

# 苏州京东方茶谷电子有限公司

产品规格书

| 产品名称 | : | XSV31513 |
|------|---|----------|
|      |   |          |

产品规格 : 32 寸LED

料 号:

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| 苏州京东方茶谷电子有限公司 |     |     |  |  |  |  |
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# 改订经历

| 项次 | 版本 | 修订内容说明 | 修订日期         | 制作  |
|----|----|--------|--------------|-----|
| 1  | A  | 初版制定   | 2012. 01. 08 | 程小青 |
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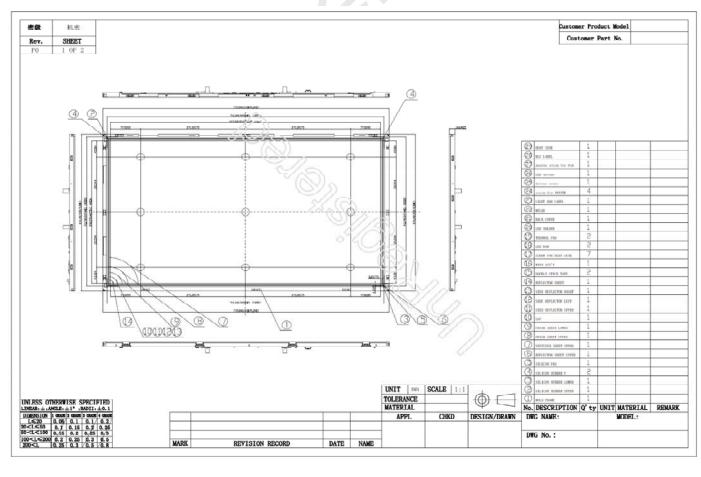
# 2.构成仕样

2.1 产品规格

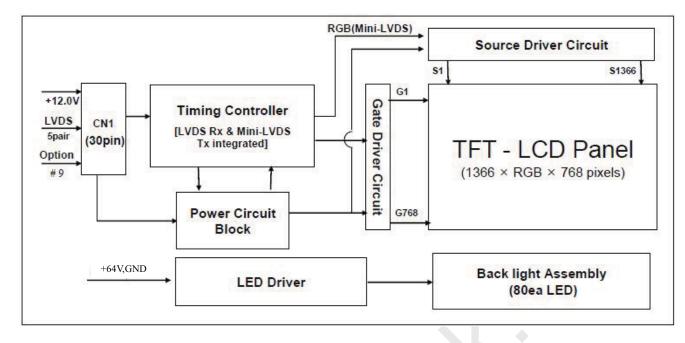
下表为主要尺寸及仕样且详细形状按照产品构造图(2.2)。

| 项目   | 描述  | 单位     | 备考 |
|------|---|--------|----|
| 可视区  | 697.685 (H) ×392.256(V)                                 | mm     |    |
| 像数   | 1366 (H) ×768(V)  | 像数     |    |
| 像数间距 | 170.25 (H) ×RGB×510.75(V)                               | μm     |    |
| 像数排列 | Pixels RGB Vertical stripe                              |        |    |
| 显色数  | 16.7M (8bits)   | Colors |    |
| 显色形式 | 传输方式, Normally Black                                    |        |    |
| 外观尺寸 | 741.4 (H) ×435.8(V) ×16.8 (D) typ                       | mm     |    |
| 重量   | 5800 (MAX)  | gram   |    |
| 功率   | Total <37Watt<br>(Typ.)(Logic= 4W, Light Bar<33W )      | Watt   | +  |
| 表面加工 | Haze 10%, 3H, Semi-glare treatment<br>(Front Polarizer) |        |    |

### 2.2 产品构造图



2.3 产品的电器原理



#### 3. 测定条件

测试环境要求:温度25±3℃、湿度60±20%环境下实施。

#### 4. 要求质量

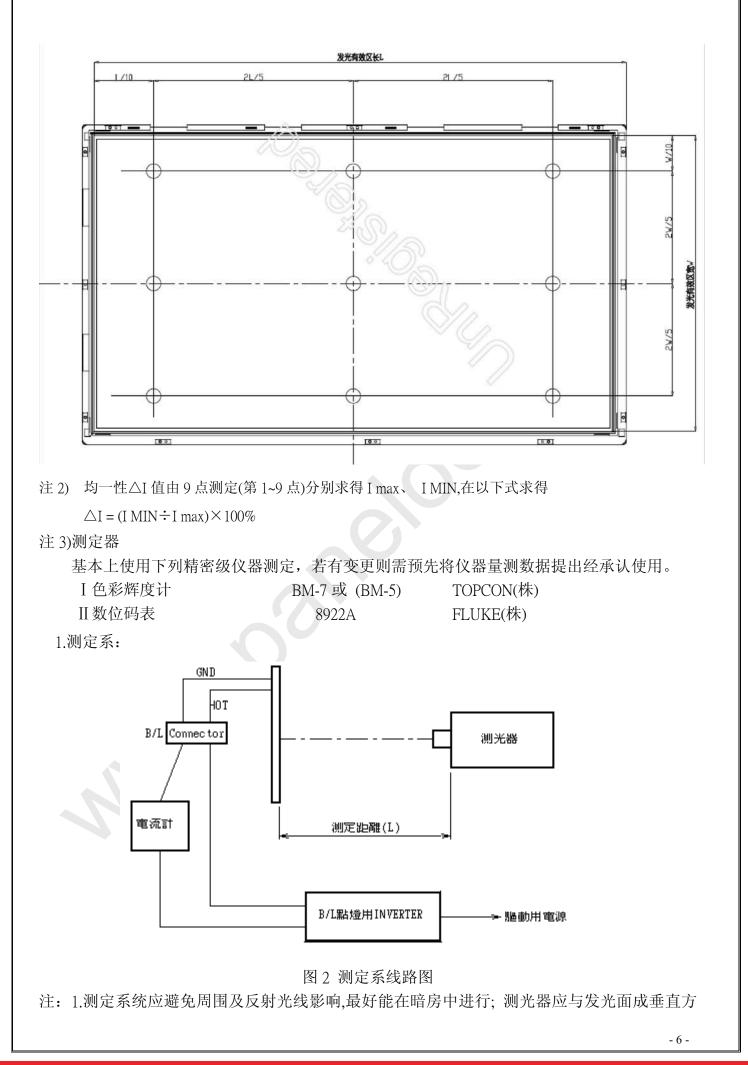
#### 4.1 光学特性

| 项目   | 记号         | 条件  |              | 规格     |              | 单位       | 备考          |
|------|------------|-----|--------------|--------|--------------|----------|-------------|
| 平均辉度 | т          |     | Min          | TYP    | Max          |          | 光学量测机台及规格:  |
| 干场牌及 | Ţ          | 中央  | 350          | 400    | _            | $cd/m^2$ | 色彩辉度计(BM-7) |
| 均一性  | $\wedge I$ | 9点  | 70           | 75     | _            | %        | 视角1 deg     |
| 均任   | $\Delta 1$ | 5 点 |              | _      | _            | %        |             |
| 色度   | Х          | 中央  | X=0.280±0.03 |        |              |          |             |
| 巴皮   | Y          | 中央  |              | Y=0.29 | $0 \pm 0.03$ |          |             |

注1) 测定条件如以下所示:

(1)时间 ••••• 点灯 3 分钟后
(2)测定环境 ••••• 暗室(10LUX 以下)
(3)辉度、色度测定点 ••••• 如下图一所示。
(4)测定方法 ••••• 依照注 3 说明

图 1 辉度量测位置图



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2.测试条件:

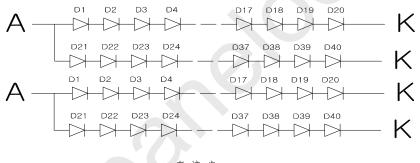
| (1)辉度计 aperture | :   | 依个别规格所订 (若个别规格无定义则为 1°角)               |
|-----------------|-----|--|
| (2)测试距离         | :   | 50±5 cm                                |
| (3)环境条件         | :   | 25±3℃、65%±20%                          |
| (4)FL 电流        | :   | 依个别规格所订                                |
| (5)FL 操作频率      | : / | 依个别规格所订                                |
| (6)INVERTER     | :   | 依个别规格所订,但 INVERTER 高压端接线(S)不可超过 100mm。 |
| (7)预热条件:光学      | 量测  | 则机预热3分钟方可开始量测。                         |

4.2 B/L 电气的特性

| 项目       | 记号 | 最小值 | 标准    | 最大值 | 单位    | 备考            |
|----------|----|-----|-------|-----|-------|---------------|
| L/B 点灯电压 | VF | 58  | 64    | 70  | Vrms  | L/B=120*4mA 时 |
| L/B 电流   | IF |     | 120*4 |     | mArms | GND 侧测定       |

B/L 为长边单侧入光,采用两根 light bar (20 串 2 并)组合;

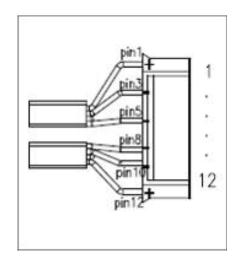
light bar 电路原理及端子规格如下:



| 直 | 流 | 电 |
|---|---|---|
|   |   |   |

| Housing   | CI0112S0000 | 12Pin |
|-----------|-------------|-------|
| CONNECTOR | CI01T011PE0 | 12Pin |

| NO. | Part NO. | Elektrode |  |  |  |  |
|-----|----------|-----------|--|--|--|--|
| 1   | Red      | Anode     |  |  |  |  |
| 2   | N.C      | N.C       |  |  |  |  |
| 3   | Black    | Cathode   |  |  |  |  |
| 4   | N.C      | N.C       |  |  |  |  |
| 5   | Black    | Cathode   |  |  |  |  |
| 6   | N.C      | N.C       |  |  |  |  |
| 7   | N.C      | N.C       |  |  |  |  |
| 8   | White    | Cathode   |  |  |  |  |
| 9   | N.C      | N.C       |  |  |  |  |
| 10  | White    | Cathode   |  |  |  |  |
| 11  | N.C      | N.C       |  |  |  |  |
| 12  | Red      | Anode     |  |  |  |  |



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4.3 寿命

| 在以下的操作条件下,保证寿命 50000 小时(连续点灯) |            |  |  |  |
|-------------------------------|------------|--|--|--|
| 环境温度                          | 25±3℃      |  |  |  |
| FL 驱动频率                       | 50KHz      |  |  |  |
| L/B 电流                        | 120*4mArms |  |  |  |

#### 5 信赖性试验

5.1 实施项目

|               | 项目  | 试验条件                       | 判定基准                 |              |  |
|---------------|---|----------------------------|----------------------|--------------|--|
| 动作            | 高温高湿  | $50\pm5$ °C, 80%RH         | 300H                 | 参考 6.3.2 (1) |  |
| 放置            | 冷热冲击  | 65℃(30min) / -20℃(30min)   | 100cycle             | 参考 6.3.2(2)  |  |
| л <u>х</u> н. | 高温高湿 60±5℃, 80%RH   |                            | 240H                 | 参考 6.3.2 (2) |  |
| 机械            | 振动 10Hz~ <sup>15分</sup> ~500Hz~ <sup>15分</sup> ~10Hz/1cycle<br>在 1.04G X/Y/Z 3方向(注 3) |                            |                      | 参考 6.3.2(2)  |  |
|               | 冲击  | 70G, 11ms, 半正旋波,±X±Y±Z 6方向 | 半正旋波, ±X±Y±Z 6方向(注3) |              |  |

注 1)实验在非结露的状态下实施

注 2)实验后,常温常湿(25±3℃、65±20%RH)在放置1小时后再予测试

注 3)BACKLIGHT 单体实施测试较难的情况时以最终的产品(整机产品)来实施检讨

#### 5.2 判定标准

(1) 动作试验完成后,表面辉度须达初始值的 60%以上,辉度均匀性值需达到初始值的 75% 以上,色度变化量在±0.02 以内。还有不能影响到液晶模块的变形等情形发生,除此之外必须满足电气规格。

- (2) 放置及机械试验后,光学规格,电气规格及机械规格须符合规定,不可有明显的不良发生。
- (3) cable 机械试验后,点灯时不可有异常现象,此外 cable 及 rubber 不可有破裂或龟裂情况发生。

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6.外观特性

6.1 外观规格

|   | 项目        | 内容  |
|---|-----------|---|
| 1 | 线材        | 表皮不可破裂、变色(不可压线);<br>高低压导线出框架孔的左右位置;<br>高低压导线不可接反;   |
| 2 | Таре      | 贴付位置: tape 爬框、靠内、跑如发光面、超出胶框不可有;<br>贴附漏贴、残胶、外观不整不可有。   |
| 3 | Film 材    | 不可浮起、波纹、折损、刮伤、残胶、毛边、变形<br>不可残留裁切毛边  |
| 4 | 序号标签      | 有无漏贴、错贴、脏污、<br>贴附位置是否在规定范围内,以 Mark 线为基准,上下左右 1mm<br>标签纸不可破损,字迹不可模糊                            |
| 5 | 塑框架外观     | 由框架各方向以45°角下视,表面无不可有脏污,变形等不良。<br>胶框缓冲贴布不可有浮起、破损。<br>裁切毛边不可有。                                  |
| 6 | Connector | Connector 烧焦、变形、破损、压伤、U 型开口大小、不一均不可有  |
| 7 | 螺丝        | 螺丝漏打、组立不良、螺孔无螺纹。  |
| 8 | 包装与标示     | 包装完整、不潮湿,B/L 内层包装须有静电袋。<br>清楚标示材料品名、料号、批号、数量、供应商等资料。  |
| 9 | 其它        | 无胶带、标机、接地片、组装之零件无冲孔、2 片标机、标机 Date_code 错误、<br>Sheet 未入定位孔 (Sheet 位移)、Tray 方向错误、胶框未冲孔…上述现象不可有。 |

6.2 金属件外观检查项目

名词定义:明显:正面 30cm 之距离观看可清楚分辨;

不明显: 需藉由晃动金属件及金属反光下才可观察之;

有感: 以手指来回触摸有凹痕之感觉;

无感: 以手指来回触摸无凹痕之感觉。

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| NO | 不良项目               | 测定仪器                | 规格  |
|----|--------------------|---------------------|---|
| 1  | 斑点原材:<br>(白色、黑色)   | 点规、<br>板尺、<br>目视    | 1.D≤1mm 不计<br>2. 明显斑点不可有<br>3.D>1mm,n≤5个,距离需超10mm   |
| 2  | 污:                 | 标尺、<br>目视           | <ol> <li>1.污/可擦拭之(粘着)污、异物须擦拭</li> <li>2.指纹、掌纹、油污,不论浓淡不可有。</li> <li>3.原材料(白污)或不可擦拭之污判定</li> <li>3.1 白污之症状比限度淡者:淡 φ40mm,n≤2个;</li> <li>3.2 白污之症状比限度浓者:浓 φ10 mm,n≤2个;</li> <li>3.3 个数容共4个;</li> <li>3.4 浓淡度依限度见本判定。(以上1、2 若目视可见者,判定 NG)</li> </ol> |
| 3  | 伤:不规则性<br>(人为作业造成) | 标尺、<br>目视、<br>手指甲触感 | <ol> <li>1.单个伤痕(依限度样本):L≤3mm,W≤0.2,N≤5个</li> <li>2.集体伤痕:L≤5,W≤1mm,N≤3个</li> <li>3.以上个数容许共8个,距离10cm以上</li> <li>4.导致生锈之伤痕不可有</li> </ol>   |
| 4  | 伤:依原材纹路<br>(原材料伤)  | 目视                  | 无感不计;<br>有感刮伤: 宽度≦0.2mm 长度≦100mm, OK;<br>宽度≥0.2mm 长度≥50mm, NG   |
| 5  | 跳屑打痕<br>(凹凸点)      | 点规、<br>目视           | <ol> <li>1.点状打痕: D≤0.5mm, 不计<br/>0.5<d≤1mm, n≤5<br="">D&gt;1mm NG</d≤1mm,></li> <li>2. 线状打痕:长度≤5mm,N≤5, 距离超过10cm</li> <li>3. 背面凸起不可有</li> </ol>   |
| 6  | 色差                 | 目视                  | 目视轻微允许,影响外观不可有。   |
| 7  | 黑色雨状黑点             | 点规、<br>目视           | 依照限度样本判定,D≦2mm,N≦1个浓不可有,可擦<br>去不计   |
| 8  | 毛边                 | 标尺、<br>目视           | <ol> <li>1.会掉落之原材料毛边不可。</li> <li>2.不影响组装机能:D≤0.2mm,容许N≤3处</li> </ol>  |
| 9  | 翘曲,变形              | 厚薄规、<br>高度规         | 依图面规范则不得大于 1.0mm(影响组装机能及翘曲,变形不可有)   |
| 10 | 裂                  | 目视                  | 不可有   |
| 11 | 其它                 | 目视                  | 有限度见本,依限度见本判定,无者不可有。  |

# 6.3 **点灯规格**

6.3.1 检验条件

检查距离:60±10 cm。 检查照度:150±50Lux。 检查角度:上下 30°,左右 60°视角 画质检查规范 (共通) 出货检查实施项目(点灯外观)

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6.3.2 点灯规格

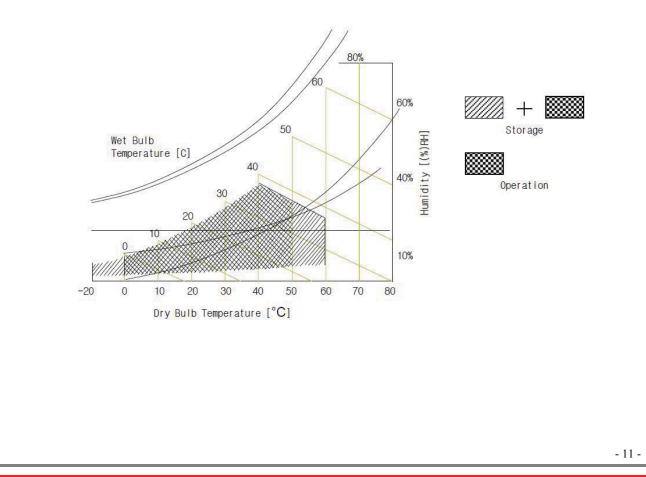
按 cell 来料等级及 IIS 标准判定;

## 7. ABSOLUTE MAXIMUM RATINGS

The followings are maximum values which, if exceed, may cause faulty operation or damage to the unit. The operational and non-operational maximum voltage and current values are listed in Table 2.

| < 1                           | < Table 2. Open Cell Electrical Specifications > |         |      |      |           |  |  |  |  |
|-------------------------------|--|---------|------|------|-----------|--|--|--|--|
| Parameter                     | Symbol   | Min.    | Max. | Unit | Remark    |  |  |  |  |
| Power Supply Voltage          | VDD  | VSS-0.3 | 13.2 | V    | Ta = 25 ℃ |  |  |  |  |
| Operating Temperature         | T <sub>OP</sub>                                  | 0       | +50  | °C   |           |  |  |  |  |
| Operating Temperature         | T <sub>SUR</sub>                                 | 0       | +60  | °C   |           |  |  |  |  |
| Storage Temperature           | T <sub>st</sub>                                  | -20     | +60  | °C   | Note 1    |  |  |  |  |
| Operating Ambient<br>Humidity | Hop  | 10      | 80   | %RH  |           |  |  |  |  |
| Storage Humidity              | Hst  | 10      | 80   | %RH  | ]         |  |  |  |  |

Note 1 : Temperature and relative humidity range are shown in the figure below. Wet bulb temperature should be 39 °C max. and no condensation of water.



8. ELECTRICAL SPECIFICATIONS OF OPEN CELL

< Table 3. Open Cell Electrical Specifications >

[Ta =25±2 ℃]

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| Parameter         |  | Symbol |      | Values           | 11mit               | Domostr |        |
|-------------------|--|--------|------|------------------|---------------------|---------|--------|
|                   |  |        | Min  | Тур              | Max                 | Unit    | Remark |
| Power Sup         | oply Input Voltage                           | VDD    | 10.8 | 12               | 13.2                | Vdc     |        |
| Power Sup         | oply Ripple Voltage                          | VRP    | 2    |                  | 300                 | mV      |        |
| Power Sup         | oply Current                                 | IDD    |      | 333              | 525                 | mA      | Note 1 |
| Power Cor         | nsumption                                    | PDD    |      | 4.0              | 6.3                 | Watt    | Note 1 |
| Rush curre        | ent  | IRUSH  | 12   | -                | 3.0                 | A       | Note 2 |
|                   | Differential Input High<br>Threshold Voltage | VLVTH  | +100 |                  | +300                | mV      |        |
| LVDS<br>Interface | Differential Input Low<br>Threshold Voltage  | VLVTL  | -300 |                  | - <mark>1</mark> 00 | mV      |        |
|                   | Common Input Voltage                         | VLVC   | 1.0  | 1.2              | 1.4                 | V       |        |
| CMOS              | Input High Threshold<br>Voltage              | VIH    | 2.7  | h <del>a</del> , | 3.3                 | ۷       |        |
| Interface         | Input Low Threshold<br>Voltage               | VIL    | 0    | -                | 0.6                 | V       |        |

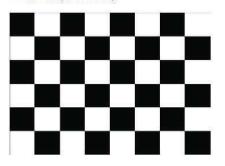
Note 1 : The supply voltage is measured and specified at the interface connector of LCM.

The current draw and power consumption specified is for VDD=12.0V,

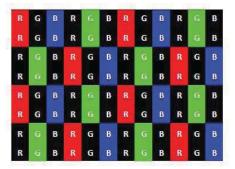
Frame rate  $f_V$ =60Hz and Clock frequency = 75.4MHz.

Test Pattern of power supply current

a) Typ : Mosaic 8 x 6 Pattern(L0/L255) Pattern(L0/L255)



b) Max : Skip 1H2V Sub Dot



Note 2 : The duration of rush current is about 2ms and rising time of Power Input is 1ms(min)

# 9. INTERFACE CONNECTION

9.1 Module Input Signal & Power

- Connector : IS100-L30B-C23(Manufactured by UJU) or Equivalent.

| < | Table 4. | Open | Cell | Input Connector | Pin | Configuration > |
|---|----------|------|------|-----------------|-----|-----------------|
|---|----------|------|------|-----------------|-----|-----------------|

| Pin<br>No | Symbol   | Description                | Pin<br>No | Symbol | Description                                 |
|-----------|----------|----------------------------|-----------|--------|---|
| 1         | VDD      | Power Supply +12.0V        | 16        | RX1+   | LVDS Receiver Signal(+)                     |
| 2         | VDD      | Power Supply +12.0V        | 17        | GND    | Ground                                      |
| 3         | VDD      | Power Supply +12.0V        | 18        | RX2-   | LVDS Receiver Signal(-)                     |
| 4         | VDD      | Power Supply +12.0V        | 19        | RX2+   | LVDS Receiver Signal(+)                     |
| 5         | GND      | Ground                     | 20        | GND    | Ground                                      |
| 6         | GND      | Ground                     | 21        | RCLK-  | LVDS Receiver Clock Signal(-)               |
| 7         | GND      | Ground                     |           | RCLK+  | LVDS Receiver Clock Signal(+)               |
| 8         | GND      | Ground                     |           | GND    | Ground                                      |
| 9         | LVDS_SEL | 'L'=JEIDA , 'H'or NC= VESA | 24        | RX3-   | LVDS Receiver Signal(-)                     |
| 10        | NC       | No Connection              | 25        | RX3+   | LVDS Receiver Signal(+)                     |
| 11        | GND      | Ground                     | 26        | GND    | Ground                                      |
| 12        | RX0-     | LVDS Receiver Signal(-)    | 27        | BIST   | 'L' or NC=Free run mode ,<br>'H'= BIST mode |
| 13        | RX0+     | LVDS Receiver Signal(+)    | 28        | NC     | No Connection                               |
| 14        | GND      | Ground                     | 29        | NC     | No Connection                               |
| 15        | RX1-     | LVDS Receiver Signal(-)    | 30        | GND    | Ground                                      |

Notes : 1. NC(Not Connected) : This pins are only used for BOE internal operations.

2. Input Level of LVDS signal is based on the IEA 664 Standard.

3. LVDS\_SEL : This pin is used for selecting LVDS signal data format. If this Pin : High (3.3V) or Open (NC) → Normal NS LVDS format Otherwise : Low (GND) → JEIDA LVDS format

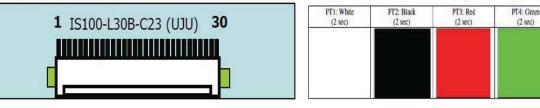
4. BIST : This pin is used for selecting display pattern mode when input DE or input CLOCK quits toggling.
 If this Pin : Low (GND) or Open (NC) → Free run mode(Black Pattern)
 Otherwise : High( 3.3V) → BIST mode(BIST Pattern)

Sequence : On = VDD  $\geq$ LVDS Option , BIST Option  $\geq$ Interface signal

Off = Interface signal  $\geq$  LVDS Option , BIST Option  $\geq$  VDD

# Rear view of LCM

| BI | ST | Pattern |
|----|----|---------|
|    |    |         |



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PT5: Blue

(2 sec)

 $\Diamond$ 

9.2 LVDS Interface

- LVDS Receiver : Timing Controller (LVDS Rx merged) / LVDS Data : Pixel Data

| < Table 5. Open Cell Input Connector Pin Configuration > |              |                  |                   |        |  |  |  |
|--|--------------|------------------|-------------------|--------|--|--|--|
|  | LVDS Pin     | Vesa Data format | JEIDA Data format | Remark |  |  |  |
|  | TxIN/RxOUT0  | Red0 [LSB]       | R2                |        |  |  |  |
| TxOUT/RxIN0  | TxIN/RxOUT1  | Red1             | R3                |        |  |  |  |
|  | TxIN/RxOUT2  | Red2             | R4                |        |  |  |  |
|  | TxIN/RxOUT3  | Red3             | R5                |        |  |  |  |
|  | TxIN/RxOUT4  | Red4             | R6                |        |  |  |  |
|  | TxIN/RxOUT6  | Red5             | R7 [MSB]          |        |  |  |  |
|  | TxIN/RxOUT7  | Green0 [LSB]     | G2                |        |  |  |  |
|  | TxIN/RxOUT8  | Green1           | G3                |        |  |  |  |
|  | TxIN/RxOUT9  | Green2           | G4                |        |  |  |  |
| 5  | TxIN/RxOUT12 | Green3           | G5                |        |  |  |  |
| TxOUT/RxIN1  | TxIN/RxOUT13 | Green4           | G6                |        |  |  |  |
| 13   | TxIN/RxOUT14 | Green5           | G7 [MSB]          |        |  |  |  |
|  | TxIN/RxOUT15 | Blue0 [LSB]      | B2                |        |  |  |  |
|  | TxIN/RxOUT18 | Blue1            | B3                |        |  |  |  |
|  | TxIN/RxOUT19 | Blue2            | B4                |        |  |  |  |
| 2  | TxIN/RxOUT20 | Blue3            | B5                |        |  |  |  |
|  | TxIN/RxOUT21 | Blue4            | B6                |        |  |  |  |
| TxOUT/RxIN2  | TxIN/RxOUT22 | Blue5            | B7 [MSB]          |        |  |  |  |
|  | TxIN/RxOUT24 | HSYNC            | HSYNC             |        |  |  |  |
|  | TxIN/RxOUT25 | VSYNC            | VSYNC             |        |  |  |  |
|  | TxIN/RxOUT26 | DEN              | DEN               |        |  |  |  |
|  | TxIN/RxOUT27 | Red6             | R0 [LSB]          |        |  |  |  |
|  | TxIN/RxOUT5  | Red7 [MSB]       | R1                |        |  |  |  |
|  | TxIN/RxOUT10 | Green6           | G0 [LSB]          |        |  |  |  |
| TxOUT/RxIN3  | TxIN/RxOUT11 | Green7 [MSB]     | G1                |        |  |  |  |
|  | TxIN/RxOUT16 | Blue6            | B0 [LSB]          |        |  |  |  |
|  | TxIN/RxOUT17 | Blue7 [MSB]      | B1                |        |  |  |  |
|  | TxIN/RxOUT23 | Reserved         | Reserved          |        |  |  |  |

## 10 SIGNAL TIMING SPECIFICATION

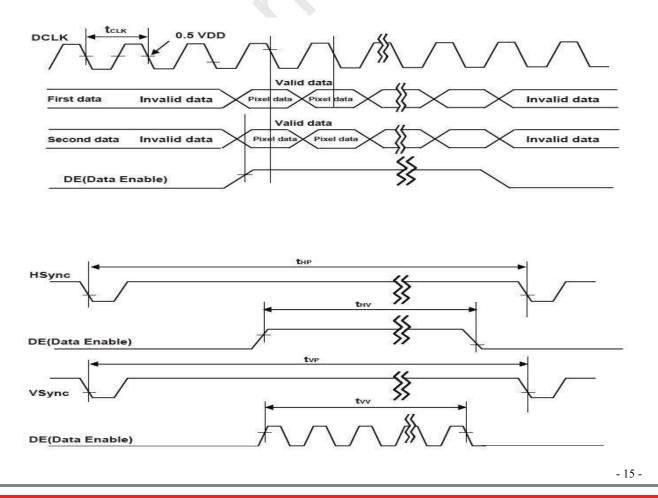
10.1 Timing Parameters(DE only mode)

| ITEM                   | Symbol    |                  | Min  | Тур  | Max  | Unit             | Note |  |
|------------------------|-----------|------------------|------|------|------|------------------|------|--|
| CLK                    | Period    | t <sub>cLK</sub> | 11.8 | 13.3 | 17.9 | ns               |      |  |
| CER                    | Frequency | -                | 56   | 75.4 | 85.0 | MHz              |      |  |
|                        | Period    | t <sub>HP</sub>  | 1450 | 1560 | 2000 | t <sub>cLK</sub> |      |  |
| Hsync                  | Frequency | f <sub>H</sub>   | 39.4 | 48.4 | 55   | KHz              |      |  |
| Voune                  | Period    | t <sub>vP</sub>  | 778  | 806  | 1200 | t <sub>HP</sub>  |      |  |
| Vsync                  | Frequency | f <sub>∨</sub>   | 47   | 60   | 65   | Hz               | 5    |  |
| Horizontal             | Valid     | t <sub>H∨</sub>  | -    | 1366 | -    | t <sub>CLK</sub> |      |  |
| Active<br>Display Term | Total     | t <sub>HP</sub>  | 1450 | 1560 | 2000 | t <sub>CLK</sub> |      |  |
| Vertical Active        | Valid     | t <sub>vv</sub>  | -    | 768  | -    | t <sub>HP</sub>  |      |  |
| <b>Display</b> Term    | Total     | t <sub>vP</sub>  | 778  | 806  | 1200 | t <sub>HP</sub>  |      |  |

< Table 6. Timing Table >

Notes: This product is DE only mode. The input of Hsync & Vsync signal does not have an effect on normal operation.

#### 10.2 Signal Timing Waveform



One step solution for LCD / PDP / OLED panel application: Datasheet, inventory and accessory! www.panelook.com

10.3 Input Signals, Basic Display Colors & Gray Scale Of Colors

| Color & Gray Scale    |                    | Input Data Signal |    |    |      |    |           |            |    |    |    |     |    |           |    |    |    |            |    |            |            |            |            |            |      |
|-----------------------|--------------------|-------------------|----|----|------|----|-----------|------------|----|----|----|-----|----|-----------|----|----|----|------------|----|------------|------------|------------|------------|------------|------|
|                       |                    | Red Data          |    |    |      |    |           | Green Data |    |    |    |     |    | Blue Data |    |    |    |            |    |            |            |            |            |            |      |
|                       |                    | <b>R</b> 7        | R6 | R5 | R4   | R3 | R2        | R1         | R0 | G7 | G6 | G5  | G4 | G3        | G2 | G1 | G0 | <b>B</b> 7 | B6 | <b>B</b> 5 | <b>B</b> 4 | <b>B</b> 3 | <b>B</b> 2 | <b>B</b> 1 | B0   |
| Basic Colors          | Black              | 0                 | 0  | 0  | 0    | 0  | 0         | 0          | 0  | 0  | 0  | 0   | 0  | 0         | 0  | 0  | 0  | 0          | 0  | 0          | 0          | 0          | 0          | 0          | 0    |
|                       | Blue               | 0                 | 0  | 0  | 0    | 0  | 0         | 0          | 0  | 0  | 0  | 0   | 0  | 0         | 0  | 0  | 0  | 1          | 1  | 1          | 1          | 1          | 1          | 1          | 1    |
|                       | Green              | 0                 | 0  | 0  | 0    | 0  | 0         | 0          | 0  | 1  | 1  | 1   | 1  | 1         | 1  | 1  | 1  | 0          | 0  | 0          | 0          | 0          | 0          | 0          | 0    |
|                       | Cyan               | 0                 | 0  | 0  | 0    | 0  | 0         | 0          | 0  | 1  | 1  | 1   | 1  | 1         | 1  | 1  | 1  | 1          | 1  | 1          | 1          | 1          | 1          | 1          | 1    |
|                       | Red                | 1                 | 1  | 1  | 1    | 1  | 1         | 1          | 1  | 0  | 0  | 0   | 0  | 0         | 0  | 0  | 0  | 0          | 0  | 0          | 0          | 0          | 0          | 0          | 0    |
|                       | Magenta            | 1                 | 1  | 1  | 1    | 1  | 1         | 1          | 1  | 0  | 0  | 0   | 0  | 0         | 0  | 0  | 0  | 1          | 1  | 1          | 1          | 1          | 1          | 1          | 1    |
|                       | 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    |
| Gray Scale<br>of Red  | Black              | 0                 | 0  | 0  | 0    | 0  | 0         | 0          | 0  | 0  | 0  | 0   | 0  | 0         | 0  | 0  | 0  | 0          | 0  | 0          | 0          | 0          | 0          | 0          | 0    |
|                       |                    | 0                 | 0  | 0  | 0    | 0  | 0         | 0          | 1  | 0  | 0  | 0   | 0  | 0         | 0  | 0  | 0  | 0          | 0  | 0          | 0          | 0          | 0          | 0          | 0    |
|                       | Darker             | 0                 | 0  | 0  | 0    | 0  | 0         | 1          | 0  | 0  | 0  | 0   | 0  | 0         | 0  | 0  | 0  | 0          | 0  | 0          | 0          | 0          | 0          | 0          | 0    |
|                       | $\Delta$           | 1                 |    |    |      |    |           | ↑ <b>`</b> |    |    |    |     |    |           |    |    |    |            |    |            |            |            |            |            |      |
|                       | $\bigtriangledown$ | 1                 |    |    | - 25 | Ļ  |           |            |    |    |    |     |    | L         |    |    |    |            |    |            |            | Ļ          |            |            | - 27 |
|                       | Brighter           | 1                 | 1  | 1  | 1    | 1  | 1         | 0          | 1  | 0  | 0  | 0   | 0  | 0         | 0  | 0  | 0  | 0          | 0  | 0          | 0          | 0          | 0          | 0          | 0    |
|                       | $\bigtriangledown$ | 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    |
| Gray Scale            | $\triangle$        | 0                 | 0  | 0  | 0    | 0  | 0         | 0          | 0  | 0  | 0  | 0   | 0  | 0         | 0  | 0  | 1  | 0          | 0  | 0          | 0          | 0          | 0          | 0          | 0    |
|                       | Darker             | 0                 | 0  | 0  | 0    | 0  | 0         | 0          | 0  | 0  | 0  | 0   | 0  | 0         | 0  | 1  | 0  | 0          | 0  | 0          | 0          | 0          | 0          | 0          | 0    |
| of Green              |                    |                   |    |    | 29   | 1  |           |            |    |    |    |     |    | 1         |    |    |    |            |    |            | 8          | Î          |            |            |      |
| of Green              | $\bigtriangledown$ |                   |    |    |      | Ļ  |           |            |    |    |    |     |    | L         |    |    |    | 1          |    |            |            | Ļ          |            |            |      |
| -                     | Brighter           | 0                 | 0  | 0  | 0    | 0  | 0         | 0          | 0  | 1  | 1  | 1   | 1  | 1         | 1  | 0  | 1  | 0          | 0  | 0          | 0          | 0          | 0          | 0          | 0    |
|                       | $\bigtriangledown$ | 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    |
| Gray Scale<br>of Blue | 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    |
|                       | $\triangle$        | 0                 | 0  | 0  | 0    | 0  | 0         | 0          | 0  | 0  | 0  | 0   | 0  | 0         | 0  | 0  | 0  | 0          | 0  | 0          | 0          | 0          | 0          | 0          | 1    |
|                       | Darker             | 0                 | 0  | 0  | 0    | 0  | 0         | 0          | 0  | 0  | 0  | 0   | 0  | 0         | 0  | 0  | 0  | 0          | 0  | 0          | 0          | 0          | 0          | 1          | 0    |
|                       | $\triangle$        | 1                 |    |    |      |    |           | ↑          |    |    |    |     |    | <u>↑</u>  |    |    |    |            |    |            |            |            |            |            |      |
|                       | $\bigtriangledown$ | Ļ                 |    |    |      |    | ↓         |            |    |    |    |     | ↓  |           |    |    |    |            |    |            |            |            |            |            |      |
|                       | Brighter           | 0                 | 0  | 0  | 0    | 0  | 0         | 0          | 0  | 0  | 0  | 0   | 0  | 0         | 0  | 0  | 0  | 1          | 1  | 1          | 1          | 1          | 1          | 0          | 1    |
|                       | $\bigtriangledown$ | 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    |
| Gray Scale            | Black              | 0                 | 0  | 0  | 0    | 0  | 0         | 0          | 0  | 0  | 0  | 0   | 0  | 0         | 0  | 0  | 0  | 0          | 0  | 0          | 0          | 0          | 0          | 0          | 0    |
|                       | $\triangle$        | 0                 | 0  | 0  | 0    | 0  | 0         | 0          | 1  | 0  | 0  | 0   | 0  | 0         | 0  | 0  | 1  | 0          | 0  | 0          | 0          | 0          | 0          | 0          | 1    |
|                       | Darker             | 0                 | 0  | 0  | 0    | 0  | 0         | 1          | 0  | 0  | 0  | 0   | 0  | 0         | 0  | 1  | 0  | 0          | 0  | 0          | 0          | 0          | 0          | 1          | 0    |
| of White              | $\triangle$        | 1                 |    |    | 16   | 1  | 1. Second |            |    |    |    | o 2 | 1  | 1         |    |    |    |            |    |            |            | î 👔        |            |            |      |
| or white              | $\bigtriangledown$ | J                 |    |    | 23   | 1  |           |            |    |    |    |     |    | L         |    |    |    |            |    |            | - 3        | Ļ          |            |            | - 22 |
| -                     | Brighter           | 1                 | 1  | 1  | 1    | 1  | 1         | 0          | 1  | 1  | 1  | 1   | 1  | 1         | 1  | 0  | 1  | 1          | 1  | 1          | 1          | 1          | 1          | 0          | 1    |
|                       | $\bigtriangledown$ | 1                 | 1  | 1  | 1    | 1  | 1         | 1          | 0  | 1  | 1  | 1   | 1  | 1         | 1  | 1  | 0  | 1          | 1  | 1          | 1          | 1          | 1          | 1          | 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    |

< Table 7. Input Signal and Display Color Table >

10.4 Power Sequence

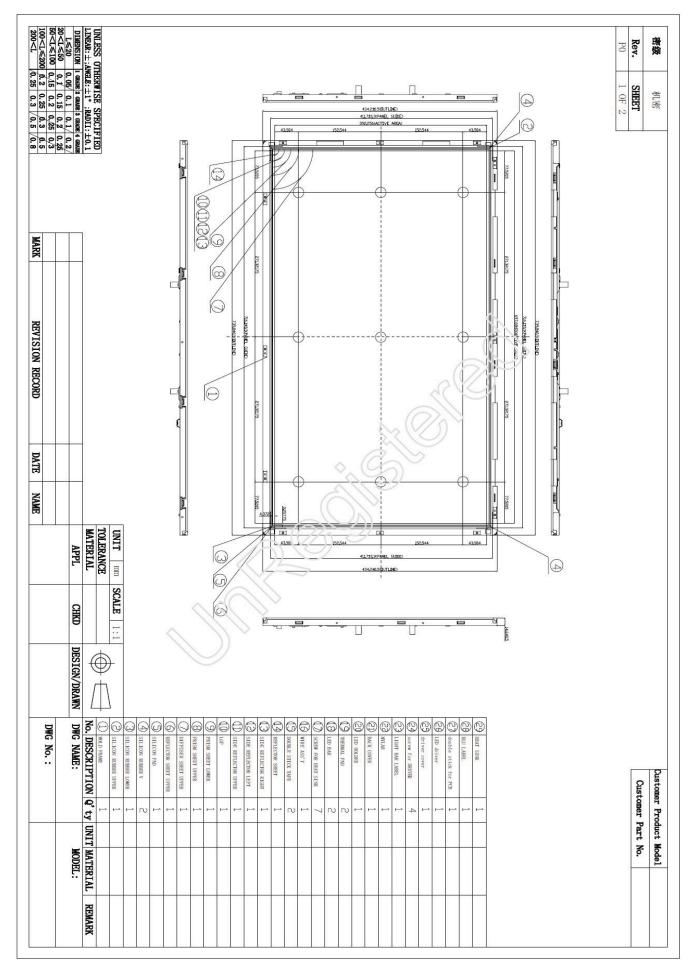
| Parameter  |     | Unite      |            |       |
|------------|-----|------------|------------|-------|
| Parameter  | Min | Тур        | Max        | Units |
| T1         | 0.5 | <u>-</u> 1 | 20         | ms    |
| T2         | 0   | -          | 50         | ms    |
| T3         | 200 | -          | <b>_</b> 0 | ms    |
| <b>T</b> 4 | 200 |            | -          | ms    |
| <b>T</b> 5 | 0   | -          | 50         | ms    |
| T6         | 1   | -          | -          | s     |

< Table 8. Sequence Table >

Notes: 1. Even though T1 is over the specified value, there is no problem if I2T spec of fuse is satisfied. 2. Back Light must be turn on after power for logic and interface signal are valid.

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11. 外观尺寸



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7.3 7  $\oslash$ 

12.包装方式

