

DCC No.: 14029067 Issued Date: Jan. 16th, 2002

Model No.: M190E2 -L01

Approval

# **TFT LCD Approval Specification**

MODEL NO.: M190E2- L01

| Customer:    |  |  |
|--------------|--|--|
| Approved by: |  |  |
| Note:        |  |  |
|              |  |  |
|              |  |  |
|              |  |  |

| Liquid Crystal Display Division |                  |             |  |  |
|---------------------------------|------------------|-------------|--|--|
| QRA Dept.                       | TDD I Dept.      | PDD I Dept. |  |  |
| Approval                        | Approval         | Approval    |  |  |
| 92.1.20                         | \$353<br>92.1.17 | 来 92.1.16   |  |  |



# - CONTENTS -

| REVISION HISTORY   | <br>3  |
|--|--------|
| 1. GENERAL DESCRIPTION 1.1 OVERVIEW 1.2 FEATURES 1.3 APPLICATION 1.4 GENERAL SPECIFICATIONS 1.5 MECHANICAL SPECIFICATIONS                      | <br>4  |
| 2. ABSOLUTE MAXIMUM RATINGS 2.1 ABSOLUTE RATINGS OF ENVIRONMENT 2.2 ELECTRICAL ABSOLUTE RATINGS 2.2.1 TFT LCD MODULE 2.2.2 BACKLIGHT UNIT      | <br>5  |
| 3. ELECTRICAL CHARACTERISTICS 3.1 TFT LCD MODULE 3.2 BACKLIGHT UNIT  | <br>7  |
| 4. BLOCK DIAGRAM 4.1 TFT LCD MODULE 4.2 BACKLIGHT UNIT   | <br>11 |
| 5. INPUT TERMINAL PIN ASSIGNMENT 5.1 TFT LCD MODULE 5.2 BACKLIGHT UNIT 5.3 TIMING DIAGRAM OF LVDS INPUT SIGNAL 5.4 COLOR DATA INPUT ASSIGNMENT | <br>12 |
| 6. INTERFACE TIMING<br>6.1 INPUT SIGNAL TIMING SPECIFICATIONS<br>6.2 POWER ON/OFF SEQUENCE   | <br>15 |
| 7. OPTICAL CHARACTERISTICS 7.1 TEST CONDITIONS 7.2 OPTICAL SPECIFICATIONS  | <br>17 |
| 8. PACKAGING<br>8.1 PACKING SPECIFICATIONS<br>8.2 PACKING METHOD   | <br>23 |
| 9. DEFINITION OF LABELS  | <br>25 |
| 10. PRECAUTIONS 10.1 ASSEMBLY AND HANDLING PRECAUTIONS 10.2 SAFETY PRECAUTIONS   | <br>26 |
| 11. MECHANICAL CHARACTERISTICS   | <br>27 |



Approval

# **REVISION HISTORY**

| Version            | Date                           | Section           | Description  |
|--------------------|--------------------------------|-------------------|--|
| Ver 0.0<br>Ver 1.0 | Aug., 09, 02'<br>Nov., 30, 02" | AII<br>3.1        | M190E2 -L01 Specifications was first issued.  Add Ripple Voltage V <sub>RP</sub> : 100(Max.)  Add Rush Current I <sub>RUSH</sub> : 4.0(Max.)  Add Power Supply Current White Icc: 1600(Max.)  Modify Power Supply Current Black Icc: 760(Typ.)→500(Typ.)/690(Max.)  Modify Power Supply Current Verical Stripe Icc: 1070(Typ.)  →800(Typ.)/1300(Max.)  |
|                    |                                | 7.2               | Color Chromaticity Red Rx: (0.613)(Min.)/(0.643)(Typ.)/(0.673)(Max.) Color Chromaticity Red Ry: (0.323)(Min.)/(0.353)(Typ.)/(0.383)(Max.) Color Chromaticity Green Gx: (0.262)(Min.)/(0.292)(Typ.)/(0.322)(Max.) Color Chromaticity Green Gy: (0.566)(Min.)/(0.596)(Typ.)/(0.626)(Max.) Color Chromaticity Blue Bx: (0.112)(Min.)/(0.142)(Typ.)/(0.172)(Max.) Color Chromaticity Blue By: (0.045)(Min.)/(0.075)(Typ.)/(0.105)(Max.) Add Optical spec Item: TCO'99 Luminance Uniformity (Angular-dependent) LR Add Optical spec Item: TCO'99 Luminance Contras (Angular-dependent) Cm |
| Ver 2.0            | Jan., 16, 03"                  | ALL<br>3.2<br>7.2 | M190E2 -L01 Approval Specifications was issued.  Note (6) Inverter Design Notice Updated.  Lamp Turn On Voltage: 1220(25°C)(Max.)→1420(25°C)  Color Chromaticity Green Gx: (0.292)(Typ.)→0.284(Typ.)  Color Chromaticity Green Gy: (0.596)(Typ.)→0.609(Typ.)   |
|                    |                                |                   |  |



Approval

#### 1. GENERAL DESCRIPTION

#### 1.1 OVERVIEW

M190E2 -L01 is an 19.0" TFT Liquid Crystal Display module with 4 CCFL Backlight unit and 30 pins 2ch-LVDS interface. This module supports 1280 x 1024 SXGA mode and can display 16.7M colors. The inverter module for Backlight is not built in.

#### 1.2 FEATURES

- Extra-wide viewing angle.
- High contrast ratio
- Fast response time
- High color saturation
- SXGA (1280 x 1024 pixels) resolution
- DE (Data Enable) only mode
- LVDS (Low Voltage Differential Signaling) interface

#### 1.3 APPLICATION

- TFT LCD Monitor

#### 1.4 GENERAL SPECIFICATIONS

| Item               | Specification                             | Unit  | Note |
|--------------------|---|-------|------|
| Active Area        | 376.32 (H) x 301.056 (V) (19.0" diagonal) | mm    | (1)  |
| Bezel Opening Area | 380.4 (H) x 305.1 (V)                     | mm    | (1)  |
| Driver Element     | a-si TFT active matrix                    | -     | -    |
| Pixel Number       | 1280 x R.G.B. x 1024                      | pixel | -    |
| Pixel Pitch        | 0.294 (H) x 0.294 (V)                     | mm    | -    |
| Pixel Arrangement  | RGB vertical stripe                       | -     | -    |
| Display Colors     | 16.7M                                     | color | -    |
| Transmissive Mode  | Normally black                            | -     | -    |
| Surface Treatment  | Hard coating (3H), Anti-glare (Haze 25)   | -     | -    |

#### 1.5 MECHANICAL SPECIFICATIONS

| Ite         | Item          |       | Item  |       | Item Mi |     | Тур. | Max. | Unit | Note |
|-------------|---------------|-------|-------|-------|---------|-----|------|------|------|------|
|             | Horizontal(H) | 403.7 | 404.2 | 404.7 | mm      |     |      |      |      |      |
| Module Size | Vertical(V)   | 329.5 | 330.0 | 330.5 | mm      | (1) |      |      |      |      |
|             | Depth(D)      | -     | 20    |       | mm      |     |      |      |      |      |
| We          | eight         | -     | 2700  |       | g       | -   |      |      |      |      |

Note (1) Please refer to the attached drawings for more information of front and back outline dimensions.



Approval

#### 2. ABSOLUTE MAXIMUM RATINGS

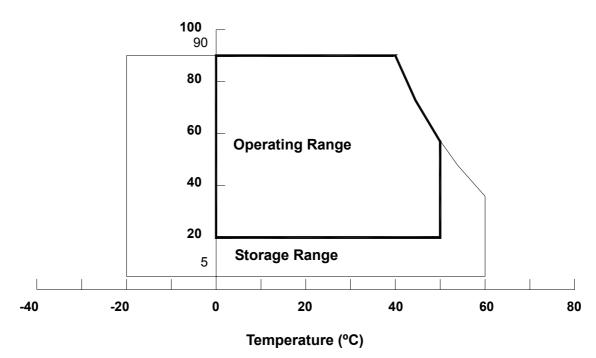
#### 2.1 ABSOLUTE RATINGS OF ENVIRONMENT

| Item                          | Symbol           | Va   | Unit | Note  |          |  |
|-------------------------------|------------------|------|------|-------|----------|--|
| item                          | Syllibol         | Min. | Max. | Offic | NOLE     |  |
| Storage Temperature           | T <sub>ST</sub>  | -20  | +60  | °C    | (1)      |  |
| Operating Ambient Temperature | T <sub>OP</sub>  | 0    | +50  | °C    | (1), (2) |  |
| Shock (Non-Operating)         | S <sub>NOP</sub> | -    | 50   | G     | (3), (5) |  |
| Vibration (Non-Operating)     | $V_{NOP}$        | -    | 1.5  | G     | (4), (5) |  |

Note (1) Temperature and relative humidity range is shown in the figure below.

- (a) 90 %RH Max. (Ta  $\leq$  40 °C).
- (b) Wet-bulb temperature should be 39 °C Max. (Ta > 40 °C).
- (c) No condensation.
- Note (2) The temperature of panel display surface center should be 0 °C Min. and 60 °C Max.
- Note (3) 11ms, half sine wave, 1 time for  $\pm X$ ,  $\pm Y$ ,  $\pm Z$ .
- Note (4) 10 ~ 300 Hz, 10min/cycle, 3 cycles each X, Y, Z.
- Note (5) At testing Vibration and Shock, the fixture in holding the module has to be hard and rigid enough so that the module would not be twisted or bent by the fixture.

### **Relative Humidity (%RH)**





Approval

#### 2.2 ELECTRICAL ABSOLUTE RATINGS

# 2.2.1 TFT LCD MODULE

| Item                 | Symbol   | Value |      | Unit  | Note |  |
|----------------------|----------|-------|------|-------|------|--|
| item                 | Symbol   | Min.  | Max. | Offic | Note |  |
| Power Supply Voltage | Vcc      | -0.3  | +6.0 | V     | (1)  |  |
| Logic Input Voltage  | $V_{IN}$ | -0.3  | 4.3  | V     | (1)  |  |

#### 2.2.2 BACKLIGHT UNIT

| Item           | Symbol |      | lue  | Unit       | Note                            |  |
|----------------|--------|------|------|------------|---------------------------------|--|
| iteiii         | Symbol | Min. | Max. | Offic      | Note                            |  |
| Lamp Voltage   | $V_L$  | -    | 2.5K | $V_{RMS}$  | (1), (2), $I_L = 6.5 \text{mA}$ |  |
| Lamp Current   | IL     | ı    | 7.0  | $mA_{RMS}$ | (1) (2)                         |  |
| Lamp Frequency | FL     | -    | 80   | KHz        | (1), (2)                        |  |

Note (1) Permanent damage to the device may occur if maximum values are exceeded. Function operation should be restricted to the conditions described under Normal Operating Conditions.

Note (2) Specified values are for lamp (Refer to 3.2 for further information).



Approval

# 3. ELECTRICAL CHARACTERISTICS

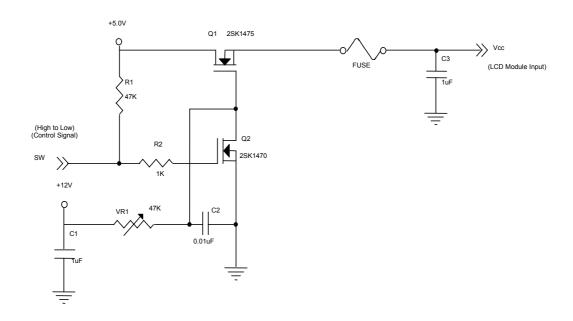
#### 3.1 TFT LCD MODULE

Ta = 25 ± 2 °C

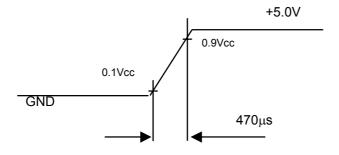
| Daram                           | Parameter       |                   | Value |      |      | Unit  | Note |
|---------------------------------|-----------------|-------------------|-------|------|------|-------|------|
| Parameter                       |                 | Symbol            | Min.  | Тур. | Max. | Ullil | Note |
| Power Supply Voltage            |                 | Vcc               | 4.5   | 5.0  | 5.5  | V     | -    |
| Ripple Voltage                  |                 | $V_{RP}$          | -     | -    | 100  | mV    | -    |
| Rush Current                    |                 | I <sub>RUSH</sub> | -     | -    | 4.0  | Α     | (2)  |
|                                 | White           |                   | -     | 1250 | 1600 | mA    | (3)a |
| Power Supply Current            | Black           | Icc               | -     | 500  | 690  | mA    | (3)b |
|                                 | Vertical Stripe |                   | -     | 800  | 1300 | mA    | (3)c |
| LVDS differential input voltage |                 | Vid               | 100   | -    | 600  | mV    |      |
| LVDS common input voltage       |                 | Vic               | -     | 1.2  | -    | V     |      |
| Logic "L" input voltage (       | SELLVDS)        | Vil               | Vss   | -    | 0.8  | V     |      |

Note (1) The module should be always operated within above ranges.

Note (2) Measurement Conditions:



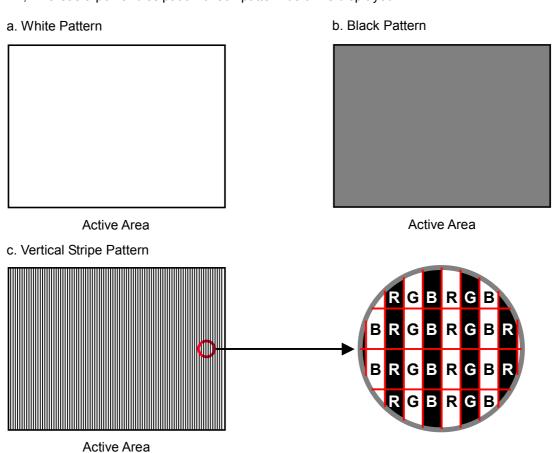
# Vcc rising time is 470μs





Approval

Note (3) The specified power supply current is under the conditions at Vcc = 5.0 V, Ta = 25  $\pm$  2 °C,  $f_v$  = 60 Hz, whereas a power dissipation check pattern below is displayed.





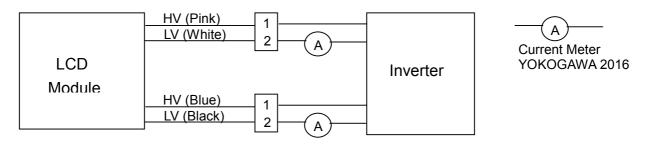
Approval

#### 3.2 BACKLIGHT UNIT

Ta = 25 ± 2 °C

| Parameter            | Symbol   |        | Value | Unit         | Note       |                                |
|----------------------|----------|--------|-------|--------------|------------|--------------------------------|
| raiametei            | Syllibol | Min.   | Тур.  | Max.         | Offic      | Note                           |
| Lamp Input Voltage   | $V_L$    | 666    | 740   | 814          | $V_{RMS}$  | $I_{L} = 6.5 \text{ mA}$       |
| Lamp Current         | ΙL       | 2.0    | 6.5   | 7.0          | $mA_{RMS}$ | (1)                            |
| Lamp Turn On Voltage | Vs       | -      | -     | 1420 (25 °C) | $V_{RMS}$  | (2)                            |
| Lamp rum On voltage  |          | -      | -     | 1690 (0 °C)  | $V_{RMS}$  | (2)                            |
| Operating Frequency  | $F_L$    | 40     | 60    | 80           | KHz        | (3)                            |
| Lamp Life Time       | $L_BL$   | 50,000 |       | -            | Hrs        | (5)                            |
| Power Consumption    | $P_L$    | -      | 19.24 | -            | W          | $(4)$ , $I_L = 6.5 \text{ mA}$ |

Note (1) Lamp current is measured by utilizing high frequency current meters as shown below:



- Note (2) The voltage shown above should be applied to the lamp for more than 1 second after startup. Otherwise the lamp may not be turned on.
- Note (3) The lamp frequency may produce interference with horizontal synchronous frequency from the display, and this may cause line flow on the display. In order to avoid interference, the lamp frequency should be detached from the horizontal synchronous frequency and its harmonics as far as possible.
- Note (4)  $P_L = I_L \times V_L \times 4 \text{ CCFLs}$
- Note (5) The lifetime of lamp can be defined as the time in which it continues to operate under the condition Ta = 25  $\pm 2$  °C and I<sub>L</sub> = 2.0 ~ 6.5 mArms until one of the following events occurs:
  - (a) When the brightness becomes or lower than 50% of its original value.
  - (b) When the effective ignition length becomes or lower than 80% of its original value. (Effective ignition length is defined as an area that has less than 70% brightness compared to the brightness in the center point.)
- Note (6) The waveform of the voltage output of inverter must be area-symmetric and the design of the inverter must have specifications for the modularized lamp. The performance of the Backlight, such as lifetime or brightness, is greatly influenced by the characteristics of the DC-AC inverter for the lamp. All the parameters of an inverter should be carefully designed to avoid producing too much current leakage from high voltage output of the inverter. When designing or ordering the inverter please make sure that a poor lighting caused by the mismatch of the Backlight and the inverter (miss-lighting, flicker, etc.) never occurs. If the above situation is confirmed, the module should be operated in the same manners when it is installed in your instrument.

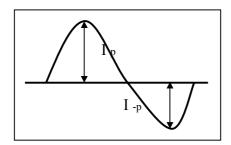


Approval

The output of the inverter must have symmetrical (negative and positive) voltage waveform and symmetrical current waveform.(Unsymmetrical ratio is less than 10%) Please do not use the inverter which has unsymmetrical voltage and unsymmetrical current and spike wave. Lamp frequency may produce interface with horizontal synchronous frequency and as a result this may cause beat on the display. Therefore lamp frequency shall be as away possible from the horizontal synchronous frequency and from its harmonics in order to prevent interference.

Requirements for a system inverter design, which is intended to have a better display performance, a better power efficiency and a more reliable lamp. It shall help increase the lamp lifetime and reduce its leakage current.

- a. The asymmetry rate of the inverter waveform should be 10% below;
- b. The distortion rate of the waveform should be within  $\sqrt{2 \pm 10\%}$ ;
  - c. The ideal sine wave form shall be symmetric in positive and negative polarities.



\* Asymmetry rate:

$$|I_p - I_{-p}| / I_{rms} * 100\%$$

\* Distortion rate

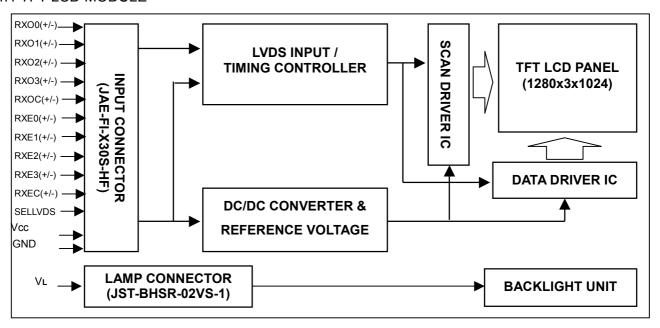
$$I_p$$
 (or  $I_{-p}$ ) /  $I_{rms}$ 



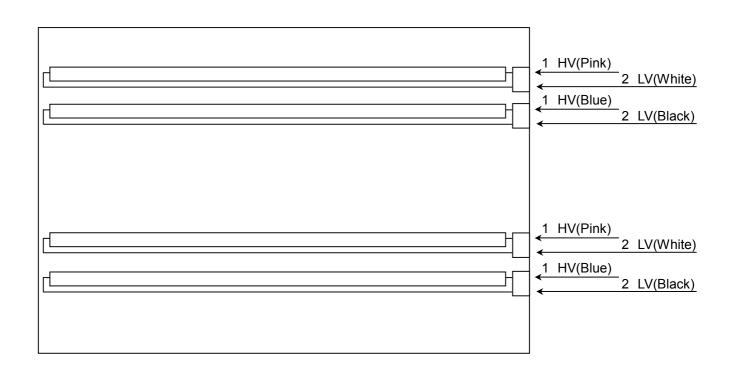
Approval

#### 4. BLOCK DIAGRAM

#### 4.1 TFT LCD MODULE



#### 4.2 BACKLIGHT UNIT





Approval

#### 5. INPUT TERMINAL PIN ASSIGNMENT

#### 5.1 TFT LCD MODULE

| Pin | Name    | Description  |
|-----|---------|--|
| 1   | RXO0-   | Negative LVDS differential data input. Channel O0 (odd)  |
| 2   | RXO0+   | Positive LVDS differential data input. Channel O0 (odd)  |
| 3   | RXO1-   | Negative LVDS differential data input. Channel O1 (odd)  |
| 4   | RXO1+   | Positive LVDS differential data input. Channel O1 (odd)  |
| 5   | RXO2-   | Negative LVDS differential data input. Channel O2 (odd)  |
| 6   | RXO2+   | Positive LVDS differential data input. Channel O2 (odd)  |
| 7   | GND     | Ground   |
| 8   | RXOC-   | Negative LVDS differential clock input. (odd)            |
| 9   | RXOC+   | Positive LVDS differential clock input. (odd)            |
| 10  | RXO3-   | Negative LVDS differential data input. Channel O3(odd)   |
| 11  | RXO3+   | Positive LVDS differential data input. Channel O3 (odd)  |
| 12  | RXE0-   | Negative LVDS differential data input. Channel E0 (even) |
| 13  | RXE0+   | Positive LVDS differential data input. Channel E0 (even) |
| 14  | GND     | Ground   |
| 15  | RXE1-   | Negative LVDS differential data input. Channel E1 (even) |
| 16  | RXE1+   | Positive LVDS differential data input. Channel E1 (even) |
| 17  | GND     | Ground   |
| 18  | RXE2-   | Negative LVDS differential data input. Channel E2 (even) |
| 19  | RXE2+   | Positive LVDS differential data input. Channel E2 (even) |
| 20  | RXEC-   | Negative LVDS differential clock input. (even)           |
| 21  | RXEC+   | Positive LVDS differential clock input. (even)           |
| 22  | RXE3-   | Negative LVDS differential data input. Channel E3 (even) |
| 23  | RXE3+   | Positive LVDS differential data input. Channel E3 (even) |
| 24  | GND     | Ground   |
| 25  | TEST    | Test pin should be tied to ground.                       |
| 26  | NC      | Not connection.  |
| 27  | SELLVDS | SELLVDS pin should be tied to ground or open.            |
| 28  | VCC     | +5.0V power supply                                       |
| 29  | VCC     | +5.0V power supply                                       |
| 30  | VCC     | +5.0V power supply                                       |

Note (1) Connector Part No.: FI-X30S-HF (JAE) or equivalent.

Note (2) The first pixel is odd.

Note (3) Input signal of even and odd clock should be the same timing.



Approval

| SELLVDS = Low or Open |             |     |     |     |     |     |     |     |
|-----------------------|-------------|-----|-----|-----|-----|-----|-----|-----|
| LVDS Channel E0       | LVDS output | D7  | D6  | D4  | D3  | D2  | D1  | D0  |
| LVD3 Channel Eu       | Data order  | EG0 | ER5 | ER4 | ER3 | ER2 | ER1 | ER0 |
| LVDS Channel E1       | LVDS output | D18 | D15 | D14 | D13 | D12 | D9  | D8  |
| LVD3 Channel E1       | Data order  | EB1 | EB0 | EG5 | EG4 | EG3 | EG2 | EG1 |
| LVDS Channel E2       | LVDS output | D26 | D25 | D24 | D22 | D21 | D20 | D19 |
| LVD3 Chaillei E2      | Data order  | DE  | NA  | NA  | EB5 | EB4 | EB3 | EB2 |
| LVDS Channel E3       | LVDS output | D23 | D17 | D16 | D11 | D10 | D5  | D27 |
|                       | Data order  | NA  | EB7 | EB6 | EG7 | EG6 | ER7 | ER6 |
| LVDS Channel O0       | LVDS output | D7  | D6  | D4  | D3  | D2  | D1  | D0  |
| LVD3 Charmer 00       | Data order  | OG0 | OR5 | OR4 | OR3 | OR2 | OR1 | OR0 |
| LVDS Channel O1       | LVDS output | D18 | D15 | D14 | D13 | D12 | D9  | D8  |
| LVD3 Charmer OT       | Data order  | OB1 | OB0 | OG5 | OG4 | OG3 | OG2 | OG1 |
| LVDS Channel O2       | LVDS output | D26 | D25 | D24 | D22 | D21 | D20 | D19 |
| LVD3 Channel 02       | Data order  | DE  | NA  | NA  | OB5 | OB4 | OB3 | OB2 |
| LVDS Channel O3       | LVDS output | D23 | D17 | D16 | D11 | D10 | D5  | D27 |
| LVD3 CHAIIIEI U3      | Data order  | NA  | OB7 | OB6 | OG7 | OG6 | OR7 | OR6 |



Approval

#### 5.2 BACKLIGHT UNIT

| Pin | Symbol | Description  | Remark |  |  |
|-----|--------|--------------|--------|--|--|
| 1   | HV     | High Voltage | Pink   |  |  |
| 2   | LV     | Low Voltage  | White  |  |  |
|     |        |              |        |  |  |
| 1   | HV     | High Voltage | Blue   |  |  |
| 2   | LV     | Low Voltage  | Black  |  |  |

Note (1) Connector Part No.: BHSR-02VS-1 (JST) or equivalent

Note (2) User's connector Part No.:SM02B-BHSS-1-TB (JST) or equivalent

#### 5.3 COLOR DATA INPUT ASSIGNMENT

The brightness of each primary color (red, green and blue) is based on the 8-bit gray scale data input for the color. The higher the binary input, the brighter the color. The table below provides the assignment of color versus data input.

|               | 0.1             |         |         |         |         |         |         |         |         |         |         | Da      |         | Sigr    |         |         |         |         |         |         |         |         |         |         |         |
|---------------|-----------------|---------|---------|---------|---------|---------|---------|---------|---------|---------|---------|---------|---------|---------|---------|---------|---------|---------|---------|---------|---------|---------|---------|---------|---------|
|               | Color           | D7      | Do      | D.F.    | Re      |         | D0      | D4      | D0      | D7      | D0      | 0.5     |         | reer    |         | 04      | 00      | D7      | D0      | De      | Blu     |         | Б0      | D4      | D0      |
|               | Black           | R7<br>0 | R6<br>0 | R5<br>0 | R4<br>0 | R3<br>0 | R2<br>0 | R1<br>0 | R0<br>0 | R7<br>0 | R6<br>0 | G5<br>0 | G4<br>0 | G3<br>0 | G2<br>0 | G1<br>0 | G0<br>0 | R7<br>0 | R6<br>0 | B5<br>0 | B4<br>0 | B3<br>0 | B2<br>0 | 0<br>BJ | B0<br>0 |
|               | Red             | 1       | 1       | 1       | 1       | 1       | 1       | 1       | 1       | 0       | 0       | 0       | 0       | 0       | 0       | 0       | 0       | 0       | 0       | 0       | 0       | 0       | 0       | 0       | 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       |
| Basic         | Blue            | 0       | 0       | 0       | 0       | 0       | Ö       | 0       | 0       | Ö       | 0       | 0       | Ö       | 0       | Ö       | 0       | 0       | 1       | 1       | 1       | 1       | 1       | 1       | 1       | 1       |
| Colors        |                 | 0       | 0       | 0       | 0       | 0       | 0       | 0       | 0       | 1       | 1       | 1       | 1       | 1       | 1       | 1       | 1       | i       | 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(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       |
|               | 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       | 0       |
| Gray          | :               | :       | :       | :       | :       | :       | :       | :       | :       | :       | :       | :       | :       | :       | :       | :       | :       | :       | :       | :       | :       | :       | :       | :       | :       |
| Scale         | :               | :       | :       | :       | :       | :       | :       | :       | :       | :       | :       | :       | :       | :       | :       | :       | :       | :       | :       | :       | :       | :       | :       | :       | :       |
| Of            | Red(253)        | 1       | 1       | 1       | 1       | 1       | 1       | 0       | 1       | 0       | 0       | 0       | 0       | 0       | 0       | 0       | 0       | 0       | 0       | 0       | 0       | 0       | 0       | 0       | 0       |
| Red           | Red(254)        | 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(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(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       |
|               | Green(1)        | 0       | 0       | 0       | 0       | 0       | 0       | 0       | 0       | 0       | 0       | 0       | 0       | 0       | 0       | 0       | 1       | 0       | 0       | 0       | 0       | 0       | 0       | 0       | 0       |
| Crov          | Green(2)        | 0       | 0       | 0       | 0       | 0       | 0       | 0       | 0       | 0       | 0       | 0       | 0       | 0       | 0       | 1       | 0       | 0       | 0       | 0       | 0       | 0       | 0       | 0       | 0       |
| Gray<br>Scale | :               | :       | :       | :       | :       | :       | :       | :       | :       | :       | :       | :       | :       | :       | :       | :       | :       | :       | :       | :       | :       | :       | :       | :       | :       |
| Of            | :               | :       | :       | :       | :       | :       | :       | :       | :       | :       | :       | :       | :       | :       | :       | :       | :       | :       | :       | :       | :       | :       | :       | :       | :       |
| Green         | Green(253)      | 0       | 0       | 0       | 0       | 0       | 0       | 0       | 0       | 1       | 1       | 1       | 1       | 1       | 1       | 0       | 1       | 0       | 0       | 0       | 0       | 0       | 0       | 0       | 0       |
| Orccii        | Green(254)      | 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(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(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       |
|               | Blue(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       |
| Gray          | Blue(2)         | 0       | 0       | 0       | 0       | 0       | 0       | 0       | 0       | 0       | 0       | 0       | 0       | 0       | 0       | 0       | 0       | 0       | 0       | 0       | 0       | 0       | 0       | 1       | 0       |
| Scale         |                 | :       |         |         |         | :       |         | :       |         | •       | :       | :       | :       |         | :       |         |         | :       |         |         | :       | :       |         |         |         |
| Of            | Blue(253)       | 0       | 0       | :       | 0       | :<br>0  | 0       | 0       | 0       | 0       | 0       | :       | :       | 0       | 0       | 0       | 0       | 1       | 1       | 1       | 1       | 1       | 1       | 0       | 1       |
| Blue          | Blue(254)       | 0       | 0       | 0       | 0       | 0       | 0       | 0       | 0       | 0       | 0       | 0       | 0       | 0       | 0       | 0       | 0       | 1       | 1       |         | 1       | 1       | 1       | 1       | 0       |
|               | ` ,             |         | 0       | 0       | _       | 0       | 0       | 0       |         |         | 0       | -       |         | 0       | 0       | -       | 0       |         | 1       | 1       | 1       |         | 1       | 1       | 1       |
|               | 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       |

Note (1) 0: Low Level Voltage, 1: High Level Voltage

Approval

#### 6. INTERFACE TIMING

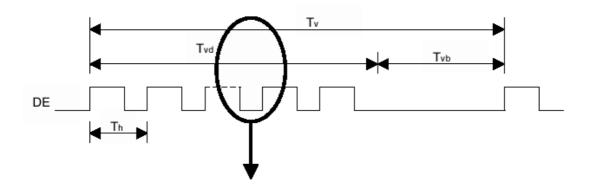
#### 6.1 INPUT SIGNAL TIMING SPECIFICATIONS

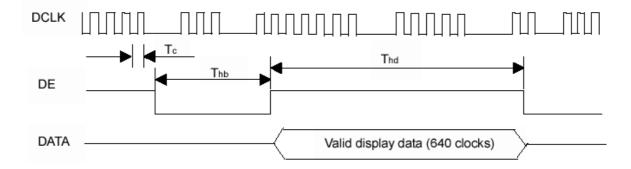
The input signal timing specifications are shown as the following table and timing diagram.

|                                |            |        | •    |      |        |      |            |
|--------------------------------|------------|--------|------|------|--------|------|------------|
| Signal                         | Item       | Symbol | Min. | Тур. | Max.   | Unit | Note       |
|                                | Frequency  | Fc     | -    | 54   | 67.5   | MHz  | -          |
| LVDS Clock                     | Period     | Tc     | -    | 18.5 | -      | ns   |            |
| LVD3 Clock                     | High Time  | Tch    | -    | 4/7  | -      | Tc   | -          |
|                                | Low Time   | Tcl    | -    | 3/7  | -      | Tc   | -          |
| LVDS Data                      | Setup Time | Tlvs   | 600  | -    | -      | ps   | -          |
| LVD3 Data                      | Hold Time  | Tlvh   | 600  | -    | -      | ps   | -          |
|                                | Frame Rate | Fr     | -    | 60   | 75     | Hz   | Tv=Tvd+Tvb |
| Vertical Active Display Term   | Total      | Tv     | 1034 | 1066 | 1274   | Th   | -          |
| Vertical Active Display Terri  | Display    | Tvd    | 1024 | 1024 | 1024   | Th   | -          |
|                                | Blank      | Tvb    | 10   | 42   | Tv-Tvd | Th   | -          |
|                                | Total      | Th     | 740  | 844  | 960    | Tc   | Th=Thd+Thb |
| Horizontal Active Display Term | Display    | Thd    | 640  | 640  | 640    | Tc   | -          |
|                                | Blank      | Thb    | 100  | 204  | Th-Thd | Tc   | -          |

Note: Because this module is operated by DE only mode, Hsync and Vsync input signals should be set to low logic level or ground. Otherwise, this module would operate abnormally.

#### **INPUT SIGNAL TIMING DIAGRAM**



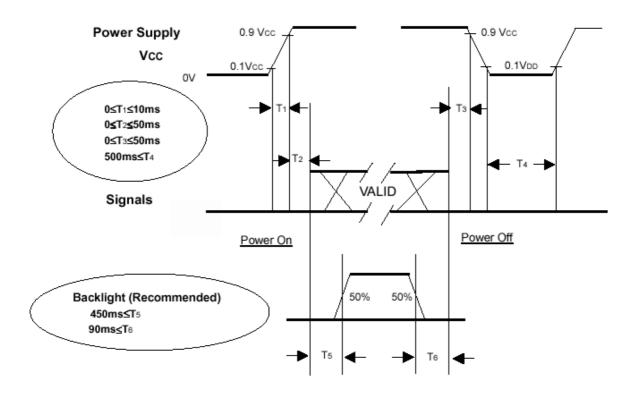




**Approval** 

#### 6.2 POWER ON/OFF SEQUENCE

To prevent a latch-up or DC operation of LCD module, the power on/off sequence should be as the diagram below.



Power ON/OFF Sequence

#### Note.

- (1) The supply voltage of the external system for the module input should be the same as the definition of Vcc.
- (2) Apply the lamp voltage within the LCD operation range. When the backlight turns on before the LCD operation of the LCD turns off before the backlight turns off, the display may momentarily become abnormal screen.
- (3) In case of VCC = off level, please keep the level of input signals on the low or keep a high impedance.
- (4) T4 should be measured after the module has been fully discharged between power of and on period.
- (5) Interface signal shall not be kept at high impedance when the power is on.



Approval

# 7. OPTICAL CHARACTERISTICS

#### 7.1 TEST CONDITIONS

| Item                       | Symbol                  | Value                  | Unit             |
|----------------------------|-------------------------|------------------------|------------------|
| Ambient Temperature        | Та                      | 25±2                   | °C               |
| Ambient Humidity           | На                      | 50±10                  | %RH              |
| Supply Voltage             | V <sub>CC</sub>         | 5.0                    | V                |
| Input Signal               | According to typical va | alue in "3. ELECTRICAL | CHARACTERISTICS" |
| Inverter Current           | IL                      | 6.5                    | mA               |
| Inverter Driving Frequency | F <sub>L</sub>          | 50                     | KHz              |
| Inverter                   |                         |                        |                  |

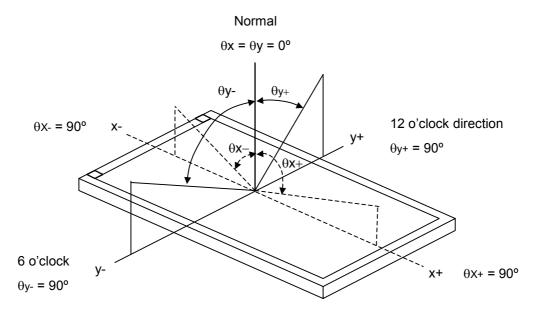
#### 7.2 OPTICAL SPECIFICATIONS

The relative measurement methods of optical characteristics are shown in 7.2. The following items should be measured under the test conditions described in 7.1 and stable environment shown in Note (6).

| Item  |              | Symbol               | Condition                              | Min.  | Тур.  | Max.          | Unit              | Note      |  |
|---|--------------|----------------------|--|-------|-------|---------------|-------------------|-----------|--|
| Contrast Ratio                                  |              | CR                   |  | 350   | 500   | -             | -                 | (2), (6)  |  |
| Response Time                                   |              | $T_R$                |  | ı     | 15    |               | ms                |           |  |
| Response Time                                   |              | $T_F$                |  | -     | 10    |               | ms                | (3)       |  |
| Center Luminand                                 | ce of White  | L <sub>C</sub>       |  | 200   | 250   | -             | cd/m <sup>2</sup> | (4), (6)  |  |
| White Variation                                 |              | δW                   |  | -     | 1.25  | 1.40          | -                 | (6), (7)  |  |
| Cross Talk                                      |              | CT                   | $\theta_x=0^\circ, \ \theta_Y=0^\circ$ | -     | -     | 5.0           | %                 | (5), (6)  |  |
|   | Red          | Rx                   | Viewing Normal Angle                   |       | 0.643 |               |                   |           |  |
|   | Reu          | Ry                   | viewing Normal Angle                   |       | 0.353 |               |                   |           |  |
|   | Green        | Gx                   |  |       | 0.284 | Typ +<br>0.03 |                   |           |  |
| Color   | Green        | Gy                   |  | Тур – | 0.609 |               |                   |           |  |
| Chromaticity                                    | Blue         | Bx                   |  | 0.03  | 0.142 |               |                   |           |  |
|   |              | Ву                   |  |       | 0.075 |               |                   | (4) (6)   |  |
|   | White        | Wx                   |  |       | 0.310 |               |                   | (1), (6)  |  |
|   |              | Wy                   |  |       | 0.330 |               |                   |           |  |
|   | Horizontal   |                      |  |       | 85    | -             |                   |           |  |
| Viouring Anglo                                  | Honzontai    | $\theta_{x}$ -       |  |       | 85    | -             | Dog               |           |  |
| Viewing Angle                                   | Vertical     | θ <sub>Y</sub> +     |  |       | 85    | -             | Deg.              |           |  |
|   |              | θ <sub>Y</sub> -     |  |       | 85    | -             |                   |           |  |
|   | 11           | θ <sub>x</sub> + Inv |  |       | 80    |               |                   |           |  |
| Gray Scale                                      | Horizontal   | θ <sub>x</sub> - Inv | No Gray Scale                          |       | 80    |               |                   | (1), (6), |  |
| Inversion Angle                                 |              | $\theta_{Y}$ + Inv   | Inversion                              |       | 80    |               | Deg.              | (8)       |  |
|   | Vertical     | θ <sub>Y</sub> - Inv |  |       | 80    |               |                   |           |  |
| TCO'99 Luminance Uniformity (Angular-dependent) |              |                      | -                                      | -     | -     | 1.7           | -                 | (9)       |  |
| TCO'99 Lumina<br>(Angular-de                    | ance Contras | C <sub>m</sub>       | -                                      | 0.5   | -     | -             | -                 | (10)      |  |

Approval

#### Note (1) Definition of Viewing Angle ( $\theta x$ , $\theta y$ ):



#### Note (2) Definition of Contrast Ratio (CR):

The contrast ratio can be calculated by the following expression.

Contrast Ratio (CR) = L255 / L0

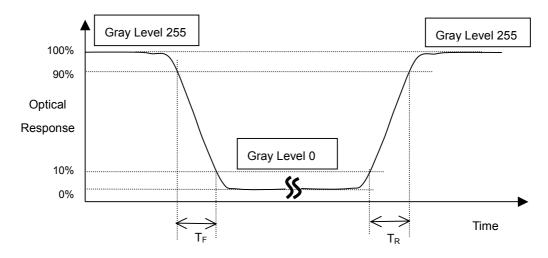
L255: Luminance of gray level 255

L 0: Luminance of gray level 0

CR = CR(5)

CR (X) is corresponding to the Contrast Ratio of the point X at Figure in Note (7).

#### Note (3) Definition of Response Time (T<sub>R</sub>, T<sub>F</sub>):





DCC No.: 14029067 Issued Date: Jan. 16th, 2002

Model No.: M190E2 -L01
Approval

Note (4) Definition of Luminance of White (L<sub>C</sub>):

Measure the luminance of gray level 255 at center point

$$L_{C} = L (5)$$

L (x) is corresponding to the luminance of the point X at Figure in Note (7).

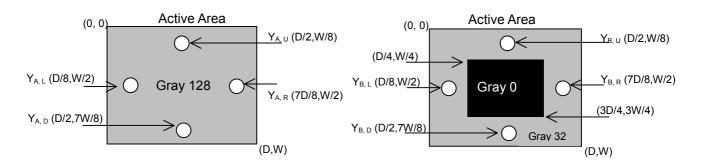
#### Note (5) Definition of Cross Talk (CT):

$$CT = | Y_B - Y_A | / Y_A \times 100 (\%)$$

Where:

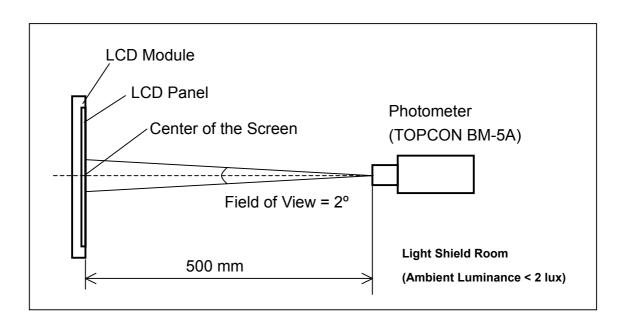
Y<sub>A</sub> = Luminance of measured location without gray level 0 pattern (cd/m<sup>2</sup>)

Y<sub>B</sub> = Luminance of measured location with gray level 0 pattern (cd/m<sup>2</sup>)



#### Note (6) Measurement Setup:

The LCD module should be stabilized at given temperature for 20 minutes to avoid abrupt temperature change during measuring. In order to stabilize the luminance, the measurement should be executed after lighting Backlight for 20 minutes in a windless room.



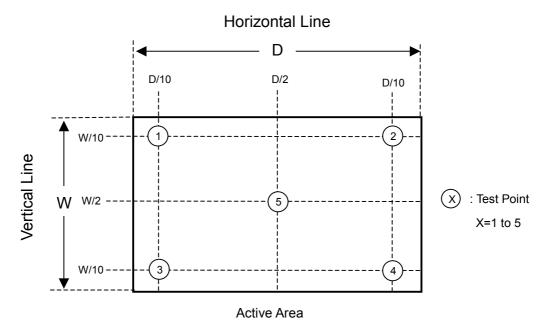


Approval

Note (7) Definition of White Variation ( $\delta W$ ):

Measure the luminance of gray level 255 at 5 points

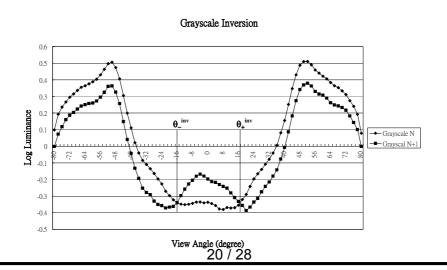
 $\delta W = Maximum [L (1), L (2), L (3), L (4), L (5)] / Minimum [L (1), L (2), L (3), L (4), L (5)]$ 



Note (8) Grayscale Inversion Angle

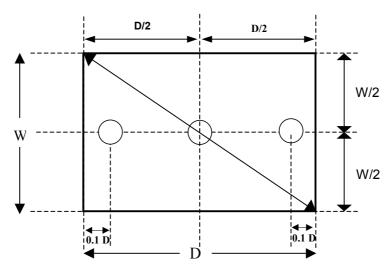
Measure the luminance of each of nine grayscale from black to white at screen center in vertical and horizontal view directions. The inversion angle  $\theta(L_N=L_{N+1})$  corresponds to  $L_N=L_{N+1}$  for each adjacent gray level pair. ( N=0 to 8, correspond to grayscale = 0, 32, 64, 96, 128, 160, 192, 224, 255 ) The smallest angles of which an inversion occurs between any adjacent gray-level pair for each direction, up, down, left, and right, are defined as

$$\begin{split} & \theta_{x^{+}}^{inv} = Min \left[ \right. \theta_{x^{+}} ( \left. L_{N}, L_{N+1} \right. ) \left. \right], \quad N = 0 {\sim} 8 \\ & \theta_{x^{-}}^{inv} = Min \left[ \right. \theta_{x^{-}} ( \left. L_{N}, L_{N+1} \right. ) \left. \right], \quad N = 0 {\sim} 8 \\ & \theta_{y^{+}}^{inv} = Min \left[ \right. \theta_{y^{+}} ( \left. L_{N}, L_{N+1} \right. ) \left. \right], \quad N = 0 {\sim} 8 \\ & \theta_{y^{-}}^{inv} = Min \left[ \right. \theta_{y^{-}} ( \left. L_{N}, L_{N+1} \right. ) \left. \right], \quad N = 0 {\sim} 8 \end{split}$$



**Approval** 

Note (9) Definition of TCO 99 Luminance Uniformity (Angular-dependent) (LR):

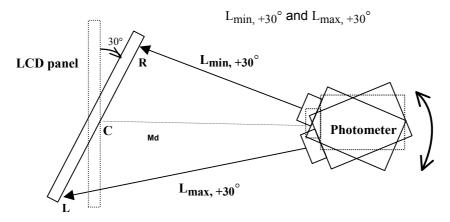


Luminance is measured at the center measurement position "C" on the LCD panel. The optical axis of the luminance meter shall be aligned with the normal of the panel surface. The measuring distance between the photometer and the surface of the panel is defined as:

Md (cm) = diagonal of the panel (cm) X 1.5 with minimum distance 50 cm.

The panel is rotated around a vertical axis which passes the center of the display by changing the azimuthal angle to +30°. The distance between the panel and the photometer remains unchanged and the measured point is exact the same as the previous measured point.

The photometer is then rotated by changing its azimuthal angle with the fixed distance to the panel. Luminance at points "L" and "R" are given:



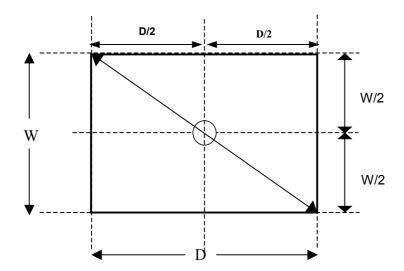
The LCD panel is then rotated to another azimuthal angle to -30°; and  $L_{min, -3\theta}$ ° and  $L_{max, -30}$ ° are obtained by using the same procedure.

The Luminance Uniformity (LR) is calculated as follow:

LR = 
$$((L_{max, +30}^{\circ}/L_{min, +30}^{\circ})+(L_{max, -30}^{\circ}/L_{min, -30}^{\circ}))/2$$
.

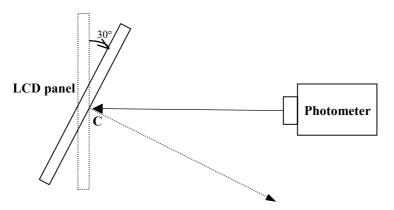
Approval

Note (10) Definition of TCO 99 Luminance Contrast (Angular-dependent) (Cm):



Luminance contrast is measured at the center point of the LCD panel "C" along with the normal of the display with the same distance described in Note 13. The display is then rotated around the vertical axis by changing its azimuthal axis to +30°; and this gives:

L255 
$$GL_{...} +30^{\circ}$$
 and  $L_{0} GL_{...} +30^{\circ}$ .



The LCD panel is then rotated to azimuthal angle to -30°; and  $\rm L_{0~G~L.,~-30}^{\circ}$  and  $\rm L_{63~GL.,~-30}^{\circ}$  are obtained by using the same procedure. The Luminance Contrast (Cm) is calculated:

$$Cm = (L_{255 \text{ G.L.}} - L_{0 \text{ G.L.}})/(L_{255 \text{ G.L.}} + L_{0 \text{ G.L.}})$$

For both +30° and -30°. The lower value for Cm is reported.



Approval

#### 8. PACKAGING

#### 8.1 PACKING SPECIFICATIONS

(1) 5 LCD modules / 1 Box

(2) Box dimensions: 537(L) X 316(W) X 462(H) mm

(3) Weight: approximately 15Kg (5 modules per box)

#### **8.2 PACKING METHOD**

(1) Carton Packing should have no failure in the following reliability test items.

| Test Item     | Test Conditions                             | Note          |
|---------------|---|---------------|
|               | ISTA STANDARD                               |               |
|               | Random, Frequency Range: 1 – 200 Hz         |               |
| Vibration     | Top & Bottom: 30 minutes (+Z), 10 min (-Z), | Non Operation |
|               | Right & Left: 10 minutes (X)                |               |
|               | Back & Forth 10 minutes (Y)                 |               |
| Dropping Test | 1 Angle, 3 Edge, 6 Face, 60cm               | Non Operation |

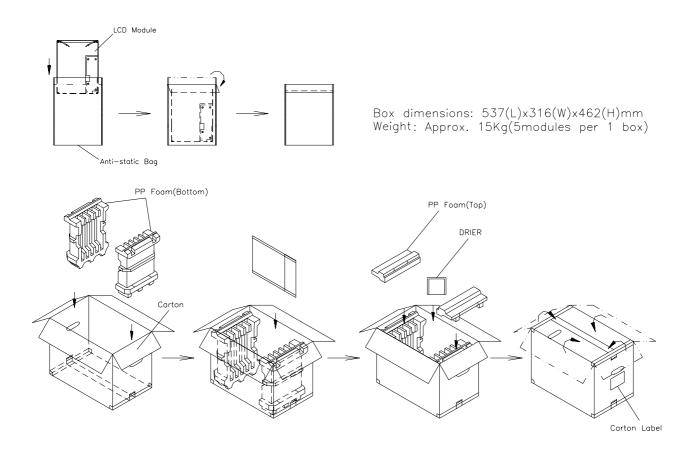


Figure. 8-1 Packing method



Approval

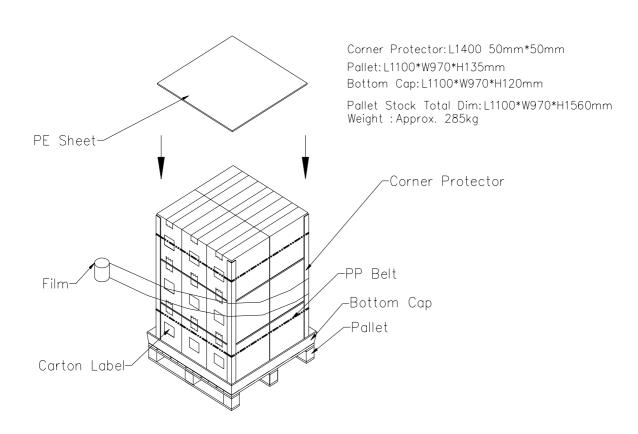


Figure. 8-2 Packing method

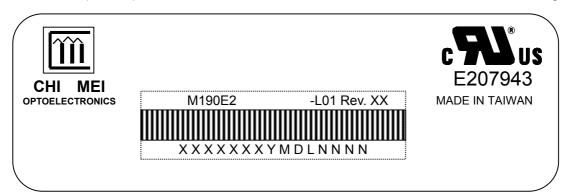


Approval

#### 9. DEFINITION OF LABELS

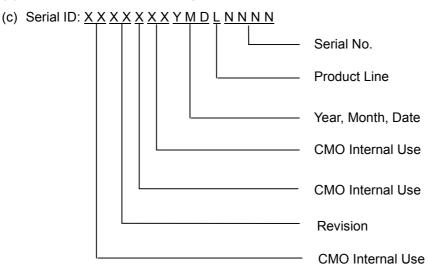
#### 9.1 CMO MODULE LABEL

The barcode nameplate is pasted on each module as illustration, and its definitions are as following explanation.



(a) Model Name: M190E2 -L01

(b) Revision: Rev. XX, for example: A0, A1... B1, B2... or C1, C2...etc.



Serial ID includes the information as below:

(a) Manufactured Date: Year: 1~9, for 2000~2009

Month: 1~9, A~C, for Jan. ~ Dec.

Day: 1~9, A~Y, for 1<sup>st</sup> to 31<sup>st</sup>, exclude I,O, and U.

(b) Revision Code: Cover all the change

(c) Serial No.: Manufacturing sequence of product

(d) Product Line: 1 -> Line1, 2 -> Line 2, ...etc.



Approval

#### 10. PRECAUTIONS

#### 10.1 ASSEMBLY AND HANDLING PRECAUTIONS

- (1) Do not apply rough force such as bending or twisting to the module during assembly.
- (2) To assemble or install module into user's system can be only in clean working areas. The dust and oil may cause electrical short or worsen the polarizer.
- (3) It's not permitted to have pressure or impulse on the module because the LCD panel and Backlight will be damaged.
- (4) Always follow the correct power sequence when LCD module is connecting and operating. This can prevent damage to the CMOS LSI chips during latch-up.
- (5) Do not pull the I/F connector in or out while the module is operating.
- (6) Do not disassemble the module.
- (7) Use a soft dry cloth without chemicals for cleaning, because the surface of polarizer is very soft and easily scratched.
- (8) It is dangerous that moisture come into or contacted the LCD module, because moisture may damage LCD module when it is operating.
- (9) High temperature or humidity may reduce the performance of module. Please store LCD module within the specified storage conditions.
- (10) When ambient temperature is lower than 10°C may reduce the display quality. For example, the response time will become slowly, and the starting voltage of CCFL will be higher than room temperature.

#### 10.2 SAFETY PRECAUTIONS

- (1) The startup voltage of Backlight is approximately 1000 Volts. It may cause electrical shock while assembling with inverter. Do not disassemble the module or insert anything into the Backlight unit.
- (2) If the liquid crystal material leaks from the panel, it should be kept away from the eyes or mouth. In case of contact with hands, skin or clothes, it has to be washed away thoroughly with soap.
- (3) After the module's end of life, it is not harmful in case of normal operation and storage.

