

PRELIMINARY

NEC NEC LCD Technologies, Ltd.

TFT COLOR LCD MODULE

NL6448BC20-21C

17cm (6.5 Type)

VGA

PRELIMINARY DATA SHEET 

DOD-PP-0321 (2nd edition)

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All information is subject to change without notice. Please confirm the sales representative before starting to design your system.

INTRODUCTION

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The **Standard** quality grade applies to the products developed, designed and manufactured in accordance with the NEC standard quality assurance program, which are designed for such application as any failure or malfunction of the products (sets) or parts/components incorporated therein a customer uses are, directly or indirectly, free of any damage to death, human bodily injury or other property, like general electronic devices.

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 NL6448BC20-21C 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 APPLICATION

- For industrial use

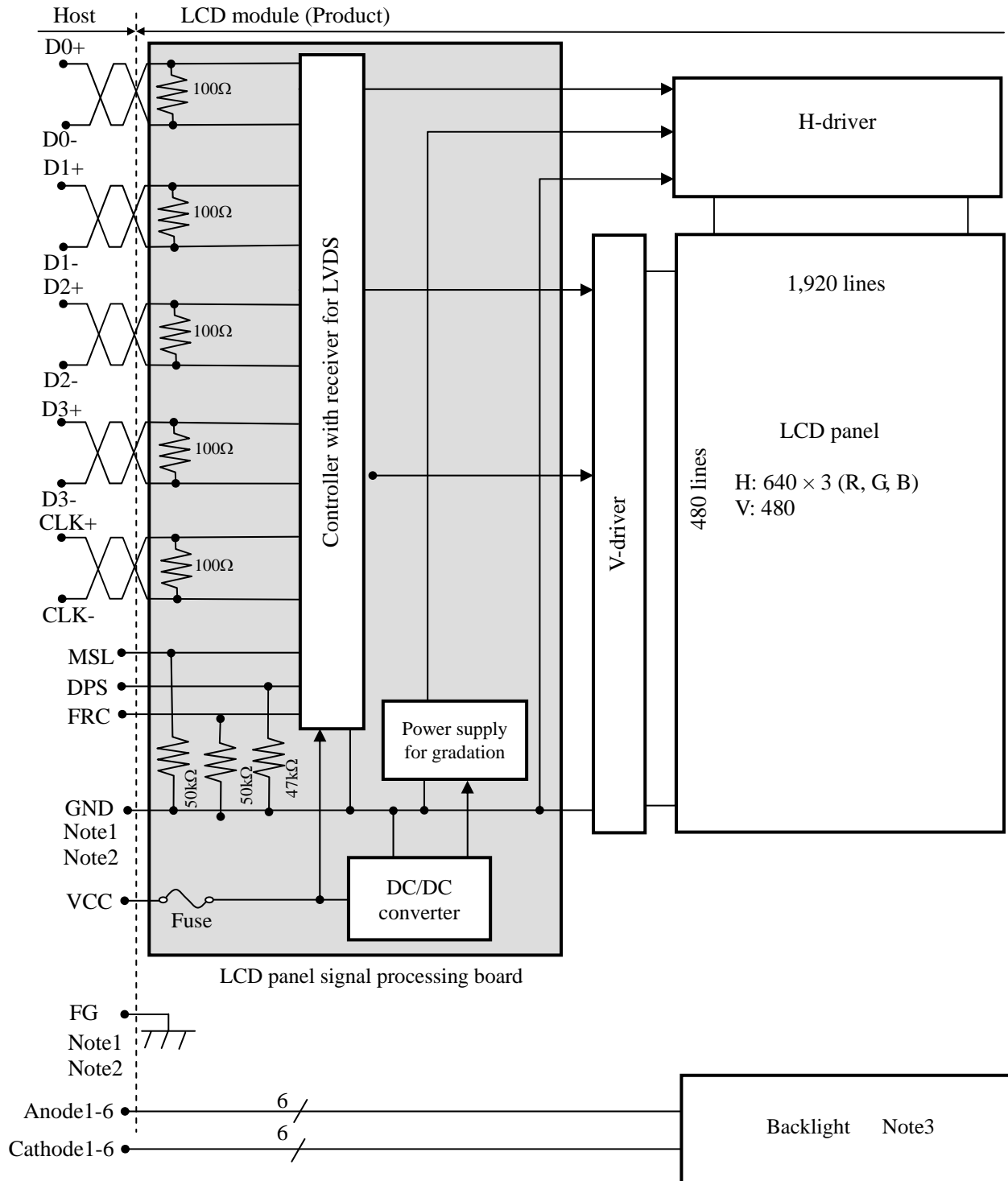
1.3 FEATURES

- Adoption of ST-NLT (Super-Transmissive Natural Light TFT)
- High luminance
- High contrast
- Wide viewing angle
- Wide temperature range
- LVDS interface
- Reversible-scan direction
- Selectable 8bit or 6bit digital signals for data of RGB
- LED backlight type
- Replaceable LED holder for backlight

2. GENERAL SPECIFICATIONS

Display area	132.48 (H) × 99.36 (V) mm	
Diagonal size of display	17cm (6.5 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	640 (H) × 480 (V) pixels	2
Pixel arrangement	RGB (Red dot, Green dot, Blue dot) vertical stripe	
Dot pitch	0.0690 (H) × 0.2070 (V) mm	
Pixel pitch	0.2070 (H) × 0.2070 (V) mm	
Module size	153.0 (W) × 118.0 (H) × 9.0 (D) mm (typ.)	
Weight	TBD g (typ.)	
Contrast ratio	600:1 (typ.)	
Viewing angle	At the contrast ratio $\geq 10:1$ <ul style="list-style-type: none"> • Horizontal: Right side 80° (typ.), Left side 80° (typ.) • Vertical: Up side 80° (typ.), Down side 60° (typ.) 	
Designed viewing direction	At DPS= Low or open: normal scan <ul style="list-style-type: none"> • Viewing direction without image reversal: up side (12 o'clock) • Viewing direction with contrast peak: down side (6 o'clock) • Viewing angle with optimum grayscale ($\gamma=2.2$): normal axis 	2
Polarizer surface	Clear + Antireflection (AR)	
Polarizer pencil-hardness	3H (min.) [by JIS K5400]	
Color gamut	At LCD panel center (36) % (typ.) [against NTSC color space]	
Response time	Ton+Toff (10%←→90%) 25 ms (typ.)	
Luminance	At IL= 10 mA 800 cd/m ² (typ.)	2
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)	
Power supply voltage	LCD panel signal processing board: 3.3V	
Backlight	LED backlight type: <div style="border-left: 1px solid black; border-right: 1px solid black; padding: 5px; margin: 5px 0;"> Replaceable part <ul style="list-style-type: none"> • LED holder set: Type No. 65LHS13 </div>	
Power consumption	At IL= 10 mA, Checkered flag pattern TBD W (typ.)	

3. BLOCK DIAGRAM



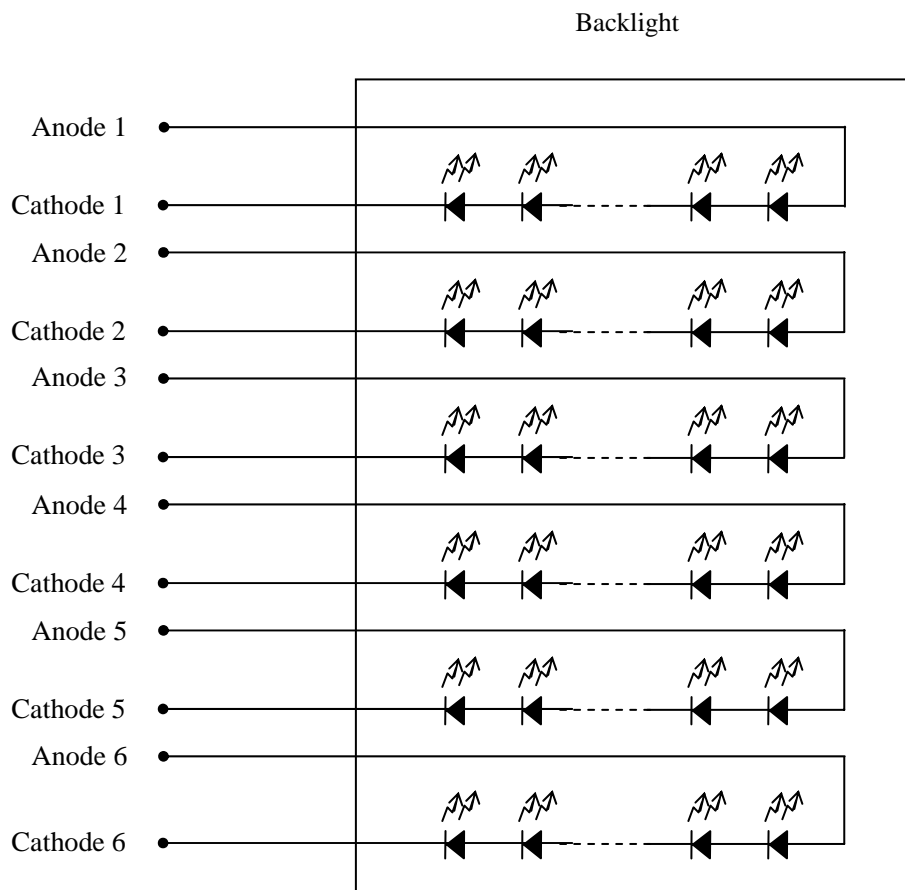
Note1: Relations between GND (Signal ground), FG (Frame ground) in the LCD module are as follows.

GND - FG	Connected
----------	-----------

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

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Note3: Backlight in detail



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4. DETAILED SPECIFICATIONS

4.1 MECHANICAL SPECIFICATIONS

Parameter	Specification	Unit
Module size	153.0 ± 0.5 (W) × 118.0 ± 0.5 (H) × 9 (typ) Note1	mm
Display area	132.48 (H) × 99.36 (V) Note1	mm
Weight	TBD (typ.), TBD (max.)	g

Note1: See "7. OUTLINE DRAWINGS".

4.2 ABSOLUTE MAXIMUM RATINGS

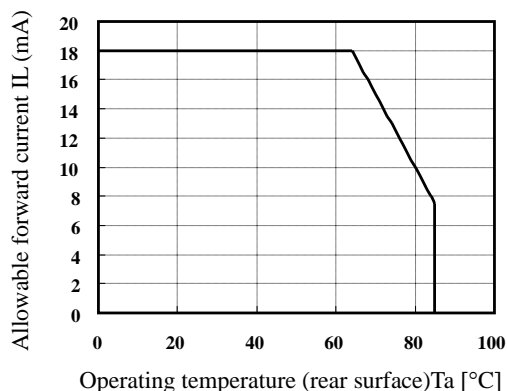
Parameter	Symbol	Rating	Unit	Remarks	
Power supply voltage	LCD panel signal processing board VCC	-0.3 to +4.0	V	-	
Input voltage for signals	Display signals Note1 VD	-0.3 to VCC+0.3	V		
	Function signal Note2 VF				
Backlight	Power dissipation	PD	1.1	W	per one circuit
	Forward current	IL	Note4	mA	per one circuit
	Pulse forward current	IFP	Note5	mA	
Storage temperature		Tst	-30 to +80	°C	-
Operating temperature	Front surface	TopF	-20 to +70	°C	Note6
	Rear surface	TopR	-20 to +70	°C	Note7
Relative humidity Note8	RH	≤ 95	%	Ta ≤ 40°C	
		≤ 85	%	40°C < Ta ≤ 50°C	
		≤ 55	%	50°C < Ta ≤ 60°C	
		≤ 36	%	60°C < Ta ≤ 70°C	
Absolute humidity Note8	AH	≤ 70 Note9	g/m ³	Ta > 70°C	

Note1: Display signals are D0+/-, D1+/-, D2+/-, D3+/- and CLK+/-.

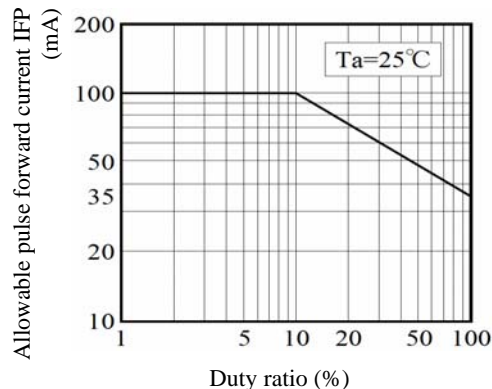
Note2: Function signal 1 is DPS, FRC.

Note3: If the product surface (polarizer) is exposed to an ultraviolet ray, the polarizer may discolor (Surface treatment may be damaged.). Use a filter to protect the polarizer from the ultraviolet ray.

Note4: Forward current



Note5: Pulse forward current



Note6: Measured at center of LCD panel surface (including self-heat)

Note7: Measured at center of LCD module's rear shield surface (including self-heat)

Note8: No condensation

Note9: Water amount at Ta = 70°C and RH = 36%

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	-	TBD Note1	TBD 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 signal	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

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4.3.2 Backlight

(Ta=25°C)

Parameter	Symbol	min.	typ.	max.	Unit	Remarks
Forward current	IL	-	10	TBD	mA	Note3
Forward Voltage	VL	-	26.82	TBD	V	at IL= 10 mA

Note1: Please drive with constant current .

Note2: The Luminance uniformity may be changed depending on the current variation between 6 circuits.
It is recommended that the current value difference between each circuit is less than 5%.

Note3: See "**4.2 ABSOLUTE MAXIMUM RATINGS Note4**".

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

Note1: The permissible ripple voltage includes spike noise.

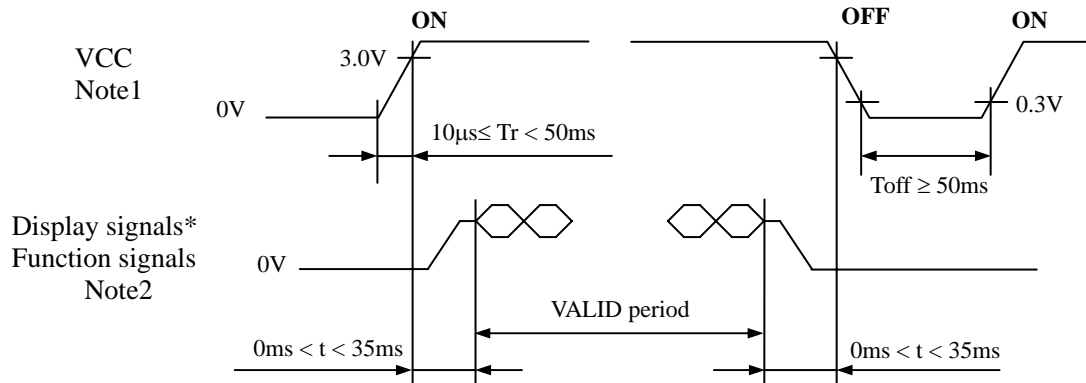
4.3.4 Fuse

Parameter	Fuse		Rating	Fusing current	Remarks
	Type	Supplier			
VCC	TBD	TBD	TBD	TBD	Note1
			TBD		

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



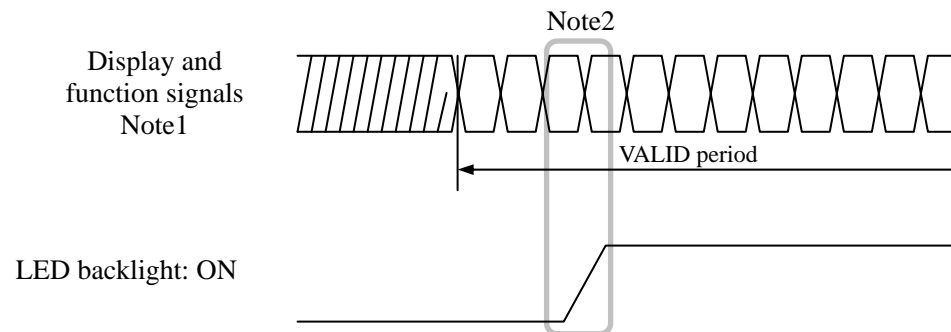
* These signals should be measured at the terminal of 100Ω resistance.

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+/- and CLK+/-) and function signals (DPS, FRC and 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. If customer stops the display and function signals, they should be cut VCC.

4.4.2 LED lighting circuit



Note1: These are the display and function signals for LCD panel signal processing board.

Note2: The backlight should be turned on within the valid period of display and function signals, in order to avoid unstable data display.

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4.5 CONNECTIONS AND FUNCTIONS FOR INTERFACE PINS

4.5.1 LCD panel signal processing board

CN1 socket (LCD module side): FI-SE20P-HFE (Japan Aviation Electronics Industry Limited (JAE))
 Adaptable plug: FI-S20S (Japan Aviation Electronics Industry Limited (JAE))

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

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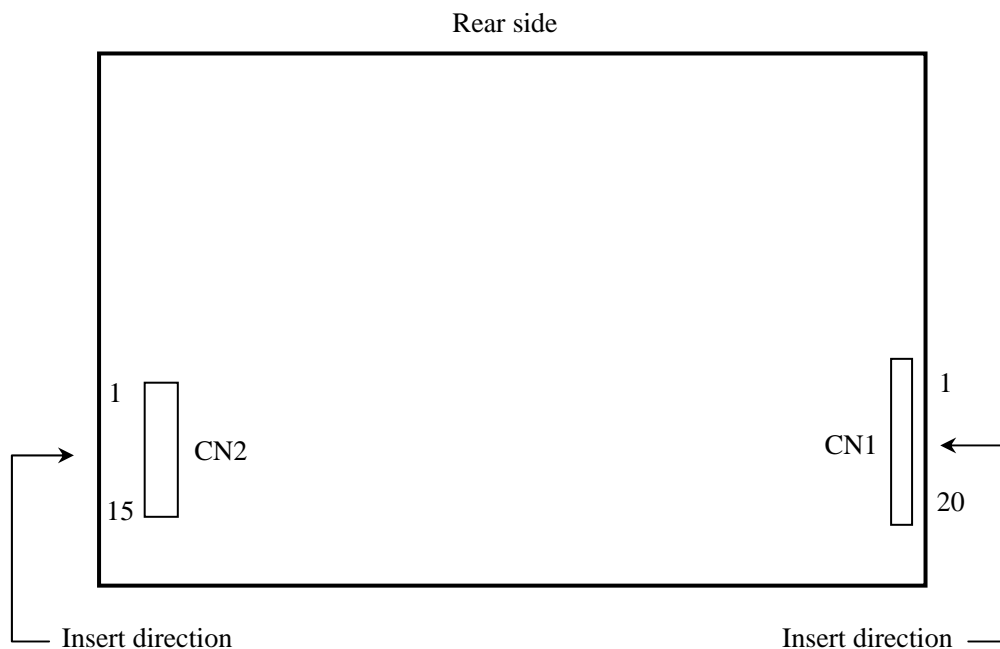
4.5.2 Backlight lamp

CN2 plug (LCD module side): DF14A-15P-1.25H (Hirose Electric Co., Ltd.(HRS))

Adaptable socket: DF14-15S-1.25C (Hirose Electric Co., Ltd.(HRS))

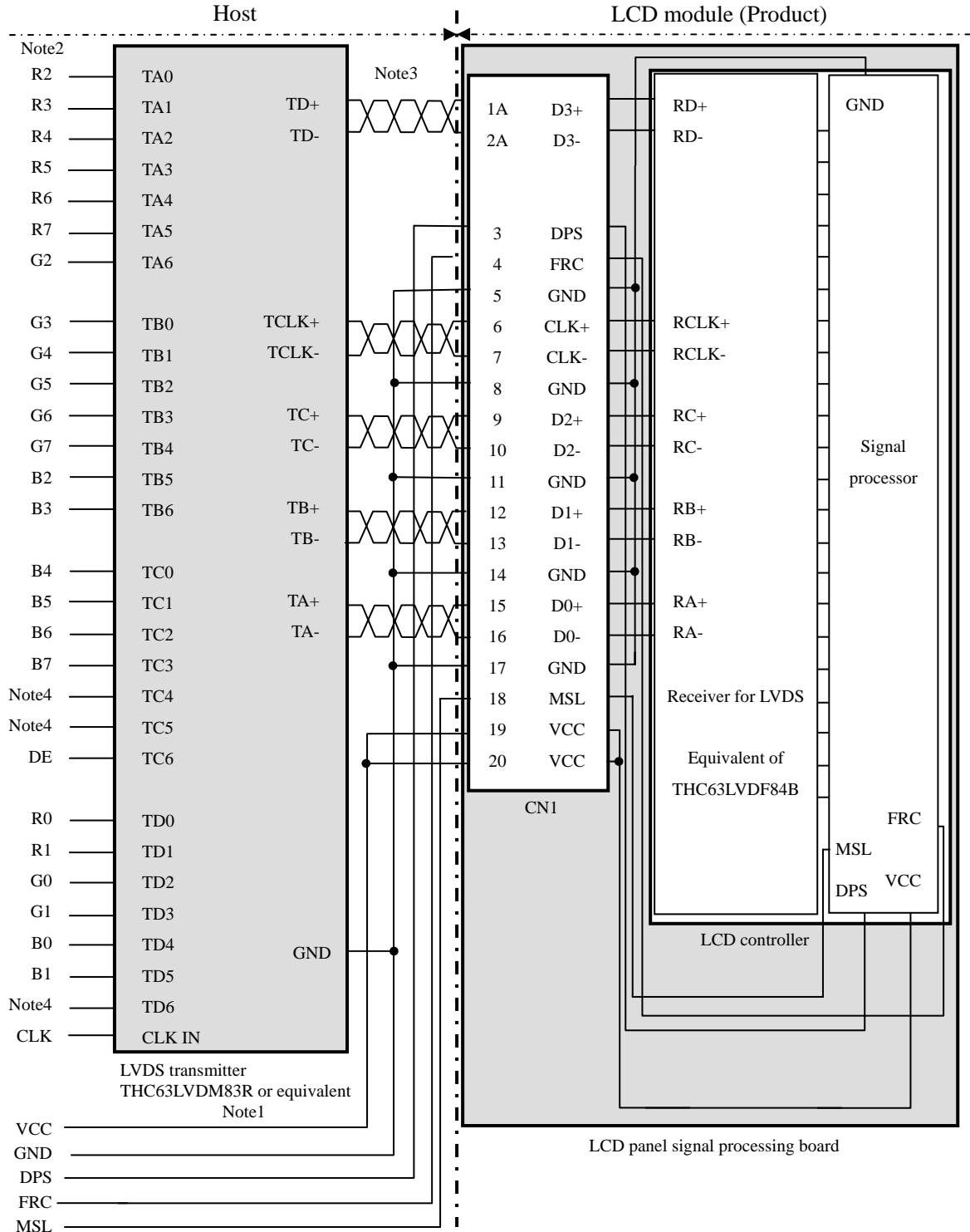
Pin No.	Symbol	Signal	Remarks
1	A1	Anode1	-
2	K1	Cathode1	-
3	A2	Anode2	-
4	K2	Cathode2	-
5	A3	Anode3	-
6	K3	Cathode3	-
7	A4	Anode4	-
8	K4	Cathode4	-
9	A5	Anode5	-
10	K5	Cathode5	-
11	A6	Anode6	-
12	K6	Cathode6	-
13	N. C.	-	Keep this pin Open.
14	N. C.	-	Keep this pin Open.
15	N. C.	-	Keep this pin Open.

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

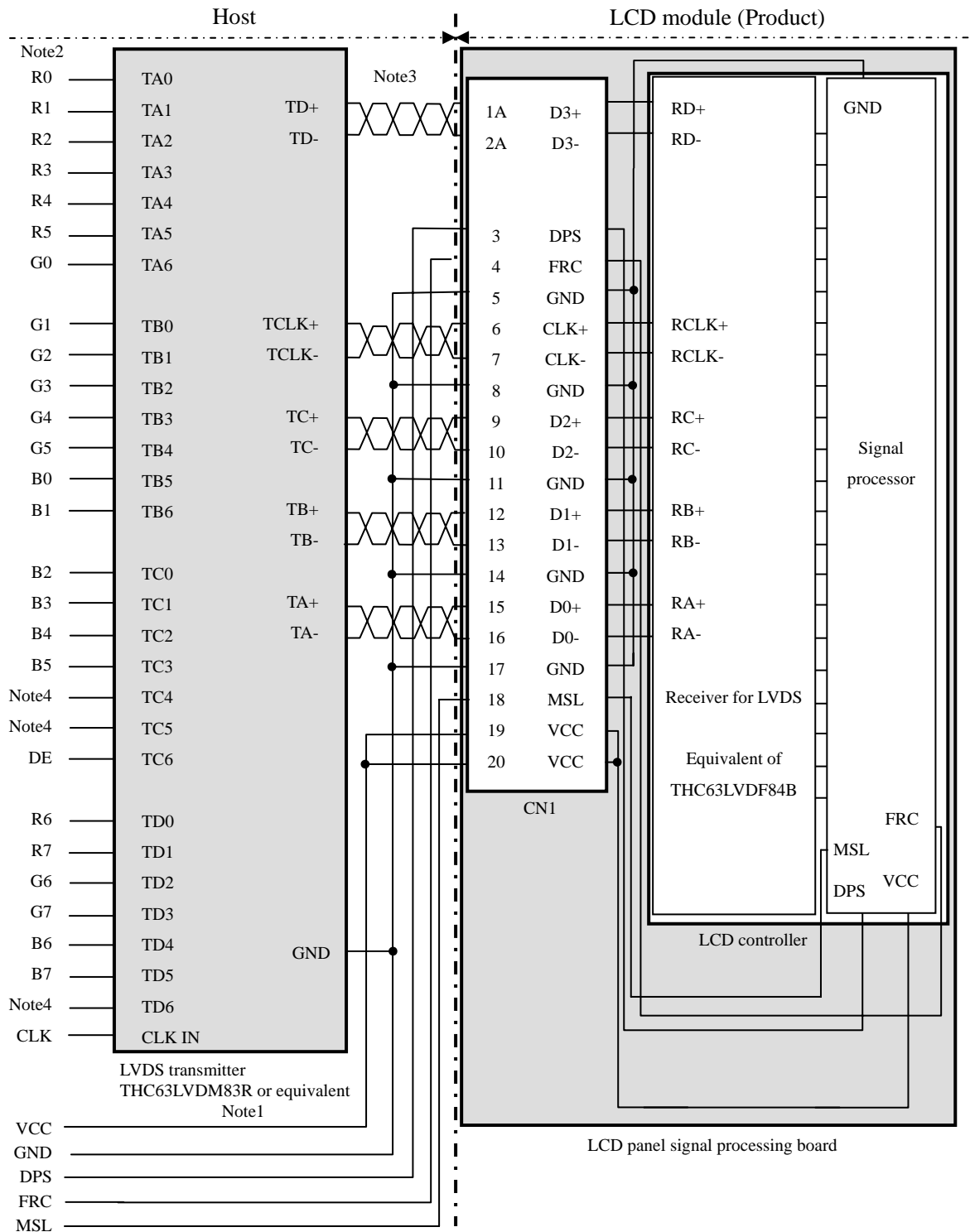
Note2: LSB (Least Significant Bit) - R0, G0, B0 MSB (Most Significant Bit) - R7, G7, B7

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.

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



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

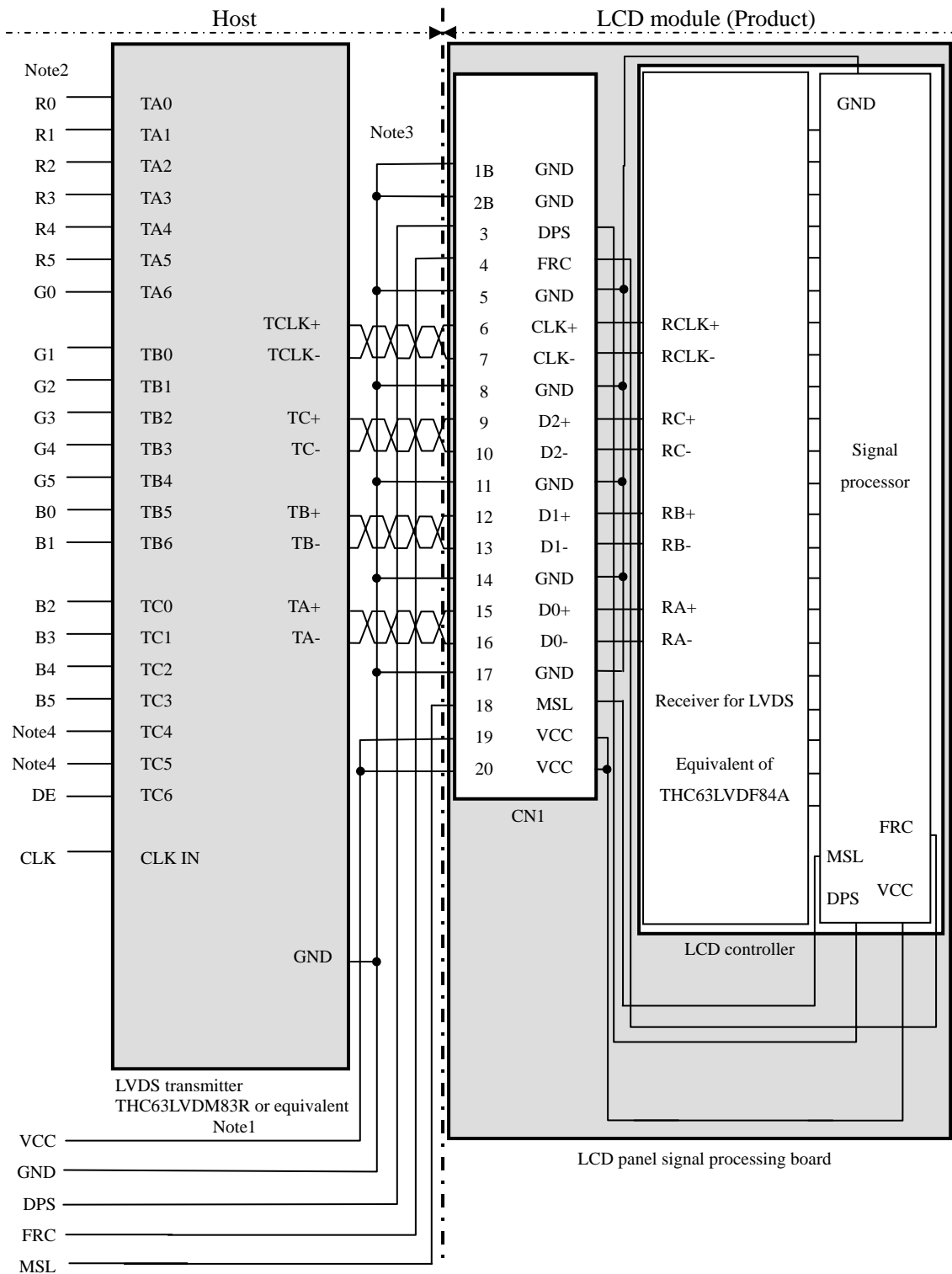
Note2: LSB (Least Significant Bit) - R0, G0, B0 MSB (Most Significant Bit) - R7, G7, B7

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.

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(3) Input data signal: 6bit



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

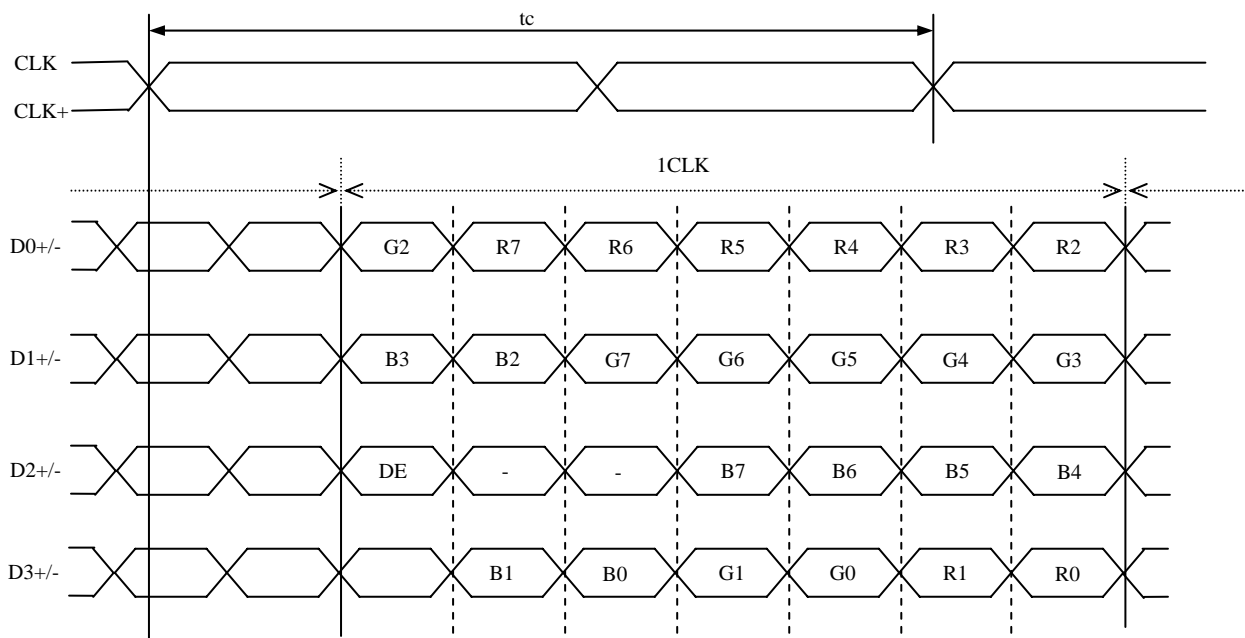
Note2: LSB (Least Significant Bit) – R0, G0, B0 MSB (Most Significant Bit) – R5, G5, B5

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

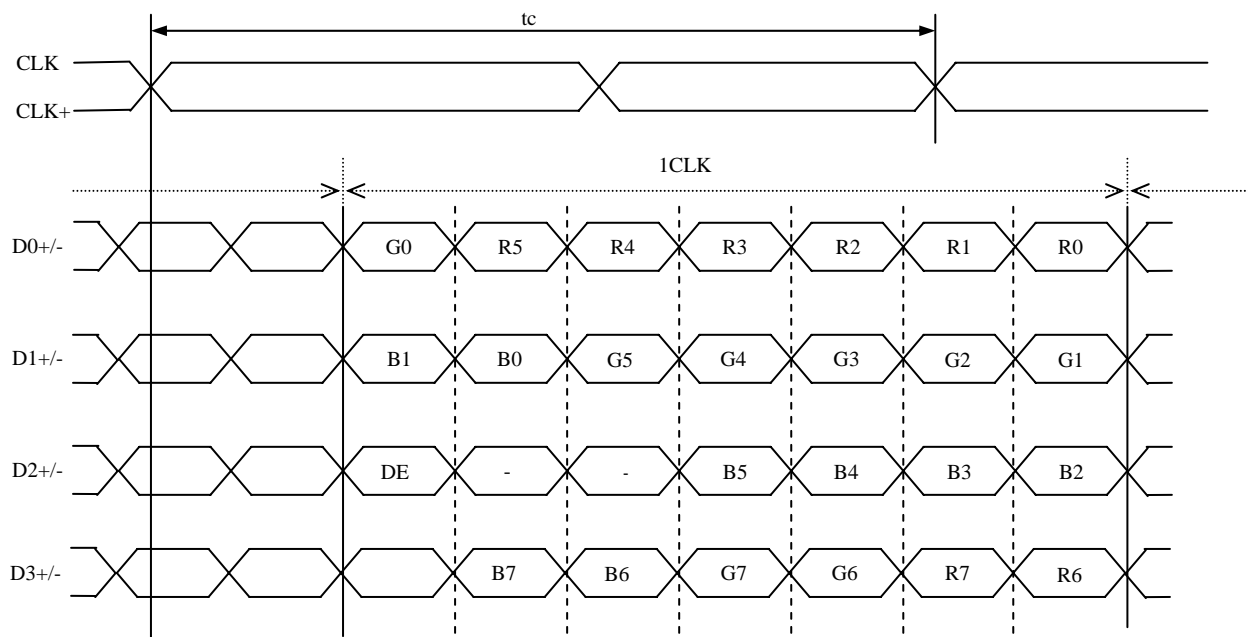
Note4: Input signals to TC4 and TC5 are not used inside the product, but do not keep TC4 and TC5 open to avoid noise problem.

4.5.5 Input data mapping

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

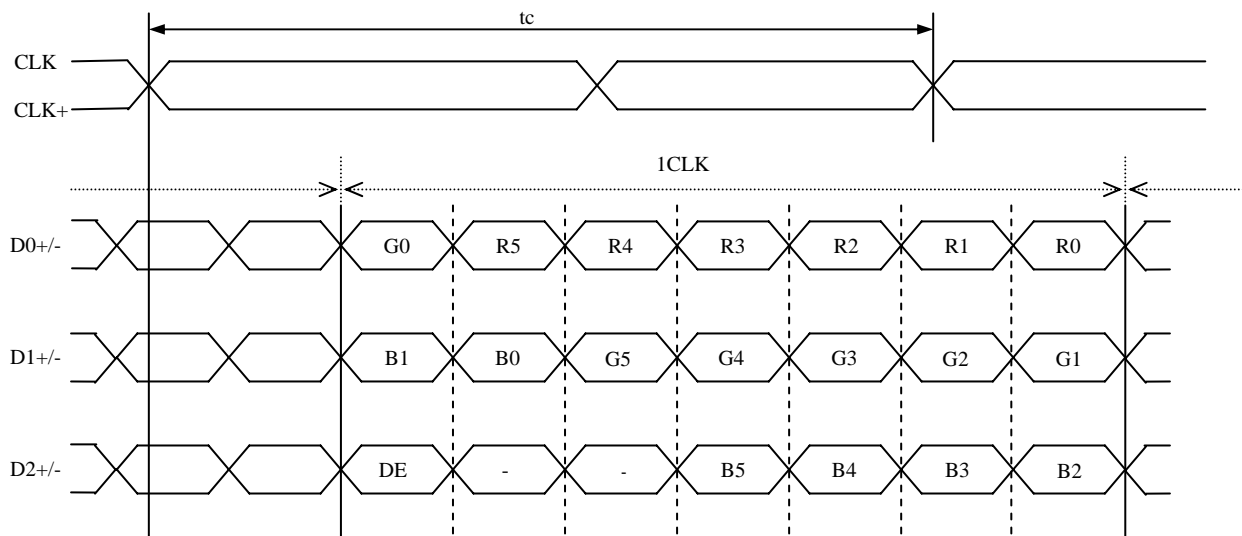


(2) Input data signal: 8bit , MAP B



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(3) Input data signal: 6bit



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4.6 DISPLAY COLORS AND INPUT DATA SIGNALS

4.6.1 Combinations between input data signals and FRC 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.1 and 2	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**".

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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.

2

(See "4.6.1 Combinations between input data signals and FRC 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
	dark	0	0	0	0	0	0	0	1	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
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
	dark	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	1	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
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
	dark	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	1
	↑																								
	↓																								
	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
Blue	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	1	1	1	1	1	1	1	0	

PRELIMINARY

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 and FRC signal".)

2

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
	dark	0	0	0	0	0	1	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
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
	dark	0	0	0	0	0	0	0	0	0	0	0	1	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
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
	dark	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	1
	↑																		
	↓																		
	bright	0	0	0	0	0	0	0	0	0	0	0	0	1	1	1	1	0	1
Blue	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	

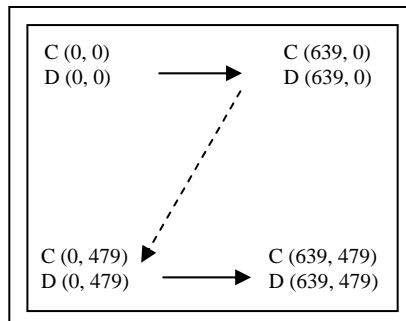
4.7 DISPLAY POSITIONS

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

C (0, 0)									
<table style="border-collapse: collapse; margin: 0 auto;"> <tr> <td style="border: 1px solid black; padding: 2px 10px;">R</td> <td style="border: 1px solid black; padding: 2px 10px;">G</td> <td style="border: 1px solid black; padding: 2px 10px;">B</td> </tr> </table>							R	G	B
R	G	B							
C(0, 0)	C(1, 0)	• • •	C(X, 0)	• • •	C(638, 0)	C(639, 0)			
C(0, 1)	C(1, 1)	• • •	C(X, 1)	• • •	C(638, 1)	C(639, 1)			
•	•	•	•	•	•	•			
•	•	• • •	•	• • •	•	• • •			
•	•	•	•	•	•	•			
C(0, Y)	C(1, Y)	• • •	C(X, Y)	• • •	C(638, Y)	C(639, Y)			
•	•	•	•	•	•	•			
•	•	• • •	•	• • •	•	• • •			
•	•	•	•	•	•	•			
C(0, 478)	C(1, 478)	• • •	C(X, 478)	• • •	C(638, 478)	C(639, 478)			
C(0, 479)	C(1, 479)	• • •	C(X, 479)	• • •	C(638, 479)	C(639, 479)			

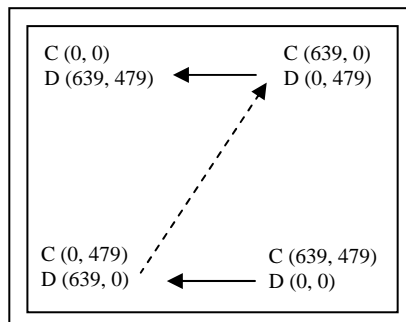
4.8 SCANNING DIRECTIONS

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".)

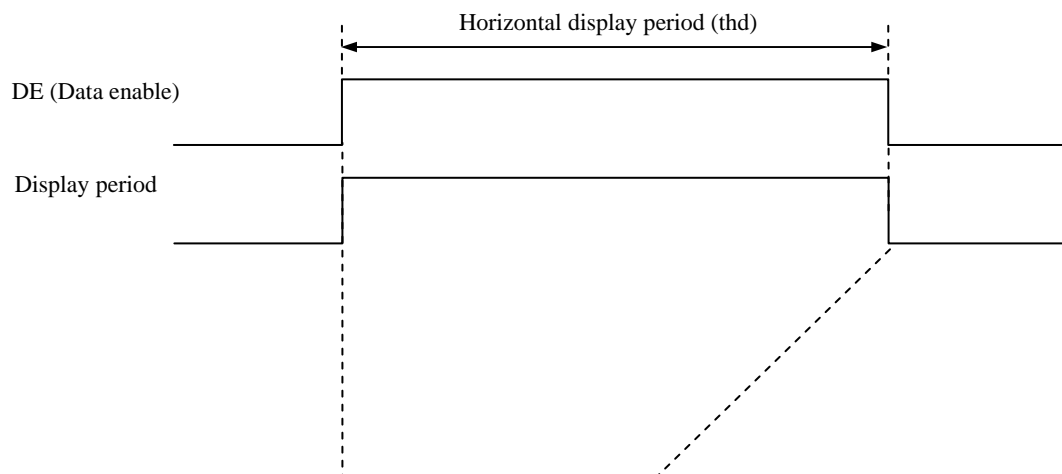
D (X, Y): The data number of input signal for LCD panel signal processing board

4.9 INPUT SIGNAL TIMINGS

4.9.1 Outline of input signal timings

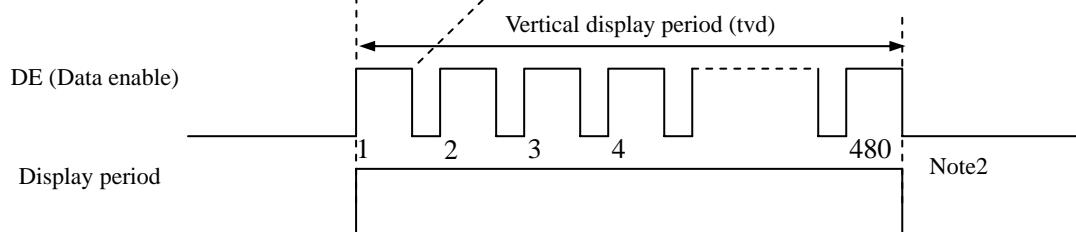
- Horizontal signal

Note1



- Vertical signal

Note1



Note1: This diagram indicates virtual signal for set up to timing.

Note2: See "**4.9.3 Input signal timing chart**" for numeration of pulse.

PRELIMINARY

4.9.2 Timing characteristics

(Note1, Note2, Note3)

Parameter		Symbol	min.	typ.	max.	Unit	Remarks	
CLK	Frequency	1/tc	21.0	25.175	29.0	MHz	39.72ns (typ.)	
	Duty	-	-			-	-	
	Rise time, Fall time	-				ns		
DATA	CLK-DATA	Setup time	-			ns	-	
		Hold time				ns		
	Rise time, Fall time	-				ns		
DE	Horizontal	Cycle	th	30.0	31.778	33.6	μs	31.468kHz (typ.)
		Display period	thd	-	800	-	CLK	
	Vertical (One frame)	Cycle	tv	16.1	16.683	17.2	ms	59.94Hz (typ.)
		Display period	tvd	-	525	-	H	
	CLK-DE	Setup time	-	-			ns	-
		Hold time	-				ns	
Rise time, Fall time		-	ns					

Note1: Definition of parameters is as follows.

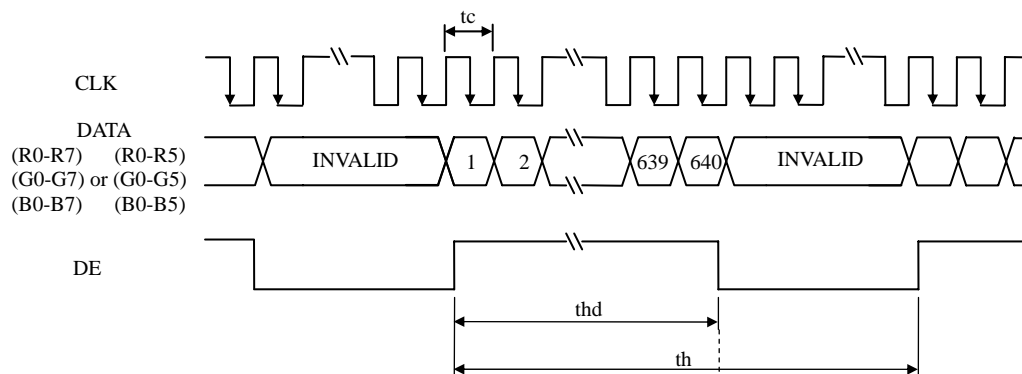
$$tc = 1CLK, th = 1H$$

Note2: See the data sheet of LVDS transmitter.

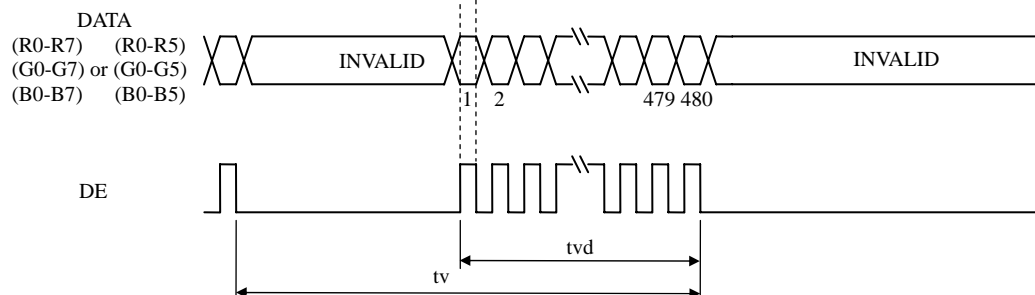
Note3: Vertical cycle (tv) should be specified in integral multiple of Horizontal cycle (th).

4.9.3 Input signal timing chart

Horizontal timing



Vertical timing



4.10 OPTICS

4.10.1 Optical characteristics

(Note1, Note2)

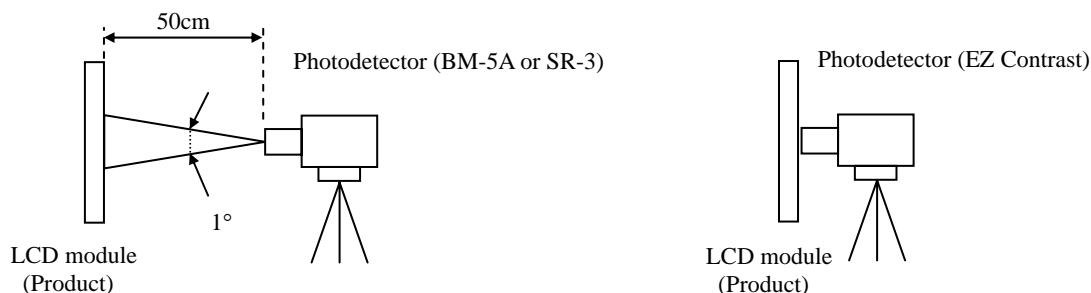
Parameter	Condition	Symbol	min.	typ.	max.	Unit	Measuring instrument	Remarks	
Luminance	White at center $\theta R=0^\circ, \theta L=0^\circ, \theta U=0^\circ, \theta D=0^\circ$	L	TBD	800	-	cd/m ²	BM-5A	-	
Contrast ratio	White/Black at center $\theta R=0^\circ, \theta L=0^\circ, \theta U=0^\circ, \theta D=0^\circ$	CR	TBD	600	-	-	BM-5A	Note3	
Luminance uniformity	White $\theta R=0^\circ, \theta L=0^\circ, \theta U=0^\circ, \theta D=0^\circ$	LU	-	1.25	1.4	-	BM-5A	Note4	
Chromaticity	White	x coordinate	W _x	TBD	TBD	TBD	-	SR-3	Note5
		y coordinate	W _y	TBD	TBD	TBD	-		
	Red	x coordinate	R _x	-	TBD	-	-		
		y coordinate	R _y	-	TBD	-	-		
	Green	x coordinate	G _x	-	TBD	-	-		
		y coordinate	G _y	-	TBD	-	-		
Blue	x coordinate	B _x	-	TBD	-	-			
	y coordinate	B _y	-	TBD	-	-			
Color gamut	$\theta R=0^\circ, \theta L=0^\circ, \theta U=0^\circ, \theta D=0^\circ$ at center, against NTSC color space	C	TBD	(36)	-	%			
Response time	White to Black	T _{on}	-	6	15	ms	BM-5A	Note6	
	Black to White	T _{off}	-	19	47	ms		Note7	
Viewing angle	Right	$\theta U=0^\circ, \theta D=0^\circ, CR \geq 10$	θR	70	80	-	EZ Contrast	Note8	
	Left	$\theta U=0^\circ, \theta D=0^\circ, CR \geq 10$	θL	70	80	-			
	Up	$\theta R=0^\circ, \theta L=0^\circ, CR \geq 10$	θU	70	80	-			
	Down	$\theta R=0^\circ, \theta L=0^\circ, CR \geq 10$	θD	50	60	-			

Note1: These are initial characteristics.

Note2: Measurement conditions are as follows.

T_a = 25°C, VCC = 3.3V, I_L = 10mA, Display mode: VGA, Horizontal cycle = 1/48.363kHz,
Vertical cycle = 1/60.0Hz, DPS= Low or Open, FRC= Low or Open

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 = TBD°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.

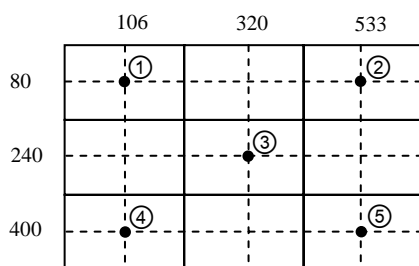
$$\text{Contrast ratio (CR)} = \frac{\text{Luminance of white screen}}{\text{Luminance of black screen}}$$

4.10.3 Definition of luminance uniformity

The luminance uniformity is calculated by using following formula.

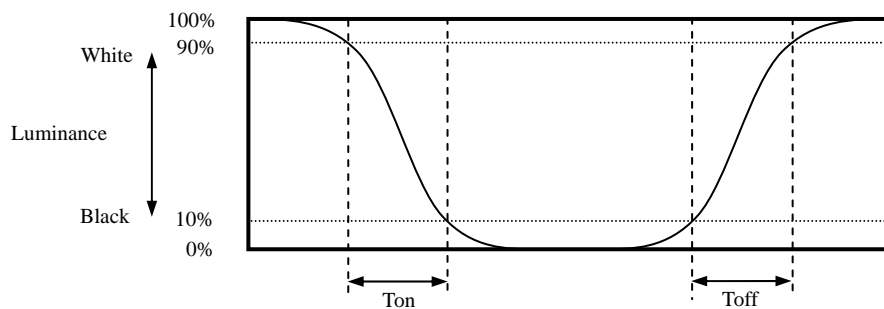
$$\text{Luminance uniformity (LU)} = \frac{\text{Maximum luminance from ① to ⑤}}{\text{Minimum luminance from ① to ⑤}}$$

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

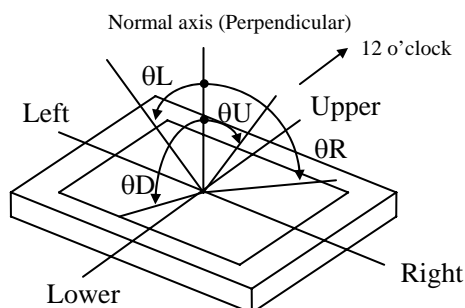


4.10.4 Definition of response times

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



4.10.5 Definition of viewing angles



PRELIMINARY

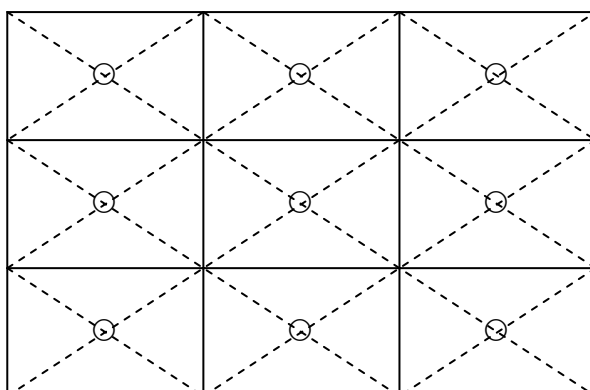
5. RELIABILITY TESTS

(Note1)

Test item	Condition	Judgment
High temperature and humidity (Operation)	① 60 ± 2°C, RH= 90%, 240hours ② Display data is black.	No display malfunctions
Heat cycle (Operation)	① -20 ± 3°C...1hour 70 ± 3°C...1hour ② 50cycles, 4 hours/cycle ③ Display data is black.	
Thermal shock (Non operation)	① -30 ± 3°C...30minutes 80 ± 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 places 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	No display malfunctions No physical damages
Vibration (Non operation)	① 5 to 100Hz, 19.6m/s ² ② 1 minute/cycle ③ X, Y, Z direction ④ 120 times each directions	
Mechanical shock (Non operation)	① 539m/ s ² , 11ms ② ±X, ±Y, ±Z direction ③ 5 times each directions	

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

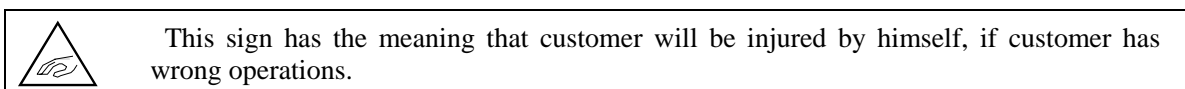
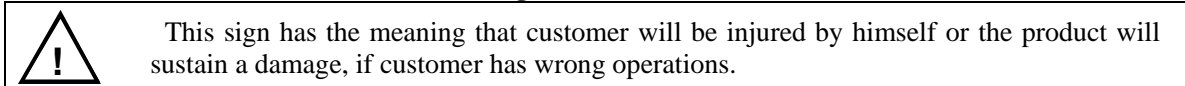
Note2: See the following figure for discharge points.



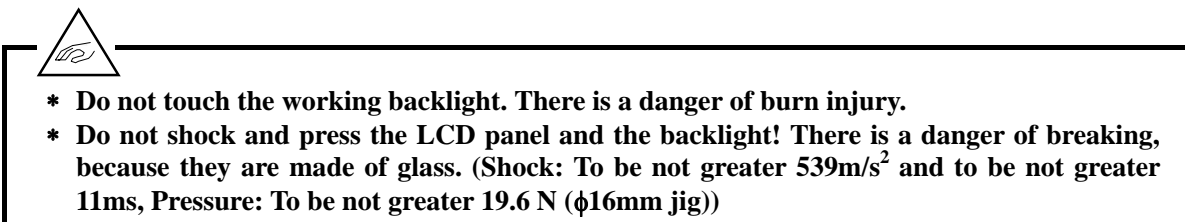
6. PRECAUTIONS

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!**



6.2 CAUTIONS



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 When the product is put on the table temporarily, display surface must be placed downward.
- ③ 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.
- ④ The torque for product mounting screws must never exceed 0.147N·m. Higher torque might result in distortion of the bezel.
- ⑤ 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.
- ⑥ 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.
- ⑦ Do not push nor pull the interface connectors while the product is working.
- ⑧ 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.
- ⑨ 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 Characteristics of the LCD (such as response time, luminance, color uniformity and so on) may be changed depending on ambient temperature. If the product is stored under condition of low temperature for a long time, it may cause display mura. In this case, the product should be operated after enough time being left under condition of operating temperature.
- ② Display mura, flicker, vertical seam or small spot may be observed depending on display patterns.
- ③ 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.
- ④ The display color may be changed depending on viewing angle because of the use of condenser sheet in the backlight.
- ⑤ Optical characteristics may be changed depending on input signal timings.
- ⑥ The product gives AR (antireflection) coating of the polarizer surface. Though AR (antireflection) coating actualizes the low reflection with the multilayer structure, the color of reflection may differ between products and the color change of reflection may occur in the same product by fluctuation of AR (antireflection) coating.

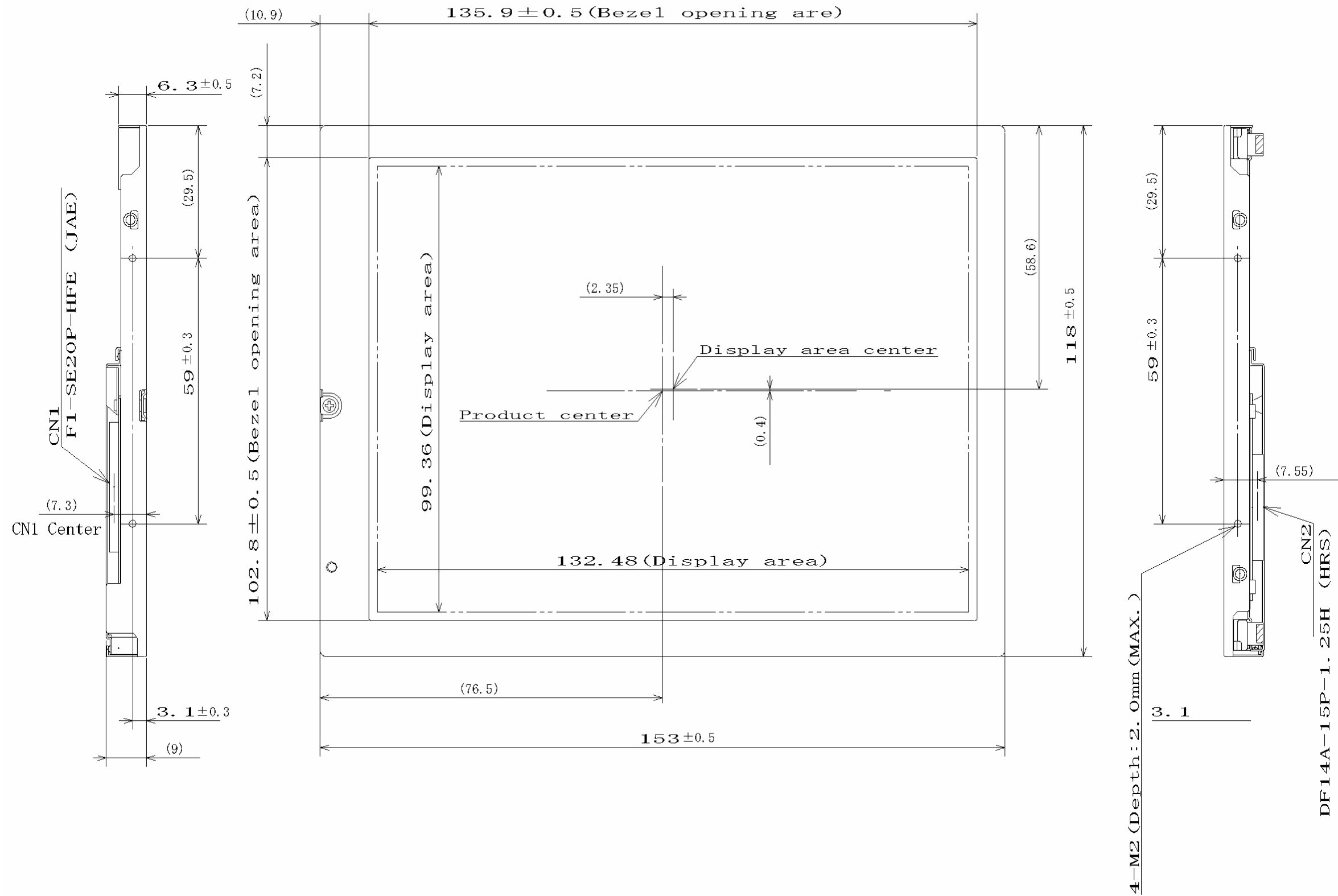
6.3.4 Other

- 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 See "REPLACEMENT MANUAL FOR LED HOLDER SET", when replacing backlight.
- ④ Pay attention not to insert foreign materials inside of the product, when using tapping screws.
- ⑤ 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.

PRELIMINARY

7. OUTLINE DRAWINGS

7.1 FRONT VIEW

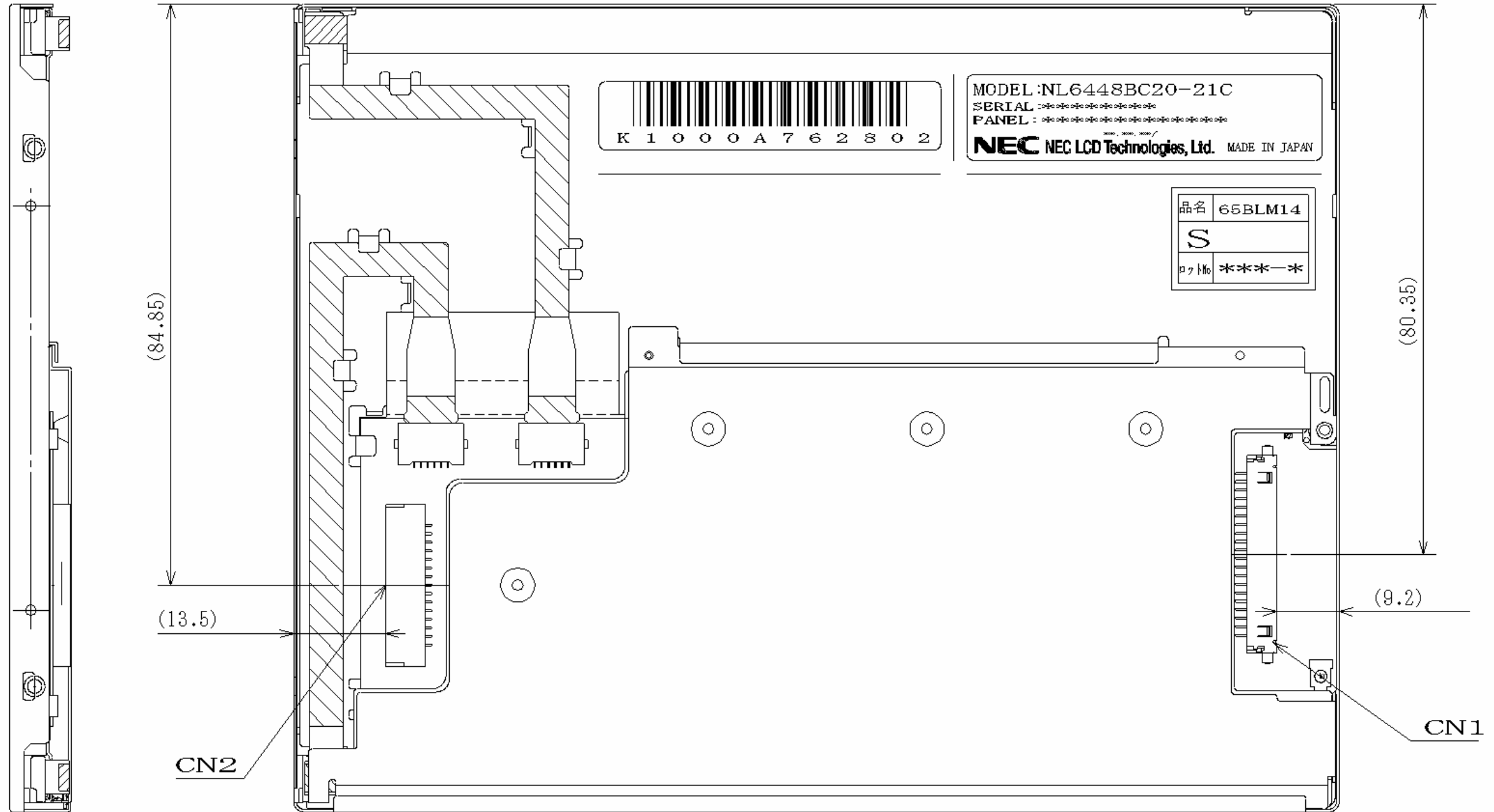


Note1: The values in parentheses are for reference.

Note2: The torque for product mounting screws must never exceed 0.147N·m.

Unit: mm

7.2 REAR VIEW



2

Note1: The values in parentheses are for reference.
 Note2: The torque for product mounting screws must never exceed 0.147N·m.

Unit: mm

PRELIMINARY

REVISION HISTORY

The inside of latest specifications is revised to the clerical error and the major improvement of previous edition. Only a changed part such as functions, characteristic value and so on that may affect a design of customers, are described especially below.

Edition	Document number	Prepared date	Revision contents and signature
1st edition	DOD-PP-0269	June 26, 2007	<p>Revision contents</p> <p>New issue</p> <p>Writer</p> <p>Approved by <u>T. OGAWA</u> Checked by _____ Prepared by <u>T. OGAWA</u></p>
2nd edition	DOD-PP-0321	July 19, 2007	<p>Revision contents</p> <p>P5 General specifications</p> <ul style="list-style-type: none"> • Pixel: 648 (H) → 640 (H) (correction) • Designed viewing direction: Viewing direction without image reversal: up side (12 o'clock) and Viewing direction with contrast peak: down side (6 o'clock) (addition) • Luminance: (650) cd/m² (typ.) → 800 cd/m² (typ.) (change) <p>P20, P21 Display colors and input data signals</p> <ul style="list-style-type: none"> • 16,777,216 colors: combination ① → combination ① and ② (correction) • 262,144 colors: combination ② → combination ③ (correction) <p>P26 Optical characteristics</p> <ul style="list-style-type: none"> • Luminance: (650) cd/m² (typ.) → 800 cd/m² (typ.) (change) <p>P32 Outline drawings</p> <ul style="list-style-type: none"> • Rear view: 65BLM13 → 65BLM14 (correction) <p>Signature of writer</p> <p>Approved by <u>T. Ogawa</u> Checked by _____ Prepared by <u>A. Kumano</u></p> <p>T. OGAWA _____ A. KUMANO</p>