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# Datasheet

## Tianma

**NLB150XG01L-01**

15" TFT Display

NL-01-001

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# TFT COLOR LCD MODULE

## NLB150XG01L-01

**38cm (15.0 Type)**

**XGA**

**LVDS interface (1 port)**

### DATA SHEET

DOD-PP-2718 (8th edition)



**This DATA SHEET is updated document from  
DOD-PP-1888(7).**

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

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

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Examples: Aerospace system (except seat entertainment monitor), nuclear control system, life support system, etc.

The quality grade of this product is the "**Standard**" unless otherwise specified in this document.

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## 1. OUTLINE

### 1.1 STRUCTURE AND PRINCIPLE

Color LCD module NLB150XG01L-01 is composed of the amorphous silicon thin film transistor liquid crystal display (a-Si TFT LCD) panel structure with driver LSIs for driving the TFT (Thin Film Transistor) array and a backlight.

The a-Si TFT LCD panel structure is injected liquid crystal material into a narrow gap between the TFT array glass substrate and a color-filter glass substrate.

Color (Red, Green, Blue) data signals from a host system (e.g. signal generator, etc.) are modulated into best form for active matrix system by a signal processing board, and sent to the driver LSIs which drive the individual TFT arrays.

The TFT array as an electro-optical switch regulates the amount of transmitted light from the backlight assembly, when it is controlled by data signals. Color images are created by regulating the amount of transmitted light through the TFT array of red, green and blue dots.

### 1.2 APPLICATION

- For industrial use

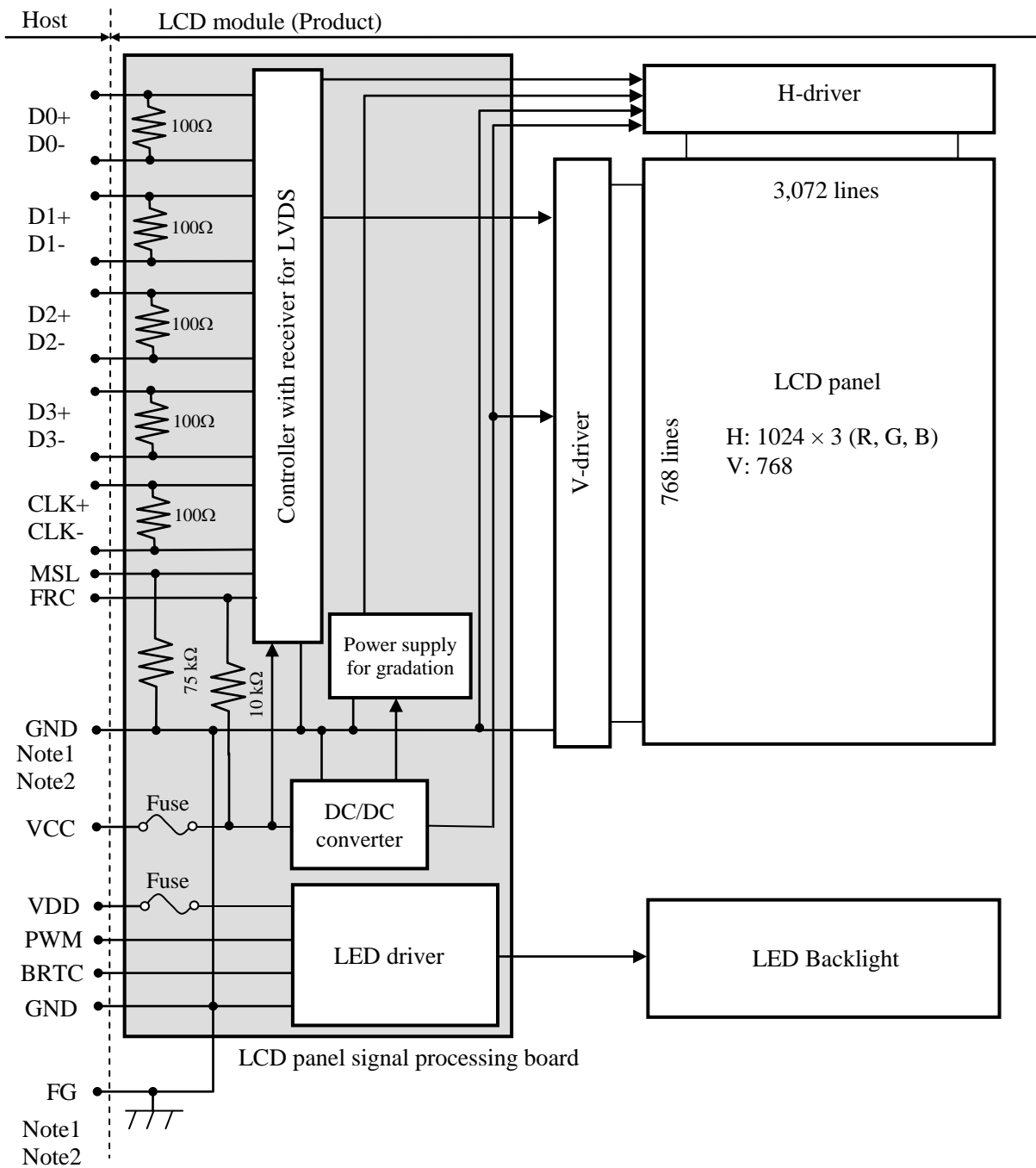
### 1.3 FEATURES

- Wide viewing angle
- High luminance
- High contrast
- Fast response time
- LVDS interface
- Selectable LVDS input map
- Selectable 8-bit or 6-bit digital signals for data of RGB
- Small foot print
- LED backlight
- Built in LED driver
- Replaceable lamp for backlight
- Acquisition product for UL60950-1/CSA C22.2 No.60950-1-03 (File number: E170632)
- Compliant with the European RoHS directive (2011/65/EU)

**2. GENERAL SPECIFICATIONS**

<b>Display area</b>	304.128 (H) × 228.096 (V) mm
<b>Diagonal size of display</b>	38cm (15.0 inches)
<b>Drive system</b>	a-Si TFT active matrix
<b>Display color</b>	16,777,216 colors (At 8-bit input, FRC terminal= Low) 262,144 colors (At 6-bit input, FRC terminal= High or Open)
<b>Pixel</b>	1,024 (H) × 768 (V) pixels
<b>Pixel arrangement</b>	RGB (Red dot, Green dot, Blue dot) vertical stripe
<b>Dot pitch</b>	0.099 (H) × 0.297 (V) mm
<b>Pixel pitch</b>	0.297 (H) × 0.297 (V) mm
<b>Module size</b>	326.5 (W) × 253.5 (H) × 11.8 (D) mm (typ.)
<b>Weight</b>	1,000g (typ.)
<b>Contrast ratio</b>	600:1 (typ.)
<b>Viewing angle</b>	At the contrast ratio $\geq 10:1$ <ul style="list-style-type: none"> <li>• Horizontal: Right side 80° (typ.), Left side 80° (typ.)</li> <li>• Vertical: Up side 80° (typ.), Down side 80° (typ.)</li> </ul>
<b>Designed viewing direction</b>	<ul style="list-style-type: none"> <li>• Viewing direction without image reversal: Up side (12 o'clock)</li> <li>• Viewing direction with contrast peak: Down side (6 o'clock)</li> <li>• Viewing angle with optimum grayscale (<math>\gamma=2.2</math>): Normal axis (perpendicular)</li> </ul>
<b>Polarizer surface</b>	Antiglare
<b>Polarizer pencil-hardness</b>	3H (min.) [by JIS K5600]
<b>Color gamut</b>	At LCD panel center 60% (typ.) [against NTSC color space]
<b>Response time</b>	$T_{on}+T_{off}$ (10% $\leftrightarrow$ 90%) 8ms (typ.)
<b>Luminance</b>	At the maximum luminance control 400cd/m <sup>2</sup> (typ.)
<b>Signal system</b>	LVDS interface (1 port)
<b>Power supply voltage</b>	LCD panel signal processing board: 3.3V LED driver: 12.0V
<b>Backlight</b>	LED backlight built in LED driver <div style="border-left: 1px solid black; border-right: 1px solid black; padding: 0 10px; margin-top: 5px;">           Replaceable part  <ul style="list-style-type: none"> <li>• Lamp holder set: 150LHS201</li> </ul> </div>
<b>Power consumption</b>	At the maximum luminance control, Checkered flag pattern 7.1W (typ.)

**3. BLOCK DIAGRAM**



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

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



**4. DETAILED SPECIFICATIONS**
**4.1 MECHANICAL SPECIFICATIONS**

Parameter	Specification	Unit
Module size	326.5 ± 0.5 (W) × 253.5 ± 0.5 (H) × 11.8 ± 0.3 (D) Note1	mm
Display area	304.128 (H) × 228.096 (V) Note1	mm
Weight	1,000 (typ.), 1,050 (max.)	g

Note1: See "8. OUTLINE DRAWINGS".

**4.2 ABSOLUTE MAXIMUM RATINGS**

Parameter		Symbol	Rating	Unit	Remarks
Power supply voltage	LCD panel signal processing board	VCC	-0.3 to +4.0	V	Ta= 25°C
	LED driver	VDD	-0.3 to +33.0		
Input voltage for signals	Display signals Note1	VD	-0.3 to +1.98	V	
	Function signals Note2	VF	-0.3 to +4.0	V	
	Function signal for LED driver	PWM	-0.3 to +5.5	V	
		BRTC	-0.3 to +5.5	V	
Storage temperature		Tst	-30 to +80	°C	
Operating temperature	Front surface	TopF	-20 to +70	°C	Note3
	Rear surface	TopR	-20 to +70	°C	Note4
Relative humidity Note5		RH	≤ 90	%	Ta ≤ 40°C
			≤ 80	%	40°C < Ta ≤ 50°C
Absolute humidity Note5		AH	≤ 66 Note6	g/m <sup>3</sup>	Ta > 50°C

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

Note2: MSL, FRC

Note3: Measured at LCD panel surface (including self-heat)

Note4: Measured at LCD module's rear shield surface (including self-heat)

Note5: No condensation

Note6: Water amount at Ta= 50°C and RH= 80%

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**4.3 ELECTRICAL CHARACTERISTICS**
**4.3.1 LCD panel signal processing board**

(Ta= 25°C, Note1)

Parameter	Symbol	min.	typ.	max.	Unit	Remarks	
Power supply voltage	VCC	3.0	3.3	3.6	V	-	
Power supply current	ICC	-	400 Note2	780 Note3	mA	at VCC= 3.3V	
Permissible ripple voltage	VRP	-	-	300	mVp-p	for VCC	
Differential input threshold voltage	High	VTH	-	-	+100	mV	at VCM= 1.25V Note4
	Low	VTL	-100	-	-	mV	
Terminating resistance	RT	-	100	-	Ω	-	
Input voltage for MSL signals	High	VFH1	1.65	-	VCC	V	-
	Low	VFL1	0	-	0.40	V	
Input voltage for FRC signals	High	VFH2	1.65	-	VCC	V	-
	Low	VFL2	0	-	0.40	V	
Input current for MSL signals	High	IFH1	-	-	10	μA	-
	Low	IFL1	-10	-	-	μA	
Input current for FRC signals	High	IFH2	-	-	10	μA	-
	Low	IFL2	10	-	-	μA	

Note1: When designing of the power supply, take the measures for the prevention of surge voltage.

Note2: Checkered flag pattern [by IEC61747-6]

Note3: Pattern for maximum current

Note4: Common mode voltage for LVDS receiver

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**4.3.2 LED driver**

(Ta= 25°C, Note1)



Parameter	Symbol	min.	typ.	max.	Unit	Remarks	
Power supply voltage	VDD	10.8	12.0	12.6	V	-	
Power supply current	IDD	-	480	650 Note2	mA	At the maximum luminance control	
Permissible ripple voltage	VRPD	-	-	200	mVp-p	for VDD Note3	
Input voltage for PWM signal	High	VDFH1	1.2	-	5.5	V	-
	Low	VDFL1	-	-	0.35	V	
Input voltage for BRTC signal	High	VDFH2	1.5	-	5.5	V	-
	Low	VDFL2	0	-	0.8	V	
PWM frequency	f <sub>PWM</sub>	200	-	20k	Hz	Note4, Note5	
PWM duty ratio	DR <sub>PWM</sub>	1	-	100	%	Note6, Note7	
PWM pulse width	t <sub>PWH</sub>	5	-	-	μs		

Note1: When designing of the power supply, take the measures for the prevention of surge voltage.

Note2: This value excludes peak current such as overshoot current.

Note3: The power supply lines (VDD and GND) may have ripple voltage during luminance control of LED. There is the possibility that the ripple voltage produces acoustic noise and signal wave noise in audio circuit and so on. Put a capacitor between the power supply lines (VDD and GND) to reduce the noise if necessary.

Note4: A recommended f<sub>PWM</sub> value is as follows.

$$f_{PWM} = \frac{2n - 1}{4} \times fv$$

(n = integer, fv = frame frequency of LCD module)

Note5: Depending on the frequency used, some noise may appear on the screen, please conduct a thorough evaluation.

Note6: While the BRTC signal is high, do not set the t<sub>PWH</sub> (PWM pulse width) is less than 5μs. It may cause abnormal working of the backlight. In this case, turn the backlight off and then on again by BRTC signal.

Note7: Regardless of the PWM frequency, both PWM duty ratio and PWM pulse width must be always more than the minimum values.

**4.3.3 Power supply voltage ripple**

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

Power supply voltage	Ripple voltage (Measure at input terminal of power supply)	Note1	Unit
VCC	3.3V	≤ 300	mVp-p
VDD	12.0V	≤ 200	mVp-p

Note1: The permissible ripple voltage includes spike noise.

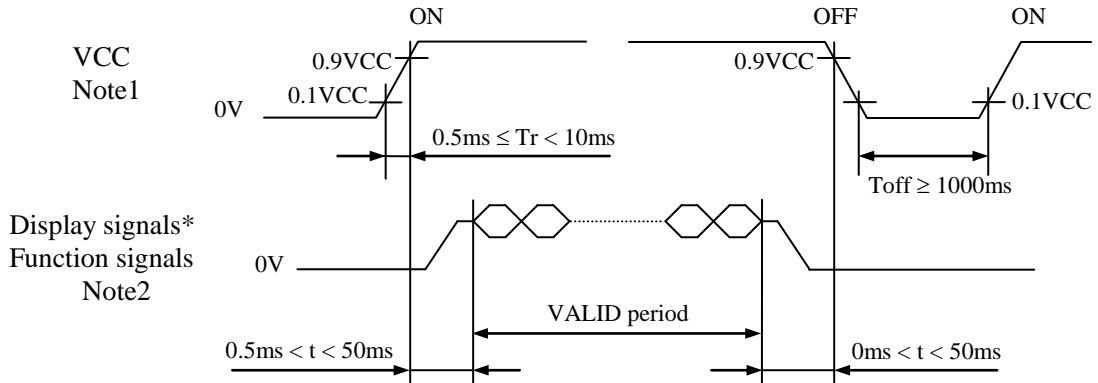
**4.3.4 Fuse**

Parameter	Fuse		Rating	Fusing current	Remarks
	Type	Supplier			
VCC	FCC16152AB	KAMAYA ELECTRIC Co., Ltd.	1.5A	3.0A	Note1
			36V		
VDD	FCC16202AB	KAMAYA ELECTRIC Co., Ltd.	2.0A	4.0A	
			36V		

Note1: The power supply's rated current must be more than the fusing current. If it is less than the fusing current, the fuse may not blow in a short time, and then nasty smell, smoke and so on may occur.

4.4 POWER SUPPLY VOLTAGE SEQUENCE

4.4.1 LCD panel signal processing board



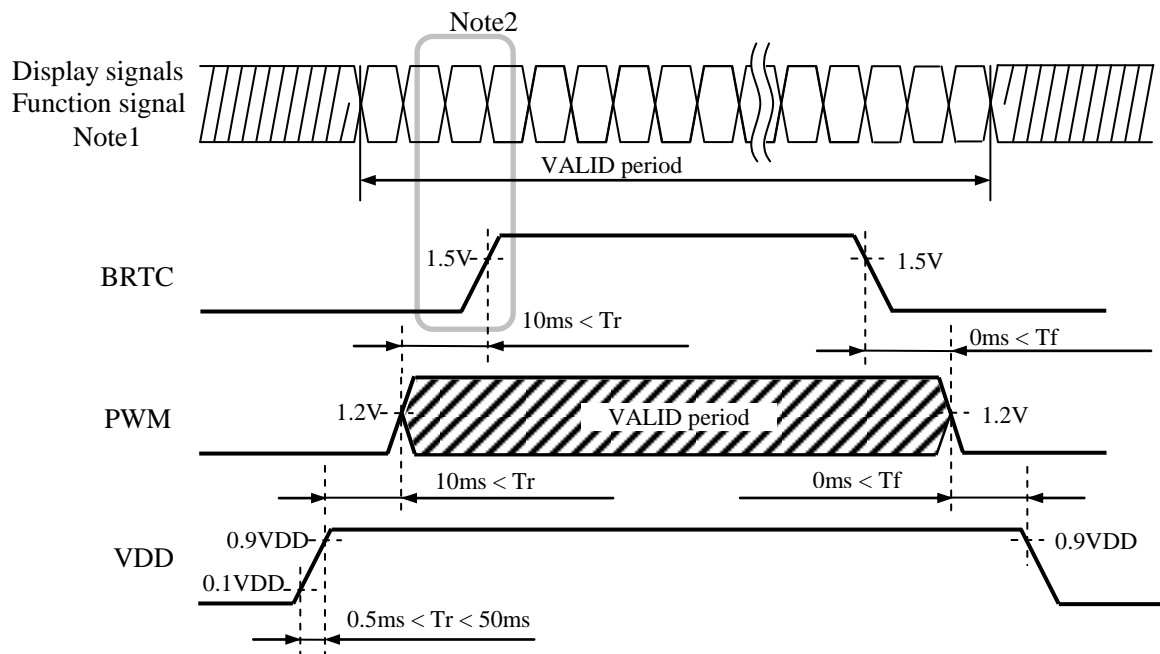
\* These signals should be measured at the terminal of 100Ω resistance.

Note1: If there is a voltage variation (voltage drop) at the rising edge of VCC below 3.0V, there is a possibility that a product does not work due to a protection circuit.

Note2: Display signals (D0+/-, D1+/-, D2+/-, D3+/- and CLK+/-) and function signals (MSL, FRC) must be set to Low or High-impedance, except the VALID period (See above sequence diagram), in order to avoid the circuitry damage.

If some of display and function signals of this product are cut while this product is working, even if the signal input to it once again, it might not work normally. If a customer stops the display and function signals, VCC also must be shut down.

4.4.2 LED driver



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

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

**4.5 CONNECTIONS AND FUNCTIONS FOR INTERFACE PINS**
**4.5.1 LCD panel signal processing board**

CN1 socket (LCD module side): 185083-20121 (P-TWO ELECTRIC TECHNOLOGY CO., LTD.)

Adaptable plug: DF14-20S-1.25C (Hirose Electric Co., Ltd. (HRS))

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

Note1: Twist pair wires with 100Ω (Characteristic impedance) should be used between LCD panel signal processing board and LVDS transmitter.

Note2: All GND and VCC terminals should be used without any non-connected lines.

Note3: See "**4.5.4 Connection between receiver and transmitter for LVDS**".

Note4: See "**4.6 DISPLAY COLORS AND INPUT DATA SIGNALS**".

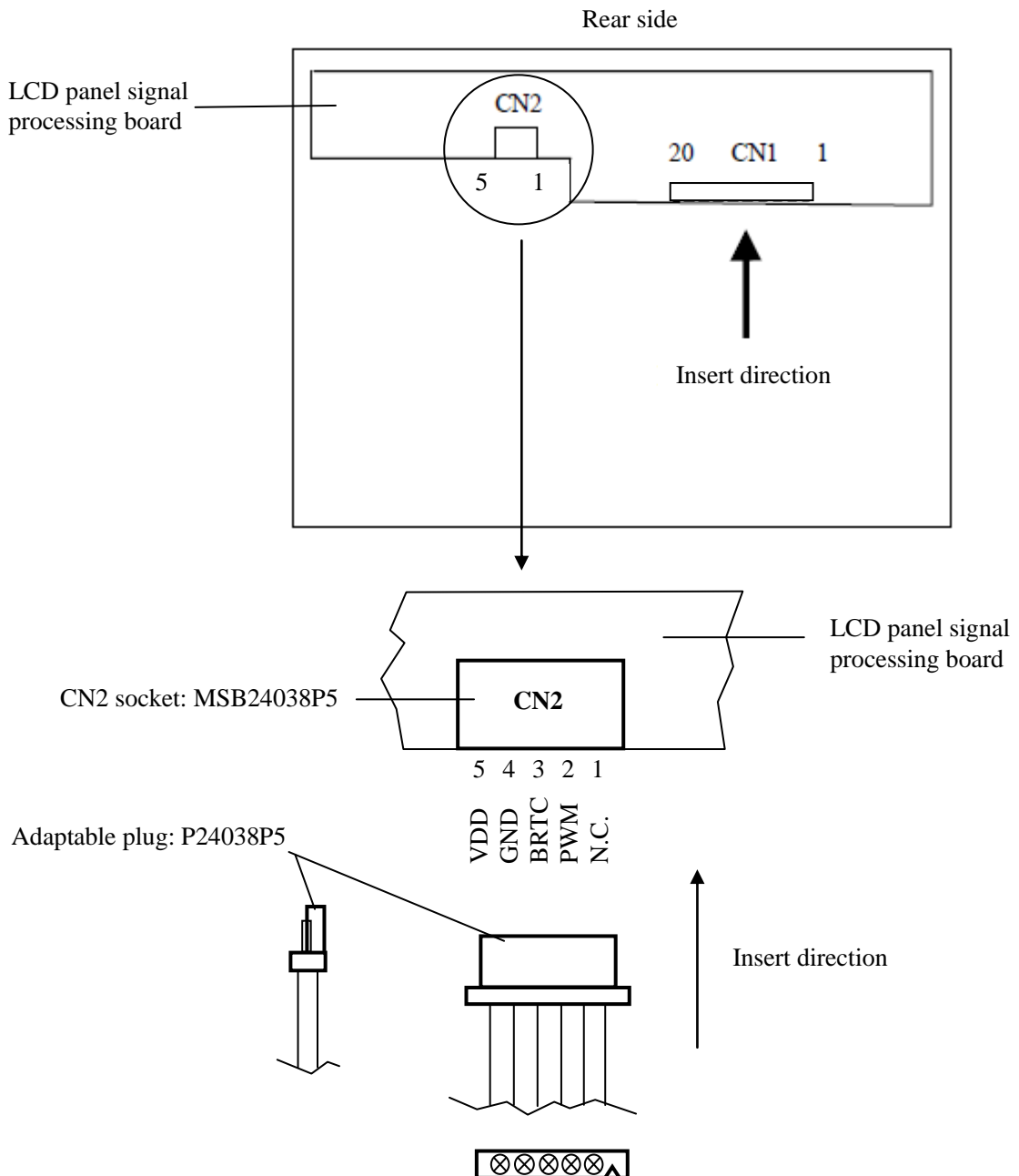
4.5.2 LED driver

CN2 socket (LCD module side): MSB24038P5 (STM)  
 Adaptable plug: P24038P5 (STM)

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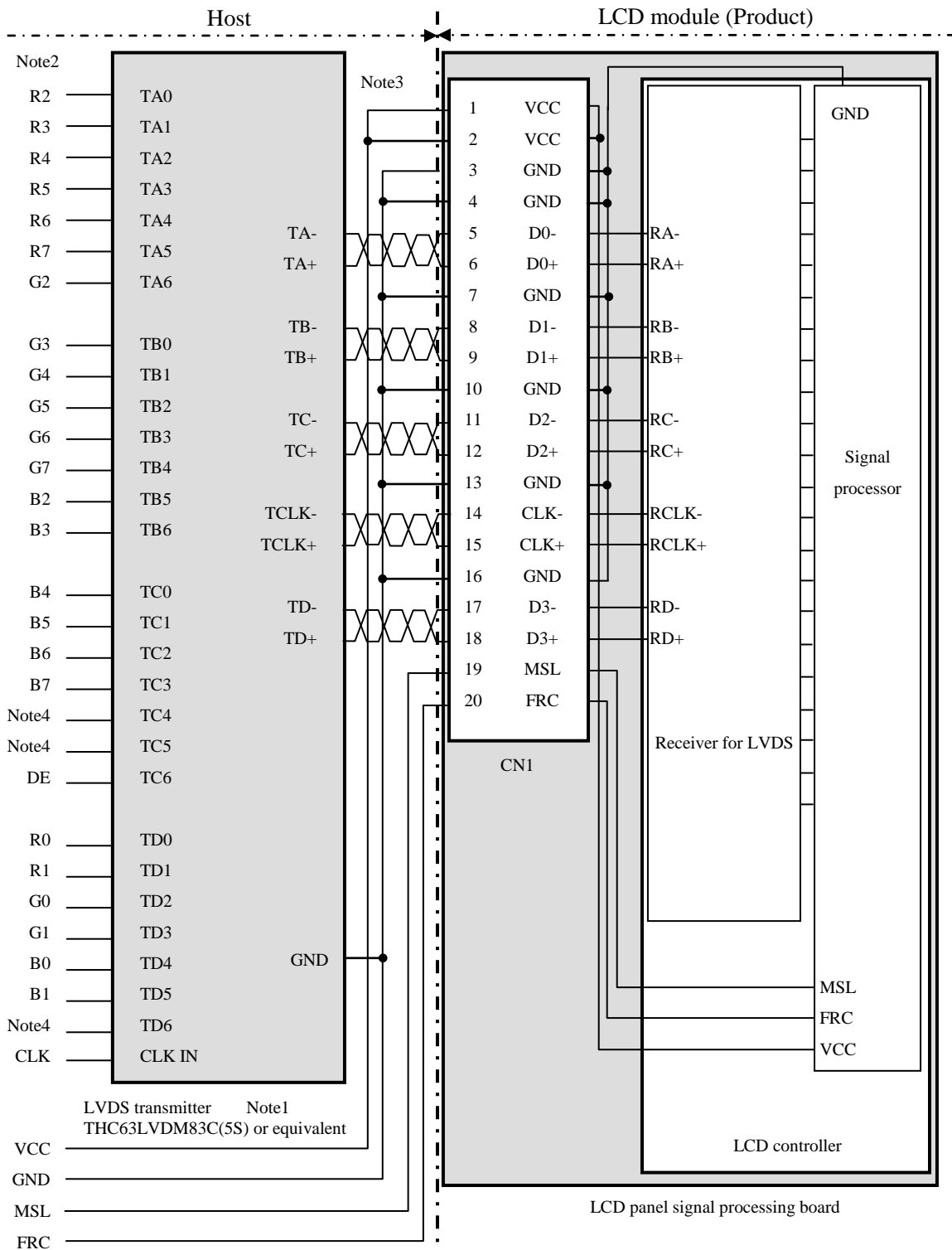
Pin No.	Symbol	Signal	Remarks
1	N. C.	Non connection	Keep this pin Open.
2	PWM	Luminance control	PWM Dimming
3	BRTC	Back light ON/OFF control	High: On / Low: Off
4	GND	Ground	-
5	VDD	Power supply	-

4.5.3 Positions of socket



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4.5.4 Connection between receiver and transmitter for LVDS  
 (1) Input data signal: 8-bit, MAP A (MSL: High, FRC: Low)



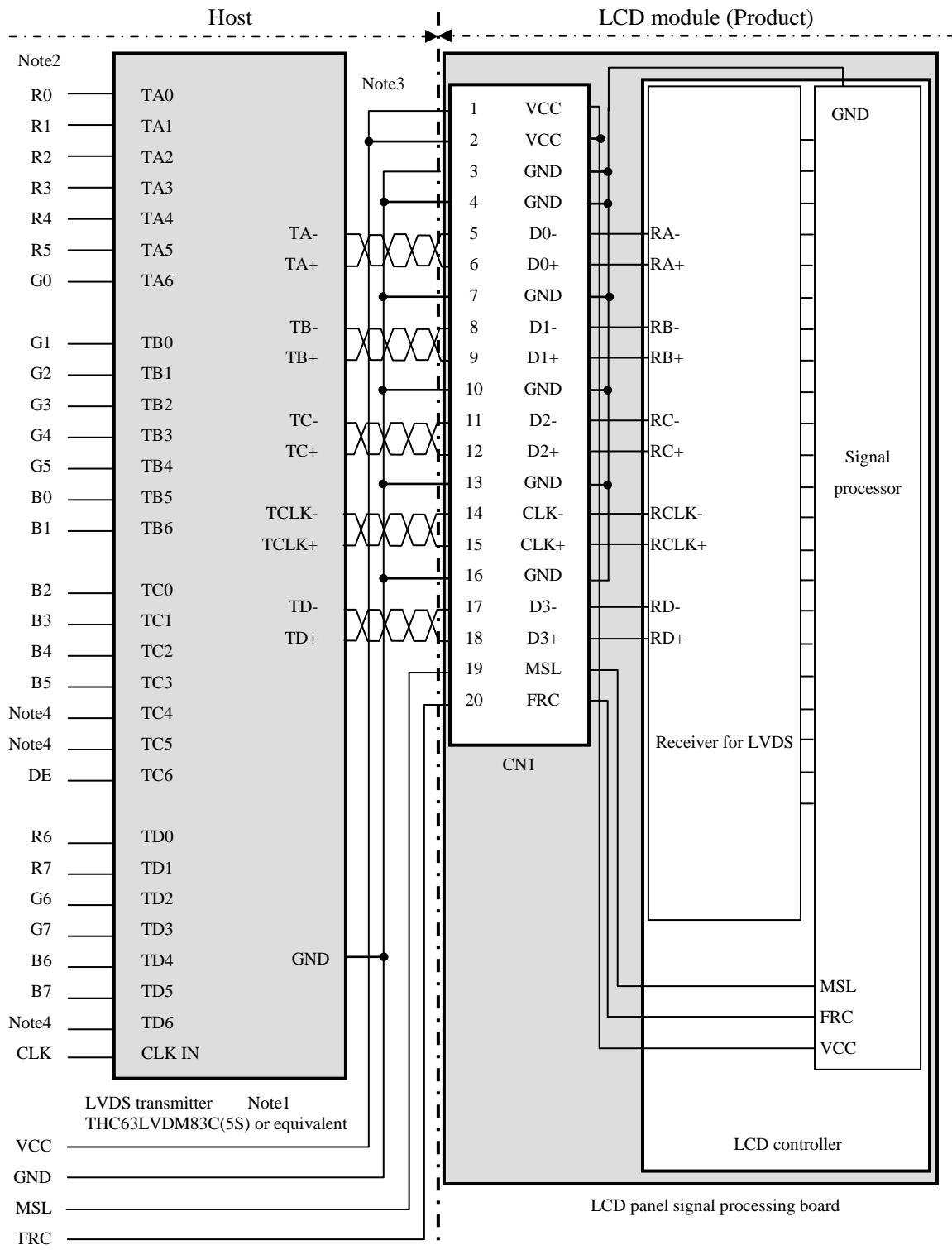
Note1: Recommended transmitter. THC63LVDM83C(5S) (THine Electronics Inc.) or equivalent ☆

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

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

Note4: Input signals to TC4, TC5 and TD6 are not used inside the product, but do not keep them open to avoid noise problem. ☆

(2) Input data signal: 8-bit, MAP B (MSL: Low or Open, FRC: Low)



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

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

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

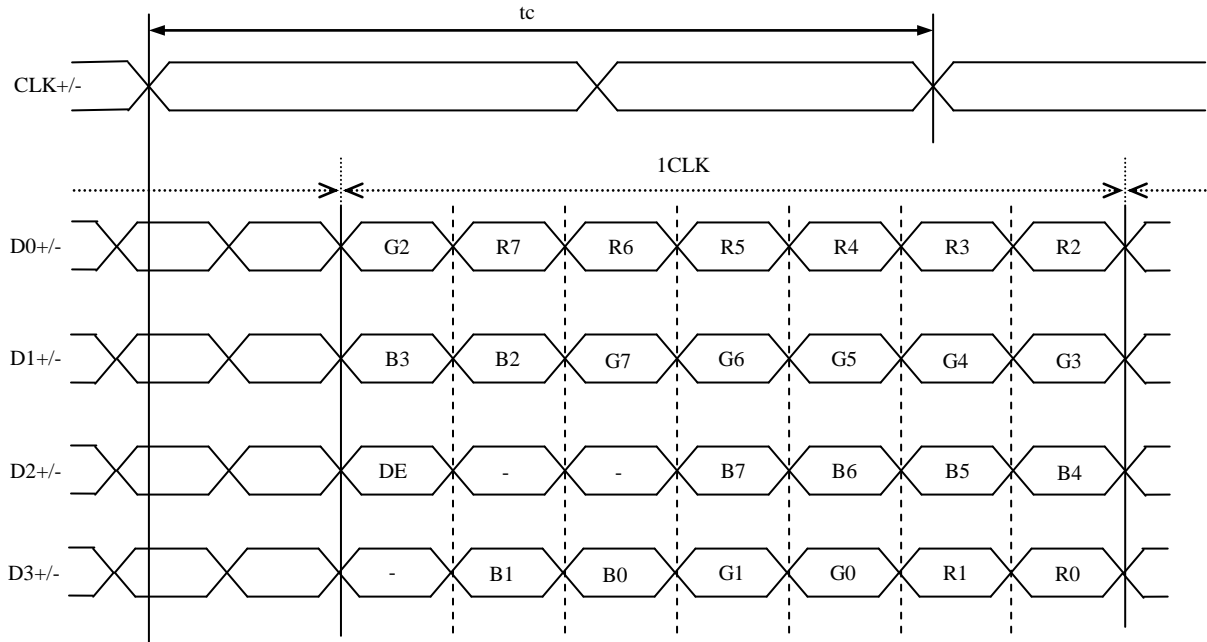
Note4: Input signals to TC4, TC5 and TD6 are not used inside the product, but do not keep them open to avoid noise problem. ☆



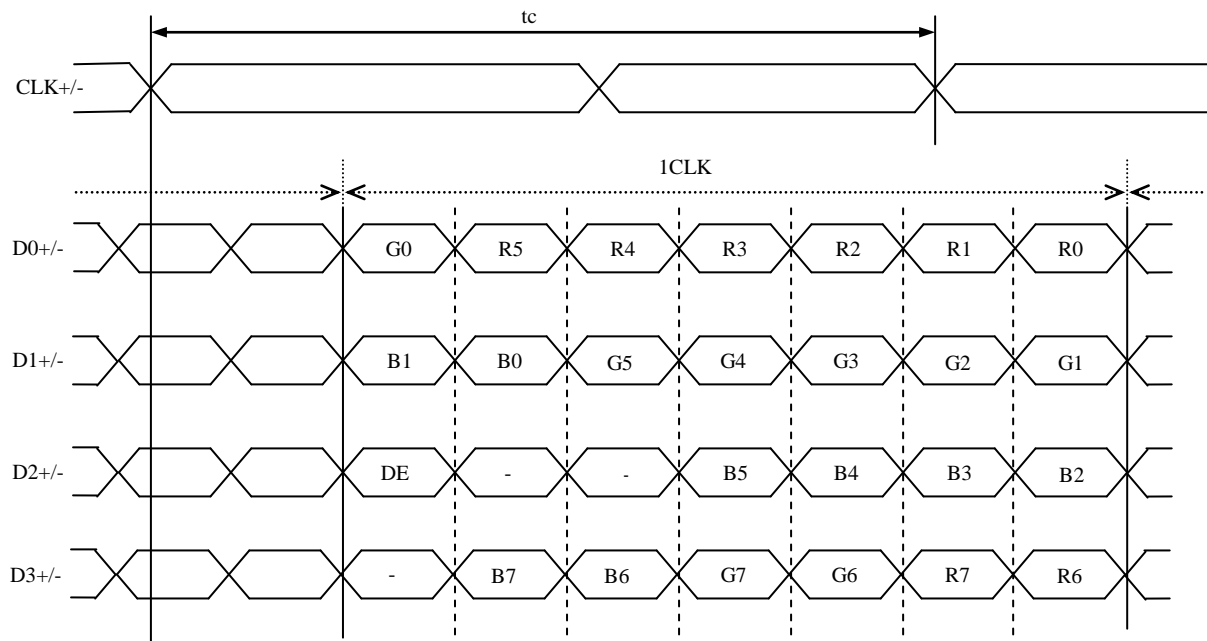


4.5.5 Input data mapping

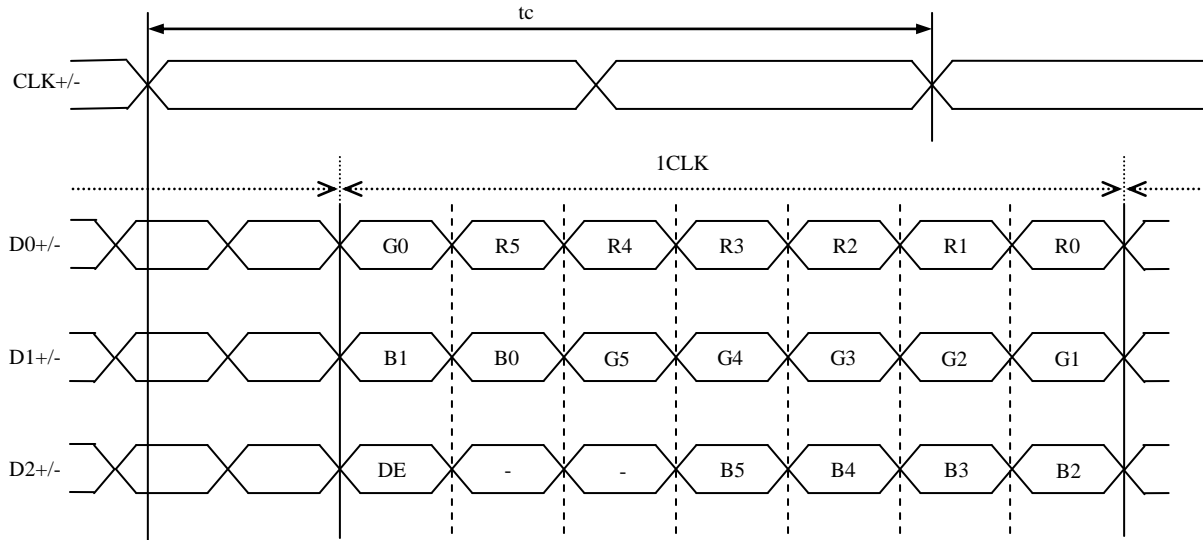
(1) Input data signal: 8-bit, MAP A



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



(3) Input data signal: 6-bit



#### 4.6 DISPLAY COLORS AND INPUT DATA SIGNALS

##### 4.6.1 Combinations of input data signals, FRC and MSL signal

This product can display equivalent of 16,777,216 colors and 262,144 colors by combination of input data signals, FRC and MSL signal. See the following table.

Combination	Input data signals	Input data mapping	CN1- Pin No.17 and 18	FRC terminal	MSL terminal	Display colors	Remarks
①	8-bit	MAP A	D3+/-	Low	High	16,777,216	Note1
②	8-bit	MAP B	D3+/-	Low	Low or Open	16,777,216	Note1
③	6-bit	-	GND	High or Open	High	262,144	Note2

Note1: See "4.6.2 16,777,216 colors".

Note2: See "4.6.3 262,144 colors".

4.6.2 16,777,216 colors

This product can display equivalent of 16,777,216 colors with 256 gray scales by combination ① or ②. (See "4.6.1 Combinations of input data signals, FRC and MSL signal".)

Also the relation between display colors and input data signals is as follows.

Display colors		Data signal (0: Low level, 1: High level)																							
		R7	R6	R5	R4	R3	R2	R1	R0	G7	G6	G5	G4	G3	G2	G1	G0	B7	B6	B5	B4	B3	B2	B1	B0
Basic Colors	Black	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
	Blue	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	1	1	1	1	1	1	1	1
	Red	1	1	1	1	1	1	1	1	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
	Magenta	1	1	1	1	1	1	1	1	0	0	0	0	0	0	0	0	1	1	1	1	1	1	1	1
	Green	0	0	0	0	0	0	0	0	1	1	1	1	1	1	1	1	0	0	0	0	0	0	0	0
	Cyan	0	0	0	0	0	0	0	0	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1
	Yellow	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	0	0	0	0	0	0	0	0
	White	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1
Red gray scale	Black	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
		0	0	0	0	0	0	0	1	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
	dark	0	0	0	0	0	0	1	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
	↑				:																				
	↓				:																				
	bright	1	1	1	1	1	1	0	1	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
Red	1	1	1	1	1	1	1	1	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	
Green gray scale	Black	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
		0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	1	0	0	0	0	0	0	0	0
	dark	0	0	0	0	0	0	0	0	0	0	0	0	0	0	1	0	0	0	0	0	0	0	0	0
	↑				:																				
	↓				:																				
	bright	0	0	0	0	0	0	0	0	1	1	1	1	1	1	0	1	0	0	0	0	0	0	0	0
Green	0	0	0	0	0	0	0	0	1	1	1	1	1	1	1	1	0	0	0	0	0	0	0	0	
Blue gray scale	Black	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
		0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	1
	dark	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	1	0
	↑				:																				
	↓				:																				
	bright	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	1	1	1	1	1	1	0	1
Blue	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	1	1	1	1	1	1	1	0	
	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	1	1	1	1	1	1	1	1	

4.6.3 262,144 colors

This product can display 262,144 colors with 64 gray scales by combination ③.

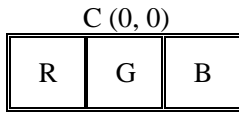
(See "4.6.1 Combinations of input data signals, FRC and MSL signal".)

Also the relation between display colors and input data signals is as follows.

Display colors		Data signal (0: Low level, 1: High level)																	
		R5	R4	R3	R2	R1	R0	G5	G4	G3	G2	G1	G0	B5	B4	B3	B2	B1	B0
Basic colors	Black	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
	Blue	0	0	0	0	0	0	0	0	0	0	0	0	1	1	1	1	1	1
	Red	1	1	1	1	1	1	0	0	0	0	0	0	0	0	0	0	0	0
	Magenta	1	1	1	1	1	1	0	0	0	0	0	0	1	1	1	1	1	1
	Green	0	0	0	0	0	0	1	1	1	1	1	1	0	0	0	0	0	0
	Cyan	0	0	0	0	0	0	1	1	1	1	1	1	1	1	1	1	1	1
	Yellow	1	1	1	1	1	1	1	1	1	1	1	1	0	0	0	0	0	0
	White	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1
Red gray scale	Black	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
	dark	0	0	0	0	0	1	0	0	0	0	0	0	0	0	0	0	0	0
	↑				:					:						:			
	↓				:					:						:			
	bright	1	1	1	1	0	1	0	0	0	0	0	0	0	0	0	0	0	0
Red	1	1	1	1	1	1	0	0	0	0	0	0	0	0	0	0	0	0	
Green gray scale	Black	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
	dark	0	0	0	0	0	0	0	0	0	0	1	0	0	0	0	0	0	0
	↑				:					:						:			
	↓				:					:						:			
	bright	0	0	0	0	0	0	1	1	1	1	0	1	0	0	0	0	0	0
Green	0	0	0	0	0	0	1	1	1	1	1	1	0	0	0	0	0	0	
Blue gray scale	Black	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
	dark	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	1
	↑				:					:						:			
	↓				:					:						:			
	bright	0	0	0	0	0	0	0	0	0	0	0	0	1	1	1	1	0	1
Blue	0	0	0	0	0	0	0	0	0	0	0	0	1	1	1	1	1	0	
Blue	0	0	0	0	0	0	0	0	0	0	0	0	1	1	1	1	1	1	

4.7 DISPLAY POSITIONS

The following table is the coordinates per pixel.



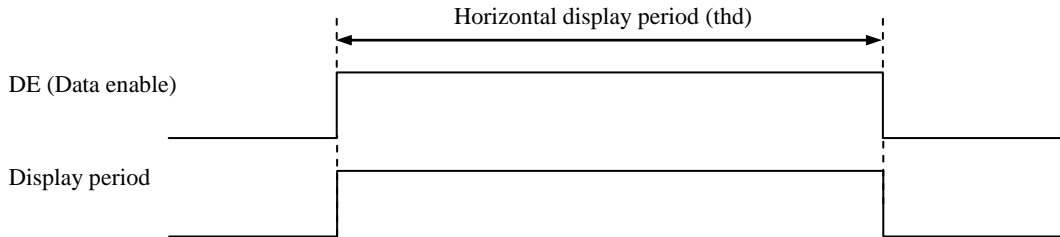
C( 0, 0)	C( 1, 0)	...	C( X, 0)	...	C(1022, 0)	C(1023, 0)
C( 0, 1)	C( 1, 1)	...	C( X, 1)	...	C(1022, 1)	C(1023, 1)
.	.	.	.	.	.	.
.	.	...	.	...	.	...
.	.	.	.	.	.	.
C( 0, Y)	C( 1, Y)	...	C( X, Y)	...	C(1022, Y)	C(1023, Y)
.	.	.	.	.	.	.
.	.	...	.	...	.	.
.	.	.	.	.	.	.
C( 0, 766)	C( 1, 766)	...	C( X, 766)	...	C(1022, 766)	C(1023, 766)
C( 0, 767)	C( 1, 767)	...	C( X, 767)	...	C(1022, 767)	C(1023, 767)

4.8 INPUT SIGNAL TIMINGS

4.8.1 Outline of input signal timings

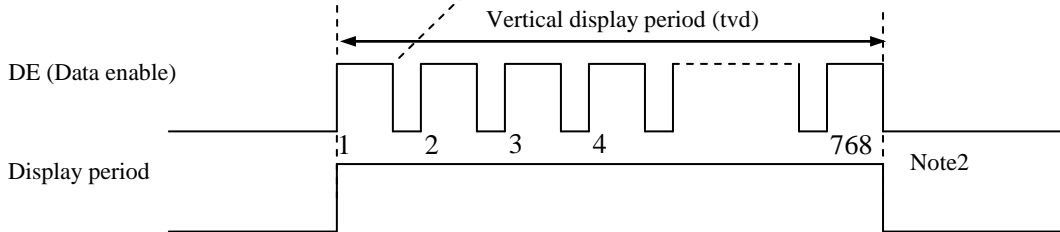
• Horizontal signal

Note1



• Vertical signal

Note1



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

Note2: See "4.8.3 Input signal timing chart" for the pulse number.

## 4.8.2 Timing characteristics

(Note1, Note2, Note3)

Parameter		Symbol	min.	typ.	max.	Unit	Remarks	
CLK	Frequency	1/tc	50.0	65.0	81.25	MHz	15.385ns (typ.)	
	Duty ratio	-	-			-	-	
	Rise time, Fall time	-				ns		
DATA	CLK-DATA	Setup time	-			ns	-	
		Hold time				ns		
	Rise time, Fall time	-				ns		
DE	Horizontal	Cycle	th	16.542	20.676	26.88	μs	48.363kHz (typ.)
		Display period	thd	1,100	1,344	1,800	CLK	
	Vertical (One frame)	Cycle	tv	13.34	16.666	20.0	ms	60.0Hz (typ.)
		Display period	tvd	780	806	1,334	H	
	CLK-DE	Setup time	-	-			ns	-
		Hold time	-				ns	
		Rise time, Fall time	-				ns	

Note1: Definition of parameters is as follows.

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

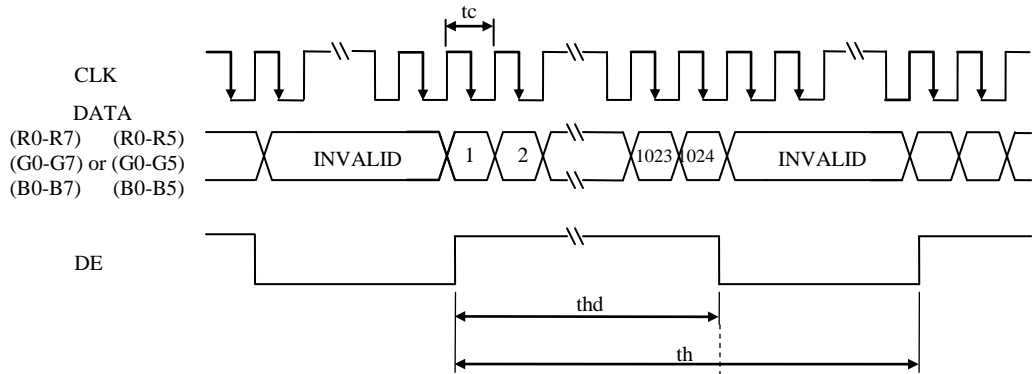
Note2: See the data sheet of LVDS transmitter.

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

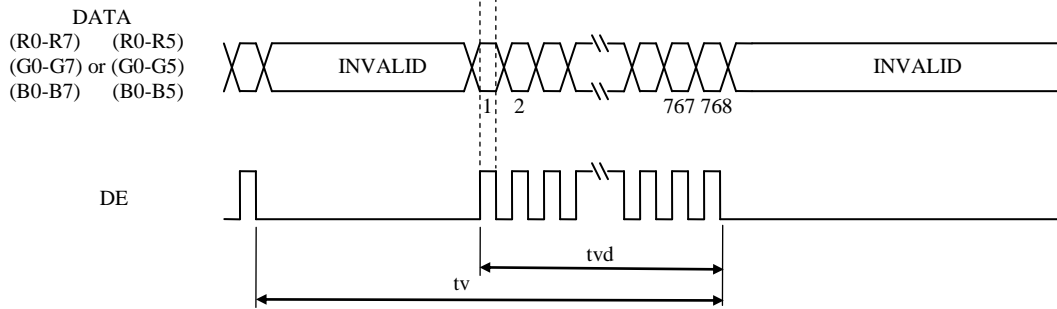


4.8.3 Input signal timing chart

Horizontal timing



Vertical timing



4.9 OPTICS

4.9.1 Optical characteristics

(Note1, Note2)

Parameter	Condition	Symbol	min.	typ.	max.	Unit	Measuring instrument	Remarks	
Luminance	White at center $\theta R=0^\circ, \theta L=0^\circ, \theta U=0^\circ, \theta D=0^\circ$	L	280	400	-	cd/m <sup>2</sup>	BM-5A	-	
Contrast ratio	White/Black at center $\theta R=0^\circ, \theta L=0^\circ, \theta U=0^\circ, \theta D=0^\circ$	CR	400	600	-	-	BM-5A	Note3	
Luminance uniformity	White $\theta R=0^\circ, \theta L=0^\circ, \theta U=0^\circ, \theta D=0^\circ$	LU	-	1.25	1.33	-	BM-5A	Note4	
Chromaticity	White	x coordinate	W <sub>x</sub>	0.263	0.313	0.363	-	SR-3	Note5
		y coordinate	W <sub>y</sub>	0.279	0.329	0.379	-		
	Red	x coordinate	R <sub>x</sub>	-	0.631	-	-		
		y coordinate	R <sub>y</sub>	-	0.357	-	-		
	Green	x coordinate	G <sub>x</sub>	-	0.344	-	-		
		y coordinate	G <sub>y</sub>	-	0.608	-	-		
Blue	x coordinate	B <sub>x</sub>	-	0.153	-	-			
	y coordinate	B <sub>y</sub>	-	0.089	-	-			
Color gamut	$\theta R=0^\circ, \theta L=0^\circ, \theta U=0^\circ, \theta D=0^\circ$ at center, against NTSC color space	C	55	60	-	%			
Response time	White to Black	T <sub>on</sub>	-	3	5	ms	BM-5A -10000	Note6	
	Black to White	T <sub>off</sub>	-	5	8	ms		Note7	
Viewing angle	Right	$\theta U=0^\circ, \theta D=0^\circ, CR \geq 10$	$\theta R$	70	80	-	EZ Contrast	Note8	
	Left	$\theta U=0^\circ, \theta D=0^\circ, CR \geq 10$	$\theta L$	70	80	-			
	Up	$\theta R=0^\circ, \theta L=0^\circ, CR \geq 10$	$\theta U$	70	80	-			
	Down	$\theta R=0^\circ, \theta L=0^\circ, CR \geq 10$	$\theta D$	70	80	-			

Note1: These are initial characteristics.

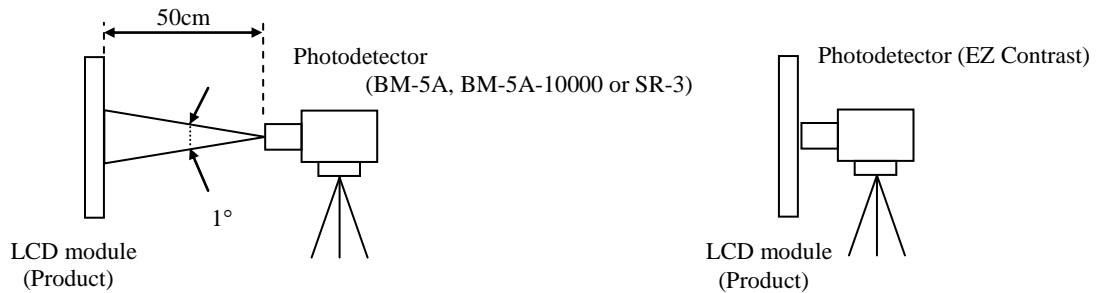
Note2: Measurement conditions are as follows.

T<sub>a</sub>= 25°C, VCC= 3.3V, VDD= 12.0V, PWM duty ratio: 100%,

Display mode: XGA, Horizontal cycle= 1/48.363kHz, Vertical cycle= 1/60.0Hz,

FRC=Low (8-bit mode)

Optical characteristics are measured at luminance saturation 20minutes after the product works in the dark room. Also measurement methods are as follows.



Note3: See "4.9.2 Definition of contrast ratio".

Note4: See "4.9.3 Definition of luminance uniformity".

Note5: These coordinates are found on CIE 1931 chromaticity diagram.

Note6: Product surface temperature: TopF= 29°C

Note7: See "4.9.4 Definition of response times".

Note8: See "4.9.5 Definition of viewing angles".

4.9.2 Definition of contrast ratio

The contrast ratio is calculated by using the following formula.

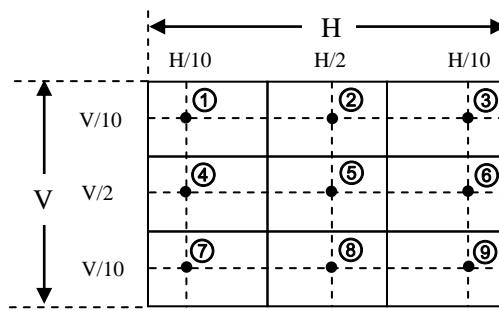
$$\text{Contrast ratio (CR)} = \frac{\text{Luminance of white screen}}{\text{Luminance of black screen}}$$

4.9.3 Definition of luminance uniformity

The luminance uniformity is calculated by using following formula.

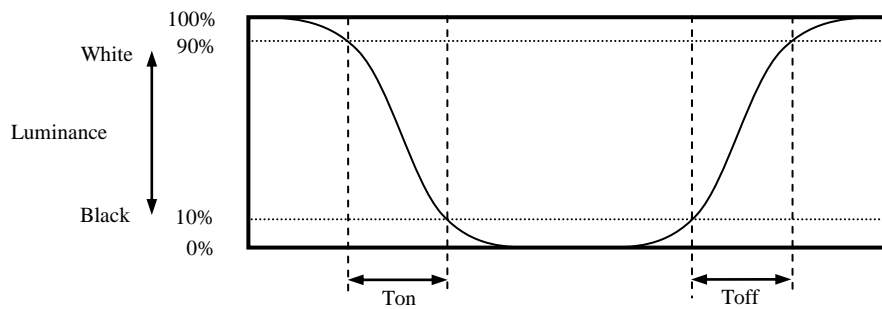
$$\text{Luminance uniformity (LU)} = \frac{\text{Maximum luminance from } \textcircled{1} \text{ to } \textcircled{9}}{\text{Minimum luminance from } \textcircled{1} \text{ to } \textcircled{9}}$$

The luminance is measured at near the 9 points shown below.

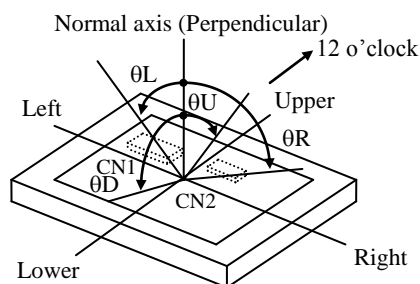


4.9.4 Definition of response times

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



4.9.5 Definition of viewing angles



**5. ESTIMATED LUMINANCE LIFETIME**

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

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

Condition		Estimated luminance lifetime (Life time expectancy) Note1, Note2, Note3	Unit
LED elementary substance	25°C (Ambient temperature of the product) Continuous operation, PWM duty ratio: 100%	50,000	h

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

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

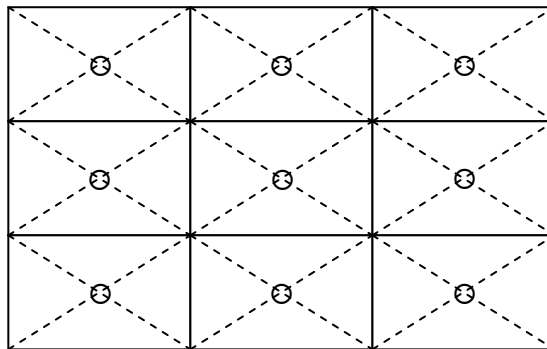
Note3: By ambient temperature, the lifetime changes particularly. Especially, in case the product works under high temperature environment, the lifetime becomes short.

**6. RELIABILITY TESTS**

Test item	Condition	Judgment	Note1	
High temperature and humidity (Operation)	① 50 ± 2°C, RH= 80%, 300hours ② Display data is black.	No display malfunctions		
High temperature (Operation)	① 70 ± 3°C, 300hours ② Display data is black.			
Thermal shock (Non operation)	① -20 ± 3°C...30minutes 60 ± 3°C...30minutes ② 100cycles, 1hour/cycle ③ Temperature transition time is within 5 minutes.			
ESD (Operation)	Contact Discharge ① 150pF, 330Ω, ±8kV ② 9 places on a panel surface Note2 ③ 25 times each place at 1 sec interval  Air Discharge ① 150pF, 330Ω, ±15kV ② 9 places on a panel surface Note2 ③ 25 times each place at 1 sec interval			
Vibration (Non operation)	① 5 to 100Hz, 11.76m/s <sup>2</sup> ② 1 minute/cycle ③ X, Y, Z directions ④ 50 times each direction			No display malfunctions No physical damages
Mechanical shock (Non operation)	① 294m/s <sup>2</sup> , 11ms ② ±X, ±Y, ±Z directions ③ 3 times each direction			

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

Note2: See the following figure for discharge points.



## 7. PRECAUTIONS

### 7.1 MEANING OF CAUTION SIGNS

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



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



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

### 7.2 CAUTIONS



**\* Do not shock and press the LCD panel and the backlight! There is a danger of breaking, because they are made of glass. (Shock: Equal to or no greater than  $294\text{m/s}^2$  and equal to or no greater than 11ms, Pressure: Equal to or no greater than 19.6 N ( $\phi 16\text{mm}$  jig))**

### 7.3 ATTENTIONS



#### 7.3.1 Handling of the product

- ① Take hold of both ends without touching the circuit board when the product (LCD module) is picked up from inner packing box to avoid broken down or misadjustment, because of stress to mounting parts on the circuit board.
- ② When the product is put on the table temporarily, display surface must be placed downward.
- ③ When handling the product, take the measures of electrostatic discharge with such as earth band, ionic shower and so on, because the product may be damaged by electrostatic.
- ④ The torque for product mounting screws must never exceed  $0.392\text{N}\cdot\text{m}$ . Higher torque might result in distortion of the bezel. And the length of product mounting screws must be  $\leq 4.5\text{mm}$ .
- ⑤ The product must be installed using mounting holes without undue stress such as bends or twist (See outline drawings). And do not add undue stress to any portion (such as bezel flat area). Bends or twist described above and undue stress to any portion may cause display mura.
- ⑥ Do not press or rub on the sensitive product surface. When cleaning the panel surface, wipe it with a soft dry cloth.
- ⑦ Do not push or pull the interface connectors while the product is working.
- ⑧ When handling the product, use of an original protection sheet on the product surface (polarizer) is recommended for protection of product surface. Adhesive type protection sheet may change color or characteristics of the polarizer.
- ⑨ Usually liquid crystals don't leak through the breakage of glasses because of the surface tension of thin layer and the construction of LCD panel. But, if you contact with liquid crystal by any chance, please wash it away with soap and water.

7.3.2 Environment

- ① Do not operate or store in high temperature, high humidity, dewdrop atmosphere or corrosive gases. Keep the product in packing box with antistatic pouch in room temperature to avoid dusts and sunlight, when storing the product.
- ② In order to prevent dew condensation occurred by temperature difference, the product packing box must be opened after enough time being left under the environment of an unpacking room. Evaluate the storage time sufficiently because dew condensation is affected by the environmental temperature and humidity. (Recommended leaving time: 6 hours or more with the original packing state after a customer receives the package)
- ③ Do not operate in high magnetic field. If not, circuit boards may be broken.
- ④ This product is not designed as radiation hardened.

7.3.3 Characteristics

**The following items are neither defects nor failures.**

- ① Characteristics of the LCD (such as response time, luminance, color uniformity and so on) may be changed depending on ambient temperature. If the product is stored under condition of low temperature for a long time, it may cause display mura. In this case, the product should be operated after enough time being left under condition of operating temperature.
- ② Display mura, flickering, vertical streams or tiny spots may be observed depending on display patterns.
- ③ Do not display the fixed pattern for a long time because it may cause image sticking. Use a screen saver, if the fixed pattern is displayed on the screen.
- ④ The display color may be changed depending on viewing angle because of the use of condenser sheet in the backlight.
- ⑤ Optical characteristics may be changed depending on input signal timings.

7.3.4 Others

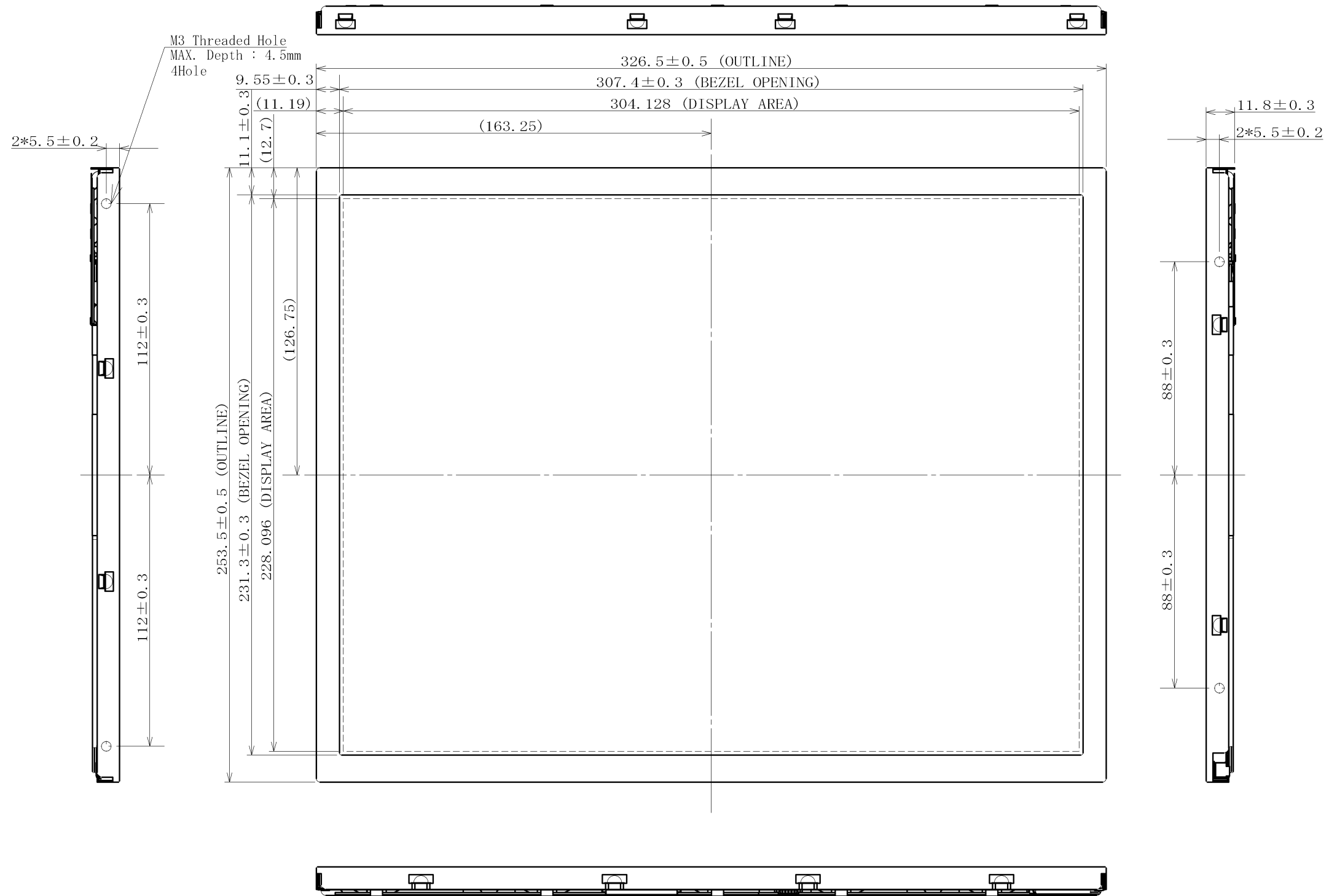
- ① All GND, VCC and VDD terminals should be used without any non-connected lines.
- ② Do not disassemble a product or adjust variable resistors.
- ③ See "REPLACEMENT MANUAL FOR LAMP HOLDER SET", when replacing lamp holder set.
- ④ Pack the product with the original shipping package, in order to avoid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

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

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

8. OUTLINE DRAWINGS

8.1 FRONT VIEW



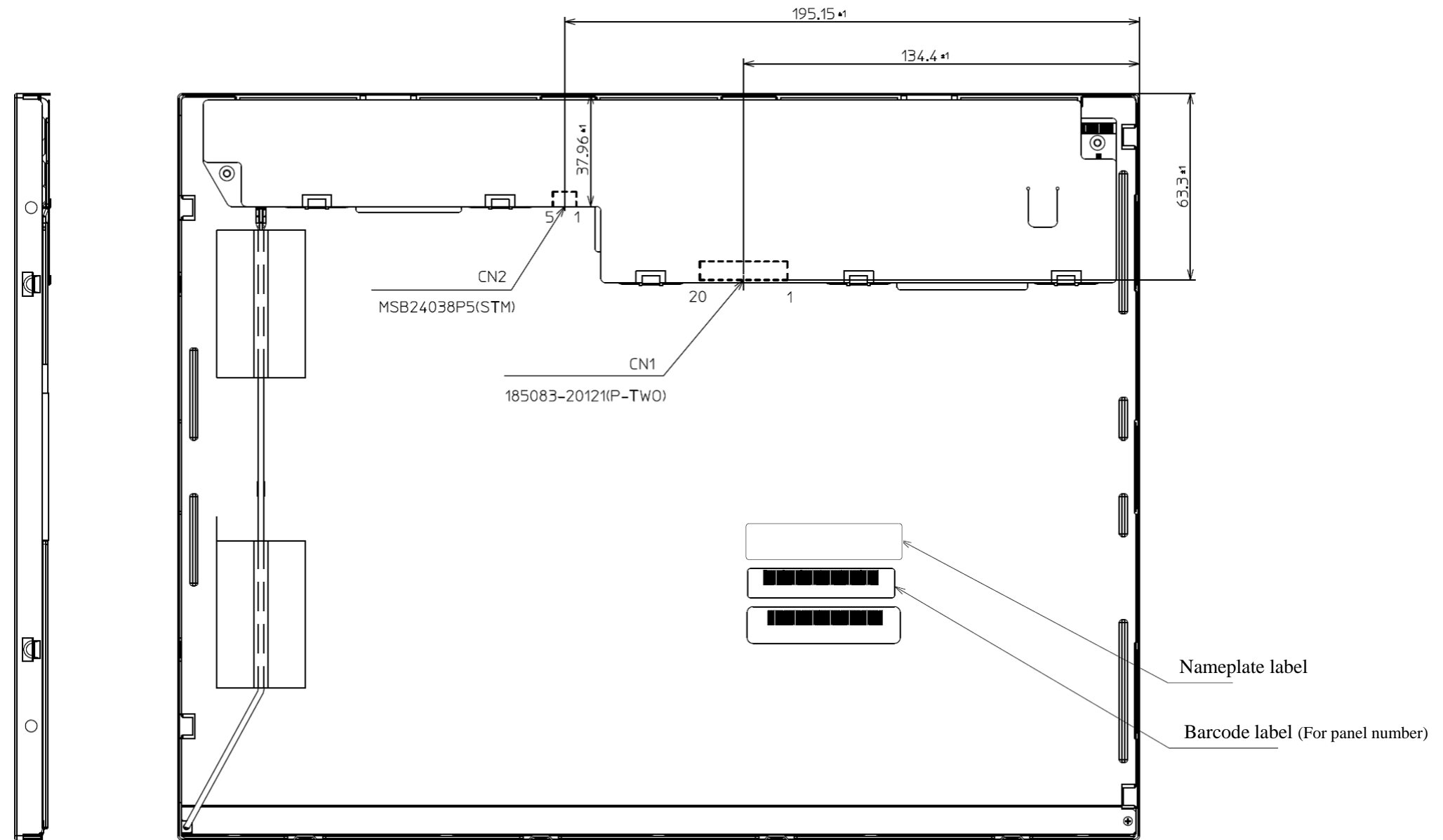
Note1: The values in parentheses are for reference.

Note2: The torque for product mounting screws must never exceed 0.392N·m. And the length of product mounting screws must be  $\leq 4.5$ mm.

Unit: mm



8.2 REAR VIEW



Note1: The torque for product mounting screws must never exceed 0.392N·m. And the length of product mounting screws must be  $\leq 4.5$  mm.

Unit: mm

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