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晶采光電科技股份有限公司  
AMPIRE CO., LTD

## SPECIFICATIONS FOR LCD MODULE

|                          |                            |
|--------------------------|----------------------------|
| <b>CUSTOMER</b>          |                            |
| <b>CUSTOMER PART NO.</b> |                            |
| <b>AMPIRE PART NO.</b>   | <b>AM-240320LDTNQW-00H</b> |
| <b>APPROVED BY</b>       |                            |
| <b>DATE</b>              |                            |

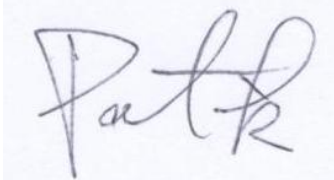


☒ Approved For Specifications

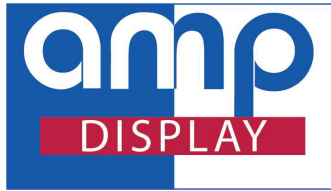
☐ Approved For Specifications & Sample

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|   |   |   |
|---|---|---|
| <b>APPROVED BY</b>  | <b>CHECKED BY</b>   | <b>ORGANIZED BY</b>   |
|  |  |  |



*A Brighter Solution*

# AMP DISPLAY INC.

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## SPECIFICATIONS

### 2.4-IN COLOR TFT MODULE

|                      |                                       |
|----------------------|---------------------------------------|
| CUSTOMER:            |                                       |
| CUSTOMER PART NO.    |                                       |
| AMP DISPLAY PART NO. | A M - 2 4 0 3 2 0 L D T N Q W - 0 0 H |
| APPROVED BY:         |                                       |
| DATE:                |                                       |

☐

APPROVED FOR SPECIFICATIONS

☐

APPROVED FOR SPECIFICATION AND PROTOTYPES

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## AMP DISPLAY INC

9856 SIXTH STREET RANCHO CUCAMONGA CA 91730  
TEL: 909-980-13410 FAX: 909-980-1419  
WWW.AMPDISPLAY.COM

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**RECORD OF REVISION**

| <b>Revision Date</b> | <b>Page</b> | <b>Contents</b>   | <b>Editor</b> |
|----------------------|-------------|---|---------------|
| 2008/12/31           | -           | New Release   | Emil          |
| 2009/01/06           | 4           | Correction the External shape dimensions                            | Emil          |
| 2009/02/13           | 3           | Remove "Touch Panel" in Features                                    | Edward        |
| 2009/03/24           |             | Modify Features (6)   | Kokai         |
| 2009/04/27           | 24          | Correction the Figure 7-19. 16 bit RGB I/F:<br>DB1-DB11, DB13-DB17. | Emil          |

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# 1 Features

LCD 2.4 inch Amorphous-TFT-LCD (Thin Film Transistor Liquid Crystal Display) for mobile-phone or handy electrical equipments.

- (1) Construction: 2.4" a-Si color TFT-LCD, White LED Backlight and FPCB.
- (2) Main LCD : 2.1 Amorphous-TFT 2.4 inch display, transmissive, Normally white type, 12 o'clock.
  - 2.2 240(RGB)X320 dots Matrix, 1/320 Duty.
  - 2.3 Narrow-contact ledge technique.
  - 2.4 Main LCD Driver IC: SPFD5408B
  - 2.5 262K: Red-6bit, Green-6bit, Blue-6bit(18-bit interface)
- (3) Low cross talk by frame rate modulation
- (4) Direct data display with display RAM
- (5) Partial display function: You can save power by limiting the display space.
- (6) Interface: MPU and RGB Interface. (Select by H/W Jumper). **Default : SPI**

| Interface mode | JP0(IM0) |       | JP1(IM1) |       | JP2(IM2) |       | JP3(IM3) |       | Remark         |
|----------------|----------|-------|----------|-------|----------|-------|----------|-------|----------------|
|                | R1(H)    | R2(L) | R3(H)    | R4(L) | R5(H)    | R6(L) | R7(H)    | R8(L) |                |
| 80-18BIT       | NC       | 0R    | 0R       | NC    | NC       | 0R    | 0R       | NC    |                |
| 80-9BIT        | 0R       | NC    | 0R       | NC    | NC       | 0R    | 0R       | NC    |                |
| 80-16BIT       | NC       | 0R    | 0R       | NC    | NC       | 0R    | NC       | 0R    |                |
| 80-8BIT        | 0R       | NC    | 0R       | NC    | NC       | 0R    | NC       | 0R    |                |
| SPI            | NC       | 0R    | NC       | 0R    | 0R       | NC    | NC       | 0R    | <b>Default</b> |

- (7) Abundant command functions:

- Area scroll function

- Display direction switching function

- Power saving function

Electric volume control function: you are able to program the temperature compensation function.

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## 2 Mechanical specifications

### Dimensions and weight

| Item                      |                  | Specifications                 | Unit |
|---------------------------|------------------|--------------------------------|------|
| External shape dimensions |                  | *1 43.6 (W) x 85.5 (H) x2.8(T) | mm   |
| Main LCD                  | Pixel size       | 0.153 (W) x 0.153 (H)          | mm   |
|                           | Active area      | 36.72 (W) x 48.96 (H)          | mm   |
|                           | Number of Pixels | 240(H)x320(V) pixels           | mm   |
| Weight                    |                  | 18.75                          | g    |

\*1. This specification is about External shape on shipment from AMP DISPLAY

## 3 Absolute max. ratings and environment

### 3-1 Absolute max. ratings

Ta=25°C GND=0V

| Item          | Symbol        | Min. | Max. | Unit | Remarks  |
|---------------|---------------|------|------|------|----------|
| Power voltage | VDD – GND     | -0.3 | +3.3 | V    |          |
| Power voltage | LED A – LED K | -0.5 | +4.0 | V    | Parallel |
| Input voltage | VIN           | -0.5 | VDD  | V    |          |

### 3-2 Environment

| Item                  | Specifications             | Remarks                   |
|-----------------------|----------------------------|---------------------------|
| Storage temperature   | Max. +80 °C<br>Min. -30 °C | Note 1:<br>Non-condensing |
| Operating temperature | Max. +70 °C<br>Min. -10 °C | Note 1:<br>Non-condensing |

Note 1 : Ta ≤ +40 °C . . . . Max.85%RH

Ta > +40 °C . . . . The max. humidity should not exceed the humidity with 40 °C 85%RH.

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## 4 Electrical specifications

### 4-1 Electrical characteristics of LCM

( $V_{DD}=3.0V$ ,  $T_a=25^{\circ}C$ )

| Item                       | Symbol        | Conditions      | MIN. | TYP. | MAX.        | Unit |
|----------------------------|---------------|-----------------|------|------|-------------|------|
| IC power voltage           | $V_{DD}$      |                 | 2.6  | 2.8  | 3.3         | V    |
| High-level input voltage   | $V_{IHC}$     |                 | 0.8  |      | $V_{DD}$    | V    |
| Low-level input voltage    | $V_{ILC}$     |                 | -0.3 |      | $0.2V_{DD}$ | V    |
| Consumption current of VDD | $I_{DD}$      | LED OFF         | -    | 6    | 10          | mA   |
| Consumption current of LED | $I_{LED\_ON}$ | $V_{LED}=12.8V$ | -    | 20   | -           | mA   |

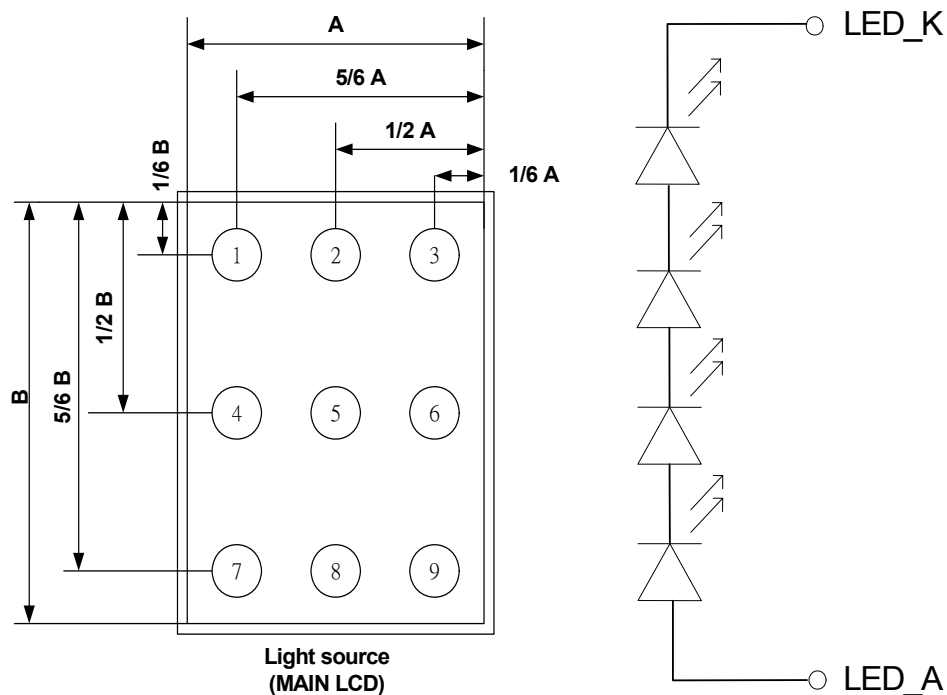
※ 1. 1/320 duty.

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#### 4-2 LED back light specification

| Item                        | Symbol                   | Conditions          | MIN.  | TYP. | MAX. | Unit              |
|-----------------------------|--------------------------|---------------------|-------|------|------|-------------------|
| Forward voltage             | $V_f$                    | $I_f = 20\text{mA}$ | 12.3  | 12.8 | 13.8 | V                 |
| Reverse voltage             | $V_r$                    |                     | -     | -    | 12   | V                 |
| Forward current             | $I_f$                    | 4-chip serial       | -     | 18   | 20   | mA                |
| Power Consumption           | $P_{BL}$                 | $I_f = 20\text{mA}$ | -     | 256  | 276  | mW                |
| Uniformity (with L/G)       | -                        | $I_f = 20\text{mA}$ | 80%*1 | -    | -    |                   |
| Bare LED Luminous intensity | $V_f$<br>$I_f$           | 13.2V<br>20mA       | 3700  | -    | -    | cd/m <sup>2</sup> |
| Luminous color              | White                    |                     |       |      |      |                   |
| Chip connection             | 4 chip serial connection |                     |       |      |      |                   |

Bare LED measure position:



\*1 Uniformity (LT):  $\frac{Min(P1 \sim P9)}{Max(P1 \sim P9)} \times 100 \geq 80\%$

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## 5 Main LCD

### 5-1 Optical characteristics

(1/320 Duty in case except as specified elsewhere Ta = 25°C)

| Item                              | Symbol   | Temp. | Min.               | Std. | Max. | Unit              | Conditions   |
|-----------------------------------|----------|-------|--------------------|------|------|-------------------|--|
| Response time                     | Tr       | 25 °C | --                 | 15   | 25   | ms                | $\theta=0^{\circ}$ , $\varphi=0^{\circ}$<br>(Note 2)                   |
|                                   | Tf       | 25 °C | --                 | 20   | 30   |                   |  |
| Contrast ratio                    | CR       | 25 °C | -                  | 200  | -    | -                 | $\theta=0^{\circ}$ , $\varphi=0^{\circ}$ LED:ON, LIGHT:OFF<br>(Note 4) |
| Transmittance                     | T        | 25 °C | -                  | 4.7  | -    | %                 |  |
| Visual angle range front and rear | $\theta$ | 25 °C | (θf) 35<br>(θb) 65 |      |      | De-gree           | $\varphi=0^{\circ}$ , $CR \geq 10$ LED:ON LIGHT:OFF<br>(Note 3)        |
| Visual angle range left and right | $\theta$ | 25 °C | (θl) 70<br>(θr) 70 |      |      | De-gree           | $\varphi=90^{\circ}$ , $CR \geq 10$ LED:ON LIGHT:OFF<br>(Note 3)       |
| Visual angle direction priority   |          |       | 12:00              |      |      |                   | (Note 5)   |
| Brightness                        |          |       | 170                | 220  | --   | Cd/m <sup>2</sup> | I <sub>F</sub> =20mA, Full White pattern                               |

### 5-2 CIE (x, y) chromaticity (1/320 Duty Ta = 25°C)

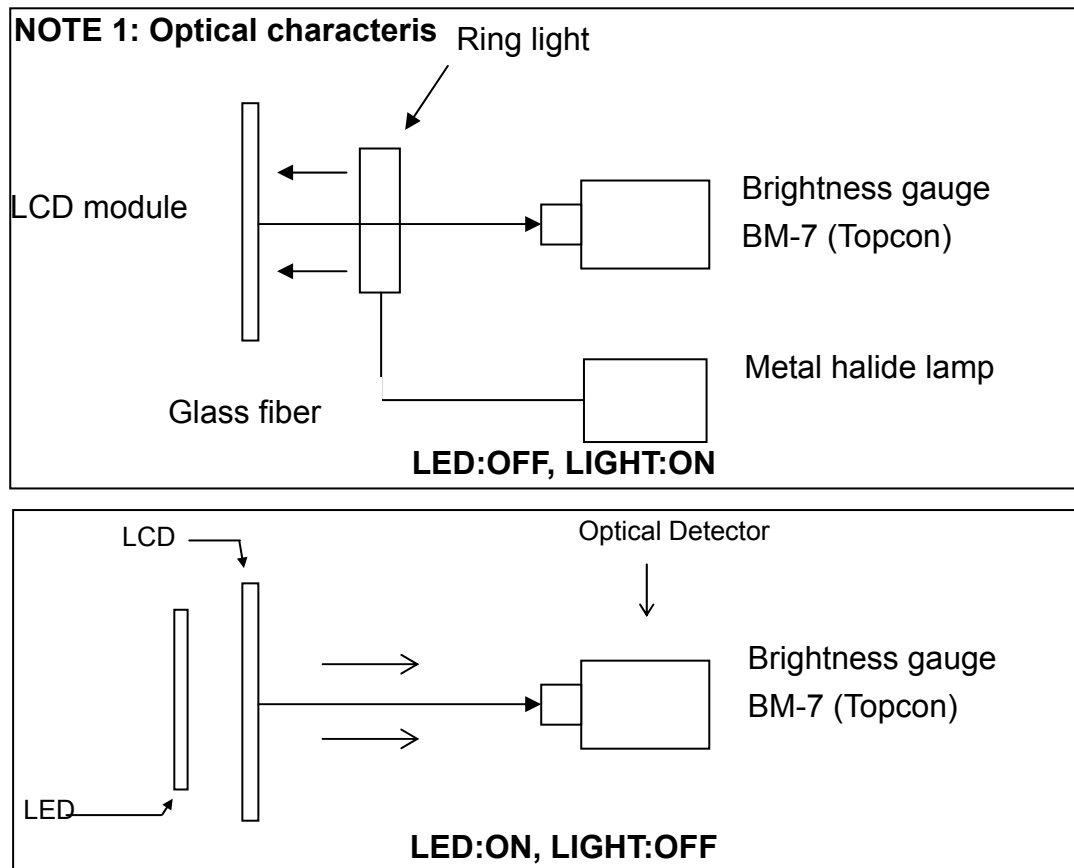
| Item  | Symbol | Transmissive |        |        | Conditions                               |
|-------|--------|--------------|--------|--------|--|
|       |        | Min.         | Typ.   | Max.   |  |
| Red   | X      | 0.5789       | 0.6289 | 0.6789 | $\theta=0^{\circ}$ , $\varphi=0^{\circ}$ |
|       | Y      | 0.2946       | 0.3446 | 0.3946 |  |
| Green | X      | 0.2968       | 0.3468 | 0.3968 | $\theta=0^{\circ}$ , $\varphi=0^{\circ}$ |
|       | Y      | 0.5293       | 0.5793 | 0.6293 |  |
| Blue  | X      | 0.1095       | 0.1595 | 0.2095 | $\theta=0^{\circ}$ , $\varphi=0^{\circ}$ |
|       | Y      | 0.0975       | 0.1475 | 0.1975 |  |
| White | X      | 0.261        | 0.311  | 0.361  | $\theta=0^{\circ}$ , $\varphi=0^{\circ}$ |
|       | Y      | 0.2971       | 0.3471 | 0.3971 |  |



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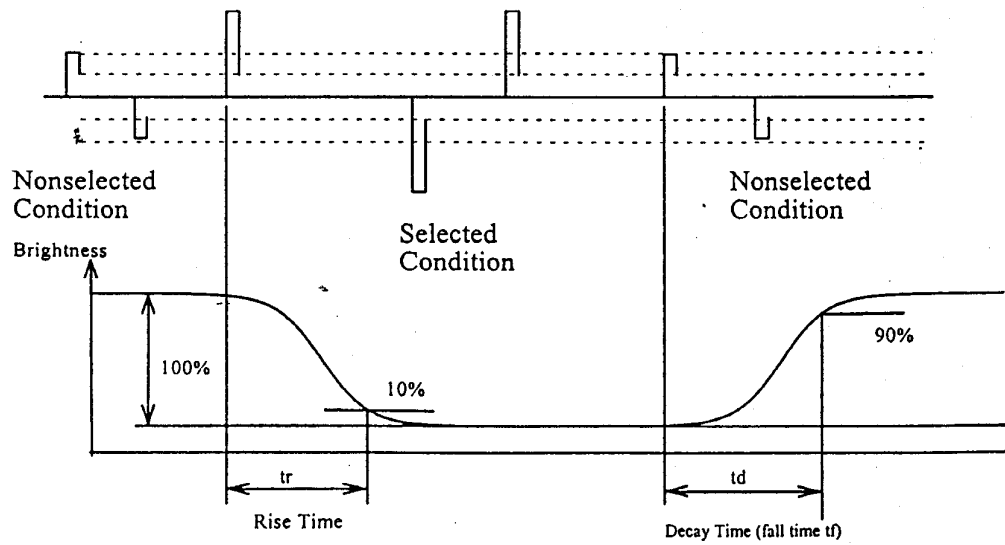


### NOTE 2: Response tome definition

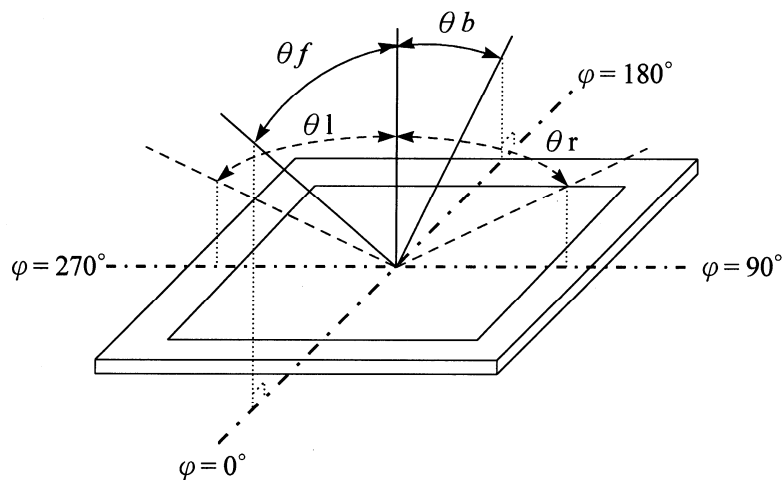
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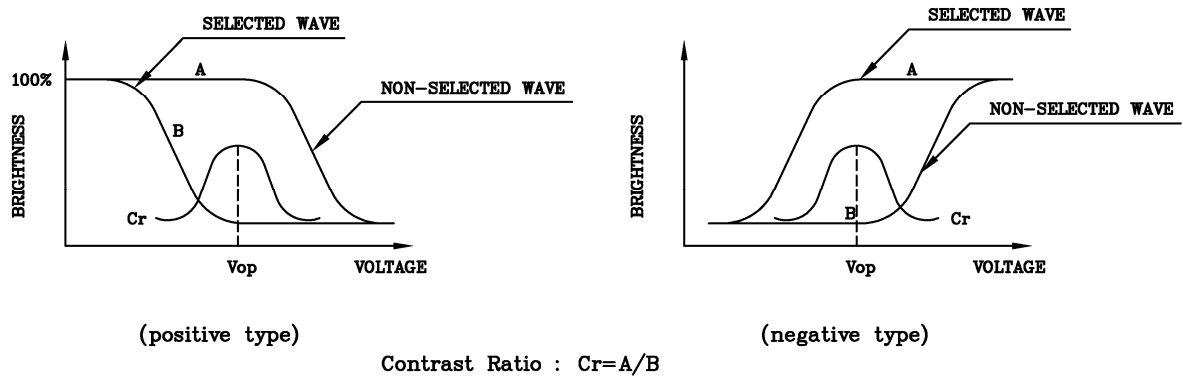
### NOTE 3: $\varphi$ 、 $\theta$ definition



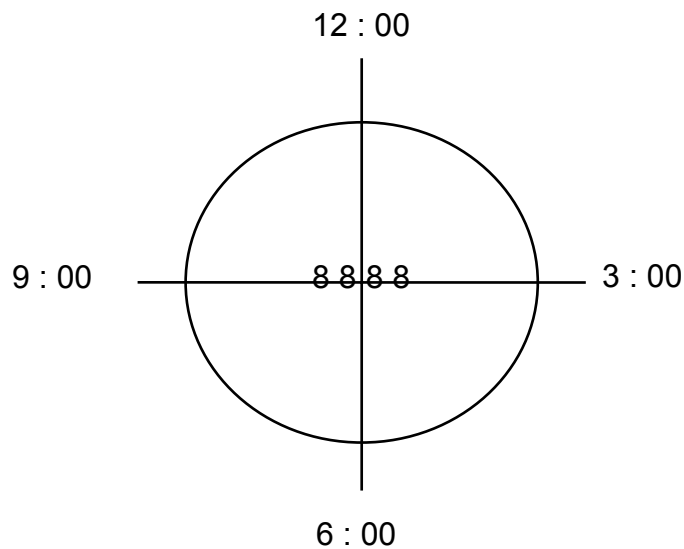
### NOTE 4: Contrast definition

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### NOTE 5: Visual angle direction priority



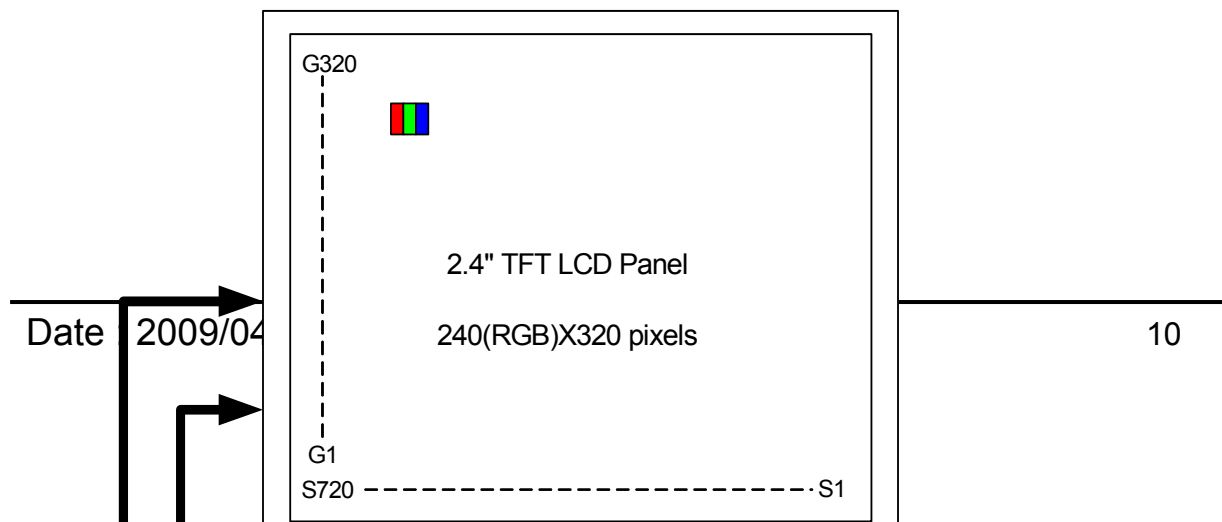
## 6 Block Diagram

### Block diagram (Main LCD)

Display format: A-Si TFT transmissive, Normally white type, 12 o'clock.

Display composition: 240 x RGB x 320 dots

LCD Driver : SPFD5408B



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## 7 Interface specifications

| Pin No. | Terminal | Functions  |               |
|---------|----------|--|---------------|
| 1       | ENABLE   | A data ENABLE signal in RGB I/F mode.  |               |
| 2       | DOTCLK   | Dot clock signal in RGB I/F mode.  |               |
| 3       | HSYNC    | Frame synchronizing signal in RGB I/F mode.  |               |
| 4       | VSYNC    | Frame synchronizing signal in RGB I/F mode.  |               |
| 5       | /CS      | Chip select signal.  |               |
| 6       | WR/SCL   | Write enable signal/Serial bus interface clock input pin.  |               |
| 7       | SDI      | Serial bus interface data input pin.   |               |
| 8       | RS       | Command/display Data Selection.  |               |
| 9       | NC       | NC   |               |
| 10      | /RD      | Read enable signal.  |               |
| 11      | /RESET   | Reset pin. Setting either pin low initializes the LSI.<br>Must be reset the chop after power being supplied. |               |
| 12      | PD0      | Mode   | DB Pin in use |
| 13      | PD1      | MCU 18-bit   | PD [17:0]     |

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|    |      |  |                     |
|----|------|--|---------------------|
| 14 | PD2  | MCU 16-bit                             | PD [17:10], DB[8:1] |
| 15 | PD3  | MCU 9-bit                              | PD [17:9]           |
| 16 | PD4  | MCU 8-bit                              | PD [17:10]          |
| 17 | PD5  | Serial Mode/Digital RGB Interface Mode | SDI, SDO/ PD [17:0] |
| 18 | PD6  |  | R[5:0]=PD[17:12]    |
| 19 | PD7  |  | G[5:0]=PD[11:6]     |
| 20 | PD8  |  | B[5:0]=PD[5:0]      |
| 21 | PD9  |  |                     |
| 22 | PD10 |  |                     |
| 23 | PD11 |  |                     |
| 24 | PD12 |  |                     |
| 25 | PD13 |  |                     |
| 26 | PD14 |  |                     |
| 27 | PD15 |  |                     |
| 28 | PD16 |  |                     |
| 29 | PD17 |  |                     |

(To be continued)

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|    |     |   |
|----|-----|---|
| 30 | VDD | Power supply for the internal logic circuit. (VDD=2.2~3.3V) |
| 31 | VCI | Power supply for Step-up circuit. (VCI=2.5~3.3V)            |
| 32 | VCI |   |
| 33 | NC  | NC  |
| 34 | NC  |   |
| 35 | NC  |   |
| 36 | NC  |   |
| 37 | NC  |   |
| 38 | NC  |   |
| 39 | NC  |   |
| 40 | GND | GND-terminal  |
| 41 | NC  | NC  |
| 42 | NC  |   |
| 43 | NC  |   |
| 44 | NC  |   |
| 45 | GND | GND-terminal  |
| 46 | SDO | Serial bus interface data output pin.                       |
| 47 | NC  | NC  |
| 48 | NC  |   |
| 49 | NC  |   |
| 50 | GND | GND-terminal  |
| 51 | GND |   |

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### 7-1 80-system 18-bit interface

The instruction and GRAM accessing format of 80-system 18-bit interface are shown in Figure 7-1 and Figure 7-2, respectively.

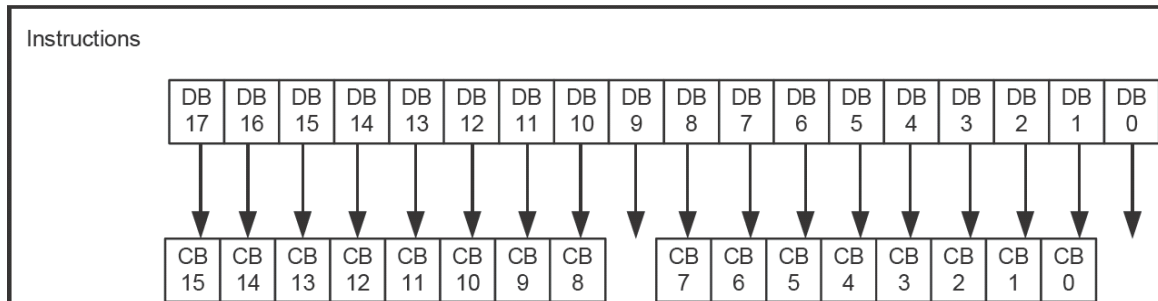


Figure 7-1

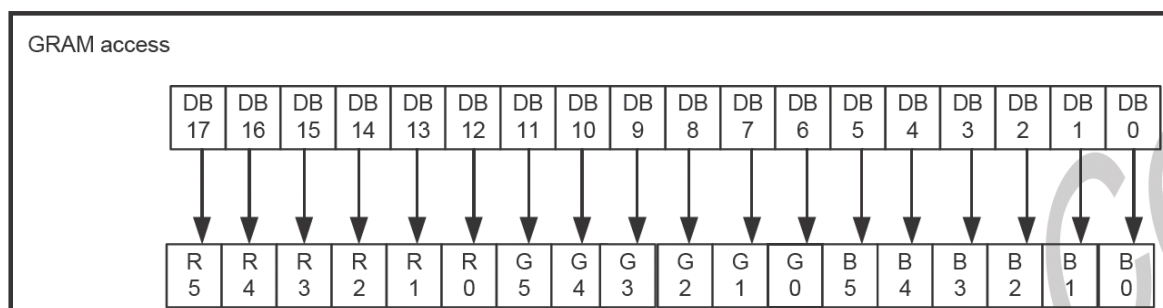


Figure 7-2

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## 7-2 80-system 16-bit interface

The instruction and GRAM accessing format of 80-system 16-bit interface are shown in Figure 7-3 and Figure 7-4, respectively.

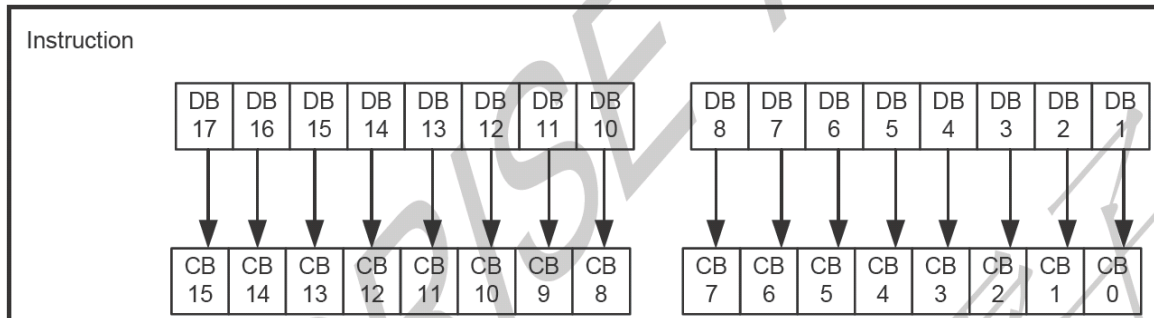


Figure 7-3

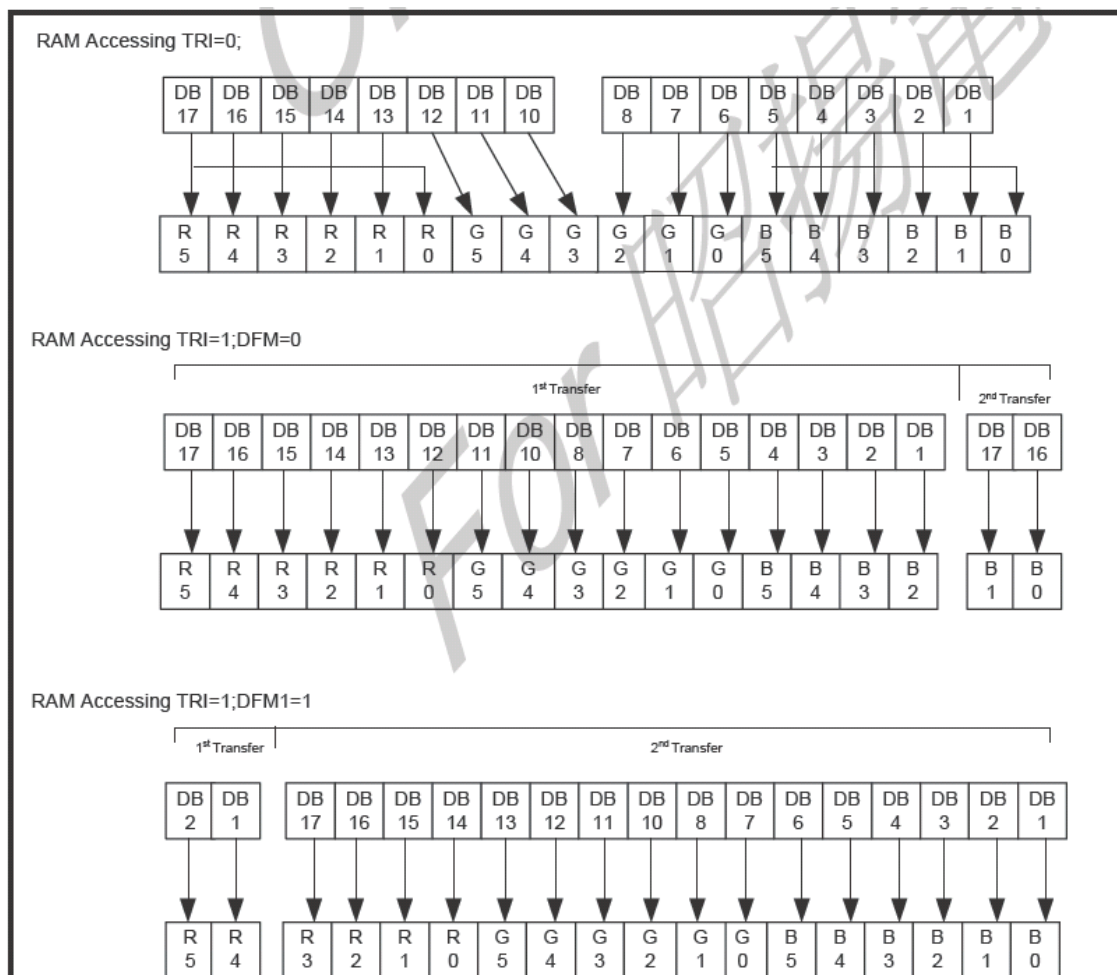


Figure 7-4



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### 7-3 80-system 9-bit interface

The instruction and GRAM accessing format of 80-system 9-bit interface are shown in Figure 7-5 and Figure 7-6, respectively.

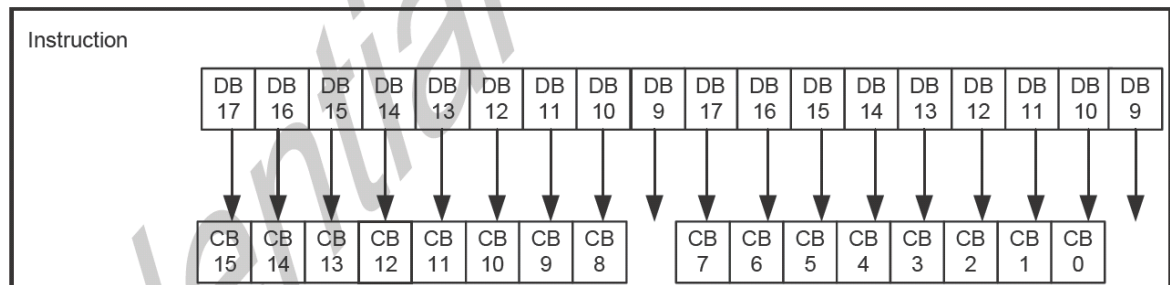


Figure 7-5

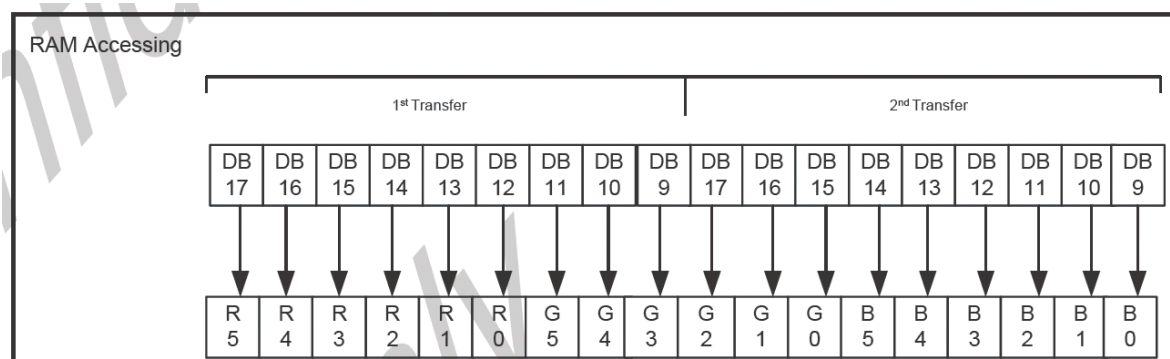


Figure 7-6

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### 7-4 80-system 8-bit interface

The instruction and GRAM accessing format of 80-system 8-bit interface are shown in Figure 7-7 and Figure 7-8, respectively.

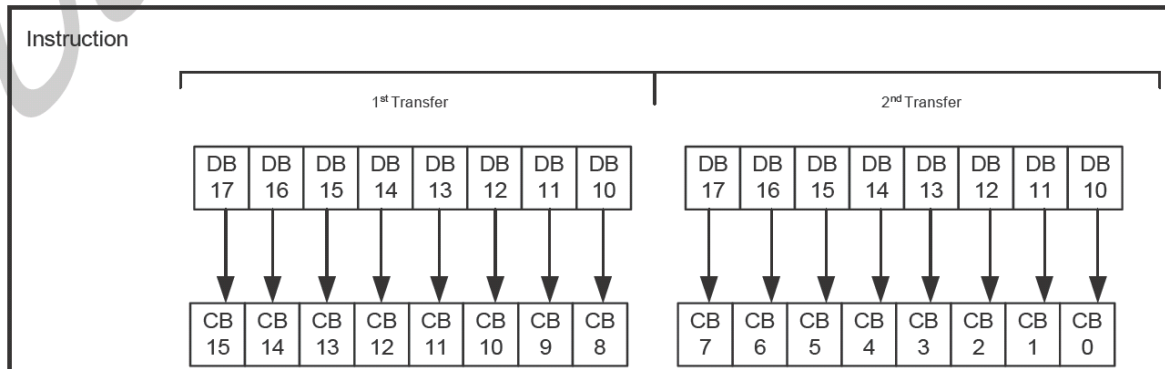


Figure 7-7

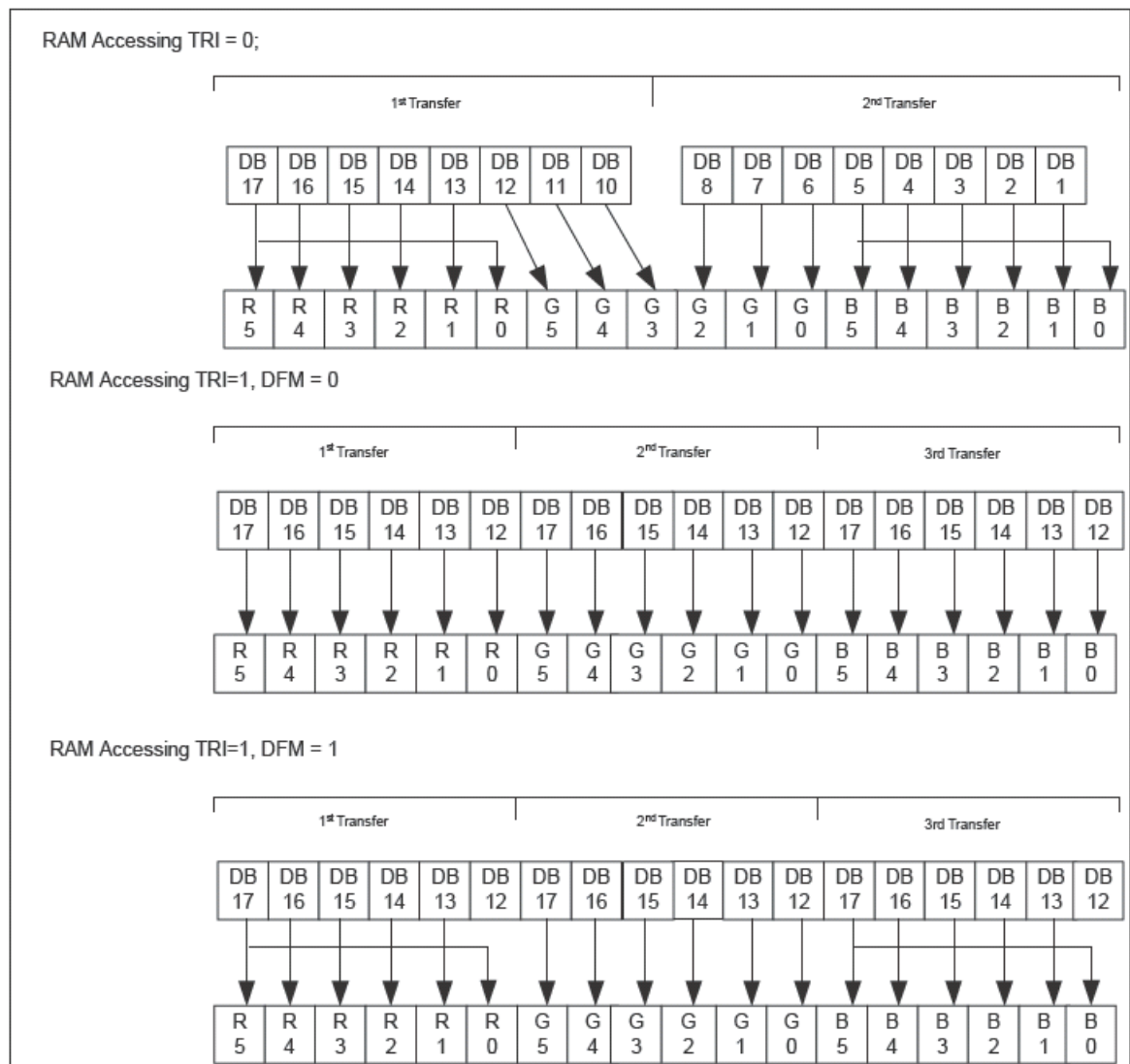


Figure 7-8

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### 7-5 Serial Peripheral interface (SPI)

The system interface of SPFD5408B also includes the Serial Peripheral Interface (SPI). In SPI mode, /CS, SCL, SDI and SDO are used to transfer data between MCU and SPFD5408B. IM0/ID pin served as the ID pin. Figure 7-9 illustrates the detail timing while using SPI. Be aware that the unused pins such as DB17-0 pins must be fixed at either IOVCC or GND level.

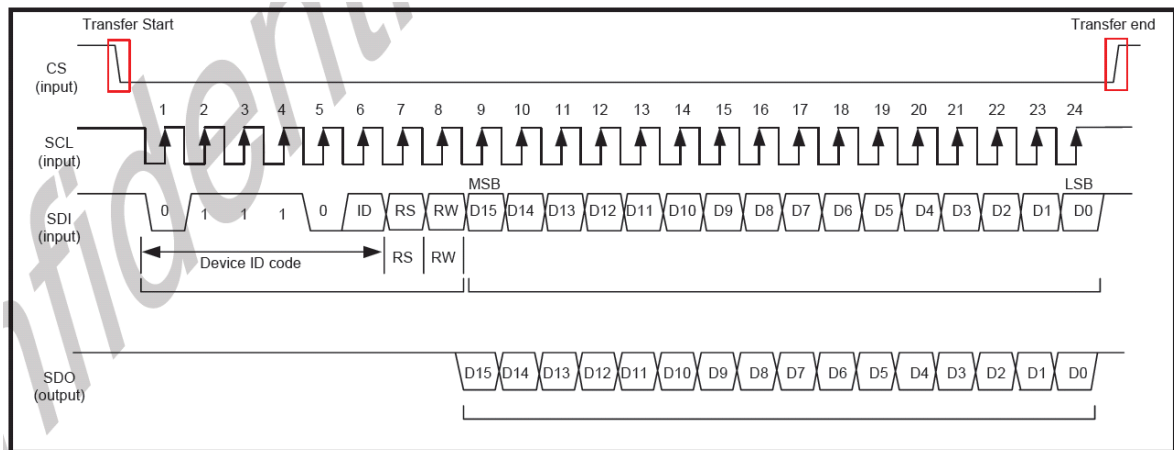


Figure 7-9

#### Start Byte Format

| Transferred bits  | S              | 1              | 2 | 3 | 4 | 5 | 6  | 7  | 8   |
|-------------------|----------------|----------------|---|---|---|---|----|----|-----|
| Start byte format | Transfer start | Device ID code |   |   |   |   |    | RS | R/W |
|                   |                | 0              | 1 | 1 | 1 | 0 | ID |    |     |

Note 1) ID bit is selected by setting the IM0/ID pin.

| RS | R/W | Function                         |
|----|-----|----------------------------------|
| 0  | 0   | Set an index register            |
| 0  | 1   | Read a status                    |
| 1  | 0   | Write an instruction or RAM data |
| 1  | 1   | Read an instruction or RAM data  |

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The instruction and GRAM accessing format of Serial Peripheral interface are shown in Figure 7-10 and Figure 7-11 respectively.

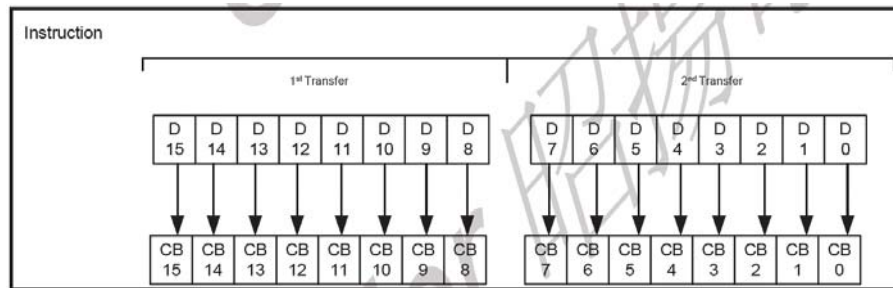


Figure 7-10

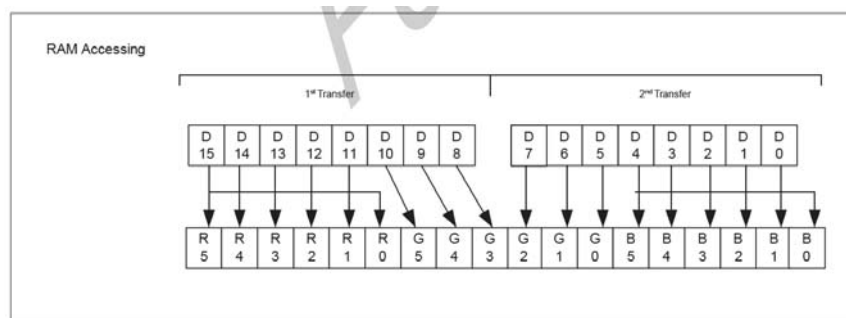


Figure 7-11

When read operation is desired In SPI mode, valid data are read out as the SPFD5408B reads out the 6th byte data from the internal GRAM. The RAM data transfer in SPI mode, in SPI mode with status read are illustrated in Figure 7-12,, respectively.

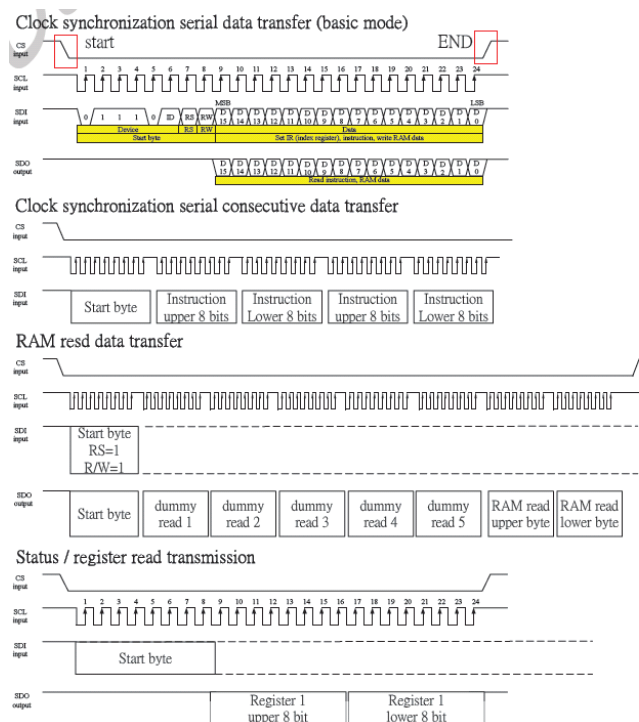


Figure 7-12

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## 7-6 RGB Interface

AM-240320LDTNQW-00H also includes external (RGB) interface for displaying moving picture.

External interface can be set by RIM1-0 bit. Table 7-1 summarized the corresponding types of RGB interface with RIM1-0 setting.

| RIM1 | RIM0 | RGB Interface        | DB Pin       |
|------|------|----------------------|--------------|
| 0    | 0    | 18-bit RGB interface | DB17-0       |
| 0    | 1    | 16-bit RGB interface | DB17-10, 8-1 |
| 1    | 0    | 6-bit RGB interface  | DB17-12      |
| 1    | 1    | Setting disabled     |              |

Table 7-1

RGB interface can access SPFD5408B by VSYNC, HSYNC, ENABLE, DOTCLK and DB17-0 signals, where VSYNC is used for frame synchronization; HSYNC is used for line synchronization and ENABLE is served as the valid data synchronized signals. The RGB interface can be rewriting minimum necessary data to the GRAM area which need to be overwritten with use of window address function and high-speed write mode. It is necessary for RGB interface to set front and back porch periods after and before a display period, respectively. Figure 7-13 illustrates the general timing for RGB interface. There are some constrain while using RGB interface. The following summarized the conditions

- (a) Partial display/ scroll function / interlace and graphics operation function are not available for RGB interface.
- (b) In RGB interface VSYNC, HSYNC, and DOTCLK signals must be input through a display operation period.
- (c) The setting of the NO1-0 bits, STD1-0 bits and EQ1-0 bits are based on DOTCLK in RGB interface mode. In 6-bit RGB interface mode, it takes 3 DOTCLK inputs to transfer one pixel. Be aware data transfer in units of 3 DOTCLK inputs in 6-bit RGB interface mode is necessary. Set the cycle of each signal in 6-bit interface mode (VSYNC, HSYNC, ENABLE, DB17-0) to input 3x clock to complete data transfer in units of pixels.
- (d) In RGB interface mode, the front porch period continues until the next VSYNC input is detected after drawing one frame.
- (e) In RGB interface mode, a GRAM address (DB17-0) is set in the address counter every frame on the falling edge of VSYNC.

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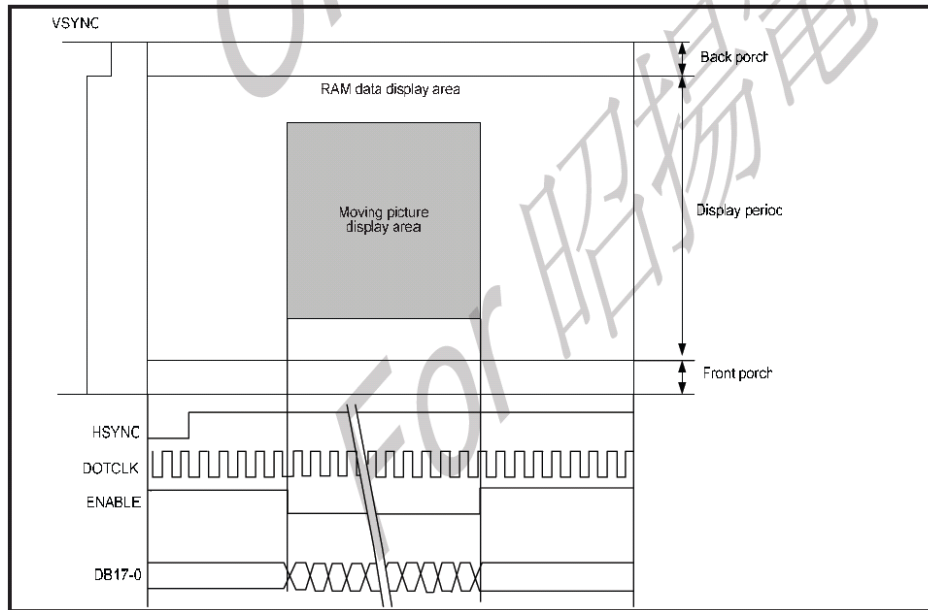


Figure 7-13

RGB interface includes ENABLE signal served as valid data synchronized signals. Moreover, the active level for ENABLE can be set by EPL. The EPL bit inverts the polarity of ENABLE signal. Table 7-2 summarized the setting of EPL and ENABLE active level for GRAM accessing. Setting both EPL and ENABLE bits to automatically update RAM address in the AC is necessary while writing data to the GRAM.

| EPL | ENABLE | RAM Write  | RAM Address |
|-----|--------|------------|-------------|
| 0   | 0      | Enabled    | Updated     |
| 0   | 1      | Disenabled | Retained    |
| 1   | 0      | Disenabled | Retained    |
| 1   | 1      | Enabled    | Updated     |

Table 7-2

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SPFD5408B can support 18-bit, 16-bit and 6-bit RGB interface. The detail timing diagram for 18-bit, 16-bit and 6-bit RGB interface are shown in Figure 7-14 and Figure 7-15 respectively.

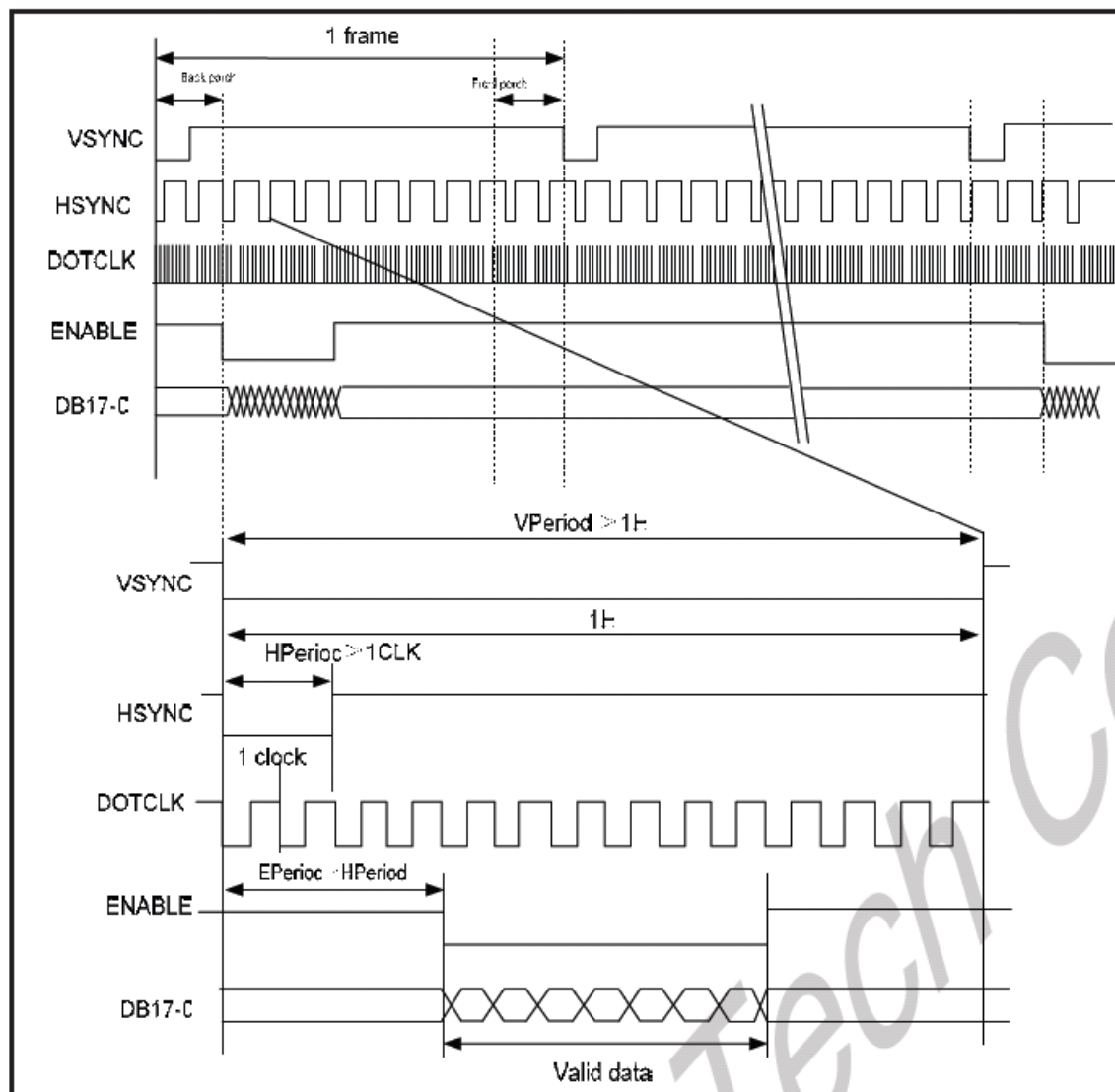


Figure 7-14

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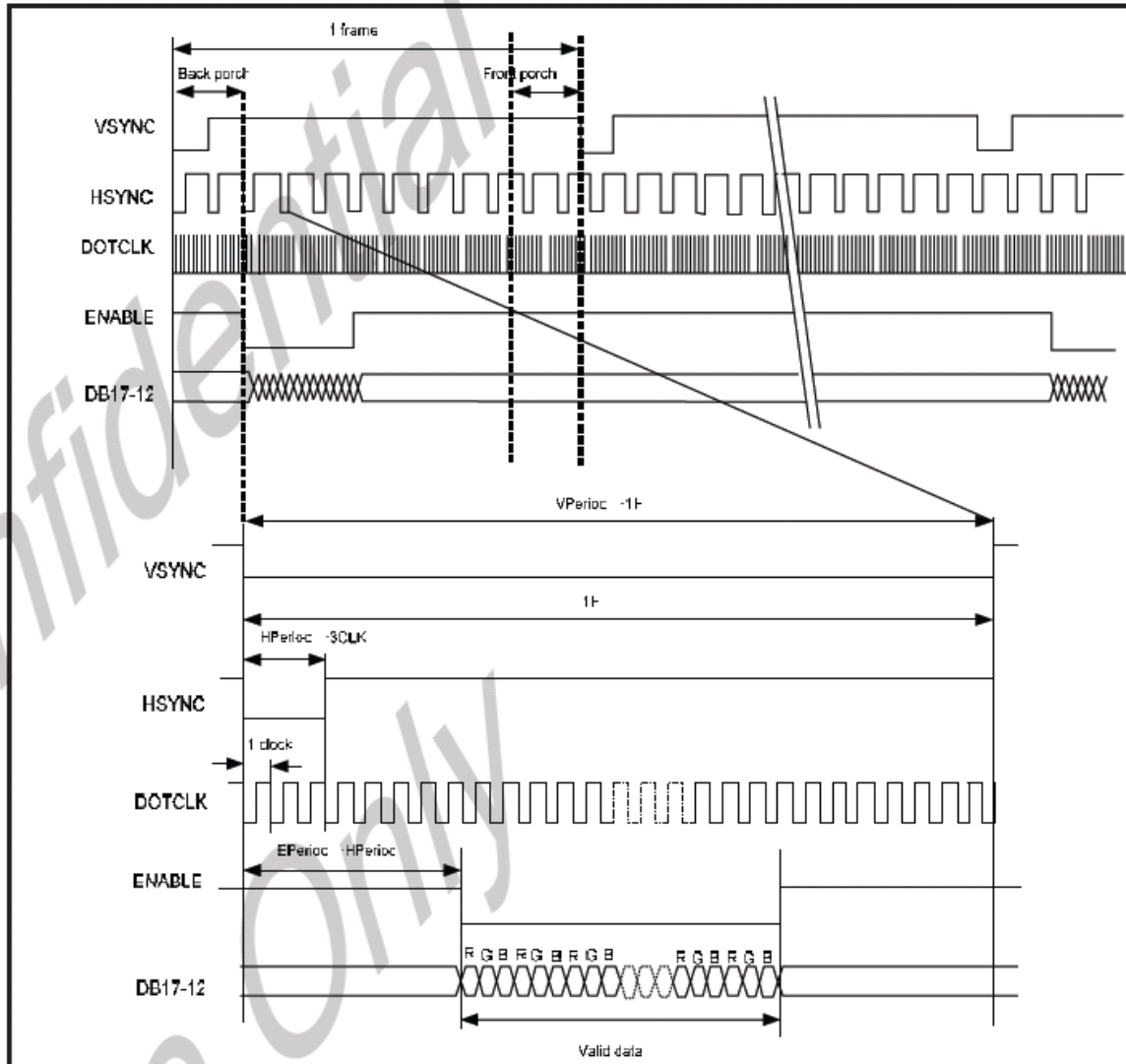


Figure 7-15



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The RGB interface also has the window address function to transfer only minimum necessary data on the moving picture GRAM area, which can lower the power consumption and still can use system interface to rewrite data in still picture RAM area while displaying a moving picture. Setting  $RM = 0$  while in RGB interface mode can make GRAM access through the system interface. When RGB interface accessing GRAM is desired, wait for one read/write bus cycle following by  $RM = 1$  setting. Figure 7-16 illustrates the timing diagram when displaying a moving picture through the RGB interface and rewriting data in the still picture GRAM area through the system interface.

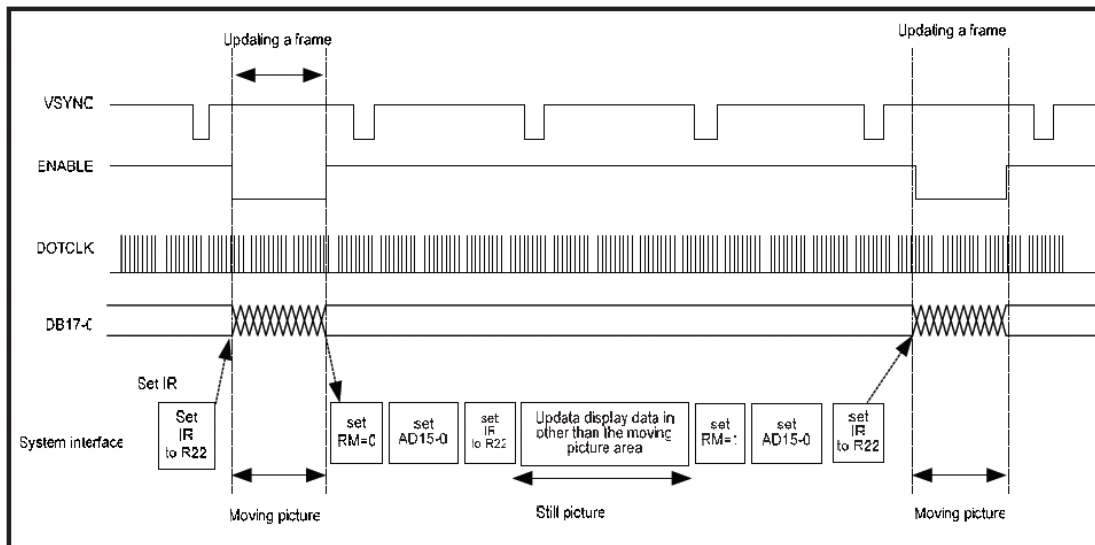


Figure 7-16

## \* 6-bit RGB interface

RAM accessing format and data transmission synchronization of 6-bit RGB interface are shown in Figure 7-17 and Figure 7-18, respectively.

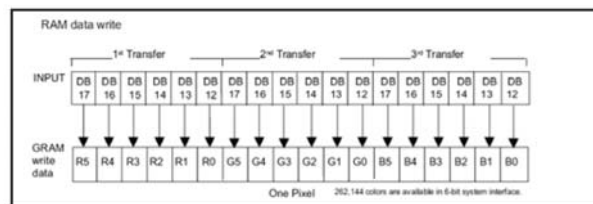


Figure 7-176

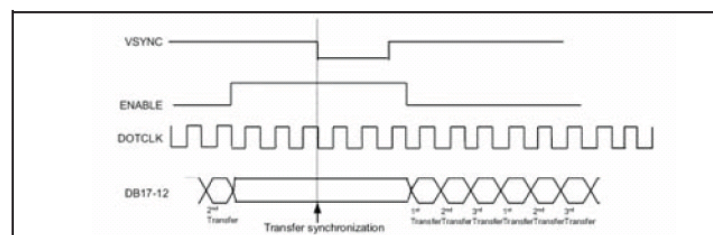


Figure 7-18

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### \* 16-bit RGB interface

RAM accessing format of 16-bit RGB interface are shown in Figure 7-19.

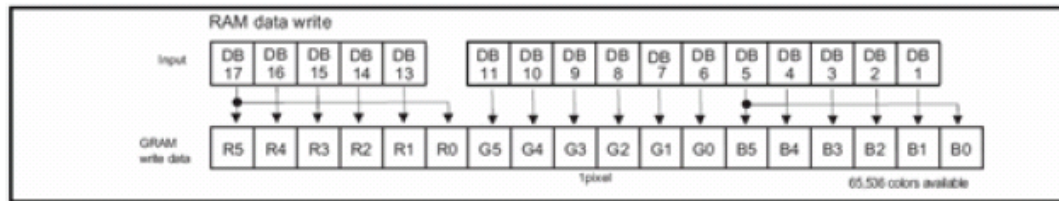


Figure 7-19

### \* 18-bit RGB interface

RAM accessing format of 18-bit RGB interface are shown in Figure 8-21.

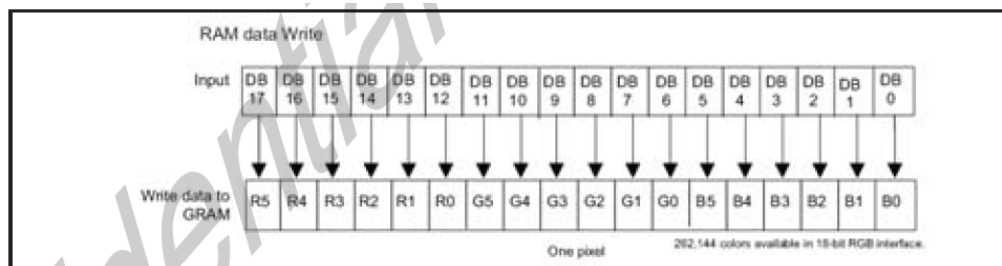


Figure 7-20

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## 7-7 Instruction List

Main LCD Driver IC:SPFD5408B

| Register No | Register                                  | Upper 8-bit   |            |              |              |             |             |             |              | Lower 8-bit   |             |             |              |                |              |              |              |
|-------------|---|---------------|------------|--------------|--------------|-------------|-------------|-------------|--------------|---------------|-------------|-------------|--------------|----------------|--------------|--------------|--------------|
|             |   | CB15          | CB14       | CB13         | CB12         | CB11        | CB10        | CB9         | CB8          | CB7           | CB6         | CB5         | CB4          | CB3            | CB2          | CB1          | CB0          |
| 00h         | ID Read                                   | 0             | 1          | 0            | 1            | 0           | 1           | 0           | 0            | 0             | 0           | 0           | 0            | 1              | 0            | 0            | 0            |
| 01h         | Driver Output Control                     | 0             | 0          | 0            | 0            | 0           | SM<br>(0)   | 0           | SS<br>(0)    | 0             | 0           | 0           | 0            | 0              | 0            | 0            | 0            |
| 02h         | LCD Drive Waveform Control                | 0             | 0          | 0            | 0            | 0           | 1           | B/C<br>(0)  | 0            | 0             | 0           | 0           | 0            | 0              | 0            | 0            | 0            |
| 03h         | Entry Mode                                | TRIREG<br>(0) | DFM<br>(0) | 0            | BGR<br>(0)   | 0           | 0           | 0           | 0            | ORG<br>(0)    | 0           | I/D1<br>(1) | I/D0<br>(1)  | AM<br>(0)      | 0            | 0            | 0            |
| 04h         | Scaling Control                           | 0             | 0          | 0            | 0            | 0           | 0           | RCV1<br>(0) | RCV0<br>(0)  | 0             | 0           | RCH1<br>(0) | RCH0<br>(0)  | 0              | 0            | RSZ1<br>(0)  | RSZ0<br>(0)  |
| 07h         | Display Control (1)                       | 0             | 0          | PTDE1<br>(0) | PTDE0<br>(0) | 0           | 0           | 0           | BASEE<br>(0) | 0             | 0           | 0           | DTE<br>(0)   | COL<br>(0)     | 0            | D1<br>(0)    | 0            |
| 08h         | Display Control (2)                       | 0             | 0          | 0            | 0            | FP3<br>(1)  | FP2<br>(0)  | FP1<br>(0)  | FP0<br>(0)   | 0             | 0           | 0           | 0            | BP3<br>(1)     | BP2<br>(0)   | BP1<br>(0)   | BP0<br>(0)   |
| 09h         | Display Control (3)                       | 0             | 0          | 0            | 0            | 0           | PTS2<br>(0) | PTS1<br>(0) | PTS0<br>(0)  | 0             | 0           | PTG1<br>(0) | PTG0<br>(0)  | ISC3<br>(0)    | ISC2<br>(0)  | ISC1<br>(0)  | ISC0<br>(0)  |
| 0Ah         | Frame Cycle Control                       | 0             | 0          | 0            | 0            | 0           | 0           | 0           | 0            | 0             | 0           | 0           | 0            | FMARKOE<br>(0) | FMI2<br>(0)  | FMI1<br>(0)  | FMI0<br>(0)  |
| 0Ch         | External Display interface control (1)    | 0             | 0          | 0            | 0            | 0           | 0           | 0           | RM<br>(0)    | 0             | 0           | DM1<br>(0)  | DM0<br>(0)   | 0              | 0            | RIM1<br>(0)  | RIM0<br>(0)  |
| 0Dh         | Frame Maker Position                      | 0             | 0          | 0            | 0            | 0           | 0           | 0           | FMP8<br>(0)  | FMP7<br>(0)   | FMP6<br>(0) | FMP5<br>(0) | FMP4<br>(0)  | FMP3<br>(0)    | FMP2<br>(0)  | FMP1<br>(0)  | FMP0<br>(0)  |
| 0Fh         | External Display interface control (2)    | 0             | 0          | 0            | 0            | 0           | 0           | 0           | 0            | 0             | 0           | VSPL<br>(0) | HSPL<br>(0)  | 0              | 0            | EPL<br>(0)   | DPL<br>(0)   |
| 10h         | Power Control (1)                         | 0             | 0          | 0            | SAP<br>(0)   | 0           | BT2<br>(0)  | BT1<br>(0)  | BT0<br>(0)   | APE<br>(0)    | 0           | AP1<br>(0)  | AP0<br>(0)   | 0              | DSTB<br>(0)  | SLP<br>(0)   | 0            |
| 11h         | Power Control (2)                         | 0             | 0          | 0            | 0            | 0           | DC12<br>(0) | DC11<br>(0) | DC10<br>(0)  | 0             | DC02<br>(0) | DC01<br>(0) | DC00<br>(0)  | 0              | VC2<br>(0)   | VC1<br>(0)   | VC0<br>(0)   |
| 12h         | Power Control (3)                         | 0             | 0          | 0            | 0            | 0           | 0           | 0           | VCMR0<br>(0) | VREG1R<br>(0) | 0           | 0           | 0            | VRH3<br>(0)    | VRH2<br>(0)  | VRH1<br>(0)  | VRH0<br>(0)  |
| 13h         | Power Control (4)                         | 0             | 0          | 0            | VDV4<br>(0)  | VDV3<br>(0) | VDV2<br>(0) | VDV1<br>(0) | VDV0<br>(0)  | 0             | 0           | 0           | 0            | 0              | 0            | 0            | 0            |
| 20h         | GRAM address Set Horizontal Address       | 0             | 0          | 0            | 0            | 0           | 0           | 0           | 0            | AD7<br>(0)    | AD6<br>(0)  | AD5<br>(0)  | AD4<br>(0)   | AD3<br>(0)     | AD2<br>(0)   | AD1<br>(0)   | AD0<br>(0)   |
| 21h         | GRAM address Set Vertical Address         | 0             | 0          | 0            | 0            | 0           | 0           | 0           | AD16<br>(0)  | AD15<br>(0)   | AD14<br>(0) | AD13<br>(0) | AD12<br>(0)  | AD11<br>(0)    | AD10<br>(0)  | AD9<br>(0)   | AD8<br>(0)   |
| 22h         | Write Data to GRAM<br>Read Data from GRAM |               |            |              |              |             |             |             |              |               |             |             |              |                |              |              |              |
| 28h         | NVM read data (1)                         | 0             | 0          | 0            | 0            | 0           |             |             |              |               |             |             | 0            | UID3<br>(0)    | UID2<br>(0)  | UID1<br>(0)  | UID0<br>(0)  |
| 29h         | NVM read data (2)                         | 0             | 0          | 0            | 0            | 0           | 0           | 0           | 0            | 0             | 0           | 0           | VCM14<br>(0) | VCM13<br>(0)   | VCM12<br>(0) | VCM11<br>(0) | VCM10<br>(0) |
| 2Ah         | NVM read data (3)                         | 0             | 0          | 0            | 0            | 0           | 0           | 0           | 0            | VCMSEL<br>(0) | 0           | 0           | VCM24<br>(0) | VCM23<br>(0)   | VCM22<br>(0) | VCM21<br>(0) | VCM20<br>(0) |
| 30h         | $\gamma$ Control (1)                      | 0             | 0          | 0            | V1RP4        | V1RP3       | V1RP2       | V1RP1       | V1RP0        | 0             | 0           | 0           | V6RN4        | V6RN3          | V6RN2        | V6RN1        | V6RN0        |
| 31h         | $\gamma$ Control (2)                      | 0             | 0          | V2RP5        | V2RP4        | V2RP3       | V2RP2       | V2RP1       | V2RP0        | 0             | 0           | V5RN5       | V5RN4        | V5RN3          | V5RN2        | V5RN1        | V5RN0        |
| 32h         | $\gamma$ Control (3)                      | 0             | 0          | V3RP5        | V3RP4        | V3RP3       | V3RP2       | V3RP1       | V3RP0        | 0             | 0           | V4RN5       | V4RN4        | V4RN3          | V4RN2        | V4RN1        | V4RN0        |
| 33h         | $\gamma$ Control (4)                      | 0             | 0          | V4RP5        | V4RP4        | V4RP3       | V4RP2       | V4RP1       | V4RP0        | 0             | 0           | V3RN5       | V3RN4        | V3RN3          | V3RN2        | V3RN1        | V3RN0        |
| 34h         | $\gamma$ Control (5)                      | 0             | 0          | V5RP5        | V5RP4        | V5RP3       | V5RP2       | V5RP1       | V5RP0        | 0             | 0           | V2RN5       | V2RN4        | V2RN3          | V2RN2        | V2RN1        | V2RN0        |
| 35h         | $\gamma$ Control (6)                      | 0             | 0          | 0            | V6RP4        | V6RP3       | V6RP2       | V6RP1       | V6RP0        | 0             | 0           | 0           | V1RN4        | V1RN3          | V1RN2        | V1RN1        | V1RN0        |
| 36h         | $\gamma$ Control (7)                      | 0             | 0          | 0            | V7RP4        | V7RP3       | V7RP2       | V7RP1       | V7RP0        | 0             | 0           | 0           | V8RN4        | V8RN3          | V8RN2        | V8RN1        | V8RN0        |
| 37h         | $\gamma$ Control (8)                      | 0             | 0          | 0            | V8RP4        | V8RP3       | V8RP2       | V8RP1       | V8RP0        | 0             | 0           | 0           | V7RN4        | V7RN3          | V7RN2        | V7RN1        | V7RN0        |
| 38h         | $\gamma$ Control (9)                      | 0             | 0          | 0            | 0            | V9RP3       | V9RP2       | V9RP1       | V9RP0        | 0             | 0           | 0           | 0            | V16RN3         | V16RN2       | V16RN1       | V16RN0       |
| 39h         | $\gamma$ Control (10)                     | 0             | 0          | 0            | 0            | V10RP3      | V10RP2      | V10RP1      | V10RP0       | 0             | 0           | 0           | 0            | V15RN3         | V15RN2       | V15RN1       | V15RN0       |
| 3Ah         | $\gamma$ Control (11)                     | 0             | 0          | 0            | 0            | V11RP3      | V11RP2      | V11RP1      | V11RP0       | 0             | 0           | 0           | 0            | V14RN3         | V14RN2       | V14RN1       | V14RN0       |
| 3Bh         | $\gamma$ Control (12)                     | 0             | 0          | 0            | 0            | V12RP3      | V12RP2      | V12RP1      | V12RP0       | 0             | 0           | 0           | 0            | V13RN3         | V13RN2       | V13RN1       | V13RN0       |
| 3Ch         | $\gamma$ Control (13)                     | 0             | 0          | 0            | 0            | V13RP3      | V13RP2      | V13RP1      | V13RP0       | 0             | 0           | 0           | 0            | V12RN3         | V12RN2       | V12RN1       | V12RN0       |
| 3Dh         | $\gamma$ Control (14)                     | 0             | 0          | 0            | 0            | V14RP3      | V14RP2      | V14RP1      | V14RP0       | 0             | 0           | 0           | 0            | V11RN3         | V11RN2       | V11RN1       | V11RN0       |
| 3Eh         | $\gamma$ Control (15)                     | 0             | 0          | 0            | 0            | V15RP3      | V15RP2      | V15RP1      | V15RP0       | 0             | 0           | 0           | 0            | V10RN3         | V10RN2       | V10RN1       | V10RN0       |
| 3Fh         | $\gamma$ Control (16)                     | 0             | 0          | 0            | 0            | V16RP3      | V16RP2      | V16RP1      | V16RP0       | 0             | 0           | 0           | 0            | V9RN3          | V9RN2        | V9RN1        | V9RN0        |
| 50h         | Window Horizontal RAM Address Start       | 0             | 0          | 0            | 0            | 0           | 0           | 0           | 0            | HSA7<br>(0)   | HSA6<br>(0) | HSA5<br>(0) | HSA4<br>(0)  | HSA3<br>(0)    | HSA2<br>(0)  | HSA1<br>(0)  | HSA0<br>(0)  |
| 51h         | Window Horizontal RAM Address End         | 0             | 0          | 0            | 0            | 0           | 0           | 0           | 0            | HEA7<br>(1)   | HEA6<br>(1) | HEA5<br>(1) | HEA4<br>(0)  | HEA3<br>(1)    | HEA2<br>(1)  | HEA1<br>(1)  | HEA0<br>(1)  |
| 52h         | Window Vertical RAM Address Start         | 0             | 0          | 0            | 0            | 0           | 0           | 0           | VSA8<br>(0)  | VSA7<br>(0)   | VSA6<br>(0) | VSA5<br>(0) | VSA4<br>(0)  | VSA3<br>(0)    | VSA2<br>(0)  | VSA1<br>(0)  | VSA0<br>(0)  |
| 53h         | Window Vertical RAM Address End           | 0             | 0          | 0            | 0            | 0           | 0           | 0           | VEA8<br>(1)  | VEA7<br>(0)   | VEA6<br>(0) | VEA5<br>(1) | VEA4<br>(1)  | VEA3<br>(1)    | VEA2<br>(1)  | VEA1<br>(1)  | VEA0<br>(1)  |
| 60h         | Driver Output Control                     | GS<br>(0)     | 0          | NL5<br>(0)   | NL4<br>(0)   | NL3<br>(0)  | NL2<br>(0)  | NL1<br>(0)  | NL0<br>(0)   | 0             | 0           | SCN5<br>(0) | SCN4<br>(0)  | SCN3<br>(0)    | SCN2<br>(0)  | SCN1<br>(0)  | SCN0<br>(0)  |

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|     |  |   |   |   |   |              |              |               |               |               |               |               |               |               |               |               |               |
|-----|--|---|---|---|---|--------------|--------------|---------------|---------------|---------------|---------------|---------------|---------------|---------------|---------------|---------------|---------------|
| 61h | Driver Output Control                    | 0 | 0 | 0 | 0 | 0            | 0            | 0             | 0             | 0             | 0             | 0             | 0             | 0             | NDL<br>(0)    | VLE<br>(0)    | REV<br>(0)    |
| 6Ah | Vertical Scroll Control                  | 0 | 0 | 0 | 0 | 0            | 0            | 0             | VL8<br>(0)    | VL7<br>(0)    | VL6<br>(0)    | VL5<br>(0)    | VL4<br>(0)    | VL3<br>(0)    | VL2<br>(0)    | VL1<br>(0)    | VL0<br>(0)    |
| 80h | Display Position -<br>Partial Display 1  | 0 | 0 | 0 | 0 | 0            | 0            | 0             | PTDP08<br>(0) | PTDP07<br>(0) | PTDP06<br>(0) | PTDP05<br>(0) | PTDP04<br>(0) | PTDP03<br>(0) | PTDP02<br>(0) | PTDP01<br>(0) | PTDP00<br>(0) |
| 81h | RAM Address Start -<br>Partial Display 1 | 0 | 0 | 0 | 0 | 0            | 0            | 0             | PTSA08<br>(0) | PTSA07<br>(0) | PTSA06<br>(0) | PTSA05<br>(0) | PTSA04<br>(0) | PTSA03<br>(0) | PTSA02<br>(0) | PTSA01<br>(0) | PTSA00<br>(0) |
| 82h | RAM Address End -<br>Partial Display 1   | 0 | 0 | 0 | 0 | 0            | 0            | 0             | PTEA08<br>(0) | PTEA07<br>(0) | PTEA06<br>(0) | PTEA05<br>(0) | PTEA04<br>(0) | PTEA03<br>(0) | PTEA02<br>(0) | PTEA01<br>(0) | PTEA00<br>(0) |
| 83h | Display Position -<br>Partial Display 2  | 0 | 0 | 0 | 0 | 0            | 0            | 0             | PTDP18<br>(0) | PTDP17<br>(0) | PTDP16<br>(0) | PTDP15<br>(0) | PTDP14<br>(0) | PTDP13<br>(0) | PTDP12<br>(0) | PTDP11<br>(0) | PTDP10<br>(0) |
| 84h | RAM Address Start -<br>Partial Display 2 | 0 | 0 | 0 | 0 | 0            | 0            | 0             | PTSA18<br>(0) | PTSA17<br>(0) | PTSA16<br>(0) | PTSA15<br>(0) | PTSA14<br>(0) | PTSA13<br>(0) | PTSA12<br>(0) | PTSA11<br>(0) | PTSA10<br>(0) |
| 85h | RAM Address End -<br>Partial Display 2   | 0 | 0 | 0 | 0 | 0            | 0            | 0             | PTEA18<br>(0) | PTEA17<br>(0) | PTEA16<br>(0) | PTEA15<br>(0) | PTEA14<br>(0) | PTEA13<br>(0) | PTEA12<br>(0) | PTEA11<br>(0) | PTEA10<br>(0) |
| 90h | Panel interface Control<br>1             | 0 | 0 | 0 | 0 | 0            | 0            | DIV11<br>(0)  | DIV10<br>(0)  | 0             | 0             | 0             | RTNI4<br>(1)  | RTNI3<br>(0)  | RTNI2<br>(0)  | RTNI1<br>(0)  | RTNI0<br>(0)  |
| 92h | Panel Interface Control<br>2             | 0 | 0 | 0 | 0 | 0            | NOWI2<br>(0) | NOWI1<br>(0)  | NOWI0<br>(0)  | 0             | 0             | 0             | 0             | 0             | 0             | 0             | 0             |
| 93h | Panel Interface Control<br>3             | 0 | 0 | 0 | 0 | 0            | 0            | VEQW11<br>(0) | VEQW10<br>(0) | 0             | 0             | 0             | 0             | 0             | MCPI2<br>(0)  | MCPI1<br>(0)  | MCPI0<br>(0)  |
| 95h | Panel Interface Control<br>4             | 0 | 0 | 0 | 0 | 0            | 0            | DIVE1<br>(0)  | DIVE0<br>(0)  | 0             | 0             | RTNE5<br>(0)  | RTNE4<br>(1)  | RTNE3<br>(1)  | RTNE2<br>(1)  | RTNE1<br>(1)  | RTNE0<br>(0)  |
| 97h | Panel Interface Control<br>5             | 0 | 0 | 0 | 0 | NOWE3<br>(0) | NOWE2<br>(0) | NOWE1<br>(0)  | NOWE0<br>(0)  | 0             | 0             | 0             | 0             | 0             | 0             | 0             | 0             |
| 98h | Panel Interface Control<br>6             | 0 | 0 | 0 | 0 | 0            | 0            | 0             | 0             | 0             | 0             | 0             | 0             | 0             | MCPE2<br>(0)  | MCPE1<br>(0)  | MCPE0<br>(0)  |
| A4h | Calibration control                      | 0 | 0 | 0 | 0 | 0            | 0            | 0             | 0             | 0             | 0             | 0             | 0             | 0             | 0             | 0             | CALB<br>(0)   |

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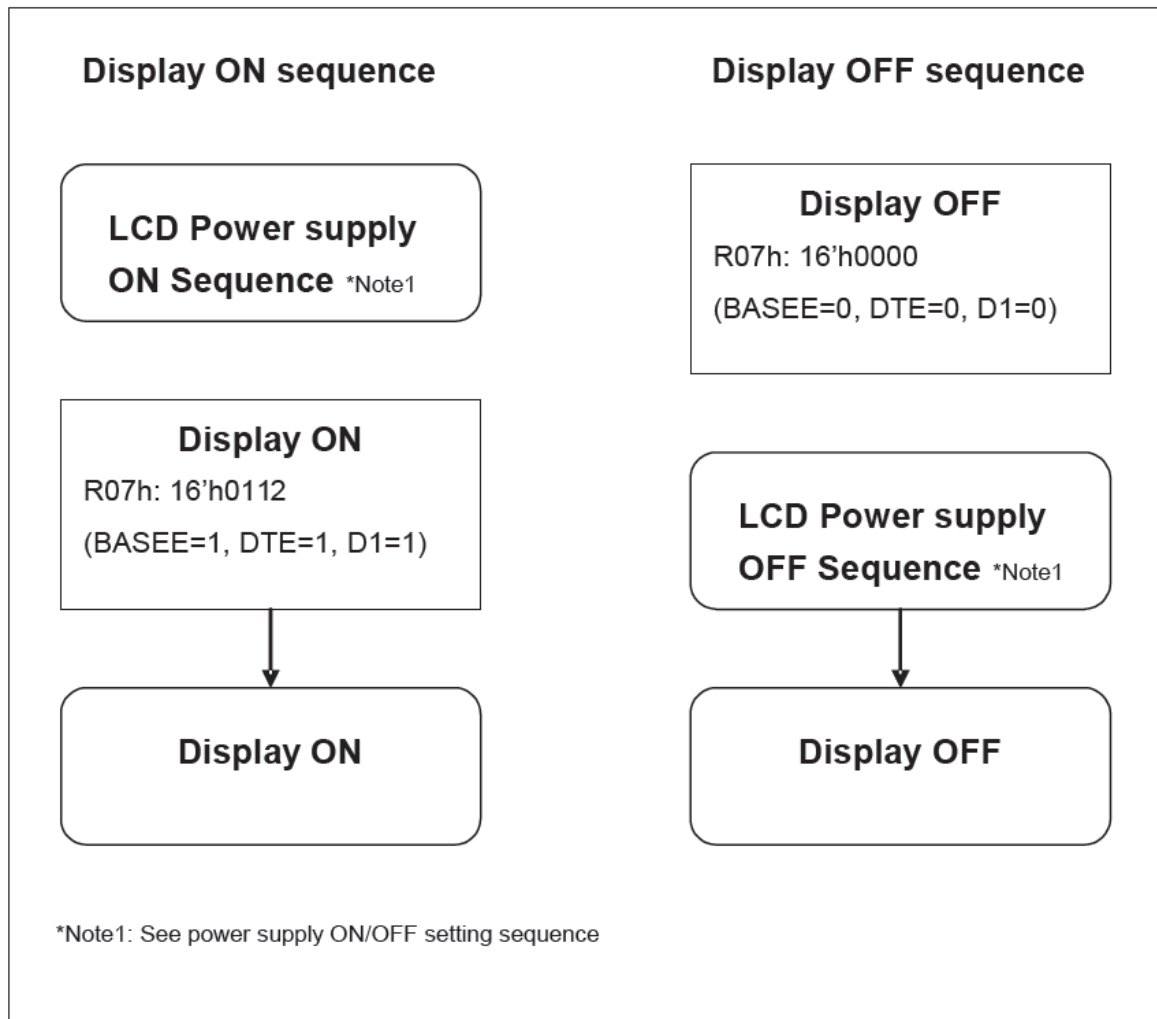
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## 8 Application

### 8-1 Display ON / OFF

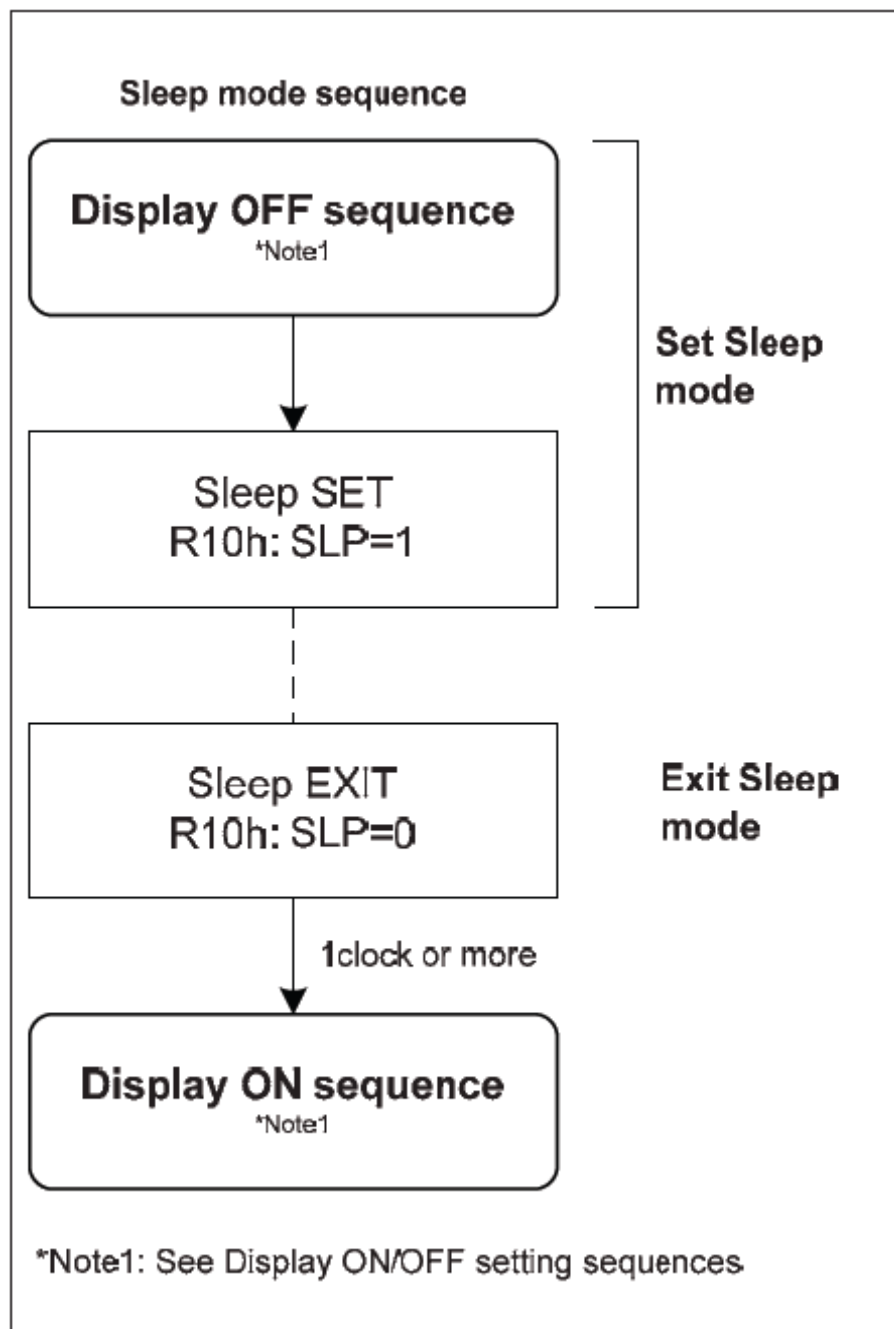


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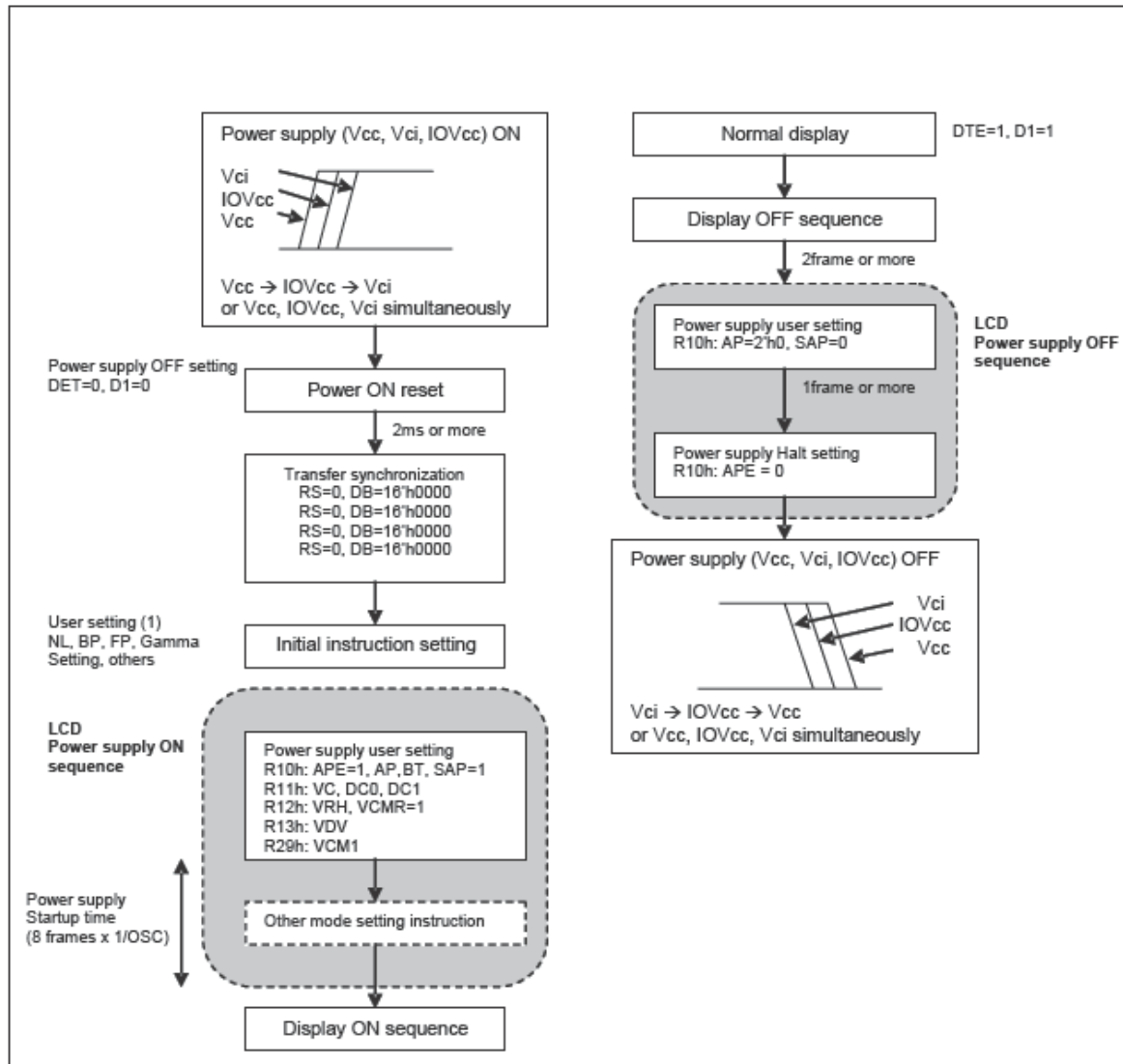
### 8-2 Sequence to exit sleep mode



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### 8-3 Power Supply Configuration



Power Supply ON/OFF Sequence

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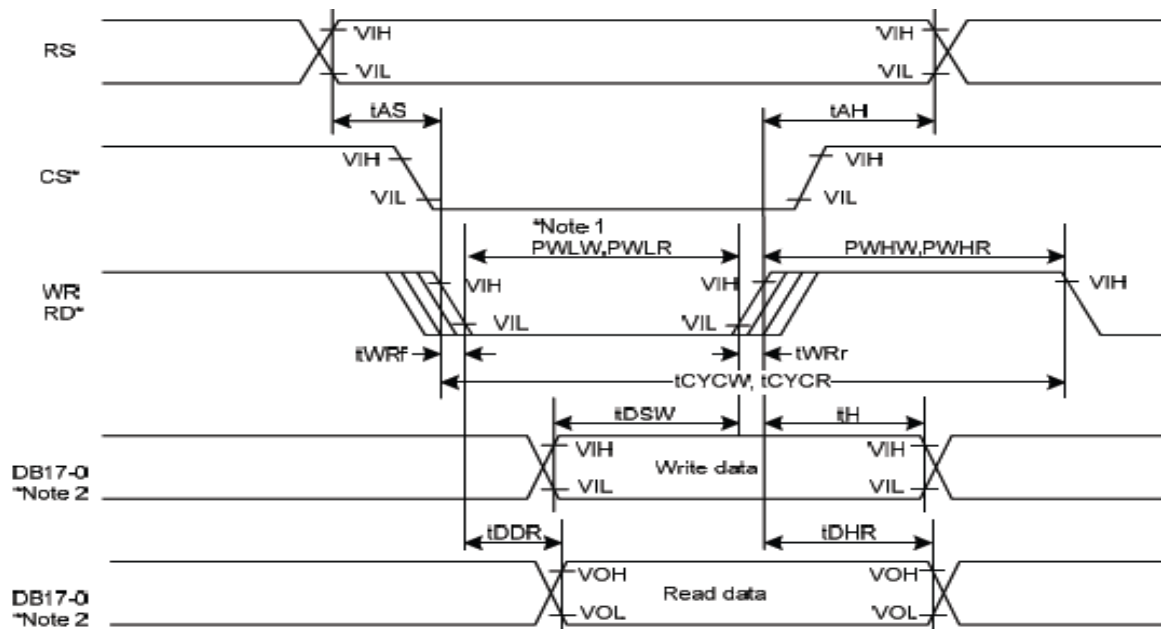
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# 9 Electrical Characteristics

## 9-1 AC Characteristics ( i80 – system Interface Timing Characteristics )

Normal write operation, IOVCC=1.65V~3.30V

| Item                         | Symbol                |           | Unit | Min. | Typ. | Max. |
|------------------------------|-----------------------|-----------|------|------|------|------|
| Bus cycle time               | Write                 | tCYCW     | ns   | 125  | -    | -    |
|                              | Read                  | tCYCR     | ns   | 450  | -    | -    |
| Write low-level pulse width  |                       | PWLW      | ns   | 45   | -    | -    |
| Read low-level pulse width   |                       | PWLR      | ns   | 170  | -    | -    |
| Write high-level pulse width |                       | PWHW      | ns   | 70   | -    | -    |
| Read high-level pulse width  |                       | PWHR      | ns   | 250  | -    | -    |
| Write/Read rise/ fall time   |                       | tWRr, WRf | ns   | -    | -    | 25   |
| Setup time                   | Write (RS to CS*,WR*) | tAS       | ns   | 0    | -    | -    |
|                              | Read (RS to CS*, RD*) |           | ns   | 10   | -    | -    |
| Address Hold Time            |                       | tAH       | ns   | 2    | -    | -    |
| Write data setup time        |                       | tDSW      | ns   | 25   | -    | -    |
| Write data hold time         |                       | tH        | ns   | 10   | -    | -    |
| Read data delay time         |                       | tDDR      | ns   | -    | -    | 150  |
| Read data hold time          |                       | tDHR      | ns   | 5    | -    | -    |



\*Note1: PWLW and PWLR are defined by the overlap period when CS\* is "Low" and WR\* or RD\* is "Low".

\*Note2: Unused DB pins must be fixed at "IOVcc 1" "IOGND 1".

Figure 9-1 80-System Bus Interface



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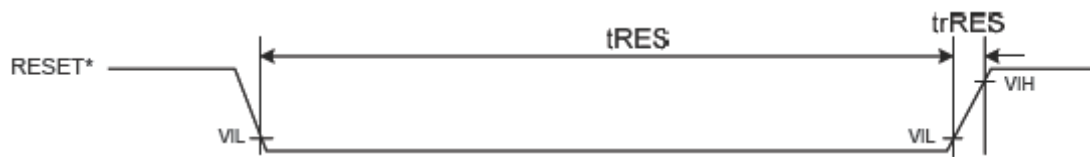


Figure 9-2 Reset Operation

## 10 QUALITY AND RELIABILITY

### 10-1 TEST CONDITIONS

Tests should be conducted under the following conditions :

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

Humidity :  $60 \pm 25\% \text{ RH}$ .

### 10-2 SAMPLING PLAN

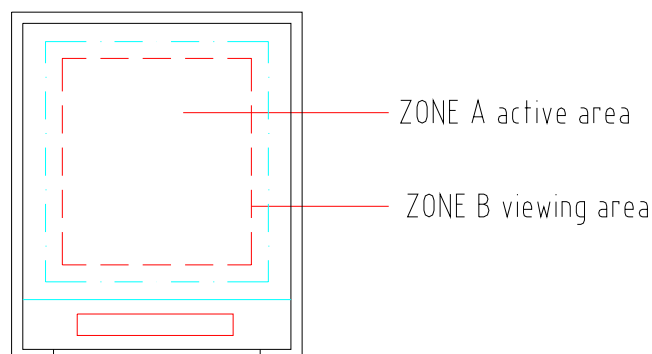
Sampling method shall be in accordance with MIL-STD-105E , level II, normal single sampling plan .

### 10-3 ACCEPTABLE QUALITY LEVEL

A major defect is defined as one that could cause failure to or materially reduce the usability of the unit for its intended purpose. A minor defect is one that does not materially reduce the usability of the unit for its intended purpose or is an infringement from established standards and has no significant bearing on its effective use or operation.

### 10-4 APPEARANCE

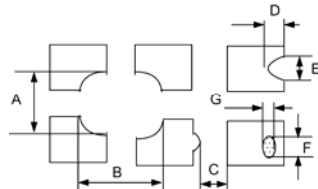
An appearance test should be conducted by human sight at approximately 30 cm distance from the LCD module under florescent light. The inspection area of LCD panel shall be within the range of following limits.



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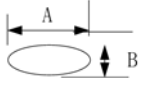
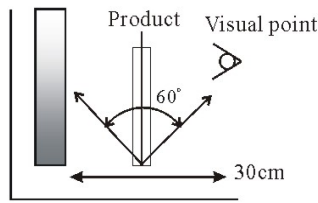
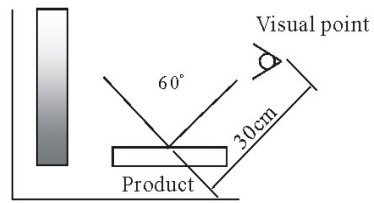
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**10-5 INSPECTION QUALITY CRITERIA**

| No.                       | Item   | Criterion for defects  | Class of Defec            | Acceptable level          |                   |                           |                           |            |           |            |       |     |
|---------------------------|--|--|---------------------------|---------------------------|-------------------|---------------------------|---------------------------|------------|-----------|------------|-------|-----|
| 1                         | Non display  | No non display is allowed  | Major                     | 0.65                      |                   |                           |                           |            |           |            |       |     |
| 2                         | Scratch,Dent of Plastic Mold   | Serious one is not allowed   | Major                     | 0.65                      |                   |                           |                           |            |           |            |       |     |
| 3                         | Scratch on FPC   | By limited sample  | Major                     | 0.65                      |                   |                           |                           |            |           |            |       |     |
| 4                         | Dot Defect   | <table><tr><th>Item</th><th>Number</th></tr><tr><td>Bright dot defect</td><td><math>N \leq 0</math></td></tr><tr><td>Black dot defect</td><td><math>N \leq 2</math></td></tr><tr><td>Total</td><td><math>N \leq 2</math></td></tr></table>   | Item                      | Number                    | Bright dot defect | $N \leq 0$                | Black dot defect          | $N \leq 2$ | Total     | $N \leq 2$ | Minor | 1.5 |
| Item                      | Number   |  |                           |                           |                   |                           |                           |            |           |            |       |     |
| Bright dot defect         | $N \leq 0$   |  |                           |                           |                   |                           |                           |            |           |            |       |     |
| Black dot defect          | $N \leq 2$   |  |                           |                           |                   |                           |                           |            |           |            |       |     |
| Total                     | $N \leq 2$   |  |                           |                           |                   |                           |                           |            |           |            |       |     |
| 5                         | Line Defect  | None   | Minor                     | 1.5                       |                   |                           |                           |            |           |            |       |     |
| 6                         | Uneven Brightness : Line Shape                                       | None   | Major                     | 0.65                      |                   |                           |                           |            |           |            |       |     |
| 7                         | Uneven Brightness : Dot Shape  | None   | Major                     | 0.65                      |                   |                           |                           |            |           |            |       |     |
| 8                         | Display pattern  | <div></div> <table><tr><th>Unit:mm</th></tr><tr><td><math>\frac{A+B}{2} \leq 0.30</math></td><td><math>0 &lt; C</math></td><td><math>\frac{D+E}{2} \leq 0.25</math></td><td><math>\frac{F+G}{2} \leq 0.25</math></td></tr></table> <p>Note: 1. Acceptable up to 3 damages<br/>2. NG if there're to two or more pinholes per dot</p> | Unit:mm                   | $\frac{A+B}{2} \leq 0.30$ | $0 < C$           | $\frac{D+E}{2} \leq 0.25$ | $\frac{F+G}{2} \leq 0.25$ | Minor      | 1.5       |            |       |     |
| Unit:mm                   |  |  |                           |                           |                   |                           |                           |            |           |            |       |     |
| $\frac{A+B}{2} \leq 0.30$ | $0 < C$  | $\frac{D+E}{2} \leq 0.25$  | $\frac{F+G}{2} \leq 0.25$ |                           |                   |                           |                           |            |           |            |       |     |
| 9                         | Scratch of Polarizer :Dot Shapes<br><br>Size:<br>$D = \frac{A+B}{2}$ | <table><tr><th>Size D (mm)</th><th>Acceptable number</th></tr><tr><td><math>D \leq 0.1</math></td><td>Ignore</td></tr><tr><td><math>0.1 &lt; D \leq 0.3</math></td><td>3</td></tr><tr><td><math>0.3 &lt; D</math></td><td>0</td></tr></table>  | Size D (mm)               | Acceptable number         | $D \leq 0.1$      | Ignore                    | $0.1 < D \leq 0.3$        | 3          | $0.3 < D$ | 0          | Minor | 1.5 |
| Size D (mm)               | Acceptable number  |  |                           |                           |                   |                           |                           |            |           |            |       |     |
| $D \leq 0.1$              | Ignore   |  |                           |                           |                   |                           |                           |            |           |            |       |     |
| $0.1 < D \leq 0.3$        | 3  |  |                           |                           |                   |                           |                           |            |           |            |       |     |
| $0.3 < D$                 | 0  |  |                           |                           |                   |                           |                           |            |           |            |       |     |

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| 10                   | Scratch of Polarizer :<br><br>Line Shape<br><br> | <table><tr><th>Width (mm)</th><th>Length (mm)</th><th>Acceptable number</th></tr><tr><td><math>W \leq 0.05</math></td><td><math>L \leq 0.3</math></td><td>Ignore</td></tr><tr><td><math>0.1 &lt; W \leq 0.05</math></td><td><math>0.3 &lt; L \leq 2.0</math></td><td><math>N \leq 3</math></td></tr><tr><td><math>0.1 &lt; W</math></td><td>-</td><td>See dot shape</td></tr></table>   | Width (mm)  | Length (mm)       | Acceptable number | $W \leq 0.05$ | $L \leq 0.3$         | Ignore      | $0.1 < W \leq 0.05$  | $0.3 < L \leq 2.0$ | $N \leq 3$  | $0.1 < W$  | - | See dot shape | Minor | 1.5 |
|----------------------|---|---|-------------|-------------------|-------------------|---------------|----------------------|-------------|----------------------|--------------------|-------------|------------|---|---------------|-------|-----|
| Width (mm)           | Length (mm)   | Acceptable number   |             |                   |                   |               |                      |             |                      |                    |             |            |   |               |       |     |
| $W \leq 0.05$        | $L \leq 0.3$  | Ignore  |             |                   |                   |               |                      |             |                      |                    |             |            |   |               |       |     |
| $0.1 < W \leq 0.05$  | $0.3 < L \leq 2.0$  | $N \leq 3$  |             |                   |                   |               |                      |             |                      |                    |             |            |   |               |       |     |
| $0.1 < W$            | -   | See dot shape   |             |                   |                   |               |                      |             |                      |                    |             |            |   |               |       |     |
| 11                   | Bubble in polarizer   | <table><tr><th>Size D (mm)</th><th>Acceptable number</th></tr><tr><td><math>D \leq 0.3</math></td><td>Ignore</td></tr><tr><td><math>0.30 &lt; D \leq 0.50</math></td><td>1</td></tr><tr><td><math>0.50 &lt; D</math></td><td>0</td></tr></table>  | Size D (mm) | Acceptable number | $D \leq 0.3$      | Ignore        | $0.30 < D \leq 0.50$ | 1           | $0.50 < D$           | 0                  | Minor       | 1.5        |   |               |       |     |
| Size D (mm)          | Acceptable number   |   |             |                   |                   |               |                      |             |                      |                    |             |            |   |               |       |     |
| $D \leq 0.3$         | Ignore  |   |             |                   |                   |               |                      |             |                      |                    |             |            |   |               |       |     |
| $0.30 < D \leq 0.50$ | 1   |   |             |                   |                   |               |                      |             |                      |                    |             |            |   |               |       |     |
| $0.50 < D$           | 0   |   |             |                   |                   |               |                      |             |                      |                    |             |            |   |               |       |     |
| 12                   | Stains inclusion :<br>Line shape  | <table><tr><th>Width (mm)</th><th>Length (mm)</th><th>Acceptable number</th></tr><tr><td><math>W \leq 0.04</math></td><td>Ignore</td><td>Not Allowed</td></tr><tr><td><math>0.04 &lt; W \leq 0.06</math></td><td><math>L \leq 0.8</math></td><td>Not Allowed</td></tr><tr><td><math>0.06 &lt; W</math></td><td>-</td><td>Not Allowed</td></tr></table>  | Width (mm)  | Length (mm)       | Acceptable number | $W \leq 0.04$ | Ignore               | Not Allowed | $0.04 < W \leq 0.06$ | $L \leq 0.8$       | Not Allowed | $0.06 < W$ | - | Not Allowed   | Minor | 1.5 |
| Width (mm)           | Length (mm)   | Acceptable number   |             |                   |                   |               |                      |             |                      |                    |             |            |   |               |       |     |
| $W \leq 0.04$        | Ignore  | Not Allowed   |             |                   |                   |               |                      |             |                      |                    |             |            |   |               |       |     |
| $0.04 < W \leq 0.06$ | $L \leq 0.8$  | Not Allowed   |             |                   |                   |               |                      |             |                      |                    |             |            |   |               |       |     |
| $0.06 < W$           | -   | Not Allowed   |             |                   |                   |               |                      |             |                      |                    |             |            |   |               |       |     |
| 13                   | Stains inclusion :<br>dot shape   | <table><tr><th>Size D (mm)</th><th>Acceptable number</th></tr><tr><td><math>D \leq 0.1</math></td><td>Not Allowed</td></tr><tr><td><math>0.1 &lt; D \leq 0.2</math></td><td>Not Allowed</td></tr><tr><td><math>0.25 &lt; D</math></td><td>Not Allowed</td></tr></table>   | Size D (mm) | Acceptable number | $D \leq 0.1$      | Not Allowed   | $0.1 < D \leq 0.2$   | Not Allowed | $0.25 < D$           | Not Allowed        | Minor       | 1.5        |   |               |       |     |
| Size D (mm)          | Acceptable number   |   |             |                   |                   |               |                      |             |                      |                    |             |            |   |               |       |     |
| $D \leq 0.1$         | Not Allowed   |   |             |                   |                   |               |                      |             |                      |                    |             |            |   |               |       |     |
| $0.1 < D \leq 0.2$   | Not Allowed   |   |             |                   |                   |               |                      |             |                      |                    |             |            |   |               |       |     |
| $0.25 < D$           | Not Allowed   |   |             |                   |                   |               |                      |             |                      |                    |             |            |   |               |       |     |
| 14                   | Newton Ring   | <p>(A). The lightness of environment is 500 Lux</p> <p>(B). The distance between product and eye is about 30cm</p> <p>(C). The angle of 60° between eye</p> <p>(D). Please find data below for your reference</p> <div><div><p>Light box</p><p>Transmitted</p></div><div><p>Light box</p><p>Reflected light</p></div></div> <p style="text-align: center;">Not Allowed Newton Ring</p> | Major       | 0.65              |                   |               |                      |             |                      |                    |             |            |   |               |       |     |

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**10-6 RELIABILITY**

| Test Item                            | Test Conditions   | Note |
|--------------------------------------|---|------|
| High Temperature Operation           | 70±3°C , t=72 hrs   |      |
| Low Temperature Operation            | -10±3°C , t=72 hrs  |      |
| High Temperature Storage             | 80±3°C , t=72hrs  | 1,2  |
| Low Temperature Storage              | -30±3°C , t=72 hrs  | 1,2  |
| Temperature /Humidity Storage Test   | 60°C, Humidity 90%, 72 hrs  | 1,2  |
| Temperature /Humidity Operation Test | 40°C, Humidity 90%, 72 hrs  | 1,2  |
| Thermal Shock Test                   | -20°C ~ 70°C<br>60 min 60 min. ( 1 cycle )<br>Total 20 cycle  | 1,2  |
| Vibration Test (Packing)             | Sweep frequency : 10~55~10 Hz/1min<br>Amplitude : 0.75mm<br>Test direction : X.Y.Z/3 axis<br>Duration : 30min/each axis | 2    |
| Static Electricity                   | 150pF 330 ohm ±8kV, 10times air discharge<br>±5kV, 10times contact discharge  |      |

Note 1 : Condensation of water is not permitted on the module.

Note 2 : The module should be inspected after 1 hour storage in normal conditions (15-35°C , 45-65%RH).

Definitions of life end point :

- Current drain should be smaller than the specific value.
- Function of the module should be maintained.
- Appearance and display quality should not have degraded noticeably.
- Contrast ratio should be greater than 50% of the initial value.

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# **11 USE PRECAUTIONS**

## **11-1 Handling precautions**

- 1) The polarizing plate may break easily so be careful when handling it. Do not touch, press or rub it with a hard-material tool like tweezers.
- 2) Do not touch the polarizing plate surface with bare hands so as not to make it dirty. If the surface or other related part of the polarizing plate is dirty, soak a soft cotton cloth or chamois leather in benzine and wipe off with it. Do not use chemical liquids such as acetone, toluene and isopropyl alcohol. Failure to do so may bring chemical reaction phenomena and deteriorations.
- 3) Remove any spit or water immediately. If it is left for hours, the suffered part may deform or decolorize.
- 4) If the LCD element breaks and any LC stuff leaks, do not suck or lick it. Also if LC stuff is stuck on your skin or clothing, wash thoroughly with soap and water immediately.

## **11-2 Installing precautions**

- 1) The PCB has many ICs that may be damaged easily by static electricity. To prevent breaking by static electricity from the human body and clothing, earth the human body properly using the high resistance and discharge static electricity during the operation. In this case, however, the resistance value should be approx.  $1M\Omega$  and the resistance should be placed near the human body rather than the ground surface. When the indoor space is dry, static electricity may occur easily so be careful. We recommend the indoor space should be kept with humidity of 60% or more. When a soldering iron or other similar tool is used for assembly, be sure to earth it.
- 2) When installing the module and ICs, do not bend or twist them. Failure to do so may crack LC element and cause circuit failure.
- 3) To protect LC element, especially polarizing plate, use a transparent protective plate (e.g., acrylic plate, glass etc) for the product case.
- 4) Do not use an adhesive like a both-side adhesive tape to make LCD surface (polarizing plate) and product case stick together. Failure to do so may cause the polarizing plate to peel off.

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### **11-3 Storage precautions**

- 1) Avoid a high temperature and humidity area. Keep the temperature between 0°C and 35°C and also the humidity under 60%.
- 2) Choose the dark spaces where the product is not exposed to direct sunlight or fluorescent light.
- 3) Store the products as they are put in the boxes provided from us or in the same conditions as we recommend.

### **11-4 Operating precautions**

- 1) Do not boost the applied drive voltage abnormally. Failure to do so may break ICs. When applying power voltage, check the electrical features beforehand and be careful. Always turn off the power to the LC module controller before removing or inserting the LC module input connector. If the input connector is removed or inserted while the power is turned on, the LC module internal circuit may break.
- 2) The display response may be late if the operating temperature is under the normal standard, and the display may be out of order if it is above the normal standard. But this is not a failure; this will be restored if it is within the normal standard.
- 3) The LCD contrast varies depending on the visual angle, ambient temperature, power voltage etc. Obtain the optimum contrast by adjusting the LC drive voltage.
- 4) When carrying out the test, do not take the module out of the low-temperature space suddenly. Failure to do so will cause the module condensing, leading to malfunctions.
- 5) Make certain that each signal noise level is within the standard (L level: 0.2Vdd or less and H level: 0.8Vdd or more) even if the module has functioned properly. If it is beyond the standard, the module may often malfunction. In addition, always connect the module when making noise level measurements.
- 6) The CMOS ICs are incorporated in the module and the pull-up and pull-down function is not adopted for the input so avoid putting the input signal open while the power is ON.
- 7) The characteristic of the semiconductor element changes when it is exposed to light emissions, therefore ICs on the LCD may malfunction if they receive light emissions. To prevent these malfunctions, design and assemble ICs so that they are shielded from light emissions.

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- 8) Crosstalk occurs because of characteristics of the LCD. In general, crosstalk occurs when the regularized display is maintained. Also, crosstalk is affected by the LC drive voltage. Design the contents of the display, considering crosstalk.

**11-5 Other**

- 1) Do not disassemble or take the LC module into pieces. The LC modules once disassembled or taken into pieces are not the guarantee articles.
- 2) The residual image may exist if the same display pattern is shown for hours. This residual image, however, disappears when another display pattern is shown or the drive is interrupted and left for a while. But this is not a problem on reliability.
- 3) AMIPRE will provide one years warrantee for all products and three months warrantee for all repairing products.

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## 12 MECHANICAL DRAWING

