

TENTATIVE

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Preliminary



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**12.1" SVGA**

TECHNICAL SPECIFICATION

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AA121SU01

MITSUBISHI ELECTRIC Corp.

Date: Aug.3,'12

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# 1. APPLICATION

This specification applies to color TFT-LCD module, AA121SU01.

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## (1) Standard Usage

Computers, office equipment, factory automation equipment, test and measurement equipment, communications, transportation equipment(automobiles, ships, trains, etc.), provided, however, that operation is not influenced by TFT-LCD directly.

## (2) Special Usage

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## 2. OVERVIEW

AA121SU01 is 12.1" color TFT-LCD (Thin Film Transistor Liquid Crystal Display) module composed of LCD panel, driver ICs, control circuit, LED driver and backlight unit.

By applying 6 bit or 8 bit digital data,  $800 \times 600$ , 262k-color or 16.7M-color images are displayed on the 12.1" diagonal screen. Input power voltages are 3.3 V for LCD driving and 12.0 V for backlight unit.

The type of data and control signals are digital and transmitted via LVDS interface per Typ. 40 MHz clock cycle.

This product has LED driving circuit inside. The LED driving circuit has PWM light dimming function, which is controlled by PWM.

General specifications are summarized in the following table:

| ITEM                           | SPECIFICATION                                                            |
|--------------------------------|--------------------------------------------------------------------------|
| Display Area (mm)              | 246.0(H) $\times$ 184.5(V)<br>(12.1-inch diagonal)                       |
| Number of Dots                 | $800 \times 3$ (H) $\times$ 600 (V)                                      |
| Pixel Pitch (mm)               | 0.3075 (H) $\times$ 0.3075 (V)                                           |
| Color Pixel Arrangement        | RGB vertical stripe                                                      |
| Display Mode                   | Normally white                                                           |
| Number of Color                | 262k(6 bit/color), 16.7M(8 bit/color)                                    |
| Luminance (cd/m <sup>2</sup> ) | (800)                                                                    |
| Viewing Angle (CR $\geq$ 10)   | (-80~80°) (H), (-60~80°) (V)                                             |
| Surface Treatment              | Anti-glare and hard-coating 3H                                           |
| Electrical Interface           | LVDS (6 bit/8 bit)                                                       |
| Viewing Direction              | Higher Contrast ratio: 6 o'clock<br>Less gray scale reversal: 12 o'clock |
| Module Size (mm)               | 260.5 (W) $\times$ 203.0 (H) $\times$ 9.5 (D)                            |
| Module Mass (g)                | (610)                                                                    |
| Backlight Unit                 | LED, edge-light, Unreplaceable                                           |

Characteristic value without any note is typical value.

### 3. ABSOLUTE MAXIMUM RATINGS

| ITEM                                                                     | SYMBOL                   | MIN. | MAX.    | UNIT |
|--------------------------------------------------------------------------|--------------------------|------|---------|------|
| Power Supply Voltage for LCD                                             | VCC                      | -0.3 | 4.0     | V    |
| Logic Input Voltage                                                      | VI                       | -0.3 | VCC+0.3 | V    |
| Backlight Power Supply Input Voltage                                     | VL                       | -0.3 | 14.0    | V    |
| Backlight ON-OFF                                                         | BLEN                     | -0.3 | 14.0    | V    |
| Light Dimming Control (PWM) Input Voltage                                | V <sub>PDIM</sub>        | -0.3 | 14.0    | V    |
| Operation Temperature (Panel) <span style="float:right">Note 1,2)</span> | T <sub>op(Panel)</sub>   | -30  | 80      | °C   |
| Operation Temperature (Ambient) <span style="float:right">Note 2)</span> | T <sub>op(Ambient)</sub> | -30  | 80      | °C   |
| Storage Temperature <span style="float:right">Note 2)</span>             | T <sub>stg</sub>         | -30  | 80      | °C   |

[Note]

1) Measured at the center of active area and at the center of panel back surface

2) Top, Tstg ≤ 40°C : 90%RH max. without condensation

Top, Tstg > 40°C : Absolute humidity shall be less than the value of 90%RH at 40°C without condensation.

### 4. ELECTRICAL CHARACTERISTICS

(1)TFT-LCD

Ambient temperature: Ta = 25°C

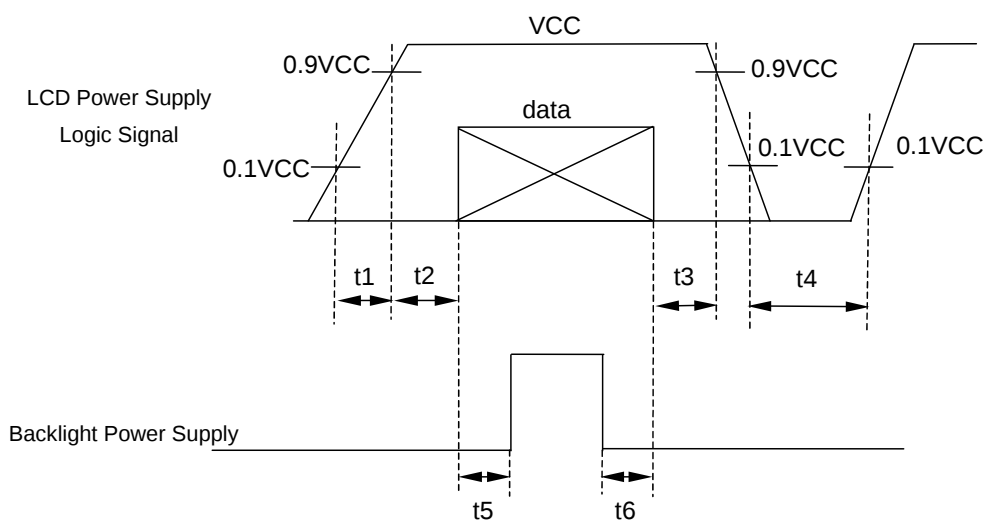
| ITEM                            |      | SYMBOL | MIN.    | TYP.  | MAX.    | UNIT  | Remarks     |
|---------------------------------|------|--------|---------|-------|---------|-------|-------------|
| Power Supply Voltages for LCD   |      | VCC    | 3.0     | 3.3   | 3.6     | V     | *1)         |
| Power Supply Currents for LCD   |      | ICC    | --      | (380) | (700)   | mA    | *2)         |
| Permissive Input Ripple Voltage |      | VRP    | --      | --    | 100     | mVp-p | VCC = +3.3V |
| Logic Input Voltage             | High | VIH    | 0.8×VCC | --    | VCC     | V     | MODE, SC    |
|                                 | Low  | VIL    | 0       | --    | 0.2×VCC | V     | MODE, SC    |

\*1) Power and signals sequence:

0.1 ms ≤ t1 ≤ 10 ms      200 ms ≤ t4

0 < t2 ≤ 50 ms      200 ms ≤ t5

0 < t3 ≤ 50 ms      0 ≤ t6

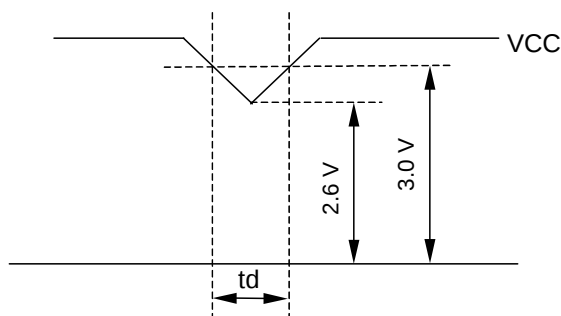


data: RGB DATA, DCLK, DENA, MODE, SC

VCC-dip conditions:

- 1) When  $2.6\text{ V} \leq \text{VCC} < 3.0\text{ V}$ ,  $t_d \leq 10\text{ ms}$
- 2) When  $\text{VCC} < 2.6\text{ V}$

VCC-dip conditions should also follow the power and signals sequence.



\*2)  $\text{VCC} = +3.3\text{ V}$ ,  $f_H = 37.9\text{ kHz}$ ,  $f_V = 60\text{ Hz}$ ,  $f_{CLK} = 40\text{ MHz}$

Display image at typical power supply current value is 256-gray-bar pattern (8 bit), 600 line mode.

\*3) Fuse

| Parameter | Fuse Type Name | Supplier                  | Remark |
|-----------|----------------|---------------------------|--------|
| VCC       | FCC16162AB     | Kamaya Electric Co., Ltd. | *)     |

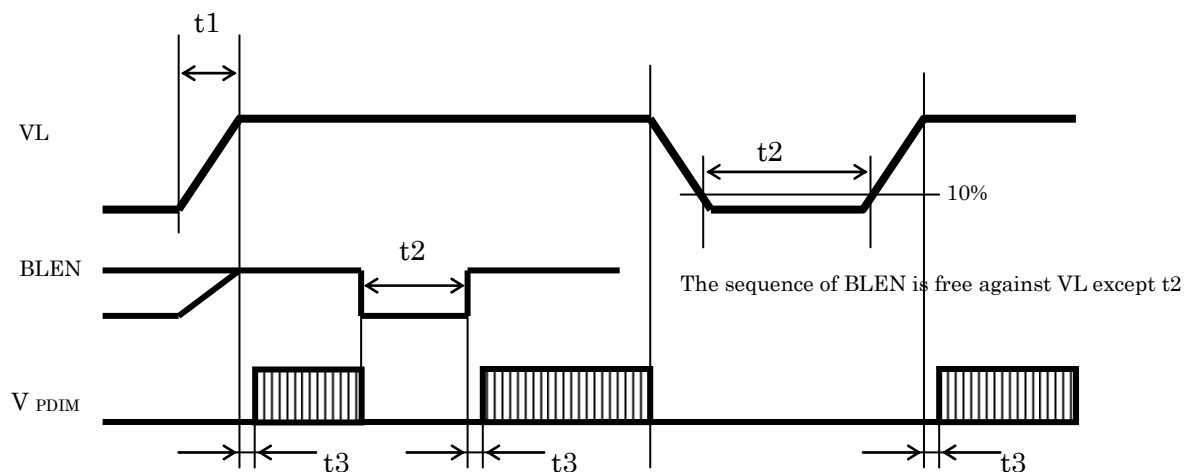
\*) The power supply capacity should be designed to be more than the fusing current.

(2) Backlight

$T_a = 25^\circ\text{C}$

| ITEM                                      |      | SYMBOL     | MIN.   | TYP.    | MAX.  | UNIT | Remarks                  |
|-------------------------------------------|------|------------|--------|---------|-------|------|--------------------------|
| Power Supply Input Voltage                |      | VL         | 10.8   | 12.0    | 13.2  | V    | *1)                      |
| Power Supply Input Current                |      | IL         | --     | (450)   | (600) | mA   | Dimming=100%<br>VL=12.0V |
| Power Supply Input Current (Rush Current) |      | ILR        | --     | --      | (1.5) | A    | *2), VL=12.0V            |
| Backlight ON-OFF                          | High | BLEN       | 2.5    | --      | VL    | V    | *1), ON                  |
|                                           | Low  |            | 0      | --      | 0.4   | V    | *1), OFF                 |
| Light Dimming Control (PWM) Input Voltage | High | $V_{PDIM}$ | 2.5    | --      | 5.5   | V    | *1), ON                  |
|                                           | Low  |            | 0      | --      | 0.4   | V    | *1), OFF                 |
| PWM frequency                             |      | $f_{PDIM}$ | 100    | 500     | 1000  | Hz   | *3)                      |
| Dimming Ratio                             |      | DR         | 5      | --      | 100   | %    | *3)                      |
| LED Life Time                             |      | LT         | 80,000 | 100,000 | --    | h    | *4), *5)                 |

\*1) Power and signals sequence:



$$0.1 \leq t_1 \leq 100 \text{ [ms]}$$

$$200 \leq t_2 \text{ [ms]}$$

$$0 \leq t_3 \text{ [ms]}$$

\*2) These data are for reference only. Power Supply Input Current (Rush Current) is influenced by power supply characteristics. (output impedance in particular) Therefore please evaluate LCD in advance.

\*3) lower frequency causes the flicker or the image breaking of motion picture.

Depending on the PDIM signal integrity (jitter etc.), the flicker may be visible. Please evaluate in advance.

\*4) LED life time is defined as the time when the brightness becomes 50% of the initial value.

\*5) The life time of the backlight depends on the ambient temperature. The life time will decrease under low/high temperature.

\*6) Fuse

| Parameter | Fuse Type Name | Supplier                  | Remark |
|-----------|----------------|---------------------------|--------|
| VL        | FHC16322AD     | Kamaya Electric Co., Ltd. | *)     |

\*) The power supply capacity should be designed to be more than the fusing current.

## 5. INTERFACE PIN CONNECTION

(1) CN 1(Interface Signal)

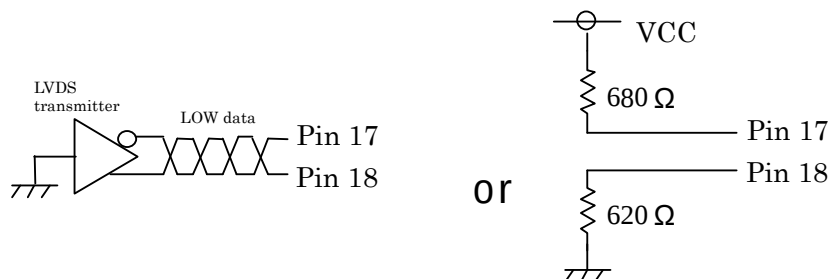
Used connector: 20186-020E-11F (I-PEX) or FI-SEB20P-HFE (JAE)

Corresponding connector: 20197-\*20U-F (I-PEX) or FI-S20S, FI-SE20ME (JAE)

| Pin No. | Symbol  | Function (ISP 6 bit compatibility mode)           |                            | Function (ISP 8 bit compatibility mode) |
|---------|---------|---------------------------------------------------|----------------------------|-----------------------------------------|
|         |         | 6 bit input                                       | 8 bit input                |                                         |
| 1       | VCC     | +3.3 V Power supply                               |                            | ←                                       |
| 2       | VCC     | +3.3 V Power supply                               |                            | ←                                       |
| 3       | GND     | GND                                               |                            | ←                                       |
| 4       | GND     | GND                                               |                            | ←                                       |
| 5       | Link 0- | R0, R1, R2, R3, R4, R5, G0                        | R2, R3, R4, R5, R6, R7, G2 | R0, R1, R2, R3, R4, R5, G0              |
| 6       | Link 0+ | R0, R1, R2, R3, R4, R5, G0                        | R2, R3, R4, R5, R6, R7, G2 | R0, R1, R2, R3, R4, R5, G0              |
| 7       | GND     | GND                                               |                            | ←                                       |
| 8       | Link 1- | G1, G2, G3, G4, G5, B0, B1                        | G3, G4, G5, G6, G7, B2, B3 | G1, G2, G3, G4, G5, B0, B1              |
| 9       | Link 1+ | G1, G2, G3, G4, G5, B0, B1                        | G3, G4, G5, G6, G7, B2, B3 | G1, G2, G3, G4, G5, B0, B1              |
| 10      | GND     | GND                                               |                            | ←                                       |
| 11      | Link 2- | B2, B3, B4, B5, DENA                              | B4, B5, B6, B7, DENA       | B2, B3, B4, B5, DENA                    |
| 12      | Link 2+ | B2, B3, B4, B5, DENA                              | B4, B5, B6, B7, DENA       | B2, B3, B4, B5, DENA                    |
| 13      | GND     | GND                                               |                            | ←                                       |
| 14      | CLKIN-  | Clock -                                           |                            | ←                                       |
| 15      | CLKIN+  | Clock +                                           |                            | ←                                       |
| 16      | GND     | GND                                               |                            | ←                                       |
| 17      | Link3-  | See: *2)                                          | R0, R1, G0, G1, B0, B1     | R6, R7, G6, G7, B6, B7                  |
| 18      | Link3+  | See: *2)                                          | R0, R1, G0, G1, B0, B1     | R6, R7, G6, G7, B6, B7                  |
| 19      | MODE    | Low=ISP 6 bit compatibility mode                  |                            | High=ISP 8 bit compatibility mode       |
| 20      | SC      | Scan direction control (Low=Normal, High=Reverse) |                            | ←                                       |

\*1) Metal frame is connected to signal GND.

\*2) Recommended wiring of Pin 17,18 (6 bit input)



(2) CN 2(Backlight)

Backlight-side connector: FI-S8P-HFE (JAE)

Corresponding connector: FI-S8S (JAE)

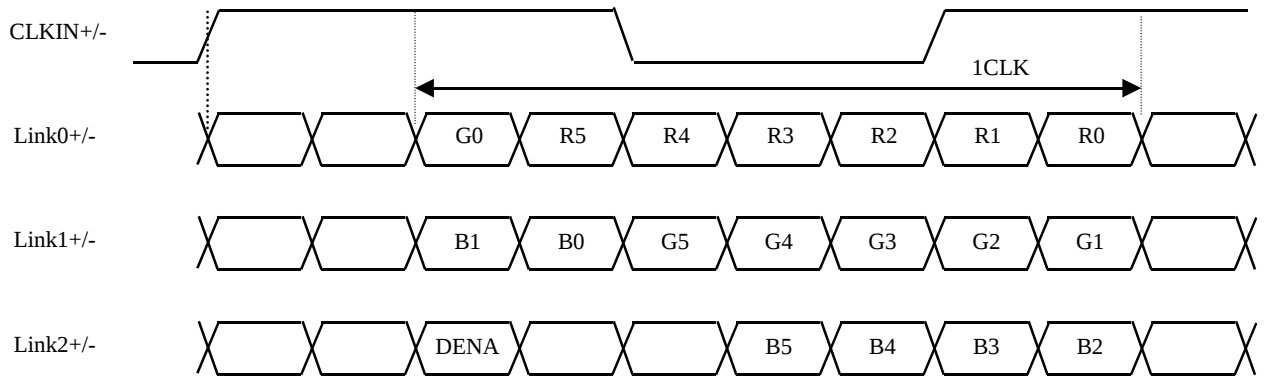
| Pin No. | Symbol            | Function                                           |
|---------|-------------------|----------------------------------------------------|
| 1       | VL                | Backlight Voltage                                  |
| 2       | VL                | Backlight Voltage                                  |
| 3       | VL                | Backlight Voltage                                  |
| 4       | GNDL              | GND                                                |
| 5       | GNDL              | GND                                                |
| 6       | GNDL              | GND                                                |
| 7       | BLDN              | Backlight ON-OFF<br>(High: ON, Low: OFF)           |
| 8       | V <sub>PDIM</sub> | Light Dimming Control (PWM) input<br>(High active) |

\*1) GNDL is connected GND (of CN1) and the LCD frame internally.

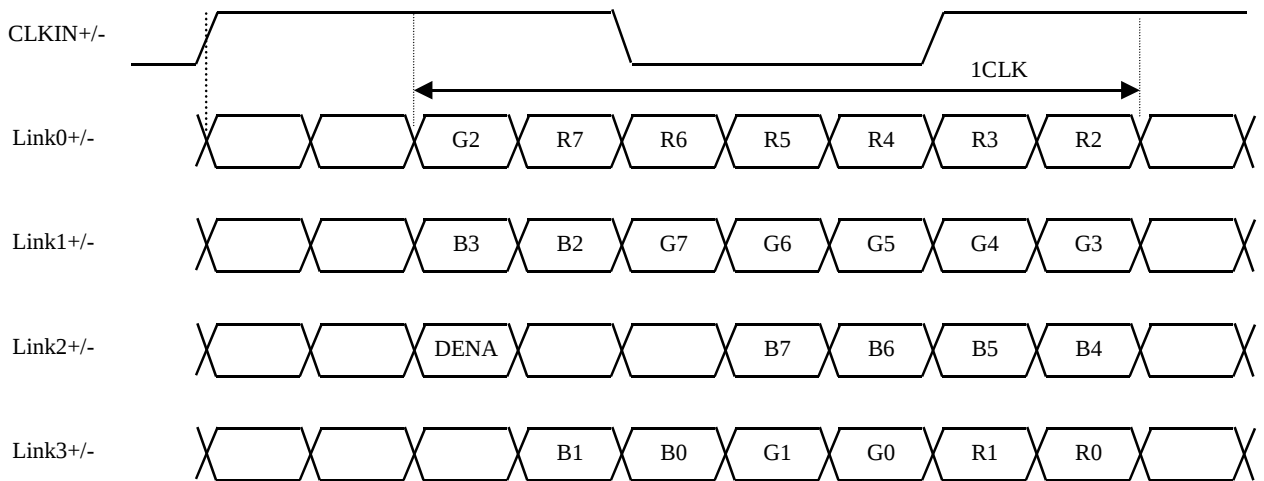
\*2) BLEN is NOT designed for dimming.

### (3) ISP data mapping

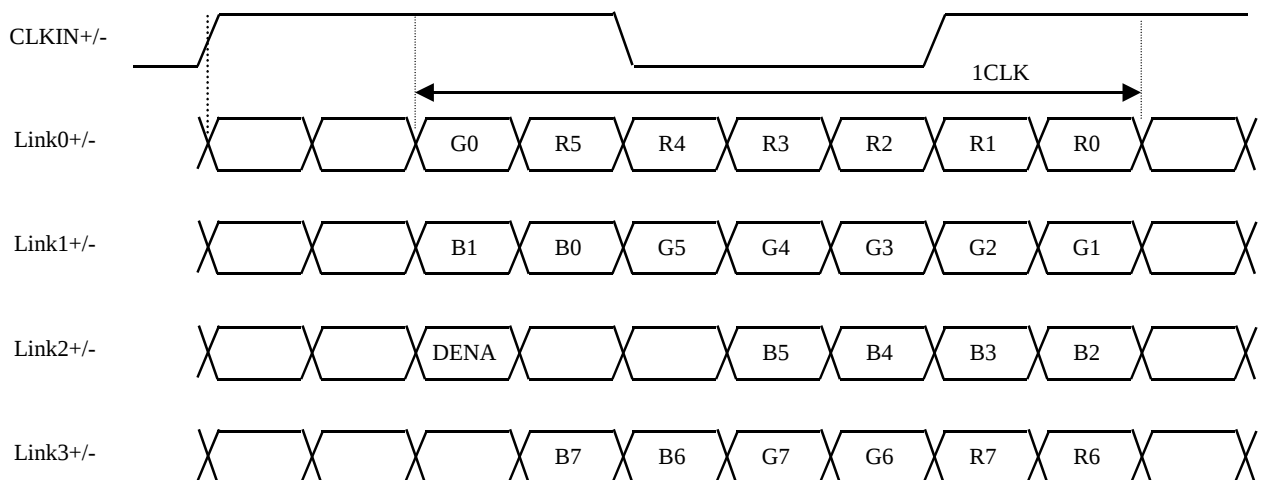
#### a. ISP 6 bit compatibility mode(6 bit input)



#### b. ISP 6 bit compatibility mode(8 bit input)



#### c. ISP 8 bit compatibility mode



## 6. INTERFACE TIMING

LVDS transmitter input signal

### (1) Timing Specifications

| ITEM |            |               | SYMBOL           | MIN. | TYP. | MAX. | UNIT             |
|------|------------|---------------|------------------|------|------|------|------------------|
| DCLK | Frequency  |               | f <sub>CLK</sub> | 35   | 40   | 42   | MHz              |
|      | Period     |               | t <sub>CLK</sub> | 23.8 | 25   | 28.6 | ns               |
| DENA | Horizontal | Active Time   | t <sub>HA</sub>  | 800  | 800  | 800  | t <sub>CLK</sub> |
|      |            | Blanking Time | t <sub>HB</sub>  | 20   | 256  | --   | t <sub>CLK</sub> |
|      |            | Frequency     | f <sub>H</sub>   | 35.2 | 37.9 | 39.2 | kHz              |
|      |            | Period        | t <sub>H</sub>   | 25.5 | 26.4 | 28.4 | μs               |
|      | Vertical   | Active Time   | t <sub>VA</sub>  | 600  | 600  | 600  | t <sub>H</sub>   |
|      |            | Blanking Time | t <sub>VB</sub>  | 3    | 28   | --   | t <sub>H</sub>   |
|      |            | Frequency     | f <sub>V</sub>   | 55   | 60   | 64.2 | Hz               |
|      |            | Period        | t <sub>V</sub>   | 15.6 | 16.7 | 18.2 | ms               |

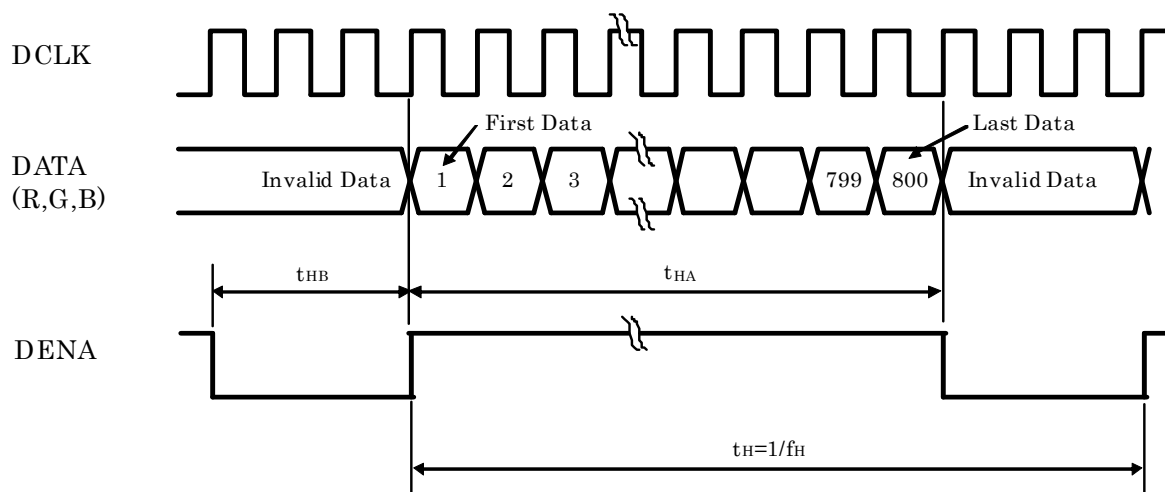
[Note]

- 1) DENA (Data Enable) should always be positive polarity as shown in the timing specification.
- 2) DCLK should appear during all invalid period.
- 3) LVDS timing follows the timing specifications of LVDS receiver IC: THC63LVDF84B(Thine).
- 4) In case of blanking time fluctuation, please satisfy following condition.

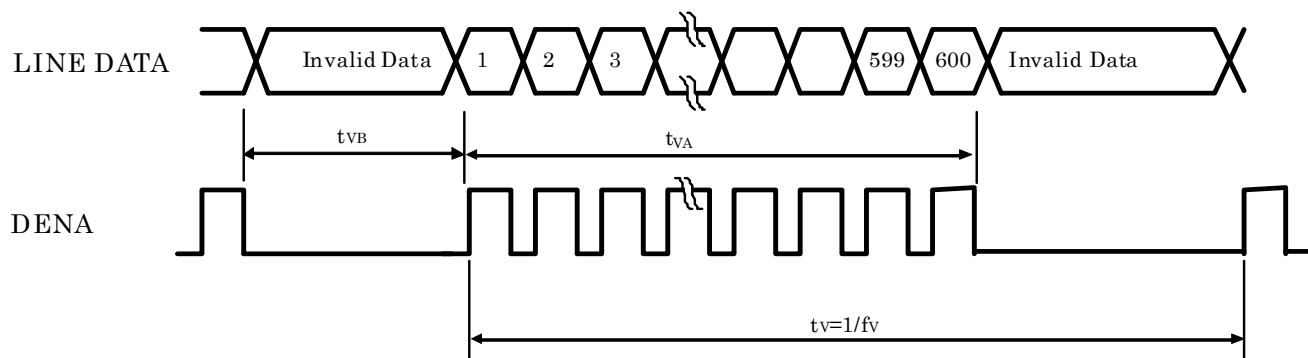
$$t_{VBn} > t_{VBn-1} - 3(t_H)$$

## (2) Timing Chart

### a. Horizontal Timing Chart



### b. Vertical Timing Chart



### (3) Color Data Assignment

#### a. 6 bit input

| COLOR          |           | INPUT DATA |    |    |    |    |     |        |    |    |    |    |     |        |    |    |    |    |     |
|----------------|-----------|------------|----|----|----|----|-----|--------|----|----|----|----|-----|--------|----|----|----|----|-----|
|                |           | R DATA     |    |    |    |    |     | G DATA |    |    |    |    |     | B DATA |    |    |    |    |     |
|                |           | R5         | R4 | R3 | R2 | R1 | R0  | G5     | G4 | G3 | G2 | G1 | G0  | B5     | B4 | B3 | B2 | B1 | B0  |
|                |           | MSB        |    |    |    |    | LSB | MSB    |    |    |    |    | LSB | MSB    |    |    |    |    | LSB |
| BASIC<br>COLOR | BLACK     | 0          | 0  | 0  | 0  | 0  | 0   | 0      | 0  | 0  | 0  | 0  | 0   | 0      | 0  | 0  | 0  | 0  | 0   |
|                | RED(63)   | 1          | 1  | 1  | 1  | 1  | 1   | 0      | 0  | 0  | 0  | 0  | 0   | 0      | 0  | 0  | 0  | 0  | 0   |
|                | GREEN(63) | 0          | 0  | 0  | 0  | 0  | 0   | 1      | 1  | 1  | 1  | 1  | 1   | 0      | 0  | 0  | 0  | 0  | 0   |
|                | BLUE(63)  | 0          | 0  | 0  | 0  | 0  | 0   | 0      | 0  | 0  | 0  | 0  | 0   | 1      | 1  | 1  | 1  | 1  | 1   |
|                | CYAN      | 0          | 0  | 0  | 0  | 0  | 0   | 1      | 1  | 1  | 1  | 1  | 1   | 1      | 1  | 1  | 1  | 1  | 1   |
|                | MAGENTA   | 1          | 1  | 1  | 1  | 1  | 1   | 0      | 0  | 0  | 0  | 0  | 0   | 1      | 1  | 1  | 1  | 1  | 1   |
|                | YELLOW    | 1          | 1  | 1  | 1  | 1  | 1   | 1      | 1  | 1  | 1  | 1  | 1   | 0      | 0  | 0  | 0  | 0  | 0   |
|                | WHITE     | 1          | 1  | 1  | 1  | 1  | 1   | 1      | 1  | 1  | 1  | 1  | 1   | 1      | 1  | 1  | 1  | 1  | 1   |
| RED            | RED(1)    | 0          | 0  | 0  | 0  | 0  | 1   | 0      | 0  | 0  | 0  | 0  | 0   | 0      | 0  | 0  | 0  | 0  | 0   |
|                | RED(2)    | 0          | 0  | 0  | 0  | 1  | 0   | 0      | 0  | 0  | 0  | 0  | 0   | 0      | 0  | 0  | 0  | 0  | 0   |
|                |           |            |    |    |    |    |     |        |    |    |    |    |     |        |    |    |    |    |     |
|                |           |            |    |    |    |    |     |        |    |    |    |    |     |        |    |    |    |    |     |
|                | RED(62)   | 1          | 1  | 1  | 1  | 1  | 0   | 0      | 0  | 0  | 0  | 0  | 0   | 0      | 0  | 0  | 0  | 0  | 0   |
|                | RED(63)   | 1          | 1  | 1  | 1  | 1  | 1   | 0      | 0  | 0  | 0  | 0  | 0   | 0      | 0  | 0  | 0  | 0  | 0   |
| GREEN          | GREEN(1)  | 0          | 0  | 0  | 0  | 0  | 0   | 0      | 0  | 0  | 0  | 0  | 1   | 0      | 0  | 0  | 0  | 0  | 0   |
|                | GREEN(2)  | 0          | 0  | 0  | 0  | 0  | 0   | 0      | 0  | 0  | 0  | 1  | 0   | 0      | 0  | 0  | 0  | 0  | 0   |
|                |           |            |    |    |    |    |     |        |    |    |    |    |     |        |    |    |    |    |     |
|                |           |            |    |    |    |    |     |        |    |    |    |    |     |        |    |    |    |    |     |
|                | GREEN(62) | 0          | 0  | 0  | 0  | 0  | 0   | 1      | 1  | 1  | 1  | 1  | 0   | 0      | 0  | 0  | 0  | 0  | 0   |
|                | GREEN(63) | 0          | 0  | 0  | 0  | 0  | 0   | 1      | 1  | 1  | 1  | 1  | 1   | 0      | 0  | 0  | 0  | 0  | 0   |
| BLUE           | BLUE(1)   | 0          | 0  | 0  | 0  | 0  | 0   | 0      | 0  | 0  | 0  | 0  | 0   | 0      | 0  | 0  | 0  | 0  | 1   |
|                | BLUE(2)   | 0          | 0  | 0  | 0  | 0  | 0   | 0      | 0  | 0  | 0  | 0  | 0   | 0      | 0  | 0  | 0  | 1  | 0   |
|                |           |            |    |    |    |    |     |        |    |    |    |    |     |        |    |    |    |    |     |
|                |           |            |    |    |    |    |     |        |    |    |    |    |     |        |    |    |    |    |     |
|                | BLUE(62)  | 0          | 0  | 0  | 0  | 0  | 0   | 0      | 0  | 0  | 0  | 0  | 0   | 1      | 1  | 1  | 1  | 1  | 0   |
|                | BLUE(63)  | 0          | 0  | 0  | 0  | 0  | 0   | 0      | 0  | 0  | 0  | 0  | 0   | 1      | 1  | 1  | 1  | 1  | 1   |

[Note]

1) Definition of gray scale

Color (n) --- n indicates gray scale level.

Higher n means brighter level.

2) Data

1: High, 0: Low

b. 8 bit input

| COLOR          |            | INPUT DATA |    |    |    |    |    |     |    |        |    |    |    |    |    |     |    |        |    |    |    |    |    |     |    |  |  |  |  |  |  |
|----------------|------------|------------|----|----|----|----|----|-----|----|--------|----|----|----|----|----|-----|----|--------|----|----|----|----|----|-----|----|--|--|--|--|--|--|
|                |            | R DATA     |    |    |    |    |    |     |    | G DATA |    |    |    |    |    |     |    | B DATA |    |    |    |    |    |     |    |  |  |  |  |  |  |
|                |            |            |    |    |    |    |    |     |    |        |    |    |    |    |    |     |    |        |    |    |    |    |    |     |    |  |  |  |  |  |  |
|                |            | R7         | R6 | R5 | R4 | R3 | R2 | R1  | R0 | G7     | G6 | G5 | G4 | G3 | G2 | G1  | G0 | B7     | B6 | B5 | B4 | B3 | B2 | B1  | B0 |  |  |  |  |  |  |
| MSB            |            |            |    |    |    |    |    | LSB |    |        |    |    |    |    |    | MSB |    |        |    |    |    |    |    | LSB |    |  |  |  |  |  |  |
| BASIC<br>COLOR | BLACK      | 0          | 0  | 0  | 0  | 0  | 0  | 0   | 0  | 0      | 0  | 0  | 0  | 0  | 0  | 0   | 0  | 0      | 0  | 0  | 0  | 0  | 0  | 0   | 0  |  |  |  |  |  |  |
|                | RED(255)   | 1          | 1  | 1  | 1  | 1  | 1  | 1   | 1  | 0      | 0  | 0  | 0  | 0  | 0  | 0   | 0  | 0      | 0  | 0  | 0  | 0  | 0  | 0   | 0  |  |  |  |  |  |  |
|                | GREEN(255) | 0          | 0  | 0  | 0  | 0  | 0  | 0   | 0  | 1      | 1  | 1  | 1  | 1  | 1  | 1   | 1  | 0      | 0  | 0  | 0  | 0  | 0  | 0   | 0  |  |  |  |  |  |  |
|                | BLUE(255)  | 0          | 0  | 0  | 0  | 0  | 0  | 0   | 0  | 0      | 0  | 0  | 0  | 0  | 0  | 0   | 0  | 1      | 1  | 1  | 1  | 1  | 1  | 1   | 1  |  |  |  |  |  |  |
|                | CYAN       | 0          | 0  | 0  | 0  | 0  | 0  | 0   | 0  | 1      | 1  | 1  | 1  | 1  | 1  | 1   | 1  | 1      | 1  | 1  | 1  | 1  | 1  | 1   | 1  |  |  |  |  |  |  |
|                | MAGENTA    | 1          | 1  | 1  | 1  | 1  | 1  | 1   | 1  | 0      | 0  | 0  | 0  | 0  | 0  | 0   | 0  | 1      | 1  | 1  | 1  | 1  | 1  | 1   | 1  |  |  |  |  |  |  |
|                | YELLOW     | 1          | 1  | 1  | 1  | 1  | 1  | 1   | 1  | 1      | 1  | 1  | 1  | 1  | 1  | 1   | 1  | 0      | 0  | 0  | 0  | 0  | 0  | 0   | 0  |  |  |  |  |  |  |
|                | WHITE      | 1          | 1  | 1  | 1  | 1  | 1  | 1   | 1  | 1      | 1  | 1  | 1  | 1  | 1  | 1   | 1  | 1      | 1  | 1  | 1  | 1  | 1  | 1   | 1  |  |  |  |  |  |  |
| RED            | RED(1)     | 0          | 0  | 0  | 0  | 0  | 0  | 0   | 1  | 0      | 0  | 0  | 0  | 0  | 0  | 0   | 0  | 0      | 0  | 0  | 0  | 0  | 0  | 0   | 0  |  |  |  |  |  |  |
|                | RED(2)     | 0          | 0  | 0  | 0  | 0  | 0  | 1   | 0  | 0      | 0  | 0  | 0  | 0  | 0  | 0   | 0  | 0      | 0  | 0  | 0  | 0  | 0  | 0   |    |  |  |  |  |  |  |
|                |            |            |    |    |    |    |    |     |    |        |    |    |    |    |    |     |    |        |    |    |    |    |    |     |    |  |  |  |  |  |  |
|                |            |            |    |    |    |    |    |     |    |        |    |    |    |    |    |     |    |        |    |    |    |    |    |     |    |  |  |  |  |  |  |
|                |            |            |    |    |    |    |    |     |    |        |    |    |    |    |    |     |    |        |    |    |    |    |    |     |    |  |  |  |  |  |  |
|                | RED(255)   | 1          | 1  | 1  | 1  | 1  | 1  | 1   | 1  | 0      | 0  | 0  | 0  | 0  | 0  | 0   | 0  | 0      | 0  | 0  | 0  | 0  | 0  | 0   | 0  |  |  |  |  |  |  |
| GREEN          | GREEN(1)   | 0          | 0  | 0  | 0  | 0  | 0  | 0   | 0  | 0      | 0  | 0  | 0  | 0  | 0  | 1   | 0  | 0      | 0  | 0  | 0  | 0  | 0  | 0   | 0  |  |  |  |  |  |  |
|                | GREEN(2)   | 0          | 0  | 0  | 0  | 0  | 0  | 0   | 0  | 0      | 0  | 0  | 0  | 0  | 1  | 0   | 0  | 0      | 0  | 0  | 0  | 0  | 0  | 0   |    |  |  |  |  |  |  |
|                |            |            |    |    |    |    |    |     |    |        |    |    |    |    |    |     |    |        |    |    |    |    |    |     |    |  |  |  |  |  |  |
|                |            |            |    |    |    |    |    |     |    |        |    |    |    |    |    |     |    |        |    |    |    |    |    |     |    |  |  |  |  |  |  |
|                |            |            |    |    |    |    |    |     |    |        |    |    |    |    |    |     |    |        |    |    |    |    |    |     |    |  |  |  |  |  |  |
|                | GREEN(255) | 0          | 0  | 0  | 0  | 0  | 0  | 0   | 0  | 1      | 1  | 1  | 1  | 1  | 1  | 1   | 0  | 0      | 0  | 0  | 0  | 0  | 0  | 0   | 0  |  |  |  |  |  |  |
| BLUE           | BLUE(1)    | 0          | 0  | 0  | 0  | 0  | 0  | 0   | 0  | 0      | 0  | 0  | 0  | 0  | 0  | 0   | 0  | 0      | 0  | 0  | 0  | 0  | 0  | 1   | 0  |  |  |  |  |  |  |
|                | BLUE(2)    | 0          | 0  | 0  | 0  | 0  | 0  | 0   | 0  | 0      | 0  | 0  | 0  | 0  | 0  | 0   | 0  | 0      | 0  | 0  | 0  | 0  | 1  | 0   |    |  |  |  |  |  |  |
|                |            |            |    |    |    |    |    |     |    |        |    |    |    |    |    |     |    |        |    |    |    |    |    |     |    |  |  |  |  |  |  |
|                |            |            |    |    |    |    |    |     |    |        |    |    |    |    |    |     |    |        |    |    |    |    |    |     |    |  |  |  |  |  |  |
|                |            |            |    |    |    |    |    |     |    |        |    |    |    |    |    |     |    |        |    |    |    |    |    |     |    |  |  |  |  |  |  |
|                | BLUE(255)  | 0          | 0  | 0  | 0  | 0  | 0  | 0   | 0  | 0      | 0  | 0  | 0  | 0  | 0  | 0   | 1  | 1      | 1  | 1  | 1  | 1  | 1  | 1   | 1  |  |  |  |  |  |  |

[Note]

1) Definition of gray scale

Color (n) --- n indicates gray scale level.

Higher n means brighter level.

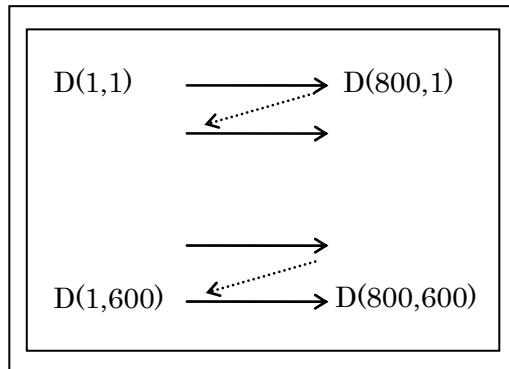
2) Data

1:High, 0: Low

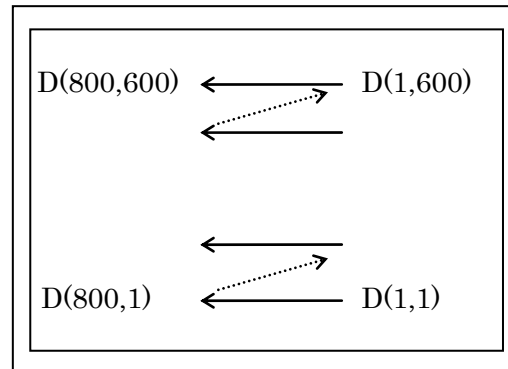
#### (4) Display Position and Scan Direction

D(X,Y) shows the data number of input signal.

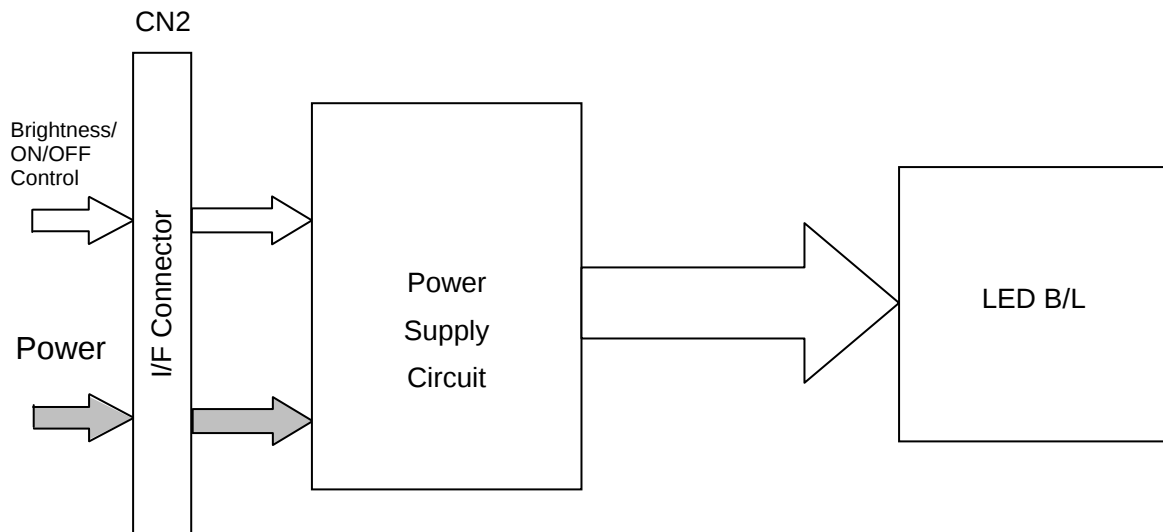
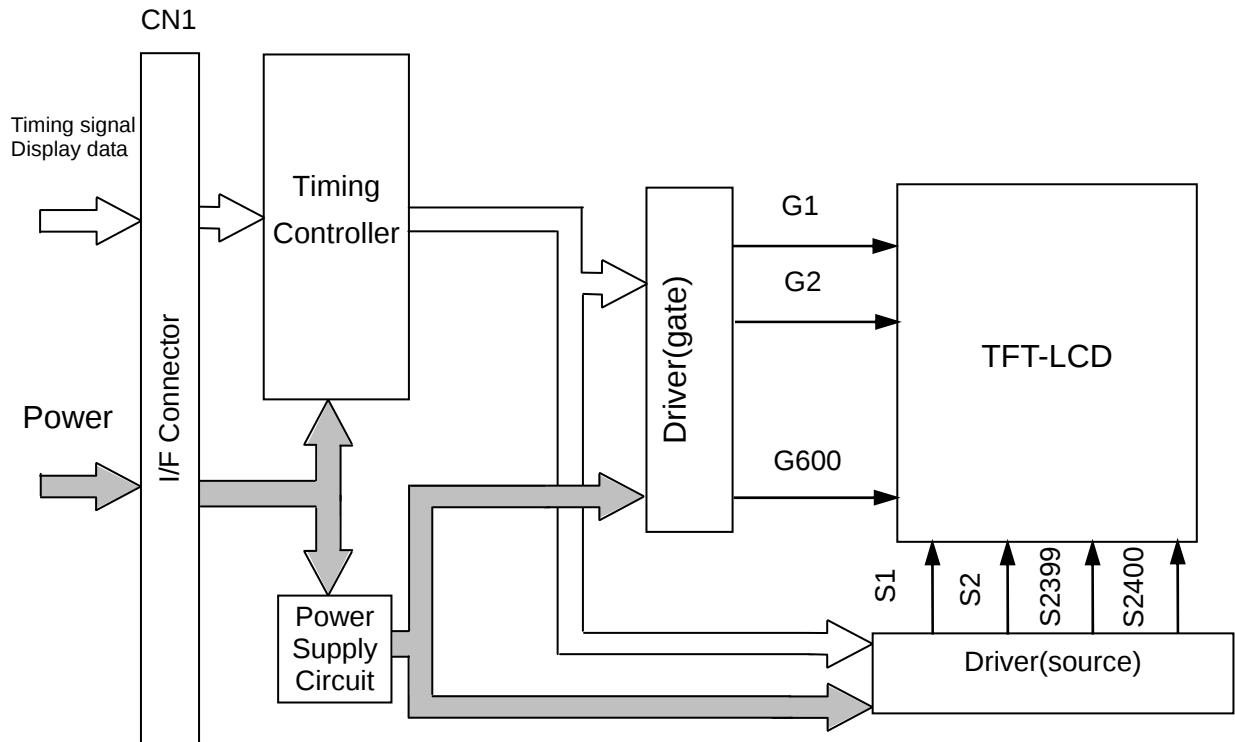
SC: Low



SC: High

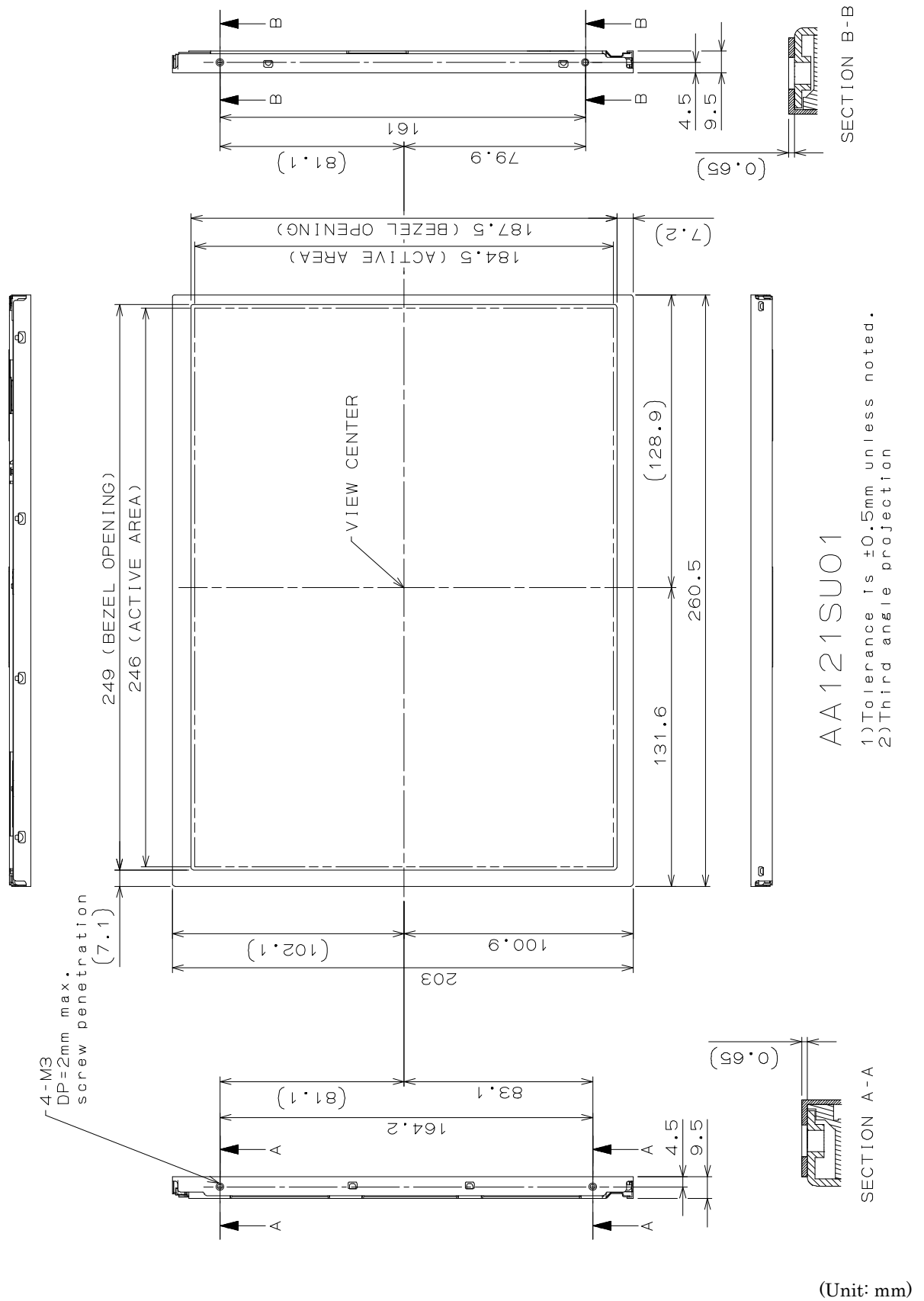


## 7. BLOCK DIAGRAM

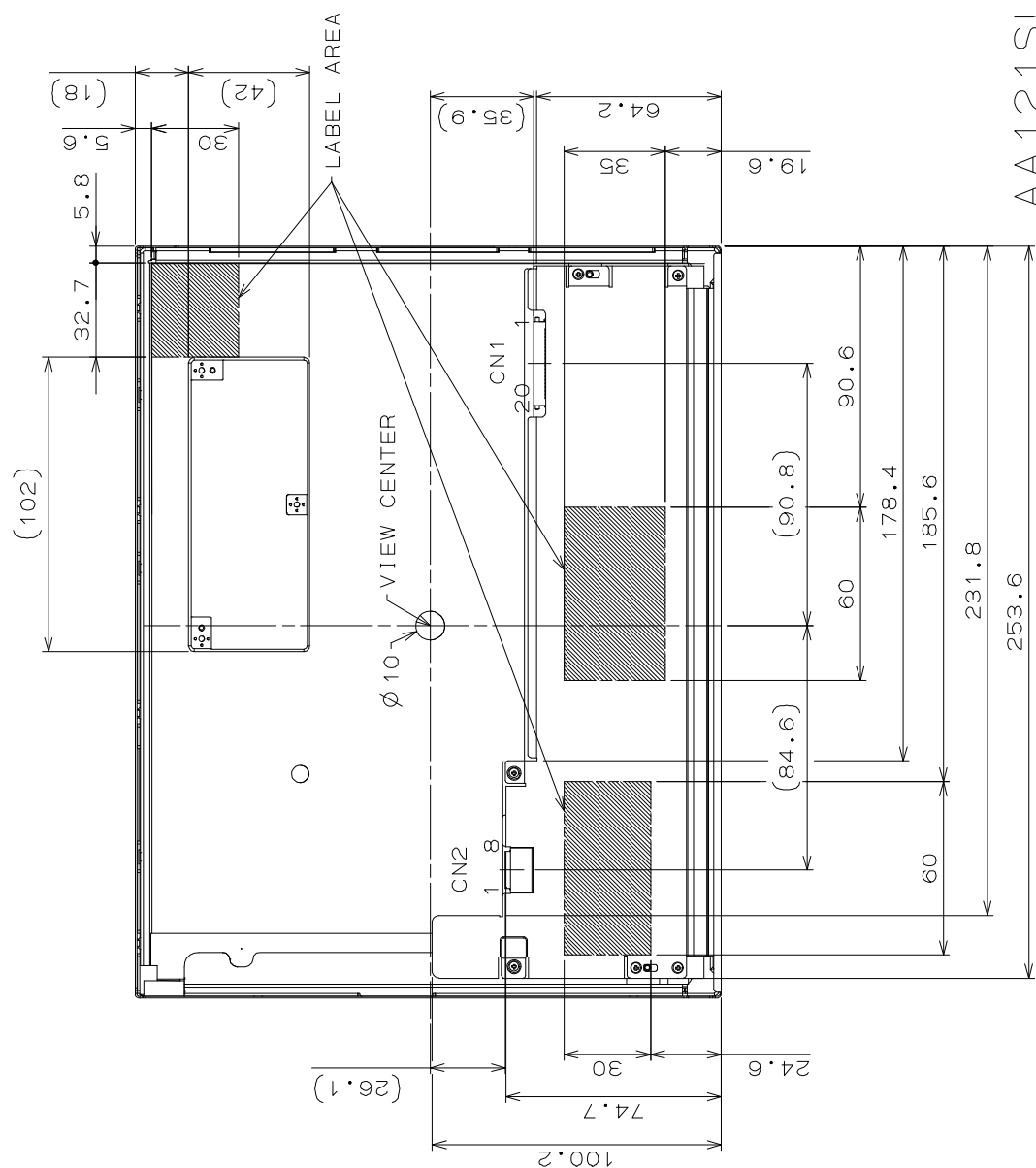


## 8. MECHANICAL SPECIFICATIONS

### (1) Front Side



(2) Rear Side



AA121SU01

- 1) Tolerance is  $\pm 0.5\text{mm}$  unless noted.  
2) Third angle projection

CN1:20186-020E-11F (I-PEX) or FI-SEB20P-HFE(JAE)  
CN2:F1-S8P-HFE(JAE)

(Unit: mm)

## 9. OPTICAL CHARACTERISTICS

Ta=25°C, VCC=3.3V, VL=12.0V, Input Signals: Typ. values shown in Section 6

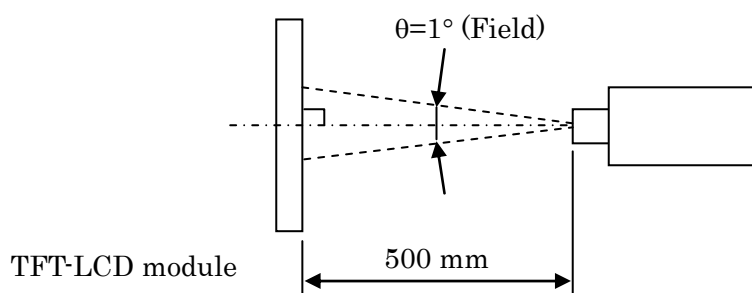
| ITEM                 |            | SYMBOL      | CONDITION                            | MIN      | TYP      | MAX     | UNIT              | Remarks   |
|----------------------|------------|-------------|--------------------------------------|----------|----------|---------|-------------------|-----------|
| Contrast Ratio       |            | CR          | $\theta_V=0^\circ, \theta_H=0^\circ$ | (390)    | (600)    | --      | --                | *1)*2)*5) |
| Luminance            |            | Lw          | $\theta_V=0^\circ, \theta_H=0^\circ$ | (640)    | (800)    | --      | cd/m <sup>2</sup> | *1)*5)    |
| Luminance Uniformity |            | $\Delta Lw$ | $\theta_V=0^\circ, \theta_H=0^\circ$ | --       | --       | 30      | %                 | *1)*3)*5) |
| Response Time        |            | tr          | $\theta_V=0^\circ, \theta_H=0^\circ$ | --       | (4)      | --      | ms                | *1)*4)*5) |
|                      |            | tf          | $\theta_V=0^\circ, \theta_H=0^\circ$ | --       | (12)     | --      | ms                | *1)*4)*5) |
| Viewing Angle        | Horizontal | $\theta_H$  | CR $\geq 10$                         | (-65~65) | (-80~80) | --      | °                 | *1)*5)    |
|                      | Vertical   | $\theta_V$  |                                      | (-45~65) | (-60~80) | --      | °                 | *1)*5)    |
| Image sticking       |            | tis         | 2 h                                  | --       | --       | 2       | s                 | *6)       |
| Color Coordinates    | Red        | Rx          | $\theta_V=0^\circ, \theta_H=0^\circ$ | (0.527)  | (0.567)  | (0.607) | --                | *1)*5)    |
|                      |            | Ry          |                                      | (0.308)  | (0.348)  | (0.388) |                   |           |
|                      | Green      | Gx          |                                      | (0.313)  | (0.353)  | (0.393) |                   |           |
|                      |            | Gy          |                                      | (0.502)  | (0.542)  | (0.582) |                   |           |
|                      | Blue       | Bx          |                                      | (0.114)  | (0.154)  | (0.194) |                   |           |
|                      |            | By          |                                      | (0.105)  | (0.145)  | (0.185) |                   |           |
|                      | White      | Wx          |                                      | (0.273)  | (0.313)  | (0.353) |                   |           |
|                      |            | Wy          |                                      | (0.289)  | (0.329)  | (0.369) |                   |           |

[Note]

These items are measured using EZContrast (ELDIM) for viewing angle and CS2000 (Minolta) or equivalent equipment for others under the dark room condition (no ambient light) after more than 30 minutes from turning on the backlight unless noted.

Condition:  $V_{PDIM} = 2.5 \sim 5.5$  VDC (DUTY = 100%)

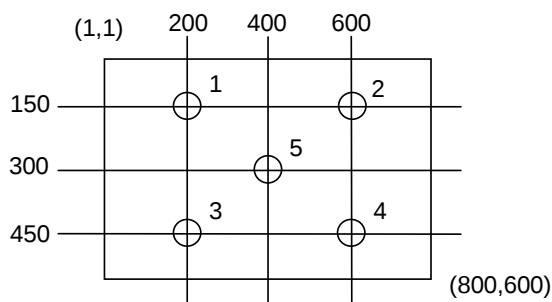
Measurement method for luminance and color coordinates is as follows.



The luminance is measured according to FLAT PANEL DISPLAY MEASUREMENTS STANDARD (VESA Standard).

\*1) Measurement Point

Contrast Ratio, Luminance, Response Time, Viewing Angle, Color Coordinates: Display Center  
Luminance Uniformity: point 1~5 shown in a figure below



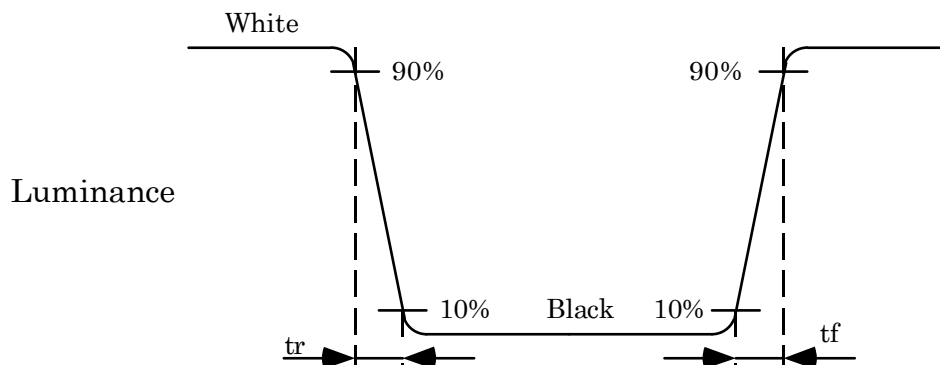
\*2) Definition of Contrast Ratio

CR= Luminance with all white pixels / Luminance with all black pixels

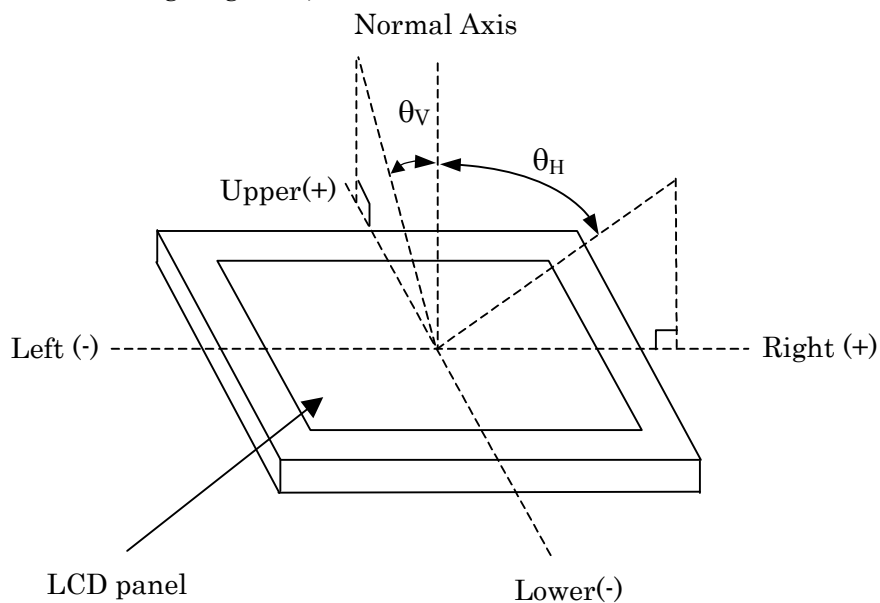
\*3) Definition of Luminance Uniformity

$\Delta Lw = [Lw(\text{MAX})/Lw(\text{MIN}) - 1] \times 100$

\*4) Definition of Response Time

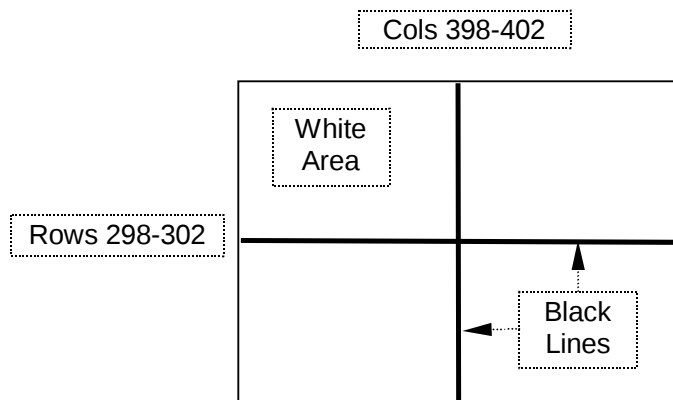


\*5) Definition of Viewing Angle ( $\theta_V$ ,  $\theta_H$ )



\*6) Image sticking:

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



TEST PATTERN FOR IMAGE STICKING TEST

## 10. RELIABILITY TEST CONDITION

### (1) Temperature and Humidity

| TEST ITEM                                   | CONDITIONS                              |
|---------------------------------------------|-----------------------------------------|
| HIGH TEMPERATURE<br>HIGH HUMIDITY OPERATION | 40°C, 90%RH, 240 h<br>(No condensation) |
| HIGH TEMPERATURE OPERATION                  | 80°C, 240 h                             |
| LOW TEMPERATURE OPERATION                   | -30°C, 240 h                            |
| HIGH TEMPERATURE STORAGE                    | 80°C, 240 h                             |
| LOW TEMPERATURE STORAGE                     | -30°C, 240 h                            |
| THERMAL SHOCK (NON-OPERATION)               | -30°C (1h) ~ 80°C (1h),<br>100 cycles   |

### (2) Shock & Vibration

| ITEM                         | CONDITIONS                                                                                                                                                                                                                                                                 |
|------------------------------|----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| SHOCK<br>(NON-OPERATION)     | Shock level: 1470 m/s <sup>2</sup> (150G)<br>Waveform: half sinusoidal wave, 2 ms<br>Number of shocks: one shock input in each direction of three mutually perpendicular axes for a total of six shock inputs                                                              |
| VIBRATION<br>(NON-OPERATION) | Vibration level: 9.8 m/s <sup>2</sup> (1.0G)<br>Waveform: sinusoidal<br>Frequency range: 5 to 500 Hz<br>Frequency sweep rate: 0.5 octave /min<br>Duration: one sweep from 5 to 500 Hz in each of three mutually perpendicular axis(each x,y,z axis: 1 hour, total 3 hours) |

### (3) ESD Test

| ITEM                                    | CONDITIONS                                    |
|-----------------------------------------|-----------------------------------------------|
| CONTACT DISCHARGE<br>(OPERATION)        | 150pF, 330Ω, ±8kV, 10 times at 1 sec interval |
| SIGNAL PIN DISCHARGE<br>(NON-OPERATION) | 200pF, 0Ω, ±200V, 10 times at 1 sec interval  |

### (4) Judgment standard

The judgment of the above tests should be made as follow:

Pass: Normal display image, no damage of the display function. (ex. no line defect)

Partial transformation of the module parts should be ignored.

Fail: No display image, damage of the display function. (ex. line defect)

## 11. OTHER FEATURE

This LCD module complies with RoHS\*) directive.

\*) RoHS: Restriction of the use of certain hazardous substances in electrical and electronic equipment

UL1950 certified (UL File# E158720)

## 12. HANDLING PRECAUTIONS FOR TFT-LCD MODULE

Please pay attention to the followings in handling TFT-LCD products:

### (1) ASSEMBLY PRECAUTION

- a. Please mount the LCD module by using mounting hole with a screw clamping torque less than 0.5 Nm. Please do not bend or wrench the LCD module in assembling. Please do not drop, bend or twist the LCD module in handling.
- b. Please design display housing in accordance with the following guide lines.
  - (a) Housing case must be designed carefully so as not to put stress on LCD and not to wrench module. If customer uses compression mounting, please evaluate housing case with LCD carefully to avoid image quality issue caused by mechanical stress.
  - (b) Under high temperature environment, performance and life time of LED may heavily shorten. When you design with our LCD product, please consider radiating heat and ventilation for good heat management.
  - (c) Keep sufficient clearance between LCD module back surface and housing when the LCD module is mounted. Approximately 1.0mm of the clearance in the design is recommended taking into account the tolerance of LCD module thickness and mounting structure height on the housing.
  - (d) When some parts, such as, FPC cable and ferrite plate, are installed underneath the LCD module, still sufficient clearance is required, such as 0.5mm. This clearance is, especially, to be reconsidered when the additional parts are implemented for EMI countermeasure.
  - (e) Keep sufficient clearance between LCD module and the others parts, such as inverter and speaker so as not to interfere the LCD module. Approximately 1.0 mm of the clearance in the design is recommended.
  - (f) To avoid local elevation/decrease of temperature, considering location of heating element, heat release, thermal design should be done.
- c. Please do not push or scratch LCD panel surface with anything hard. And do not soil LCD panel surface by touching with bare hands. (Polarizer film, surface of LCD panel is easy to be flawed.)
- d. Please wipe off LCD panel surface with absorbent cotton or soft cloth in case of it being soiled.
- e. Please wipe off drops of adhesives like saliva and water on LCD panel surface immediately. They might damage to cause panel surface variation and color change.
- f. Please do not take a LCD module to pieces and reconstruct it. Resolving and reconstructing modules may cause them not to work well.
- g. Please do not touch metal frames with bare hands and soiled gloves. A color change of the metal frames can happen during a long preservation of soiled LCD modules.
- h. Please handle metal frame carefully because edge of metal frame is very sharp.
- i. Please connect the metal frame of LCD module to GND in order to minimize the effect of external noise and EMI.

- j. Be sure to connect the cables and the connectors correctly.

## **(2) OPERATING PRECAUTIONS**

- a. Please be sure to turn off the power supply before connecting and disconnecting signal input cable.
- b. Please do not change variable resistance settings in LCD module. They are adjusted to the most suitable value. If they are changed, it might happen LCD does not satisfy the characteristics specification.
- c. The interface signal speed is very high. Please pay attention to transmission line design and other high speed signal precautions to satisfy signal specification.
- d. Condensation might happen on the surface and inside of LCD module in case of sudden change of ambient temperature. Please take care so as not to cause any damage mentioned on (1)-d.
- e. Please pay attention not to display the same pattern for very long time. Image sticking might happen on LCD. Although image sticking may disappear as the operation time proceeds, screen saver function is recommended not to cause image sticking.
- f. Please obey the same safe instructions as ones being prepared for ordinary electronic products.

## **(3) PRECAUTIONS WITH ELECTROSTATICS**

- a. This LCD module use CMOS-IC on circuit board and TFT-LCD panel, and so it is easy to be affected by electrostatics. Please be careful with electrostatics by the way of your body connecting to the ground and so on.
- b. Please remove protection film very slowly from the surface of LCD module to prevent from electrostatics occurrence.

## **(4) STORAGE PRECAUTIONS**

LCD should be stored in the room temperature environment with normal humidity. The LCD inventory should be processed by first-in first-out method.

## **(5) SAFETY PRECAUTIONS**

- a. When you waste damaged or unnecessary LCDs, it is recommended to crush LCDs into pieces and wash them off with solvents such as acetone and ethanol, which should later be burned.
- b. If any liquid leaks out of a damaged glass cell and comes in contact with the hands, wash off thoroughly with soap and water.

## **(6) OTHERS**

- a. A strong incident light into LCD panel may cause deterioration to polarizer film, color filter, and other materials, which will degrade the quality of display characteristics. Please do not expose LCD module under strong Ultraviolet rays for a long time.
- b. Please pay attention to a panel side of LCD module not to contact with other materials in preserving it alone.
- c. For the packaging box handling, please see and obey with the packaging specification datasheet.