



DATA IMAGE CORPORATION

TFT Module Specification

ITEM NO.: FG050052DSSWBG01

Table of Contents

- 1. COVER & CONTENTS 1
- 2. RECORD OF REVISION 2
- 3. APPLICATION..... 3
- 4. GENERAL SPECIFICATIONS 3
- 5. ABSOLUTE MAXIMUM RATINGS 3
- 6. ELECTRICAL CHARACTERISTICS 3
- 7. BLOCK DIAGRAM 4
- 8. PIN CONNECTIONS 5
- 9. INTERFACE SPECIFICATIONS 7
- 10. OPTICAL CHARACTERISTIC 17
- 11. QUALITY ASSURANCE 20
- 12. LOT NUMBERING SYSTEM 21
- 13. LCM NUMBERING SYSTEM 21
- 14. PRECAUTIONS IN USE LCM 22
- 15. OUTLINE DRAWING 23
- 16 PACKAGE INFORMATION 24

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| | B | 2009/02/09 | | 24 |

2. RECORD OF REVISION

| Rev | Date | Item | Page | Comment |
|-----|-----------|----------------------------|------------------|---|
| 1 | 27/MAR/08 | | | Initial preliminary |
| 2 | 22/MAY/08 | 4,5,6, 9.1.2, 9.4,10 | 3,7,10, 11,17 | 1. Add Weight data. 2. Add VLED absolute maximum rating. 3. Add Power Supply Current for LCD $I_{CC} = 95\text{mA}(\text{typ}), 125\text{mA}(\text{max})$. 4. Add Power Supply Current for LED $I_{LED} = 300\text{mA}(\text{typ}), 390\text{mA}(\text{max})$. 5. Add LED life time data. 6. Modify CLK frequency FCPH and CLK period TCPH typical value. 7. Remove SPI register R1 data. 8. Add min .Viewing Angle data. 9. Add Chromaticity data. |
| 3 | 22/JUL/08 | 1 | 1 | 1. Add Item 16 PACKAGE INFORMATION. |
| 4 | 5/AUG/08 | 15 | 23 | 1. Modify OUTLINE DRAWING from Rev:1 to Rev: 2 |
| A | 27/AUG/08 | 15 | 23 | 1. Modify OUTLINE DRAWING from Rev:2 to Rev: A |
| B | 09/FEB/09 | 16 | 24 | Modify PACKAGE INFORMATION |
| | | | | |

3. APPLICATION

Digital equipments which need color display, such as P.O.S, medical equipments and industrial equipments.

4. GENERAL SPECIFICATIONS

| Parameter | Specifications | Unit |
|---|-----------------------------|------|
| Display resolution | (800X R.G.B) (W) x480(H) | dot |
| Active area | 108(W) x 64.8(H) | mm |
| Screen size | 5.0(Diagonal) | inch |
| Dot pitch | 0.045(W) x 0.135(H) | mm |
| Color configuration | R.G.B. Stripe | |
| Overall dimension | 118.1(W) x 77(H) x 3.16 (T) | mm |
| Weight | 62 | g |
| Surface treatment | Anti-Glare | |
| View Angle direction | 6 o'clock | |
| Our components and processes are compliant to RoHS standard | | |

5. ABSOLUTE MAXIMUM RATINGS

| Parameter | Symbol | MIN. | MAX. | Unit | Remark |
|--------------------------|------------------|------|------|------|---------------------|
| Power supply voltage | V _{CC} | -0.3 | 5.0 | V | |
| Logic input voltage | V _I | -0.3 | 5.0 | V | |
| LED Power Supply voltage | V _{LED} | -0.3 | 6 | V | |
| Operating temperature | T _{op} | -20 | +70 | °C | Ambient temperature |
| Storage temperature | T _{st} | -30 | +80 | °C | Ambient temperature |

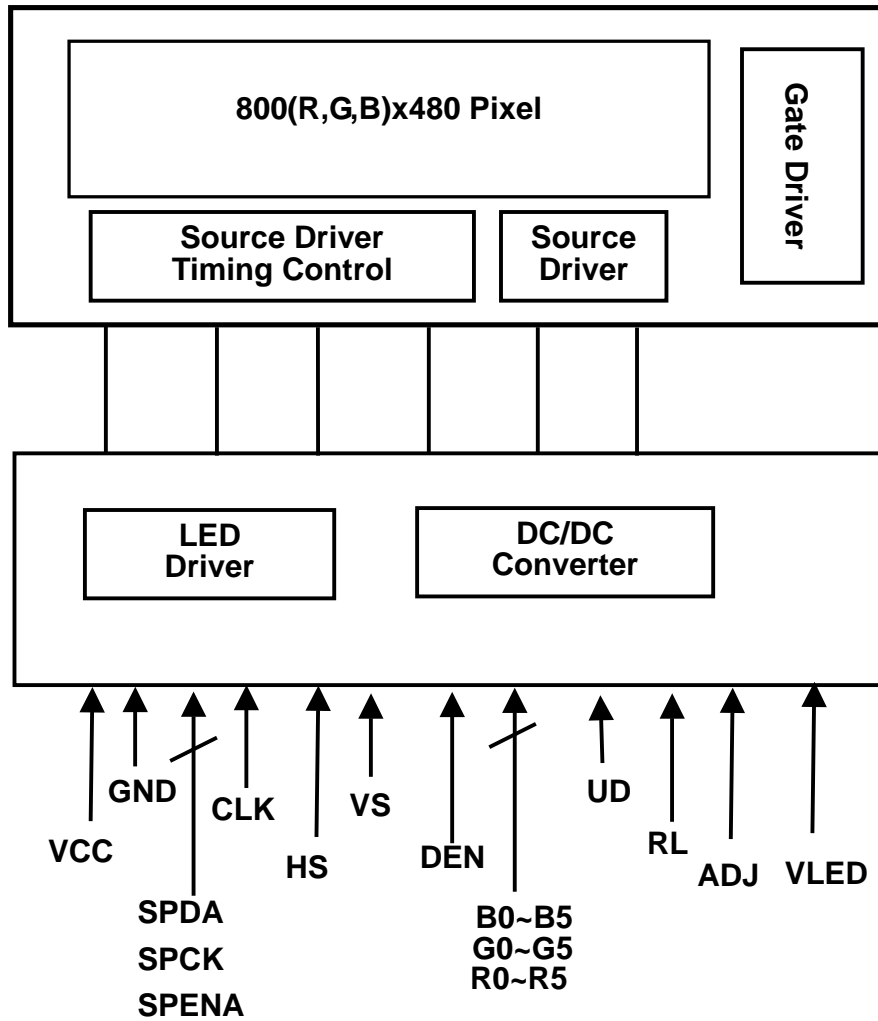
6. ELECTRICAL CHARACTERISTICS

GND=0V, CLK=33.26MHz, Ta=25°C

| Parameter | Symbol | MIN. | Typ. | MAX. | Unit | Remark |
|---------------------------------|------------------|--------------------|-------|--------------------|-------------------|------------------------|
| Power Supply voltage for LCD | V _{CC} | +3.0 | +3.3 | +3.6 | V | |
| Power Supply Current for LCD | I _{CC} | | 95 | 125 | mA | V _{CC} =3.3V |
| Power Supply voltage for LED | V _{LED} | 4.5 | 5 | 5.5 | V | |
| Power Supply Current for LED | I _{LED} | -- | 300 | 390 | mA | V _{LED} =5.0V |
| Ripple voltage | V _{RF} | -- | -- | 100 | mV _{P-P} | |
| "H" level logical input voltage | V _{IH} | 0.7V _{CC} | -- | V _{CC} | V | |
| "L" level logical input voltage | V _{IL} | 0 | -- | 0.3V _{CC} | V | |
| ADJ frequency | | 19K | 20K | 21K | Hz | |
| ADJ input voltage | V _{IH} | 3.0 | - | 3.3 | V | |
| | V _{IL} | 0 | - | 0.3 | V | |
| LED dice life time | | -- | 50000 | -- | Hr | Note 1 |

Note 1: The "LED dice life time" is defined as the module brightness decrease to 50% original brightness that the ambient temperature is 25 and ADJ = 3.3V.

7. BLOCK DIAGRAM



8. PIN CONNECTIONS

| No | Symbol | I/O | Description |
|----|--------|-----|---|
| 1 | GND | I | Ground. |
| 2 | VCC | I | Digital power. 3V – 3.6V. |
| 3 | VCC | I | Digital power. 3V – 3.6V. |
| 4 | RESETB | I | Hardware global reset. Low active. Default pull high. |
| 5 | UD | I | UP/Down scan setting. When UD="H", down to up. When UD="L", up to down. |
| 6 | RL | I | The shift direction of device internal shift register is controlled by this Pin as shown below: RL="H", left to right RL="L", right to left |
| 7 | SPENA | I | Serial port data enable signal. Default pull high. |
| 8 | SPCK | I | Serial port clock. Default pull high. |
| 9 | SPDA | I | Serial port data input. Default pull high. |
| 10 | GND | I | Ground. |
| 11 | B5 | I | Blue data(5:0). B5 is MSB, B0 is LSB. |
| 12 | B4 | I | |
| 13 | B3 | I | |
| 14 | B2 | I | |
| 15 | B1 | I | |
| 16 | B0 | I | |
| 17 | GND | I | Ground. |
| 18 | G5 | I | Green data (5:0).G5 is MSB, G0 is LSB.. |
| 19 | G4 | I | |
| 20 | G3 | I | |
| 21 | G2 | I | |
| 22 | G1 | I | |
| 23 | G0 | I | |
| 24 | GND | I | Ground. |
| 25 | R5 | I | Red data (5:0).R5 is MSB, R0 is LSB. |
| 26 | R4 | I | |
| 27 | R3 | I | |
| 28 | R2 | I | |
| 29 | R1 | I | |
| 30 | R0 | I | |

| No | Symbol | I/O | Description |
|----|--------|-----|--|
| 31 | GND | I | Ground. |
| 32 | CLK | I | Clock signal. |
| 33 | HS | I | Horizontal sync. |
| 34 | VS | I | Vertical sync. |
| 35 | DEN | I | Input data enable control. Normally pull low. |
| 36 | STB | I | Standby mode control. Default pull high When STB="L", TCON and source driver are off . When STB="H", all the functions are on. |
| 37 | VLED | I | Power supply of LED back light. |
| 38 | VLED | I | Power supply of LED back light. |
| 39 | ADJ | I | Brightness control for LED B/L. |
| 40 | GND | I | Ground. |

Note1: ADJ is brightness control Pin. The larger of the pulse duty is, the higher of the brightness.

Note2: ADJ signal is 0~3.3V.Operation frequency is 20KHz.

Note3: GND PIN must be grounding, can not be floating.

Note 4: UD and LR control Function

| LR | UD | Function |
|----|----|--|
| 1 | 0 | Normally display |
| 0 | 0 | Left and Right opposite |
| 1 | 1 | Up and Down opposite |
| 0 | 1 | Left and Right opposite , Up and Down opposite |

Note 5: If DEN signal is fixed low, SYNC mode is used. Otherwise, DE mode is used.

8.1 Power Signal Sequence

Remarks:

*1) Power

Signal

sequence:

$t1 \leq 10\text{ms}$: 1

$\text{sec} \leq t5$

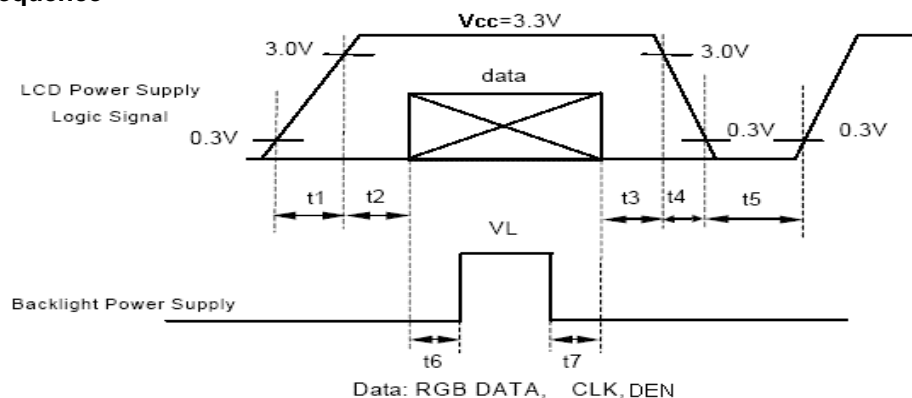
$50\text{ms} \leq t2$:

$200\text{ms} \leq t6$

$0 < t3 \leq 50\text{ms}$:

$200\text{ms} \leq t7$

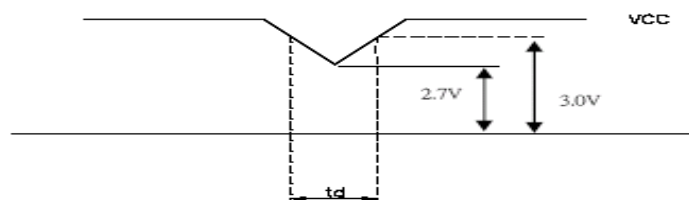
$0 < t4 \leq 10\text{ms}$



*2) VCC-dip condition:

(1) $2.7\text{V} \leq VCC < 3.0\text{V}$, $t_d \leq 10\text{ms}$

(2) $VCC > 3.0\text{V}$, VCC-dip condition should be the same with VCC-turn-on condition.



9. INTERFACE SPECIFICATIONS

9.1 Input Signal Characteristics

9.1.1 AC Electrical Characteristics

| Parameter | Symbol | MIN. | TYP. | MAX. | Unit |
|-----------------|-----------|------|------|------|------|
| HS setup time | T_{hst} | 6 | - | - | ns |
| HS hold time | T_{nhd} | 6 | - | - | ns |
| VS setup time | T_{vst} | 6 | - | - | ns |
| VS hold time | T_{vhd} | 6 | - | - | ns |
| Data setup time | T_{dsu} | 6 | - | - | ns |
| Data hold time | T_{dhd} | 6 | - | - | ns |
| DEN setup time | T_{esu} | 6 | - | - | ns |
| DEN setup time | T_{esu} | 6 | - | - | ns |

9.1.2 Resolution :

Sync mode

| Parameter | Symbol | MIN. | TYP. | MAX. | Unit |
|-------------------------------|-----------|-----------------------------|-------|------|-----------|
| CLK frequency | F_{CPH} | - | 33.26 | - | MHz |
| CLK period | T_{CPH} | - | 30.06 | - | ns |
| CLK pulse duty | T_{CWH} | 40 | 50 | 60 | % |
| HS period | T_H | - | 1056 | - | T_{CPH} |
| HS pulse width | T_{WH} | 1 | 128 | - | T_{CPH} |
| HS-first horizontal data time | T_{HS} | STHD[7:0]+88 ⁽ⁱ⁾ | | | T_{CPH} |
| HS Active Time | T_{HA} | - | 800 | - | T_{CPH} |
| VS period | T_V | - | 525 | - | T_H |
| VS pulse width | T_{WV} | 1 | 2 | - | T_H |
| VS-DEN time | T_{VS} | STVD[6:0]+8 | | | T_H |
| VS Active Time | T_{VA} | - | 480 | - | T_H |

● DE mode

| Parameter | Symbol | MIN. | TYP. | MAX. | Unit |
|--------------------|-------------------|------|-------|------|-------------------|
| CLK frequency | F_{CPH} | - | 33.26 | - | MHz |
| CLK period | T_{CPH} | - | 30.06 | - | ns |
| CLK pulse duty | T_{CWH} | 40 | 50 | 60 | % |
| DEN period | $T_{DEH}+T_{DEL}$ | 1000 | 1056 | 1200 | T_{CPH} |
| DEN pulse width | T_{DH} | - | 800 | - | T_{CPH} |
| DEN frame blanking | T_{DEB} | 10 | 45 | 110 | $T_{DEH}+T_{DEL}$ |
| DEN frame width | T_{DE} | - | 480 | - | $T_{DEH}+T_{DEL}$ |

(i) $T_{VS} + T_{VA} < T_H$

9.2 Timing Controller Timing Chart
9.2.1 Clock and Data Input Waveforms

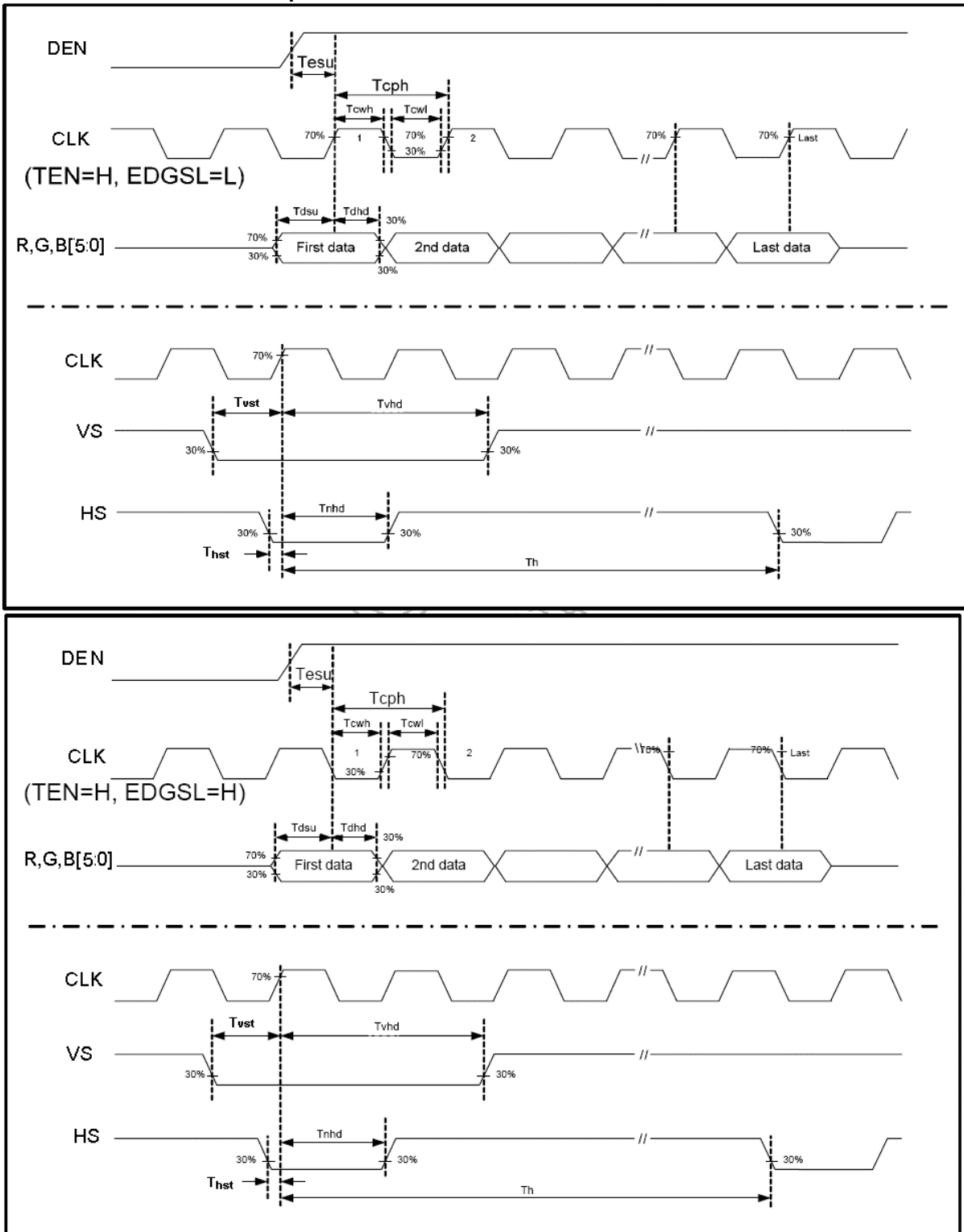
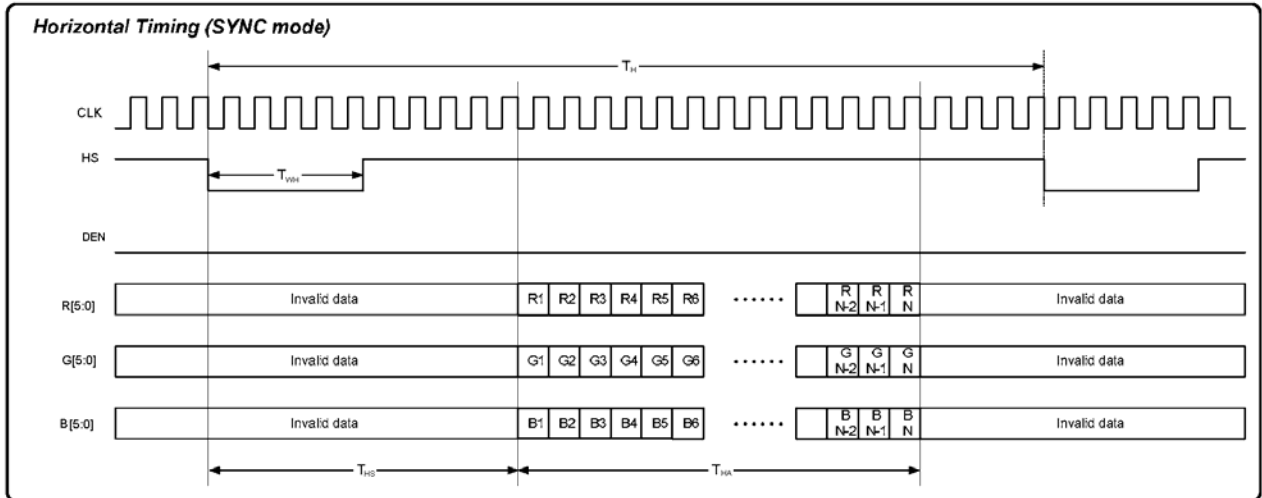
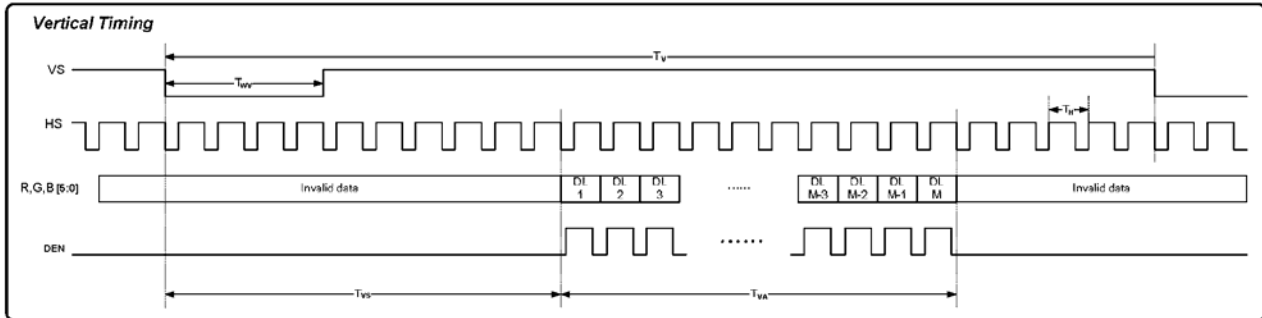
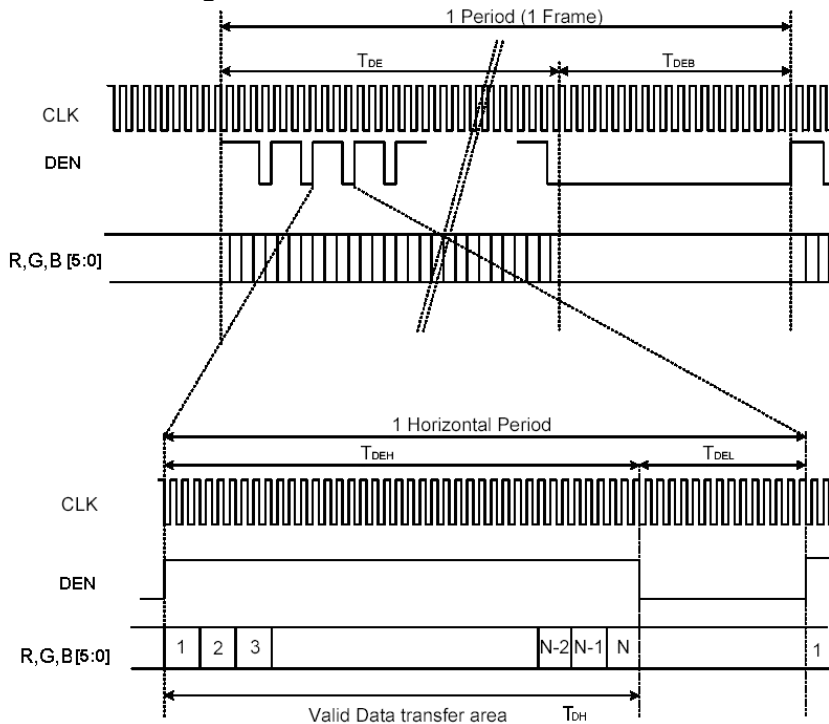


Figure 1 Clock and Data input waveforms.

9.2.2 Data input format

Figure 2 SYNC Mode Horizontal Data Format

Figure 3 SYNC Mode Vertical Data Format

Figure 4 DE Mode Data Format

9.3 SPI Timing Characteristics

| Parameter | Symbol | MIN. | TYP. | MAX. | Unit |
|--------------------------|-----------|------|------|------|------|
| SPCK period | T_{CK} | 60 | - | - | ns |
| SPCK high width | T_{CKH} | 30 | - | - | ns |
| SPCK low width | T_{CKL} | 30 | - | - | ns |
| Data setup time | T_{SU1} | 12 | - | - | ns |
| Data hold time | T_{HD1} | 12 | - | - | ns |
| SPENA to SPCK setup time | T_{CS} | 20 | - | - | ns |
| SPENA to SPDA hold time | T_{CE} | 20 | - | - | ns |
| SPENA high pulse width | T_{CD} | 50 | - | - | ns |

9.3.1 SPI Timing (Write Data)

● SPI timing

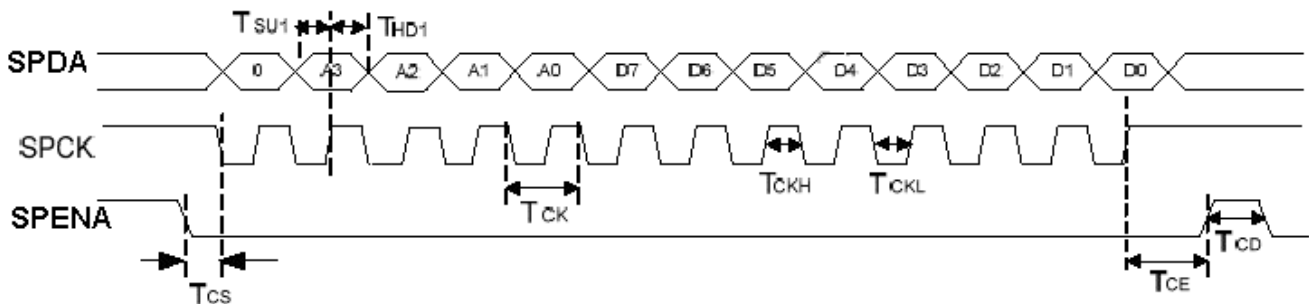


Figure 5 SPEN must keep low more than 13 clock after SDI starting to write data.

9.4 SPI Register Description

| Register Name | Test | Address | | | | Data | | | | | | | |
|---------------|------|---------|----|----|----|-------|-------|-------|---------|---------|---------|---------|---------|
| | RW | A3 | A2 | A1 | A0 | D7 | D6 | D5 | D4 | D3 | D2 | D1 | D0 |
| R0 | 0 | 0 | 0 | 0 | 0 | - | - | - | - | - | PSC | STB | RESETB |
| | | | | | | - | - | - | - | - | 0 | 0 | 1 |
| R2 | 0 | 0 | 0 | 1 | 0 | STHD7 | STHD6 | STHD5 | STHD4 | STHD3 | STHD2 | STHD1 | STHD0 |
| | | | | | | 1 | 0 | 0 | 0 | 0 | 0 | 0 | 0 |
| R3 | 0 | 0 | 0 | 1 | 1 | - | STVD6 | STVD5 | STVD4 | STVD3 | STVD2 | STVD1 | STVD0 |
| | | | | | | - | 0 | 0 | 1 | 1 | 0 | 1 | 1 |
| R4 | 0 | 0 | 1 | 0 | 0 | - | EDGSL | LR | UD | CS | FRC | VS_POL | HS_POL |
| | | | | | | - | 0 | 1 | 0 | 1 | 1 | 0 | 0 |
| R5 | 0 | 0 | 1 | 0 | 1 | - | - | - | A_TIME1 | A_TIME0 | B_TIME2 | B_TIME1 | B_TIME0 |
| | | | | | | - | - | - | 0 | 1 | 0 | 1 | 0 |

RW must always keep low.
 “-”= don't care.

- **Register R0**

| Bit | D7 | D6 | D5 | D4 | D3 | D2 | D1 | D0 |
|---------|----------|----------|----------|----------|----------|-----|-----|--------|
| Name | reserved | reserved | reserved | reserved | reserved | PSC | STB | RESETB |
| Default | - | - | - | - | - | 0 | 0 | 1 |

Table 1 Register R0 setting

PSC: Operating mode setting by input pin or SPI register.

PSC="L", set STB, CS ,RESL[2:0], EDGSL, LR, UD by input pin.

PSC="H", set STB, CS ,RESL[2:0], EDGSL, LR, UD by SPI register.

STB: Standby mode setting.

STB="L", TCON and source driver are off.

STB="H", all the functions are on.

RESETB: Global reset.

RESETB="L", global reset the whole chip.

RESETB="H", Normal operation.

● Register R2

| Bit | D7 | D6 | D5 | D4 | D3 | D2 | D1 | D0 |
|---------|-------|-------|-------|-------|-------|-------|-------|-------|
| Name | STHD7 | STHD6 | STHD5 | STHD4 | STHD3 | STHD2 | STHD1 | STHD0 |
| Default | 1 | 0 | 0 | 0 | 0 | 0 | 0 | 0 |

Table 2 Register R2 setting

STHD [7:0]: adjust first dot data position, $T_{HS} = \text{STHD [7:0]} + N$ (N depend on resolution).

| STHD7 | STHD6 | STHD5 | STHD4 | STHD3 | STHD2 | STHD1 | STHD0 | STH position adjust | Unit |
|----------|----------|----------|----------|----------|----------|----------|----------|---------------------|------------------------|
| 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | T _{CPH} |
| 0 | 0 | 0 | 0 | 0 | 0 | 0 | 1 | 1 | T _{CPH} |
| 0 | 0 | 0 | 0 | 0 | 0 | 1 | 0 | 2 | T _{CPH} |
| 0 | 0 | 0 | 0 | 0 | 0 | 1 | 1 | 3 | T _{CPH} |
| 0 | 0 | 0 | 0 | 0 | 1 | 0 | 0 | 4 | T _{CPH} |
| 0 | 0 | 0 | 0 | 0 | 1 | 0 | 1 | 5 | T _{CPH} |
| 0 | 0 | 0 | 0 | 0 | 1 | 1 | 0 | 6 | T _{CPH} |
| 0 | 0 | 0 | 0 | 0 | 1 | 1 | 1 | 7 | T _{CPH} |
| | | | | | | | | | |
| 0 | 1 | 0 | 1 | 1 | 0 | 0 | 0 | 88 | T _{CPH} |
| 0 | 1 | 0 | 1 | 1 | 0 | 0 | 1 | 89 | T _{CPH} |
| 0 | 1 | 0 | 1 | 1 | 0 | 1 | 0 | 90 | T _{CPH} |
| | | | | | | | | | |
| | | | | | | | | | |
| 0 | 1 | 1 | 1 | 1 | 1 | 1 | 0 | 126 | T _{CPH} |
| 0 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 127 | T _{CPH} |
| 1 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 128 | T_{CPH} |
| | | | | | | | | | |
| | | | | | | | | | |
| 1 | 1 | 1 | 1 | 1 | 0 | 0 | 0 | 248 | T _{CPH} |
| 1 | 1 | 1 | 1 | 1 | 0 | 0 | 1 | 249 | T _{CPH} |
| 1 | 1 | 1 | 1 | 1 | 0 | 1 | 0 | 250 | T _{CPH} |
| 1 | 1 | 1 | 1 | 1 | 0 | 1 | 1 | 251 | T _{CPH} |
| 1 | 1 | 1 | 1 | 1 | 1 | 0 | 0 | 252 | T _{CPH} |
| 1 | 1 | 1 | 1 | 1 | 1 | 0 | 1 | 253 | T _{CPH} |
| 1 | 1 | 1 | 1 | 1 | 1 | 1 | 0 | 254 | T _{CPH} |
| 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 255 | T _{CPH} |

Table 3 Adjust start pulse position by dot

● Register R3

| Bit | D7 | D6 | D5 | D4 | D3 | D2 | D1 | D0 |
|---------|----------|-------|-------|-------|-------|-------|-------|-------|
| Name | reserved | STVD6 | STVD5 | STVD4 | STVD3 | STVD2 | STVD1 | STVD0 |
| Default | - | 0 | 0 | 1 | 1 | 0 | 1 | 1 |

Table 4 Register R3 setting

STVD [6:0]: adjust first line position, $T_{vs} = \text{STVD [6:0]} + N$ (N depend on resolution).

| STVD6 | STVD5 | STVD4 | STVD3 | STVD2 | STVD1 | STVD0 | STV position adjust | Unit |
|----------|----------|----------|----------|----------|----------|----------|---------------------|----------------------|
| 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | T _H |
| 0 | 0 | 0 | 0 | 0 | 0 | 1 | 1 | T _H |
| 0 | 0 | 0 | 0 | 0 | 1 | 0 | 2 | T _H |
| 0 | 0 | 0 | 0 | 0 | 1 | 1 | 3 | T _H |
| 0 | 0 | 0 | 0 | 1 | 0 | 0 | 4 | T _H |
| 0 | 0 | 0 | 0 | 1 | 0 | 1 | 5 | T _H |
| 0 | 0 | 0 | 0 | 1 | 1 | 0 | 6 | T _H |
| 0 | 0 | 0 | 0 | 1 | 1 | 1 | 7 | T _H |
| | | | | | | | | |
| 0 | 0 | 1 | 1 | 0 | 0 | 0 | 24 | T _H |
| 0 | 0 | 1 | 1 | 0 | 0 | 1 | 25 | T _H |
| 0 | 0 | 1 | 1 | 0 | 1 | 0 | 26 | T _H |
| 0 | 0 | 1 | 1 | 0 | 1 | 1 | 27 | T_H |
| 0 | 0 | 1 | 1 | 1 | 0 | 0 | 28 | T _H |
| 0 | 0 | 1 | 1 | 1 | 0 | 1 | 29 | T _H |
| 0 | 0 | 1 | 1 | 1 | 1 | 0 | 30 | T _H |
| 0 | 0 | 1 | 1 | 1 | 1 | 1 | 31 | T _H |
| | | | | | | | | |
| 1 | 1 | 1 | 1 | 0 | 0 | 0 | 120 | T _H |
| 1 | 1 | 1 | 1 | 0 | 0 | 1 | 121 | T _H |
| 1 | 1 | 1 | 1 | 0 | 1 | 0 | 122 | T _H |
| 1 | 1 | 1 | 1 | 0 | 1 | 1 | 123 | T _H |
| 1 | 1 | 1 | 1 | 1 | 0 | 0 | 124 | T _H |
| 1 | 1 | 1 | 1 | 1 | 0 | 1 | 125 | T _H |
| 1 | 1 | 1 | 1 | 1 | 1 | 0 | 126 | T _H |
| 1 | 1 | 1 | 1 | 1 | 1 | 1 | 127 | T _H |

Table 5 Adjust first line position by line

- **Register R4**

| Bit | D7 | D6 | D5 | D4 | D3 | D2 | D1 | D0 |
|---------|----------|-------|----|----|----|-----|--------|--------|
| Name | reserved | EDGSL | LR | UD | CS | FRC | VS_POL | HS_POL |
| Default | - | 0 | 1 | 0 | 1 | 1 | 0 | 0 |

Table 6 Register R4 setting

EDGSL: Define input clock polarity.

EDGSL="L", CLK polarity is not inverted, latch data at CLK rising edge.

EDGSL="H", CLK polarity is inverted, latch data at CLK falling edge.

LR: Shift direction control.

LR=H: DIO1->SO1->.....->SO1200->DIO2

LR=L: DIO2->SO1200->.....->SO1->DIO1

UD: Gate Driver Up/down scan setting.

UD=H, reverse scan.

UD=L, normal scan.

CS: Charge share function control.

CS=L, disable charge share function.

CS=H, enable charge share function.

FRC: Dithering ON/OFF control.

FRC=L, Dithering function disable.

FRC=H, Dithering function enable

VS_POL: VS polarity setting.

VS_POL=L, negative polarity.

VS_POL=H, positive polarity.

HS_POL: HS polarity setting.

HS_POL=L, negative polarity.

HS_POL=H, positive polarity.

● **Register R5**

| Bit | D7 | D6 | D5 | D4 | D3 | D2 | D1 | D0 |
|---------|----------|----------|----------|---------|---------|---------|---------|---------|
| Name | reserved | reserved | reserved | A_TIME1 | A_TIME0 | B_TIME2 | B_TIME1 | B_TIME0 |
| Default | - | - | - | 0 | 1 | 0 | 1 | 0 |

Table 7 Register R5 setting

A_TIME [1:0]: The blank image display time is decided by A_TIME

00: blank image display time is 4 VS time.

01: blank image display time is 8 VS time.

10: blank image display time is 16 VS time.

11: blank image display time is 32 VS time.

B_TIME [2:0]: When into STB mode, the blank image display time is decided by B_TIME.

000: blank image display time is 3 VS time.

001: blank image display time is 4 VS time.

010: blank image display time is 5 VS time.

011: blank image display time is 6 VS time.

100: blank image display time is 7 VS time.

101: blank image display time is 8 VS time.

110: blank image display time is 9 VS time.

111: blank image display time is 10 VS time

9.5 Color Data Input Assignment

| | | Data Signal | | | | | | | | | | | | | | | | | |
|---------------------|----------------|-------------|----|----|----|----|----|-------|----|----|----|----|----|------|----|----|----|----|----|
| | | Red | | | | | | Green | | | | | | Blue | | | | | |
| Color | | 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 |
| | Red | 1 | 1 | 1 | 1 | 1 | 1 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 |
| | Green | 0 | 0 | 0 | 0 | 0 | 0 | 1 | 1 | 1 | 1 | 1 | 1 | 0 | 0 | 0 | 0 | 0 | 0 |
| | Blue | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 1 | 1 | 1 | 1 | 1 | 1 |
| | Cyan | 0 | 0 | 0 | 0 | 0 | 0 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 |
| | Magenta | 1 | 1 | 1 | 1 | 1 | 1 | 0 | 0 | 0 | 0 | 0 | 0 | 1 | 1 | 1 | 1 | 1 | 1 |
| | Yellow | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 0 | 0 | 0 | 0 | 0 | 0 |
| | White | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 |
| Gray Scale of Red | Red(0) / Dark | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 |
| | Red(1) | 0 | 0 | 0 | 0 | 0 | 1 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 |
| | Red(2) | 0 | 0 | 0 | 0 | 1 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 |
| | : | : | : | : | : | : | : | : | : | : | : | : | : | : | : | : | : | : | : |
| | : | : | : | : | : | : | : | : | : | : | : | : | : | : | : | : | : | : | : |
| | Red(61) | 1 | 1 | 1 | 1 | 0 | 1 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 |
| | Red(62) | 1 | 1 | 1 | 1 | 1 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 |
| | Red(63) | 1 | 1 | 1 | 1 | 1 | 1 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 |
| Gray Scale of Green | Green(0)/ Dark | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 |
| | Green(1) | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 1 | 0 | 0 | 0 | 0 | 0 | 0 |
| | Green(2) | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 1 | 0 | 0 | 0 | 0 | 0 | 0 | 0 |
| | : | : | : | : | : | : | : | : | : | : | : | : | : | : | : | : | : | : | : |
| | : | : | : | : | : | : | : | : | : | : | : | : | : | : | : | : | : | : | : |
| | Green(61) | 0 | 0 | 0 | 0 | 0 | 0 | 1 | 1 | 1 | 1 | 0 | 1 | 0 | 0 | 0 | 0 | 0 | 0 |
| | Green(62) | 0 | 0 | 0 | 0 | 0 | 0 | 1 | 1 | 1 | 1 | 1 | 0 | 0 | 0 | 0 | 0 | 0 | 0 |
| | Green(63) | 0 | 0 | 0 | 0 | 0 | 0 | 1 | 1 | 1 | 1 | 1 | 1 | 0 | 0 | 0 | 0 | 0 | 0 |
| Gray Scale of Blue | Blue(0)/ Dark | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 |
| | Blue (1) | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 1 |
| | Blue (2) | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 1 | 0 |
| | : | : | : | : | : | : | : | : | : | : | : | : | : | : | : | : | : | : | : |
| | : | : | : | : | : | : | : | : | : | : | : | : | : | : | : | : | : | : | : |
| | Blue (61) | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 1 | 1 | 1 | 1 | 0 | 1 |
| | Blue (62) | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 1 | 1 | 1 | 1 | 1 | 0 |
| | Blue (63) | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 1 | 1 | 1 | 1 | 1 | 1 |

Correspondence between Data and Display Position

| | S0001 | S0002 | S0003 | S0004 | S0005 | S0006 | S0007 | S0008 | ----- | S2399 | S2400 |
|------|-------|-------|-------|-------|-------|-------|-------|-------|-------|-------|-------|
| C001 | R001 | G001 | B001 | R002 | G002 | B002 | R003 | G003 | | G800 | B800 |
| C480 | R001 | G001 | B001 | R002 | G002 | B002 | R003 | G003 | | G800 | B800 |

10. OPTICAL CHARACTERISTIC

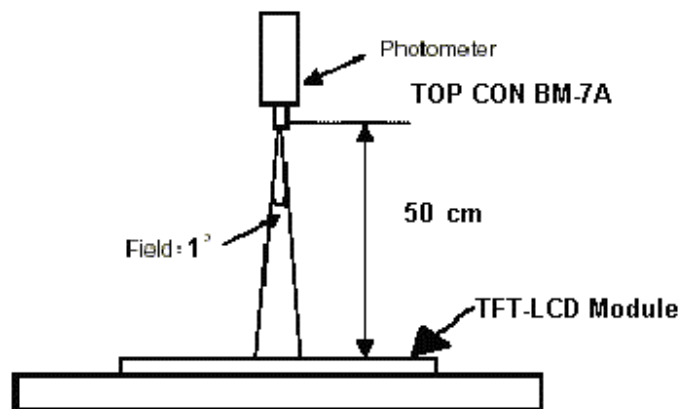
| Parameter | Symbol | Condition | MIN. | TYP. | MAX. | Unit | Remarks | |
|-------------------|------------|---|---|-------|-------|------|-------------------|----------|
| Viewing Angle | Horizontal | θ_{x+} | 60 | 70 | -- | deg | Note 1,4 | |
| | | θ_{x-} | 60 | 70 | -- | | | |
| | Vertical | θ_{y+} | 40 | 50 | -- | | | |
| | | θ_{y-} | 60 | 70 | -- | | | |
| Contrast Ratio | CR | at optimized viewing angle | 300 | 400 | | | Note 1,3 | |
| Response time | Rise | Tr | - | 15 | 30 | ms | Note 1,6 | |
| | Fall | Tf | - | 35 | 50 | ms | | |
| Uniformity | | B-uni | $\theta_{x=\theta y = 0^\circ}$ | 70 | 80 | -- | % | Note1,5 |
| Center Brightness | | L | $\theta_{x=\theta y = 0^\circ}$ ADJ=3.3V | 360 | 400 | -- | cd/m ² | Note 1,2 |
| Chromaticity | x_W | Center $\theta_{x=\theta y = 0^\circ}$ | 0.273 | 0.323 | 0.373 | | Note 1,7 | |
| | y_W | | 0.267 | 0.317 | 0.367 | | | |
| | x_R | | 0.569 | 0.619 | 0.669 | | | |
| | y_R | | 0.303 | 0.353 | 0.403 | | | |
| | x_G | | 0.307 | 0.357 | 0.407 | | | |
| | y_G | | 0.473 | 0.523 | 0.573 | | | |
| | x_B | | 0.100 | 0.150 | 0.200 | | | |
| | y_B | | 0.050 | 0.100 | 0.150 | | | |
| Image sticking | tis | 2 hours | | | 2 | Sec | Note 8 | |

The following optical specifications shall be measured in a darkroom or equivalent state (ambient luminance ≤ 1 lux, and at room temperature).

The operation temperature is $25^\circ\text{C} \pm 2^\circ\text{C}$.

The measurement method is shown in Note1.

Note1: The method of optical measurement:

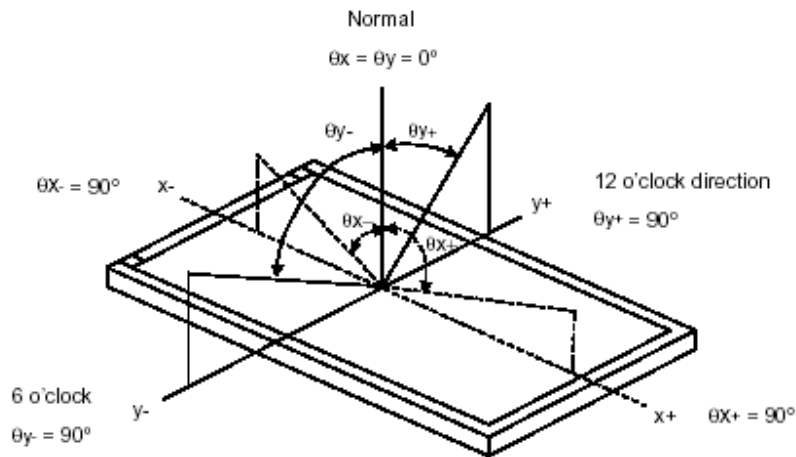


Note2: Measured at the center area of the panel and at the viewing angle of the $\theta_x = \theta_y = 0^\circ$

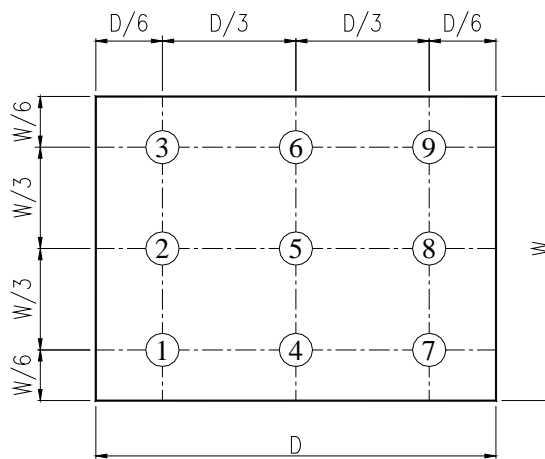
Note3: Definition of Contrast Ratio (CR):

$$CR = \frac{\text{Luminance with all pixels in white state}}{\text{Luminance with all pixels in Black state}}$$

Note4: Definition of Viewing Angle



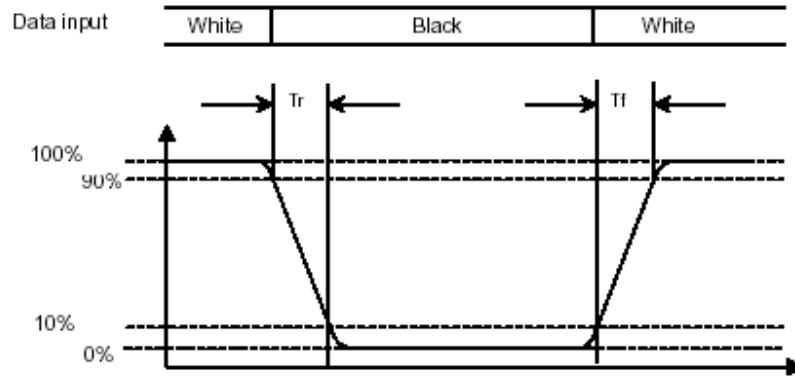
Note 5: Definition of Brightness Uniformity (B-uni):



$$B\text{-uni} = \frac{\text{Minimum luminance of 9 points}}{\text{Maximum luminance of 9 points}} \quad (\text{Note 5}).$$

Note6: Definition of Response Time:

The Response Time is set initially by defining the “Rising Time (T_r)” and the “Falling Time (T_f)” respectively. T_r and T_f are defined as following figure.



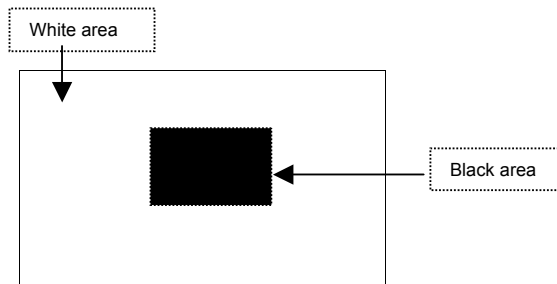
Note 7: Definition of Chromaticity:

The color coordinates (x_w, y_w) , (x_r, y_r) , (x_g, y_g) , and (x_b, y_b) are obtained with all pixels in the viewing field at white, red, green, and blue states, respectively.

Note 8: Definition of Image sticking (tis):

Continuously display the test pattern shown in the figure below for 2 hours. Then display a completely white screen. The previous image shall not persist more than 2 sec at 25 °C

Image sticking pattern



11. QUALITY ASSURANCE

11.1 Test Condition

11.1.1 Temperature and Humidity(Ambient Temperature)

Temperature : $25 \pm 5^{\circ}\text{C}$

Humidity : $65 \pm 5\%$

11.1.2 Operation

Unless specified otherwise, test will be conducted under function state.

11.1.3 Container

Unless specified otherwise, vibration test will be conducted to the product itself without putting it in a container.

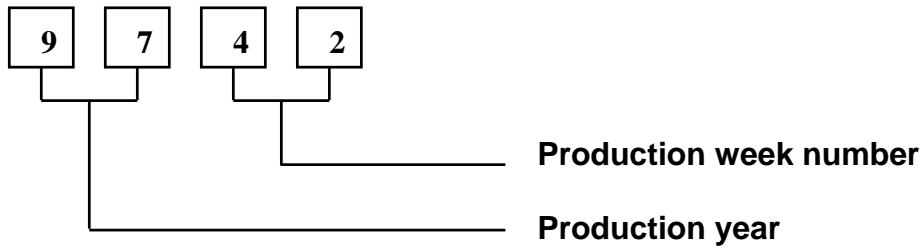
11.1.4 Test Frequency

In case of related to deterioration such as shock test. It will be conducted only once.

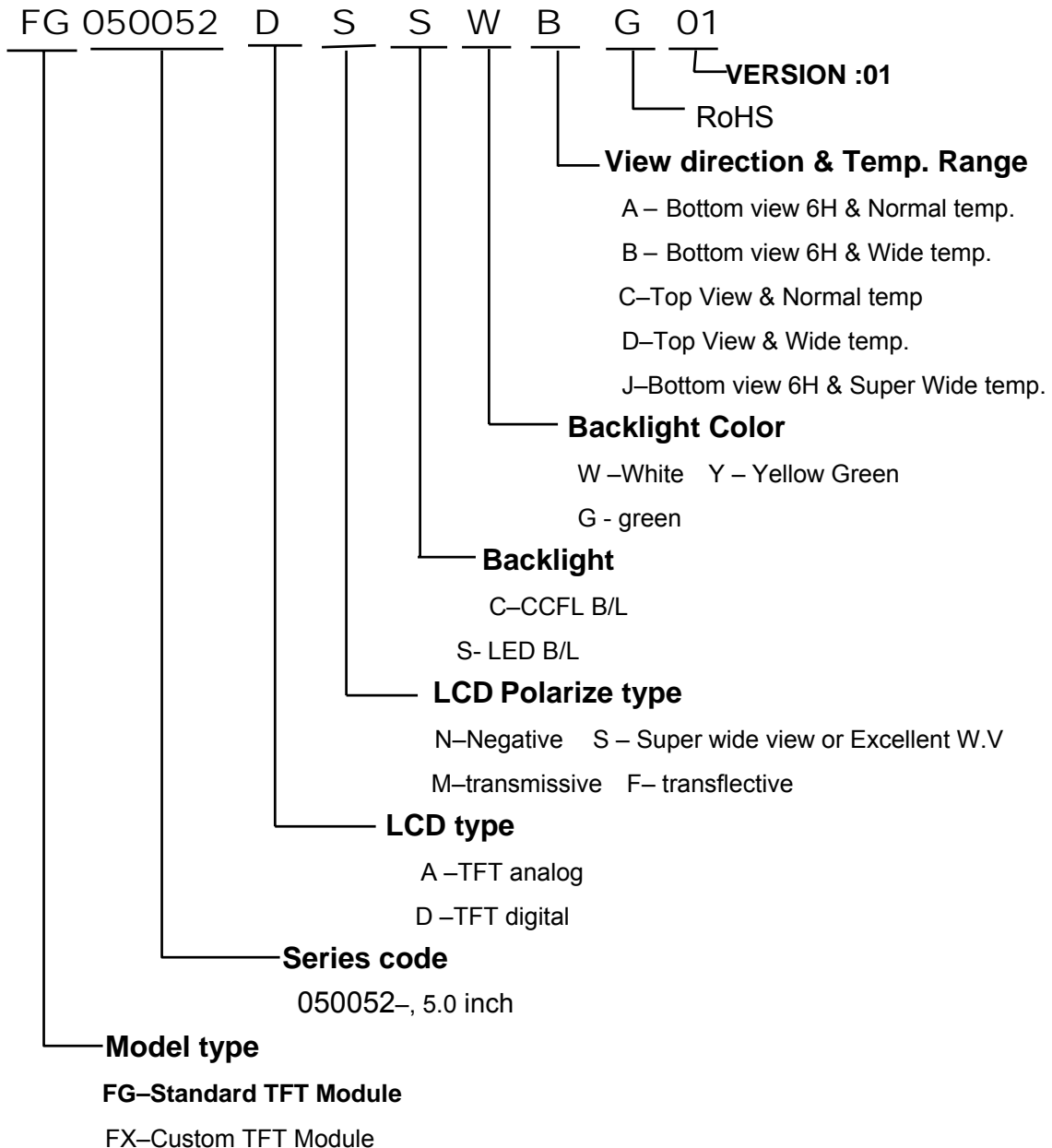
11.1.5 Test Method

| No. | Reliability Test Item & Level | Test Level |
|-----|---|--|
| 1 | High Temperature Storage Test | T=80°C,240hrs |
| 2 | Low Temperature Storage Test | T=-30°C,240hrs |
| 3 | High Temperature Operation Test | T=70°C,240hrs |
| 4 | Low Temperature Operation Test | T=-20°C,240hrs |
| 5 | High Temperature and High Humidity Operation Test | T=60°C,90% RH,240hrs |
| 6 | Thermal Cycling Test (No operation) | -30°C → +25°C → +80°C,200 Cycles 30 min 5min 30 min |
| 7 | Vibration Test (No operation) | Frequency:0 ~ 55 Hz Amplitude:1.5 mm Sweep Time:11min Test Period:6 Cycles for each Direction of X,Y,Z |
| 8 | Electrostatic Discharge Test (No operation) | 150pF,330Ω Air:± 15KV;Contact: ±8KV 10 times/point;4 points/panel face |

12. LOT NUMBERING SYSTEM



13. LCM NUMBERING SYSTEM



14. PRECAUTION FOR USING LCM

1. LIQUID CRYSTAL DISPLAY (LCD)

LCD is made up of glass, organic sealant, organic fluid, and polymer based polarizers. The following precautions should be taken when handling,

- (1). Keep the temperature within range of use and storage. Excessive temperature and humidity could cause polarization degradation, polarizer peel off or bubble.
- (2). Do not contact the exposed polarizers with anything harder than an HB pencil lead. To clean dust off the display surface, wipe gently with cotton, chamois or other soft material soaked in petroleum benzine.
- (3). Wipe off saliva or water drops immediately. Contact with water over a long period of time may cause polarizer deformation or color fading, while an active LCD with water condensation on its surface will cause corrosion of ITO electrodes.
- (4). Glass can be easily chipped or cracked from rough handling, especially at corners and edges.
- (5). Do not drive LCD with DC voltage.

2. Liquid Crystal Display Modules

2.1 Mechanical Considerations

LCM are assembled and adjusted with a high degree of precision. Avoid excessive shocks and do not make any alterations or modifications. The following should be noted.

- (1). Do not tamper in any way with the tabs on the metal frame.
- (2). Do not modify the PCB by drilling extra holes, changing its outline, moving its components or modifying its pattern.
- (3). Do not touch the elastomer connector, especially insert an backlight panel (for example, EL).
- (4). When mounting a LCM make sure that the PCB is not under any stress such as bending or twisting. Elastomer contacts are very delicate and missing pixels could result from slight dislocation of any of the elements.
- (5). Avoid pressing on the metal bezel, otherwise the elastomer connector could be deformed and lose contact, resulting in missing pixels.

2.2 Static Electricity

LCM contains CMOS LSI's and the same precaution for such devices should apply, namely

- (1). The operator should be grounded whenever he/she comes into contact with the module. Never touch any of the conductive parts such as the LSI pads, the copper leads on the PCB and the interface terminals with any parts of the human body.
- (2). The modules should be kept in antistatic bags or other containers resistant to static for storage.
- (3). Only properly grounded soldering irons should be used.
- (4). If an electric screwdriver is used, it should be well grounded and shielded from commutator sparks.

(5) The normal static prevention measures should be observed for work clothes and working benches; for the latter conductive (rubber) mat is recommended.

(6). Since dry air is inductive to statics, a relative humidity of 50-60% is recommended.

2.3 Soldering

- (1). Solder only to the I/O terminals.
- (2). Use only soldering irons with proper grounding and no leakage.
- (3). Soldering temperature : $280^{\circ}\text{C} \pm 10^{\circ}\text{C}$
- (4). Soldering time: 3 to 4 sec.
- (5). Use eutectic solder with resin flux fill.
- (6). If flux is used, the LCD surface should be covered to avoid flux spatters. Flux residue should be removed afterwards.

2.4 Operation

- (1). The viewing angle can be adjusted by varying the LCD driving voltage V_0 .
- (2). Driving voltage should be kept within specified range; excess voltage shortens display life.
- (3). Response time increases with decrease in temperature.
- (4). Display may turn black or dark blue at temperatures above its operational range; this is (however not pressing on the viewing area) may cause the segments to appear "fractured".
- (5). Mechanical disturbance during operation (such as pressing on the viewing area) may cause the segments to appear "fractured".

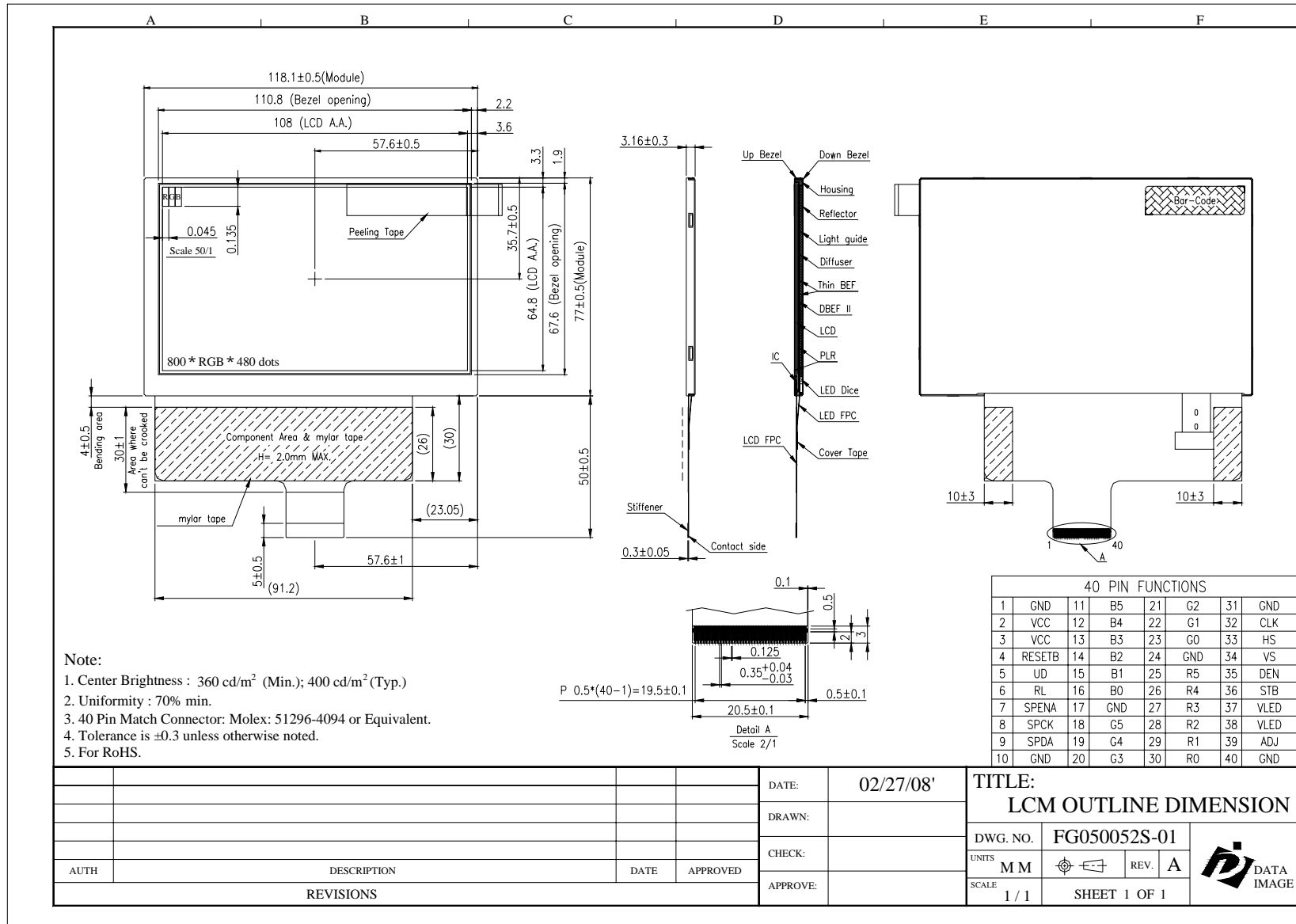
2.5 Storage

If any fluid leaks out of a damaged glass cell, wash off any human part that comes into contact with soap and water. Never swallow the fluid. The toxicity is extremely low but caution should be exercised at all the time.

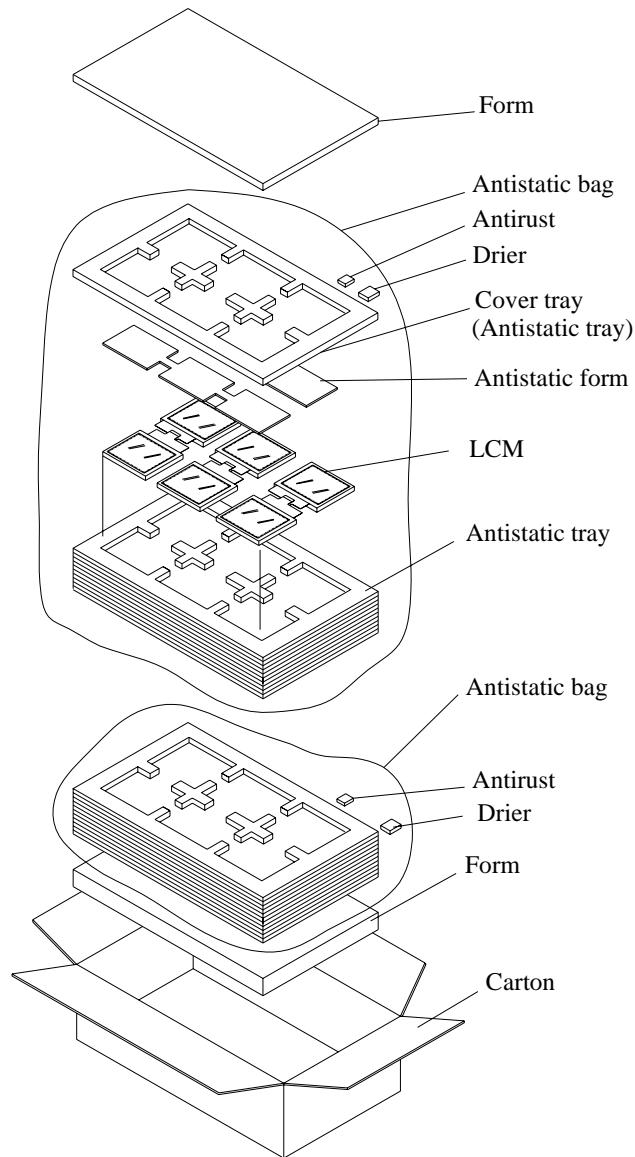
2.6 Limited Warranty

Unless otherwise agreed between DATA IMAGE and customer, DATA IMAGE will replace or repair any of its LCD and LCM which is found to be defective electrically and visually when inspected in accordance with DATA IMAGE acceptance standards, for a period on one year from date of shipment. Confirmation of such date shall be based on freight documents. The warranty liability of DATA IMAGE is limited to repair and/or replacement on the terms set forth above. DATA IMAGE will not responsible for any subsequent or consequential events.

15. OUTLINE DRAWING



16. PACKAGE INFORMATION



Material

1 Carton + 2 Anti-static bag + 1 Form(35mm) + 1 Form(15mm)
+ 19 Anti-static tray + 2 Drier + 2 Antirust

Total pcs

1 Antistatic tray = 6 pcs

1 Anti-static bag = 9 Anti-static tray + cover tray = $9 \times 6 + 1 \times 0 = 54$ pcs

1 Anti-static bag = 8 Anti-static tray + cover tray = $8 \times 6 + 1 \times 0 = 48$ pcs

1 Carton = 2 Anti-static bag = $54 + 48 = 102$ pcs

Carton size : 482L x 282W x 279H (mm)

Total Weight \div 10 kgw

FG05005(X) TFT LCM PACKING