

TFT LCD Specification

Model Name: TD016SHEC1

| |
|---------------------------|
| Customer Signature |
| |
| Date |
| |

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Table of Contents

| NO. | Item | Page |
|------------|----------------------------|-------------|
| | Cover Sheet | 1 |
| | Table of Contents | 2 |
| | Record of Revision | 3 |
| 1 | Features | 4 |
| 2 | General Specifications | 4 |
| 3 | Input / Output Terminals | 5 |
| 4 | Absolute Maximum Ratings | 6 |
| 5 | Electrical Characteristics | 6 |
| 6 | Timing Chart | 8 |
| 7 | Optical Characteristics | 29 |
| 8 | Reliability | 33 |
| 9 | Handling Cautions | 34 |
| 10 | Mechanical Drawing | 35 |
| 11 | Packing Drawing | 37 |

2. GENERAL SPECIFICATIONS

| Item | Description | Unit |
|-----------------------------|---------------------|-----------|
| Display Size (Diagonal) | 1.6 (4.06) | Inch (cm) |
| Display Type | Trans-flective | |
| Active Area (HxV) | 28.608 x 28.608 | mm |
| Number of Dots (HxV) | 128 x RGB x 128 | dot |
| Dot Pitch (HxV) | 0.0745 x 0.2235 | mm |
| Color Arrangement | RGB Stripe | |
| Color Numbers | 65 K / 262 K | |
| Outline Dimension (HxVxT) * | 32.61 x 37.21 x 4.2 | mm |
| Weight | 7.8 +- 0.5 | g |

* Exclude protrusions.

3. INPUT/OUTPUT TERMINALS(USE i80 System)

| Pin No | Symbol | I/O | Description | Remark |
|--------|------------|-----|----------------------|--------|
| 1 | VCC(+2.8V) | I | System Power Supply | |
| 2 | /CS | I | Chip Select | |
| 3 | /WR | I | Write (Write/Read) | |
| 4 | /RD | I | Read (Enable) | |
| 5 | GND | - | Ground | |
| 6 | NC | -- | NC | |
| 7 | D0 | I | Data0 | |
| 8 | D1 | I | Data1 | |
| 9 | D2 | I | Data2 | |
| 10 | D3 | I | Data3 | |
| 11 | D4 | I | Data4 | |
| 12 | D5 | I | Data5 | |
| 13 | D6 | I | Data6 | |
| 14 | D7 | I | Data7 | |
| 15 | NC | -- | NC | |
| 16 | D8 | I | Data8 | |
| 17 | D9 | I | Data9 | |
| 18 | D10 | I | Data10 | |
| 19 | D11 | I | Data11 | |
| 20 | D12 | I | Data12 | |
| 21 | D13 | I | Data13 | |
| 22 | D14 | I | Data14 | |
| 23 | D15 | I | Data15 | |
| 24 | /RESET | I | RESET | |
| 25 | RS | I | Command (L)/Data (H) | |
| 26 | LED- | I | LED (Cathode) | |
| 27 | NC | -- | NC | |
| 28 | LED+ | I | LED (Anode) | |
| 29 | NC | -- | NC | |
| 30 | NC | -- | NC | |

4. ABSOLUTE MAXIMUM RATINGS

VSS=0V

| Item | Symbol | Min | MAX | Unit | Remark |
|----------------------------|--------|-----|------|------|----------|
| Input voltage | VI | -- | +4.2 | V | Note 4-1 |
| Back Light Forward Current | IF | -- | +25 | mA | |
| Operating temperature | Topr | -20 | +70 | | |
| Storage temperature | Tstg | -30 | +80 | | |

Note 4-1 :VI : D0~D15, /CS, RS, /WR, /RD, HOST, Reset

5. ELECTRICAL CHARACTERISTICS

5.1. Driving TFT LCD Panel

VSS=0V, Ta=25

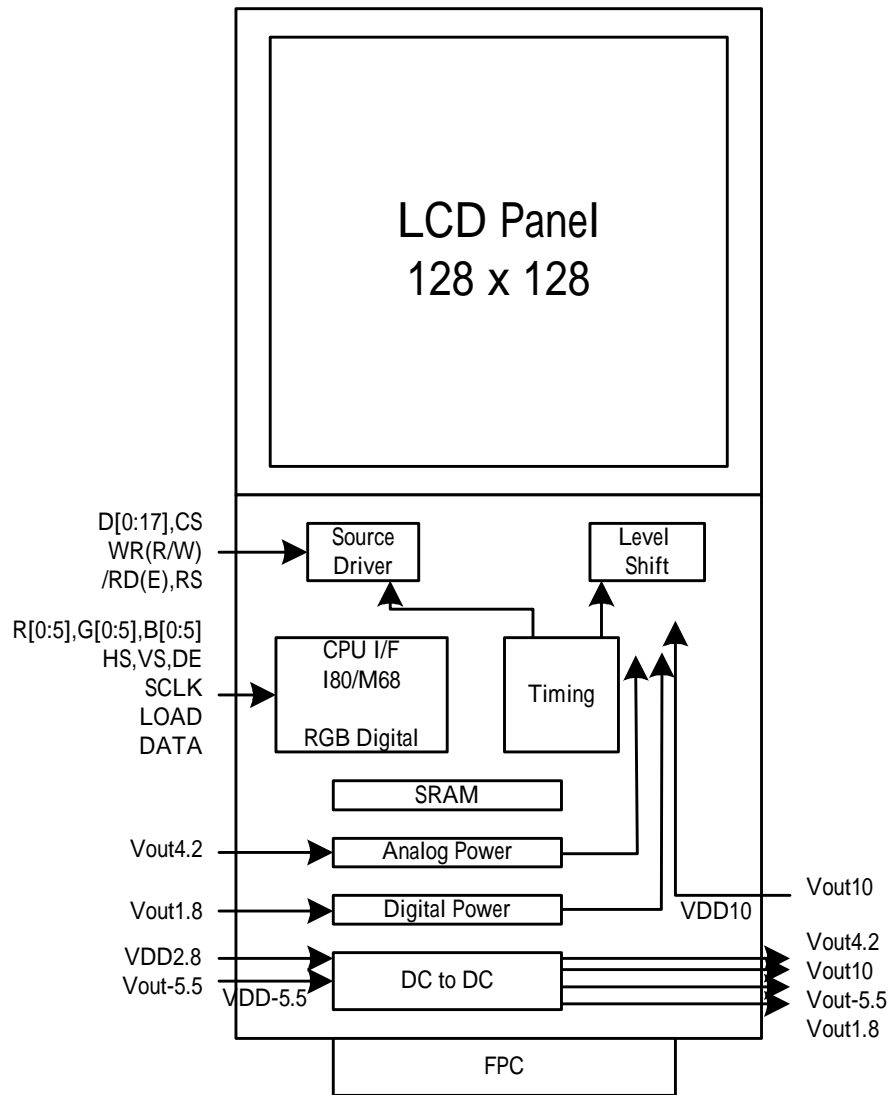
| Item | Symbol | MIN | TYP | MAX | Unit | Remark | |
|------------------------|----------------------|-----|-----|------|------|--------|----------|
| Power Supply Voltage | VCC | 2.7 | 2.8 | 3.0 | V | | |
| Logic Input High Level | VIH | 2.7 | 2.8 | 3.0 | V | | |
| Logic Input Low Level | VIL | 0 | -- | 0.25 | V | | |
| System Current | Normal mode | Isc | -- | 0.96 | 1.43 | mA | Note 5-1 |
| | 8 Color mode | | -- | 0.32 | 0.43 | mA | |
| | 8 Color Partial mode | | -- | 0.21 | 0.3 | mA | |

Note: 5-1: Power consumption test condition

- a. Input voltage(VCC): 2.8V
- b. Test pattern:



5.2. Driving TFT LCD Panel Block Diagram



5.3. Driving Backlight

Ta=25

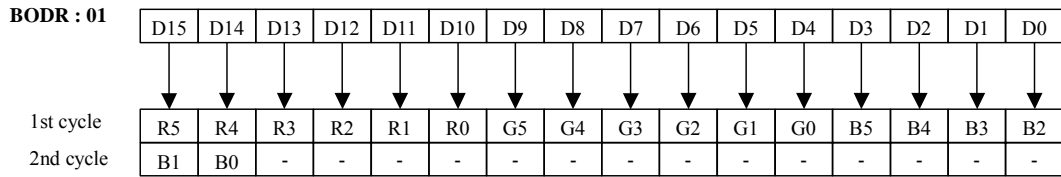
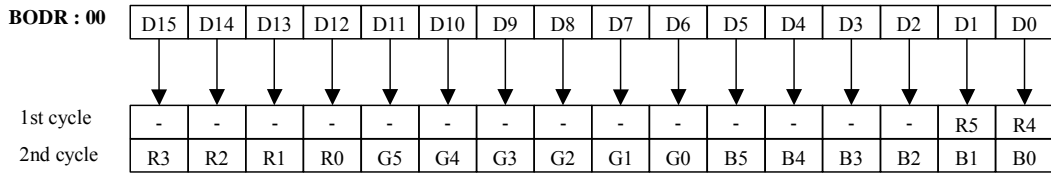
| Item | Symbol | MIN | TYP | MAX | Unit | Remark |
|-----------------------------|----------|-----|-----|-----|------|----------|
| Forward Current | I_F | -- | 15 | 25 | mA | Note 5-2 |
| Forward Current Voltage | V_F | -- | 7.2 | 8.4 | V | |
| Backlight Power Consumption | W_{BL} | -- | 108 | -- | mW | |

Note 5-2: Backlight driving circuit is recommend as the fix current circuit.

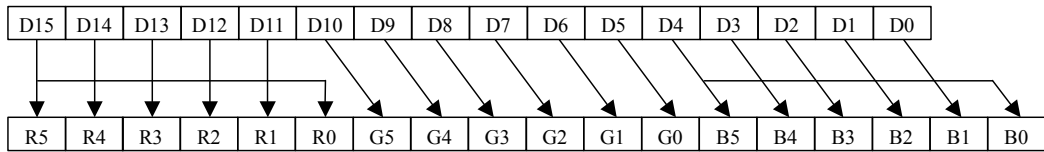
6.2 Input Timing signal data mapping

6.2.1 CPU Interface 16 bit mode

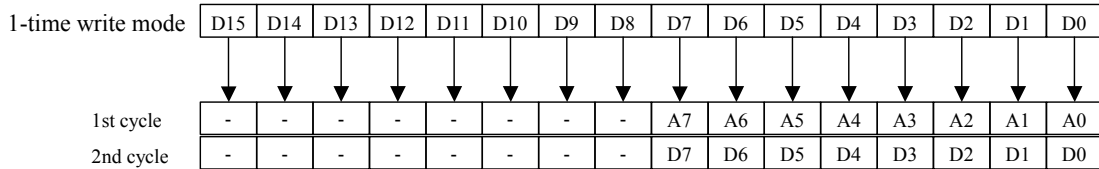
Signal data



BODR : 1x



Command data

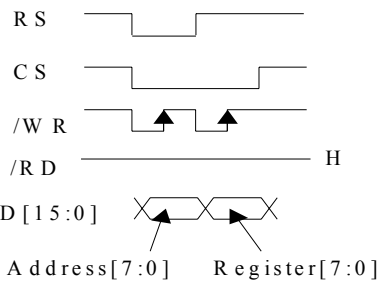


Input timing waveform

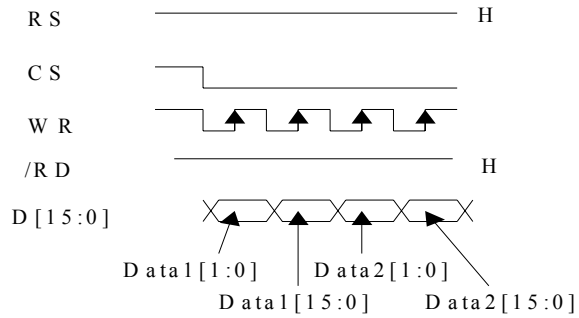
BODR:00

i80 System

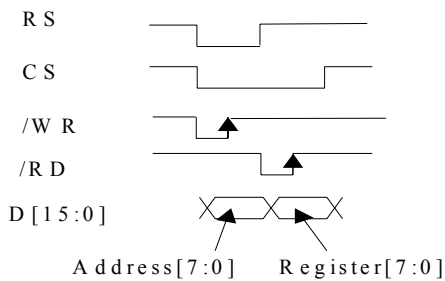
1)command (W rite mode)



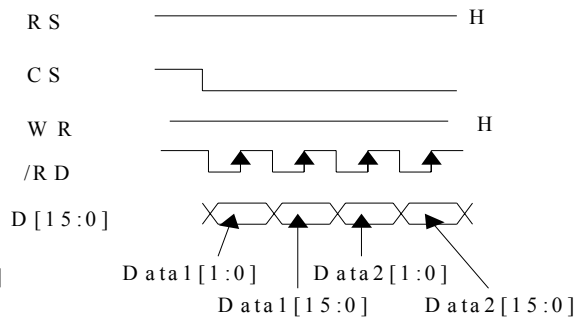
2)data (W rite mode)



3)command (R ead mode)



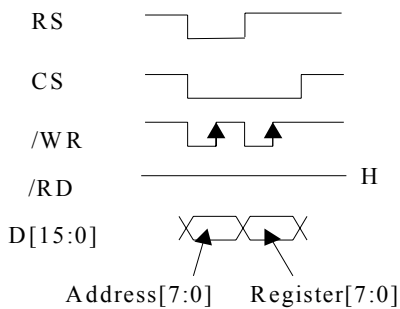
4)data (R ead mode)



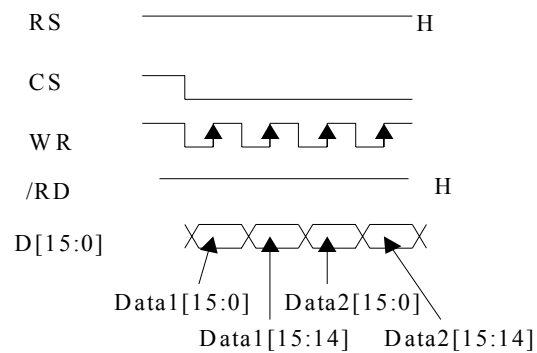
BODR:01

i80 System

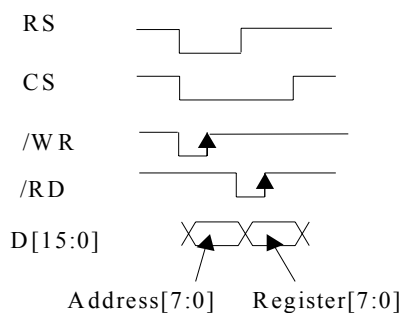
1)command (W rite mode)



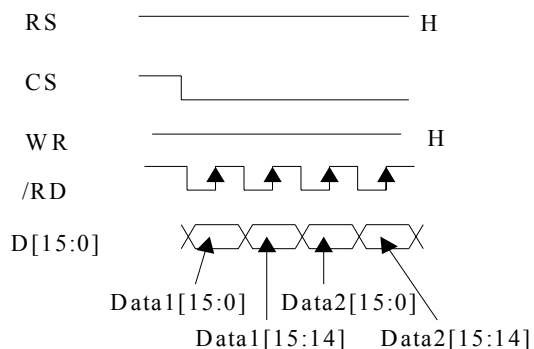
2)data (W rite mode)

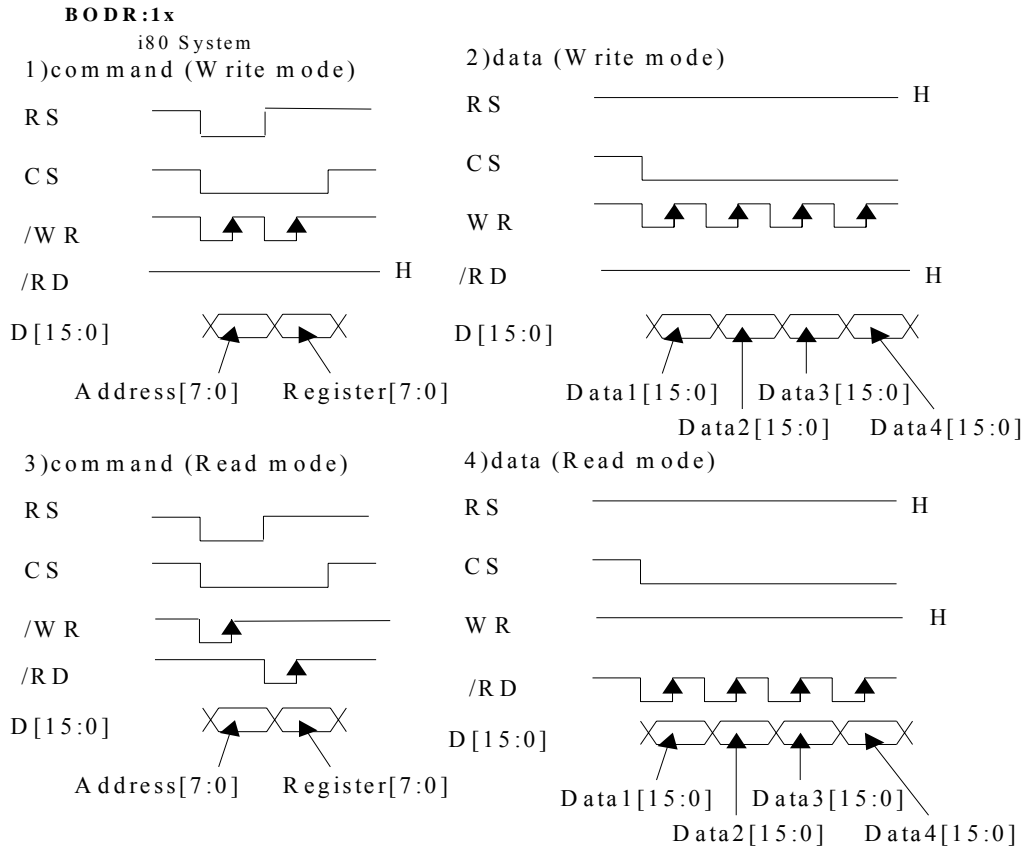


3)command (R ead mode)



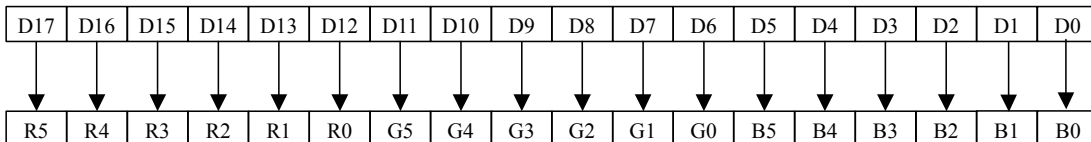
4)data (R ead mode)





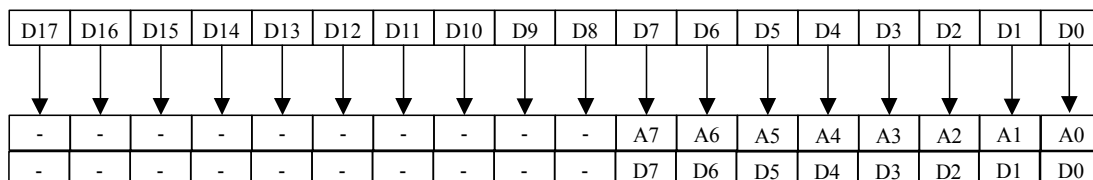
6.2.2 CPU Interface 18 bit mode

Signal data



Command data

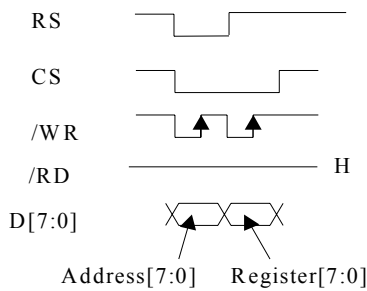
1-time write mode



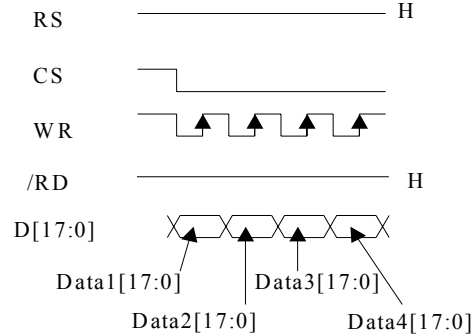
Input timing waveform

i80 System

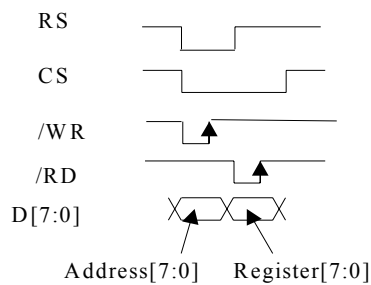
1)command (Write mode)



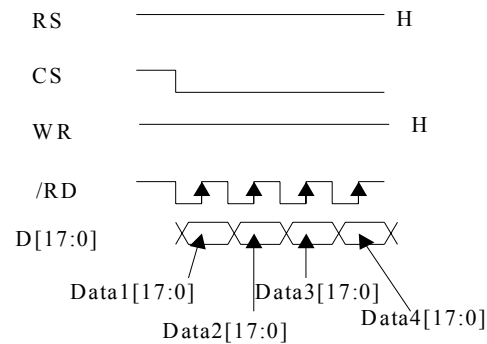
2)data (Write mode)



3)command (Read mode)

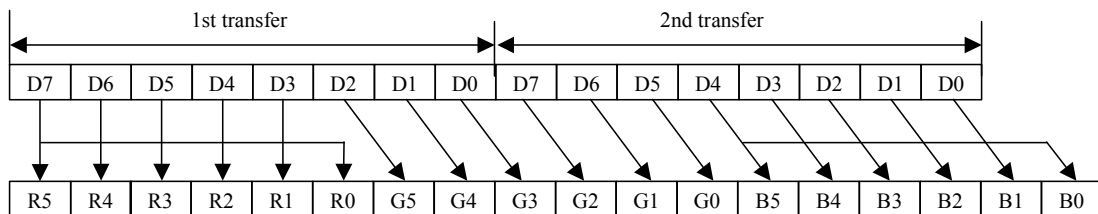


4)data (Read mode)

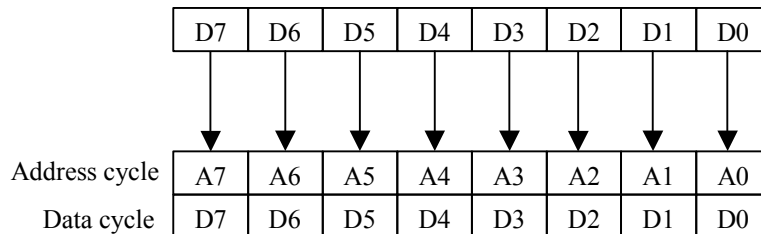


6.2.3 CPU Interface 8 bit mode

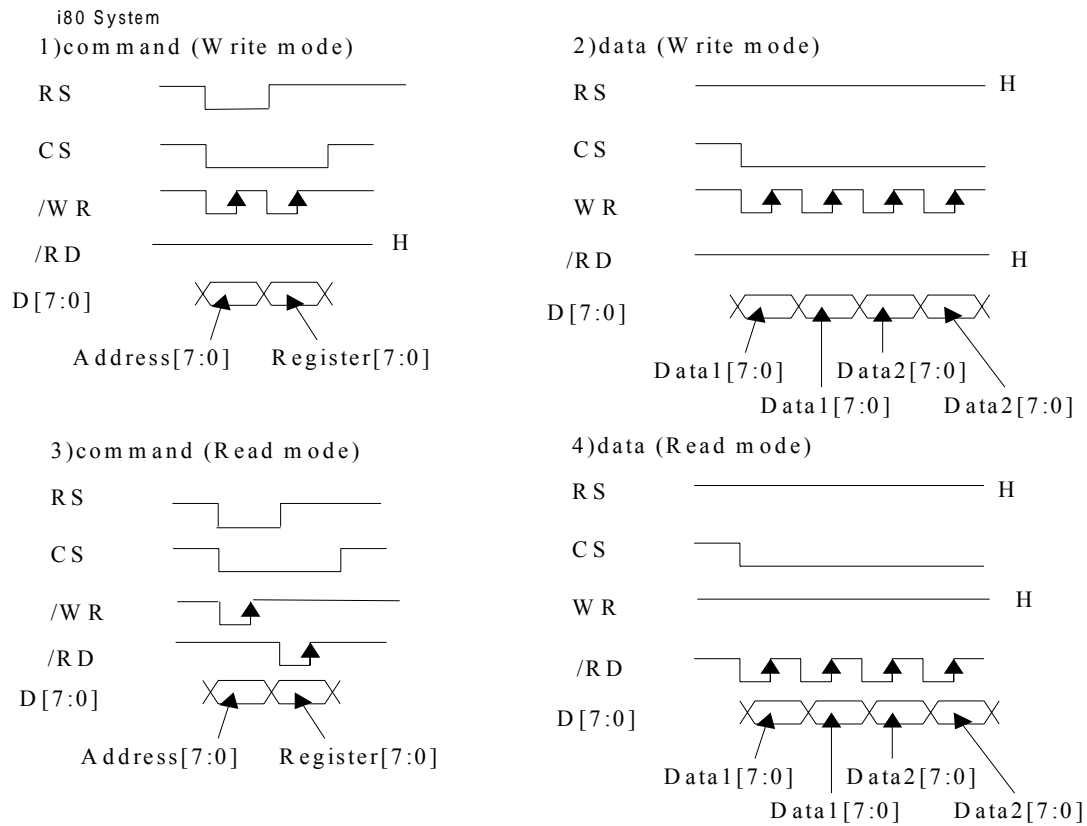
Signal data



Command data

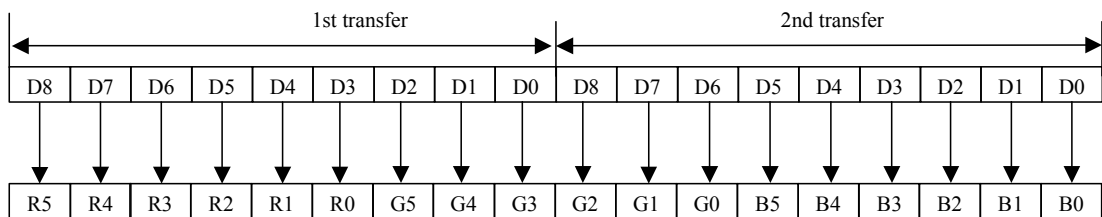


Input timing waveform

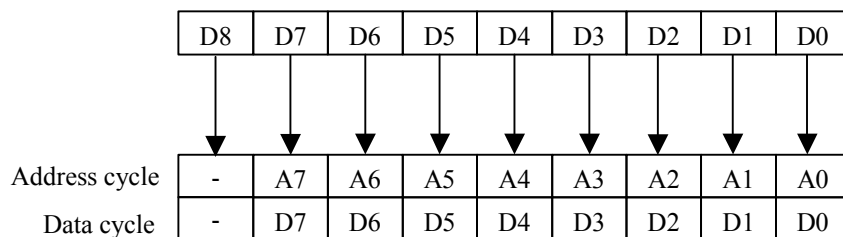


6.2.4 CPU Interface 9 bit mode

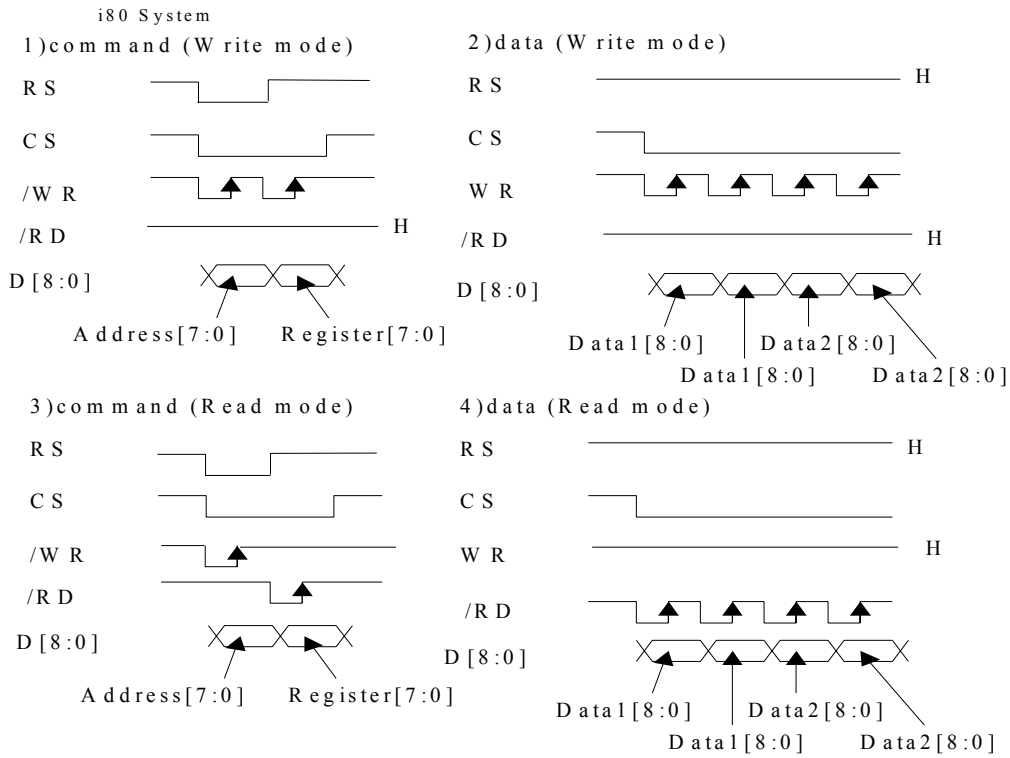
Signal data



Command data

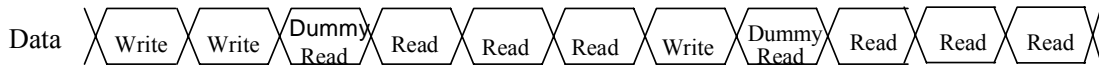


Input timing waveform



Note : The first RAM read operation after write cycle , the RAM data of address counter is read to read data latch.
 In the next read operation, the RAM data of address counter is read to interface from read data latch and the RAM data of address counter + 1 is read to read data latch.

Therefore, a dummy read operation is necessary between write→read.



6.3 SRAM address for RGB database

| | R0 | G0 | B0 | R1 | G1 | B1 | | R126 | G126 | B126 | R127 | G127 | B127 |
|------|------------|----|----|------------|----|----|-------|------------|------|------|------------|------|------|
| | D17.....D0 | | | D17.....D0 | | | | D17.....D0 | | | D17.....D0 | | |
| L1 | "0000"H | | | "0001"H | | | | "007E"H | | | "007F"H | | |
| L2 | "0100"H | | | "0101"H | | | | "017E"H | | | "017F"H | | |
| L3 | "0200"H | | | "0201"H | | | | "027E"H | | | "027F"H | | |
| L4 | "0300"H | | | "0301"H | | | | "037E"H | | | "037F"H | | |
| L5 | "0400"H | | | "0401"H | | | | "047E"H | | | "047F"H | | |
| ⋮ | ⋮ | ⋮ | ⋮ | ⋮ | ⋮ | ⋮ | | ⋮ | ⋮ | ⋮ | ⋮ | ⋮ | ⋮ |
| L155 | "9A00"H | | | "9A01"H | | | | "9A7E"H | | | "9A7F"H | | |
| L156 | "9B00"H | | | "9B01"H | | | | "9B7E"H | | | "9B7F"H | | |
| L157 | "9C00"H | | | "9C01"H | | | | "9C7E"H | | | "9C7F"H | | |
| L158 | "9D00"H | | | "9D01"H | | | | "9D7E"H | | | "9D7F"H | | |
| L159 | "9E00"H | | | "9E01"H | | | | "9E7E"H | | | "9E7F"H | | |
| L160 | "9F00"H | | | "9F01"H | | | | "9F7E"H | | | "9F7F"H | | |

6.4 Setup data (CPU interface)

| Address | Register/Bit Name | Reset Value | Meaning | Comment |
|---------|-------------------|-------------|---|---------|
| 0x00 | CHIPID | xx00-1001 | [5:3] : REVID (read only) [2:0] : CHIPID (read only) | |
| 0x01 | MODE_SEL1 | 0000-0010 | [7:6] Panel resolution select 00: 128 x 160 (Default) 01: 128 x 128 10 :96 x 96 11 : 132 x 160 [5] Vcom output mask in partial mode 0: Normal (unmask) (Default) 1: Vcom output mask [4:2] display mode 000: 16/18 bit color 001: 16/18 bit color + partial 010: 1bit color 011: 8 color + partial 100: 8color + dithering 101: 8 color + dithering + partial [1] SLP: sleep mode 0: sleep 1: normal(Default) [0] Out of range data control: 0 : White (Default) 1 : Black | |
| 0x02 | MODE_SEL2 | 0001-0010 | [7:6] Scan direction [7] 0: CSV=1(V normal scan) (Default) 1: CSV=0(V reverse scan) [6] 0 : CSH=1(H normal scan) (Default) 1: CSH=0(H reverse scan) [5] : line or frame inversion select : 0 : line inversion (Default) 1 : frame inversion [4] STV2 signal output 0 :STV2 output 1 : STV2 NO output(Default) [3] STV1 signal output 0 :STV1 output (Default) 1 : STV1 NO output [2:1] Non-partial area data output control 00 : GND output 01 : VcomL output (Default) 1x : Hi-Z [0] Non-partial area CKH1/2/3 output control 0 : CKH1/2/3 output = “Low” (Default) 1 : CKH1/2/3 output = “High” | |
| 0x03 | MODE_SEL3 | 0000-xxxx | [7:6] Input data selection 00 : 8 bit mode (Default) 01 : 16 bit mode 10 : 9 bit mode 11 : 18 bit mode [5:4] BODR : 16 bit data access control 00 : 1 st cycle include only 2 bit data and 2nd cycle include 16 bit data (Default) 01 : 1 st cycle include 16 bit data and 2nd cycle include only | |

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| | | | | |
|---------------------|------------------|-----------|--|--------|
| | | | 2 bit data 1x : Use 16 Bit transfer 18 Bit data (R:G:B = 5:6:5) | |
| 0x05 | VCO_Mode | xx00-1000 | [4:3] : VCO bias mode select 00 : -5% 01 : typical (Default) 10 : +5% 11 : +10% [5] , [2:0] : VCO frequency 0 , 000 : 1.82 MHz (Default) 1 , 000 : 1.82 × 3/4 MHz 0 , 001 : 1.82 / 2 MHz 0 , 010 : 1.5 MHz 1 , 010 : 1.5 × 3/4 MHz 0 , 011 : 1.5 / 2 MHz 0 , 100 : 0.9 MHz 1 , 100 : 0.9 × 3/4 MHz 0 , 101 : 0.9 / 2 MHz | |
| 0x06 | DAC_OP_CTRL 2 | 1000-0101 | [7] 4.2V,10V , -5.5V power on signal select 0 : Input pin PWDN 1 : Internal register ([6]) (Default) [6] int_PWDN : 4.2V ,10V , -5.5V power on signal 0 : Vout4.2 ,Vout10 , Vout-5.5 power off (Default) 1 : Vout4.2 ,Vout10 , Vout-5.5 power on [5:4] DAC bias select 00 : 100% (Default) 01 : 80% 10 : 60% 11 : 50% [3:2] Vcom bias select 00 : -20% × normal 01 : normal (Default) 10 : 20% × normal 11 : 40% × normal [1:0] RGB loading select 00 : 5p 01 : 10.5p (Default) 10 : 15p 11 : 20p | |
| 0x07 | VCOMH_CTRL | x111-0100 | [7:0] VCOM_H output Voltage control step = $2.1V/128 = 0.0164V$ (Default = 4.0V) (VCOM_H=2.1V in settting x000-0001) | Note 1 |
| 0x08 | VCOML_CTRL | x000-1100 | [7:0] VCOM_L output Voltage control step = $2.1V/128 = 0.0164V$ (Default = 0.197V) (VCOM_L=0V in setting x000-0000) | Note 1 |
| SRAM control | | | | |
| 0x09 | PWS-X | 0000-0000 | [7:0] Write SRAM window start X point | |
| 0x10 | PWS-Y | 0000-0000 | [7:0] Write SRAM window start Y point | |
| 0x11 | PWE-X | 0111-1111 | [7:0] Write SRAM window end X point | |
| 0x12 | PWE-Y | 1001-1111 | [7:0] Write SRAM window end Y point | |
| 0x14 | PDS-Y | 0000-0000 | [7:0] Partial Display start Y point | |

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| | | | | |
|-------------|------------------|-----------|--|------------------------------------|
| 0x16 | PDE-Y | 0010-0000 | [7:0] Partial Display end Y point | |
| 0x17 | SRAM _Control | xxx0-0000 | <p>[4] reserve</p> <p>[3] If X or Y position is set over range, 0 : Ineffective writing. X or Y position are not changed. (Default)</p> <p>[2] SACX (SRAM X Address Counter) 0 : SRAM X position + 1 (Default) 1 : SRAM X position - 1</p> <p>[1] SACY (SRAM Y Address Counter) 0 : SRAM Y position + 1 (Default) 1 : SRAM Y position - 1</p> <p>[0] SACA (SRAM access control) 0 : add X position first then add Y position (Default) 1 : add Y position first then add X position</p> | Note 2 [3] register always 0 |
| 0x18 | SRAM_Position_X | x000-0000 | [7:0] SRAM X position 0<= X <=0x83 | |
| 0x19 | SRAM_Position_Y | 0000-0000 | [7:0] SRAM Y position 0<= Y <= 0x9F | |
| 0x21 | Gamma Adj. 1 | xx00-0000 | [5:3] PV0 ; [2:0] NV0 | |
| 0x22 | Gamma Adj. 2 | xx00-0000 | [5:3] PV1 ; [2:0] NV1 | |
| 0x23 | Gamma Adj. 3 | xx00-0000 | [5:3] PV8 ; [2:0] NV8 | |
| 0x24 | Gamma Adj. 4 | xx00-0000 | [5:3] PV20 ; [2:0] NV20 | |
| 0x25 | Gamma Adj. 5 | xx00-0000 | [5:3] PV43 ; [2:0] NV43 | |
| 0x26 | Gamma Adj. 6 | xx00-0000 | [5:3] PV55 ; [2:0] NV55 | |
| 0x27 | Gamma Adj. 7 | xx00-0000 | [5:3] PV62 ; [2:0] NV62 | |
| 0x28 | Gamma Adj. 8 | xx00-0000 | [5:3] PV63 ; [2:0] NV63 | |

Note1: Vcom Table

| Digital Input | VCOMH Output |
|---------------|----------------------------------|
| Decimal | Voltage (V) |
| 127 | 4.184 |
| 126 | 4.167 |
| 125 | 4.151 |
| 124 | 4.134 |
| 123 | 4.118 |
| 122 | 4.102 |
| 121 | 4.085 |
| 120 | 4.069 |
| 119 | 4.052 |
| 118 | 4.036 |
| 117 | 4.020 |
| 116 | 4.003 (Normal mode) |
| 115 | 3.987 |
| 114 | 3.970 |
| 81 | 3.429 |
| 80 | 3.413 |
| 79 | 3.396 |
| 78 | 3.380 |
| 77 | 3.363 |
| 25 | 2.510 |
| 24 | 2.494 |
| 23 | 2.477 |
| 22 | 2.461 |
| 21 | 2.445 |
| 20 | 2.428 |
| 19 | 2.412 (8 color /8 color partial) |
| 18 | 2.395 |
| 17 | 2.379 |
| 16 | 2.363 |
| 15 | 2.346 |
| 14 | 2.330 |
| 13 | 2.313 |
| 12 | 2.297 |
| 11 | 2.280 |
| 10 | 2.264 |
| 9 | 2.248 |
| 8 | 2.231 |
| 7 | 2.215 |
| 6 | 2.198 |
| 5 | 2.182 |
| 4 | 2.166 |
| 3 | 2.149 |
| 2 | 2.133 |
| 1 | 2.1 |

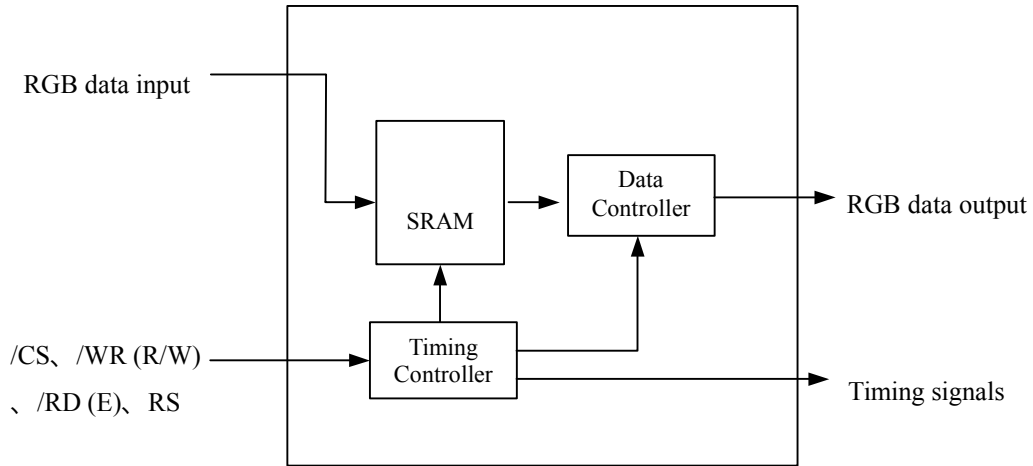
| Digital Input | VCOML Output |
|---------------|----------------------------------|
| Decimal | Voltage (V) |
| 127 | 2.084 |
| 126 | 2.067 |
| 125 | 2.051 |
| 124 | 2.034 |
| 123 | 2.018 |
| 122 | 2.002 |
| 121 | 1.985 |
| 120 | 1.969 |
| 119 | 1.952 |
| 118 | 1.936 |
| 117 | 1.920 |
| 116 | 1.903 |
| 115 | 1.887 |
| 114 | 1.870 |
| 81 | 1.329 |
| 80 | 1.313 |
| 79 | 1.296 |
| 78 | 1.280 |
| 77 | 1.263 |
| 25 | 0.410 |
| 24 | 0.394 |
| 23 | 0.377 |
| 22 | 0.361 |
| 21 | 0.345 |
| 20 | 0.328 |
| 19 | 0.312 |
| 18 | 0.295 |
| 17 | 0.279 |
| 16 | 0.263 |
| 15 | 0.246 |
| 14 | 0.230 |
| 13 | 0.213 |
| 12 | 0.197 (Normal mode) |
| 11 | 0.180 |
| 10 | 0.164 |
| 9 | 0.148 |
| 8 | 0.131 |
| 7 | 0.115 |
| 6 | 0.098 |
| 5 | 0.082 |
| 4 | 0.066 |
| 3 | 0.049 |
| 2 | 0.033 |
| 1 | 0.016 (8 color /8 color partial) |

Note2: SRAM_Control

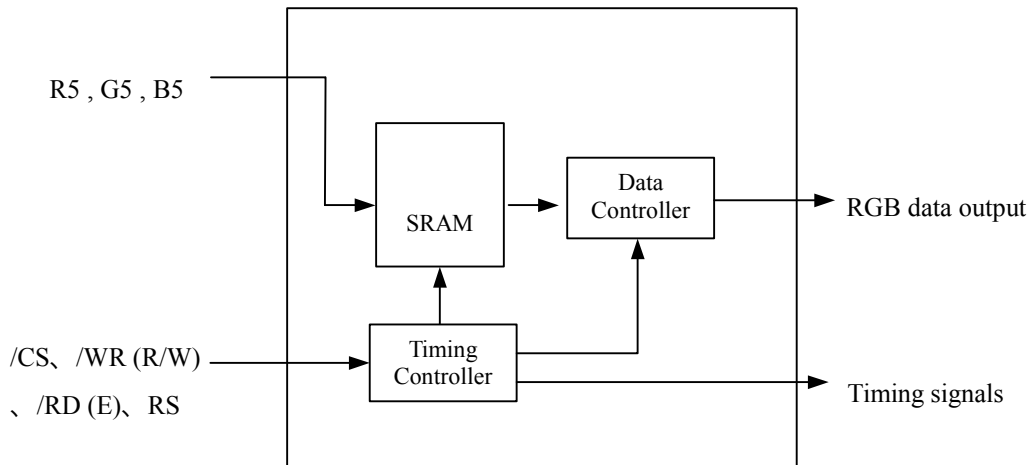
| SACA | SACX | SACY | | SACA | SACX | SACY | Description Figure |
|------|------|------|--|------|------|------|--------------------|
| 0 | 0 | 0 | | 1 | 0 | 0 | |
| | | 1 | | | | 1 | |
| | 1 | 0 | | | 0 | | |
| | | 1 | | | 1 | | |

6.5 Mode Setup

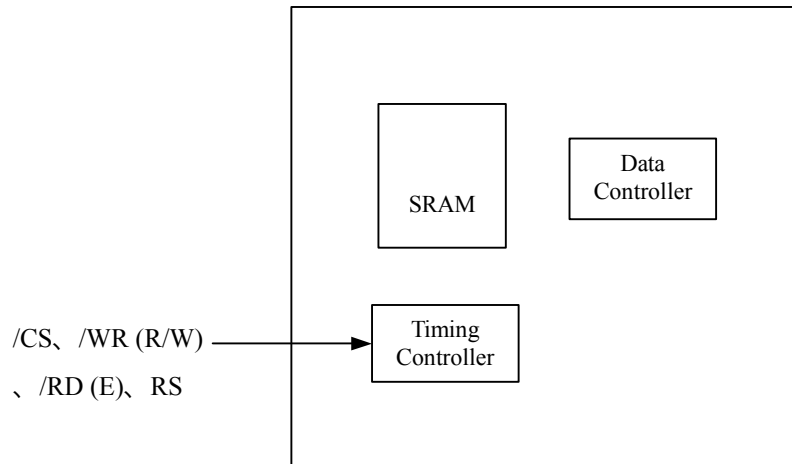
6.5.1 Normal (Moving) Mode



6.5.2 8 color(Partial) Mode



6.5.3 Sleep Mode

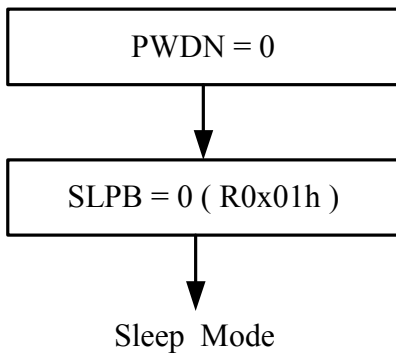


Note 1: Only receive register data. SRAM data can be retained.

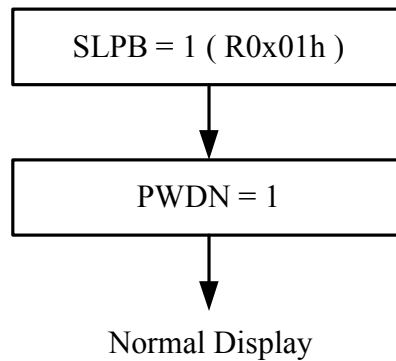
Note 2: The VCO is stopped in sleep mode.

Note 3: The power Vout1.8 is not off in sleep mode and is controlled by PS1 input.

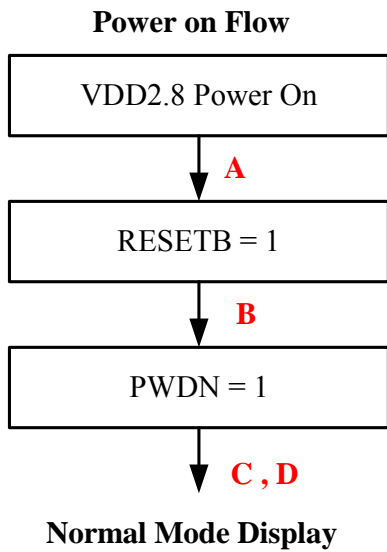
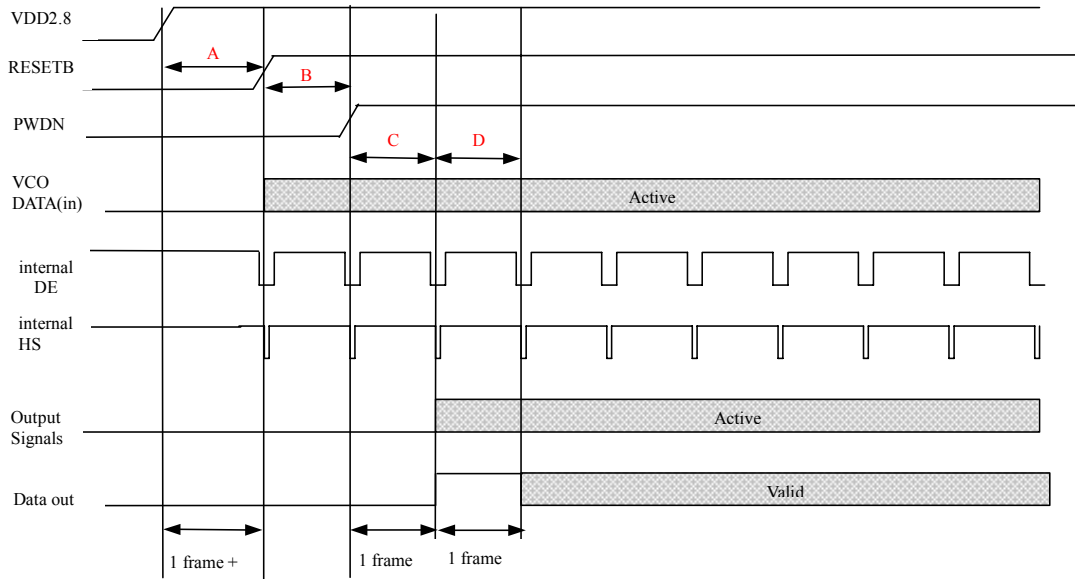
Sleep Mode Setting Flow



Sleep Mode Cancel Flow



6.5.4 Power on sequence



A : Vout1.8 Power on , SRAM selfclear , Normal mode , VCO clock start oscillation.

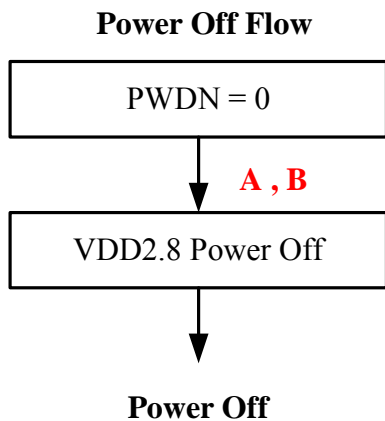
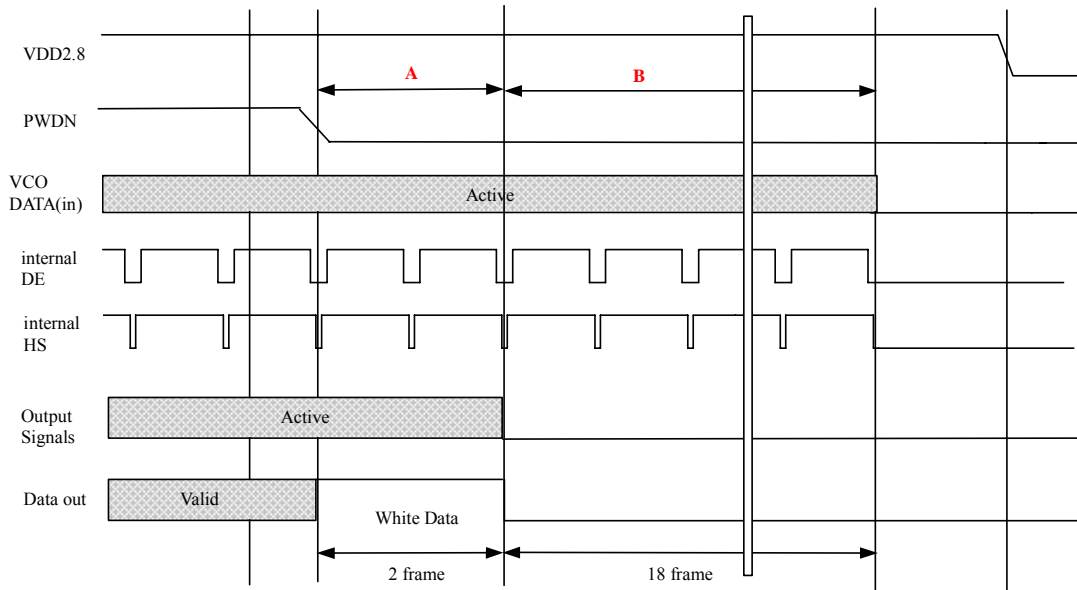
B : Start SRAM update and register setting .

C : Vout4.2 , Vout10 , Vout-5.5 power source generation.

D : Display timing signal output and white data display.

Note : PWDN = 0 Vout4.2 , Vout10 , Vout-5.5 power off
 PWDN = 1 Vout4.2 , Vout10 , Vout-5.5 power on

6.5.5 Power off sequence



A : White data display

B : Display timing and data output stop
Vout4.2 , Vout10 , Vout-5.5 power off

6.6 Input Signals, Basic Display Color and Gray Scale of Each Color

6.6.1 65K

| Color | Display | Data Signal | | | | | | | | | | | | | | | Gray Scale | |
|---------------------|---------|-------------|----|----|----|----|-------|----|----|----|----|------|----|----|----|----|------------|------------|
| | | Red | | | | | Green | | | | | Blue | | | | | | |
| | | R0 | R1 | R2 | R3 | R4 | G0 | G1 | G2 | G3 | G4 | G5 | B0 | B1 | B2 | B3 | | B4 |
| Basic Color | Black | 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 | 1 | 1 | 1 | 1 | 1 | - |
| | Green | 0 | 0 | 0 | 0 | 0 | 1 | 1 | 1 | 1 | 1 | 1 | 0 | 0 | 0 | 0 | 0 | - |
| | Cyan | 0 | 0 | 0 | 0 | 0 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | - |
| | Red | 1 | 1 | 1 | 1 | 1 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | - |
| | Magenta | 1 | 1 | 1 | 1 | 1 | 0 | 0 | 0 | 0 | 0 | 0 | 1 | 1 | 1 | 1 | 1 | - |
| | Yellow | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 0 | 0 | 0 | 0 | 0 | - |
| | White | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | - |
| Gray Scale of Red | Black | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | R0 |
| | Dark | 1 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | R1 |
| | | 0 | 1 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | R2 |
| | | | | | | | | | | | | | | | | | | R3~ R28 |
| | | 1 | 0 | 1 | 1 | 1 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | R29 |
| | Light | 0 | 1 | 1 | 1 | 1 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | R30 |
| | Red | 1 | 1 | 1 | 1 | 1 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | R31 |
| | | | | | | | | | | | | | | | | | | |
| Gray Scale of Green | Black | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | G0 |
| | Dark | 0 | 0 | 0 | 0 | 0 | 1 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | G1 |
| | | 0 | 0 | 0 | 0 | 0 | 0 | 1 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | G2 |
| | | | | | | | | | | | | | | | | | | G3~ G60 |
| | | 0 | 0 | 0 | 0 | 0 | 1 | 0 | 1 | 1 | 1 | 1 | 0 | 0 | 0 | 0 | 0 | G61 |
| | Light | 0 | 0 | 0 | 0 | 0 | 0 | 1 | 1 | 1 | 1 | 1 | 0 | 0 | 0 | 0 | 0 | G62 |
| | Green | 0 | 0 | 0 | 0 | 0 | 1 | 1 | 1 | 1 | 1 | 1 | 0 | 0 | 0 | 0 | 0 | G63 |
| | | | | | | | | | | | | | | | | | | |
| Gray Scale of Blue | Black | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | B0 |
| | Dark | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 1 | 0 | 0 | 0 | 0 | B1 |
| | | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 1 | 0 | 0 | 0 | B2 |
| | | | | | | | | | | | | | | | | | | B3~ B28 |
| | | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 1 | 0 | 1 | 1 | 1 | B29 |
| | Light | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 1 | 1 | 1 | 1 | B30 |
| | Blue | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 1 | 1 | 1 | 1 | 1 | B31 |
| | | | | | | | | | | | | | | | | | | |

6.6.2 262K

| Color | Display | Data Signal | | | | | | | | | | | | | | | Gray Scale | | | |
|---------------------|---------|-------------|----|----|----|----|-------|----|----|----|----|------|----|----|----|----|------------|----|----|-----|
| | | Red | | | | | Green | | | | | Blue | | | | | | | | |
| | | R0 | R1 | R2 | R3 | R4 | R5 | G0 | G1 | G2 | G3 | G4 | G5 | B0 | B1 | B2 | B3 | B4 | B5 | |
| Basic Color | 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 | - |
| | 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 | - |
| | 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 | - |
| | 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 | - |
| Gray Scale of Red | Black | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | R0 |
| | Dark | 1 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | R1 |
| | | 0 | 1 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | R2 |
| | | | | | | | | | | | | | | | | | | | | R3~ |
| | | | | | | | | | | | | | | | | | | | | R60 |
| | | 1 | 0 | 1 | 1 | 1 | 1 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | R61 |
| | Light | 0 | 1 | 1 | 1 | 1 | 1 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | R62 |
| | Red | 1 | 1 | 1 | 1 | 1 | 1 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | R63 |
| Gray Scale of Green | Black | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | G0 |
| | Dark | 0 | 0 | 0 | 0 | 0 | 0 | 1 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | G1 |
| | | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 1 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | G2 |
| | | | | | | | | | | | | | | | | | | | | G3~ |
| | | | | | | | | | | | | | | | | | | | | G60 |
| | | 0 | 0 | 0 | 0 | 0 | 0 | 1 | 0 | 1 | 1 | 1 | 1 | 0 | 0 | 0 | 0 | 0 | 0 | G61 |
| | Light | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 1 | 1 | 1 | 1 | 1 | 0 | 0 | 0 | 0 | 0 | 0 | G62 |
| | Green | 0 | 0 | 0 | 0 | 0 | 0 | 1 | 1 | 1 | 1 | 1 | 1 | 0 | 0 | 0 | 0 | 0 | 0 | G63 |
| Gray Scale of Blue | Black | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | B0 |
| | Dark | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 1 | 0 | 0 | 0 | 0 | 0 | 0 | B1 |
| | | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 1 | 0 | 0 | 0 | 0 | 0 | B2 |
| | | | | | | | | | | | | | | | | | | | | B3~ |
| | | | | | | | | | | | | | | | | | | | | B60 |
| | | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 1 | 0 | 1 | 1 | 1 | 1 | B61 |
| | Light | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 1 | 1 | 1 | 1 | 1 | B62 |
| | Blue | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 1 | 1 | 1 | 1 | 1 | 1 | B63 |

6.7 Software Algorithms

Step 1: Follow power on sequence

- ⇒ **Input power (+2.8V) on**
- ⇒ **Wait 1 frame + time**
- ⇒ **Reset signal from Lo to Hi**
- ⇒ **Setting register**
 - R01 (Mode_SEL1)
 - R02 (Mode_SEL2)
 - R03 (Mode_SEL3)
 - R05 (VCO_Mode)
 - R08 (VCOML_CTRH)
 - R07 (VCOMH_CTRH)

Setp 2: Display turn on

- ⇒ **Setting PWDN register turn on**
 - R06 (Power Mode) → C5H

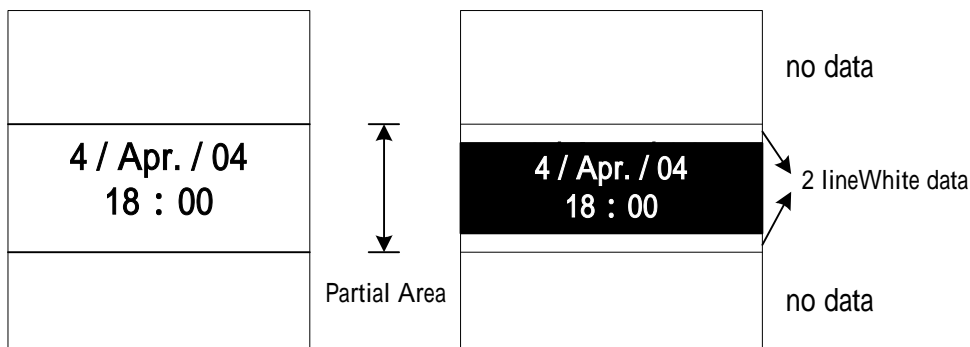
Setp 3: Display mode change (R01_[3:2])

- ⇒ **Full color mode**
 - Display mode select(R01_[3:2]) → 00 (Full color mode)
 - VcomL Voltage setting R08 (VCOML_CTRH) → 0x0C
 - VcomH Voltage setting R07 (VCOMH_CTRH) → 0x74
 - Vcom inversion select R02_[5] → 0 (Line inversion)

- ⇒ **8 color mode**
 - Display mode select(R01_[3:2]) → 10 (8 color mode)
 - Vcom inversion select R02_[5] → 1 (Frame inversion)
 - Wait at least 2 frame
 - VcomL Voltage setting R08 (VCOML_CTRH) → 0x01
 - VcomH Voltage setting R07 (VCOMH_CTRH) → 0x1B

- ⇒ **8 color partial mode**
 - Write 1 frame white data → Clear SRAM
 - Setting partial start point (R14_[7:0]) → 0x01
 - Setting partial end point (R16_[7:0]) → 0x9F
 - Display mode select(R01_[3:2]) → 11 (8 color partial mode)
 - Vcom inversion select R02_[5] → 1 (Frame inversion)
 - Write 2 frame white data → Clear SRAM
 - Setting partial start point (R14_[7:0])

- ✓ Line 1 → 0000-0001
- ✓ Line 160 → 1010-0000
- Setting partial end point (R16_[7:0])
 - ✓ Line 1 → 0000-0001
 - ✓ Line 160 → 1010-0000
- VcomL Voltage setting R08 (VCOML_CTRH) → 0x01
- VcomH Voltage setting R07 (VCOMH_CTRH) → 0x1B
- Display type



- ⇒ **Change to sleep mode**
 - Setting PWDN register turn off
 - ✓ R06 (Power Mode) → 85H
 - Wait 20 frame (0.3 S)
 - Sleep bit (R01[1]) → 0

- ⇒ **Main Panel & Sub Panel control(R02_[4:3])**
 - Main on
 - ✓ Write (R02_[7:6]) → 00
 - ✓ Write (R02_[4:3]) → 01
 - Sub on
 - ✓ Write (R02_[7:6]) → 10
 - ✓ Write (R02_[4:3]) → 10

Setp 4: Follow power off sequence

- ⇒ **Setting PWDN register turn off**
 - R06 (Power Mode) → 85H

- ⇒ **Wait 20 frame (0.3 S)**

- ⇒ **Input power (+2.8V) off**

7 OPTICAL CHARACTERISTICS

7.1 Optical Specification

7.1.1 Transmissive Mode (Backlight On, $I_f=15mA$)

Ta=25

| Item | Symbol | Condition | MIN | TYP | MAX | Unit | Remarks |
|--------------------------|-----------|-------------|------|------|------|-------------------|----------|
| Viewing Angles | 11 | $CR \geq 2$ | 40 | 45 | -- | Degree | Note 7-1 |
| | 12 | | 40 | 45 | -- | | |
| | 21 | | 40 | 45 | -- | | |
| | 22 | | 55 | 60 | -- | | |
| Contrast Ratio | CR | $=0^\circ$ | 70 | 80 | -- | | Note 7-2 |
| Response Time | T_r+T_f | | -- | 35 | 45 | ms | Note 7-3 |
| Luminance ($I_f=15mA$) | L | | 180 | 200 | -- | cd/m ² | Note 7-4 |
| Color | White | x_{WON} | 0.25 | 0.30 | 0.35 | | Note 7-5 |
| | | y_{WON} | 0.27 | 0.32 | 0.37 | | |
| Uniformity | % | | 70 | | | | |

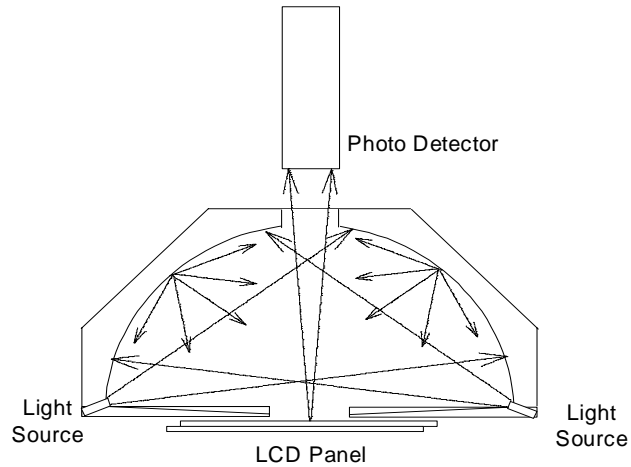
7.1.2 Reflective Mode (Backlight Off)

Ta=25

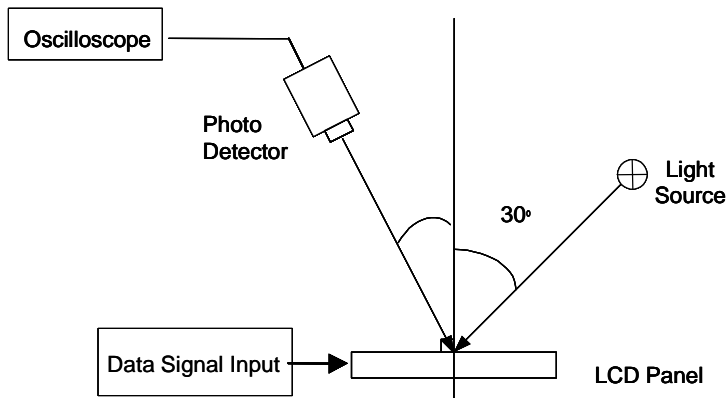
| Item | Symbol | Condition | MIN | TYP | MAX | Unit | Remarks |
|--------------------|------------|-------------|------|------|------|--------|----------|
| Viewing Angles | 11 | $CR \geq 2$ | 40 | 45 | -- | Degree | Note 7-1 |
| | 12 | | 40 | 45 | -- | | |
| | 21 | | 40 | 45 | -- | | |
| | 22 | | 55 | 60 | -- | | |
| Contrast Ratio | CR | $=10^\circ$ | 10 | 15 | -- | | Note 7-6 |
| Reflectance | Rf | | 10 | 15 | | | Note 7-7 |
| White Chromaticity | x_{WOFF} | | 0.26 | 0.31 | 0.36 | | Note 7-8 |
| | y_{WOFF} | | 0.29 | 0.34 | 0.39 | | |

7.2 Basic Measure Condition

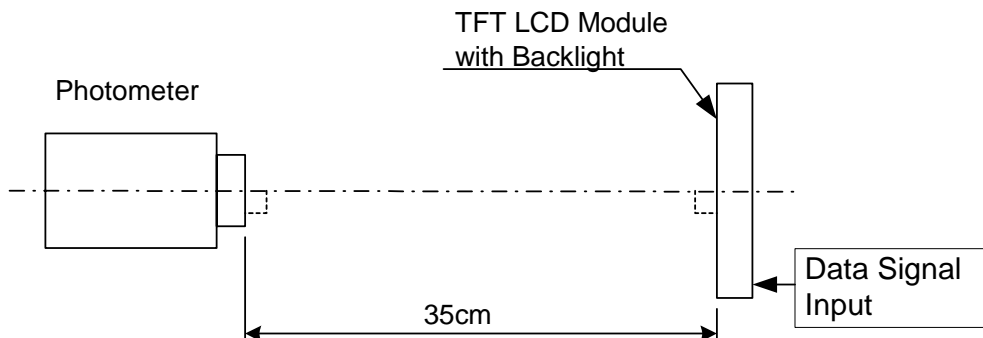
- (1) Ambient Temperature: $T_a=25$
- (2) Testing Point: Measure in the display center point and the test angle $=0^\circ$
- (3) Measuring System
 - a. Measure System A



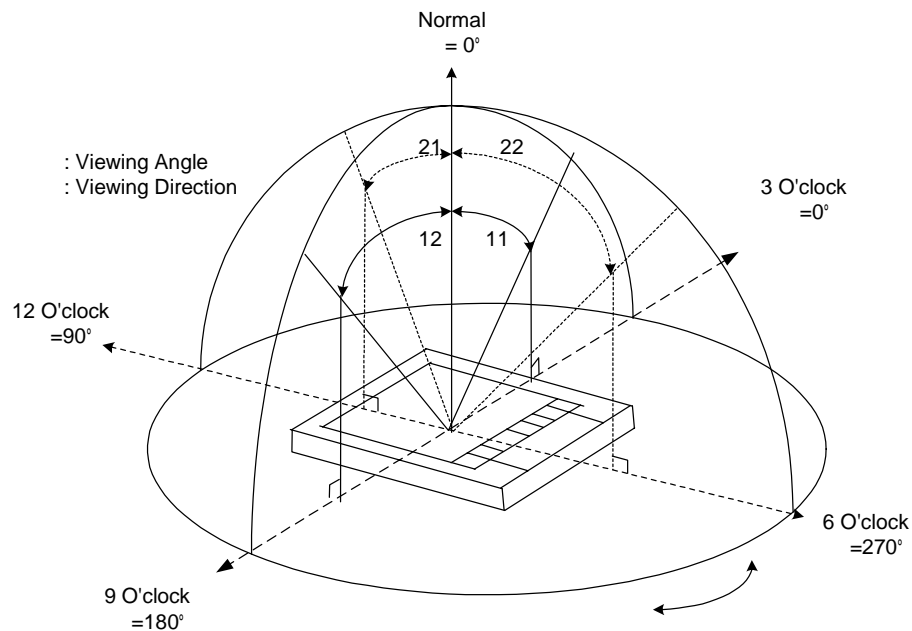
b. Measure System B



c. Measure System C



Note 7-1: Viewing angle diagram:

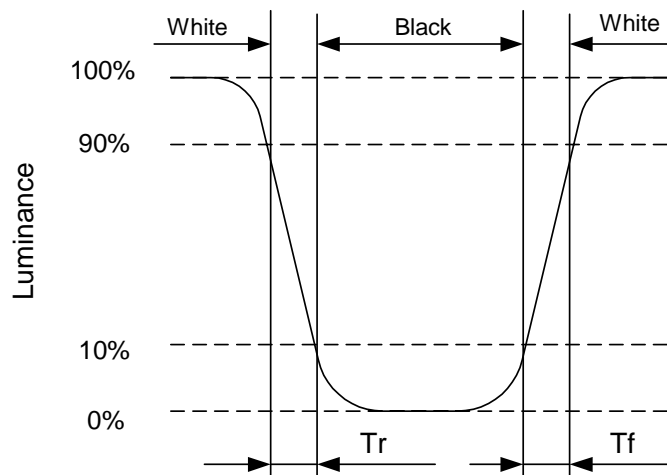


Note 7-2: Contrast Ratio as Backlight On: (Measure System C)

Contrast ratio is measured in optimum common electrode voltage. The signal amplitude

$$CR = \frac{\text{Luminance with white image}}{\text{Luminance with black image}}$$

Note 7-3: Definition of response time: (Measure System C)



Note 7-4: Luminance: (Measure System C)

Test Point: Display Center

LED Current If = 15 mA

Note 7-5: Chromaticity: The same test condition as Note 7-4.

Note: 7-6: Contrast Ratio as Backlight Off: (Measure System B)

Contrast ratio is measured in optimum common electrode voltage. The signal amplitude

$$CR = \frac{\text{Luminance with white image}}{\text{Luminance with black image}}$$

Note 7-7: Reflectance: (Measure System B)

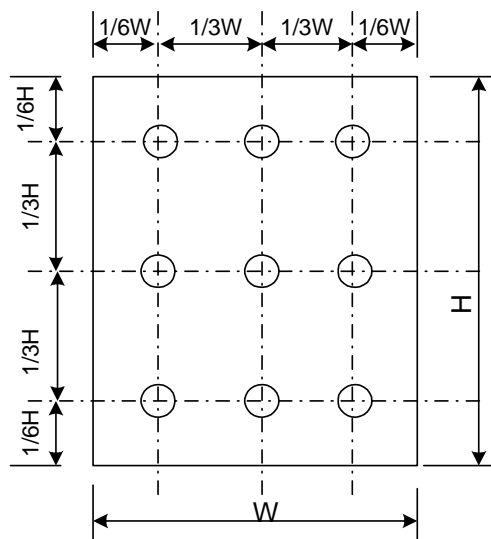
$$\text{Reflection ratio}(R) = \frac{\text{Light detected level of refexion by the LCD module}}{\text{Light detected level of refexion by the standard white}}$$

Note 7-8: White chromaticity as back light off: (Measure System A)

Notes 7-9: Definition of uniformity: Light on backlight 5 minutes before test.

$$\text{Uniformity (Lu)} = \frac{\text{Minimum Luminance of 9 test points}}{\text{Center Point Luminance of 9 test points}} \times 100\%$$

The definition of 9 test points:



8 RELIABILITY

| No | Test Item | Condition |
|----|--|--|
| 1 | High Temperature Operation | Ta = +70 , 240hrs |
| 2 | High Temperature & High Humidity Operation | Ta = +40 , 95% RH, 240hrs |
| 3 | Low Temperature Operation | Ta = -20 , 240hrs |
| 4 | High Temperature Storage (non-operation) | Ta = +80 , 240hrs |
| 5 | Low Temperature Storage (non-operation) | Ta = -30 , 240hrs |
| 6 | Thermal Shock (non-operation) | -30 \leftrightarrow 80 , 30 cycles 30 min 30 min |
| 7 | Surface Discharge (non-operation) | C=150pF, R=330 ; Discharge: Air: \pm 15kV; Contact: \pm 8kV 5 times / Point; 5 Points / Panel |
| 8 | Vibration (non-operation) | Frequency: 10~55Hz; Amplitude: 1.5mm Sweep Time: 11 min Test Time: 2 hrs for each direction of X, Y, Z |
| 9 | Shock (non-operation) | Acceleration: 100G; Period: 6ms Directions: \pm X, \pm Y, \pm Z; Cycles: Twice |

Ta: Ambient Temperature

9 HANDLING CAUTIONS

9.1 ESD (Electrical Static Discharge) Strategy

ESD will cause serious damage of the panel, ESD strategy is very important in handling. Following items are the recommended ESD strategy

- (1) In handling LCD panel, please wear non-charged material gloves. Connect the wrist conduction ring to the earth and the conducting shoes to the earth are necessary.
- (2) The machine and working table for the panel should have ESD protection strategy.
- (3) In handling the panel, using ionized air to decrease the charge in the environment is necessary.
- (4) In the process of assembly the module, shield case should connect to the ground.

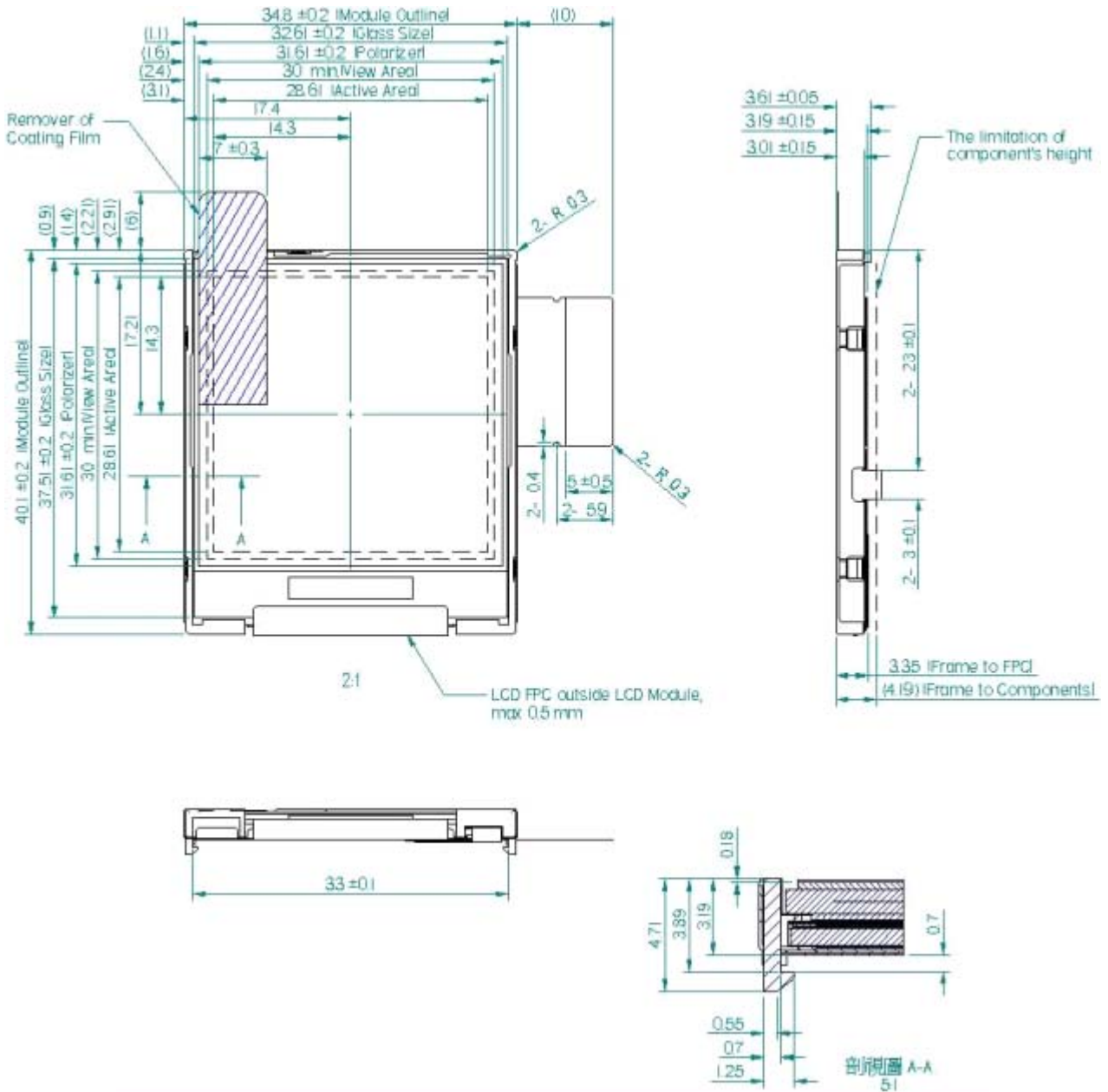
9.2 Environment

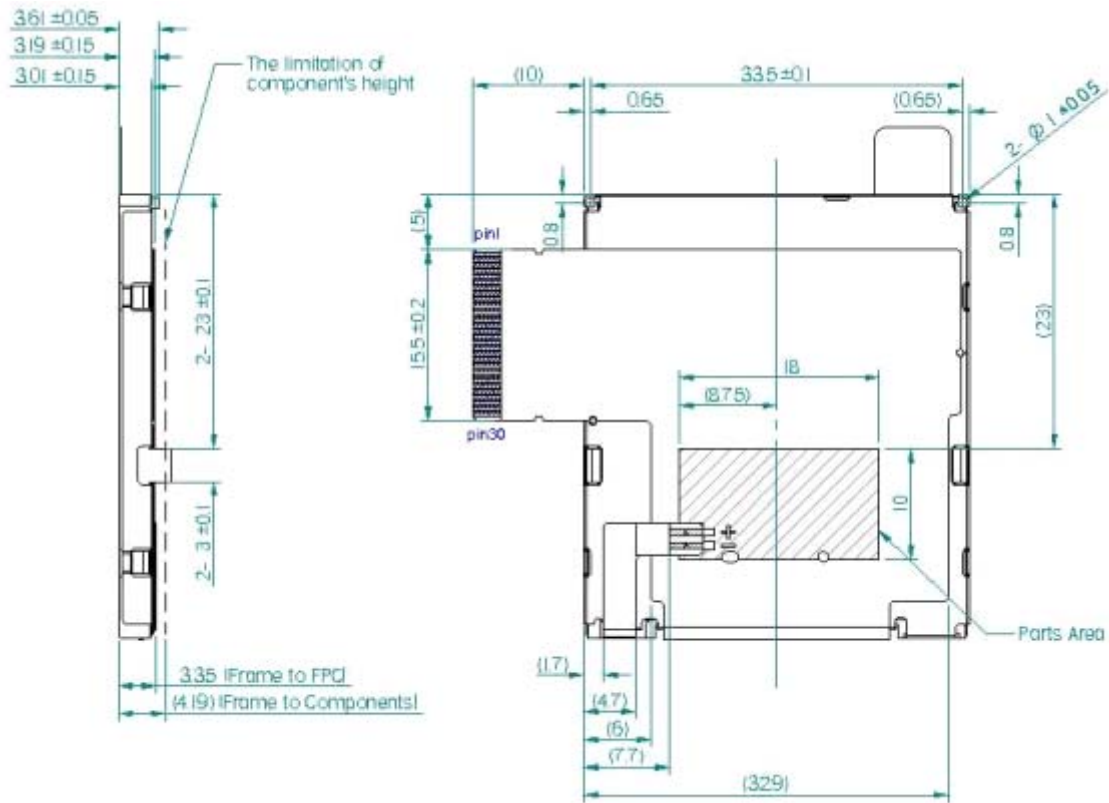
- (1) Working environment of the panel should be in the clean room.
- (2) The front polarizer is easy damaged. Handle it carefully and do not scratch it by sharp material.
- (3) Panel has polarizer protective film in the surface. Please remove the protection film of polarizer slowly with ionized air to prevent the electrostatic discharge.

9.3 Others

- (1) Turn off the power supply before connecting and disconnecting signal input cable.
- (2) Water drop on the surface or condensation as panel power on will corrode panel electrode.
- (3) As the packing bag open, watch out the environment of the panel storage. High temperature and high humidity environment is prohibited.
- (4) When the TFT LCD module is broken, please watch out whether liquid crystal leaks out or not. If your hand touches liquid crystal, wash your hand cleanly by water and soap as soon as possible.

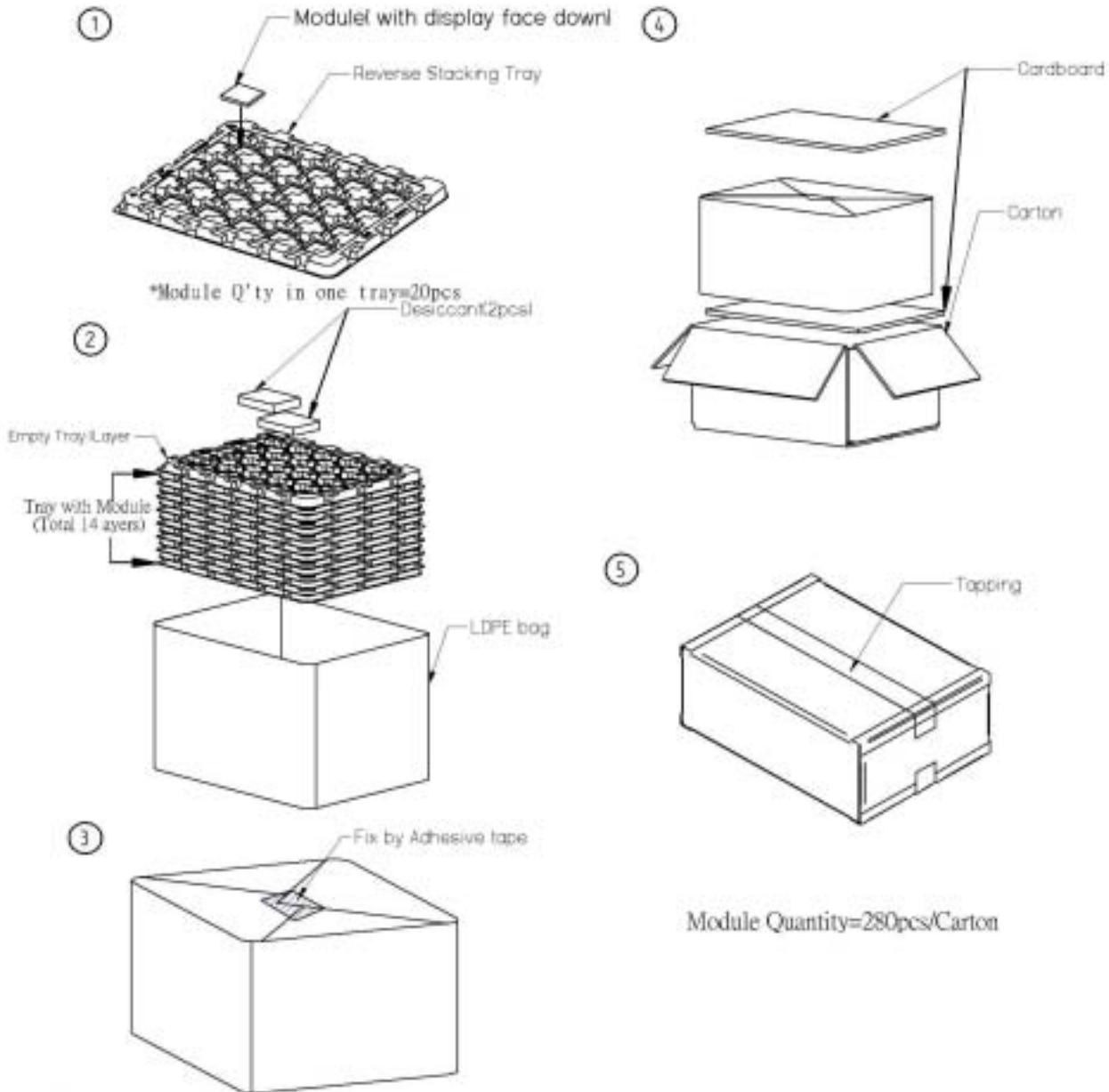
10 MECHANICAL DRAWING





11. PACKING DRAWING

1.6" Module(TD016SHEC1) delivery packing method



1.6" module(TD016SHEC1) delivery packing method

- (1).Module packed into tray cavity(with Module display face down).
- (2).Tray pack with module (Tray stacking with 14 layers) and with 1 empty tray above the stacking tray unit.2pcs desiccant put above the empty tray.
- (3).Stacking tray unit put into the LDPE bag and fixed by adhesive tape.
- (4).Put 1pc cardboard inside the carton bottom, then pack the package unit into the carton. and with 1pc cardboard above the package unit.
- (5).Carton tapping with adhesive tape.