

TFT COLOR LCD MODULE

NL192120BC25-03

57cm (22.5 Type)

WUXGA

LVDS Interface (4 port)

DATA SHEET 

DOD-PP-0730 (1st edition)

**This PRELIMINARY DATA SHEET is updated
document from DOD-PP-0543(2).**

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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 NL192120BC25-03 are 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.

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. Color images are created by regulating the amount of transmitted light through the TFT array of red, green and blue dots.

1.2 APPLICATION

- Color monitor system

1.3 FEATURES

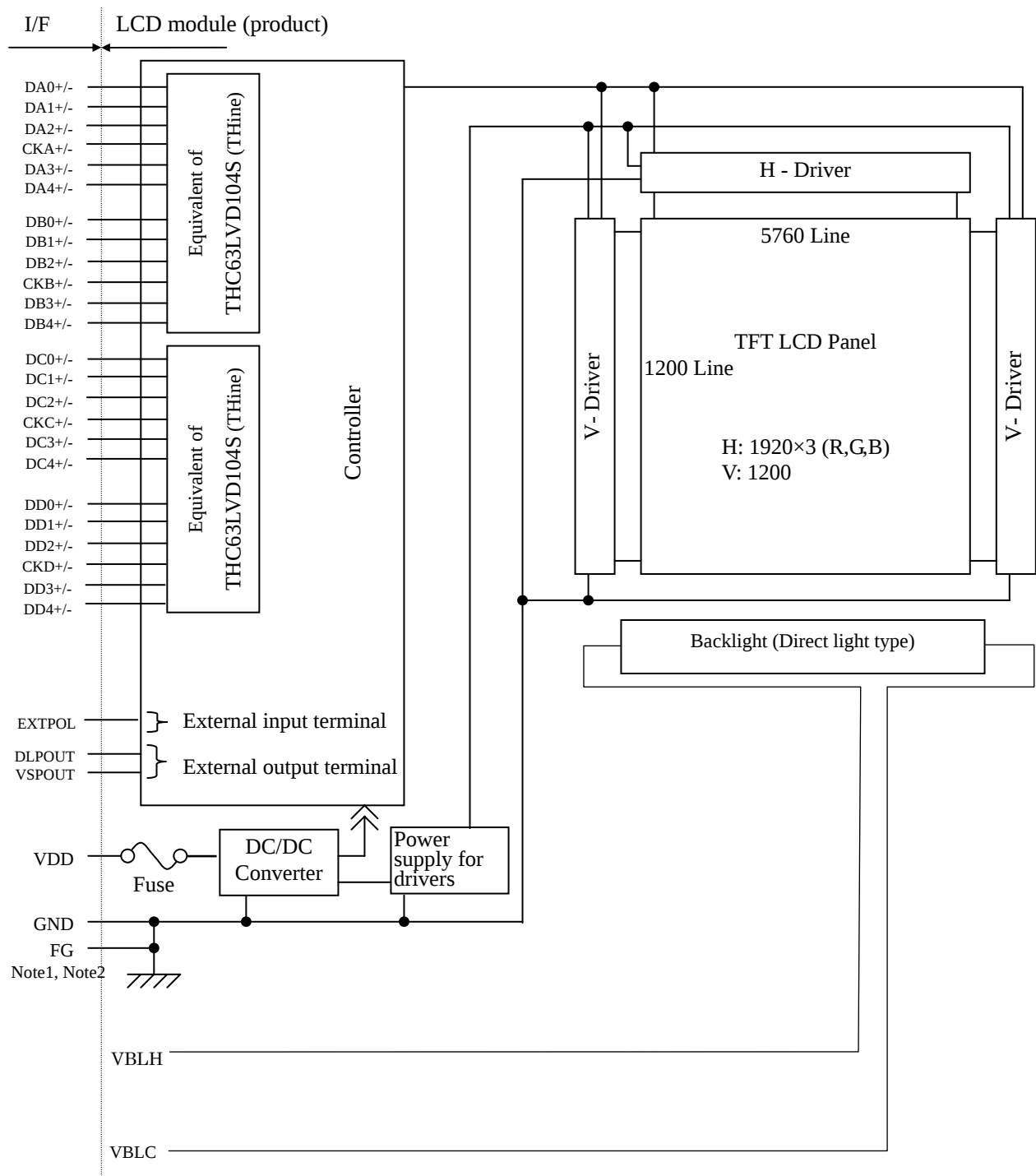
- Ultra-wide viewing angle (Adoption of Ultra-Advanced Super Fine TFT (UA-SFT))
- Active matrix LCD
- LVDS interface (4port)
- Full- HD
- 1,024 gray scale in each R, G, B sub-pixel (10-bit)
- Wide color gamut
- High contrast
- 120Hz frame driving
- Fast response time
- Incorporated edge light type backlight (without inverter)
- Compliance with the European RoHS directive (2002/95/EC)
- Acquisition product for UL60950-1/CSA C22.2 No.60950-1-03 (File number: E170632)



2. GENERAL SPECIFICATIONS

Display area	483.84 (H) × 302.4(V) mm	
Diagonal size of display	57.0 cm (22.5 inches)	
Drive system	a-Si TFT active matrix	
Display gray scale	1,073,741,824 colors (10-bit)	
Pixel	1,920 (H) × 1,200 (V) pixels	
Pixel arrangement	RGB (Red dot, Green dot, Blue dot) vertical stripe	
Sub-pixel pitch	0.084 (H) × 0.252 (V) mm	
Pixel pitch	0.252 (H) × 0.252 (V) mm	
Module size	542 (W) × 362 (H) × 40 (D) mm (typ.) [Excluding projection]	
Weight	3,300 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 ($\gamma \approx 2.2$): normal axis (perpendicular)	☆
Polarizer surface	Antiglare	
Polarizer pencil-hardness	2H (min.) [by JIS K5400]	
Response time	$T_{on} + T_{off}$ (10% ← → 90%) 12 ms (typ.)	☆
Luminance	At IBL = 5.0mArms/lamp 500 cd/m ² (typ.)	☆
Color gamut	At LCD panel center 77 % (typ.) [against NTSC color space]	☆
Signal system	4 ports LVDS interface [RGB 10-bit signals, Data enable signal (DE), Dot clock (CLK)]	
Power supply voltage	LCD panel signal processing board: 12.0V	
Backlight	Direct light type: 12 cold cathode fluorescent lamps (without inverter)	
Power consumption	At IBL=5.0mArms / lamp, Checkered flag pattern 53.4 W (typ., Power dissipation of the inverter is not included.)	☆

3. BLOCK DIAGRAM



Note1: Relations between GND (Signal ground) and 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 are connected together in customer equipment.

4. DETAILED SPECIFICATIONS

4.1 MECHANICAL SPECIFICATIONS

Parameter	Specification	Unit
Module size	542.0 ±0.5 (W) × 362.0 ±0.5 (H) × 40.0±0.5(D)(typ.) 55.5(max., D) Note1	mm
Display area	483.84(H) × 302.4 (V) Note1	mm
Weight	3,300 (typ.), 3,500 (max.)	g

Note1: See "8. OUTLINE DRAWINGS".

4.2 ABSOLUTE MAXIMUM RATINGS

Parameter		Symbol	Rating	Unit	Remarks
Power supply voltage	LCD panel signal processing board	VDD	-0.3 to +14.0	V	-
	Lamp voltage	VBLH	3,000	Vrms	
Input voltage for signals	LVDS signal Note1	VD	-0.3 to+3.3	V	VDD = 12.0V
	External input signal Note2	VF			
Storage temperature		Tst	-20 to +60	°C	-
Operating temperature	Front surface 1	TopF	0 to +50	°C	Note3
	Front surface 2		+60		Noe4
	Rear surface	TopR	0 to +55		Note5
Relative humidity Note6		RH	≤ 95	%	Ta ≤ 40°C
			≤ 85	%	40°C < Ta ≤ 50°C
Absolute humidity Note6		AH	≤ 70 Note7	g/m ³	Ta > 50°C
Operating altitude		-	≤ 4,850	m	0°C ≤ Ta ≤ 50°C
Storage altitude		-	≤ 13,600	m	-20°C ≤ Ta ≤ 60°C

Note1: DA0+/-, DA1+/-, DA2+/-, DA3+/-, DA4+/-, CLKA+/-, DB0+/-, DB1+/-, DB2+/-, DB3+/-, DB4+/-, CLKB+/-, DC0+/-, DC1+/-, DC2+/-, DC3+/-, DC4+/-, CLKC+/-, DD0+/-, DD1+/-, DD2+/-, DD3+/-, DD4+/-, CLKD+/-

Note2: EXTPOL

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

Note4: Maximum measured in LCD panel surface side (including self-heat)

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

Note6: No condensation

Note7: Water amount at Ta = 50°C and RH = 85%

4.3 ELECTRICAL CHARACTERISTICS

4.3.1 LCD panel signal processing board

(Ta= 25°C)

Parameter		Symbol	min.	typ.	max.	Unit	Remarks
Power supply voltage		VDD	10.8	12.0	13.2	V	-
Power supply current		IDD	-	800 Note1	1,500 Note2	mA	at VDD = 12.0V
Permissible ripple voltage		VRP	-	-	100	mVp-p	for VDD
Differential input threshold voltage for Display signals	High	ViTH	-	-	+100	mV	at VCM= 1.2V Note3, Note4
	Low	ViTL	-100	-	-	mV	
Input voltage swing		Vi	0	-	2.4	V	Note4
Terminating resistance		RT	-	100	-	Ω	-
External input signal threshold voltage	High	ViCH	2.0	-	-	V	Note5
	Low	ViCL	-	-	0.8	V	
External input signal threshold current	High	IiCH	-10	-	10	μA	
	Low	IiCL	-10	-	10	μA	
External output signal level	High	VoCH	2.4	-	-	V	Note6
	Low	VoCL	-	-	0.4	V	
External output signal current	High	IoCH	-12	-	-	mA	
	Low	IoCL	-	-	12	mA	

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

Note2: Pattern for maximum current

Note3: Common mode voltage for LVDS receiver

Note4: DA0+/-, DA1+/-, DA2+/-, DA3+/-, DA4+/-, CKA+/-, DB0+/-, DB1+/-, DB2+/-, DB3+/-, DB4+/-, CKB+/-, DC0+/-, DC1+/-, DC2+/-, DC3+/-, DC4+/-, CKC+/-, DD0+/-, DD1+/-, DD2+/-, DD3+/-, DD4+/-, CKD+/-

Note5: EXTPOL

Note6: DLPOUT, VSPOUT

4.3.2 Backlight lamp

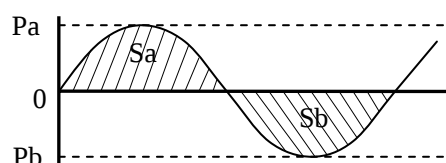
(Ta= 25°C)

Parameter	Symbol	min.	typ.	max.	Unit	Remarks
Lamp current	IBL	3.0	5.0	8.0	mArms	at IBL= 5 mArms: L= 500cd/m ² Note2, Note3
Lamp voltage	VBLH	-	730	-	Vrms	Note3
Lamp starting voltage	VS	1,200	-	-	Vrms	Ta= 25°C Note2, Note3
		1,400	-	-	Vrms	Ta= 0°C Note2, Note3
Lamp oscillation frequency	FO	40	60	80	kHz	Note4

Note1: This product consists of 12 CCFLs, 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.



$$\frac{|Pa - Pb|}{Pb} \times 100 \leq 5\%$$

$$\frac{|Sa - Sb|}{Sb} \times 100 \leq 5\%$$

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: The inverter should be designed so that the lamp starting voltage can be maintained for more than 1 second. Otherwise the lamp may not be turned on.

Note5: 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 "4.8.1 Timing characteristics".)

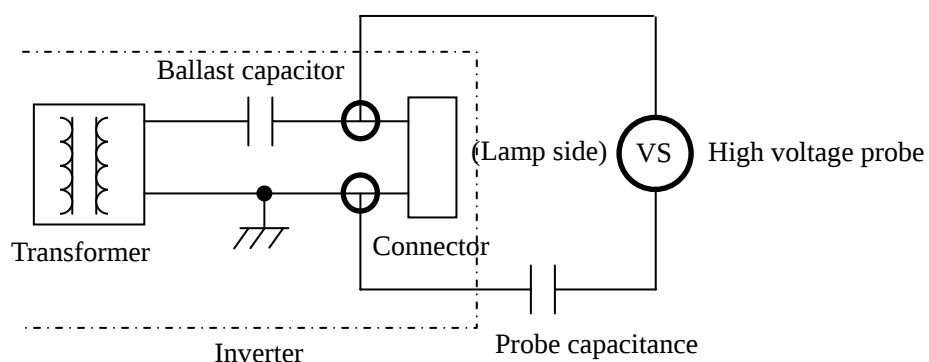
n : Natural number (1, 2, 3)

Note6: 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.

Note7: In case of Inverter with Ballast capacitor, "VS" is the voltage level between Ballast capacitor 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 capacitance: 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 supply voltage		Ripple voltage (Measure at input terminal of power supply)	Note1 Unit
VDD	12.0 V	≤ 100	mVp-p

Note1: The permissible ripple voltage includes spike noise.

4.3.4 Fuse

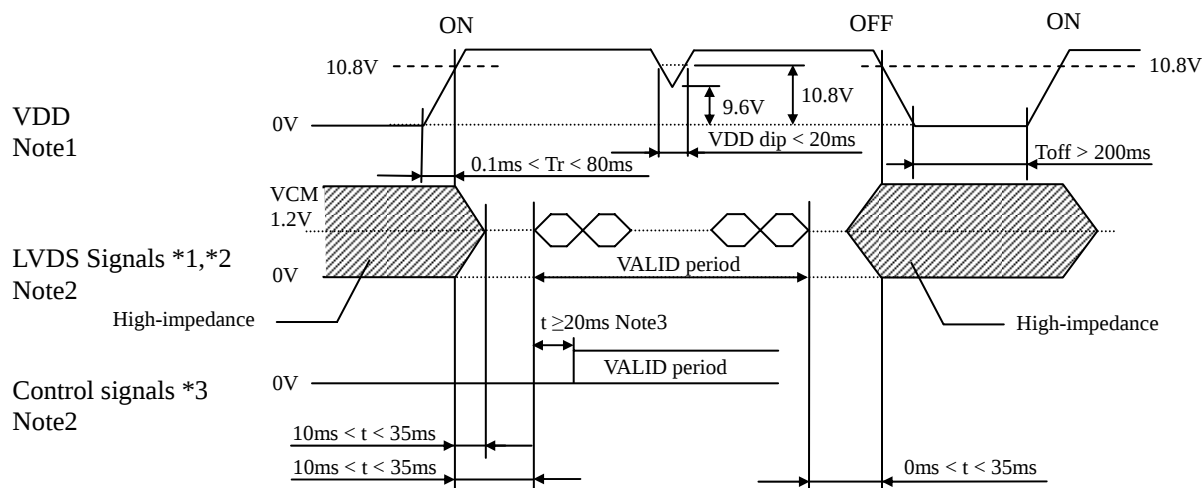
Parameter	Fuse		Rating	Fusing current	Remarks
	Type	Supplier			
VDD	TF16AT5.00TTD	KOA	5.0A	10A, 5s.max.	Note1
			32V		

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

4.4.1 LCD panel signal processing board



*1: DA0+/-, DA1+/-, DA2+/-, DA3+/-, DA4+/-, CLKA+/-, DB0+/-, DB1+/-, DB2+/-, DB3+/-, DB4+/-, CLKB+/-, DC0+/-, DC1+/-, DC2+/-, DC3+/-, DC4+/-, CLKC+/-, DD0+/-, DD1+/-, DD2+/-, DD3+/-, DD4+/-, CLKD+/-

*2: LVDS signals should be measured at the terminal of 100Ω resistance.

*3: PCI, EXPOL

Note1: In terms of voltage variation (voltage drop) while VDD rising edge is below 10.8V, a protection circuit may work, and then this product may not work.

Note2: LVDS signals must be Low or High-impedance, exclude the VALID period (See above sequence diagram), in order to avoid that internal circuits is damaged.

If some of signals 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 control signal is input since 20ms after the LVDS signal is input.

Note4: The backlight should be turned on within the valid period of LVDS 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-RE51S-HF (Japan Aviation Electronics Industry Limited (JAE))
 Adaptable plug: FI-RE51HL,FI-RE51CL (Japan Aviation Electronics Industry Limited (JAE))

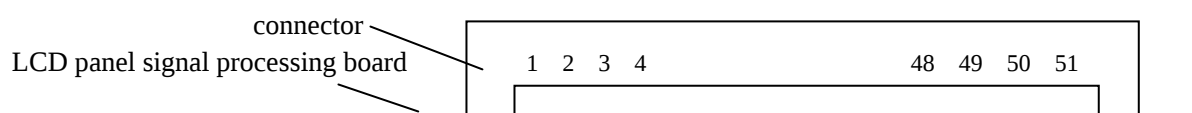
Pin No.	Symbol	Signal	Remarks
1	GND	Ground	Note1
2	GND	Ground	Note1
3	GND	Ground	Note1
4	DA0-	Pixel data A0	LVDS differential data input Note2
5	DA0+		
6	GND	Ground	Note1
7	DA1-	Pixel data A1	LVDS differential data input Note2
8	DA1+		
9	GND	Ground	Note1
10	DA2-	Pixel data A2	LVDS differential data input Note2
11	DA2+		
12	GND	Ground	Note1
13	CLKA-	Pixel clock A	LVDS differential data input Note2
14	CLKA+		
15	GND	Ground	Note1
16	DA3-	Pixel data A3	LVDS differential data input Note2
17	DA3+		
18	GND	Ground	Note1
19	DA4-	Pixel data A4	LVDS differential data input Note2
20	DA4+		
21	GND	Ground	Note1
22	DB0-	Pixel data B0	LVDS differential data input Note2
23	DB0+		
24	GND	Ground	Note1
25	DB1-	Pixel data B1	LVDS differential data input Note2
26	DB1+		
27	GND	Ground	Note1
28	DB2-	Pixel data B2	LVDS differential data input Note2
29	DB2+		
30	GND	Ground	Note1
31	CLKB-	Pixel clock B	LVDS differential data input Note2
32	CLKB+		
33	GND	Ground	Note1
34	DB3-	Pixel data B3	LVDS differential data input Note2
35	DB3+		
36	GND	Ground	Note1
37	DB4-	Pixel data B4	LVDS differential data input Note2
38	DB4+		
39	GND	Ground	Note1
40	GND	Ground	Note1

To be continued

Continued

Pin No.	Symbol	Signal	Remarks
41	GND	Ground	Note1
42	RESERVED	RESERVED	Keep this pin Open.
43	RESERVED	RESERVED	Keep this pin Open.
44	RESERVED	RESERVED	Keep this pin Open.
45	RESERVED	RESERVED	Keep this pin Open.
46	GND	Ground	Note1
47	EXTPOL	External polarity control input signal	Note3, Note4
48	DLPOUT	Data latch pulse output signal	Note4
49	VSPOUT	Gate start pulse output signal	Note4
50	RESERVED	RESERVED	Keep this pin Open.
51	GND	Ground	Note1

CN1: Connection inserting side



Note1: All GND terminals should be used without any non-connected lines.

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

Note3: This terminal is pulled-up in the product. (10.0kΩ)

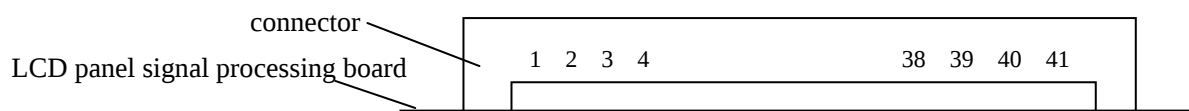
Note4: See "4.7 POLARITY REVERSING CONTROL"



CN2 socket (LCD module side): FI-RE41S-HS (Japan Aviation Electronics Industry Limited (JAE))
 Adaptable plug: FI-RE41HL , FI-RE41CL (Japan Aviation Electronics Industry Limited (JAE))

Pin No.	Symbol	Signal	Remarks
1	GND	Ground	Note1
2	GND	Ground	Note1
3	GND	Ground	Note1
4	DC0-	Pixel data C0	LVDS differential data input Note2
5	DC0+		
6	GND	Ground	Note1
7	DC1-	Pixel data C1	LVDS differential data input Note2
8	DC1+		
9	GND	Ground	Note1
10	DC2-	Pixel data C2	LVDS differential data input Note2
11	DC2+		
12	GND	Ground	Note1
13	CLKC-	Pixel clock C	LVDS differential data input Note2
14	CLKC+		
15	GND	Ground	Note1
16	DC3-	Pixel data C3	LVDS differential data input Note2
17	DC3+		
18	GND	Ground	Note1
19	DC4-	Pixel data C4	LVDS differential data input Note2
20	DC4+		
21	GND	Ground	Note1
22	DD0-	Pixel data D0	LVDS differential data input Note2
23	DD0+		
24	GND	Ground	Note1
25	DD1-	Pixel data D1	LVDS differential data input Note2
26	DD1+		
27	GND	Ground	Note1
28	DD2-	Pixel data D2	LVDS differential data input Note2
29	DD2+		
30	GND	Ground	Note1
31	CLKD-	Pixel clock D	LVDS differential data input Note2
32	CLKD+		
33	GND	Ground	Note1
34	DD3-	Pixel data D3	LVDS differential data input Note2
35	DD3+		
36	GND	Ground	Note1
37	DD4-	Pixel data D4	LVDS differential data input Note2
38	DD4+		
39	GND	Ground	Note1
40	GND	Ground	Note1
41	GND	Ground	Note1

CN2: Connector inserting side



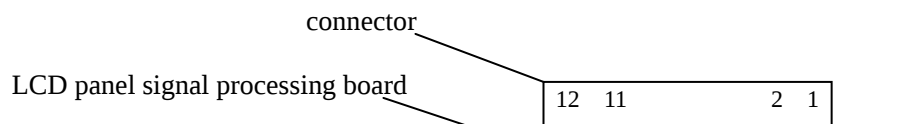
Note1: All GND terminals should be used without any non-connected lines.

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

CN3 socket (LCD module side): IL-Z-12PL1-SMTYE (Japan Aviation Electronics Industry Limited (JAE))
Adaptable plug: IL-Z-12S-S125C3 (Japan Aviation Electronics Industry Limited (JAE))

Pin No.	Symbol	Function	Description
1	VDD	Power supply	+12V Note1
2	VDD		
3	VDD		
4	VDD		
5	VDD		
6	VDD		
7	GND	Signal ground	Note1
8	GND		
9	GND		
10	GND		
11	GND		
12	GND		

CN3: Connector inserting side



Note1: All VDD and GND terminals should be used without any non-connected lines.

4.5.2 Backlight lamp

CN201 plug (LCD module side):BHR-04VS-1 (J.S.T.) Adaptable socket:SM04B-BHS-1-TB (J.S.T.)

Pin No.	Symbol	function	Remarks
1	VBLH	High voltage (Hot)	Cable color (Pink)
2	N.C.	-	Keep this pin Open.
3	N.C.	-	Keep this pin Open.
4	VBLH	High voltage (Hot)	Cable color (White)

CN202 plug (LCD module side)::BHR-04VS-1 (J.S.T.) Adaptable socket:SM04B-BHS-1-TB (J.S.T.)

Pin No.	Symbol	function	Remarks
1	VBLH	High voltage (Hot)	Cable color (Pink)
2	N.C.	-	Keep this pin Open.
3	N.C.	-	Keep this pin Open.
4	VBLH	High voltage (Hot)	Cable color (White)

CN203 plug (LCD module side)::BHR-04VS-1 (J.S.T.) Adaptable socket:SM04B-BHS-1-TB (J.S.T.)

Pin No.	Symbol	function	Remarks
1	VBLH	High voltage (Hot)	Cable color (Pink)
2	N.C.	-	Keep this pin Open.
3	N.C.	-	Keep this pin Open.
4	VBLH	High voltage (Hot)	Cable color (White)

CN204 plug (LCD module side)::BHR-04VS-1 (J.S.T.) Adaptable socket:SM04B-BHS-1-TB (J.S.T.)

Pin No.	Symbol	function	Remarks
1	VBLH	High voltage (Hot)	Cable color (Pink)
2	N.C.	-	Keep this pin Open.
3	N.C.	-	Keep this pin Open.
4	VBLH	High voltage (Hot)	Cable color (White)

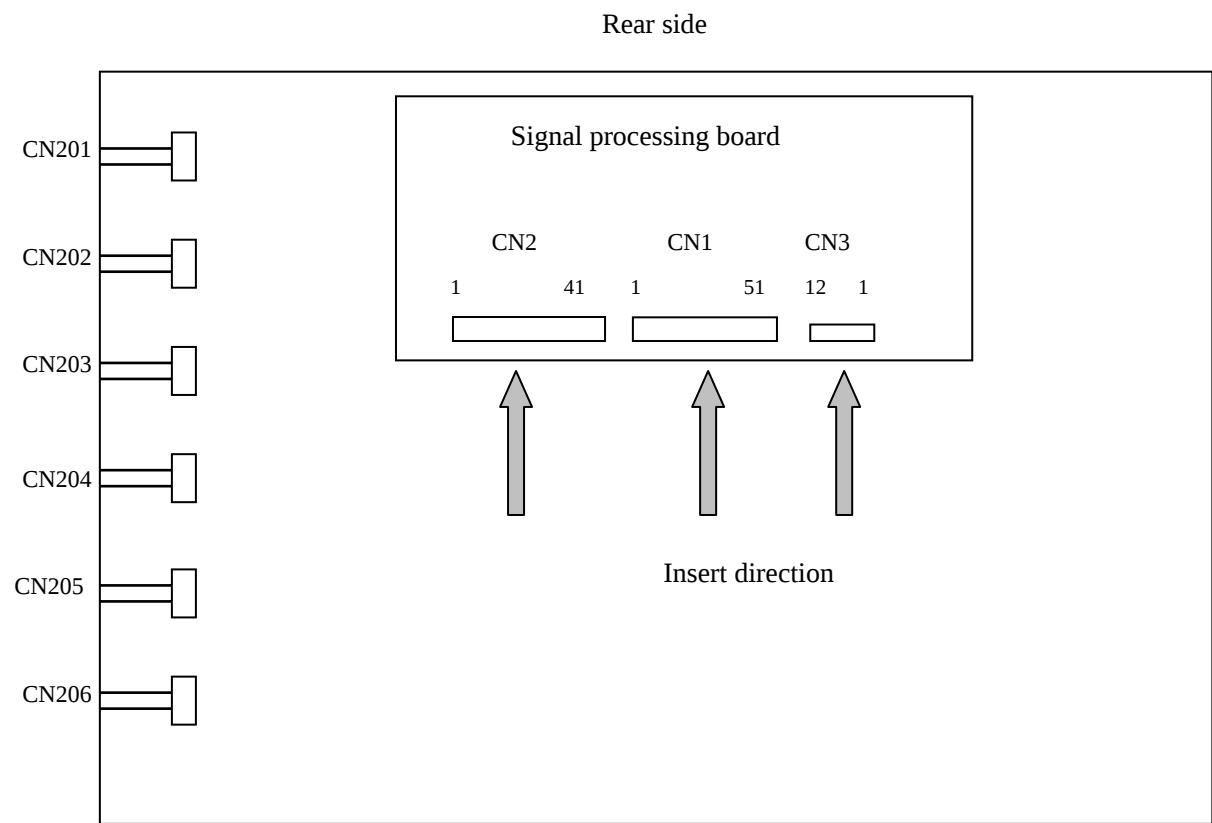
CN205 plug (LCD module side)::BHR-04VS-1 (J.S.T.) Adaptable socket:SM04B-BHS-1-TB (J.S.T.)

Pin No.	Symbol	function	Remarks
1	VBLH	High voltage (Hot)	Cable color (Pink)
2	N.C.	-	Keep this pin Open.
3	N.C.	-	Keep this pin Open.
4	VBLH	High voltage (Hot)	Cable color (White)

CN206 plug (LCD module side)::BHR-04VS-1 (J.S.T.) Adaptable socket:SM04B-BHS-1-TB (J.S.T.)

Pin No.	Symbol	function	Remarks
1	VBLH	High voltage (Hot)	Cable color (Pink)
2	N.C.	-	Keep this pin Open.
3	N.C.	-	Keep this pin Open.
4	VBLH	High voltage (Hot)	Cable color (White)

4.5.3 Positions of plug and socket



4.6 METHOD OF CONNECTION FOR LVDS TRANSMITTER

	Bit mapping	Transmitter Pin Assign		Output Connector		CN1	
		Single type LVDS Tx	Dual type LVDS Tx Thine THC63LVD103			Pin No.	Signal Name
Pixel data A	RA4	TA0	R14	ATA-	→	-	-
	RA5	TA1	R15			4	DA0-
	RA6	TA2	R16			5	DA0+
	RA7	TA3	R17			-	-
	RA8	TA4	R18			7	DA1-
	RA9	TA5	R19			8	DA1+
	GA4	TA6	G14	ATB-	→	-	-
	GA5	TB0	G15			10	DA2-
	GA6	TB1	G16			11	DA2+
	GA7	TB2	G17			-	-
	GA8	TB3	G18			16	DA3-
	GA9	TB4	G19			17	DA3+
	BA4	TB5	B14	ATC-	→	-	-
	BA5	TB6	B15			19	DA4-
	BA6	TC0	B16			20	DA4+
	BA7	TC1	B17			-	-
	BA8	TC2	B18			13	CLKA-
	BA9	TC3	B19			14	CLKA+
	Hsync	TC4	Hsync	ATD-	→	-	-
	Vsync	TC5	Vsync			22	DB0-
	DE	TC6	DE			23	DB0+
	RA2	TD0	R12			-	-
	RA3	TD1	R13			25	DB1-
	GA2	TD2	G12			26	DB1+
	GA3	TD3	G13	ATE-	→	-	-
	BA2	TD4	B12			28	DB2-
	BA3	TD5	B13			29	DB2+
	N.C.	TD6	-			-	-
	RA0	TE0	R10			34	DB3-
	RA1	TE1	R11			35	DB3+
	GA0	TE2	G10	ATE+	→	-	-
	GA1	TE3	G11			37	DB4-
	BA0	TE4	B10			38	DB4+
	BA1	TE5	B11			-	-
	N.C.	TE6	-			31	CLKB-
	CLK	CLK	CLK			32	CLKB+
Pixel data B	RB4	TA0	R14	BTA-	→	-	-
	RB5	TA1	R15			22	DB0-
	RB6	TA2	R16			23	DB0+
	RB7	TA3	R17			-	-
	RB8	TA4	R18			25	DB1-
	RB9	TA5	R19			26	DB1+
	GB4	TA6	G14	BTB-	→	-	-
	GB5	TB0	G15			28	DB2-
	GB6	TB1	G16			29	DB2+
	GB7	TB2	G17			-	-
	GB8	TB3	G18			34	DB3-
	GB9	TB4	G19			35	DB3+
	BB4	TB5	B14	BTC-	→	-	-
	BB5	TB6	B15			37	DB4-
	BB6	TC0	B16			38	DB4+
	BB7	TC1	B17			-	-
	BB8	TC2	B18			31	CLKB-
	BB9	TC3	B19			32	CLKB+
	Hsync	TC4	Hsync	BTD-	→	-	-
	Vsync	TC5	Vsync			22	DB0-
	DE	TC6	DE			23	DB0+
	RB2	TD0	R12			-	-
	RB3	TD1	R13			25	DB1-
	GB2	TD2	G12			26	DB1+
	GB3	TD3	G13	BTE-	→	-	-
	BB2	TD4	B12			28	DB2-
	BB3	TD5	B13			29	DB2+
	N.C.	TD6	-			-	-
	RB0	TE0	R10			34	DB3-
	RB1	TE1	R11			35	DB3+
	GB0	TE2	G10	BTE+	→	-	-
	GB1	TE3	G11			37	DB4-
	BB0	TE4	B10			38	DB4+
	BB1	TE5	B11			-	-
	N.C.	TE6	-			31	CLKB-
	CLK	CLK	CLK			32	CLKB+

	Bit mapping	Transmitter Pin Assign		Output Connector		CN2	
		Single type LVDS Tx	Dual type LVDS Tx Thine THC63LVD103			Pin No.	Signal Name
Pixel Data C	RC4	TA0	R14	CTA-	→	-	-
	RC5	TA1	R15			4	DC0-
	RC6	TA2	R16			5	DC0+
	RC7	TA3	R17			-	-
	RC8	TA4	R18			7	DC1-
	RC9	TA5	R19			8	DC1+
	GC4	TA6	G14	CTB-	→	-	-
	GC5	TB0	G15			7	DC1-
	GC6	TB1	G16			8	DC1+
	GC7	TB2	G17			-	-
	GC8	TB3	G18			10	DC2-
	GC9	TB4	G19			11	DC2+
	BC4	TB5	B14	CTC-	→	-	-
	BC5	TB6	B15			13	CLKC-
	BC6	TC0	B16			14	CLKC+
	BC7	TC1	B17			-	-
	BC8	TC2	B18			22	DD0-
	BC9	TC3	B19			23	DD0+
	Hsync	TC4	Hsync	CTD-	→	-	-
	Vsync	TC5	Vsync			25	DD1-
	DE	TC6	DE			26	DD1+
	RC2	TD0	R12			-	-
	RC3	TD1	R13			28	DD2-
	GC2	TD2	G12			29	DD2+
	GC3	TD3	G13	CTE-	→	-	-
	BC2	TD4	B12			34	DD3-
	BC3	TD5	B13			35	DD3+
	N.C.	TD6	-			-	-
	RC0	TE0	R10			37	DD4-
	RC1	TE1	R11			38	DD4+
	GC0	TE2	G10	CTE+	→	-	-
	GC1	TE3	G11			31	CLKD-
	BC0	TE4	B10			32	CLKD+
	BC1	TE5	B11			-	-
	N.C.	TE6	-			-	-
	CLK	CLK	CLK	CTCLK-CTCLK+	→	-	-
Pixel Data D	RD4	TA0	R14	DTA-	→	-	-
	RD5	TA1	R15			22	DD0-
	RD6	TA2	R16			23	DD0+
	RD7	TA3	R17			-	-
	RD8	TA4	R18			25	DD1-
	RD9	TA5	R19			26	DD1+
	GD4	TA6	G14	DTB-	→	-	-
	GD5	TB0	G15			28	DD2-
	GD6	TB1	G16			29	DD2+
	GD7	TB2	G17			-	-
	GD8	TB3	G18			34	DD3-
	GD9	TB4	G19			35	DD3+
	BD4	TB5	B14	DTC-	→	-	-
	BD5	TB6	B15			37	DD4-
	BD6	TC0	B16			38	DD4+
	BD7	TC1	B17			-	-
	BD8	TC2	B18			31	CLKD-
	BD9	TC3	B19			32	CLKD+
	Hsync	TC4	Hsync	DTD-	→	-	-
	Vsync	TC5	Vsync			-	-
	DE	TC6	DE			-	-
	RD2	TD0	R12			-	-
	RD3	TD1	R13			-	-
	GD2	TD2	G12	DTE-	→	-	-
	GD3	TD3	G13			-	-
	BD2	TD4	B12			-	-
	BD3	TD5	B13			-	-
	N.C.	TD6	-			-	-
	RD0	TE0	R10	DTE+	→	-	-
	RD1	TE1	R11			-	-
	GD0	TE2	G10			-	-
	GD1	TE3	G11			-	-
	BD0	TE4	B10			-	-
	BD1	TE5	B11			-	-
	N.C.	TE6	-	DTCLK-DTCLK+	→	-	-
	CLK	CLK	CLK			-	-

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

Note2: All DA4+/-, DB4+/-, DC4+/-, and DD4+/- in the open when using it with 8bit

Use it. However, because subordinate position 2bit of 10bit becomes HI fixation, 3 gray scales of 10bit become minimum gray scale.



4.7 POLARITY REVERSING CONTROL

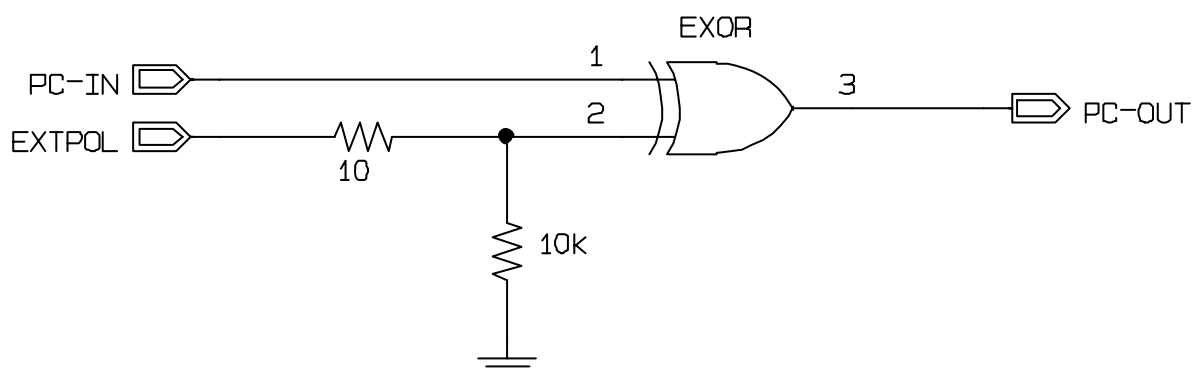


This product is possible to control the polarity inversion by entering an external signal into No.47pin.

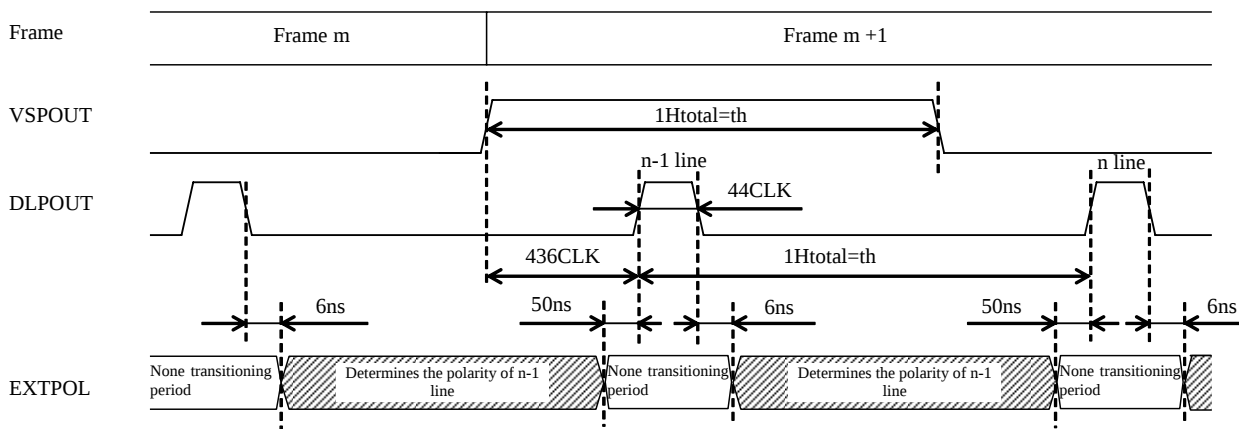
4.7.1 Polarity reversing outside control

Controlling the polarity reversing from the outside becomes possible by inputting the signal to 47 pins of CN1.

The control circuit is shown as follows. (PC-IN: Polarity Control In, PC-OUT: Polarity Control Out are internal signals)



In order to make the synchronization, there are control outputs pin 48 and 49 on CN1. There are VSPOUT and DLPOUT timing and EXTPOL transition timing below.



Note: m and n are natural number.

Note: Utilizing this function, you may change the polarity inversion any forms, however, it causes the degradation of picture quality due to un-proper AC driving the LC cell. Please make the necessary evaluation before using EXTPOL function.

This product can display in equivalent to 1,073,741,824 colors in 1,024 gray scales. Also the relation between display colors and input data signals is as the following table.

	Display colors	Data signal (0: Low level, 1: High level)																																	
		RA9 RB9 RC9 RD9	RA8 RB8 RC8 RD8	RA7 RB7 RC7 RD7	RA6 RB6 RC6 RD6	RA5 RB5 RC5 RD5	RA4 RB4 RC4 RD4	RA3 RB3 RC3 RD3	RA2 RB2 RC2 RD2	RA1 RB1 RC1 RD1	RA0 RB0 RC0 RD0	GA9 GB9 GC9 GD9	GA8 GB8 GC8 GD8	GA7 GB7 GC7 GD7	GA6 GB6 GC6 GD6	GA5 GB5 GC5 GD5	GA4 GB4 GC4 GD4	GA3 GB3 GC3 GD3	GA2 GB2 GC2 GD2	GA1 GB1 GC1 GD1	GA0 GB0 GC0 GD0	BA9 BB9 BC9 BD9	BA8 BB8 BC8 BD8	BA7 BB7 BC7 BD7	BA6 BB6 BC6 BD6	BA5 BB5 BC5 BD5	BA4 BB4 BC4 BD4	BA3 BB3 BC3 BD3	BA2 BB2 BC2 BD2	BA1 BB1 BC1 BD1	BA0 BB0 BC0 BD0				
Basic Colors	Black	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	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	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0		
	Red	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	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	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1		
	Green	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	0		
	Cyan	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	0		
	Yellow	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1		
	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	1	1	1	1	1	1	1	1		
Red gray scale	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	0		
	dark	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	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	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	0	0	0	0	0	0	0	0	0	0	0	0	0	
	↑ ↓					:										:																			
						:										:																			
		1	1	1	1	1	1	1	1	1	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	
	bright	1	1	1	1	1	1	1	1	1	0	1	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
1		1	1	1	1	1	1	1	1	1	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		1	1	1	1	1	1	1	1	1	1	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	
Green gray scale	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	0	0	
	dark	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	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	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	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	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
	bright	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	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	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	0	0	0	0	0	0	0	0	0	
Blue gray scale	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	0	0	
	dark	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	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	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																					

4.9 INPUT SIGNAL TIMINGS

4.9.1 Timing characteristics

Parameter		Symbol	min.	typ.	max.	Unit	Remarks
CLK	Frequency	1/tc	60.0	77.0	82.5	MHz	Note1
		tc	-	12.987	-	ns	
	Rise time, Fall time	-	-			ns	Note3
	Duty	-				-	
Horizontal	Cycle	th	6.255	6.753	9.351	μs	148.077 kHz (typ.) Note1, Note2, Note4
			516	520	720	CLK	
	Display period	thd	480			CLK	-
Vertical	Cycle	tv	7.530	8.340	10.805	ms	119.900Hz (typ.) Note1
			1,204	1,235	1,600	H	
	Display period	tvd	1,200			H	-
DE	Setup time	-	-			ns	Note3
	Hold time	-				ns	
	Rise time, Fall time	-				ns	

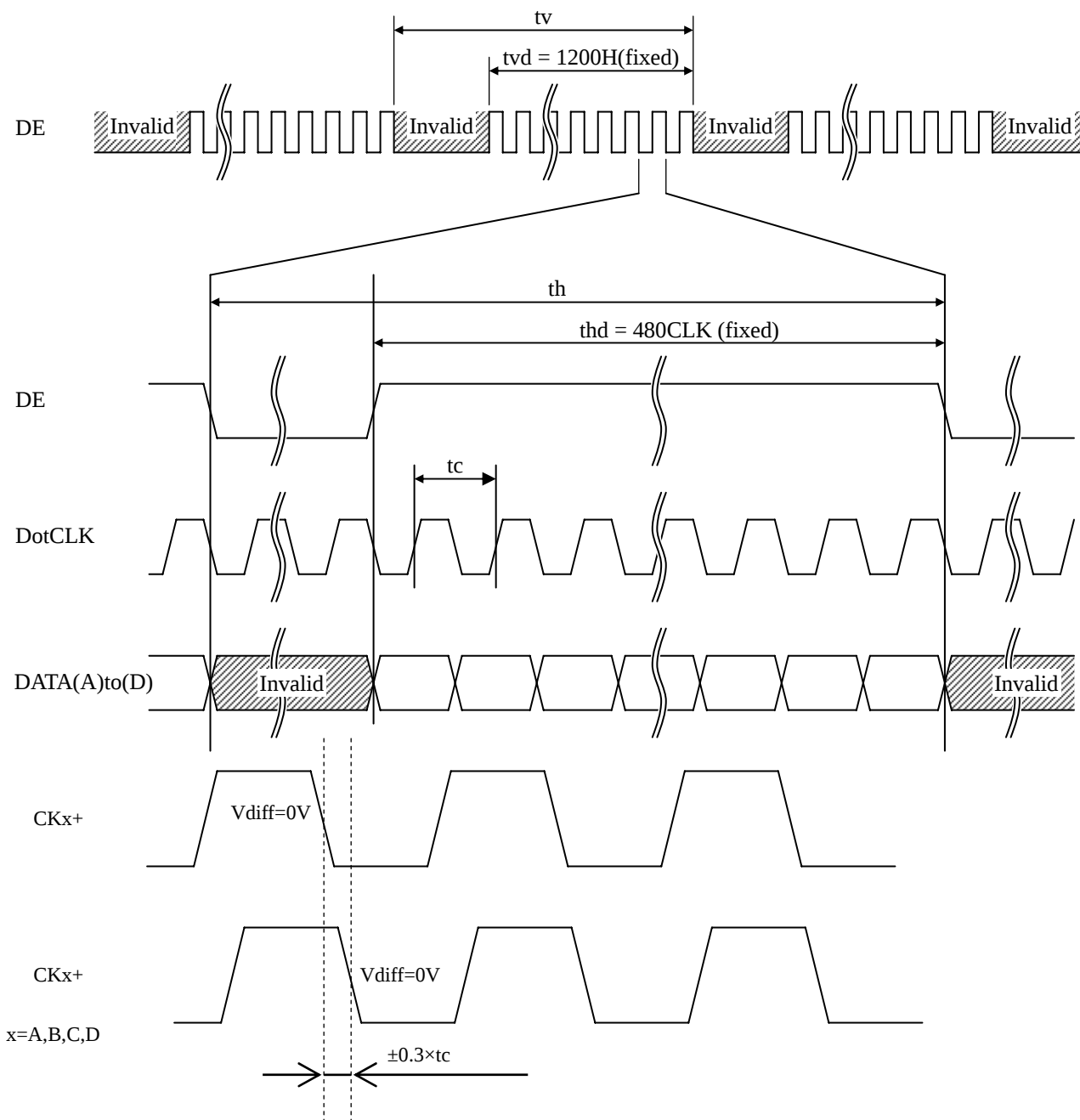
Note1: Input it within the range to fill the maximum value of the clock frequency, the minimum and maximum value at the horizontal signal cycle, and the minimum value at the vertical signal cycle.

Note2: The sum of jitter and skew of horizontal period should be within ± 1 CLK. There is a possibility that the circuit malfunctions when there is a change more than this.

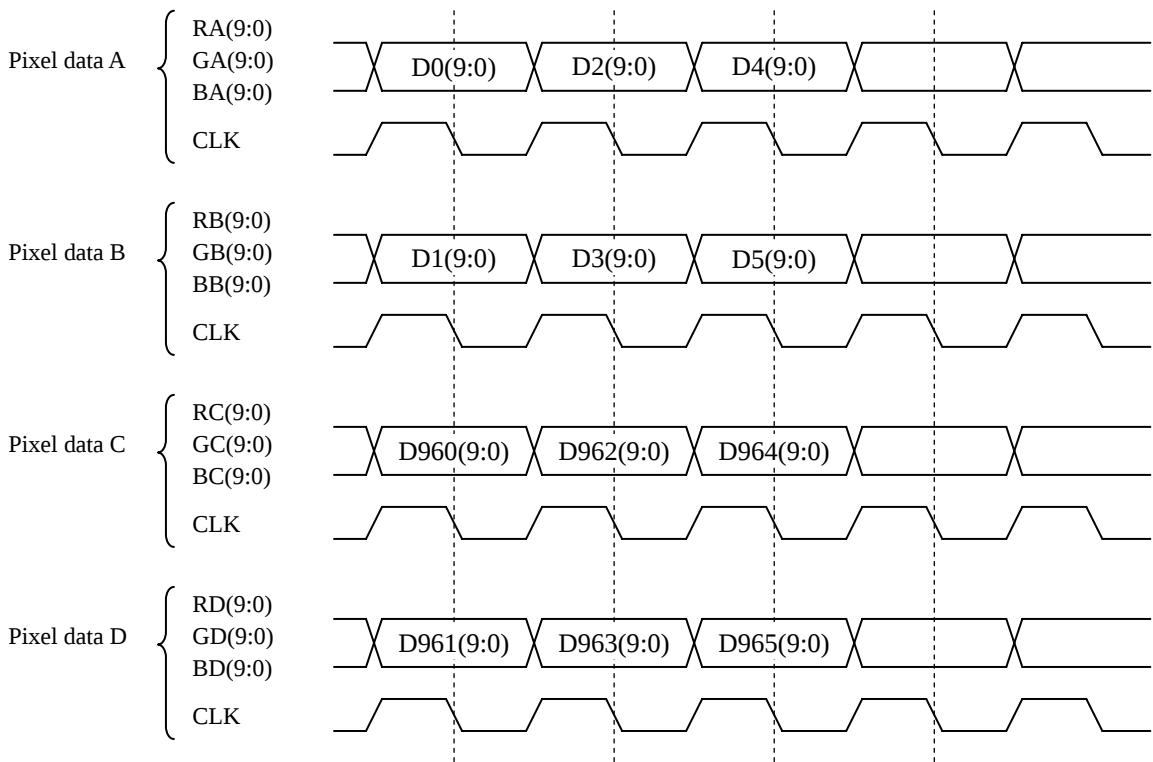
Note3: See the data sheet of LVDS transmitter.

Note4: Set up pulse value of the horizontal signal in 4n (n=1, 2, 3...).

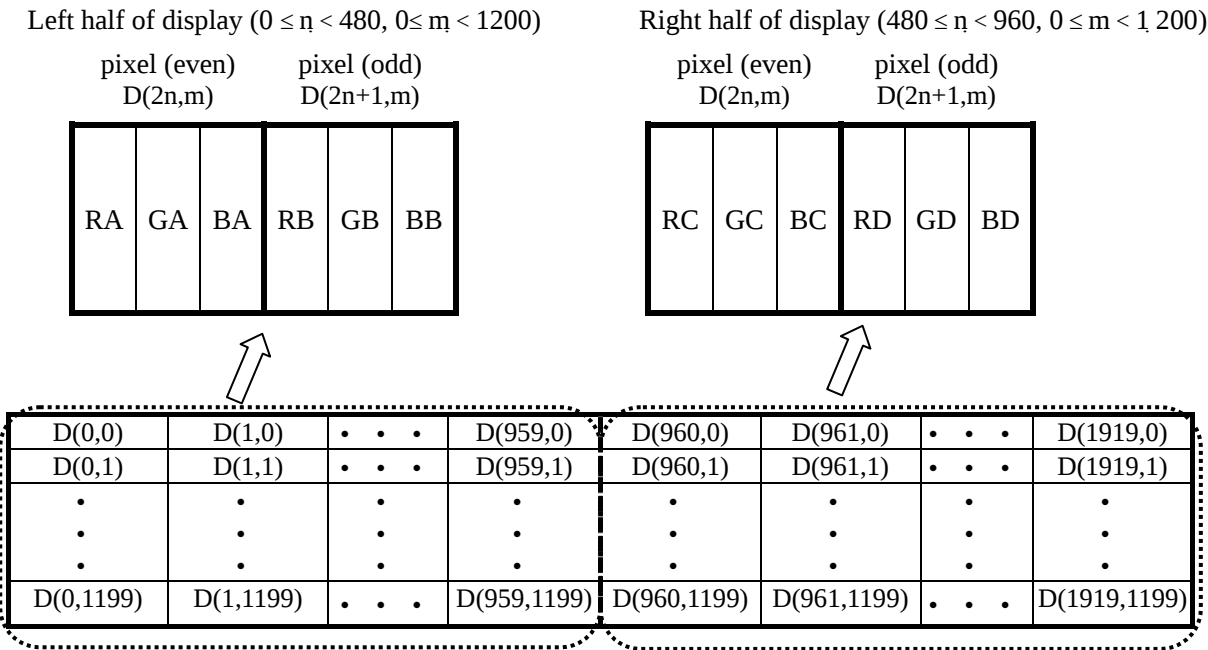
4.9.2 Input signal timing chart



4.10 LVDS DATA TRANSMISSION METHOD

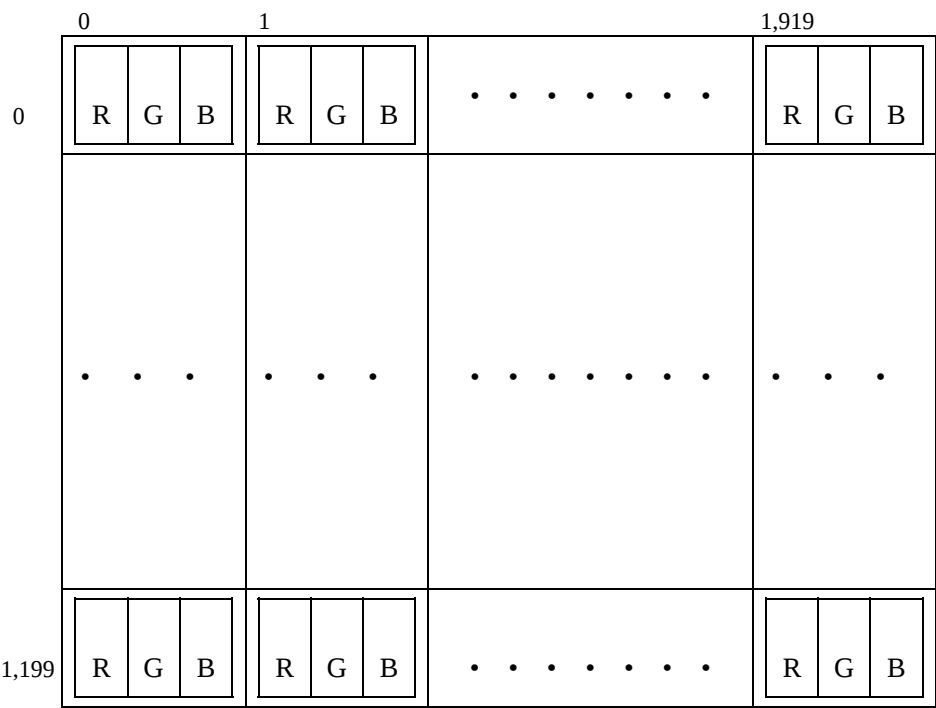


4.11 DISPLAY POSITIONS



Note1: n, m: counting number

4.12 PIXEL ARRANGNMENT



4.13 OPTICS

4.13.1 Optical characteristics

(Note1, Note2, Note3)

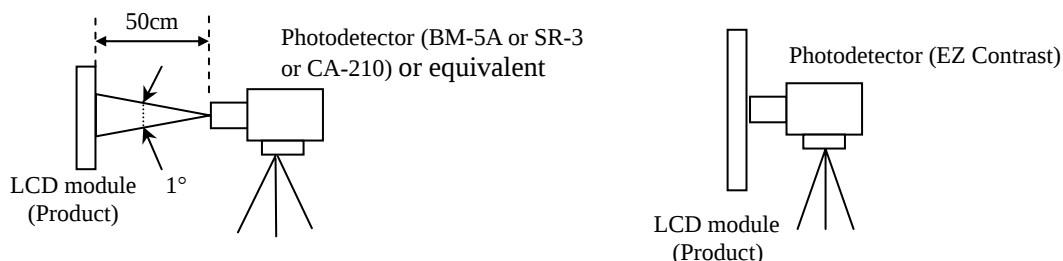
Parameter	Condition	Symbol	min.	typ.	max.	Unit	Measuring instrument	Remarks
Luminance	White at center $\theta R = 0^\circ, \theta L = 0^\circ, \theta U = 0^\circ, \theta D = 0^\circ$	L	400	500	-	cd/m ²	BM-5A or SR-3	-
Contrast ratio	White/Black at center $\theta R = 0^\circ, \theta L = 0^\circ, \theta U = 0^\circ, \theta D = 0^\circ$	CR	700	800	-	-	BM-5A or SR-3 or CA-210	Note4
Luminance uniformity	White $\theta R = 0^\circ, \theta L = 0^\circ, \theta U = 0^\circ, \theta D = 0^\circ$	LU	75	80	-	%	BM-5A or SR-3	Note5
	Black $\theta R = 0^\circ, \theta L = 0^\circ, \theta U = 0^\circ, \theta D = 0^\circ$	L _B U	50	-	-			
Chromaticity	White	x coordinate	0.283	0.313	0.343	-	SR-3	Note6
		y coordinate	0.299	0.329	0.359	-		
Color gamut	$\theta R = 0^\circ, \theta L = 0^\circ, \theta U = 0^\circ, \theta D = 0^\circ$ at center, against NTSC color space	C	65	77	-	%		
Response time	Black to White	Ton	-	6	12	ms	BM-5A	Note7
	White to Black	Toff	-	6	12	ms		
Viewing angle	Right	$\theta U = 0^\circ, \theta D = 0^\circ, CR \geq 10$	θR	70	88	-	EZ Contrast	Note8
	Left	$\theta U = 0^\circ, \theta D = 0^\circ, CR \geq 10$	θL	70	88	-		
	Up	$\theta R = 0^\circ, \theta L = 0^\circ, CR \geq 10$	θU	70	88	-		
	Down	$\theta R = 0^\circ, \theta L = 0^\circ, CR \geq 10$	θD	70	88	-		

Note1: These are initial characteristics.

Note2: Measurement conditions are as follows.

Ta = 25°C, VDD = 12.0V, IBL = 5.0mA, Display mode: WUXGA,
Horizontal cycle = 148.077 kHz, Vertical cycle = 119.900 Hz

Optical characteristics are measured after 20 minutes from working the product, in the dark room. Also measurement methods are as follows.



Note3: Product surface temperature: TopF=40°C

Note4: See "4.13.2 Definition of contrast ratio".

Note5: See "4.13.3 Definition of luminance uniformity".

Note6: These coordinates are found on CIE 1931 chromaticity diagram.

Note7: See "4.13.4 Definition of response times".

Note8: See "4.13.5 Definition of viewing angles".

4.13.2 Definition of contrast ratio

The contrast ratio is calculated by using the following formula.

$$\text{Contrast ratio (CR)} = \frac{\text{Luminance of white screen}}{\text{Luminance of black screen}}$$

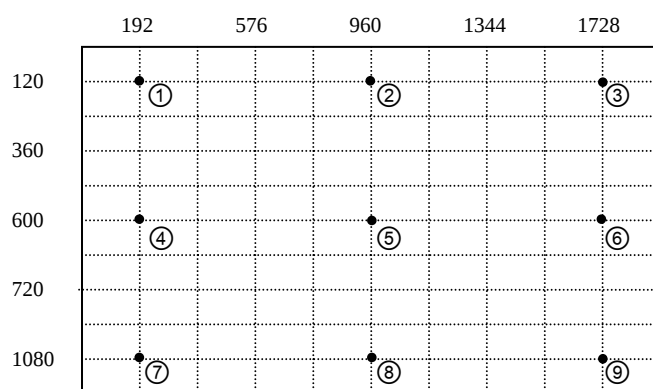
4.13.3 Definition of luminance uniformity



The luminance uniformity is calculated by using following formula.

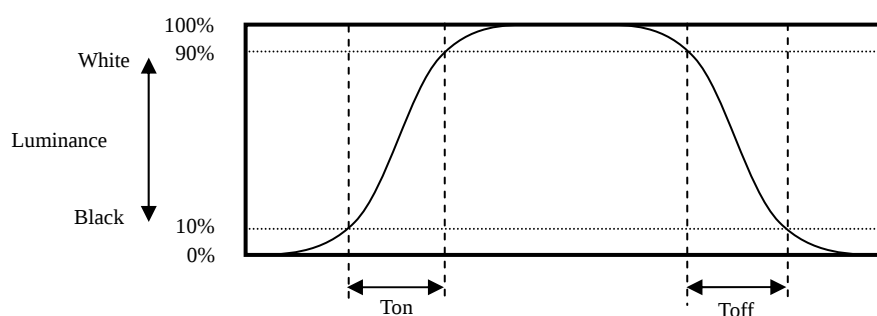
$$\text{Luminance uniformity (LU)} = \frac{\text{Minimum luminance from ① to ⑨}}{\text{Maximum luminance from ① to ⑨}}$$

The luminance is measured at near the 9 points shown below.

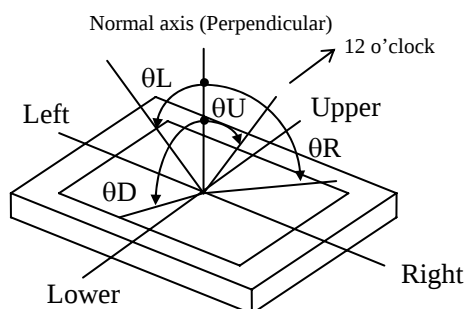


4.13.4 Definition of response times

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.).



4.13.5 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.

Condition		Luminance lifetime (MTTF) Note1, Note2	Unit
Module	25°C (Ambient temperature of the product) Continuous operation, IBL=5.0mArms	40,000	h
	50°C (Surface temperature at screen center) Continuous operation, IBL=5.0mArms	30,000	h
Cold cathode fluorescent lamp	25°C (Ambient temperature of the lamp) Continuous operation, IBL=5.0mArms	50,000	h

Note1: MTTF is mean time to half-luminance.

Note2: In case the product works under low temperature environment, the lifetime becomes short.

6. RELIABILITY TESTS

Test item		Condition Note1, Note2	Judgment Note3
High temperature and humidity (Operation)		① $60 \pm 2^{\circ}\text{C}$, RH= 60%, 240hours ② Display data is white.	No display malfunctions
Heat cycle (Operation)		① $0 \pm 3^{\circ}\text{C} \dots 1\text{hour}$ $55 \pm 3^{\circ}\text{C} \dots 1\text{hour}$ ② 50cycles, 4 hours/cycle ③ Display data is white.	
Thermal shock (Non operation)		① $-20 \pm 3^{\circ}\text{C} \dots 30\text{minutes}$ $60 \pm 3^{\circ}\text{C} \dots 30\text{minutes}$ ② 100cycles, 1hour/cycle ③ Temperature transition time is within 5 minutes.	
Vibration (Non operation)		① 5 to 100Hz, 11.76m/s^2 ② 1 minute/cycle ③ X, Y, Z directions ④ 10 times each directions	No display malfunctions No physical damages
Mechanical shock (Non operation)		① 294m/s^2 , 11ms ② X, Y, Z directions ③ 3 times each directions	
ESD (Operation)		① 150pF, 150Ω , $\pm 10\text{kV}$ ② 9 places on a panel surface Note4 ③ 10 times each places at 1 sec interval	No display malfunctions
Dust (Operation)		① Sample dust: No. 15 (by JIS-Z8901)) ② 15 seconds stir ③ 8 times repeat at 1 hour interval	
Low pressure	Non-operation	① 15 kPa (Equivalent to altitude 13,600m) ② $-20^{\circ}\text{C} \pm 3^{\circ}\text{C} \dots 24\text{ hours}$ ③ $+60^{\circ}\text{C} \pm 3^{\circ}\text{C} \dots 24\text{ hours}$	
	Operation	① 53.3 kPa (Equivalent to altitude 4,850m) ② $0^{\circ}\text{C} \pm 3^{\circ}\text{C} \dots 24\text{ hours}$ ③ $+55^{\circ}\text{C} \pm 3^{\circ}\text{C} \dots 24\text{ hours}$	

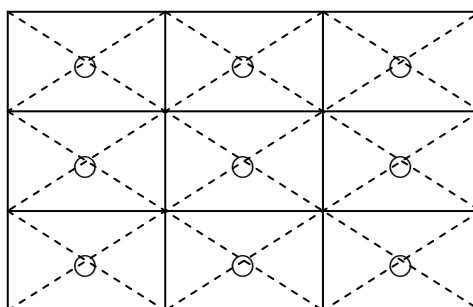
Note1: In the environmental test chamber, it is assumed the air circulation method in each setting condition, and assumes the evaluated module surrounding to be a state kept constant.

Note2: Inspection conditions are as follows.

VDD=12.0V, IBL=5.0mA, Display mode: WUXGA,
Horizontal cycle= 148.077 kHz, Vertical cycle = 119.900 Hz

Note3: Display and appearance are checked under environmental conditions equivalent to the inspection conditions of defect criteria.

Note4: See the following figure for discharge points.



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", after understanding these contents!**



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

7.2 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 (φ16mm jig))**

7.3 ATTENTIONS

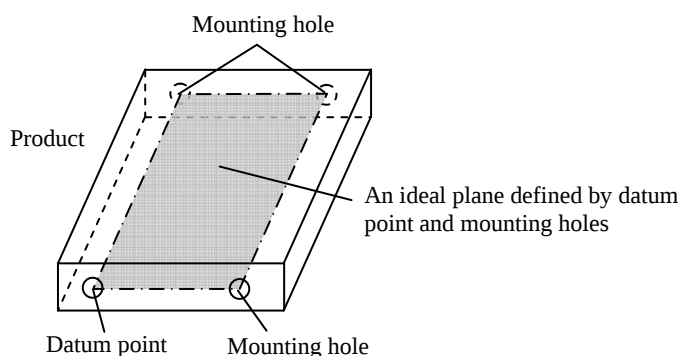


7.3.1 Handling of the product

- 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 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.
- ④ 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 0.67 N·m. Higher torque might result in distortion of the bezel. And the length of product mounting screws must be ≤ 7.0mm.



- ⑥ 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: An ideal plane that is defined by datum point and mounting holes is to be the same plane within ± 0.3 mm.



- ⑦ 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.
⑧ Do not push nor pull the interface connectors while the product is working.
⑨ 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.
⑩ 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.

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 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.
④ This product is not designed as radiation hardened.

7.3.3 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.
- ④ 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.
- ⑦ 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.
- ⑧ 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.



7.3.4 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 See "REPLACEMENT MANUAL FOR BACKLIGHT UNIT", when replacing backlight lamps.
- ④ 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.
- ④ 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.
- ⑤ The information of China RoHS directive six hazardous substances or elements in this product is as follows.

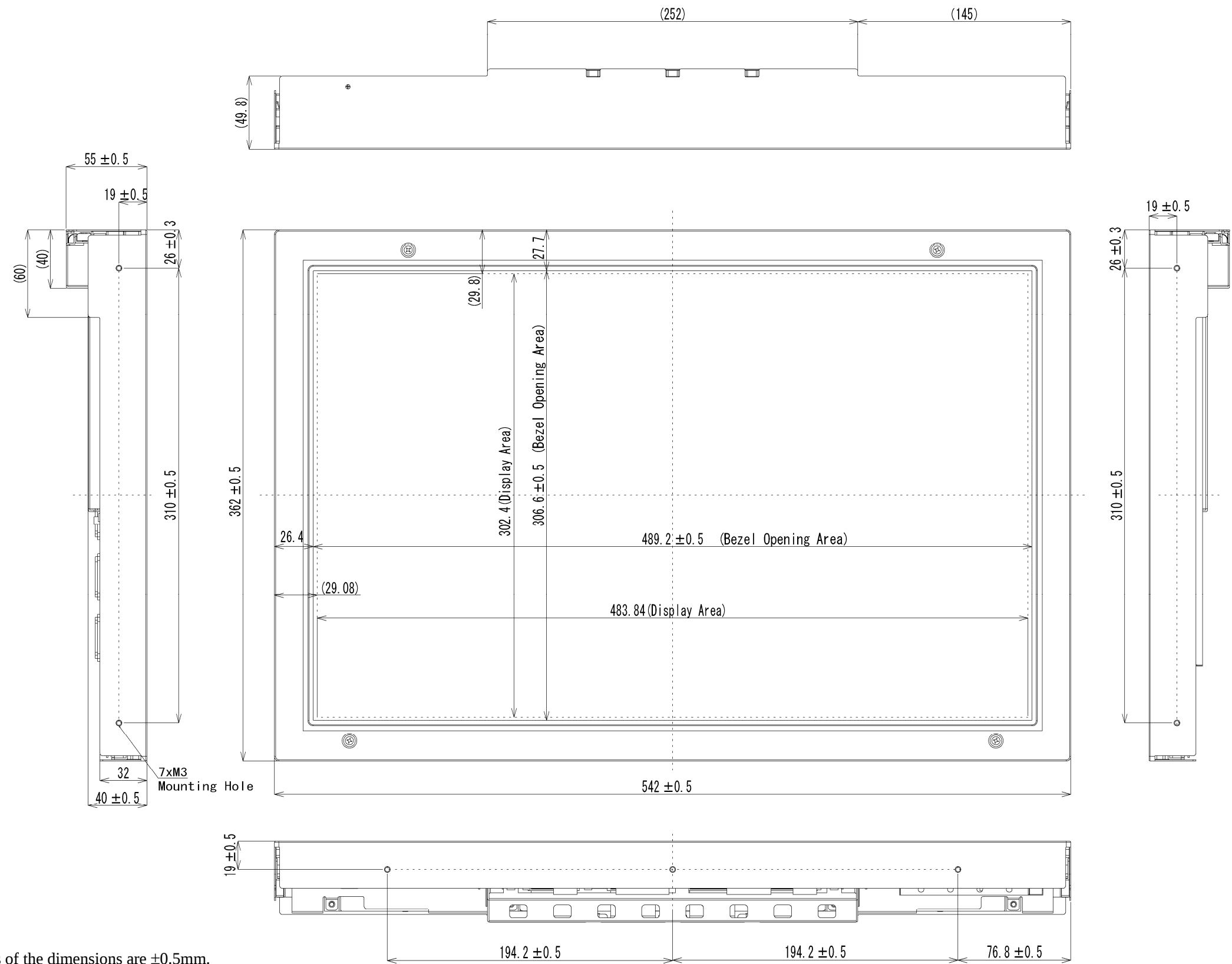


China RoHS directive six hazardous substances or elements					
Lead (Pb)	Mercury (Hg)	Cadmium (Cd)	Hexavalent Chromium (Cr VI)	Polybrominated Biphenyls (PBB)	Polybrominated Biphenyl Ethers (PBDE)
×	×	○	○	○	○

Note1: ○ : This indicates that the poisonous or harmful material in all the homogeneous materials for this part is equal or below the limitation level of SJ/T11363-2006 standard regulation.

× : This indicates that the poisonous or harmful material in all the homogeneous materials for this part is above the limitation level of SJ/T11363-2006 standard regulation.

8. OUTLINE DRAWINGS
8.1 FRONT VIEW

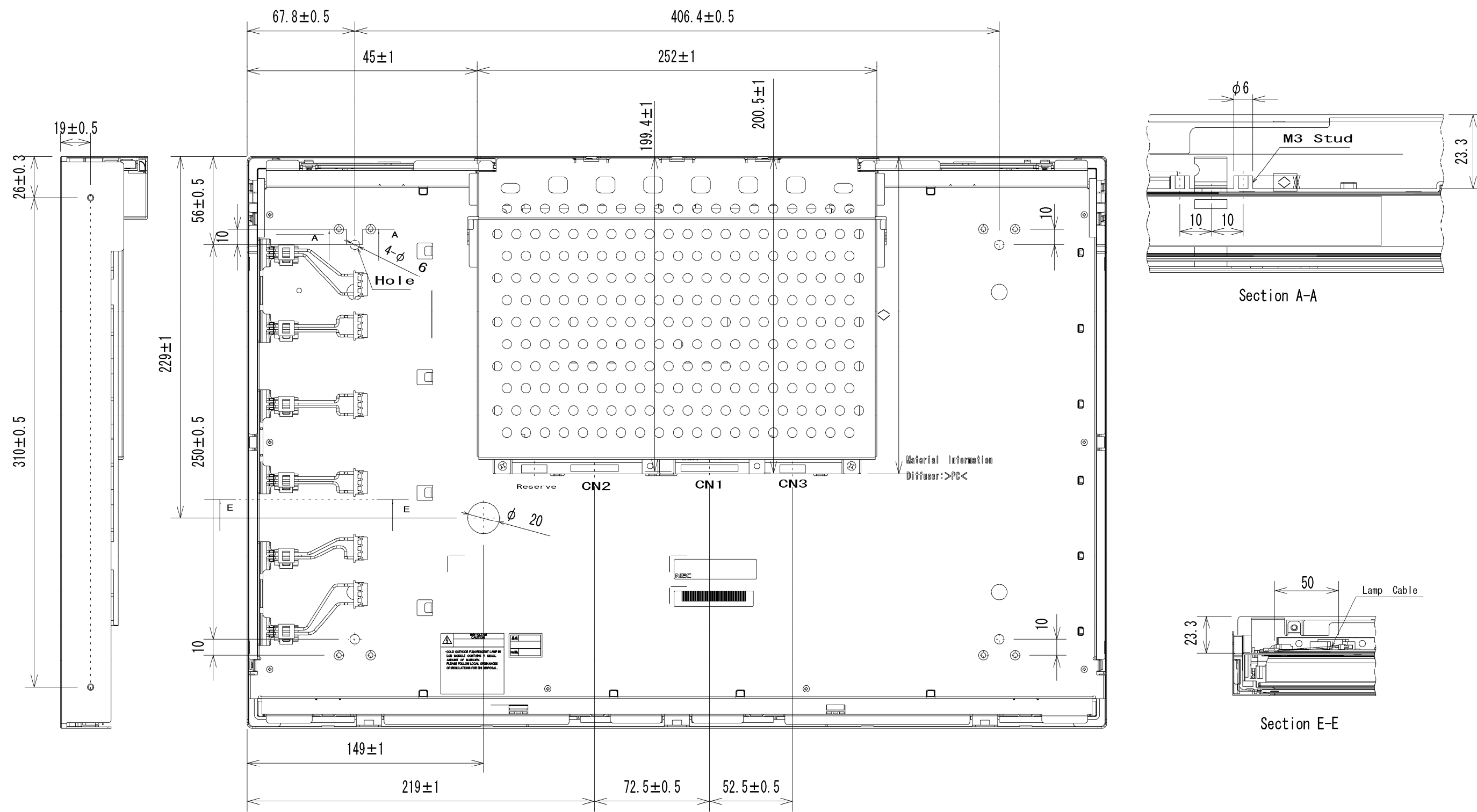


Note1: Not shown tolerances of the dimensions are ±0.5mm.
Note2: The torque for product mounting screws must never exceed 0.67 N·m.
Note3: The length of product mounting screws from surface of plate must be ≤ 7.0 mm.
Note4: The values in parentheses are for reference.

Unit: mm



8.2 REAR VIEW



Note1: Not shown tolerances of the dimensions are ± 0.5 mm.

Unit: mm