

TFT COLOR LCD MODULE

NL8060BC21-11C

21cm (8.4 Type) SVGA LVDS interface (1 port)

DATA SHEET



DOD-PP-2708 (3rd edition)

This DATA SHEET is updated document from DOD-PP-1386(2).

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

INTRODUCTION

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Each quality grade is designed for applications described below. Any customer who intends to use a product for application other than that of Standard is required to contact an TMJ sales representative in advance.

The **Standard:** Applications as any failure, malfunction or error of the products are free from any damage to death, human bodily injury or other property (Products Safety Issue) and not related the safety of the public (Social Issues), like general electric devices.

Examples: Office equipment, audio and visual equipment, communication equipment, test and measurement equipment, personal electronic equipment, home electronic appliances, car navigation system (with no vehicle control functions), seat entertainment monitor for vehicles and airplanes, fish finder (except marine radar integrated type), PDA, etc.

The **Special:** Applications as any failure, malfunction or error of the products might directly cause any damage to death, human bodily injury or other property (Products Safety Issue) and the safety of the public (Social Issues) and required high level reliability by conventional wisdom.

Examples: Vehicle/train/ship control system, traffic signals system, traffic information control system, air traffic control system, surgery/operation equipment monitor, disaster/crime prevention system, etc.

The **Specific:** Applications as any failure, malfunction or error of the products might severe cause any damage to death, human bodily injury or other property (Products Safety Issue) and the safety of the public (Social Issues) and developed, designed and manufactured in accordance with the standards or quality assurance program designated by the customer who requires extremely high level reliability and quality. Examples: Aerospace system (except seat entertainment monitor), nuclear control system, life support system, 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 NL8060BC21-11C 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

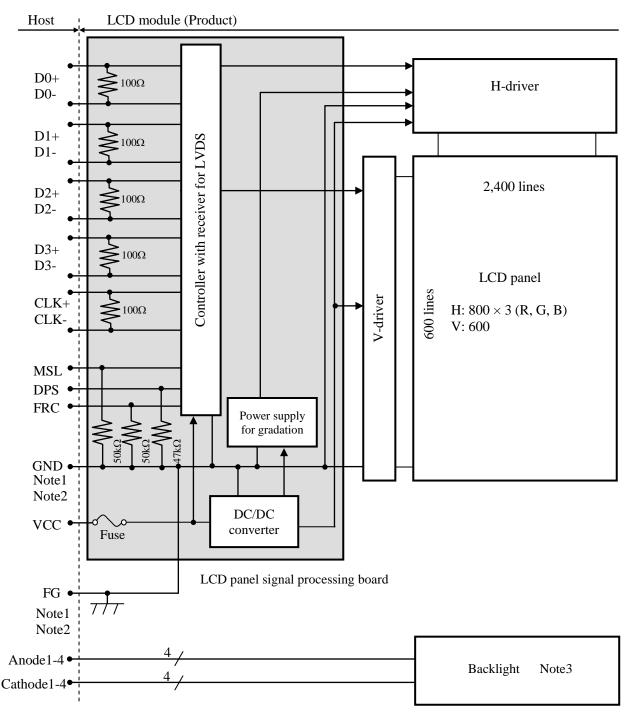
- Adoption of T-EVT (Transmissive- Enhanced View TFT)
- Wide viewing angle
- High luminance
- High contrast
- Low reflection
- ColorXcell technology (Color Enhancement)
- Wide temperature range
- LVDS interface
- Reversible-scan direction
- Selectable 8-bit or 6-bit digital signals for data of RGB
- Long life LED backlight
- Replaceable lamp for backlight
- Acquisition product for UL60950-1 /CSA C22.2 No.60950-1-03 (File number: E170632)
- Compliant with the European RoHS directive (2011/65/EU)

☆

2. GENERAL SPECIFICATIONS

Display area	170.4 (H) × 127.8 (V) mm						
Diagonal size of display	21cm (8.4 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	800 (H) × 600 (V) pixels						
Pixel arrangement	RGB (Red dot, Green dot, Blue dot) vertical stripe						
Dot pitch	$0.071 (H) \times 0.213 (V) mm$						
Pixel pitch	$0.213 \text{ (H)} \times 0.213 \text{ (V)} \text{ mm}$						
Module size	$200.0 \text{ (W)} \times 152.0 \text{ (H)} \times 8.2 \text{(D) mm (typ.)}$						
Weight	260g (typ.)						
Contrast ratio	800: 1 (typ.)						
Viewing angle	At the contrast ratio ≥10:1 • Horizontal: Right side 80° (typ.), Left side 80° (typ.) • Vertical: Up side 80° (typ.), Down side 80° (typ.)						
Designed viewing direction	 At DPS= Low or Open: Normal scan 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 (γ = 2.2): Normal axis (perpendicular) 						
Polarizer surface	Clear + Antireflection (AR)						
Polarizer pencil-hardness	2H (min.) [by JIS K5600]						
Color gamut	At LCD panel center 40 % (typ.) [against NTSC color space]						
Response time	$\begin{array}{c} Ton+Toff (10\% \longleftrightarrow 90\%) \\ 18ms (typ.) \end{array}$						
Luminance	$At IL = 50mA/One \ circuit$ $800cd/m^{2} \ (typ.)$						
Signal system	LVDS interface (1 port) (Receiver: THC63LVDF84B, THine Electronics Inc. or equivalent) [8-bit/6-bit 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: (Replaceable part • Lamp holder set: 84LHS17 (Recommended LED driver board (Option) • LED driver board: 104PW03F • Corresponding wiring harness: 121CBL02						
Power consumption	At IL= 50mA/One circuit, Checkered flag pattern 5.0W (typ.)						

3. BLOCK DIAGRAM



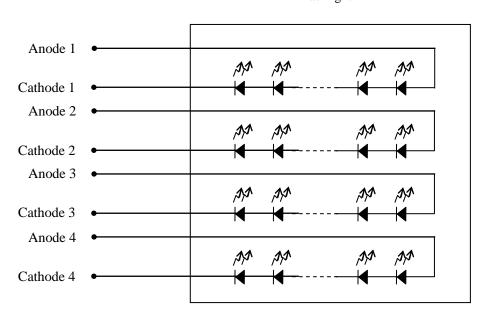
Note1: Relation between GND (Signal ground) and FG (Frame ground) in the LCD module is as follows. GND - FG

Connected

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



Note3: Backlight in detail



Backlight

4. DETAILED SPECIFICATIONS

4.1 MECHANICAL SPECIFICATIONS

Parameter	Specification		Unit
Module size	$200.0 \pm 0.5 \text{ (W)} \times 152.0 \pm 0.5 \text{ (H)} \times 8.2 \pm 0.5 \text{ (D)}$	Note1	mm
Display area	170.4 (H) × 127.8 (V)	Note1	mm
Weight	260(typ.), 280 (max.)		g

Note1: See "11. OUTLINE DRAWINGS".

4.2 ABSOLUTE MAXIMUM RATINGS

	Parameter		Symbol	Rating	Unit	Remarks
Power supply voltage	LCD panel signal	processing board	VCC	-0.3 to +3.96	V	
Input voltage	Display signals VD Note1				17	-
for signals	Function No	•	VF	-0.3 to VCC+0.3	V	
Backlight	Forward	current	IL	60	mA	per one circuit
Ir	ncident light intensit	У	II	150,000	lx	Note3
:	Storage temperature		Tst	-30 to +80	°C	-
Operating	to me o no tu no	TopF	-30 to +80	°C	Note4	
Operating	temperature	Rear surface	TopR	-30 to +80	°C	Note5
				≤ 95	%	$Ta \leq 40^{\circ}C$
				≤ 85	%	$40^{\circ}C < Ta \leq 50^{\circ}C$
	Relative humidity Note6		RH	≤ 55	%	$50^{\circ}C < Ta \le 60^{\circ}C$
				≤ 36	%	$60^{\circ}C < Ta \le 70^{\circ}C$
				≤ 24	%	$70^{\circ}C < Ta \le 80^{\circ}C$
	Absolute humidity Note6		AH	≤ 70 Note7	g/m ³	Ta= 80°C

Note1: D0+/-, D1+/-, D2+/-, D3+/-, CLK+/-

Note2: DPS, FRC, MSL

- 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: Measured at LCD panel surface (including self-heat)
- Note5: Measured at LCD module's rear shield surface (including self-heat)

Note6: No condensation

Note7: Water amount at Ta= 80° C and RH= 24%

4.3 ELECTRICAL CHARACTERISTICS

4.3.1 LCD panel signal processing board

	,sing oc	Jura					(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	-	230 Note1	340 Note2	mA	at VCC= 3.3V
Permissible ripple voltage		VRP	-	-	100	mVp-p	for VCC
Differential input threshold voltage	High	VTH	-	-	+100	mV	at VCM= 1.2V
	Low	VTL	-100	-	-	mV	Note3
Terminating resistance		RT	-	100	-	Ω	-
Input voltage for DPS, FRC	High	VFH	0.7VCC	-	VCC	v	CMOS level
and MSL signals	Low	VFL	0	-	0.3VCC	v	CIMOS level
Input current for DPS, FRC	High	IFH	-	-	300	μΑ	
and MSL signal	Low	IFL	-300	-	-	μΑ	-

Note1: Checkered flag pattern [by IEC61747-6]

Note2: Pattern for maximum current

Note3: Common mode voltage for LVDS receiver

4.3.2 Backlight

(Ta=25°C, Note1, Note2, Note3)

				(14		0101,110102,110100)
Parameter	Symbol	min.	typ.	max.	Unit	Remarks
Forward current	IL	-	50.0	55.0	mA	-
Forward Voltage		18.6	21.0	23.8		Ta= +25°C at IL= 50mA /One circuit
		17.1	-	-	v	Ta= +80°C at IL= 50mA /One circuit
	VL	-	-	26.2	v	Ta= -30°C at IL= 50mA /One circuit
		-	-	26.4		Ta= -30°C at IL= 55mA /One circuit

Note1: Please drive with constant current.

Note2: The above specifications are for one LED circuit of the backlight.

Note3: The Luminance uniformity may be changed depending on the current variation between 4 circuits. It is recommended that the current value difference among the circuits be less than 5%.

4.3.3 Power supply voltage ripple

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

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

Note1: The permissible ripple voltage includes spike noise.

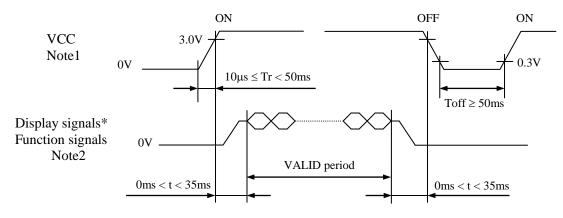
4.3.4 Fuse

Demonstern		Fuse	Datina	Euring annuat	Dementer	
Parameter	Type Supplier		Rating	Fusing current	Remarks	
VCC	ECCL6202AD	KAMAYA ELECTRIC	2.0A	4.0.4	Note1	
VCC	FCC16202AB	Co., Ltd.	36V	4.0A	Note1	

Note1: The power supply's rated current must 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.

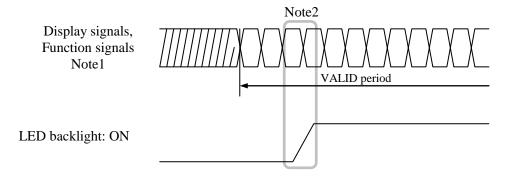
4.4 POWER SUPPLY VOLTAGE SEQUENCE

4.4.1 LCD panel signal processing board



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

- Note1: If there is a voltage variation (voltage drop) at the rising edge of VCC below 3.0V, there is a possibility that a product does not work due to a protection circuit.
- Note2: Display signals (D0+/-, D1+/-, D2+/-, D3+/- and CLK+/-) and function signals (DPS, FRC and MSL) must be set to Low or High-impedance, except the VALID period (See above sequence diagram), in order to avoid the circuitry damage.
 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 a customer stops the display and function signals, VCC also must be shut down.
- 4.4.2 LED driver



- 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.

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))

	*upu	ible plug:		-S20S (Japan	Aviation Electronics	muusu y Linno				
Pin	No	Symbol	Signal	Input data s	signal: 8-bit	Input data	Remarks			
ГШ	INO.	Symbol	Sigilar	MAP A	MAP B	signal: 6-bit	Kelliarks			
1	А	D3+	Pixel data	R0-R1,G0-G1,B0-B1	R6-R7,G6-G7,B6-B7	-	Note1, Note2			
	В	GND	Ground			Ground	Note3			
2	А	D3-	Pixel data	-	Note1, Note2					
	В	GND	Ground			Ground	Note3			
3	3	DPS	Selection of scan direction	0	Reverse scan Normal scan		Note4			
4	1	FRC	Selection of the number of colors	Hi	gh	Low or Open	Note1 Note5			
5	5	GND	Ground		Ground		Note3			
6	5	CLK+	Pixel clock			Note2				
7	7	CLK-	I IXEI CIOCK		Pixel clock					
8	3	GND	Ground Ground			Note3				
ç)	D2+	Pixel data	B4-B7,DE	B4-B7,DE B2-B5,DE					
1	0	D2-	r ixel uata	B4-B7,DE	שט, <i>יע</i> -דט שט,יע-דט					
1	1	GND	Ground		Ground		Note3			
1	2	D1+	Pixel data	G3-G7,B2-B3	G1-G5,B0-	R 1	Note2			
1	3	D1-	r ixel uata	03-07,62-65	01-05,80	-D1	Note2			
1	4	GND	Ground		Ground		Note3			
1	5	D0+	Pixel data	R2-R7,G2	R0-R5,G	0	Note2			
1	6	D0-	1 1701 Uata	N2-N7,02	K0-K3,0	v	NOIC2			
1	7	GND	Ground		Ground		Note3			
1	8	MSL	Selection of LVDS input map	Low or Open	High	Low or Open	Note5			
1	9	VCC	Power supply		Note3					
2	0	VCC	rower suppry			Note3				

Note1: See "4.6 DISPLAY COLORS AND INPUT DATA SIGNALS".

Note2: Twist pair wires with 100Ω (Characteristic impedance) should be used between LCD panel signal processing board and LVDS transmitter.

Note3: All GND and VCC terminals should be used without any non-connected lines.

Note4: See "4.8 SCANNING DIRECTIONS".

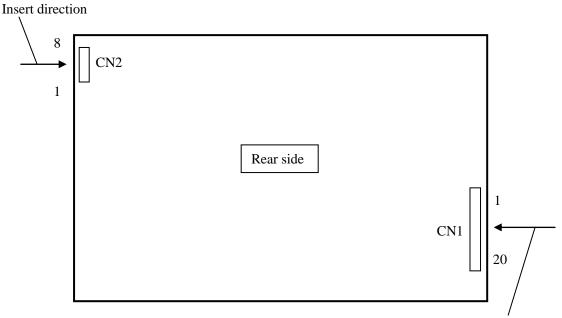
Note5: See "4.5.4 Connection between receiver and transmitter for LVDS".



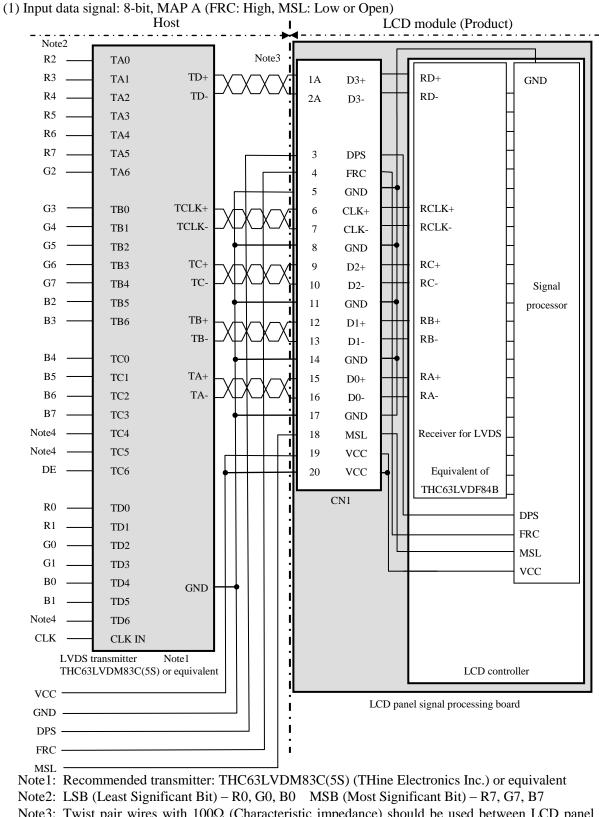
4.5.2 Backlight

CN2 plug Adaptable	(LCD module side): e socket:	SM08B-SRSS-TB (J.S.T. SHR-08V-S, SHR-08V-S-B (J.S.T	S.T. Mfg. Co., Ltd.) S.T. Mfg. Co., Ltd.)					
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	-					

4.5.3 Positions of socket



Insert direction

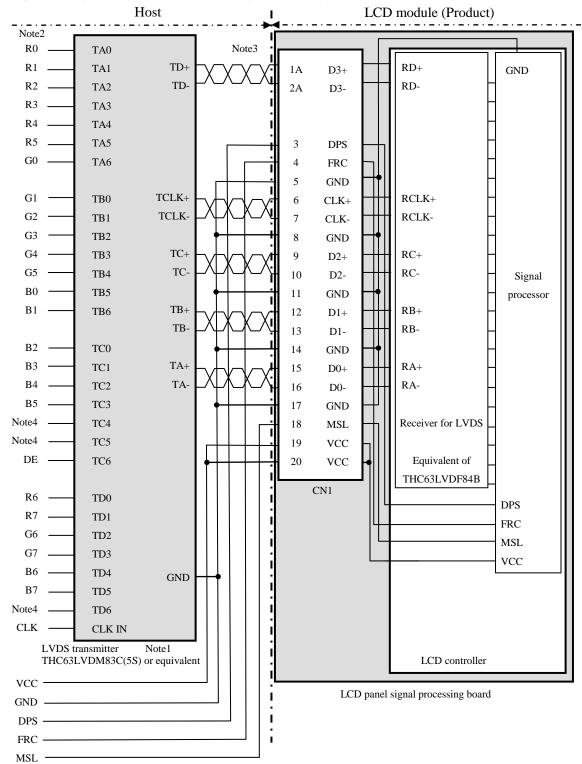


4.5.4 Connection between receiver and transmitter for LVDS

- 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 them open to avoid noise problem.

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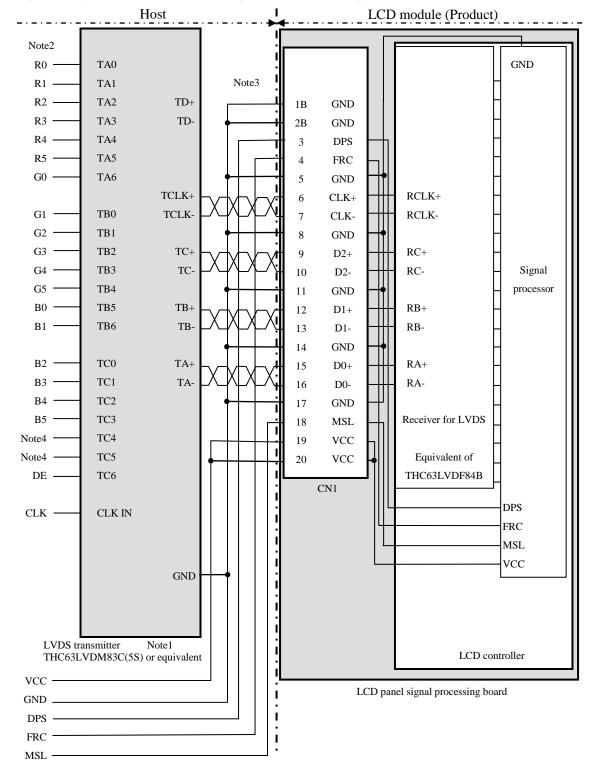


(2) Input data signal: 8-bit, MAP B (FRC: High, MSL: High)

Note1: Recommended transmitter: THC63LVDM83C(5S) (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 them open to avoid noise problem.

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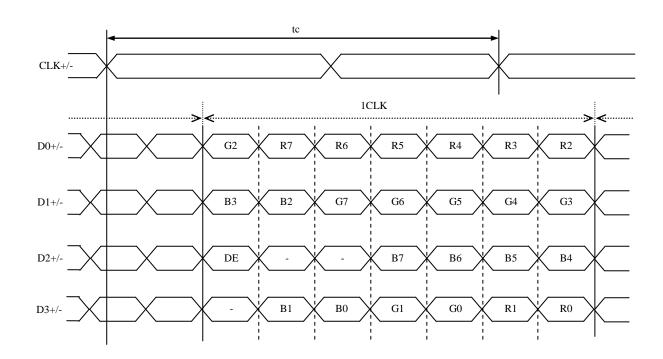
(3) Input data signal: 6-bit (FRC: Low or Open, MSL: Low or Open)

Note1: Recommended transmitter THC63LVDM83C(5S) (THine Electronics Inc.) or equivalent

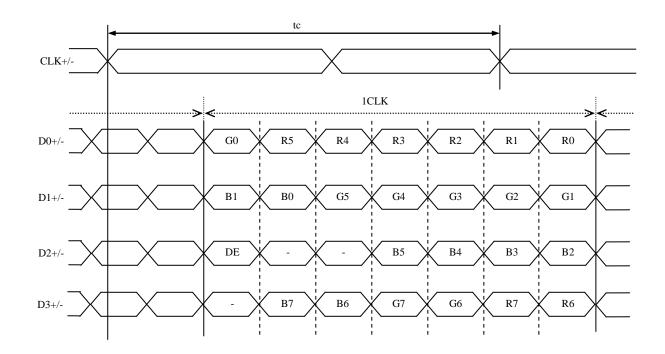
- Note2: LSB (Least Significant Bit) R0, G0, B0 MSB (Most Significant Bit) R5, G5, B5
- Note3: Twist pair wires with 100Ω (Characteristic impedance) should be used between LCD panel signal processing board and LVDS transmitter.
- Note4: Input signals to TC4 and TC5 are not used inside the product, but do not keep them open to avoid noise problem.

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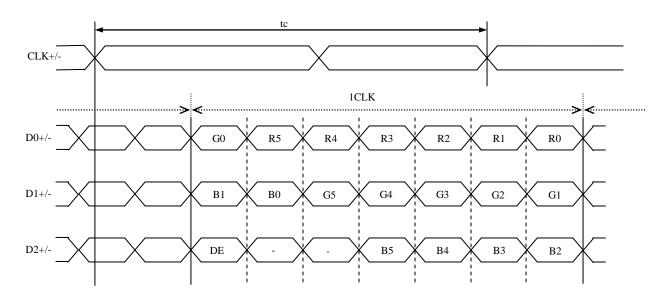
- 4.5.5 Input data mapping
- (1) Input data signal: 8-bit, MAP A



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



(3) Input data signal: 6-bit



4.6 DISPLAY COLORS AND INPUT DATA SIGNALS

4.6.1 Combinations of input data signals, FRC and MSL signal

This product can display equivalent of 16,777,216 colors and 262,144 colors by combination of input data signals, FRC and MSL signal. See the 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 or Open	16,777,216	Note1	
2	8-bit	MAP B	D3+/-	High	High	16,777,216	Note1	
3	6-bit	-	GND	Low or Open	Low or Open	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 with 256 gray scales by combination ① or ②. (See "**4.6.1 Combinations of input data signals, FRC and MSL signal**".) Also the relation between display colors and input data signals is as follows.

Disula	1	Data signal (0: Low level,							el, 1: High level)																
Displa	y colors	R7	7 R6	R5	R4	R3	R2	R1	R0	G	7 G6	6 G5	G4	G3	G2	G1	G0	B7	' B6	B5	B4	B3	B2	B1	B0
	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
ors	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
Basic Colors	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
sic	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
Ba	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
	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
е		0	0	0	0	0	0	0	1	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
scal	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
Red gray scale	↑ ,				:									:											
1g b	\downarrow				:									:											
Re	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
	D I	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
	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
cale		0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	1	0	0	0	0	0	0	0	0
y sc	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 0								
Green gray scale	↑ I													•											
sen	↓ 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
Ğ	origin	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
	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
	DIACK	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	1
ale	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
Blue gray scale			Ŭ	Ŭ		:	Ŭ	v	0	Ŭ	Ŭ	Ŭ	Ŭ	:	Ŭ	Ŭ	Ŭ	Ĭ	Ŭ	Ŭ	Ŭ	:	Ŭ	•	Ŭ
gra	Ļ													:											
lue	• 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
В	ongin	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 262,144 colors with 64 gray scales by combination ③. (See "**4.6.1 Combinations of input data signals, FRC and MSL signal** ".) Also the relation between display colors and input data signals is as follows.

Display							Data	a sign	al (0:	Low	level	, 1: H	ligh le	evel)					
Display	COIDIS	R 5	R4	R 3	R2	R 1	R0	G5	G4	G3	G2	G1	G0	B 5	B 4	B 3	B 2	B 1	B0
	Black	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
ors	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
Basic colors	Magenta	1	1	1	1	1	1	0	0	0	0	0	0	1	1	1	1	1	1
Isic	Green	0	0	0	0	0	0	1	1	1	1	1	1	0	0	0	0	0	0
${ m B}_{\delta}$	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
	Black	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
е		0	0	0	0	0	1	0	0	0	0	0	0	0	0	0	0	0	0
scal	dark	0	0	0	0	1	0	0	0	0	0	0	0	0	0	0	0	0	0
Red gray scale	\uparrow			:	:						:						:		
l gr	\downarrow			:	:						:						:		
Rec	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
	Black	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
ale		0	0	0	0	0	0	0	0	0	0	0	1	0	0	0	0	0	0
sc:	dark	0	0	0	0	0	0	0	0	0	0	1	0	0	0	0	0	0	0
Green gray scale	Ϋ́,			:							:								
ê uə	\downarrow		-		:		-				:	-					:		
Gre	bright	0	0	0	0	0	0	1	1	1	1	0	1	0	0	0	0	0	0
0	G	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
	Black	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
Blue gray scale		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
ray				:							:						:		
e B	\downarrow		0		:	0	0		0	0	:	0	0	1	1	1	:	0	1
Blt	bright	0	0	0	0	0	0	0	0	0	0	0	0	1	1	1	1	0	1
	DI	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

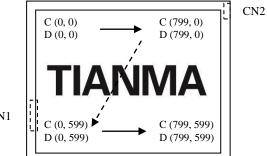
4.7 DISPLAY POSITIONS

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

C (0,	0) B					
(C(0, 0))	C(1, 0)	• • •	C(X, 0)	• • •	C(798, 0)	C(799, 0)
C(0, 1)	C(1, 1)	• • •	C(X, 1)	• • •	C(798, 1)	C(799, 1)
•	•	•	•	•	•	•
•	•	• • •	•	• • •	•	•••
•	•	•	•	•	•	•
C(0, Y)	C(1, Y)	• • •	C(X, Y)	• • •	C(798, Y)	C(799, Y)
•	•	•	•	•	•	•
•	•	• • •	•	• • •	•	•
•	•	•	•	•	•	•
C(0, 598)	C(1, 598)	• • •	C(X, 598)	• • •	C(798, 598)	C(799, 598)
C(0, 599)	C(1, 599)	•••	C(X, 599)	•••	C(798, 599)	C(799, 599)

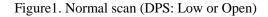
4.8 SCANNING DIRECTIONS

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



Note1

CN1



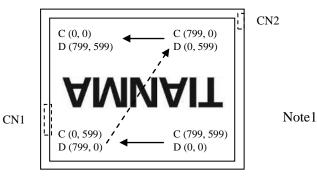


Figure2. Reverse scan (DPS: High)

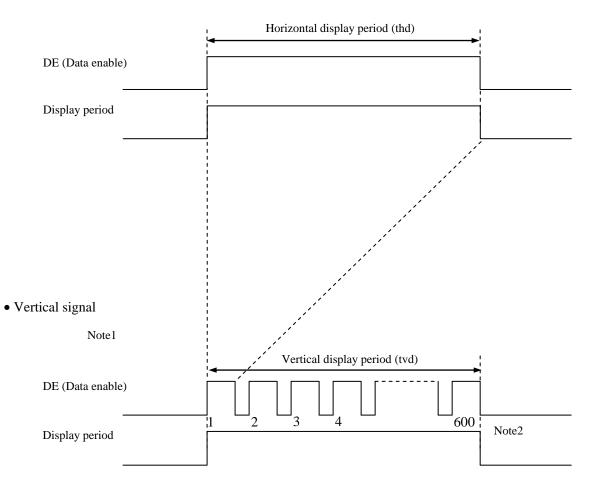
Note1: Meaning of C (X, Y) and D (X, Y)

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



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



4.9.2 Timing characteristics

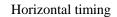
.2 Thing	endracteristics	,					(Note	e1, Note2, Note3)	
	Parameter	Symbol	min.	typ.	max.	Unit	Remarks		
	Fre	quency	1/tc	34.0	38.362	42.0	MHz	26.067ns (typ.)	
CLK	Du	ty ratio	-				-		
	Rise tim	ne, Fall time	-		-		ns	-	
	CLK-DATA	Setup time	-				ns		
DATA	CLK-DATA	Hold time	-		-		ns	-	
	Rise tim	ne, Fall time	-				ns		
	Horizontal	Cycle	th	24.0	26.693	30.1	μs	37.463kHz (typ.)	
		Cycle	ui	-	1,024	-	CLK	37.403KHZ (typ.)	
		Display period	thd		800		CLK	-	
	¥7 (* 1	Cycle	tv	16.1	16.683	17.2	ms	59.94Hz (typ.)	
DE	Vertical (One frame)	Cycle	tv	-	625	-	Н	59.94112 (typ.)	
	(010 110110)	Display period	tvd		600		Н	-	
	CLK-DE	Setup time	-				ns		
	CLK-DE	Hold time	-	-			ns	-	
	Rise tim	ne, Fall time	-				ns		

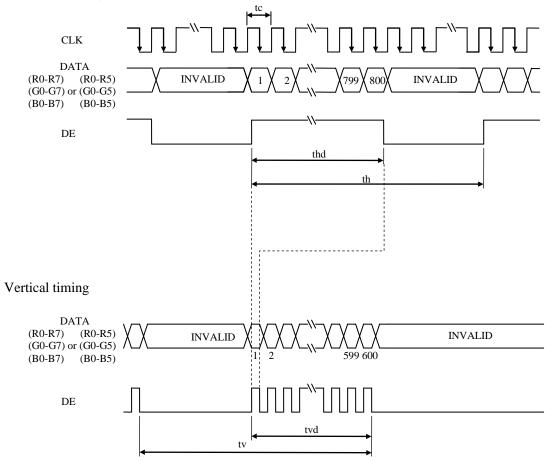
Note1: Definition of parameters is as follows. tc=1CLK, th= 1H

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





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4.10 OPTICS

4.10.1 Optical characteristics

	enarae							(Note1,	Note2)
Parameter		Condition	Symbol	min.	typ.	max.	Unit	Measuring instrument	Remarks
Luminand	ce	White at center $\theta R = 0^\circ, \ \theta L = 0^\circ, \ \theta U = 0^\circ, \ \theta D = 0^\circ$	L	480	800	-	cd/m ²	BM-5A	-
Contrast ra	tio	White/Black at center $\theta R = 0^\circ, \ \theta L = 0^\circ, \ \theta U = 0^\circ, \ \theta D = 0^\circ$	CR	400	800	-	-	BM-5A	Note3
Luminance uni	formity	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
	White	x coordinate	Wx	0.263	0.313	0.363	-		
	white	y coordinate	Wy	0.279	0.329	0.379	-		
	Red	x coordinate	Rx	-	0.559	-	-		
		y coordinate	Ry	-	0.342	-	-		
Chromaticity	Green	x coordinate	Gx	-	0.355	-	-	SR-3	Note5
		y coordinate	Gy	-	0.548	-	-		110105
	D1	x coordinate	Bx	-	0.156	-	-		l
	Blue	y coordinate	By	-	0.125	-	-		
Color gamut		$\theta R=0^{\circ}, \ \theta L=0^{\circ}, \ \theta U=0^{\circ}, \ \theta D=0^{\circ}$ at center, against NTSC color space	С	35	40	-	%		
Deenerge	·	White to Black	Ton	-	3	5	ms	DM 5A	Note6
Response time		Black to White	Toff	-	15	20	ms	BM-5A	Note7
Viewing angle	Right	$\theta U=0^{\circ}, \ \theta D=0^{\circ}, \ CR\geq 10$	θR	70	80	-	0		
	Left	$\theta U=0^{\circ}, \ \theta D=0^{\circ}, \ CR\geq 10$	θL	70	80	-	0	EZ	Note8
viewing angle	Up	$\theta R = 0^\circ, \ \theta L = 0^\circ, \ CR \ge 10$	θU	70	80	-	0	Contrast	110100
	Down	$\theta R = 0^{\circ}, \ \theta L = 0^{\circ}, \ CR \ge 10$	θD	70	80	-	0		

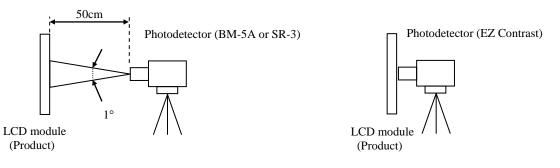
Note1: These are initial characteristics.

Note2: Measurement conditions are as follows.

Ta= 25°C, VCC= 3.3V, IL= 50mA/One circuit, Display mode: SVGA,

Horizontal cycle= 1/37.463kHz, Vertical cycle= 1/59.94Hz, DPS= Low or Open: Normal scan

Optical characteristics are measured at luminance saturation 20minutes after the product works 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= 27 $^{\circ}$ 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.

Contrast ratio (CR) = Luminance of white screen Luminance of black screen

4.10.3 Definition of luminance uniformity

The luminance uniformity is calculated by using following formula.

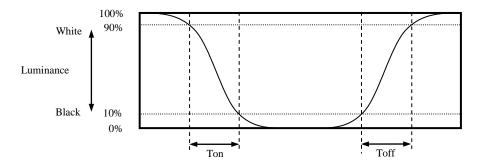
 $Luminance uniformity (LU) = \frac{Maximum luminance from (1) to (5)}{Minimum luminance from (1) to (5)}$

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

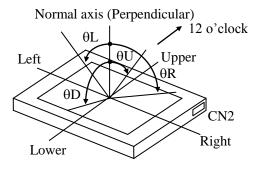
	133	400	667
100	1		@
300	+	3	
500			<u></u> 5

4.10.4 Definition of response times

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



4.10.5 Definition of viewing angles



5. ESTIMATED LUMINANCE LIFETIME

The luminance lifetime is the time from initial luminance to half-luminance.

This lifetime is the estimated value, and is not guarantee value.

	Condition	Estimated luminance lifetime (Life time expectancy) Note1, Note2, Note3	Unit
LED	25°C (Ambient temperature of the product) Continuous operation, IL=50mA/One circuit	70,000	h
elementary substance	80°C (Surface temperature at screen) Continuous operation, IL=50mA/One circuit	60,000	h

Note1: Life time expectancy is mean time to half-luminance.

Note2: Estimated luminance lifetime is not the value for an LCD module but the value for LED elementary substance.

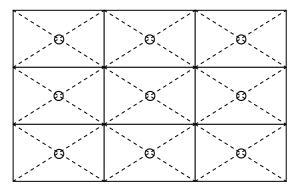
Note3: By ambient temperature, the lifetime changes particularly. Especially, in case the product works under high temperature environment, the lifetime becomes short.

6. RELIABILITY TESTS

Test item	Condition	Judgment Note1		
High temperature and humidity (Operation)	 60 ± 2°C, RH= 90%, 240hours Display data is black. 			
High temperature (Operation)	 80 ± 3°C ,240hours Display data is black. 			
Heat cycle (Operation)	 ① -30±3°C 1hour 80±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. 	No display malfunctions		
ESD (Operation)	 ① 150pF, 150Ω, ±10kV ② 9 places on a panel surface Note2 ③ 10 times each place at 1 sec interval 			
Dust (Operation)	 Sample dust: No. 15 (by JIS-Z8901) 15 seconds stir 8 times repeat at 1 hour interval 			
Vibration (Non operation)	 ① 5 to 100Hz, 19.6m/s² ② 1 minute/cycle ③ X, Y, Z directions ④ 120 times each direction 	No display malfunctions		
Mechanical shock (Non operation)	 539m/s², 11ms ±X, ±Y, ±Z directions 5 times each direction 	No physical damages		

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.



7. PRECAUTIONS

7.1 MEANING OF CAUTION SIGNS

The following caution signs have very important meaning. **Be sure to read "7.2 CAUTIONS" and "7.3 ATTENTIONS"!**



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



This sign has the meaning that a customer will be injured if the customer practices

wrong operations.

7.2 CAUTIONS



* Do not shock and press the LCD panel and the backlight! There is a danger of breaking, because they are made of glass. (Shock: Equal to or no greater than 539m/s² and equal to or no greater than 11ms, Pressure: Equal to or no greater than 19.6 N (\$\ophi16mm jig)\$)

7.3 ATTENTIONS
$$\cancel{!}$$

7.3.1 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 0.294N⋅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.
- ⑤ Do not press or rub on the sensitive product surface. When cleaning the product surface, wipe it with a soft dry cloth.
- ⑦ Do not push or pull the interface connectors while the product is working.
- ③ 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.
- ③ 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 by any chance, please wash it away with soap and water.

7.3.2 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 occurred by temperature difference, the product packing box must be opened after enough time being left under the environment of an unpacking room. Evaluate the storage time sufficiently because dew condensation is affected by the environmental temperature and humidity. (Recommended leaving time: 6 hours or more with the original packing state after a customer receives the package)
- ③ Do not operate in high magnetic field. If not, circuit boards may be broken.
- ④ This product is not designed as radiation hardened.

7.3.3 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, flickering, vertical streams or tiny spots 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 among products and the color change of reflection may occur in the same product by fluctuation of AR (antireflection) coating.

7.3.4 Others

- ① All VCC and GND terminals should be used without any non-connected lines.
- ② Do not disassemble a product or adjust variable resistors.
- ③ See "REPLACEMENT MANUAL FOR LAMP HOLDER SET", when replacing lamp holder set.
- ④ Pack the product with the original shipping package, in order to avoid any damages during transportation, when returning the product to TMJ for repairing and so on.
- ⑤ The information of China RoHS (II) six hazardous substances or elements in this product is as follows.

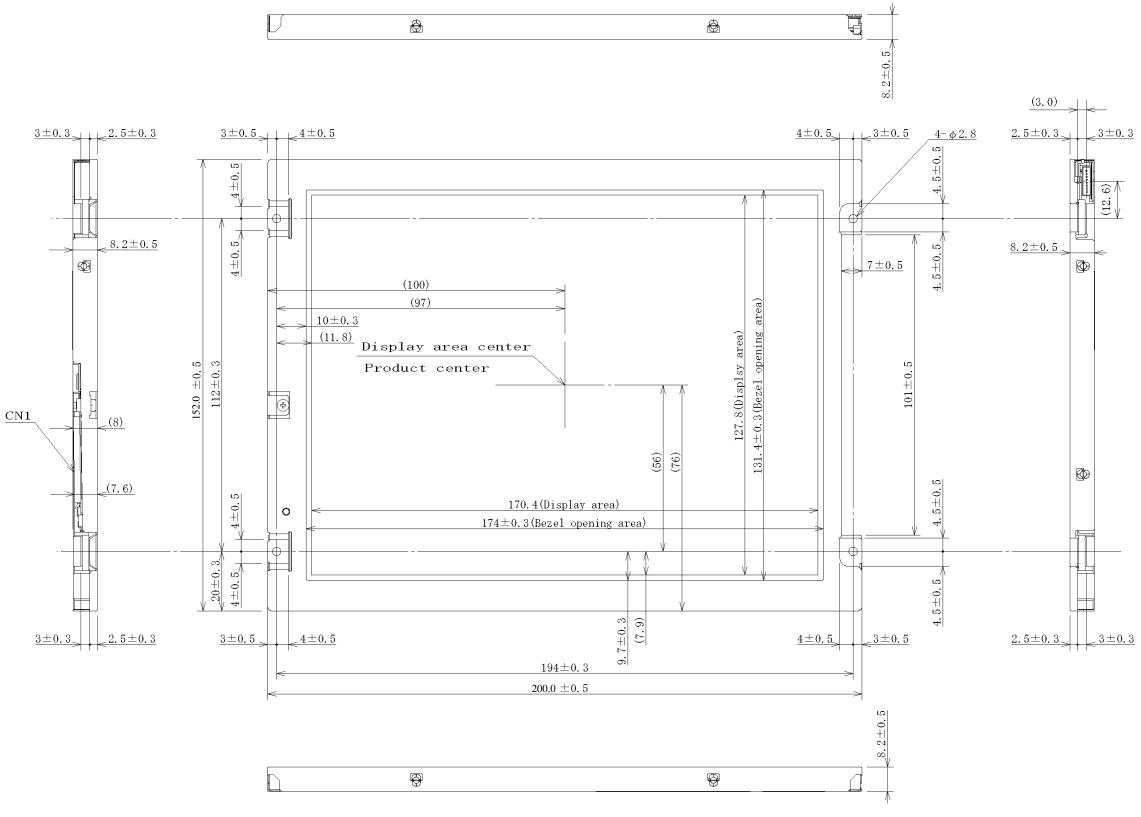
	China RoHS (II) six hazardous substances or elements								
Lead (Pb)	Mercury (Hg)	Cadmium (Cd)	Hexavalent Chromium (Cr VI)	Polybrominated Biphenys (PBB)	Polybrominated Biphenyl Ethers (PBDE)				
×	0	0	0	0	0				

Note1: O: This indicates that the poisonous or harmful material in all the homogeneous materials for this part is equal or below the limitation level of GB/T26572-2011 standard regulation.

 \times : This indicates that the poisonous or harmful material in all the homogeneous materials for this part is above the limitation level of GB/T26572-2011 standard regulation.

8. OUTLINE DRAWINGS

8.1 FRONT VIEW

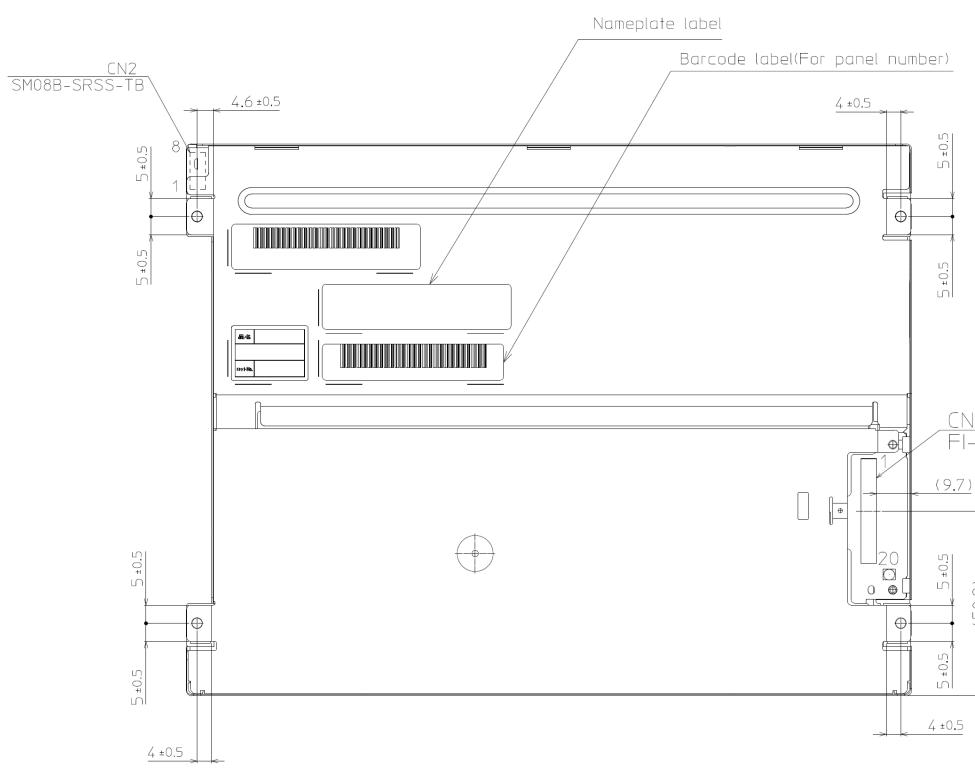


Note1: The values in parentheses are for reference.

Note2: The torque for product mounting screws must never exceed 0.294N·m.

Unit: mm

8.2 REAR VIEW

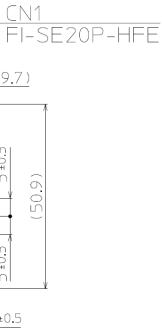


Note1: The values in parentheses are for reference.

Note2: The torque for product mounting screws must never exceed 0.294N·m.

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☆



Unit: mm