

Kaohsiung Opto-Electronics Inc.

| FOR MESSRS: | 2012, DATE : Oct. 8 <sup>th</sup> |
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# **CUSTOMER'S ACCEPTANCE SPECIFICATIONS**

# TX38D18VM2BAA

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PROPOSED BY: Dan Ching

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# 3. GENERAL DATA

#### 3.1 DISPLAY FEATURES

This module is a 15" XGA of 4:3 format amorphous silicon TFT. The pixel format is vertical stripe and sub pixels are arranged as R (red), G (green), B (blue) sequentially. This display is RoHS compliant, COF (chip on film) technology and LED backlight are applied on this display.

| Part Name               | TX38D18VM2BAA  |
|-------------------------|--|
| Module Dimensions       | 326.5(W) mm x 253.5(V) mm x 11.5 (D) mm                          |
| LCD Active Area         | 304.1(H) mm x 228.1(V) mm  |
| Pixel Pitch             | 0.297(W) mm x 0.297 (H) mm                                       |
| Resolution              | 1024 x 3(RGB)(W) x 768(H) dots                                   |
| Color Pixel Arrangement | R, G, B Vertical stripe  |
| LCD Type                | Transmissive Color TFT; Normally White; Anti-Glare Polarizer     |
| Display Type            | Active Matrix  |
| Number of Colors        | 16.7M / 262k Colors  |
| Backlight               | 39 LEDs (13 series x 3)  |
| Weight                  | (850g)   |
| Interface               | 1ch - LVDS / Receiver; 20 pins                                   |
| Power Supply Voltage    | 3.3V for LCD; 12V and 5V for Backlight                           |
| Power Consumption       | (1.7W) for LCD; (13.2 W) for Backlight                           |
| Viewing Direction       | 12 O'clock (without image inversion and least brightness change) |

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#### 4. ABSOLUTE MAXIMUM RATINGS

| Item                               | Symbol     | Min. | Max.                 | Unit | Remarks |
|------------------------------------|------------|------|----------------------|------|---------|
| Supply Voltage                     | $V_{DD}$   | -0.3 | 4                    | V    | -       |
| Input Voltage of Logic             | VI         | -0.2 | V <sub>DD</sub> +0.3 | V    | Note 1  |
| Operating Temperature              | Тор        | -30  | 80                   | °C   | Note 2  |
| Storage Temperature                | Tst        | -30  | 80                   | °C   | Note 2  |
| Backlight Input Voltage            | $V_{LED}$  | 10   | 30                   | V    | -       |
| Input Voltage of backlight control | $V_{LEDC}$ | 0    | 6.0                  | V    | Note 3  |

- Note 1: The rating is defined for the signal voltages of the interface such as DE, DCLK, FRC and pixel data signal.
- Note 2: The maximum rating is defined as above based on the temperature on the panel surface and LED driver board, which might be different from ambient temperature after assembling the panel into the application. Moreover, some temperature-related phenomenon as below needed to be noticed:
  - Background color, contrast and response time would be different in temperatures other than  $25\,^{\circ}\mathrm{C}\,.$
  - Operating under high temperature will shorten LED lifetime.
  - Do not operate at or near the maximum ratings listed for extended periods of time. Exposure to such conditions may adversely impact product reliability and result in failures not covered by warranty.

Note 3: The Backlight control signal voltage of the interface such as EN,DDIM and ADIM signal.

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# 5. ELECTRICAL CHARACTERISTICS

#### 5.1 LCD CHARACTERISTICS

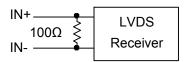
$$T_a = 25 \, ^{\circ}C$$
, Vss = 0V

| Item                                   | Symbol            | Condition       | Min. | Тур. | Max. | Unit  | Remarks  |
|--|-------------------|-----------------|------|------|------|-------|----------|
| Power Supply Voltage                   | $V_{DD}$          | -               | 3.0  | 3.3  | 3.6  | V     | -        |
| Ripple Voltage                         | $V_{RP}$          | -               | ı    | -    | 100  | mVp-p |          |
| Rush Current                           | I <sub>RUSH</sub> | -               | ı    | -    | 2.0  | Α     | Note 1   |
| Differential Input                     |                   | V <sub>IH</sub> | -    | -    | +100 | .,    |          |
| Voltage for LVDS<br>Receiver Threshold | V <sub>I</sub>    | V <sub>IL</sub> | -100 | -    | -    | mV    | Note 2   |
| Dower Supply Current                   |                   | White Pattern   | ı    | 410  | 510  | mA    | Noto 2.4 |
| Power Supply Current                   | I <sub>DD</sub>   | Black Pattern   | -    | 590  | 690  | IIIA  | Note 3,4 |
| DCLK Frequency                         | $f_{\it CLK}$     | -               | -    | 65   | 80   | MHz   | -        |

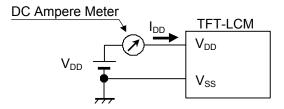
Note 1: Rush current is set maximum 2A. Current capacity for  $V_{DD}$  power supply should be larger than 5A, so that fuse built in the LCM could appropriately work under the abnormal condition.

Note 2: V<sub>CM</sub>=+1.2V

The input terminal of LVDS transmitter is terminated with  $100\Omega$ .



Note 3:  $f_{CLK}$ =65.0MHz, and  $V_{DD}$ =3.3V, are the test conditions.

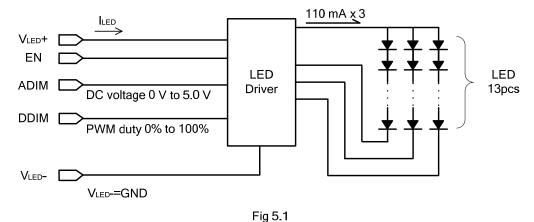


Note 4: For LVDS Transmitter Input

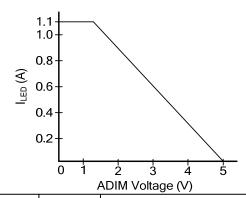
#### 5.2 BACKLIGHT CHARACTERISTICS

| Item                    | Symbol           | Condition                      | Min. | Тур.   | Max. | Unit | Remarks  |
|-------------------------|------------------|--------------------------------|------|--------|------|------|----------|
| LED Input Voltage       | $V_{LED}$        |                                | 10.8 | 12.0   | 13.2 |      | Note 1   |
| Enable                  | EN               | Backlight Unit                 | 4.5  | 5      | 5.5  |      | -        |
| Analog Dimming Function | ADIM             | Backlight Offit                | 0    | 5      | 5.5  | V    |          |
| Digital Dimming         | DDIM             | "H" Level                      | 4.0  | 5      | 5.5  |      |          |
| Function                | DDIM             | "L" Level                      | 0    | 0      | 0.2  |      | Note 2,3 |
| LED Driving Current     |                  | ADIM = 0V,<br>DDIM = 0% Duty   | -    | (1100) | -    | A    | Note 2,5 |
| (DIM Control)           | I <sub>LED</sub> | ADIM = 5V,<br>DDIM = 100% Duty | -    | (55)   | -    | mA   |          |
| LED Lifetime            | -                | 110mA x 3                      | -    | (50k)  | -    | hrs  | Note 4   |

- Note 1: As Fig 5.1 shown, all LEDs are controlled by the LED Driver when applying 12V V<sub>LED</sub>.
- Note 2: Dimming function can be obtained by applying DC voltage or PWM signal from the display interface CN2. The recommend PWM signal is 1KHz~10KHz with 5V amplitude. The brightness is increased when applied DC voltage of ADIM or PWM duty of DDIM is decreased.
- Note 3: 4A fuse is built in the LED voltage control board, current capacity for V<sub>LED</sub> power supply should be larger than 10A, so that the fuse built in the LED voltage control board could appropriately work under the abnormal condition.
- Note 4: The estimated lifetime is specified as the time to reduce 50% brightness by applying 110mA x 3 at  $25^{\circ}$ C.



Note 5: I<sub>LED</sub> vs DIM Voltage (Reference only)



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## 6. OPTICAL CHARACTERISTICS

The optical characteristics are measured based on the conditions as below:

- Supplying the signals and voltages defined in the section of electrical characteristics.
- The backlight unit needs to be turned on for 30 minutes.
- The ambient temperature is 25°C.
- In the dark room around 100~200 lx, the equipment has been set for the measurements as shown in Fig 6.1.

 $T_a = 25 \, ^{\circ}C, \text{ Vdd} = 3.3V$ 

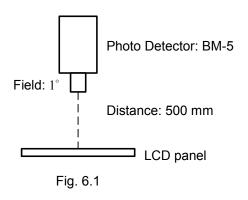
| Item                                      |               | Symbol      | Condition                               | Min.   | Тур. | Max.   | Unit              | Remarks |
|---|---------------|-------------|---|--------|------|--------|-------------------|---------|
| Brightness of White Brightness Uniformity |               | -           |   | (960)  | 1200 | -      | cd/m <sup>2</sup> | Note 1  |
|   |               | -           | $\phi = 0^{\circ}, \theta = 0^{\circ},$ | (70)   | 80   | -      | %                 | Note 2  |
| Contrast F                                | Ratio         | CR          | 110mA x 3                               | (450)  | 700  | -      | -                 | Note 3  |
| Response<br>(Rising + Fa                  |               | $T_r + T_f$ | $\phi = 0^{\circ}, \theta = 0^{\circ}$  | -      | 25   | 35     | ms                | Note 4  |
|   |               | $\theta$ x  | $\phi = 0^{\circ}, CR \ge 10$           | (70)   | 80   | -      |                   |         |
| \/iovina A                                | nalo          | $\theta x'$ | $\phi = 180^{\circ}, CR \ge 10$         | (70)   | 80   | -      | Degree            | Note 5  |
| Viewing A                                 | Viewing Angle |             | $\phi = 90^{\circ}, CR \ge 10$          | (60)   | 70   | -      | Degree            | Note 5  |
|   |               | $\theta$ y' | $\phi = 270^{\circ}, CR \ge 10$         | (70)   | 80   | -      |                   |         |
|   | Dod           | X           | -                                       | (0.57) | 0.62 | (0.67) | -                 |         |
|   | Red           | Υ           |   | (0.30) | 0.35 | (0.40) |                   |         |
|   | 0             | X           |   | (0.29) | 0.34 | (0.39) |                   |         |
| Color                                     | Green         | Υ           | / 0° 0 0°                               | (0.55) | 0.60 | (0.65) |                   |         |
| Chromaticity                              | Dive          | X           | $\phi = 0^{\circ}, \theta = 0^{\circ}$  | (0.10) | 0.15 | (0.20) |                   | Note 6  |
|   | Blue          | Υ           |   | (0.05) | 0.10 | (0.15) |                   |         |
|   | \\/bitc       | X           |   | (0.28) | 0.33 | (0.38) |                   |         |
|   | White         | Υ           |   | (0.30) | 0.35 | (0.40) |                   |         |

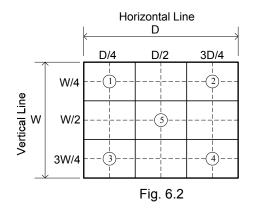
Note 1: The brightness is measured from the panel center point, P5 in Fig. 6.2, for the typical value.

Note 2: The brightness uniformity is calculated by the equation as below:

Brightness uniformity = 
$$\frac{\text{Min. Brightness}}{\text{Max. Brightness}} \times 100\%$$

, which is based on the brightness values of the 5 points measured by BM-5 as shown in Fig. 6.2.





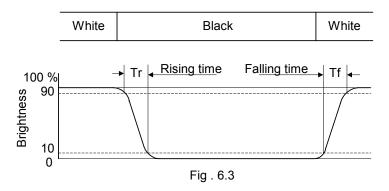
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Note 3: The Contrast Ratio is measured from the center point of the panel, P5, and defined as the following equation:

$$CR = \frac{Brightness of White}{Brightness of Black}$$

Note 4: The definition of response time is shown in Fig. 6.3. The rising time is the period from 90% brightness to 10% brightness when the data is from white to black. Oppositely, Falling time is the period from 10% brightness rising to 90% brightness.



Note 5: The definition of viewing angle is shown in Fig. 6.4. Angle  $\phi$  is used to represent viewing directions, for instance,  $\phi = 270^{\circ}$  means 6 o'clock, and  $\phi = 0^{\circ}$  means 3 o'clock. Moreover, angle  $\theta$  is used to represent viewing angles from axis Z toward plane XY.

The viewing direction of this display is 12 o'clock, which means that a photograph with gray scale would not be reversed in color and the brightness change would be less from this direction. However, the best contrast peak would be located at 6 o'clock.

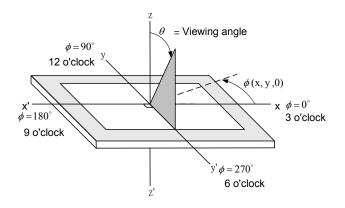
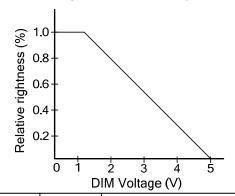
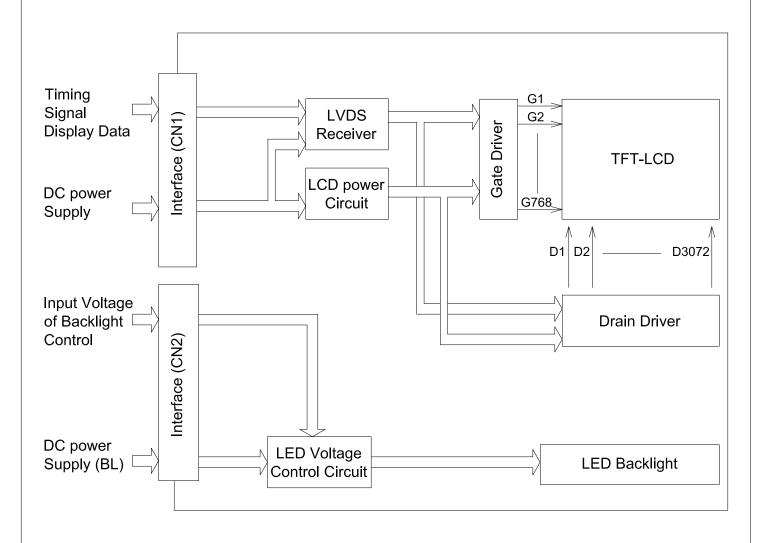


Fig 6.4

- Note 6: The color chromaticity is measured from the center point of the panel, P5, as shown in Fig. 6.2.
- Note 7: Relative Brightness V.S DIM Voltage (Reference only)



# 7 BLOCK DIAGRAM



# 8. RELIABILITY TESTS

| Test Item                   | Condition  |  |
|-----------------------------|--|--|
| High Temperature            | 1) Operating<br>2) 80°C  | 240 hrs                                |
| Low Temperature             | 1) Operating<br>2) -30°C   | 240 hrs                                |
| High Temperature            | 1) Storage<br>2) 80°C  | 240 hrs                                |
| Low Temperature             | 1) Storage<br>2) -30°C   | 240 hrs                                |
| Thermal Shock               | 1) Non-Operating<br>2) -30°C ↔ 80°C<br>3) 0.5 hr ↔ 0.5 hr  | 240 hrs                                |
| High Temperature & Humidity | 1) Operating 2) 40°C & 85%RH 3) Without condensation (Note3)   | 240 hrs                                |
| Vibration                   | 1) Non-Operating 2) 10~300 Hz 3) 1.5G 4) X, Y, and Z directions  | 10 min / cycle, 3cycles each direction |
| ESD                         | <ul> <li>5) Operating</li> <li>6) Tip: 150 pF, 330 Ω,1 sec / cycle</li> <li>7) Condition 1:Panel contact ± 8KV</li> <li>8) Condition 2:Panel non-contact ± 15KV</li> </ul> | -                                      |

- Note 1: Display functionalities are inspected under the conditions defined in the specification after the reliability tests.
- Note 2: The display is not guaranteed for use in corrosive gas environments.
- Note 3: Under the condition of high temperature & humidity, if the temperature is higher than  $40^{\circ}$ C, the humidity needs to be reduced as Fig. 8.1 shown.
- Note 4: Temperature of panel display surface area should be 80℃ Max.

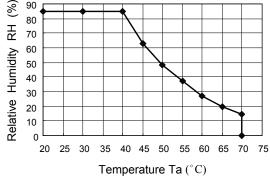


Fig. 8.1

#### 9. LCD INTERFACE

#### 9.1 INTERFACE PIN CONNECTIONS

The display interface connector is MSB240420G made by STM and more details of the connector are shown in the section of outline dimension.

Pin assignment of LCD interface is as below:

| Pin No. | Signal          | Function                | Pin No. | Signal          | Function   |
|---------|-----------------|-------------------------|---------|-----------------|--|
| 1       | $V_{DD}$        | Davier Cumply for Legis | 11      | IN2-            | Divel Date   |
| 2       | $V_{DD}$        | Power Supply for Logic  | 12      | IN2+            | Pixel Data   |
| 3       | $V_{SS}$        | GND                     | 13      | $V_{SS}$        | GND  |
| 4       | NC              | No Connection           | 14      | CLK IN-         | Clast  |
| 5       | INO-            | Divel Date              | 15      | CLK IN+         | Clock  |
| 6       | IN0+            | Pixel Data              | 16      | V <sub>SS</sub> | GND  |
| 7       | $V_{SS}$        | GND                     | 17      | IN3-            | Divel Date   |
| 8       | IN1-            | Divol Data              | 18      | IN3+            | Pixel Data   |
| 9       | IN1+            | Pixel Data              | 19      | V <sub>SS</sub> | GND  |
| 10      | V <sub>SS</sub> | GND                     | 20      | FRC             | High: 6 bit Mode (Note 2) Low or NC: 8 bit Mode (Note 2) |

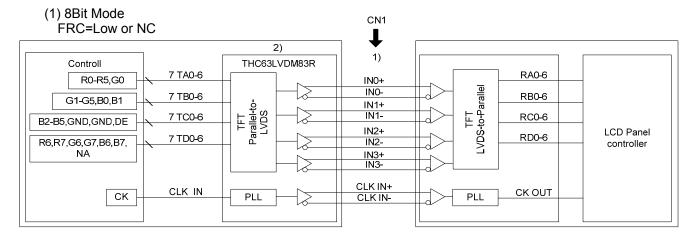
Note 1: IN n- and IN n+ (n=0,1,2,3),CLK IN- and CLK IN+ are recommended to be twisted or side-by-side FPC patterns, respectively.

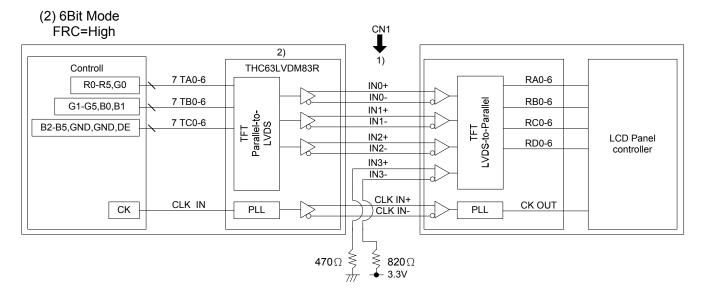
Note 2:"High" stands for 3.3V, "Low" stands for 0V and "NC" stands for no connection.

The backlight interface connector is SM08B-SRSS-TB made by JST, and pin assignment of backlight is as below:

| Pin No. | Signal             | Level | Function  |
|---------|--------------------|-------|---|
| 1,2     | $V_{LED}$ +        | -     | Power Supply for LED                              |
| 3       | NC                 | -     | No Connection                                     |
|         |                    |       | Enable Pin  |
| 4       | EN                 | -     | High : Backlight Enable                           |
|         |                    |       | Low : Backlight Disable                           |
| 5       | ADIM               | -     | Analog Voltage Dimming Function (Voltage Control) |
| 6       | DDIM               | -     | PWM Dimming Function                              |
| 7,8     | V <sub>LED</sub> - | -     | GND   |

#### 9.2 LVDS INTERFALE





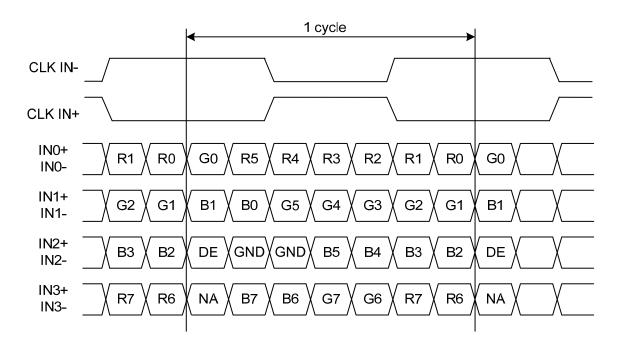
- Note 1) LVDS cable impedance should be 100 ohms per signal line when each 2-lines(+,-) is used in differential mode.
- Note 2) Transmitter Made by Thine: THC63LVDM83R equivalent.

  Transmitter is not contained in Module.

#### 9.3 LVDS DATA MAPPING

## 1) THC63LVDM83R Pin Assignment (8 Bit Mode)

| Trans   | smitter | FRC       | Transr  | nitter | FRC       |
|---------|---------|-----------|---------|--------|-----------|
| Pin No. | Date    | Low or NC | Pin No. | Date   | Low or NC |
| 51      | TA0     | R0 (LSB)  | 20      | TC0    | B2        |
| 52      | TA1     | R1        | 22      | TC1    | В3        |
| 54      | TA2     | R2        | 23      | TC2    | B4        |
| 55      | TA3     | R3        | 24      | TC3    | B5        |
| 56      | TA4     | R4        | 27      | TC4    | GND       |
| 3       | TA5     | R5        | 28      | TC5    | GND       |
| 4       | TA6     | G0 (LSB)  | 30      | TC6    | DE        |
| 6       | TB0     | G1        | 50      | TD0    | R6        |
| 7       | TB1     | G2        | 2       | TD1    | R7 (MSB)  |
| 11      | TB2     | G3        | 8       | TD2    | G6        |
| 12      | TB3     | G4        | 10      | TD3    | G7 (MSB)  |
| 14      | TB4     | G5        | 16      | TD4    | B6        |
| 15      | TB5     | B0 (LSB)  | 18      | TD5    | B7 (MSB)  |
| 19      | TB6     | B1        | 25      | TD6    | NA        |



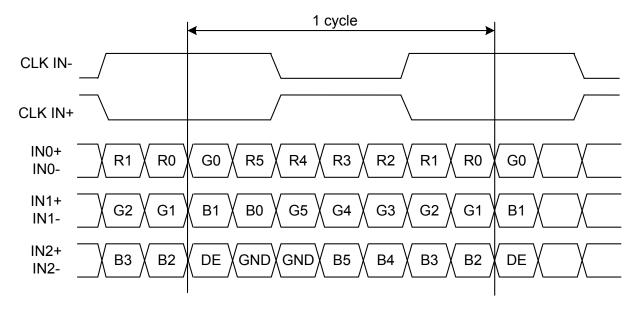
DE: Display Enable

NA: Not Available

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#### 2) THC63LVDM83R Pin Assignment (6 Bit Mode)

| Trans   | smitter | FRC      | Transr  | nitter | FRC      |
|---------|---------|----------|---------|--------|----------|
| Pin No. | Date    | High     | Pin No. | Date   | High     |
| 51      | TA0     | R0 (LSB) | 20      | TC0    | B2       |
| 52      | TA1     | R1       | 22      | TC1    | B3       |
| 54      | TA2     | R2       | 23      | TC2    | B4       |
| 55      | TA3     | R3       | 24      | TC3    | B5 (MSB) |
| 56      | TA4     | R4       | 27      | TC4    | GND      |
| 3       | TA5     | R5 (MSB) | 28      | TC5    | GND      |
| 4       | TA6     | G0 (LSB) | 30      | TC6    | DE       |
| 6       | TB0     | G1       | 50      | TD0    | NA       |
| 7       | TB1     | G2       | 2       | TD1    | NA       |
| 11      | TB2     | G3       | 8       | TD2    | NA       |
| 12      | TB3     | G4       | 10      | TD3    | NA       |
| 14      | TB4     | G5 (MSB) | 16      | TD4    | NA       |
| 15      | TB5     | B0 (LSB) | 18      | TD5    | NA       |
| 19      | TB6     | B1       | 25      | TD6    | NA       |



DE : Display Enable

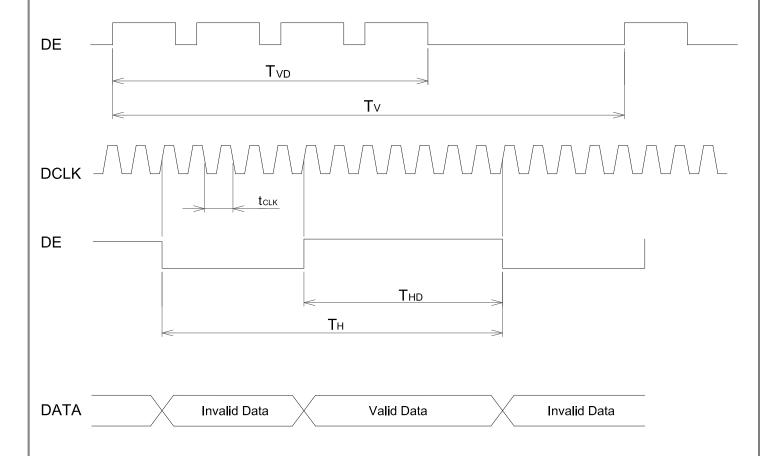
NA: Not Available.

#### 8.4 INTERNAL TIMING SPECIFICATIONS

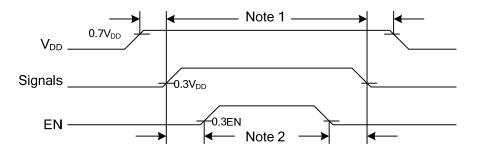
| Signal | Item                    | Symbol | Min. | Тур. | Max. | Unit | Remarks |
|--------|-------------------------|--------|------|------|------|------|---------|
| DCLK   | Pixel Clock             | 1/tclk | -    | 65   | 80   | MHz  | -       |
|        | Vertical Total Time     | Tv     | 780  | 806  | 1200 | Тн   | -       |
| DE     | Vertical Address Time   | Tvd    | 768  | 768  | 768  | Тн   | -       |
| DE     | Horizontal Total Time   | Тн     | 1140 | 1344 | 1600 | tclk | -       |
|        | Horizontal Address Time | THD    | 1024 | 1024 | 1024 | tclk | -       |

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

#### 8.5 INTERNAL TIMING DIAGRAM



#### 9.6 POWER SEQUENCE



Power Sequence Timing

- Note 1: In order to avoid any damages,  $V_{DD}$  has to be applied before all other signals. The opposite is true for power off where  $V_{DD}$  has to be remained on until all other signals have been switch off. The recommended time period is 1 second. Hot plugging might cause display damage due to incorrect power sequence, please pay attention on interface connecting before power on.
- Note 2: In order to avoid showing uncompleted patterns in transient state. It is recommended that switching the backlight on is delayed for 1 second after the signals have been applied. The opposite is true for power off where the backlight has to be switched off 1 second before the signals are removed.
- Note 3: The floating state of interface signal should be avoid at invalid period.
- Note 4: When the interface signal is invalid, please set the power supply of  $V_{DD}$  to 0V.

# 9.7 DATA INPUT for DISPLAY COLOR(8 BIT MODE)

|       |            |     |    |     | Red | Data | 1  |     |     |     |    | G   | reen | Dat | а  |     |     |     |     |     | Blue | Data | 1  |    |     |
|-------|------------|-----|----|-----|-----|------|----|-----|-----|-----|----|-----|------|-----|----|-----|-----|-----|-----|-----|------|------|----|----|-----|
| In    | out color  | R7  | R6 | R5  | R4  | R3   | R2 | R1  | R0  | G7  | G6 | G5  | G4   | G3  | G2 | G1  | G0  | В7  | В6  | B5  | В4   | ВЗ   | B2 | В1 | В0  |
|       |            | MSB |    |     |     |      |    |     | LSB | MSB |    |     |      |     |    |     | LSB | MSB |     |     |      |      |    |    | LSB |
|       | Black      | 0   | 0  | 0   | 0   | 0    | 0  | 0   | 0   | 0   | 0  | 0   | 0    | 0   | 0  | 0   | 0   | 0   | 0   | 0   | 0    | 0    | 0  | 0  | 0   |
|       | Red(255)   | 1   | 1  | 1   | 1   | 1    | 1  | 1   | 1   | 0   | 0  | 0   | 0    | 0   | 0  | 0   | 0   | 0   | 0   | 0   | 0    | 0    | 0  | 0  | 0   |
|       | Green(255) | 0   | 0  | 0   | 0   | 0    | 0  | 0   | 0   | 1   | 1  | 1   | 1    | 1   | 1  | 1   | 1   | 0   | 0   | 0   | 0    | 0    | 0  | 0  | 0   |
| Basic | 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   |
| Color | Cyan       | 0   | 0  | 0   | 0   | 0    | 0  | 0   | 0   | 1   | 1  | 1   | 1    | 1   | 1  | 1   | 1   | 1   | 1   | 1   | 1    | 1    | 1  | 1  | 1   |
|       | Magenta    | 1   | 1  | 1   | 1   | 1    | 1  | 1   | 1   | 0   | 0  | 0   | 0    | 0   | 0  | 0   | 0   | 1   | 1   | 1   | 1    | 1    | 1  | 1  | 1   |
|       | Yellow     | 1   | 1  | 1   | 1   | 1    | 1  | 1   | 1   | 1   | 1  | 1   | 1    | 1   | 1  | 1   | 1   | 0   | 0   | 0   | 0    | 0    | 0  | 0  | 0   |
|       | White      | 1   | 1  | 1   | 1   | 1    | 1  | 1   | 1   | 1   | 1  | 1   | 1    | 1   | 1  | 1   | 1   | 1   | 1   | 1   | 1    | 1    | 1  | 1  | 1   |
|       | Black      | 0   | 0  | 0   | 0   | 0    | 0  | 0   | 0   | 0   | 0  | 0   | 0    | 0   | 0  | 0   | 0   | 0   | 0   | 0   | 0    | 0    | 0  | 0  | 0   |
|       | Red(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   |
| Red   | :          | :   | :  | :   | :   | :    | :  | :   | :   | :   | :  | :   | :    | :   | :  | :   | :   | :   | :   | :   | :    | :    | :  | :  | :   |
| rteu  | :          | :   | :  | :   | :   | :    | :  | :   | :   | :   | :  | :   | :    | :   | :  | :   | :   | :   | :   | :   | :    | :    | :  | :  | :   |
|       | 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(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   |
|       | Black      | 0   | 0  | 0   | 0   | 0    | 0  | 0   | 0   | 0   | 0  | 0   | 0    | 0   | 0  | 0   | 0   | 0   | 0   | 0   | 0    | 0    | 0  | 0  | 0   |
|       | 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   |
|       | 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   |
| Green | :          | :   | :  | :   | :   | :    | :  | :   | :   | :   | :  | :   | :    | :   | :  | :   | :   | :   | :   | :   | :    | :    | :  | :  | :   |
| 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   |
|       | 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   |
|       | Black      | 0   | 0  | 0   | 0   | 0    | 0  | 0   | 0   | 0   | 0  | 0   | 0    | 0   | 0  | 0   | 0   | 0   | 0   | 0   | 0    | 0    | 0  | 0  | 0   |
|       | Blue(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   |
|       | 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   |
| Blue  | :          | :   | •• | ••• | ••• | :    | •• | ••• | :   | :   | •• | ••• | •••  | ••  | :  | ••• | :   | ••  | • • | ••• | • •  | ••   | •• | :  | :   |
| שועכ  | :          | :   | :  | :   | :   | :    | :  | :   | :   | :   | :  | :   | :    | :   | :  | :   | :   | :   | :   | :   | :    | :    | :  | :  | :   |
|       | Blue(253)  | 0   | 0  | 0   | 0   | 0    | 0  | 0   | 0   | 0   | 0  | 0   | 0    | 0   | 0  | 0   | 0   | 1   | 1   | 1   | 1    | 1    | 1  | 0  | 1   |
|       | Blue(254)  | 0   | 0  | 0   | 0   | 0    | 0  | 0   | 0   | 0   | 0  | 0   | 0    | 0   | 0  | 0   | 0   | 1   | 1   | 1   | 1    | 1    | 1  | 1  | 0   |
|       | Blue(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: Definition of gray scale : Color(n) Number in parenthesis indicates gray scale level. Larger number corresponds to brighter level.

Note 2: Data Signal : 1 : High, 0 : Low

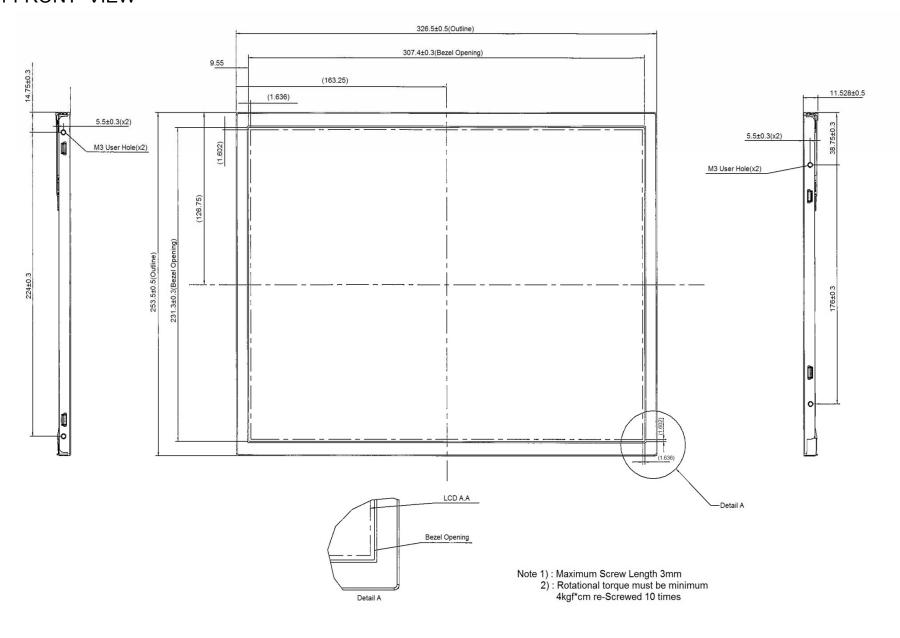
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|---------------------------------|--------------|-----------------------------|------|-------|--|

# 9.8 DATA INPUT for DISPLAY COLOR (6 BIT MODE)

|       | COLOR &    |    |    | Red | Data |    |    |    | Green Data |    |    |    |    | Blue Data |    |    |    |    |    |  |
|-------|------------|----|----|-----|------|----|----|----|------------|----|----|----|----|-----------|----|----|----|----|----|--|
|       | Gray Scale | R5 | R4 | R3  | R2   | R1 | R0 | G5 | G4         | G3 | G2 | G1 | G0 | B5        | B4 | В3 | B2 | В1 | В0 |  |
|       | Black      | 0  | 0  | 0   | 0    | 0  | 0  | 0  | 0          | 0  | 0  | 0  | 0  | 0         | 0  | 0  | 0  | 0  | 0  |  |
|       | Red (63)   | 1  | 1  | 1   | 1    | 1  | 1  | 0  | 0          | 0  | 0  | 0  | 0  | 0         | 0  | 0  | 0  | 0  | 0  |  |
|       | Green (63) | 0  | 0  | 0   | 0    | 0  | 0  | 1  | 1          | 1  | 1  | 1  | 1  | 0         | 0  | 0  | 0  | 0  | 0  |  |
| Basic | Blue (63)  | 0  | 0  | 0   | 0    | 0  | 0  | 0  | 0          | 0  | 0  | 0  | 0  | 1         | 1  | 1  | 1  | 1  | 1  |  |
| Color | 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  |  |
|       | Black      | 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  |  |
|       | Red (2)    | 0  | 0  | 0   | 0    | 1  | 0  | 0  | 0          | 0  | 0  | 0  | 0  | 0         | 0  | 0  | 0  | 0  | 0  |  |
| Red   | :          | :  | :  | :   | :    | •  | :  | •  | :          | :  | :  | :  | :  | • •       | :  | :  | :  | :  | :  |  |
|       | :          | :  | :  | :   | :    | :  | :  | :  | :          | :  | :  | :  | :  |           | :  | :  | :  | :  | :  |  |
|       | 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  |  |
|       | Black      | 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  |  |
|       | Green (2)  | 0  | 0  | 0   | 0    | 0  | 0  | 0  | 0          | 0  | 0  | 1  | 0  | 0         | 0  | 0  | 0  | 0  | 0  |  |
| Green | :          | :  | :  | :   | :    | :  | :  | :  | :          | :  | :  | :  | :  | :         | :  | :  | :  | :  | :  |  |
|       | :          | :  | :  | :   | :    | :  | :  | :  | :          | :  | :  | :  | :  | :         | :  | :  | :  | :  | :  |  |
|       | 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  |  |
|       | Black      | 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  |  |
|       | Blue (2)   | 0  | 0  | 0   | 0    | 0  | 0  | 0  | 0          | 0  | 0  | 0  | 0  | 0         | 0  | 0  | 0  | 1  | 0  |  |
| Blue  | :          | :  | :  | :   | :    | :  | :  | :  | :          | :  | :  | :  | :  | :         | :  | :  | :  | :  | :  |  |
|       | :          | :  | :  | :   | :    | :  | :  | :  | :          | :  | :  | :  | :  | :         | :  | :  | :  | :  | :  |  |
|       | 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  |  |

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# 10. OUTLINE DIMENSIONS 10.1 FRONT VIEW



# 9.2 FRAR VIEW 135.5±1 $\cap$ CN1: (STM)MSB240420G CN2 : (JST)SM08B-SRSS-TB LABEL

#### 11. APPEARANCE STANDARD

The appearance inspection is performed based on the conditions as below:

- The distance between inspector's eyes and display is 35 cm.
- Ambient illumination:100~200 lx for light on inspection.
- The viewing angle to the front surface of display panel is 15 degree in vertical direction and 45 degree in horizontal direction.

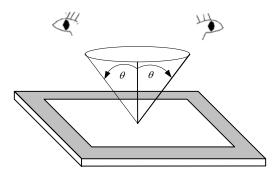


Fig. 10.1

#### 11.1 THE DEFINITION OF LCD ZONE

LCD panel is divided into 3 areas as shown in Fig.10.2 for appearance specification in next section. A zone is the LCD active area (dot area); B zone is the area, which extended 1 mm out from LCD active area; C zone is the area between B zone and metal frame.

In terms of housing design, B zone is the recommended window area customers' housing should be located in.

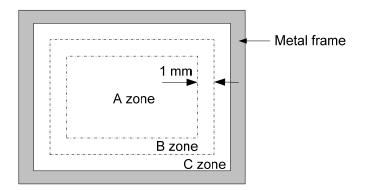


Fig. 10.2

#### 11.2 LCD APPEARANCE SPECIFICATION

The specification as below is defined as the amount of unexpected phenomenon or material in a zone (LCD active area) panel. The definitions of length, width and average diameter using in the table are shown in Fig. 11.3.

| Item                 |  | С                  | riteria   |        |               | Applied zone |
|----------------------|--|--------------------|---|--------|---------------|--------------|
| 0 t - b              | Length (mm)  | Width (mm)         | Maximum nui   | mber   | Minimum space |              |
| Scratches on         | -  | W≦0.05             | Ignored   |        | -             | Α            |
| polarizer            | 0.3 <l≦10< td=""><td><math>0.05 &lt; W \le 0.1</math></td><td>4</td><td></td><td>-</td><td></td></l≦10<> | $0.05 < W \le 0.1$ | 4   |        | -             |              |
| Dubbles / Dont       | Average diam   | eter (mm)          | Max   | imum   | number        | ^            |
| Bubbles / Dent       | 0.15 <d< td=""><td>≦0.5</td><td></td><td>4</td><td></td><td>Α</td></d<>                                  | ≦0.5               |   | 4      |               | Α            |
|                      |  | Filamentou         | s (Line shape)                                      |        |               |              |
|                      | Length (mm)  | Wid                | dth (mm)  | Ма     | ximum number  | ^            |
|                      | -  |                    | W≦0.05  |        | Ignored       | А            |
| 1) Foreign Materials | 0.3 <l≦2.0< td=""><td>0.05</td><td><w≦0.1< td=""><td></td><td>4</td><td></td></w≦0.1<></td></l≦2.0<>     | 0.05               | <w≦0.1< td=""><td></td><td>4</td><td></td></w≦0.1<> |        | 4             |              |
| 2) Dark / White Spot |  | Round              | (Dot shape)   |        |               |              |
|                      | Average diam   | eter (mm)          | Max   | imum ı | number        |              |
|                      | D  | <u>≤</u> 0.15      |   | Ignore | ed            | Α            |
|                      | 0.15≦D   | < 0.5              |   | 4      |               |              |
| Stain on polarizer   | Т  | hose wiped out     | easily are accep                                    | table  |               |              |
|                      |  |                    | Туре  | Ма     | ximum number  |              |
|                      |  |                    | 1 dot   |        | 3             |              |
|                      | Bright dot-defect  | t 2 adj            | acent dots  |        | 1             |              |
| Det Defeat           |  | 3 adjacen          | t dots or above                                     |        | Not allowed   |              |
| Dot-Defect           |  |                    | 1 dot   |        | 5             | Α            |
| (Note 1)             | Dark dot-defect  | 2 adj              | acent dots  |        | 1             |              |
|                      |  | 3 adjacen          | t dots or above                                     |        | Not allowed   |              |
|                      |  | In total           |   |        | 5             |              |
|                      | Mir  | nimum distance     |   |        | 10 mm         |              |

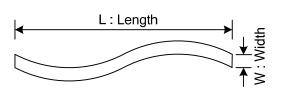


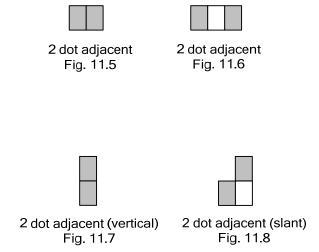


Fig 11.3

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#### Note 1: The definitions of dot defect are as below:

- The defect area of the dot must be bigger than half of a dot.
- For bright dot-defect, the dot's appear bright and unchanged in size under showing black pattern.
- For dark dot-defect, the dot's appear dark and unchanged in size under pure red, green, blue and white pattern.
- The definition of 1-dot-defect is the defect-dot, which is isolated and no adjacent defect-dot.
- The definition of adjacent dot is shown as Fig. 11.5 to Fig 11.8.



#### 12. PRECAUTIONS

#### 12.1 PRECAUTIONS of ESD

- 1) Before handling the display, please ensure your body has been connected to ground to avoid any damages by ESD. Also, do not touch display's interface directly when assembling.
- 2) Please remove the protection film very slowly before turning on the display to avoid generating ESD.

#### 12.2 PRECAUTIONS of HANDLING

- 1) In order to keep the appearance of display in good condition, please do not rub any surfaces of the displays by using sharp tools harder than 3H, especially, metal frame and polarizer.
- 2) Please do not stack the displays as this may damage the surface. In order to avoid any injuries, please avoid touching the edge of the glass or metal frame and wore gloves during handling.
- 3) Touching the polarizer or terminal pins with bare hand should be avoided to prevent staining and poor electrical contact.
- 4) Do not use any harmful chemicals such as acetone, toluene, and isopropyl alcohol to clean display's surfaces.
- 5) Do not disassemble the module.
- 6) Please wipe any unknown liquids immediately such as saliva, water or dew on the display to avoid color fading or any permanent damages.
- 7) Do not have pressure or impulse on the module because the module will be damage.
- 8) Please use soft cloth without chemicals to clean the display by gently wiping.

#### 12.3 PRECAUTIONS of OPERATING

- 1) Please input signals and voltages to the displays according to the values defined in the section of electrical characteristics to obtain the best performance. Any voltages over than absolute maximum rating will cause permanent damages to this display. Also, any timing of the signals out of this specification would cause unexpected performance.
- 2) When the display is operating at significant low temperature, the response time will be slower than it at  $25 \, \text{C}^{\,\circ}$ .
- 3) The use of screen saver or sleep mode is recommended when static images are likely for long periods of time. This is to avoid the possibility of image sticking.
- 4) Spike noise can cause malfunction of the circuit. The recommended limitation of spike noise is no bigger than 100 mV p-p.
- 5) Moisture come into or contact the LCD module may damage LCD module when it is operating.
- 6) The LED driver board with cable can't be pulled strongly or cable connector will be damaged.

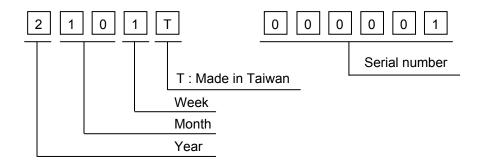
#### 12.4 PRECAUTIONS of STORAGE

If the displays are going to be stored for years, please be aware the following notices.

- 1) Please store the displays in a dark room to avoid any damages from sunlight and other sources of UV light.
- 2) Please store LCD module within the specified storage conditions.
- 3) It would be better to keep the displays in the container, which is shipped from KOE, and do not unpack it.
- 4) Please do not stick any labels on the display surface for a long time, especially on the polarizer.

# 13. DESIGNATION of LOT MARK

1) The lot mark is showing in Fig.13.1. First 4 digits are used to represent production lot, T represented made in Taiwan, and the last 6 digits are the serial number.



2) The tables as below are showing what the first 4 digits of lot mark are shorted for.

| Year | Mark |  |
|------|------|--|
| 2012 | 2    |  |
| 2013 | 3    |  |
| 2014 | 4    |  |
| 2015 | 5    |  |
| 2016 | 6    |  |

| Month | Mark | Month | Mark |
|-------|------|-------|------|
| 1     | 01   | 7     | 07   |
| 2     | 02   | 8     | 80   |
| 3     | 03   | 9     | 09   |
| 4     | 04   | 10    | 10   |
| 5     | 05   | 11    | 11   |
| 6     | 06   | 12    | 12   |

| Week (Days) | Mark |  |
|-------------|------|--|
| 1~7         | 1    |  |
| 8~14        | 2    |  |
| 15~21       | 3    |  |
| 22~28       | 4    |  |
| 29~31       | 5    |  |

- 3) Except letters I and O, revision number will be shown on lot mark and following letters A to Z.
- 4) The location of the lot mark is on the back of the display shown in Fig. 13.1.



Fig. 13.1