

| rentative Specification    |
|----------------------------|
| ☐Preliminary Specification |
| Approval Specification     |

MODEL NO.: V460H1 **SUFFIX: P09** 

REV.: C3

| <b>Customer:</b>   |                      |
|--|----------------------|
| APPROVED BY  | SIGNATURE            |
| Name / Title Note:                                       |                      |
| Please return 1 copy for your corsignature and comments. | nfirmation with your |
|  |                      |

| Approved By     | Checked By | Prepared By |  |  |
|-----------------|------------|-------------|--|--|
| Chao-Chun Chung | Ken Wu     | John Yen    |  |  |

**②** 



## panelook.com 屏库:全球液晶屏交易中心 PRODUCT SPECIFICATION

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### **REVISION HISTORY**

|         | REVISION HISTORY |               |         |   |  |  |
|---------|------------------|---------------|---------|---|--|--|
| Version | Date             | Page<br>(New) | Section | Description                                       |  |  |
| Ver 2.0 | Mar,01,2010      | All           | All     | Approval Specification was first issued.          |  |  |
|         | Apr,16,2010      | 28            | 9.2     | Update Figures 9-1 and 9-2 are the packing method |  |  |
| Ver 2.2 | May.01,2011      | 1             |         | Revision C3                                       |  |  |
|         | May.01,2011      | 31,32         | 11      | Update Fab8 Cell 2D Drawing.                      |  |  |
|         |                  |               |         |   |  |  |

Date: 01. May. 2011 Version 2.2

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#### 1. GENERAL DESCRIPTION

#### 1.1 OVERVIEW

V460H1- P09 is a 46" TFT Liquid Crystal Display cell with driver ICs and 2ch-LVDS interface This cell supports 1920 x 1080 HDTV format and can display true 16.7M colors (8bit /color).

#### 1.2 CHARACTERISTICS

| CHARACTERISTICS ITEMS           | SPECIFICATIONS   |  |  |  |
|---------------------------------|--|--|--|--|
| Screen Diagonal [in]            | 46   |  |  |  |
| Pixels [lines]                  | 1920 x 1080  |  |  |  |
| Active Area [mm]                | 1018.08(H) x 572.67(V) (46" diagonal)                            |  |  |  |
| Sub -Pixel Pitch [mm]           | 0.17675(H) x 0.53025(V)  |  |  |  |
| Pixel Arrangement               | RGB vertical stripe  |  |  |  |
| Weight [g]                      | TYP. 2550  |  |  |  |
| Physical Size [mm]              | 1050.58(W) x 631.92(H) * 1.78(D) Typ.                            |  |  |  |
| Display Mode                    | Tranmissive mode / Normally black                                |  |  |  |
| 0.1.15.1                        | 6000:1 Typ.  |  |  |  |
| Contrast Ratio                  | (Typical value measured at CMO's module)                         |  |  |  |
| Glass thickness (Array/CF) [mm] | 0.7 / 0.7  |  |  |  |
| ) ( (OD) (O)                    | +88/-88(H),+88/-88(V) Typ.                                       |  |  |  |
| Viewing Angle (CR>20)           | (Typical value measured at CMO's module)                         |  |  |  |
|                                 | Rc=(0.651, 0.326)  |  |  |  |
|                                 | Gc=(0.299, 0.600)  |  |  |  |
| Color Chromaticity              | Bc=(0.145, 0.082)  |  |  |  |
| Select Community                | Wc=(0.329, 0.371)  |  |  |  |
|                                 | ( Light source is the standard light source "C" which is defined |  |  |  |
|                                 | by CIE )   |  |  |  |
| Call Transparancy [0/1          | 4.4%Typ.   |  |  |  |
| Cell Transparency [%]           | (Typical value measured at CMO's module)                         |  |  |  |
| Delerizor (CE aida)             | Super Wide View Glare coating, 1030.18 (W) x 586.37(H).          |  |  |  |
| Polarizer (CF side)             | Hardness: 3H   |  |  |  |
| Polarizer (TFT side)            | Super Wide View, 1030.18(W) x 586.37(H).                         |  |  |  |

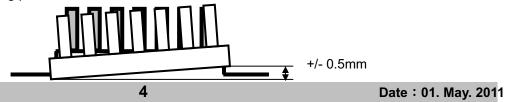
#### 1.3 MECHANICAL SPECIFICATIONS

| Item                            | Min.   | Тур. | Max. | Unit | Note |
|---------------------------------|--|------|------|------|------|
| Weight                          | 2250   | 2550 | 2850 | g    | ı    |
| I/F connector mounting position | unting position The mounting inclination of the connector makes the screen center within ±0.5mm as the horizontal. |      |      |      |      |

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

(2) Connector mounting position

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### PRODUCT SPECIFICAT

#### 2. ABSOLUTE MAXIMUM RATINGS

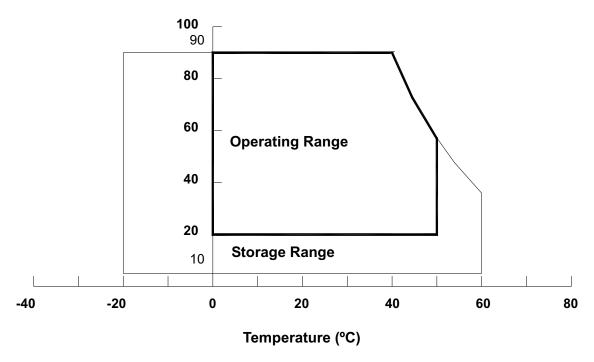
#### 2.1 ABSOLUTE RATINGS OF ENVIRONMENT (BASED ON CMO MODULE V460H1-L09)

| Item                          | Symbol          | Va   | lue   | Unit | Note          |  |
|-------------------------------|-----------------|------|-------|------|---------------|--|
| iteiii                        | Symbol          | Min. | Max.  | 5    | Note          |  |
| Storage Temperature           | T <sub>ST</sub> | -20  | +60   | ပ္   | (1), (3)      |  |
| Operating Ambient Temperature | T <sub>OP</sub> | 0    | 50    | ပ္   | (1), (2), (3) |  |
| Altitude Operating            | A OP            | 0    | 5000  | М    | (3)           |  |
| Altitude Storage              | A <sub>ST</sub> | 0    | 12000 | М    | (3)           |  |

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..

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



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 your 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 your product design.

Note (3) The rating of environment is base on LCD module. Leave LCD cell alone, this environment condition can't be guaranteed. Except LCD cell, the customer has to consider the ability of other parts of LCD module and LCD module process.



#### 2.2 ABSOLUTE RATINGS OF ENVIRONMENT (OPEN CELL)

Storage Condition: With shipping package.

Storage temperature range : 25±5 °C Storage humidity range: 50±10%RH

Shelf life: a month

#### 2.3 ELECTRICAL ABSOLUTE RATINGS (OPEN CELL)

#### 2.3.1 ELECTRICAL ABSOLUTE RATINGS

| Item                 | Symbol | Value |       | Unit | Note |  |
|----------------------|--------|-------|-------|------|------|--|
| item                 | Min.   | Max.  | Offic | Note |      |  |
| Power Supply Voltage | VCC    | -0.3  | 13.5  | V    | (1)  |  |
| Logic Input Voltage  | VIN    | -0.3  | 3.6   | V    | (1)  |  |

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

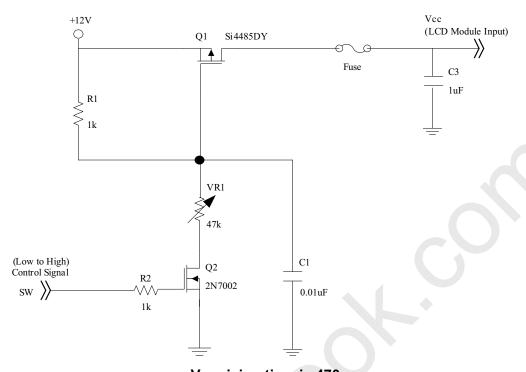
 $(Ta = 25 \pm 2 \, ^{\circ}C)$ 

| Deventer             |   | Symbol            |                   | Value |      | 1.1  | Nists |      |
|----------------------|---|-------------------|-------------------|-------|------|------|-------|------|
|                      | Parameter   |                   |                   | Min.  | Тур. | Max. | Unit  | Note |
| Power Supply Voltage |   |                   | V <sub>CC</sub>   | 10.8  | 12   | 13.2 | V     | (1)  |
| Rush Cur             | rent  |                   | I <sub>RUSH</sub> | _     | _    | 4.7  | Α     | (2)  |
|                      |   | White Pattern     |                   | _     | 0.58 | _    | Α     |      |
| Power Su             | pply Current  | Black Pattern     | I <sub>cc</sub>   | _     | 0.5  | _    | Α     | (3)  |
|                      |   | Horizontal Stripe |                   | _     | 1.2  | 1.5  | Α     |      |
|                      | Differential Input High Threshold<br>Voltage<br>Differential Input Low Threshold<br>Voltage<br>Common Input Voltage<br>Differential input voltage<br>(single-end) |                   | $V_{LVTH}$        | +100  | _    | -    | mV    |      |
| LVDS                 |   |                   | $V_{LVTL}$        | _     | _    | -100 | mV    |      |
| Interface            |   |                   | $V_{CM}$          | 1.0   | 1.2  | 1.4  | V     | (4)  |
|                      |   |                   | V <sub>ID</sub>   | 200   |      | 600  | mV    |      |
| Terminating Resistor |   | $R_T$             | -                 | 100   | -    | ohm  |       |      |
| CMOS                 | Input High Th   | reshold Voltage   | $V_{IH}$          | 2.7   | _)   | 3.3  | V     |      |
| interface            | Input Low Thr   | eshold Voltage    | V <sub>IL</sub>   | 0     |      | 0.7  | V     |      |

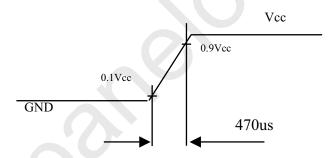
Note (1) The module should be always operated within the above ranges.



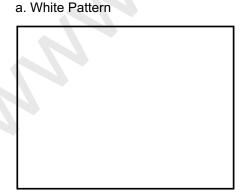
#### Note (2) Measurement condition:



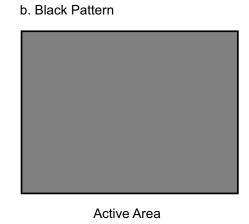
Vcc rising time is 470us



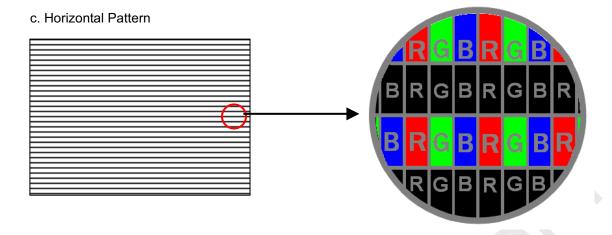
Note (3) The specified power supply current is under the conditions at Vcc = 12 V, Ta =  $25 \pm 2$  °C,  $f_v = 60$  Hz, whereas a power dissipation check pattern below is displayed.



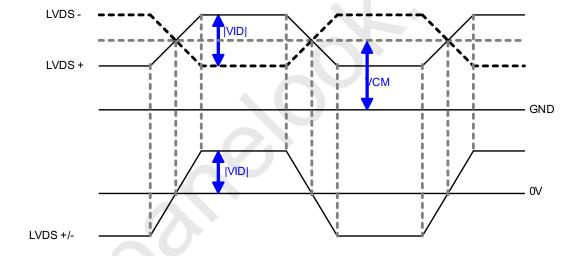
Active Area







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

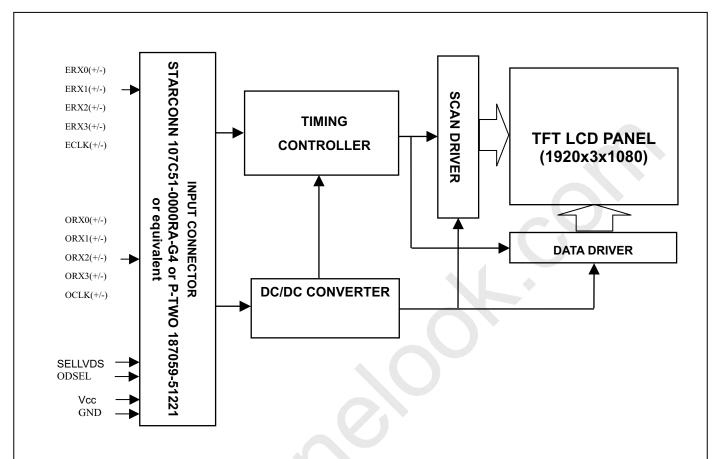




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#### 4. BLOCK DIAGRAM OF INTERFACE

#### 4.1 TFT LCD OPEN CELL



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## PRODUCT SPECIFICATION



#### 5. INPUT TERMINAL PIN ASSIGNMENT

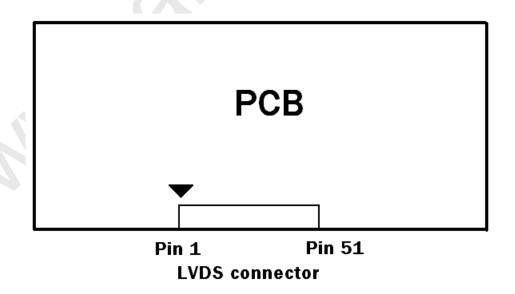
#### **5.1 TFT LCD Module**

| NF1 C | Connector Pa | rt No.:187059-51221 (P-TWO) or equivalent                   |        |
|-------|--------------|---|--------|
| Pin   | Name         | Description   | Note   |
| 1     | GND          | Ground  |        |
| 2     | SCL          | Series clock input  |        |
| 3     | SDA          | Series data input   |        |
| 4     | N.C.         | No Connection   |        |
| 5     | N.C.         | No Connection   | (2)    |
| 6     | N.C.         | No Connection   |        |
| 7     | SELLVDS      | LVDS data format Selection                                  | (3)(5) |
| 8     | N.C.         | No Connection   | (2)    |
| 9     | ODSEL        | Overdrive Lookup Table Selection                            | (4)(6) |
| 10    | TST_PGM      | Write protect input.  | (2)    |
| 11    | GND          | Ground  |        |
| 12    | ERX0-        | Even pixel Negative LVDS differential data input. Channel 0 | (7)    |
| 13    | ERX0+        | Even pixel Positive LVDS differential data input. Channel 0 | (7)    |
| 14    | ERX1-        | Even pixel Negative LVDS differential data input. Channel 1 | (7)    |
| 15    | ERX1+        | Even pixel Positive LVDS differential data input. Channel 1 | (7)    |
| 16    | ERX2-        | Even pixel Negative LVDS differential data input. Channel 2 | (7)    |
| 17    | ERX2+        | Even pixel Positive LVDS differential data input. Channel 2 | (7)    |
| 18    | GND          | Ground  |        |
| 19    | ECLK-        | Even pixel Negative LVDS differential clock input.          | (7)    |
| 20    | ECLK+        | Even pixel Positive LVDS differential clock input.          | (7)    |
| 21    | GND          | Ground  |        |
| 22    | ERX3-        | Even pixel Negative LVDS differential data input. Channel 3 | (7)    |
| 23    | ERX3+        | Even pixel Positive LVDS differential data input. Channel 3 | (7)    |
| 24    | N.C.         | No Connection   | (2)    |
| 25    | N.C.         | No Connection   | (2)    |
| 26    | GND          | Ground  |        |
| 27    | GND          | Ground  |        |
| 28    | ORX0-        | Odd pixel Negative LVDS differential data input. Channel 0  | (7)    |
| 29    | ORX0+        | Odd pixel Positive LVDS differential data input. Channel 0  | (7)    |
| 30    | ORX1-        | Odd pixel Negative LVDS differential data input. Channel 1  | (7)    |
| 31    | ORX1+        | Odd pixel Positive LVDS differential data input. Channel 1  | (7)    |
| 32    | ORX2-        | Odd pixel Negative LVDS differential data input. Channel 2  | (7)    |



| 33 | ORX2+ | Odd pixel Positive LVDS differential data input. Channel 2 | (7) |
|----|-------|--|-----|
| 34 | GND   | Ground   |     |
| 35 | OCLK- | Odd pixel Negative LVDS differential clock input           | (7) |
| 36 | OCLK+ | Odd pixel Positive LVDS differential clock input           | (7) |
| 37 | GND   | Ground   |     |
| 38 | ORX3- | Odd pixel Negative LVDS differential data input. Channel 3 | (7) |
| 39 | ORX3+ | Odd pixel Positive LVDS differential data input. Channel 3 | (7) |
| 40 | N.C.  | No Connection  | (2) |
| 41 | N.C.  | No Connection  | (2) |
| 42 | GND   | Ground   |     |
| 43 | GND   | Ground   |     |
| 44 | GND   | Ground   |     |
| 45 | GND   | Ground   |     |
| 46 | GND   | Ground   |     |
| 47 | N.C.  | No Connection  | (2) |
| 48 | VCC   | Power input (+12V)   |     |
| 49 | VCC   | Power input (+12V)   |     |
| 50 | VCC   | Power input (+12V)   |     |
| 51 | VCC   | Power input (+12V)   |     |

Note (1) LVDS connector pin order defined as follows



- Note (2) Reserved for internal use. Please leave it open.
- Note (3) Low = Open or connect to GND: VESA Format, High = Connect to +3.3V: JEIDA Format.
- Note (4) Overdrive lookup table selection. The overdrive lookup table should be selected in accordance with the frame rate to optimize image quality.



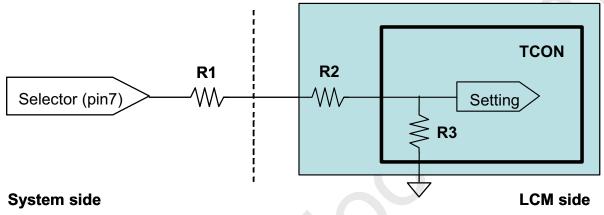


Low = Open or connect to GND, High = Connect to +3.3V

| ODSEL     | Note   |
|-----------|--|
| L or open | Lookup table was optimized for 60 Hz frame rate. |
| Н         | Lookup table was optimized for 50 Hz frame rate. |

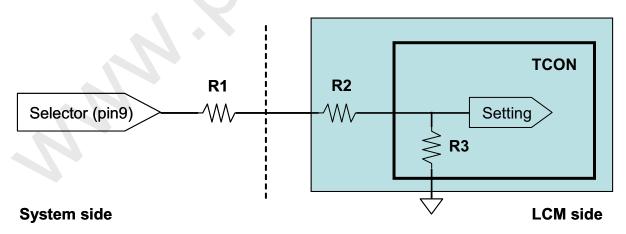
Note (5) LVDS signal pin connected to the LCM side has the following diagram.

R1 in the system side should be less than 1K Ohm. (R1 < 1K Ohm)



Note (6) ODSEL signal pin connected to the LCM side has the following diagram.

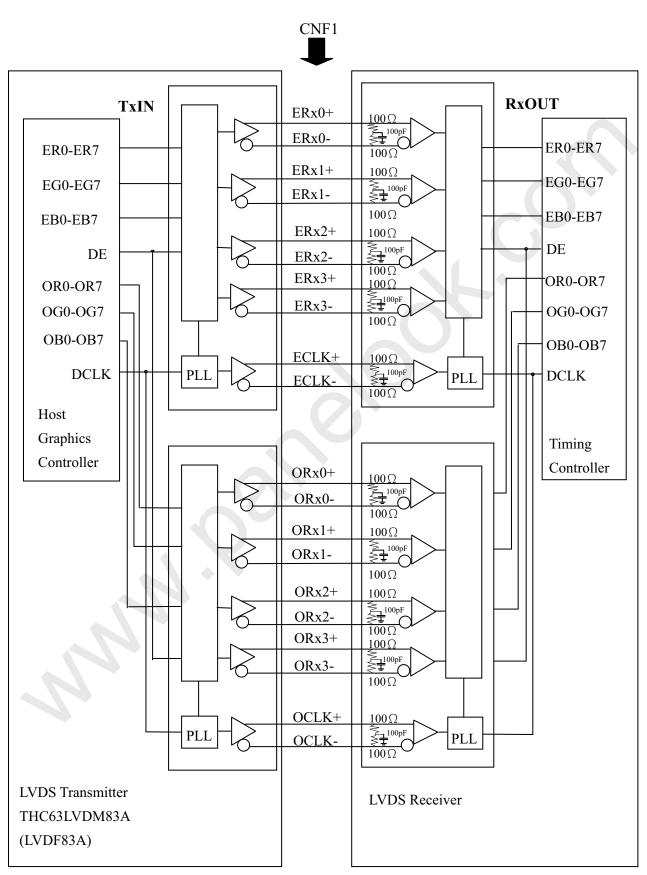
R1 in the system side should be less than 1K Ohm. (R1 < 1K Ohm)



Note (7) 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.



#### **5.2 BLOCK DIAGRAM OF INTERFACE**



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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

- Notes (1) The system must have the transmitter to drive the module.
- Notes (2) LVDS cable impedance shall be 50 ohms per signal line or about 100 ohms per twist-pair line when it is used differentially.
- Notes (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.

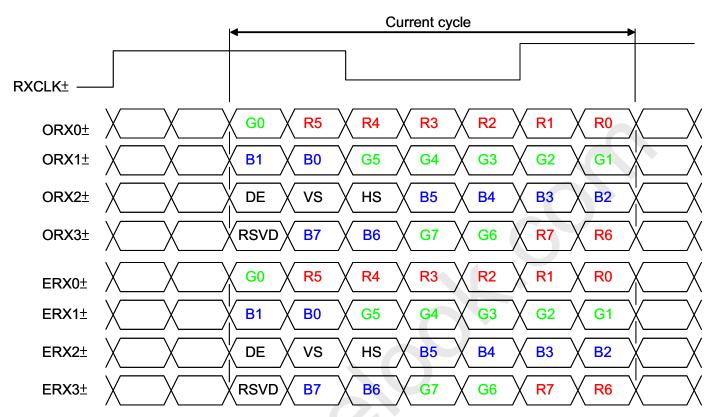
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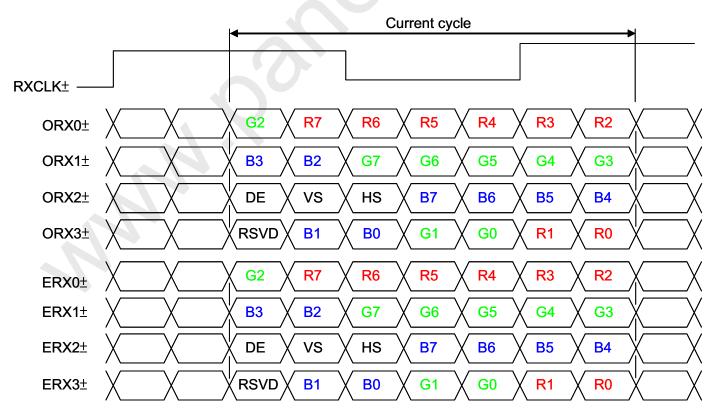
## PRODUCT SPECIFICATION

#### **5.3 LVDS INTERFACE**

VESA LVDS format: (SELLVDS pin=L or OPEN)



JEIDA LVDS format: (SELLVDS pin=H)



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

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G0~G7: Pixel G Data (7; MSB, 0; LSB) B0~B7: Pixel B Data (7; MSB, 0; LSB)

DE : Data enable signal DCLK : 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.

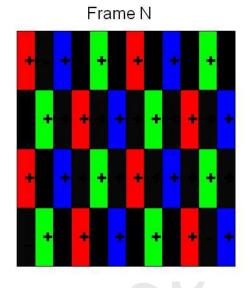
| versus        | data input.      |    |    |    |    |    |    |    |    |    | _  | _  |     |      |     |    |    |    |    |    |    |    |    |    |    |
|---------------|------------------|----|----|----|----|----|----|----|----|----|----|----|-----|------|-----|----|----|----|----|----|----|----|----|----|----|
|               |                  |    |    |    |    |    |    |    |    |    |    | Da | ata | Sigr | nal |    |    |    |    |    |    |    |    |    |    |
|               | Color            |    |    |    | Re | ed |    |    |    |    |    |    | G   | reer | 1   |    |    |    |    |    | Bl | ue |    |    |    |
|               |                  | R7 | R6 | R5 | R4 | R3 | R2 | R1 | R0 | G7 | G6 | G5 | G4  | G3   | G2  | G1 | G0 | В7 | В6 | B5 | B4 | ВЗ | B2 | В1 | В0 |
|               | 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  |
| Basic         | 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  |
| Colors        | 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  |
|               | 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  | 0  | 1  | 0  | 0  | 0  | 0   | 0    | 0   | 0  | 0  | 0  | 0  | 0  | 0  | 0  | 0  | 0  | 0  |
| C = a v       | Red (2)          | 0  | 0  | 0  | 0  | 0  | 0  | 1  | 0  | 0  | 0  | 0  | 0   | 0    | 0   | 0  | 0  | 0  | 0  | 0  | 0  | 0  | 0  | 0  | 0  |
| Gray<br>Scale | :                |    | :  | :  | :  | :  | :  | :  | :  | :  | :  | :  | :   | :    | :   | :  | :  | :  | :  | :  | :  | :  | :  | :  | :  |
| Of            | :                |    | :  | :  | :  | :  | :  | :  | :  | :  | :  | :  | :   | :    | :   | :  | :  | :  | :  | :  | :  | :  | :  | :  | :  |
| Red           | 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           | Red (254)        | 1  | 1  | 1  | 1  | 1  | 1  | 1  | 0  | 0  | 0  | 0  | 0   | 0    | 0   | 0  | 0  | 0  | 0  | 0  | 0  | 0  | 0  | 0  | 0  |
|               | Red (255)        | 1  | 1  | 1  | 1  | 1  | 1  | 1  | 1  | 0  | 0  | 0  | 0   | 0    | 0   | 0  | 0  | 0  | 0  | 0  | 0  | 0  | 0  | 0  | 0  |
|               | 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   | 0  | 1  | 0  | 0  | 0  | 0  | 0  | 0  | 0  | 0  |
| Croy          | Green (2)        | 0  | 0  | 0  | 0  | 0  | 0  | 0  | 0  | 0  | 0  | 0  | 0   | 0    | 0   | 1  | 0  | 0  | 0  | 0  | 0  | 0  | 0  | 0  | 0  |
| Gray<br>Scale | :                | :  | :  | :  | :  | :  | :  | :  | :  | :  | :  | :  | :   | :    | :   | :  | :  | :  | :  | :  | :  | :  | :  | :  | :  |
| Of            | :                | :  | :  | :  | :  | :  | :  | :  | :  | :  | :  | :  | :   | :    | :   | :  | :  | :  | :  | :  | :  | :  | :  | :  | :  |
|               | Green (253)      | 0  | 0  | 0  | 0  | 0  | 0  | 0  | 0  | 1  | 1  | 1  | 1   | 1    | 1   | 0  | 1  | 0  | 0  | 0  | 0  | 0  | 0  | 0  | 0  |
| Green         | Green (254)      | 0  | 0  | 0  | 0  | 0  | 0  | 0  | 0  | 1  | 1  | 1  | 1   | 1    | 1   | 1  | 0  | 0  | 0  | 0  | 0  | 0  | 0  | 0  | 0  |
|               | Green (255)      | 0  | 0  | 0  | 0  | 0  | 0  | 0  | 0  | 1  | 1  | 1  | 1   | 1    | 1   | 1  | 1  | 0  | 0  | 0  | 0  | 0  | 0  | 0  | 0  |

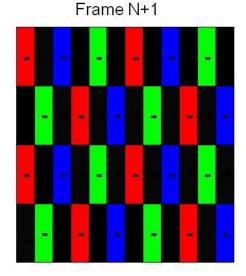


|       | Blue (0) / Dark | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 |
|-------|-----------------|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|
|       | Blue (1)        | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 1 |
| Gray  | Blue (2)        | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 1 | 0 |
| Scale | :               | : | : | : | : | : | : | : | : | : | : | : | : | : | : | : | : | : | : | : | : | : | : | : | : |
| Of    | :               | : | : | : | : | : | : | : | : | : | : | : | : | : | : | : | : | : | : | : | : | : | : | : | : |
| Blue  | 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 |
| Dide  | 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

#### 5.5 PATTERN FOR VCOM ADJUSTMENT







#### 6. INTERFACE TIMING

#### **6.1 INPUT SIGNAL TIMING SPECIFICATIONS**

 $(Ta = 25 \pm 2 \, ^{\circ}C)$ 

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

| Signal           | Item                                 | Symbol                        | Min.                   | Тур.  | Max.                   | Unit | Note       |
|------------------|--------------------------------------|-------------------------------|------------------------|-------|------------------------|------|------------|
|                  | Frequency                            | F <sub>clkin</sub><br>(=1/Tc) | 60                     | 74.25 | 80                     | MHz  |            |
| LVDS<br>Receiver | Input cycle to cycle jitter          | T <sub>rcl</sub>              | -200                   | I     | 200                    | ps   | (3)        |
| Clock            | Spread spectrum modulation range     | Fclkin_mod                    | F <sub>clkin</sub> -2% | _     | F <sub>clkin</sub> +2% | MHz  | (4)        |
|                  | Spread spectrum modulation frequency | F <sub>SSM</sub>              |                        |       | 200                    | KHz  | (4)        |
| LVDS             | Setup Time                           | Tlvsu                         | 600                    | _     |                        | ps   |            |
| Receiver<br>Data | Hold Time                            | Tlvhd                         | 600                    |       | ) -                    | ps   | (5)        |
|                  | Frame Rate                           | F <sub>r5</sub>               | 47                     | 50    | 53                     | Hz   | (6)        |
| Vertical         | Traine Nate                          | F <sub>r6</sub>               | 57                     | 60    | 63                     | Hz   | (0)        |
| Active           | Total                                | Tv                            | 1115                   | 1125  | 1135                   | Th   | Tv=Tvd+Tvb |
| Display<br>Term  | Display                              | Tvd                           | 1080                   | 1080  | 1080                   | Th   | _          |
|                  | Blank                                | Tvb                           | 35                     | 45    | 55                     | Th   | _          |
| Horizontal       | Total                                | Th                            | 1050                   | 1100  | 1150                   | Тс   | Th=Thd+Thb |
| Active           | Display                              | Thd                           | 960                    | 960   | 960                    | Тс   | _          |
| Display<br>Term  | Blank                                | Thb                           | 90                     | 140   | 190                    | Тс   | _          |

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

$$\mathsf{Fclkin}(\mathsf{max}) \ge \mathsf{Fre} \times \mathsf{Tv} \times \mathsf{Th}$$

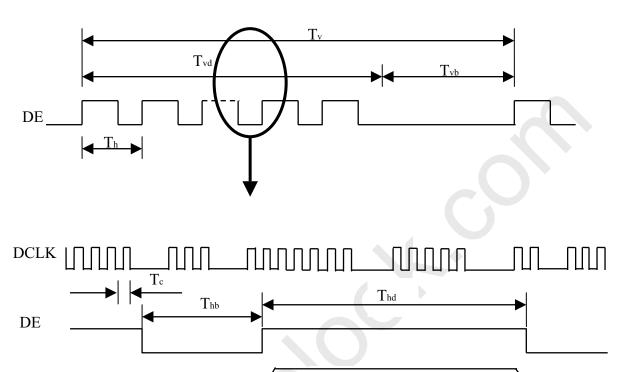
 $Fr_5 \times Tv \times Th \ge Fclkin(min)$ 



DAT

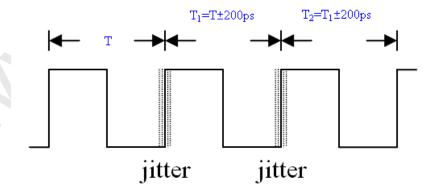
Note (2) This module is operated in DE only mode and please follow the input signal timing diagram below :

#### **INPUT SIGNAL TIMING DIAGRAM**



Valid display data (960 clocks)

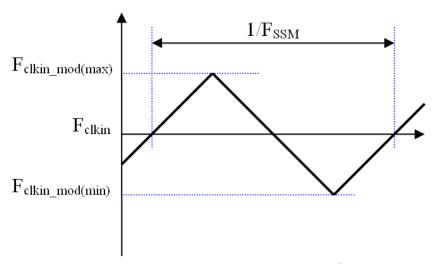
Note (3) The input clock cycle-to-cycle jitter is defined as below figures. Trcl = I  $T_1 - TI$ 





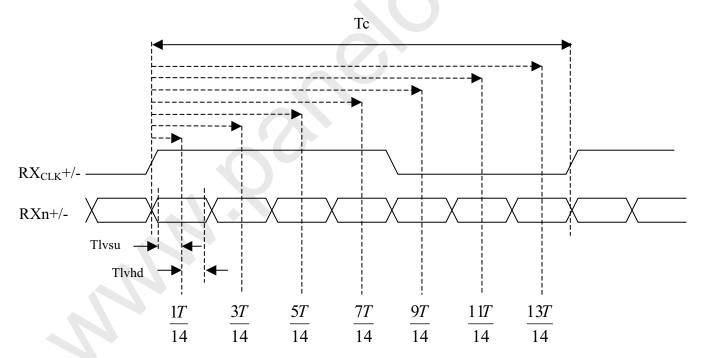


Note (4) The SSCG (Spread spectrum clock generator) is defined as below figures.



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

#### LVDS RECEIVER INTERFACE TIMING DIAGRAM



Note (6): (ODSEL) = H/L or open for 50/60Hz frame rate. Please refer to 5.1 for detail information

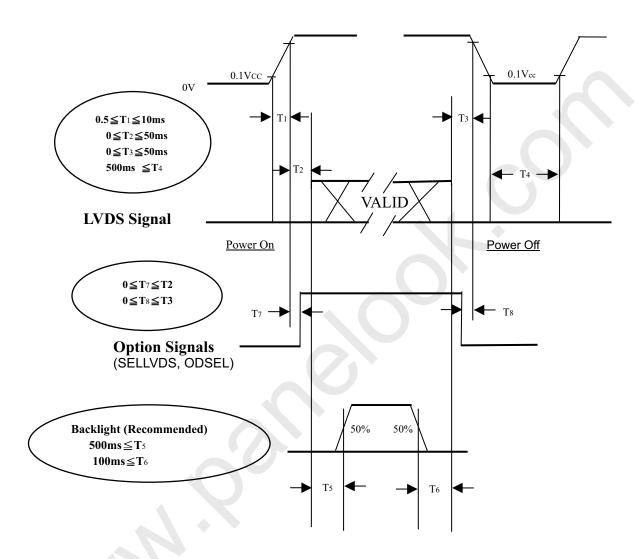
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#### **6.2 POWER ON/OFF SEQUENCE**

 $(Ta = 25 \pm 2 \, ^{\circ}C)$ 

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



Power ON/OFF Sequence

- Note (1) The supply voltage of the external system for the module input should follow the definition of Vcc.
- 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 Vcc is in off level, please keep the level of input signals on the low or high impedance. If T2<0, that maybe cause electrical overstress failure.
- Note (4) T4 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              | Та                      | 25±2                     | °C               |
| Ambient Humidity                 | На                      | 50±10                    | %RH              |
| Supply Voltage                   | $V_{CC}$                | 12V                      | V                |
| Input Signal                     | According to typical va | alue in "3. ELECTRICAL ( | CHARACTERISTICS" |
| Lamp Current                     | IL                      | 11.0±0.5                 | mA               |
| Oscillating Frequency (Inverter) | $F_W$                   | 40±3                     | KHz              |
| Vertical Frame Rate              | Fr                      | 60                       | Hz               |

#### 7.2 OPTICAL SPECIFICATIONS

The relative measurement methods of optical characteristics are shown in 7.2. The following items should be measured under the test conditions described in 7.1 and stable environment shown in Note (7).

| Ite                                      | em          | Symbol           | Condition                                  | Min. | Тур.  | Max.  | Unit                  | Note     |  |  |
|--|-------------|------------------|--|------|-------|-------|-----------------------|----------|--|--|
| Contrast Ratio                           |             | CR               |  | 4000 | 6000  | -     | -                     | Note (3) |  |  |
| Response Time  Center Luminance of White |             | Gray to gray     | \C   | -    | 6.5   | 12    | ms                    | Note (4) |  |  |
|  |             | L <sub>C</sub>   |  | 360  | 450   | -     | cd/<br>m <sup>2</sup> | Note (5) |  |  |
| White Variation                          | า           | δW               |  | -    | -     | 1.3   | -                     | Note (8) |  |  |
| Cross Talk                               |             | СТ               |  | -    | -     | 4     | %                     | Note (6) |  |  |
|  | Dad         | Rcx              | $\theta_x = 0^\circ, \ \theta_Y = 0^\circ$ |      | 0.651 |       | -                     |          |  |  |
|  | Red         | Rcy              | Viewing angle at                           |      | 0.326 |       | -                     |          |  |  |
| Color                                    | C A         | Gcx              | normal direction                           |      | 0.299 |       | -                     |          |  |  |
| 0.1.                                     | Green       | Gcy              |  | Тур  | 0.600 | Тур.+ | -                     | Note (1) |  |  |
|  | Divis       | Всх              |  | 0.03 | 0.145 | 0.03  | -                     | Note (7) |  |  |
| Chromaticity                             | Blue        | Всу              |  |      | 0.082 |       | -                     |          |  |  |
|  | \\/hito     | Wcx              |  |      | 0.329 |       | -                     |          |  |  |
|  | White       | Wcy              |  |      | 0.371 |       | -                     |          |  |  |
|  | Color Gamut |                  |  |      | 72    | -     | %                     | NTSC     |  |  |
|  | Horizontol  | $\theta_x$ +     |  | 80   | 88    | ı     |                       |          |  |  |
| Viewing                                  | Horizontal  | $\theta_{x}$ -   | CD>20                                      | 80   | 88    | -     | Dog                   | Note (2) |  |  |
| Angle                                    | Vertical    | θ <sub>Y</sub> + | CR≥20                                      | 80   | 88    | -     | Deg.                  | Note (2) |  |  |
|  | Vertical    | θ <sub>Y</sub> - |  | 80   | 88    | -     |                       |          |  |  |

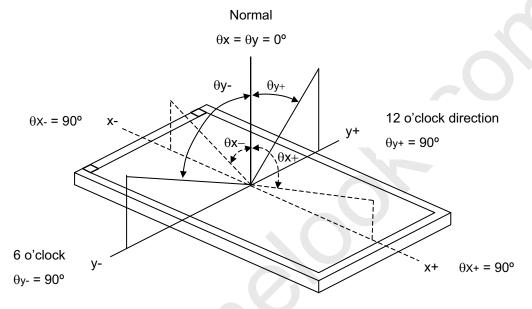




- Note (1) Light source is the standard light source "C" which is defined by CIE and driving voltage are based on suitable gamma voltages. The calculating method is as following:
  - (a) Measure Module's and BLU's spectrum. BLU(for V460H1-L09) is supplied by CMO.
  - (b) Calculate cell's spectrum.
  - (c) Calculate cell's chromaticity by using the spectrum of standard light source "C".

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.

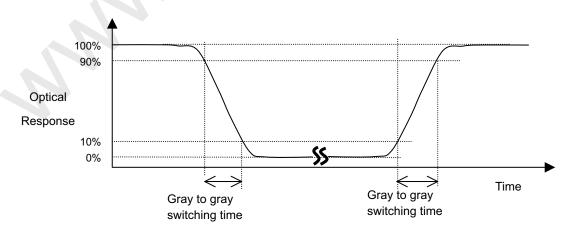
Contrast Ratio (CR) = L255 / L0

L255: Luminance of gray level 255

L 0: 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 (7)

Note (4) Definition of Gray to Gray Switching Time :



The driving signal means the signal of gray level 0, 63, 127, 191, and 255.



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Gray to gray average time means the average switching time of gray level 0, 63, 127, 191, 255 to each other.



Note (5) Definition of Luminance of White (L<sub>C</sub>):

Measure the luminance of gray level 255 at center point.

 $L_C = L$  (5), where L (x) is corresponding to the luminance of the point X at the figure in Note (7).

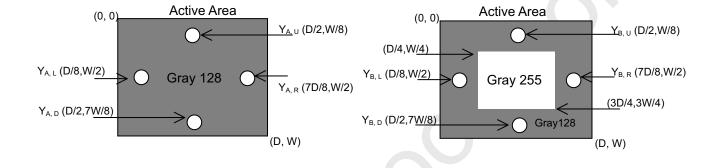
Note (6) Definition of Cross Talk (CT):

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

Where:

 $Y_A$  = Luminance of measured location without gray level 255 pattern (cd/m<sup>2</sup>)

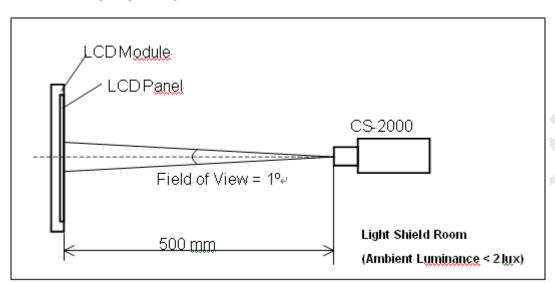
 $Y_B$  = Luminance of measured location with gray level 255 pattern (cd/m<sup>2</sup>)





#### Note (7) Measurement Setup:

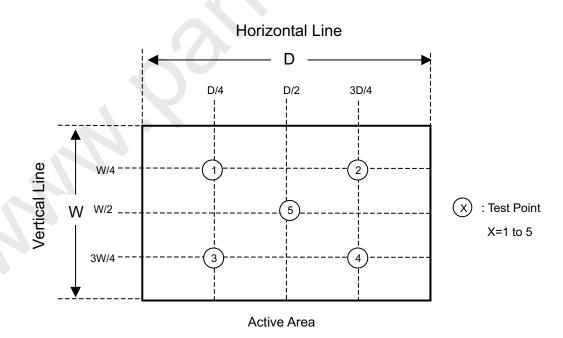
The LCD module should be stabilized at given temperature for 1 hour to avoid abrupt temperature change during measuring. In order to stabilize the luminance, the measurement should be executed after lighting backlight for 1 hour in a windless room.



Note (8) Definition of White Variation ( $\delta W$ ):

Measure the luminance of gray level 255 at 5 points

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

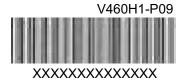




#### 8. DEFINITION OF LABELS

#### **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



(a) Model Name: V460H1- P09

(b) Carton ID: CMO internal control

(c) Quantities: 8

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#### 9. PACKAGING

#### 9.1 PACKING SPECIFICATIONS

- (1) 8 LCD TV Panels / 1 Box
- (2) Box dimensions :1238 (L) X 842 (W) X 240(H)
- (3) Weight: approximately 38Kg (8 panels per box)

#### 9.2 PACKING METHOD

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

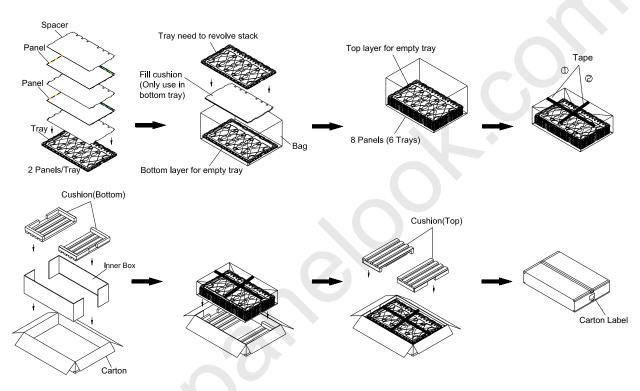
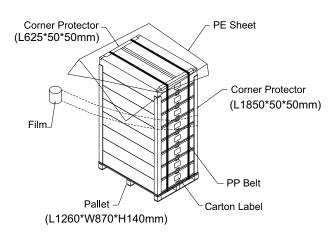


Figure.9-1 packing method





### Sea & Land Transportation



### Air Transportation

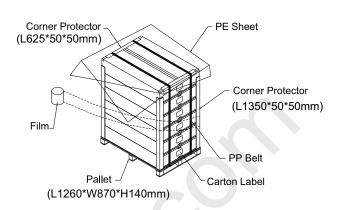


Figure.9-2 packing method



#### 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

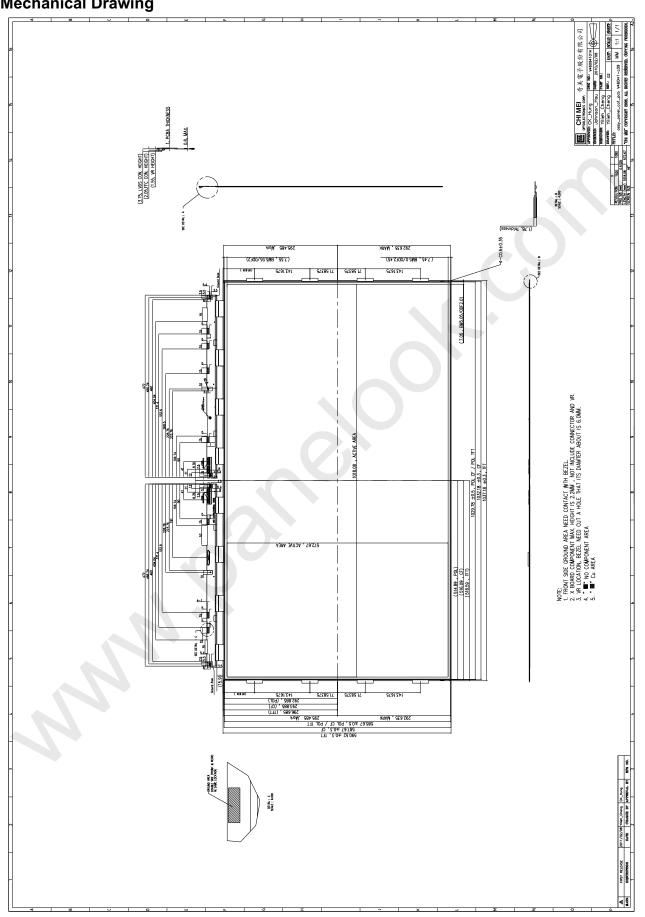
- (1) If the liquid crystal material leaks from the panel, it should be kept away from the eyes or mouth. In case of contact with hands, skin or clothes, it has to be washed away thoroughly with soap.
- (2) After the product's end of life, it is not harmful in case of normal operation and storage.

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### 11. Mechanical Drawing

Version 2.2



32 Date: 01. May. 2011

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