# PRELIMINARY

# NEC LCD Technologies, Ltd.

# TFT COLOR LCD MODULE

NL128102BC29-10

48.0cm (19.0 Type)
SXGA
LVDS Interface (2 ports)

### PRELIMINARY DATA SHEET

DOD-PP-0492 (2nd edition)

This PRELIMINARY DATA SHEET is updated document from DOD-PP-0486(1)

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: 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 NL128102BC29-10 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 monochrome-filter glass substrate.

Grayscale 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. Monochrome images are created by regulating the amount of transmitted light through the TFT array.

#### 1.2 APPLICATION

• Monitor for PC

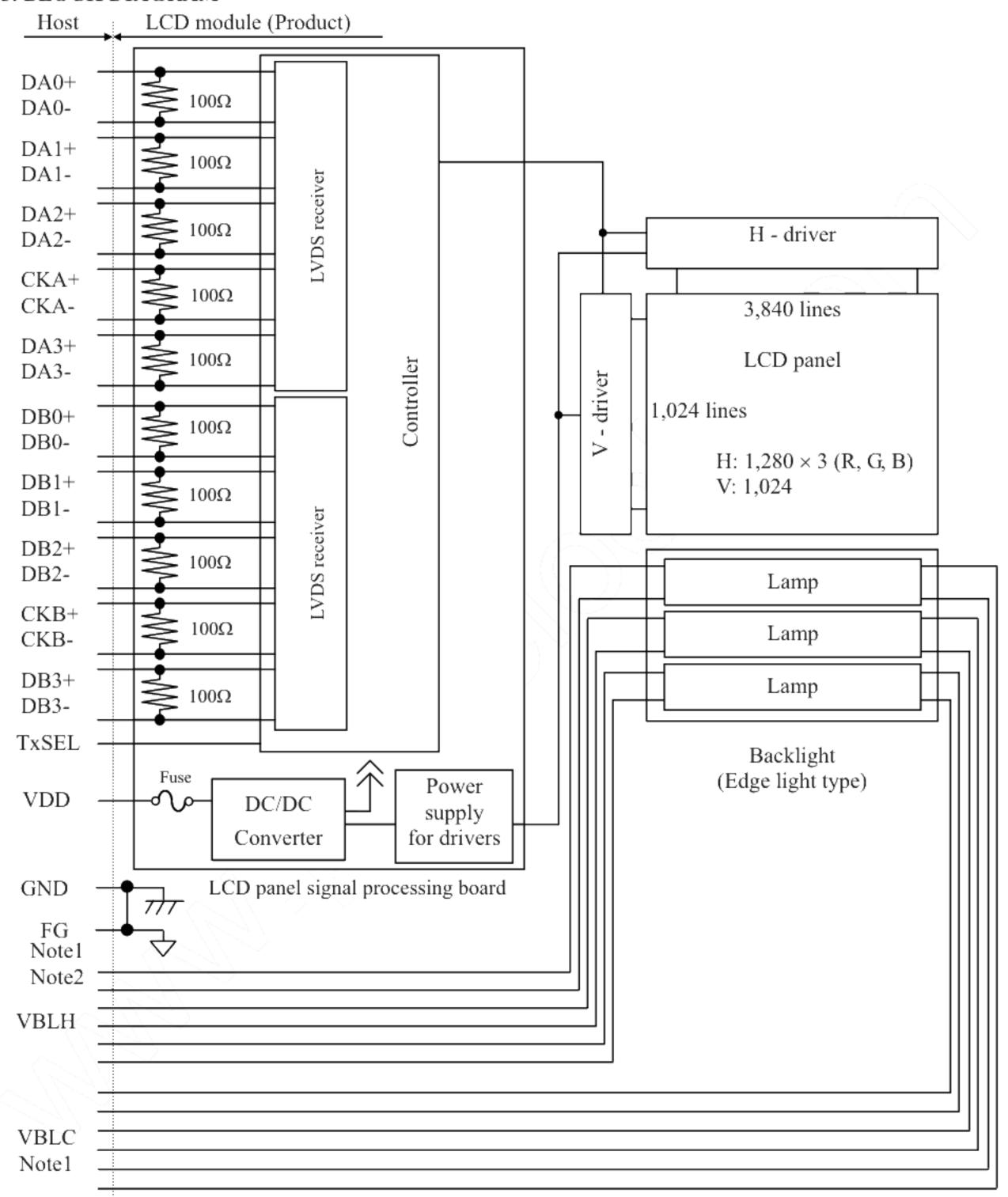
#### 1.3 FEATURES

- Ultra-wide viewing angle (Adoption of Ultra-Advanced Super Fine TFT (UA-SFT))
- · Wide color gamut
- High contrast
- LVDS interface
- Selectable LVDS data input map
- Edge light type (without inverter)

#### 2. GENERAL SPECIFICATIONS

Display area	376.32 (H) × 301.056 (V) mm
Diagonal size of display	48cm (19.0 inches)
Drive system	a-Si TFT active matrix
Display color	16,777,216 colors
Pixel	1,280 (H) × 1,024 (V) pixels
Pixel arrangement	RGB (Red dot, Green dot, Blue dot) vertical stripe
Dot pitch	0.098 (H) × 0.294 (V) mm
Pixel pitch	0.294 (H) × 0.294 (V) mm
Module size	404.2 (W) × 330.0 (H) × 22.0 (D) mm (typ.)
Weight	(2,700) g (typ.)
Contrast ratio	(800:1) (typ.)
Viewing angle	At the contrast ratio ≥ 10:1  • Horizontal: Right side 88° (typ.), Left side 88° (typ.)  • Vertical: Up side 88° (typ.), Down side 88° (typ.)
Designed viewing direction	Viewing angle with optimum grayscale (γ=2.2): normal axis (Perpendicular)
Polarizer surface	Antiglare
Polarizer pencil-hardness	3H (min.) [by JIS K5400]
Color gamut	At LCD panel center 72 % (typ.) [against NTSC color space]
Response time	$Ton + Toff (10\% \longleftrightarrow 90\%)$ (20) ms (typ.)
Luminance	At IBL=6.0mArms / lamp (300) cd/m <sup>2</sup> (typ.)
Signal system	LVDS 2 port (Receiver: THC63LVDF84B, THine Electronics Inc. or equivalent) [8bit digital signals for data of RGB colors, Dot clock (CLK), Data enable (DE)]
Power supply voltage	LCD panel signal processing board: 5.0V
Backlight	Edge light type: 6 cold cathode fluorescent lamps (without inverter)
Power consumption	At IBL= 6.0mArms/lamp, Checkered flag pattern TBD W (typ., Power dissipation of the inverter is not included.)

#### 3. BLOCK DIAGRAM



Note1: Relations between GND (Signal ground), FG (Frame ground) and VBLC (Lamp low voltage terminal) in the LCD module are as follows.

GND	) - FG	Connected
GND	- VBLC	Not connected
FG -	VBLC	Not connected

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

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#### 4. DETAILED SPECIFICATIONS

#### 4.1 MECHANICAL SPECIFICATIONS

Parameter	Specification		Unit
Module size	$404.2 \pm 0.5 \text{ (W)} \times 330.0 \pm 0.5 \text{ (H)} \times 22.0 \pm 0.3 \text{ (D)}$ Note1	Note2	mm
Display area	376.32 (H) × 301.056 (V)	Note2	mm
Weight	(2,700) (typ.), (2,850) (max.)	.0	g

Note1: Excluding lamp cable, cable clamp and projections.

Note2: See "7. OUTLINE DRAWINGS".

#### 4.2 ABSOLUTE MAXIMUM RATINGS

	Paramet	Symbol	Rating	Unit	Remarks	
Power supply	LCD panel signal processing board		VDD	-0.3 to +6.0	V	To = 259C
voltage	L	amp voltage	VBLH	2,000	Vrms	Ta = 25°C
Input voltage	D	isplay signals Note1	VD	0.2	V	Ta = 25°C
for signals	Fı	inction signal Note2	VF	-0.3 to +2.8	V	VDD= 5.0V
	Storage temperature			-20 to +60	°C	-
Oti t	Fı		TopF	0 to +55	°C	Note3
Operating to	emperature	Rear surface	TopR	0 to +60	°C	Note4
				≤ 95	%	Ta ≤ 40°C
	Relative hur Note5	-	RH	≤ 85	%	40 < Ta ≤ 50°C
				≤ 70	%	50 < Ta ≤ 55°C
Absolute humidity Note5			АН	≤ 73 Note6	g/m³	Ta > 55°C
Operating altitude			-	≤ 4,850	m	0°C≤ Ta ≤ 55°C
	Storage altitude			≤ 13,600	m	-20°C≤ Ta ≤ 60°C

Note1:Display signals are DA0+/-, DA1+/-, DA2+/-, DA3+/-, CKA+/-, DB0+/-, DB1+/-, DB2+/-, DB3+/-, CKB+/-

Note2: Function signal is TxSEL.

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

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

Note5: No condensation

Note6: Water amount at  $Ta = 55^{\circ}C$  and RH = 70%

#### 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		VDD	4.5	5.0	5.5	V	-
Power supply current		IDD	-	TBD Note1	TBD Note2	mA	at VDD = 5.0V
Permissible ripple voltage		VRP	-	-	100	mVp-p	for VDD
Differential input threshold	High	VTH	-	-	+100	mV	at VCM = 1.2V
voltage	Low	VTL	-100	-	- /	mV	Note3
Terminating resistance		RT	-	100	\	Ω	-
Input voltage for TxSEL High		VFH	Ke	ep this pin op	en.	> -	
signal	Low	VFL	-	- <sub>6</sub>	0.5	V	TxSEL Note4
Input current for TxSEL signal		IFL	-80			μΑ	

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

Note2: Pattern for maximum current

Note3: Common mode voltage for LVDS receiver

Note4: TxSEL is pulled-up in the product. (Pull-up resistance:  $50k\Omega$ )

#### 4.3.2 Backlight lamp

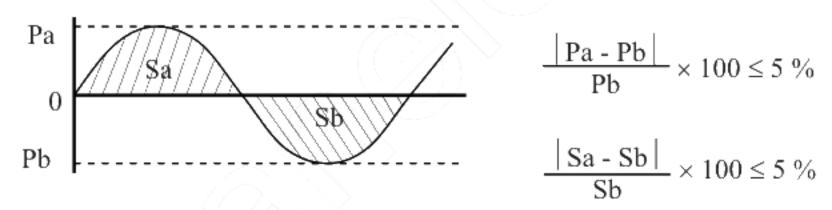
(Ta=25°C, Note1)

Parameter	Symbol	min.	typ.	max.	Unit	Remarks
Lamp current	IBL	3.5	6.0	7.0	mArms	at IBL=6.0mArms: (300) cd/m <sup>2</sup> Note3
Lamp voltage	VBLH	-	650	-	Vrms	Note2, Note3
Lamp starting voltage	VS	1,350	-	-	Vrms	Ta = 25°C Note2, Note3, Note6
Lamp starting voltage	V S	1,550	-	-	Vrms	Ta = 0°C Note2, Note3, Note6
Lamp oscillation frequency	FO	40	48	55	kHz	Note4

Note1: This product consists of 6 backlight lamps, and these specifications are for each lamp.

Note2: The lamp voltage cycle between lamps should be kept on a same phase. "VS" and "VBLH" are the voltage value between low voltage side (Cold) and high voltage side (Hot).

Note3: The asymmetric ratio of working waveform for lamps (Power supply voltage peak ratio, power supply current peak ratio and waveform space ratio) should be less than 5 % (See the following figure.). If the waveform is asymmetric, DC (Direct current) element apply into the lamp. In this case, a lamp lifetime may be shortened, because a distribution of a lamp enclosure substance inclines toward one side between low voltage terminal (Cold terminal) and high voltage terminal (Hot terminal). When designing the inverter, evaluate asymmetric of lamp working waveform sufficiently.



Pa: Supply voltage/current peak for positive, Pb: Supply voltage/current peak for negative Sa: Waveform space for positive part, Sb: Waveform space for negative part

Note4: In case "FO" is not the recommended value, beat noise may display on the screen, because of interference between "FO" and "1/th". Recommended value of "FO" is as following.

$$FO = \frac{1}{4} \times \frac{1}{th} \times (2n-1)$$

th: Horizontal cycle (See "4.9.1 Timing characteristics".)

n: Natural number (1, 2, 3 ······)

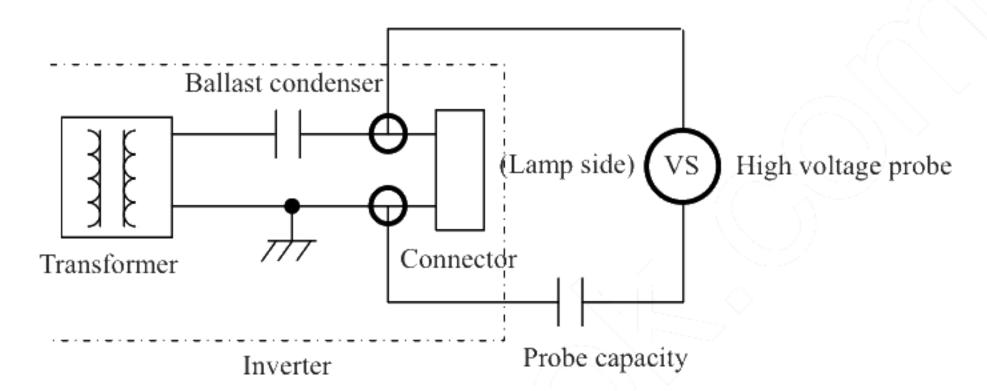
Note5: Method of lamp cable installation may invite fluctuation of lamp current and voltage or asymmetric of lamp working waveform. When designing method of lamp cable installation, evaluate the fluctuation of lamp current, voltage and working waveform sufficiently.

2

Note6: In case of Inverter with Ballast condenser, "VS" is the voltage level between Ballast condenser and Connector (Refer to the below "Example of measurement"). "VS" should be designed to be more than minimum "VS". Otherwise the lamp may not be turned on because the lamp starting voltage is less than minimum "VS".

Example of measurement

Probe capacity: 3pF (Tektronix, inc.: P6015A)



### 4.3.3 Power supply voltage ripple

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

Power sup	ply voltage	Ripple voltage Note l (Measure at input terminal of power supply)	Unit
VDD	5.0V	≤ 100	mVp-p

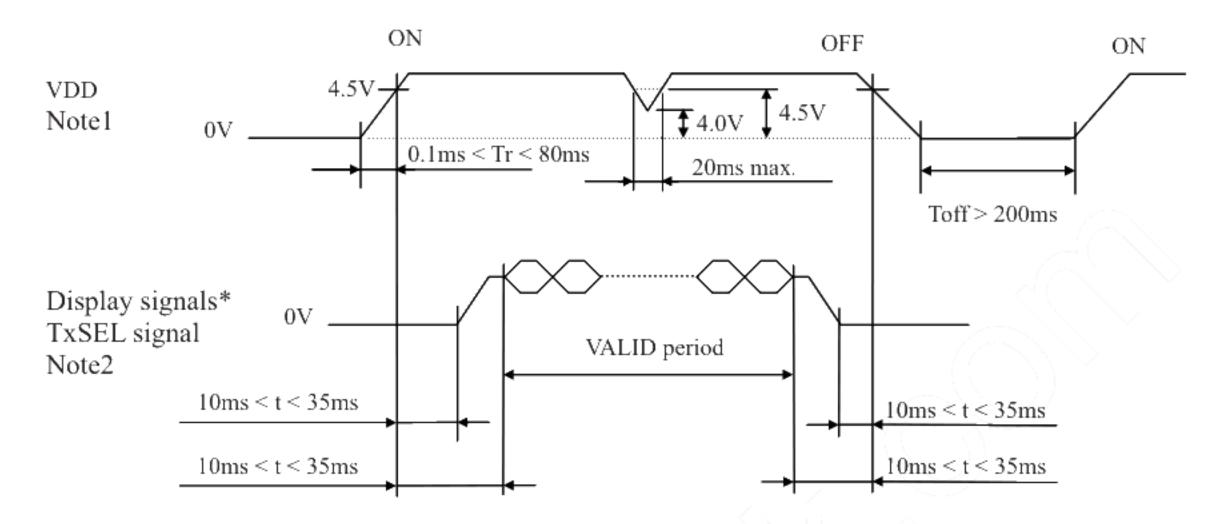
Note1: The permissible ripple voltage includes spike noise.

#### 4.3.4 Fuse

Parameter	F	use	Rating	Fusing current	Remarks
1 arameter	Туре	Supplier	Kating	rusing current	Remarks
VDD	TBD	TBD	(2.5 A)	(6.25 A)	Note1
\ \VDD	160	160	(32 V)	5min. max.	Notes

Note1: The power supply capacity should 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



<sup>\*</sup> These signals should be measured at the terminal of 100  $\Omega$  resistance.

Note1: In terms of voltage variation (voltage drop) while VDD rising edge is below 4.5V, a protection circuit may work, and then this product may not work.

Note2: Display signals (DA0+/-, DA1+/-, DA2+/-, DA3+/-, CKA+/-, DB0+/-, DB1+/-, DB2+/-, DB3+/-, CKB+/-) and TxSEL signal must be "0" voltage, exclude the VALID period (See above sequence diagram). If these signals are higher than 0.3V, the internal circuit is damaged. 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. VDD should be cut when the display and function signals are stopped.

Note3: 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-X30SSL-HF (Japan Aviation Electronics Industry Limited (JAE))
Adaptable plug: FI-X30C series/ FI-X30H series/ FI-X30M series

(Japan Aviation Electronics Industry Limited (JAE))

Pin No.	Symbol	Signal	Remarks		
I	DA0-	0.11 :- 1.1 . 0	No. 1		
2	DA0+	Odd pixel data 0	Note 1		
3	DA1-	Oddi1 d-4- 1	N-4-1		
4	DA1+	Odd pixel data 1	Note 1		
5	DA2-	0.11 - 1.1 - 2			
6	DA2+	Odd pixel data 2	Note 1		
7	GND	Ground	Note2		
8	CKA-	011 :- 1 1 1	N 1		
9	CKA+	Odd pixel clock	Note1		
10	DA3-	011 - 11 - 2	) N 1		
11	DA3+	Odd pixel data 3	Note1		
12	DB0-	Even singledge 0	NI_4_1		
13	DB0+	Even pixel data 0	Note1		
14	GND	Ground	Note2		
15	DB1-	Even nivel data 1	Note 1		
16	DB1+	Even pixel data 1	Note l		
17	GND	Ground	Note2		
18	DB2-	Even pixel data 2	Note l		
19	DB2+	Even pixer data 2	INOIE1		
20	CKB-	Even pixel clock	Note l		
21	CKB+	Even pixer clock	Note1		
22	DB3-	Even pixel data 3	Note1		
23	DB3+	Even pixer data 3	Note1		
24	GND	Ground	Note2		
25	TxSEL	Selection of LVDS data input map	Open: Mode A Low: Mode B Note3, Note4		
26	RSVD	-	Keep this pin Open.		
27	N.C.	-	Keep this pin Open.		
28					
29	VDD	Power supply	Note2		
30	]				
Moto 1	. Tradat a	air wires with 100O (Characteristic impedance	and about different and between LCD may		

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

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

Note3: TxSEL is pulled-up in the product. (Pull-up resistance:  $50k\Omega$ )

Note4: See "4.6 SELECTION OF LVDS DATA INPUT MAP".

4.5.2 Backlight lamp

Attention: VBLH and VBLC must be connected correctly. Wrong connections will cause electric shock and also break down of the product.

CN201 plug (LCD module side): BHSR-02VS-1 (J.S.T Mfg. Co., Ltd.)

Adaptable socket: SM02B-BHSS-1-TB(LF)(SN) (J.S.T Mfg. Co., Ltd.)

SM02B-BHSS-1-TB (J.S.T Mfg. Co., Ltd.)

Biviozo briso i ib (s.s.i wig. co., z.u.)					
Pin No.	Symbol	ool Signal Remarks			
1	VBLH	High voltage (Hot)	Cable color: (Pink)		
2	VBLC	Low voltage (Cold)	Cable color: (Gray)		

CN202 plug (LCD module side): BHSR-02VS-1 (J.S.T Mfg. Co., Ltd.)

Adaptable socket: SM02B-BHSS-1-TB(LF)(SN) (J.S.T Mfg. Co., Ltd.)

SM02B-BHSS-1-TB (J.S.T Mfg. Co., Ltd.)

Pin No.	Symbol	Signal	Remarks
1	VBLH	High voltage (Hot)	Cable color: (White)
2	VBLC	Low voltage (Cold)	Cable color: (Gray)

CN203 plug (LCD module side): BHSR-02VS-1 (J.S.T Mfg. Co., Ltd.)

Adaptable socket: SM02B-BHSS-1-TB(LF)(SN) (J.S.T Mfg. Co., Ltd.)

SM02B-BHSS-1-TB (J.S.T Mfg. Co., Ltd.)

Pin No.	Symbol	Signal	Remarks
1	VBLH	High voltage (Hot)	Cable color: (Red)
2	VBLC	Low voltage (Cold)	Cable color: (Gray)

CN204 plug (LCD module side): BHSR-02VS-1 (J.S.T Mfg. Co., Ltd.)

Adaptable socket: SM02B-BHSS-1-TB(LF)(SN) (J.S.T Mfg. Co., Ltd.)

SM02B-BHSS-1-TB (J.S.T Mfg. Co., Ltd.)

			8
Pin No.	Symbol	Signal	Remarks
1	VBLH	High voltage (Hot)	Cable color: (Pink)
2	VBLC	Low voltage (Cold)	Cable color: )Gray)

CN205 plug (LCD module side): BHSR-02VS-1 (J.S.T Mfg. Co., Ltd.)

Adaptable socket: SM02B-BHSS-1-TB(LF)(SN) (J.S.T Mfg. Co., Ltd.)

SM02B-BHSS-1-TB (J.S.T Mfg. Co., Ltd.)

Pin No.	Symbol	Signal	Remarks					
1	VBLH	High voltage (Hot)	Cable color: (White)					
2	VBLC	Low voltage (Cold)	Cable color: (Gray)					

CN206 plug (LCD module side): BHSR-02VS-1 (J.S.T Mfg. Co., Ltd.)

Adaptable socket: SM02B-BHSS-1-TB(LF)(SN) (J.S.T Mfg. Co., Ltd.)

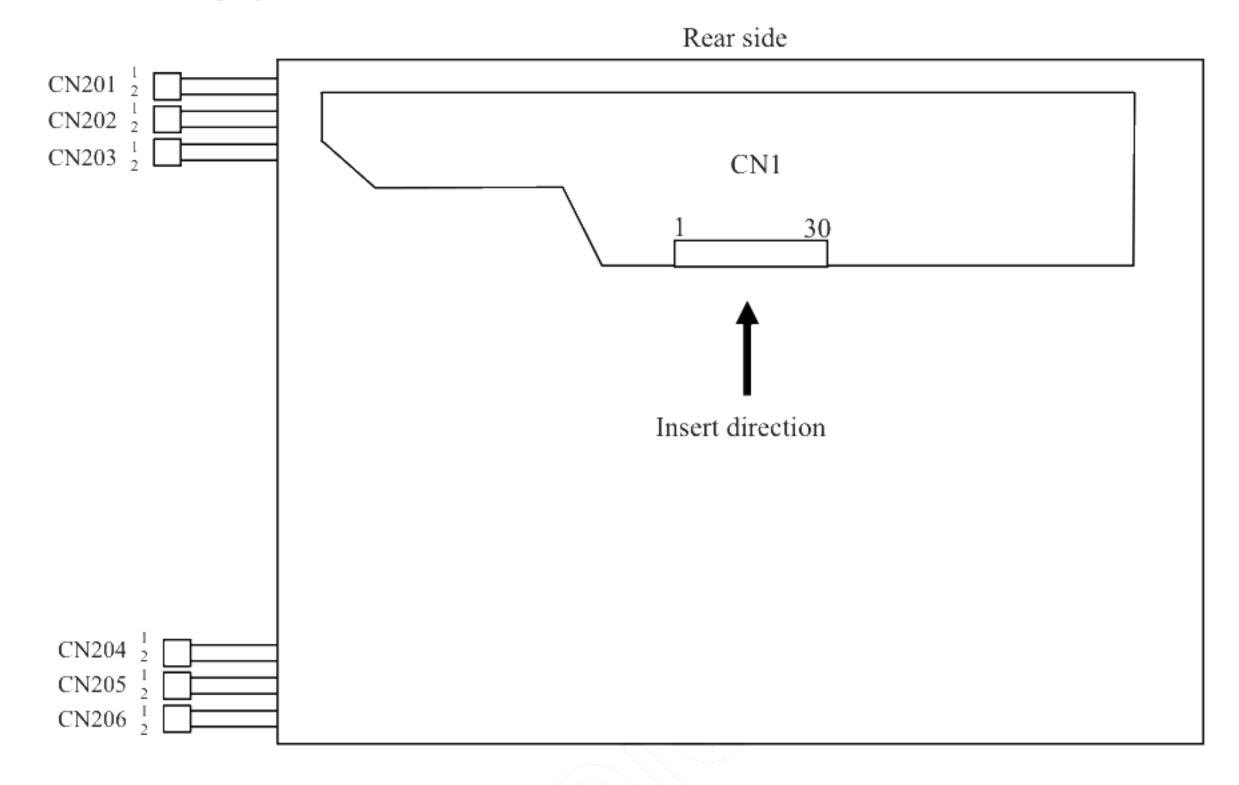
SM02B-BHSS-1-TB (J.S.T Mfg. Co., Ltd.)

Pin No.	Symbol	Signal	Remarks
1	VBLH	High voltage (Hot)	Cable color: (Red)
2	VBLC	Low voltage (Cold)	Cable color: (Gray)

2

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#### 4.5.3 Positions of plug and socket





#### 4.6 SELECTION OF LVDS DATA INPUT MAP

#### 4.6.1 Mode A

						Transmitte		Ι,		
Inpu	ıt data	Note1		Pin		383, C385	or equivalent			CN1
		RA0	$\rightarrow$	51	TXIN0			Note2	Pin	Symbol
		RA1	$\rightarrow$	52	TXIN1		TA1-	$\rightarrow$	1	DA0-
		RA2	$\rightarrow$	54 7	TXIN2		TA1+	$\rightarrow$	2	DA0+
		RA3	$\rightarrow$	55 7	TXIN3					
		RA4	$\rightarrow$	56	TXIN4		TB1-	$\rightarrow$	3	DA1-
		RA5	$\rightarrow$	3	TXIN6		TB1+	$\rightarrow$	4	DA1+
signal		GA0	$\rightarrow$	4 :	TXIN7					
iig		GA1	$\rightarrow$	6	TXIN8		TC1-	$\rightarrow$	5	DA2-
3		GA2	$\rightarrow$	7 :	TXIN9		TC1+	$\rightarrow$	6	DA2+
tro		GA3	$\rightarrow$	11	TXIN12					GND
on		GA4	$\rightarrow$		TXIN13		TCLK1-	$\rightarrow$		CKA-
Š		GA5	$\stackrel{'}{ ightarrow}$		TXIN14		TCLK1+	$\rightarrow$		CKA+
pu		BA0	$\rightarrow$		TXIN15					
1 a		BA1	$\stackrel{'}{ ightarrow}$		TXIN18		TD1-	$\rightarrow$	10	DA3-
ata		BA2	$\stackrel{'}{ ightarrow}$	$\overline{}$	TXIN19	1st	TD1+	$\rightarrow$		DA3+
p I		BA3	$\stackrel{'}{ ightarrow}$		TXIN20	1 171	121			DAS.
xe		BA4	1		TXIN20					
pi		BA5	$\rightarrow$	$\longrightarrow$	TXIN21					
Odd pixel data and control	NL. t. 2	RSVD	$\rightarrow$		TXIN24					<del>                                     </del>
ŏ		RSVD	$\rightarrow$		TXIN24					
	Note3	DE	$\rightarrow$		TXIN25					
		RA6	$\rightarrow$		TXIN27					
			$\rightarrow$	$\overline{}$	TXIN27					
		RA7	$\rightarrow$	$\overline{}$						
		GA6	$\rightarrow$	-	TXIN10					
		GA7	$\rightarrow$	igspace	TXIN11					
		BA6	$\rightarrow$	$\longrightarrow$	TXIN16					
		BA7	$\rightarrow$	$\overline{}$	TXIN17					
	Note3	RSVD	$\rightarrow$		TXIN23					
		CLK	$\rightarrow$		CLKIN					
		RB0	$\rightarrow$		TXIN0				1.0	DD.
		RB1	$\rightarrow$	$\overline{}$	TXIN1		TA2-	$\rightarrow$		DB0-
		RB2	$\rightarrow$		TXIN2		TA2+	$\rightarrow$		DB0+
		RB3	$\rightarrow$	lacksquare	TXIN3					GND
		RB4	$\rightarrow$	$\overline{}$	TXIN4		TB2-	$\rightarrow$		DB1-
		RB5	$\rightarrow$		TXIN6		TB2+	$\rightarrow$		DB1+
		GB0	$\rightarrow$	—	TXIN7					GND
		GB1	$\rightarrow$		TXIN8		TC2-	$\rightarrow$		DB2-
		GB2	$\rightarrow$	$\overline{}$	TXIN9		TC2+	$\rightarrow$	19	DB2+
		GB3	$\rightarrow$		TXIN12					
a		GB4	$\rightarrow$	$\overline{}$	TXIN13		TCLK2-	$\rightarrow$		CKB-
data		GB5	$\rightarrow$	$\overline{}$	TXIN14		TCLK2+	$\rightarrow$	21	CKB+
) [:		BB0	$\rightarrow$	igspace	TXIN15					
Even pixel		BB1	$\rightarrow$	—	TXIN18		TD2-	$\rightarrow$		DB3-
pi		BB2	$\rightarrow$	igspace	TXIN19	2nd	TD2+	$\rightarrow$		DB3+
en		BB3	$\rightarrow$	$\overline{}$	TXIN20				24	GND
$E^V$		BB4	$\rightarrow$		TXIN21					TxSEL
		BB5	$\rightarrow$	24 7	TXIN22				26	RSVD
	Note3	RSVD	$\rightarrow$	27	TXIN24				27	N.C.
		RSVD	$\rightarrow$	28	TXIN25				28	VDD
	Note3	RSVD	$\rightarrow$	30	TXIN26				29	VDD
		RB6	$\rightarrow$	50 7	TXIN27				30	VDD
		RB7	$\rightarrow$	2	TXIN5			'		•
		GB6	$\stackrel{'}{ ightarrow}$		TXIN10					
		GB7	$\stackrel{'}{ ightarrow}$		TXIN11					
		BB6	$\stackrel{'}{ ightarrow}$		TXIN16					
		BB7	$\rightarrow$		TXIN17					
	Nista2	RSVD	$\rightarrow$	$\overline{}$	TXIN23					
	Notes	CLK	1		CLKIN					
		CLK	$\rightarrow$	31 (	CLVIII					

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#### 4.6.2 Mode B

			.		Transı	nitter		Ι.		
Inp	ut data	Note1			THC63LVDF83A/R or equivalent		THC63LVD823 or equivalent			CN1
1		RA2	$\rightarrow$		TA0	53	R12	Note2	Pin	Symbol
1		RA3	$\rightarrow$		TA1		R13 TA1-	$\rightarrow$		DA0-
1		RA4	$\rightarrow$		TA2		R14 TA1+	$\rightarrow$	2	DA0+
1		RA5	$\rightarrow$		TA3		R15 R16 TB1-	$\rightarrow$	2	DA1
a a		RA6 RA7	$\rightarrow$		TA4 TA5		R16 TB1- R17 TB1+			DA1- DA1+
signal		GA2	$\rightarrow$		TA6		G12	ĺ	<u> </u>	DAT
		GA3	$\rightarrow$	_	TB0		G13 TC1-	$\rightarrow$	5	DA2-
control		GA4	$\rightarrow$	_	TB1		G14 TC1+	$\rightarrow$		DA2+
l tu		GA5	$\rightarrow$	11	TB2		G15		7	GND
		GA6	$\rightarrow$	_	TB3		G16 TCLK1-			CKA-
and		GA7	$\rightarrow$		TB4		G17 TCLK1+	$\rightarrow$	9	CKA+
ta 2		BA2	$\rightarrow$		TB5		B12		1.0	D 4 3
data		BA3 BA4	$\rightarrow$		TB6 TC0 1st		B13 TD1- B14 TD1+	$\rightarrow$ $\rightarrow$		DA3- DA3+
		BA5	$\stackrel{ ightarrow}{ ightarrow}$		TC1		B15	_	11	DAST
pixel		BA6	$\rightarrow$		TC2		B16			
Odd		BA7	$\rightarrow$		TC3		B17			
ŏ	Note3	RSVD	$\rightarrow$		TC4	7	RSVD			
1	Note3	RSVD	$\rightarrow$		TC5		RSVD			
1		DE	$\rightarrow$		TC6		DE			
1		RA0	$\rightarrow$	-	TD0		R10			
1		RA1	$\rightarrow$		TD1		R11		<u> </u>	
1		GA0 GA1	$\rightarrow$	_	TD2 TD3		G10 G11		$\vdash$	
1		BA0	$\subseteq$		TD4		B10		$\vdash$	
1		BA1	$\rightarrow$		TD5		B11		$\vdash$	
1	Note3	RSVD	$\rightarrow$	_	TD6	-				
		CLK	$\rightarrow$	31	CLKIN	10	CLK			
		RB2	$\rightarrow$	51	TA0	81	R22			
1		RB3	$\rightarrow$	52	TA1	82	R23 TA2-	$\rightarrow$	12	DB0-
1		RB4	$\rightarrow$	_	TA2		R24 TA2+	$\rightarrow$		DB0+
1		RB5	$\rightarrow$	_	TA3		R25			GND
1		RB6 RB7	$\rightarrow$	_	TA4 TA5		R26 TB2- R27 TB2+	$\rightarrow$ $\rightarrow$		DB1- DB1+
1		GB2	$\rightarrow$	_	TA6		R27 TB2+ G22	_		GND
1		GB3	→	_	TB0		G23 TC2-	$\rightarrow$		DB2-
1		GB4	$\rightarrow$	_	TB1		G24 TC2+			DB2+
1		GB5	$\rightarrow$	11	TB2		G25			
ta		GB6	$\rightarrow$	12	TB3		G26 TCLK2-	$\rightarrow$		CKB-
data		GB7	$\rightarrow$	_	TB4		G27 TCLK2+	$\rightarrow$	21	CKB+
kel		BB2	$\rightarrow$	_	TB5		B22		- 00	DD2
pix		BB3 BB4	$\rightarrow$		TB6 TC0 2nd		B23 TD2- B24 TD2+	$\rightarrow$ $\rightarrow$		DB3- DB3+
en		BB5	$\rightarrow$	_	TC1		B24 TD2+ B25		_	GND
Even		BB6	$\rightarrow$	_	TC2		B26			TxSEL
1		BB7	$\rightarrow$		TC3		B27			RSVD
	Note3	RSVD	$\rightarrow$		TC4	-				N.C.
	Note3	RSVD	$\rightarrow$	28	TC5	-			28	VDD
	Note3	RSVD	$\rightarrow$		TC6	-				VDD
		RB0	$\rightarrow$	_	TD0		R20		30	VDD
		RB1	$\rightarrow$	_	TD1		R21			
		GB0 GB1	$\rightarrow$	_	TD2 TD3		G20 G21			
		BB0	$\rightarrow$	-	TD4		B20			
		BB1	$\rightarrow$	_	TD5		B21			
	Note3	RSVD	$\rightarrow$	_	TD6	-				
		CLK	$\rightarrow$	31	CLKIN	-				



NL128102BC29-10

Note1: LSB (Least Significant Bit) – RA0, GA0, BA0, RB0, GB0, BB0 MSB (Most Significant Bit) – RA7, GA7, BA7, RB7, GB7, BB7

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

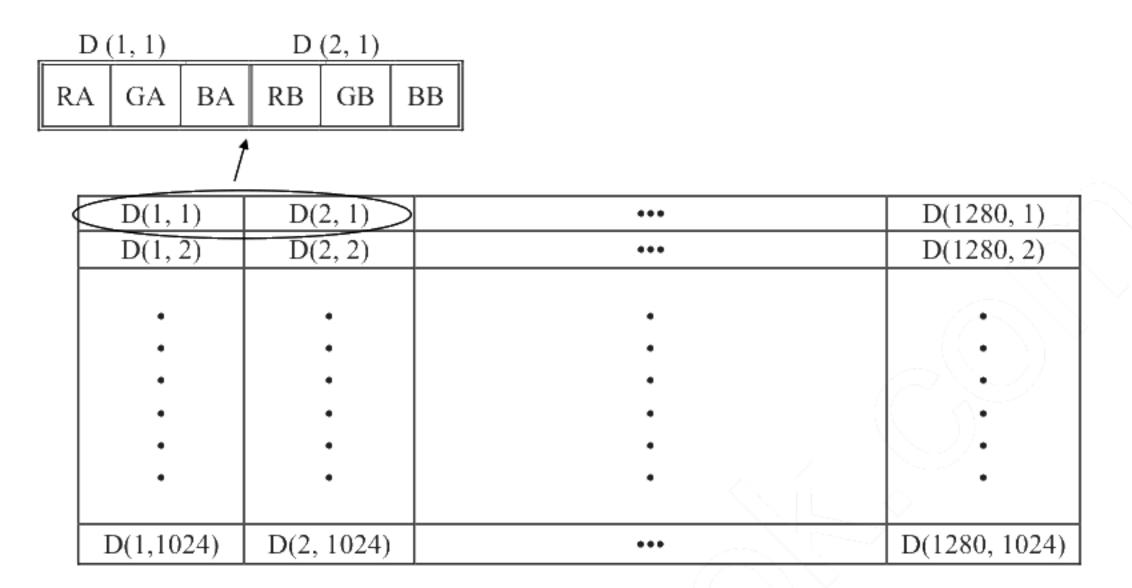
Note3: Input signal RSVD is not used inside the product, but do not keep pin open to avoid noise problem.

#### 4.7 DISPLAY COLORS AND INPUT DATA SIGNALS

This product can display in equivalent to 16,777,216 colors in 256 gray scales. Also the relation between display colors and input data signals is as the following table.

										Data s	ignal	(0: I	Low 1	evel,	1: Hi	gh le	vel)	/			\	/			
Displ	ay colors	RA7 F	RA6 1	RA5	RA4	RA3	RA2	RAI	RA0	GA7 C	6A6 (	GA5	GA4	GA3	GA2	GA	1 GA0	BA7	BA6	BA5	BA4	ВАЗ	BA2	BA1	BA0
		RB7 F	RB6 I	RB5	RB4	RB3	RB2	RB1	RB0	GB7 G	iВ6 (	GB5	GB4	GB3	GB2	GB	i GB0	вв7	BB6	BB5	вв4	ввз	BB2	вві	BB0
	Black	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
	Blue	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	1	1	1	1	1	1	1	1
ors	Red	1	1	1	1	1	1	1	1	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
Colors	Magenta	1	1	1	1	1	1	1	1	0	0	0	0	0	0	0	0	1	1	1	1	1	1	1	1
Basic	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	0	0	0
		0	0	0	0	0	0	0	1	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
scale	dark	0	0	0	0	0	0	1	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
ay s	↑					:								:								:			
d gray	↓ ↓				;	:								:								:			
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	0	0
	Red	1	1	1	1	<u>_1(</u>	1	1	1	0	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	0	0
<u> </u>		0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	1	0	0	0	0	0	0	0	0
scale	dark	0	0	0	0	0	0	0	0	0	0	0	0	0	0	1	0	0	0	0	0	0	0	0	0
ray	<b>↑</b>				1/	:								:								:			
Green gray	↓					:								:								:			
Gre	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	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	0	0	0	0
\	1000	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	1
scale	dark	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	1	0
gray s	<b>↑</b>				;	:								:								:			
ıg ə	↓													:								:			
Blue	bright	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	1	1	1	1	1	1	0	1
		0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	1	1	1	1	1	1	1	0
	Blue	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	1	1	1	1	1	1	1	1

#### 4.8 DISPLAY POSITION



#### 4.9 INPUT SIGNAL TIMINGS

#### 4.9.1 Timing characteristics

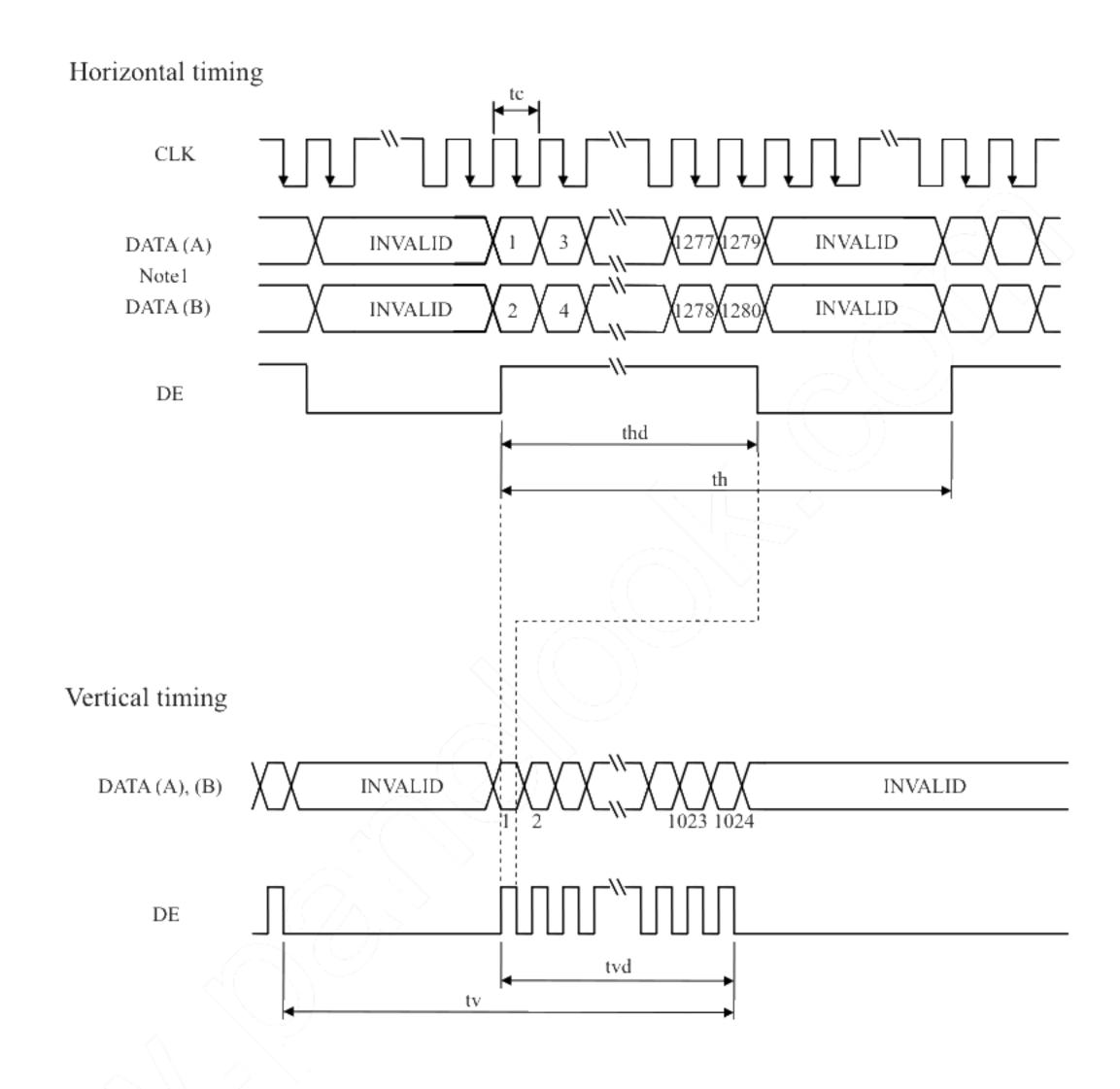
	Parameter	r /	Symbol	min.	typ.	max.	Unit	Remarks		
	Free	1/tc	49	54	59	MHz	18.52 ns (typ.)			
CLK	Г	<u>-</u>				-	Note2			
	Rise time	e, Fall time	-		-		ns	Notez		
	CLK-DATA	Setup time	-				ns			
DATA	CLK-DAIA	Hold time	-		-		ns	Note2		
	Rise time	e, Fall time	-				ns			
		Cycl	th	12.3	15.63	20.59	μs	64.0 kHz (tup.)		
	Horizontal	Cyci	(11	660	844	1,024	CLK	64.0 kHz (typ.) Note1, Note2		
		Display period	thd		640			110101, 110102		
	Vertical	Cycle	tv	13.1	16.6	17.5	ms	60.0 Hz (tum.)		
DE	(One frame)	Cycle	l tv	1,030	1,066	1,422	Н	60.0 Hz (typ.) Note1		
	(One traine)	Display period	tvd		1,024		Н	Note1		
	CLK-DE	Setup time	-				ns			
	CLK-DE	Hold time	-	] -			ns	Note2		
$\mathbb{N} \rightarrow$	Rise time	e, Fall time	-				ns			

Note1: Definition of parameters is as follows.

tc = 1CLK, th = 1H

Note2: See the data sheet of LVDS transmitter.

#### 4.9.2 Input signal timing chart



Note1: DATA (A) = RA0-RA7, GA0-GA7, BA0-BA7 DATA (B) = RB0-RB7, GB0-GB7, BB0-BB7

#### 4.10 OPTICS

#### 4.10.1 Optical characteristics

(Note1, Note2)

Paramet	er	Condition	Symbol	min.	typ.	max.	Unit	Measuring instrument	Remarks
Luminar	ice	White at center $\theta R = 0^{\circ}$ , $\theta L = 0^{\circ}$ , $\theta U = 0^{\circ}$ , $\theta D = 0^{\circ}$		(240)	(300)	-	cd/m <sup>2</sup>	BM5A or SR-3	-
Contrast r	atio	White/Black at center $\theta R = 0^{\circ}$ , $\theta L = 0^{\circ}$ , $\theta U = 0^{\circ}$ , $\theta D = 0^{\circ}$	CR	TBD	(800)	,	-	BM5A or SR-3	Note3
Luminance un	iformity	White $\theta R = 0^{\circ}, \ \theta L = 0^{\circ}, \ \theta U = 0^{\circ}, \ \theta D = 0^{\circ}$	LU	-	1.1	1.25	-	BM-5A	Note4
	White	x coordinate	Wx	-	0.313	-	- //		
	WIIIC	y coordinate	Wy	-	0.329	-	\\ \\		
	Red	x coordinate	Rx	-	0.65	- /	$\sim$ 3		
Chromaticity	Red	y coordinate	Ry	-	0.33	-	$\setminus$ - $\cup$		
Cilibiliations	Green	x coordinate	Gx	-	0.29	1		SR-3	Note5
	Green	y coordinate	Gy	-	0.62		/ <b>-</b>		
	Blue	x coordinate	Bx	- /	0.14	1	-		
	Blue	y coordinate	Ву	-((	0.08	×-	-		
Color gai	nut	$\theta R = 0^{\circ}, \ \theta L = 0^{\circ}, \ \theta U = 0^{\circ}, \ \theta D = 0^{\circ}$ at center, against NTSC color space	C	65	72	-	%		
Response	time	Black to white	Ton	\.\.\.\.\.\.\.\.\.\.\.\.\.\.\.\.\.\.\.	(10)	(20)	ms	BM-5A	Note6
Response	tillic	White to black	Toff	) <u>.</u>	(10)	(20)	ms	DW-5A	Note7
	Right	$\theta U = 0^{\circ},  \theta D = 0^{\circ},  CR \ge 10$	θR	70	88	-	0		
Viewing	Left	$\theta U = 0^{\circ},  \theta D = 0^{\circ},  CR \ge 10$	θL	70	88	-	0	BM-5A, EZ	Note8
angle	Up	$\theta R = 0^{\circ},  \theta L = 0^{\circ},  CR \ge 10$	θU	70	88	-	0	Contrast	Notes
	Down	$\theta R = 0^{\circ},  \theta L = 0^{\circ},  CR \ge 10$	θD	70	88	-	0		

PRELIMINARY

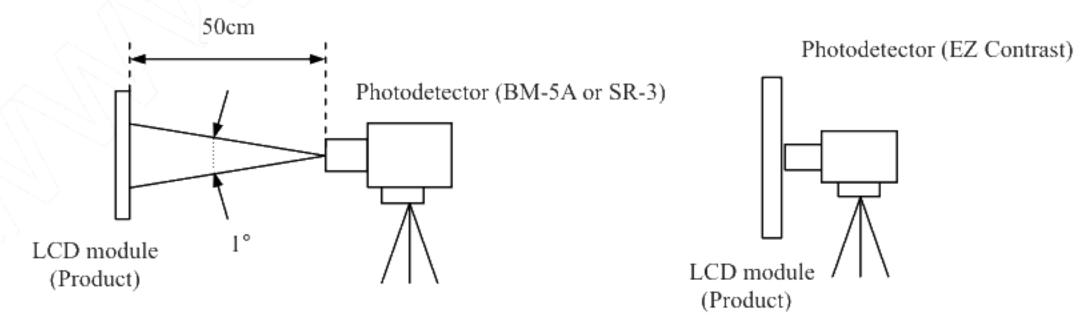
Note1: These are initial characteristics.

Note2: Measurement conditions are as follows.

Ta = 25°C, VDD = 5.0V, IBL = 6.0mArms/lamp, Display mode: SXGA,

Horizontal cycle = 1/64.0kHz, Vertical cycle = 1/60.0Hz

Optical characteristics are measured after 20minutes from working the product, 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:  $TopF = (35)^{\circ}C$ 

Note7: See "4.10.4 Definition of response times".

Note8: See "4.10.5 Definition of viewing angles".

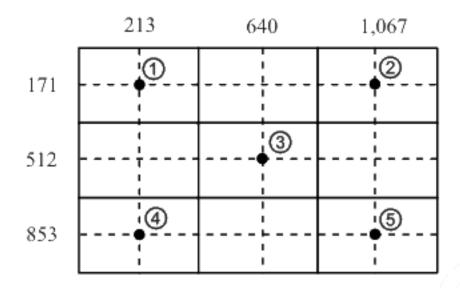
#### 4.10.2 Definition of contrast ratio

The contrast ratio is calculated by using the following formula.

#### 4.10.3 Definition of luminance uniformity

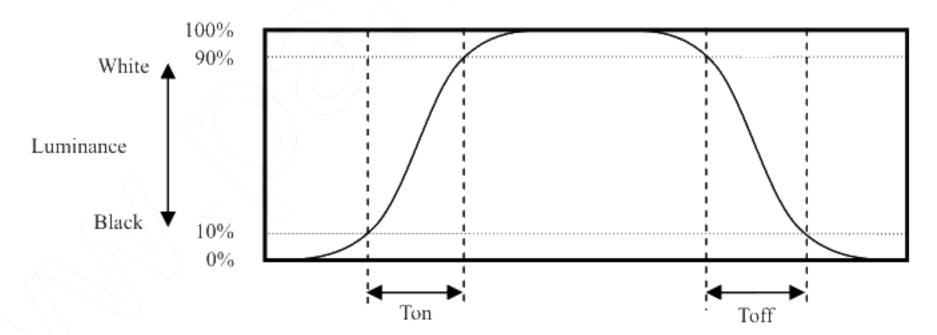
The luminance uniformity is calculated by using following formula.

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

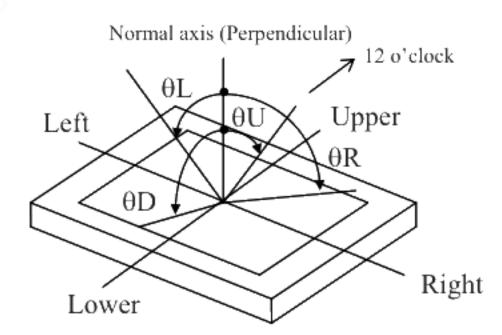


#### 4.10.4 Definition of response times

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



#### 4.10.5 Definition of viewing angles



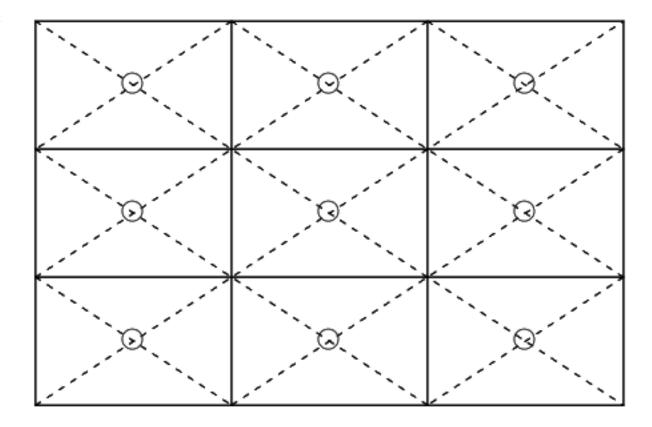


#### 5. RELIABILITY TESTS

Test	item	Condition	Judgment Note l		
High temperatur (Opera		① 60 ± 2°C, RH = 60%, 240hours ② Display data is white.			
Heat of (Opera	*.	<ul> <li>① 0 ± 3°C1hour</li> <li>55 ± 3°C1hour</li> <li>② 50cycles, 4hours/cycle</li> <li>③ Display data is white.</li> </ul>	No display malfunctions		
Therma: (Non ope		<ol> <li>-20 ± 3°C30minutes</li> <li>60 ± 3°C30minutes</li> <li>100cycles, 1hour/cycle</li> <li>Temperature transition time is within 5 minutes.</li> </ol>			
Vibra (Non ope		<ul> <li>① 5 to 100Hz, 11.76m/s²</li> <li>② 1 minute/cycle</li> <li>③ X, Y, Z directions</li> <li>④ 10 times each directions</li> </ul>	No display malfunctions No physical damages		
Mechanic (Non ope		<ol> <li>294m/s², 11ms</li> <li>X, Y, Z directions</li> <li>3 times each directions</li> </ol>	140 physical damages		
ES (Opera		<ol> <li>150pF, 150Ω, ±10kV</li> <li>9 places on a panel surface Note2</li> <li>10 times each places at 1 sec interval</li> </ol>			
Dust (Operation)		<ol> <li>Sample dust: No.15 (by JIS-Z8901)</li> <li>15 seconds stir</li> <li>8 times repeat at 1 hour interval</li> </ol>	No display malfunctions		
Low pressure	Operation	① 53.3 kPa ② 0°C±3°C24 hours ③ 55°C±3°C24 hours			
Low pressure	Non-operation	① 15 kPa ② -20°C±3°C24 hours ③ 60°C±3°C24 hours			

Note1: Display functions are checked under the same conditions as product inspection.

Note2: See the following figure for discharge points



# PRELIMINARY

### NEC NEC LCD Technologies, Ltd.

#### 6. PRECAUTIONS

#### 6.1 MEANING OF CAUTION SIGNS

The following caution signs have very important meaning. Be sure to read "6.2 CAUTIONS" and "6.3 ATTENTIONS", after understanding these contents!



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



This sign has the meaning that customer will get an electrical shock, if customer has wrong operations.



This sign has the meaning that customer will be injured by himself, if customer has wrong operations.

#### 6.2 CAUTIONS



\* Do not touch the working backlight. There is a danger of an electric shock.



- \* Do not touch the working backlight. There is a danger of burn injury.
- \* Do not shock and press the LCD panel and the backlight! There is a danger of breaking, because they are made of glass. (Shock: To be not greater 294m/s² and to be not greater 11ms, Pressure: To be not greater 19.6N (\$\phi\$16mm jig))

### 6.3 ATTENTIONS



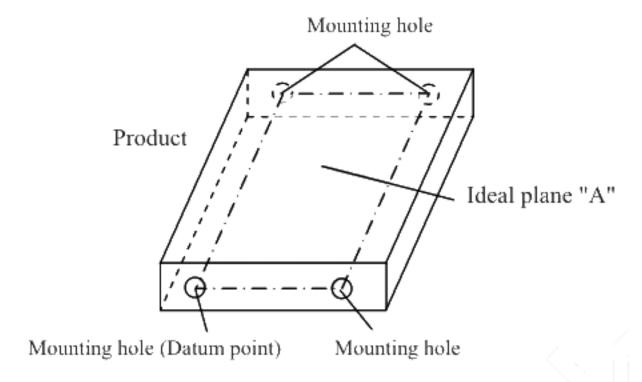
#### 6.3.1 Handling of the product

- 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 Do not hook nor pull cables such as lamp cable, and so on, in order to avoid any damage.
- ③ When the product is put on the table temporarily, display surface must be placed downward.
- 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.
- ⑤ The torque for product mounting screws must never exceed 0.67N·m. Higher torque might result in distortion of the bezel. And the length of product mounting screws from surface of plate(product side) must be 4.0mm to 7.0mm.

2

# PRELIMINARY

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. Recommended installing method: Ideal plane "A" is defined by one mounting hole (datum point) and other mounting holes. The ideal plane "A" should be the same plane within ±TBD mm.



- ① Do not press or rub on the sensitive product surface. When cleaning the product surface, use of the cloth with ethanolic liquid such as screen cleaner for LCD is recommended.
- ® Do not push nor pull the interface connectors while the product is working.
- Do not locate the lamp cable on the signal processing board. A noise may occur on the display image.
- Properly connect the plug (backlight side) to adaptable socket (inverter side) without incomplete connection. After connecting, be careful not to hook the lamp cables because incomplete connection may occur by hooking the lamp cables. This incomplete connection may cause abnormal operation of high voltage circuit.
- ① If the lamp cable is attached on the metal part of the product directly, high frequency leak current to the metal part may occur, then the brightness may decrease or the lamp may not be turned on.
- 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 for the worst, please wash it out with soap.

#### 6.3.2 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 occurring by temperature difference, the product packing box should be opened after enough time being left under the environment of an unpacking room. Evaluate the leaving time sufficiently because a situation of dew condensation occurring is changed by the environmental temperature and humidity. (Recommended leaving time: 6 hours or more with packing state)
- 3 Do not operate in high magnetic field. Circuit boards may be broken down by it.
- This product is not designed as radiation hardened.

2

#### 6.3.3 Characteristics

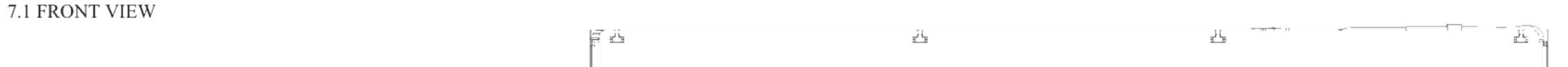
#### The following items are neither defects nor failures.

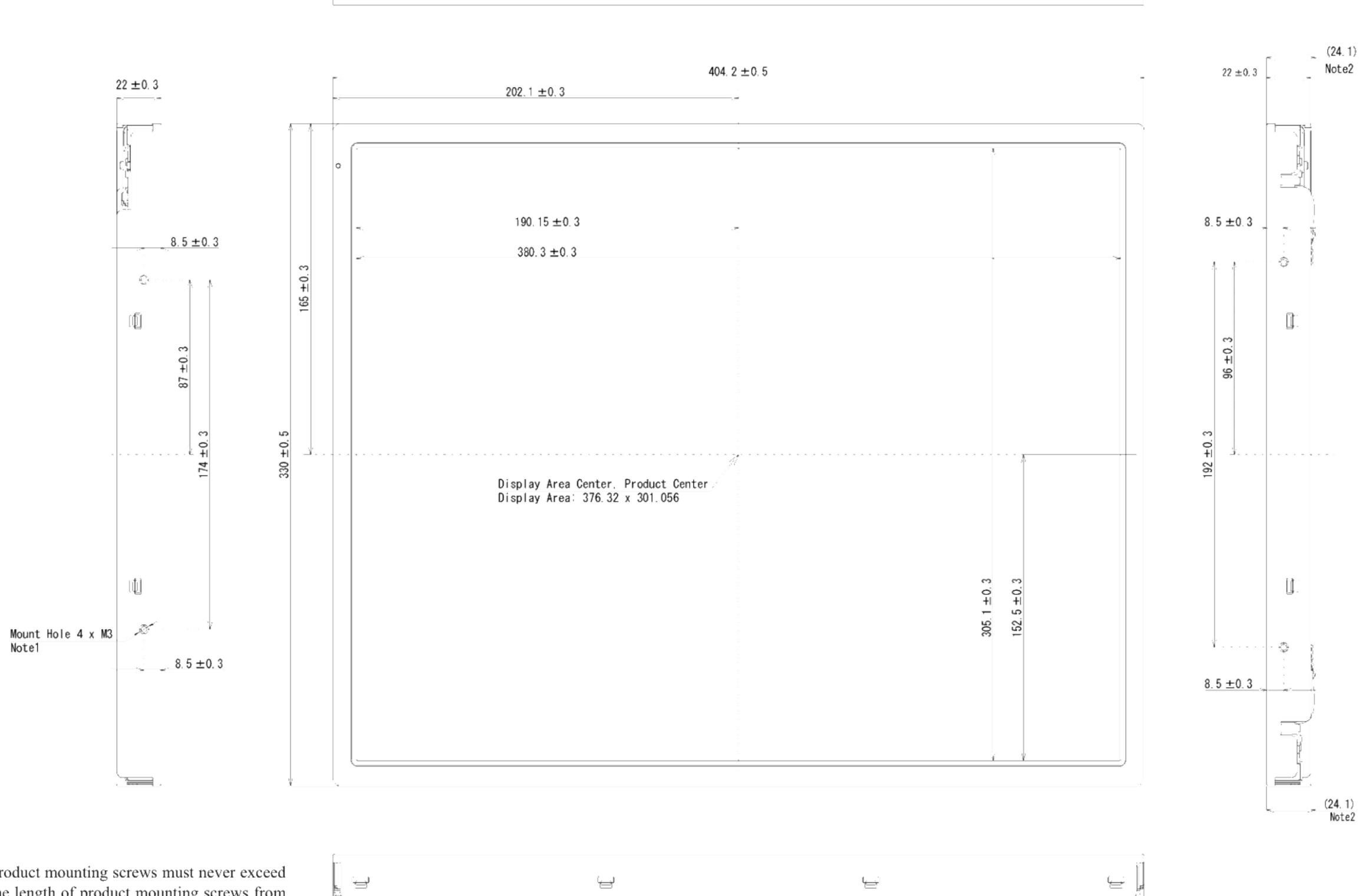
- ① Response time, luminance and color may be changed by ambient temperature.
- ② Display mura, flicker, vertical seam or small spot may be observed depending on display patterns.
- ③ Optical characteristics (e.g. luminance, display uniformity, etc.) gradually is going to change depending on operating time, and especially low temperature, because the LCD has cold cathode fluorescent lamps.
- ① 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.
- ⑤ The display color may be changed depending on viewing angle because of the use of condenser sheet in the backlight.
- ⑥ Optical characteristics may be changed depending on input signal timings.
- The interference noise between input signal frequency for this product's signal processing board and luminance control frequency of the inverter may appear on a display. Set up luminance control frequency of the inverter so that the interference noise does not appear.
- After the product is stored under condition of low temperature or dark place for a long time, the cold cathode fluorescent lamp may not be turned on under the same condition because of the general characteristic of cold cathode fluorescent lamp. In addition, when Luminance control ratio is low in pulse width modulation method inverter, the lamp may not be turned on. In this case, power should be supplied again.

#### 6.3.4 Other

- ① All GND and VDD terminals should be used without any non-connected lines.
- ② Do not disassemble a product or adjust variable resistors.
- ③ Pack the product with original shipping package, in order to avoid any damages during transportation, when returning the product to NEC for repair and so on.
- The LCD module by itself or integrated into end product should be packed and transported with display in the vertical position. Otherwise the display characteristics may be degraded.

#### 7. OUTLINE DRAWINGS





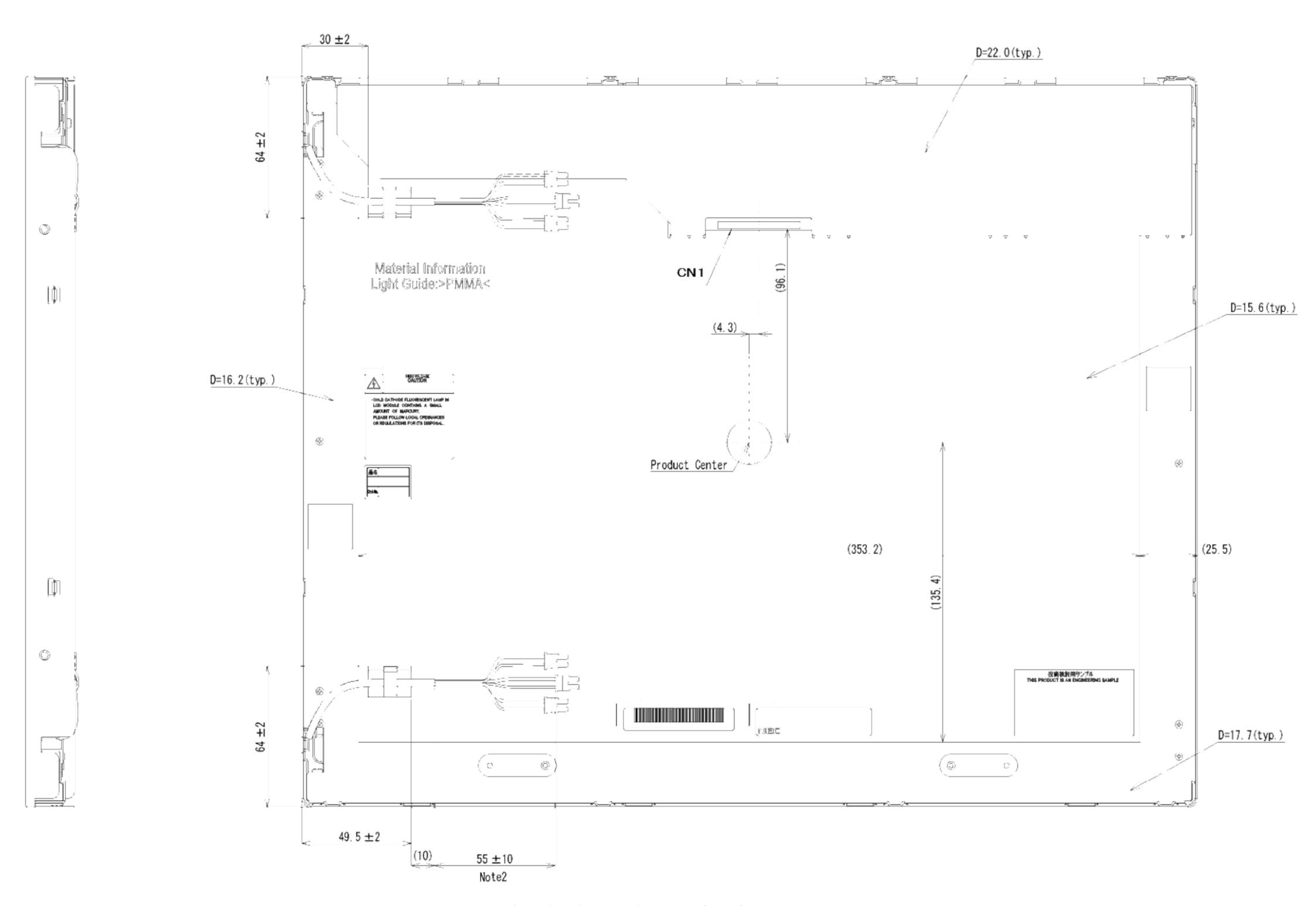
Note1: The torque for product mounting screws must never exceed 0.67N·m. And the length of product mounting screws from

surface of plate(product side) must be 4.0mm to 7.0mm.

Note2: Excluding lamp cable, cable clamp and projections.

Note3: The values in parentheses are for reference.

#### 7.2 REAR VIEW



Note1: The values in parentheses are for reference.

Note2: The cable of up side and down side is the same length.

Unit: 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 signature
1st edition	DOD-PP- 0486	Feb. 29, 2008	Revision contents  New issue	
			Writer Approved by Checked by	Prepared by
			T. OGAWA	E. KATAYAMA
2nd edition	DOD-PP- 0492	Mar. 10, 2008	Revision contents	
			<ul> <li>P24-25 Attentions - Handling the product</li> <li>⑤ (change of expression)</li> <li>⑥ (elmination)</li> <li>P27 Outline drawings</li> <li>Depth: 4.0 to 7.0 → Note1 (change</li> </ul>	ected ght lamp d/m² (correction)  32V)  → (6.25A), 5min. max. 2N203, CN204, CN205, CN206  → Cable color: (Gray) me  ns(typ.),(16) ms(max.) → (10) ms(typ.),(20) ms(max.) et
			Signature of writer  Approved by Checked II  - Ogawa  T. OGAWA	Prepared by  E. KATAYAMA