



晶采光電科技股份有限公司
AMPIRE CO., LTD.

SPECIFICATIONS FOR LCD MODULE

| | |
|--------------------------|-----------------------------|
| CUSTOMER | |
| CUSTOMER PART NO. | |
| AMPIRE PART NO. | AM-320240NSTNQW-TW0H |
| APPROVED BY | |
| DATE | |

Approved For Specifications

Approved For Specifications & Sample

AMPIRE CO., LTD.

**2F., No.88, Sec. 1, Sintai 5th Rd., Sijhih City, Taipei County 221,
Taiwan (R.O.C.)台北縣汐止市新台五路一段88號2樓(東方科學園區D棟)**

TEL:886-2-26967269 , FAX:886-2-26967196 or 26967270

| APPROVED BY | CHECKED BY | ORGANIZED BY |
|-------------|------------|--------------|
| | | |

RECORD OF REVISION

| Revision Date | Page | Contents | Editor |
|---------------|------|-------------|--------|
| 2009/10/21 | -- | New Release | John |

1 Features

5.7 inch Amorphous-TFT-LCD (Thin Film Transistor Liquid Crystal Display) module. This module is composed of a 5.7" TFT-LCD panel, LCD controller, power driver circuit, touch panel and backlight unit.

1.1 TFT Panel Feature :

- (1) Construction: 5.7" a-Si color TFT-LCD, White LED Backlight, touch panel and PCB.
- (2) Resolution (pixel): 320(R.G.B) X240
- (3) Number of the Colors : 262K colors (R , G , B 6 bit digital each)
- (4) LCD type : Transmissive Color TFT LCD (normally White)
- (5) Interface: 33 pin pitch 0.5 FFC
- (6) Power Supply Voltage: Single power input. Built-in power supply circuit.
- (7) Viewing Direction:12 O'clock (The direction it's hard to be discolored):

1.2 LCD Controller Feature:

- (1) MCU interface 8/9/16/18 bit 80&68 series MCU interface.
- (2) Display RAM size : 640x240x3x6 bits. Ex:320x240 two frame buffer with 262K colors.
- (3) Arbitrary display memory start position selection.
- (4) MCU interface : 16 bit 80 MPU interface.
- (5) 8 bit / 16 bit interface support 65K (R5G6B5) /262K(R6G6B6) colors data format.
- (6) 9 bit / 18 bit interface support 262K(R6G6B6) colors data format only.

2 Physical specifications

| Item | Specifications | Unit | |
|---------------------|----------------------------|------|--|
| Display resolution | 960 (W) x 240(H) | dot | |
| Active area | 115.2 (W) x 86.4 (H) | mm | |
| Screen size | 5.7(Diagonal) | inch | |
| Pixel size | 120 (W) x 360 (H) | um | |
| Color configuration | R.G.B stripe | | |
| Overall dimension | 144.0(W)x104.6(H)x14.57(D) | mm | |
| Backlight unit | LED | | |

3 Default Setting & Option

- Interface :

The user can select the MCU interface by change the Jumper & Resister Array.

| Setting Interface Type | JP1 | RA1 | RA2 | RA3 | RA4 | Remark |
|---------------------------|-------------------------------|-------------|-------------------|-------------|-------------|----------------|
| 80-18Bit interface | 1,2 short 2,3 open | 2K ohm | OPEN | OPEN | OPEN | |
| 80-16Bit interface | 1,2 short 2,3 open | OPEN | 2K ohm | OPEN | OPEN | Default |
| 80-9Bit interface | 1,2 short 2,3 open | OPEN | OPEN | 2K ohm | OPEN | |
| 80-8Bit interface | 1,2 short 2,3 open | OPEN | OPEN | OPEN | 2K ohm | |
| 68-18Bit interface | 1,2 open 2,3 short | 2K ohm | OPEN | OPEN | OPEN | |
| 68-16Bit interface | 1,2 open 2,3 short | OPEN | 2K ohm | OPEN | OPEN | |
| 68-9Bit interface | 1,2 open 2,3 short | OPEN | OPEN | 2K ohm | OPEN | |
| 68-8Bit interface | 1,2 open 2,3 short | OPEN | OPEN | OPEN | 2K ohm | |

- Connector

| | | | |
|---|--|--|----------------|
| 33Pin Pin Header (Pitch 0.5 x 33 pin) | | 80/68 8/9/ 16 /18 bit interface | Default |
|---|--|--|----------------|

4 Electrical specification

4.1 Absolute max. ratings

4.1.1 Electrical Absolute max. ratings

| Item | Symbol | Condition | Min. | Max. | Unit | Remark |
|---------------|-----------------|-----------|------|---------|------|--------|
| Power voltage | VDD | VSS=0 | -0.3 | 5.5 | V | |
| Input voltage | V _{in} | | -0.3 | VDD+0.3 | V | Note 1 |

Note1: /CS,/WR,/RD,RS,DB0~DB7

4.1.2 Environmental Absolute max. ratings

| Item | OPERATING | | STORAGE | | Remark |
|---------------|----------------|-----|----------------|-----|-----------------|
| | MIN | MAX | MIN | MAX | |
| Temperature | -20 | 70 | -30 | 80 | Note1,2,3,4,5,6 |
| Humidity | Note1 | | Note1 | | |
| Corrosive Gas | Not Acceptable | | Not Acceptable | | |

Note1 : Ta <= 40°C : 85% RH max

Ta > 40°C : Absolute humidity must be lower than the humidity of 85%RH at 40°C

Note2 : Background color changes slightly depending on ambient temperature. This phenomenon is reversible.

Note3 : The response time will be slower at low temperature.

Note4 : Only operation is guaranteed at operating temperature. Contrast , response time, another display quality are evaluated at +25°C

Note5 : This is panel surface temperature, not ambient temperature.

Note6 : When LCM be operated over than 40°C , the life time of the LED back-light will be reduced.

4.1.3 LED back-light Unit Absolute max. ratings

| Item | Symbol | Ratings | Unit | Remark |
|----------------------|--------|---------|------|--------|
| Peak forward Current | IF | 360 | mA | |
| Reverse Voltage | VR | 12 | V | |

4.2 Electrical characteristics

4.2.1 DC Electrical characteristic of the LCD

Typical operating conditions (VSS=0V)

| Item | Symbol | Min. | Typ. | Max. | Unit | Remark | |
|-----------------------------|---------|-----------------|------|------|------|--------|--------|
| Power supply | VDD | 3.1 | 5.0 | 5.2 | V | | |
| Input Voltage for logic | H Level | V _{IH} | 2.0 | - | 5.5 | V | Note 1 |
| | L Level | V _{IL} | VSS | - | 0.8 | V | |
| Output Voltage for Logic | H Level | V _{OH} | 2.4 | - | VDD | V | Note 2 |
| | L Level | V _{OL} | VSS | | 0.4 | V | |
| Power Supply current | IDD | - | 150 | - | mA | Note 3 | |

Note1: With 5V Tolerance Input , /CS, /WR,/RD,RS,DB0~DB17

Note2: DB0~DB17

Note3: fV =60Hz , Ta=25°C , VDD=3.3V , DCLK=10MHz, PLL frequency=40MHz,

Display pattern : All Black

4.2.2 Electrical characteristic of LED Back-light

| Parameter | Symbol | Min. | Typ. | Max. | Unit | Condition |
|------------------------|------------------|------|------|------|------|--------------------|
| LED voltage | V _{AK} | -- | 10.5 | -- | V | Just for reference |
| LED forward current | I _{LED} | -- | 320 | -- | mA | Ta=25°C |
| | I _{LED} | -- | 210 | -- | mA | Ta=60°C |

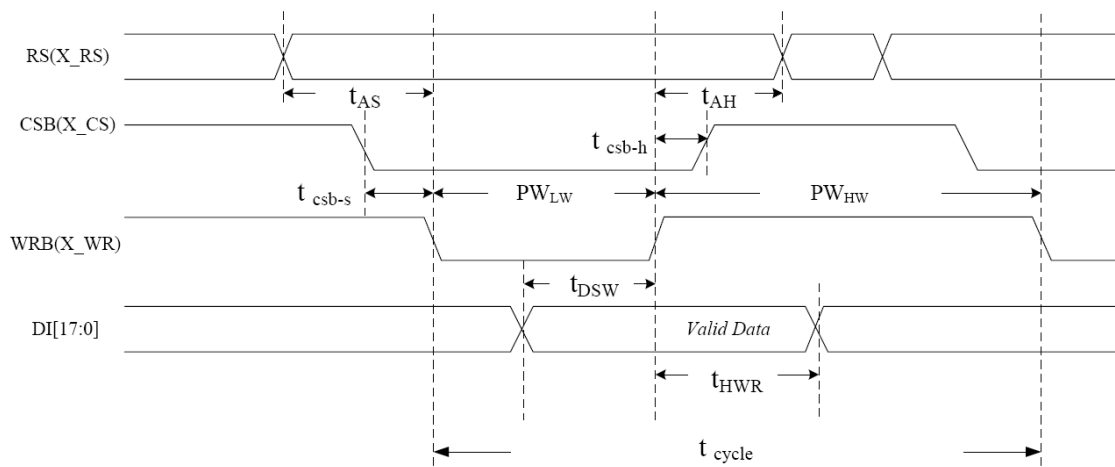
- The constant current source is needed for white LED back-light driving.

When LCM is operated over 60°C ambient temperature, the I_{LED} of the LED

back-light should be adjusted to 210mA max

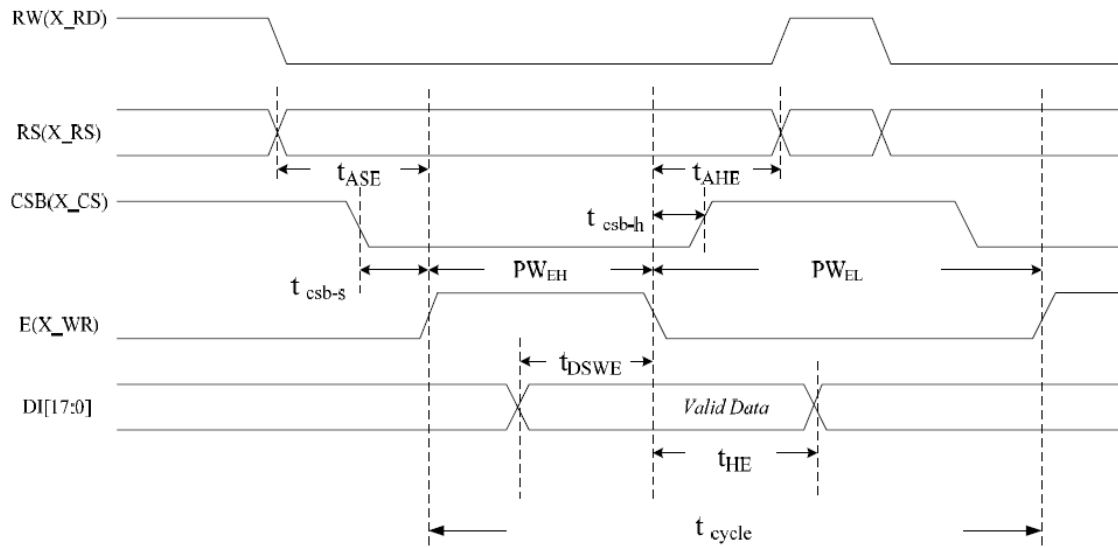
4.3 AC Timing characteristic of the Graphic TFT LCD controller

4.3.1 80 series Timing



| Symbol | Parameter | Min | Typ | Max | Unit | Remark |
|-------------|-------------------------------|-----|-----|-----|------|--------|
| t_{cycle} | Enable cycle time | 100 | 200 | | ns | |
| PW_{HW} | Enable high-level pulse width | 66 | 70 | | ns | |
| PW_{LW} | Enable low-level pulse width | 33 | 130 | | ns | |
| t_{AS} | RS setup time | 16 | 25 | | ns | |
| t_{AH} | RS hold time | 16 | 45 | | ns | |
| t_{DSW} | Write data setup time | 50 | 50 | | ns | |
| t_{HWR} | Write data hold time | 50 | 40 | | ns | |
| t_{csb-s} | CSB setup time | 16 | 20 | | ns | |
| t_{csb-h} | CSB hold time | 16 | 30 | | ns | |

4.3.2 68series Timing



| Symbol | Parameter | Min | Typ | Max | Unit | Remark |
|--------------------|-------------------------------|-----|-----|-----|------|--------|
| t _{cycle} | Enable cycle time | 100 | 200 | | ns | |
| PW _{EH} | Enable high-level pulse width | 66 | 70 | | ns | |
| PW _{EL} | Enable low level pulse width | 33 | 130 | | ns | |
| t _{ASE} | RS setup time | 16 | 25 | | ns | |
| t _{AHE} | RS hold time | 16 | 45 | | ns | |
| t _{DSWE} | Write data setup time | 50 | 50 | | ns | |
| t _{HE} | Write data hold time | 50 | 40 | | ns | |
| t _{csb-s} | CSB setup time | 16 | 20 | | ns | |
| t _{csbh} | CSB hold time | 16 | 30 | | ns | |

5 Optical specification

5.1 Optical characteristic :

| Item | | Symbol | Condition | Min. | Typ. | Max. | Unit | Remark |
|--------------------|--------|--------|-------------------------------------|-------|-------|-------|-------------------|--------------|
| Response Time | Rise | T_r | $\Theta=0^\circ$ | - | 15 | 30 | ms | Note 1,2,3,5 |
| | Fall | T_f | | - | 35 | 50 | ms | |
| Contrast ratio | | CR | At optimized viewing angle | 200 | 350 | - | | Note 1,2,4,5 |
| Viewing Angle | Top | | $CR \geq 10$ | 55 | 60 | - | deg. | Note1,2,5,6 |
| | Bottom | | | 45 | 50 | - | | |
| | Left | | | 55 | 60 | - | | |
| | Right | | | 55 | 60 | - | | |
| Brightness of LCM | | | $I_{LED}=320mA$ $T_a=25^\circ C$ | -- | 500 | -- | cd/m ² | Note1.2 |
| Uniformity | | | $I_{LED}=320mA$ $T_a=25^\circ C$ | -- | 70 | -- | % | Note 8 |
| White chromaticity | | XW | | 0.262 | 0.312 | 0.362 | | |
| | | YW | | 0.279 | 0.329 | 0.379 | | |

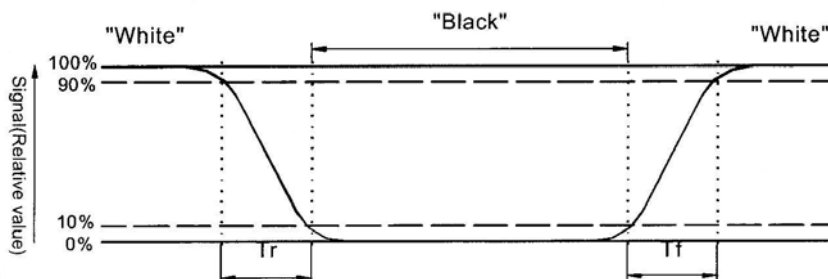
()For reference only. These data should be update according the prototype.

Note 1: Ambient temperature= $25^\circ C$, and lamp current $I_{LED}=320mA$. To be measured in the dark room.

Note 2: To be measured on the center area of panel with a viewing cone of 1° by Topcon luminance meter BM-7, after 10 minutes operation.

Note 3. Definition of response time:

The output signals of photo detector are measured when the input signals are changed from "black" to "white"(falling time) and from "white" to "black" (rising time), respectively. The response time is defined as the time interval between the 10% and 90% of amplitudes. Refer to figure as below.

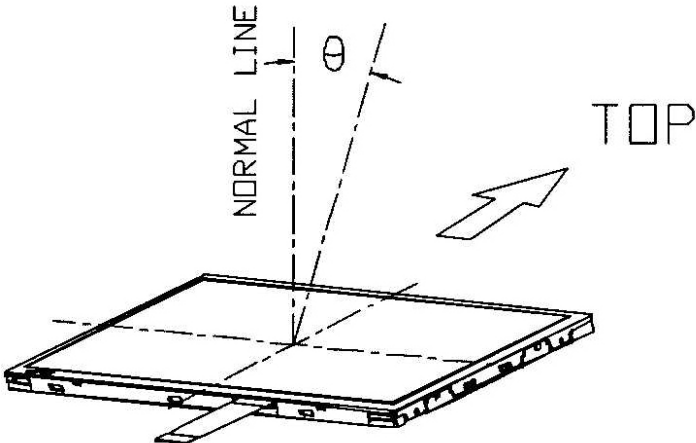


Note 4. Definition of contrast ratio:

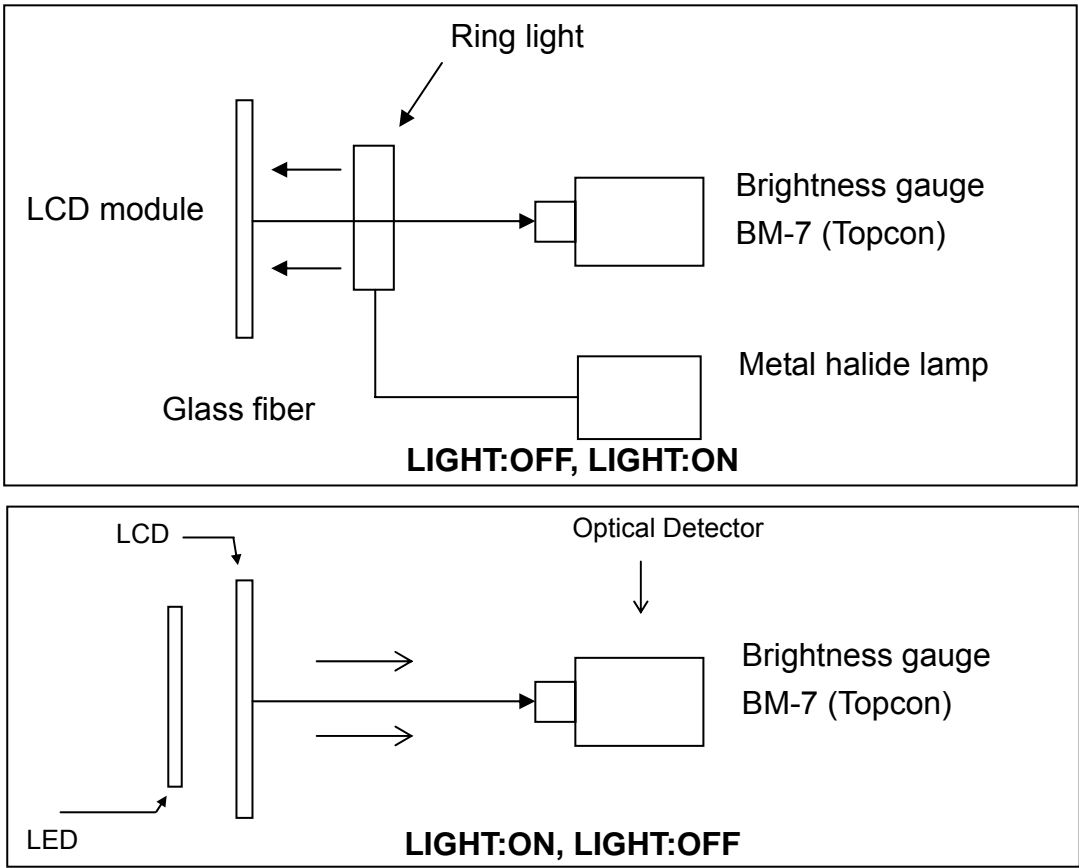
Contrast ratio is calculated with the following formula.

$$\text{Contrast ratio(CR)} = \frac{\text{Photo detector output when LCD is at "White" state}}{\text{Photo detector Output when LCD is at "Black" state}}$$

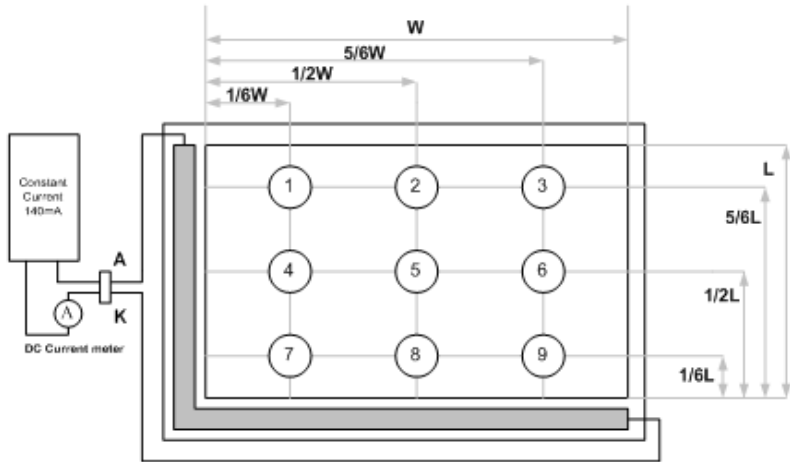
Note 5. Definition of viewing angle, Refer to figure as below.



Note 6. Measured at the center area of the panel when all the input terminals of LCD panel are electrically opened.



Note8: Measurement of the following 9 places on the display.



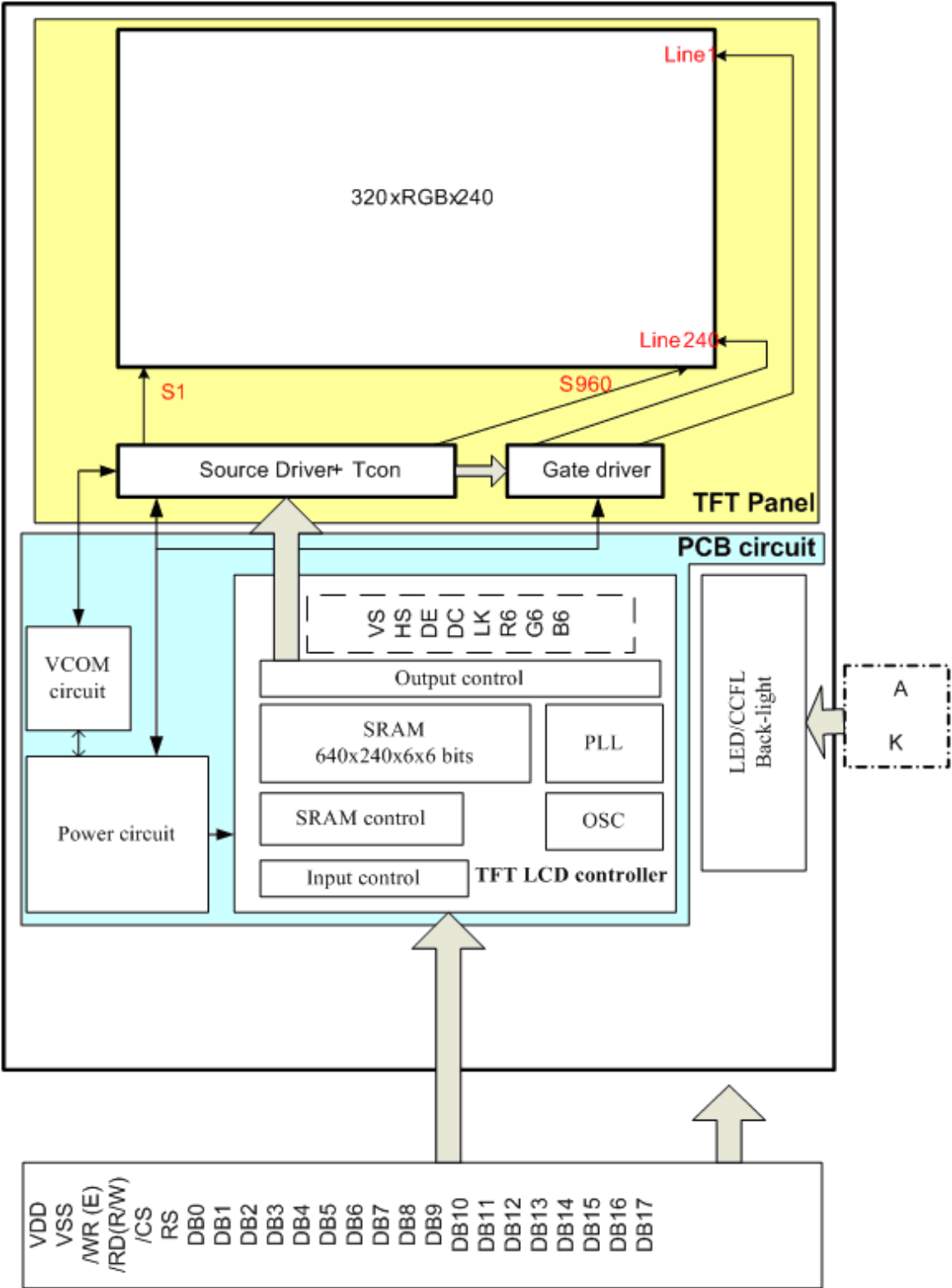
The Uniformity definition
 $(\text{Min Brightness} / \text{Max Brightness}) \times 100\%$

6 Interface specifications

6.1 Driving signals for the TFT panel

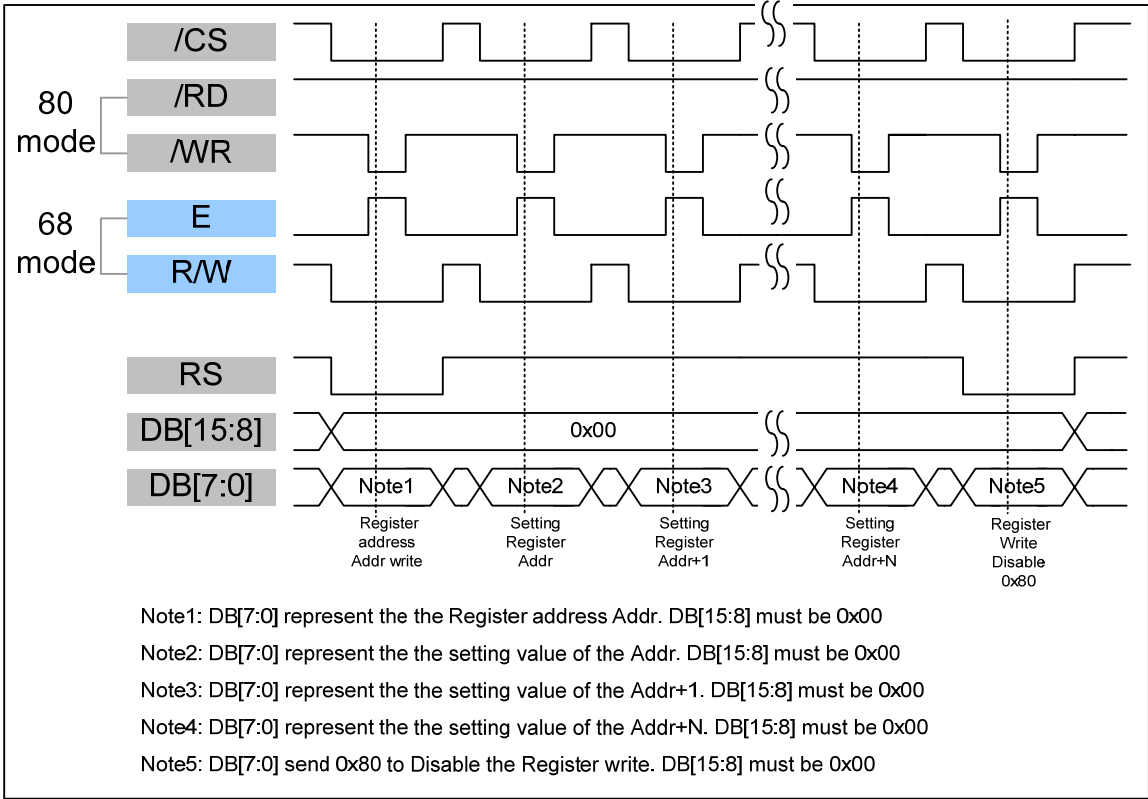
| Pin no | Symbol | I/O | Description | Remark |
|--------|----------|-----|---|--------|
| 1 | /RESET | I | Reset Signal | |
| 2 | /WR | I | 80 Series: Write Signal 68 Series: R/W Signal | |
| 3 | /CS | I | Chip Select Signal | |
| 4 | RS | I | Data type selection | |
| 5 | RD | II | 80 Series: Read signal 68 Series: Enable signal(E) | |
| 6 | D0 | I/O | Data input/output | |
| 7 | D1 | I/O | | |
| 8 | D2 | I/O | | |
| 9 | D3 | I/O | | |
| 10 | D4 | I/O | | |
| 11 | D5 | I/O | | |
| 12 | D6 | I/O | | |
| 13 | D7 | I/O | | |
| 14 | DGND | I | Ground | |
| 15 | D8 | I/O | Data input/output | |
| 16 | D9 | I/O | | |
| 17 | D10 | I/O | | |
| 18 | D11 | I/O | | |
| 19 | D12 | I/O | | |
| 20 | D13 | I/O | | |
| 21 | D14 | I/O | | |
| 22 | D15 | I/O | | |
| 23 | D16 | I/O | | |
| 24 | D17 | I/O | | |
| 25 | VDD | P | Power Supply for Logic | |
| 26 | VDD | P | | |
| 27 | DGND | P | Ground | |
| 28 | DGND | P | | |
| 29 | 65K/262K | I | When use 8 or 16 bit MPU interface. The 65k/262k data format can be select. Lo:65K Hi:262K colors When use 9 or 18bit MPU interface. The 262K data can be used only. The 65K/262K pin must set to Hi | |
| 30 | DGND | P | Ground | |
| 31 | NC | | Not use | |
| 32 | NC | | Not use | |
| 33 | NC | | Not use | |

7 BLOCK DIAGRAM

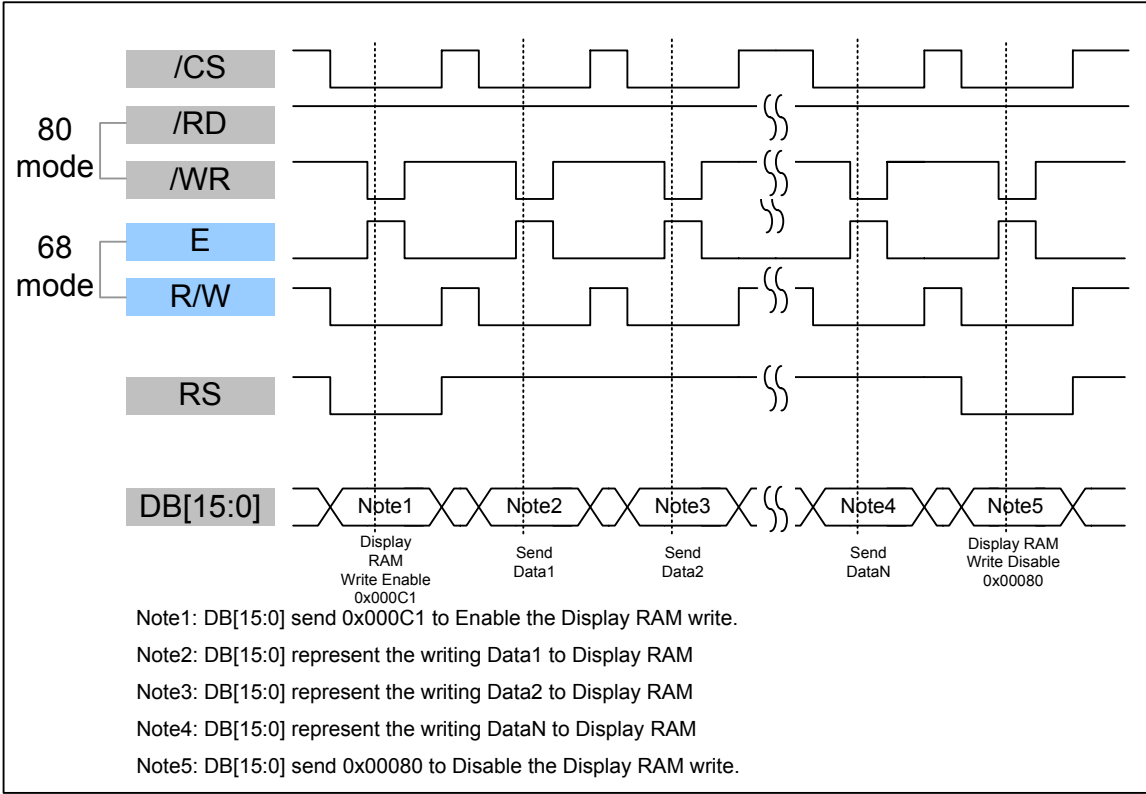


8 Interface Protocol

8.1.1 16Bit-80/68- Write to Command Register



8.1.2 16Bit-80/68-Write to Display RAM



8.2 Data transfer order Setting

8.2.1 16 bit interface 65K color (Pin29 65K/262K =Low)

| | | | | | | | | | | | | | | | | |
|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|
| DB | 15 | 14 | 13 | 12 | 11 | 10 | 9 | 8 | 7 | 6 | 5 | 4 | 3 | 2 | 1 | 0 |
| | R4 | R3 | R2 | R1 | R0 | G5 | G4 | G3 | G2 | G1 | G0 | B4 | B3 | B2 | B1 | B0 |

8.2.2 16 bit interface 262K color (Pin29 65K/262K =High)

| | | | | | | | | | | | | | | | | |
|----------------------|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|
| DB | 15 | 14 | 13 | 12 | 11 | 10 | 9 | 8 | 7 | 6 | 5 | 4 | 3 | 2 | 1 | 0 |
| 1 st data | X | X | X | X | X | X | X | X | X | X | X | X | X | X | R5 | R4 |
| 2 nd data | R3 | R2 | R1 | R0 | G5 | G4 | G3 | G2 | G1 | G0 | B5 | B4 | B3 | B2 | B1 | B0 |

8 Register Depiction

| Register Address (Hex) | Default (Hex) | DB7 | DB6 | DB5 | DB4 | DB3 | DB2 | DB1 | DB0 | Remark | |
|------------------------|---|------------------------------|-----|-----|-----|-----|-----|-----|-----|--------|--|
| 00 | 00 | MSB of X-axis start position | | | | | | | | | |
| Description | set the horizontals start position of display active region | | | | | | | | | | |
| Register Address (Hex) | Default (Hex) | DB7 | DB6 | DB5 | DB4 | DB3 | DB2 | DB1 | DB0 | Remark | |
| 01 | 00 | LSB of X-axis start position | | | | | | | | | |
| Description | set the horizontals start position of display active region | | | | | | | | | | |
| Register Address (Hex) | Default (Hex) | DB7 | DB6 | DB5 | DB4 | DB3 | DB2 | DB1 | DB0 | Remark | |
| 02 | 01 | MSB of X-axis end position | | | | | | | | | |
| Description | set the horizontals end position of display active region | | | | | | | | | | |
| Register Address (Hex) | Default (Hex) | DB7 | DB6 | DB5 | DB4 | DB3 | DB2 | DB1 | DB0 | Remark | |
| 03 | 3F | LSB of X-axis end position | | | | | | | | | |
| Description | set the horizontals end position of display active region | | | | | | | | | | |
| Register Address (Hex) | Default (Hex) | DB7 | DB6 | DB5 | DB4 | DB3 | DB2 | DB1 | DB0 | Remark | |
| 04 | 00 | MSB of Y-axis start position | | | | | | | | | |
| Description | set the vertical start position of display active region | | | | | | | | | | |
| Register Address (Hex) | Default (Hex) | DB7 | DB6 | DB5 | DB4 | DB3 | DB2 | DB1 | DB0 | Remark | |
| 05 | 00 | LSB of Y-axis start position | | | | | | | | | |
| Description | Set the vertical start position of display active region | | | | | | | | | | |

| Register Address (Hex) | Default (Hex) | DB7 | DB6 | DB5 | DB4 | DB3 | DB2 | DB1 | DB0 | Remark |
|------------------------|--|----------------------------|-----|-----|-----|-----|-----|-----|-----|--------|
| 06 | 00 | MSB of Y-axis end position | | | | | | | | |
| Description | set the vertical end position of display active region | | | | | | | | | |
| Register Address (Hex) | Default (Hex) | DB7 | DB6 | DB5 | DB4 | DB3 | DB2 | DB1 | DB0 | Remark |
| 07 | EF | LSB of Y-axis end position | | | | | | | | |
| Description | Set the vertical end position of display active region | | | | | | | | | |

To simplify the address control of display RAM access, the window area address function allows for writing data only within a window area of display RAM specified by registers REG[00]~REG[07].

After writing data to the display RAM, the Address counter will be increased within setting window address-range which is specified by

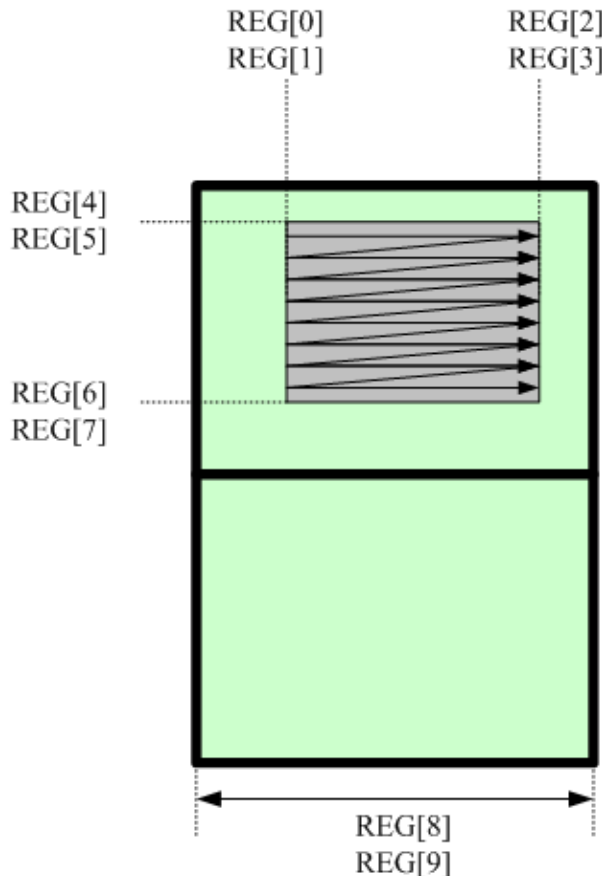
MIN X address (REG[0] & REG[1])

MAX X address (REG[2] & REG[3])

MIN Y address (REG[4] & REG[5])

MAX Y address (REG[6] & REG[7])

Therefore, data can be written consecutively without thinking the data address.



| Register Address (Hex) | Default (Hex) | DB7 | DB6 | DB5 | DB4 | DB3 | DB2 | DB1 | DB0 | Remark |
|------------------------|----------------------|-------------------------|-----|-----|-----|-----|-----|-------------------------|-----|--------|
| 08 | 01 | X | X | X | X | X | X | _PanelXSize_H_Byte[1:0] | | |
| Description | Set the panel X size | | | | | | | | | |
| Register Address (Hex) | Default (Hex) | DB7 | DB6 | DB5 | DB4 | DB3 | DB2 | DB1 | DB0 | Remark |
| 09 | 40 | _PanelXSize_L_Byte[7:0] | | | | | | | | |
| Description | Set the panel X size | | | | | | | | | |

The register REG[08] and REG[09] is use to calculate the RAM address. If you want to use the TFT as Landscape mode (320x240), the REG[08] & RGE[09] must set to 320. If you want to use the TFT as Portrait mode (240x320), the REG[08] & RGE[09] must set to 240.

| Register Address (Hex) | Default (Hex) | DB7 | DB6 | DB5 | DB4 | DB3 | DB2 | DB1 | DB0 | Remark |
|------------------------|----------------------------|---|-----|-----|-----|-----|--|-----|-----|--------|
| 0A | 00 | X | X | X | X | X | [17:16] bits of memory write start address | | | |
| Description | Memory write start address | | | | | | | | | |
| Register Address (Hex) | Default (Hex) | DB7 | DB6 | DB5 | DB4 | DB3 | DB2 | DB1 | DB0 | Remark |
| 0B | 00 | [15:8] bits of memory write start address | | | | | | | | |
| Description | Memory write start address | | | | | | | | | |
| Register Address (Hex) | Default (Hex) | DB7 | DB6 | DB5 | DB4 | DB3 | DB2 | DB1 | DB0 | Remark |
| 0C | 00 | [7:0] bits of memory write start address | | | | | | | | |
| Description | Memory write start address | | | | | | | | | |

| Register Address (Hex) | Default (Hex) | DB7 | DB6 | DB5 | DB4 | DB3 | DB2 | DB1 | DB0 | Remark |
|------------------------|---|----------|----------|---------|-----|----------|---------|---------|-----|--------|
| 0x10 | 0x0D | Bit_SWAP | OUT_TEST | BUS_SEL | | Blanking | P/S_SEL | CLK_SEL | | |
| Description | <p>"0x10_Clk_sel[1:0]" : The TFT controller built-in 40Mhz PLL clock. These bits are for select the TFT panel dot clock frequency. 00 : 20Mhz 01: 10Mhz 02: 5 Mhz</p> <p>"0x10_ps_sel[2]" : The TFT controller support parallel and serial RGB interface. These bits are for select the output timing. 0 : serial Panel 1: Parallel panel</p> | | | | | | | | | |

| | "0x10_blanking_tmp[3]" 0 : OFF (blinking) 1: ON (normal operation) | | | | | | | | | |
|------------------------|--|-----|-----|------|-----|-----|------|-----|-----|--------|
| | "0x10_bus_sel[5:4]" : It only for serial Panel 00=R , 01=G , 10=B | | | | | | | | | |
| | "0x10_out_test[6]" : Self test 0 : normal operation 1: for test (don't use for normal operation) When set the bit to "1" , the Rout=(Reg 2a[6:0]) Gout=(Reg 2b[6:0]) Bout=(Reg 2c[6:0]) | | | | | | | | | |
| | "0x10_bit_swap[7]" : 0-normal | | | | | | | | | |
| | The default setting is suitable for AM320240N1. Don't need to modify it. | | | | | | | | | |
| Register Address (Hex) | Default (Hex) | DB7 | DB6 | DB5 | DB4 | DB3 | DB2 | DB1 | DB0 | Remark |
| 0x11 | 00 | x | x | EVEN | | | _ODD | | | |
| Description | <p>" Even line of serial panel data out sequence or data bus order of parallel panel 000: RGB 001: RBG 010: GRB 011: GBR 100: BRG 101: BGR Others: reserved</p> <p>Odd line of serial panel data out sequence 000: RGB 001: RBG 010: GRB 011: GBR 100: BRG 101: BGR Others: reserved Must Set to 0x05 for AM320240N1</p> | | | | | | | | | |

| Register Address (Hex) | Default (Hex) | DB7 | DB6 | DB5 | DB4 | DB3 | DB2 | DB1 | DB0 | Remark |
|------------------------|---|---------------------|-----|-----|-----|---------------------|-----|-----|-----|--------|
| 0x12 | 00 | | | | | Hsync_stH_Byte[3:0] | | | | |
| Description | <p>For TFT output timing adjust: Hsync start position H-Byte The default setting is suitable for AM320240N1. Don't need to modify it.</p> | | | | | | | | | |
| Register Address (Hex) | Default (Hex) | DB7 | DB6 | DB5 | DB4 | DB3 | DB2 | DB1 | DB0 | Remark |
| 0x13 | 00 | Hsync_stL_Byte[7:0] | | | | | | | | |
| Description | <p>For TFT output timing adjust: Hsync start position L-Byte The default setting is suitable for AM320240N1. Don't need to modify it.</p> | | | | | | | | | |

| Register Address (Hex) | Default (Hex) | DB7 | DB6 | DB5 | DB4 | DB3 | DB2 | DB1 | DB0 | Remark | |
|------------------------|---|---------------------|-----|-----|-----|---------------------|-----|-----|-----|--------|--|
| 0x14 | 00 | | | | | Hsync_pwH_Byte[3:0] | | | | | |
| Description | For TFT output timing adjust: Hsync pulse width H-Byte The default setting is suitable for AM320240N1. Don't need to modify it. | | | | | | | | | | |
| Register Address (Hex) | Default (Hex) | DB7 | DB6 | DB5 | DB4 | DB3 | DB2 | DB1 | DB0 | Remark | |
| 0x15 | 10 | Hsync_pwL_Byte[7:0] | | | | | | | | | |
| Description | For TFT output timing adjust: Hsync pulse width L-Byte The default setting is suitable for AM320240N1. Don't need to modify it. | | | | | | | | | | |
| Register Address (Hex) | Default (Hex) | DB7 | DB6 | DB5 | DB4 | DB3 | DB2 | DB1 | DB0 | Remark | |
| 0x16 | 00 | | | | | Hact_stH_Byte[3:0] | | | | | |
| Description | For TFT output timing adjust: DE pulse start position H-Byte The default setting is suitable for AM320240N1. Don't need to modify it. | | | | | | | | | | |
| Register Address (Hex) | Default (Hex) | DB7 | DB6 | DB5 | DB4 | DB3 | DB2 | DB1 | DB0 | Remark | |
| 0x17 | 38 | Hact_stL_Byte[7:0] | | | | | | | | | |
| Description | For TFT output timing adjust: DE pulse start position L-Byte The default setting is suitable for AM320240N1. Don't need to modify it. | | | | | | | | | | |
| Register Address (Hex) | Default (Hex) | DB7 | DB6 | DB5 | DB4 | DB3 | DB2 | DB1 | DB0 | Remark | |
| 0x18 | 01 | | | | | Hact_pwH_Byte[3:0] | | | | | |
| Description | For TFT output timing adjust: DE pulse width H-Byte The default setting is suitable for AM320240N1. Don't need to modify it. | | | | | | | | | | |
| Register Address (Hex) | Default (Hex) | DB7 | DB6 | DB5 | DB4 | DB3 | DB2 | DB1 | DB0 | Remark | |
| 0x19 | 40 | Hact_pwL_Byte[7:0] | | | | | | | | | |
| Description | For TFT output timing adjust: DE pulse width L-Byte The default setting is suitable for AM320240N1. Don't need to modify it. | | | | | | | | | | |

| Register Address (Hex) | Default (Hex) | DB7 | DB6 | DB5 | DB4 | DB3 | DB2 | DB1 | DB0 | Remark |
|------------------------|--|-----|-----|-----|-----|-----|-----|-----|-----|---------------------|
| 0x1A | 01 | | | | | | | | | HtotalH_Byte[3:0] |
| Description | For TFT output timing adjust: Hsync total clocks H-Byte The default setting is suitable for AM320240N1. Don't need to modify it. | | | | | | | | | |
| Register Address (Hex) | Default (Hex) | DB7 | DB6 | DB5 | DB4 | DB3 | DB2 | DB1 | DB0 | Remark |
| 0x1B | B8 | | | | | | | | | HtotalL_Byte[7:0] |
| Description | For TFT output timing adjust: Hsync total clocks H-Byte The default setting is suitable for AM320240N1. Don't need to modify it. | | | | | | | | | |
| Register Address (Hex) | Default (Hex) | DB7 | DB6 | DB5 | DB4 | DB3 | DB2 | DB1 | DB0 | Remark |
| 0x1C | 00 | | | | | | | | | Vsync_stH_Byte[3:0] |
| Description | For TFT output timing adjust: Vsync start position H-Byte The default setting is suitable for AM320240N1. Don't need to modify it. | | | | | | | | | |
| Register Address (Hex) | Default (Hex) | DB7 | DB6 | DB5 | DB4 | DB3 | DB2 | DB1 | DB0 | Remark |
| 0x1D | 00 | | | | | | | | | Vsync_stL_Byte[7:0] |
| Description | For TFT output timing adjust: Vsync start position L-Byte The default setting is suitable for AM320240N1. Don't need to modify it. | | | | | | | | | |
| Register Address (Hex) | Default (Hex) | DB7 | DB6 | DB5 | DB4 | DB3 | DB2 | DB1 | DB0 | Remark |
| 0x1E | 00 | | | | | | | | | Vsync_pwH_Byte[3:0] |
| Description | For TFT output timing adjust: Vsync pulse width H-Byte The default setting is suitable for AM320240N1. Don't need to modify it. | | | | | | | | | |
| Register Address (Hex) | Default (Hex) | DB7 | DB6 | DB5 | DB4 | DB3 | DB2 | DB1 | DB0 | Remark |
| 0x1F | 08 | | | | | | | | | Vsync_pwL_Byte[7:0] |
| Description | For TFT output timing adjust: Vsync pulse width L-Byte The default setting is suitable for AM320240N1. Don't need to modify it. | | | | | | | | | |
| Register Address (Hex) | Default (Hex) | DB7 | DB6 | DB5 | DB4 | DB3 | DB2 | DB1 | DB0 | Remark |
| 0x20 | 00 | | | | | | | | | Vact_stH_Byte[3:0] |
| Description | For TFT output timing adjust: Vertical DE pulse start position H-Byte The default setting is suitable for AM320240N1. Don't need to modify it. | | | | | | | | | |

| Register Address (Hex) | Default (Hex) | DB7 | DB6 | DB5 | DB4 | DB3 | DB2 | DB1 | DB0 | Remark |
|------------------------|--|--------------------|-----|-----|-----|-----|-----|-----|-----|--------|
| 0x21 | 12 | Vact_stL_Byte[7:0] | | | | | | | | |
| Description | For TFT output timing adjust: Vertical DE pulse start position L-Byte The default setting is suitable for AM320240N1. Don't need to modify it. | | | | | | | | | |
| Register Address (Hex) | Default (Hex) | DB7 | DB6 | DB5 | DB4 | DB3 | DB2 | DB1 | DB0 | Remark |
| 0x22 | 00 | Vact_pwH_Byte[3:0] | | | | | | | | |
| Description | For TFT output timing adjust: Vertical Active width H-Byte The default setting is suitable for AM320240N1. Don't need to modify it. | | | | | | | | | |
| Register Address (Hex) | Default (Hex) | DB7 | DB6 | DB5 | DB4 | DB3 | DB2 | DB1 | DB0 | Remark |
| 0x23 | F0 | Vact_pwL_Byte[7:0] | | | | | | | | |
| Description | For TFT output timing adjust: Vertical Active width H-Byte The default setting is suitable for AM320240N1. Don't need to modify it. | | | | | | | | | |
| Register Address (Hex) | Default (Hex) | DB7 | DB6 | DB5 | DB4 | DB3 | DB2 | DB1 | DB0 | Remark |
| 0x24 | 01 | VtotalH_Byte[3:0] | | | | | | | | |
| Description | For TFT output timing adjust: Vertical total width H-Byte The default setting is suitable for AM320240N1. Don't need to modify it. | | | | | | | | | |
| Register Address (Hex) | Default (Hex) | DB7 | DB6 | DB5 | DB4 | DB3 | DB2 | DB1 | DB0 | Remark |
| 0x25 | 09 | VtotalL_Byte[7:0] | | | | | | | | |
| Description | For TFT output timing adjust: Vertical total width L-Byte The default setting is suitable for AM320240N1. Don't need to modify it. | | | | | | | | | |

| Register Address (Hex) | Default (Hex) | DB7 | DB6 | DB5 | DB4 | DB3 | DB2 | DB1 | DB0 | Remark |
|------------------------|---------------------------|---|-----|-----|-----|-----|---|-----|-----|--------|
| 26 | 00 | X | X | X | X | X | [17:16] bits of memory read start address | | | |
| Description | Memory read start address | | | | | | | | | |
| Register Address (Hex) | Default (Hex) | DB7 | DB6 | DB5 | DB4 | DB3 | DB2 | DB1 | DB0 | Remark |
| 27 | 00 | [15:8] bits of memory write start address | | | | | | | | |
| Description | Memory read start address | | | | | | | | | |

| Register Address (Hex) | Default (Hex) | DB7 | DB6 | DB5 | DB4 | DB3 | DB2 | DB1 | DB0 | Remark | |
|------------------------|---|--|----------------------|-----|-----|-----|-----|-----|-----|--------|--|
| 28 | 00 | [7:0] bits of memory write start address | | | | | | | | | |
| Description | Memory read start address | | | | | | | | | | |
| Register Address (Hex) | Default (Hex) | DB7 | DB6 | DB5 | DB4 | DB3 | DB2 | DB1 | DB0 | Remark | |
| 29 | 00 | [7:1] Reversed | | | | | | | | | |
| Description | [0] Load output timing related setting (H sync., V sync. and DE) to take effect | | | | | | | | | | |
| Register Address (Hex) | Default (Hex) | DB7 | DB6 | DB5 | DB4 | DB3 | DB2 | DB1 | DB0 | Remark | |
| 0x2A | 00 | X | TestPatternRout[6:0] | | | | | | | | |
| Description | When " REG[0x10]_out_test[6]" : Self test =1 ; The Rout data equal to TestPatternRout[6:0] | | | | | | | | | | |
| Register Address (Hex) | Default (Hex) | DB7 | DB6 | DB5 | DB4 | DB3 | DB2 | DB1 | DB0 | Remark | |
| 0x2B | 00 | X | TestPatternGout[6:0] | | | | | | | | |
| Description | When " REG[0x10]_out_test[6]" : Self test =1 ; The Gout data equal to TestPatternGout[6:0] | | | | | | | | | | |
| Register Address (Hex) | Default (Hex) | DB7 | DB6 | DB5 | DB4 | DB3 | DB2 | DB1 | DB0 | Remark | |
| 0x2C | 00 | X | TestPatternBout[6:0] | | | | | | | | |
| Description | When " REG[0x10]_out_test[6]" : Self test =1 ; The Bout data equal to TestPatternBout[6:0] | | | | | | | | | | |

If you set the " REG[0x10]_out_test[6]" : Self test =1 , the TFT controller will skip the connect of the display RAM. The Output port will send the REG[2A] ,REG[2B],REG[2C] data.

REG[2A]=0x3F
REG[2B]=0x00
REG[2C]=0x00

REG[2A]=0x00
REG[2B]=0x3F
REG[2C]=0x00

REG[2A]=0x00
REG[2B]=0x00
REG[2C]=0x3F

| Register Address (Hex) | Default (Hex) | DB7 | DB6 | DB5 | DB4 | DB3 | DB2 | DB1 | DB0 | Remark |
|------------------------|---|-----|-----|-----|-----|-----|------------------------|---------------|-----|--------|
| 0x2D | 00 | X | X | X | X | [3] | Rising/falling edge[2] | _rotate [1:0] | | |
| Description | [3] Output pin X_DCON level control ; TFT Power ON/OFF control 0: TFT POWER circuit OFF 1: TFT POWER circuit ON | | | | | | | | | |
| | Rising/falling edge[2] : 0: The RGB out put data are on the Rising edge of the DCLK. 1: The RGB out put data are on the Falling edge of the DCLK. | | | | | | | | | |
| | _rotate [1:0]: 00 : rotate 0 degree 01 : rotate90 degree 10 : rotate 270 degree 11 : rotate 180 degree | | | | | | | | | |

| Register Address (Hex) | Default (Hex) | DB7 | DB6 | DB5 | DB4 | DB3 | DB2 | DB1 | DB0 | Remark | |
|------------------------|---------------------------|-----------------------|-----|-----|-----|-----|--------------------------|-----|-----|--------|--|
| 30 | 00 | X | X | X | X | X | _H byte H-Offset[3:0] | | | | |
| Description | Set the Horizontal offset | | | | | | | | | | |
| Register Address (Hex) | Default (Hex) | DB7 | DB6 | DB5 | DB4 | DB3 | DB2 | DB1 | DB0 | Remark | |
| 31 | 00 | _L byte H-Offset[7:0] | | | | | | | | | |
| Description | Set the Horizontal offset | | | | | | | | | | |

| Register Address (Hex) | Default (Hex) | DB7 | DB6 | DB5 | DB4 | DB3 | DB2 | DB1 | DB0 | Remark | |
|------------------------|-------------------------|-----------------------|-----|-----|-----|-----|--------------------------|-----|-----|--------|--|
| 32 | 00 | X | X | X | X | X | _H byte V-Offset[3:0] | | | | |
| Description | Set the Vertical offset | | | | | | | | | | |
| Register Address (Hex) | Default (Hex) | DB7 | DB6 | DB5 | DB4 | DB3 | DB2 | DB1 | DB0 | Remark | |
| 33 | 00 | _L byte V-Offset[7:0] | | | | | | | | | |
| Description | Set the Vertical offset | | | | | | | | | | |

| Register Address (Hex) | Default (Hex) | DB7 | DB6 | DB5 | DB4 | DB3 | DB2 | DB1 | DB0 | Remark | |
|------------------------|---|----------------|-----|-----|-----|-----|-----------------------|-----|-----|--------|--|
| 34 | 00 | [7:4] Reserved | | | | | _H byte H-def[3:0] | | | | |
| Description | [3:0] MSB of image horizontal physical resolution in memory | | | | | | | | | | |

| Register Address (Hex) | Default (Hex) | DB7 | DB6 | DB5 | DB4 | DB3 | DB2 | DB1 | DB0 | Remark |
|------------------------|---|--------------------|-----|-----|-----|-----|--------------------|-----|-----|--------|
| 35 | 40 | _L byte H-def[7:0] | | | | | | | | |
| Description | [7:0] LSB of image horizontal physical resolution in memory | | | | | | | | | |
| Register Address (Hex) | Default (Hex) | DB7 | DB6 | DB5 | DB4 | DB3 | DB2 | DB1 | DB0 | Remark |
| 36 | 01 | [7:4] Reserved | | | | | _H byte V-def[3:0] | | | |
| Description | [3:0] MSB of image vertical physical resolution in memory | | | | | | | | | |
| Register Address (Hex) | Default (Hex) | DB7 | DB6 | DB5 | DB4 | DB3 | DB2 | DB1 | DB0 | Remark |
| 37 | E0 | _L byte V-def[7:0] | | | | | | | | |
| Description | [7:0] LSB of image vertical physical resolution in memory | | | | | | | | | |

The total RAM size is 640x240x18bit. The user can arrange the Horizontal ram size by REG[34],REG[35] and the Vertical ram size by REG[36],REG[37].

EX: 320x480x18bit REG[34]=0x01 , REG[35]=0x40 , REG[36]=0x01 , REG[37]=0xE0

EX: 640x240x18bit. REG[34]=0x02 , REG[35]=0x80 , REG[36]=0x00 , REG[37]=0xF0

9 Application Note:

```

/* Exported types -----*/
typedef unsigned char    uint8;
typedef signed   char    int8;
typedef unsigned short   uint16;
typedef signed   short   int16;
typedef unsigned long    uint32;
typedef signed   int     int32;

/*****
/*          STEP1: Define MCU BUS type          */
/*****
    #define Mode80    // 8080 MCU  /WR  /RD
    //#define Mode68  // 6800 MCU  R/W  E
/*****
/*          STEP2: Define BUS wide              */
/*****
    //#define C80_18B
    //#define C80_16B
    //#define C80_9B
    #define C80_8B
/*****
/*          STEP3: Define Landscap/Portrait    */
/*****
    #define Landscap
    //#define Portrait
/*****
/*          STEP4: Define Resolution            */
/*****
#ifndef Landscap
#define Resolution_X 320
#define Resolution_Y 240

#endif

#ifndef Portrait

```

```

#define Resolution_X 240
#define Resolution_Y 320
#endif

/*****/
/*          STEP5: TFT timing          */
/*****/
# define Rising  0<<2      // Don't need to change
# define Falling 1<<2      // Don't need to change

#define LCD_DCLK 10          //Select DCLK Frequency  MHz
                          /* LCD_DCLK=(40*(0x42)/(0x41))/R10_B10*/
                          /*5, 6.67, 7.5, 8.57, 10, 12, 15, */
                          //Can be 5 , 6 , 7 , 8 ,10,12 ,15

#define LCD_DCLK_Latch      Rising //Rising: for Rising Edge
                          //Falling: for Rising Edge

#define H_Sync_Pluse_Wide  10   // Hsync Pluse Wide
#define H_Sync_to_DE       68   // DE horizontal start position
#define H_Sync_total       440   // Horizontal total
#define V_Sync_Pluse_Wide  8// Vsync Pluse Wide
#define V_Sync_to_DE       16   // DE vertical start position
#define V_Sync_total       265   // Vertical total

/*****//
/*****Don't need to change the bellow macro*****/

#if LCD_DCLK== 5
  #define R41      1
  #define R42      1
  #define R10_B10  2
#endif

#if LCD_DCLK== 6
  #define R41      3

```

```
#define R42      4  
#define R10_B10 2  
#endif
```

```
#if LCD_DCLK== 7  
#define R41      4  
#define R42      3  
#define R10_B10 1  
#endif
```

```
#if LCD_DCLK== 8  
#define R41      12  
#define R42      10  
#define R10_B10 1  
#endif
```

```
#if LCD_DCLK== 10  
#define R41      1  
#define R42      2  
#define R10_B10 2  
#endif
```

```
#if LCD_DCLK== 12  
#define R41      5  
#define R42      6  
#define R10_B10 1  
#endif
```

```
#if LCD_DCLK== 15  
#define R41      2  
#define R42      3  
#define R10_B10 1  
#endif
```

```
#define _DisplayRAM_WriteEnable_ 0xc1  
#define _DisplayRAM_WriteDisable_ 0x80
```

```

typedef struct
{
    uint8  REG_Index;
    uint8  REG_Value;

}FSA506_REG_Setting;

#ifdef  Landscap

static  FSA506_REG_Setting FSA506_A[] =

{
    {0x40,0x12},
    {0x41,R41},
    {0x42,R42},
    {0x08,(uint8)(Resolution_X>>8)},
    {0x09,(uint8)(Resolution_X)},
    {0x0a,0x00},
    {0x0b,0x00},
    {0x0c,0x00},
    {0x10,0x0C|R10_B10},
    //{0x10,0x0C|0x02},
    {0x11,0x05},
    {0x12,0x00},
    {0x13,0x00},
    {0x14,(uint8)(H_Sync_Pluse_Wide>>8)},
    {0x15,(uint8)(H_Sync_Pluse_Wide)},
    {0x16,(uint8)(H_Sync_to_DE>>8)},
    {0x17,(uint8)(H_Sync_to_DE)},
    {0x18,(uint8)(Resolution_X>>8)},
    {0x19,(uint8)(Resolution_X)},
    {0x1a,(uint8)(H_Sync_total>>8)},
    {0x1b,(uint8)(H_Sync_total)},
    {0x1c,0x00},
    {0x1d,0x00},
    {0x1e,(uint8)(V_Sync_Pluse_Wide>>8)},

```

```

{0x1f,(uint8)(V_Sync_Pluse_Wide)},
{0x20,(uint8)(V_Sync_to_DE>>8)},
{0x21,(uint8)(V_Sync_to_DE)},
{0x22,(uint8)(Resolution_Y>>8)},
{0x23,(uint8)(Resolution_Y)},
{0x24,(uint8)(V_Sync_total>>8)},
{0x25,(uint8)(V_Sync_total)},
{0x26,0x00},
{0x27,0x00},
{0x28,0x00},
{0x29,0x01},

{0x2d,LCD_DCLK_Latch|0x08},
// [7:4] Reserved
// [3] Output pin X_DCON level control
// [2] Output clock inversion    0: Normal 1: Inverse
// [1:0] Image rotate
//    00: 0°  01: 90°  10: 270° 11: 180°

{0x30,0x00},
{0x31,0x00},
{0x32,0x00},
{0x33,0x00},
{0x34,(uint8)(Resolution_X>>8)},
{0x35,(uint8)(Resolution_X)},
{0x36,(uint8)((2*Resolution_Y)>>8)},
{0x37,(uint8)(2*Resolution_Y)},

};
#endif

#ifdef Portrait

static FSA506_REG_Setting FSA506_A[] =

{
{0x40,0x12},

```

```

{0x41,R41},
{0x42,R42},
{0x08,(uint8)(Resolution_X>>8)},
{0x09,(uint8)(Resolution_X)},
{0x0a,0x00},
{0x0b,0x00},
{0x0c,0x00},
{0x10,0x0C|R10_B10},
//{0x10,0x0C|0x02},
{0x11,0x05},
{0x12,0x00},
{0x13,0x00},
{0x14,(uint8)(H_Sync_Pluse_Wide>>8)},
{0x15,(uint8)(H_Sync_Pluse_Wide)},
{0x16,(uint8)(H_Sync_to_DE>>8)},
{0x17,(uint8)(H_Sync_to_DE)},
{0x18,(uint8)(Resolution_Y>>8)},
{0x19,(uint8)(Resolution_Y)},
{0x1a,(uint8)(H_Sync_total>>8)},
{0x1b,(uint8)(H_Sync_total)},
{0x1c,0x00},
{0x1d,0x00},
{0x1e,(uint8)(V_Sync_Pluse_Wide>>8)},
{0x1f,(uint8)(V_Sync_Pluse_Wide)},
{0x20,(uint8)(V_Sync_to_DE>>8)},
{0x21,(uint8)(V_Sync_to_DE)},
{0x22,(uint8)(Resolution_X>>8)},
{0x23,(uint8)(Resolution_X)},
{0x24,(uint8)(V_Sync_total>>8)},
{0x25,(uint8)(V_Sync_total)},
{0x26,0x00},
{0x27,0x00},
{0x28,0x00},
{0x29,0x01},

{0x2d,LCD_DCLK_Latch|0x08|0x01},
// [7:4] Reserved

```

```

// [3] Output pin X_DCON level control
// [2] Output clock inversion      0: Normal 1: Inverse
// [1:0] Image rotate
//      00: 0°  01: 90°  10: 270° 11: 180°

{0x30,0x00},
{0x31,0x00},
{0x32,0x00},
{0x33,0x00},
{0x34,(uint8)(Resolution_X>>8)},
{0x35,(uint8)(Resolution_X)},
{0x36,(uint8)((2*Resolution_Y)>>8)},
{0x37,(uint8)(2*Resolution_Y)},

};
#define      NOP()      __asm{NOP}

#endif
/*****Don't need to change the above macro*****/

void AMP506_80Mode_Command_SendAddress(uint8 Addr);
void AMP506_80Mode_Command_SendData(uint8 Data);
void AMP506_80Mode_16Bit_Memory_SendData(uint16 Dat16bit);
void AMP506_Command_Write(uint8 CMD_Address,uint8 CMD_Value);
void Initial_AMP506(void) ;
void AMP506_WindowSet(uint16 S_X,uint16 S_Y,uint16 E_X,uint16 E_Y) ;
void FD506_DisplayRAM_WriteEnable(void);
void FD506_DisplayRAM_WriteDisable(void);
void GUI_RectangleFill(uint32 x0, uint32 y0, uint32 x1, uint32 y1, uint16 color);
void Full_LCD(uint16 Dat16bit);
void LCD_Pixel(uint16 x , uint16 y , uint16 couleur);

/*****FSA506 Write Registr Address function *****/
void AMP506_80Mode_Command_SendAddress(uint8 Addr)
{

```

```

#ifdef Mode68
uint16 i;
CLR_nWRL;
CLR_RS;
CLR_CS1;
CLR_nRD;
DB16OUT(Addr);
NOP();NOP();
SET_nWRL; //Enable
NOP();NOP();NOP(); NOP();NOP();//NOP(); NOP();NOP();NOP();
CLR_nWRL; //Enable
SET_RS;

SET_CS1;
#endif

#ifdef Mode80
SET_nRD; //SET_RW
CLR_RS;
DB16OUT(Addr); NOP();
CLR_CS1;
CLR_nWRL; //CLR_E

NOP();NOP();NOP();
SET_nWRL; //SER_E // Low to High Latch Data to AMP506 Buffer
SET_RS;
SET_CS1;
#endif

}
/*****FSA506 Write Command Data function *****/
void AMP506_80Mode_Command_SendData(uint8 Data)
{
#ifdef Mode68
uint16 i;

```



```

CLR_nWRL; //E
SET_RS;
CLR_CS1;
CLR_nRD; //W/R
DB16OUT(Data);
NOP();NOP();
SET_nWRL;
NOP();NOP();NOP();NOP();NOP();//NOP();NOP();NOP();
CLR_nWRL; //E nable
SET_RS;
SET_CS1;

#endif

#ifdef Mode80
SET_nRD;
SET_RS;
DB16OUT(Data); NOP(); // NOP()
CLR_CS1;
CLR_nWRL;

NOP();NOP();NOP();
SET_nWRL; // Low to High Latch Data to AMP506 Buffer
SET_RS;
SET_CS1;
#endif

}
/*****FSA506 Write Data function *****/
void AMP506_80Mode_16Bit_Memory_SendData(uint16 Dat16bit)
{

#ifdef Mode80
#ifdef C80_16B
SET_nRD;
SET_RS;
DB16OUT(Dat16bit);NOP();

```

```
CLR_CS1;

CLR_nWRL;

NOP(); NOP(); NOP();

SET_nWRL; // Low to High Latch Data to AMP506 Buffer
SET_CS1;

#endif

#ifdef C80_8B
DB16OUT(Dat16bit>>8);NOP();NOP();
SET_nRD;
SET_RS;

CLR_CS1;
CLR_nWRL;

NOP(); NOP(); NOP();
SET_nWRL; // Low to High Latch Data to AMP506 Buffer
SET_CS1;

//Delay_uS(1);
DB16OUT(Dat16bit);NOP(); NOP();
SET_nRD;
SET_RS;

CLR_CS1;
CLR_nWRL;
NOP(); NOP(); NOP();
SET_nWRL; // Low to High Latch Data to AMP506 Buffer
SET_CS1;

#endif
//Delay_uS(1);
```

```

#ifdef C80_18B

uint32 k=0;
uint16 R_temp,G_temp,B_temp;

R_temp=((0xf800&Dat16bit)>>11);
G_temp=((0x07e0&Dat16bit)>>5);
B_temp=((0x001f&Dat16bit));

k|=((R_temp<<1)<<12); //+G_temp+B_temp;
k|=(G_temp<<6);
k|=(B_temp<<1);

FIO1MASK=0xFFE0FFFF;           // FIO1MASK 只可寫 P1.20~P1.16
FIO1PIN=k;                      // 將 Address A20~A16 寫入 P1.20~P1.16
FIO1MASK=0x00;

SET_nRD;
SET_RS;
DB16OUT(k);NOP();
CLR_CS1;
CLR_nWRL;

NOP(); NOP(); NOP();

SET_nWRL;                       // Low to High Latch Data to AMP506 Buffer
SET_CS1;

#endif

#ifdef C80_9B

uint32 k=0;
uint16 R_temp,G_temp,B_temp;

R_temp=((0xf800&Dat16bit)>>11);

```

```
G_temp=((0x07e0&Dat16bit)>>5);
```

```
B_temp=((0x001f&Dat16bit));
```

```
k|=((R_temp<<1)<<12); //+G_temp+B_temp;
```

```
k|=(G_temp<<6);
```

```
k|=(B_temp<<1);
```

```
SET_nRD;
```

```
SET_RS;
```

```
CLR_CS1;
```

```
CLR_nWRL;
```

```
DB16OUT(((k&0x3FE0)>>9));
```

```
SET_nWRL; // Low to High Latch Data to AMP506 Buffer
```

```
DB16OUT((k&0x1FF)); NOP();
```

```
SET_CS1;
```

```
// Delay_uS(1);
```

```
SET_nRD;
```

```
SET_RS;
```

```
CLR_CS1;
```

```
CLR_nWRL;
```

```
NOP(); NOP(); NOP();
```

```
SET_nWRL; // Low to High Latch Data to AMP506 Buffer
```

```
SET_CS1;
```

```
#endif
```

```
#endif
```

```
#ifdef Mode68
```

```
#ifdef C80_16B
```

```
uint16 i;
```

```
NOP();NOP();
```

```

CLR_nWRL; //E=0
SET_RS;
CLR_CS1;
CLR_nRD; // W/R=0

DB16OUT(Dat16bit);

SET_nWRL; // Low to High Latch Data to AMP506 Buffer
NOP();NOP();NOP();NOP();//NOP();NOP();NOP();NOP();
CLR_nWRL; // Low to High Latch Data to AMP506 Buffer
SET_CS1;
#endif

#ifdef C80_8B
uint16 i;
//for (i=0;i<16;i++);
NOP();NOP();
CLR_nWRL; //E=0
SET_RS;
CLR_CS1;
CLR_nRD; // W/R=0

DB16OUT(Dat16bit>>8);

SET_nWRL; // Low to High Latch Data to AMP506 Buffer
NOP();NOP();NOP();NOP();//NOP();NOP();NOP();NOP();
CLR_nWRL; // Low to High Latch Data to AMP506 Buffer
SET_CS1;

CLR_nWRL; //E=0
SET_RS;
CLR_CS1;
CLR_nRD; // W/R=0

DB16OUT(Dat16bit);

```

```

SET_nWRL;                // Low to High Latch Data to AMP506 Buffer
NOP();NOP();NOP();NOP();//NOP();NOP();NOP();NOP();
CLR_nWRL;                // Low to High Latch Data to AMP506 Buffer
SET_CS1;

#endif
//Delay_uS(1);

#ifdef C80_18B

uint32 k=0;
uint16 R_temp,G_temp,B_temp;
uint16 i;
NOP();NOP();

R_temp=((0xf800&Dat16bit)>>11);
G_temp=((0x07e0&Dat16bit)>>5);
B_temp=((0x001f&Dat16bit));

k|=((R_temp<<1)<<12); //+G_temp+B_temp;
k|=(G_temp<<6);
k|=(B_temp<<1);

FIO1MASK=0xFFE0FFFF;    // FIOMASK 只可寫 P1.20~P1.16
FIO1PIN=k;              // 將 Address A20~A16 寫入 P1.20~P1.16
FIO1MASK=0x00;

CLR_nWRL; //E=0
SET_RS;
CLR_CS1;
CLR_nRD; // W/R=0

DB16OUT(k);

SET_nWRL;                // Low to High Latch Data to AMP506 Buffer
NOP();NOP();NOP();NOP();NOP();//NOP();NOP();NOP();

```

```

CLR_nWRL;                // Low to High Latch Data to AMP506 Buffer
SET_CS1;

#endif

#ifdef C80_9B

uint32 k=0;
uint16 R_temp,G_temp,B_temp;
uint16 i;
//for (i=0;i<16;i++);
NOP();NOP();
R_temp=((0xf800&Dat16bit)>>11);
G_temp=((0x07e0&Dat16bit)>>5);
B_temp=((0x001f&Dat16bit));

k|=((R_temp<<1)<<12); //+G_temp+B_temp;
k|=(G_temp<<6);
k|=(B_temp<<1);

CLR_nWRL; //E=0
SET_RS;
CLR_CS1;
CLR_nRD; // W/R=0

DB16OUT(((k&0x3FE0)>>9));

SET_nWRL;                // Low to High Latch Data to AMP506 Buffer
NOP();NOP();NOP();NOP();//NOP();NOP();NOP();NOP();
CLR_nWRL;                // Low to High Latch Data to AMP506 Buffer
SET_CS1;

// Delay_uS(1);
CLR_nWRL; //E=0
SET_RS;
CLR_CS1;

```

```

CLR_nRD;    // W/R=0

DB16OUT((k&0x1FF));

SET_nWRL;           // Low to High Latch Data to AMP506 Buffer
NOP();NOP();NOP();NOP();//NOP();NOP();NOP();NOP();
CLR_nWRL;           // Low to High Latch Data to AMP506 Buffer
SET_CS1;

#endif
#endif

}

/*****FSA506 Write Command function *****/
void AMP506_Command_Write(uint8 CMD_Address,uint8 CMD_Value)
{
    AMP506_80Mode_Command_SendAddress(CMD_Address);
    AMP506_80Mode_Command_SendData(CMD_Value);
}

/*****FSA506 Initial function *****/

void Initial_AMP506(void)    //

{
    uint8 i;

    for(i=0;i < (sizeof(FSA506_A) / sizeof (FSA506_A[0]));i++)

    {

        AMP506_Command_Write(FSA506_A[i].REG_Index , FSA506_A[i].REG_Value);

    }
}

```



```

}

/*****FSA506 Set Start & End area function *****/
void AMP506_WindowSet(uint16 S_X,uint16 S_Y,uint16 E_X,uint16 E_Y)

{

    AMP506_80Mode_Command_SendAddress(0x00);

    AMP506_80Mode_Command_SendData((S_X)>>8);
    AMP506_80Mode_Command_SendData(S_X);

    AMP506_80Mode_Command_SendData((E_X-1)>>8);
    AMP506_80Mode_Command_SendData(E_X-1);

    AMP506_80Mode_Command_SendData(S_Y>>8);
    AMP506_80Mode_Command_SendData(S_Y);

    AMP506_80Mode_Command_SendData((E_Y-1)>>8);
    AMP506_80Mode_Command_SendData(E_Y-1);

}

/*****
//
//          Enable Display RAM Write
//
*****/

void FD506_DisplayRAM_WriteEnable(void)
{

    AMP506_80Mode_Command_SendAddress(_DisplayRAM_WriteEnable_);

}

/*****
//
//          Disable Display RAM Write
//
*****/

```

```

void FD506_DisplayRAM_WriteDisable(void)
{

    AMP506_80Mode_Command_SendAddress(_DisplayRAM_WriteDisable_);

}

/*****FSA506 Set Start & End area function *****/
void GUI_RectangleFill(uint32 x0, uint32 y0, uint32 x1, uint32 y1, uint16 color)
{
    uint32 k,l;

    AMP506_WindowSet(x0,y0,x1,y1);
    FD506_DisplayRAM_WriteEnable();
    for(k=y0;k<y1;k++)

    {
        for(l=x0;l<x1;l++)
        {
            AMP506_80Mode_16Bit_Memory_SendData(color);
        }
    }
    FD506_DisplayRAM_WriteDisable();

}

/*****Full Display function *****/
void Full_LCD(uint16 Dat16bit)
{

    GUI_RectangleFill(0,0,Resolution_X,Resolution_Y,Dat16bit);

}

void LCD_Pixel(uint16 x , uint16 y , uint16 couleur)
{
    uint8 hiByte, lowByte;

```

```
AMP506_80Mode_Command_SendAddress(0x00);
AMP506_80Mode_Command_SendData((x)>>8);
AMP506_80Mode_Command_SendData(x);
AMP506_80Mode_Command_SendData((x)>>8);
AMP506_80Mode_Command_SendData(x);
AMP506_80Mode_Command_SendData(y>>8);
AMP506_80Mode_Command_SendData(y);
AMP506_80Mode_Command_SendData((y)>>8);
AMP506_80Mode_Command_SendData(y);

FD506_DisplayRAM_WriteEnable();
AMP506_80Mode_16Bit_Memory_SendData(couleur);
FD506_DisplayRAM_WriteDisable();

}

void main(void)
{

    Initial_AMP506();
    Full_LCD(0xf800);
    Full_LCD(0x07e0);
    Full_LCD(0x001f);

}
```

The TFT LCD controller default value is for AM320240NS already. So we can start to write our data in a few steps:

Target: To write a 640x240 data to Display RAM and scroll the display data by change the Horizontal offset register.

9.2 Step 1: Make sure the interface Protocol.

9.3 Step 2: Define the Horizontal ram seize = 640 and Vertical ram size =240
640x240x18bit. REG[34]=0x02 , REG[35]=0x80 , REG[36]=0x00 ,

REG[37]=0xF0

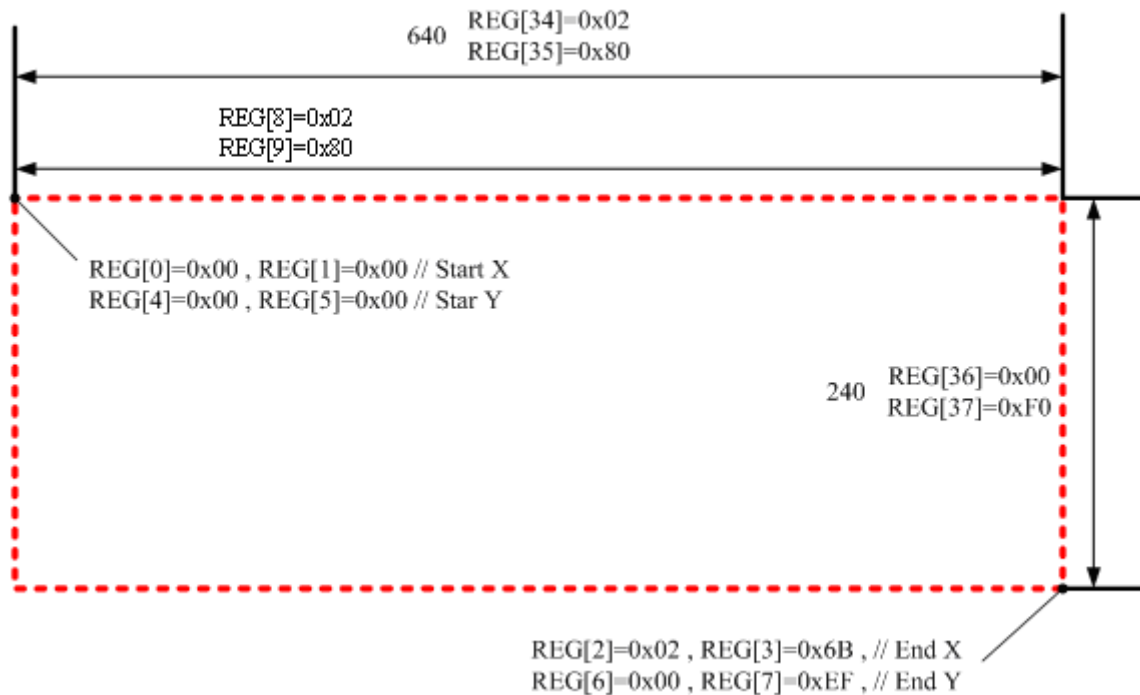
9.4 Step 3: Define the Panel X Size = 320

REG[8]=0x02 , REG[9]=0x80

9.5 Step4: Define the Write window. Start=(0,0) End=(619,239)

REG[0]=0x00 , REG[1]=0x00 , REG[2]=0x02 , REG[3]=0x6B , // Start X , End X

REG[4]=0x00 , REG[5]=0x00 , REG[6]=0x00 , REG[7]=0xEF , // Star Y ,End Y



9.6 Step5: Write the 640x240x18 bit data consecutively



9.7 Step6: The display will show the following image.



9.8 Step7: Change the Horizontal offset to switch or scroll the display data. Set the Horizontal offset = 160 , REG[30]=00 REG[31]=A0 . You will see



9.9 Step8: Change the Horizontal offset to switch or scroll the display data. Set the Horizontal offset = 320 , REG[30]=01 REG[31]=40 . You will see



DISPLAYED COLOR AND INPUT DATA

| | Color & Gray Scale | DATA SIGNAL | | | | | | | | | | | | | | | | | |
|-------------|--------------------|-------------|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|
| | | R5 | R4 | R3 | R2 | R1 | R0 | G5 | G4 | G3 | G2 | G1 | G0 | B5 | B4 | B3 | B2 | B1 | B0 |
| Basic Color | Black | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 |
| | Red(63) | 1 | 1 | 1 | 1 | 1 | 1 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 |
| | Green(63) | 0 | 0 | 0 | 0 | 0 | 0 | 1 | 1 | 1 | 1 | 1 | 1 | 0 | 0 | 0 | 0 | 0 | 0 |
| | Blue(63) | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 1 | 1 | 1 | 1 | 1 | 1 |
| | Cyan | 0 | 0 | 0 | 0 | 0 | 0 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 |
| | Magenta | 1 | 1 | 1 | 1 | 1 | 1 | 0 | 0 | 0 | 0 | 0 | 0 | 1 | 1 | 1 | 1 | 1 | 1 |
| | Yellow | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 0 | 0 | 0 | 0 | 0 | 0 |
| | White | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 |
| Red | Black | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 |
| | Red(1) | 0 | 0 | 0 | 0 | 0 | 1 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 |
| | Red(2) | 0 | 0 | 0 | 0 | 1 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 |
| | : | : | : | : | : | : | : | : | : | : | : | : | : | : | : | : | : | : | : |
| | Red(31) | 0 | 1 | 1 | 1 | 1 | 1 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 |
| | : | : | : | : | : | : | : | : | : | : | : | : | : | : | : | : | : | : | : |
| | Red(62) | 1 | 1 | 1 | 1 | 1 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 |
| | Red(63) | 1 | 1 | 1 | 1 | 1 | 1 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 |
| Green | Black | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 |
| | Green(1) | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 1 | 0 | 0 | 0 | 0 | 0 | 0 |
| | Green(2) | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 1 | 0 | 0 | 0 | 0 | 0 | 0 | 0 |
| | : | : | : | : | : | : | : | : | : | : | : | : | : | : | : | : | : | : | : |
| | Green(31) | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 1 | 1 | 1 | 1 | 0 | 0 | 0 | 0 | 0 | 0 | 0 |
| | : | : | : | : | : | : | : | : | : | : | : | : | : | : | : | : | : | : | : |
| | Green(62) | 0 | 0 | 0 | 0 | 0 | 0 | 1 | 1 | 1 | 1 | 1 | 0 | 0 | 0 | 0 | 0 | 0 | 0 |
| | Green(63) | 0 | 0 | 0 | 0 | 0 | 0 | 1 | 1 | 1 | 1 | 1 | 1 | 0 | 0 | 0 | 0 | 0 | 0 |
| Blue | Black | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 |
| | Blue(1) | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 1 |
| | Blue(2) | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 1 | 0 |
| | : | : | : | : | : | : | : | : | : | : | : | : | : | : | : | : | : | : | : |
| | Blue(31) | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 1 | 1 | 1 | 1 | 1 |
| | : | : | : | : | : | : | : | : | : | : | : | : | : | : | : | : | : | : | : |
| | Blue(62) | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 1 | 1 | 1 | 1 | 1 | 0 |
| | Blue(63) | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 1 | 1 | 1 | 1 | 1 | 1 |

10 QUALITY AND RELIABILITY

10.2 TEST CONDITIONS

Tests should be conducted under the following conditions :

Ambient temperature : $25 \pm 5^{\circ}\text{C}$

Humidity : $60 \pm 25\% \text{ RH}$.

10.3 SAMPLING PLAN

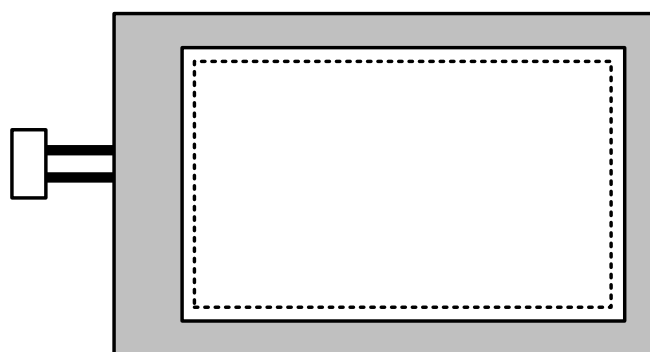
Sampling method shall be in accordance with MIL-STD-105E , level II, normal single sampling plan .


10.4 ACCEPTABLE QUALITY LEVEL

A major defect is defined as one that could cause failure to or materially reduce the usability of the unit for its intended purpose. A minor defect is one that does not materially reduce the usability of the unit for its intended purpose or is an infringement from established standards and has no significant bearing on its effective use or operation.

10.5 APPEARANCE

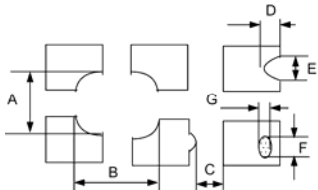
An appearance test should be conducted by human sight at approximately 30 cm distance from the LCD module under fluorescent light. The inspection area of LCD panel shall be within the range of following limits.

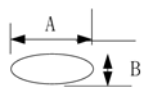


 Zone A (Active Area)

 Zone B (Viewing Area)

10.6 INSPECTION QUALITY CRITERIA

| No. | Item | Criterion for defects | Defect type | | | | | | | | | | | | | | | |
|---------------------------|-----------------------|--|---------------------------|-------------------|---------------------------|---------------------------|----------------------|---|----------------------|----------------------|------------|--------------------|----------------------|---|--------------|----------------------|---|-------|
| 1 | Non display | No non display is allowed | Major | | | | | | | | | | | | | | | |
| 2 | Irregular operation | No irregular operation is allowed | Major | | | | | | | | | | | | | | | |
| 3 | Short | No short are allowed | Major | | | | | | | | | | | | | | | |
| 4 | Open | Any segments or common patterns that don't activate are rejectable. | Major | | | | | | | | | | | | | | | |
| 5 | Black/White spot (I) | <table border="1"> <thead> <tr> <th>Size D (mm)</th> <th>Acceptable number</th> </tr> </thead> <tbody> <tr> <td>$D \leq 0.15$</td> <td>Ignore</td> </tr> <tr> <td>$0.15 < D \leq 0.20$</td> <td>3</td> </tr> <tr> <td>$0.20 < D \leq 0.30$</td> <td>2</td> </tr> <tr> <td>$0.30 < D$</td> <td>0</td> </tr> </tbody> </table> | Size D (mm) | Acceptable number | $D \leq 0.15$ | Ignore | $0.15 < D \leq 0.20$ | 3 | $0.20 < D \leq 0.30$ | 2 | $0.30 < D$ | 0 | Minor | | | | | |
| Size D (mm) | Acceptable number | | | | | | | | | | | | | | | | | |
| $D \leq 0.15$ | Ignore | | | | | | | | | | | | | | | | | |
| $0.15 < D \leq 0.20$ | 3 | | | | | | | | | | | | | | | | | |
| $0.20 < D \leq 0.30$ | 2 | | | | | | | | | | | | | | | | | |
| $0.30 < D$ | 0 | | | | | | | | | | | | | | | | | |
| 6 | Black/White line (I) | <table border="1"> <thead> <tr> <th>Length(mm)</th> <th></th> <th>Acceptable number</th> </tr> </thead> <tbody> <tr> <td>$10 < L$</td> <td>$0.03 < W \leq 0.04$</td> <td>5</td> </tr> <tr> <td>$5.0 < L \leq 10$</td> <td>$0.04 < W \leq 0.06$</td> <td>3</td> </tr> <tr> <td>$1.0 < L \leq 5.0$</td> <td>$0.06 < W \leq 0.07$</td> <td>2</td> </tr> <tr> <td>$L \leq 1.0$</td> <td>$0.07 < W \leq 0.09$</td> <td>1</td> </tr> </tbody> </table> | Length(mm) | | Acceptable number | $10 < L$ | $0.03 < W \leq 0.04$ | 5 | $5.0 < L \leq 10$ | $0.04 < W \leq 0.06$ | 3 | $1.0 < L \leq 5.0$ | $0.06 < W \leq 0.07$ | 2 | $L \leq 1.0$ | $0.07 < W \leq 0.09$ | 1 | Minor |
| Length(mm) | | Acceptable number | | | | | | | | | | | | | | | | |
| $10 < L$ | $0.03 < W \leq 0.04$ | 5 | | | | | | | | | | | | | | | | |
| $5.0 < L \leq 10$ | $0.04 < W \leq 0.06$ | 3 | | | | | | | | | | | | | | | | |
| $1.0 < L \leq 5.0$ | $0.06 < W \leq 0.07$ | 2 | | | | | | | | | | | | | | | | |
| $L \leq 1.0$ | $0.07 < W \leq 0.09$ | 1 | | | | | | | | | | | | | | | | |
| 7 | Black/White spot (II) | <table border="1"> <thead> <tr> <th>Size D (mm)</th> <th>Acceptable number</th> </tr> </thead> <tbody> <tr> <td>$D \leq 0.30$</td> <td>Ignore</td> </tr> <tr> <td>$0.30 < D \leq 0.50$</td> <td>5</td> </tr> <tr> <td>$0.50 < D \leq 1.20$</td> <td>3</td> </tr> <tr> <td>$1.20 < D$</td> <td>0</td> </tr> </tbody> </table> | Size D (mm) | Acceptable number | $D \leq 0.30$ | Ignore | $0.30 < D \leq 0.50$ | 5 | $0.50 < D \leq 1.20$ | 3 | $1.20 < D$ | 0 | Minor | | | | | |
| Size D (mm) | Acceptable number | | | | | | | | | | | | | | | | | |
| $D \leq 0.30$ | Ignore | | | | | | | | | | | | | | | | | |
| $0.30 < D \leq 0.50$ | 5 | | | | | | | | | | | | | | | | | |
| $0.50 < D \leq 1.20$ | 3 | | | | | | | | | | | | | | | | | |
| $1.20 < D$ | 0 | | | | | | | | | | | | | | | | | |
| 8 | Black/White line (II) | <table border="1"> <thead> <tr> <th>Length (mm)</th> <th>Width (mm)</th> <th>Acceptable number</th> </tr> </thead> <tbody> <tr> <td>$20 < L$</td> <td>$0.05 < W \leq 0.07$</td> <td>5</td> </tr> <tr> <td>$10 < L \leq 20$</td> <td>$0.07 < W \leq 0.09$</td> <td>3</td> </tr> <tr> <td>$5.0 < L \leq 10$</td> <td>$0.09 < W \leq 0.10$</td> <td>2</td> </tr> <tr> <td>$L \leq 5.0$</td> <td>$0.10 < W \leq 0.15$</td> <td>1</td> </tr> </tbody> </table> | Length (mm) | Width (mm) | Acceptable number | $20 < L$ | $0.05 < W \leq 0.07$ | 5 | $10 < L \leq 20$ | $0.07 < W \leq 0.09$ | 3 | $5.0 < L \leq 10$ | $0.09 < W \leq 0.10$ | 2 | $L \leq 5.0$ | $0.10 < W \leq 0.15$ | 1 | Minor |
| Length (mm) | Width (mm) | Acceptable number | | | | | | | | | | | | | | | | |
| $20 < L$ | $0.05 < W \leq 0.07$ | 5 | | | | | | | | | | | | | | | | |
| $10 < L \leq 20$ | $0.07 < W \leq 0.09$ | 3 | | | | | | | | | | | | | | | | |
| $5.0 < L \leq 10$ | $0.09 < W \leq 0.10$ | 2 | | | | | | | | | | | | | | | | |
| $L \leq 5.0$ | $0.10 < W \leq 0.15$ | 1 | | | | | | | | | | | | | | | | |
| 9 | Back Light | 1. No Lighting is rejectable 2. Flickering and abnormal lighting are rejectable | Major | | | | | | | | | | | | | | | |
| 10 | Display pattern |  <p style="text-align: center;">Unit:mm</p> <table border="1"> <tbody> <tr> <td>$\frac{A+B}{2} \leq 0.30$</td> <td>$0 < C$</td> <td>$\frac{D+E}{2} \leq 0.25$</td> <td>$\frac{F+G}{2} \leq 0.25$</td> </tr> </tbody> </table> <p>Note: 1. Acceptable up to 3 damages 2. NG if there're two or more pinholes per dot</p> | $\frac{A+B}{2} \leq 0.30$ | $0 < C$ | $\frac{D+E}{2} \leq 0.25$ | $\frac{F+G}{2} \leq 0.25$ | Minor | | | | | | | | | | | |
| $\frac{A+B}{2} \leq 0.30$ | $0 < C$ | $\frac{D+E}{2} \leq 0.25$ | $\frac{F+G}{2} \leq 0.25$ | | | | | | | | | | | | | | | |

| 11 | Blemish & Foreign matters Size: $D = \frac{A+B}{2}$ | <table border="1"> <thead> <tr> <th>Size D (mm)</th> <th>Acceptable number</th> </tr> </thead> <tbody> <tr> <td>$D \leq 0.15$</td> <td>Ignore</td> </tr> <tr> <td>$0.15 < D \leq 0.20$</td> <td>3</td> </tr> <tr> <td>$0.20 < D \leq 0.30$</td> <td>2</td> </tr> <tr> <td>$0.30 < D$</td> <td>0</td> </tr> </tbody> </table> | Size D (mm) | Acceptable number | $D \leq 0.15$ | Ignore | $0.15 < D \leq 0.20$ | 3 | $0.20 < D \leq 0.30$ | 2 | $0.30 < D$ | 0 | Minor | | | | | | | | | |
|---|---|---|-------------------------|-------------------|---------------|--------|----------------------|--------------|----------------------|---|------------|---|----------------------|-----------|---|--|--------------|--------|------------|----------|---------|-------|
| | | Size D (mm) | Acceptable number | | | | | | | | | | | | | | | | | | | |
| $D \leq 0.15$ | Ignore | | | | | | | | | | | | | | | | | | | | | |
| $0.15 < D \leq 0.20$ | 3 | | | | | | | | | | | | | | | | | | | | | |
| $0.20 < D \leq 0.30$ | 2 | | | | | | | | | | | | | | | | | | | | | |
| $0.30 < D$ | 0 | | | | | | | | | | | | | | | | | | | | | |
| <table border="1"> <thead> <tr> <th>Width (mm)</th> <th>Length (mm)</th> <th>Acceptable number</th> </tr> </thead> <tbody> <tr> <td>$W \leq 0.0$</td> <td>Ignore</td> <td>Ignore</td> </tr> <tr> <td>$0.03 < W \leq 0.05$</td> <td>$L \leq 2.0$</td> <td>Ignore</td> </tr> <tr> <td></td> <td>$L > 2.0$</td> <td>1</td> </tr> <tr> <td>$0.05 < W \leq 0.08$</td> <td>$L > 1.0$</td> <td>1</td> </tr> <tr> <td></td> <td>$L \leq 1.0$</td> <td>Ignore</td> </tr> <tr> <td>$0.08 < W$</td> <td>Note (1)</td> <td>Note(1)</td> </tr> </tbody> </table> <p>Note(1) Regard as a blemish</p> | Width (mm) | Length (mm) | Acceptable number | $W \leq 0.0$ | Ignore | Ignore | $0.03 < W \leq 0.05$ | $L \leq 2.0$ | Ignore | | $L > 2.0$ | 1 | $0.05 < W \leq 0.08$ | $L > 1.0$ | 1 | | $L \leq 1.0$ | Ignore | $0.08 < W$ | Note (1) | Note(1) | Minor |
| Width (mm) | Length (mm) | Acceptable number | | | | | | | | | | | | | | | | | | | | |
| $W \leq 0.0$ | Ignore | Ignore | | | | | | | | | | | | | | | | | | | | |
| $0.03 < W \leq 0.05$ | $L \leq 2.0$ | Ignore | | | | | | | | | | | | | | | | | | | | |
| | $L > 2.0$ | 1 | | | | | | | | | | | | | | | | | | | | |
| $0.05 < W \leq 0.08$ | $L > 1.0$ | 1 | | | | | | | | | | | | | | | | | | | | |
| | $L \leq 1.0$ | Ignore | | | | | | | | | | | | | | | | | | | | |
| $0.08 < W$ | Note (1) | Note(1) | | | | | | | | | | | | | | | | | | | | |
| 12 |  | | | | | | | | | | | | | | | | | | | | | |
| 13 | Bubble in polarizer | <table border="1"> <thead> <tr> <th>Size D (mm)</th> <th>Acceptable number</th> </tr> </thead> <tbody> <tr> <td>$D \leq 0.20$</td> <td>Ignore</td> </tr> <tr> <td>$0.20 < D \leq 0.50$</td> <td>3</td> </tr> <tr> <td>$0.50 < D \leq 0.80$</td> <td>2</td> </tr> <tr> <td>$0.80 < D$</td> <td>0</td> </tr> </tbody> </table> | Size D (mm) | Acceptable number | $D \leq 0.20$ | Ignore | $0.20 < D \leq 0.50$ | 3 | $0.50 < D \leq 0.80$ | 2 | $0.80 < D$ | 0 | Minor | | | | | | | | | |
| | | Size D (mm) | Acceptable number | | | | | | | | | | | | | | | | | | | |
| $D \leq 0.20$ | Ignore | | | | | | | | | | | | | | | | | | | | | |
| $0.20 < D \leq 0.50$ | 3 | | | | | | | | | | | | | | | | | | | | | |
| $0.50 < D \leq 0.80$ | 2 | | | | | | | | | | | | | | | | | | | | | |
| $0.80 < D$ | 0 | | | | | | | | | | | | | | | | | | | | | |
| 14 | Stains on LCD panel surface | Stains that cannot be removed even when wiped lightly with a soft cloth or similar cleaning tool are rejectable. | | | | | | | | | | | | | | | | | | | | |
| 15 | Rust in Bezel | Rust which is visible in the bezel is rejectable. | Minor | | | | | | | | | | | | | | | | | | | |
| 16 | Defect of land surface contact (poor soldering) | Evident crevices which is visible are rejectable. | Minor | | | | | | | | | | | | | | | | | | | |
| 17 | Parts mounting | <ol style="list-style-type: none"> 1. Failure to mount parts 2. Parts not in the specifications are mounted 3. Polarity, for example, is reversed | Major Major Major | | | | | | | | | | | | | | | | | | | |
| 18 | Parts alignment | 1. LSI, IC lead width is more than 50% beyond pad outline. | Minor | | | | | | | | | | | | | | | | | | | |
| | | 2. Chip component is off center and more than 50% of the leads is off the pad outline. | Minor | | | | | | | | | | | | | | | | | | | |
| 19 | Conductive foreign matter (Solder ball, Solder chips) | 1. $0.45 < \phi$, $N \geq 1$ | Major | | | | | | | | | | | | | | | | | | | |
| | | 2. $0.30 < \phi \leq 0.45$, $N \geq 1$ ϕ : Average diameter of solder ball (unit: mm) | Minor | | | | | | | | | | | | | | | | | | | |
| 20 | Faulty PCB correction | 3. $0.50 < L$, $N \geq 1$ L: Average length of solder chip (unit: mm) | Minor | | | | | | | | | | | | | | | | | | | |
| | | <ol style="list-style-type: none"> 1. Due to PCB copper foil pattern burnout, the pattern is connected, using a jumper wire for repair; 2 or more places are corrected per PCB. 2. Short circuited part is cut, and no resist coating has been performed. | Minor Minor | | | | | | | | | | | | | | | | | | | |

| | | | | | | |
|----|------------|--|----------|-----------|------------------------------|-------|
| 21 | Defect Dot | The TFT panel may have bright dot or Dark dot. The acceptable number defection: | | | | Minor |
| | | Bright dot | Dark dot | Total dot | Distance between Dark-- dark | |
| | | 2 | 3 | 4 | $L \geq 5$ mm | |

11 Reliability test items :

| No. | Test items | Conditions | Remark |
|-----|------------------------------------|--|-----------------------------------|
| 1 | High temperature storage | Ta=80°C 240Hrs | |
| 2 | Low temperature storage | Ta=-30°C 240Hrs | |
| 3 | High temperature operation | Ta=70°C 240Hrs | |
| 4 | Low temperature operation | Ta=-20°C 240Hrs | |
| 5 | High temperature and high humidity | Ta=40°C,85% RH 240Hrs | Non-operation |
| 6 | Heat shock | -30°C~80°C/200 cycles 1Hrs/cycle | Non-operation |
| 7 | Electrostatic discharge | ±200V,200Pf(0Ω),once for each terminal | Non-operation |
| 8 | Vibration | Frequency range :8~33.3Hz Stoke :1.3mm Sweep :2.9G,33.3~400Hz Cycle :15 minutes 2 hours for each direction of X,Z 4 hours for Y direction | JIS C7021, A-10 Condition A |
| 9 | Mechanical shock | 100G, 6ms,±X, ±Y,±Z 3 times for each direction | JIS C7021, A-7 Condition C |
| 10 | Vibration (With carton) | Random vibration: 0.015G ² /Hz from 5~200Hz -6dB/octave from 200~500Hz | IEC 68~34 |
| 11 | Drop (with carton) | Height:60cm 1 corner,3 edges,6 surfaces | JIS Z0202 |

12 USE PRECAUTIONS

12.2 Handling precautions

- 1) The polarizing plate may break easily so be careful when handling it. Do not touch, press or rub it with a hard-material tool like tweezers.
- 2) Do not touch the polarizing plate surface with bare hands so as not to make it dirty. If the surface or other related part of the polarizing plate is dirty, soak a soft cotton cloth or chamois leather in benzene and wipe off with it. Do not use chemical liquids such as acetone, toluene and isopropyl alcohol. Failure to do so may bring chemical reaction phenomena and deteriorations.
- 3) Remove any spit or water immediately. If it is left for hours, the suffered part may deform or decolorize.
- 4) If the LCD element breaks and any LC stuff leaks, do not suck or lick it. Also if LC stuff is stuck on your skin or clothing, wash thoroughly with soap and water immediately.

12.3 Installing precautions

- 1) The PCB has many ICs that may be damaged easily by static electricity. To prevent breaking by static electricity from the human body and clothing, earth the human body properly using the high resistance and discharge static electricity during the operation. In this case, however, the resistance value should be approx. $1M\Omega$ and the resistance should be placed near the human body rather than the ground surface. When the indoor space is dry, static electricity may occur easily so be careful. We recommend the indoor space should be kept with humidity of 60% or more. When a soldering iron or other similar tool is used for assembly, be sure to earth it.
- 2) When installing the module and ICs, do not bend or twist them. Failure to do so may crack LC element and cause circuit failure.
- 3) To protect LC element, especially polarizing plate, use a transparent protective plate (e.g., acrylic plate, glass etc) for the product case.
- 4) Do not use an adhesive like a both-side adhesive tape to make LCD surface (polarizing plate) and product case stick together. Failure to do so may cause the polarizing plate to peel off.

12.4 Storage precautions

- 1) Avoid a high temperature and humidity area. Keep the temperature between 0°C and 35°C and also the humidity under 60%.
- 2) Choose the dark spaces where the product is not exposed to direct sunlight or

fluorescent light.

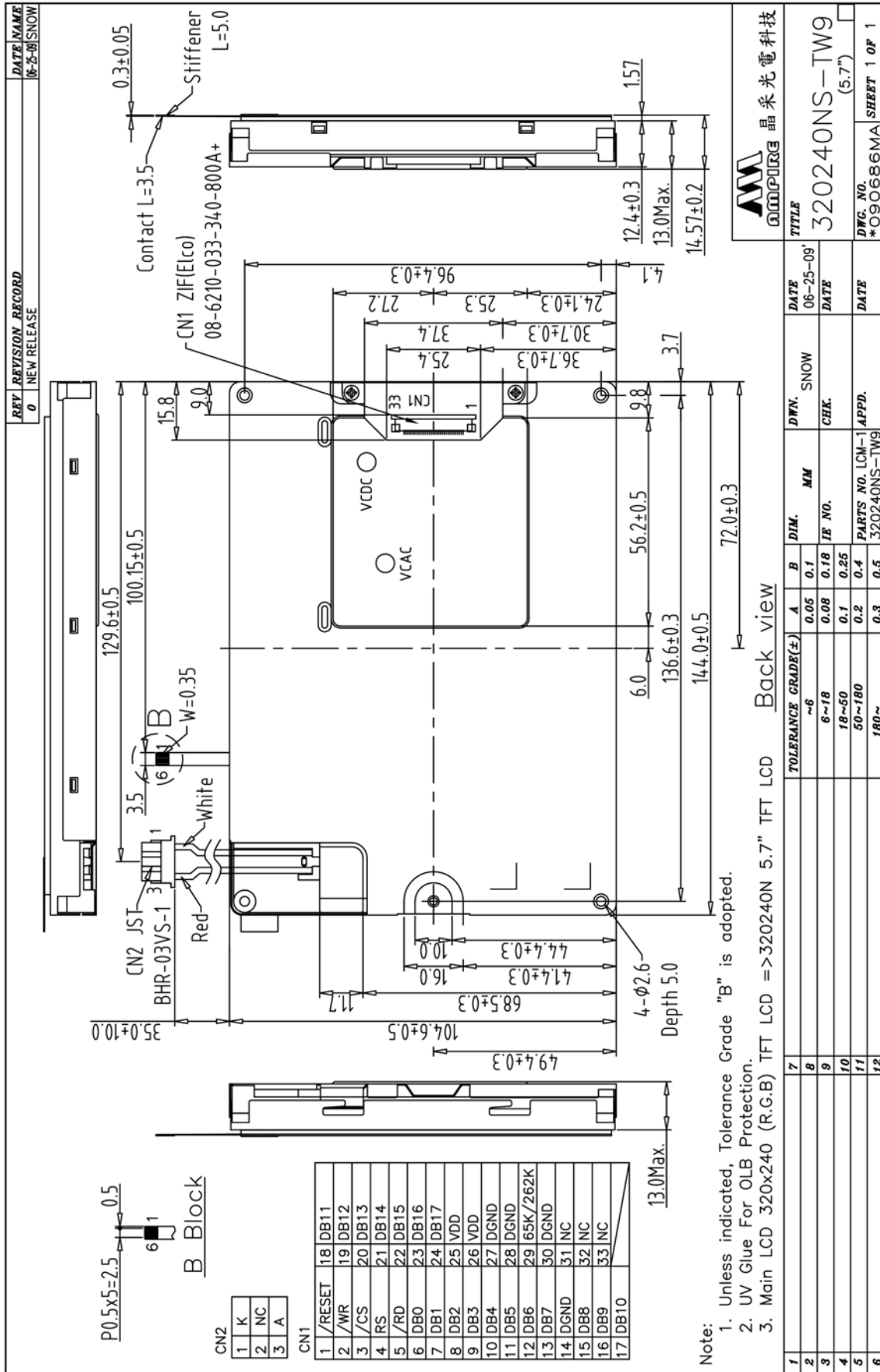
- 3) Store the products as they are put in the boxes provided from us or in the same conditions as we recommend.

12.5 Operating precautions

- 1) Do not boost the applied drive voltage abnormally. Failure to do so may break ICs. When applying power voltage, check the electrical features beforehand and be careful. Always turn off the power to the LC module controller before removing or inserting the LC module input connector. If the input connector is removed or inserted while the power is turned on, the LC module internal circuit may break.
- 2) The display response may be late if the operating temperature is under the normal standard, and the display may be out of order if it is above the normal standard. But this is not a failure; this will be restored if it is within the normal standard.
- 3) The LCD contrast varies depending on the visual angle, ambient temperature, power voltage etc. Obtain the optimum contrast by adjusting the LC drive voltage.
- 4) When carrying out the test, do not take the module out of the low-temperature space suddenly. Failure to do so will cause the module condensing, leading to malfunctions.
- 5) Make certain that each signal noise level is within the standard (L level: $0.2V_{dd}$ or less and H level: $0.8V_{dd}$ or more) even if the module has functioned properly. If it is beyond the standard, the module may often malfunction. In addition, always connect the module when making noise level measurements.
- 6) The CMOS ICs are incorporated in the module and the pull-up and pull-down function is not adopted for the input so avoid putting the input signal open while the power is ON.
- 7) The characteristic of the semiconductor element changes when it is exposed to light emissions, therefore ICs on the LCD may malfunction if they receive light emissions. To prevent these malfunctions, design and assemble ICs so that they are shielded from light emissions.
- 8) Crosstalk occurs because of characteristics of the LCD. In general, crosstalk occurs when the regularized display is maintained. Also, crosstalk is affected by the LC drive voltage. Design the contents of the display, considering crosstalk.

12.6 Other

- 1) Do not disassemble or take the LC module into pieces. The LC modules once disassembled or taken into pieces are not the guarantee articles.
- 2) The residual image may exist if the same display pattern is shown for hours. This residual image, however, disappears when another display pattern is shown or the drive is interrupted and left for a while. But this is not a problem on reliability.
- 3) AMIPRE will provide one year warrantee for all products and three months warrantee for all repairing products.



Note:
 1. Unless indicated, Tolerance Grade "B" is adopted.
 2. UV Glue For OLB Protection.
 3. Main LCD 320x240 (R.G.B) TFT LCD =>320240N 5.7" TFT LCD

| | | | |
|----------------------|-------------|-----------|------|
| REV. REVISION RECORD | | DATE NAME | |
| 0 | NEW RELEASE | 06-25-09' | SNOW |

| | | | | |
|--------------------|--|-----------------|-------|-------|
| TITLE | | DATE | DWN. | SNOW |
| 320240NS-TW9 | | 06-25-09' | CHK. | SNOW |
| (5.7") | | DATE | CHK. | CHK. |
| DWG. NO. *090686MA | | DATE | APPD. | APPD. |
| SHEET 1 OF 1 | | PARTS NO. LCM-1 | | |
| | | 320240NS-TW9 | | |

| TOLERANCE GRADE(±) | DIM. | | MM |
|--------------------|------|------|----|
| | A | B | |
| ~6 | 0.05 | 0.1 | |
| 6~18 | 0.08 | 0.18 | |
| 18~50 | 0.1 | 0.25 | |
| 50~180 | 0.2 | 0.4 | |
| 180~ | 0.3 | 0.5 | |

| CN2 | | CN1 | |
|-----|----|-----|----------|
| 1 | K | 18 | DB11 |
| 2 | NC | 19 | DB12 |
| 3 | A | 20 | DB13 |
| | | 21 | DB14 |
| | | 22 | DB15 |
| | | 23 | DB16 |
| | | 24 | DB17 |
| | | 25 | VDD |
| | | 26 | VDD |
| | | 27 | DGND |
| | | 28 | DGND |
| | | 29 | 65K/262K |
| | | 30 | DGND |
| | | 31 | NC |
| | | 32 | NC |
| | | 33 | NC |
| | | 17 | DB10 |