

Preliminary

TFT LCD Preliminary Specification

*

MODEL NO.: N121X5 -L03

www.DataSheet4U.com

This test evaluates the operational reliability the DUT (Device Under Test) at low temperature.

Customer :	el be cheered) n test, no destructi	en or less of con	tents the back	up memory shall b
Approved by :	deterioration of per	formance, deter		stance operation
Note :				
255°C			A SEC	0
40,0				

Test Pettern

Brightness 412	Liquid Crystal	Display Division
Contrast VB	QRA Division.	OA Head Division.
Input Signal	Approval	Approval
Input AC Power		#
Item	94. 2. 17	54 , 2, 17 94, 2, 17
st Condition	(N)	添仁
t evaluates the oportati	onal reliability of the DUT (Device Under Test) at high temperature.

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REVISION HISTORY

	Version	Date	Page (New)	Section	Description
	Ver 0.0	Nov. 01. '04	All	All	Tentative specification first issued.
	Ver.1.0	Dec.08.'04	4	1.5	Add Note (2) Connector mounting position
			9	3.2	Modify Note (5) $I_L = 6.5 \text{ mA}_{RMS}$ to $I_L = 6.0 \text{mA}_{RMS}$
			16	5.5	Modify value of EDID DATA STRUCTURE
			23	7.1	Modify value of Inverter Current to 6.0
			23	7.2	Modify value of Color Chromaticity
DataS	hVer.1:1m	Dec.21.'04	16	5.5	Modify value of EDID DATA STRUCTURE
	Ver.1.2	Feb.17.'05	8	3.2	Modify the value of parameter for change Lamp current to 5.5mA
			22	7.1	Modify Inverter Current to 5.5mA
				7.2	Modify the value for change Lamp current to 5.5mA
			23	7.2	Modify Note (3)Definition of Response Time and measurement method

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1. GENERAL DESCRIPTION

1.1 OVERVIEW

N121X5 -L03 is a 12.1" TFT Liquid Crystal Display module with single CCFL Backlight unit and 20 pins LVDS interface. This module supports 1024 x 768 XGA mode and can display 262,144 colors. The optimum viewing angle is at 6 o'clock direction. The inverter module for Backlight is not built in.

1.2 FEATURES

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

1.3 APPLICATION

- TFT LCD Notebook

1.4 GENERAL SPECIFICATIONS

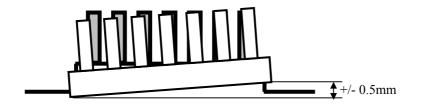
Item	Specification	Unit	Note
Active Area	245.76 (H) X 184.32 (V)	mm	(1)
Bezel Opening Area	250.5 (H) x 188.9 (V)	mm	(1)
Driver Element	a-si TFT active matrix	-	-
Pixel Number	1024 x R.G.B. x 768	pixel	-
Pixel Pitch	0.24 (H) x 0.24 (V)	mm	-
Pixel Arrangement	RGB vertical stripe	-	-
Display Colors	262,144	color	-
Transmissive Mode	Normally white	-	-
Surface Treatment	Hard coating (3H), Anti-glare (Haze 25 %)	-	-

1.5 MECHANICAL SPECIFICATIONS

I	Item		Тур.	Max.	Unit	Note
	Horizontal(H)	260.5	261	261.5	mm	
Module Size	Vertical(V)	197.5	198	198.5	mm	(1)
	Depth(D)		4.7	5.0	mm	
W	/eight		270	285	g	-

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

Note (2) Connector mounting position



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2. ABSOLUTE MAXIMUM RATINGS

2.1 ABSOLUTE RATINGS OF ENVIRONMENT

Item	Symbol	Va	lue	Unit	Note	
lien	Symbol	Min.	Max.	Unit		
Storage Temperature	T _{ST}	-20	+60	°C	(1)	
Operating Ambient Temperature	T _{OP}	0	+50	°C	(1), (2)	
Shock (Non-Operating)	S _{NOP}	-	220	G	(3), (5)	
Vibration (Non-Operating)	V _{NOP}	-	1.5	G	(4), (5)	

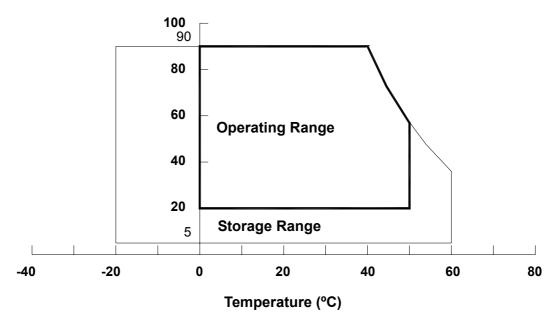
Note (1) Temperature and relative humidity range is shown in the figure below.

(a) 90 %RH Max. (Ta \leq 40 °C).

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

(c) No condensation .

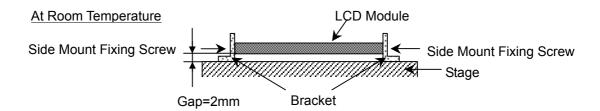




Note (2) The temperature of panel surface should be 0 °C Min. and 50 °C Max.

Note (3) 2ms, half sine wave, 1 time for $\pm X$, $\pm Y$, $\pm Z$.

Note (4) 10 ~ 200 Hz, 0.5 Hr / Cycle, 1 cycles for each X, Y, Z. The fixing condition is shown as below:



Note (5) At testing Vibration and Shock, the fixture in holding the module has to be hard and rigid enough so that the module would not be twisted or bent by the fixture.

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2.2 ELECTRICAL ABSOLUTE RATINGS

2.2.1 TFT LCD MODULE

Item	Symbol	Value			Note	
nem	Symbol	Min.	Max.	Unit	Note	
Power Supply Voltage	Vcc	-0.3	+4.0	V	(1)	
Logic Input Voltage	V _{IN}	-0.3	Vcc+0.3	V	(1)	

2.2.2 BACKLIGHT UNIT

et4	U.com	Symbol Val		lue	Unit	Noto	
Item		Symbol	Min.	Max.	Unit	Note	
	Lamp Voltage	VL	-	2.5K	V _{RMS}	(1), (2), I _L = (6.0) mA	
	Lamp Current	١L	-	6.5	mA _{RMS}	(1) (2)	
	Lamp Frequency	F_{L}	-	80	KHz	(1), (2)	

Note (1) Permanent damage to the device may occur if maximum values are exceeded. Function operation

should be restricted to the conditions described under Normal Operating Conditions.

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

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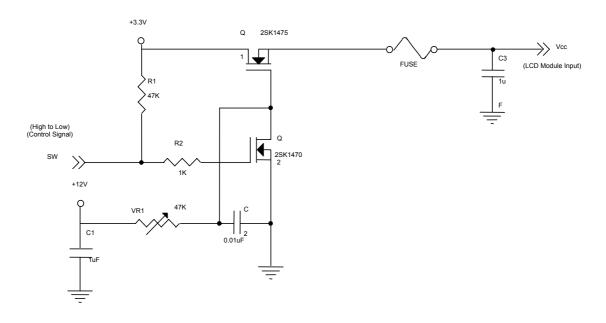
3. ELECTRICAL CHARACTERISTICS

3.1 TFT LCD MODULE

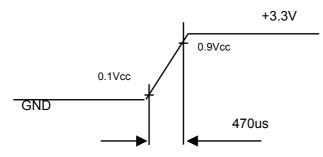
.1 TFT LCD MODULE						Ta = 25 :	± 2 °C	
Parameter	Parameter			Value		Unit	Note	
Farameter				Тур.	Max.	Onit	NOLE	
Power Supply Voltage		Vcc	3.0	3.3	3.6	V	-	
Ripple Voltage				-	100	mV	-	
Rush Current	Rush Current			-	1.5	Α	(2)	
Power Supply Current	White	- Icc	-	(300)		mA	(3)a	
Fower Supply Current	Black		-	(350)		mA	(3)b	
Differential Input Voltage for	"H" Level	VIH	-	-	+100	mV	-	
LVDS Receiver Threshold	"L" Level	V _{IL}	-100	-	-	mV	-	
Terminating Resistor	R _T	-	100	-	Ohm	-		
Power per EBL WG	P _{EBL}	-	TBD	-	W	(4)		

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

Note (2) Measurement Conditions:



Vcc rising time is 470us

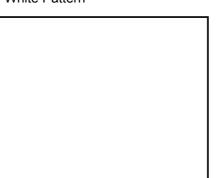


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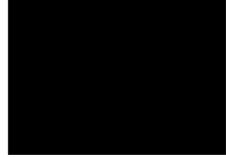
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- Note (3) The specified power supply current is under the conditions at Vcc = 3.3 V, Ta = 25 ± 2 °C, DC Current and $f_v = 60$ Hz, whereas a power dissipation check pattern below is displayed.
 - a. White Pattern



b. Black Pattern



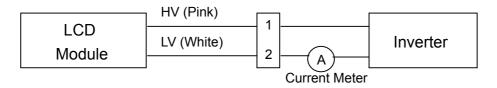
Active Area

Active Area

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

.2 BACKLIGHT UNIT						Ta = 25 ± 2 °C
Parameter	Symbol		Value		Unit	Note
Falametei	Symbol	Min.	Тур.	Max.	Onit	Note
Lamp Input Voltage	VL	(520)	(580)	(640)	V _{RMS}	l _L = 5.5 mA
Lamp Current	١L	(2.0)	(5.5)	6.0	mA _{RMS}	(1),(7)
Lamp Turp On Voltaga	Vs	-	-	(1320) (25 °C)	V_{RMS}	(2)
Lamp Turn On Voltage		-	-	(1450) (0 °C)	V_{RMS}	(2)
Operating Frequency	FL	(50)	-	(80)	KHz	(3)
Power Consumption	PL	-	(3.19)	-	W	(4), I _L = 5.5 mA
Lamp Life Time	L _{BL}	10,000	-	-	Hrs	(5)

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



Note (2) The voltage shown above should be applied to the lamp for more than 1 second after startup. Otherwise the lamp may not be turned on.

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Note (3) The lamp frequency may generate interference with horizontal synchronous frequency from the display, and this may cause line flow on the display. In order to avoid interference, the lamp frequency should be detached from the horizontal synchronous frequency and its harmonics as far as possible.

Note (4) $P_L = I_L \times V_L$

Note (5) The lifetime of lamp is defined as the time when it continues to operate under the conditions at Ta = 25 ± 2 °C and I_L = 6.0 mA_{RMS} until one of the following events occurs:

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

(b) When the effective ignition length becomes $\leq 80\%$ of its original value. (Effective ignition length is defined as an area that the brightness is less than 70% compared to the center point.)

Note (6) The waveform of the voltage output of inverter must be area-symmetric and the design of the inverter must have specifications for the modularized lamp. The performance of the Backlight, such as lifetime or brightness, is greatly influenced by the characteristics of the DC-AC inverter for the lamp. All the parameters of an inverter should be carefully designed to avoid generating too much current leakage from high voltage output of the inverter. When designing or ordering the inverter please make sure that a poor lighting caused by the mismatch of the Backlight and the inverter (miss-lighting, flicker, etc.) never occurs. If the above situation is confirmed, the module should be operated in the same manners when it is installed in your instrument.

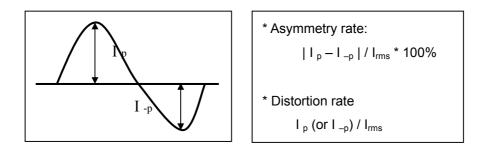
The output of the inverter must have symmetrical (negative and positive) voltage waveform and symmetrical current waveform.(Unsymmetrical ratio is less than 10%) Please do not use the inverter, which has unsymmetrical voltage and unsymmetrical current and spike wave. Lamp frequency may produce interface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

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

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

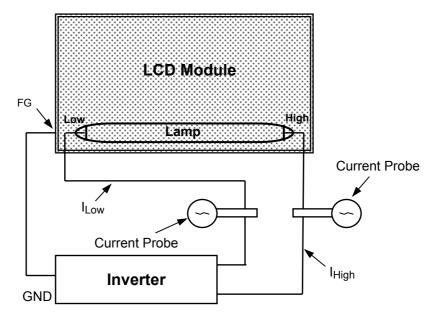
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Note (7) The lamp leakage current is measured by the current difference between in and out. And the measurement condition is as below:



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

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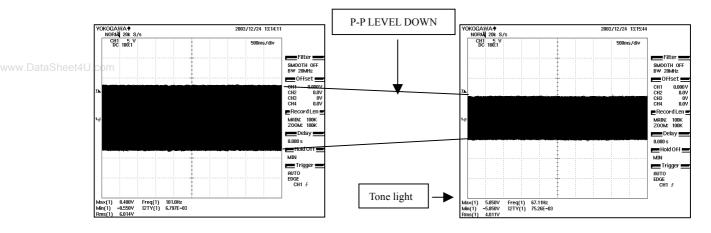


Note (8) About operating current min 2.0mA , lamp maker has some advice as below

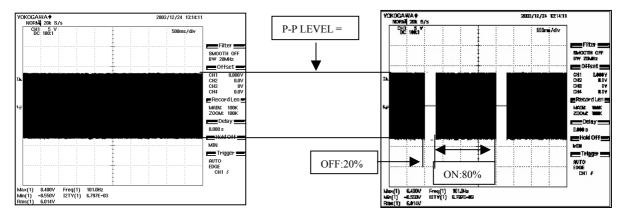
(Reference) Light quantity adjustment method

Explanation and comparison of the kind of tone light:

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



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



Comparative table

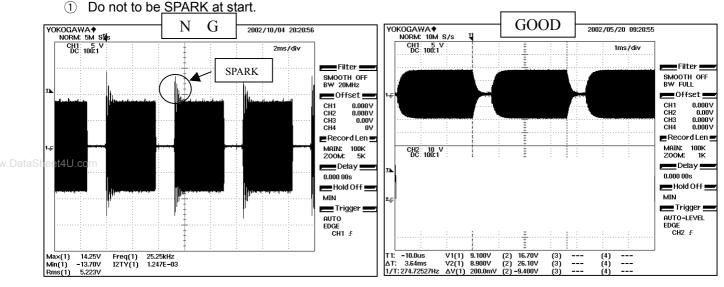
Method	Backlight efficiency (INV+LAMP)	Tone light rate (%)	Circuitry
1)current	Good (75 % \sim 85%)	58	Complicated
(2) burst	Bad ($65\% \sim 75\%$)	10	Easy

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

It is the setting of minimum 2mA (MIN) to Lamp current 6mA in the lamp specification. The burst is excellent for circuitry. The marker proposes that pays attention to the following contents.



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

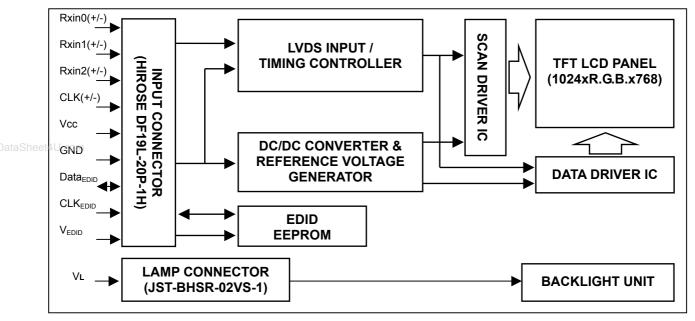


② PWM frequency does so that the frequency that is not able to divide the fixed number time, fixed number to lamp drive frequency is selected. (It is due to resonance noise occurrence prevention.) Even the frequency that is using it for LCD avoids selecting it.

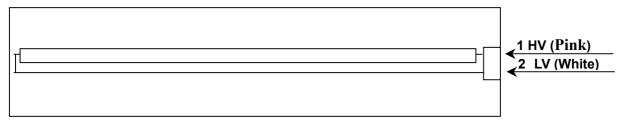


4. BLOCK DIAGRAM





4.2 BACKLIGHT UNIT



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5. INPUT TERMINAL PIN ASSIGNMENT

5.1 TFT LCD MODULE

Pin	Symbol	Description	Polarity	Remark
1	Vss	Ground		
2	Vcc	Power Supply +3.3 V (typical)		
3	Vcc	Power Supply +3.3 V (typical)		
4	V _{EDID}	DDC 3.3V Power		DDC 3.3V Power
5	NC	Non-Connection		
6		DDC Clock		DDC Clock
7		DDC Data		DDC Data
8	Rxin0-	LVDS Differential Data Input	Negative	R0~R5,G0
9	Rxin0+	LVDS Differential Data Input Positiv		_
10	Vss	Ground		
11	Rxin1-	LVDS Differential Data Input	Negative	G1~G5,B0,B1
12	Rxin1+	LVDS Differential Data Input	Positive	_
13	Vss	Ground		
14	Rxin2-	LVDS Differential Data Input	Negative	B2~B5,DE,Hsync,Vsync
15	Rxin2+	LVDS Differential Data Input	Positive	
16	Vss	Ground		
17	CLK-	LVDS Clock Data Input	Negative	
18	CLK+	LVDS Clock Data Input	Positive	- LVDS Level Clock
19	Vss	Ground		
20	Vss	Ground		

Note (1) The first pixel is even.

Note (2) Connector Part No.: HIROSE DF19L-20P-1H or equivalent

Note (3) User's connector Part No: HIROSE DF19G-20S-1C or equivalent

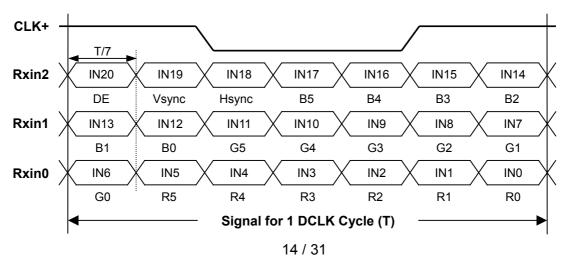
5.2 BACKLIGHT UNIT

Pin	Symbol	Description	Color
1	HV	High Voltage	Pink
2	LV	Ground	White

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

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

5.3 TIMING DIAGRAM OF LVDS INPUT SIGNAL



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5.4 COLOR DATA INPUT ASSIGNMENT

The brightness of each primary color (red, green and blue) is based on the 6-bit gray scale data input for the color. The higher the binary input the brighter the color. The table below provides the assignment of color versus data input.

									[al							
	Color				ed														
		R5	R4	R3	R2	R1	R0	G5	G4	G3	G2	G1	G0	B5	B4	B3	B2	B1	B0
	Black	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
	Red	1	1	1	1	1	1	0	0	0	0	0	0	0	0	0	0	0	0
	Green	0	0	0	0	0	0	1	1	1	1	1	1	0	0	0	0	0	0
Basic	Blue	0	0	0	0	0	0	0	0	0	0	0	0	1	1	1	1	1	1
Colors	Cyan	0	0	0	0	0	0	1	1	1	1	1	1	1	1	1	1	1	1
	Magenta	1	1	1	1	1	1	0	0	0	0	0	0	1	1	1	1	1	1
		1	1	1	1	1	1	1	1	1	1	1	1	0	0	0	0	0	0
		1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1
	Red(0)/Dark	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
	Red(1)	0	0	0	0	0	1	0	0	0	0	0	0	0	0	0	0	0	0
Gray	Red(2)	0	0	0	0	1	0	0	0	0	0	0	0	0	0	0	0	0	0
	:	:	:	:	:	:	:	:	:	:	:	:	:	:	:	:	:	:	:
	:	:	:	:	:	:	:	:	:	:	:	:	:	:	:	:	:	:	:
Red		1		1	1	0	1	0	0		0	0	0	0	0	0		0	0
		1		1	1	1	0	0			0		0	0	-	0		0	0
		-		-		-	-	-	-		-	-	-		-	-		-	0
		0	-	-		-		-	-	-	•	-	-	-	-	-		-	0
	· · ·	0		-				0			-				0				0
	Green(2)	0	0	0	0	0	0	0	0		0	1	0	0	0	0		0	0
	:	:	:	:	:	:	:	:	:	•	:	:	:	:	:	:	•	:	:
	:	:	•	:	:	:	:	:	:	•	:	:	:	:	:	:		:	:
Green		-						-	-		-								0
								-	-		•								0
			-	-		-		•			•		•		-			-	0
			-	-				-			-		-	-				-	0
	. ,																		1
	Blue(2)	0	-	0	0	0	0	0	0		0	0	0	0	0	0		1	0
	:	:	:	:	:	:	:	:	:	•	:	:	:	:	:	:	:	:	:
-	:	:	:	:	:	:	:	:	:	•	:	:	:	:	:	:	:	:	:
Blue		0		0		0	0	0			-				1	1		0	1
							-	-							1	1		-	0
	Blue(63)	0	0	0	0	0	0	0	0	0	0	0	0	1	1	1	1	1	1
	Basic Colors Gray Scale Of Red Gray Scale Of Green Green Gray Scale Of Blue	Red Green Basic Colors Colors Colors Colors Colors Colors Cyan Magenta Yellow White Red(0)/Dark Red(1) Red(2) Scale Of Red Red(61) Red(62) Red(62) Red(63) Green(0)/Dark Green(1) Green(2) Scale Of Green(61) Green(61) Green(62) Green(62) Green(63) Blue(0)/Dark Blue(1) Gray Blue(2) Scale Of Blue(2) Scale Cf Blue(0)/Dark Blue(1) Blue(2) Scale Of Creen Cf Blue(2) Creen(63)	R5 Black 0 Red 1 Green 0 Basic Blue 0 Colors Blue 0 Colors Cyan 0 Magenta 1 Yellow 1 Yellow 1 White 1 Red(0)/Dark 0 Red(1) 0 Gray Red(61) 1 1 Red Red(61) 1 1 Red(62) 1 1 1 Red(63) 1 1 1 Green(0)/Dark 0 1 1 Green(1) 0 1 1 Green(1) 0 1 1 Green(2) 0 1 1 Green(63) 0 1 1 Green(61) 0 1 1 Green(62) 0 1 1 Green(63) 0 1 1 <t< td=""><td>R5 R4 Black 0 0 Red 1 1 Green 0 0 Basic Blue 0 0 Colors Blue 0 0 Colors Cyan 0 0 Magenta 1 1 1 Yellow 1 1 1 Yellow 1 1 1 Magenta 1 1 1 Yellow 1 1 1 Magenta 1 1 1 Red(0)/Dark 0 0 0 Gray Red(2) 0 0 Scale : : : Green(0)/Dark 0 0 0 Green(1) 0 0 0 Green(2) 0 0 0 Green(61) 0 0 0 Green(62) 0 0 0</td><td>R5 R4 R3 Black 0 0 0 Red 1 1 1 Green 0 0 0 Basic Blue 0 0 0 Colors Blue 0 0 0 Colors Cyan 0 0 0 Magenta 1 1 1 1 Yellow 1 1 1 1 Mite 1 1 1 1 Red(0)/Dark 0 0 0 0 Gray Red(2) 0 0 0 Scale : : : : Of : : : : Red Red(61) 1 1 1 Red(62) 1 1 1 1 Red(63) 1 1 1 1 Green(1) 0 0 0 0</td></t<> <td>R5 R4 R3 R2 Black 0 0 0 0 Basic Blue 0 0 0 0 Basic Blue 0 0 0 0 0 Colors Blue 0 0 0 0 0 0 Colors Cyan 0 0 0 0 0 0 Magenta 1 1 1 1 1 1 1 Yellow 1 1 1 1 1 1 1 Mite 1 1 1 1 1 1 1 Gray Red(1) 0 0 0 0 0 0 Scale : : : : : : : : Green(0)/Dark 0 0 0 0 0 0 Green(1) 0 0 0 0<</td> <td>R5 R4 R3 R2 R1 Black 0 0 0 0 0 0 Basic Blue 0 0 0 0 0 0 Basic Blue 0 0 0 0 0 0 0 Colors Blue 0 0 0 0 0 0 0 0 Colors Cyan 0 0 0 0 0 0 0 0 Magenta 1 1 1 1 1 1 1 1 1 White 1 1 1 1 1 1 1 1 Gray Red(1) 0 0 0 0 0 0 0 Gray Red(61) 1 1 1 1 1 1 Red(62) 1 1 1 1 1 1 1 <!--</td--><td>R5 R4 R3 R2 R1 R0 Black 0 0 0 0 0 0 0 0 Basic Green 0 0 0 0 0 0 0 0 Basic Blue 0 0 0 0 0 0 0 0 Colors Cyan 0 0 0 0 0 0 0 0 Colors Cyan 0</td><td>R5 R4 R3 R2 R1 R0 G5 Black 0 <t< td=""><td>Color R5 R4 R3 R2 R1 R0 G5 G4 Black 0</td><td>Color R4 R3 R2 R1 R0 G5 G4 G3 Black 0</td><td>Color R5 R4 R3 R2 R1 R0 G5 G4 G3 G2 Black 0</td><td>R5 R4 R3 R2 R1 R0 G5 G4 G3 G2 G1 Basic Green 0</td><td>$\begin{array}{c c c c c c c c c c c c c c c c c c c$</td><td>Color R4 R3 R2 R1 R0 G5 G4 G3 G2 G1 G0 0</td><td>Color R5 R4 R3 R2 R1 R0 G5 G4 G3 G2 G1 G0 0</td><td>Color R5 R4 R3 R2 R1 R0 G5 G4 G3 G2 G1 G0 D5 B4 B3 Black 0<td>Color R5 R4 R3 R2 R1 R0 G5 G4 G3 G2 G1 G0 B5 B4 B3 B2 Black 0</td></td></t<><td>Color Red R3 R4 R3 R2 R1 R0 G5 G4 G3 G2 G1 G0 B3 B2 B1 Black 0<!--</td--></td></td></td>	R5 R4 Black 0 0 Red 1 1 Green 0 0 Basic Blue 0 0 Colors Blue 0 0 Colors Cyan 0 0 Magenta 1 1 1 Yellow 1 1 1 Yellow 1 1 1 Magenta 1 1 1 Yellow 1 1 1 Magenta 1 1 1 Red(0)/Dark 0 0 0 Gray Red(2) 0 0 Scale : : : Green(0)/Dark 0 0 0 Green(1) 0 0 0 Green(2) 0 0 0 Green(61) 0 0 0 Green(62) 0 0 0	R5 R4 R3 Black 0 0 0 Red 1 1 1 Green 0 0 0 Basic Blue 0 0 0 Colors Blue 0 0 0 Colors Cyan 0 0 0 Magenta 1 1 1 1 Yellow 1 1 1 1 Mite 1 1 1 1 Red(0)/Dark 0 0 0 0 Gray Red(2) 0 0 0 Scale : : : : Of : : : : Red Red(61) 1 1 1 Red(62) 1 1 1 1 Red(63) 1 1 1 1 Green(1) 0 0 0 0	R5 R4 R3 R2 Black 0 0 0 0 Basic Blue 0 0 0 0 Basic Blue 0 0 0 0 0 Colors Blue 0 0 0 0 0 0 Colors Cyan 0 0 0 0 0 0 Magenta 1 1 1 1 1 1 1 Yellow 1 1 1 1 1 1 1 Mite 1 1 1 1 1 1 1 Gray Red(1) 0 0 0 0 0 0 Scale : : : : : : : : Green(0)/Dark 0 0 0 0 0 0 Green(1) 0 0 0 0<	R5 R4 R3 R2 R1 Black 0 0 0 0 0 0 Basic Blue 0 0 0 0 0 0 Basic Blue 0 0 0 0 0 0 0 Colors Blue 0 0 0 0 0 0 0 0 Colors Cyan 0 0 0 0 0 0 0 0 Magenta 1 1 1 1 1 1 1 1 1 White 1 1 1 1 1 1 1 1 Gray Red(1) 0 0 0 0 0 0 0 Gray Red(61) 1 1 1 1 1 1 Red(62) 1 1 1 1 1 1 1 </td <td>R5 R4 R3 R2 R1 R0 Black 0 0 0 0 0 0 0 0 Basic Green 0 0 0 0 0 0 0 0 Basic Blue 0 0 0 0 0 0 0 0 Colors Cyan 0 0 0 0 0 0 0 0 Colors Cyan 0</td> <td>R5 R4 R3 R2 R1 R0 G5 Black 0 <t< td=""><td>Color R5 R4 R3 R2 R1 R0 G5 G4 Black 0</td><td>Color R4 R3 R2 R1 R0 G5 G4 G3 Black 0</td><td>Color R5 R4 R3 R2 R1 R0 G5 G4 G3 G2 Black 0</td><td>R5 R4 R3 R2 R1 R0 G5 G4 G3 G2 G1 Basic Green 0</td><td>$\begin{array}{c c c c c c c c c c c c c c c c c c c$</td><td>Color R4 R3 R2 R1 R0 G5 G4 G3 G2 G1 G0 0</td><td>Color R5 R4 R3 R2 R1 R0 G5 G4 G3 G2 G1 G0 0</td><td>Color R5 R4 R3 R2 R1 R0 G5 G4 G3 G2 G1 G0 D5 B4 B3 Black 0<td>Color R5 R4 R3 R2 R1 R0 G5 G4 G3 G2 G1 G0 B5 B4 B3 B2 Black 0</td></td></t<><td>Color Red R3 R4 R3 R2 R1 R0 G5 G4 G3 G2 G1 G0 B3 B2 B1 Black 0<!--</td--></td></td>	R5 R4 R3 R2 R1 R0 Black 0 0 0 0 0 0 0 0 Basic Green 0 0 0 0 0 0 0 0 Basic Blue 0 0 0 0 0 0 0 0 Colors Cyan 0 0 0 0 0 0 0 0 Colors Cyan 0	R5 R4 R3 R2 R1 R0 G5 Black 0 <t< td=""><td>Color R5 R4 R3 R2 R1 R0 G5 G4 Black 0</td><td>Color R4 R3 R2 R1 R0 G5 G4 G3 Black 0</td><td>Color R5 R4 R3 R2 R1 R0 G5 G4 G3 G2 Black 0</td><td>R5 R4 R3 R2 R1 R0 G5 G4 G3 G2 G1 Basic Green 0</td><td>$\begin{array}{c c c c c c c c c c c c c c c c c c c$</td><td>Color R4 R3 R2 R1 R0 G5 G4 G3 G2 G1 G0 0</td><td>Color R5 R4 R3 R2 R1 R0 G5 G4 G3 G2 G1 G0 0</td><td>Color R5 R4 R3 R2 R1 R0 G5 G4 G3 G2 G1 G0 D5 B4 B3 Black 0<td>Color R5 R4 R3 R2 R1 R0 G5 G4 G3 G2 G1 G0 B5 B4 B3 B2 Black 0</td></td></t<> <td>Color Red R3 R4 R3 R2 R1 R0 G5 G4 G3 G2 G1 G0 B3 B2 B1 Black 0<!--</td--></td>	Color R5 R4 R3 R2 R1 R0 G5 G4 Black 0	Color R4 R3 R2 R1 R0 G5 G4 G3 Black 0	Color R5 R4 R3 R2 R1 R0 G5 G4 G3 G2 Black 0	R5 R4 R3 R2 R1 R0 G5 G4 G3 G2 G1 Basic Green 0	$ \begin{array}{c c c c c c c c c c c c c c c c c c c $	Color R4 R3 R2 R1 R0 G5 G4 G3 G2 G1 G0 0	Color R5 R4 R3 R2 R1 R0 G5 G4 G3 G2 G1 G0 0	Color R5 R4 R3 R2 R1 R0 G5 G4 G3 G2 G1 G0 D5 B4 B3 Black 0 <td>Color R5 R4 R3 R2 R1 R0 G5 G4 G3 G2 G1 G0 B5 B4 B3 B2 Black 0</td>	Color R5 R4 R3 R2 R1 R0 G5 G4 G3 G2 G1 G0 B5 B4 B3 B2 Black 0	Color Red R3 R4 R3 R2 R1 R0 G5 G4 G3 G2 G1 G0 B3 B2 B1 Black 0 </td

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



5.5 EDID DATA STRUCTURE

The EDID (Extended Display Identification Data) data formats are to support displays as defined in the

	Byte #	Duto #		Value	Value
	(decimal)	(hex)	Field Name and Comments	(hex)	(binary)
	0	0	Header	00	00000000
	1	1	Header	FF	11111111
	2	2	Header	FF	11111111
	3	3	Header	FF	11111111
et4	U.com ⁴	4	Header	FF	11111111
	5	5	Header	FF	11111111
	6	6	Header	FF	11111111
	7	7	Header	00	00000000
	8	8	EISA ID manufacturer name ("APP")	06	00000110
	9	9	EISA ID manufacturer name (Compressed ASCII)	10	00010000
	10	0A	ID product code (N121X5-L03)	45	01000101
	11	0B	ID product code (hex LSB first; N121X5-L03)	9C	10011100
	12	0C	ID S/N (fixed "0")	00	00000000
	13	0D	ID S/N (fixed "0")	00	00000000
	14	0E	ID S/N (fixed "0")	00	00000000
	15	0F	ID S/N (fixed "0")	00	00000000
	16	10	Week of manufacture (fixed "14")	0E	00001110
	17	11	Year of manufacture (fixed "2005")	0F	00001111
	18	12	EDID structure version # ("1")	01	00000001
	19	13	EDID revision # ("3")	03	00000011
	20	14	Video I/P definition ("digital")	80	10000000
	21	15	Max H image size ("24.576 cm")	19	00011001
	22	16	Max V image size ("18.432 cm")	12	00010010
	23	17	Display Gamma (Gamma = " 2.2")	78	01111000
	24	18	Feature support ("RGB, preferred timing")	0A	00001010
	25	19	Red/Green (Rx1, Rx0, Ry1, Ry0, Gx1, Gx0, Gy1, Gy0)	FE	11111110
	26	1A	Blue/White (Bx1, Bx0, By1, By0, Wx1, Wx0, Wy1, Wy0)	60	01100000
	27	1B	Red-x (Rx = "0.585")	95	10010101
	28	1C	Red-y (Ry = "0.335")	55	01010101
	29	1D	Green-x (Gx = "0.32")	51	01010001
	30	1E	Green-y (Gy = "0.53")	87	10000111
	31	1F	Blue-x (Bx = "0.15")	26	00100110
	32	20	Blue-y (By = "0.135")	22	00100010
	33	21	White-x (Wx = "0.313")	50	01010000
	34	22	White-y (Wy = "0.329")	54	01010100
	35	23	Established timings 1	00	00000000
	36	24	Established timings 2 (1024x768@60Hz)	08	00001000
	37	25	Manufacturer's reserved timings	00	00000000
	38	26	Standard timing ID # 1	01	00000001
	39	27	Standard timing ID # 1	01	00000001
	40	28	Standard timing ID # 2	01	00000001
	41	29	Standard timing ID # 2	01	00000001

VESA Plug & Display and FPDI standards.

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Byte # (decimal)	Byte # (hex)	Field Name and Comments	Value (hex)	Value (binary)
42	2A	Standard timing ID # 3	01	0000000
43	2B	Standard timing ID # 3	01	0000000
44	2C	Standard timing ID # 4	01	0000000
45	2D	Standard timing ID # 4	01	0000000
46	2E	Standard timing ID # 5	01	0000000
47	2F	Standard timing ID # 5	01	0000000
48	30	Standard timing ID # 6	01	0000000
49	31	Standard timing ID # 6	01	0000000
.con 50	32	Standard timing ID # 7	01	0000000
51	33	Standard timing ID # 7	01	0000000
52	34	Standard timing ID # 8	01	0000000
53	35	Standard timing ID # 8	01	0000000
54	36	Detailed timing description # 1 Pixel clock ("65 MHz")	64	0110010
55	37	# 1 Pixel clock (hex LSB first)	19	0001100
56	38	# 1 H active ("1024")	00	0000000
57	39	# 1 H blank ("320")	40	0100000
58	ЗA	# 1 H active: H blank ("1024 : 320")	41	0100000
59	3B	# 1 V active (" 768")	00	0000000
60	3C	# 1 V blank (" 38")	26	0010011
61	3D	# 1 V active: V blank ("768 : 38")	30	0011000
62	3E	# 1 H sync offset (" 24")	18	0001100
63	3F	# 1 H sync pulse width (" 136")	88	1000100
64	40	# 1 V sync offset: V sync pulse width (" 3 : 6")	36	0011011
65	41	# 1 H sync offset: H sync pulse width : V sync offset : V sync width (" 24 : 136 : 3 : 6")	00	0000000
66	42	# 1 H image size (" 245.76 mm")	F6	1111011
67	43	# 1 V image size (" 184.32 mm")	B8	1011100
68	44	# 1 H image size: V image size (" 245 : 184")	00	0000000
69	45	# 1 H boarder ("0")	00	0000000
70	46	# 1 V boarder ("0")	00	0000000
71	47	# 1 Flags (" Non-Interlace, Non-Stereo, Digital Separate")	18	0001100
72	48	Detailed timing description # 2	00	0000000
73	49	descriptor #2	00	0000000
74	4A		00	0000000
75	4B		01	0000000
76	4C	Version	00	0000000
77	4D	Apple edid signature	06	0000011
78	4E	Apple edid signature	10	0001000
79	4F	Link Type (LVDS Link, MSB justified)	20	0010000
80	50	Pixel and link component format (6-bit panel interface)	00	0000000
81	51	Panel features (No inverter)	00	0000000
82	52		00	0000000
83	53		00	0000000
84	54		00	0000000
. .	. .			0000000

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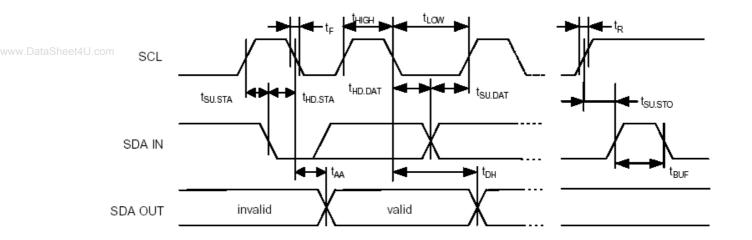
Byte # (decimal)	Byte # (hex)	Field Name and Comments	Value (hex)	Value (binary)
86	56		00	00000000
87	57		00	00000000
88	58		0A	00001010
89	59		20	0010000
90	5A	Detailed timing description # 3	00	0000000
91	5B	# 3 Flag	00	0000000
92	5C	# 3 Reserved	00	0000000
^{40.con} 93	5D	# 3 FE (hex) defines ASCII string (Model Name "N121X5", ASCII)	FE	1111111
94	5E	# 3 Flág	00	0000000
95	5F	# 3 1st character of string ("N")	4E	0100111
96	60	# 3 2nd character of string ("1")	31	0011000
97	61	# 3 3rd character of string ("2")	32	0011001
98	62	# 3 4th character of string ("1")	31	0011000
99	63	# 3 5th character of string ("X")	58	0101100
100	64	# 3 6th character of string ("5")	35	0011010
101	65	# 3 New line character # 3 indicates end of ASCII string	20	0010000
102	66	# 3 Padding with "Blank" character	20	0010000
103	67	# 3 Padding with "Blank" character	20	0010000
104	68	# 3 Padding with "Blank" character	20	0010000
105	69	# 3 Padding with "Blank" character	20	0010000
106	6A	# 3 Padding with "Blank" character	20	0010000
107	6B	# 3 Padding with "Blank" character	20	0010000
108	6C	Detailed timing description # 4	00	0000000
109	6D	# 4 Flag	00	0000000
110	6E	# 4 Reserved	00	0000000
111	6F	# 4 FC (hex) defines Monitor name ("Color LCD", ASCII)	FC	1111110
112	70	# 4 Flag	00	0000000
113	71	# 4 1st character of name ("C")	43	0100001
114	72	# 4 2nd character of name ("o")	6F	0110111
115	73	# 4 3rd character of name ("I")	6C	0110110
116	74	# 4 4th character of name ("o")	6F	0110111
117	75	# 4 5th character of name ("r")	72	0111001
118	76	# 4 6th character of name (<space>)</space>	20	0010000
119	77	# 4 7th character of name ("L")	4C	0100110
120	78	# 4 8th character of name ("C")	43	0100001
121	79	# 4 9th character of name ("D")	44	0100010
122	7A	# 4 New line character # 4 indicates end of Monitor name	0A	0000101
123	7B	# 4 Padding with "Blank" character	20	0010000
124	7C	# 4 Padding with "Blank" character	20	0010000
125	7D	# 4 Padding with "Blank" character	20	0010000
126	7E	Extension flag	00	0000000
127	7F	Checksum	A7	1010011



5.6 EDID SIGINAL SPECIFICATION

(1) EDID Power

Parameter	Symbol	Conditions	Min.	Тур.	Max.	Unit
Power supply voltage	Vcc	Read Operation	2.2		5.5	V



(2) DC characteristics

		Symbol	Min.	Max.	Unit	Index
SCL, SDA	High Voltage	VIH	0.7×Vcc	_	V	
terminal input voltage	Low Voltage	VIL	—	0.3×Vcc	V	
Hysteresis Vo	VHYS	0.05 VCC	_	V		
Output Volta	VOL1 VOL2	—	0.4 0.6	V	IOL=3mA, CC=2.5V IOL=6mA, CC=2.5V	
Input Leak cu (Vin =0.1V~V	ILI	-10 -10	10 50	uA	WP=VSS WP=VCC	
Output Leak cu	urrent	ILO	-10	10	uA	Vout =0.1V~VCC, WP=VSS
Terminal capacity(In	out, Output)	Cin, Cout	—	10	pF	VCC=5.0V Ta=25 [°] C, Fclk=1.0MHz
Operating cur	ICC Write ICC Read	_	3 1	mA	VCC=5.5V, SCL=400KHz	
Stillness curr (SDA=SCL=V (WP=VSS,A0,A1,/	ICCS		30 100	uA	VCC=3.0V VCC=5.5V	



(3) AC characteristics (VCC=2.5~5.5V standard operation mode)

Item	Symbol	VCC=2. (Standard mo	operation	(High-	5V-5.5V speed ration de)		
		Min.	Max.	Min.	Max.	Unit	Index
Clock frequency	Fclk		100	-	400	KHz	
Clock High Time	THIGH	4000	_	900	_	ns	
Clock Low Time	TLOW	4700	_	1300		ns	
SDA, SCL falling time	TR		1000		300	ns	
SDA, SCL rising time	TF		300	_	300	ns	
START hold time	THD: STA	4000		600	_	ns	
START setup time	TSU: STA	4700		600		ns	
Data input hold time	THD: Data	0		0	_	ns	
Data input setup time	TSU: Data	250		100		ns	
STOP setup time	TSU: STO	4700		600		ns	
Output decision time from a clock	TAA	_	3500	100	900	ns	
Bus free time	TBUF	4700	—	1300	_	ns	
Rising time of Min VIH, VIL	TOF	_	250	20	250	ns	CB≦100pF
Spike oppression	TSP	_	50		50	ns	
A write-in cycle time	TWR	_	10	_	10	ms	Byte and page mode
The number of times of data rewriting	—	1M	_	1M	—	cycles	VCC=5.0V Ta=25ºC,



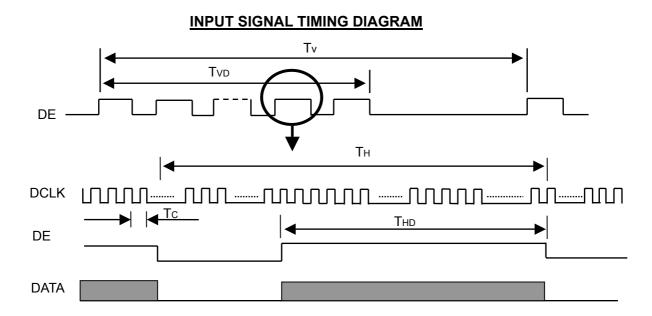
6. INTERFACE TIMING

6.1 INPUT SIGNAL TIMING SPECIFICATIONS

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

Signal	Item	Symbol	Min.	Тур.	Max.	Unit	Note
DCLK	Frequency	1/Tc	(50)	65	(68)	MHz	-
	Vertical Total Time	TV	(771)	806	(850)	TH	-
DE	Vertical Addressing Time	TVD	(768)	768	(768)	TH	-
	Horizontal Total Time	TH	(1200)	1344	(1500)	Tc	-
	Horizontal Addressing Time	THD	(1024)	1024	(1024)	Tc	-

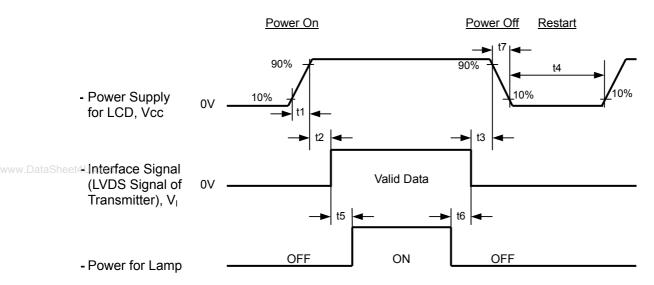
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6.2 POWER ON/OFF SEQUENCE



Timing Specifications:

- $\begin{array}{rrrr} 0.5 \leq t1 \leq 10 \text{ msec} \\ 0 < t2 \leq 50 \text{ msec} \\ 0 < t3 \leq 50 \text{ msec} \end{array}$
 - t4 \geq 500 msec
 - t5 \geq 200 msec
 - t6 \geq 200 msec

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

- Note (2) When the interface signal is invalid, be sure to pull down the power supply of LCD Vcc to 0 V.
- Note (3) The Backlight inverter power must be turned on after the power supply for the logic and the interface signal is valid. The Backlight inverter power must be turned off before the power supply for the logic and the interface signal is invalid.
- Note (4) Sometimes some slight noise shows when LCD is turned off (even backlight is already off). To avoid this phenomenon, we suggest that the Vcc falling time had better to follow

t7 \geq 5 msec



7. OPTICAL CHARACTERISTICS

7.1 TEST CONDITIONS

Item	Symbol	Value	Unit				
Ambient Temperature	Та	25±2	°C				
Ambient Humidity	Ha	50±10	%RH				
Supply Voltage	V _{CC}	3.3	V				
Input Signal	According to typical v	alue in "3. ELECTRICAL (CHARACTERISTICS"				
Inverter Current	ار	5.5	mA				
Inverter Driving Frequency	F_{L}	(55)	KHz				
Inverter DataSheet	Sumida-H05-4915						

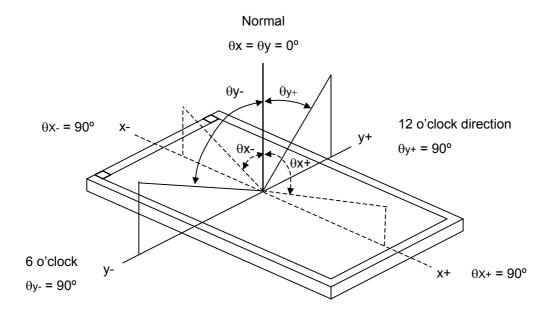
The measurement methods of optical characteristics are shown in Section 7.2. The following items should be measured under the test conditions described in Section 7.1 and stable environment shown in Note (6).

7.2 OPTICAL SPECIFICATIONS

Ite	m	Symbol	Condition	Min.	Тур.	Max.	Unit	Note	
	Red	Rx			(0.590)		-		
	Reu	Ry			(0.335)		-		
	Green	Gx			(0.320)		-		
	Oreen	Gy		TYP -0.03	(0.530)	TYP	-	(1), (6)	
Color	Blue	Bx	$\theta_x=0^\circ, \theta_Y=0^\circ$ Viewing Normal Angle		(0.150)	+0.03	-		
Chromaticity		Ву			(0.135)	.0.00	-		
		Wx			0.313		-		
	White	Wy	(CS-1000T)		0.329		-		
	Color Gamut	C.G%		-	45	-	%	(8)	
Average lumina	nce of white	L _{AVE}		(155)	(185)	-	cd/m ²	(4), (6)	
Contrast Ratio		CR		-	(400)	-	-	(2), (6)	
Response Time		T _R	θ _x =0°, θ _Y =0°	-	5	10	ms	(3)	
Response nine		T _F	$\theta_{\rm X}$ =0, $\theta_{\rm Y}$ =0	-	11	16	ms	(3)	
Cross Talk		СТ	θ _x =0°, θ _Y =0°	-	-	4.0	%	(5), (6)	
White Variation		δW	(BM-5A)	-	-	(1.25)	-	(6), (7)	
	Horizontal	θ_x +		40	45	-			
	HUHZUHIAI	θ _x -	CR≥10	40	45	-	Dog	(1), (6)	
Viewing Angle	Vertical	θ γ +	(BM-5A)	10	15	-	Deg.		
	Vertical	θ _Y -		30	35	-			



Note (1) Definition of Viewing Angle (θx , θy):



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

The contrast ratio can be calculated by the following expression.

Contrast Ratio (CR) = L63 / L0

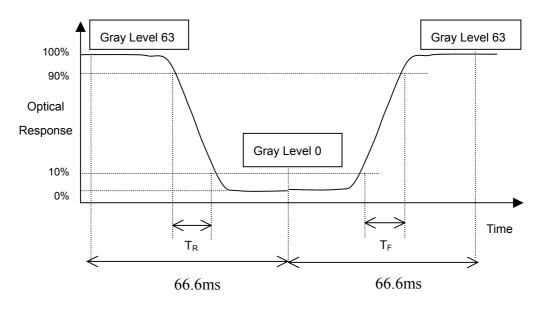
L63: Luminance of gray level 63

L 0: Luminance of gray level 0

CR = CR (5)

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

Note (3) Definition of Response Time (T_R, T_F) and measurement method:



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Note (4) Definition of Average Luminance of White (LAVE):

Measure the luminance of gray level 63 at 5 points

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

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

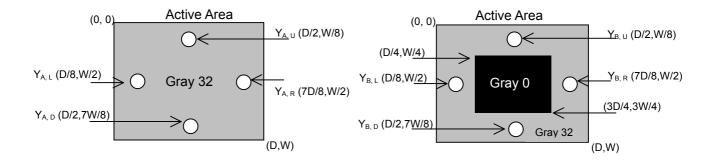
Note (5) Definition of Cross Talk (CT):

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

Where:

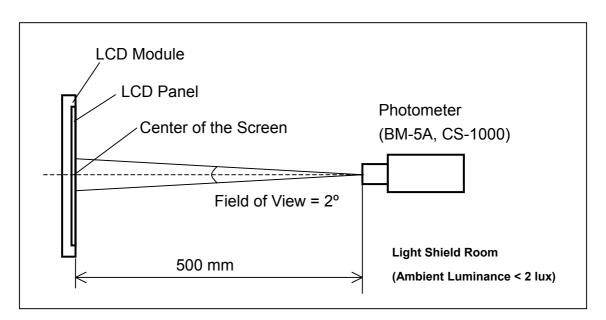
 Y_A = Luminance of measured location without gray level 0 pattern (cd/m²)

 Y_B = Luminance of measured location with gray level 0 pattern (cd/m²)



Note (6) Measurement Setup:

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

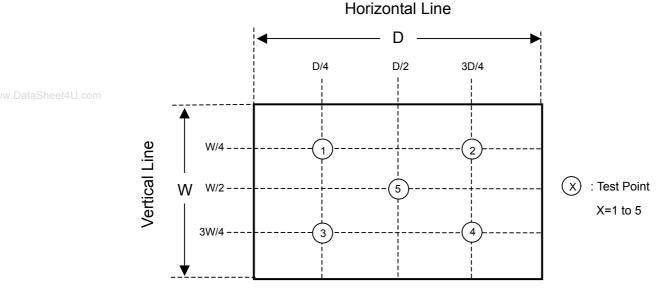




Note (7) Definition of White Variation (δW):

Measure the luminance of gray level 63 at 5 points

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



Active Area

Note (8) Definition of color gamut (C.G%):

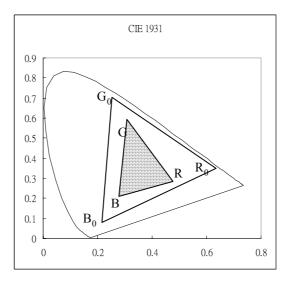
C.G%= $\Delta R \ G \ B / \Delta R_0 \ G_0 \ B_0,*100\%$

R₀, G₀, B₀: color coordinates of red, green, and blue defined by NTSC, respectively.

R, G, B : color coordinates of module on 63 gray levels of red, green, and blue, respectively.

 $\Delta R_0 G_0 B_0$: area of triangle defined by R_0 , G_0 , B_0

 $\Delta R G B$: area of triangle defined by R, G, B



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8. PRECAUTIONS

8.1 HANDLING PRECAUTIONS

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

8.2 STORAGE PRECAUTIONS

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

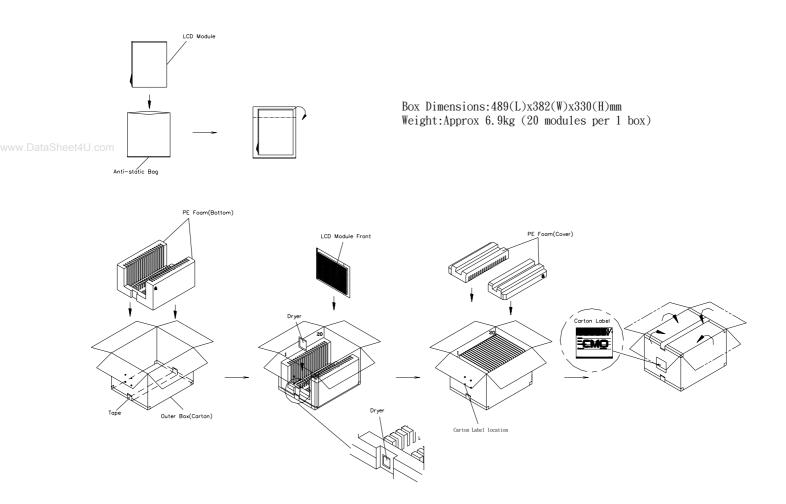
8.3 OPERATION PRECAUTIONS

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

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9. PACKING 9.1 CARTON

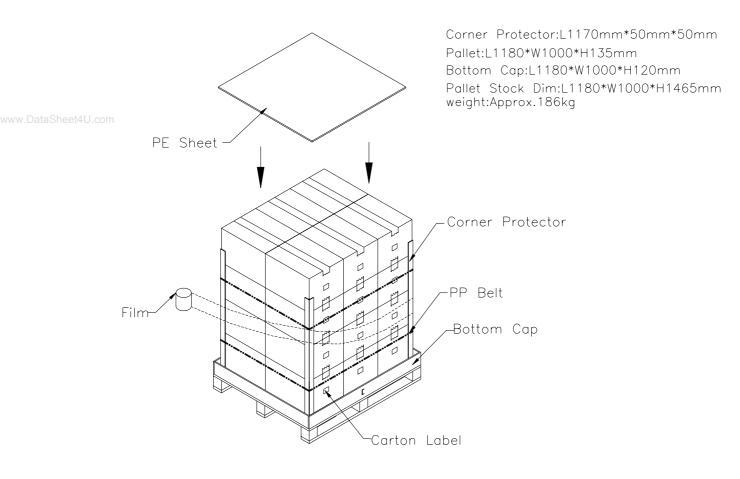


The information described in this technical specification is preliminary and it is possible to be changed without prior notice. Please contact CMO 's representative while your product design is based on this specification. Description of the specification of th

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9.2 PALLET

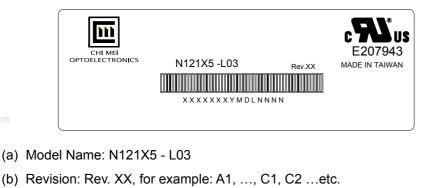




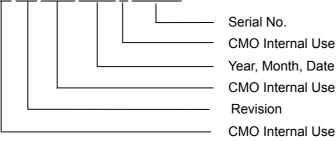
10. DEFINITION OF LABELS

10.1 CMO MODULE LABEL

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



(c) Serial ID: X X X X X X X Y M D X N N N N



Serial ID includes the information as below:

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

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

Day: 1~9, A~Y, for 1st to 31st, exclude I, O and U

- (b) Revision Code: cover all the change
- (c) Serial No.: Manufacturing sequence of product

10.2 CARTON LABEL

PO.NO	
Part ID.	
Model Name	
Carton ID	Quantities

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