



# TFT LCD Preliminary Specification

## MODEL NO.: V260H1 – PE1

|             |  |                          |
|-------------|--|--------------------------|
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**CHI MEI**  
OPTOELECTRONICS CORP.

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Model No.: V260H1 – PE1

**Preliminary****REVISION HISTORY**

| Version | Date        | Page<br>(New) | Section | Description                                 |
|---------|-------------|---------------|---------|---|
| Ver 1.0 | Jan. 28,'10 | All           | All     | Preliminary Specification was first issued. |

## 1. GENERAL DESCRIPTION

### 1.1 OVERVIEW

V260H1- PE1 is a 26-inch TFT LCD cell with driver ICs and 2ch-LVDS interface. This module supports 1920 x 1080 WXGA format and can display 16.7M colors (8-bit/color). The backlight unit is not built in

### 1.2 CHARACTERISTICS

| CHARACTERISTICS ITEMS           | SPECIFICATIONS   |
|---------------------------------|--|
| Screen Diagonal [in]            | 26.0   |
| Pixels [lines]                  | 1920 x 1080  |
| Active Area [mm]                | 576 x 324  |
| Sub -Pixel Pitch [mm]           | 0.100 (H) × 0.300(V)   |
| Pixel Arrangement               | RGB vertical stripe  |
| Weight [g]                      | TYP. 865   |
| Physical Size [mm]              | 592(W) x 339.8(H) x 1.8(D) Typ.  |
| Display Mode                    | TN, Normally White   |
| Contrast Ratio                  | 800:1 Typ.<br>(Typical value measured at CMO's module)   |
| Glass thickness (Array/CF) [mm] | 0.7 / 0.7  |
| Viewing Angle (CR>10)           | +80/-80(H), +80/-70(V) Typ.<br>(Typical value measured at CMO's module)  |
| Color Chromaticity              | R=(0.651, 0.329)<br>G=(0.275,0.594)<br>B=(0.147,0.111)<br>W=(0.321,0.359)<br>*Please refer to "color chromaticity" on p.21 |
| Cell Transparency [%]           | (5.9%)Typ.<br>(Typical value measured at CMO's module)   |
| Polarizer (CF side)             | Anti-Glare coating,<br>587.4(W) x 335.2(H). Hardness: 3H   |
| Polarizer (TFT side)            | 587.4(W) x 335.2(H).   |

### 1.3 MECHANICAL SPECIFICATIONS

| Item                            | Min.   | Typ. | Max. | Unit | Note |
|---------------------------------|--|------|------|------|------|
| Weight                          |  | 840  |      | g    |      |
| I/F connector mounting position | The mounting inclination of the connector makes the screen center within ±0.5mm as the horizontal. |      |      |      | (1)  |

Note (1) Connector mounting position





## 2. ABSOLUTE MAXIMUM RATINGS

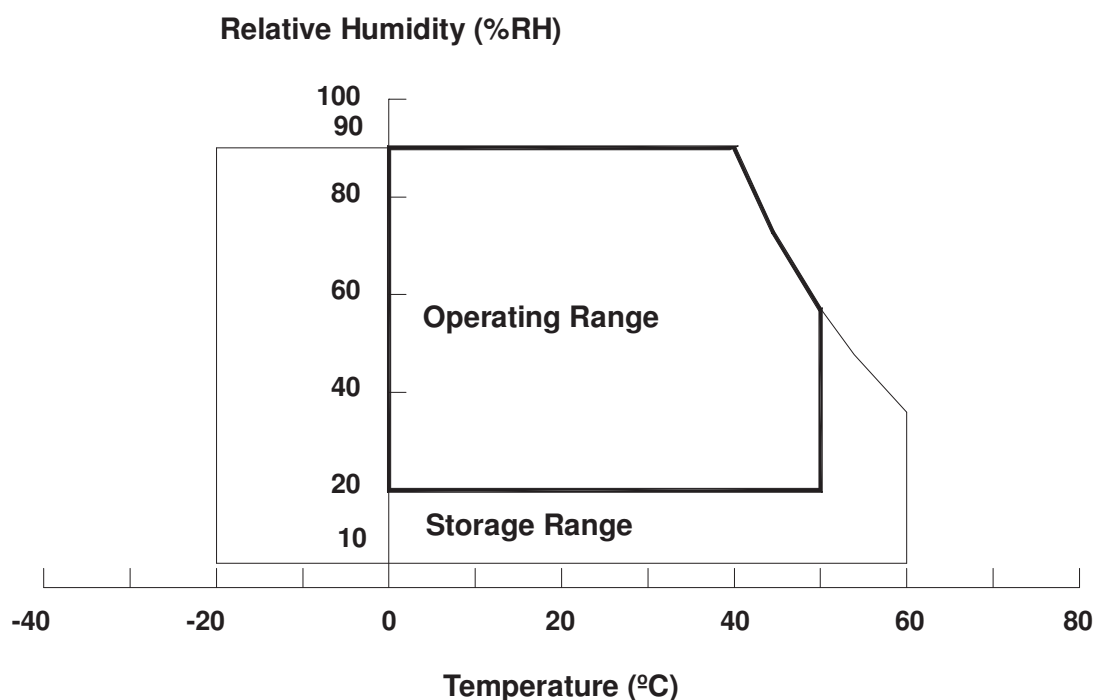
### 2.1 ABSOLUTE RATINGS OF ENVIRONMENT (BASED ON CMO MODULE V260H1-PE1)

| Item                          | Symbol          | Value |      | Unit | Note     |
|-------------------------------|-----------------|-------|------|------|----------|
|                               |                 | Min.  | Max. |      |          |
| Storage Temperature           | T <sub>ST</sub> | -20   | +60  | °C   | (1)      |
| Operating Ambient Temperature | T <sub>OP</sub> | 0     | +50  | °C   | (1), (2) |

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

- (a) 90 %RH Max. ( $T_a \leq 40$  °C).
- (b) Wet-bulb temperature should be 39 °C Max. ( $T_a > 40$  °C).
- (c) No condensation.

Note (2) The maximum operating temperature is based on the test condition that the surface temperature of display area is less than or equal to 65 °C with LCD module alone in a temperature controlled chamber. Thermal management should be considered in final product design to prevent the surface temperature of display area from being over 65 °C. The range of operating temperature may degrade in case of improper thermal management in final product design.





## 2.2 ABSOLUTE RATINGS OF ENVIRONMENT (OPEN CELL)

Storage Condition : With shipping package.

Storage temperature range :  $25\pm5$  °C

Storage humidity range :  $50\pm10\%$ RH

Shelf life : a month

## 2.3 ELECTRICAL ABSOLUTE RATINGS

### 2.3.1 ELECTRICAL ABSOLUTE RATINGS (OPEN CELL)

| Item                 | Symbol          | Value |      | Unit | Note |
|----------------------|-----------------|-------|------|------|------|
|                      |                 | Min.  | Max. |      |      |
| Power Supply Voltage | V <sub>CC</sub> | -0.3  | 13.5 | V    | (1)  |
| Input Signal Voltage | V <sub>IN</sub> | -0.3  | 3.6  | V    |      |

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.

### 3. ELECTRICAL CHARACTERISTICS

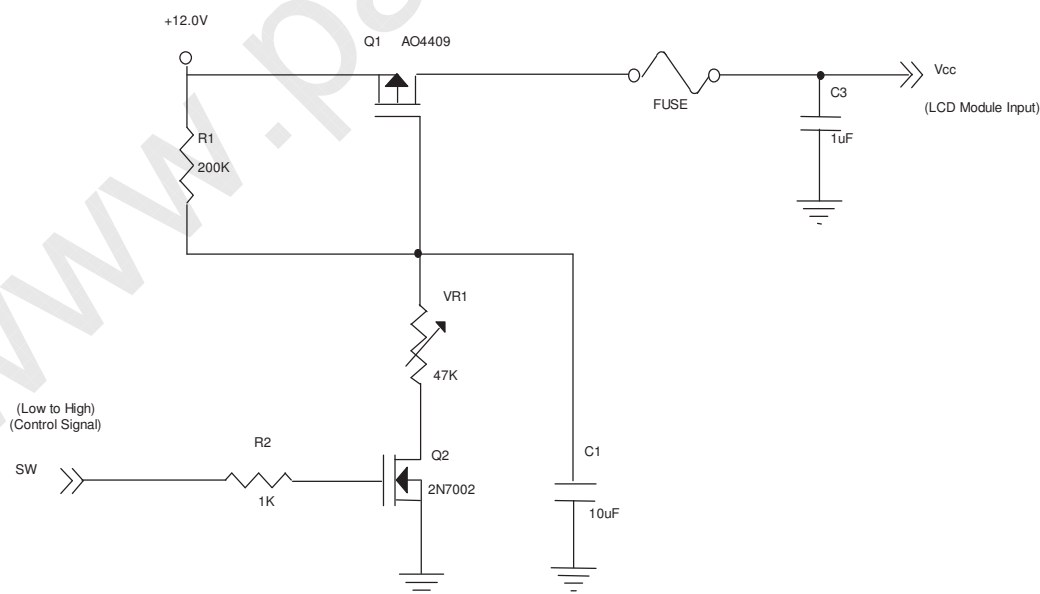
#### 3.1 TFT LCD MODULE

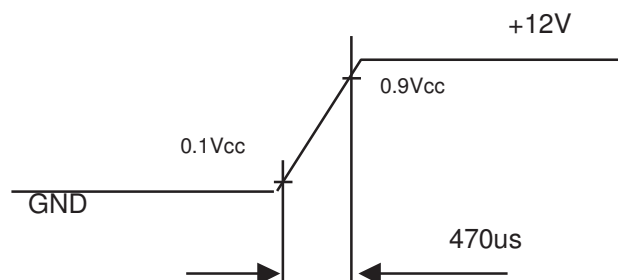
Ta = 25 ± 2 °C

| Parameter            |   | Symbol            | Value |      |      | Unit | Note |
|----------------------|---|-------------------|-------|------|------|------|------|
|                      |   |                   | Min.  | Typ. | Max. |      |      |
| Power Supply Voltage |   | V <sub>CC</sub>   | 10.8  | 12   | 13.2 | V    | (1)  |
| Rush Current         |   | I <sub>RUSH</sub> | —     | —    | 3.0  | A    | (2)  |
| Power Supply Current | White Pattern                             | —                 | —     | 0.29 | —    | A    | (3)  |
|                      | Horizontal Stripe                         | —                 | —     | 0.45 | —    | A    |      |
|                      | Black Pattern                             | —                 | —     | 0.46 | 0.55 | A    |      |
| LVDS interface       | Differential Input High Threshold Voltage | V <sub>LVTH</sub> | +100  | —    | —    | mV   | (4)  |
|                      | Differential Input Low Threshold Voltage  | V <sub>LVTL</sub> | —     | —    | -100 | mV   |      |
|                      | Common Input Voltage                      | V <sub>CM</sub>   | 1.0   | 1.2  | 1.4  | V    |      |
|                      | Differential input voltage                | V <sub>ID</sub>   | 200   | —    | 600  | mV   |      |
|                      | Terminating Resistor                      | R <sub>T</sub>    | —     | 100  | —    | ohm  |      |
| CMOS interface       | Input High Threshold Voltage              | V <sub>IH</sub>   | 2.7   | —    | 3.3  | V    |      |
|                      | Input Low Threshold Voltage               | V <sub>IL</sub>   | 0     | —    | 0.7  | V    |      |

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

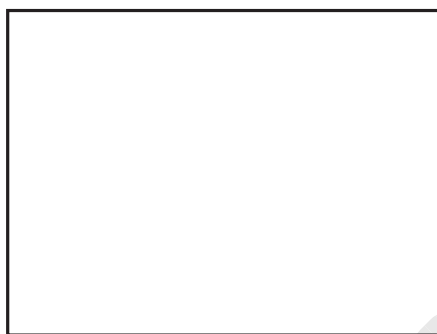
Note (2) Measurement Conditions:



**Vcc rising time is 470us**

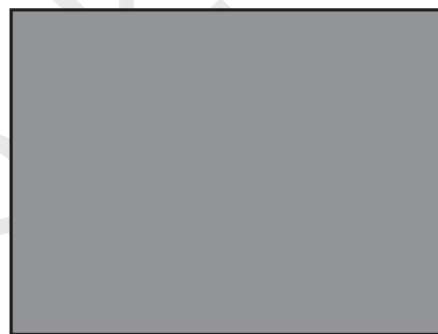
Note (3) The specified power supply current is under the conditions at  $V_{cc} = 12\text{ V}$ ,  $T_a = 25 \pm 2\text{ }^{\circ}\text{C}$ ,  $f_v = 60\text{ Hz}$ , whereas a power dissipation check pattern below is displayed.

a. White Pattern



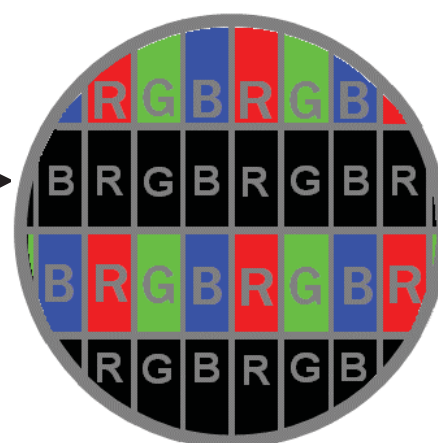
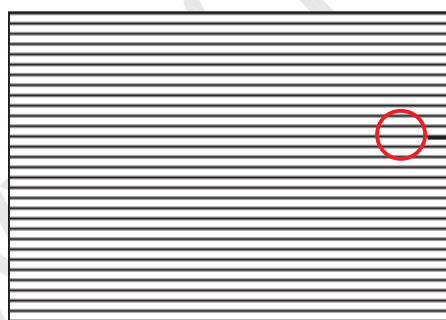
Active Area

b. Black Pattern

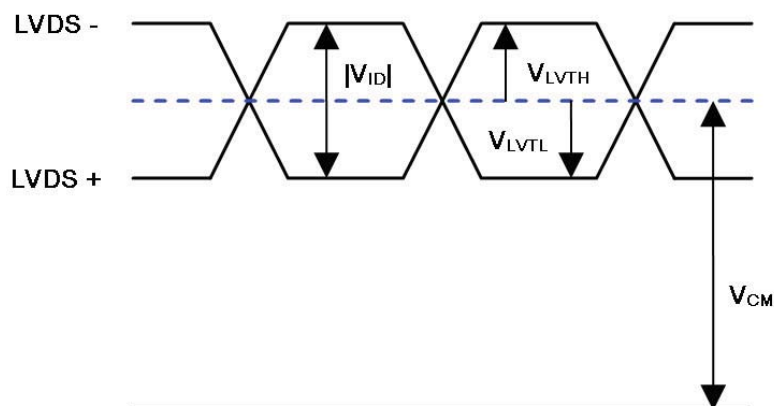


Active Area

c. Horizontal Pattern

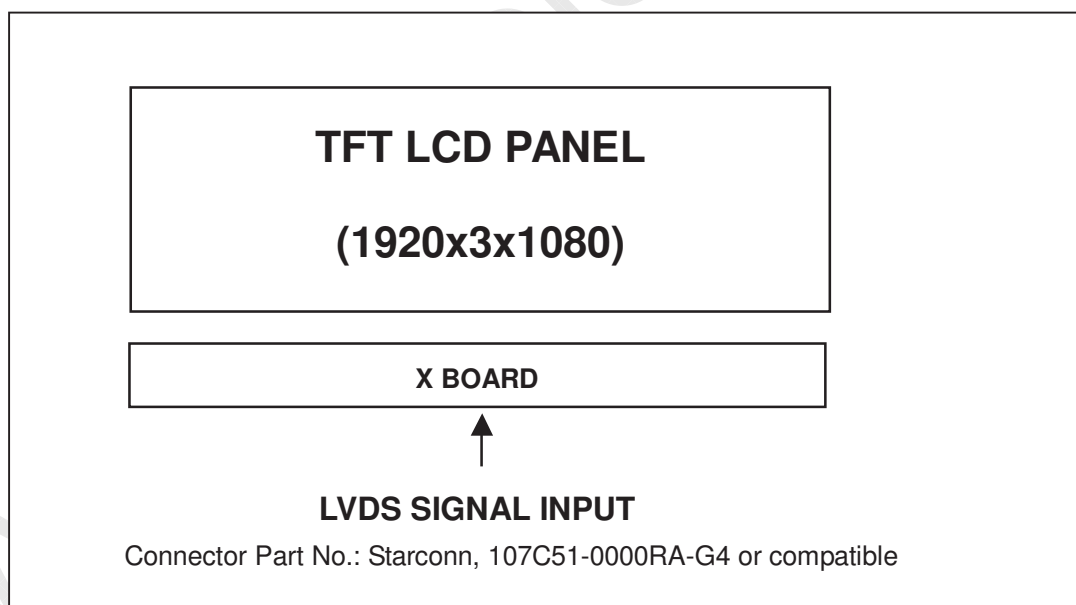


Note (4) The LVDS input characteristics are as follows:



## 4. BLOCK DIAGRAM

### 4.1 TFT LCD MODULE



## 5. INPUT TERMINAL PIN ASSIGNMENT

### 5.1 TFT LCD MODULE

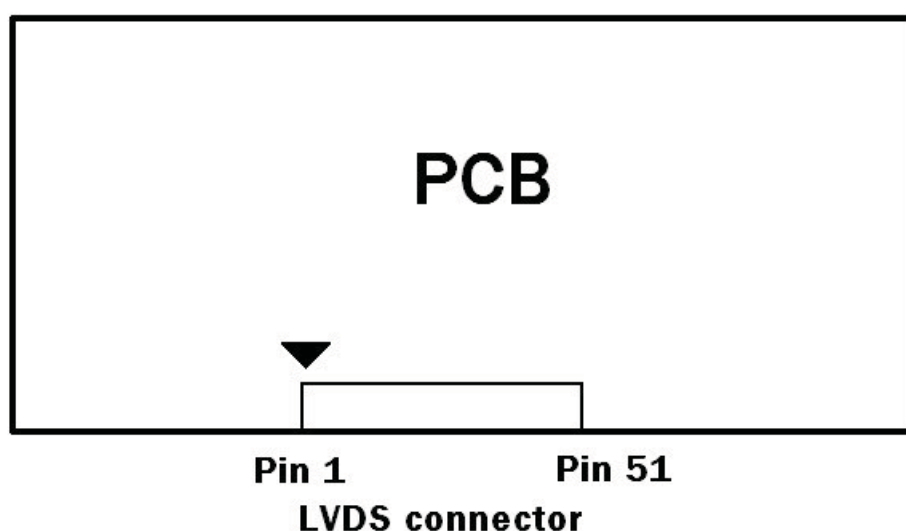
#### CNF1 Connector Pin Assignment

| Pin | Name  | Description   | Note |
|-----|-------|---|------|
| 1   | VCC   | +12V power supply   |      |
| 2   | VCC   | +12V power supply   |      |
| 3   | VCC   | +12V power supply   |      |
| 4   | VCC   | +12V power supply   |      |
| 5   | VCC   | +12V power supply   |      |
| 6   | GND   | Ground  |      |
| 7   | GND   | Ground  |      |
| 8   | GND   | Ground  |      |
| 9   | GND   | Ground  |      |
| 10  | ORX0- | Odd pixel Negative LVDS differential data input. Channel 0  | (1)  |
| 11  | ORX0+ | Odd pixel Positive LVDS differential data input. Channel 0  |      |
| 12  | ORX1- | Odd pixel Negative LVDS differential data input. Channel 1  |      |
| 13  | ORX1+ | Odd pixel Positive LVDS differential data input. Channel 1  |      |
| 14  | ORX2- | Odd pixel Negative LVDS differential data input. Channel 2  |      |
| 15  | ORX2+ | Odd pixel Positive LVDS differential data input. Channel 2  |      |
| 16  | GND   | Ground  |      |
| 17  | OCLK- | Odd pixel Negative LVDS differential clock input            | (1)  |
| 18  | OCLK+ | Odd pixel Positive LVDS differential clock input.           |      |
| 19  | GND   | Ground  |      |
| 20  | ORX3- | Odd pixel Negative LVDS differential data input. Channel 3  | (1)  |
| 21  | ORX3+ | Odd pixel Positive LVDS differential data input. Channel 3  |      |
| 22  | N.C.  | No Connection   | (3)  |
| 23  | N.C.  | No Connection   |      |
| 24  | GND   | Ground  |      |
| 25  | ERX0- | Even pixel Negative LVDS differential data input. Channel 0 | (1)  |
| 26  | ERX0+ | Even pixel Positive LVDS differential data input. Channel 0 |      |
| 27  | ERX1- | Even pixel Negative LVDS differential data input. Channel 1 |      |
| 28  | ERX1+ | Even pixel Positive LVDS differential data input. Channel 1 |      |
| 29  | ERX2- | Even pixel Negative LVDS differential data input. Channel 2 |      |
| 30  | ERX2+ | Even pixel Positive LVDS differential data input. Channel 2 |      |
| 31  | GND   | Ground  |      |
| 32  | ECLK- | Even pixel Negative LVDS differential clock input.          | (1)  |
| 33  | ECLK+ | Even pixel Positive LVDS differential clock input.          |      |

|    |         |   |        |
|----|---------|---|--------|
| 34 | GND     | Ground  |        |
| 35 | ERX3-   | Even pixel Negative LVDS differential data input. Channel 3 | (1)    |
| 36 | ERX3+   | Even pixel Positive LVDS differential data input. Channel 3 |        |
| 37 | N.C.    | No Connection   | (3)    |
| 38 | N.C.    | No Connection   |        |
| 39 | GND     | Ground  |        |
| 40 | N.C.    | No Connection   | (3)    |
| 41 | N.C.    | No Connection   |        |
| 42 | N.C.    | No Connection   |        |
| 43 | N.C.    | No Connection   |        |
| 44 | N.C.    | No Connection   |        |
| 45 | SELLVDS | High(3.3V) or open for VESA, Low (GND) for JEIDA            | (4)(5) |
| 46 | N.C.    | No Connection   | (3)    |
| 47 | N.C.    | No Connection   |        |
| 48 | N.C.    | No Connection   |        |
| 49 | N.C.    | No Connection   |        |
| 50 | N.C.    | No Connection   |        |
| 51 | N.C.    | No Connection   |        |

Note (1) Two pixel data send into the module for every clock cycle. The first pixel of the frame is odd pixel and the second pixel is even pixel

Note (2) LVDS connector pin order defined as follows

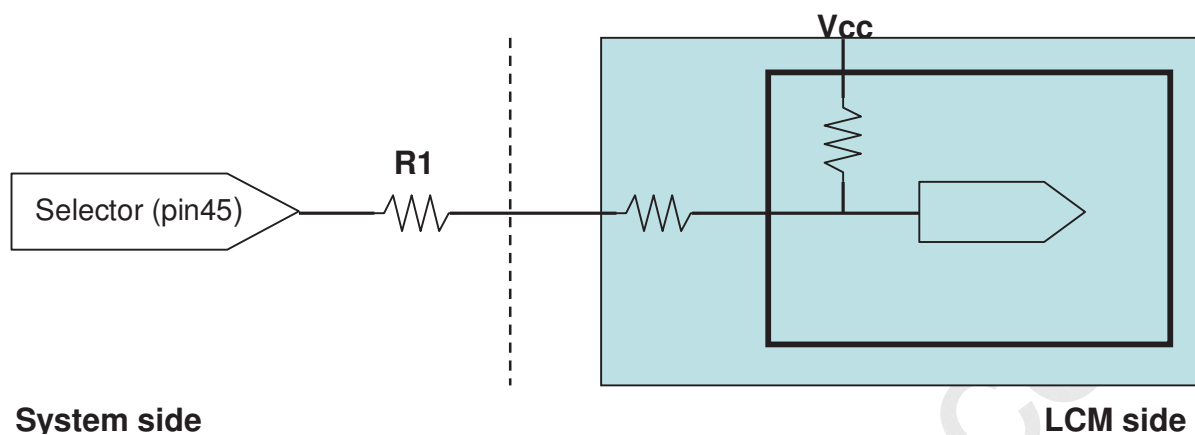


Note (3) Reserved for internal use. Please leave it open.

Note (4) Low: JEIDA LVDS Format (Connect to GND), High or open: VESA Format. (Connect to +3.3V)

Note (5) LVDS signal pin connected to the LCM side has the following diagram.

R1 in the system side should be less than 1K Ohm. ( $R1 < 1K \text{ Ohm}$ )



**System side**

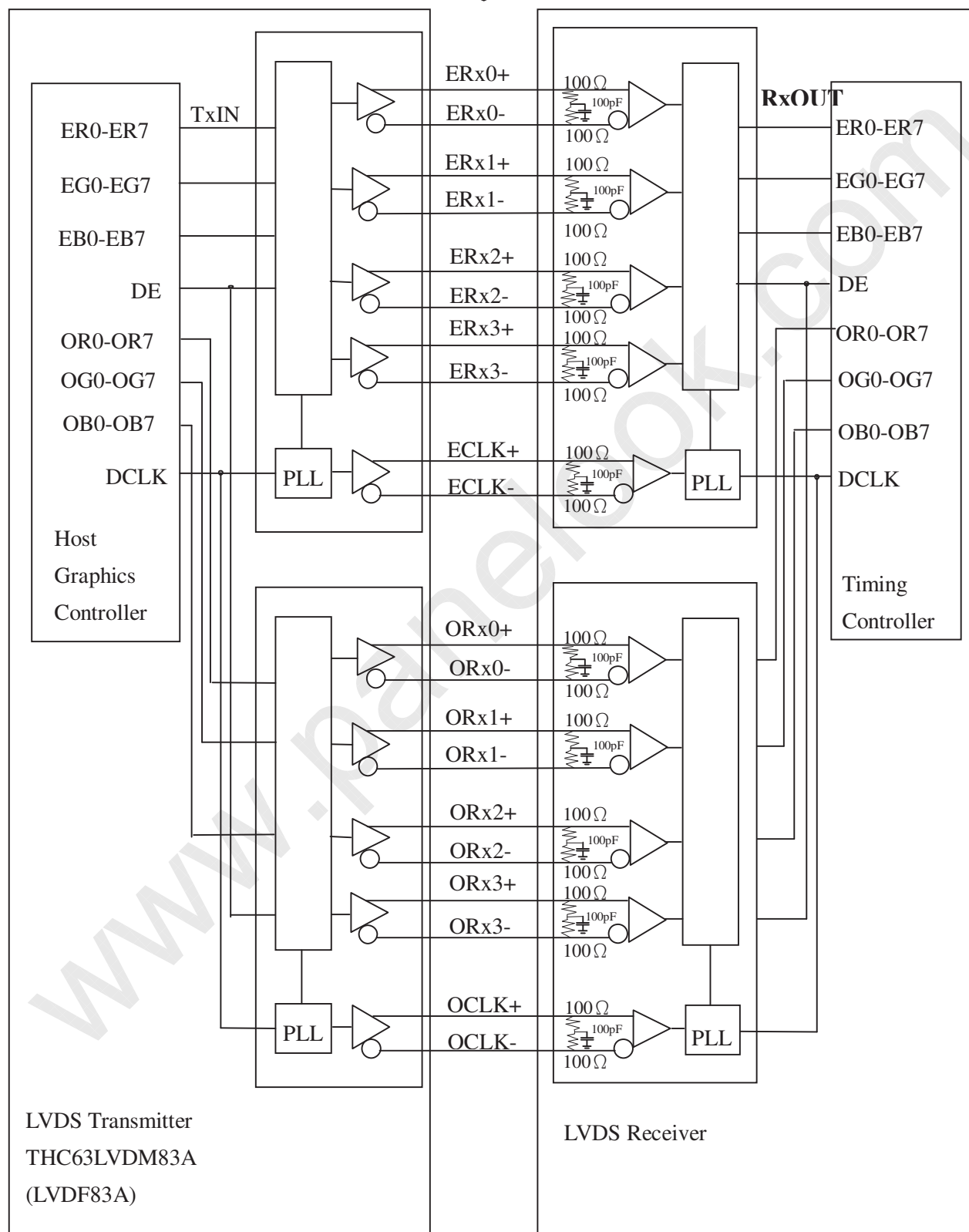
**LCM side**

System side

$R1 < 1K$

**5.2 BLOCK DIAGRAM OF INTERFACE**

CNF1



ER0~ER7: Even pixel R data

EG0~EG7: Even pixel G data

EB0~EB7: Even pixel B data

OR0~OR7: Odd pixel R data

OG0~OG7: Odd pixel G data

OB0~OB7: Odd pixel B data

DE: Data enable signal

DCLK: Data clock signal

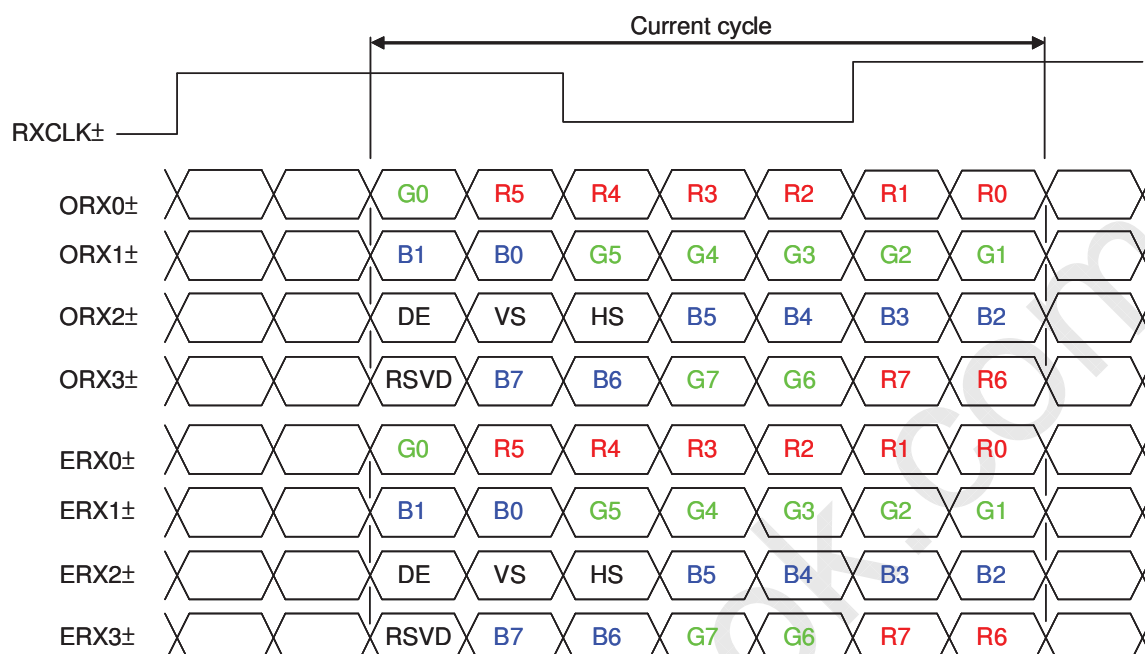
Note (1) The system must have the transmitter to drive the module.

Note (2) LVDS cable impedance shall be 50 ohms per signal line or about 100 ohms per twist-pair line when it is used differentially.

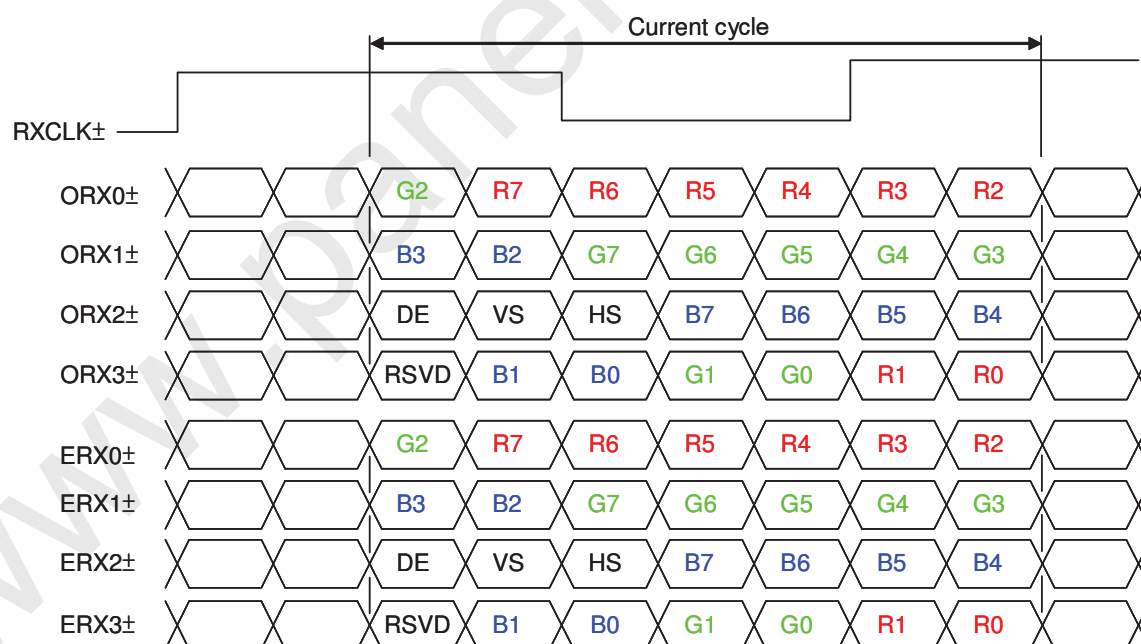
Note (3) Two pixel data send into the module for every clock cycle. The first pixel of the frame is odd pixel and the second pixel is even pixel.

### 5.3 LVDS INTERFACE

VESA LVDS format : (SELLVDS pin=H or open)



JEDIA LVDS format : (SELLVDS pin=L)



R0~R7: Pixel R Data (7; MSB, 0; LSB)

G0~G7: Pixel G Data (7; MSB, 0; LSB)

B0~B7: Pixel B Data (7; MSB, 0; LSB)

DE : Data enable signal

DCCLK : Data clock signal

Notes: (1) RSVD (reserved) pins on the transmitter shall be "H" or "L".

## 5.4 COLOR DATA INPUT ASSIGNMENT

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

| Color               |                 | Data Signal |    |    |    |    |    |    |    |       |    |    |    |    |    |    |    |      |    |    |    |    |    |    |    |
|---------------------|-----------------|-------------|----|----|----|----|----|----|----|-------|----|----|----|----|----|----|----|------|----|----|----|----|----|----|----|
|                     |                 | Red         |    |    |    |    |    |    |    | Green |    |    |    |    |    |    |    | Blue |    |    |    |    |    |    |    |
|                     |                 | R7          | R6 | R5 | R4 | R3 | R2 | R1 | R0 | G7    | G6 | G5 | G4 | G3 | G2 | G1 | G0 | B7   | B6 | B5 | B4 | B3 | B2 | B1 | B0 |
| Basic Colors        | 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           | 1  | 1  | 1  | 1  | 1  | 1  | 1  | 0     | 0  | 0  | 0  | 0  | 0  | 0  | 0  | 0    | 0  | 0  | 0  | 0  | 0  | 0  | 0  |
|                     | Green           | 0           | 0  | 0  | 0  | 0  | 0  | 0  | 0  | 1     | 1  | 1  | 1  | 1  | 1  | 1  | 1  | 0    | 0  | 0  | 0  | 0  | 0  | 0  | 0  |
|                     | Blue            | 0           | 0  | 0  | 0  | 0  | 0  | 0  | 0  | 0     | 0  | 0  | 0  | 0  | 0  | 0  | 0  | 1    | 1  | 1  | 1  | 1  | 1  | 1  | 1  |
|                     | 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  |
| Gray Scale Of Red   | Red(0) / Dark   | 0           | 0  | 0  | 0  | 0  | 0  | 0  | 0  | 0     | 0  | 0  | 0  | 0  | 0  | 0  | 0  | 0    | 0  | 0  | 0  | 0  | 0  | 0  | 0  |
|                     | Red(1)          | 0           | 0  | 0  | 0  | 0  | 0  | 1  | 0  | 0     | 0  | 0  | 0  | 0  | 0  | 0  | 0  | 0    | 0  | 0  | 0  | 0  | 0  | 0  | 0  |
|                     | Red(2)          | 0           | 0  | 0  | 0  | 0  | 1  | 0  | 0  | 0     | 0  | 0  | 0  | 0  | 0  | 0  | 0  | 0    | 0  | 0  | 0  | 0  | 0  | 0  | 0  |
|                     | :               | :           | :  | :  | :  | :  | :  | :  | :  | :     | :  | :  | :  | :  | :  | :  | :  | :    | :  | :  | :  | :  | :  | :  | :  |
|                     | :               | :           | :  | :  | :  | :  | :  | :  | :  | :     | :  | :  | :  | :  | :  | :  | :  | :    | :  | :  | :  | :  | :  | :  | :  |
|                     | 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  | 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  |
| Gray Scale Of Green | Green(0) / Dark | 0           | 0  | 0  | 0  | 0  | 0  | 0  | 0  | 0     | 0  | 0  | 0  | 0  | 0  | 0  | 0  | 0    | 0  | 0  | 0  | 0  | 0  | 0  | 0  |
|                     | Green(1)        | 0           | 0  | 0  | 0  | 0  | 0  | 0  | 0  | 0     | 0  | 0  | 0  | 0  | 0  | 1  | 0  | 0    | 0  | 0  | 0  | 0  | 0  | 0  | 0  |
|                     | Green(2)        | 0           | 0  | 0  | 0  | 0  | 0  | 0  | 0  | 0     | 0  | 0  | 0  | 0  | 1  | 0  | 0  | 0    | 0  | 0  | 0  | 0  | 0  | 0  | 0  |
|                     | :               | :           | :  | :  | :  | :  | :  | :  | :  | :     | :  | :  | :  | :  | :  | :  | :  | :    | :  | :  | :  | :  | :  | :  | :  |
|                     | :               | :           | :  | :  | :  | :  | :  | :  | :  | :     | :  | :  | :  | :  | :  | :  | :  | :    | :  | :  | :  | :  | :  | :  | :  |
|                     | Green(253)      | 0           | 0  | 0  | 0  | 0  | 0  | 0  | 1  | 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  | 1  | 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  | 1  | 1     | 1  | 1  | 1  | 1  | 1  | 1  | 1  | 0    | 0  | 0  | 0  | 0  | 0  | 0  | 0  |
| Gray Scale Of Blue  | Blue(0) / Dark  | 0           | 0  | 0  | 0  | 0  | 0  | 0  | 0  | 0     | 0  | 0  | 0  | 0  | 0  | 0  | 0  | 0    | 0  | 0  | 0  | 0  | 0  | 0  | 0  |
|                     | Blue(1)         | 0           | 0  | 0  | 0  | 0  | 0  | 0  | 0  | 0     | 0  | 0  | 0  | 0  | 0  | 0  | 0  | 0    | 0  | 0  | 0  | 0  | 0  | 0  | 1  |
|                     | Blue(2)         | 0           | 0  | 0  | 0  | 0  | 0  | 0  | 0  | 0     | 0  | 0  | 0  | 0  | 0  | 0  | 0  | 0    | 0  | 0  | 0  | 0  | 1  | 0  | 0  |
|                     | :               | :           | :  | :  | :  | :  | :  | :  | :  | :     | :  | :  | :  | :  | :  | :  | :  | :    | :  | :  | :  | :  | :  | :  | :  |
|                     | :               | :           | :  | :  | :  | :  | :  | :  | :  | :     | :  | :  | :  | :  | :  | :  | :  | :    | :  | :  | :  | :  | :  | :  | :  |
|                     | 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) 0: Low Level Voltage, 1: High Level Voltage

## 6. INTERFACE TIMING

### 6.1 INPUT SIGNAL TIMING SPECIFICATIONS

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

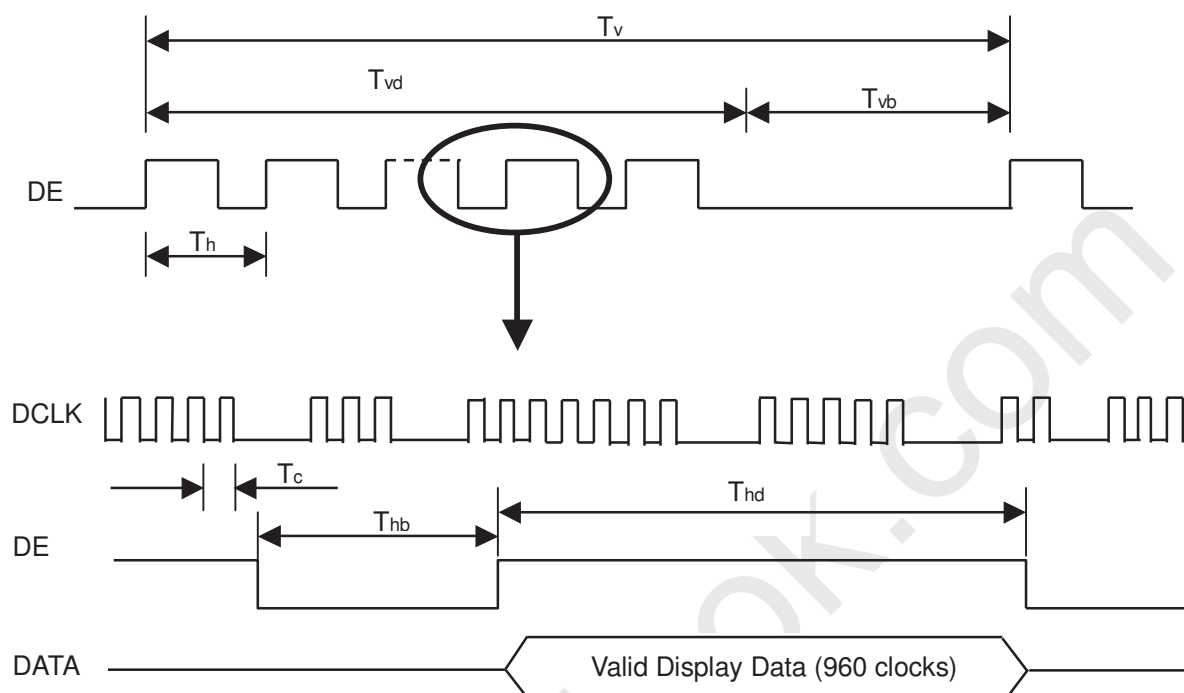
| Signal                         | Item                                 | Symbol                        | Min.                   | Typ.  | Max.                   | Unit           | Note                                       |
|--------------------------------|--------------------------------------|-------------------------------|------------------------|-------|------------------------|----------------|--|
| LVDS Receiver Clock            | Frequency                            | $F_{\text{clkin}}$<br>(=1/TC) | 60                     | 74.25 | 80                     | MHz            |  |
|                                | Input cycle to cycle jitter          | $T_{\text{rcl}}$              | —                      | —     | 200                    | ps             | (3)  |
|                                | Spread spectrum modulation range     | $F_{\text{clkin\_mod}}$       | $F_{\text{clkin}}-2\%$ | —     | $F_{\text{clkin}}+2\%$ | MHz            | (4)  |
|                                | Spread spectrum modulation frequency | $F_{\text{SSM}}$              |                        |       | 200                    | KHz            |  |
| LVDS Receiver Data             | Setup Time                           | $T_{\text{lvsu}}$             | 600                    | —     | —                      | ps             | (5)  |
|                                | Hold Time                            | $T_{\text{lvhd}}$             | 600                    | —     | —                      | ps             |  |
| Vertical Active Display Term   | Frame Rate                           | $F_{\text{r5}}$               | 47                     | 50    | 53                     | Hz             |  |
|                                |                                      | $F_{\text{r6}}$               | 57                     | 60    | 63                     | Hz             |  |
|                                | Total                                | $T_{\text{v}}$                | 1115                   | 1125  | 1135                   | Th             | $T_{\text{v}}=T_{\text{vd}}+T_{\text{vb}}$ |
|                                | Display                              | $T_{\text{vd}}$               | 1080                   | 1080  | 1080                   | Th             | —  |
|                                | Blank                                | $T_{\text{vb}}$               | 35                     | 45    | 55                     | Th             | —  |
| Horizontal Active Display Term | Total                                | $T_{\text{h}}$                | 1050                   | 1100  | 1150                   | $T_{\text{c}}$ | $T_{\text{h}}=T_{\text{hd}}+T_{\text{hb}}$ |
|                                | Display                              | $T_{\text{hd}}$               | 960                    | 960   | 960                    | $T_{\text{c}}$ | —  |
|                                | Blank                                | $T_{\text{hb}}$               | 90                     | 140   | 190                    | $T_{\text{c}}$ | —  |

Note (1) Please make sure the range of pixel clock has follow the below equation :

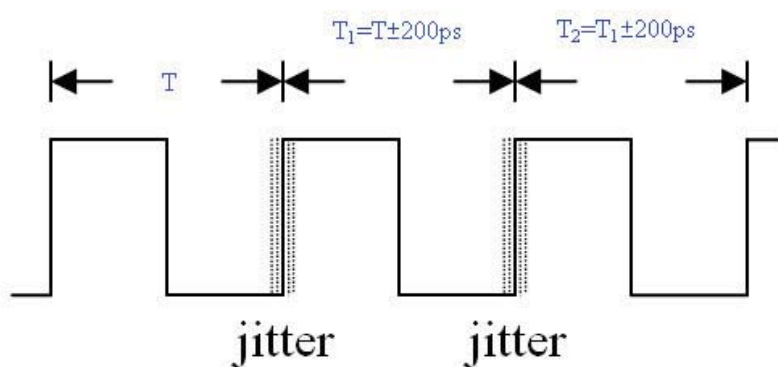
$$F_{\text{clkin}}(\text{max}) \geq F_{\text{r6}} \times T_{\text{v}} \times T_{\text{h}}$$

$$F_{\text{r5}} \times T_{\text{v}} \times T_{\text{h}} \geq F_{\text{clkin}}(\text{min})$$

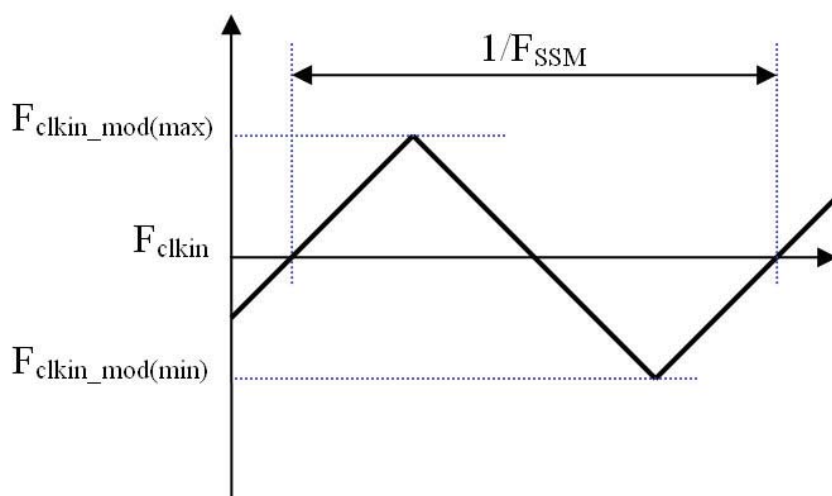
Note (2) This module is operated in DE only mode and please follow the input signal timing diagram below :

**INPUT SIGNAL TIMING DIAGRAM**

Note (3) The input clock cycle-to-cycle jitter is defined as below figures.  $Trcl = |T_1 - T_1|$

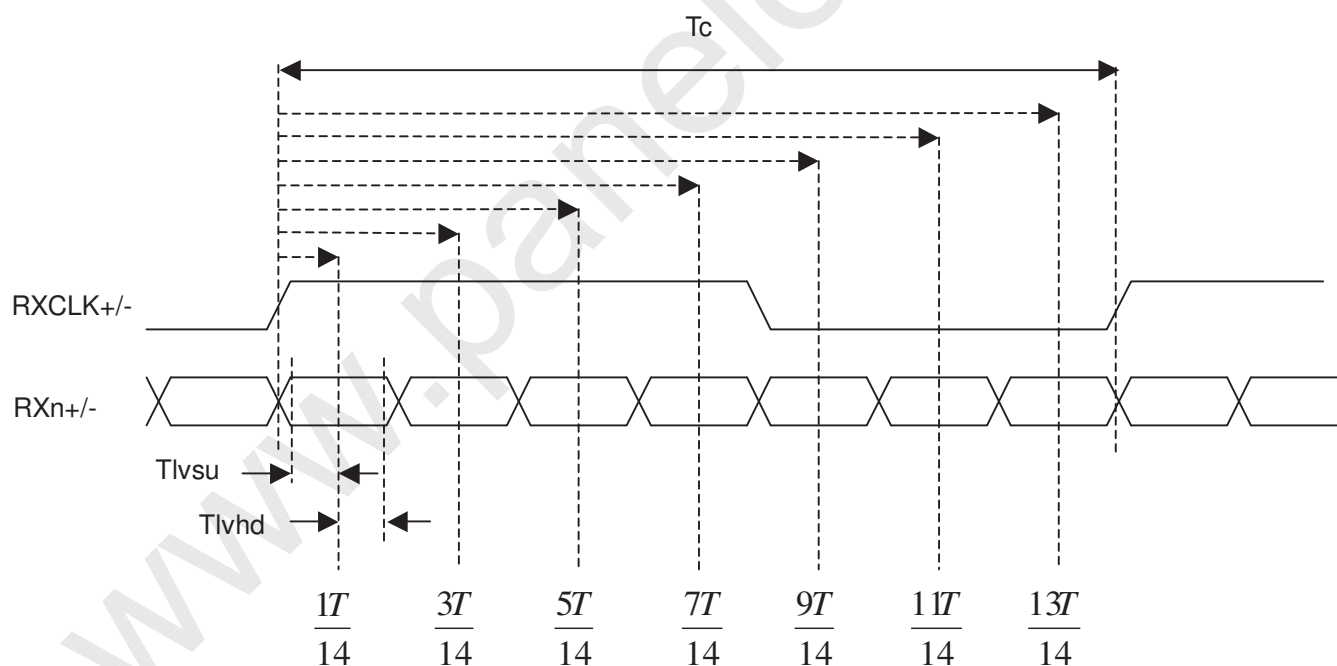


Note (4) The SSCG (Spread spectrum clock generator) is defined as below figures.



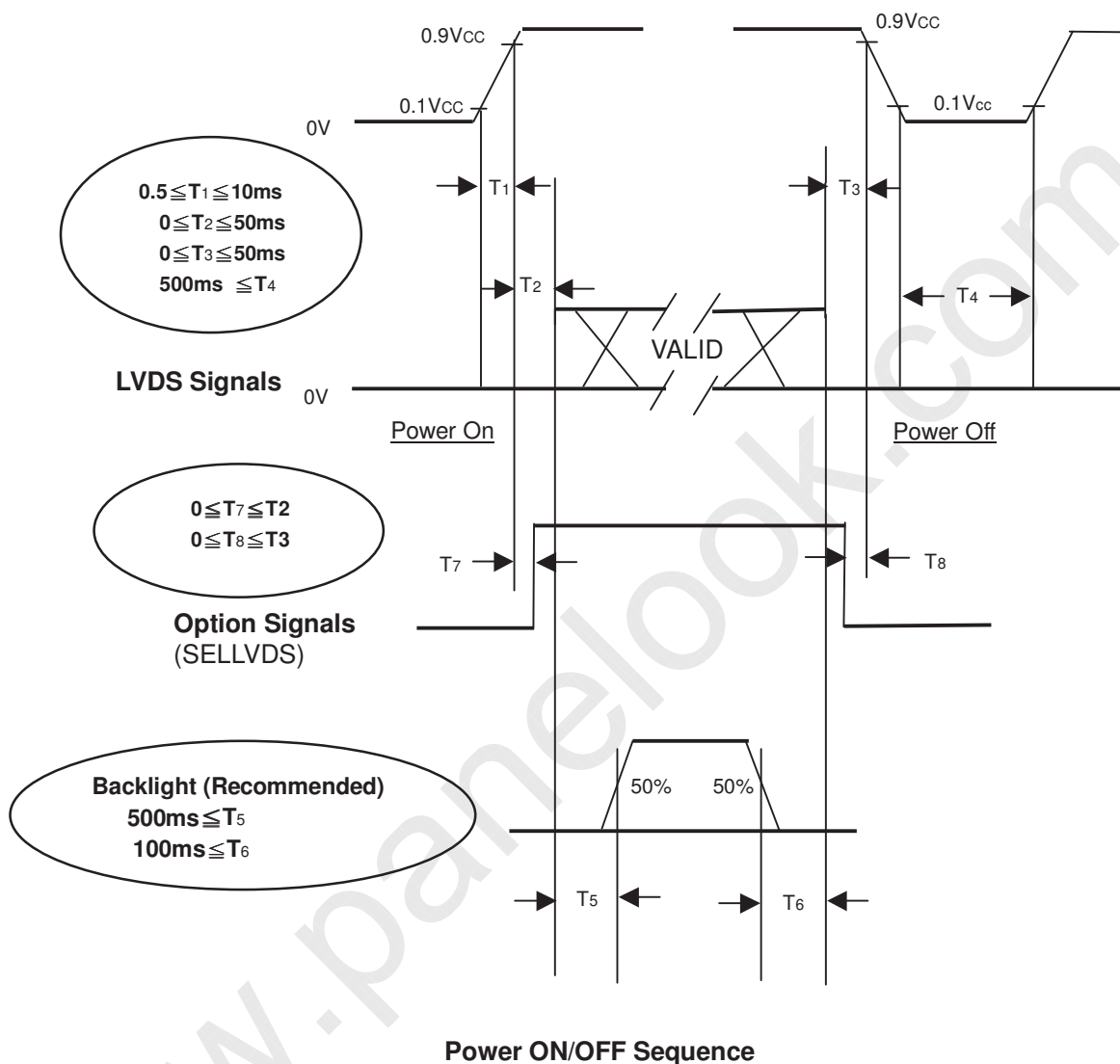
Note (5) The LVDS timing diagram and setup/hold time is defined and showing as the following figures.

### LVDS RECEIVER INTERFACE TIMING DIAGRAM



## 6.2 POWER ON/OFF SEQUENCE

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



Note (1) The supply voltage of the external system for the module input should follow the definition of V<sub>CC</sub>.

Note (2) Apply the lamp voltage within the LCD operation range. When the backlight turns on before the LCD operation or the LCD turns off before the backlight turns off, the display may momentarily become abnormal screen.

Note (3) In case of V<sub>CC</sub> is in off level, please keep the level of input signals on the low or high impedance. If T<sub>2</sub> < 0, that may cause electrical overstress failure.

Note (4) T<sub>4</sub> should be measured after the module has been fully discharged between power off and on period.

Note (5) Interface signal shall not be kept at high impedance when the power is on.

## 7. OPTICAL CHARACTERISTICS

### 7.1 TEST CONDITIONS

| Item                | Symbol  | Value   | Unit |
|---------------------|---|---------|------|
| Ambient Temperature | Ta  | 25±2    | °C   |
| Ambient Humidity    | Ha  | 50±10   | %RH  |
| Supply Voltage      | V <sub>CC</sub>   | 12.0    | V    |
| Input Signal        | According to typical value in "3. ELECTRICAL CHARACTERISTICS" |         |      |
| Lamp Current        | I <sub>L</sub>  | 120±7.2 | mA   |

### 7.2 OPTICAL SPECIFICATIONS

The relative measurement methods of optical characteristics are shown as below. The following items should be measured under the test conditions described in 7.1 and stable environment shown in Note (5).

| Item                 |            | Symbol          | Condition  | Min. | Typ.    | Max.  | Unit | Note    |
|----------------------|------------|-----------------|--|------|---------|-------|------|---------|
| Color Chromaticity   | Red        | Rcx             | $\theta_x=0^\circ, \theta_Y=0^\circ$<br>Viewing Angle at Normal Direction<br>Standard light source “C” | -    | (0.651) | -     | -    | (0),(5) |
|                      |            | Rcy             |  |      | (0.329) |       | -    |         |
|                      | Green      | Gcx             |  |      | (0.275) |       | -    |         |
|                      |            | Gcy             |  |      | (0.594) |       | -    |         |
|                      | Blue       | Bcx             |  |      | (0.147) |       | -    |         |
|                      |            | Bcy             |  |      | (0.111) |       | -    |         |
|                      | White      | Wcx             |  |      | (0.321) |       | -    |         |
|                      |            | Wcy             |  |      | (0.359) |       | -    |         |
| Center Transmittance |            | T%              | $\theta_x=0^\circ, \theta_Y=0^\circ$   | -    | (5.9)   | -     | %    | (1),(7) |
| Contrast Ratio       |            | CR              | with CMO module  |      | (800)   | -     |      | (1),(3) |
| Response Time        |            | T <sub>R</sub>  | $\theta_x=0^\circ, \theta_Y=0^\circ$   | -    | (1.4)   |       | ms   | (1),(4) |
|                      |            | T <sub>F</sub>  | with CMO Module@60Hz   | -    | (3.6)   |       | ms   |         |
| White Variation      |            | δW              | $\theta_x=0^\circ, \theta_Y=0^\circ$<br>with CMO module  | -    | -       | (1.3) | -    | (1),(6) |
| Viewing Angle        | Horizontal | θ <sub>x+</sub> | CR≥10<br>With CMO module   |      | (80)    |       | Deg. | (1),(2) |
|                      |            | θ <sub>x-</sub> |  |      | (80)    |       |      |         |
|                      | Vertical   | θ <sub>Y+</sub> |  |      | (80)    |       |      |         |
|                      |            | θ <sub>Y-</sub> |  |      | (70)    |       |      |         |

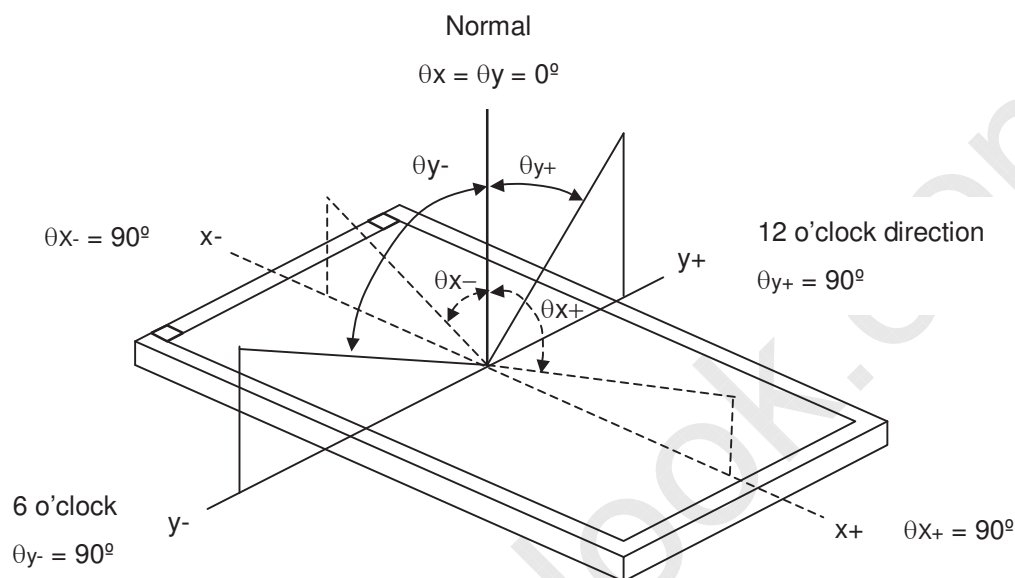
Note (0) Light source is the standard light source "C" which is defined by CIE and driving voltage are based on suitable gamma voltages. The calculating method is as following :

1. Measure Module's and BLU's spectrum. White is without signal input and R,G,B are with signal input. BLU (for V260H1-LE1) is supplied by CMO.
2. Calculate cell's spectrum.
3. Calculate cell's chromaticity by using the spectrum of standard light source "C".

Note (1) Light source is the BLU which is supplied by CMO and driving voltage are based on suitable gamma voltages.

Note (2) Definition of Viewing Angle ( $\theta_x$ ,  $\theta_y$ ):

Viewing angles are measured by Autronic Conoscope Cono-80



Note (3) Definition of Contrast Ratio (CR):

The contrast ratio can be calculated by the following expression.

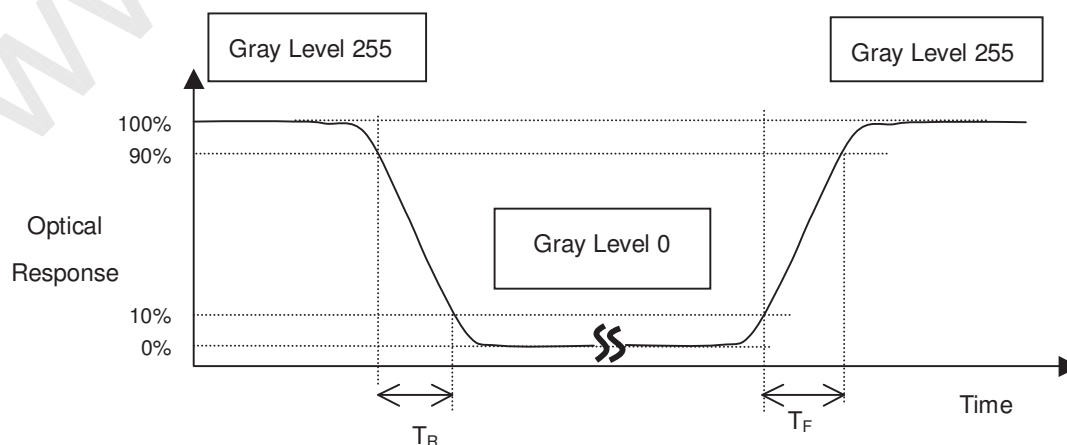
$$\text{Contrast Ratio (CR)} = L_{255} / L_0$$

L255: Luminance of gray level 255

L0: Luminance of gray level 0

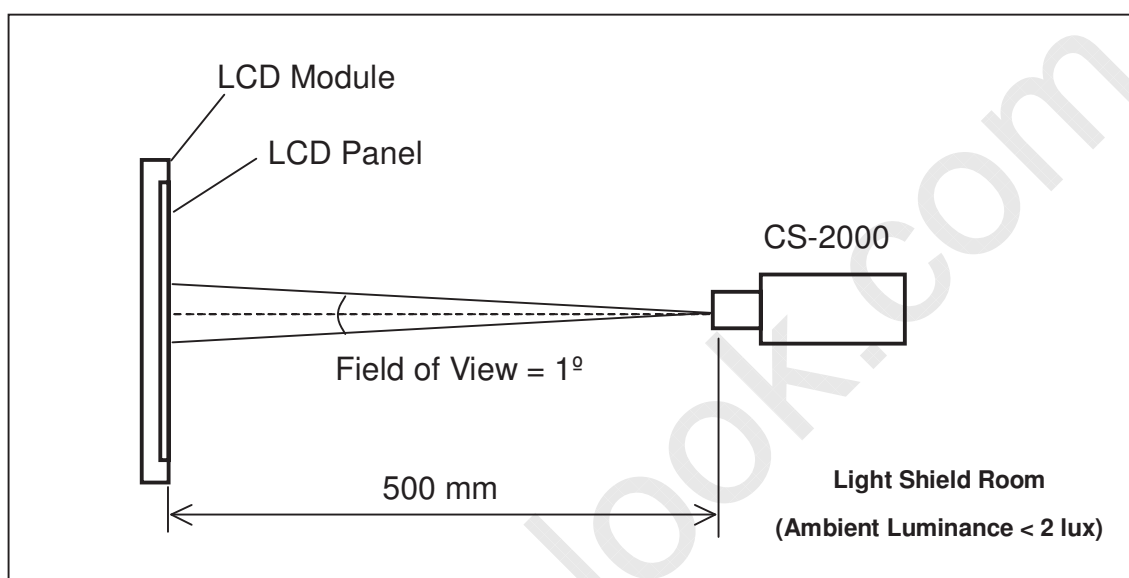
CR = CR (5), where CR (X) is corresponding to the Contrast Ratio of the point X at the figure in Note (6).

Note (4) Definition of Response Time ( $T_R$ ,  $T_F$ ):



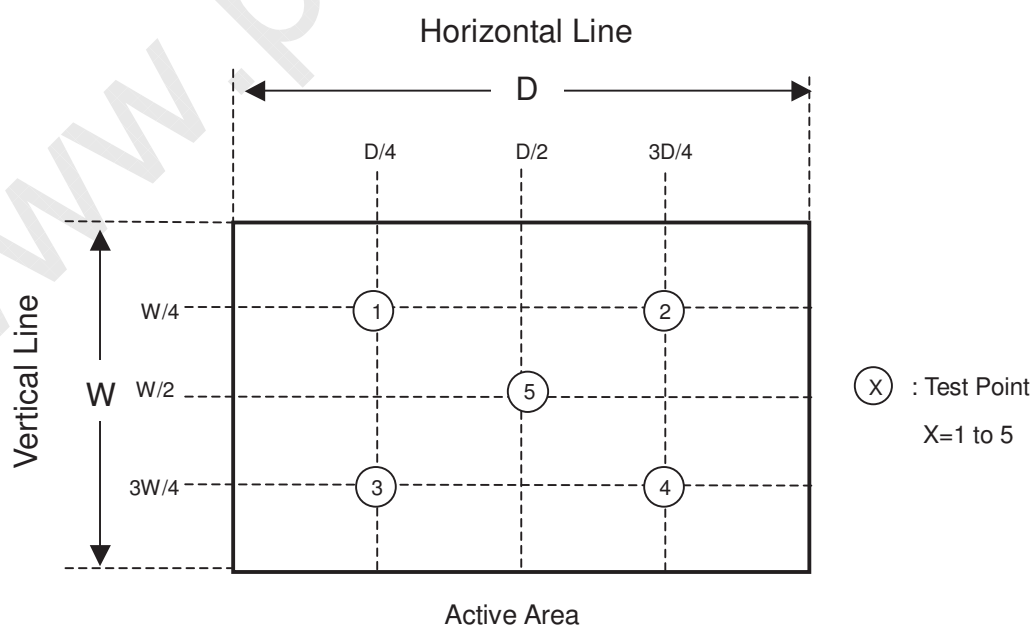
**Note (5) Measurement Setup:**

The LCD module should be stabilized at given temperature for 1 hour to avoid abrupt temperature change during measuring. In order to stabilize the luminance, the measurement (CS-1000 or CA-210 calibrated by CS-2000) should be executed after lighting backlight for 1 hour in a windless room.

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

Measure the luminance of gray level 255 at 5 points

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





Note (7) Definition of Transmittance (T%) :

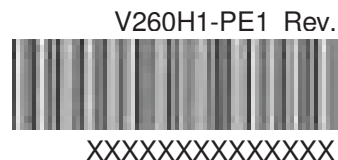
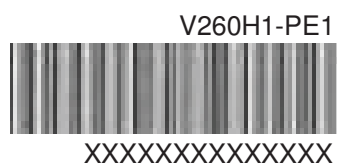
Module is without signal input.

$$\text{Transmittance} = \frac{\text{Luminance of LCD module}}{\text{Luminance of backlight}} * 100\%$$

## 8. DEFINITION OF LABELS

### 8.1 OPEN CELL LABEL

The barcode nameplate is pasted on each open cell as illustration for CMO internal control.




### 8.2 CARTON LABEL

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

P.O. NO. \_\_\_\_\_

Parts ID. \_\_\_\_\_

Carton ID.  Quantities 21

XXXXXXXXXXXXXXXXXX

Made in Taiwan

P.O. NO. \_\_\_\_\_

Parts ID. \_\_\_\_\_

Carton ID.  Quantities 21

XXXXXXXXXXXXXXXXXX

Made in China

- (a) Model Name: V260H1– PE1
- (b) Carton ID: CMO internal control
- (c) Quantities: 21

## 9. PACKAGING

### 9.1 PACKING SPECIFICATIONS

- (1) 21PCS LCD TV Panels / 1 Box
- (2) Box dimensions : 812 (L) X 572 (W) X 277 (H)
- (3) Weight : approximately 27.5 Kg

### 9.2 PACKING METHOD

Figures 9-1 and 9-2 are the packing method

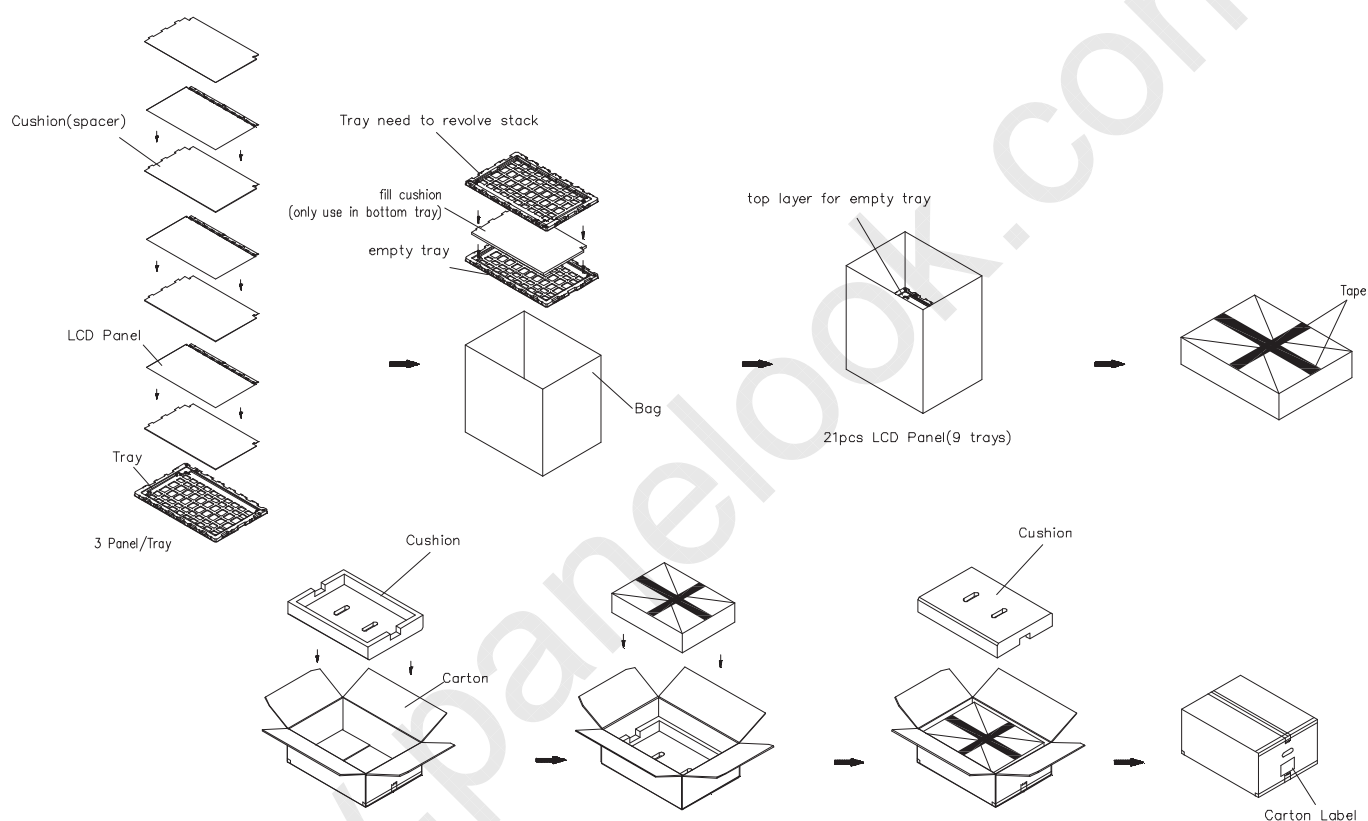
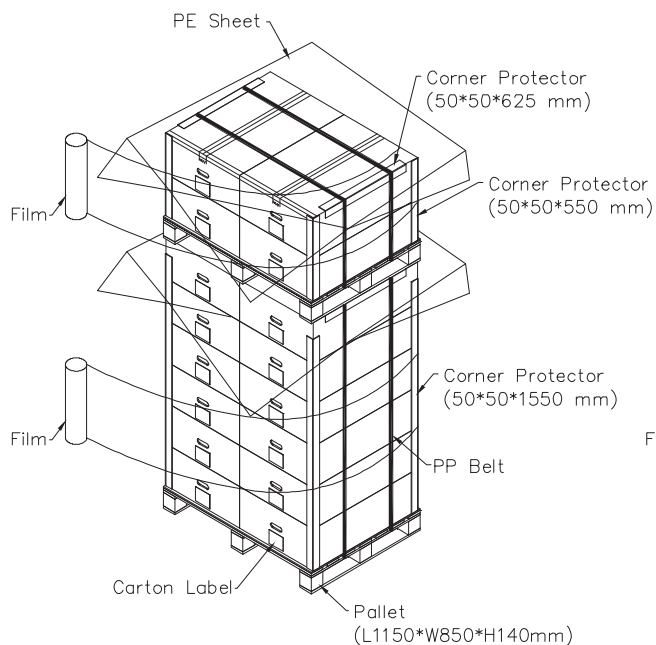
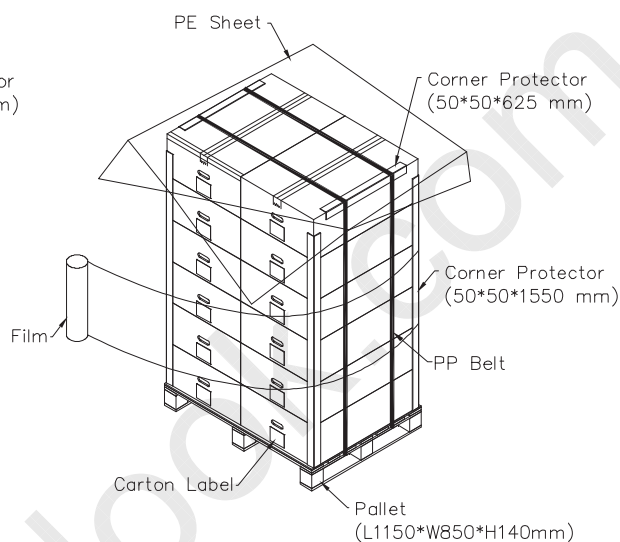


Figure. 9-1 packing method

Sea / Land Transportation  
(40ft HQ Container)Sea / Land Transportation  
(40ft Container)

## Air Transportation

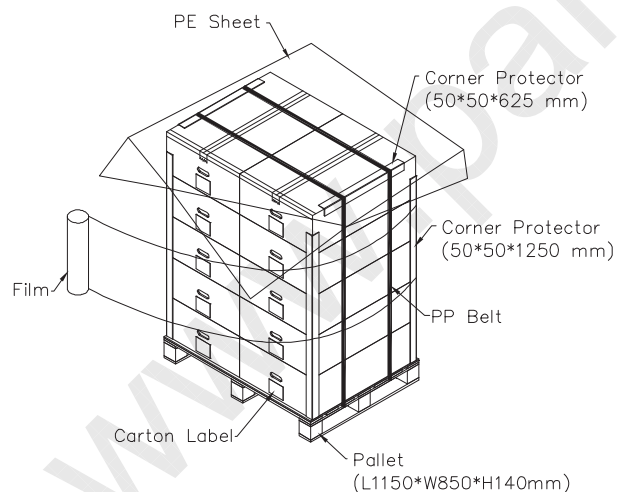


Figure. 9-2 packing method

## 10. PRECAUTIONS

### 10.1 ASSEMBLY AND HANDLING PRECAUTIONS

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

### 10.2 SAFETY PRECAUTIONS

- (1) If the liquid crystal material leaks from the panel, it should be kept away from the eyes or mouth. In case of contact with hands, skin or clothes, it has to be washed away thoroughly with soap.
- (2) After the product's end of life, it is not harmful in case of normal operation and storage.

## 11. MECHANICAL CHARACTERISTICS

