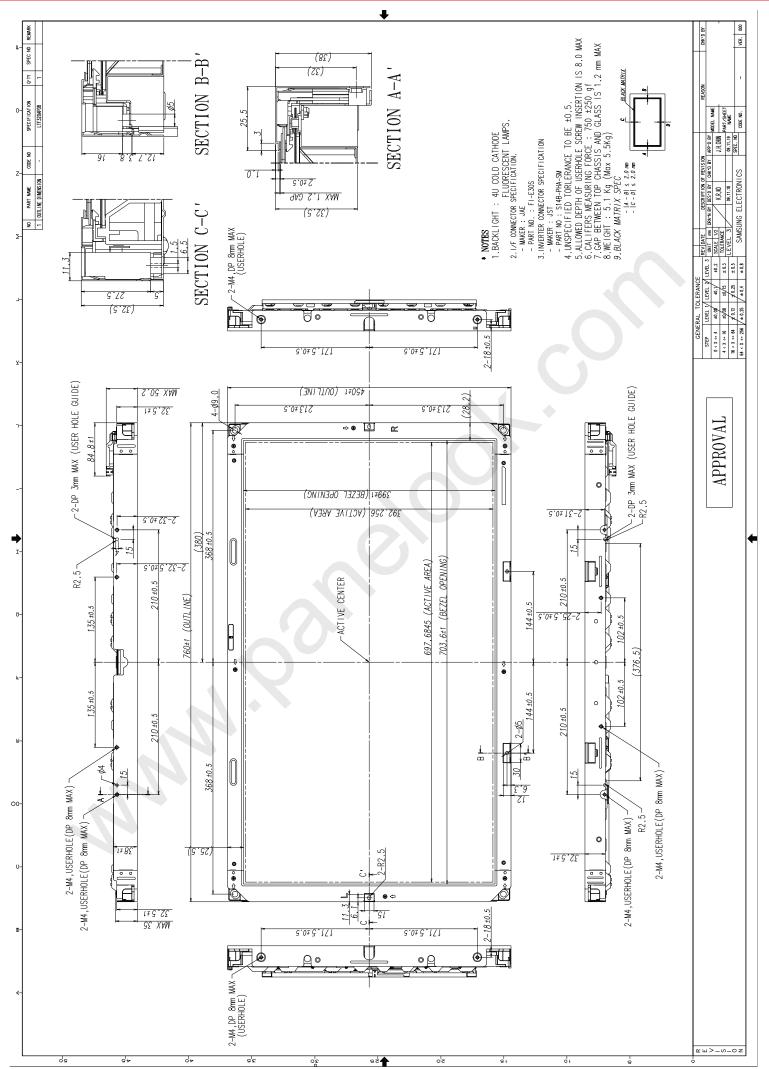


To prevent a latch-up or DC operation of the LCD Module, the power on/off sequence should be as the diagram below.



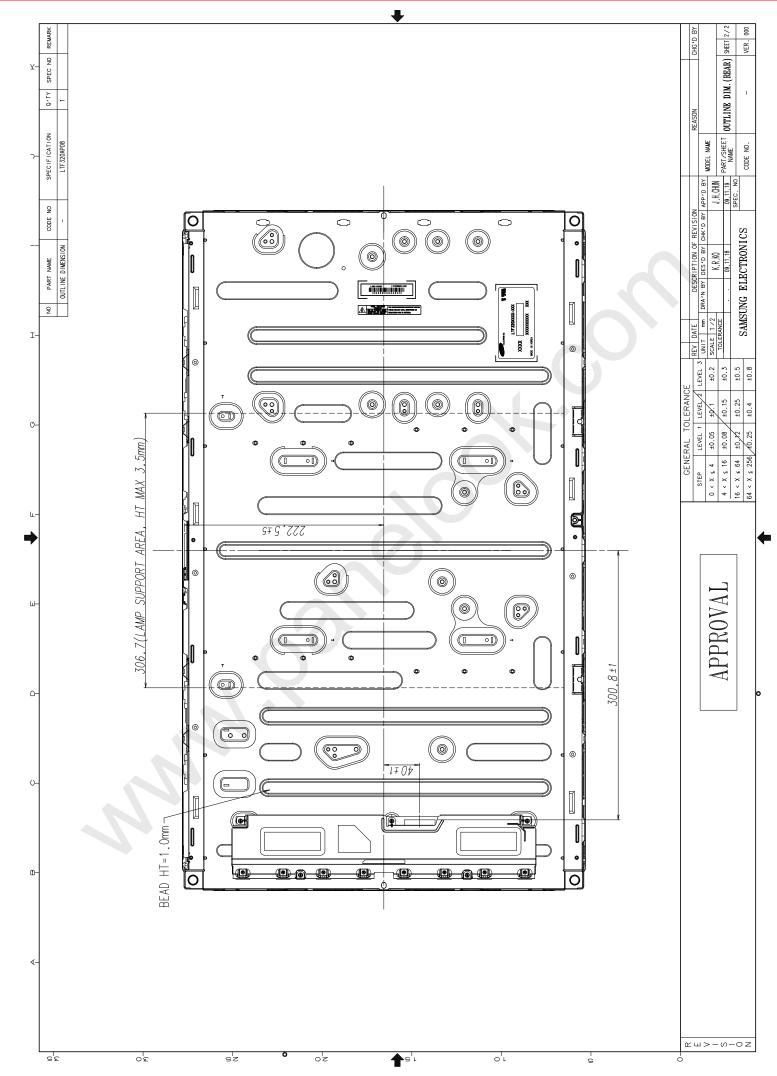
### **屏库**:全球液晶屏交易<u>中</u>心

 $\oslash$ 



One step solution for LCD / PDP / OLED panel application: Datasheet, inventory and accessory! www.panelook.com





One step solution for LCD / PDP / OLED panel application: Datasheet, inventory and accessory! www.panelook.com

# 7. Reliability Test

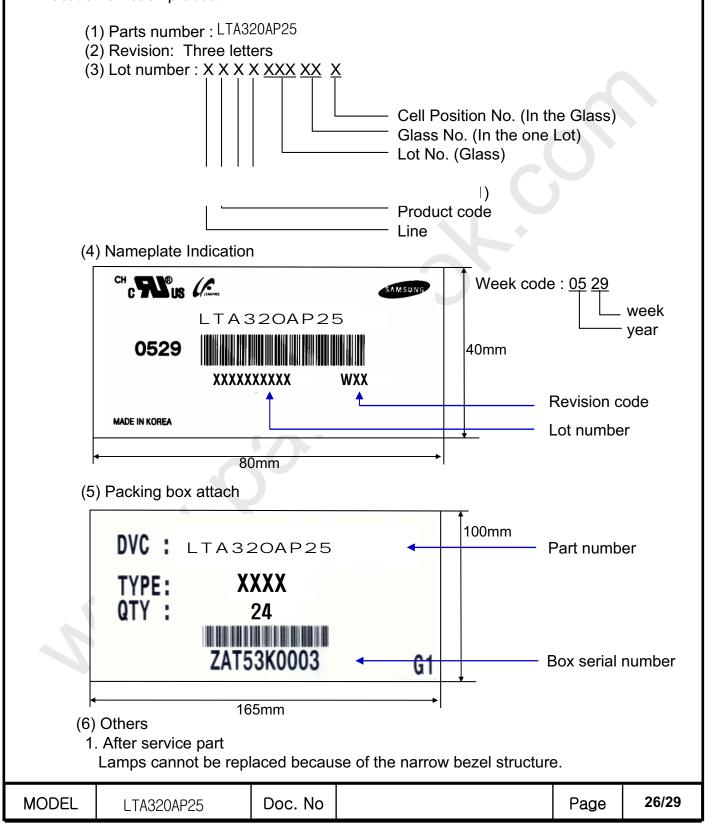
Tanana anakana	Test condition	Quantity		
Temperature Step stress	4EA			
HTOL	50 °C operation,1000hr	8EA		
LTOL	0℃operation, 1000hr	4EA		
LTOL 2	-20 $^\circ$ C, -10 $^\circ$ C Each condition over 5hr off, over 1hr on	4EA		
HTS	70℃storage, 500hr	4EA		
LTS	-30 ℃ storage, 500hr	4EA		
THB	40°C / 95%RH, 30sec On / Off, 500hr operation	4EA		
WHTS	60°C / 75%RH, 500hr	4EA		
Thermal Shock	-20 ℃ (30min) ~ 60 ℃ (30min) storage, 200cycle	4EA		
ALTITUDE	-10℃~ 45℃, 0~ 40,000fit , 18hr	2EA		
ESD	$\begin{array}{lll} \mbox{contact} & : \pm 8 \ \mbox{kV} \ , 150 \ \mbox{pF}/330 \ \mbox{\Omega} \ , 200 \ \mbox{Point}, 1 \ \mbox{time}/\ \mbox{Point} \ \mbox{(operation)} \\ \mbox{non-contact} & : \pm 15 \ \mbox{kV}, 150 \ \mbox{pF}/330 \ \mbox{\Omega} \ , 200 \ \mbox{Point}, 1 \ \mbox{time}/\ \mbox{Point} \ \mbox{(operation)} \\ \mbox{Inverter input pin} & : \pm 15 \ \mbox{kV}, 150 \ \mbox{pF}/330 \ \mbox{\Omega} \ , 3 \ \mbox{times}/\ \mbox{Pin} \end{array}$	3EA		
Vibration	10~300Hz/1.5G/10minSR, XYZ, 30min/axis	3EA		
Shock	11msec, ±XYZ 1time/axis ~15Kg 50G, 11msec 15Kg ~ 20Kg ±XY 40G ±Z 30G, 11msec 20Kg ~ 30G, 11msec	3EA		
Noise	On 90 min / Off 90 min	2 EA		
Dust	Dust 5hr on/off (yellow earth 5sec spread / 5 min precipitation)			
Short term Image sticking	25~50℃ Mosaic pattern (9*10) 12hr fix	8 EA		
Long term mage sticking 50 °C Mosaic pattern (9*10) 504hr fix		4 EA		
PALLET 1.05 Grms, Random, Z axis 1Hr		1PALLET(24EA)		
PALLET Drop	20cm, 4Edge(Bottom), 1Face(Bottom)	1PALLET(24EA		

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8. PACK	ING						
(1) Pac Corr	king For	fiberboard bo		ted cardboard as shock absorber			
	cking allet Box			→ Direction be able to open it			
Cu	shion-Fo	am					
LC	D Modul	e 📕					
Cu	shion-Fo	am		i l			
	D Modul		ALC DE CONTRACTOR				
Cushion-Foam Pallet-Plastic							
8.2 Pac	king Sp	ecification					
ltem		Spec	cification	Remark			
LCD Packing		24ea / (Packing-Pallet Box)		<ol> <li>6.5kg/LCD(24ea)</li> <li>3.5kg/Cushion-SET(4ea)</li> <li>8.8kg/Packing-Pallet Box(1ea)         <ul> <li>(1137×972×1025)</li> <li>Cushion Material : EPS</li> <li>Packing Pallet Box Material : DW4</li> </ul> </li> </ol>			
LCD Pac	king	24ea / (Pacł	king-Pallet Box)	<ul> <li>2. 3.5kg/Cushion-SET(4ea)</li> <li>3. 8.8kg/Packing-Pallet Box(1ea) (1137×972×1025)</li> <li>5. Cushion Material : EPS</li> </ul>			
LCD Pac	2		king-Pallet Box) k / Pallet	<ul> <li>2. 3.5kg/Cushion-SET(4ea)</li> <li>3. 8.8kg/Packing-Pallet Box(1ea) (1137×972×1025)</li> <li>5. Cushion Material : EPS</li> </ul>			
	<u>S</u>	1Во>		<ul> <li>2. 3.5kg/Cushion-SET(4ea)</li> <li>3. 8.8kg/Packing-Pallet Box(1ea) (1137×972×1025)</li> <li>5. Cushion Material : EPS</li> <li>6. Packing Pallet Box Material : DW4</li> <li>1.Pallet weight = 8kg</li> </ul>			
Pallet	t	1Box Ve	< / Pallet	<ul> <li>2. 3.5kg/Cushion-SET(4ea)</li> <li>3. 8.8kg/Packing-Pallet Box(1ea) (1137×972×1025)</li> <li>5. Cushion Material : EPS</li> <li>6. Packing Pallet Box Material : DW4</li> <li>1.Pallet weight = 8kg</li> <li>2. 191kg/Pallet , Total : 199kg/Pallet</li> </ul>			
Pallet Packing Dir	t rection t Size	1Box Ve H x V	< / Pallet	<ul> <li>2. 3.5kg/Cushion-SET(4ea)</li> <li>3. 8.8kg/Packing-Pallet Box(1ea) (1137×972×1025)</li> <li>5. Cushion Material : EPS</li> <li>6. Packing Pallet Box Material : DW4</li> <li>1.Pallet weight = 8kg</li> <li>2. 191kg/Pallet , Total : 199kg/Pallet</li> <li>1150 x 985 x 1161</li> </ul>			

## 9. MARKING & OTHERS

A nameplate bearing followed by is affixed to a shipped product at the specified location on each product.



#### $\langle \mathcal{P} \rangle$

### **10. General Precautions**

10.1 Handling

- (a) When the Module is assembled, it should be attached to the system firmly using all mounting holes. Be careful not to twist and bend the Module.
- (b) Because the inverter use high voltage, it should be disconnected from power before it is assembled or disassembled.
- (c) 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 CCFL back light.
- (d) Note that polarizers are very fragile and could be damage easily. Do not press or scratch the surface harder than a HB pencil lead.
- (e) Wipe off water droplets or oil immediately. If you leave the droplets for a long time, staining or discoloration may occur.
- (f) If the surface of the polarizer is dirty, clean it using absorbent cotton or soft cloth.
- (g) 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.
- (h) 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 with soap thoroughly.
- (i) Protect the module from Electrostatic discharge. Otherwise the ASIC IC or Semiconductor would be damaged.
- (j) Use finger-stalls with soft gloves in order to keep display clean during the incoming inspection and assembly process.
- (k) Do not disassemble the Module.
- (I) Do not disassemble shield case of inverter & LVDS board.
- (m) Do not connect N.C pins. (Samsung internal use only)
- (n) Protection film for polarizer on the Module should be slowly peeled off just before use so that the electrostatic charge can be minimized. Must put on antistatic glove while handle a module
- (o) Pins of I/F connector should not be touched directly with bare hands.

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#### 10.2 Storage

- (a) Do not leave the Module in high temperature, and high humidity for a long time. It is highly recommended to store the Module with temperature from 0 to  $35^{\circ}$ C and relative humidity of less than 70%.
- (b) Do not store the TFT-LCD Module in direct sunlight.
- (c) The Module should be stored in a dark place. It is prohibited to apply sunlight or fluorescent light in storing.

#### 10.3 Operation

- (a) Do not connect or disconnect the Module in the "Power On" condition.
- (b) Power supply should always be turned on/off by the "Power on/off sequence"
- (c) Module has high frequency circuits. Sufficient suppression to the electromagnetic interference should be done by system manufacturers. Grounding and shielding methods may be important to minimize the interference.
- (d) The cable between the back light connector and its inverter power supply should be connected directly with a minimized length. A longer cable between the back light and the inverter may cause lower luminance of lamp(CCFT) and may require higher startup voltage(Vs).
- 10.4 Operation Condition Guide
  - (a) The LCD product should be operated under normal conditions. Normal condition is defined as below;
    - Temperature : 20±15℃
    - Humidity : 55±20%
    - Display pattern : continually changing pattern (Not stationary)
  - (b) If the product will be used in extreme conditions such as high temperature, humidity, display patterns or operation time etc.., It is strongly recommended to contact SEC for Application engineering advice. Otherwise, its reliability and function may not be guaranteed. Extreme conditions are commonly found at Airports, Transit Stations, Banks, Stock market, and Controlling systems.

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### 10.5 Others

- (a) Ultra-violet ray filter is necessary for outdoor operation.
- (b) Avoid condensation of water. It may result in improper operation or disconnection of electrode.
- (c) Do not exceed the absolute maximum rating value. ( supply voltage variation, input voltage variation, variation in part contents and environmental temperature, and so on)
  Otherwise the Medule may be demaged.

Otherwise the Module may be damaged.

- (d) If the Module keeps displaying the same pattern for a long period of time, the image may be "sticked" to the screen. To avoid image sticking, it is recommended to use a screen saver.
- (e) This Module has its circuitry PCB's on the rear side and should be handled carefully in order not to be stressed.
- (f) Please contact SEC in advance when you display the same pattern for a long time.

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