

# PRODUCT SPECIFICATION

Doc. Number :

- ☐ Tentative Specification
- ☐ Preliminary Specification
- ☒ Approval Specification

MODEL NO.: J121XCE01

|             |            |             |
|-------------|------------|-------------|
| Approved By | Checked By | Prepared By |
| Terry Wang  |            |             |

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## REVISION HISTORY

| Version | Date       | Section | Description                              |
|---------|------------|---------|------------------------------------------|
| 1.0     | 2020/09/14 | All     | Approval Specification was first issued. |

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## 1. GENERAL DESCRIPTION

### 1.1 OVERVIEW

The ST-121K01 model is a 12.1" P-CAP Display MNT module with a white LED Backlight Unit and a 20-pin 1ch-LVDS interface. This module supports 1024 x 768 XGA mode and displays 262k/16.7M colors. The converter for the Backlight Unit is not built in.

### 1.2 FEATURES

- Wide viewing angle
- High contrast ratio
- XGA (1024 x 768 pixels) resolution
- Wide operating temperature
- DE (Data Enable) mode
- LVDS (Low Voltage Differential Signaling) interface
- Reversible-scan direction
- RoHS Compliance

### 1.3 APPLICATION

- TFT LCD Monitor
- Industrial Application
- Amusement
- Vehicle

### 1.4 GENERAL SPECIFICATIONS

| Item                     | Specification                                       | Unit  | Note     |
|--------------------------|-----------------------------------------------------|-------|----------|
| Diagonal Size            | 12.1                                                | inch  | (1)      |
| Active Area              | 245.76(H) x 184.32(V)                               | mm    |          |
| Bezel Opening Area       | 249.0 x 187.5                                       | mm    |          |
| Driver Element           | a-si TFT active matrix                              | -     | -        |
| Pixel Number             | 1024 x R.G.B. x 768                                 | pixel | -        |
| Pixel Pitch              | 0.240(H) x 0.240(V)                                 | mm    | -        |
| Pixel Arrangement        | RGB vertical stripe                                 | -     | -        |
| Display Colors           | 262k/16.7M                                          | color | -        |
| Transmissive Mode        | Normally black                                      | -     | -        |
| Surface Treatment        | Hard coating (3H), Anti-Glare                       | -     | -        |
| Module Power Consumption | 13.73W (white pattern)                              | W     | Max. (3) |
| Type of Touch Sensor     | projected capacitive touch module                   |       |          |
| Cover Lens Size          | 281.8 x 220.8 x 1.1(mm), surface hardness $\geq$ 7H |       |          |
| Touch Controller         | EETI 80H7146                                        |       |          |
| Touch F/W                | TBD                                                 |       |          |
| Interface                | USB / I2C                                           |       |          |
| Transmittance            | $\geq$ 86%                                          |       |          |

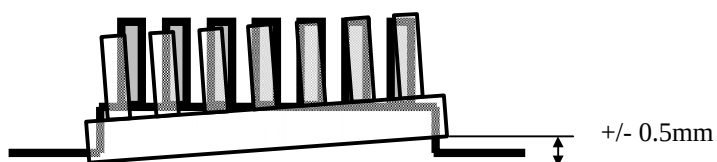
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## 1.5 MECHANICAL SPECIFICATIONS

| Item                            |                | Min.                                                                                                           | Typ.   | Max.  | Unit | Note |
|---------------------------------|----------------|----------------------------------------------------------------------------------------------------------------|--------|-------|------|------|
| Module Size                     | Horizontal (H) | 281.5                                                                                                          | 281.8  | 282.1 | mm   | (1)  |
|                                 | Vertical (V)   | 220.5                                                                                                          | 220.8  | 221.1 | mm   |      |
|                                 | Depth (D)      | 10.1                                                                                                           | 10.6   | 11.1  | mm   |      |
| C/G View Area                   | Horizontal     | 247.3                                                                                                          | 247.6  | 247.9 | mm   |      |
|                                 | Vertical       | 185.8                                                                                                          | 186.1  | 186.4 | mm   |      |
| Active Area                     | Horizontal     | -                                                                                                              | 245.76 | -     | mm   |      |
|                                 | Vertical       | -                                                                                                              | 184.32 | -     | mm   |      |
| Weight                          |                |                                                                                                                | 1050   | 1100  | g    | -    |
| I/F connector mounting position |                | The mounting inclination of the connector makes the screen center within $\pm 0.5\text{mm}$ as the horizontal. |        |       | -    | (2)  |

Note (1) Please refer to the attached drawings for more information of front and back outline dimensions.

(2) Connector mounting position



(3) The Module Power Consumption is specified at 3.3V, white pattern and 100% duty for LED backlight.

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## 2. ABSOLUTE MAXIMUM RATINGS

### 2.1 ABSOLUTE RATINGS OF ENVIRONMENT

| Item                          | Symbol          | Value |      | Unit | Note   |
|-------------------------------|-----------------|-------|------|------|--------|
|                               |                 | Min.  | Max. |      |        |
| Operating Ambient Temperature | T <sub>OP</sub> | -30   | +85  | °C   | (1)(2) |
| Storage Temperature           | T <sub>ST</sub> | -40   | +90  | °C   | (1)(2) |

Note (1) Temperature and relative humidity range is shown in the figure below.

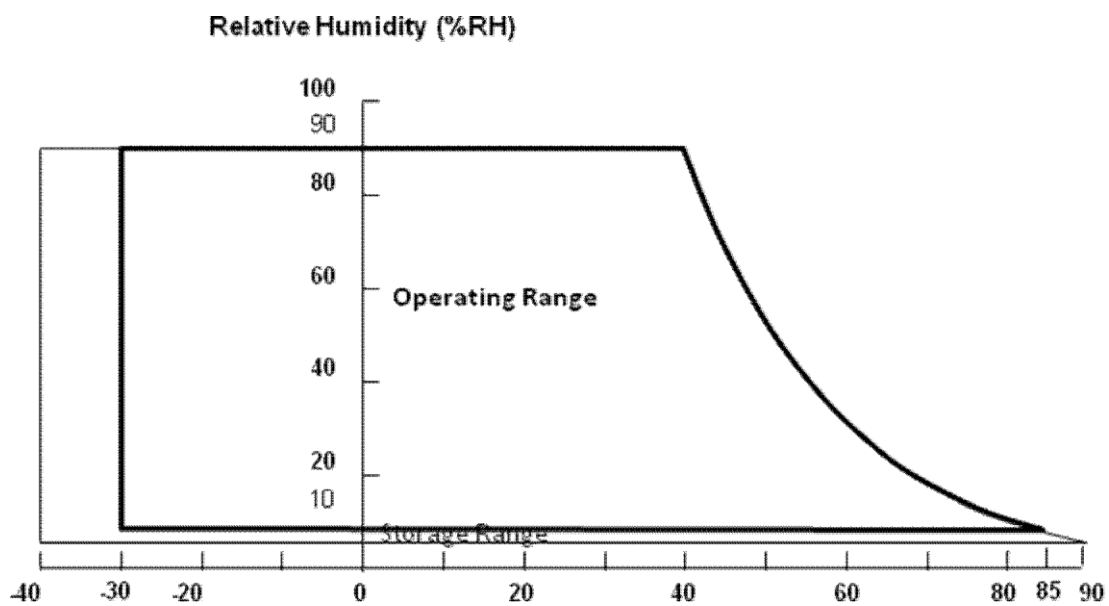
(a) 90 %RH Max. ( $T_a \leq 40$  °C).

(b) Wet-bulb temperature should be 39 °C Max. ( $T_a > 40$  °C).

(c) No condensation.

(2) The absolute maximum rating values of this product are not allowed to be exceeded at any times.

The module should not be used over the absolute maximum rating value. It will cause permanently unrecoverable function fail in such an condition



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## 2.2 ELECTRICAL ABSOLUTE RATINGS

### 2.2.1 TFT LCD MODULE

| Item                 | Symbol | Value |      | Unit | Note |
|----------------------|--------|-------|------|------|------|
|                      |        | Min.  | Max. |      |      |
| Power Supply Voltage | VCC    | -0.3  | 4    | V    | (1)  |

## 3. ELECTRICAL CHARACTERISTICS

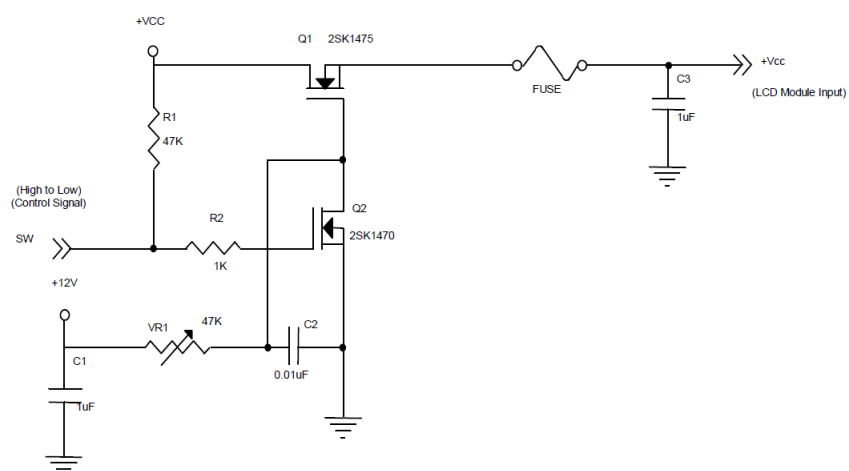
### 3.1 TFT LCD MODULE

Ta = 25 ± 2 °C

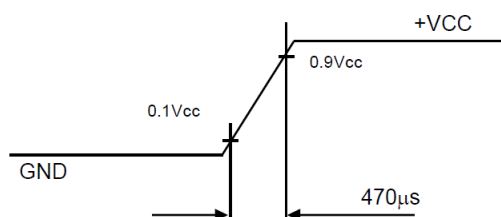
| Parameter                       | Symbol            | Value |      |      | Unit | Note                           |
|---------------------------------|-------------------|-------|------|------|------|--------------------------------|
|                                 |                   | Min.  | Typ. | Max. |      |                                |
| Power Supply Voltage            | V <sub>CC</sub>   | 3.0   | 3.3  | 3.6  | V    | (1) at V <sub>CC</sub> =3.3V   |
| Rush Current                    | I <sub>RUSH</sub> | -     | -    | 4    | A    | (2)                            |
| Power Supply Current            | White             | -     | 370  | 450  | mA   | (3)a, at V <sub>CC</sub> =3.3V |
|                                 | Black             | -     | 300  | 380  | mA   | (3)b, at V <sub>CC</sub> =3.3V |
| Power Consumption               | P <sub>L</sub>    | -     | 1.22 | 1.49 | W    |                                |
| LVDS differential input voltage | V <sub>ID</sub>   | 100   | -    | 600  | mV   |                                |
| LVDS common input voltage       | V <sub>ICM</sub>  | 0.7   | -    | 1.6  | V    |                                |

Note (1) The assembly should be always operated within above ranges.

Note (2) Measurement Conditions:



**Vcc rising time is 470μs**



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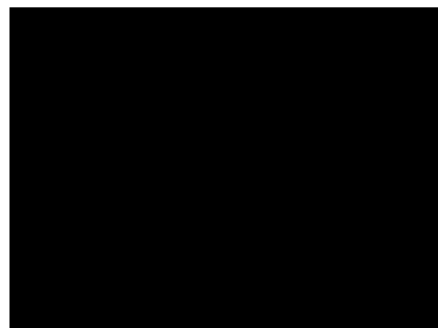
Note (3) The specified power supply current is under the conditions at  $V_{CC} = 3.3V$ ,  $T_a = 25 \pm 2^\circ C$ ,  $f_v = 60$  Hz, whereas a power dissipation check pattern below is displayed.

a. White Pattern



Active Area

b. Black Pattern



Active Area

## 3.2 BACKLIGHT UNIT

| Parameter                                 | Symbol | Value |      |       | Unit | Note                               |
|-------------------------------------------|--------|-------|------|-------|------|------------------------------------|
|                                           |        | Min.  | Typ. | Max.  |      |                                    |
| LED Light Bar Input Voltage Per Input Pin | VPIN   | --    | --   | 40.8  | V    | (1),<br>Duty=100%,<br>IPIN=(300mA) |
| LED Light Bar Current Per Input Pin       | IPIN   | --    | 300  | --    | mA   | (1),<br>Duty=100%                  |
| LED Life Time                             | LLED   | 50000 | --   | --    | Hrs  | (2)                                |
| Power Consumption                         | PBL    | --    | --   | 12.24 | W    | (1)<br>Duty=100%,<br>IPIN=(300mA)  |

Note (1) LED light bar input voltage and current are measured by utilizing a true RMS multimeter as shown below:

Note (2) The lifetime of LED is defined as the time when LED packages continue to operate under the conditions at  $T_a = 25 \pm 2^\circ C$  and  $I = 300mA$  (per chip) until the brightness becomes  $\leq 50\%$  of its original value.

Note (3) The module must be operated with constant driving current

## 3.3 P-CAP Controller Board

$V_{DD} = 3.3V$ ,  $T_A = 25^\circ C$ , all voltage are with respect to ground, unless otherwise noted.

| Symbol        | Parameter                | Condition | Min          | TYP | Max | Unit |
|---------------|--------------------------|-----------|--------------|-----|-----|------|
| DVDD          | Digital Power            | -         | 3.0          | 3.3 | 3.6 | V    |
| AVDD          | Analog Power             | -         | 3.0          | 3.3 | 3.6 | V    |
| Crystal Clock | Crystal Clock            | -         | -            | 12  | -   | MHz  |
| VIH           | Input high level voltage | -         | 0.8VDD       | -   | -   | V    |
| VIL           | Input Low level          | -         | -            | -   | 0.4 | V    |
| VOH           | Output high voltage      | $I = 2mA$ | $V_{DD}-0.4$ | -   | -   | V    |
| VOL           | Output low voltage       | $I = 2mA$ | -            | -   | 0.4 | V    |
| VDDH          | High Voltage Power       | -         | -            | -   | 26  | V    |
| DVDD15        | 1.5V Power               | -         | 1.4          | 1.5 | 1.7 | V    |

Table Electrical Characteristics



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| Symbol  | Parameter                                            | Min     | Max | Unit |
|---------|------------------------------------------------------|---------|-----|------|
| VDD-GND | Maximum Power Supply Voltage                         | -0.3    | 3.6 | V    |
| Vin     | Input I/O Pin Voltage                                | GND-0.3 | 4   | V    |
| IVDD    | Total current at power                               | -       | 200 | mA   |
| IGND    | Total current at Gnd                                 | -       | 200 | mA   |
| Vesd    | Electrostatics Discharge Voltage(HBM) <sup>(1)</sup> | 2000    | -   | V    |
| DVDD15  | Maximum 1.5V Power                                   |         | 1.8 | V    |

Table Maximum Rating

(1) This test conforms to the MIL-STD-883J/Method 3015.9.

Each I/O has two protection diodes as shown in Figure 4-1. These diode used for ESD protection and to clamp input voltage to a save level to prevent internal logic circuit damage.

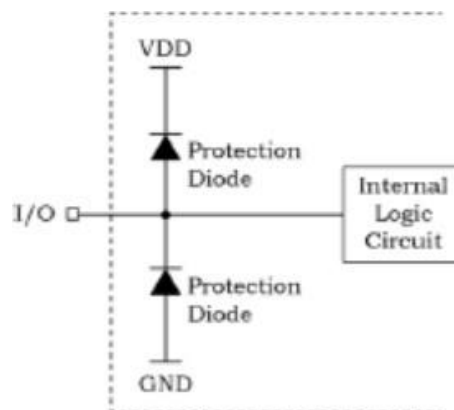


Figure Protection Diode Scheme

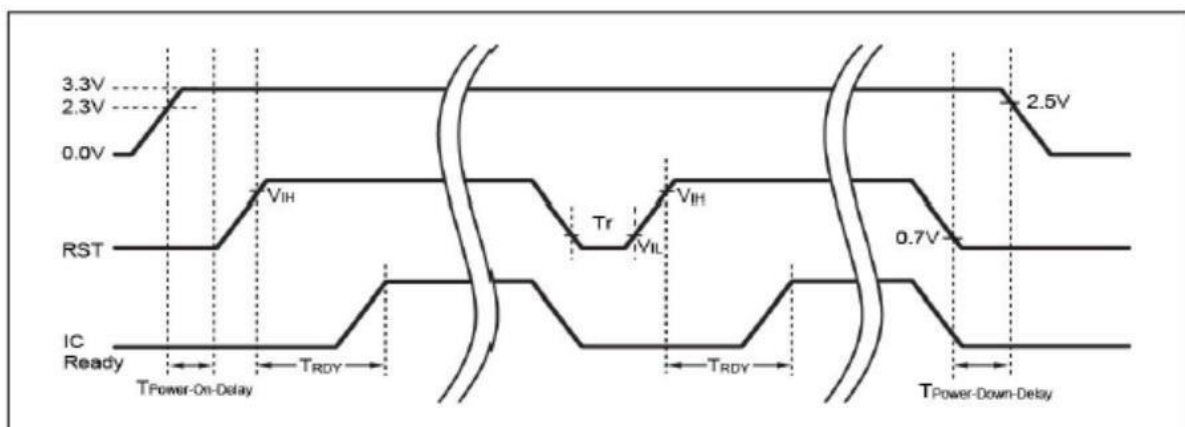


Figure Power On Sequence Diagram

# PRODUCT SPECIFICATION

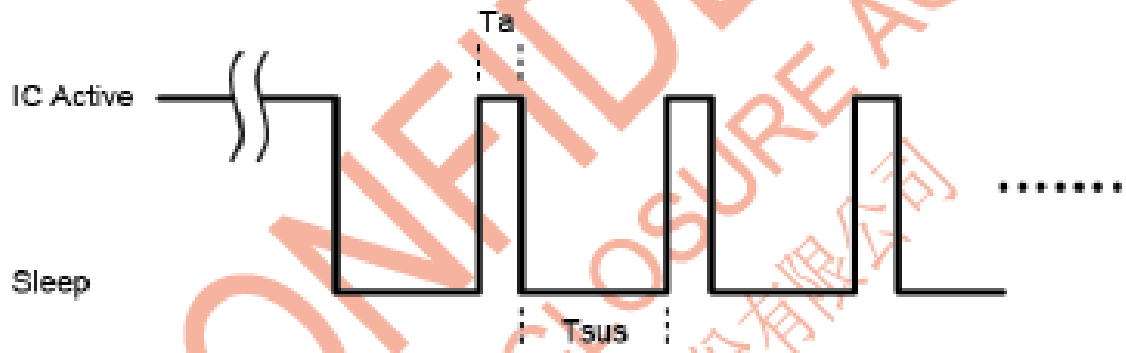


Figure Idle Sequence Diagram

| Symbol                 | Parameter                 | Condition | Min    | TYP | Max | Unit |
|------------------------|---------------------------|-----------|--------|-----|-----|------|
| $T_r$                  | Host pull low period      | -         | 1      | -   | -   | ms   |
| $T_{RDY}$              | IC ready to communication | -         | -      | 65  | -   | ms   |
| $T_a$                  | IC active period          | -         | -      | 5   | -   | ms   |
| $T_{sus}$              | IC suspend period         | -         | -      | 10  | -   | ms   |
| $T_{Power-On-Delay}$   | Power-on delay            | -         | 100    | -   | -   | us   |
| $T_{Power-Down-Delay}$ | Power-down delay          | -         | 0      | -   | -   | ms   |
| $V_{IL}$               | RST input low Voltage     | -         | -      | -   | 0.4 | V    |
| $V_{IH}$               | RST input high Voltage    | -         | 0.8VDD | -   | -   | V    |

Table Description

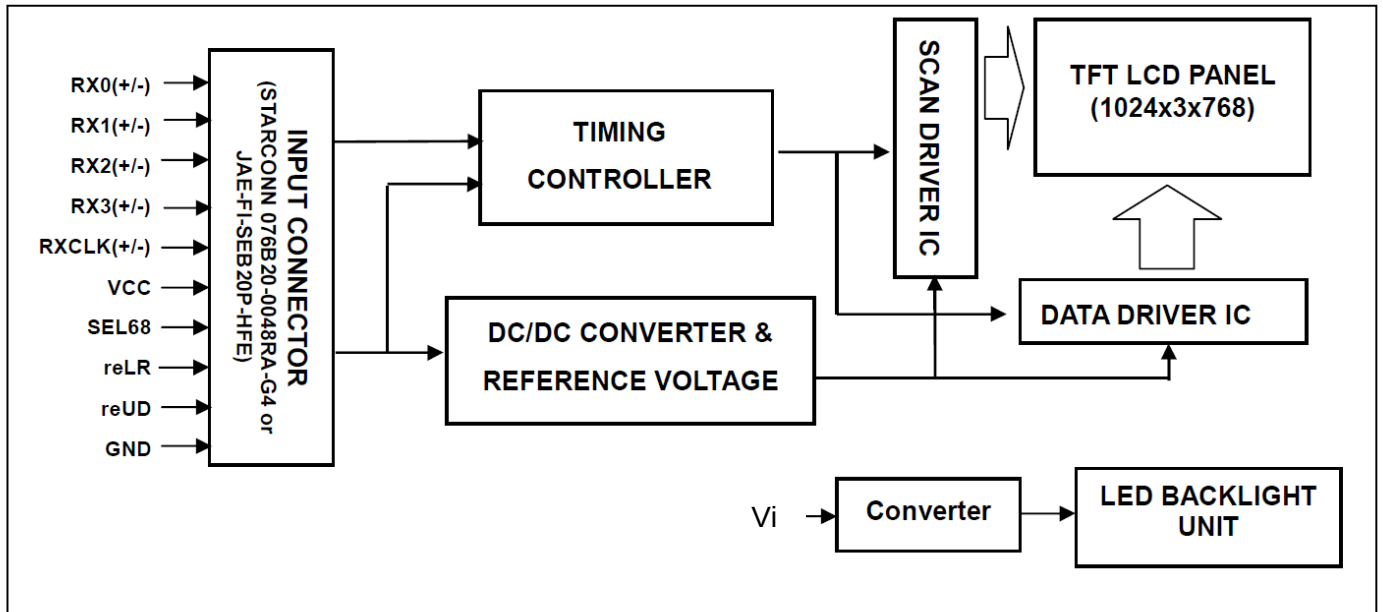
NOTE : If host needs to control RST pin or connect any GPIO pins, please make sure Host's GPIO is configured to open-drain mode and pull-up(3.3V) resistor should be at touch IC side.

NOTE : If host needs to reset EXC80H46, drive low voltage, after 'Tr' time, please pull high again.

NOTE : Incorrect power sequence may cause IC damage.

## 4. BLOCK DIAGRAM

### 4.1 TFT LCD MODULE



## 5. INPUT TERMINAL PIN ASSIGNMENT

### 5.1 TFT LCD MODULE

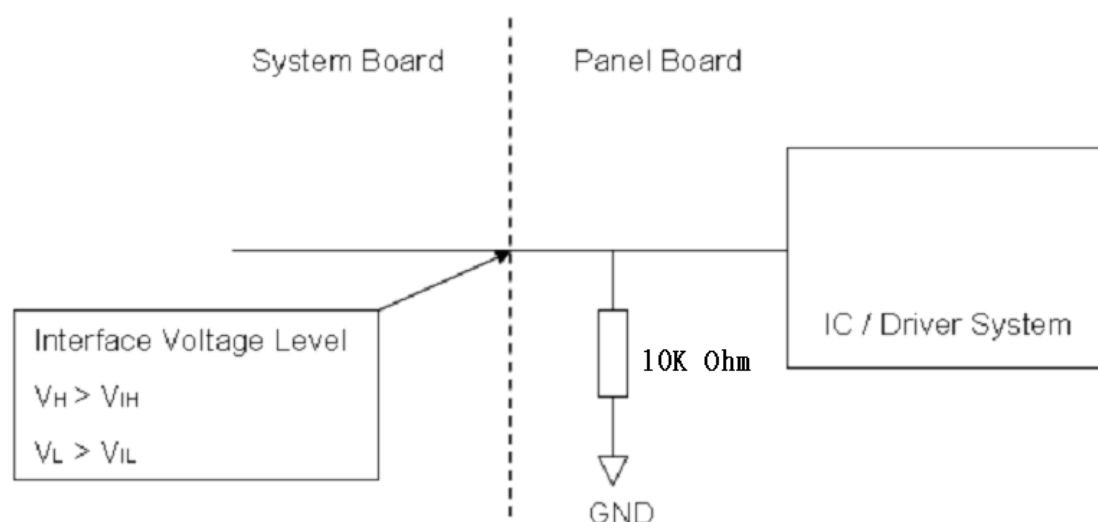
| Pin | Name  | Description                                                                               | Remark       |
|-----|-------|-------------------------------------------------------------------------------------------|--------------|
| 1   | RX3+  | Differential Data Input, CH3 ( Positive )                                                 |              |
| 2   | RX3-  | Differential Data Input, CH3 ( Negative )                                                 |              |
| 3   | NC    | NC                                                                                        |              |
| 4   | SEL68 | LVDS 6/8 bit select function control,<br>Low → 6 bit Input Mode<br>High → 8bit Input Mode | Note (3) (4) |
| 5   | GND   | Ground                                                                                    |              |
| 6   | RXC+  | Differential Clock Input ( Positive )                                                     |              |
| 7   | RXC-  | Differential Clock Input ( Negative )                                                     |              |
| 8   | GND   | Ground                                                                                    |              |
| 9   | RX2+  | Differential Data Input , CH2 ( Positive )                                                |              |
| 10  | RX2-  | Differential Data Input , CH2 ( Negative )                                                |              |
| 11  | GND   | Ground                                                                                    |              |
| 12  | RX1+  | Differential Data Input , CH1 ( Positive )                                                |              |
| 13  | RX1-  | Differential Data Input, CH1 ( Negative )                                                 |              |
| 14  | GND   | Ground                                                                                    |              |
| 15  | RX0+  | Differential Data Input, CH0 ( Positive )                                                 |              |
| 16  | RX0-  | Differential Data Input, CH0 ( Negative )                                                 |              |
| 17  | reLR  | Horizontal Reverse Scan Control,<br>Low → Normal Mode.<br>High → Horizontal Reverse Scan  | Note (3) (4) |
| 18  | reUD  | Vertical Reverse Scan Control,<br>Low → Normal Mode,<br>High → Vertical Reverse Scan      | Note (3) (4) |
| 19  | VCC   | Power supply                                                                              |              |
| 20  | VCC   | Power supply                                                                              |              |

Note (1) Connector Part No.: STARCONN 076B20-0048RA-G4 or equivalent.

Note (2) User's connector Part No.: JAE FI-SE20ME or equivalent.

Note (3) "Low" stands for 0V. "High" stands for 3.3V.

Note (4) SEL68, reLR, reUD



## 5.2 BACKLIGHT UNIT

Physical interface is described as for the connector on module. These connectors are capable of accommodating the following signals and will be following components.

| Connector Name / Designation | Lamp Connector / Backlight lamp |
|------------------------------|---------------------------------|
| Manufacturer                 | JST                             |
| Type Part Number             | PHR-2P                          |
| Mating Type Part Number      | SPH-002T-P0.5S                  |

| Pin | Symbol          | Description  |
|-----|-----------------|--------------|
| 1   | V <sub>CC</sub> | High Voltage |
| 2   | VGND            | Low Voltage  |

## 5.3 P-CAP Controller PIN ASSIGNMENT

| JP1 |                   |
|-----|-------------------|
| NO  | Description       |
| 1   | GPIO1             |
| 2   | GPIO3             |
| 3   | D+                |
| 4   | D-                |
| 5   | VDD(3.3V &5V)     |
| 6   | GND               |
| 7   | INI(3.3V)         |
| 8   | SDA(3.3V)         |
| 9   | SCL(3.3V)         |
| 10  | WAKE/RST(3.3V&5V) |

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## 5.4 COLOR DATA INPUT ASSIGNMENT

The brightness of each primary color (red, green and blue) is based on the 6-bit gray scale data input for the color. The higher the binary input, the brighter the color. The table below provides the assignment of color versus data input.

| Color               |               | Data Signal |    |    |    |    |    |       |    |    |    |    |    |      |    |    |    |    |    |
|---------------------|---------------|-------------|----|----|----|----|----|-------|----|----|----|----|----|------|----|----|----|----|----|
|                     |               | Red         |    |    |    |    |    | Green |    |    |    |    |    | Blue |    |    |    |    |    |
|                     |               | 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  |
| Gray Scale Of Green | Red(63)       | 1           | 1  | 1  | 1  | 1  | 1  | 0     | 0  | 0  | 0  | 0  | 0  | 0    | 0  | 0  | 0  | 0  | 0  |
|                     | 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  |
| Gray Scale Of Blue  | Green(63)     | 0           | 0  | 0  | 0  | 0  | 0  | 1     | 1  | 1  | 1  | 1  | 1  | 0    | 0  | 0  | 0  | 0  | 0  |
|                     | 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  |
| Gray Scale Of Blue  | Blue(63)      | 0           | 0  | 0  | 0  | 0  | 0  | 0     | 0  | 0  | 0  | 0  | 0  | 1    | 1  | 1  | 1  | 1  | 1  |

Note (1) 0: Low Level Voltage, 1: High Level Voltage

# PRODUCT SPECIFICATION

The brightness of each primary color (red, green and blue) is based on the 8-bit gray scale data input for the color. The higher the binary input, the brighter the color. The table below provides the assignment of color versus data input.

| Color               |                | Data Signal |    |    |    |    |    |    |    |       |    |    |    |    |    |    |    |      |    |    |    |    |    |    |    |
|---------------------|----------------|-------------|----|----|----|----|----|----|----|-------|----|----|----|----|----|----|----|------|----|----|----|----|----|----|----|
|                     |                | Red         |    |    |    |    |    |    |    | Green |    |    |    |    |    |    |    | Blue |    |    |    |    |    |    |    |
|                     |                | 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  |
|                     | 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          | 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           | 0           | 0  | 0  | 0  | 0  | 0  | 0  | 0  | 0     | 0  | 0  | 0  | 0  | 0  | 0  | 0  | 1    | 1  | 1  | 1  | 1  | 1  | 1  | 1  |
|                     | 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  |
|                     | 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 Of Red   | Red(0) / Dark  | 0           | 0  | 0  | 0  | 0  | 0  | 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  | 0  | 0  | 1  | 0     | 0  | 0  | 0  | 0  | 0  | 0  | 0  | 0    | 0  | 0  | 0  | 0  | 0  | 0  | 0  |
|                     | Red(2)         | 0           | 0  | 0  | 0  | 0  | 0  | 1  | 0  | 0     | 0  | 0  | 0  | 0  | 0  | 0  | 0  | 0    | 0  | 0  | 0  | 0  | 0  | 0  | 0  |
|                     | ⋮              | ⋮           | ⋮  | ⋮  | ⋮  | ⋮  | ⋮  | ⋮  | ⋮  | ⋮     | ⋮  | ⋮  | ⋮  | ⋮  | ⋮  | ⋮  | ⋮  | ⋮    | ⋮  | ⋮  | ⋮  | ⋮  | ⋮  | ⋮  | ⋮  |
|                     | ⋮              | ⋮           | ⋮  | ⋮  | ⋮  | ⋮  | ⋮  | ⋮  | ⋮  | ⋮     | ⋮  | ⋮  | ⋮  | ⋮  | ⋮  | ⋮  | ⋮  | ⋮    | ⋮  | ⋮  | ⋮  | ⋮  | ⋮  | ⋮  | ⋮  |
|                     | Red(253)       | 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(254)       | 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(255)       | 1           | 1  | 1  | 1  | 1  | 1  | 1  | 1  | 0     | 0  | 0  | 0  | 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  | 0  | 0  | 0  | 0  | 0  | 0  |
|                     | Green(1)       | 0           | 0  | 0  | 0  | 0  | 0  | 0  | 0  | 0     | 0  | 0  | 0  | 0  | 0  | 0  | 1  | 0    | 0  | 0  | 0  | 0  | 0  | 0  | 0  |
|                     | Green(2)       | 0           | 0  | 0  | 0  | 0  | 0  | 0  | 0  | 0     | 0  | 0  | 0  | 0  | 0  | 1  | 0  | 0    | 0  | 0  | 0  | 0  | 0  | 0  | 0  |
|                     | ⋮              | ⋮           | ⋮  | ⋮  | ⋮  | ⋮  | ⋮  | ⋮  | ⋮  | ⋮     | ⋮  | ⋮  | ⋮  | ⋮  | ⋮  | ⋮  | ⋮  | ⋮    | ⋮  | ⋮  | ⋮  | ⋮  | ⋮  | ⋮  | ⋮  |
|                     | ⋮              | ⋮           | ⋮  | ⋮  | ⋮  | ⋮  | ⋮  | ⋮  | ⋮  | ⋮     | ⋮  | ⋮  | ⋮  | ⋮  | ⋮  | ⋮  | ⋮  | ⋮    | ⋮  | ⋮  | ⋮  | ⋮  | ⋮  | ⋮  | ⋮  |
|                     | Green(253)     | 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(254)     | 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(255)     | 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 Of Blue  | Blue(0) / Dark | 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(1)        | 0           | 0  | 0  | 0  | 0  | 0  | 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  | 0    | 0  | 0  | 0  | 0  | 1  | 0  | 0  |
|                     | ⋮              | ⋮           | ⋮  | ⋮  | ⋮  | ⋮  | ⋮  | ⋮  | ⋮  | ⋮     | ⋮  | ⋮  | ⋮  | ⋮  | ⋮  | ⋮  | ⋮  | ⋮    | ⋮  | ⋮  | ⋮  | ⋮  | ⋮  | ⋮  | ⋮  |
|                     | ⋮              | ⋮           | ⋮  | ⋮  | ⋮  | ⋮  | ⋮  | ⋮  | ⋮  | ⋮     | ⋮  | ⋮  | ⋮  | ⋮  | ⋮  | ⋮  | ⋮  | ⋮    | ⋮  | ⋮  | ⋮  | ⋮  | ⋮  | ⋮  | ⋮  |
|                     | Blue(253)      | 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(254)      | 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(255)      | 0           | 0  | 0  | 0  | 0  | 0  | 0  | 0  | 0     | 0  | 0  | 0  | 0  | 0  | 0  | 0  | 1    | 1  | 1  | 1  | 1  | 1  | 1  | 1  |

Note (1) 0: Low Level Voltage, 1: High Level Voltage

## 6. INTERFACE TIMING

### 6.1 INPUT SIGNAL TIMING SPECIFICATIONS

The input signal timing specifications are shown as the following table and timing diagram.

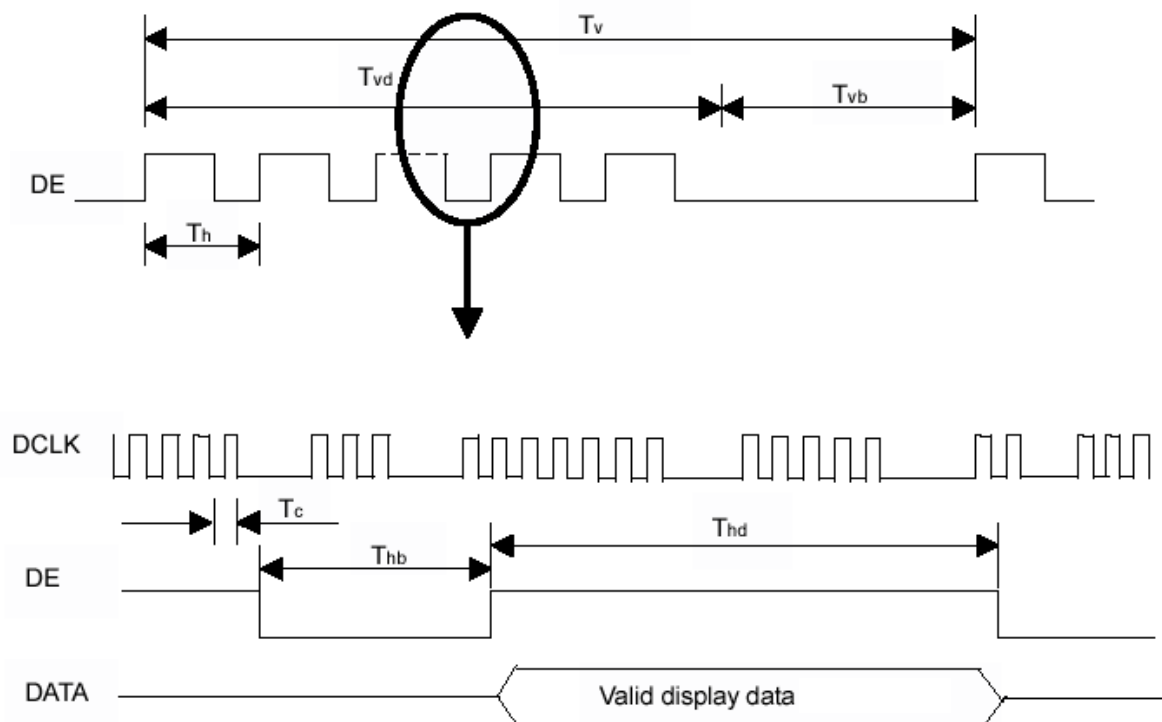
| Signal                         | Item      | Symbol | Min. | Typ. | Max. | Unit | Note       |
|--------------------------------|-----------|--------|------|------|------|------|------------|
| DCLK                           | Frequency | Fc     | 57.5 | 64.9 | 74.4 | MHz  |            |
| Vertical Active Display Term   | Total     | Tv     | 774  | 806  | 848  | Th   | Tv=Tvd+Tvb |
|                                | Display   | Tvd    | -    | 768  | -    | Th   | -          |
|                                | Blank     | Tvb    | 6    | 38   | 80   | Th   | -          |
| Horizontal Active Display Term | Total     | Th     | 1240 | 1344 | 1464 | Tc   | Th=Thd+Thb |
|                                | Display   | Thd    | -    | 1024 | -    | Tc   | -          |
|                                | Blank     | Thb    | 216  | 320  | 440  | Tc   | -          |

Note (1) Since this assembly is operated in DE only mode, Hsync and Vsync input signals should be set to low logic level. Otherwise, this assembly would operate abnormally.

(2) Frame rate is 60Hz

(3) The Tv(Tvd+Tvb) must be integer, otherwise, this module would operate abnormally.

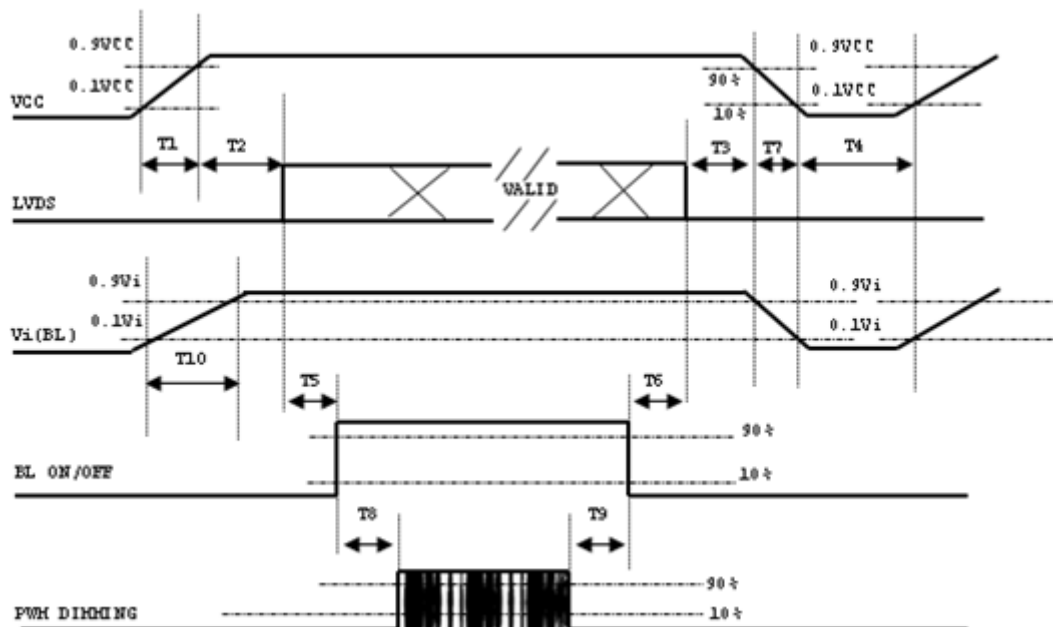
#### INPUT SIGNAL TIMING DIAGRAM





## 6.2 POWER ON/OFF SEQUENCE

To prevent a latch-up or DC operation of LCD assembly, the power on/off sequence should be as the diagram below.



Note (1) Please avoid floating state of interface signal at invalid period.

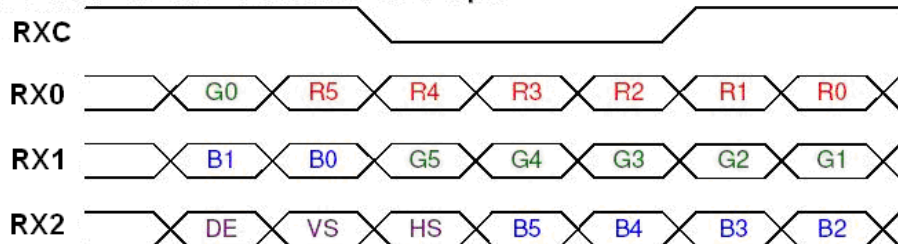
Note (2) When the interface signal is invalid, be sure to pull down the power supply of LCD VCC to 0 V.

Note (3) The Backlight converter power must be turned on after the power supply for the logic and the interface signal is valid. The Backlight converter power must be turned off before the power supply for the logic and the interface signal is invalid.

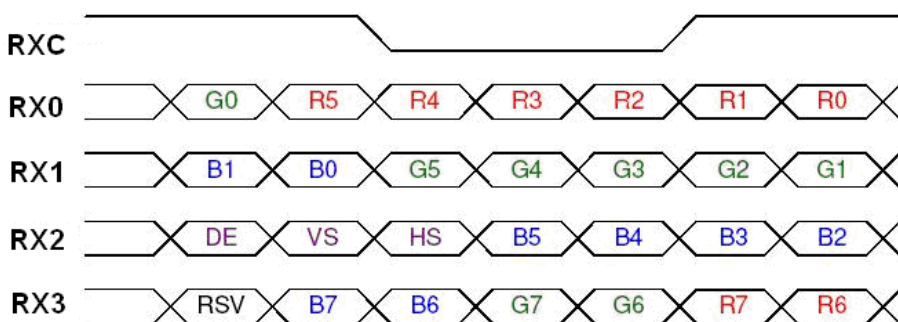
| Parameter | Value |     |     | Units |
|-----------|-------|-----|-----|-------|
|           | Min   | Typ | Max |       |
| T1        | 0.5   | --- | 10  | ms    |
| T2        | 0     | --- | 50  | ms    |
| T3        | 0     | --- | 50  | ms    |
| T4        | 500   | --- | --- | ms    |
| T5        | 450   | --- | --- | ms    |
| T6        | 200   | --- | --- | ms    |
| T7        | 10    | --- | 100 | ms    |
| T8        | 10    | --- | --- | ms    |
| T9        | 10    | --- | --- | ms    |
| T10       | 20    | --- | 50  | ms    |

## 6.3 THE INPUT DATA FORMAT

**SEL68 = "Low" or "NC" for 6 bits LVDS Input**



**SEL68 = "High" for 8 bits LVDS Input**



Note (1) R/G/B data 7: MSB, R/G/B data 0: LSB

Note (2) Please follow PSWG

| Signal Name                                  | Description                                                                                                                       | Remark                                                                                      |
|----------------------------------------------|-----------------------------------------------------------------------------------------------------------------------------------|---------------------------------------------------------------------------------------------|
| R7<br>R6<br>R5<br>R4<br>R3<br>R2<br>R1<br>R0 | Red Data 7 (MSB)<br>Red Data 6<br>Red Data 5<br>Red Data 4<br>Red Data 3<br>Red Data 2<br>Red Data 1<br>Red Data 0 (LSB)          | Red-pixel Data<br>Each red pixel's brightness data consists of these 8 bits pixel data.     |
| G7<br>G6<br>G5<br>G4<br>G3<br>G2<br>G1<br>G0 | Green Data 7 (MSB)<br>GreenData 6<br>GreenData 5<br>GreenData 4<br>GreenData 3<br>GreenData 2<br>GreenData 1<br>GreenData 0 (LSB) | Green-pixel Data<br>Each green pixel's brightness data consists of these 8 bits pixel data. |
| B7<br>B6<br>B5<br>B4<br>B3<br>B2<br>B1<br>B0 | Blue Data 7 (MSB)<br>Blue Data 6<br>Blue Data 5<br>Blue Data 4<br>Blue Data 3<br>Blue Data 2<br>Blue Data 1<br>Blue Data 0 (LSB)  | Blue-pixel Data<br>Each blue pixel's brightness data consists of these 8 bits pixel data.   |
| RXCLKIN+<br>RXCLKIN-                         | LVDS Clock Input                                                                                                                  |                                                                                             |
| DE                                           | Display Enable                                                                                                                    |                                                                                             |
| VS                                           | Vertical Sync                                                                                                                     |                                                                                             |
| HS                                           | Horizontal Sync                                                                                                                   |                                                                                             |

Note (3) Output signals from any system shall be low or Hi-Z state when VCC is off.

## 6.4 SCANNING DIRECTION

The following figures show the image see from the front view. The arrow indicates the direction of scan.

**Fig.1 Normal Scan**



**Fig.2 Reverse Scan**



**Fig.3 Reverse Scan**



**Fig.4 Reverse Scan**



Fig. 1 Normal scan ( pin 17, reLR = Low , pin 18, reUD = Low )

Fig. 2 Reverse scan ( pin 17, reLR = High, pin 18, reUD = Low )

Fig. 3 Reverse scan ( pin 17, reLR = Low , pin 18, reUD = High )

Fig. 4 Reverse scan ( pin 17, reLR = High, pin 18, reUD = High )

# PRODUCT SPECIFICATION

## 7. OPTICAL CHARACTERISTICS

### 7.1 TEST CONDITIONS

| Item                                      | Symbol                                                     | Value | Unit |
|-------------------------------------------|------------------------------------------------------------|-------|------|
| Ambient Temperature                       | Ta                                                         | 25±2  | °C   |
| Ambient Humidity                          | Ha                                                         | 50±10 | %RH  |
| Supply Voltage                            | According to typical value in "ELECTRICAL CHARACTERISTICS" |       |      |
| Input Signal                              |                                                            |       |      |
| LED Light Bar Input Current Per Input Pin |                                                            |       |      |

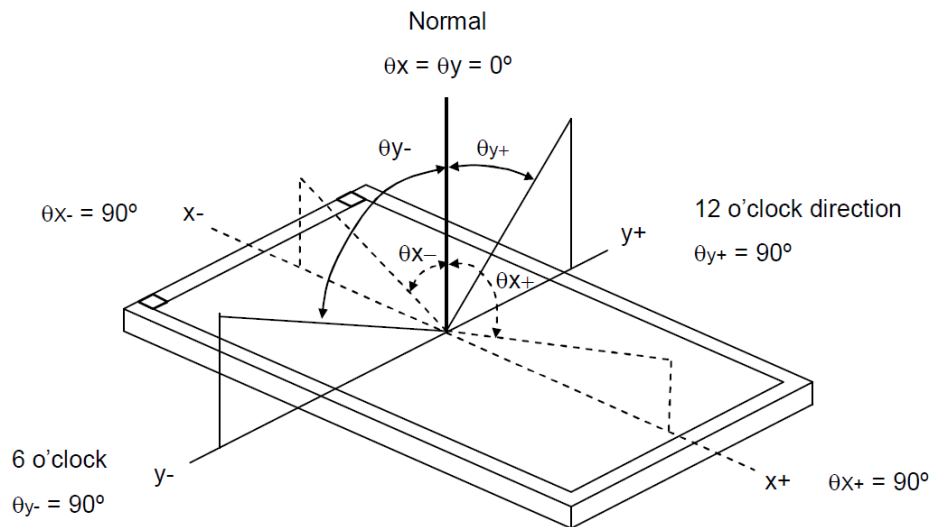
### 7.2 OPTICAL SPECIFICATIONS

The relative measurement methods of optical characteristics are shown in 7.2 and all items are measured at the center point of screen except white variation. The following items should be measured under the test conditions described in 7.1 and stable environment shown in Note (5).

| Item                      |            | Symbol           | Condition                                       | Min.  | Typ.  | Max.  | Unit     | Note      |
|---------------------------|------------|------------------|-------------------------------------------------|-------|-------|-------|----------|-----------|
| Color Chromaticity        | Red        | Rx               | $\theta_x=0^\circ, \theta_Y=0^\circ$<br>CS-1000 | 0.602 | 0.652 | 0.702 | -        | (1), (5)  |
|                           |            | Ry               |                                                 | 0.288 | 0.338 | 0.388 | -        |           |
|                           | Green      | Gx               |                                                 | 0.274 | 0.324 | 0.374 | -        |           |
|                           |            | Gy               |                                                 | 0.557 | 0.607 | 0.657 | -        |           |
|                           | Blue       | Bx               |                                                 | 0.103 | 0.153 | 0.203 | -        |           |
|                           |            | By               |                                                 | 0     | 0.048 | 0.098 | -        |           |
|                           | White      | Wx               |                                                 | 0.263 | 0.313 | 0.363 | -        |           |
|                           |            | Wy               |                                                 | 0.279 | 0.329 | 0.379 | -        |           |
| Center Luminance of White |            | L <sub>C</sub>   | 750                                             | 850   | -     |       | (4), (5) |           |
| Contrast Ratio            |            | CR               | 700                                             | 1000  | -     | -     | (2), (5) |           |
| Response Time             |            | T <sub>R</sub>   | $\theta_x=0^\circ, \theta_Y=0^\circ$            | -     | 13    | 18    | ms       | (3)       |
|                           |            | T <sub>F</sub>   |                                                 | -     | 12    | 17    | ms       |           |
| White Variation           |            | ΔW               | $\theta_x=0^\circ, \theta_Y=0^\circ$            |       | 1.25  | 1.4   | -        | (5), (6). |
| Viewing Angle             | Horizontal | θ <sub>x</sub> + | CR≥10                                           | 85    | 89    | -     | Deg.     | (1), (5)  |
|                           |            | θ <sub>x</sub> - |                                                 | 85    | 89    | -     |          |           |
|                           | Vertical   | θ <sub>y</sub> + |                                                 | 85    | 89    | -     |          |           |
|                           |            | θ <sub>y</sub> - |                                                 | 85    | 89    |       |          |           |

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Note (1) Definition of Viewing Angle ( $\theta_x$ ,  $\theta_y$ ):



Note (2) Definition of Contrast Ratio (CR):

The contrast ratio can be calculated by the following expression.

$$\text{Contrast Ratio (CR)} = L_{255} / L_0$$

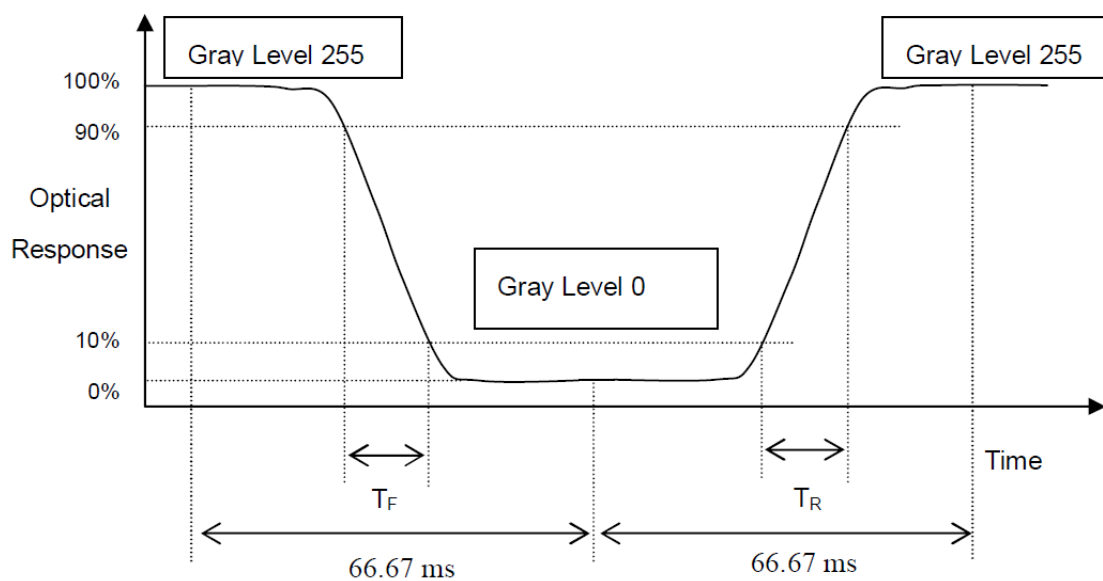
$L_{255}$ : Luminance of gray level 255

$L_0$ : Luminance of gray level 0

$$CR = CR(5)$$

CR (X) is corresponding to the Contrast Ratio of the point X at Figure in Note (6).

Note (3) Definition of Response Time ( $T_R$ ,  $T_F$ ) and measurement method:



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Note (4) Definition of Luminance of White ( $L_C$ ):

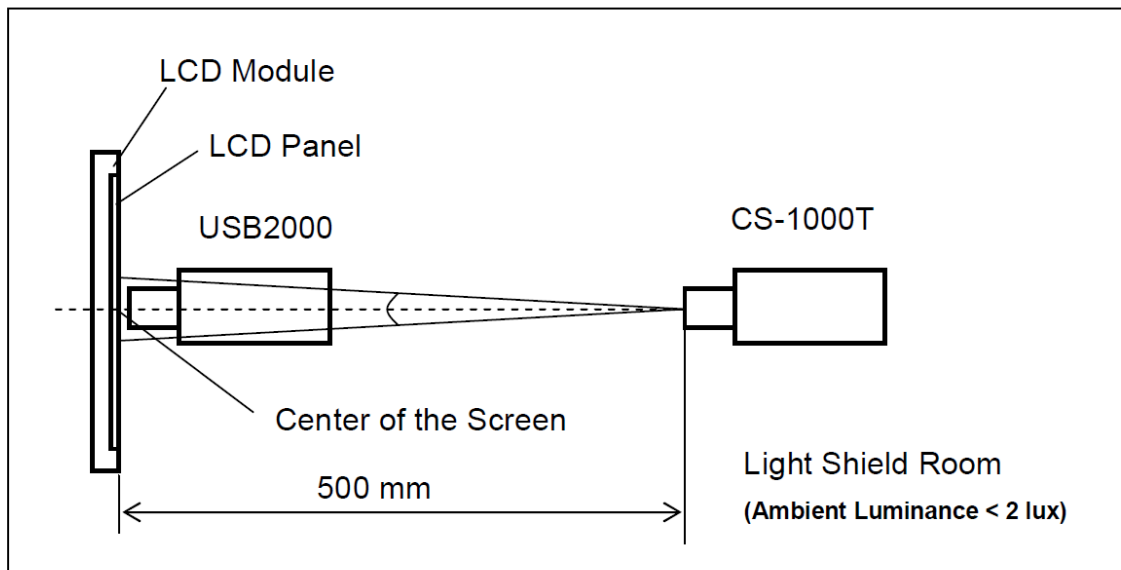
Measure the luminance of gray level 255 at center point

$$L_C = L(5)$$

$L(x)$  is corresponding to the luminance of the point X at Figure in Note (6).

Note (5) Measurement Setup:

The LCD module should be stabilized at given temperature for 20 minutes to avoid abrupt temperature change during measuring. In order to stabilize the luminance, the measurement should be executed after lighting Backlight for 20 minutes in a windless room.

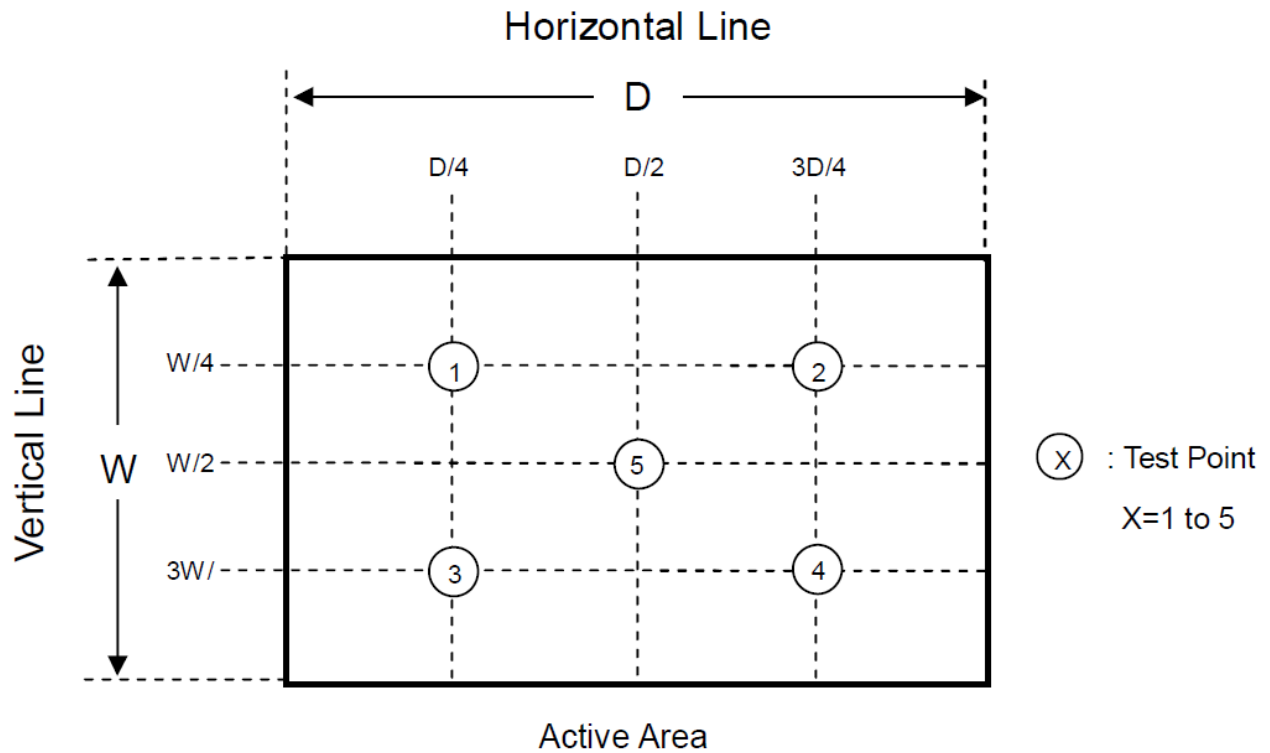


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Note (6) Definition of White Variation ( $\delta W$ ):

Measure the luminance of gray level 255 at 5 points

$$\delta W = \frac{\text{Maximum [L (1), L (2), L (3), L (4), L (5)]}}{\text{Minimum [L (1), L (2), L (3), L (4), L (5)]}}$$



# PRODUCT SPECIFICATION

## 8. RELIABILITY TEST CRITERIA

| Test Item                                       | Test Condition                                                            | Note             |
|-------------------------------------------------|---------------------------------------------------------------------------|------------------|
| High Temperature Storage Test                   | 90°C, 240 hours                                                           | (1)(2)<br>(4)(5) |
| Low Temperature Storage Test                    | -40°C, 240 hours                                                          |                  |
| Thermal Shock Storage Test                      | -30°C, 0.5hour $\longleftrightarrow$ 85°C, 0.5hour; 1hour/cycle,100cycles |                  |
| High Temperature Operation Test                 | 85°C, 240 hours                                                           |                  |
| Low Temperature Operation Test                  | -30°C, 240 hours                                                          |                  |
| High Temperature & High Humidity Operation Test | 60°C, 90%RH, 240hours                                                     | (1)(2)<br>(4)(6) |
| Shock (Non-Operating)                           | 200G, 2ms, half sine wave, 1 time for $\pm X$ , $\pm Y$ , $\pm Z$ .       | (2)(3)           |
| Vibration (Non-Operating)                       | 1.5G, 10 ~ 300 Hz, 10min/cycle, 3 cycles each X, Y, Z                     | (2)(3)           |
| Impact Test                                     | 直徑 $\phi$ 25mm 重量 64g 鋼球，在 50cm 高度試驗架上自由 跌落 2 次，檢查模組的外觀和性能。               | (7)              |

Note (1) There should be no condensation on the surface of panel during test.

Note (2) Temperature of panel display surface area should be 92 °C Max.

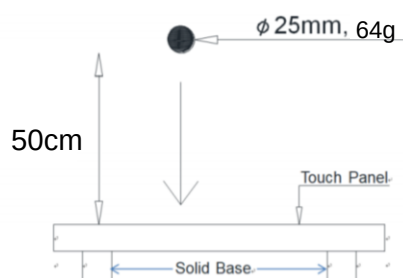
Note (3) At testing Vibration and Shock, the fixture in holding the module has to be hard and rigid enough so that the module would not be twisted or bent by the fixture.

Note (4) In the standard conditions, there is no function failure issue occurred. All the cosmetic specification is judged before reliability test.

Note (5) Before cosmetic and function test, the product must have enough recovery time, at least 2 hours at room temperature.

Note (6) Before cosmetic and function test, the product must have enough recovery time, at least 24 hours at room temperature.

Note (7)





## 9. Appearance Inspection

### 9.1 Inspection Environment specifications

- A. 觸控面板的目視檢查作業必須在至少無塵室等級為 10,000 的環境下執行。

The touch sensor has to be inspected at a clean room of at least class 10,000.

- B. 觸控面板的目視檢查環境設定值必須被控制溫度在 23°C 到 27°C 以及濕度在 40%到 60%之間。

The visual inspection environment should be set at 23 to 27 degree C and 40% to 60% humidity.

- C. 觸控面板外觀目視檢查之環境照度須設定在 700±200 Lux 的日光燈光源下。

The illumination of the appearance inspection should be 700±200 Lux with fluorescent reflection light source.

- D. 觸控面板的目視檢查須在人眼裸視基礎下，並且觸控面板到人眼的目檢距離須至少超過 30 公分。

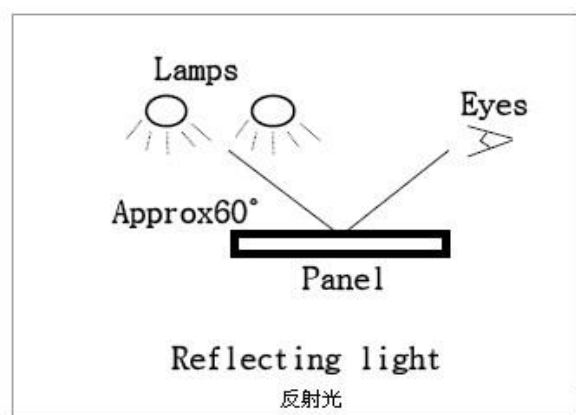
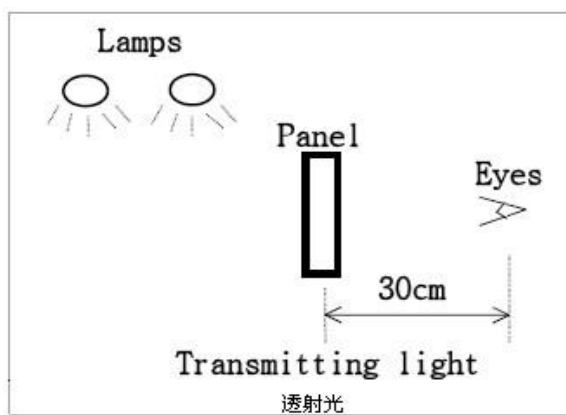
The visual inspection should be kept the distance 30cm or more between the touch sensor and the raw eyes of inspectors.

- E. 觸控面板的裸眼目視檢查角度須以 30 度正負 15 度的角度作業。

The viewing angle should be 30±15 degree with an inspector's raw eyes when visual inspection.

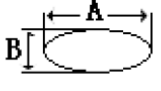
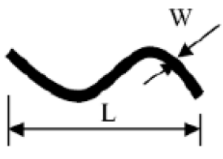
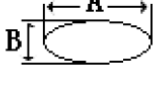
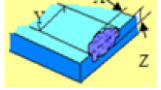
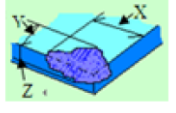
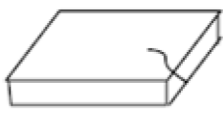
- F. 目視檢查示意圖如下附圖所示，且目視檢查時間為 15 秒正負 5 秒鐘。

The visual inspection illustration is showed as below and Visual inspection time is 15±5 second per one's.



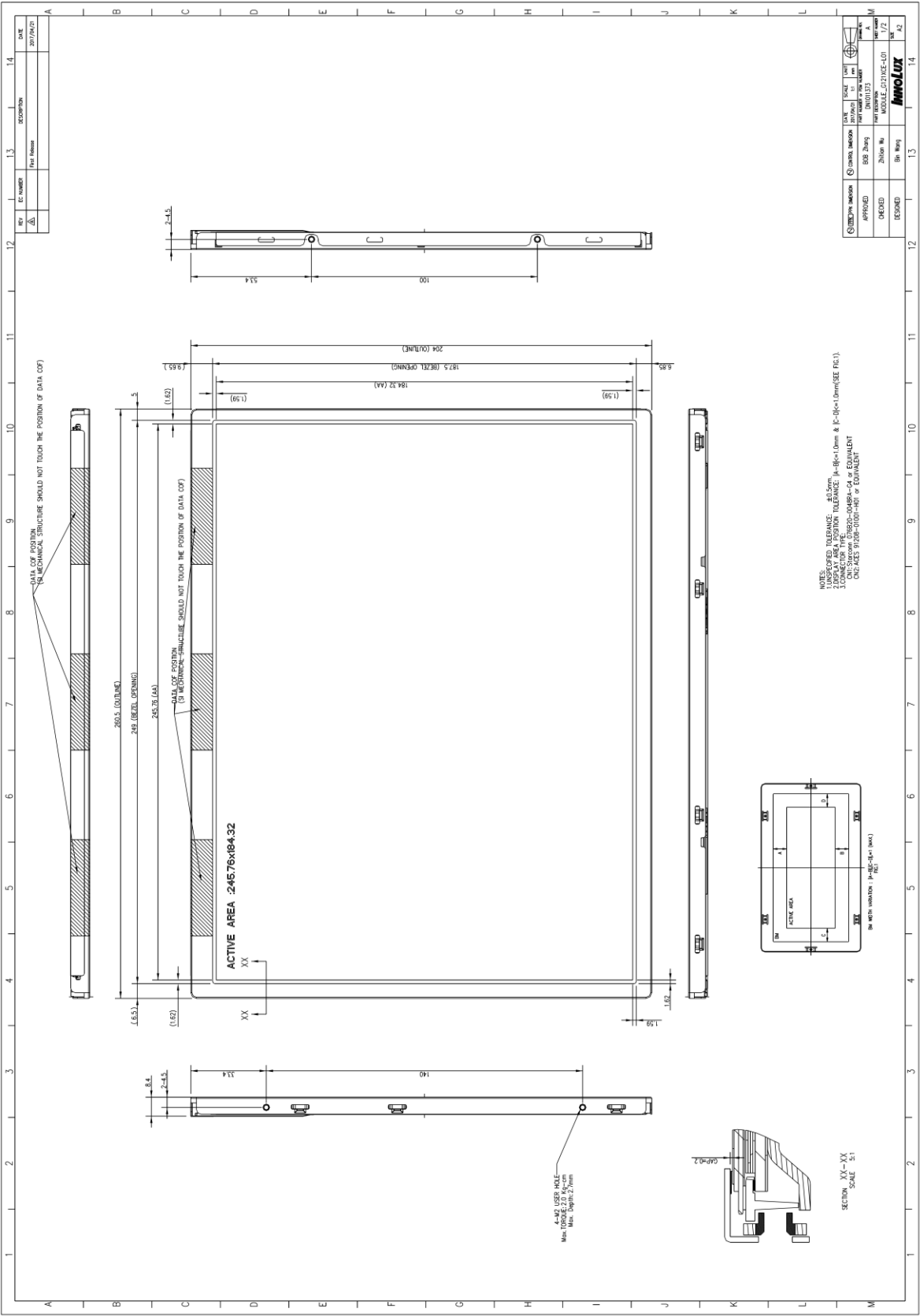
# PRODUCT SPECIFICATION

## 9.2 Appearance Testing Content

| Item 品項                                  | Calculate Method 計算方式                                                                                      | The standard of determination 判定標準                                                                  |                                                                                           |
|------------------------------------------|------------------------------------------------------------------------------------------------------------|-----------------------------------------------------------------------------------------------------|-------------------------------------------------------------------------------------------|
| Spot defect (White/Black) (黑/白/污點、粒子雜物點) | 大小: $\Phi = (A+B)/2$<br>  | 大小                                                                                                  | 允許數量                                                                                      |
|                                          |                                                                                                            | $0 \leq \Phi \leq 0.5\text{mm}$                                                                     | 不計                                                                                        |
|                                          |                                                                                                            | $0.5\text{mm} < \Phi \leq 0.7\text{mm}$<br>$DS > 10\text{mm}$                                       | $N \leq 6$                                                                                |
|                                          |                                                                                                            | $\Phi > 0.7$                                                                                        | $N = 0$                                                                                   |
| Linear defect<br>刮傷/毛屑/線狀異物              |                           | 寬 W                                                                                                 | 長 L                                                                                       |
|                                          |                                                                                                            | $W \leq 0.1\text{mm}$                                                                               | 不計                                                                                        |
|                                          |                                                                                                            | $0.1\text{mm} < W \leq 0.15\text{mm}$<br>$L \leq 15\text{mm}, DS \geq 15\text{mm}$                  | $N \leq 5$                                                                                |
|                                          |                                                                                                            | $W > 0.15$                                                                                          | $N = 0$                                                                                   |
| Bump point<br>(魚眼、凹凸點)                   | 大小: $\Phi = (A+B)/2$<br> | 大小                                                                                                  | 允許數量                                                                                      |
|                                          |                                                                                                            | $0 \leq \Phi \leq 0.1\text{mm}$                                                                     | 不計                                                                                        |
|                                          |                                                                                                            | $0.15\text{mm} < \Phi \leq 0.5\text{mm}$<br>$DS > 10\text{mm}$                                      | $N \leq 5$                                                                                |
|                                          |                                                                                                            | $\Phi > 0.5$                                                                                        | $N = 0$                                                                                   |
| CG chipping/crack<br>(CG 崩邊, 裂紋)         |                         | 正面:<br>$\Phi \leq 0.15\text{mm}, Z \leq T/2$<br>$DS \geq 25\text{mm}, N \leq 2$                     | 背面:<br>1. 從正面看不影響外觀<br>2. $\Phi \leq 0.5\text{mm}, Z \leq T/2$ , 不計                       |
|                                          |                         | 正面:<br>$X \leq 0.15\text{mm}, Y \leq 0.15\text{mm},$<br>$Z \leq T/2, N \leq 2$                      | 背面:<br>1. 從正面看不影響外觀;<br>2. $X \leq 2\text{mm}, Y \leq 2\text{mm}$<br>$Z \leq T, N \leq 2$ |
|                                          |                         | Crack is not allowed 裂紋不允許                                                                          |                                                                                           |
| Dirty 髒汙                                 |                                                                                                            | Wipe the dirt acceptance, cannot be wiped follow the bad liner calculation<br>可擦拭髒汙允收, 不可擦拭按點線狀不良計算 |                                                                                           |
| Light leak 漏光                            |                                                                                                            | Flat test is not visible is OK<br>平光檢驗不可見為 OK                                                       |                                                                                           |
| Other not be defined<br>其他未定義缺陷          |                                                                                                            | See sample limitation<br>參見限度樣品                                                                     |                                                                                           |

10. MECHANICAL CHARACTERISTICS

LCM Outline Dimension (Front View)



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Technical drawing of a 200W LED module. The drawing includes a top view and a side view. The top view shows a rectangular module with a width of 54.4±1.1mm and a length of 89.5±1.1mm. The side view shows a height of 25.0±5.0mm. The module features two labels: 'MODULE LABEL' and 'BLU LABEL'. The drawing also shows the internal structure, including the LED chip and the heat sink. The drawing is labeled with dimensions and tolerances, and includes a note about the tolerance for the LED chip position.

NOTE:  
 UNLESS SPECIFIED TOLERANCE: ±0.5mm.  
 2. DIMENSIONS AT AREA POSITION TOLERANCE:  $\pm 0.5$ mm.  
 3. DIMENSIONS AT AREA POSITION TOLERANCE:  $\pm 0.5$ mm.  
 4. DIMENSIONS AT AREA POSITION TOLERANCE:  $\pm 0.5$ mm.  
 5. DIMENSIONS AT AREA POSITION TOLERANCE:  $\pm 0.5$ mm.  
 6. DIMENSIONS AT AREA POSITION TOLERANCE:  $\pm 0.5$ mm.  
 7. DIMENSIONS AT AREA POSITION TOLERANCE:  $\pm 0.5$ mm.  
 8. DIMENSIONS AT AREA POSITION TOLERANCE:  $\pm 0.5$ mm.  
 9. DIMENSIONS AT AREA POSITION TOLERANCE:  $\pm 0.5$ mm.  
 10. DIMENSIONS AT AREA POSITION TOLERANCE:  $\pm 0.5$ mm.  
 11. DIMENSIONS AT AREA POSITION TOLERANCE:  $\pm 0.5$ mm.  
 12. DIMENSIONS AT AREA POSITION TOLERANCE:  $\pm 0.5$ mm.  
 13. DIMENSIONS AT AREA POSITION TOLERANCE:  $\pm 0.5$ mm.  
 14. DIMENSIONS AT AREA POSITION TOLERANCE:  $\pm 0.5$ mm.

# PRODUCT SPECIFICATION

## P-CAP Display Module Outline Dimension

