

# SPECIFICATIONS FOR MODULE

| CUSTOMER             | STD                        |
|----------------------|----------------------------|
| MODEL                | WM-M0101W-NFLWa<br>VER. 01 |
| CUSTOMER<br>APPROVED |                            |

| APPROVED BY | CHECKED BY | ORGANIZED BY |
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| LCM產品部      | LCM產品部     | LCM 產品部      |
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APPROVAL FOR SPECIFICATIONS ONLY

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# **History of Version**

| Version | Contents    | Date        | Note |
|---------|-------------|-------------|------|
| a1      | New version | 18.Jan.2011 | SPEC |
|         |             |             |      |
|         |             |             |      |
|         |             |             |      |
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# (1) LCM

# 1.1 Absolute Maximum Ratings

| ITEM                      | SYMBOL  | MIN  | TYP | MAX | UNIT |  |  |
|---------------------------|---|------|-----|-----|------|--|--|
| Operating Temperature     | TOP   | 0    | -   | +50 |      |  |  |
| Storage Temperature       | TST   | -20  | -   | +60 |      |  |  |
| Supply Voltage for System | VDD-VSS   | -0.3 | -   | 6   | V    |  |  |
| Static Electricity        | Be sure that you are grounded when handing LCM. |      |     |     |      |  |  |

## 1.2 Electrical Characteristics

(Ta=25)

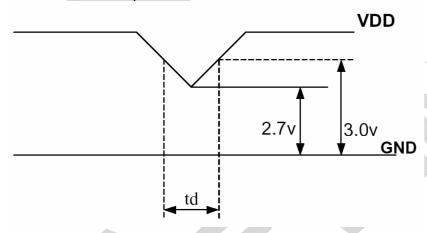
|                        | ITEM                          | SYMBOL | MIN. | TYP. | MAX. | UNIT | NOTE   |
|------------------------|-------------------------------|--------|------|------|------|------|--|
| Supply Volta           | ge for System                 | VDD    | 3.0  | 3.3  | 3.6  | V    | Note (1)   |
| Supply Curre           | ent for System                | *IDD   | -    | 190  | -    | mA   | V <sub>DD</sub> =3.3V<br>Ta=25<br>fv=60Hz<br>Note (2)(3) |
| Rush Currer            | nt                            | Irush  | -    | -    | 1.5  | Α    | Note (4)   |
|                        | Common Mode<br>Voltage Offset | VCM    | 0.7  | 1.2  | 1.6  | V    | -  |
| Logic Input<br>Voltage | Differential Input<br>Voltage | VID    | 100  |      | 600  | mV   | -  |
| (LVDS:<br>IN+,IN-)     | Threshold Voltage<br>(HIGH)   | Vth    | -    |      | 100  | mV   | VCM=1.2V   |
|                        | Threshold Voltage<br>(LOW)    | Vtl    | -100 | -    | -    | mV   | V GIVI – 1.2 V   |

#### Note

#### (1) VDD-dip condition:

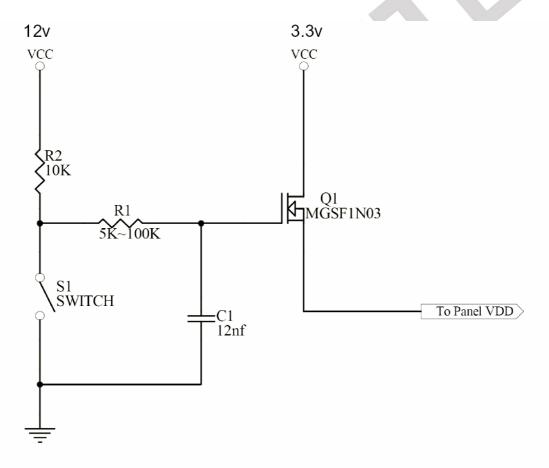
When VDD operating within 2.7V≤VDD≤3.0V,td≤10ms , the display may momentarily become abnormal .

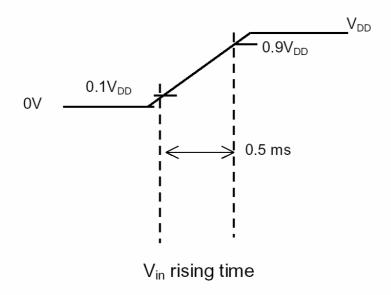
VDD<2.7V, VDD dip condition should also follow the Power On/Off conditions for supply voltage.





- (2) Maximum Measurement Condition: Black Pattern
- (3) Typical Measurement Condition: Mosaic Pattern
- (4) Power on Inrush current test circuit







## 1.3 Interface Pin Function

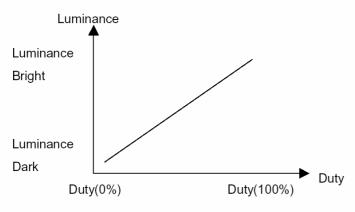
## **CN1:**

| SYMBOL   | 1/0   | FUNCTION   |  |  |  |  |  |
|----------|---|--|--|--|--|--|--|
| GND      | Р   | Ground   |  |  |  |  |  |
| AVDD     | Р   | PowerSupply,3.3V(typical)  |  |  |  |  |  |
| AVDD     | Р   | PowerSupply,3.3V(typical)  |  |  |  |  |  |
| DVDD     | Р   | DDC3.3V power  |  |  |  |  |  |
| CABC_EN  | I/O   | CABC function enable/disable   |  |  |  |  |  |
| SCL      | I/O   | DDC Clock  |  |  |  |  |  |
| SDA      | I/O   | DDC Data   |  |  |  |  |  |
| Rin0-    | 1   | - LVDSdifferential data input  |  |  |  |  |  |
| Rin0+    | 1   | + LVDSdifferential data input  |  |  |  |  |  |
| GND      | P   | Ground   |  |  |  |  |  |
| Rin1-    | I   | - LVDSdifferential data input  |  |  |  |  |  |
| Rin1+    | l   | + LVDSdifferential data input  |  |  |  |  |  |
| GND      | Р   | Ground   |  |  |  |  |  |
| Rin2-    | I   | - LVDSdifferential data input  |  |  |  |  |  |
| Rin2+    | I   | + LVDSdifferential data input  |  |  |  |  |  |
| GND      | Р   | Ground   |  |  |  |  |  |
| ClkIN-   |   | - LVDSdifferential data input  |  |  |  |  |  |
| ClkIN+   |   | + LVDSdifferential data input  |  |  |  |  |  |
| GND      | Р   | Ground   |  |  |  |  |  |
| VDDA_EN  | I/O   | VDDA on/off  |  |  |  |  |  |
| NC       | -   | No Connection  |  |  |  |  |  |
| GND      | Р   | Ground   |  |  |  |  |  |
| NC       | -   | No Connection  |  |  |  |  |  |
| NC       | -   | No Connection  |  |  |  |  |  |
| GND      | P   | Ground   |  |  |  |  |  |
| NC       | -   | No Connection  |  |  |  |  |  |
| NC       | -   | No Connection  |  |  |  |  |  |
|          | Р   | Ground   |  |  |  |  |  |
|          | -   | No Connection  |  |  |  |  |  |
| NC       | -   | No Connection  |  |  |  |  |  |
| VLED_GND | Р   | LED Ground   |  |  |  |  |  |
| VLED_GND | Р   | LED Ground   |  |  |  |  |  |
| VLED_GND | Р   | LED Ground   |  |  |  |  |  |
| NC       | -   | No Connection  |  |  |  |  |  |
| PWM      |   | System PWM Signal Input  |  |  |  |  |  |
| VLED_EN  | I/O   | LED enable pin(+3.3V input)/VLED on/off  |  |  |  |  |  |
| NC       | -   | No Connection  |  |  |  |  |  |
|          | GND AVDD  AVDD  DVDD  CABC_EN  SCL  SDA  Rin0- Rin0+ GND  Rin1- Rin1+ GND  Rin2- Rin2- Rin2+ GND  CIkIN- CIkIN+ GND  VDDA_EN  NC GND  NC GND  NC  VC  GND  NC  VC  GND  NC  VLED_GND  VLED_GND  NC  PWM | GND P AVDD P AVDD P DVDD P CABC_EN I/O SCL I/O SCL I/O SDA I/O Rin0- I Rin0+ I GND P Rin1- I Rin1+ I GND P Rin2- I Rin2+ I GND P CIkIN- I CIkIN+ I GND P VDDA_EN I/O NC - GND P NC - GND P NC - NC - GND P NC - NC - SCL I/O SDA I/O NC - SCL I/O SCL II SC |  |  |  |  |  |



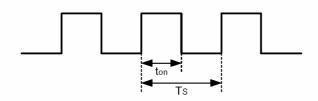
| 38 | VLED | Р | LED Power Supply5V |  |
|----|------|---|--------------------|--|
| 39 | VLED | Р | LED Power Supply5V |  |
| 40 | VLED | Р | LED Power Supply5V |  |

**Note:** The brightness of LCD panel could be changed by adjusting PWM (1) ADJ can adjust brightness to control Pin. Pulse duty the bigger the brighter.



## (2) ADJ Signal=0~3.3V, Operation Conditions:

| Parameter            | Symbol           | Conditions | Min | Тур | Max | Unit |
|----------------------|------------------|------------|-----|-----|-----|------|
| ADJ Logic-High Level | $V_{ADJH}$       |            | 1.8 | 3.3 | 3.6 | V    |
| ADJ Logic-Low Level  | $V_{ADJL}$       |            | 0   | 0   | 0.4 | V    |
| Dimming Frequency    | F <sub>ADJ</sub> |            | 18  | 20  | 22  | kHz  |
| Dimming Duty Cycle   | D                |            | 20  |     | 100 | %    |



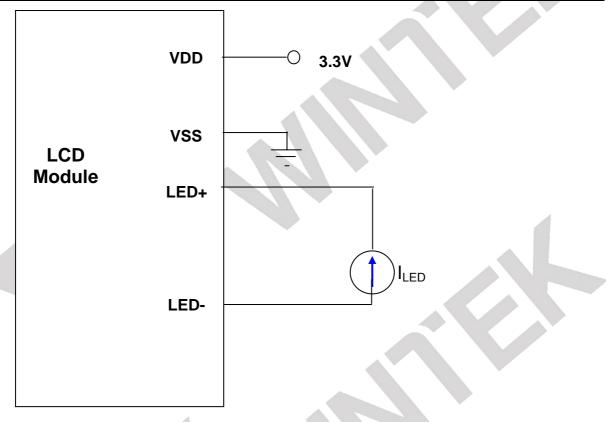
 $D = t_{on} / T_S x 100\%$  $F_{ADJ} = 1 / T_S$ 

## (3) VLED\_EN & VDDA\_EN & CABC\_EN, Operation Conditions:

| Parameter                                     | Symbol      | Min | Тур | Max | Units | Remark   |
|---|-------------|-----|-----|-----|-------|----------|
| LED enable pin<br>(control LED driver circuit | LED_EN (H)  | 3.0 | 3.3 | 3.6 | Volt  | LED on   |
| on/off)                                       | LED_EN (L)  |     | 0   | 0.2 | VOIL  | LED off  |
| VDD on/off signal (control Panel VDD power    | VDDA_EN (H) | 3.0 | 3.3 | 3.6 | Volt  | VDD on   |
| source on/off)                                | VDDA_EN (L) |     | 0   | 0.2 | VOIL  | VDD off  |
| CABC on/off signal (control CABC Function     | CABC_EN (H) | 3.0 | 3.3 | 3.6 | Volt  | CABC on  |
| on/off)                                       | CABC_EN (L) |     | 0   | 0.2 | VOIL  | CABC off |



# 1.4 Power Supply for LCD Module

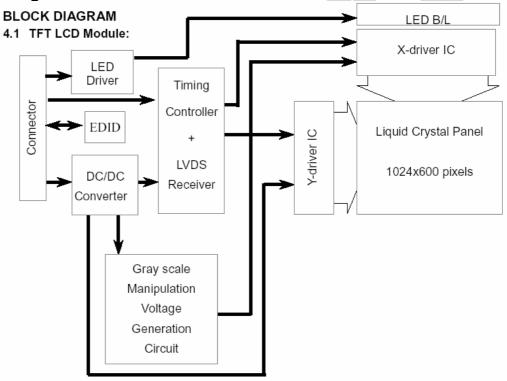


Note: Using Internal Voltage Generator VDD= 3.3V

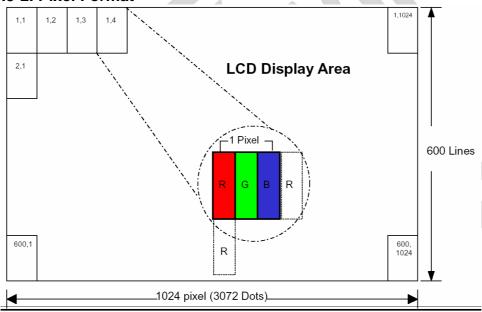


# 1.5 Block Diagram with Display RAM Address

## 1.5-1. Block Diagram



#### 1.5-2. Pixel Format





# 1.5-3. Relationship Between Displayed Color and Input

|          |              | 1.405  |           |              |          | 1.05     |     |          |               |          |              |           | 0.0      | 140      |               |               |               |            | 0.01   | 0 1        |
|----------|--------------|--|-----------|--------------|----------|----------|-----|----------|---------------|----------|--------------|-----------|----------|----------|---------------|---------------|---------------|------------|--|------------|
|          |              | MSE  |           |              |          | LSE      |     | MSB      |               |          |              |           | LSB      | MS       | В             |               |               | _ L        | .SB  | Gray scale |
|          | Display      | R5   | R4        | R3           | R2       | R1       | R0  | G 5      | G4            | G3       | G2           | <u>G1</u> | G0       | B 5      | В4            | В3            | В2            | <u>B1</u>  | В0   | level      |
|          | Black        | L  | L         | L            | L        | L        |     | L        | L             | L        | L            | L         | L        | L        | L             | L             | L             | L          | L  | -          |
|          | Blue         | L  | L         | L            | L        | L        | L   |          | L             | L        | L            | L         | L        |          | Н             | Н             | Н             | Н          | Н  | -          |
|          | Green        | L  | L         | L            | L        | L        |     |          | Н             | Н        | Н            | Н         | Н        |          | L             | L             | L             | L          | L  | -          |
| Basic    | Light Blue   | L  | L         | L            | L        | L        | L   | Н        | Н             | Н        | Н            | Н         | Н        | Н        | Н             | Н             | Н             | Н          | Н  | -          |
| color    | Red          | Н  | Н         | Н            | Н        | Н        | Н   | L        | L             | L        | L            | L         | L        | L        | L             | L             | L             | L          | L  | -          |
|          | Purple       | Н  | Н         | Н            | Н        | Н        | Н   | L        | L             | L        | L            | L         | L        | Н        | Н             | Н             | Н             | Н          | H  | -          |
|          | Yellow       | Н  | Н         | Н            | Н        | Н        | Н   | Н        | Н             | Н        | Н            | Н         | Н        | L        | L             | L             | L             | L          | L  | -          |
|          | White        | Н  | Н         | Н            | Н        | Н        | Н   | H        | Н             | Н        | Н            | Н         | Н        | Н        | Н             | Н             | Н             | Н          | H  | -          |
|          | Black        | L  | L         | L            | L        | L        | L   |          | L             | L        | L            | L         |          | L        | L             | L             | L             | L          | L  | L0         |
|          |              | L  | L         | L            | L        | L        | Н   | L        | L             | L        | L            | L         | L        | L        | L             | L             | L             | L          |  | L1         |
|          |              | ī  | Ī         | ī            | ī        | H        | L   | <br>     | ī             | L        | ī            | L         | Ī        |          | L             | ī             | ī             | L          | 寸  | L2         |
|          | Dark         | _  |           |              |          |          |     |          |               |          |              |           |          | _        |               |               |               |            | ╗  |            |
| Gray     |              |  |           |              |          |          |     |          |               |          |              |           |          |          |               |               |               |            |  |            |
| scale    | 1            |  |           |              |          |          |     |          |               | :        |              |           |          |          |               |               |               |            |  | L3L60      |
| of Red   | ↓<br>Liabt   |  |           |              |          |          |     |          |               |          |              |           |          |          |               |               |               |            |  |            |
|          | Light        | Н  | Н         | Н            | Н        | L        | Н   | ı        | L             | L        | L            | L         | L        | ı        | L             | L             | L             | L          | $\dashv$   | L61        |
|          |              | H  | <u>''</u> |              | <br>H    | <u>-</u> |     |          |               |          |              | ᆫ         |          |          |               |               |               |            | 뉘  | L62        |
|          |              |  |           |              |          |          |     |          | <u>L</u>      | <u>L</u> | <u>L</u>     |           |          | <u>L</u> | <u> </u>      | <u> </u>      | <u> </u>      | L          | :  |            |
|          | Red          | Н  | Н         | Н            | Н        | Н        | Н   |          | <u>L</u>      | <u> </u> | <u> </u>     | <u> </u>  | <u> </u> | <u>L</u> | <u> </u>      | <u> </u>      | <u> </u>      | <u> </u>   | ᆜ  | Red L63    |
|          | Black        | L  | L         | L            | L        | <u>L</u> | L   |          | L             | L        | L            | L         | L        | L        | L             | <u>L</u>      | L_            | L          | <u> </u>   | L0         |
|          |              | L_   | <u>L</u>  | _ <u>L</u> _ | L        | L_       | L   | L        | L_            | <u>L</u> | L            | L         | Н        | <u>L</u> | L             | _ <u>L</u> _  | L_            | L_         | ᆜ  | L1         |
|          |              | L  | L         | L            | L        | L        | L   | L        | L             | L        | L            | Н         | L        | L        | L             | L             | L             | L          | 니  | L2         |
|          | Dark         |  |           |              |          |          |     |          |               |          |              |           |          |          |               |               |               |            |  |            |
| Gray     | <b>↑</b>     |  |           |              | :        |          |     |          |               | :        |              |           |          |          |               |               | :             |            |  |            |
| scale of | i            |  |           |              | :        |          |     |          |               | :        |              |           |          |          |               |               | :             |            |  | L3L60      |
| Green    | Light        |  |           |              |          |          |     |          |               |          |              |           |          |          |               |               |               |            |  |            |
|          | Ü            | -  |           | -            |          |          | L   | ш        | Н             | Н        | Н            |           | Н        | ı        |               | 1             |               | - 1        | 긥  | L61        |
|          |              | Ļ-   | <u> </u>  | <u> </u>     | Ļ        | <u> </u> |     |          | <u>п</u><br>Н | H        | H            | L<br>H    | _        |          | <u> </u>      | <u> </u>      | <u> </u>      | <u> </u>   | <u>-                                    </u>     | L62        |
|          | 0            | <u> -</u>                                      | <u> </u>  | <u> </u>     | <u> </u> | <u> </u> | L   |          |               |          |              |           |          | L        | <u> </u>      | <u> </u>      | <u> </u>      | <u> </u>   | <del>-                                    </del> |            |
|          | Green        | ļ <u>.                                    </u> | <u> </u>  | <u> </u>     | <u> </u> | <u> </u> | _   | <u>H</u> | <u>H</u>      | H        | Н            | Н         | H        |          | <u> </u>      | <u> </u>      | <u> </u>      | <u> </u>   | <del>-                                    </del> | Green L63  |
|          | Black        | <u>L</u>                                       | <u> </u>  | <u> </u>     | L        | <u> </u> | L   | <u>L</u> | <u>L </u>     | <u>L</u> | Ļ.           | <u> </u>  |          | L        | <u>L</u>      | <u> </u>      | <u> </u>      | <u> </u>   | ᆜ  | L0         |
|          |              | Ļ_   | <u>L</u>  | <u>L</u>     | <u> </u> | <u> </u> | L   | <u>L</u> | <u>L</u>      | <u>L</u> | <u> </u>     | <u>L</u>  | _        | <u>L</u> | <u> </u>      | <u> </u>      | <u> </u>      | <u>L</u>   | H  | <u>L1</u>  |
|          |              | L  | L         | L            | L        | L        | L   | L        | L             | L        | L            | L         | L        | L        | L             | L             | L             | Н          | 니  | L2         |
|          | Dark         |  |           |              |          |          |     |          |               |          |              |           |          |          |               |               |               |            |  |            |
| Gray     | <b>↑</b>     |  |           |              | :        |          |     |          |               | :        |              |           |          |          |               |               | :             |            |  | 10 100     |
| scale of | į            |  |           |              | :        |          |     |          |               | :        |              |           |          |          |               |               | :             |            |  | L3L60      |
| Blue     | Light        |  |           |              |          |          |     |          |               |          |              |           |          |          |               |               |               |            |  |            |
|          |              | <u> </u>                                       | 1         | 1            |          |          | L   |          | 1             | 1        | 1            |           |          | Н        | Н             | Н             | Н             | 1          | Н  | L61        |
|          |              | <u> </u>                                       | +         | _ <u>L</u>   | L        | <u> </u> |     | L<br>I   | <u> </u>      | <u> </u> | <del>-</del> | <u> </u>  |          | Н        | <u>п</u><br>Н | <u>п</u><br>Н | <u>п</u><br>Н | H          | 믭  | L62        |
|          | Blue         | -  | L         |              | <u> </u> | <u> </u> | L L | L<br>I   | <u>L</u><br>L | <u> </u> | <u> </u>     | <u>L</u>  |          | H        | H             | H             | <u>п</u><br>Н | <u>-п</u>  | H  | Blue L63   |
|          |              | <del> -</del>                                  | <u> </u>  | <u> </u>     | Ļ        | <u> </u> | -   | L<br>I   | L             | <u> </u> | <u>L</u>     | <u> </u>  | 느        | П        |               | <u> </u>      |               |            |  |            |
|          | Black        | <u> </u>                                       | <u> </u>  | <u> </u>     | <u> </u> | <u> </u> | L   | L .      | <u> </u>      | <u> </u> | <u> </u>     | <u> </u>  | <u> </u> | L        | <u> </u>      | <u> </u>      | <u> </u>      | <u> </u>   | <del>-  - </del>                                 | L0         |
|          |              | <u> </u>                                       | <u> </u>  | <u> </u>     | <u> </u> | <u> </u> | Н   |          | <u> </u>      | <u> </u> | <u> </u>     | <u> </u>  | Н        | L        | <u> </u>      | <u> </u>      | <u> </u>      | <u>L</u> _ | Н  | L1         |
|          |              | L  | L         | _L_          | L        | Н        | L   | L        | L             | L        | L            | Н         | L        | L        | L             | L             | L             | Н          | 니  | L2         |
| Gray     | Dark         |  |           |              |          |          |     |          |               |          |              |           |          |          |               |               |               |            |  |            |
| scale of | <b>↑</b>     |  |           |              | :        |          |     |          |               | :        |              |           |          |          |               |               | :             |            |  | L3L60      |
| White &  | $\downarrow$ |  |           |              | :        |          |     |          |               | :        |              |           |          |          |               |               | :             |            |  | LOLOO      |
| Black    | Light        |  |           |              |          |          |     |          |               |          |              |           |          |          |               |               |               |            |  |            |
|          |              | Н  | Н         | Н            | Н        | L        | Н   |          | Н             | Н        | Н            | L         | Н        |          | Н             | Н             | Н             | L          | Н  | L61        |
|          |              | Н  | Н         | Н            | Н        | Н        | L   | Н        | Н             | Н        | Н            | Н         | L        | Н        | Н             | Н             | Н             | Н          | L  | L62        |
|          | White        | Н  | Н         | Н            | Н        | Н        | Н   | H        | Н             | Н        | Н            | Н         | Н        | Н        | Н             | Н             | Н             | Н          | Н  | White L63  |
|          |              |  |           |              |          |          |     |          |               |          |              |           |          |          |               |               |               |            |  |            |

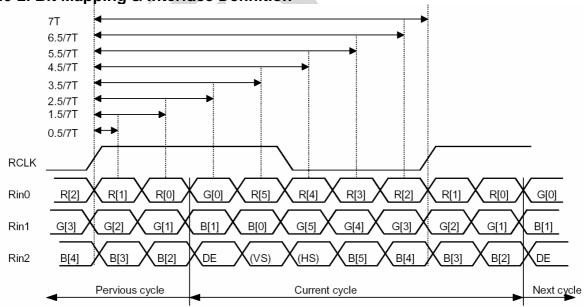


# 1.6 Timing Characteristic

## 1.6-1. Switching Characteristics for LVDS Receiver

| Item                              | Symbol             | Min. | Тур. | Max. | Unit | Conditions            |
|-----------------------------------|--------------------|------|------|------|------|-----------------------|
| Differential Input High Threshold | Vth                |      | _    | 100  | mV   | \/ -1.2\/             |
| Differential Input Low Threshold  | VtI                | -100 | _    | _    | mV   | V <sub>CM</sub> =1.2V |
| Input Current                     | I <sub>IN</sub>    | -10  | _    | +10  | uA   |                       |
| Differential input Voltage        | [V <sub>ID</sub> ] | 0.1  | _    | 0.6  | V    |                       |
| Common Mode Voltage Offset        | $V_{CM}$           | 0.7  | 1.2  | 1.6  | V    |                       |

## 1.6-2. Bit Mapping & Interface Definition



LVDS Receiver Input Timing Definition

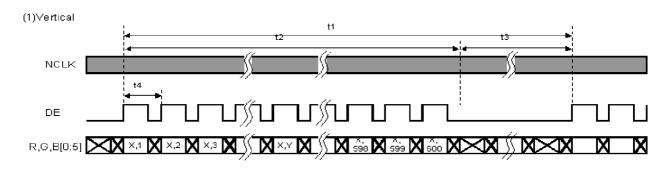
for 6bits LVDS input

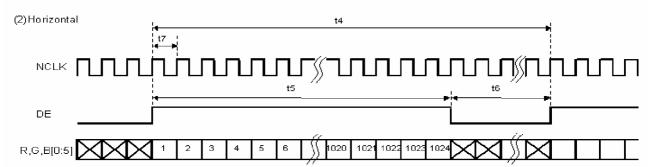
## 1.6-3. Interface Timing (DE mode)

| ltem                     | Symbol | Min. | Тур. | Max.  | Unit  |
|--------------------------|--------|------|------|-------|-------|
| Frame Rate               |        | 55   | 60   | 65    | Hz    |
| Frame Period             | t1     | 612  | 625  | 638   | line  |
| Vertical Display Time    | t2     | 600  | 600  | 600   | line  |
| Vertical Blanking Time   | t3     | 12   | 25   | 38    | line  |
| 1 Line Scanning Time     | t4     | 1160 | 1200 | 1240  | clock |
| Horizontal Display Time  | t5     | 1024 | 1024 | 1024  | clock |
| Horizontal Blanking Time | t6     | 136  | 176  | 216   | clock |
| Clock Rate               | t7     | 39   | 45   | 51.42 | MHz   |



## Timing Diagram of Interface Signal (DE mode)

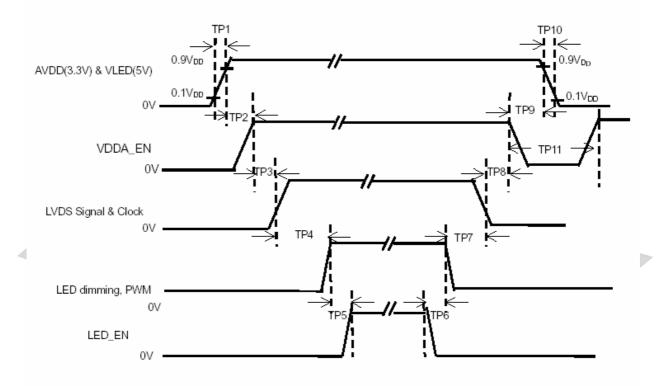








## 1.7 Power ON/OFF SEQUENCE



| Item | Min. | Тур. | Max. | Unit | Remark        |
|------|------|------|------|------|---------------|
| TP1  | 0.5  | -    | 10   | msec |               |
| TP2  | 10   | -    | 1    | msec |               |
| TP3  | 30   | 40   | 90   | msec |               |
| TP4  | 200  | ı    | ı    | msec |               |
| TP5  | 10   | 1    | 1    | msec |               |
| TP6  | 0    | 1    | I    | msec |               |
| TP7  | 110  | 1    | 1    | msec |               |
| TP8  | 0    | 16   | 80   | msec |               |
| TP9  | 0    |      | -    | msec | Must exceed 0 |
| TP10 | -    | 10   | 30   | msec |               |
| TP11 | 1000 | 1    | 1    | msec |               |

#### Note

- (1) The supply voltage of the external system for the module input should be the same as the definition of VDD.
- (2) Apply the lamp volatge within the LCD operation range. When the back-light turns on before the LCD operation or the LCD truns off before the back-light turns off, the display may momentarily become white.
- (3) In case of VDD = off level, please keep the level of input signal on the low or keep a high impedance.
- (4) TP4 should be measured after the module has been fully discharged between power off and on period.
- (5) Interface signal shall not be kept at high impedance when the power is on.



# (2) ATT (Advanced Touch Technology)

## 2.1 ATT Electrical Characteristics

(Ta=25

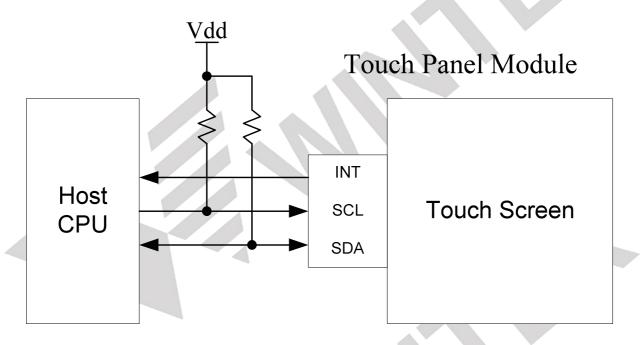
| ITEM                      |         | SYMBOL                  | CONDITION | MIN.        | TYP. | MAX.        | UNIT | Remark |
|---------------------------|---------|-------------------------|-----------|-------------|------|-------------|------|--------|
| Input Power Voltage       |         | $V_{DD\_TP}$            | -         | 3.2         | 3.3  | 3.4         | V    | -      |
| Input Signal Voltage      | H Level | V <sub>IH</sub>         | -         | 2           | -    | VDD+0<br>.3 | ٧    | _      |
| input orginal voltago     | L Level | V <sub>IL</sub>         | -         | -0.3        | -    | 0.8         | V    |        |
|                           | H Level | V <sub>OH</sub>         | -         | 0.9*VD<br>D | -    | -           | V    |        |
| Output Signal Voltage     | L Level | V <sub>OL</sub>         | -         | -           | -    | 0.45        | V    | -      |
|                           |         | 4_                      |           | -           | -    | 150         | Hz   |        |
| Supply Current            |         | *IDD                    | -         |             |      | TBD         | mΑ   |        |
| Interface                 |         |                         |           | I2C         |      |             |      |        |
| Touch Panel<br>Resolution |         | 4096 x 4096             |           |             |      |             |      |        |
| Input                     |         | Finger (Real two point) |           |             |      |             |      |        |

# 2.2 ATT Interface Pin Function

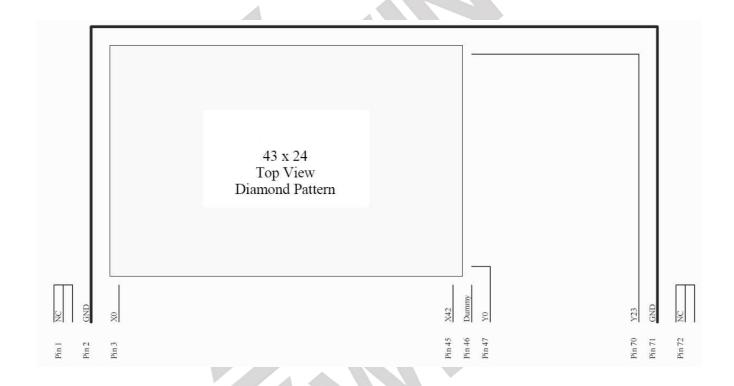
| NO | SYMBOL   | I/O | FUNCTION                          |
|----|----------|-----|-----------------------------------|
| 1  | I2C_DATA | I/O | I2C serial data input/output pin  |
| 2  | I2C_CLK  | 1   | I2C serial clock input/output pin |
| 3  | RESETN   | 1   | Reset pin                         |
| 4  | INT      | 0   | Interrupt pin                     |
| 5  | GND      | Р   | Ground                            |



# 2.3 ATT Interface Diagram



## 2.4 ATT Schematic



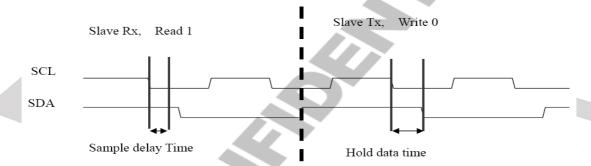


# 2.5 ATT Timing Characteristic

| 92xx     | CLK  | 160 |
|----------|------|-----|
| I2C Hold | Data | 8   |

|           | I2C Standard Mode ( $10K \sim$ | 100K)               |   |
|-----------|--------------------------------|---------------------|---|
|           | 92xx Slave Rx                  | 92xx Slave Tx       |   |
|           | Sample delay time ( us )       | 92xx Hold Data Time |   |
| I2C CLK/4 | 0.15                           | 2.3                 | 8 |

≈ 145KHz





# 2.6 ATT Protocol

| PointNum            | Byte 0<br>(Byte<br>Cnt) | Byte 1  | Byte 2   | Byte 3     | Byte 4   | Byte 5                                | Byte 6   | Byte 7    | Byte 8  | Byte 9    | Byte 10  | Byte 11  | Byte 12 | Byte<br>13 | Byte<br>14 | Byte<br>15 |
|---------------------|-------------------------|---------|----------|------------|----------|---------------------------------------|----------|-----------|---------|-----------|----------|----------|---------|------------|------------|------------|
| NoTouch             | 2                       | FrameID | 0x00     |            |          |                                       |          |           | N       | I/A       |          |          |         |            |            |            |
| 1 Point             | 9                       | FrameID | 0xB1     | S1         | X1[15:8] | K1[15:8] X1[7:0] Y1[15:8] Y1[7:0] CRC |          |           |         | N/A       |          |          |         |            |            |            |
| 2 Points            | 14                      | FrameID | 0xB2     | S1         | X1[15:8] | X1[7:0]                               | Y1[15:8] | Y1[7:0]   | S2      | X2[15:8]  | X2[7:0]  | Y2[15:8] | Y2[7:0] | CF         | RC         | N/A        |
|                     | 14                      | FrameID | 0xB5     | S1         | X1[15:8] | X1[7:0]                               | Y1[15:8] | Y1[7:0]   | S2      | X2[15:8]  | X2[7:0]  | Y2[15:8] | Y2[7:0] | CF         | <b>२</b> C | N/A        |
| 5 Points            | 12                      | S3      | X3[15:8] | X3[7:0]    | Y3[15:8] | Y3[7:0]                               | S4       | X4[15:8]  | X4[7:0] | Y4[15:8]  | Y4[7:0]  | CR       | C       |            | N/A        |            |
|                     | 7                       | S5      | X5[15:8] | X5[7:0]    | Y5[15:8] | Y5[7:0]                               | Cl       | RC        |         |           |          | N/A      |         |            |            |            |
|                     | 14                      | FrameID | 0xB7     | S1         | X1[15:8] | X1[7:0]                               | Y1[15:8] | Y1[7:0]   | \$2     | X2[15:8]  | X2[7:0]  | Y2[15:8] | Y2[7:0] | CF         | RC         | N/A        |
|                     | 12                      | S3      | X3[15:8] | X3[7:0]    | Y3[15:8] | Y3[7:0]                               | \$4      | X4[15:8]  | X4[7:0] | Y4[15:8]  | Y4[7:0]  | CR       | C       |            | N/A        |            |
| 10 Points           | 12                      | S5      | X5[15:8] | X5[7:0]    | Y5[15:8] | Y5[7:0]                               | S6       | X6[15:8]  | X6[7:0] | Y6[15:8]  | Y6[7:0]  | )] CRC N |         | N/A        |            |            |
|                     | 12                      | S7      | X7[15:8] | X7[7:0]    | Y7[15:8] | Y7[7:0]                               | S8       | X8[15:8]  | X8[7:0] | Y8[15:8]  | Y8[7:0]  | CR       | C       |            | N/A        |            |
|                     | 12                      | S9      | X9[15:8] | X9[7:0]    | Y9[15:8] | Y9[7:0]                               | S10      | X10[15:8] | X10[7:0 | Y10[15:8] | Y10[7:0] | CR       | C       |            | N/A        |            |
| Button<br>Touch     | 5                       | FrameID | 0x70     | BS         | CR       | 0                                     |          |           |         |           | N/A      |          |         |            |            |            |
| 1 Point<br>+Button  | 10                      | FrameID | 0x71     | S1         | X1[15:8] | X1[7:0]                               | Y1[15:8] | Y1[7:0]   | BS      | CR        | С        |          | N       | /A         |            |            |
| 2 Points<br>+Button | 15                      | FrameID | 0x72     | \$1        | X1[15:8] | X1[7:0]                               | Y1[15:8] | Y1[7:0]   | S2      | X2[15:8]  | X2[7:0]  | Y2[15:8] | Y2[7:0] | BS         | C          | RC         |
| 3 Points            | 15                      | FrameID | 0x74     | S1         | X1[15:8] | X1[7:0]                               | Y1[15:8] | Y1[7:0]   | S2      | X2[15:8]  | X2[7:0]  | Y2[15:8] | Y2[7:0] | BS         | C          | RC         |
| +Button             | 7                       | S3      | X        | 3          | Y3       |                                       | Cl       | RC        |         |           |          | N/A      |         |            |            |            |
| 4 Points            | 15                      | FrameID | 0x74     | <b>S</b> 1 | X1[15:8] | X1[7:0]                               | Y1[15:8] | Y1[7:0]   | S2      | X2[15:8]  | X2[7:0]  | Y2[15:8] | Y2[7:0] | BS         | C          | RC         |
| +Button             | 12                      | S3      | X        | 3          | Y3       |                                       | S4       | X4        |         | Ϋ́        |          | CR       | C       |            | N/A        |            |



#### Notes:

1. Bit Definition of Type(byte 2):

| Bits  | Description  |
|-------|--|
| [3:0] | Number of Touch Points   |
| [4]   | 0: without CRC   |
|       | 1: with CRC  |
| [7:5] | 001: RealPoint with PointStatus of Integer Format Mode                   |
|       | 101: RealPoint with PointStatus of Fixed point Format Mode               |
|       | 011 : RealPoint with PointStatus and ButtonStatus of Integer Format Mode |

2. Bit Definition of Status (S1, S2...)

| Bits  | Description  |
|-------|--|
| [3:0] | Point Status<br>0x0000:Touch Down ( Birth or Move )<br>0x0001:Touch Up ( Death ) |
| [7:4] | Point ID   |

- 3. Definition of two bytes coordinates (X1, Y1, X2, Y2...):
  - 16 bits fixed point (9.7), the unit is line, that is, pitch of sensing lines/channels)
    The X/Y coordinates need further transfer on the Master side, See Section 3 and Appendix C.

| Bits   | Description                     |  |  |  |
|--------|---------------------------------|--|--|--|
| [15:7] | Integer part                    |  |  |  |
| [6:0]  | Decimal part, 7 bits resolution |  |  |  |

• 12 bits Integer, The range of coordinate is 0 to 4095.

| Bits    | Description                 |  |  |  |
|---------|-----------------------------|--|--|--|
| [15:12] | reserved                    |  |  |  |
| [11:0]  | Integer, 12 bits resolution |  |  |  |

- 4. Byte count is not included in CRC calculation.
- 5. Bit Definition of Button Status (BS)

| Bits  | Description                                  |
|-------|--|
| [7:0] | Button[7:0] Status — 0: NoTouch 1: TouchDown |



# (3) Electro-optical Unitss

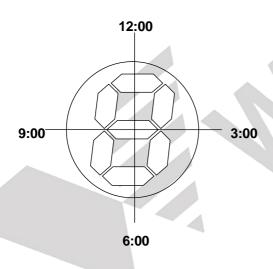
# 3.1 Electro-optical Characteristics

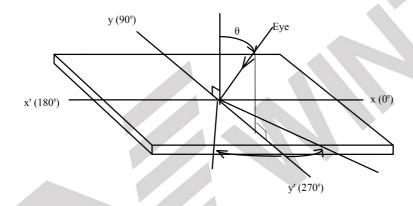
| ITEM                     | SYME              | BOL    | CONDITION             | MIN. | TYP. | MAX. | UNIT | NOTE |
|--------------------------|-------------------|--------|-----------------------|------|------|------|------|------|
|                          | ψ= 90 °           | (12H)  |                       | 70   | 80   | _    | deg. |      |
| View Angle               | ψ= 270 °          | ° (6H) |                       | 70   | 80   | _    | deg. |      |
| CR>10                    | ψ= 180 °          | ° (9H) | _                     | 70   | 80   | -    | deg. |      |
|                          | ψ= 0 °            | (3H)   |                       | 60   | 70   | -    | deg. |      |
| Contrast Ratio           | CR                |        | Ta=25                 | 400  | 500  | -    | -    | -    |
| Response Time            | Tr                |        | Ta=25                 | -    | 4    | 8    | ms   |      |
| rtosponico riinio        | Td                |        | 10 20                 | -    | 12   | 24   | ms   |      |
|                          | Red               | Rx     |                       | 0.56 | 0.61 | 0.66 |      |      |
|                          | Reu               | Ry     | Ta=25                 | 0.30 | 0.35 | 0.40 |      |      |
|                          | I Graan —         | Gx     |                       | 0.26 | 0.31 | 0.36 |      |      |
| Calan Casadin ata        |                   | Gy     |                       | 0.49 | 0.54 | 0.59 |      |      |
| Color Coordinate         | Blue              | Bx     |                       | 0.10 | 0.15 | 0.20 | -    | -    |
|                          | Dide              | Ву     |                       | 0.06 | 0.11 | 0.16 |      |      |
|                          | White             | Wx Wx  |                       | 0.26 | 0.31 | 0.36 |      |      |
|                          | VVIIILE           | Wy     | 1                     | 0.28 | 0.33 | 0.38 |      |      |
|                          | NTS               | C      |                       |      | 50   |      | %    | -    |
| LCD Type                 | TFT , ( POSI      |        | TIVE / Transmissive ) |      |      | -    |      |      |
| Viewing Direction        | Viewing Direction |        | 6:00                  |      |      |      | -    |      |
| Gray Inversion Direction |                   |        |                       | 9:00 |      |      |      | -    |

Notes: All the optical data should be measured when the display's driven under the TYP. condition.



# 3.2 Optical Definitions





View Angle



# (4) LCM Mechanical Units

# 4.1 LCM Mechanical Diagram

| NO | Document Number | Attachment file |
|----|-----------------|-----------------|
| 1  | MM0101W-AS1-101 | Ū               |

Double-Click the "Attachment Icon" above for opening attachment file.





## 4.2 Back-light Specification

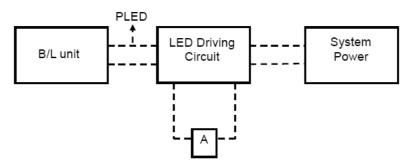
#### **LED Backlight Styles:**

The LED chips are distributed over the whole light area of the illumination unit, which gives the most uniform light.

#### 4.2-1. Data About LED Backlight

| PARAMETER                     | SYMBOL      | MIN. | TYP. | MAX. | UNIT  | NOTE          |
|-------------------------------|-------------|------|------|------|-------|---------------|
| Backlight Type                | LED / WHITE |      |      |      |       | -             |
| LED Driver Input Voltage      | VLED        | 4.5  | 1    | 5.5  | ٧     | -             |
| Forward Voltage               | VF          | 3.1  | 3.3  | 3.5  | ٧     | T=25          |
| Forward Current               | IF          |      | 20   | 20.6 | mA    | T=25          |
| Power Consumption             | PLED        | 1    | 1.98 | 2.16 | W     | T=25<br>Note1 |
| Luminous Intensity (5P)       | IV          | -    | 200  | -    | cd/m2 |               |
| Luminous Intensity Ratio(5P)  | V           | -    | -    | 25   | %     | 5             |
| Luminous Intensity Ratio(13P) | •           | ı    | -    | 50   | %     | 3             |

- NOTE:1. Maximum LED Driver Input Current at 7V Input Voltage/PWM Duty 100%.
  - 2. Measure method: a. LED current is measured by utilizing a current meter as show below.
    b. System power PLED is measured at input voltage 12V.



- 3. Calculator value for reference IF  $\times$  VF  $\times$  N = PLED
- 4. 5P luminance (AVG.): The measuring points are at 5, 10, 11, 12, 13.
- 5. Luminous Intensity Ratio = (MAX-MIN)./ MAX.

#### **DC Electrical Characteristics**

| Parameter                   | Symbol            | Min | Тур | Max | Units | Remark |
|-----------------------------|-------------------|-----|-----|-----|-------|--------|
| LED Power<br>Supply Voltage | $V_{LED}$         | 4.5 |     | 5.5 | Volt  |        |
| PWM High<br>Threshold       | V <sub>PWMH</sub> | 3.0 |     |     | Volt  |        |
| PWM Low<br>Threshold        | $V_{PWML}$        | -   |     | 0.2 | Volt  |        |



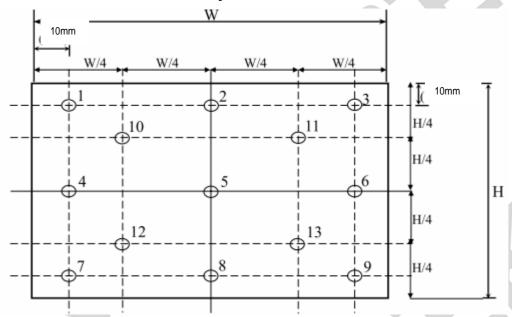
## **CABC DC Electrical Characteristics**

| Parameter                 | Symbol             | Min         | Тур | Max         | Units | Remark |
|---------------------------|--------------------|-------------|-----|-------------|-------|--------|
| CABC_EN High<br>Threshold | V <sub>CABCH</sub> | $0.7V_{DD}$ |     |             | Volt  |        |
| CABC_EN Low<br>Threshold  | V <sub>CABCL</sub> | -           |     | $0.3V_{DD}$ | Volt  |        |





## 4.2-2. Definition of Luminous Intensity and Ratio



#### Note:

- 1. The measuring points of 5P are at 5, 10, 11, 12, 13.
- 2. The measuring points of 13P are at 1~13.
- 4. Hole Diameter φ3mm;1 to 13 per Position Measured Luminous Intensity Ratio



# 4.3 Packing Method

| NO | Document Number | Attachment file |
|----|-----------------|-----------------|
| 1  | MF0101Z-M1-02   | Ū               |

Double-Click the "Attachment Icon" above for opening attachment file.





## (5) Quality Units

## **5.1 Specification of Quality Assurance**

#### 5.1-1.Purpose

This standard for Quality Assurance should affirm the quality of LCD module products to supply to purchaser by WINTEK CORPORATION (Supplier).

#### 5.1-2. Standard for Quality Test

a. Inspection:

Before delivering, the supplier should take the following tests, and affirm the quality of product.

b. Electro-Optical Characteristics:

According to the individual specification to test the product.

c. Test of Appearance Characteristics:

According to the individual specification to test the product.

d. Test of Reliability Characteristics:

According to the definition of reliability on the specification for testing products.

e. Delivery Test:

Before delivering, the supplier should take the delivery test.

- (i) Test method: According to ANSI/ASQC Z1.4-2003.General Inspection Level take a single time.
- (ii) The defects classify of AQL as following:

Major defect: AQL=0.65
Minor defect: AQL=2.5
Total defects: AQL=2.5

#### 5.1-3. Nonconforming Analysis & Deal With Manners

- a. Nonconforming analysis:
  - (i) Purchaser should supply the detail data of non-conforming sample and the non-suitable state.
  - (ii) After accepting the detail data from purchaser, the analysis of nonconforming should be finished in two weeks.
  - (iii) If supplier can not finish analysis on time, must announce purchaser before two weeks.
- b. Disposition of nonconforming:
  - (i) If find any product defect of supplier during assembly time, supplier must change the good product for every defect after recognition.
- (ii) Both supplier and customer should analyze the reason and discuss the disposition of nonconforming when the reason of nonconforming is not sure.



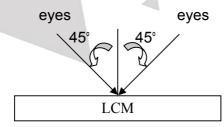
#### 5.1-4. Agreement items

Both sides should discuss together when the following problems happen.

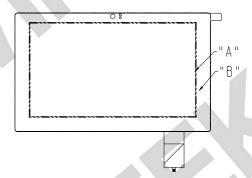
- a. There is any problem of standard of quality assurance, and both sides think that it must be modified.
- b. There is any argument item which does not record in the standard of quality assurance.
- c. Any other special problem.

#### 5.1-5. Standard of The Product Appearance Test

- a. Manner of appearance test:
  - (i) The test must be under 20W × 2 or 40W fluorescent light, and the distance of view must be at 30 cm.
  - (ii) When display on use front-light test, while display off use back-light test.
  - (iii)The test direction is base on about around 45° of vertical line.



(iv) Definition of area:



A Area: Viewing area.

B Area: Out of viewing area (Outside viewing area)

Any defect at area B could be ignored. If customer has particular requirement, this requirement should be clearly defined in inspection specification. If inspection specification has defined other criteria, the final judgement should follow the inspection specification.

- b. Basic principle:
  - (i) It will accord to the AQL when the standard can not be described.
  - (ii) The sample of the lowest acceptable quality level must be discussed by both supplier and customer when any dispute happened.
  - (iii) Must add new item on time when it is necessary.



5.1-6. Inspection specification

| NO | Document Number | Attachment file |
|----|-----------------|-----------------|
| 1  | M1L070012       |                 |

Double-Click the "Attachment Icon" above for opening attachment file.

# 5.2 Standard Specification for Reliability

| NO | Document Number | Attachment file |
|----|-----------------|-----------------|
| 1  | M3ET100001      |                 |

Double-Click the "Attachment Icon" above for opening attachment file.



#### 5.3 Precautions in Use of LCM

#### 5.3-1 Handling of LCM

- Don't give external shock.
- Don't apply excessive force on the surface.
- Liquid in LCD is hazardous substance. Must not lick and swallow. when the liquid is attach to your hand, skin, cloth etc. Wash it out thoroughly and immediately.
- Don't operate it above the absolute maximum rating.
- Don't disassemble the LCM.

## 5.3-2 Storage

- Store in an ambient temperature of 25 ± 5 , and in a relative humidity of 40% to 60%. Don't expose to sunlight or fluorescent light.
- Storage in a clean environment, free from dust, active gas, and solvent.
- Store in anti-static electricity container.
- Store without any physical load.

#### 5.3-3 Soldering

- Use the Sn-Ag-Cu (96.5, 3.0, 0.5) solder
- Iron: Temperature 300 and less than 5-6 sec during soldering.
- Rewiring : no more than 3 times.

#### 5.3-4 Assembly

The front polarizer is covered with a protective foil which should be removed before use.

# (6) Substance Management Units

# **6.1 Product Substances Management Documentation**

| NO | Document Number                               | Attachment file |
|----|---|-----------------|
| 1  | Environment management standard(EMS-P-017-01) |                 |

Double-Click the "Attachment Icon" above for opening attachment file.