NLT Technologies, Ltd.

TFT COLOR LCD MODULE

NL10276BC20-18C

26cm (10.4 Type) XGA LVDS interface (1port)

PRELIMINARY DATA SHEET

DOD-PP-1263 (1st edition)

All information is subject to change without notice. Please confirm the sales representative before starting to design your system.

INTRODUCTION

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Examples: Computers, office automation equipment, communications equipment, test and measurement equipment, audio and visual equipment, home electronic appliances, machine tools, personal electronic equipment, industrial robots, etc.

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Examples: Control systems for transportation equipment (automobiles, trains, ships, etc.), traffic control systems, anti-disaster systems, anti-crime systems, medical equipment not specifically designed for life support, safety equipment, etc.

The **Specific** quality grade applies to the products developed, designed and manufactured in accordance with the standards or quality assurance program designated by a customer who requires an extremely higher level of reliability and quality for such products.

Examples: Military systems, aircraft control equipment, aerospace equipment, nuclear reactor control systems, medical equipment/devices/systems for life support, etc.

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

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1. OUTLINE

1.1 STRUCTURE AND PRINCIPLE

Color LCD module NL10276BC20-18C is composed of the amorphous silicon thin film transistor liquid crystal display (a-Si TFT LCD) panel structure with driver LSIs for driving the TFT (Thin Film Transistor) array and a backlight.

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

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

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

1.2 APPLICATION

• For industrial use

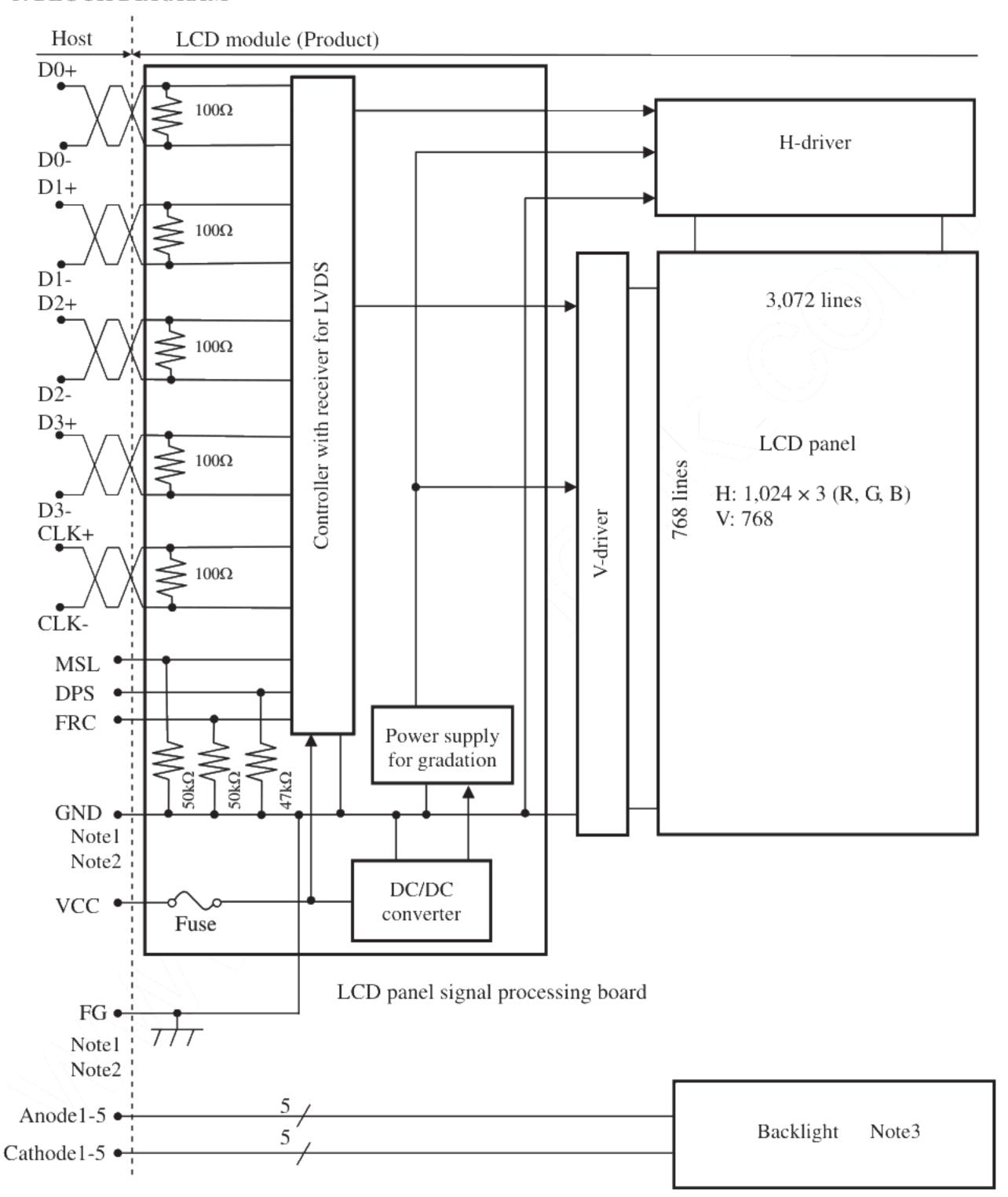
1.3 FEATURES

- Adoption of ST-NLT (Super-Transmissive Natural Light TFT)
- Long life LED backlight type
- High luminance
- High contrast
- Low reflection
- Wide viewing angle
- Wide temperature range
- LVDS interface
- · Reversible-scan direction
- Selectable 8bit or 6bit digital signals for data of RGB
- Replaceable lamp for backlight
- Acquisition product for UL60950-1/CSA C22.2 No.60950-1-03 (File number: E170632)

2. GENERAL SPECIFICATIONS

Display area	210.432 (H) × 157.824 (V) mm
Diagonal size of display	26cm (10.4 inches)
Drive system	a-Si TFT active matrix
Display color	16,777,216 colors (At 8-bit input, FRC terminal= High) 262,144 colors (At 6-bit input, FRC terminal= Low or Open)
Pixel	1,024 (H) × 768 (V) pixels
Pixel arrangement	RGB (Red dot, Green dot, Blue dot) vertical stripe
Dot pitch	0.0685 (H) × 0.2055 (V) mm
Pixel pitch	0.2055 (H) × 0.2055 (V) mm
Module size	228.0 (W) × 178.5 (H) × 8.7 (D) mm (typ.)
Weight	380 g (typ.)
Contrast ratio	900: 1 (typ.)
Viewing angle	At the contrast ratio ≥10:1 • Horizontal: Right side 80° (typ.), Left side 80° (typ.) • Vertical: Up side 80° (typ.), Down side 80° (typ.)
Designed viewing direction	 At DPS= Low or Open: Normal scan Viewing direction without image reversal: Up side (12 o'clock) Viewing direction with contrast peak: Down side (6 o'clock) Viewing angle with optimum grayscale (γ≒2.2): Normal axis (perpendicular)
Polarizer surface	Clear + Antireflection (AR)
Polarizer pencil-hardness	2H (min.) [by JIS K5600]
Color gamut	At LCD panel center 40 % (typ.) [against NTSC color space]
Response time	$Ton+Toff (10\% \longleftrightarrow 90\%)$ 18 ms (typ.)
Luminance	At $IL=50mA/one\ circuit$ (750) cd/m ² (typ.)
Signal system	LVDS 1port (Receiver: THC63LVDF84B, THine Electronics Inc. or equivalent) 8bit/6bit digital signals for data of RGB colors, Dot clock (CLK), Data enable (DE)
Power supply voltage	LCD panel signal processing board: 3.3V
Backlight	LED backlight type: Replaceable part Lamp holder set: Type No. 104LHS50 Recommended LED driver board (Option)
	LED driver board: Type No. 104PW03F Corresponding wiring harness: Type No. 121CBL03

3. BLOCK DIAGRAM



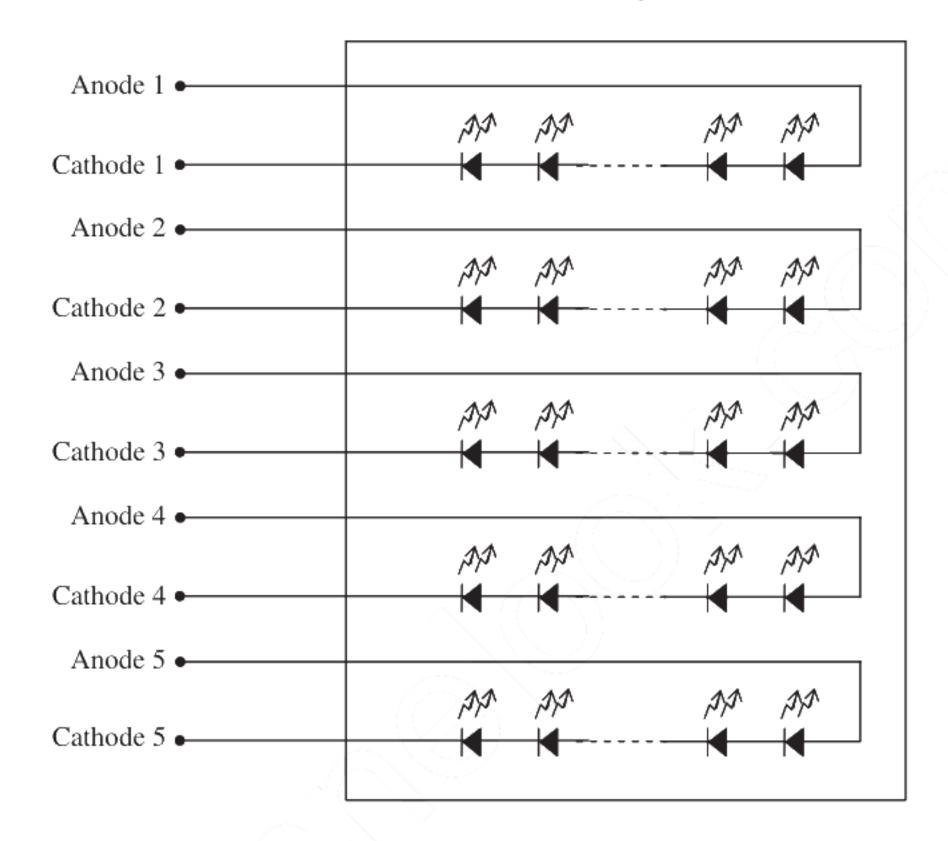
Note1: Relations between GND (Signal ground), FG (Frame ground) in the LCD module are as follows.

GND - FG Connected

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

Note3: Backlight in detail

Backlight



4. DETAILED SPECIFICATIONS

4.1 MECHANICAL SPECIFICATIONS

Parameter	Specification		Unit
Module size	$228.0 \pm 0.5 \text{ (W)} \times 178.5 \pm 0.5 \text{ (H)} \times 8.7 \pm 0.5 \text{ (D)}$	Note1	mm
Display area	210.432 (H) × 157.824 (V)	Note1	mm
Weight	380 (typ.), 400 (max.)		g

Note1: See "8. OUTLINE DRAWINGS".

4.2 ABSOLUTE MAXIMUM RATINGS

	Paramete	г	Symbol	Rating	Unit	Remarks
Power supply voltage	LCD panel si	ignal processing board	VCC	-0.3 to +4.0	V	
Input voltage	Dis	splay signals Note1	VD	-0.3 to VCC+0.3	v	-
for signals	Fun	ction signals Note2	VF	-0.5 to VCC+0.5	,	
Backlight	For	ward current	IL	0 to +70	mA	per one circuit
I	ncident light in	itensity		150,000	Note3	
	Storage tempe	rature	Tst	-30 to +80	°C	-
Operating to	mmanutura	Front surface	TopF	-30 to +80	°C	Note4
Operating te	mperature	Rear surface	TopR	-30 to +80	°C	Note5
				≤ 95	%	Ta ≤ 40°C
				≤ 85	%	40°C < Ta ≤ 50°C
	Relative hum Note6	idity	RH	≤ 55	%	50°C < Ta ≤ 60°C
	.,			≤ 36	%	60°C < Ta ≤ 70°C
				≤ 24	%	70°C < Ta ≤ 80°C
	Absolute hum Note6	nidity	АН	≤ 70 Note7	g/m³	-

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

Note2: DPS, FRC, MSL

Note3: If the product surface (polarizer) is exposed to an ultraviolet ray, the polarizer may discolor (Surface treatment may be damaged.). Use a filter to protect the polarizer from the ultraviolet ray.

Note4: Measured at LCD panel surface (including self-heat)

Note5: Measured at LCD module's rear shield surface (including self-heat)

Note6: No condensation

Note7: Water amount at Ta= 80°C and RH= 24%

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4.3 ELECTRICAL CHARACTERISTICS

4.3.1 LCD panel signal processing board

 $(Ta=25^{\circ}C)$

Parameter		Symbol	min.	typ.	max.	Unit	Remarks
Power supply voltage		VCC	3.0	3.3	3.6	V	-
Power supply current		ICC	-	450 Note1	780 Note2	mA	at VCC= 3.3V
Permissible ripple voltage	VRP	-	-	100	mVp-p	for VCC	
Differential input threshold voltage	High	VTH	-	-	+100	mV	at VCM= 1.2V
	Low	VTL	-100	-	-	mV	Note3
Terminating resistance		RT	-	100	-	Ω	-
Input voltage for	High	VFH	0.7VCC	- <	VCC	v	CMOS level
DPS, FRC and MSL signals	Low	VFL	0	- /	0.3VCC	V	CIVIOS IEVEI
Input current for	High	IFH	-	-(\	300	μΑ	
DPS, FRC and MSL signals	Low	IFL	-300		-	μΑ	-

Note1: Checkered flag pattern [by EIAJ ED-2522]

Note2: Pattern for maximum current

Note3: Common mode voltage for LVDS receiver



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4.3.2 Backlight lamp

(Note1, Note2, Note3)

Parameter	Symbol	min.	typ.	max.	Unit	Remarks		
Forward current	IL	-	50	55	mA	per one circuit		
		(21.2)	(24.0)	(27.2)		Ta= +25°C at IL= 50mA/One circuit		
F 1 1	VL	(19.0)	-	,	\bigcup_{V}	Ta= +80°C at IL= 50mA/One circuit		
Forward voltage		-	- (31.8) V Ta= -30°C at IL= 50mA/One					
		-	-	(30.1)		Ta= -30°C at IL= 55mA/One circuit		

Note1: Please drive with constant current.

Note2: The above specifications are for one LED circuit of the backlight.

Note3: The Luminance uniformity may be changed depending on the current variation between 2 circuits. It is recommended that the current value difference among the circuits be less than 5%.

4.3.3 Power supply voltage ripple

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

Power supp	ly voltage	Ripple voltage Note1 (Measure at input terminal of power supply)	Unit
VCC	3.3V	≤ 100	mVp-p

Note1: The permissible ripple voltage includes spike noise.

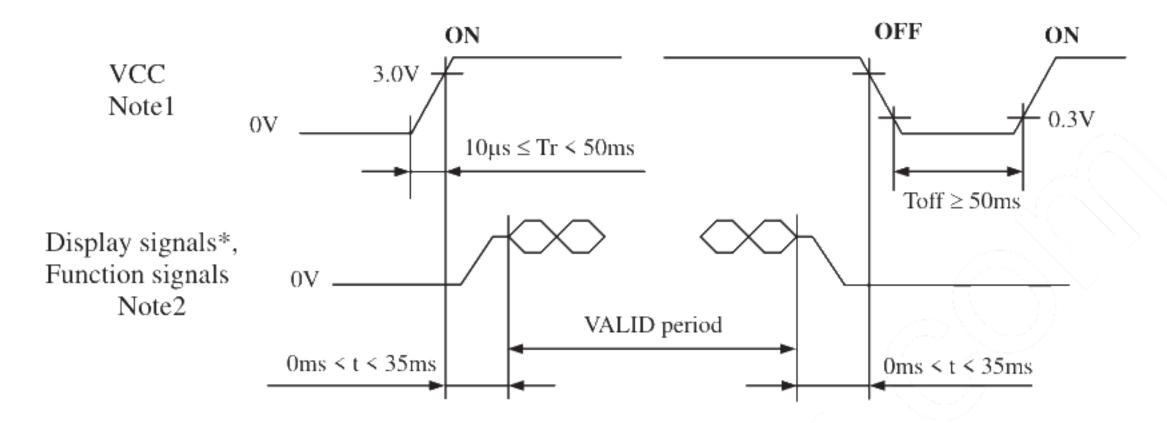
4.3.4 Fuse

Parameter		Fuse	Rating	Fusing current	Remarks
1 arameter	Туре	Supplier	Rating	rusing current	Kemarks
VCC	FCC16202AB	KAMAYA ELECTRIC	2.0 A	4.0 A	Note1
VCC	FCC10202AB	Co., Ltd.	36 V	4.0 A	Note1

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

4.4 POWER SUPPLY VOLTAGE SEQUENCE

4.4.1 LCD panel signal processing board



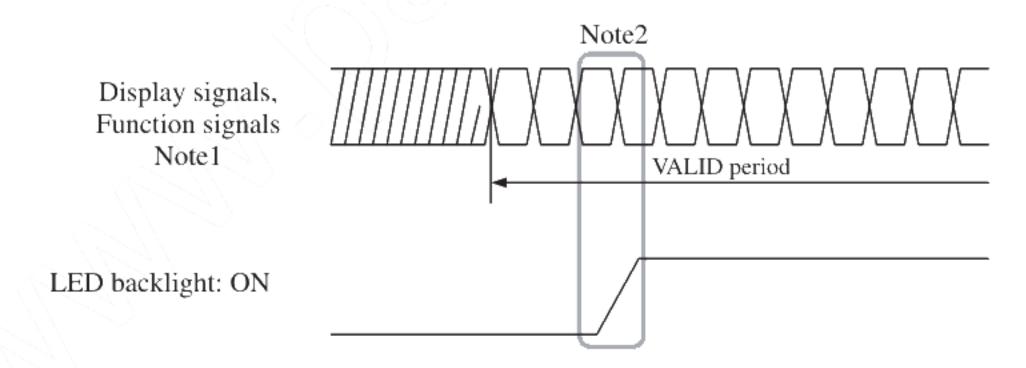
^{*} These signals should be measured at the terminal of 100Ω resistance.

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

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

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

4.4.2 LED driver board



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

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

4.5 CONNECTIONS AND FUNCTIONS FOR INTERFACE PINS

4.5.1 LCD panel signal processing board

CN1 socket (LCD module side): FI-SE20P-HFE (Japan Aviation Electronics Industry Limited (JAE))
Adaptable plug: FI-S20S (Japan Aviation Electronics Industry Limited (JAE))

щри	ible plug:	1	1-8208 (Japa	n Aviation Electroni	es moustry Emmed	(JAE))				
No.	Symbol	Signal	Input data	signal: 8bit	Input data signal:	Remarks				
	Symbol	Signai	MAPA	MAP B	6bit	Kemarks				
A	D3+	Pixel data	R0-R1,G0-G1,B0-B1	R6-R7,G6-G7,B6-B7	- /	Note1, Note2				
В	GND	Ground		-	Ground	Note3				
Α	D3-	Pixel data	R0-R1,G0-G1,B0-B1	,G0-G1,B0-B1 R6-R7,G6-G7,B6-B7 -						
В	GND	Ground		Ground	Note3					
3	DPS	Selection of scan direction	High: Low or Open:	Reverse scan Normal scan		Note4				
1	FRC	Selection of the number of colors	Hi	gh	Low or Open	Note1 Note5				
5	GND	Ground		Ground	7	Note3				
5	CLK+	Dinal alask		Discal almah		Note2				
7	CLK-	Pixel clock		Pixel clock						
3	GND	Ground	Ground			Note3				
D2+		Dinal data	D4 D7 DE	D2 D	5 DE	Nota 2				
0	D2-	Pixei data	D4-B7,DE	DZ-D.	S,DE	Note2				
1	GND	Ground		Ground		Note3				
2	D1+	Dival data	G3 G7 B2 B3	G1 G5	RA R1	Note2				
3	D1-	r ixer data	G3-G7,B2-B3	01-05,	,Б()-Б1	Note2				
4	GND	Ground		Ground		Note3				
5	D0+	Dival data	D2 D7 C2	DO D	5 CO	Note2				
6	D0-	Fixer data	K2-K7,G2	KU-K	5,00	Note2				
7	GND	Ground	round Ground							
8	MSL	Selection of LVDS input map	Low High Low							
9	VCC		Dowar annaly							
0	VCC	rower supply	Power supply							
	No. A B A B 7	No. Symbol A D3+ B GND A D3- B GND B GND GND CLK+ GND CLK- GND D2- GND D1+ GND D1- GND GND GND GND MSL WCC	No. Symbol Signal A D3+ Pixel data B GND Ground A D3- Pixel data B GND Ground B GND Ground B GND Ground G FRC Selection of the number of colors G GND Ground G CLK+ Pixel clock G CLK- Pixel data D D2+ Pixel data D D2- Pixel data D D1+ Pixel data D D1- Pixel data D D0- Pixel data D Pixel data Pixel data D Pixel data Pixel data D Pixel data Pixel data	No. Symbol Signal Input data MAP A	No. Symbol Signal Input data signal: 8bit MAP A MAP B	No. Symbol Signal Signal Input data signal: 8bit MAP A MAP B				

Note1: See "4.6 DISPLAY COLORS AND INPUT DATA SIGNALS".

Note2: Twist pair wires with 100Ω (Characteristic impedance) should be used between LCD panel signal processing board and LVDS transmitter.

Note3: All GND and VCC terminals should be used without any non-connected lines.

Note4: See "4.8 SCANNING DIRECTIONS".

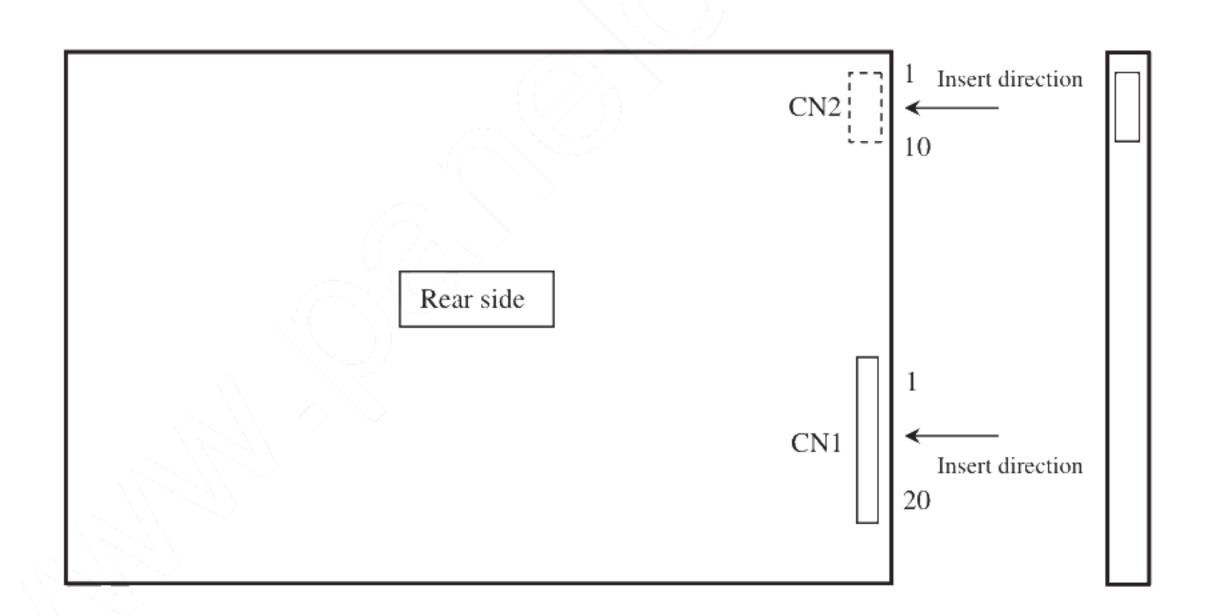
Note5: See "4.5.4 Connection between receiver and transmitter for LVDS".

4.5.2 Backlight lamp

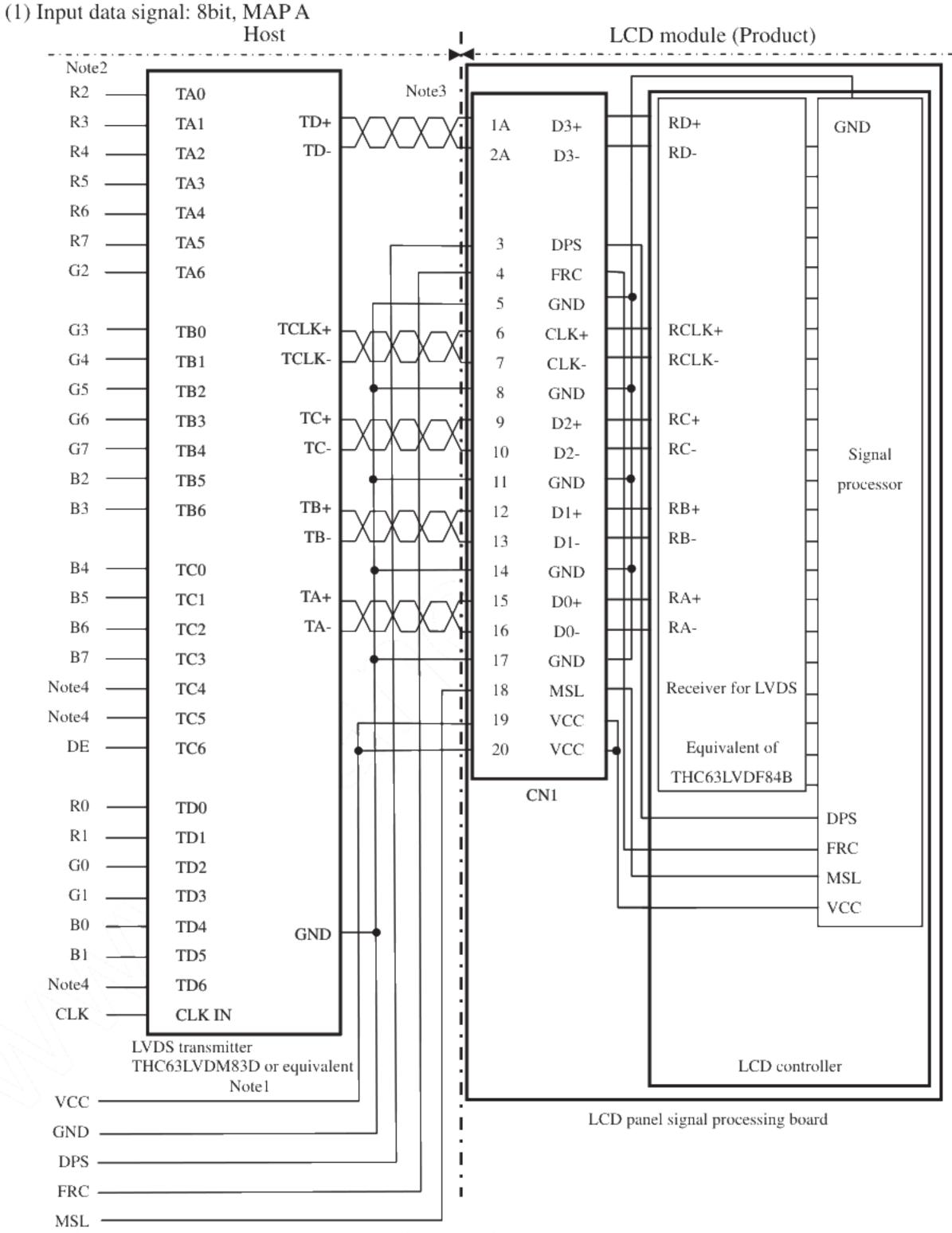
CN2 plug (LCD module side): SM10B-SRSS-TB (J.S.T. Mfg. Co., Ltd.)
Adaptable socket: SHR-10V-S, SHR-10V-S-B (J.S.T. Mfg. Co., Ltd.)

Pin No.	Symbol	Signal	Remarks
1	A1	Anode1	-
2	K1	Cathode1	-
3	A2	Anode2	- (2)
4	K2	Cathode2	- ZX
5	A3	Anode3	- < (\ \ \
6	K3	Cathode3	
7	A4	Anode4	// - \\\ \\
8	K4	Cathode4	
9	A5	Anode5	// A=-/
10	K5	Cathode5	\\\\\/-

4.5.3 Positions of plugs and a socket



4.5.4 Connection between receiver and transmitter for LVDS



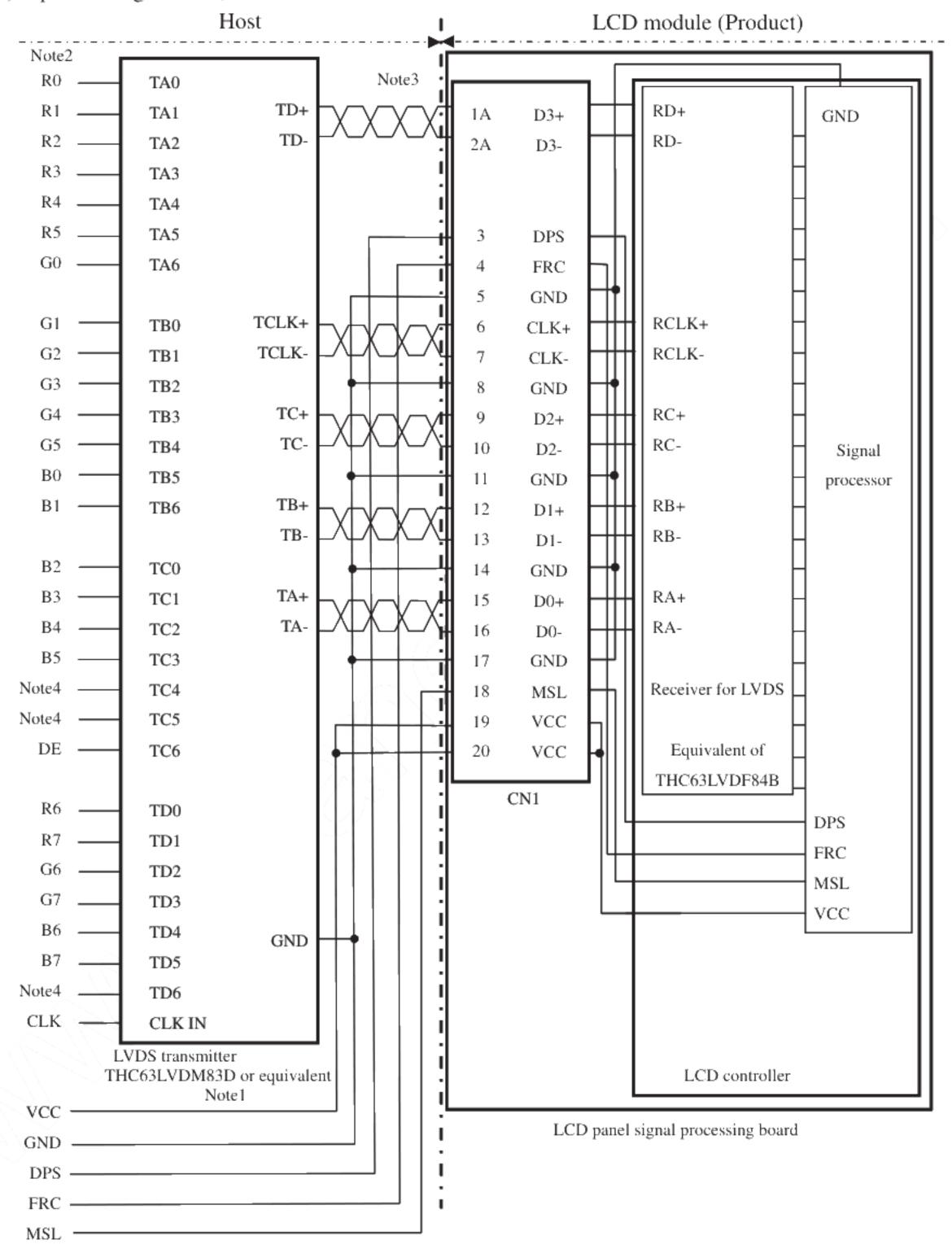
Note1: Recommended transmitter: THC63LVDM83D (THine Electronics Inc.) or equivalent

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

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

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

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



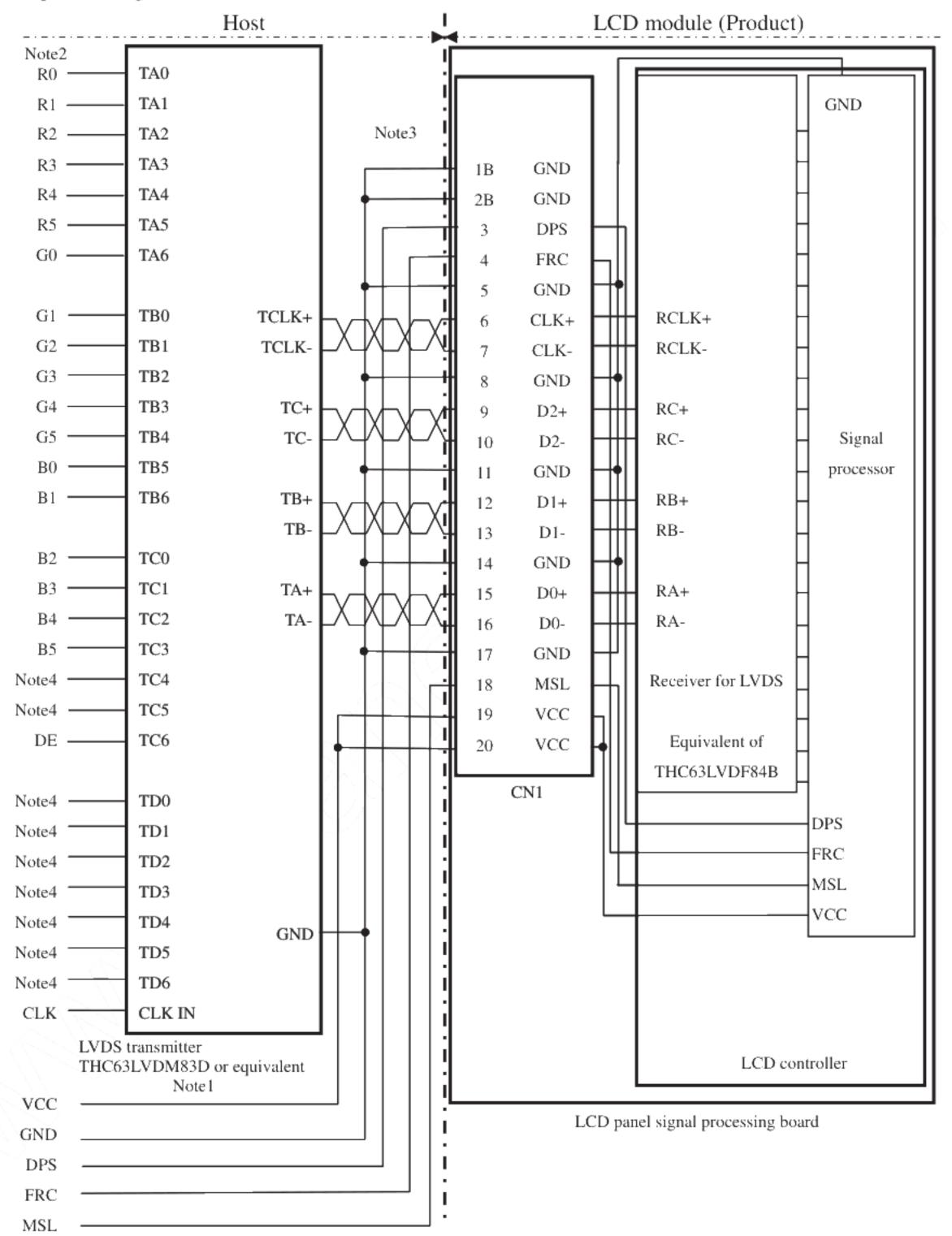
Note1: Recommended transmitter: THC63LVDM83D (THine Electronics Inc.) or equivalent

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

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

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

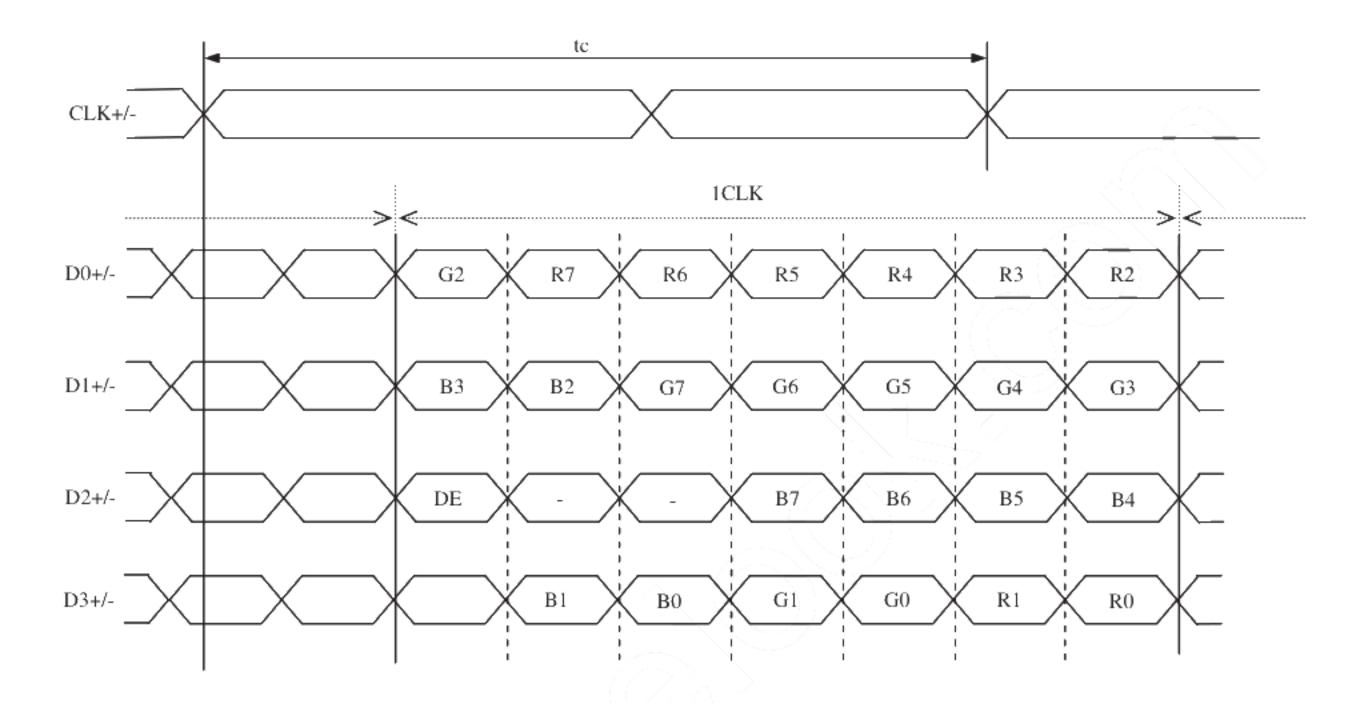
(3) Input data signal: 6bit



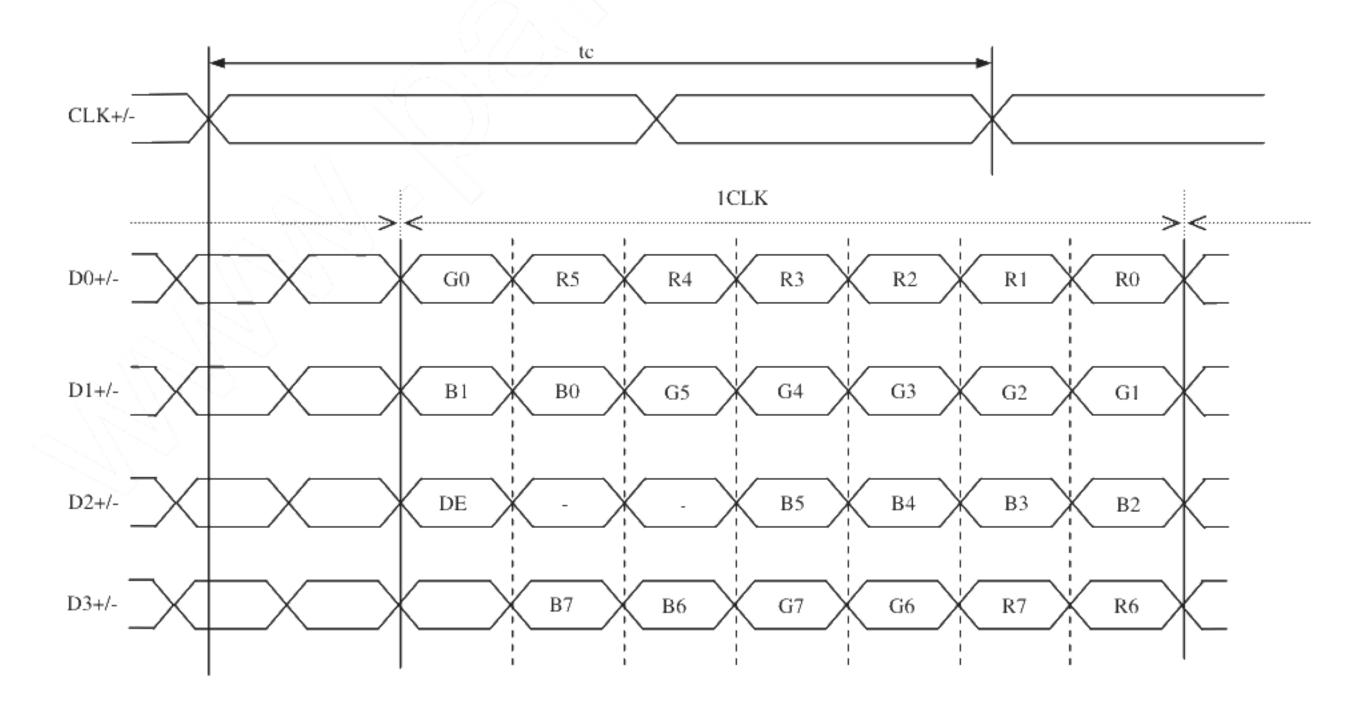
- Note1: Recommended transmitter THC63LVDM83D (THine Electronics Inc.) or equivalent
- Note2: LSB (Least Significant Bit) R0, G0, B0 MSB (Most Significant Bit) R5, G5, B5
- Note3: Twist pair wires with 100Ω (Characteristic impedance) should be used between LCD panel signal processing board and LVDS transmitter.
- Note4: Input signals to TC4, TC5 and TD0-6 are not used inside the product, but do not keep TC4, TC5 and TD0-6 open to avoid noise problem.

4.5.5 Input data mapping

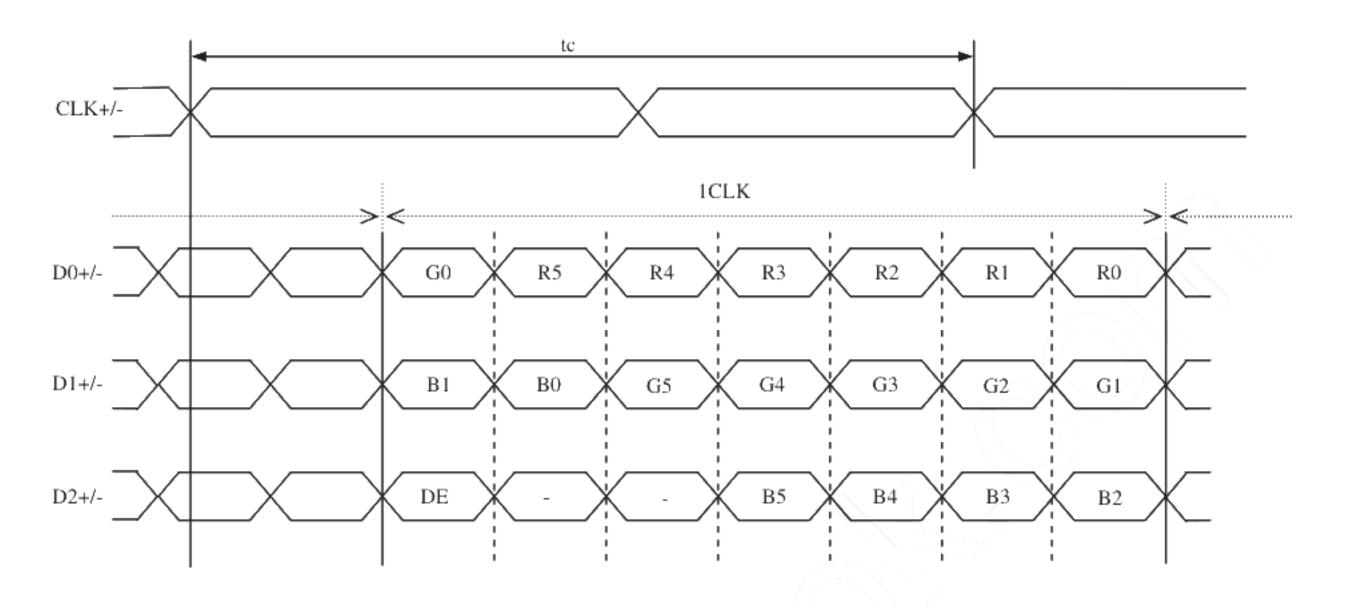
(1) Input data signal: 8bit, MAPA



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



(3) Input data signal: 6bit



4.6 DISPLAY COLORS AND INPUT DATA SIGNALS

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

This product can display 16,777,216 colors equivalent with 256 gray scales and 262,144 colors with 64 gray scales by combination of input data signals, FRC and MSL signal. See the following table.

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

Note1: See "**4.6.2 16,777,216 colors**". Note2: See "**4.6.3 262,144 colors**".

4.6.2 16,777,216 colors

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

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

Display colors									Data	a sig	nal	(0: I	Low	leve	el, 1	: Hi	gh le	evel))						
Display		R7	R6	R5	R4	R3	R2	R1	R0	G7	7 G6	G5	G4	G3	G2	G1	G()	В7	B6	B5	B4	В3	B2_	В1	В0
	Black	0	0	0	0	0	0	0	0	0	0	()	()	()	()	0	0	0	0	0	0	0	0	0	0
	Blue	0	0	0	0	0	0	0	0	0	0	()	()	()	()	0	0	1	1	1	1	1	1	1	1
lors	Red	1	1	1	1	1	1	1	1	0	0	()	()	()	()	0	0	0	0	0	0	0	0	0	0
Co	Magenta	1	1	1	1	1	1	1	1	0	0	()	()	()	()	0	0	1	1	1	_1	1	1	1	1
Basic Colors	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
Ba	Cyan	0	0	0	0	0	0	0	0	1	1	1	1	1	1	1	1	1	-1	1	1	/ 1	1	1	1
	Yellow	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	0	0	0	0	0	0	0	0
	White	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1
	Black	0	0	0	0	0	0	0	0	0	0	()	()	0	()	0	0	0	0	0	0	0	0	0	0
ه ا		0	0	0	0	0	0	0	1	0	0	()	()	0	0	0	0	0′	0	0	0	0	0	0	0
cal	dark	0	0	0	0	0	0	1	0	0	0	()	()	()	0	0	0	0	0	0	0	0	0	0	0
ay s	↑					:								Ç			,					:			
Red gray scale	↓					:								:								:			
Red	bright	1	1	1	1	1	1	0	1	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
		1	1	1	1	1	1	1	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
	Black	0	0	0	0	0	0	0	0	-0	0	0	-0	()	()	0	0	0	0	0	0	0	0	0	0
le		0	0	0	0	0	0	0	0	0	0	0	()	()	()	0	1	0	0	0	0	0	0	0	0
SCS	dark	0	0	0	0	0	0	0	0	0	0	()	()	()	()	1	0	0	0	0	0	0	0	0	0
ray	↑					:								:								:			
Green gray scale	↓					:								:								:			
ree	bright	0	0	0	0	0	0	0	0	1	1	1	1	1	1	0	1	0	0	0	0	0	0	0	0
		0	0	0	0	0	0	0	0	1	1	1	1	1	1	1	0	0	0	0	0	0	0	0	0
	Green	()	0_	0	0_	0	0	0	0	1	1	1	1	1	1	1	1	0	0	0	0	0	0	0	0
	Black	0	0	0	0	0	0	0	0	0	0	()	()	()	()	0	0	0	0	0	0	0	0	0	0
to to		0	0	0	0	0	0	0	0	0	0	()	()	()	()	0	0	0	0	0	0	0	0	0	1
scal	dark	0	0	0	0	0	0	0	0	0	0	()	()	()	()	0	0	0	0	0	0	0	0	1	0
Blue gray scale	1					:								:								:			
Tg.	1					:								:								:			
3luc	bright	0	0	0	0	0	0	0	0	0	0	()	()	()	()	0	0	1	1	1	1	1	1	0	1
" \		0	0	0	0	0	0	0	0	0	0	()	()	()	()	0	0	1	1	1	1	1	1	1	0
	Blue	0	0	0	0	0	0	0	0	0	0	()	()	()	()	0	0	1	1	1	1	1	1	1	1

4.6.3 262,144 colors

This product can display 262,144 colors with 64 gray scales by combination ③. (See "4.6.1 Combinations of input data signals, FRC and MSL signal".)
Also the relation between display colors and input data signals is as follows.

Display colors		Data signal (0: Low level, 1: High level)																	
Display	COIOIS	R5	R4	R 3	R 2	R 1	R 0	G5	G4	G3	G2	G1	G0	В5	B4	В3	В2	В1	B ()
	Black	0	0	()	0	()	0	0	0	0	0	0	0	0	0	0	0	0	0
	Blue	()	0	()	0	()	0	0	0	0	0	0	0	1	1	1	1	1	1
ors	Red	1	1	1	1	1	1	0	0	0	0	0	0	0	0	0 <	0	0	0
Basic colors	Magenta	1	1	1	1	1	1	0	0	0	0	0	0	1	1	1	1	1	1
sic	Green	0	0	()	0	()	0	1	1	1	1	1	1	0	0	0	0	0	0
Ba	Cyan	0	0	()	0	()	0	1	1	1	1	1	1	1	1	$\langle 1 \rangle$	/ 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
	Black	0	0	()	0	()	0	0	0	0	0	0	0	0	0	0	0	0	0
l o		0	0	()	0	()	1	0	0	0	0	0	0	0	0	0	0	0	0
scale	dark	0	0	()	0	1	0	0	0	0	0	0	0	0	0	0	0	0	0
ay s	↑			:						/	Ç-\						:		
Red gray	↓ ↓			:							:						:		
Red	bright	1	1	1	1	()	1	0	0	0	0_	0	0	0	0	0	0	0	0
		1	1	1	1	1	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
	Black	0	0	()	0	()	0	- 0	0	- 0	0	0	0	0	0	0	0	0	0
lle		0	0	()	0	()	0	0	0	0	0	0	1	0	0	0	0	0	0
scale	dark	0	0	()	0	()	0	0	0	0	0	1	0	0	0	0	0	0	0
gray	↑			:	. /		()			;	:					2	:		
E 50	\downarrow			:	: ()						:						:		
Green g	bright	0	0	0	0	0	0	1	1	1	1	0	1	0	0	0	0	0	0
		0	0	0	0	0	0	1	1	1	1	1	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
	Black	0	0	0	0	()	0	0	0	0	0	0	0	0	0	0	0	0	0
o l		0	0	0	0	()	0	0	0	0	0	0	0	0	0	0	0	0	1
scal	dark	0	0	0	0	()	0	0	0	0	0	0	0	0	0	0	0	1	0
gray scale	1	,		$\langle \rangle$:	:					;	:					2	:		
ag :	1			:						;	:					2	:		
Blue	bright	0	0	()	0	()	0	0	0	0	0	0	0	1	1	1	1	0	1
" \		0	0	()	0	()	0	0	0	0	0	0	0	1	1	1	1	1	0
	Blue	()	0	()	0	()	0	0	0	0	0	0	0	1	1	1	1	1	1

4.7 DISPLAY POSITIONS

The following table is the coordinates per pixel (See "4.8 SCANNING DIRECTIONS".).

C (0,	0)					
R G	В					
C(0,0)	C(1, 0)	• • •	C(X, 0)	• • •	C(1022, 0)	C(1023, 0)
C(0, 1)	C(1, 1)	• • •	C(X, 1)	• • •	C(1022, 1)	C(1023, 1)
•	•	•	•	•	•	$\langle \cdot \rangle$ $\cdot \rangle$
•	•	• • •	•	• • •	•//	$\sim \cdots$
•	•	•	•	•	• \	•
C(0, Y)	C(1, Y)	• • •	C(X,Y)	• • •	C(1022, Y)	C(1023, Y)
•	•	•	•	•	((•))	•
	•	• • •	•	• • • ,	_•//	·
•	•	•	•	<u> </u>	<u> </u>	•
C(0, 766)	C(1, 766)	• • •	C(X, 766)	• • •	C(1022, 766)	C(1023, 766)
C(0, 767)	C(1, 767)	• • •	C(X, 767)	/_•••	C(1022, 767)	C(1023, 767)

4.8 SCANNING DIRECTIONS

The following figures are seen from a front view.

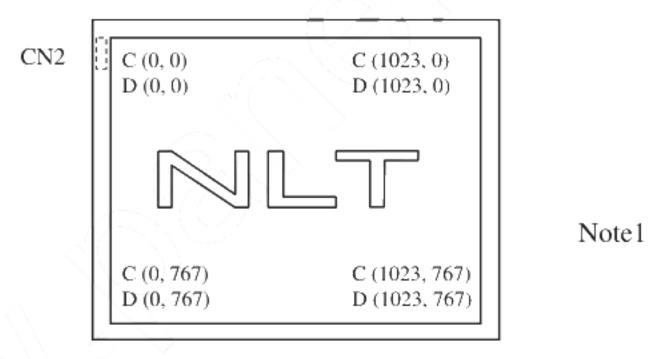


Figure 1. Normal scan (DPS: Low or Open)

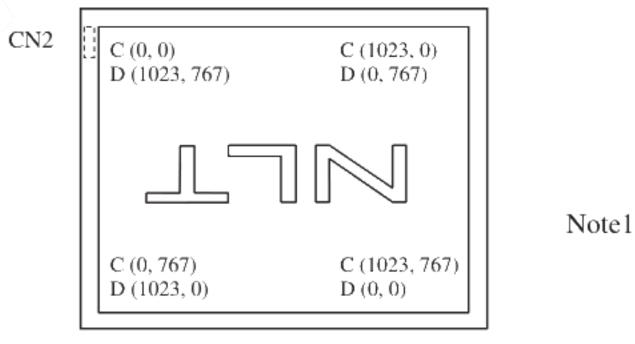


Figure 2. Reverse scan (DPS: High)

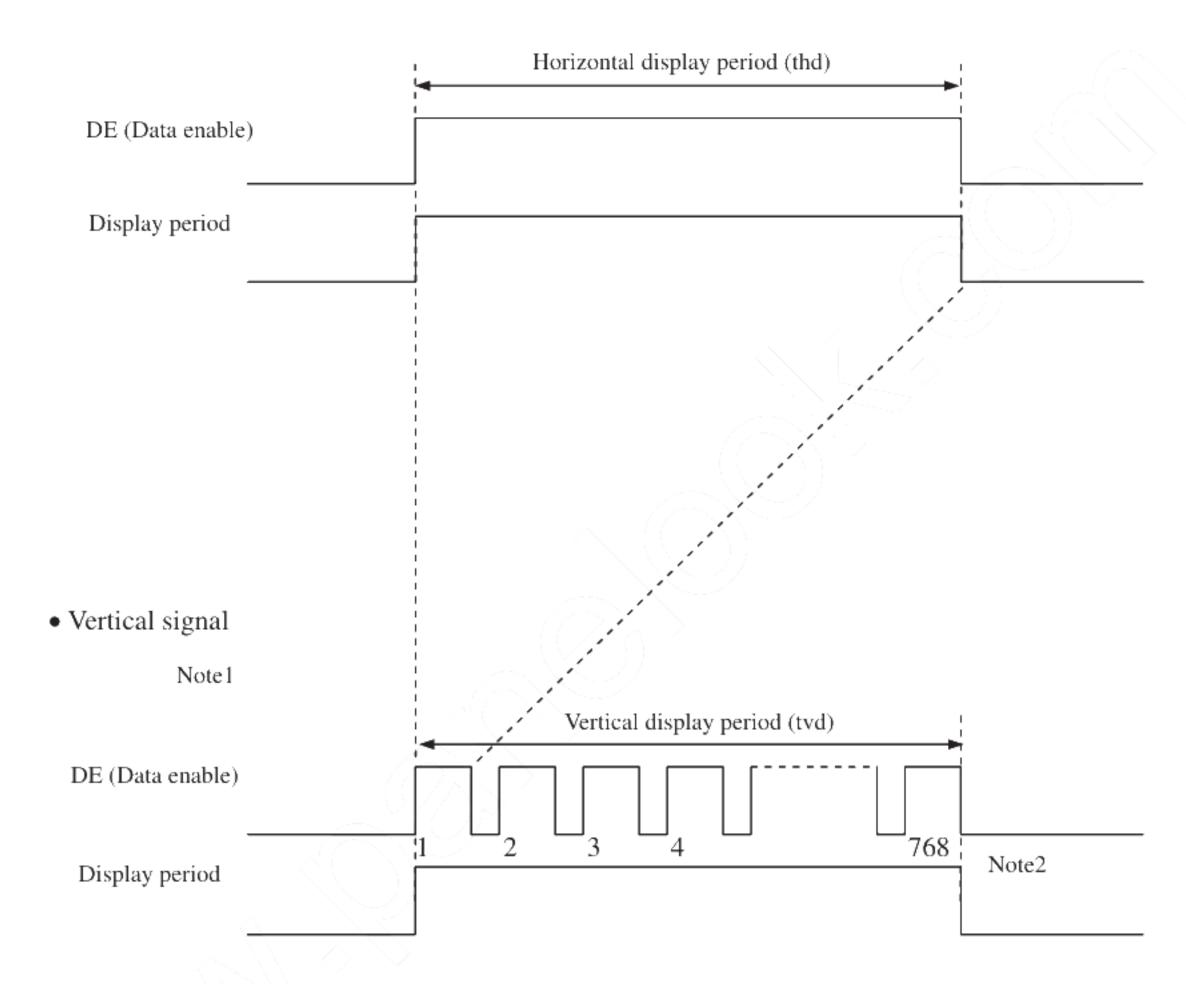
Note1: Meaning of C (X, Y) and D (X, Y)

C (X, Y): The coordinates of the display position (See "4.7 DISPLAY POSITIONS".)
D (X, Y): The data number of input signal for LCD panel signal processing board

4.9 INPUT SIGNAL TIMINGS

- 4.9.1 Outline of input signal timings
 - Horizontal signal

Note1



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

Note2: See "4.9.3 Input signal timing chart" for the pulse number.



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4.9.2 Timing characteristics

(Note1, Note2, Note3)

	Symbol	min.	typ.	max.	Unit	Remarks			
F		Frequency		60.0	65.0	68.0	MHz	15.385 ns (typ.)	
CLK	I	Duty	-				-		
	Rise tim	ne, Fall time	-	-			ns	-	
	CLK-DATA	Setup time	-				ns	/ ~	
DATA	CLK-DAIA	Hold time		-		ns	(- ^_\\		
	Rise tim	ne, Fall time	-				ns		
	Horizontal	Cycle	th	19.67	20.676	22.4	μs		
		Cycle	111	-	1,344	-	CLK	48.363 kHz (typ.)	
		Display period	thd	1,024			CLK))	
	W 41 1	Cycle	tv	13.3	16.666	18.5 /	ms		
DE	Vertical (One frame)	Cycle	LV	780	806	-	Н	60.0 Hz (typ.)	
	(One mane)	Display period	tvd	768			Н		
	CLK-DE	Setup time	-				ns		
	CLK-DE	Hold time	-			`7	ns	-	
Rise time, Fall time		-				ns			

Note1: Definition of parameters is as follows.

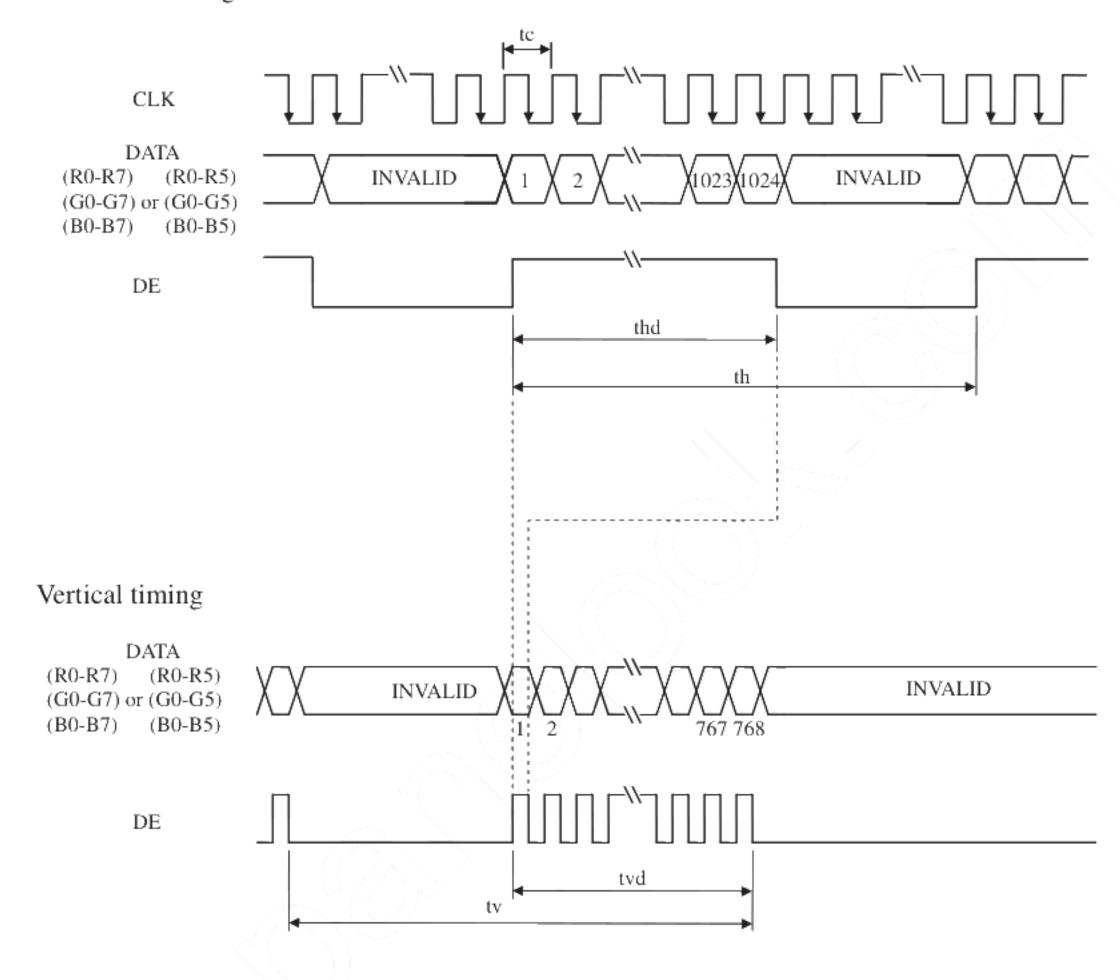
tc=1CLK, th=1H

Note2: See the data sheet of LVDS transmitter.

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

4.9.3 Input signal timing chart

Horizontal timing



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4.10 OPTICS

4.10.1 Optical characteristics

(Note1, Note2)

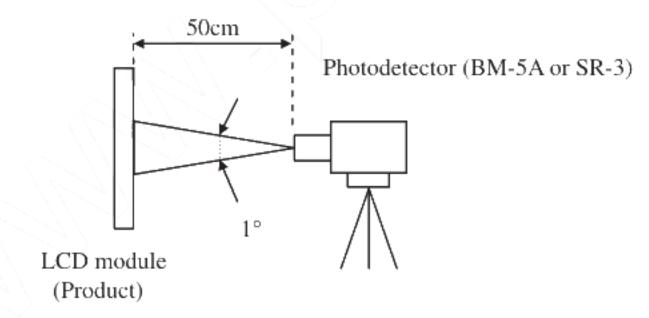
Paramet	er	Condition	Symbol	min.	typ.	max.	Unit	Measuring instrument	Remarks
Luminan	ice	White at center $\theta R = 0^{\circ}$, $\theta L = 0^{\circ}$, $\theta U = 0^{\circ}$, $\theta D = 0^{\circ}$	L	(480)	(750)	-	cd/m ²	BM-5A	-
Contrast r	atio	White/Black at center $\theta R = 0^{\circ}$, $\theta L = 0^{\circ}$, $\theta U = 0^{\circ}$, $\theta D = 0^{\circ}$	CR	400	900	-	-	BM-5A	Note3
Luminance un	iformity	White $\theta R = 0^{\circ}$, $\theta L = 0^{\circ}$, $\theta U = 0^{\circ}$, $\theta D = 0^{\circ}$	LU	ı	1.25	1.4	-	BM-5A	Note4
	White	x coordinate	Wx	0.263	0.313	0.363			
	winte	y coordinate	Wy	0.279	0.329	0.379	(-(] \	
Ī	Red	x coordinate	Rx	-	0.543	- /	$\supset + \setminus$		
Chramatiaita		y coordinate	Ry	-	0.337	-//]/	
Chromaticity	Green	x coordinate	Gx	-	0.357	-//	-20	SR-3	Note5
		y coordinate	Gy	-	0.547	- `			
	Blue	x coordinate	Bx		0.156	- /	-]	
	Blue	y coordinate By - 0.124		-]				
Color gamut		$\theta R = 0^{\circ}, \ \theta L = 0^{\circ}, \ \theta U = 0^{\circ}, \ \theta D = 0^{\circ}$ at center, against NTSC color space	С	35	40	- -	%		
Darponra	tima	White to Black	Ton	-	3	5	ms	BM-5A	Note6
Response	ume	Black to White	Toff		15	21	ms	DIVI-JA	Note7
	Right	$\theta U=0^{\circ}, \ \theta D=0^{\circ}, \ CR \ge 10$	θR	70	80	-	0		
Viamin	Left	θU= 0°, θD= 0°, CR≥ 10	θL	70	80	-	۰	EZ	Not-9
Viewing angle	Up	$\theta R = 0^{\circ}, \ \theta L = 0^{\circ}, \ CR \ge 10$	θU	70	80	-	۰	Contrast	Note8
	Down	θR= 0°, θL= 0°, CR≥ 10	θD	70	80	-	0		

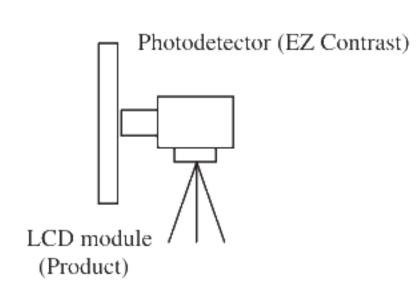
Note1: These are initial characteristics.

Note2: Measurement conditions are as follows.

Ta= 25°C, VCC= 3.3V, IL= 50mA/one circuit, Display mode: XGA, Horizontal cycle= 1/48.363kHz, Vertical cycle= 1/60.0Hz, DPS= Low or Open: Normal scan

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





Note3: See "4.10.2 Definition of contrast ratio".

Note4: See "4.10.3 Definition of luminance uniformity".

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

Note6: Product surface temperature: TopF= (28)°C

Note7: See "4.10.4 Definition of response times".

Note8: See "4.10.5 Definition of viewing angles".

4.10.2 Definition of contrast ratio

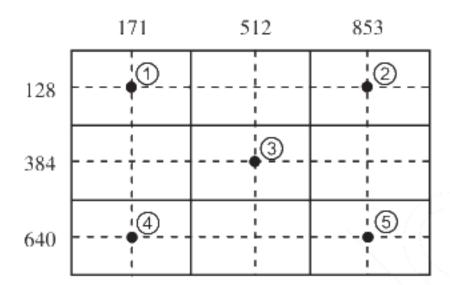
The contrast ratio is calculated by using the following formula.

4.10.3 Definition of luminance uniformity

The luminance uniformity is calculated by using following formula.

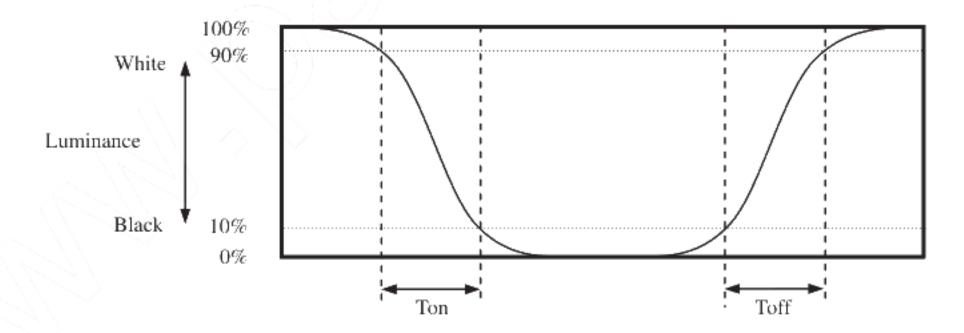
Luminance uniformity (LU) =
$$\frac{\text{Maximum luminance from } \textcircled{1} \text{ to } \textcircled{5}}{\text{Minimum luminance from } \textcircled{1} \text{ to } \textcircled{5}}$$

The luminance is measured at near the 5 points shown below.

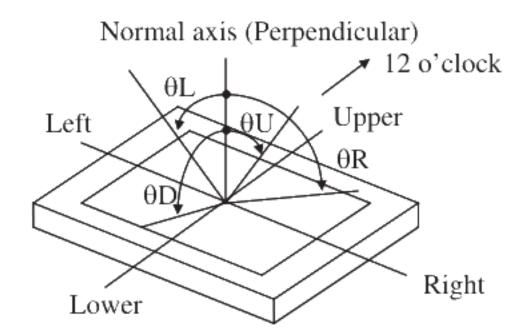


4.10.4 Definition of response times

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



4.10.5 Definition of viewing angles



5. ESTIMATED LUMINANCE LIFETIME

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

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

	Estimated luminance lifetime (Life time expectancy) Note1, Note2, Note3	Unit	
LED elementary substance	25°C (Ambient temperature of the product) Continuous operation, IL= 50mA/one circuit	70,000	h
	80°C (Surface temperature at screen) Continuous operation, IL= 50mA/one circuit		h

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

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

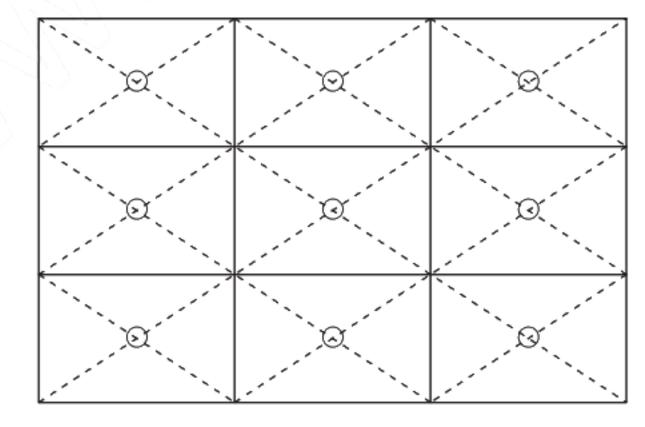
Note3: By ambient temperature, the lifetime changes particularly. Especially, in case the product works under high temperature environment, the lifetime becomes short.

6. RELIABILITY TESTS

Test item	Condition	Judgment Note1			
High temperature and humidity (Operation)	① 60 ± 2°C, RH= 90%, 240hours Note3, Note4 ② Display data is black.				
High temperature (Operation)	 80 ± 3°C, 240hours Note3, Note4 Display data is black. 				
Heat cycle (Operation)	 30 ± 3°C1hour 80 ± 3°C1hour Note3, Note4 50cycles, 4 hours/cycle Display data is black. 				
Thermal shock (Non operation)	 30 ± 3°C30minutes 80 ± 3°C30minutes 100cycles, 1hour/cycle Temperature transition time is within 5 minutes. 	No display malfunctions			
ESD (Operation)	 ① 150pF, 150Ω, ±10kV ② 9 places on a panel surface Note2 ③ 10 times each places at 1 sec interval 				
Dust (Operation)	 ① Sample dust: No. 15 (by JIS-Z8901) ② 15 seconds stir ③ 8 times repeat at 1 hour interval 				
Vibration (Non operation)	 5 to 100Hz, 19.6m/s² 1 minute/cycle X, Y, Z directions 120 times each directions 	No display malfunctions No physical damages			
Mechanical shock (Non operation)	 539m/ s², 11ms ±X, ±Y, ±Z directions 5 times each directions 				

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

Note2: See the following figure for discharge points.



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

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

7. PRECAUTIONS

7.1 MEANING OF CAUTION SIGNS

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



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



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

7.2 CAUTIONS



* Do not shock and press the LCD panel and the backlight! There is a danger of breaking, because they are made of glass. (Shock: Equal to or no greater than 539m/s^2 and equal to or no greater than 11 ms, Pressure: Equal to or no greater than 19.6 N ($\phi 16 \text{mm}$ jig))

7.3 ATTENTIONS



7.3.1 Handling of the product

- ① Take hold of both ends without touching the circuit board when the product (LCD module) is picked up from inner packing box to avoid broken down or misadjustment, because of stress to mounting parts on the circuit board.
- ② When the product is put on the table temporarily, display surface must be placed downward.
- ③ When handling the product, take the measures of electrostatic discharge with such as earth band, ionic shower and so on, because the product may be damaged by electrostatic.
- ④ The torque for product mounting screws must never exceed 0.147 N·m. Higher torque might result in distortion of the bezel. And the length of product mounting screws must be ≤ 2.0mm.
- ⑤ The product must be installed using mounting holes without undue stress such as bends or twist (See outline drawings). And do not add undue stress to any portion (such as bezel flat area). Bends or twist described above and undue stress to any portion may cause display mura.
- ⑤ Do not press or rub on the sensitive product surface. When cleaning the product surface, wipe it with a soft dry cloth.
- ① Do not push or pull the interface connectors while the product is working.
- When handling the product, use of an original protection sheet on the product surface (polarizer) is recommended for protection of product surface. Adhesive type protection sheet may change color or characteristics of the polarizer.
- ① Usually liquid crystals don't leak through the breakage of glasses because of the surface tension of thin layer and the construction of LCD panel. But, if you contact with liquid crystal by any chance, please wash it away with soap and water.

7.3.2 Environment

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

7.3.3 Characteristics

The following items are neither defects nor failures.

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

7.3.4 Other

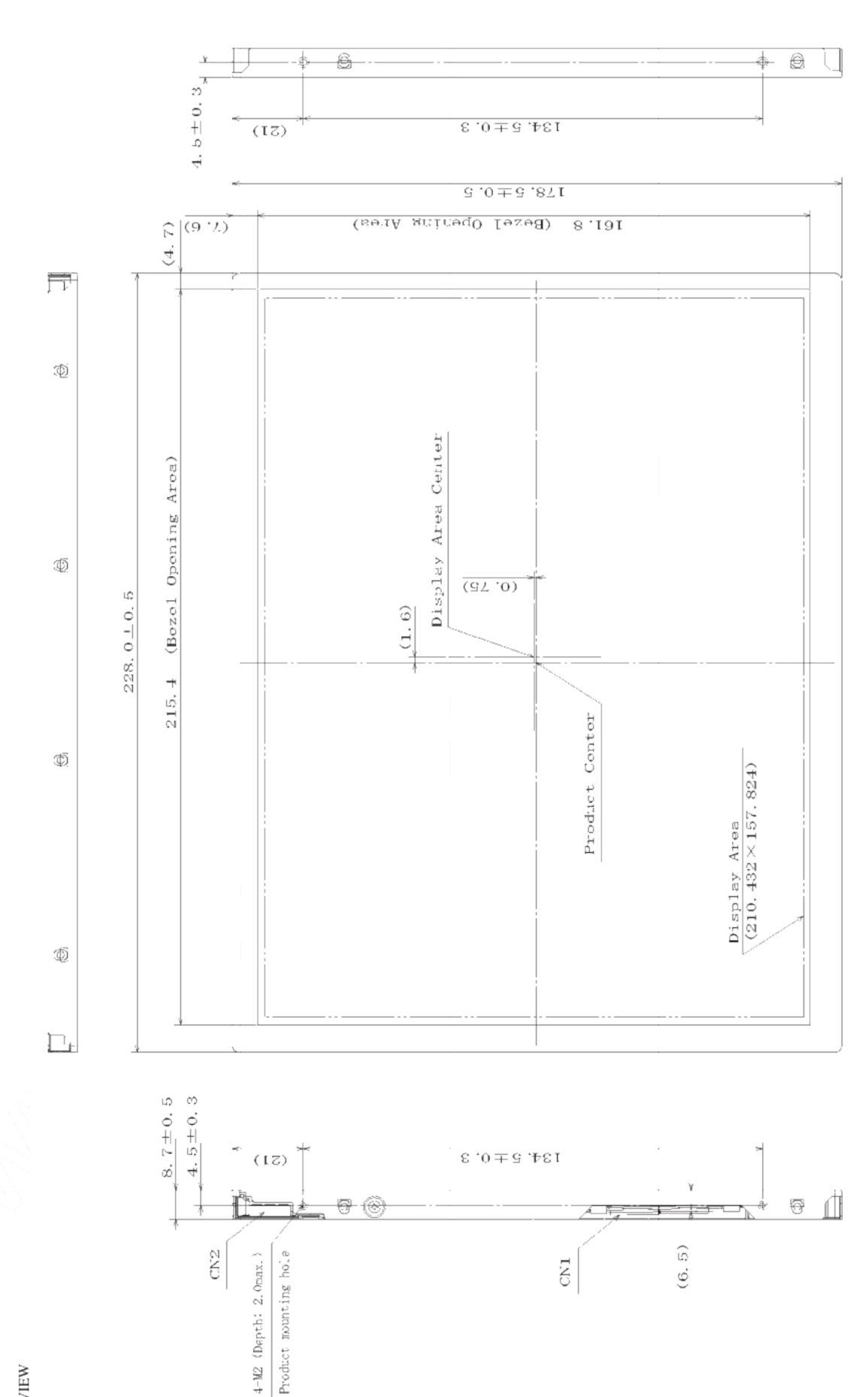
- ① All GND and VCC terminals should be used without any non-connected lines.
- ② Do not disassemble a product or adjust variable resistors.
- ③ See "REPLACEMENT MANUAL FOR LAMP HOLDER SET", when replacing lamp holder set.
- Pack the product with the original shipping package, in order to avoid any damages during transportation, when returning the product to NLT for repairing and so on.

Unit: mm

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8. OUTLINE DRAWINGS

8.1 FRONT VIEW

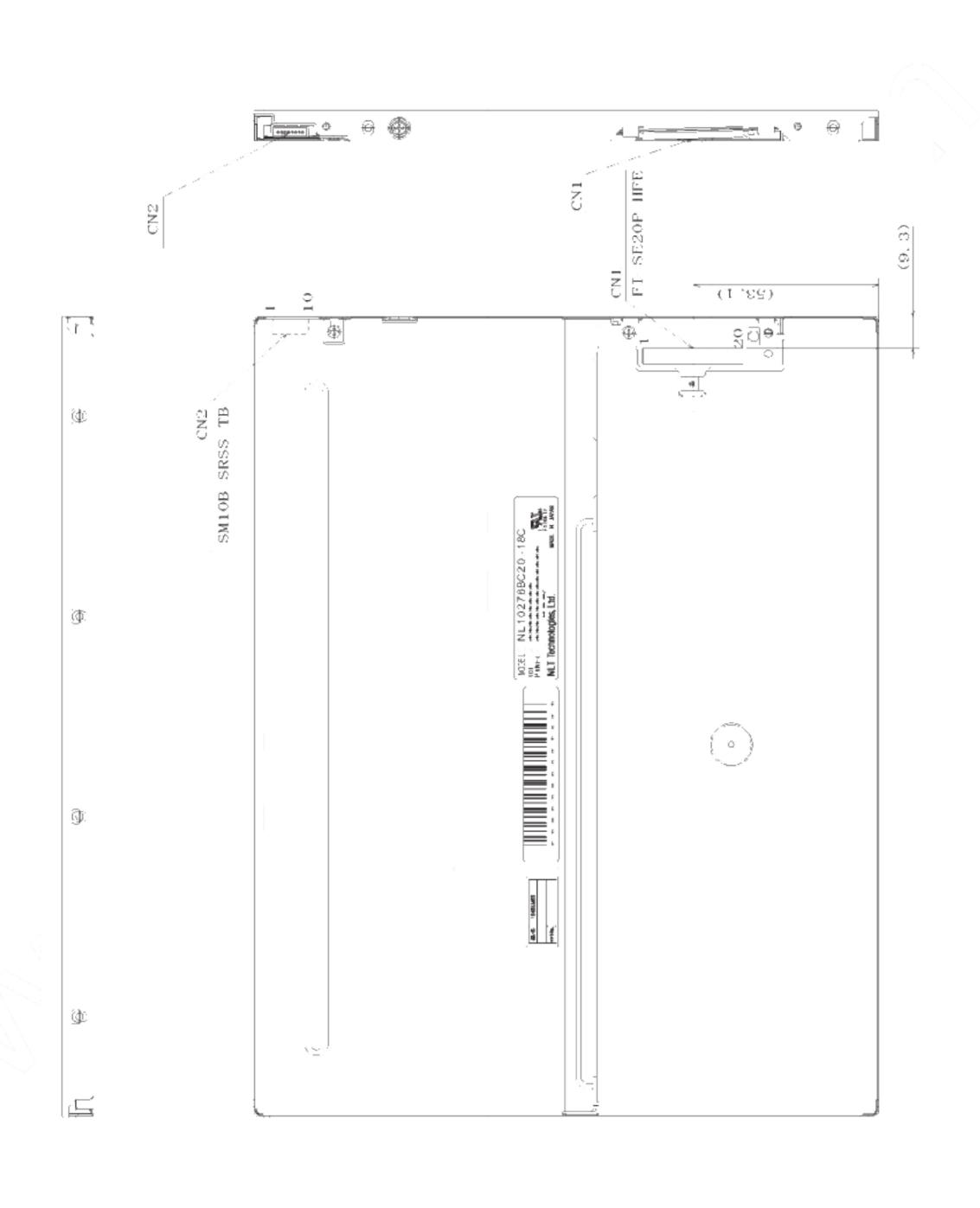


Note1: The values in parentheses are for reference. Note2: The torque for product mounting screws must be ≤ 2.0 mm.

Unit: mm

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8.2 REAR VIEW



Note 1: The values in parentheses are for reference. Note 2: The torque for product mounting screws must be ≤ 2.0 mm.

REVISION HISTORY

The inside of latest specifications is revised to the clerical error and the major improvement of previous edition. Only a changed part such as functions, characteristic value and so on that may affect a design of customers, are described especially below.

Edition	Document number	Prepared date		Revision contents and sign	nature
1st edition	DOD-PP- 1263	Sep. 2, 2011	Revision contents New issue Signature of writer Approved by T. OGAWA	Checked by	Prepared by A. KUMANO