NEC NEC LCD Technologies, Ltd.

TFT COLOR LCD MODULE

NL10276BC30-15

38cm (15.0 Type) XGA LVDS interface (1port)



DOD-PD-0498 (1st edition)

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INTRODUCTION

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CONTENTS

INTRODUCTION	2
1. OUTLINE	
1.1 STRUCTURE AND PRINCIPLE	
1.2 APPLICATIONS	
1.3 FEATURES	
2. GENERAL SPECIFICATIONS	
3. BLOCK DIAGRAM	
4. DETAILED SPECIFICATIONS	
4.1 MECHANICAL SPECIFICATIONS	
4.2 ABSOLUTE MAXIMUM RATINGS	
4.3 ELECTRICAL CHARACTERISTICS	
4.3.1 LCD panel signal processing board	
4.3.2 Backlight lamp	
4.3.3 Power supply voltage ripple	10
4.3.4 Fuse	
4.4 POWER SUPPLY VOLTAGE SEQUENCE	
4.5 CONNECTIONS AND FUNCTIONS FOR INTERFACE PINS	
4.5.1 LCD panel signal processing board	
4.5.2 Backlight lamp	
4.5.3 Position of plug and socket	
4.5.4 Connection between receiver and transmitter for LVDS	
4.6 DISPLAY COLORS AND INPUT DATA SIGNALS	
4.7 DISPLAY POSITIONS	
4.8 SCANNING DIRECTIONS	
4.9 INPUT SIGNAL TIMINGS	
4.9.1 Outline of input signal timings	
4.9.2 Timing characteristics	
4.9.3 Input signal timing chart	
4.10 OPTICS	
4.10.1 Optical characteristics4.10.2 Definition of contrast ratio	
4.10.3 Definition of luminance uniformity	
4.10.5 Definition of ruminance uniformity	
4.10.5 Definition of viewing angles	
5. RELIABILITY TESTS	
6. PRECAUTIONS	
6.1 MEANING OF CAUTION SIGNS	
6.2 CAUTIONS	
6.3 ATTENTIONS	
6.3.1 Handling of the product	
6.3.2 Environment	
6.3.3 Characteristics	
6.3.4 Other	
7. OUTLINE DRAWINGS	
7.1 FRONT VIEW	
7.2 REAR VIEW	

1. OUTLINE

1.1 STRUCTURE AND PRINCIPLE

Color LCD module NL10276BC30-15 is composed of the amorphous silicon thin film transistor liquid crystal display (a-Si TFT LCD) panel structure with driver LSIs for driving the TFT (Thin Film Transistor) array and a backlight.

The a-Si TFT LCD panel structure is injected liquid crystal material into a narrow gap between the TFT array glass substrate and a color-filter glass substrate.

Color (Red, Green, Blue) data signals from a host system (e.g. PC, signal generator, etc.) are modulated into best form for active matrix system by a signal processing board, and sent to the driver LSIs which drive the individual TFT arrays.

The TFT array as an electro-optical switch regulates the amount of transmitted light from the backlight assembly, when it is controlled by data signals. Color images are created by regulating the amount of transmitted light through the TFT array of red, green and blue dots.

1.2 APPLICATIONS

• For industrial use

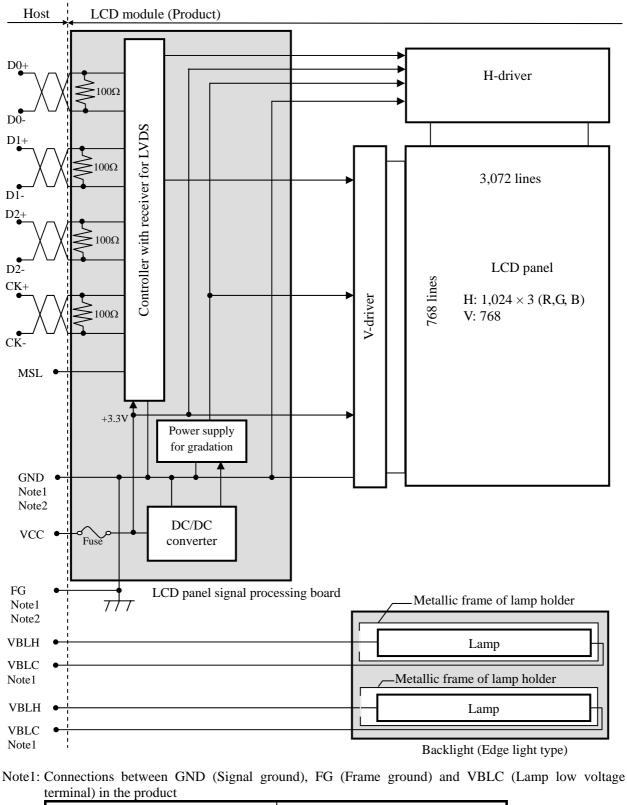
1.3 FEATURES

- LVDS interface (8 bit)
- Selectable LVDS input map
- Wide color gamut
- High contrast
- Edge light type backlight (without inverter)
- Replaceable lamp for backlight

2. GENERAL SPECIFICATIONS

Display area	304.128 (H) × 228.096 (V) mm
Diagonal size of display	38.0 cm (15.0 inches)
Drive system	a-Si TFT active matrix
Display color	16,777,216 colors (6bit+FRC)
Pixel	1,024 (H) × 768 (V) pixels
Pixel arrangement	RGB (Red dot, Green dot, Blue dot) vertical stripe
Dot pitch	$0.099 (H) \times 0.297 (V) mm$
Pixel pitch	0.297 (H) × 0.297 (V) mm
Module size	328.0 (W) × 252.0 (H) × 11.0 (D) mm (typ.)
Weight	970 g (typ.)
Contrast ratio	400:1 (typ.)
Viewing angle	 At the contrast ratio ≥ 10:1 Horizontal: Right side 60° (typ.), Left side 60° (typ.) Vertical: Up side 40° (typ.), Down side 60° (typ.)
Designed viewing direction	 Viewing direction without image reversal: up side (12 o'clock) Viewing direction with contrast peak: down side (6 o'clock) Viewing angle with optimum grayscale (γ=2.2): normal axis (perpendicular)
Polarizer surface	Antiglare
Polarizer pencil-hardness	3H (min.) [by JIS K5400]
Color gamut	At LCD panel center 60 % (typ.) [against NTSC color space]
Response time	$\begin{array}{c} Ton+Toff (10\% \leftrightarrow 90\%) \\ 25 \text{ ms (typ.)} \end{array}$
Luminance	At IBL=7.5mArms / lamp 250 cd/m ² (typ.)
Signal system	LVDS 1port (Receiver: Equivalent of THC63LVDF84A, THine Electronics Inc.) [8-bit digital signals for data of RGB colors, Dot clock (CLK), Data enable (DE)]
Power supply voltage	LCD panel signal processing board: 3.3V
Backlight	Edge light type: 2 cold cathode fluorescent lamps (without inverter) Replaceable part • Lamp holder set: Type No. 150LHS20
Power consumption	At IBL=7.5mArms / lamp and checkered flag pattern 9.4W (typ., Power dissipation of the inverter does not include.)

3. BLOCK DIAGRAM



GND – FG	Connected
GND - VBLC	Not connected
FG - VBLC	Not connected

Note2: GND and FG must be connected to customer equipment's ground, and it is recommended that GND, FG and customer inverter ground are connected together in customer equipment.

4. DETAILED SPECIFICATIONS

4.1 MECHANICAL SPECIFICATIONS

Parameter	Specification		Unit
Module size	$328.0 \pm 0.5 \text{ (W)} \times 252.0 \pm 0.5 \text{ (H)} \times 11.0 \pm 0.5 \text{ (D)}$	Note1	mm
Display area	304.128 (H) × 228.096 (V)	Note1	mm
Weight	970 (typ.), 1,050 (max.)		g

Note1: See "7. OUTLINE DRAWINGS".

4.2 ABSOLUTE MAXIMUM RATINGS

	Paramet	er	Symbol	Rating	Unit	Remarks
Power supply	LCD panel	signal processing board	VCC	-0.3 to +3.6	V	$Ta = 25^{\circ}C$
voltage	L	amp voltage	VBLH	2,000	Vrms	1a – 25 C
Display signals Input voltage Note1			VD	-0.3 to +3.6	v	T 0500
for signals				and <vcc +0.3<="" td=""><td>v</td><td>Ta = 25°C</td></vcc>	v	Ta = 25°C
	Storage temperature			-20 to +60	°C	-
Operating to			TopF	0 to +50	°C	Note3
Operating te	emperature	Rear surface	TopR	0 to +55	°C	Note4
	Relative hur	nidity	RH	≤ 95	%	$Ta \le 40^{\circ}C$
	Note5			≤ 85	%	$40 < Ta \le 50^\circ C$
	Absolute humidity Note5			≤ 70 Note6	g/m ³	Ta > 50°C
Operating altitude			-	≤ 4,850	m	$0^{\circ}C \le Ta \le 50^{\circ}C$
	Storage alti	Storage altitude				$-20^{\circ}C \le Ta \le 60^{\circ}C$

Note1: Display signals are D0+/-, D1+/-, D2+/-, D3+/- and CK+/-.

Note2: Function signal is MSL.

Note3: Measured at center of LCD panel surface (including self-heat)

Note4: Measured at center of LCD module's rear shield surface (including self-heat)

Note5: No condensation

Note6: $Ta = 50^{\circ}C$, RH = 85%

4.3 ELECTRICAL CHARACTERISTICS

4.3.1 LCD panel signal processing board

Theorem participation process	8						(Ta = 25°C)
Parameter		Symbol	min.	typ.	max.	Unit	Remarks
Power supply voltage		VCC	3.0	3.3	3.6	v	-
Power supply current		ICC	-	290 Note1	600 Note2	mA	at VCC = 3.3V
Permissible ripple voltage		VRP	-	-	100	mVp-p	for VCC
Differential input threshold	High	VTH	-	-	+100	mV	at VCM=1.2V
voltage for LVDS receiver	Low	VTL	-100	-	-	mV	Note3
Input voltage swing for LVD	S receiver	Vi	0	-	2.4	V	-
Terminating resistance		RT	-	100	-	Ω	-
Input voltage for MSL	High	VFH	2.0	-	VCC	v	
signal	Low	VFL	0	-	0.8	V	-

Note1: Checkered flag pattern [by EIAJ ED-2522]

Note2: Pattern for maximum current

Note3: Common mode voltage for LVDS receiver

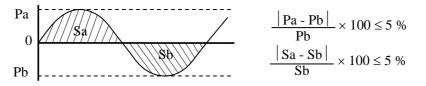
4.3.2 Backlight lamp

0 1						(Ta=25°C, Note1)
Parameter	Symbol	min.	typ.	max.	Unit	Remarks
Lamp current	IBL	3.5	7.5	8.0	mArms	at IBL=7.5mArms: L=250cd/m ² (typ.) Note3
Lamp voltage	VBLH	-	560	-	Vrms	Note2, Note3
Lamp starting voltage	VS	1,500	-	-	Vrms	Ta = 0°C Note2, Note3
Lamp starting voltage	10	1,300	-	-	Vrms	Ta = 25°C Note2, Note3
Lamp oscillation frequency	FO	45	54	65	kHz	Note4

Note1: This product consists of 2 backlight lamps, and these specifications are for each lamp.

- Note2: The lamp voltage cycle between lamps should be kept on a same phase. "VS" and "VBLH" are the voltage value between low voltage side (Cold) and high voltage side (Hot).
- Note3: The asymmetric ratio of working waveform for lamps (Lamp voltage peak ratio, Lamp current peak ratio and waveform space ratio) should be less than 5 % (See the following figure.). If the waveform is asymmetric, DC (Direct current) element apply into the lamp. In this case, a lamp lifetime may be shortened, because a distribution of a lamp enclosure substance inclines toward one side between low voltage terminal (Cold terminal) and high voltage terminal (Hot terminal).

When designing the backlight inverter, evaluate asymmetric of lamp working waveform sufficiently.



Pa: Supply voltage/current peak for positive, Pb: Supply voltage/current peak for negative Sa: Waveform space for positive part, Sb: Waveform space for negative part

Note4: In case "FO" is not the recommended value, beat noise may display on the screen, because of interference between "FO" and "1/th". Recommended value of "FO" is as following.

$$FO = \frac{1}{4} \times \frac{1}{th} \times (2n-1)$$

th: Horizontal signal period (See "**4.9.2 Timing characteristics**".) n: Natural number (1, 2, 3)

Note5: Method of lamp cable installation may invite fluctuation of lamp current and voltage or asymmetric of lamp working waveform. When designing method of lamp cable installation, evaluate the fluctuation of lamp current, voltage and working waveform sufficiently.

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4.3.3 Power supply voltage ripple

This product works, even if the ripple voltage levels are beyond the permissible values as following the table, but there might be noise on the display image.

Power supply voltage		Ripple voltage Note1 (Measure at input terminal of power supply)	Unit
VCC 3.3 V		≤ 100	mVp-p

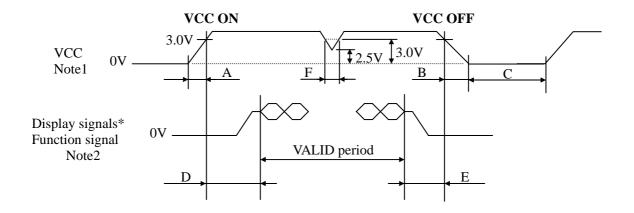
Note1: The permissible ripple voltage includes spike noise.

4.3.4 Fuse

Parameter	F	use	Rating	Fusing current	Remarks	
I arameter	Туре	Supplier	Raung	Pushig current	Remarks	
VCC	TF16SN2.50	KOA Corporation	2.5 A	5.0 A	Nota1	
vcc	17105112.30	N2.50 KOA Corporation 32 V		5.0 A	Note1	

Note1: The power supply capacity should be more than the fusing current. If the power supply capacity is less than the fusing current, the fuse may not blow for a short time, and then nasty smell, smoking and so on may occur.

4.4 POWER SUPPLY VOLTAGE SEQUENCE



* These signals should be measured at the terminal of 100Ω resistance.

Parameter	Symbol	min.	typ.	max.	Unit	Remarks
	А	-	-	10	ms	-
	В	0.01	-	10	ms	-
Input voltage sequence	С	500	-	-	ms	-
	D	0.01	-	50	ms	-
	Е	0.01	-	50	ms	-
VCC DIP condition	F	-	-	20	ms	Note3

- Note1: In terms of voltage variation (voltage drop) while VCC rising edge is below 3.0V, a protection circuit may work, and then this product may not work.
- Note2: Display signals (D0+/-, D1+/-, D2+/-, D3+/- and CK+/-) and function signal (MSL) must be "0" voltage, exclude the VALID period (See above sequence diagram). If these signals are higher than 0.3V, the internal circuit is damaged.

If some of display and function signals of this product are cut while this product is working, even if the signal input to it once again, it might not work normally. If customer stops the display and function signals, they should be cut VCC.

Note3: VCC should be 3.0V or more while VCC ON period.

Note4: The backlight power supply voltage should be inputted within the valid period of display and function signals, in order to avoid unstable data display.

4.5 CONNECTIONS AND FUNCTIONS FOR INTERFACE PINS

4.5.1 LCD panel signal processing board

CN1 socket (LCD module side): DF-14H-20P-1.25H (Hirose Electric Co., Ltd. (HRS)) Adaptable plug: DF14-20S-1.25C (Hirose Electric Co., Ltd. (HRS))

Adaptabl	e plug.	DF14-205-1.25C	(Hirose Electric Co., Ltd. (HRS))		
Pin No.	Symbol	Signal	Remarks		
1	VCC	Power supply			
2	VCC	Tower suppry	-		
3	GND	Ground			
4	GND	Ground	-		
5	D0-	Pixel data	N-t-2		
6	D0+	Pixel data	Note2		
7	GND	Ground	-		
8	D1-	Pixel data	Note2		
9	D1+	Pixel data	INOLE2		
10	GND	Ground	-		
11	D2-	Divel dete	Note2		
12	D2+	Pixel data	Note2		
13	GND	Ground	-		
14	CLK-	Pixel clock	Note2		
15	CLK+	PIXEI CIOCK	Note2		
16	GND	Ground	-		
17	D3-	Pixel data	Note2		
18	D3+	Pixel uata	Note2		
19	GND	Ground	-		
20	MSL	Selection of LVDS input map Note1	High: Input map A Low or Open: Input map B		

Note1: See "4.5.4 Connection between receiver and transmitter for LVDS".

Note2: Twist pair wires with 100Ω (Characteristic impedance) should be connected between LCD panel signal processing board and LVDS transmitter.

4.5.2 Backlight lamp

Attention: VBLH and VBLC must be connected correctly. If customer connects wrongly, customer will be hurt and the product will be broken.

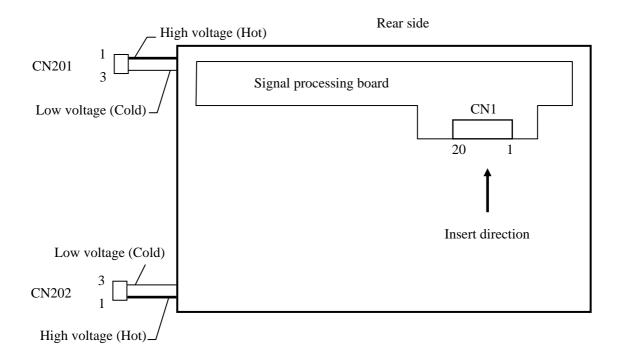
CN201 plug (LCD module side): BHR-03VS-1 (J.S.T Mfg. Co., Ltd.) Adaptable socket: SM02(8.0)B-BHS-1-TB (J.S.T Mfg. Co., Ltd.)

Auaptable socket.			5W102(0.0)D-D115-1-1D (J.S.1 Wilg. C	.0., Liu.)
	Pin No.	Symbol	Signal	Remarks
	1	VBLH	High voltage terminal (Hot)	Cable color: Pink
	2	N.C.	-	-
	3	VBLC	Low voltage terminal (Cold)	Cable color: White

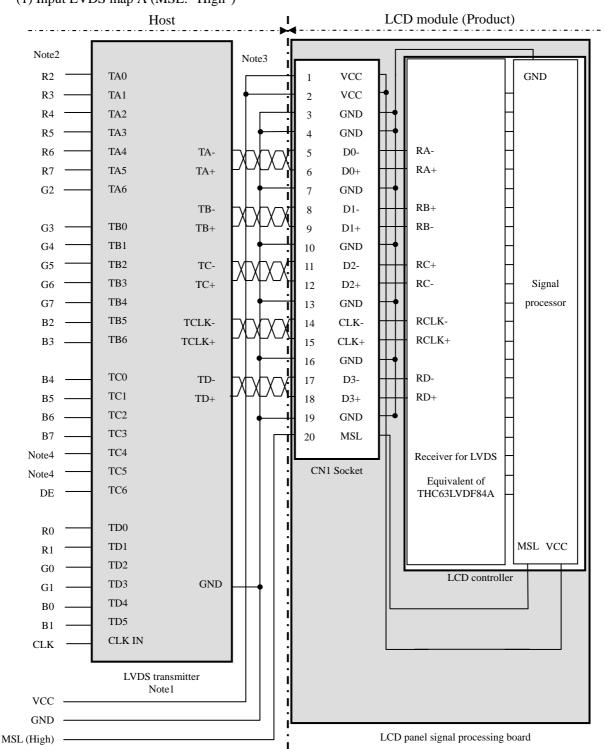
CN202 plug (LCD module side): BHR-03VS-1 (J.S.T Mfg. Co., Ltd.) Adaptable socket: SM02(8.0)B-BHS-1-TB (J.S.T Mfg. Co., Ltd.)

P	aptable s	socket:	SM02(8.0)B-BHS-1-1B (J.S.1 MIg. Co., Ltd.)					
	Pin No.	Symbol	Signal	Remarks				
	1	VBLH	High voltage terminal (Hot)	Cable color: Pink				
	2	N.C.	-	-				
	3	VBLC	Low voltage terminal (Cold)	Cable color: White				

4.5.3 Position of plug and socket



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4.5.4 Connection between receiver and transmitter for LVDS (1) Input LVDS map A (MSL: "High")

- Note1: Recommended transmitter: THC63LVDF83A, THC63LVDM83R (THine Electronics Inc.). or equivalent
- Note2: LSB (Least Significant Bit) R0, G0, B0 MSB (Most Significant Bit) R7, G7, B7
- Note3: Twist pair wires with 100Ω (Characteristic impedance) should be connected between LCD panel signal processing board and LVDS transmitter.
- Note4: Input signals to TC4 and TC5 are not used inside the product, but do not keep TC4 and TC5 open to avoid noise problem.

NL10276BC30-15

GND

Signal

processor

I Host LCD module (Product) Note2 Note3 R0 TXIN0 VCC 1 R1 TXIN1 2 VCC R2 TXIN2 3 GND TXIN3 GND R3 4 TXIN4 TXOUT0-R4 5 D0-RA-TXOUT0+ TXIN6 R5 6 D0+ RA+ TXIN7 G0 7 GND TXOUT1-8 D1-RB+ TXOUT1+ G1TXIN8 9 D1+ RB-G2 TXIN9 10 GND TXIN12 TXOUT2-RC+ G3 11 D2-TXIN13 TXOUT2+ G4 12 D2+ RC-G5 TXIN14 13 GND TXIN15 TXCLKOUT-B014 CLK-RCLK-TXIN18 TXCLKOUT+ B1 15 CLK+ RCLK+ GND 16 B2 TXIN19 TXOUT3-RD-17 D3-B3 TXIN20 TXOUT3+ 18 D3+ RD+ TXIN21 **B**4 19 GND TXIN22 **B**5 20 MSL Note4 TXIN24 Receiver for LVDS CN1 Socket Note4 TXIN25 Equivalent of DE TXIN26 THC63LVDF84A R6 TXIN27 MSL VCC R7 TXIN5 G6 TXIN10 LCD controller GND G7 TXIN11 B6 TXIN16

(2) Input LVDS map B (MSL: "Low" or "Open")

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B7

CLK

VCC · GND ·

MSL (Low or Open)

TXIN18

CLK IN

Transmitter for LVDS DS90C383 Note1

Note1: Recommended transmitter: DS90C383 (National Semiconductor) or equivalent

- Note2: LSB (Least Significant Bit) R0, G0, B0 MSB (Most Significant Bit) R7, G7, B7
- Note3: Twist pair wires with 100Ω (Characteristic impedance) should be connected between LCD panel signal processing board and LVDS transmitter.

I

LCD panel signal processing board

Note4: Input signals to TC4 and TC5 are not used inside the product, but do not keep TC4 and TC5 open to avoid noise problem.

4.6 DISPLAY COLORS AND INPUT DATA SIGNALS

This product can display in equivalent to 16,777,216 colors in 256 gray scales. Also the relation between display colors and input data signals is as the following table.

Display colors										Data	sign	al (0:	Low	level	, 1: F	High	level)								
Dispi	ay colors	R 7	R 6	R 5	R 4	R 3	R 2	R 1	R 0	G 7	G 6	G 5	G 4	G 3	G 2	G	I G 0	B 7	B 6	B 5	B 4	B 3	B 2	B 1	B 0
Basic Colors	Black Blue Red Magent a Green Cyan Yellow	0 0 1 1 0 0 1 1	$ \begin{array}{c} 0 \\ 0 \\ 1 \\ 1 \\ 0 \\ 0 \\ 1 \\ 1 \end{array} $	0 0 1 1 0 0 1 1	0 0 1 1 0 0 1 1	0 0 1 1 0 0 1 1	0 0 1 1 0 0 1 1	0 0 1 1 0 0 1 1	0 0 1 1 0 0 1 1	0 0 0 1 1 1 1	0 0 0 1 1 1 1	0 0 0 1 1 1 1	0 0 0 1 1 1 1	0 0 0 1 1 1 1	0 0 0 1 1 1 1	0 0 0 1 1 1 1	0 0 0 1 1 1 1 1	0 1 0 1 0 1 0 1 0	$ \begin{array}{c} 0 \\ 1 \\ 0 \\ 1 \\ 0 \\ 1 \\ 0 \\ 1 \end{array} $	0 1 0 1 0 1 0 1 0	0 1 0 1 0 1 0 1	0 1 0 1 0 1 0 1 0	0 1 0 1 0 1 0 1 0	0 1 0 1 0 1 0 1 0	0 1 0 1 0 1 0 1 0
	White					_	-	-			-	•	-	_		-				_				_	
gray scale	Black dark ↑ ↓	0 0 0	0 0 0	0 0 0	0 0 0	0 0 0	0 0 0	0 0 1	0 1 0	0 0 0	0 0 0	0 0 0	0 0 0	0 0 0	0 0 0	0 0 0	0 0 0	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 g	↓ bright	1 1	1 1	1 1	1 1	1 1	1 1	0 1	1 0	0 0	0 0	0 0	$\begin{array}{c} 0 \\ 0 \end{array}$	0 0	$\begin{array}{c} 0 \\ 0 \end{array}$	$\begin{array}{c} 0 \\ 0 \end{array}$	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 gray scale	Black 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	0 0 0	0 0 0	0 0 0	0 0 0	0 0 0	0 0 0	0 0 1	0 1 0	0 0 0	0 0 0	0 0 0	0 0 0	0 0 0	0 0 0	0 0 0	0 0 0
Greer	bright	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	0 0	$\begin{array}{c} 0\\ 0\end{array}$	0 0	$\begin{array}{c} 0\\ 0\end{array}$	$\begin{array}{c} 0 \\ 0 \end{array}$	0 0	0 0	0 0	1 1	1 1	1 1	1	1 1	1 1	1 1	0 1	000	0 0	0 0	$\begin{array}{c} 0\\ 0\end{array}$	0 0	0 0	0 0	0 0
eray scale	Black 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	0 0 0	0 0 0	0 0 0	0 0 0	0 0 0 :	0 0 0	0 0 0	0 0 0	0 0 0	0 0 0	0 0 0	0 0 0	0 0 0 :	0 0 0	0 0 1	0 1 0
Blue	bright Blue	0 0 0	0 0 0	0 0 0	0 0 0	0 0 0	0 0 0	0 0 0	0 0 0	0 0 0	0 0 0	0 0 0	0 0 0	0 0 0	0 0 0	0 0 0	0 0 0	1 1 1	1 1 1	1 1 1	1 1 1	1 1 1	1 1 1	0 1 1	1 0 1

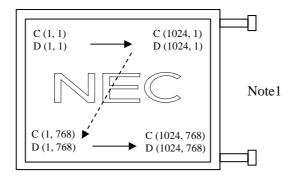
4.7 DISPLAY POSITIONS

The following table is the coordinates per pixel (See "4.8 SCANNING DIRECTIONS".).

C (1, 1) R G	В					
$\begin{array}{c} C(1, 1) \end{array}$	C(2, 1)	• • •	C(X, 1)	• • •	C(1023, 1)	C(1024, 1)
C(1, 2)	C(2, 2)	•••	C(X, 2)	•••	C(1023, 2)	C(1024, 2)
•	•	•	•	•	•	•
•	•	•••	•	•••	•	•••
•	•	•	•	•	•	•
C(1, Y)	C(2, Y)	• • •	C(X, Y)	• • •	C(1023, Y)	C(1024, Y)
•	•	•	•	•	•	•
•	•	• • •	•	• • •	•	•
•	•	•	•	•	•	•
C(1, 767)	C(2, 767)	•••	C(X, 767)	•••	C(1023, 767)	C(1024, 767)
C(1, 768)	C(2, 768)	• • •	C(X, 768)	• • •	C(1023, 768)	C(1024, 768)

4.8 SCANNING DIRECTIONS

The following figures are seen from a front view. Also the arrow shows the direction of scan.



Note1: Meaning of C (X, Y) and D (X, Y)

C (X, Y): The coordinates of the display position (See "**4.7 DISPLAY POSITIONS**".) D (X, Y): The data number of input signal for LCD panel signal processing board

4.9 INPUT SIGNAL TIMINGS

- 4.9.1 Outline of input signal timings
 - Horizontal signal Note1

Horizontal display period (thd) DE (Data enable) Display period • Vertical signal Note 1 DE (Data enable) 1 2 3 4 768 Note2

Note1: This diagram indicates virtual signal for set up to timing. Note2: See "**4.9.3 Input signal timing chart**" for numeration of pulse.

4.9.2 Timing characteristics

Thing C	haracteristics							(Note1)		
	Parameter		Symbol	min. typ. max.			Unit	Remarks		
	Frequ	iency	1/tc	60.0 65.0 70.0			MHz	15.384 ns (typ.)		
CLK	Dı	ıty	-				-	Note2		
	Rise time	, Fall time	-		-		ns	Note2		
	CLK-DATA	Setup time	-				ns			
DATA	CLK-DAIA	Hold time	-		-		ns	Note2		
	Rise time	-				ns				
		Cycle	th	12.3	20.676	-	μs	48.363 kHz (typ.)		
	Horizontal	Cycle	ui	1,050	1,344	1,800	CLK	Note3		
		Display period	thd	1,024			CLK	-		
	N 7 (* 1	Cycle	tv	13.1	16.666	20.0	ms			
DE	Vertical (One frame)	Cycle	ιv	770	806	-	Н	60.0 Hz (typ.)		
	(one frame)	Display period	tvd		768		Н			
	CLK-DE	Setup time	-				ns			
	CLK-DE	Hold time	-		-		ns	Note2		
	Rise time	, Fall time	-				ns			

Note1: Definition of parameters is as follows.

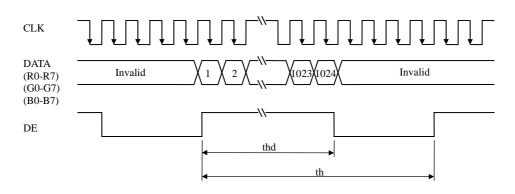
tc = 1CLK, th = 1H

Note2: See the data sheet of LVDS transmitter.

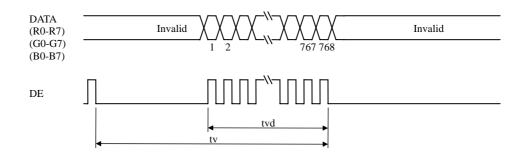
Note3: "th" must keep the fluctuation within ± 1 CLK, because of avoidance of image sticking.

4.9.3 Input signal timing chart

Horizontal timing



Vertical timing



4.10 OPTICS

4.10.1 Optical characteristics

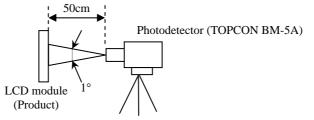
							(Note1	, Note2)	
Paramete	r	Condition	Symbol	min.	typ.	max.	Unit	Remarks	
Luminance		White at center $\theta R = 0^\circ, \ \theta L = 0^\circ, \ \theta U = 0^\circ, \ \theta D = 0^\circ$		200	250	-	cd/m ²	-	
Contrast ra	tio	White/Black at center $\theta R = 0^\circ, \ \theta L = 0^\circ, \ \theta U = 0^\circ, \ \theta D = 0^\circ$	CR	300	400	-	-	Note3	
Luminance unit	formity	White $\theta R = 0^{\circ}, \ \theta L = 0^{\circ}, \ \theta U = 0^{\circ}, \ \theta D = 0^{\circ}$	LU	-	1.1	1.3	-	Note4	
	White	x coordinate	Wx	0.283	0.313	0.343	-		
	winte	y coordinate	Wy	0.299	0.329	0.359	-		
	Red	x coordinate	Rx	-	0.624	-	-		
Chaomaticity	Red	y coordinate	Ry	-	0.351	-	-	Note5	
Chromaticity	Green	x coordinate	Gx	-	0.325	-	-		
	Green	y coordinate	y coordinate Gy -		0.571	-	-		
	Blue	x coordinate	Bx	-	0.144	-	-		
	Diue	y coordinate	y coordinate By -		0.100	-	-		
Color gam	ut	$\theta R = 0^{\circ}, \ \theta L = 0^{\circ}, \ \theta U = 0^{\circ}, \ \theta D = 0^{\circ}$ at center, against NTSC color space	С	50	60	-	%	6	
Response ti	ma	White to black	Ton	-	8	15	ms	Note6	
Kesponse u	inc	Black to white	Toff	-	17	25	ms	Note7	
	Right	$\theta U = 0^{\circ}, \ \theta D = 0^{\circ}, \ CR \ge 10$		50	60	-	0		
Viewing angle	Left	$\theta U = 0^{\circ}, \theta D = 0^{\circ}, CR \ge 10$	θL	50	60	-	0	Note8	
viewing angle	Up	$\theta R = 0^{\circ}, \ \theta L = 0^{\circ}, \ CR \ge 10$	θU	30	40	-	0	110100	
	Down	$\theta R = 0^{\circ}, \ \theta L = 0^{\circ}, \ CR \ge 10$	θD	35	60	-	0		

Note1: These are initial characteristics.

Note2: Measurement conditions are as follows.

Ta = 25°C, VCC = 3.3V, IBL = 7.5mArms/lamp, Display mode: XGA, Horizontal cycle = 48.363kHz, Vertical cycle = 60.0Hz

Optical characteristics are measured at luminance saturation after 20minutes from working the product, in the dark room. Also measurement method for luminance is as follows.



Note3: See "4.10.2 Definition of contrast ratio".

Note4: See "4.10.3 Definition of luminance uniformity".

Note5: These coordinates are found on CIE 1931 chromaticity diagram.

Note6: Product surface temperature: $TopF = 28.0^{\circ}C$

Note7: See "4.10.4 Definition of response times".

Note8: See "4.10.5 Definition of viewing angles".

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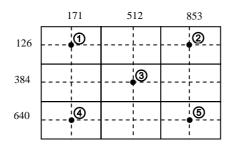
4.10.2 Definition of contrast ratio

The contrast ratio is calculated by using the following formula. Contrast ratio (CR) = $\frac{\text{Luminance of white screen}}{\text{Luminance of black screen}}$

4.10.3 Definition of luminance uniformity

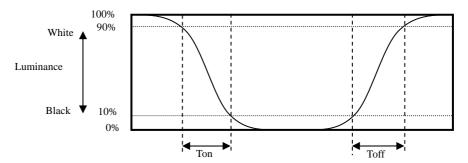
The luminance uniformity is calculated by using following formula. Luminance uniformity (LU) = $\frac{\text{Maximum luminance from (1) to (5)}}{\text{Minimum luminance from (1) to (5)}}$

The luminance is measured at near the 5 points shown below.

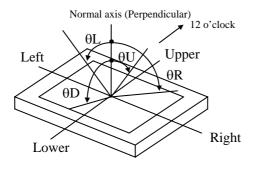


4.10.4 Definition of response times

Response time is measured, the luminance changes from "white" to "black", or "black" to "white" on the same screen point, by photo-detector. Ton is the time it takes the luminance change from 90% down to 10%. Also Toff is the time it takes the luminance change from 10% up to 90% (See the following diagram.).



4.10.5 Definition of viewing angles

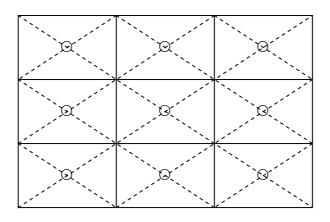


5. RELIABILITY TESTS

Test i	tem	Condition	Judgement Note1				
High temperatur (Opera		 ① 50 ± 2°C, RH = 85%, 240hours ② Display data is black. 					
Heat o (Opera		 ① 0 ± 3°C1hour 55 ± 3°C1hour ② 50cycles, 4hours/cycle ③ Display data is black. 					
Thermal (Non ope		 ① -20 ± 3°C30minutes 60 ± 3°C30minutes ② 100cycles, 1hour/cycle ③ Temperature transition time is within 5 minutes. 	No display malfunctions				
ES (Opera		 ① 150pF, 150Ω, ±10kV ② 9 places on a panel surface Note2 ③ 10 times each places at 1 sec interval 					
Du (Opera		 Sample dust: No. 15 (by JIS-Z8901) 15 seconds stir 8 times repeat at 1 hour interval 					
Vibration (Non operation)		 ① 5 to 100Hz, 11.76m/s² ② 1 minute/cycle ③ X, Y, Z direction ④ 50 times each directions 	No display malfunctions				
Mechanical shock (Non operation)		 ① 294m/s², 11ms ② ±X, ±Y, ±Z direction ③ 3 times each directions 	No physical damages				
Low pressure	operation	 ① 53.3 kPa (Equivalent to altitude 4,850m) ② 0°C±3°C24 hours ③ 50°C±3°C24 hours 	No display malfunations				
Low pressure	non-operation	 15 kPa (Equivalent to altitude 13,600m) -20°C±3°C24 hours 60°C±3°C24 hours 	No display malfunctions				

Note1: Display and appearance are checked under environmental conditions equivalent to the inspection conditions of defect criteria.

Note2: See the following figure for discharge points.



6. PRECAUTIONS

6.1 MEANING OF CAUTION SIGNS

The following caution signs have very important meaning. Be sure to read "6.2 CAUTIONS" and "6.3 ATTENTIONS", after understanding these contents!



This sign has the meaning that customer will be injured by himself or the product will sustain a damage, if customer has wrong operations.



This sign has the meaning that customer will get an electrical shock, if customer has wrong operations.



This sign has the meaning that customer will be injured by himself, if customer has wrong operations.

6.2 CAUTIONS

* Do not touch the working backlight. Customer will be in danger of an electric shock.



* Do not touch the working backlight. Customer will be in danger of burn injury.

* Do not shock and press the LCD panel and the backlight! There is a danger of breaking, because they are made of glass. (Shock: To be not greater 294m/s² and to be not greater 11ms, Pressure: To be not greater 19.6 N)

6.3 ATTENTIONS

6.3.1 Handling of the product

- ① Take hold of both ends without touch the circuit board cover when customer pulls out products (LCD modules) from inner packing box. If customer touches it, products may be broken down or out of adjustment, because of stress to mounting parts.
- ② Do not hook cables nor pull connection cables such as lamp cable and so on, for fear of damage.
- ③ If customer puts down the product temporarily, the product puts on flat subsoil as a display side turns down.
- ④ Take the measures of electrostatic discharge such as earth band, ionic shower and so on, when customer deals with the product, because products may be damaged by electrostatic.
- ⑤ The torque for mounting screws must never exceed 0.343N⋅m. Higher torque values might result in distortion of the bezel.
- (6) The product must be installed using mounting holes without undue stress such as bends or twist (See outline drawings). And do not add undue stress to any portion (such as bezel flat area) except mounting hole portion.

Bends or twist described above and undue stress to any portion except mounting hole portion may cause display un-uniformity.

- ⑦ Do not press or rub on the sensitive display surface. If customer clean on the panel surface, NEC recommends using the cloth with ethanolic liquid such as screen cleaner for LCD.
- ③ Do not push-pull the interface connectors while the product is working, because wrong power sequence may break down the product.
- Do not bend or unbend the lamp cable at the near part of the lamp holding rubber, to avoid the damage for high voltage side of the lamp. This damage may cause a lamp breaking and abnormal operation of high voltage circuit.
- ⁽¹⁰⁾ If the lamp cable is attached on the metal part of the LCD module directly, a leak high frequency current to the metal part may occur, then the brightness may decrease or the lamp may not light.

6.3.2 Environment

- ① Do not operate or store in high temperature, high humidity, dewdrop atmosphere or corrosive gases. Keep the product in antistatic pouch in room temperature, because of avoidance for dusts and sunlight, if customer stores the product.
- ② In order to prevent dew condensation occurring by temperature difference, the product packing box must be opened after leave under the environment of an unpacking room temperature enough. Because a situation of dew condensation occurring is changed by the environmental temperature and humidity, evaluate the leaving time sufficiently. (Recommendation leaving time: 6 hour or more with packing state)
- ③ Do not operate in high magnetic field. Circuit boards may be broken down by it.
- ④ This product is not designed as radiation hardened.
- (5) Use an original protection sheet on the product surface (polarizer). Adhesive type protection sheet should be avoided, because it may change color or properties of the polarizer.

6.3.3 Characteristics

The following items are neither defects nor failures.

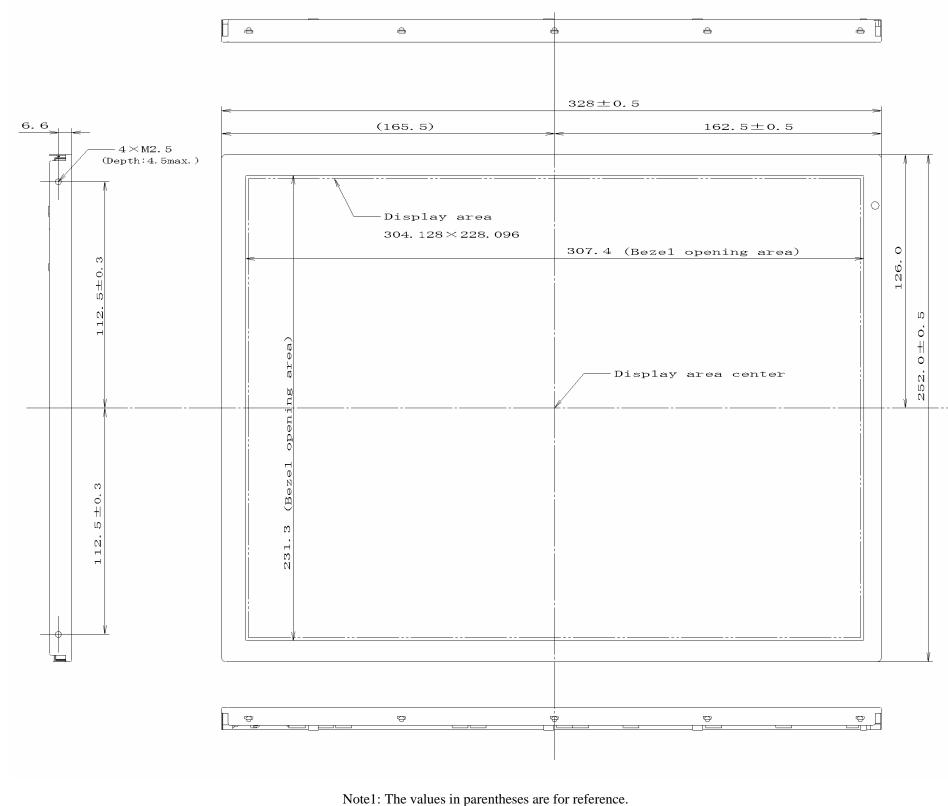
- ① Response time, luminance and color may be changed by ambient temperature.
- ② The LCD may be seemed luminance non-uniformity, flicker, vertical seam or small spot by display patterns.
- ③ Optical characteristics (e.g. luminance, display uniformity, etc.) gradually is going to change depending on operating time, and especially low temperature, because the LCD has cold cathode fluorescent lamps.
- ④ Do not display the fixed pattern for a long time because it may cause image sticking. Use a screen saver, if the fixed pattern is displayed on the screen.
- ⑤ The display color may be changed by viewing angle because of the use of condenser sheet in the backlight.
- [©] Optical characteristics may be changed by input signal timings.
- ⑦ The interference noise of input signal frequency for this product's signal processing board and luminance control frequency of customer's backlight inverter may appear on a display. Set up luminance control frequency of backlight inverter so that the interference noise does not appear.

6.3.4 Other

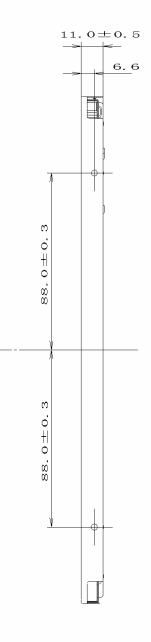
- ① All GND and VCC terminals should be used without a non-connected line.
- ② Do not disassemble a product or adjust variable resistors without permission of NEC.
- ③ See "REPLACEMENT MANUAL FOR LAMP HOLDER SET", if customer would like to replace backlight lamps.
- ④ Pay attention not to insert waste materials inside of products, if customer uses screwnails.
- ⑤ Pack the product with original shipping package, because of avoidance of some damages during transportation, when customer returns it to NEC for repair and so on.
- The LCD module by itself or integrated into end product should be packed and transported with display in the vertically position. Otherwise the display characteristics may be impaired.

7. OUTLINE DRAWINGS

7.1 FRONT VIEW



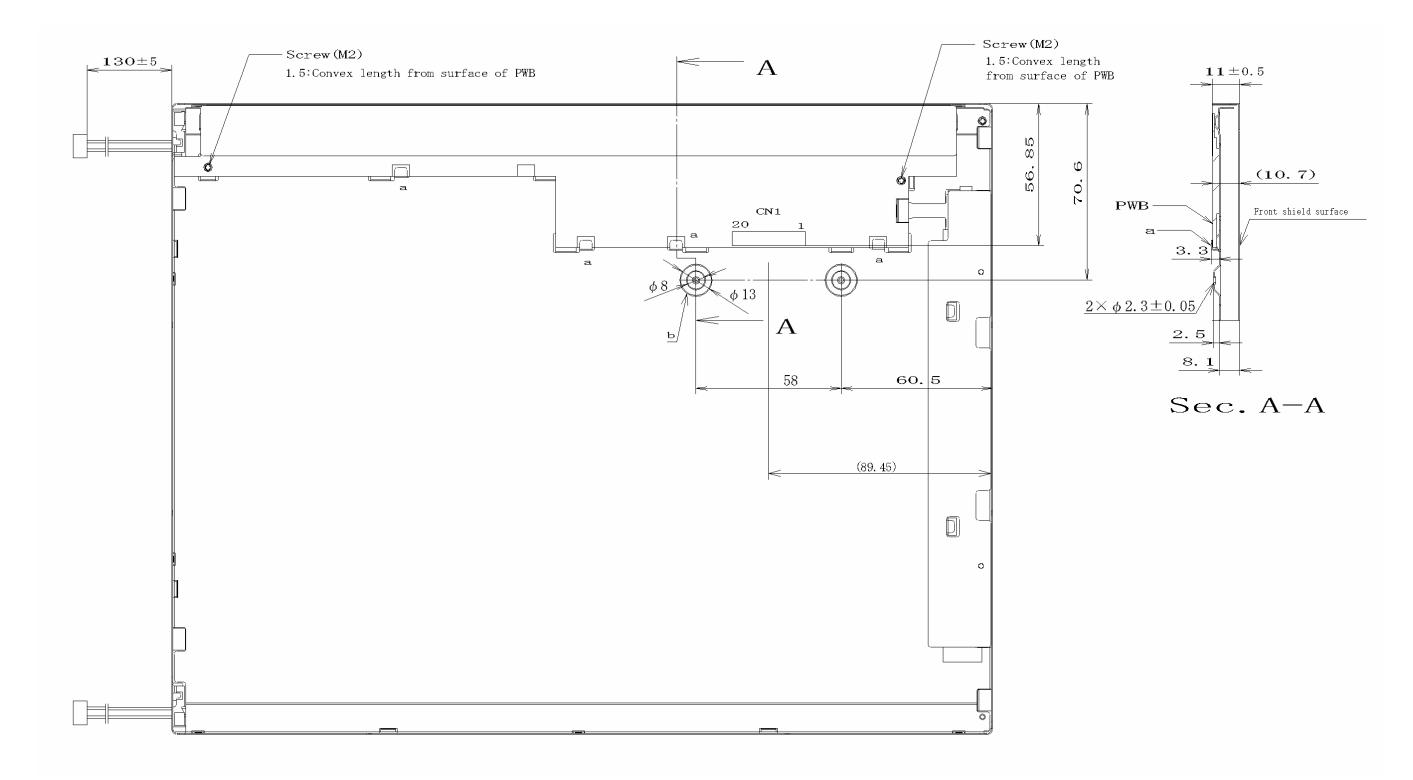
Note2: Not shown tolerances of the dimensions are ± 0.5 mm. Note3: The torque for mounting screws must never exceed 0.343N·m.



Unit: mm

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7.2 REAR VIEW



Note1: The values in parentheses are for reference. Note2: Not shown tolerances of the dimensions are ± 0.5 mm. Note3: The torque for mounting screws must never exceed 0.343N·m.

NL10276BC30-15

Unit: mm