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MOBILE LCD GROUP I  
SHARP CORPORATION

**SPECIFICATION**

SPEC No. MB1-1C102-056

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APPLICABLE DIVISION

■ Mobile LCD DIVISION I

DEVICE SPECIFICATION  
for TFT LCD Module Model No.

**LS024J3LX01**

**SHARP**

SPEC No.

MB1-1C102-056

MODEL No.

LS024J3LX01

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○ In case of using the device for applications such as control and safety equipment for transportation (aircraft, trains, automobiles, etc. ), rescue and security equipment and various safety related equipment which require higher reliability and safety, take into consideration that appropriate measures such as fail-safe functions and redundant system design should be taken.

○ Do not use the device for equipment that requires an extreme level of reliability, such as aerospace applications, telecommunication equipment (trunk lines), nuclear power control equipment and medical or other equipment for life support.

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○ Contact and consult with a SHARP sales representative for any questions about this device.

#### **[For handling and system design]**

- (1) Do not scratch the surface of the polarizer film as it is easily damaged.
- (2) If the cleaning of the surface of the LCD panel is necessary, wipe it swiftly with cotton or other soft cloth. Do not use organic solvent as it damages polarizer.
- (3) Water droplets on polarizer must be wiped off immediately as they may cause color changes, or other defects if remained for a long time.
- (4) Since this LCD panel is made of thin glass, dropping the module or banging it against hard objects may cause cracks or fragmentation
- (5) Certain materials such as epoxy resin (amine's hardener) or silicone adhesive agent (de-alcohol or de-oxym) emits gas to which polarizer reacts (color change). Check carefully that gas from materials used in system housing or packaging do not hurt polarizer.
- (6) Liquid crystal material will freeze below specified storage temperature range and it will not get back to normal quality even after temperature comes back within specified temperature range. Liquid crystal material will become isotropic above specified temperature range and may not get back to normal quality. Keep the LCD module always within specified temperature range.
- (7) Do not expose LCD module to the direct sunlight or to strong ultraviolet light for long time.
- (8) If the LCD driver IC (COG) is exposed to light, normal operation may be impeded. It is necessary to design so that the light is shut off when the LCD module is mounted.
- (9) Do not disassemble the LCD module as it may cause permanent damage.

(10) As this LCD module contains components sensitive to electrostatic discharge, be sure to follow the instructions in below.

① Operators

Operators must wear anti-static wears to prevent electrostatic charge up to and discharge from human body.

② Equipment and containers

Process equipment such as conveyer, soldering iron, working bench and containers may possibly generate electrostatic charge up and discharge. Equipment must be grounded through 100Mohms resistance. Use ion blower.

③ Floor

Floor is an important part to leak static electricity which is generated from human body or equipment.

There is a possibility that the static electricity is charged to them without leakage in case of insulating floor, so the countermeasure(electrostatic earth:  $1 \times 10^8 \Omega$ ) should be made.

④ Humidity

Proper humidity of working room may reduce the risk of electrostatic charge up and discharge. Humidity should be kept over 50% all the time.

⑤ Transportation/storage

Storage materials must be anti-static to prevent causing electrostatic discharge.

⑥ Others

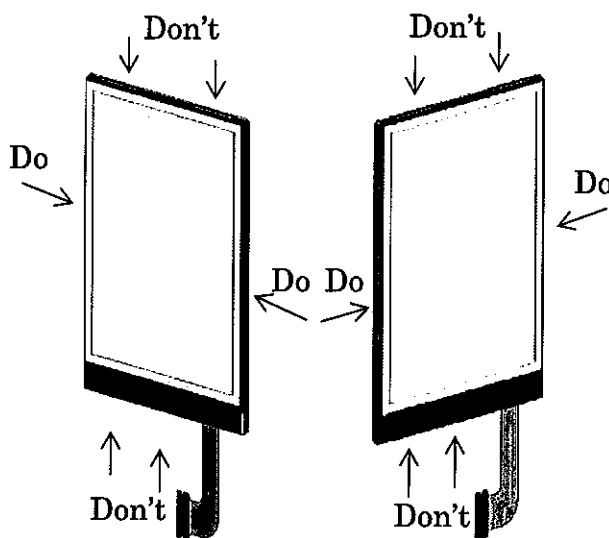
Protective film is attached on the surface of LCD panel to prevent scratches or other damages. When removing this protective film, remove it slowly under proper anti-ESD control such as ion blower.

(11) Hold LCD very carefully when placing LCD module into the system housing. Do not apply excessive stress or pressure to LCD module. Do not to use chloroprene rubber as it may affect on the reliability of the electrical interconnection.

(12) Do not hold or touch LCD panel to flex interconnection area as it may be damaged.

(13) As the binding material between LCD panel and flex connector mentioned in 12) contains an organic material, any type of organic solvents are not allowed to be used. Direct contact by fingers is also prohibited.

(14) When carrying the LCD module, place it on the tray to protect from mechanical damage. It is recommended to use the conductive trays to protect the CMOS components from electrostatic discharge. When holding the module, hold the Plastic Frame of LCD module so that the panel, COG and other electric parts are not damaged.



- (15) Do not touch the COG's patterning area. Otherwise the circuit may be damaged.
- (16) Do not touch LSI chips as it may cause a trouble in the inner lead connection.
- (17) Place a protective cover on the LCD module to protect the glass panel from mechanical damages.
- (18) LCD panel is susceptible to mechanical stress and even the slightest stress will cause a color change in background. So make sure the LCD panel is placed on flat plane without any continuous twisting, bending or pushing stress.
- (19) Protective film is placed onto the surface of LCD panel when it is shipped from factory. Make sure to peel it off before assembling the LCD module into the system. Be very careful not to damage LCD module by electrostatic discharge when peeling off this protective film. Ion blower and ground strap are recommended.
- (20) Make sure the mechanical design of the system in which the LCD module will be assembled matches specified viewing angle of this LCD module.
- (21) This LCD module does not contain nor use any ODS (1,1,1-Trichloroethane, CCL4) in all materials used, in all production processes.

### [For operating LCD module]

- (1) Do not operate or store the LCD module under outside of specified environmental conditions.
- (2) At the shipment, adjust the contrast of each LCD module with electric volume. LCD contrast may vary from panel to panel depending on variation of LCD power voltage from system.
- (3) As opt-electrical characteristics of LCD will be changed, dependent on the temperature, the confirmation of display quality and characteristics has to be done after temperature is set at 25 °C and it becomes stable.

### [Precautions for Storage]

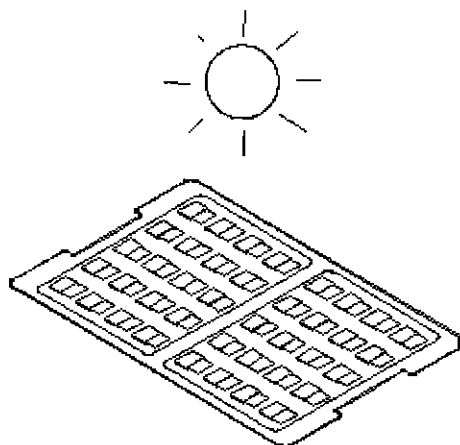
- (1) Do not expose the LCD module to direct sunlight or strong ultraviolet light for long periods. Store in a dark place.
- (2) The liquid crystal material will solidify if stored below the rated storage temperature and will become an isotropic liquid if stored above the rated storage temperature, and may not retain its original properties. Only store the module at normal temperature and humidity ( $25 \pm 5^\circ\text{C}$ ,  $60 \pm 10\%\text{RH}$ ) in order to avoid exposing the front polarizer to chronic humidity.

#### (3) Keeping Method

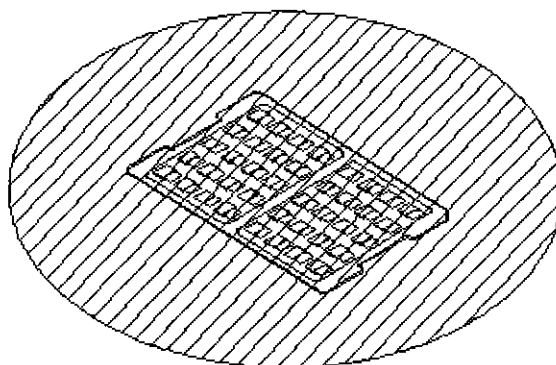
a. Don't keeping under the direct sunlight.

b. Keeping in the tray under the dark place.

## DON'T



## DO



- (1) Do not operate or store the LCD module under outside of specified environmental conditions.
- (2) Be sure to prevent light striking the chip surface.

#### **[Other Notice]**

- (1) Do not operate or store the LCD module under outside of specified environmental conditions.
- (2) As electrical impedance of power supply lines (VCC-VSS) are low when LCD module is working, place the de-coupling capacitor near by LCD module as close as possible.
- (3) Reset signal must be sent after power on to initialize LSI. LSI does not function properly until initialize it by reset signal.
- (4) Generally, at power on, in order not to apply DC charge directly to LCD panel, supply logic voltage first and initialize LSI logic function including polarity alternation. Then supply voltage for LCD bias. At power off, in order not to apply DC charge directly to LCD panel, execute Power OFF sequence and Discharge command.
- (5) Don't touch to PWB surface, exposed IC chip, electric parts and other parts, to any electric, metallic materials.
- (6) No bromide specific fire-retardant material is used in this module.
- (7) Do not display still picture on the display over 2 hours as this will damage the liquid crystal.

#### **[Precautions for Discarding Liquid Crystal Modules]**

COG: After removing the LSI from the liquid crystal panel, dispose of it in a similar way to circuit boards from electronic devices.

LCD panel: Dispose of as glass waste. This LCD module contains no harmful substances. The liquid crystal panel contains no dangerous or harmful substances. The liquid crystal panel only contains an extremely small amount of liquid crystal (approx.100mg) and therefore it will not leak even if the panel should break.

-Its median lethal dose (LD50) is greater than 2,000 mg/kg and a mutagenetic (Aims test: negative) material is employed.

FPC: Dispose of as similar way to circuit board from electric device.

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### 1. Application

This data sheet is to introduce the specification of LS024J3LX01 active matrix 16,777,216 color LCD module.

Main color LCD module is controlled by Driver IC.

If any problem occurs concerning the items not stated in this specification, it must be solved sincerely by both parties after deliberation.

### 2. Construction and Outline

Construction: LCD panel, Driver (COG), FPC with electric components,  
4 White LED lump, prism sheet, diffuser, light guide and reflector, plastic frame to fix them mechanically.

Outline: See page 28

Connection: 24 pins;

There shall be no scratches, stains, chips, distortions and other external drawbacks that may affect the display function.

In order to realize thin module structure, double-sided adhesive tapes are used to fix LCD panels. As these tapes do not guarantee to permanently fix the panels, LCD panel may rise from the module when shipped from factory.

So please make sure to design the system to hold the edges of LCD panel by the soft material such as sponge when LCD module is assembled into the cabinet.

### 3. Mechanical Specification

**Table 1**

|                         |                  |                        |    |
|-------------------------|------------------|------------------------|----|
| Outline Dimensions(typ) |                  | 38.6(W)×60.4(H)×1.9(D) | mm |
| Main LCD Panel          | Active area      | 33.60(W)×50.40(H)      | mm |
|                         | Display format   | 320(columns)×480(rows) | -  |
|                         | Dot pitch        | 0.105(W)×0.105(H)      | mm |
|                         | Base color Notes | Normaly black          | -  |
| Mass                    |                  | 9.3                    | g  |

Notes:

#### 1. Display module general parameters

## 4. Absolute Maximum Ratings

## (4-1) Electrical absolute maximum ratings

Table 2

| Parameter (requirement)      | Symbol           | Rating        | Unit |
|------------------------------|------------------|---------------|------|
| Power Supply Voltage (2.75V) | V <sub>DD</sub>  | -0.3 to +3.5  | V    |
| Power Supply Voltage (1.8V)  | V <sub>DDI</sub> | -0.3 to +2.2  | V    |
| Logic Signal Input Voltage   | V <sub>I</sub>   | -0.3 to +2.25 | V    |
| Logic Signal Output Voltage  | V <sub>O</sub>   | -0.3 to +2.25 | V    |

## (4-2) Environment Conditions

Table 3

| Item                | Top    |       | Tstg   |       | Remark          |
|---------------------|--------|-------|--------|-------|-----------------|
|                     | Min    | Max   | Min    | Max   |                 |
| Ambient temperature | -15°C  | +70°C | -30°C  | +80°C | Note2           |
| Humidity            | Note 1 |       | Note 1 |       | No condensation |

Notes :

1. Ta ≤ 40 °C.....95 % RH Max

2. Ta &gt; 40 °C.....Absolute humidity shall be less than Ta=40 °C /95 % RH.

As opt-electrical characteristics of LCD will be changed, dependent on the temperature, the confirmation of display quality and characteristics has to be done after temperature is set at 25 °C and it becomes stable. Be sure not to exceed the rated voltage, otherwise a malfunction may occur.

## (5-2) LED back light

At main panel the back light uses 4pcs edge light type white LED.

Table 5

| Item   | Value                |         |     | Unit |
|--|----------------------|---------|-----|------|
|  | Min                  | Nominal | Max |      |
| Forward voltage (Vf) @ If                      | N/A                  | 3.2     | 3.5 | V    |
| Forward current for LED (If)                   | -                    | 18      | -   | mA   |
| Number of LED components                       | 4 pcs                |         |     |      |
| Connection type<br>(Serial / Parallel / Other) | All 4 LEDs in Series |         |     |      |

LED lamp: NSSW006

\*4pcs of LED

\*Please consider Allowable Forward Current on used temperature  
(refer to Ambient Temperature vs. Allowable Forward Current curve)

■ Ambient Temperature vs.  
Allowable Forward Current

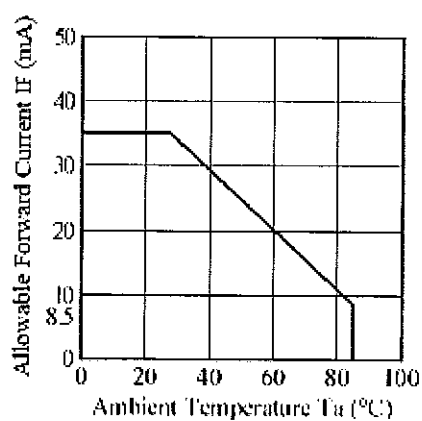


Fig.2

\*Schematics drawing of lighting

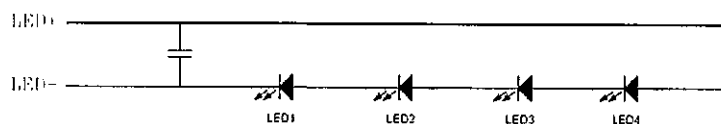


Fig.3

## (5-3) Interface signals

Table 6

| Pin No | Symbol | Description                       | I/O <sup>(1)</sup> | Remarks   |
|--------|--------|-----------------------------------|--------------------|-----------|
| 1      | TP     |                                   | -                  |           |
| 2      | TP     |                                   | -                  |           |
| 3      | XRES   | Reset                             | I                  |           |
| 4      | XCS    | Chip Select                       | I                  |           |
| 5      | SCL    | Clock                             | I                  |           |
| 6      | DIN    | Data In                           | I                  |           |
| 7      | DOUT   | Data Out                          | O                  |           |
| 8      | GND    | Ground                            | -                  | 0V        |
| 9      | VDDI   | Power supply for LCD              | -                  | typ=1.8V  |
| 10     | VDD    | Power supply for LCD              | -                  | typ=2.75V |
| 11     | LED-   | Input current for LED components. | -                  |           |
| 12     | LED+   | Input current for LED components. | -                  | If=18mA   |
| 13     | GND    | Ground                            | -                  | 0V        |
| 14     | D1+    | Data 1 channel+                   | I                  |           |
| 15     | D1-    | Data 1 channel-                   | I                  |           |
| 16     | GND    | Ground                            | -                  | 0V        |
| 17     | CLK+   | Clock channel+                    | I                  |           |
| 18     | CLK-   | Clock channel-                    | I                  |           |
| 19     | GND    | Ground                            | -                  | 0V        |
| 20     | D0+    | Data 0 channel+                   | I                  |           |
| 21     | D0-    | Data 0 channel-                   | I                  |           |
| 22     | GND    | Ground                            | -                  | 0V        |
| 23     | TP     |                                   | -                  |           |
| 24     | TP     |                                   | -                  |           |

## Notes:

1. The direction is named with respect to the display module, I = from host to module, O = from module to host.

Table 7

| Assembled on | Item           | Description       |
|--------------|----------------|-------------------|
| Phone PWB    | Connector type | FPC LIF Connector |
|              | Pin amount     | 24                |
|              | Manufacturer   | JAE               |
|              | Part number    | CD002-1296-K126   |

Connector pin layout of the display module is presented in Fig.4

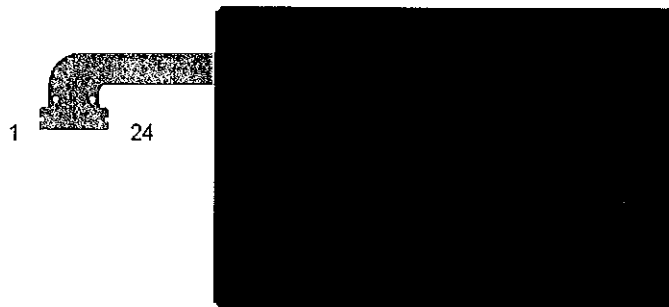


Fig.4 Connector pin layout of display module, bottom view of Module

## (5-4) 3-wire 9bit Serial Interface Timing Diagrams

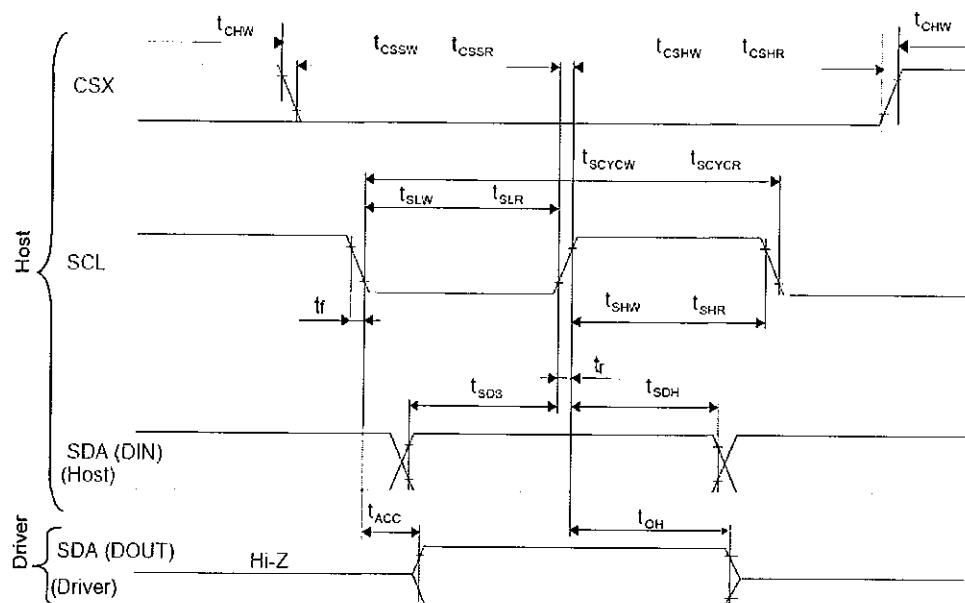


Fig.5

Table 8

| Parameter                   | Symbol       | Conditions | Min. | Typ. | Max. | Unit |
|-----------------------------|--------------|------------|------|------|------|------|
| Serial Clock Cycle(Write)   | $t_{SCYC W}$ | SCL        | 100  |      |      | ns   |
| SCL High pulse width(Write) | $t_{SHW}$    | SCL        | 35   |      |      | ns   |
| SCL Low pulse width(Write)  | $t_{SLW}$    | SCL        | 35   |      |      | ns   |
| Data setup time(Write)      | $t_{SDS}$    | SDA        | 30   |      |      | ns   |
| Data hold time(Write)       | $t_{SDH}$    | SDA        | 30   |      |      | ns   |
| Serial Clock Cycle(Read)    | $t_{SCYC R}$ | SCL        | 150  |      |      | ns   |
| SCL High pulse width(Read)  | $t_{SHR}$    | SCL        | 60   |      |      | ns   |
| SCL Low pulse width(Read)   | $t_{SLR}$    | SCL        | 60   |      |      | ns   |
| Access time <sup>(1)</sup>  | $t_{ACC}$    | SDA        | 10   |      | 50   | ns   |
| Output disable time         | $t_{OH}$     | SDA        | 15   |      | 50   | ns   |
| CSX High pulse width        | $t_{CHW}$    | CSX        | 40   |      |      | ns   |
| CSX-SCL time(Write)         | $t_{CSSW}$   | CSX        | 30   |      |      | ns   |
|                             | $t_{CSHW}$   | CSX        | 30   |      |      | ns   |
| CSX-SCL time(Read)          | $t_{CSSR}$   | CSX        | 60   |      |      | ns   |
|                             | $t_{CSHR}$   | CSX        | 60   |      |      | ns   |

## Notes:

1.  $T_a = -30 \sim +70^\circ\text{C}$ ,  $V_{DDI}=1.65\text{V}\sim 1.95\text{V}$ ,  $V_{DD}=2.3\sim 2.9\text{V}$ ,  $V_{SS}=0\text{V}$
2. The output signal's rise and fall times are stipulated to be from TBD to 15 ns.
3. The input signal's rise and fall times ( $t_r$ ,  $t_f$ ) are stipulated to be equal to or less than 15ns.

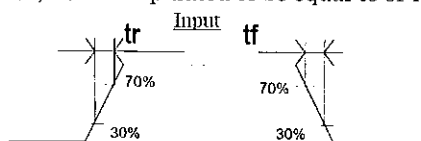


Fig.6

## (5-5) General Timing for LVDS Interface

Table 9

| Item                           | Symbol           | Min.              | Typ.              | Max.              | Unit |
|--------------------------------|------------------|-------------------|-------------------|-------------------|------|
| Pixel Clock Frequency          | PCLK             | 8.0               |                   | 11.4              | MHz  |
| Pixel Clock Cycle              | $t_{CLK}$        | 87.7              |                   | 125.0             | ns   |
| Clock-to-Clock Position Jitter | $t_{CLKjitter}$  | 0                 |                   | 300               | ps   |
| Clock-to-Data Position Jitter  | $t_{DATAjitter}$ | 0                 |                   | 330               | ps   |
| Ideal $t_{pos0}$ Position      | $t_{pos0}$       | 0                 | 0                 | 0                 | ns   |
| Ideal $t_{pos1}$ Position      | $t_{pos1}$       | $(1/15)*t_{CLK}$  | $(1/15)*t_{CLK}$  | $(1/15)*t_{CLK}$  | ns   |
| Ideal $t_{pos2}$ Position      | $t_{pos2}$       | $(2/15)*t_{CLK}$  | $(2/15)*t_{CLK}$  | $(2/15)*t_{CLK}$  | ns   |
| Ideal $t_{pos3}$ Position      | $t_{pos3}$       | $(3/15)*t_{CLK}$  | $(3/15)*t_{CLK}$  | $(3/15)*t_{CLK}$  | ns   |
| Ideal $t_{pos4}$ Position      | $t_{pos4}$       | $(4/15)*t_{CLK}$  | $(4/15)*t_{CLK}$  | $(4/15)*t_{CLK}$  | ns   |
| Ideal $t_{pos5}$ Position      | $t_{pos5}$       | $(5/15)*t_{CLK}$  | $(5/15)*t_{CLK}$  | $(5/15)*t_{CLK}$  | ns   |
| Ideal $t_{pos6}$ Position      | $t_{pos6}$       | $(6/15)*t_{CLK}$  | $(6/15)*t_{CLK}$  | $(6/15)*t_{CLK}$  | ns   |
| Ideal $t_{pos7}$ Position      | $t_{pos7}$       | $(7/15)*t_{CLK}$  | $(7/15)*t_{CLK}$  | $(7/15)*t_{CLK}$  | ns   |
| Ideal $t_{pos8}$ Position      | $t_{pos8}$       | $(8/15)*t_{CLK}$  | $(8/15)*t_{CLK}$  | $(8/15)*t_{CLK}$  | ns   |
| Ideal $t_{pos9}$ Position      | $t_{pos9}$       | $(9/15)*t_{CLK}$  | $(9/15)*t_{CLK}$  | $(9/15)*t_{CLK}$  | ns   |
| Ideal $t_{pos10}$ Position     | $t_{pos10}$      | $(10/15)*t_{CLK}$ | $(10/15)*t_{CLK}$ | $(10/15)*t_{CLK}$ | ns   |
| Ideal $t_{pos11}$ Position     | $t_{pos11}$      | $(11/15)*t_{CLK}$ | $(11/15)*t_{CLK}$ | $(11/15)*t_{CLK}$ | ns   |
| Ideal $t_{pos12}$ Position     | $t_{pos12}$      | $(12/15)*t_{CLK}$ | $(12/15)*t_{CLK}$ | $(12/15)*t_{CLK}$ | ns   |
| Ideal $t_{pos13}$ Position     | $t_{pos13}$      | $(13/15)*t_{CLK}$ | $(13/15)*t_{CLK}$ | $(13/15)*t_{CLK}$ | ns   |
| Ideal $t_{pos14}$ Position     | $t_{pos14}$      | $(14/15)*t_{CLK}$ | $(14/15)*t_{CLK}$ | $(14/15)*t_{CLK}$ | ns   |

Notes:

1. Ta = -30 to 70 °C (to +85 °C no damage), VDDI = 1.65 – 1.95V, VSS (DGND) = 0V

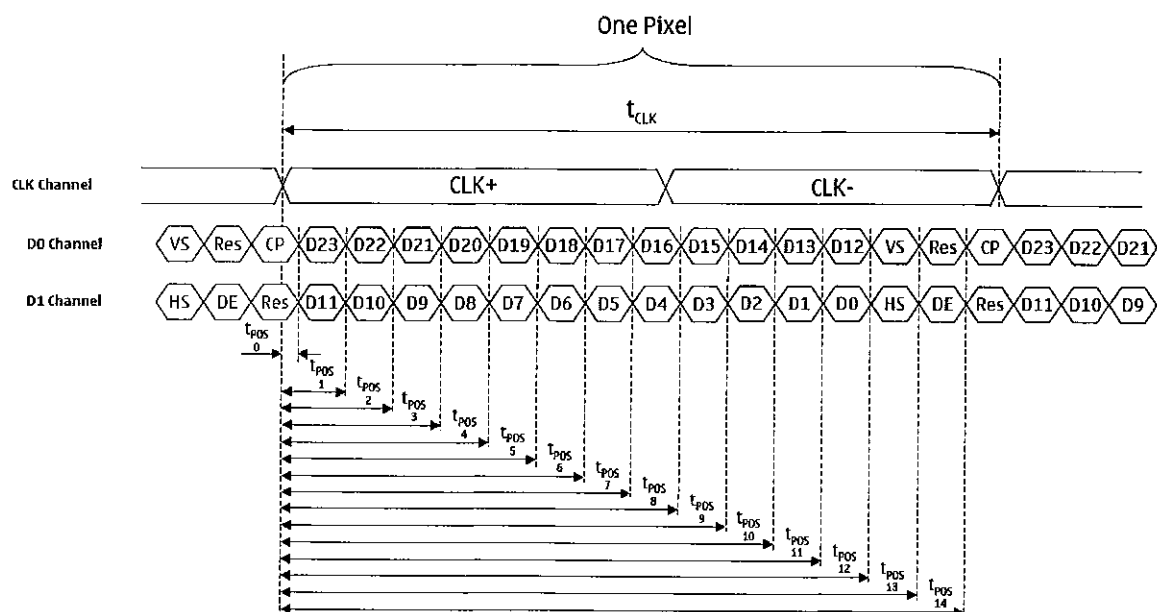


Fig.7

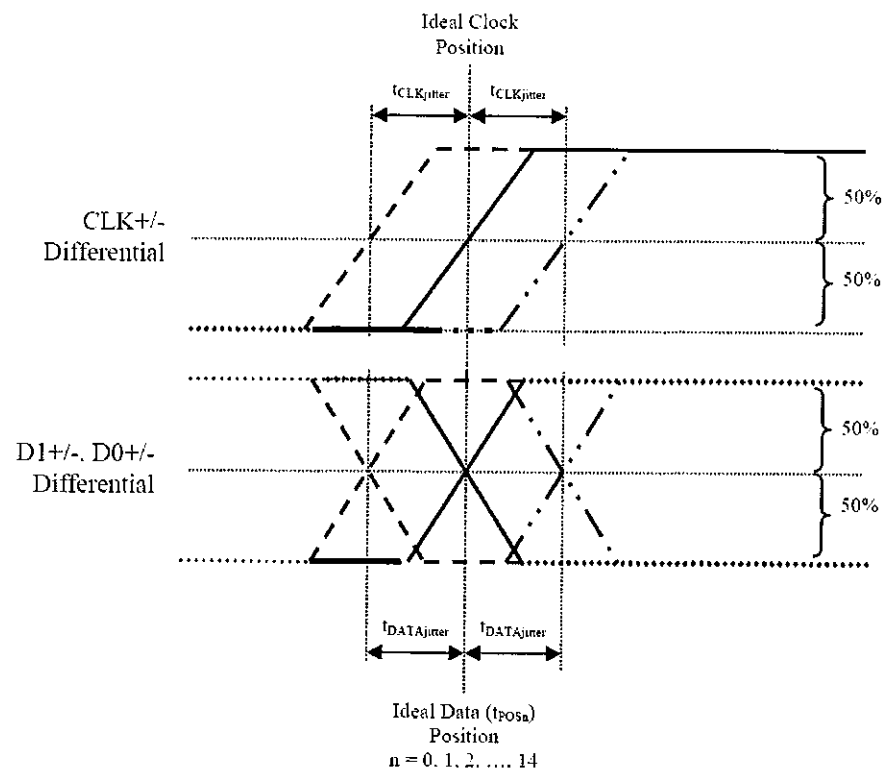


Fig.8

## (5-6) General Timing Diagram for RGB

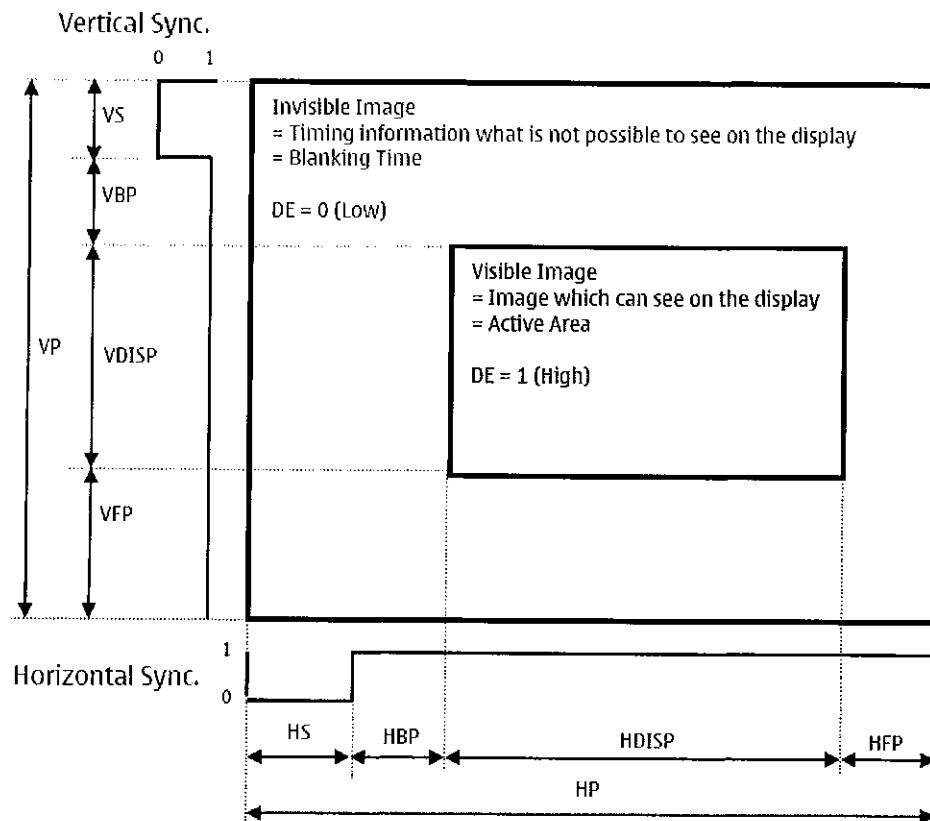


Fig.9

## 5. Electrical Specifications

### (5-1) Electrical characteristics

Table 4

| Parameter(requirement)                                    | Condition                    | Symbol                          | Specification        |      |                      | Unit       |
|---|------------------------------|---------------------------------|----------------------|------|----------------------|------------|
|   |                              |                                 | min                  | typ  | max                  |            |
| Power Supply Voltage                                      | Operating Voltage            | V <sub>DD</sub>                 | 2.6                  | 2.75 | 2.90                 | V          |
| Power Supply Voltage (logic)                              | I/O Supply Voltage           | V <sub>DDI</sub>                | 1.65                 | 1.8  | 1.95                 | V          |
| Logic High Level Input Voltage                            | I <sub>N</sub> = -10 $\mu$ A | V <sub>IH</sub>                 | 0.7V <sub>DDI</sub>  | -    | V <sub>DDI</sub>     | V          |
| Logic Low Level Input Voltage                             | I <sub>N</sub> = +0 $\mu$ A  | V <sub>IL</sub>                 | 0.0                  | -    | 0.3 V <sub>DDI</sub> | V          |
| Logic High Level Output Voltage                           | I <sub>OUT</sub> = -1mA      | V <sub>OH</sub>                 | 0.8 V <sub>DDI</sub> | -    | V <sub>DDI</sub>     | V          |
| Logic Low Level Output Voltage                            | I <sub>OUT</sub> = +1mA      | V <sub>OL</sub>                 | 0.0                  | -    | 0.2 V <sub>DDI</sub> | V          |
| Differential Input Voltage for Clock                      | CLK+/-                       | V <sub>DIFCLK</sub>             | 87.5                 | 100  | 200                  | mV         |
| Differential Input Voltage for Data                       | D0+/-, D1+/-                 | V <sub>DIFDATA</sub>            | 87.5                 | 100  | 200                  | mV         |
| Input Common Mode Voltage for Clock                       | CLK+/-                       | V <sub>CMCLK</sub>              | 0.6                  | 0.9  | 1.2                  | V          |
| Input Common Mode Voltage for Data                        | D0+/-, D1+/-                 | V <sub>CMDATA</sub>             | 0.6                  | 0.9  | 1.2                  | V          |
| Differential Input Low Level Threshold Voltage for Clock  | CLK+/-                       | V <sub>THLCLK</sub>             | -40                  | -    | -                    | mV         |
| Differential Input High Level Threshold Voltage for Clock | CLK+/-                       | V <sub>THHCLK</sub>             | -                    | -    | 40                   | mV         |
| Differential Input Low Level Threshold Voltage for Data   | D0+/-, D1+/-                 | V <sub>THLDATA</sub>            | -40                  | -    | -                    | mV         |
| Differential Input High Level Threshold Voltage for Data  | D0+/-, D1+/-                 | V <sub>THHDATA</sub>            | -                    | -    | 40                   | mV         |
| Differential Termination Resistor                         | CLK+/-, D0+/-, D1+/-         | R <sub>TERM</sub>               | 80                   | 100  | 120                  | $\Omega$   |
| Self Bias Resistor  | CLK+/-, D0+/-, D1+/-         | R <sub>SELFBIAS</sub>           | -                    | -    | 50                   | k $\Omega$ |
| Logic High Level Leakage                                  |                              | I <sub>LIH</sub>                | -                    | -    | 1                    | $\mu$ A    |
| Logic Low Level Leakage                                   |                              | I <sub>LIL</sub>                | -1                   | -    | -                    | $\mu$ A    |
| Input Leakage Current +                                   | CLK+, D0+, D1+               | I <sub>IN+</sub>                | -                    | -    | 90                   | $\mu$ A    |
| Input Leakage Current -                                   | CLK-, D0-, D1-               | I <sub>IN-</sub>                | -90                  | -    | -                    | $\mu$ A    |
| Current Consumption                                       | Partial Mode off             | All pixels white <sup>(1)</sup> | IDD                  | -    | 1.0                  | mA         |
|   |                              |                                 | IDD                  | -    | 11.2                 | mA         |
|   | Idle Mode off                | All pixels black <sup>(1)</sup> | IDD                  | -    | 1.0                  | mA         |
|   |                              |                                 | IDD                  | -    | 8.0                  | mA         |
|   | Sleep Out Mode               |                                 | IDD                  | -    | 0.04                 | mA         |
|   |                              |                                 | IDD                  | -    | 0.005                | mA         |
| Sleep In Mode   | N/A <sup>(1)</sup>           |                                 | IDD                  | -    | 0.04                 | mA         |
|   |                              |                                 | IDD                  | -    | 0.005                | mA         |

Notes:

- Conditions : Ta = 25°C, VDD = 2.75V, VDDI = 1.8V, Refresh rate=60Hz.  
Ambient temperature, Ta = -15°C to +70°C operational  
Measurement Point

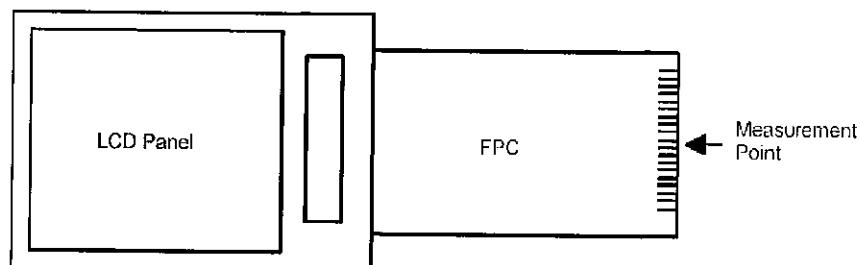


Fig.1

## (5-7) Vertical Timing for RGB

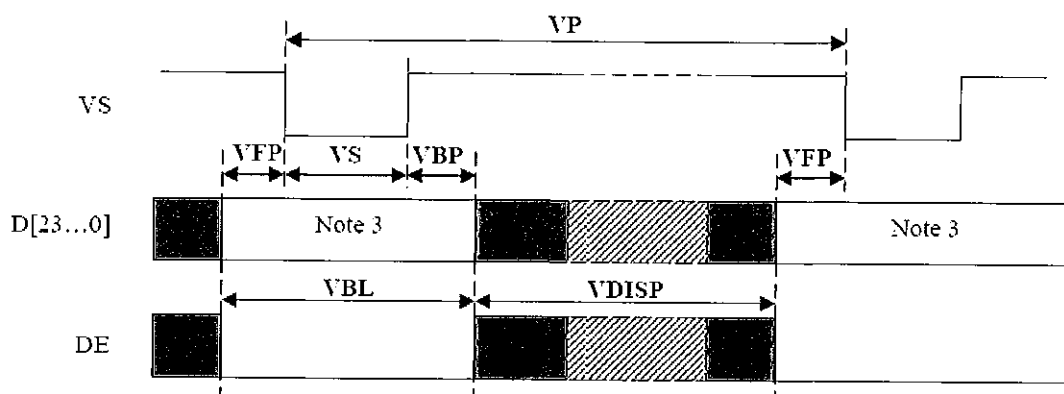


Fig.10

Table 10

| Item                      | Symbol | Conditions | Min. | Typ. | Max. | Unit |
|---------------------------|--------|------------|------|------|------|------|
| Vertical cycle            | VP     |            | 486  |      | 490  | line |
| Vertical low pulse width  | VS     |            | 2    |      | 4    | line |
| Vertical front porch      | VFP    |            | 2    |      | 4    | line |
| Vertical back porch       | VBP    |            | 2    |      | 4    | line |
| Vertical data start point |        | VS+VBP     | 4    |      | 8    | line |
| Vertical blanking period  | VBL    | VFP+VS+VBP | 6    |      | 10   | line |
| Vertical active area      |        | VDISP      |      | 480  |      | line |
| Vertical Refresh Rate     | VRR    |            | 50   |      | 65   | Hz   |

## Notes:

1.  $T_a = -30 \sim +70^\circ\text{C}$ ,  $V_{DDI} = 1.65 \sim 1.95\text{ V}$ ,  $V_{DD} = 2.3 \sim 2.9\text{ V}$ ,  $V_{SS} = 0\text{ V}$
2. Signal rise and fall times are equal or less than 20 ns.
3. Measuring of input signals are using  $0.30 \times V_{DDI}$  for low state and  $0.70 \times V_{DDI}$  for high state.
4. Data lines can be set to "High" or "Low" during blanking time – Don't care.

## (5-8) Horizontal Timing for RGB

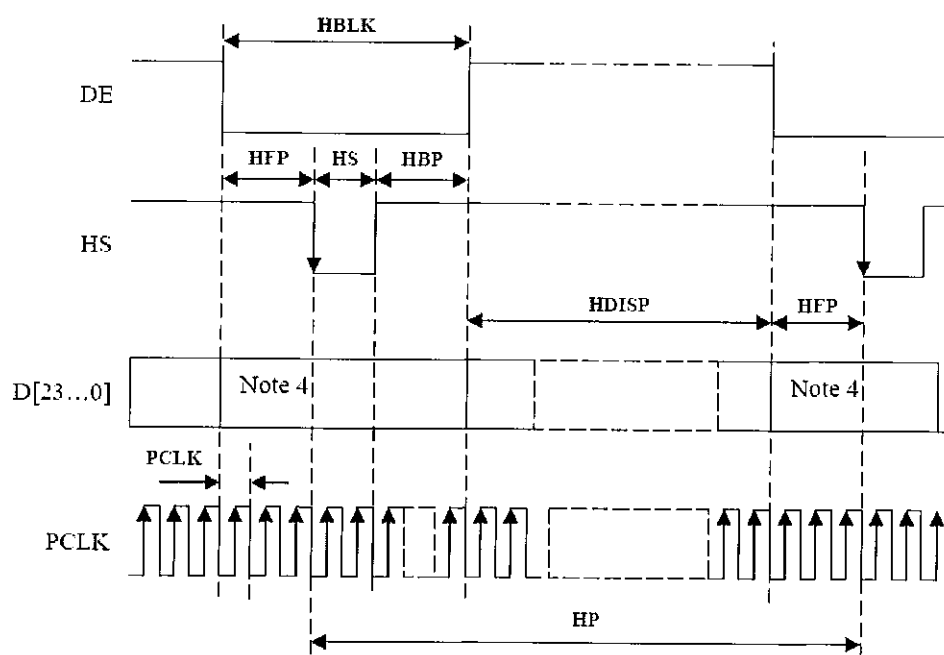


Fig.11

Table 11

| Item   | Symbol | Conditions        | Min. | Typ. | Max. | Unit |
|--|--------|-------------------|------|------|------|------|
| HS cycle   | HP     |                   | 352  |      | 528  | PCLK |
| HS low Pulse width                               | HS     |                   | 2    |      | 256  | PCLK |
| Horizontal back porch                            | HBP    |                   | 2    |      | 256  | PCLK |
| Horizontal front porch                           | HFP    |                   | 2    |      | 256  | PCLK |
| Horizontal data start point                      |        | HS+HBP            | 30   |      | 206  | PCLK |
| Horizontal blanking period                       | HBLK   | HFP+HS+HBP        | 32   |      | 208  | PCLK |
| Horizontal active area                           | HDISP  |                   |      | 320  |      | PCLK |
| Pixel clock frequency<br>When RGB I/F is running | PCLK   | VRR=50Hz~<br>60Hz | 8.0  |      | 11.4 | MHz  |

## Notes:

1.  $T_a = -30 \sim +70^\circ\text{C}$ ,  $V_{DDI} = 1.65 \sim 1.95\text{ V}$ ,  $V_{DD} = 2.3 \sim 2.9\text{ V}$ ,  $V_{SS} = 0\text{ V}$
2. Signal rise and fall times are equal or less than 20 ns.
3. Measuring of input signals are using  $0.30 \times V_{DDI}$  for low state and  $0.70 \times V_{DDI}$  for high state.
4. HP is multiples of eight PCLK.
5. Data lines can be set to "High" or "Low" during blanking time – Don't care.

## (5-9) /Reset Input Timing

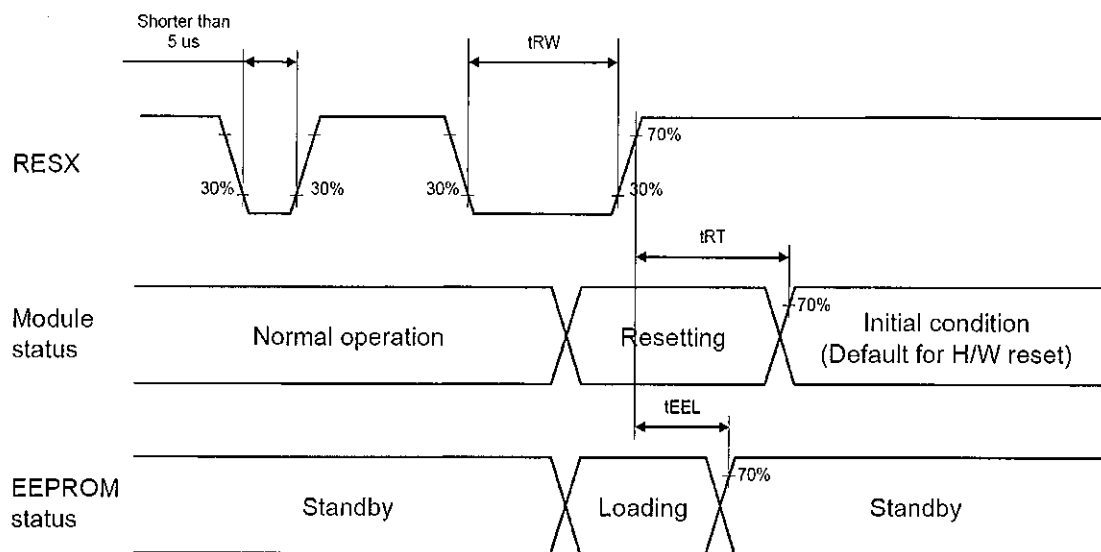


Fig.12

Table 12

| Parameter         | Symbol           | Condition  | Specification |     |       | Unit |
|-------------------|------------------|------------|---------------|-----|-------|------|
|                   |                  |            | Min           | Typ | Max   |      |
| Reset pulse width | t <sub>RW</sub>  | Note 3,4   | 10            |     |       | μs   |
| Reset time        | t <sub>RT</sub>  | Note 1,2,5 |               |     | 5,120 | ms   |
| EEPROM load time  | t <sub>EEL</sub> | Note 1     |               |     | 5     | ms   |

## Notes:

- t<sub>RT</sub> includes the time required to load initialization data from EEPROM.
- The display is blanked following the falling edge of RESX and continues to remain blank during t<sub>RT</sub>. Since the initial condition is 'Sleep In', 'Display OFF', the display will in face remain blank until 'Sleep Out', 'Display ON' commands are received.
- False trigger rejection applies to RESX.
- Noise spike rejection applies to RESX. (See Fig.13, t<sub>PSPIKE</sub>= Max20ns)
- 5mS in 'Sleep In' mode, 120mS in 'Sleep Out' mode.

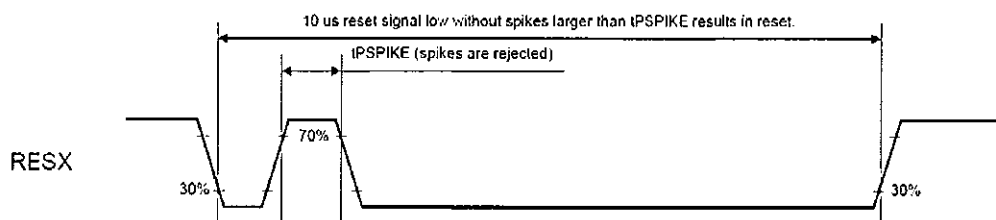


Fig.13

(5-10) Schematic of LCD module system

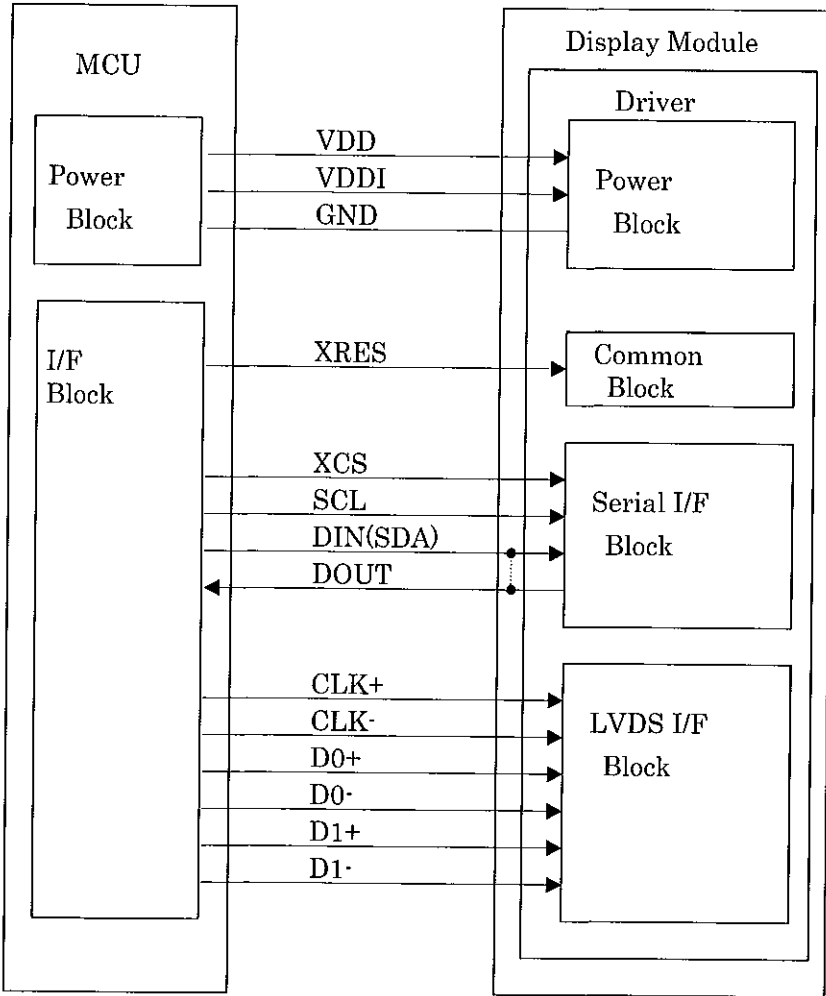


Fig.14

## 6. Optical Characteristics

Table 13

| Parameter                   | Symbol              | Condition           | Typ   | Unit              | Remark       |
|-----------------------------|---------------------|---------------------|-------|-------------------|--------------|
| Brightness                  | Br                  | $\theta_1=0^\circ$  | 370   | cd/m <sup>2</sup> | Note 1, 2    |
| Contrast                    | Co                  | $\theta_1=0^\circ$  | 540   | -                 | Note 1, 2, 3 |
| Viewing Angle<br>(Contrast) | $\varphi=0^\circ$   | $\theta_1=15^\circ$ | 190   | -                 | Note 1, 2, 3 |
|                             | $\varphi=90^\circ$  |                     | 190   |                   |              |
|                             | $\varphi=180^\circ$ |                     | 210   |                   |              |
|                             | $\varphi=270^\circ$ |                     | 215   |                   |              |
|                             | $\varphi=0^\circ$   | $\theta_1=30^\circ$ | 60    | -                 | Note 1, 2, 3 |
|                             | $\varphi=90^\circ$  |                     | 65    |                   |              |
|                             | $\varphi=180^\circ$ |                     | 65    |                   |              |
|                             | $\varphi=270^\circ$ |                     | 70    |                   |              |
|                             | $\varphi=0^\circ$   | $\theta_1=45^\circ$ | 30    | -                 | Note 1, 2, 3 |
|                             | $\varphi=90^\circ$  |                     | 30    |                   |              |
|                             | $\varphi=180^\circ$ |                     | 30    |                   |              |
|                             | $\varphi=270^\circ$ |                     | 35    |                   |              |
| Response Time               | $\tau_{r1}$         | $\theta_1=0^\circ$  | 7     | ms                | Note 4       |
|                             | $\tau_{r2}$         |                     | 15    |                   |              |
| White Chromaticity          | $u'$                | $\theta_1=0^\circ$  | 0.185 | -                 | -            |
|                             | $v'$                |                     | 0.464 |                   |              |
| NTSC ratio                  | -                   | $\theta_1=0^\circ$  | 81    | %                 |              |

 \*VDD=2.75,  $T_a = 25^\circ\text{C}$

Notes:

1. Definition of range of visual angle

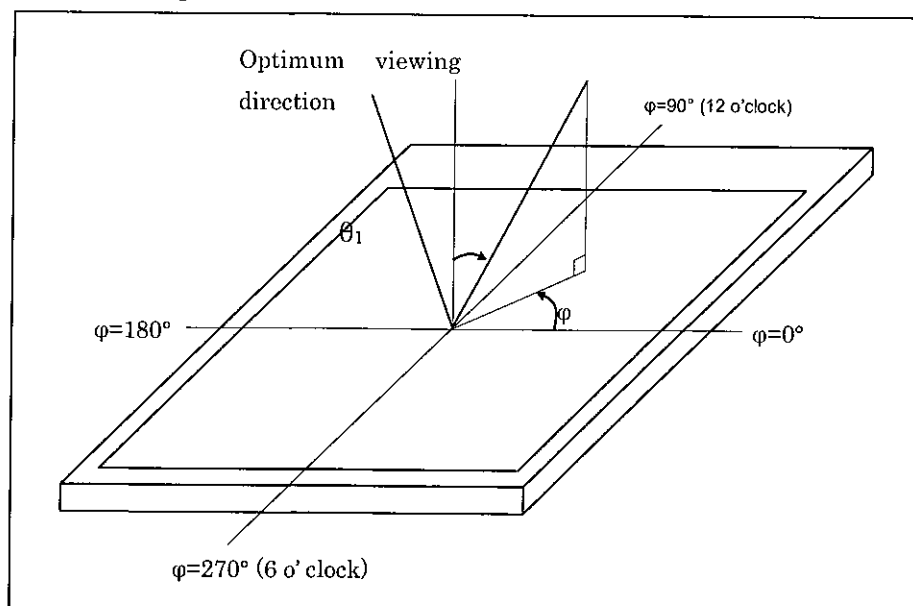


Fig.15

2. Brightness is measured as follows, and is defined as the brightness of all pixels "White" at the center of display area on optimum contrast.

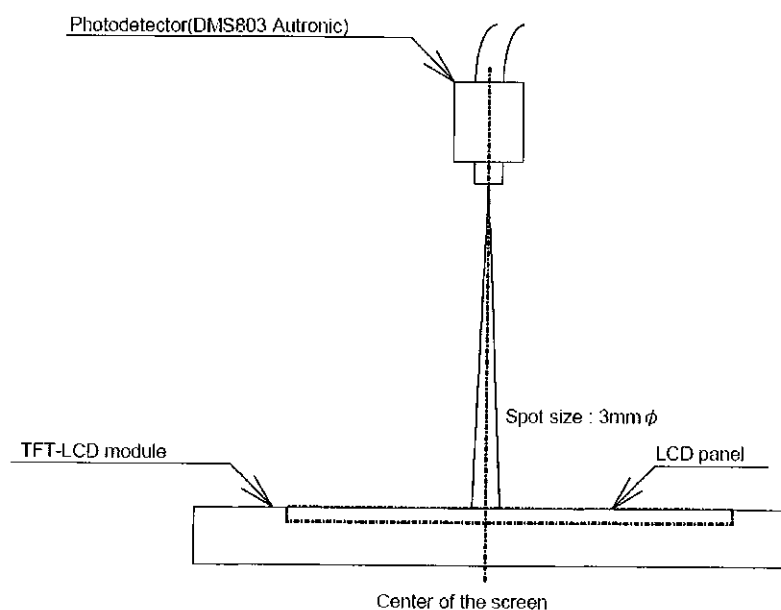


Fig. 16

3. Contrast ratio is defined as follows:

$$Co = \frac{\text{Luminance(brightness) all pixels "White"}}{\text{Luminance(brightness) all pixels "Black"}}$$

4. Response time is defined as follows:

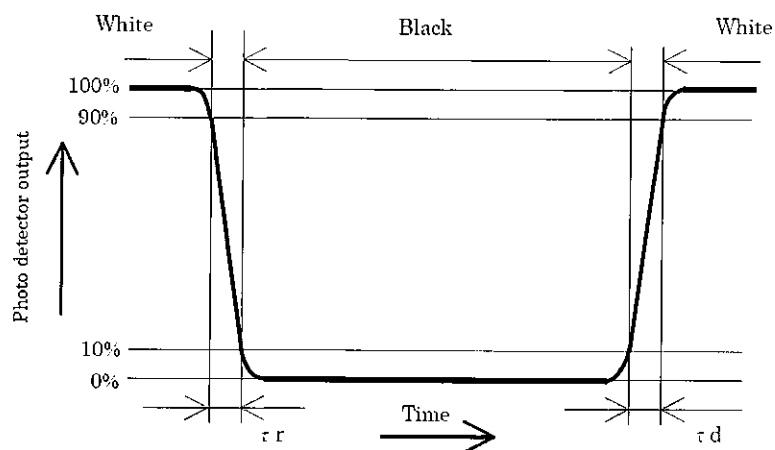


Fig. 17

## 7. Command List

Table 14

| Op-code<br>(Hex) <sup>(1)</sup> | Mnemonic  | Function                                   | Type <sup>(4)</sup> |
|---------------------------------|-----------|--|---------------------|
| 00                              | NOP       | No operation                               | C+0                 |
| 01                              | SWRESET   | Software Reset                             | C+0                 |
| 04                              | RDDIDIF   | Read display ID information <sup>(3)</sup> | R+d3                |
| 05                              | RDNUMPE   | Read Number of ParityErrors <sup>(3)</sup> | R+1                 |
| 06                              | RDRED     | Read Red colour <sup>(3)</sup>             | R+1                 |
| 07                              | RDGREEN   | Read Green colour <sup>(3)</sup>           | R+1                 |
| 08                              | RDBLUE    | Read Blue colour <sup>(3)</sup>            | R+1                 |
| 09                              | RDDST     | Read display status <sup>(3)</sup>         | R+d4                |
| 0A                              | RDDPM     | Read Display Power Mode <sup>(3)</sup>     | R+1                 |
| 0B                              | RDDMADCTL | Read Display MADCTL <sup>(3)</sup>         | R+1                 |
| 0C                              | RDDCOLMOD | Read Display Pixel Format <sup>(3)</sup>   | R+1                 |
| 0D                              | RDDIM     | Read Display Image Mode <sup>(3)</sup>     | R+1                 |
| 0E                              | RDDSM     | Read Display Signal Mode <sup>(3)</sup>    | R+1                 |
| 0F                              | RDDSDR    | Read Display Self Diagnostic Result        | R+1                 |
| 10                              | SLPIN     | Sleep In <sup>(3)</sup>                    | C+0                 |
| 11                              | SLPOUT    | Sleep Out                                  | C+0                 |
| 12                              | PTLON     | Partial mode on <sup>(3)</sup>             | C+0                 |
| 13                              | NORON     | Normal mode on <sup>(3)</sup>              | C+0                 |
| 26                              | GAMSET    | Gamma set <sup>(3)</sup>                   | W+1                 |
| 28                              | DSPOFF    | Display off <sup>(3)</sup>                 | C+0                 |
| 29                              | DSPON     | Display on <sup>(3)</sup>                  | C+0                 |
| 2A                              | CASET     | Column address set                         | W+4                 |
| 2B                              | PASET     | Page address set                           | W+4                 |
| 2C                              | RAMWR     | Memory write                               | W+n                 |
| 30                              | PLTAR     | Partial area <sup>(3)</sup>                | W+4                 |
| 36                              | MADCTL    | Memory data access control <sup>(3)</sup>  | W+1                 |
| B0 to D9                        | -         | Reserved <sup>(2)</sup>                    |                     |
| DA                              | RDID1     | Read ID1 <sup>(3)</sup>                    | R+1                 |
| DB                              | RDID2     | Read ID2 <sup>(3)</sup>                    | R+1                 |
| DC                              | RDID3     | Read ID3 <sup>(3)</sup>                    | R+1                 |
| DE to FF                        | -         | Reserved <sup>(2)</sup>                    |                     |

## Notes:

1. Undefined commands are treated as NOP (00h) command.
2. B0h to D9h and DEh to FFh are defined by Sharp. Before shipping, and by agreement with Sharp, these commands can be made available to the customer. By default these commands operate as NOP.
3. Commands which affect the displayed image, (10h, 12h, 13h, 26h, 28h, 29h, 30h and 36h), take effect during the Vertical sync pulse when the display module is in 'Sleep Out' mode to avoid abnormal visual effects. During 'Sleep In' mode, these commands take effect immediately. Read commands, (04h, 05h, 06h, 07h, 08h, 09h, 0Ah, 0Bh, 0Ch, 0Dh, 0Eh, DAh, DBh, DCh), are updated immediately both in 'Sleep In' mode and 'Sleep Out' Mode.
4. C=command, W=write, R=read, +=number of following parameters, (in Bytes), d=dummy clock cycle.

## 8. Initial Sequence

During power on, 'RESX' must be applied for a minimum of 10us after both VDD and VDDI have been applied. 'RESX' can be undefined during power-on but must be applied subsequently to ensure correct LCD controller operation. VDDI and VDD can be applied in any order.

During power-off, if the LCD controller is in 'Sleep Out' mode, VDD and VDDI must be powered down a minimum of 120ms after RESX has been released. If the LCD controller is in 'Sleep In' mode, VDDI and VDD can be powered down a minimum of 0ms after 'RESX' has been released. VDDI and VDD can be powered down in any order.

'CSX' can be applied at any time. 'RESX' has priority over 'CSX'.

### (8.1) Case 1 - RESX line is held high or unstable by host at power-on

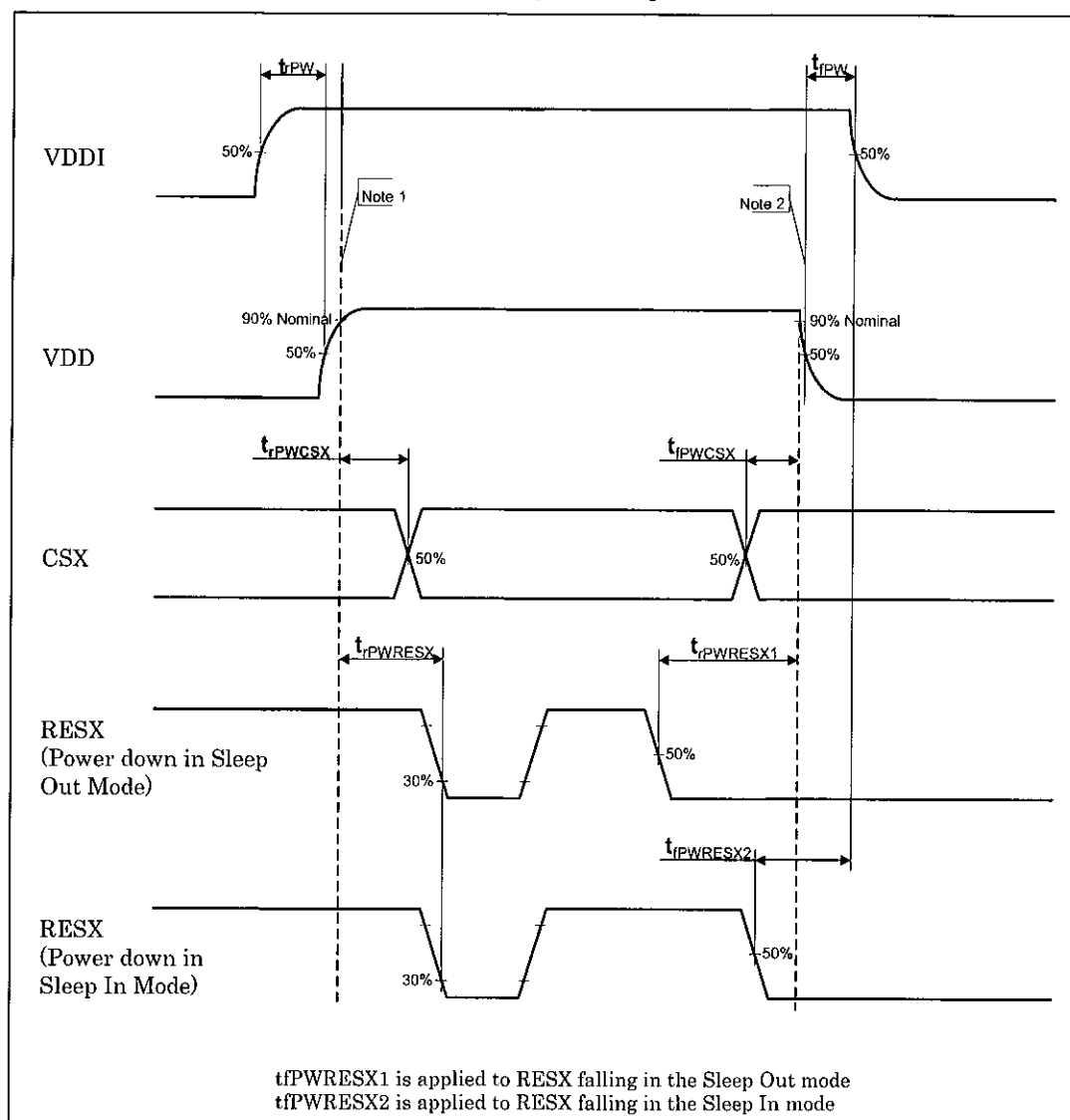


Fig.18

#### Notes:

- Time when the latter signal rises up to 90% of its typical value, e.g. when VDD comes later. This time is defined at the cross point of 90% of 2.75V, not 2.3V.
- Time when the former signal falls down to 90% of its typical value, e.g. when VDD falls earlier. This time is defined at the cross point of 90% of 2.75V, not 2.3V.

Table 15

| Parameter      | Value        |
|----------------|--------------|
| $t_{rPW}$      | +/- no limit |
| $t_{fPW}$      | +/- no limit |
| $t_{rPWCSX}$   | +/- no limit |
| $t_{fPWCSX}$   | +/- no limit |
| $t_{rPWRESX}$  | + no limit   |
| $t_{fPWRESX1}$ | min 120mS    |
| $t_{fPWRESX2}$ | + no limit   |

(8.2) Case 2 - RESX line is held low by host at power-on

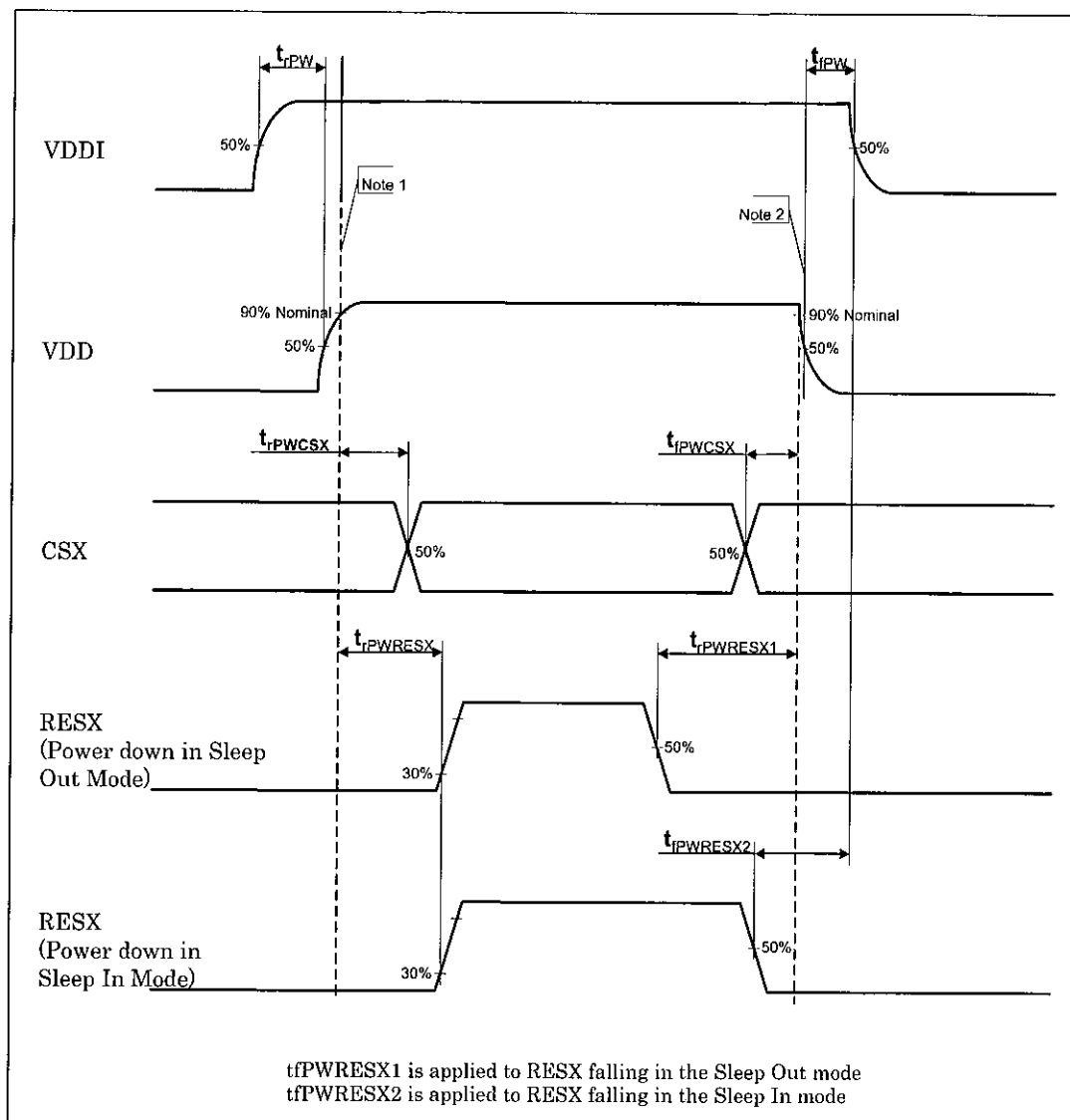


Fig.19

Notes:

1. Time when the latter signal rises up to 90% of its typical value, e.g. when VDD comes later. This time is defined at the cross point of 90% of 2.75V, not 2.3V.
2. Time when the former signal falls down to 90% of its typical value, e.g. when VDD falls earlier. This time is defined at the cross point of 90% of 2.75V, not 2.3V.

**Table 16**

| Parameter | Value        |
|-----------|--------------|
| trPW      | +/- no limit |
| tfPW      | +/- no limit |
| trPWCSX   | +/- no limit |
| tfPWCSX   | +/- no limit |
| trPWRESX  | min 10 us    |
| tfPWRESX1 | min 120mS    |
| tfPWRESX2 | min 0mS      |

**Notes:**

There will be no damage to the display module if the above power sequences are not met.

There will be no abnormal visible effects on the display panel during the sequence.

There will be no abnormal visible effects on the display between the end of power on sequence and before entering Sleep Out mode. Also between entering Sleep In mode and power off sequence.

There are no limits for RESX timings during power on sequence. (e.g. from the undefined level to high or low, when the first RESX low pulse after VDD and VDDI are powered-on, etc.)

**(8.3) Uncontrolled power-off**

Uncontrolled power-off (e.g. the battery is removed without following the proper power-off sequence), will not damage the LCD module or cause the LCD module to inflict any damage on the host. If the LCD module is currently displaying an image, this image may persist for some time. The image will fade however as the LC pixels naturally discharge. Although difficult to predict, the time taken for the discharge process is maximum 10 seconds. Once the LC pixels are fully discharged, the display will appear to be blank.

## 9. LCD module FPC Circuit diagram

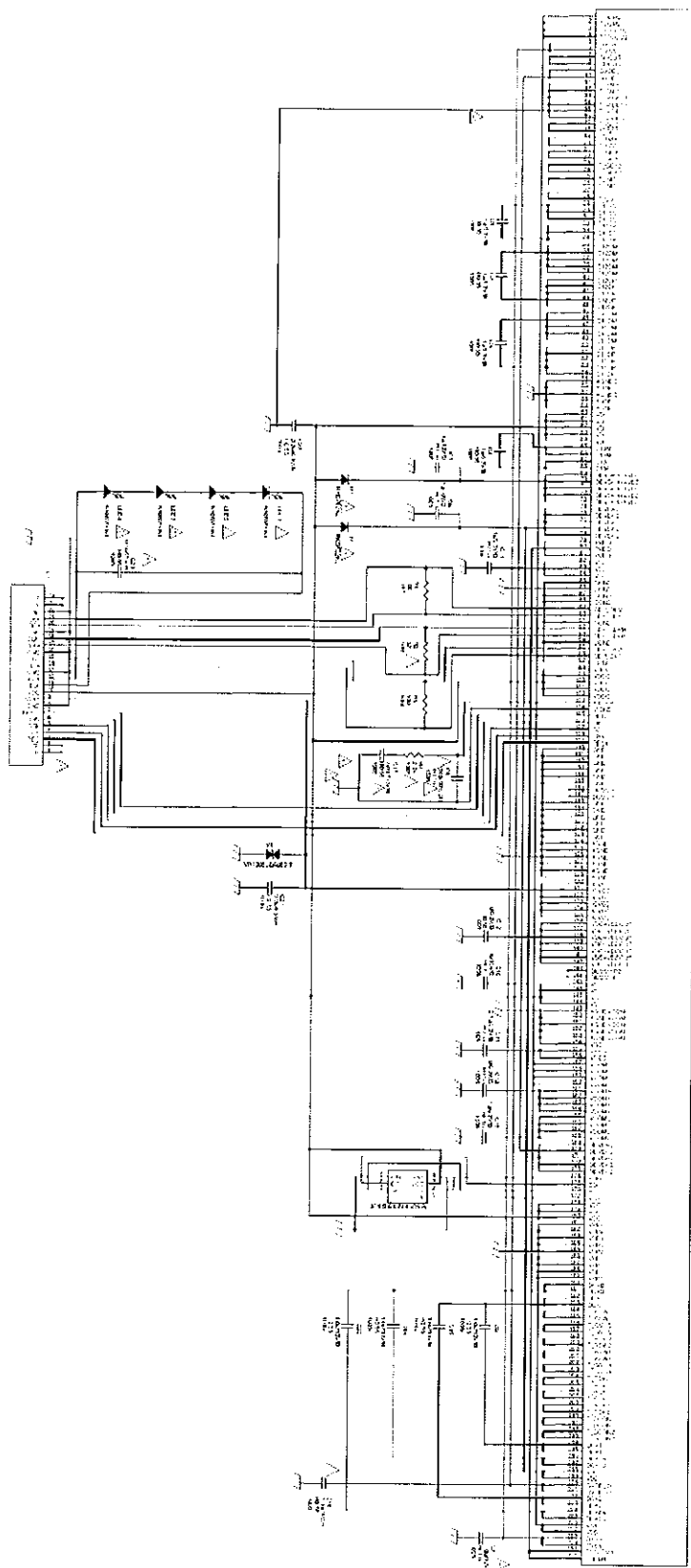
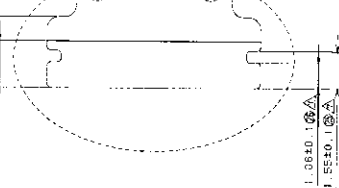
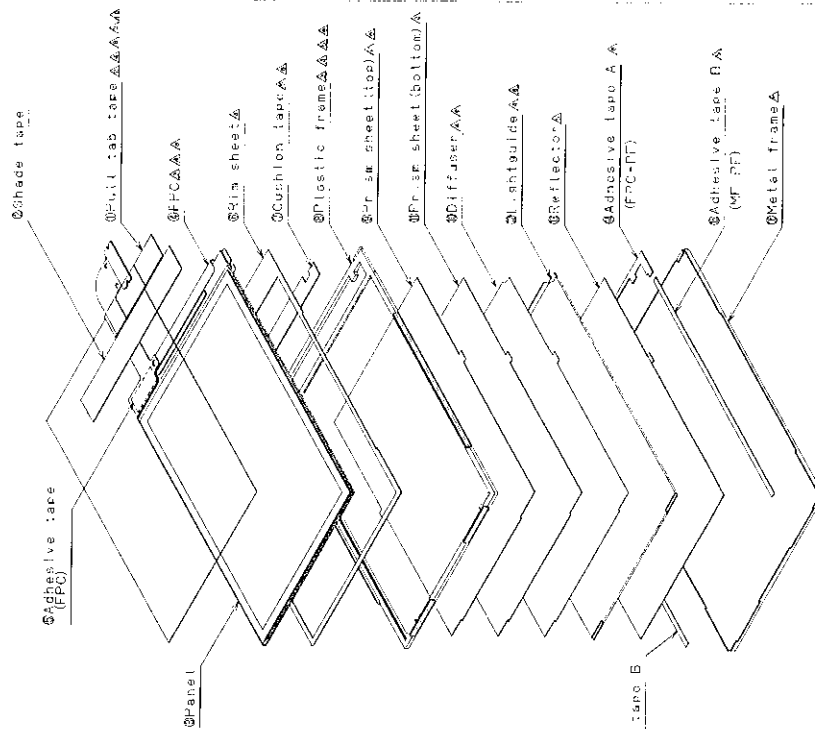
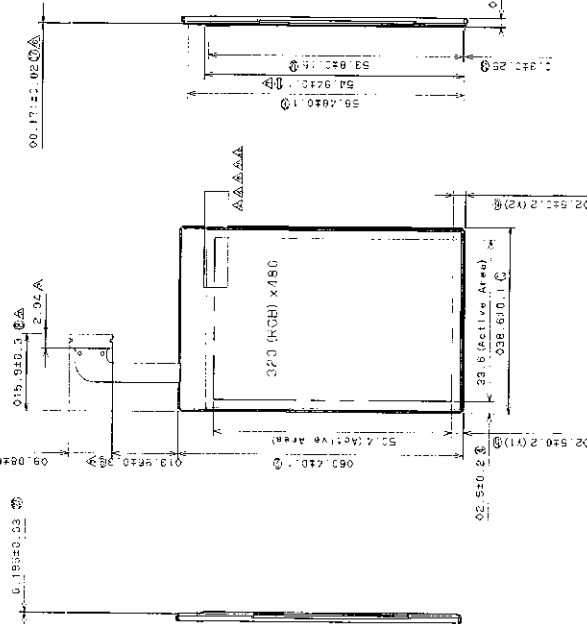
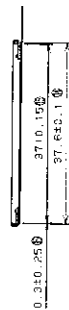
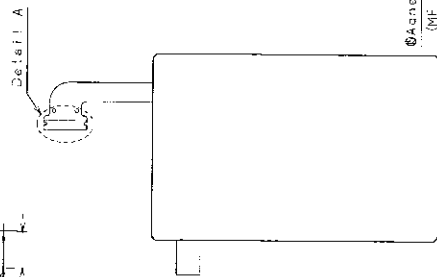


Fig.20

504

$$\frac{2.94 \pm 0.30 \Delta}{1.94 \pm 0.50 \Delta}.$$

$$\frac{\text{Data 1 A}}{(5/1)}$$
[illegible][illegible]

|          |                     |                     |                               |
|----------|---------------------|---------------------|-------------------------------|
| S. Ate   | K. Kikuchi          | H. Yamagishi        | 三バイル必品部 第1 五支店 新潟県 長岡市        |
| S. Isher | D. S. O'Shaughnessy | C. J. O'Shaughnessy | © 1978 by C. J. O'Shaughnessy |

[illegible]

**Fig.22**