

## **TFT LCD Preliminary Specification**

# MODEL NO.: N141XC -L02

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

| Liquid Crystal | Display Division |
|----------------|------------------|
| QRA Division.  | OA Head Division |
| Approval       | Approval         |
|                | 林 1 28           |



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## **REVISION HISTORY**

| Version | Date         | Page<br>(New) | Section | Description                                 |
|---------|--------------|---------------|---------|---|
| Ver 1.0 | Dec. 7. '05  | All           | All     | Preliminary Specification was first issued. |
| Ver 1.1 | Jan. 18. '05 | 22            | 7       | Update optical specification.               |
|         |              | 27            | 9       | Update carton and pallet.                   |
|         |              | 28            | 10      | Outline drawing.                            |
|         |              | 28            | 10      | Update carton label.                        |
|         |              |               |         |   |
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## 1 GENERAL DESCRIPTION

#### 1.1 OVERVIEW

N141XC -L02 is a 14.1" TFT Liquid Crystal Display module with single CCFL Backlight unit and 30 pins LVDS interface. This module supports 1024 x 768 XGA mode and can display 262,144 colors. The optimum viewing angle is at 6 o'clock direction. The inverter module for Backlight is not built in.

#### **1.2 FEATURES**

- Thin and light weight
- XGA (1024 x 768 pixels) resolution
- DE (Data Enable) only mode
- 3.3V LVDS (Low Voltage Differential Signaling) interface with 1 pixel/clock
- Support EDID Structure Version 1 Revision 3

#### **1.3 APPLICATION**

- TFT LCD Notebook

#### **1.4 GENERAL SPECIFICATIONS**

| Item  |  |       |     |  |
|---|--|-------|-----|--|
| Outline Dimension                                     | 299(W) x 228 (H)                       | mm    |     |  |
| Active Area   | 285.7 (H) x 214.3 (V) (14.1" diagonal) | mm    | (1) |  |
| Bezel Opening Area                                    | 288.9 (H) x 217.5 (V)                  | mm    |     |  |
| Driver Element  | a-si TFT active matrix                 | -     | -   |  |
| Pixel Number  | 1024 x R.G.B. x 768                    | pixel | -   |  |
| Pixel Pitch   | 0.279 (H) x 0.279 (V)                  | mm    | -   |  |
| Pixel Arrangement                                     | RGB vertical stripe                    | -     | -   |  |
| Display Colors  | 262,144                                | color | -   |  |
| Transmissive Mode                                     | Normally white                         | -     | -   |  |
| Surface Treatment Hardness (3H), Anti-glare (Haze 26) |  | -     | -   |  |

#### **1.5 MECHANICAL SPECIFICATIONS**

| Item                                    |                   | Min.           | Тур.  | Max.  | Unit | Note |
|---|-------------------|----------------|-------|-------|------|------|
| Horizontal(H)                           |                   | 298.5          | 299.0 | 299.5 | mm   |      |
| Module Size                             | Vertical(V)       | 227.5          | 228.0 | 228.5 | mm   | (1)  |
|   | Depth(D)          | 4.9            | 5.2   | 5.5   | mm   |      |
| W                                       | /eight            |                | 400   | 415   | g    | -    |
| I/F connector                           | mounting position | The mounting i | (2)   |       |      |      |
| center within ±0.5mm as the horizontal. |                   |                |       |       |      |      |

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

(2) Connector mounting position





## 2 ABSOLUTE MAXIMUM RATINGS

#### 2.1 ABSOLUTE RATINGS OF ENVIRONMENT

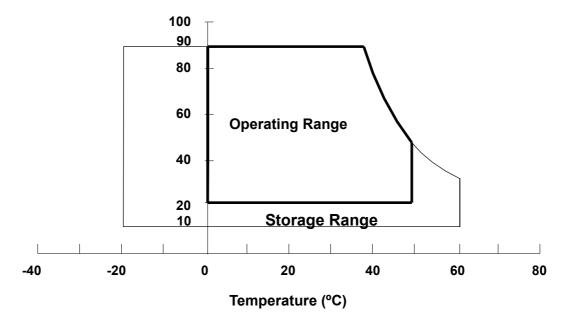
| Item                          | Symbol           | Va   | Unit  | Note |          |  |
|-------------------------------|------------------|------|-------|------|----------|--|
| lien                          | Symbol           | Min. | Max.  | Unit | NOLE     |  |
| Storage Temperature           | 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> | -    | 200/2 | G/ms | (3), (5) |  |
| Vibration (Non-Operating)     | V <sub>NOP</sub> | -    | 1.5   | G    | (4), (5) |  |

Note (1) (a) 90 %RH Max. (Ta  $\leq$  40 °C).

(b) Wet-bulb temperature should be 39 °C Max. (Ta > 40 °C).

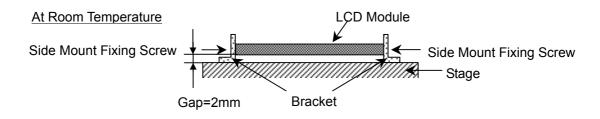
(c) No condensation.

Note (2) The temperature of panel display surface area should be 0 °C Min. and 60 °C Max.



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

- Note (3) 1 time for  $\pm X$ ,  $\pm Y$ ,  $\pm Z$ . for Condition (200G / 2ms) is half Sine Wave,.
- Note (4) 10 ~ 500 Hz, 30 min/cycle,1cycles for each X, Y, Z axis.
- 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. The fixing condition is shown as below:





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.

#### 2.2 ELECTRICAL ABSOLUTE RATINGS

#### 2.2.1 TFT LCD MODULE

| Item                 | Symbol          | Value |         | Unit | Note |
|----------------------|-----------------|-------|---------|------|------|
| nem                  | Symbol          | Min.  | Max.    | Unit | Note |
| Power Supply Voltage | Vcc             | -0.3  | +4.0    | V    | (1)  |
| Logic Input Voltage  | V <sub>IN</sub> | -0.3  | Vcc+0.3 | V    | (1)  |

#### 2.2.2 BACKLIGHT UNIT

| Item           | Symbol | Va    | lue  | Unit              | Note                                |
|----------------|--------|-------|------|-------------------|-------------------------------------|
| nem            | Symbol | Min.  | Max. | Unit              | Note                                |
| Lamp Voltage   | VL     | -     | 2.5K | V <sub>RMS</sub>  | (1), (2), I <sub>L</sub> = (6.0) mA |
| Lamp Current   | ١L     | (3.0) | 6.5  | mA <sub>RMS</sub> | (1) (2)                             |
| Lamp Frequency | FL     | (50)  | 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 Section 3.2 for further information).



Ta = 25 ± 2 °C

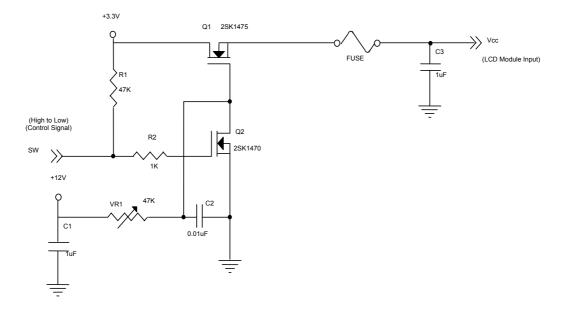
## **3 ELECTRICAL CHARACTERISTICS**

#### 3.1 TFT LCD MODULE

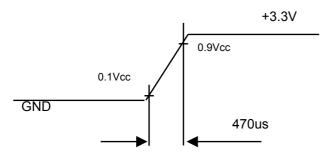
|                                   | Symbol                                |   | Value   | Llpit   | Note   |  |
|-----------------------------------|---------------------------------------|---|---|---|--|--|
|                                   | Symbol                                | Min.  | Тур.  | Max.  | Unit   | NOLE   |
| Power Supply Voltage              |                                       |   | 3.3   | 3.6   | V  | -  |
|                                   | V <sub>RP</sub>                       | -   | -   | 100   | mV   | -  |
| Rush Current                      |                                       |   | -   | 1.5   | А  | (2)  |
| White                             |                                       | -   | 270   |   | mA   | (3)a   |
| Black                             | lcc                                   | -   | 330   |   | mA   | (3)b   |
| Vertical Stripe                   |                                       | -   | 350   |   | mA   | (3)c   |
| "H" Level                         | V <sub>IH</sub>                       | -   | -   | +100  | mV   | -  |
| LVDS Receiver Threshold "L" Level |                                       | -100  | -   | -   | mV   | -  |
| Terminating Resistor              |                                       |   | 100   | -   | Ohm  | -  |
| Power per EBL WG                  |                                       |   | TBD   | -   | W  | (4)  |
|                                   | Black<br>Vertical Stripe<br>"H" Level | IRUSH       White       Black       Vertical Stripe       "H" Level | Win.           Vcc         3.0           V <sub>RP</sub> -           I <sub>RUSH</sub> -           Black         Icc           Vertical Stripe         -           "H" Level         V <sub>IH</sub> "L" Level         V <sub>IL</sub> R <sub>T</sub> - | $\begin{tabular}{ c c c c c c } \hline Symbol & \hline Min. & Typ. \\ \hline Min. & Typ. \\ \hline Vcc & 3.0 & 3.3 \\ \hline V_{RP} & - & - \\ \hline I_{RUSH} & - & - \\ \hline I_{RUSH} & - & - \\ \hline Black & Icc & - & 330 \\ \hline Vertical Stripe & & - & 350 \\ \hline ``H" Level & V_{IH} & - & - \\ \hline ``L" Level & V_{IL} & -100 & - \\ \hline R_T & - & 100 \\ \hline \end{tabular}$ | $\begin{tabular}{ c c c c c c } \hline Symbol & \hline Min. & Typ. & Max. \\ \hline & Vcc & 3.0 & 3.3 & 3.6 \\ \hline & V_{RP} & - & - & 100 \\ \hline & I_{RUSH} & - & - & 1.5 \\ \hline & & I_{RUSH} & - & - & 1.5 \\ \hline & & & I_{CC} & & - & 330 \\ \hline & & & & - & 350 \\ \hline & & & & - & - & +100 \\ \hline & & & & & - & - & +100 \\ \hline & & & & & & - & - & - \\ \hline & & & & & & & - & - & - \\ \hline & & & & & & & - & - & - \\ \hline & & & & & & & - & - & - & - \\ \hline & & & & & & & & - & - & - & - \\ \hline & & & & & & & & & - & - & - & - \\ \hline & & & & & & & & & & - & - & - & - \\ \hline & & & & & & & & & & - & & - & - & - \\ \hline & & & & & & & & & & & - & & - & - & -$ | $\begin{tabular}{ c c c c c c c } \hline Symbol & Min. & Typ. & Max. & Unit \\ \hline & Vcc & 3.0 & 3.3 & 3.6 & V \\ \hline & V_{RP} & - & - & 100 & mV \\ \hline & I_{RUSH} & - & - & 1.5 & A \\ \hline & White & & & & & & & & & \\ \hline & I_{RUSH} & - & - & 1.5 & A \\ \hline & White & & & & & & & & & & & & \\ \hline & I_{RUSH} & - & - & 1.5 & A & & & & & & & \\ \hline & & I_{RUSH} & - & - & 1.5 & A & & & & & & & \\ \hline & & I_{RUSH} & - & - & 1.5 & A & & & & & & & & \\ \hline & & & I_{RUSH} & - & - & 1.5 & A & & & & & & & \\ \hline & & & I_{RUSH} & - & - & 330 & & & & & & & & & & \\ \hline & & & Vitter & & & & & & & & & & & & & \\ \hline & & & & &$ |

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

Note (2) Measurement Conditions:

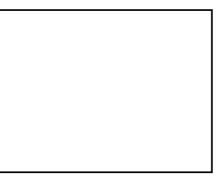


Vcc rising time is 470us





- Note (3) The specified power supply current is under the conditions at Vcc = 3.3 V, Ta =  $25 \pm 2$  °C, DC Current and  $f_v = 60$  Hz, whereas a power dissipation check pattern below is displayed.
  - a. White Pattern



Active Area

b. Black Pattern



Active Area

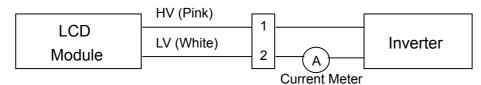
- Note (4) The specified power are the sum of LCD panel electronics input power and the inverter input power. Test conditions are as follows.
  - (a) Vcc = 3.3 V, Ta =  $25 \pm 2 \text{ °C}$ , f<sub>v</sub> = 60 Hz,
  - (b) The pattern used is a black and white 32 x 36 checkerboard, slide #100 from the VESA file "Flat Panel Display Monitor Setup Patterns", FPDMSU.ppt.
  - (c) Luminance: 60 nits.
  - (d) The inverter used is provided from O2Micro (www.o2micro.com). Please contact O2Mirco for detail information. CMO doesn't provide the inverter in this product.

 $Ta = 25 + 2 \,^{\circ}C$ 

#### 3.2 BACKLIGHT UNIT

| Parameter            | Symbol                            |        | Value  | Unit          | Note              |                              |  |  |
|----------------------|-----------------------------------|--------|--------|---------------|-------------------|------------------------------|--|--|
| rarameter            | Symbol                            | Min.   | Тур.   | Max.          | Unit              | NOLE                         |  |  |
| Lamp Input Voltage   | VL                                | (560)  | (620)  | (680)         | $V_{RMS}$         | l <sub>L</sub> = 6.0 mA      |  |  |
| Lamp Current         | ١                                 | (3.0)  | (6.0)  | (6.5)         | mA <sub>RMS</sub> | (1) , (8)                    |  |  |
| Lamp Turn On Voltage | Vs                                | -      | -      | (1300(25 °C)) | $V_{RMS}$         | (2)                          |  |  |
| Lamp rum on voltage  |                                   | -      | -      | (1450 (0 °C)) | $V_{RMS}$         | (2)                          |  |  |
| Operating Frequency  | FL                                | (50)   | -      | 80            | KHz               | (3)                          |  |  |
| Power Consumption    | PL                                | -      | (3.72) | -             | W                 | (4), I <sub>L</sub> = 6.0 mA |  |  |
| Lamp Life Time       | L <sub>BL</sub>                   | 12,000 | -      | -             | Hrs               | (5)                          |  |  |
| Leakage Current      | I <sub>IN</sub> -I <sub>OUT</sub> | -      | (1.0)  | (1.25)        | mA                | (7)                          |  |  |

Note (1) Lamp current is measured by utilizing a high frequency current meter 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 generate 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)  $P_L = I_L \times V_L$ 

Note (5) The lifetime of lamp is defined as the time when it continues to operate under the conditions at Ta = 25  $\pm 2$  °C and I<sub>L</sub> = 6.0 mA<sub>RMS</sub> until one of the following events occurs:

(a) When the brightness becomes  $\leq 50\%$  of its original value.

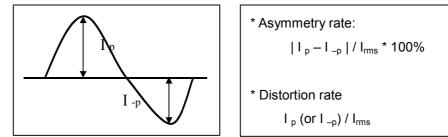
- (b) When the effective ignition length becomes  $\leq 80\%$  of its original value. (Effective ignition length is defined as an area that the brightness is less than 70% compared to the center point.)
- Note (6) The waveform of the voltage output of inverter must be area-symmetric and the design of 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 generating 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.

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.

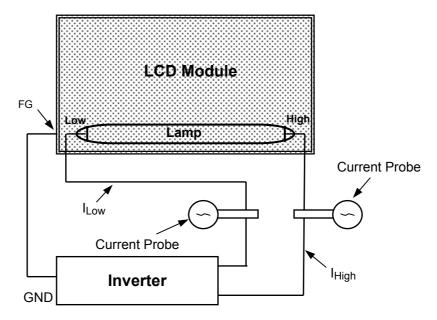
- a. The asymmetry rate of the inverter waveform should be 10% below;
- b. The distortion rate of the waveform should be within  $\sqrt{2} \pm 10\%$ ;



c. The ideal sine wave form shall be symmetric in positive and negative polarities.



Note (7) The lamp leakage current is measured by the current difference between in and out. And the measurement condition is as below:



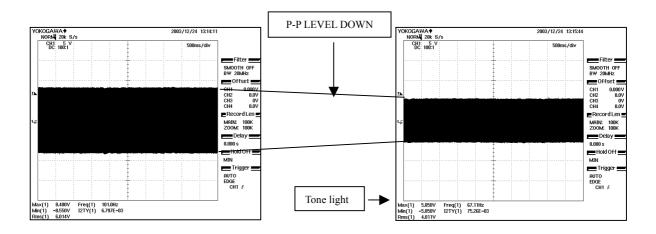
 $I_{\text{Leak}(\text{RMS})} = I_{\text{High}(\text{RMS})} - I_{\text{Low}(\text{RMS})}$ 

Note (8) About operating current min 2.0mA , lamp maker has some advice as below :

(Reference) Light quantity adjustment method

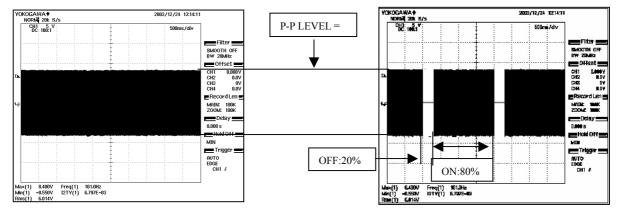
Explanation and comparison of the kind of tone light:

① Lamp current wave-like by the adjustment of the current.





2 Lamp current wave-like by the adjustment of the burst.



#### Comparative table

| Method    | Backlight efficiency (INV+LAMP) | Tone light rate (%) | Circuitry   |
|-----------|---------------------------------|---------------------|-------------|
| ①current  | Good ( 75 % $\sim$ 85% )        | 58                  | Complicated |
| (2) burst | Bad ( $65\% \sim 75\%$ )        | 10                  | Easy        |

Method of case that Lamp current MIN2.0mA is controlled.

It is the setting of minimum 2.0mA (MIN) to Lamp current 6.0mA in the lamp specification. The burst is excellent for circuitry. The marker proposes that pays attention to the following contents.

The attention point of the light with a touch of the burst:

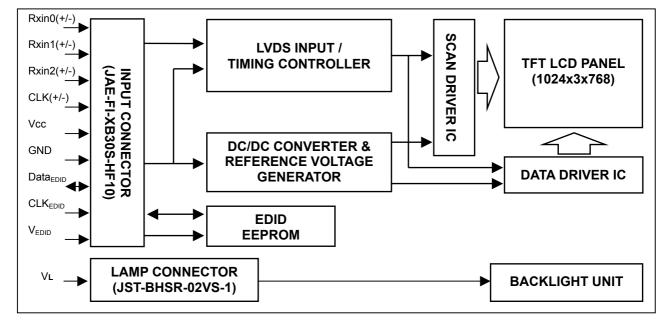
- GOOD Ν G OKOGAWA♦ NORM: 10M S/s 2002/05/20 09:20:55 YOKOGAWA∳ NORM: 5M S¥s 2002/10/04 20:20:56 CH1 5 DC 100:1 CH1 5 V DC 100:1 1ms/div 2ms/div Filter Filter SPARK SMOOTH OFF BW FULL SMOOTH OFF BW 20MHz Offset Offset CH1 CH2 CH3 CH4 0.000V CH1 CH2 0.000V 0.000V 0.00 CH3 CH4 0.000V 0.000V Û. Record Len Record Len CH2: 10 V DC: 100:1 Delay Delay 0 000 004 0.000 00s Hold Off Hold Off MIN MIN 💻 Trigger \_\_\_\_\_ Trigge AUTO EDGE CH1 & AUTO-LEVEL EDGE CH2 ⊀ Ma×(1) Min(1) Rms(1) 14.25∨ −13.70∨ 25.25kHz 1.247E-03 -10.0us 3.64ms V1(1) V2(1) 9.100V 8.900V (4) (4) Freq(1) I2TY(1) (2) (2) 16.70V 26.10V (3) (3) ----ΛT: \_\_\_\_
- 1 Do not to be <u>SPARK at start</u>.

② PWM frequency does so that the frequency that is not able to divide the fixed number time, fixed number to lamp drive frequency is selected. (It is due to resonance noise occurrence prevention.) Even the frequency that is using it for LCD avoids selecting it.

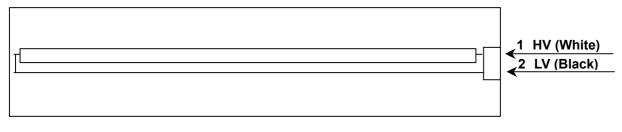


## 4 BLOCK DIAGRAM

## 4.1 TFT LCD MODULE



#### 4.2 BACKLIGHT UNIT





## 5 INPUT TERMINAL PIN ASSIGNMENT

#### 5.1 TFT LCD MODULE

| Pin | Symbol               | Description                   | Polarity | Remark               |
|-----|----------------------|-------------------------------|----------|----------------------|
| 1   | Vss                  | Ground                        |          |                      |
| 2   | Vcc                  | Power Supply +3.3 V (typical) |          |                      |
| 3   | Vcc                  | Power Supply +3.3 V (typical) |          |                      |
| 4   | V <sub>EDID</sub>    | DDC 3.3V Power                |          | DDC 3.3V Power       |
| 5   | NC                   | Non-Connection                |          |                      |
| 6   | CLK <sub>EDID</sub>  | DDC Clock                     |          | DDC Clock            |
| 7   | DATA <sub>EDID</sub> | DDC Data                      |          | DDC Data             |
| 8   | Rxin0-               | LVDS Differential Data Input  | Negative | R0~R5,G0             |
| 9   | Rxin0+               | LVDS Differential Data Input  | Positive | -                    |
| 10  | Vss                  | Ground                        |          |                      |
| 11  | Rxin1-               | LVDS Differential Data Input  | Negative | G1~G5,B0,B1          |
| 12  | Rxin1+               | LVDS Differential Data Input  | Positive | _                    |
| 13  | Vss                  | Ground                        |          |                      |
| 14  | Rxin2-               | LVDS Differential Data Input  | Negative | B2~B5,DE,Hsync,Vsync |
| 15  | Rxin2+               | LVDS Differential Data Input  | Positive | 7                    |
| 16  | Vss                  | Ground                        |          |                      |
| 17  | CLK-                 | LVDS Clock Data Input         | Negative | LVDS Level Clock     |
| 18  | CLK+                 | LVDS Clock Data Input         | Positive | LVDS Level Clock     |
| 19  | Vss                  | Ground                        |          |                      |
| 20  | NC                   | Non-Connection                |          |                      |
| 21  | NC                   | Non-Connection                |          |                      |
| 22  | Vss                  | Ground                        |          |                      |
| 23  | NC                   | Non-Connection                |          |                      |
| 24  | NC                   | Non-Connection                |          |                      |
| 25  | Vss                  | Ground                        |          |                      |
| 26  | NC                   | Non-Connection                |          |                      |
| 27  | NC                   | Non-Connection                |          |                      |
| 28  | Vss                  | Ground                        |          |                      |
| 29  | NC                   | Non-Connection                |          |                      |
| 30  | NC                   | Non-Connection                |          |                      |

Note (1) The first pixel is even.

Note (2) Connector Part No.: JAE- FI-XB30SRL-HF11 or equivalent

Note (3) User's connector Part No: JAE-FI-X30M or equivalent

#### **5.2 BACKLIGHT UNIT**

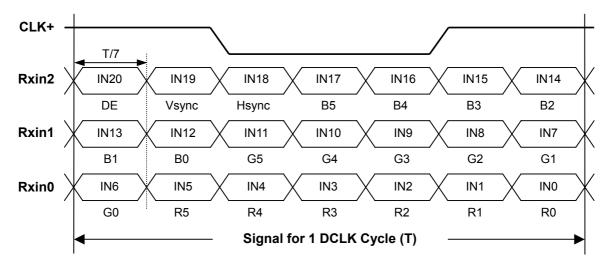
| Pin | Symbol | Description  | Color |
|-----|--------|--------------|-------|
| 1   | HV     | High Voltage | White |
| 2   | LV     | Ground       | Black |

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

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



#### 5.3 TIMING DIAGRAM OF LVDS INPUT SIGNAL





#### 5.4 COLOR DATA INPUT ASSIGNMENT

The brightness of each primary color (red, green and blue) is based on the 6-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.

|        |               |    |    |    |    |    |    |    | [  | Data | <u> </u> | al |    |    |    |    |    |    |    |
|--------|---------------|----|----|----|----|----|----|----|----|------|----------|----|----|----|----|----|----|----|----|
| Color  |               |    |    | Re |    |    |    |    |    | Gre  |          |    |    |    |    |    | ue |    |    |
|        |               | R5 | R4 | R3 | R2 | R1 | R0 | G5 | G4 | G3   | G2       | G1 | G0 | B5 | B4 | B3 | B2 | B1 | B0 |
|        | Black         | 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  | 0  | 0  | 0    | 0        | 0  | 0  | 0  | 0  | 0  | 0  | 0  | 0  |
|        | Green         | 0  | 0  | 0  | 0  | 0  | 0  | 1  | 1  | 1    | 1        | 1  | 1  | 0  | 0  | 0  | 0  | 0  | 0  |
| Basic  | Blue          | 0  | 0  | 0  | 0  | 0  | 0  | 0  | 0  | 0    | 0        | 0  | 0  | 1  | 1  | 1  | 1  | 1  | 1  |
| Colors | Cyan          | 0  | 0  | 0  | 0  | 0  | 0  | 1  | 1  | 1    | 1        | 1  | 1  | 1  | 1  | 1  | 1  | 1  | 1  |
|        | Magenta       | 1  | 1  | 1  | 1  | 1  | 1  | 0  | 0  | 0    | 0        | 0  | 0  | 1  | 1  | 1  | 1  | 1  | 1  |
|        | Yellow        | 1  | 1  | 1  | 1  | 1  | 1  | 1  | 1  | 1    | 1        | 1  | 1  | 0  | 0  | 0  | 0  | 0  | 0  |
|        | White         | 1  | 1  | 1  | 1  | 1  | 1  | 1  | 1  | 1    | 1        | 1  | 1  | 1  | 1  | 1  | 1  | 1  | 1  |
|        | Red(0)/Dark   | 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  | 1  | 0  | 0  | 0    | 0        | 0  | 0  | 0  | 0  | 0  | 0  | 0  | 0  |
| Gray   | Red(2)        | 0  | 0  | 0  | 0  | 1  | 0  | 0  | 0  | 0    | 0        | 0  | 0  | 0  | 0  | 0  | 0  | 0  | 0  |
| Scale  | :             | :  | :  | :  | :  | :  | :  | :  | :  | :    | :        | :  | :  | :  | :  | :  | :  | :  | :  |
| Of     | :             | :  | :  | :  | :  | :  | :  | :  | :  | :    | :        | :  | :  | :  | :  | :  | :  | :  | :  |
| Red    | Red(61)       | 1  | 1  | 1  | 1  | 0  | 1  | 0  | 0  | 0    | 0        | 0  | 0  | 0  | 0  | 0  | 0  | 0  | 0  |
|        | Red(62)       | 1  | 1  | 1  | 1  | 1  | 0  | 0  | 0  | 0    | 0        | 0  | 0  | 0  | 0  | 0  | 0  | 0  | 0  |
|        | Red(63)       | 1  | 1  | 1  | 1  | 1  | 1  | 0  | 0  | 0    | 0        | 0  | 0  | 0  | 0  | 0  | 0  | 0  | 0  |
|        | Green(0)/Dark | 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  | 1  | 0  | 0  | 0  | 0  | 0  | 0  |
| Gray   | Green(2)      | 0  | 0  | 0  | 0  | 0  | 0  | 0  | 0  | 0    | 0        | 1  | 0  | 0  | 0  | 0  | 0  | 0  | 0  |
| Scale  | :             | :  | :  | :  | :  | :  | :  | :  | :  | :    | :        | :  | :  | :  | :  | :  | :  | :  | :  |
| Of     | :             | :  | :  | :  | :  | :  | :  | :  | :  | :    | :        | :  | :  | :  | :  | :  | :  | :  | :  |
| Green  | Green(61)     | 0  | 0  | 0  | 0  | 0  | 0  | 1  | 1  | 1    | 1        | 0  | 1  | 0  | 0  | 0  | 0  | 0  | 0  |
|        | Green(62)     | 0  | 0  | 0  | 0  | 0  | 0  | 1  | 1  | 1    | 1        | 1  | 0  | 0  | 0  | 0  | 0  | 0  | 0  |
|        | Green(63)     | 0  | 0  | 0  | 0  | 0  | 0  | 1  | 1  | 1    | 1        | 1  | 1  | 0  | 0  | 0  | 0  | 0  | 0  |
|        | Blue(0)/Dark  | 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  | 1  |
| Gray   | Blue(2)       | 0  | 0  | 0  | 0  | 0  | 0  | 0  | 0  | 0    | 0        | 0  | 0  | 0  | 0  | 0  | 0  | 1  | 0  |
| Scale  | :             | :  | :  | :  | :  | :  | :  | :  | :  | :    | :        | :  | :  | :  | :  | :  | :  | :  | :  |
| Of     | :             | :  | :  | :  | :  | :  | :  | :  | :  | :    | :        | :  | :  | :  | :  | :  | :  | :  | :  |
| Blue   | Blue(61)      | 0  | 0  | 0  | 0  | 0  | 0  | 0  | 0  | 0    | 0        | 0  | 0  | 1  | 1  | 1  | 1  | 0  | 1  |
|        | Blue(62)      | 0  | 0  | 0  | 0  | 0  | 0  | 0  | 0  | 0    | 0        | 0  | 0  | 1  | 1  | 1  | 1  | 1  | 0  |
|        | Blue(63)      | 0  | 0  | 0  | 0  | 0  | 0  | 0  | 0  | 0    | 0        | 0  | 0  | 1  | 1  | 1  | 1  | 1  | 1  |

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



#### 5.5 EDID DATA STRUCTURE

The EDID (Extended Display Identification Data) data formats are to support displays as defined in the VESA Plug & Display and FPDI standards.

| Byte #    | Byte # | Field Name and Comments                             | Value       | Value                |
|-----------|--------|---|-------------|----------------------|
| (decimal) | (hex)  | Llander   | (hex)<br>00 | (binary)<br>00000000 |
| 0         | 0      | Header<br>Header                                    | FF          | 11111111             |
| 2         | 2      | Header  | FF          | 11111111             |
| 3         | 3      | Header  | FF          | 11111111             |
| 4         | 3<br>4 |   | FF          | 11111111             |
| 4<br>5    | 4<br>5 | Header  | FF          | 11111111             |
| 5<br>6    | 5<br>6 | Header  | FF          | 11111111             |
|           | 7      | Header  | 00          | 00000000             |
| 7         |        |   | 00<br>0D    | 00000000             |
| 8         | 8      | EISA ID manufacturer name ("CMO")                   |             |                      |
| 9         | 9      | EISA ID manufacturer name (Compressed ASCII)        | AF          | 10101111             |
| 10        | 0A     | ID product code                                     | 20          | 00100000             |
| 11        | 0B     | ID product code                                     | 14          | 00010100             |
| 12        | 0C     | ID S/N (fixed "0")                                  | 00          | 00000000             |
| 13        | 0D     | ID S/N (fixed "0")                                  | 00          | 0000000              |
| 14        | 0E     | ID S/N (fixed "0")                                  | 00          | 0000000              |
| 15        | 0F     | ID S/N (fixed "0")                                  | 00          | 00000000             |
| 16        | 10     | Week of manufacture (fixed week code)               | 01          | 0000001              |
| 17        | 11     | Year of manufacture (fixed year code)               | 10          | 00010000             |
| 18        | 12     | EDID structure version # ("1")                      | 01          | 00000001             |
| 19        | 13     | EDID revision # ("3")                               | 03          | 00000011             |
| 20        | 14     | Video I/P definition ("digital")                    | 80          | 1000000              |
| 21        | 15     | Max H image size ("28cm")                           | 1C          | 00011100             |
| 22        | 16     | Max V image size ("21cm")                           | 15          | 00010101             |
| 23        | 17     | Display Gamma (Gamma = "2.2")                       | 78          | 01111000             |
| 24        | 18     | Feature support ("Active off, RGB Color")           | 0A          | 00001010             |
| 25        | 19     | Red/Green (Rx1, Rx0, Ry1, Ry0, Gx1, Gx0, Gy1, Gy0)  | F4          | 11110100             |
| 26        | 1A     | Blue/White (Bx1, Bx0, By1, By0, Wx1, Wx0, Wy1, Wy0) | 85          | 10000101             |
| 27        | 1B     | Red-x (Rx = "0.573")                                | 92          | 10010010             |
| 28        | 1C     | Red-y (Ry = "0.335")                                | 55          | 01010101             |
| 29        | 1D     | Green-x (Gx = "0.325")                              | 53          | 01010011             |
| 30        | 1E     | Green-y (Gy = "0.57")                               | 92          | 10010010             |
| 31        | 1F     | Blue-x (Bx = "0.15")                                | 26          | 00100110             |
| 32        | 20     | Blue-y (By = "0.125")                               | 20          | 00100000             |
| 33        | 21     | White-x (Wx = "0.313")                              |             | 01010000             |
| 34        | 22     | White-y (Wy = "0.329")                              |             | 01010100             |
| 35        | 23     | Established timings 1                               |             | 00000000             |
| 36        | 24     | Established timings 2                               | 00<br>08    | 00001000             |
| 37        | 25     | Manufacturer's reserved timings                     |             | 00000000             |
| 38        | 26     | Standard timing ID # 1                              |             | 00000001             |
| 39        | 27     | Standard timing ID # 1                              | 01          | 00000001             |



|    |          |   | 01 | 00000001  |
|----|----------|---|----|-----------|
| 40 | 28       | Standard timing ID # 2  | 01 | 00000001  |
| 41 | 29       | Standard timing ID # 2  | 01 | 00000001  |
| 42 | 2A       | Standard timing ID # 3  | 01 | 00000001  |
| 43 | 2B       | Standard timing ID # 3  | 01 | 00000001  |
| 44 | 2C       | Standard timing ID # 4  | 01 | 00000001  |
| 45 | 2D       | Standard timing ID # 4  | 01 | 0000001   |
| 46 | 2E       | Standard timing ID # 5  | 01 | 0000001   |
| 47 | 2F       | Standard timing ID # 5  | 01 | 0000001   |
| 48 | 30       | Standard timing ID # 6  | 01 | 0000001   |
| 49 | 31       | Standard timing ID # 6  | 01 | 0000001   |
| 50 | 32       | Standard timing ID # 7  | 01 | 0000001   |
| 51 | 33       | Standard timing ID # 7  | 01 | 0000001   |
| 52 | 34       | Standard timing ID # 8  | 01 | 00000001  |
| 53 | 35       | Standard timing ID # 8  | 01 | 00000001  |
| 54 | 36       | Detailed timing description # 1 Pixel clock ("65 MHz")  | 64 | 01100100  |
| 55 | 37       | # 1 Pixel clock (hex LSB first)   | 19 | 00011001  |
| 56 | 38       | # 1 H active ("1024")   | 00 | 00000000  |
| 57 | 39       | # 1 H blank ("320")   | 40 | 01000000  |
| 58 | 3A       | # 1 H active : H blank ("1024 : 320")   | 41 | 01000001  |
| 59 | 3B       | # 1 V active ("768")  | 00 | 00000000  |
| 60 | 3C       | # 1 V blank ("38")  | 26 | 00100110  |
| 61 | 3D       | # 1 V active : V blank ("768 : 38")   | 30 | 00110000  |
| 62 | 3E       | # 1 H sync offset ("24")  | 18 | 000110000 |
| 63 | 3E<br>3F |   | 88 | 10001000  |
|    |          | # 1 H sync pulse width ("136")  | 36 | 00110110  |
| 64 | 40       | <ul> <li># 1 V sync offset : V sync pulse width ("3 : 6")</li> <li># 1 H sync offset : H sync pulse width : V sync offset : V sync</li> </ul> |    | 00110110  |
| 65 | 41       | width ("24 : 136 : 3 : 6")  | 00 | 00000000  |
| 66 | 42       | # 1 H image size ("285 mm")   | 1D | 00011101  |
| 67 | 43       | # 1 V image size ("214 mm")   | D6 | 11010110  |
| 68 | 44       | # 1 H image size : V image size ("285 : 214")   | 10 | 00010000  |
| 69 | 45       | # 1 H boarder ("0")   | 00 | 00000000  |
| 70 | 46       | # 1 V boarder ("0")   | 00 | 00000000  |
| 10 |          | # 1 Non-interlaced, Normal, no stereo, Separate sync, H/V pol   |    |           |
| 71 | 47       | Negatives   | 18 | 00011000  |
| 72 | 48       | Detailed timing description # 2   | 00 | 00000000  |
| 73 | 49       | # 2 Flag  | 00 | 00000000  |
| 74 | 4A       | # 2 Reserved  | 00 | 00000000  |
|    |          | # 2 FE (hex) defines ASCII string (Model Name "N141XC-L02",   | гг | 11111110  |
| 75 | 4B       | ASCII)  | FE | 11111110  |
| 76 | 4C       | # 2 Flag  | 00 | 0000000   |
| 77 | 4D       | # 2 1st character of name ("N")   | 4E | 01001110  |
| 78 | 4E       | # 2 2nd character of name ("1")   | 31 | 00110001  |
| 79 | 4F       | # 2 3rd character of name ("4")   | 34 | 00110100  |
| 80 | 50       | # 2 4th character of name ("1")   | 31 | 00110001  |
| 81 | 51       | # 2 5th character of name ("X")   | 58 | 01011000  |
| 82 | 52       | # 2 6th character of name ("C")   | 43 | 01000011  |
| 83 | 53       | # 2 7th character of name ("-")   | 2D | 00101101  |
|    |          |   | 4C | 01001100  |



| 85  | 55 | # 2 9th character of name ("0")   | 30 | 00110000 |
|-----|----|---|----|----------|
| 86  | 56 | # 2 10th character of name ("2")  | 32 | 00110010 |
| 87  | 57 | (If <13 char, then terminate with ASCII code 0Ah, set remaining char = 20h) | 0A | 00001010 |
| 88  | 58 | (If <13 char, then terminate with ASCII code 0Ah, set remaining char = 20h) | 20 | 00100000 |
| 89  | 59 | (If <13 char, then terminate with ASCII code 0Ah, set remaining char = 20h) | 20 | 00100000 |
| 90  | 5A | Detailed timing description # 3   | 00 | 00000000 |
| 91  | 5B | # 3 Flag  | 00 | 00000000 |
| 92  | 5C | # 3 Reserved  | 00 | 00000000 |
| 93  | 5D | # 3 FE (hex) defines ASCII string (Vendor "CMO", ASCII)                     | FE | 11111110 |
| 94  | 5E | # 3 Flag  | 00 | 00000000 |
| 95  | 5F | # 3 1st character of string ("C")   | 43 | 01000011 |
| 96  | 60 | # 3 2nd character of string ("M")   | 4D | 01001101 |
| 97  | 61 | # 3 3rd character of string ("O")   | 4F | 01001111 |
| 98  | 62 | (If <13 char, then terminate with ASCII code 0Ah, set remaining char = 20h) | 0A | 00001010 |
| 99  | 63 | (If <13 char, then terminate with ASCII code 0Ah, set remaining char = 20h) | 20 | 00100000 |
| 100 | 64 | (If <13 char, then terminate with ASCII code 0Ah, set remaining char = 20h) | 20 | 00100000 |
| 101 | 65 | (If <13 char, then terminate with ASCII code 0Ah, set remaining char = 20h) | 20 | 00100000 |
| 102 | 66 | (If <13 char, then terminate with ASCII code 0Ah, set remaining char = 20h) | 20 | 00100000 |
| 103 | 67 | (If <13 char, then terminate with ASCII code 0Ah, set remaining char = 20h) |    | 00100000 |
| 104 | 68 | (If <13 char, then terminate with ASCII code 0Ah, set remaining char = 20h) | 20 | 00100000 |
| 105 | 69 | (If <13 char, then terminate with ASCII code 0Ah, set remaining char = 20h) | 20 | 00100000 |
| 106 | 6A | (If <13 char, then terminate with ASCII code 0Ah, set remaining char = 20h) | 20 | 0010000  |
| 107 | 6B | (If <13 char, then terminate with ASCII code 0Ah, set remaining char = 20h) | 20 | 0010000  |
| 108 | 6C | Detailed timing description # 4   | 00 | 0000000  |
| 109 | 6D | # 4 Flag  | 00 | 0000000  |
| 110 | 6E | # 4 Reserved  | 00 | 0000000  |
| 111 | 6F | # 4 FE (hex) defines ASCII string (Model Name"N141XC-L02", ASCII)           | FE | 11111110 |
| 112 | 70 | # 4 Flag  | 00 | 0000000  |
| 113 | 71 | # 4 1st character of name ("N")   | 4E | 01001110 |
| 114 | 72 | # 4 2nd character of name ("1")   | 31 | 00110001 |
| 115 | 73 | # 4 3rd character of name ("4")   | 34 | 00110100 |
| 116 | 74 | # 4 4th character of name ("1")   | 31 | 00110001 |
| 117 | 75 | # 4 5th character of name ("X")   | 58 | 01011000 |
| 118 | 76 | # 4 6th character of name ("C")   | 43 | 0100001  |
| 119 | 77 | # 4 7th character of name ("-")   | 2D | 0010110  |
| 120 | 78 | # 4 8th character of name ("L")   | 4C | 01001100 |
| 121 | 79 | # 4 9th character of name ("0")   | 30 | 00110000 |
| 122 | 7A | # 4 10th character of name ("2")  | 32 | 00110010 |



| 123 | 7B | (If <13 char, then terminate with ASCII code 0Ah, set remaining char = 20h) | 0A | 00001010 |
|-----|----|---|----|----------|
| 124 | 7C | (If <13 char, then terminate with ASCII code 0Ah, set remaining char = 20h) | 20 | 00100000 |
| 125 | 7D | (If <13 char, then terminate with ASCII code 0Ah, set remaining char = 20h) | 20 | 00100000 |
| 126 | 7E | Extension flag  | 00 | 00000000 |
| 127 | 7F | Checksum  | F7 | 11110111 |

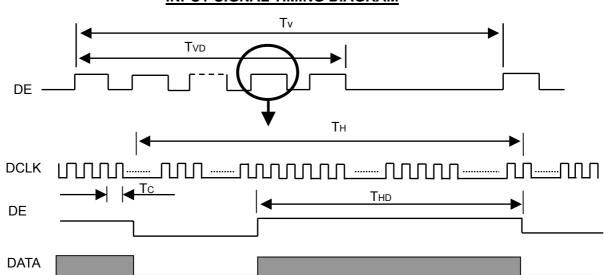


## 6 INTERFACE TIMING

#### 6.1 INPUT SIGNAL TIMING SPECIFICATIONS

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

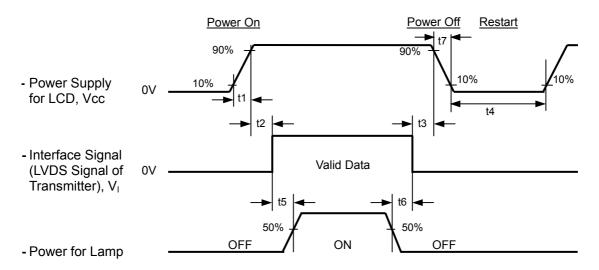
| Signal | Item                       | Symbol | Min. | Тур. | Max. | Unit | Note |
|--------|----------------------------|--------|------|------|------|------|------|
| DCLK   | Frequency                  | 1/Tc   | -    | 65   | 68   | MHz  | -    |
|        | Vertical Total Time        | TV     | 770  | 806  | 818  | TH   | -    |
|        | Vertical Addressing Time   | TVD    | 768  | 768  | 768  | TH   | -    |
| DE -   | Horizontal Total Time      | TH     | 1094 | 1344 | 1364 | Тс   | -    |
|        | Horizontal Addressing Time | THD    | 1024 | 1024 | 1024 | Tc   | -    |



## **INPUT SIGNAL TIMING DIAGRAM**



## 6.2 POWER ON/OFF SEQUENCE



Timing Specifications:

 $0.5ms < t1 \leq 10 msec$ 

- $0 < t2 \leq 50 \text{ msec}$
- 0 < t3  $\leq$  50 msec
  - t4  $\geq$  500 msec
  - t5  $\geq$  200 msec
  - t6  $\geq$  200 msec

Note (1) Please avoid floating state of interface signal at invalid period.

Note (2) When the interface signal is invalid, be sure to pull down the power supply of LCD Vcc to 0 V.

- Note (3) The Backlight inverter power must be turned on after the power supply for the logic and the interface signal is valid. The Backlight inverter power must be turned off before the power supply for the logic and the interface signal is invalid.
- Note (4) Sometimes some slight noise shows when LCD is turned off (even backlight is already off). To avoid this phenomenon, we suggest that the Vcc falling time had better to follow

t7  $\geq$  5 msec



## 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>        | 3.3                      | V                |  |  |
| Input Signal               | According to typical v | alue in "3. ELECTRICAL ( | CHARACTERISTICS" |  |  |
| Inverter Current           | ١                      | 6.0                      | mA               |  |  |
| Inverter Driving Frequency | F <sub>L</sub> 61 KHz  |                          |                  |  |  |
| Inverter                   | Sumida-H05-4915        |                          |                  |  |  |

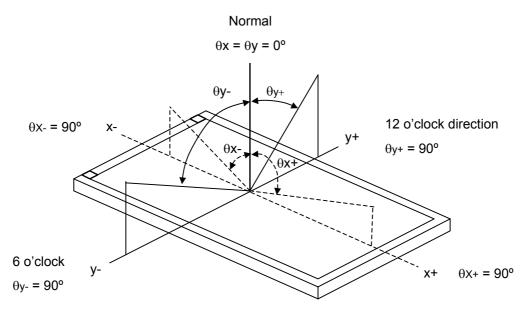
The measurement methods of optical characteristics are shown in Section 7.2. The following items should be measured under the test conditions described in Section 7.1 and stable environment shown in Note (6).

#### 7.2 OPTICAL SPECIFICATIONS

| Iten            | n           | Symbol           | Condition                              | Min.  | Тур.    | Max.   | Unit              | Note     |
|-----------------|-------------|------------------|--|-------|---------|--------|-------------------|----------|
| Contrast Ratio  |             | CR               |  | (300) | (450)   | -      | -                 | (2), (5) |
| Response Time   |             | T <sub>R</sub>   |  | -     | (5)     | (10)   | ms                | (3)      |
| Response nine   |             | T <sub>F</sub>   |  | -     | (11)    | (16)   | ms                | (3)      |
| Luminance of W  | hite        | L <sub>AVE</sub> |  | (150) | (180)   | -      | cd/m <sup>2</sup> | (4), (5) |
| White Variation | of 5 Points | δW               |  | -     | -       | (1.25) | -                 | (5), (6) |
|                 | Red         | Rx               | θ <sub>x</sub> =0°, θ <sub>Y</sub> =0° |       | (0.573) |        | -                 |          |
|                 | Reu         | Ry               | Viewing Normal                         |       | (0.333) |        | -                 |          |
|                 | Green       | Gx               | Angle                                  |       | (0.328) |        | -                 |          |
| Color           |             | Gy               |  | TYP   | (0.570) | TYP    | -                 |          |
| Chromaticity    | Blue        | Bx               |  | -0.03 | (0.154) | +0.03  | -                 |          |
|                 |             | Ву               |  |       | (0.134) |        | -                 |          |
|                 | White       | Wx               |  |       | (0.313) |        | -                 | (1)      |
|                 | white       | Wy               |  |       | (0.329) |        | -                 |          |
|                 | Horizontal  | $\theta_x$ +     |  | (40)  | (45)    | -      |                   |          |
| Viewing Angle   | Horizontai  | $\theta_x$ -     |  | (40)  | (45)    | -      | Dog               |          |
|                 | Vertical    | $\theta_{Y}$ +   | CR≥10                                  | (10)  | (15)    | -      | Deg.              |          |
|                 | vertical    | θ <sub>Y</sub> - |  | (30)  | (35)    | -      |                   |          |



#### 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) = L63 / L0

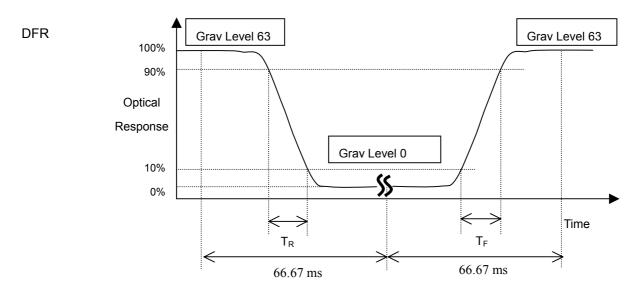
L63: Luminance of gray level 63

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 (6).







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

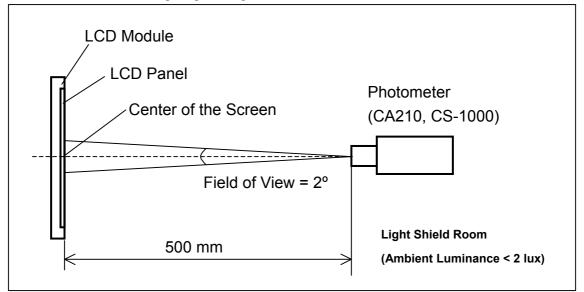
Measure the luminance of gray level 63 at 5 points

 $L_{AVE} = [L (1)+L (2)+L (3)+L (4)+L (5)] / 5$ 

L (x) is corresponding to the luminance of the point X at Figure in Note (6).

Note (5) Measurement Setup:

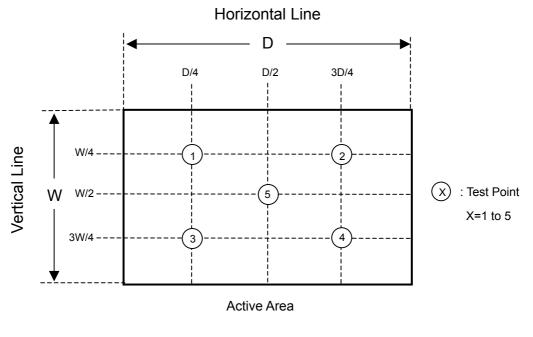
The LCD module should be stabilized at given temperature for 20 minutes to avoid abrupt temperature change during measuring. In order to stabilize the luminance, the measurement should be executed after lighting Backlight for 20 minutes in a windless room.



Note (6) Definition of White Variation ( $\delta W$ ):

Measure the luminance of gray level 63 at 5 points

δW = Maximum [L (1), L (2), L (3), L (4), L (5)] / Minimum [L (1), L (2), L (3), L (4), L (5)]





#### 8 PRECAUTIONS

#### 8.1 HANDLING PRECAUTIONS

- (1) The module should be assembled into the system firmly by using every mounting hole. Be careful not to twist or bend the module.
- (2) While assembling or installing modules, it can only be in the clean area. The dust and oil may cause electrical short or damage the polarizer.
- (3) Use fingerstalls or soft gloves in order to keep display clean during the incoming inspection and assembly process.
- (4) Do not press or scratch the surface harder than a HB pencil lead on the panel because the polarizer is very soft and easily scratched.
- (5) If the surface of the polarizer is dirty, please clean it by some absorbent cotton or soft cloth. Do not use Ketone type materials (ex. Acetone), Ethyl alcohol, Toluene, Ethyl acid or Methyl chloride. It might permanently damage the polarizer due to chemical reaction.
- (6) Wipe off water droplets or oil immediately. Staining and discoloration may occur if they left on panel for a long time.
- (7) If the liquid crystal material leaks from the panel, it should be kept away from the eyes or mouth. In case of contacting with hands, legs or clothes, it must be washed away thoroughly with soap.
- (8) Protect the module from static electricity, it may cause damage to the C-MOS Gate Array IC.
- (9) Do not disassemble the module.
- (10) Do not pull or fold the lamp wire.
- (11) Pins of I/F connector should not be touched directly with bare hands.

#### **8.2 STORAGE PRECAUTIONS**

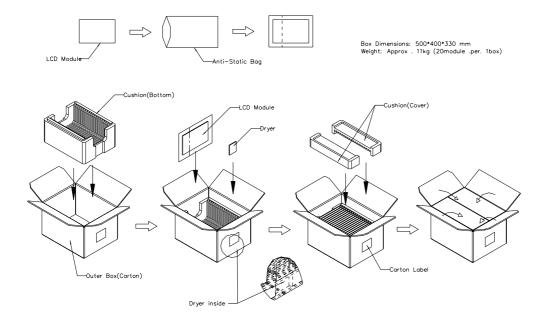
- (1) High temperature or humidity may reduce the performance of module. Please store LCD module within the specified storage conditions.
- (2) It is dangerous that moisture come into or contacted the LCD module, because the moisture may damage LCD module when it is operating.
- (3) It may reduce the display quality if the ambient temperature is lower than 10 °C. For example, the response time will become slowly, and the starting voltage of lamp will be higher than the room temperature.

#### 8.3 OPERATION PRECAUTIONS

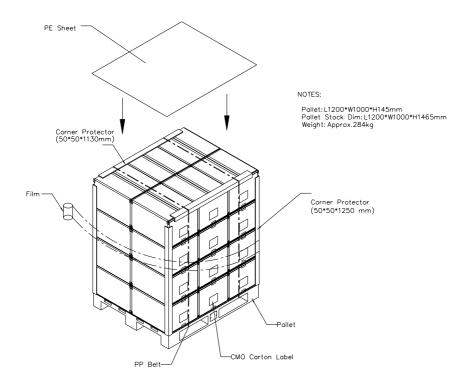
- (1) Do not pull the I/F connector in or out while the module is operating.
- (2) Always follow the correct power on/off sequence when LCD module is connecting and operating. This can prevent the CMOS LSI chips from damage during latch-up.
- (3) The startup voltage of Backlight is approximately 1000 Volts. It may cause electrical shock while assembling with inverter. Do not disassemble the module or insert anything into the Backlight unit.



## 9 PACKING 9.1 CARTON



9.2 PALLET



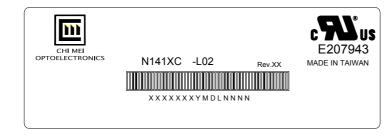
26/28



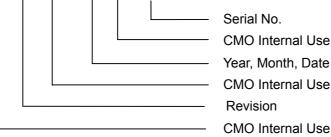
## 10 DEFINITION OF LABELS

#### 10.1 CMO MODULE LABEL

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



- (a) Model Name: N141XC L02
- (b) Revision: Rev. XX, for example: A1, ..., C1, C2 ... etc.
- (c) Serial ID: X X X X X X X Y M D X N N N N



Serial ID includes the information as below:

(a) Manufactured Date: Year: 1~9, for 2001~2009

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

#### **10.2 CARTON LABEL**

| CHI MEI OPTOELECTRONICS |             |               |
|-------------------------|-------------|---------------|
| PO.NO                   |             |               |
| Part ID                 |             |               |
| Carton ID               | _Quantities |               |
| Made in 3               | KXXX        | ► Site of MFG |

