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# **NEC** NEC LCD Technologies, Ltd.

# TFT COLOR LCD MODULE

NL6448BC33-54

26.4cm (10.4 Type) VGA



This DATA SHEET is updated document from DOD-M-1355(1).

All information is subject to change without notice. Please confirm the sales representative before starting to design your system.

#### INTRODUCTION

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# **CONTENTS**

I	NTRODUCTION	2
1.	OUTLINE	4
	1.1 STRUCTURE AND PRINCIPLE	
	1.2 APPLICATIONS	
	1.3 FEATURES	
	. GENERAL SPECIFICATIONS	
	. BLOCK DIAGRAM	
4.	. DETAILED SPECIFICATIONS	
	4.1 MECHANICAL SPECIFICATIONS	
	4.2 ABSOLUTE MAXIMUM RATINGS	
	4.3 ELECTRICAL CHARACTERISTICS	
	4.3.1 Driving for LCD panel signal processing board	
	4.3.2 Working for backlight lamp	
	4.3.3 Power supply voltage ripple	
	4.3.4 Fuse	10
	4.4 POWER SUPPLY VOLTAGE SEQUENCE	11
	4.4.1 Sequence for LCD panel signal processing board	11
	4.4.2 Sequence for backlight inverter (Option)	11
	4.5 CONNECTIONS AND FUNCTIONS FOR INTERFACE PINS	12
	4.5.1 LCD panel signal processing board	12
	4.5.2 Backlight lamp	13
	4.5.3 Positions of plugs and a socket	13
	4.6 DISPLAY COLORS AND INPUT DATA SIGNALS	
	4.7 DISPLAY POSITIONS	15
	4.8 SCANNING DIRECTIONS	15
	4.9 INPUT SIGNAL TIMINGS FOR LCD PANEL SIGNAL PROCESSING BOARD	16
	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 characteristics for transmissive mode	22
	4.10.2 Definition of contrast ratio.	23
	4.10.3 Definition of luminance uniformity	
	4.10.4 Definition of response times	
	4.10.5 Definition of viewing angles	23
5	RELIABILITY TESTS	
	PRECAUTIONS	
U.	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.	7.1 FRONT VIEW	
	7.2 REAR VIEW	

#### 1. OUTLINE

#### 1.1 STRUCTURE AND PRINCIPLE

NL6448BC33-54 module 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

- Display terminal for control system
- Industrial PC

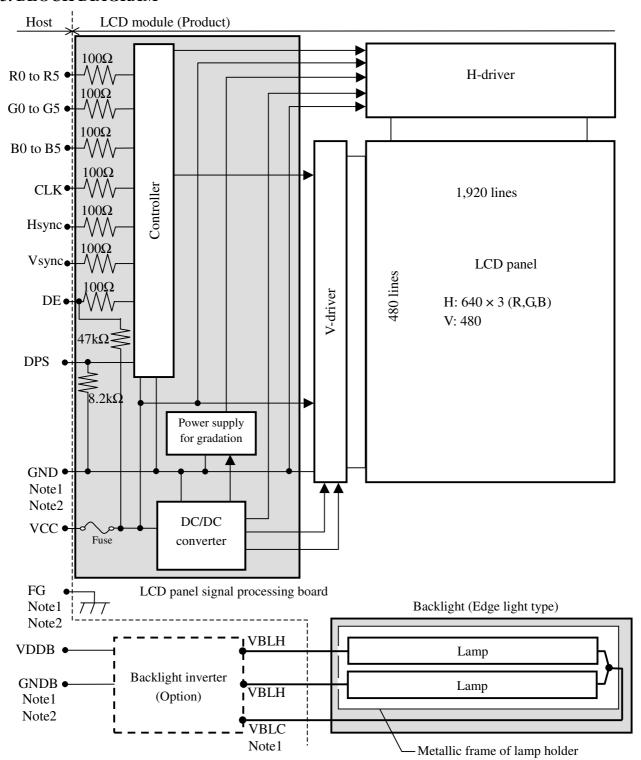
#### 1.3 FEATURES

- High luminance
- High contrast
- 6-bit digital RGB signals
- DE (Data enable) function
- Reversible-scan direction
- Edge light type (Inverter less)
- Replaceable lamp for backlight
- Acquisition product for UL60950 3rd edition/CSA C22.2 No.60950 (File number: E170632)

# 2. GENERAL SPECIFICATIONS

Display area	211.2 (W) × 158.4 (H) mm (typ.)
Diagonal size of display	26 cm (10.4 inches)
Drive system	a-Si TFT active matrix
Display color	262,144 colors
Pixel	640 (H) × 480 (V) pixels
Pixel arrangement	RGB (Red dot, Green dot, Blue dot) vertical stripe
Dot pitch	$0.11 \text{ (W)} \times 0.33 \text{ (H)} \text{ mm}$
Pixel pitch	$0.33 \text{ (W)} \times 0.33 \text{ (H)} \text{ mm}$
Module size	243.0 (W) × 185.1 (H) × 10.5 (D) mm (typ.)
Weight	465 g (typ.)
Contrast ratio	350:1 (typ.)
Viewing angle	At the contrast ratio 10:1  • Horizontal: Right side 45° (typ.), Left side 45° (typ.)  • Vertical: Up side 30° (typ.), Down side 20° (typ.)
Designed viewing direction	<ul> <li>At DPS= Low or Open: Normal scan</li> <li>Viewing direction without image reversal: down side (6 o'clock)</li> <li>Viewing direction with contrast peak: normal axis</li> <li>Viewing angle with optimum grayscale (γ=2.2): normal axis</li> </ul>
Polarizer surface	Clear
Polarizer pencil-hardness	3H (min.) [by JIS K5400]
Color gamut	At LCD panel center 40 % (typ.) [against NTSC color space]
Response time	<i>Ton (white 90% → black 10%)</i> 15 ms (typ.)
Luminance	At IBL= 5.0mArms / lamp $220 cd/m2 (typ.)$
Signal system	6-bit digital signals for data of RGB colors, Dot clock (CLK), Data enable (DE), Horizontal synchronous signal (Hsync), Vertical synchronous signal (Vsync)
Power supply voltage	LCD panel signal processing board: 3.3V or 5.0V
Backlight	Edge light type: 2 cold cathode fluorescent lamps
	Replaceable part • Lamp holder set: Type No. 104LHS35  Recommended inverter (Option)
	• Inverter: Type No.: 104PW161, 104PW191
Power consumption	At IBL= 5.0mArms / lamp and checkered flag pattern 5.8 W (typ.)

#### 3. BLOCK DIAGRAM



Note1: Connections between GND (Signal ground), FG (Frame ground) and VBLC (Lamp low voltage terminal) in the LCD module

terminar) in the Beb module							
GND - FG	Not connected						
GND - VBLC	Not connected						
FG - VBLC	Not connected						

Note2: These grounds should be connected together in customer equipment.

#### 4. DETAILED SPECIFICATIONS

# 4.1 MECHANICAL SPECIFICATIONS

Parameter	Specification		Unit
Module size	$243.0 \pm 0.5 \text{ (W)} \times 185.1 \pm 0.5 \text{ (H)} \times 10.5 \pm 0.5 \text{ (D)}$	Note1	mm
Display area	211.2 (W) × 158.4 (H)	Note1	mm
Weight	465 (typ.), 490 (max.)		g

Note1: See "7. OUTLINE DRAWINGS".

#### 4.2 ABSOLUTE MAXIMUM RATINGS

	Paramete	er	Symbol	Rating	Unit	Remarks
Power supply	LCD panel s	signal processing board	VCC	-0.3 to +6.5		
voltage	L	amp voltage	VBLH	1,500	Vrms	
Input voltage	Di	isplay signals Note1	VD	-0.3 to VCC+0.3	V	$Ta = 25^{\circ}C$
for signals	Fu	nction signal Note2	VF	-0.3 to VCC+0.3		
	Storage tempo	erature	Tst	-20 to +80	°C	1
Operating to	amparatura	Front surface	TopF	-10 to +70	°C	Note3
Operating to	emperature	Rear surface	TopR	CopR -10 to +70		Note4
	Relative hun	nidity	RH	≤95	%	Ta ≤ 40°C
	Note5	·	KH	≤ 85	%	40 < Ta ≤ 50°C
	Absolute hur Note5	midity	АН	≤ 70 Note6	g/m³	Ta > 50°C

Note1: Display signals are CLK, Hsync, Vsync, DE, R0 to R5, G0 to G5 and B0 to B5.

Note2: Function signal is DPS.

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 Driving for LCD panel signal processing board

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

Parameter	Symbol	min.	typ.	max.	Unit	Remarks		
Downer cumply voltage		VCC	3.0	3.3	3.6	V	at $VCC = 3.3V$	
Power supply voltage	;	VCC	4.75	5.0	5.25	V	at VCC = 5.0V	
Danier versele verse		ICC	-	180 Note1	300 Note2	mA	at $VCC = 3.3V$	
Power supply current		ICC	-	120 Note1	200 Note2	mA	at VCC = 5.0V	
Logic input voltage for	Low	VDL	0	-	0.3VCC	V		
display signals	High	VDH	0.7VCC	-	VCC	V	CMOS level	
Input voltage for DDS signal	Low	VFL	0	-	0.3VCC	V	CIVIOS IEVEI	
Input voltage for DPS signal	High	VFH	0.7VCC	-	VCC	V		

Note1: Checkered flag pattern [by EIAJ ED-2522] Note2: Pattern for maximum current

#### 4.3.2 Working for backlight lamp

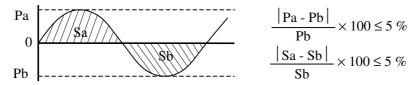
(Ta=25°C, Note1)

Parameter	Symbol	min.	typ.	max.	Unit	Remarks
Lamp current	IBL	2.0	5.0	5.5	mArms	at IBL=5.0mArms: 220cd/m <sup>2</sup> Note3, Note4
Lamp voltage	VBLH	-	520	-	Vrms	Note2, Note3
Lamp starting valtage	VS	850	-	-	Vrms	Ta = 25°C Note2, Note3
Lamp starting voltage	VS	1100	-	-	Vrms	Ta = -10°C Note2, Note3
Oscillation frequency	FO	50	-	70	kHz	Note5

Note1: This product's backlight consists of 2 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).



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: This product consists of 2 lamps. 2 lamps contain in the 1 lamp holder, and both lamps are connected to 1 low voltage cable. Lamp current must be 5.0mArms typical for each lamp, and sum of 2 lamps must be 10mArms typical. The lamp current should be measured by high-frequency current meter at the low voltage terminal.

Note5: 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 = 
$$\frac{1}{4} \times \frac{1}{\text{th}} \times (2\text{n-1})$$

th: Horizontal synchronous cycle (See "4.9 INPUT SIGNAL TIMINGS FOR LCD PANEL SIGNAL PROCESSING BOARD".)

n: Natural number (1, 2, 3 ......)

Note6: 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.

# 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.

Parameter	Power supply voltage	Ripple voltage Note1 (Measure at input terminal of power supply)	Unit
VCC	3.3 V	≤ 100	mVp-p
VCC	5.0 V	≤ 100	mVp-p

Note1: The permissible ripple voltage includes spike noise.

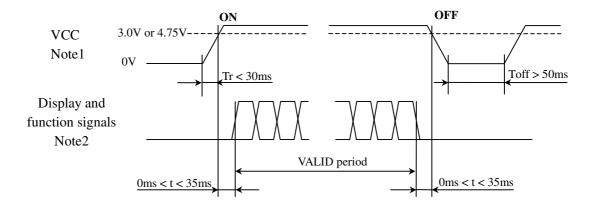
#### 4.3.4 Fuse

Parameter		Fuse	Rating	Fusing current	Remarks	
Farameter	Type	Supplier	Kating	rusing current	Kemarks	
NGC	FCC16162AB	KAMAYA ELECTRIC	1.6A	3.2A	Note1	
VCC	rcc10102Ab	Co., Ltd.	32V	3.2A	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

# 4.4.1 Sequence for LCD panel signal processing board

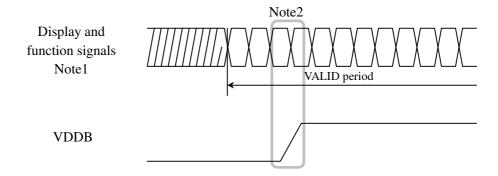


Note1: In terms of voltage variation (voltage drop) while VCC rising edge is below 3.0V in "VCC = 3.3V" or 4.75V in "VCC = 5.0V", a protection circuit may work, and then this product may not work.

Note2: Display (CLK, Hsync, Vsync, DE, R0 to R5, G0 to G5, B0 to B5) and function (DPS) signal must be Low or High-impedance, exclude the VALID period (See above sequence diagram), in order to avoid that internal circuits 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.

#### 4.4.2 Sequence for backlight inverter (Option)



Note1: These are the display and function signals for LCD panel signal processing board.

Note2: The backlight inverter voltage (VDDB) 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): DF9C-31P-1V (Hirose Electric Co., Ltd.)
Adaptable plug: DF9-31S-1V (Hirose Electric Co., Ltd.)

Pin No.	Symbol	Signal	Remarks
1	GND	Ground	
2	CLK	Dot clock	
3	Hsync	Horizontal synchronous	-
4	Vsync	Vertical synchronous	
5	GND	Ground	]
6	R0	Red data (LSB)	Least significant bit
7	R1	Red data	
8	R2	Red data	
9	R3	Red data	
10	R4	Red data	
11	R5	Red data (MSB)	Most significant bit
12	GND	Ground	-
13	G0	Green data (LSB)	Least significant bit
14	G1	Green data	
15	G2	Green data	
16	G3	Green data	_
17	G4	Green data	
18	G5	Green data (MSB)	Most significant bit
19	GND	Ground	-
20	В0	Blue data (LSB)	Least significant bit
21	B1	Blue data	
22	B2	Blue data	
23	В3	Blue data	_
24	B4	Blue data	
25	В5	Blue data (MSB)	Most significant bit
26	GND	Ground	-
27	DE	Selection of DE / Fixed mode	Data enable signal: DE mode High or Open: Fixed mode Note1
28	VCC	Power supply	_
29	VCC	Power supply	-
30	N.C.	-	Keep this terminal Open.
31	DPS	Selection of scan direction	High: Reverse scan Low or Open: Normal scan Note1

Note1: See "4.8 SCANNING DIRECTIONS".

 $\stackrel{\wedge}{\mathbb{A}}$ 

# 4.5.2 Backlight lamp

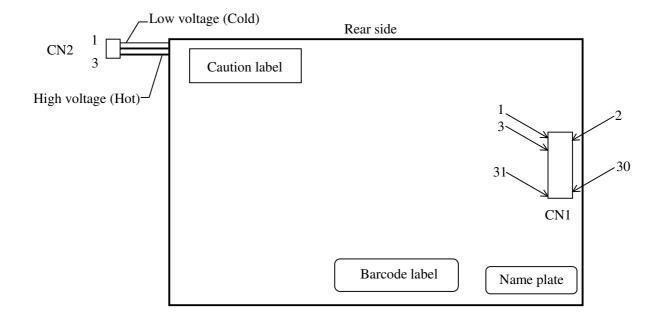
Attention: VBLH and VBLC must be connected correctly. If customer connects wrongly, customer will be hurt and the module will be broken.

CN2 plug: BHR-03VS-1 (J.S.T Mfg. Co., Ltd.)

Adaptable socket: SM03 (4.0) B-BHS-TB (J.S.T Mfg. Co., Ltd.)

Pin No.	Symbol	Signal	Remarks
1	VBLC	Low voltage (Cold)	Cable color: Gray
2	VBLH	High voltage (Hot)	Cable color: White
3	VBLH	High voltage (Hot)	Cable color: White

# 4.5.3 Positions of plugs and a socket



# 4.6 DISPLAY COLORS AND INPUT DATA SIGNALS

This product can display in equivalent to 262,144 colors in 64 scale. Also the relation between display colors and input data signals is as the following table.

Diamla	ny colors					Γ	ata s	ignal	(0: I	Low le	evel,	1: Hi	gh le	vel)					
Displa	iy colors	R 5	R 4	R 3	R 2	R 1	R 0	G 5	G 4	G3	G 2	G 1	G 0	В 5	B 4	В3	B 2	B 1	B 0
	Black	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
	Blue	0	0	0	0	0	0	0	0	0	0	0	0	1	1	1	1	1	1
	Red	1	1	1	1	1	1	0	0	0	0	0	0	0	0	0	0	0	0
Basic colors	Magenta	1	1	1	1	1	1	0	0	0	0	0	0	1	1	1	1	1	1
Basic colors	Green	0	0	0	0	0	0	1	1	1	1	1	1	0	0	0	0	0	0
	Cyan	0	0	0	0	0	0	1	1	1	1	1	1	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
	Black	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	0	0	0	0	0	0	0	0	0	0	0
	dark	0	0	0	0	1	0	0	0	0	0	0	0	0	0	0	0	0	0
Red scale	<u>↑</u>				:						:						:		
Red Scare	$\downarrow$				:						:						:		
	bright	1	1	1	1	0	1	0	0	0	0	0	0	0	0	0	0	0	0
		1	1	1	1	1	0	0	0	0	0	0	0	0	0	0	0	0	0
	Red	1	1	1	1	1	1	0	0	0	0	0	0	0	0	0	0	0	0
	Black	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
		0	0	0	0	0	0	0	0	0	0	0	1	0	0	0	0	0	0
	dark	0	0	0	0	0	0	0	0	0	0	1	0	0	0	0	0	0	0
Green scale	<b>1</b>				:						:						:		
	$\downarrow$				:			:					:						
	bright	0	0	0	0	0	0	1	1	1	1	0	1	0	0	0	0	0	0
	~	0	0	0	0	0	0	1	1	1	1	1	0	0	0	0	0	0	0
	Green	0	0	0	0	0	0	1	1	1	1	1	1	0	0	0	0	0	0
	Black	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
		0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	1
	dark ↑	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	1	0
Blue scale	↑ ↓				:						:						:		
	↓ bright	0	0	0	. 0	0	0	0	0	0	. 0	0	0	1	1	1	. 1	0	1
	C	0	0	0	0	0	0	0	0	0	0	0	0	1	1	1	1	1	0
	Blue	0	0	0	0	0	0	0	0	0	0	0	0	1	1	1	1	1	1

#### 4.7 DISPLAY POSITIONS

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

C (0, 0)  R G	В					
C(0, 0)	C( 1, 0)	• • •	C( X, 0)	• • •	C(638, 0)	C(639, 0)
C( 0, 1)	C( 1, 1)	• • •	C( X, 1)	• • •	C(638, 1)	C(639, 1)
•	•	•	•	•	•	•
•	•	• • •	•	• • •	•	• • •
•	•	•	•	•	•	•
C( 0, Y)	C( 1, Y)	•••	C( X, Y)	•••	C(638, Y)	C(639, Y)
•	•	•	•	•	•	•
•	•	• • •	•	• • •	•	•
•	•	•	•	•	•	•
C( 0,478)	C( 1,478)	•••	C( X,478)	•••	C(638,478)	C(639,478)
C( 0,479)	C( 1,479)	• • •	C( X,479)	• • •	C(638,479)	C(639,479)

#### 4.8 SCANNING DIRECTIONS

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

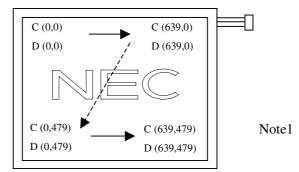


Figure 1. Normal scan (DPS: Low or Open)

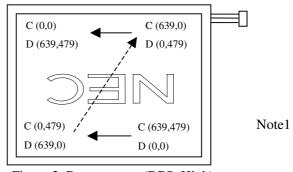


Figure 2. Reverse scan (DPS: High)

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

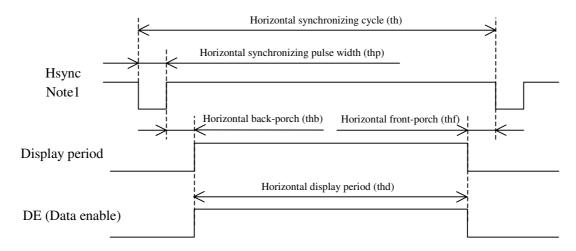
C (X, Y): The coordinates of the display position (See "4.7 DISPLAY POSITIONS".)

D (X, Y): The data number of input signal for LCD panel signal processing board

#### 4.9 INPUT SIGNAL TIMINGS FOR LCD PANEL SIGNAL PROCESSING BOARD

# 4.9.1 Outline of input signal timings

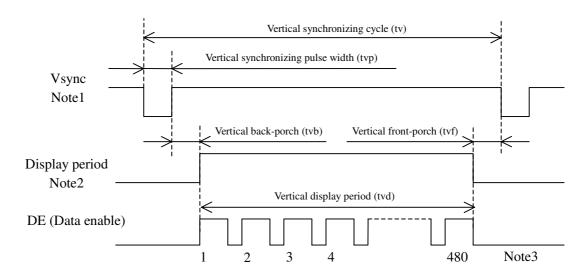
#### • Horizontal signal



Note1: Fixed mode cannot be used while working of DE mode.

Note2: This diagram indicates virtual signal for set up to timing.

#### • Vertical signal



Note1: Fixed mode cannot be used while working of DE mode.

Note2: This diagram indicates virtual signal for set up to timing.

Note3: See "4.9.3 Input signal timing chart" for numeration of pulse.

# 4.9.2 Timing characteristics

# (a) Fixed mode

(Note1)

Parameter		Symbol	min.	typ.	max.	Unit	Remarks		
	Frequency		1/tc	21.0	25.175	29.0	MHz	39.72 ns (typ.)	
CLK	Duty		tcd	0.4	0.5	0.6	1		
	Rise time,	Fall time	terf	-	-	10	ns	-	
DATA	CLK-DATA	Setup time	tds	8	-	-	ns		
(R0-R5)	CLK-DAIA	Hold time	tdh	12	-	-	ns	_	
(G0-G5) (B0-B5)	Rise time,	Fall time	tdrf	1	-	10	ns		
	Сус	عام	th	30.0	31.778	33.6	μs	31.468 kHz (typ.)	
	Сус	JIC .	ui		800	800 C			
	Display	period	thd	640			CLK	Note2	
	Front-	porch	thf	16		CLK			
Hsync	Pulse	width	thp	10	96	-	CLK	Note2	
Hisylic	Back-1	porch	thb	-	48	134	CLK		
	Total of pulse widt	th and back-porch	thp + thb	144			CLK		
	CLK- Hsync	Setup time	ths	8	-	-	ns		
	CLK- Hsylic	Hold time	thh	12	-	-	ns	-	
	Rise time,	Fall time	thrf	-	-	10	ns		
	Cycle		tv	16.1 16.683		17.2	ms	59.94 Hz (typ.)	
			525		Н				
	Display period		tvd	480			Н		
	Front-porch		tvf	12		Н	Note2		
Vsync	Pulse width		tvp	1	2	-	Н	110102	
V Sylic	Back-porch		tvb	- 31 32		Н			
	Total of pulse width and back-porch		tvp + tvb		33		Н		
	Hsync-Vsync timing		thv	1	-	-	CLK		
	Vsync-Hsync timing		tvh	30	-	-	ns	-	
	Rise time, Fall time		tvrf	-	-	10	ns		

Note1: Definition of parameters is as follows.

tc = 1CLK, tcd = tch/tc, th = 1H

Note2: Keep tvp + tvb and thp + thb within the table. If it is out of specification, display position will be shifted to right/left side or up/down.

#### (b) DE mode

(Note1, Note2)

Parameter		Symbol	min.	typ.	max.	Unit	Remarks		
	Frequency		1/tc	21.0	25.175	29.0	MHz	39.72 ns (typ.)	
CLK	Duty		tcd	0.4	0.5	0.6	-		
	Rise time,	Fall time	terf	-	-	10	ns	-	
DATA	CLK-DATA	Setup time	tds	8	-	-	ns		
(R0-R5)	CLK-DAIA	Hold time	tdh	12	-	ı	ns	-	
(G0-G5) (B0-B5)	Rise time, Fall time		tdrf	-	-	10	ns		
	Pulse	width	tvp	1	2	-	Н		
Vermo	Vsync-DE	Setup time	tvds	1	-	-	CLK		
v sync	Vsync timing	Hold time	tvdh	1	-	-	CLK	-	
	Rise time, Fall time		tvrf	-	-	10	$\mu$ s		
		Cycle	th	30.0	31.778	33.6	μs	31.468 kHz (typ.)	
	Horizontal		ui	-	800	1	CLK		
		Display period	thd	640		CLK	-		
	Vertical	Cycle	tv	16.1	16.683	17.2	ms	59.94 Hz (typ.)	
DE	(One frame)			-	525	-	Н		
	(One frame)	Display period	tvd	480		Н	-		
	CLK-DE	Setup time	tdes	8	-	1	ns		
	CLK-DE	Hold time	tdeh	12	-	-	ns	-	
	Rise time, Fall time		tderf	-	-	10	ns		

Note1: Definition of parameters is as follows.

tc = 1CLK, tcd = tch/tc, th = 1H

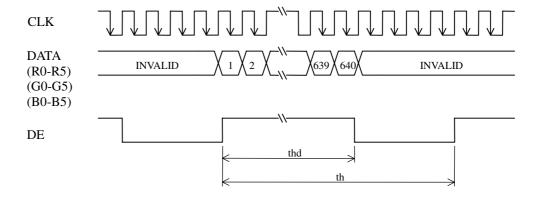
Note2: Hsync signal (Pin No.3 of CN1) is not used inside the product at DE mode.

Do not keep pin open to avoid noise problem.

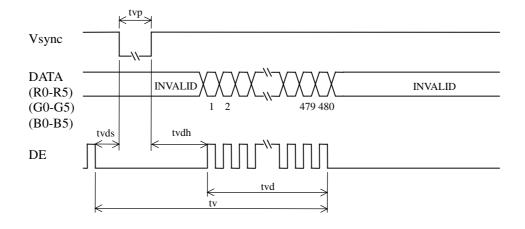
# 4.9.3 Input signal timing chart (a) Fixed mode Vsync tvb tvd tvf 33H (fixed) 480H (fixed) 12H (fixed) Hsync Hsync DATA (R0-R5)(G0-G5)(B0-B5)D(X,0) D(X,Y)D(X,478)D(X,479) INVALID INVALID (Note: X=0 to 639) Hsync **DATA** (R0-R5)(G0-G5)(B0-B5)D(0,Y)D(1,Y)D(X,Y) D(638,Y)D(639,Y) INVALID INVALID Hsync thp thb thd thf 640H (fixed) 16H (fixed) 144H (fixed) CLK **DATA** (R0-R5)(G0-G5)(B0-B5)D(0,Y)D(1,Y)D(639,Y) INVALID INVALID (Note: Y=0 to 479)

# (b) DE mode

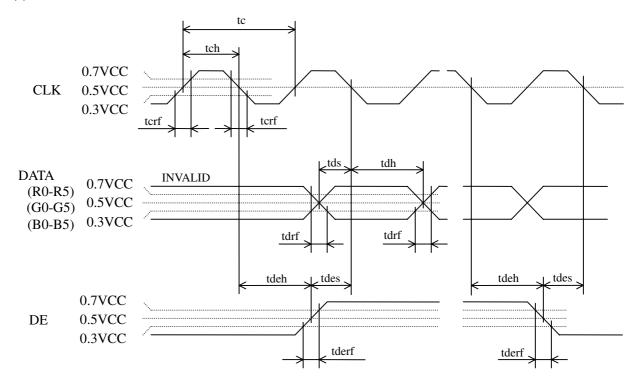
# Horizontal timing

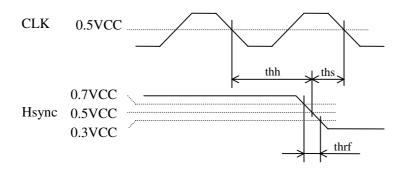


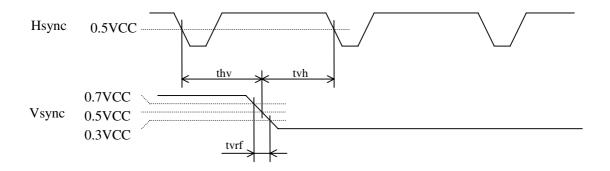
# Vertical timing



#### (c) Common







#### 4.10 OPTICS

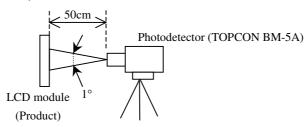
#### 4.10.1 Optical characteristics

Parameter N	Note1	Condition	Symbol	min.	typ.	max.	Unit	Remarks	
Luminance		White at center $\theta R = 0^{\circ}$ , $\theta L = 0^{\circ}$ , $\theta U = 0^{\circ}$ , $\theta D = 0^{\circ}$	L	150	220	-	cd/m <sup>2</sup>	-	
Contrast ra	tio	White/Black at center $\theta R = 0^{\circ}$ , $\theta L = 0^{\circ}$ , $\theta U = 0^{\circ}$ , $\theta D = 0^{\circ}$	CR	150	350	1	-	Note2	
Luminance uni	formity	-	LU	-	1.25	1.40	-	Note3	
	White	x coordinate	Wx	0.256	0.286	0.316	-		
	willte	y coordinate	Wy	0.290	0.320	0.350	-		
	D - J	x coordinate	Rx	-	0.580	-	-		
Ch	Red	y coordinate	Ry	-	0.332	-	-	Note4	
Chromaticity	Green	x coordinate	Gx	-	0.293	-	-		
	Green	y coordinate	Gy	-	0.536	-	-		
	Blue	x coordinate	Bx	-	0.146	-	-		
		y coordinate	Ву	-	0.119	-	-		
Color gamut		$\theta R = 0^{\circ}, \theta L = 0^{\circ}, \theta U = 0^{\circ}, \theta D = 0^{\circ}$ at center, against NTSC color space	С	35	40	-	%	%	
Response time		White to Black	Ton	-	15	40	ms	Note5	
		Black to White	Toff	-	23	85	ms	Note6	
	Right	$\theta U = 0^{\circ},  \theta D = 0^{\circ},  CR = 10$	θR	35	45	-	0		
Viewing angle	Left	$\theta U = 0^{\circ}, \ \theta D = 0^{\circ}, \ CR = 10$	θL	35	45	-	0	Note7	
viewing angle	Up $\theta R = 0^{\circ}, \theta L = 0^{\circ}, CR = 10$		θU	20	30	-	0	110107	
	Down	$\theta R = 0^{\circ}, \ \theta L = 0^{\circ}, \ CR = 10$	θD	10	20	-	0		

Note1: Measurement conditions are as follows.

Ta=25°C, VCC=3.3V, IBL= 5.0mArms/lamp, Display mode: VGA, Horizontal cycle = 31.468kHz, Vertical cycle = 59.94Hz, DPS= Low or Open: Normal scan

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.



Note2: See "4.10.2 Definition of contrast ratio".

Note3: See "4.10.3 Definition of luminance uniformity".

Note4: These coordinates are found on CIE 1931 chromaticity diagram.

Note5: Product surface temperature:  $TopF = 31^{\circ}C$ 

Note6: See "4.10.4 Definition of response times".

Note7: See "4.10.5 Definition of viewing angles".

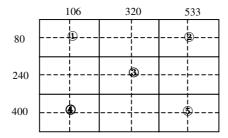
#### 4.10.2 Definition of contrast ratio

The contrast ratio is calculated by using the following formula.

#### 4.10.3 Definition of luminance uniformity

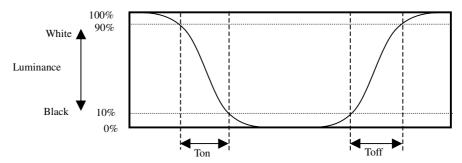
The luminance uniformity is calculated by using following formula.

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

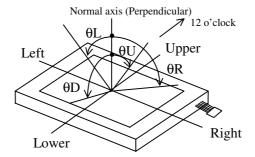


#### 4.10.4 Definition of response times

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

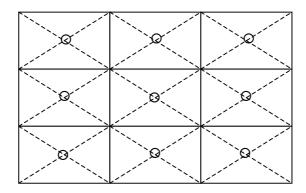


# **5. RELIABILITY TESTS**

Test item	Condition	Judgement			
High temperature and humidity (Operation) ① $60 \pm 2^{\circ}$ C, RH = 90%, 240hours ② Display data is black.					
High temperature (Operation)	① 70 ± 2°C, 240hours ② Display data is black.				
Heat cycle (Operation)	① -10 ± 3°C1hour 70 ± 3°C1hour ② 50cycles, 4hours/cycle ③ Display data is black.				
Thermal shock (Non operation)  ① -20 ± 3°C30minutes 80 ± 3°C30minutes ② 100cycles, 1hour/cycle ③ Temperature transition time is within minutes.		No display malfunctions Note1			
ESD (Operation)	<ul> <li>① 150pF, 150Ω, ±10kV</li> <li>② 9 places on a panel surface Note2</li> <li>③ 10 times each places at 1 sec interval</li> </ul>				
Dust (Operation)	(2) 15 seconds stir				
Vibration (Non operation)	No display malfunctions No physical damages				
Mechanical shock (Non operation)	$(2) \pm Y \pm V \pm Z \text{ direction}$				

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 "10.2 CAUTIONS" and "10.3 ATTENTIONS", after understanding this 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 539m/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.
- ① 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 0.294N·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.

- ② 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.
- ® 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.

#### 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.

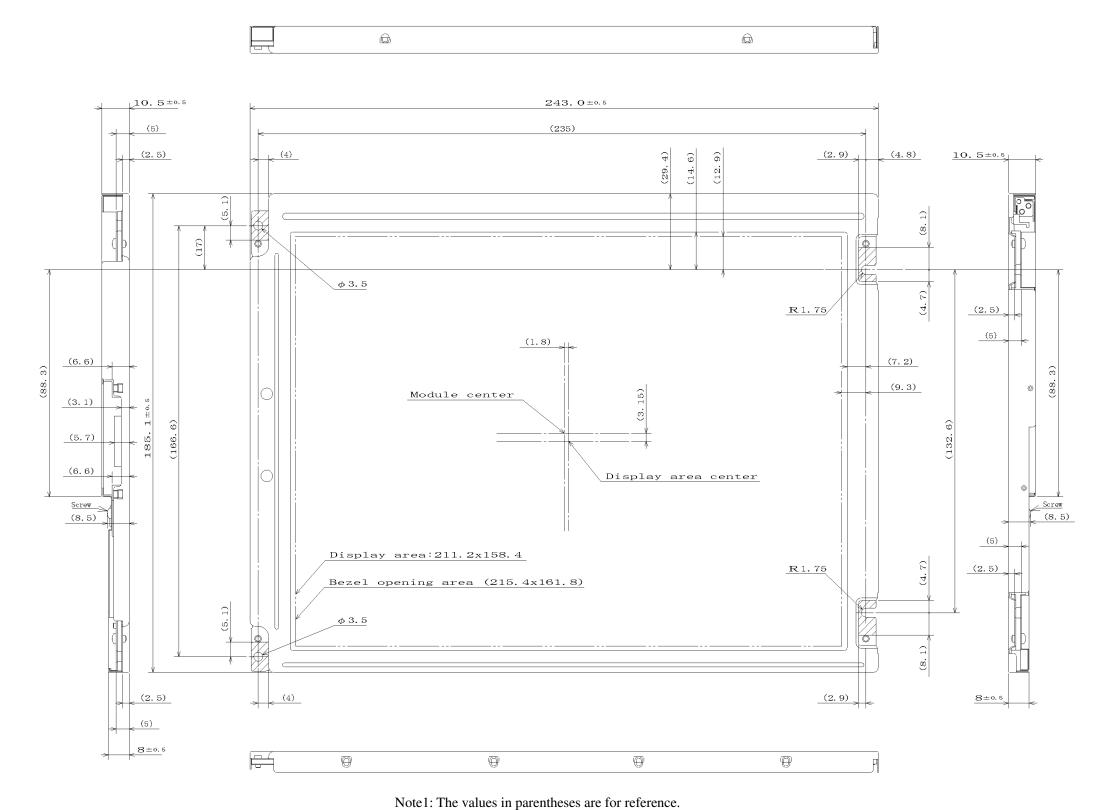
- ① Response time, luminance and color may be changed by ambient temperature.
- ② The LCD may be seemed luminance non-uniformity, flicker, vertical seam or small spot by display patterns.
- ③ Optical characteristics (e.g. luminance, display uniformity, etc.) gradually is going to change depending on operating time, and especially low temperature, because the LCD has cold cathode fluorescent lamps.
- ① 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.
- 6 Optical characteristics may be changed by input signal timings.
- 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, backlight inverter ground (GNDB), VCC and backlight inverter power supply voltage (VDDB) terminals should be used without a non-connected line.
- ② Do not disassemble a product or adjust volume without permission of NEC.
- 3 See "REPLACEMENT MANUAL FOR LAMP HOLDER SET", if customer would like to replace backlight lamps.
- 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.

# 7. OUTLINE DRAWINGS

# 7.1 FRONT VIEW



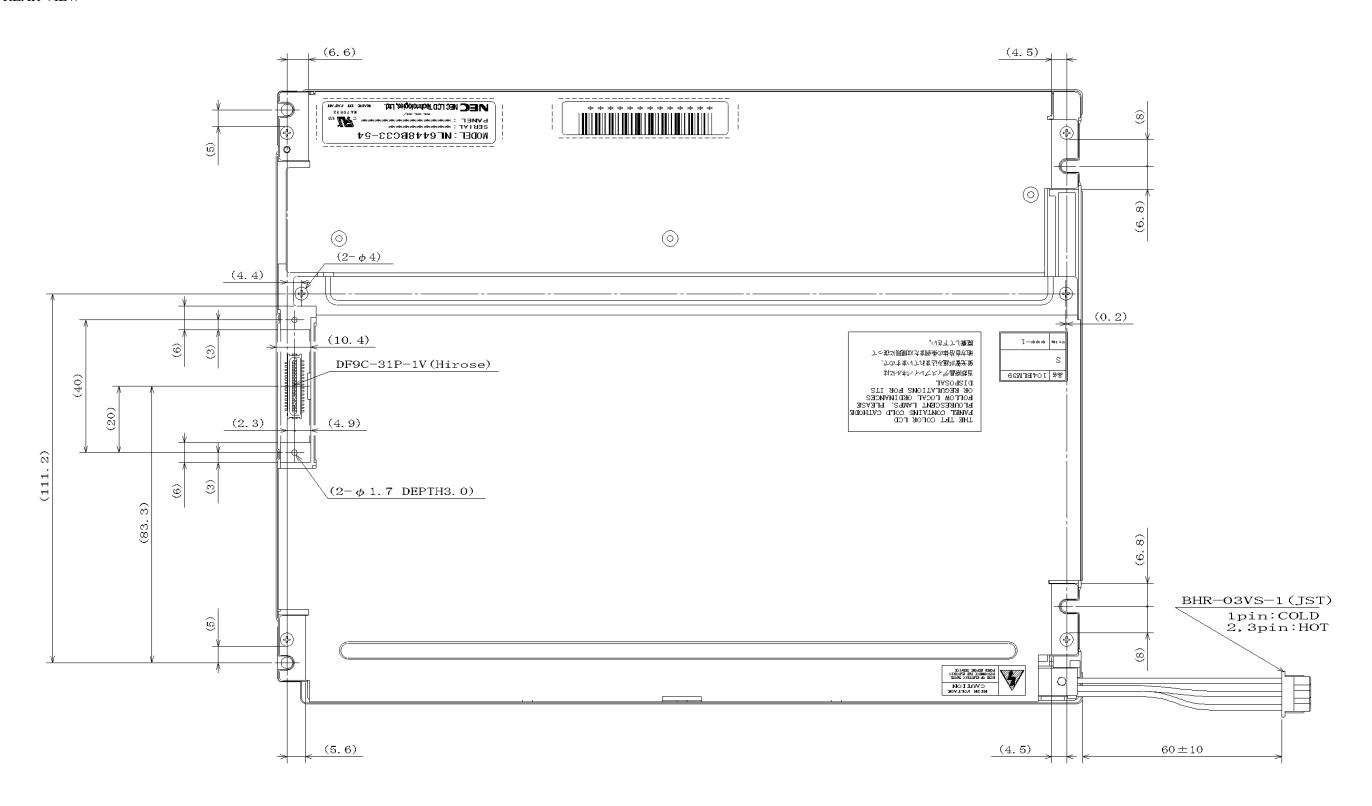
Unit: mm

rvoter. The values in parentheses are for reference.

Note2: The torque for mounting screws must never exceed 0.294N·m.

Note3: Mounting hole portions (4 pieces)

# 7.2 REAR VIEW



Note1: The values in parentheses are for reference.

Note2: The torque for mounting screws must never exceed 0.294N·m.

Unit: mm