NEC LCD Technologies, Ltd.

TFT COLOR LCD MODULE

NL12880BC20-02D

31cm (12.1 Type)
WXGA
LVDS Interface (1 port)

DATA SHEET

DOD-PP-0397 (1st edition)

RoHS Compliant 2002/95/EC

This DATA SHEET is updated document from PRELIMINARY DATA SHEET DOD-PP-0294(4).

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INTRODUCTION

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Examples: Computers, office automation equipment, communications equipment, test and measurement equipment, audio and visual equipment, home electronic appliances, machine tools, personal electronic equipment, industrial robots, etc.

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Examples: Control systems for transportation equipment (automobiles, trains, ships, etc.), traffic control systems, anti-disaster systems, anti-crime systems, medical equipment not specifically designed for life support, safety equipment, etc.

The **Specific** quality grade applies to the products developed, designed and manufactured in accordance with the standards or quality assurance program designated by a customer who requires an extremely higher level of reliability and quality for such products.

Examples: Military systems, aircraft control equipment, aerospace equipment, nuclear reactor control systems, medical equipment/devices/systems for life support, etc.

The quality grade of this product is the **"Standard"** unless otherwise specified in this document.

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1. OUTLINE

1.1 STRUCTURE AND PRINCIPLE

Color LCD module NL12880BC20-02D is composed of the amorphous silicon thin film transistor liquid crystal display (a-Si TFT LCD) panel structure with driver LSIs for driving the TFT (Thin Film Transistor) array and a backlight.

The a-Si TFT LCD panel structure is injected liquid crystal material into a narrow gap between the TFT array glass substrate and a color-filter glass substrate.

Color (Red, Green, Blue) data signals from a host system (e.g. signal generator, etc.) are modulated into best form for active matrix system by a signal processing board, and sent to the driver LSIs which drive the individual TFT arrays.

The TFT array as an electro-optical switch regulates the amount of transmitted light from the backlight assembly, when it is controlled by data signals. Color images are created by regulating the amount of transmitted light through the TFT array of red, green and blue dots.

1.2 APPLICATIONS

- For industrial use

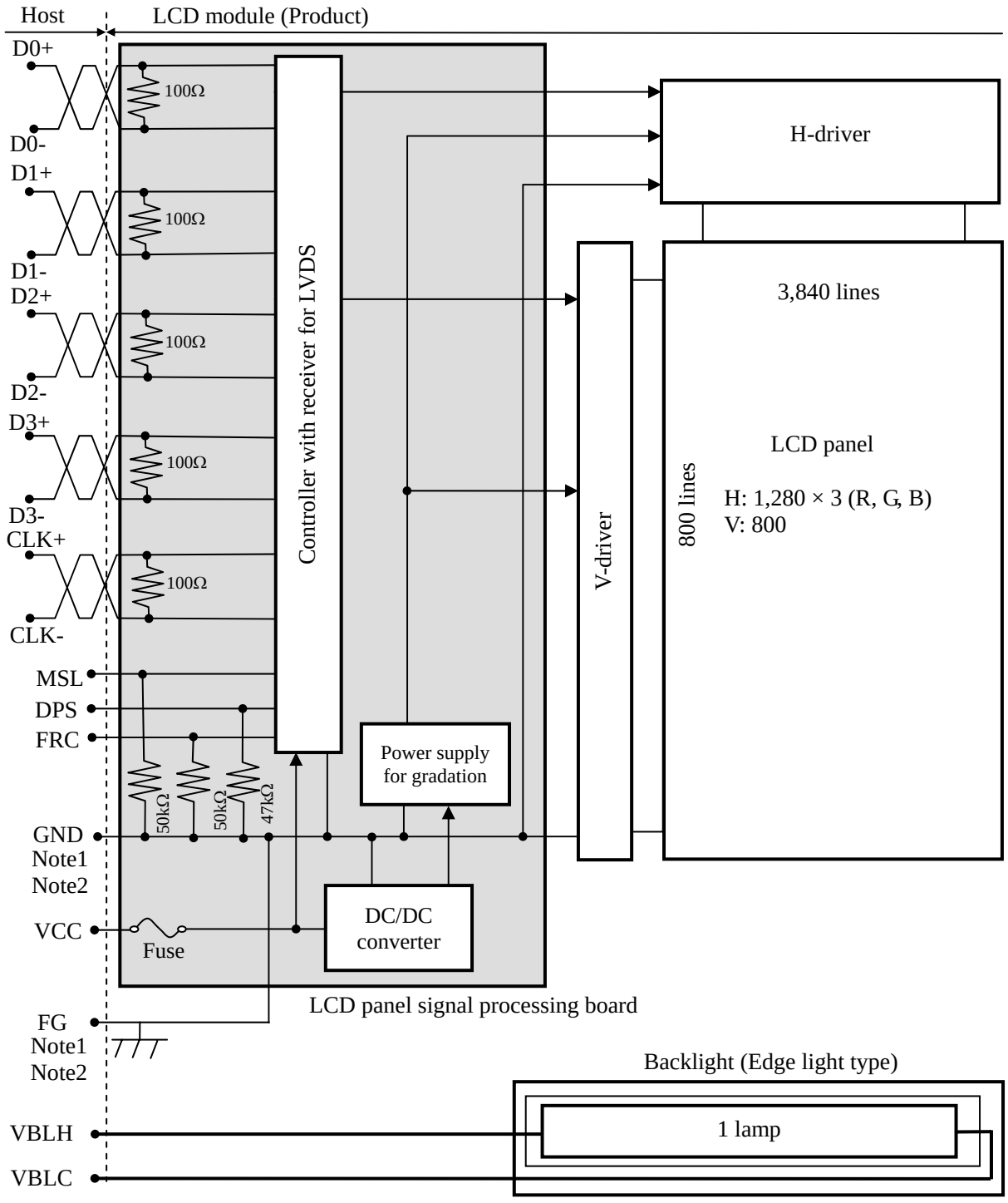
1.3 FEATURES

- Ultra-wide viewing angle (Adoption of Ultra-Advanced Super Fine TFT (UA-SFT))
- LVDS interface
- Reversible-scan direction
- Selectable 8bit or 6bit digital signals for data of RGB
- Edge light type (without inverter)
- Digitizer insertable structure ☆
- Acquisition product for UL60950-1/CSA-C22.2 No.60950-1-03 (File number: E170632) ☆
- Compliance with the European RoHS directive (2002/95/EC) ☆

2. GENERAL SPECIFICATIONS

Display area	261.12 (H) × 163.2 (V)mm	
Diagonal size of display	31cm (12.1 inches)	
Drive system	a-Si TFT active matrix	
Display color	16,777,216 colors (At 8-bit input, FRC terminal= High) 262,144 colors (At 6-bit input, FRC terminal= Low or Open)	
Pixel	1,280(H) × 800 (V) pixels	
Pixel arrangement	RGB (Red dot, Green dot, Blue dot) vertical stripe	
Dot pitch	0.068 (H) × 0.204 (V) mm	
Pixel pitch	0.204(H) × 0.204 (V) mm	
Module size	276.8 (W) × 178.5 (H) × 7.5 (D)mm (typ.)	
Weight	350g (typ.)	
Contrast ratio	700:1 (typ.)	☆
Viewing angle	*At the contrast ratio ≥ 10:1* • Horizontal: Right side 85° (typ.), Left side 85° (typ.) • Vertical: Up side 85° (typ.), Down side 85° (typ.)	
Designed viewing direction	• Viewing angle with optimum grayscale (γ=2.2): normal axis (Perpendicular)	
Polarizer surface	Antiglare	
Polarizer pencil-hardness	3H (min.) [by JIS K5400]	
Color gamut	*At LCD panel center* 40 % (typ.) [against NTSC color space]	
Response time	*Ton + Toff (10% ←→ 90%)* 25 ms (typ.)	
Luminance	*At lamp current IBL=6.0mArms / lamp* 180 cd/m^2 (typ.)	
Signal system	LVDS 1port (Receiver: THC63LVDF84B, THine Electronics Inc. or equivalent) [8bit/6bit digital signals for data of RGB colors, Dot clock (CLK), Data enable (DE), Selection of LVDS input map (MSL)]	
Power supply voltage	LCD panel signal processing board: 3.3V	
Backlight	Edge light type: 1 cold cathode fluorescent lamps (without inverter)	
Power consumption	*At IBL=6.0mArms / lamp, Checkered flag pattern* 4.8W (typ., Power dissipation of the inverter is not included.)	☆

3. BLOCK DIAGRAM



Note1: Relations between GND (Signal ground), FG (Frame ground) and VBLC (Lamp low voltage terminal) in the LCD module are as follows.

GND - FG	Connected
GND - VBLC	Not connected
FG - VBLC	Not connected

Note2: GND, FG and GNDB must be connected to customer equipment's ground, and it is recommended that these grounds are connected together in customer equipment.

4. DETAILED SPECIFICATIONS

4.1 MECHANICAL SPECIFICATIONS

Parameter	Specification		Unit
Module size	276.8 ± 0.3 (W) × 178.5 ± 0.3 (H) × 7.8 max. (D)	Note1	mm
Display area	261.12 (H) × 163.2 (V)	Note1	mm
Weight	350 (typ.), 370 (max.)		g

Note1: See "**7. OUTLINE DRAWINGS**".

4.2 ABSOLUTE MAXIMUM RATINGS

Parameter		Symbol	Rating	Unit	Remarks
Power supply voltage	LCD panel signal processing board	VCC	-0.3 to +3.6	V	-
	Lamp voltage	VBLH	1,500	Vrms	
Input voltage for signals	Display signals Note1	VD	-0.3 to +3.6 and < VCC+0.3	V	-
	Function signals Note2	VF			
Storage temperature		Tst	-20 to +60	°C	-
Operating temperature	Front surface	TopF	0 to +55	°C	Note3
	Rear surface	TopR	0 to +55	°C	Note4
Relative humidity Note5		RH	≤ 95	%	Ta ≤ 40°C
			≤ 85	%	40 < Ta ≤ 50°C
			≤ 70	%	50°C <Ta≤ 55°C
Absolute humidity Note5		AH	≤ 73 Note6	g/m^3	Ta > 55°C

Note1: D0+/-, D1+/-, D2+/-, D3+/-, CLK+/-
Note2: FRC, DPS, MSL
Note3: Measured at center of LCD panel surface (including self-heat)
Note4: Measured at center of LCD module's rear surface (including self-heat)
Note5: No condensation
Note6: Water amount at Ta = 55°C and RH = 70%

4.3 ELECTRICAL CHARACTERISTICS

4.3.1 LCD panel signal processing board

(Ta = 25°C)

Parameter		Symbol	min.	typ.	max.	Unit	Remarks
Power supply voltage		VCC	3.0	3.3	3.6	V	-
Power supply current		ICC	-	500 Note1	860 Note2	mA	at VCC = 3.3V ☆
Permissible ripple voltage		VRP	-	-	100	mVp-p	for VCC
Differential input threshold voltage for LVDS receiver	High	VTH	-	-	+100	mV	at VCM=1.2V Note3
	Low	VTL	-100	-	-	mV	
Terminating resistance		RT	-	100	-	Ω	-
Input voltage for DPS, FRC and MSL signals	High	VFH	0.7VCC	-	VCC	V	CMOS level
	Low	VFL	0	-	0.3VCC	V	
Input current for FRC and MSL signals	High	IFH	-	-	300	μA	-
	Low	IFL	-300	-	-	μA	

Note1: Checkered flag pattern [by EIAJ ED-2522]
Note2: Pattern for maximum current
Note3: Common mode voltage for LVDS receiver

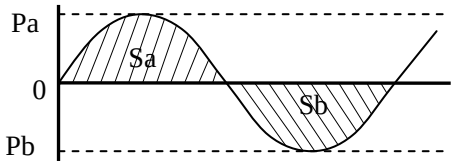
4.3.2 Backlight lamp

(Ta=25°C)

Parameter	Symbol	min.	typ.	max.	Unit	Remarks	
Lamp current	IBL	3.0	6.0	6.5	mArms	At IBL=6.0mArms: 180 cd/m^2 Note2, Note3	
Lamp voltage	VBLH	-	525	-	Vrms	Note1, Note2	☆
Lamp starting voltage	VS	1,150	-	-	Vrms	Ta = 0°C Note1, Note2, Note4, Note7	☆
Lamp oscillation frequency	FO	55	-	65	kHz	Note5	

Note1: The lamp voltage cycle between lamps should be kept on a same phase. "VS" and "VBLH" are the voltage value between low voltage side (Cold) and high voltage side (Hot). ☆

Note2: The asymmetric ratio of working waveform for lamps (Power supply voltage peak ratio, power supply current peak ratio and waveform space ratio) should be less than 5 % (See the following figure.). If the waveform is asymmetric, DC (Direct current) element apply into the lamp. In this case, a lamp lifetime may be shortened, because a distribution of a lamp enclosure substance inclines toward one side between low voltage terminal (Cold terminal) and high voltage terminal (Hot terminal). When designing the inverter, evaluate asymmetric of lamp working waveform sufficiently.



$$\frac{|Pa - Pb|}{Pb} \times 100 \leq 5\ \%$$

$$\frac{|Sa - Sb|}{Sb} \times 100 \leq 5\ \%$$

Pa: Supply voltage/current peak for positive, Pb: Supply voltage/current peak for negative
Sa: Waveform space for positive part, Sb: Waveform space for negative part

Note3: The lamp current should be measured by high-frequency current meter at the low voltage terminal.

Note4: The inverter should be designed so that the lamp starting voltage can be maintained for more than 1 second. Otherwise the lamp may not be turned on.

Note5: In case "FO" is not the recommended value, beat noise may display on the screen, because of interference between "FO" and "1/th". Recommended value of "FO" is as following.

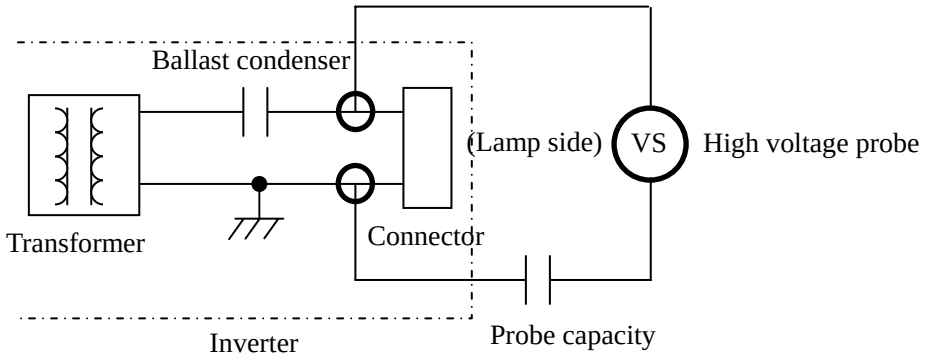
$$FO = \frac{1}{4} \times \frac{1}{th} \times (2n\text{-}1)$$

th: Horizontal cycle (See "**4.9.2 Timing characteristics**".)
n: Natural number (1, 2, 3 ·····)

Note6: Method of lamp cable installation may invite fluctuation of lamp current and voltage or asymmetric of lamp working waveform. When designing method of lamp cable installation, evaluate the fluctuation of lamp current, voltage and working waveform sufficiently.

Note7: In case of Inverter with Ballast condenser, "VS" is the voltage level between Ballast condenser and Connector (Refer to the below “Example of measurement”). "VS" should be designed to be more than minimum "VS". Otherwise the lamp may not be turned on because the lamp starting voltage is less than minimum "VS".

Example of measurement
Probe capacity: 3pF (Tektronix, inc.: P6015A)



4.3.3 Power supply voltage ripple

This product works, even if the ripple voltage levels are beyond the permissible values as following the table, but there might be noise on the display image.

Power supply voltage		Ripple voltage Note1 (Measure at input terminal of power supply)	Unit
VCC	3.3 V	≤ 100	mVp-p

Note1: The permissible ripple voltage includes spike noise.

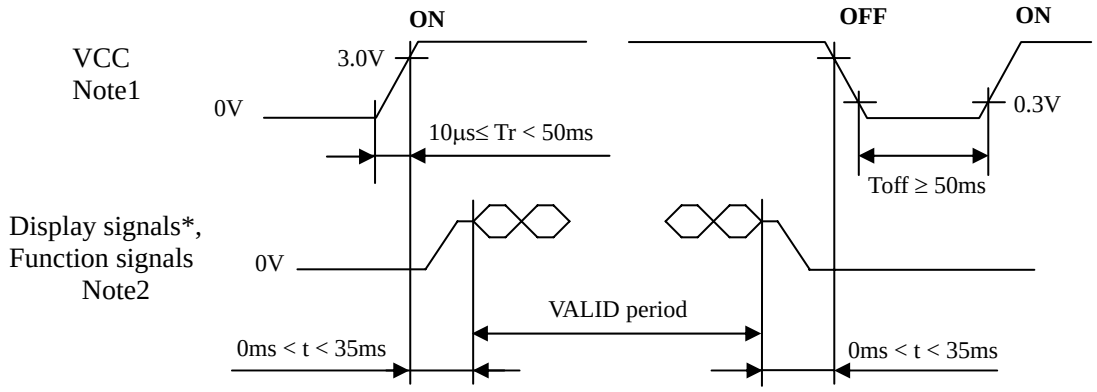
4.3.4 Fuse

Parameter	Fuse		Rating	Fusing current	Remarks
	Type	Supplier			
VCC	FCC16202AB	KAMAYA ELECTRIC Co., Ltd.	2.0A 32V	4.0A	Note1

Note1: The power supply capacity should be more than the fusing current. If it is less than the fusing current, the fuse may not blow in a short time, and then nasty smell, smoke and so on may occur.

4.4 POWER SUPPLY VOLTAGE SEQUENCE

4.4.1 LCD panel signal processing board



* These signals should be measured at the terminal of 100Ω resistance.

Note1: In terms of voltage variation (voltage drop) while VCC rising edge is below 3.0V, a protection circuit may work, and then this product may not work.

Note2: Display signals (D0+/-, D1+/-, D2+/-, D3+/-, CLK+/-) and function signals (FRC, DPS, MSL) must be Low or High-impedance, exclude the VALID period (See above sequence diagram), in order to avoid that internal circuits is damaged.
If some of display and function signals of this product are cut while this product is working, even if the signal input to it once again, it might not work normally. VCC should be cut when the display and function signals are stopped.

4.5 CONNECTIONS AND FUNCTIONS FOR INTERFACE PINS

4.5.1 LCD panel signal processing board

CN1 socket (LCD module side): DF19L-20P-1H (Hirose Electric Co., Ltd. (HRS))
Adaptable plug: DF19G-20S-1C, DF19G-20S-1F (Hirose Electric Co., Ltd. (HRS))

Pin No.	Symbol	Signal	Input data signal: 8bit		Input data signal: 6bit	Remarks
			MAP A	MAP B		
1	VCC	Power supply	Power supply		Power supply	Note1
2	VCC					
3	MSL	Selection of LVDS input map	Low	High	Low	Note3, Note5
4	GND	Ground	Ground			Note1
5	D0-	Pixel data	R2-R7, G2	R0-R5, G0	R0-R5, G0	Note2
6	D0+					
7	GND	Ground	Ground			Note1
8	D1-	Pixel data	G3-G7, B2-B3	G1-G5, B0-B1	G1-G5, B0-B1	Note2
9	D1+					
10	GND	Ground	Ground			Note1
11	D2-	Pixel data	B4-B7, DE	B2-B5, DE	B2-B5, DE	Note2
12	D2+					
13	GND	Ground	Ground			Note1
14	CLK-	Pixel clock	Pixel clock			Note2
15	CLK+					
16	GND	Ground	Ground			Note1
17	FRC	Selection of the number of colors	High		Low or Open	Note3
18	DPS	Selection of scan direction	High : Reverse scan Low or Open : Normal scan			Note4
19	D3- or GND	Pixel data or Ground	R0-R1,G0-G1,B0-B1	R6-R7,G6-G7,B6-B7	Ground	Note1, Note2
20	D3+ or GND	Pixel data or Ground				

Note1: All GND and VCC terminals should be used without any non-connected lines.
Note2: Twist pair wires with 100Ω (Characteristic impedance) should be used between LCD panel signal processing board and LVDS transmitter.
Note3: See "**4.6 DISPLAY COLORS AND INPUT DATA SIGNALS**".
Note4: See "**4.8 SCANNING DIRECTIONS**".
Note5: See "**4.5.4 Connection between receiver and transmitter for LVDS**".

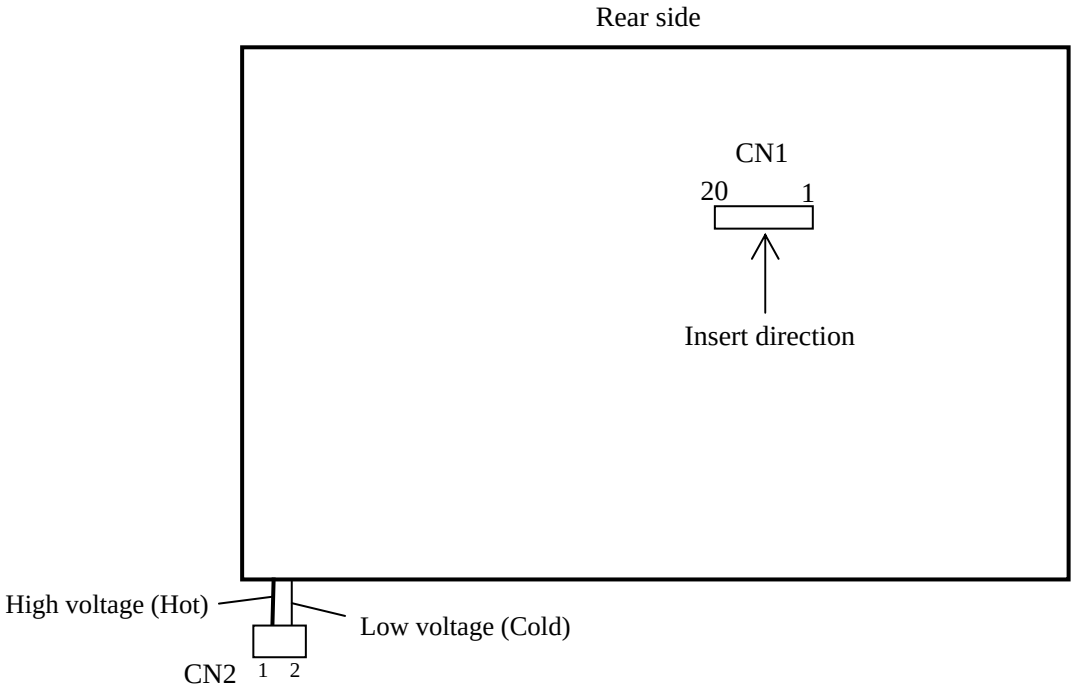
4.5.2 Backlight lamp

Attention: VBLH and VBLC must be connected correctly. Wrong connections will cause electric shock and also break down of the product.

CN2 plug (LCD module side): BHSR-02VS-1 (J.S.T Mfg. Co., Ltd.)
Adaptable socket: SM02B-BHSS-1-TB (LF) (SN) (J.S.T Mfg. Co., Ltd.)

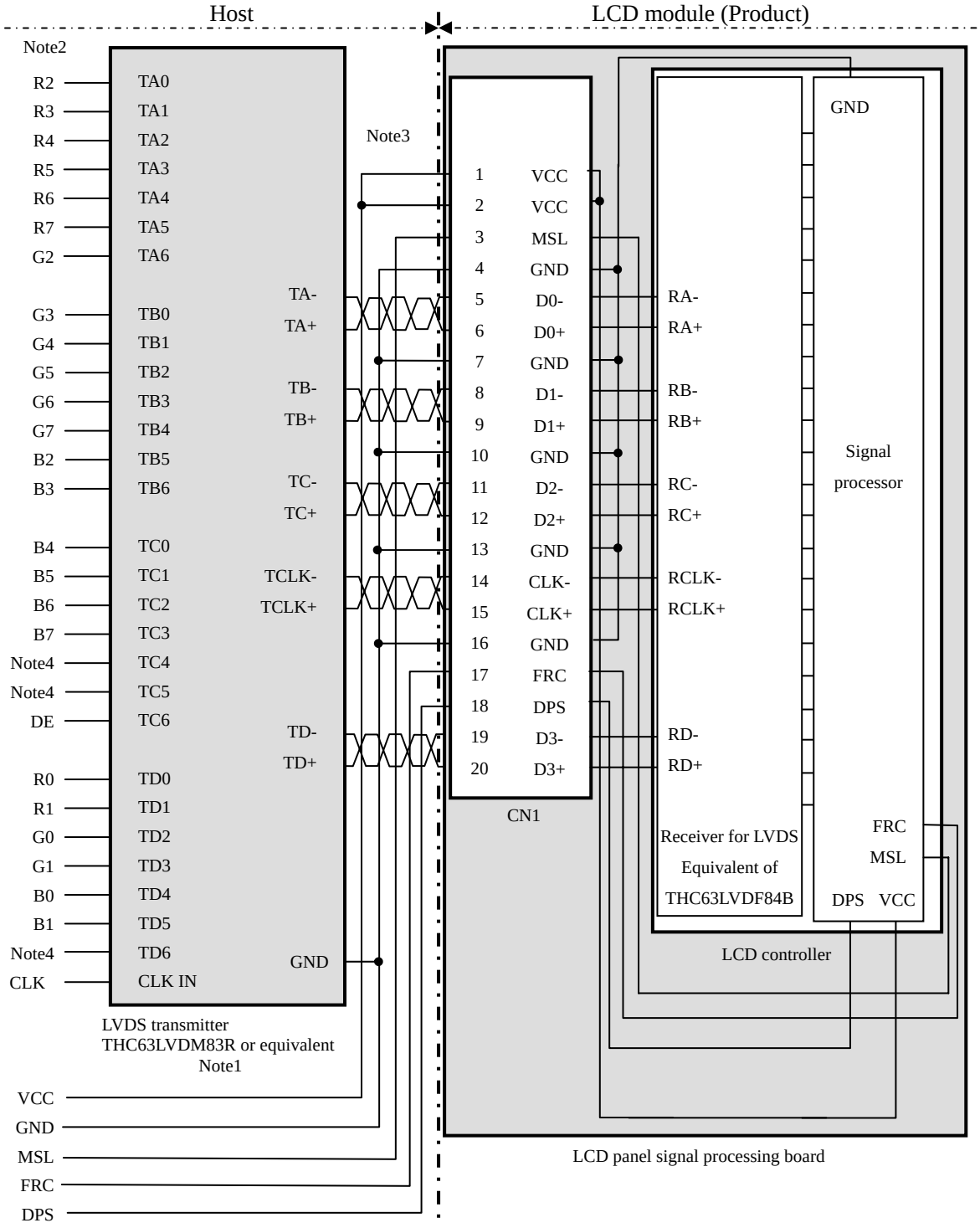
Pin No.	Symbol	Signal	Remarks
1	VBLH	High voltage terminal (Hot)	Cable color: Pink
2	VBLC	Low voltage terminal (Cold)	Cable color: Black

4.5.3 Positions of plug and socket



4.5.4 Connection between receiver and transmitter for LVDS

(1) Input data signal: 8bit, MAP A



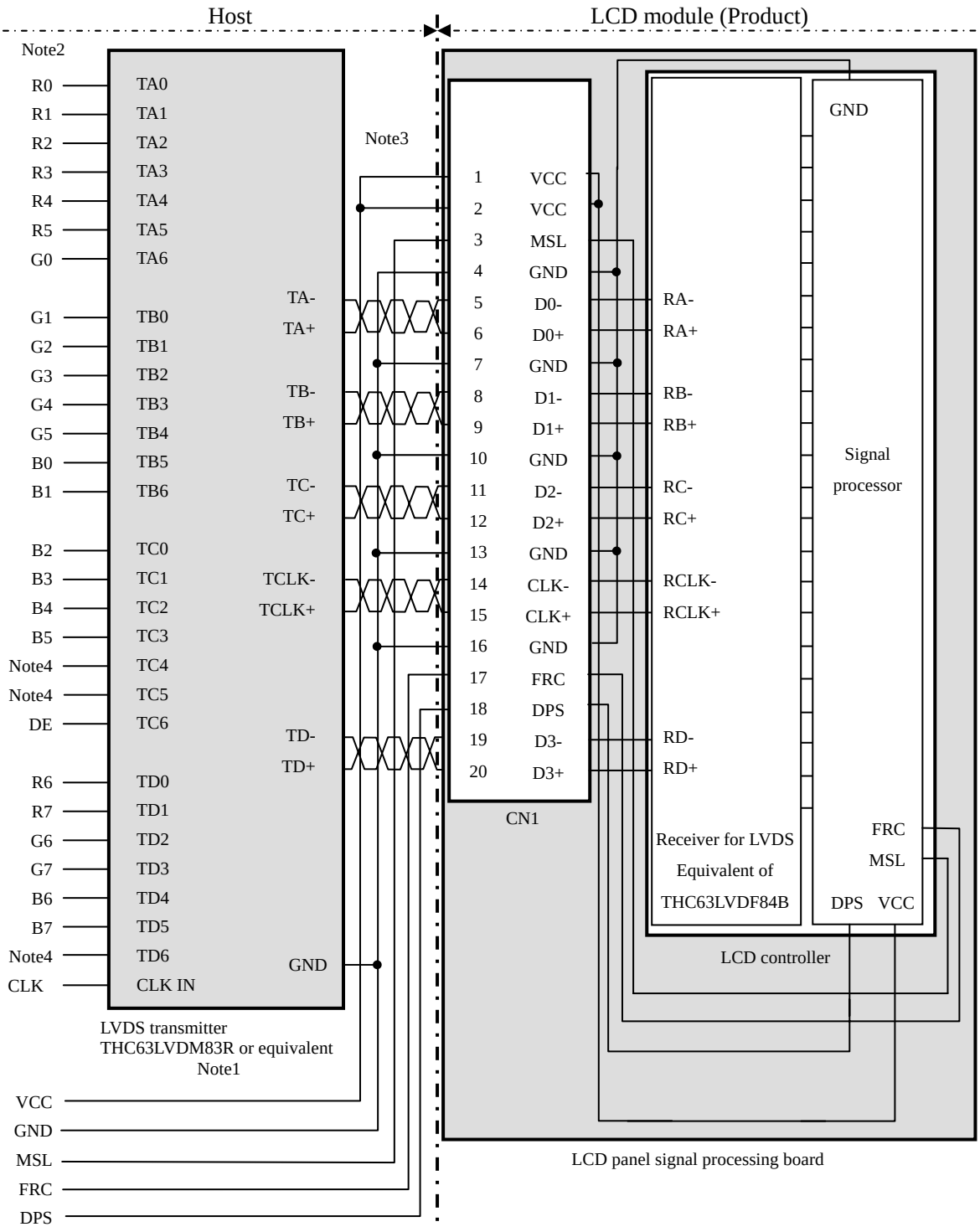
Note1: Recommended transmitter THC63LVDM83R (THine Electronics Inc.) or equivalent

Note2: LSB (Least Significant Bit) - R0, G0, B0 MSB (Most Significant Bit) - R7, G7, B7

Note3: Twist pair wires with 100Ω (Characteristic impedance) should be used between LCD panel signal processing board and LVDS transmitter.

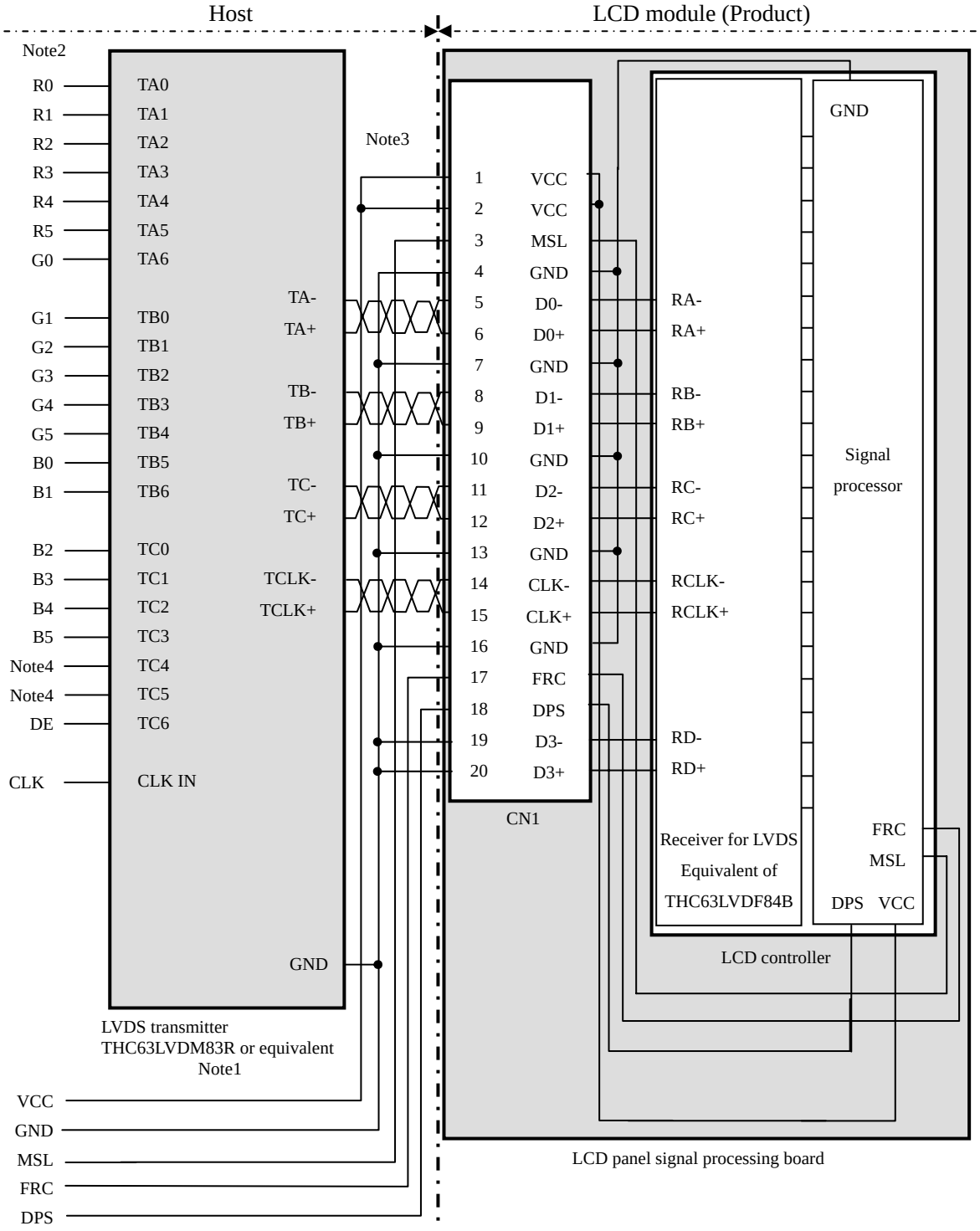
Note4: Input signals to TC4, TC5 and TD6 are not used inside the product, but do not keep TC4, TC5 and TD6 open to avoid noise problem.

(2) Input data signal: 8bit, MAP B



Note1: Recommended transmitter THC63LVDM83R (THine Electronics Inc.) or equivalent
Note2: LSB (Least Significant Bit) - R0, G0, B0 MSB (Most Significant Bit) - R7, G7, B7
Note3: Twist pair wires with 100Ω (Characteristic impedance) should be used between LCD panel signal processing board and LVDS transmitter.
Note4: Input signals to TC4, TC5 and TD6 are not used inside the product, but do not keep TC4, TC5 and TD6 open to avoid noise problem.

(3) Input data signal: 6bit



Note1: Recommended transmitter THC63LVDM83R (THine Electronics Inc.) or equivalent

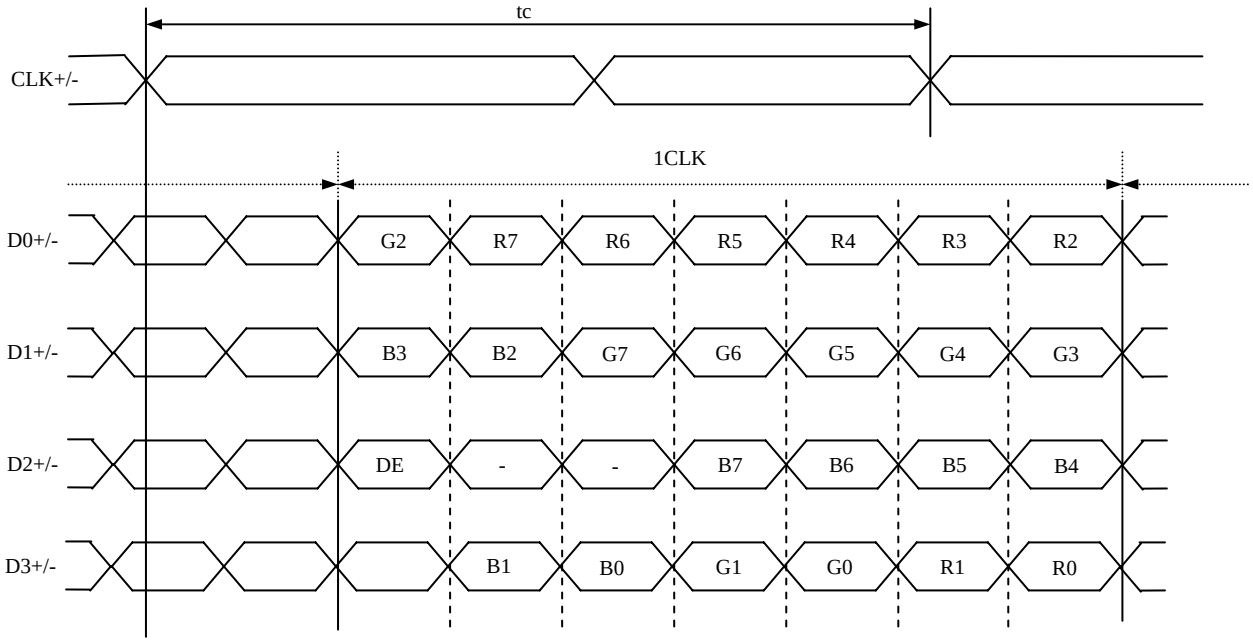
Note2: LSB (Least Significant Bit) – R0, G0, B0 MSB (Most Significant Bit) – R5, G5, B5

Note3: Twist pair wires with 100Ω (Characteristic impedance) should be used between LCD panel signal processing board and LVDS transmitter.

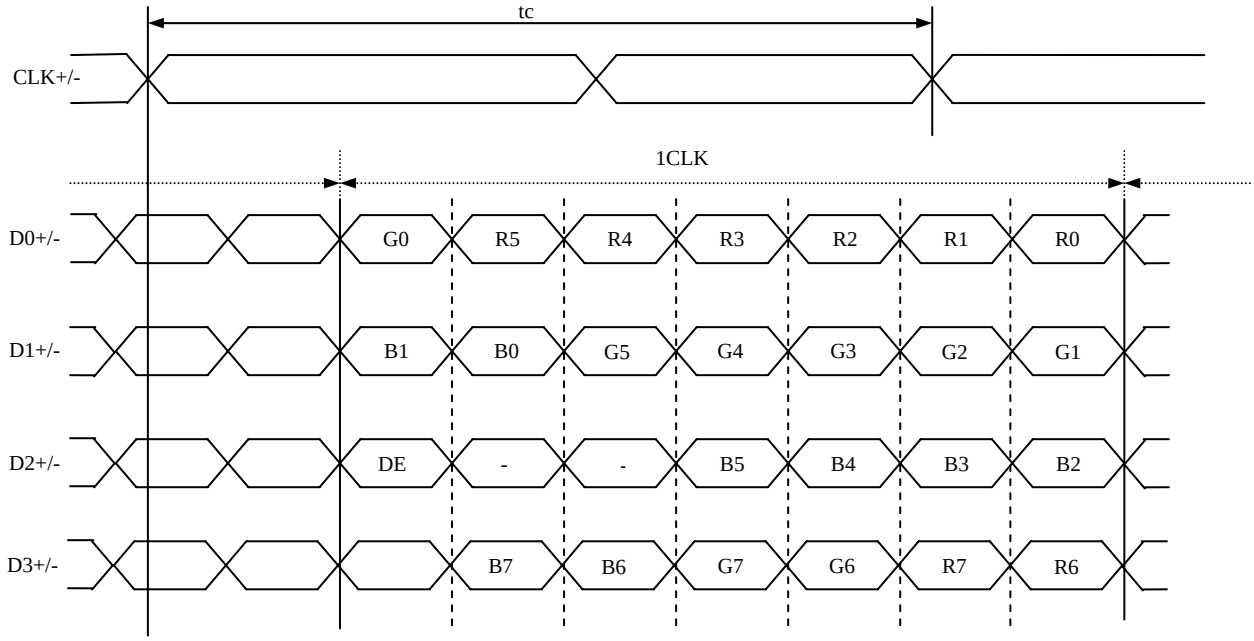
Note4: Input signals to TC4 and TC5 are not used inside the product, but do not keep TC4 and TC5 open to avoid noise problem.

4.5.5 Input data mapping

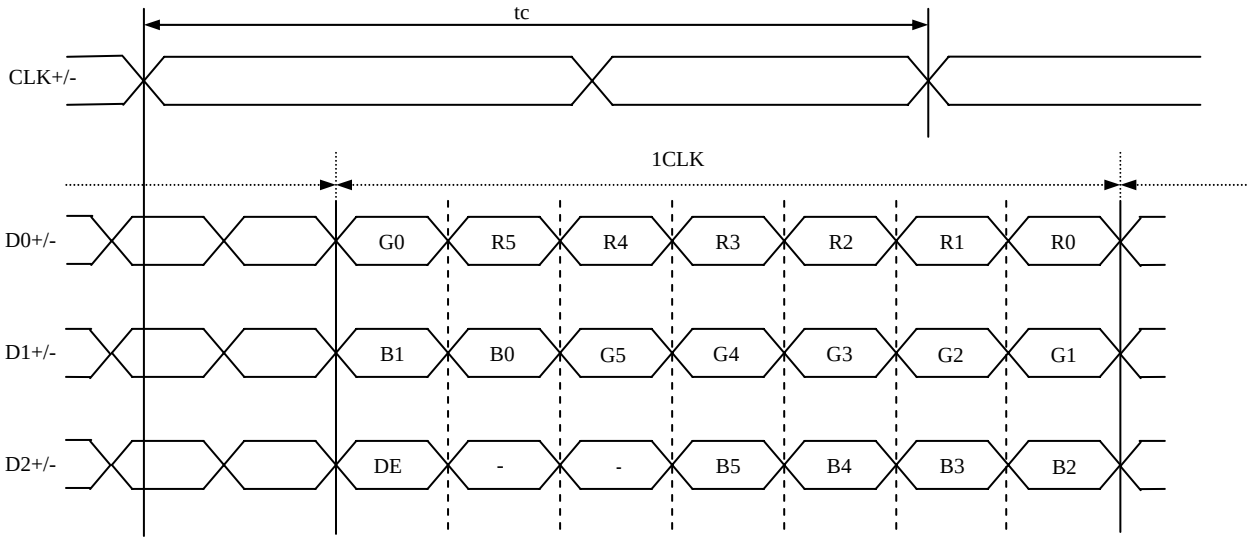
(1) Input data signal: 8bit , MAP A



(2) Input data signal: 8bit , MAP B



(3) Input data signal: 6bit



4.6 DISPLAY COLORS AND INPUT DATA SIGNALS

4.6.1 Combinations between input data signals, FRC signal and MSL signal

This product can display in equivalent to 16,777,216 colors in 256 gray scales and 262,144 colors in 64 gray scales by combination between input data signals and FRC signal. See following table.

Combination	Input data signals	Input Data mapping	CN1- Pin No.19 and 20	FRC terminal	MSL terminal	Display colors	Remarks
①	8 bit	Map A	D3+/-	High	Low	16,777,216	Note1
②	8 bit	Map B	D3+/-	High	High	16,777,216	Note1
③	6 bit	-	GND	Low or open	Low	262,144	Note2

Note1: See "**4.6.2 16,777,216 colors**".
Note2: See "**4.6.3 262,144 colors**".

4.6.2 16,777,216 colors

This product can display equivalent of 16,777,216 colors in 256 gray scales by combination ① and ②.
(See "**4.6.1 Combinations between input data signals, FRC signal and MSL signal**".)
Also the relation between display colors and input data signals is as the following table.

Display colors		Data signal (0: Low level, 1: High level)																							
		R7	R6	R5	R4	R3	R2	R1	R0	G7	G6	G5	G4	G3	G2	G1	G0	B7	B6	B5	B4	B3	B2	B1	B0
Basic Colors	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
	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
	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
	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
	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
	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
	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
	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
Red gray scale	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	1	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
	dark	0	0	0	0	0	0	1	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
	↑					:								:								:			
	↓					:								:								:			
	bright	1	1	1	1	1	1	0	1	0	0	0	0	0	0	0	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	0	0	0	0	0	0	0	0
	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
Green gray scale	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	1	0	0	0	0	0	0	0	0
	dark	0	0	0	0	0	0	0	0	0	0	0	0	0	0	1	0	0	0	0	0	0	0	0	0
	↑					:								:								:			
	↓					:								:								:			
	bright	0	0	0	0	0	0	0	0	1	1	1	1	1	1	0	1	0	0	0	0	0	0	0	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
	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
Blue gray scale	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	0	1
	dark	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	1	0
	↑					:								:								:			
	↓					:								:								:			
	bright	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	1	1	1	1	1	1	0	1
		0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	1	1	1	1	1	1	1	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

4.6.3 262,144 colors

This product can display equivalent of 262,144 colors in 64 gray scales by combination ③.
(See "**4.6.1 Combinations between input data signals, FRC signal and MSL signal**".)
Also the relation between display colors and input data signals is as the following table.

Display colors		Data signal (0: Low level, 1: High level)																	
		R5	R4	R3	R2	R1	R0	G5	G4	G3	G2	G1	G0	B5	B4	B3	B2	B1	B0
Basic colors	Black	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	1	1	1	1	1	1
	Red	1	1	1	1	1	1	0	0	0	0	0	0	0	0	0	0	0	0
	Magenta	1	1	1	1	1	1	0	0	0	0	0	0	1	1	1	1	1	1
	Green	0	0	0	0	0	0	1	1	1	1	1	1	0	0	0	0	0	0
	Cyan	0	0	0	0	0	0	1	1	1	1	1	1	1	1	1	1	1	1
	Yellow	1	1	1	1	1	1	1	1	1	1	1	1	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
Red gray scale	Black	0	0	0	0	0	0	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	0	0	0	0	0
	dark	0	0	0	0	1	0	0	0	0	0	0	0	0	0	0	0	0	0
	↑				:						:						:		
	↓				:						:						:		
	bright	1	1	1	1	0	1	0	0	0	0	0	0	0	0	0	0	0	0
		1	1	1	1	1	0	0	0	0	0	0	0	0	0	0	0	0	0
	Red	1	1	1	1	1	1	0	0	0	0	0	0	0	0	0	0	0	0
Green gray scale	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	1	0	0	0	0	0	0
	dark	0	0	0	0	0	0	0	0	0	0	1	0	0	0	0	0	0	0
	↑				:						:						:		
	↓				:						:						:		
	bright	0	0	0	0	0	0	1	1	1	1	0	1	0	0	0	0	0	0
		0	0	0	0	0	0	1	1	1	1	1	0	0	0	0	0	0	0
	Green	0	0	0	0	0	0	1	1	1	1	1	1	0	0	0	0	0	0
Blue gray scale	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	1
	dark	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	1	0
	↑				:						:						:		
	↓				:						:						:		
	bright	0	0	0	0	0	0	0	0	0	0	0	0	1	1	1	1	0	1
		0	0	0	0	0	0	0	0	0	0	0	0	1	1	1	1	1	0
	Blue	0	0	0	0	0	0	0	0	0	0	0	0	1	1	1	1	1	1

4.7 DISPLAY POSITIONS

The following table is the coordinates per pixel (See "**4.8 SCANNING DIRECTIONS**".).

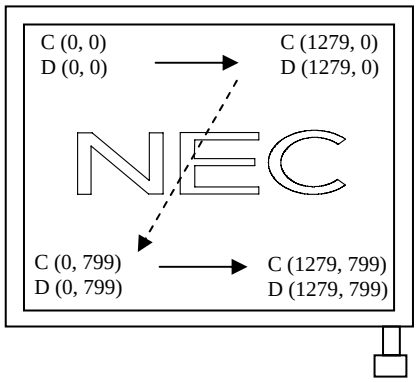
C (0, 0)

R	G	B

C(0, 0)	C(1, 0)	• • •	C(X, 0)	• • •	C(1278, 0)	C((1279, 0)
C(0, 1)	C(1, 1)	• • •	C(X, 1)	• • •	C((1278, 1)	C((1279, 1)
• • •	• • •	• • • •	• • •	• • • •	• • •	• • • •
C(0, Y)	C(1, Y)	• • •	C(X, Y)	• • •	C((1278, Y)	C((1279, Y)
• • •	• • •	• • • •	• • •	• • • •	• • •	• • •
C(0, 798)	C(1, 798)	• • •	C(X, 798)	• • •	C((1278, 798)	C((1279, 798)
C(0, 799)	C(1, 799)	• • •	C(X, 799)	• • •	C((1278, 799)	C((1279, 799)

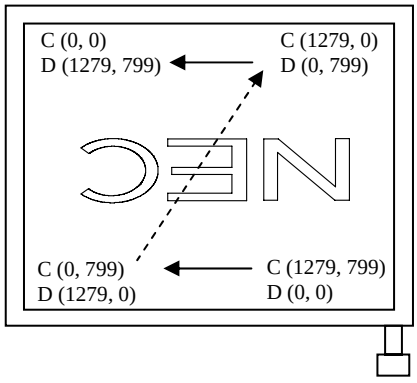
4.8 SCANNING DIRECTIONS

The following figures are seen from a front view. Also the arrow shows the direction of scan.



Note1

Figure1. Normal scan (DPS: Low or Open)



Note1

Figure2. Reverse scan (DPS: High)

Note1: Meaning of C (X, Y) and D (X, Y)

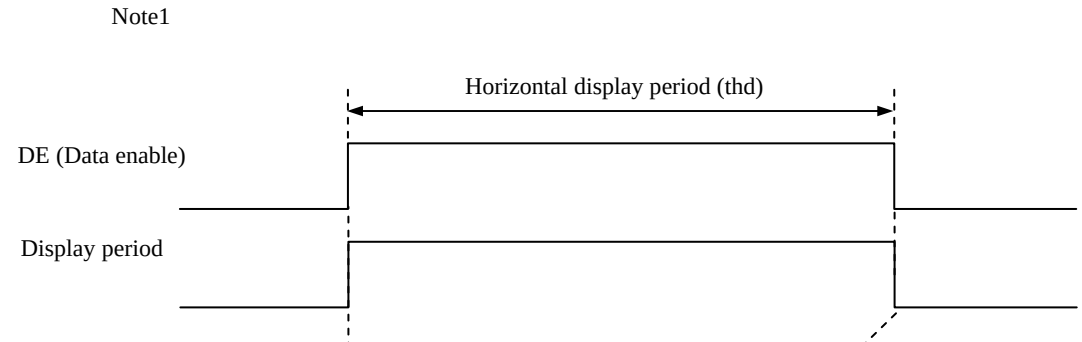
C (X, Y): The coordinates of the display position (See "**4.7 DISPLAY POSITIONS**".)

D (X, Y): The data number of input signal for LCD panel signal processing board

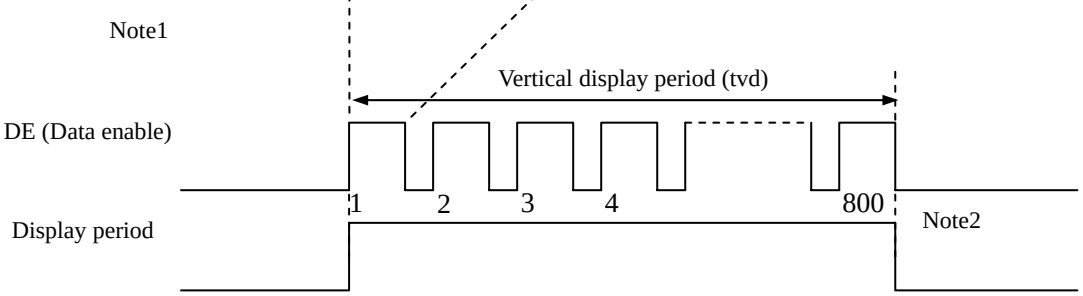
4.9 INPUT SIGNAL TIMINGS

4.9.1 Outline of input signal timings

- Horizontal signal



- Vertical signal



Note1: This diagram indicates virtual signal for set up to timing.
Note2: See "**4.9.3 Input signal timing chart**" for numeration of pulse.

4.9.2 Timing characteristics

(Note1, Note2, Note3)

Parameter			Symbol	min.	typ.	max.	Unit	Remarks
CLK	Frequency		1/tc	67.0	71.0	75.0	MHz	14.085ns
	Duty		-	-			-	-
	Rise time, Fall time		-				ns	
DATA	CLK-DATA	Setup time	-	-			ns	-
		Hold time	-				ns	
	Rise time, Fall time		-				ns	
DE	Horizontal	Cycle	th	17.20	20.28	21.49	µs	47.776kHz ☆
				1,290	1,440	-	CLK	
		Display period	thd	1,280			CLK	-
	Vertical (One frame)	Cycle	tv	14.16	16.69	17.69	ms	59.92Hz
				-	823	-	H	
		Display period	tvd	800			H	
	CLK-DE	Setup time	-	-			ns	-
		Hold time	-				ns	
	Rise time, Fall time		-				ns	

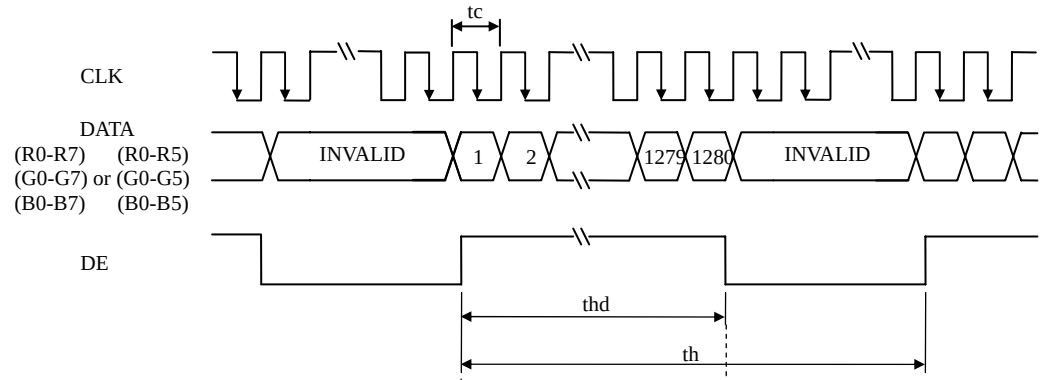
Note1: Definition of parameters is as follows.
tc= 1CLK, th= 1H

Note2: See the data sheet of LVDS transmitter.

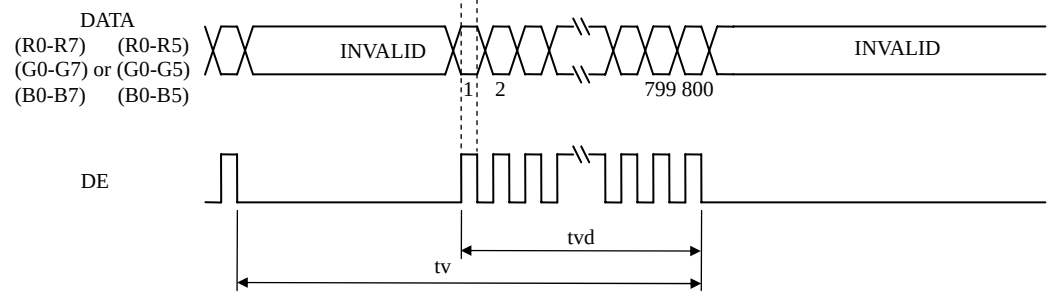
Note3: Vertical cycle (tv) should be specified in integral multiple of Horizontal cycle (th).

4.9.3 Input signal timing chart

Horizontal timing



Vertical timing



4.10 OPTICS

4.10.1 Optical characteristics

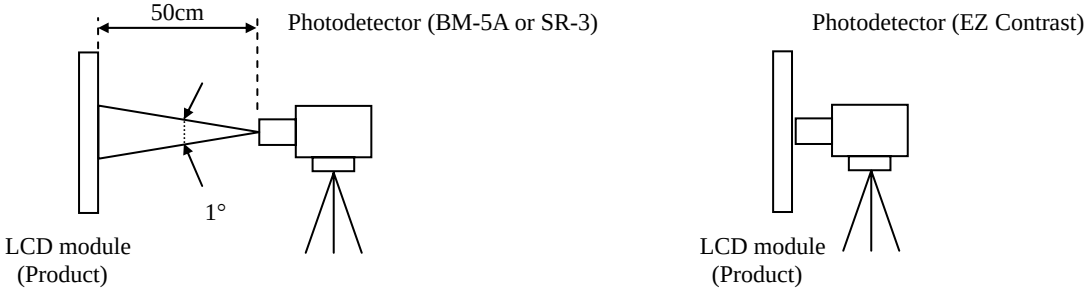
(Note1, Note2)

Parameter		Condition	Symbol	min.	typ.	max.	Unit	Measuring instrument	Remarks	
Luminance		White at center θR= 0°, θL= 0°, θU= 0°, θD= 0°	L	125	180	-	cd/m^2	BM-5A	-	
Contrast ratio		White/Black at center θR= 0°, θL= 0°, θU= 0°, θD= 0°	CR	400	700	-	-	BM-5A	Note3	☆
Luminance uniformity		White θR= 0°, θL= 0°, θU= 0°, θD= 0°	LU	-	1.25	1.4	-	BM-5A	Note4	
Chromaticity	White	**x** coordinate	Wx	0.283	0.313	0.343	-	SR-3	Note5	☆
		y coordinate	Wy	0.299	0.329	0.359	-			
	Red	**x** coordinate	Rx	-	0.589	-	-			
		y coordinate	Ry	-	0.341	-	-			
	Green	**x** coordinate	Gx	-	0.321	-	-			
		y coordinate	Gy	-	0.535	-	-			
	Blue	**x** coordinate	Bx	-	0.157	-	-			
		y coordinate	By	-	0.145	-	-			
Color gamut		θR= 0°, θL= 0°, θU= 0°, θD= 0° at center, against NTSC color space	C	35	40	-	%			
Response time		Black to White	Ton	-	10	15	ms	BM-5A	Note6 Note7	
		White to Black	Toff	-	15	20	ms			
Viewing angle	Right	θU= 0°, θD= 0°, CR≥ 10	θR	70	85	-	°	EZ Contrast	Note8	☆
	Left	θU= 0°, θD= 0°, CR≥ 10	θL	70	85	-	°			
	Up	θR= 0°, θL= 0°, CR≥ 10	θU	70	85	-	°			
	Down	θR= 0°, θL= 0°, CR≥ 10	θD	70	85	-	°			

Note1: These are initial characteristics.
Note2: Measurement conditions are as follows.

Ta= 25°C, VCC= 3.3V, IBL= 6.0mArms/lamp, Horizontal cycle= 1/47.776kHz, Vertical cycle= 1/59.92Hz, DPS= Low or Open: Normal scan ☆

Optical characteristics are measured at luminance saturation after 20minutes from working the product, in the dark room. Also measurement methods are as follows.



Note3: See "**4.10.2 Definition of contrast ratio**".
Note4: See "**4.10.3 Definition of luminance uniformity**".
Note5: These coordinates are found on CIE 1931 chromaticity diagram.
Note6: Product surface temperature: TopF = 26.5°C
Note7: See "**4.10.4 Definition of response times**".
Note8: See "**4.10.5 Definition of viewing angles**".

4.10.2 Definition of contrast ratio

The contrast ratio is calculated by using the following formula.

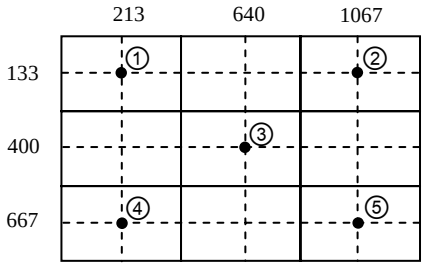
$$\text{Contrast ratio (CR)} = \frac{\text{Luminance of white screen}}{\text{Luminance of black screen}}$$

4.10.3 Definition of luminance uniformity

The luminance uniformity is calculated by using following formula.

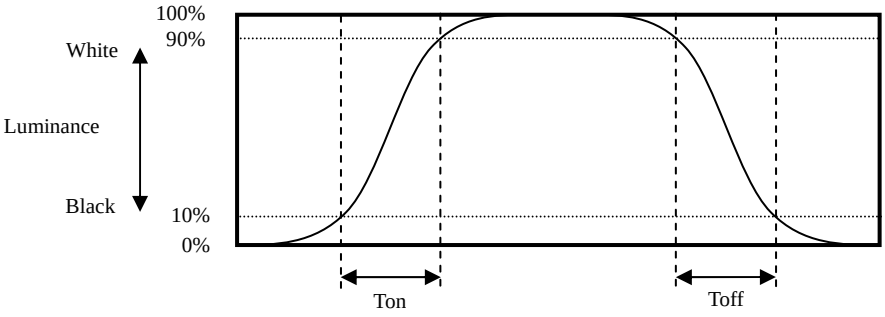
$$\text{Luminance uniformity (LU)} = \frac{\text{Maximum luminance from ① to ⑤}}{\text{Minimum luminance from ① to ⑤}}$$

The luminance is measured at near the 5 points shown below.

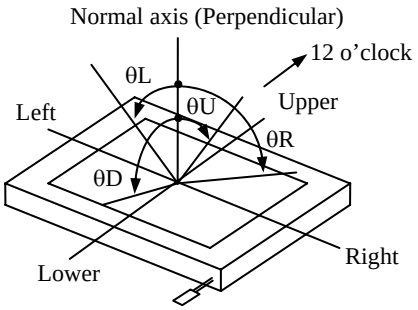


4.10.4 Definition of response times

Response time is measured, the luminance changes from " black " to " white ", or " white " to " black " on the same screen point, by photo-detector. Ton is the time it takes the luminance change from 10% up to 90%. Also Toff is the time it takes the luminance change from 90% down to 10% (See the following diagram.).



4.10.5 Definition of viewing angles



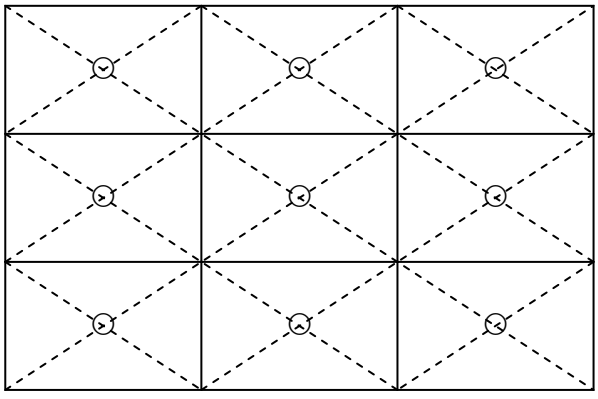
5. RELIABILITY TESTS

(Note1)

Test item	Condition	Judgment
High temperature and humidity (Operation)	① 60 ± 2°C, RH = 60%, 240hours ② Display data is white.	No display malfunctions
Heat cycle (Operation)	① 0 ± 3°C…1hour 55 ± 3°C…1hour ② 50cycles, 4hours/cycle ③ Display data is white	
Thermal shock (Non operation)	① -20 ± 3°C…30minutes 60 ± 3°C…30minutes ② 100cycles, 1hour/cycle ③ Temperature transition time is within 5 minutes.	
ESD (Operation)	① 150pF, 150Ω, ±10kV ② 9 places on a panel surface Note2 ③ 10 times each points at 1 sec interval	
Dust (Operation)	① Sample dust: No. 15 (by JIS-Z8901)) ② 15 seconds stir ③ 8 times repeat at 1 hour interval	
Vibration (Non operation)	① 5 to 100Hz, 19.6m/s^2 ② 1 minute/cycle ③ X, Y, Z directions ④ 30 times each directions	No display malfunctions No physical damages
Mechanical shock (Non operation)	① 539m/ s^2, 11ms ② ±X, ±Y, ±Z directions ③ 5 times each directions	

Note1: Display and appearance are checked under environmental conditions equivalent to the inspection conditions of defect criteria.

Note2: See the following figure for discharge points.



6. PRECAUTIONS

6.1 MEANING OF CAUTION SIGNS

The following caution signs have very important meaning. **Be sure to read "6.2 CAUTIONS" and "6.3 ATTENTIONS", after understanding these contents!**

This sign has the meaning that customer will be injured by himself or the product will sustain a damage, if customer has wrong operations.

This sign has the meaning that customer will get an electrical shock, if customer has wrong operations.

This sign has the meaning that customer will be injured by himself, if customer has wrong operations.

This sign has the meaning that customer will be burned by himself, if customer has wrong operations. ☆

6.2 CAUTIONS

* **Do not touch the working backlight. There is a danger of an electric shock.**

* **Do not shock and press the LCD panel and the backlight! There is a danger of breaking, because they are made of glass. (Shock: To be not greater 539m/s^2 and to be not greater 11ms, Pressure: To be not greater 19.6 N (ϕ16mm jig))** ☆

* **Do not touch the backlight which is during or after working. There is a danger of burn injury.** ☆

6.3 ATTENTIONS ⚠

6.3.1 Handling of the product

① Take hold of both ends without touching the circuit board when the product (LCD module) is picked up from inner packing box to avoid broken down or misadjustment, because of stress to mounting parts on the circuit board.
② Do not hook nor pull cables such as lamp cable, and so on, in order to avoid any damage.
③ When the product is put on the table temporarily, display surface must be placed downward.
④ When handling the product, take the measures of electrostatic discharge with such as earth band, ionic shower and so on, because the product may be damaged by electrostatic.
⑤ The torque for product mounting screws must never exceed 0.147N·m. Higher torque might result in distortion of the bezel. And the length of product mounting screws must be ≤ 1.8mm.
⑥ The product must be installed using mounting holes without undue stress such as bends or twist (See outline drawings). And do not add undue stress to any portion (such as bezel flat area). Bends or twist described above and undue stress to any portion may cause display mura.
⑦ Do not press or rub on the sensitive product surface. When cleaning the product surface, use of the cloth with ethanolic liquid such as screen cleaner for LCD is recommended.
⑧ Do not push nor pull the interface connectors while the product is working.
⑨ Be sure to wait some time after turning power OFF before handling the product. There is a danger of burn injury, because the metal part of backlight is hot during or after working. ☆
⑩ Do not bend or unbend the lamp cable at the near part of the lamp holding rubber, to avoid the damage for high voltage side of the lamp.
⑪ Properly connect the plug (backlight side) to adaptable socket (inverter side) without incomplete connection. After connecting, be careful not to hook the lamp cables because incomplete connection may occur by hooking the lamp cables.This incomplete connection may cause abnormal operation of high voltage circuit.
⑫ If the lamp cable is attached on the metal part of the product directly, high frequency leak current to the metal part may occur, then the brightness may decrease or the lamp may not be turned on.
⑬ When handling the product, use of an original protection sheet on the product surface (polarizer) is recommended for protection of product surface. Adhesive type protection sheet may change color or characteristics of the polarizer.
⑭ Usually liquid crystals don't leak through the breakage of glasses because of the surface tension of thin layer and the construction of LCD panel. But, if you contact with liquid crystal for the worst, please wash it out with soap.

6.3.2 Environment

① Do not operate or store in high temperature, high humidity, dewdrop atmosphere or corrosive gases. Keep the product in packing box with antistatic pouch in room temperature to avoid dusts and sunlight, when storing the product.
② In order to prevent dew condensation occurring by temperature difference, the product packing box should be opened after enough time being left under the environment of an unpacking room. Evaluate the leaving time sufficiently because a situation of dew condensation occurring is changed by the environmental temperature and humidity. (Recommended leaving time: 6 hours or more with packing state)
③ Do not operate in high magnetic field. Circuit boards may be broken down by it.
④ This product is not designed as radiation hardened.

6.3.3 Characteristics

The following items are neither defects nor failures.

① Response time, luminance and color may be changed by ambient temperature.
② Display mura, flicker, vertical seam or small spot may be observed depending on display patterns.
③ Optical characteristics (e.g. luminance, display uniformity, etc.) gradually is going to change depending on operating time, and especially low temperature, because the LCD has cold cathode fluorescent lamps.
④ Do not display the fixed pattern for a long time because it may cause image sticking. Use a screen saver, if the fixed pattern is displayed on the screen.
⑤ The display color may be changed depending on viewing angle because of the use of condenser sheet in the backlight.
⑥ Optical characteristics may be changed depending on input signal timings.
⑦ The interference noise between input signal frequency for this product's signal processing board and luminance control frequency of the inverter may appear on a display. Set up luminance control frequency of the inverter so that the interference noise does not appear.
⑧ After the product is stored under condition of low temperature or dark place for a long time, the cold cathode fluorescent lamp may not be turned on under the same condition because of the general characteristic of cold cathode fluorescent lamp. In addition, when Luminance control ratio is low in pulse width modulation method inverter, the lamp may not be turned on. In this case, power should be supplied again.

6.3.4 Other

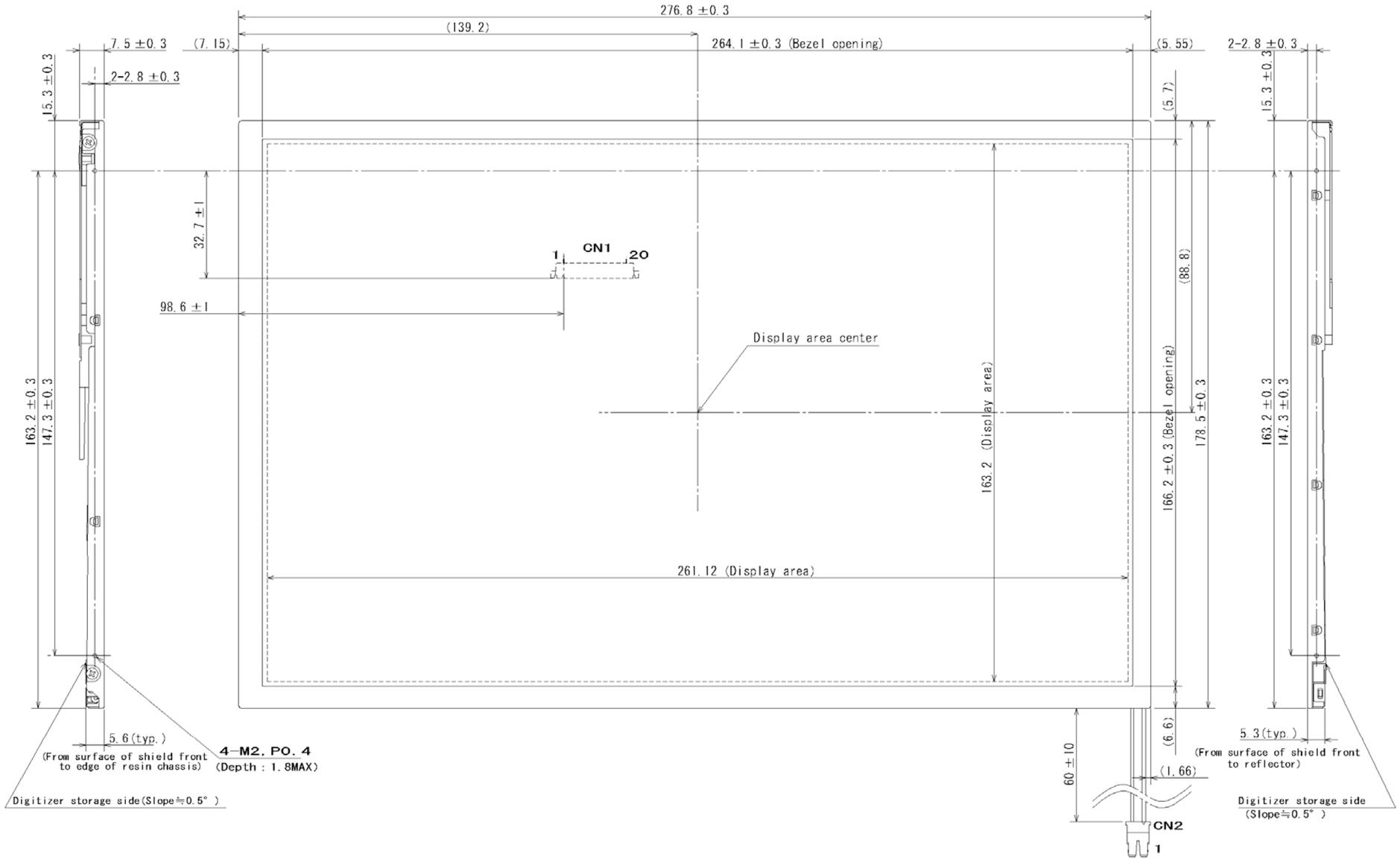
① All GND and VCC terminals should be used without any non-connected lines.
② Do not disassemble a product or adjust variable resistors.
③ Pay attention not to insert foreign materials inside of the product, when using tapping screws.
④ Pack the product with original shipping package, in order to avoid any damages during transportation, when returning the product to NEC for repair and so on.
⑤ The information of China RoHS directive six hazardous substances or elements in this product is as follows. ☆

China RoHS directive six hazardous substances or elements					
Lead (Pb)	Mercury (Hg)	Cadmium (Cd)	Hexavalent Chromium (Cr VI)	Polybrominated Biphenys (PBB)	Polybrominated Biphenyl Ethers (PBDE)
×	×	○	○	○	○

Note1: ○: This indicates that the poisonous or harmful material in all the homogeneous materials for this part is equal or below the limitation level of SJ/T11363-2006 standard regulation.
×: This indicates that the poisonous or harmful material in all the homogeneous materials for this part is above the limitation level of SJ/T11363-2006 standard regulation.

7. OUTLINE DRAWINGS

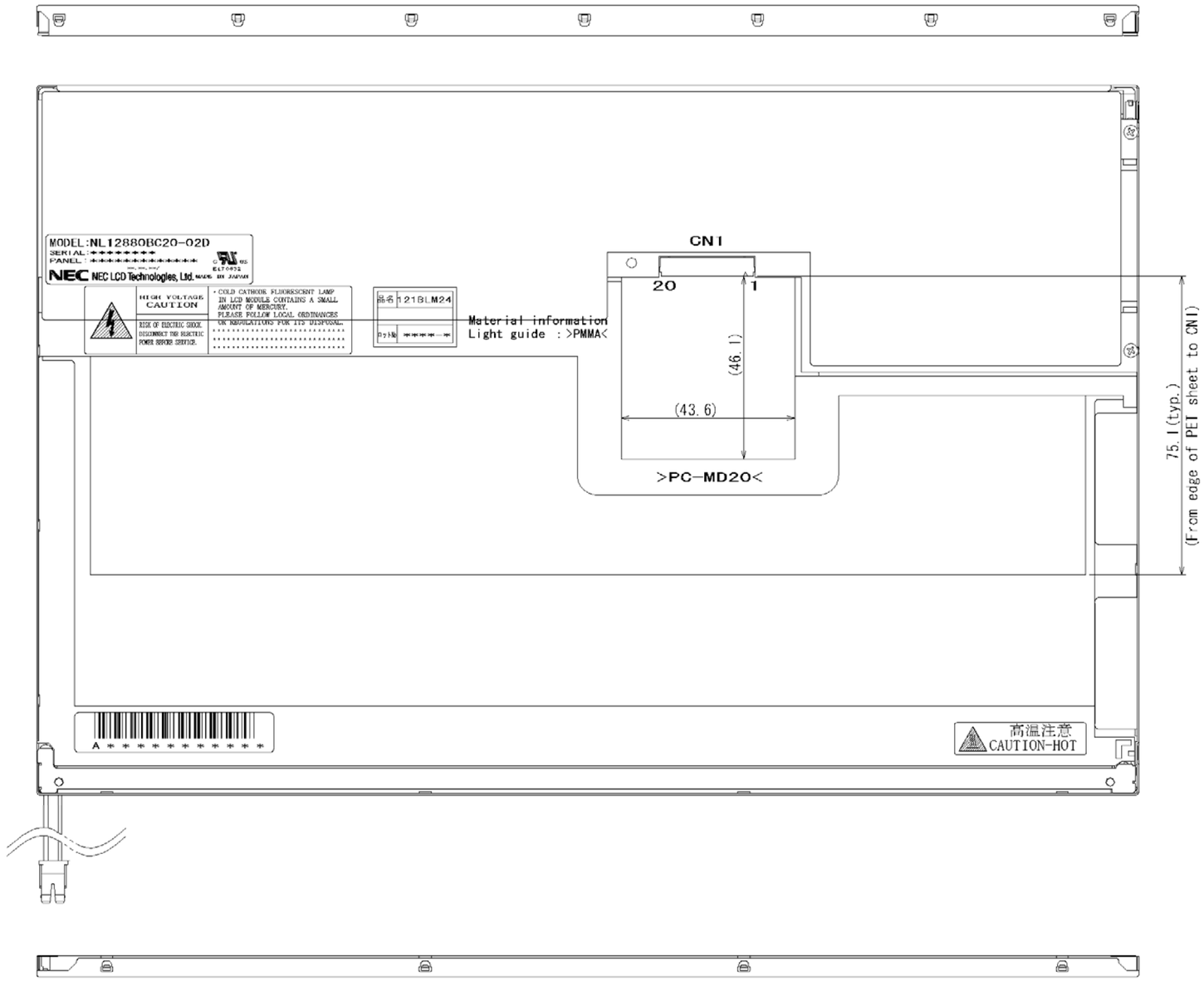
7.1 FRONT VIEW



Unit: mm

Note1: The values in parentheses are for reference.
Note2: The torque for product mounting screws must never exceed 0.147 N·m. And the length of mounting screws must be ≤ 1.8mm.

7.2 REAR VIEW



Note1: The values in parentheses are for reference.

Unit: mm