# PRELIMINARY

# NEC LCD Technologies, Ltd.

# TFT COLOR LCD MODULE

NL10276BC24-14

31cm (12.1 Type) XGA LVDS interface (1port)

# PRELIMINARY DATA SHEET



DOD-PP-0048 (1st edition)

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NL10276BC24-14

#### INTRODUCTION

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Examples: Control systems for transportation equipment (automobiles, trains, ships, etc.), traffic control systems, anti-disaster systems, anti-crime systems, medical equipment not specifically designed for life support, safety equipment, etc.

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Examples: Military systems, aircraft control equipment, aerospace equipment, nuclear reactor control systems, medical equipment/devices/systems for life support, etc.

The quality grade of this product is the "Standard" unless otherwise specified in this document.

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# PRELIMINARY

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

NL10276BC24-14

#### 1. OUTLINE

#### 1.1 STRUCTURE AND PRINCIPLE

Color LCD module NL10276BC24-14 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. 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 APPLICATION

• NOTE PC

#### 1.3 FEATURES

- LVDS interface
- Reversible-scan direction
- LED backlight type

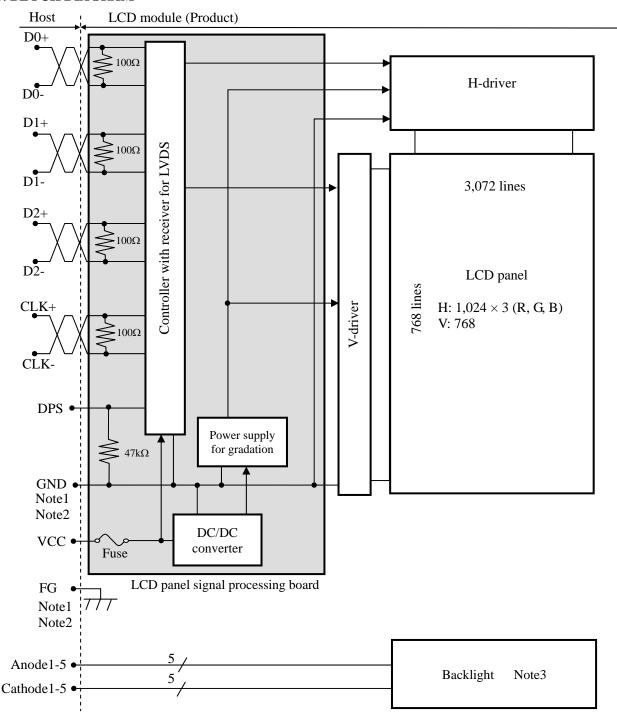




## 2. GENERAL SPECIFICATIONS

| Display area               | 245.76 (H) × 184.32 (V) mm   |  |  |  |  |  |
|----------------------------|--|--|--|--|--|--|
| Diagonal size of display   | 31cm (12.1 inches)   |  |  |  |  |  |
| Drive system               | a-Si TFT active matrix   |  |  |  |  |  |
| Display color              | 262,144 colors   |  |  |  |  |  |
| Pixel                      | 1,024 (H) × 768 (V) pixels   |  |  |  |  |  |
| Pixel arrangement          | BGR(Blue dot, Green dot, Red dot) vertical stripe  |  |  |  |  |  |
| Dot pitch                  | $0.08 \text{ (H)} \times 0.24 \text{ (V)} \text{ mm}$  |  |  |  |  |  |
| Pixel pitch                | $0.24 \text{ (H)} \times 0.24 \text{ (V)} \text{ mm}$  |  |  |  |  |  |
| Module size                | 260.0 (W) × 200.0 (H) ×6.5 (D) mm (typ.)   |  |  |  |  |  |
| Weight                     | 285 g (typ.)   |  |  |  |  |  |
| Contrast ratio             | 600:1 (typ.)   |  |  |  |  |  |
| Viewing angle              | At the contrast ratio ≥10:1  • Horizontal: Right side 45° (typ.), Left side 45° (typ.)  • Vertical: Up side 20° (typ.), Down side 40° (typ.)   |  |  |  |  |  |
| Designed viewing direction | <ul> <li>At DPS= Low or open: normal scan</li> <li>Viewing direction without image reversal: up side (12 o'clock)</li> <li>Viewing direction with contrast peak: down side (6 o'clock)</li> <li>Viewing angle with optimum grayscale (γ=2.2): normal axis (Perpendicular)</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              | $Ton+Toff (10\% \longleftrightarrow 90\%)$ 25 ms (typ.)  |  |  |  |  |  |
| Luminance                  | $At IL=20mA$ $300 \text{ cd/m}^2 \text{ (typ.)}$   |  |  |  |  |  |
| Signal system              | LVDS 1port (Receiver: THC63LVDF84B, THine Electronics Inc. or equivalent) 6bit digital signals for data of RGB colors, Dot clock (CLK), Data enable (DE)   |  |  |  |  |  |
| Power supply voltage       | LCD panel signal processing board: 3.3V  |  |  |  |  |  |
| Backlight                  | LED backlight type:  |  |  |  |  |  |
| Power consumption          | At IL=20mA, Checkered flag pattern<br>4.5 W (typ.)   |  |  |  |  |  |

#### 3. BLOCK DIAGRAM

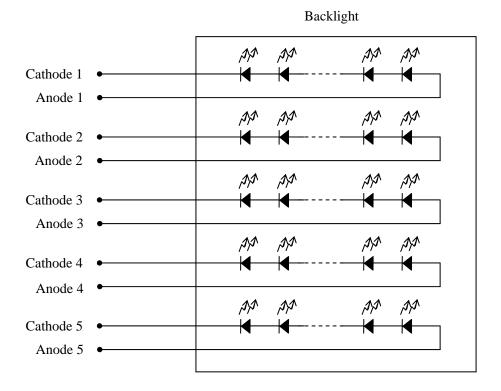


Note1: Relations between GND (Signal ground), FG (Frame ground) in the LCD module are as follows.

GND - FG Not connected

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

Note3: Backlight in detail



#### 4. DETAILED SPECIFICATIONS

# 4.1 MECHANICAL SPECIFICATIONS

| Parameter    | Specification                         |       | Unit |
|--------------|---------------------------------------|-------|------|
| Module size  | 260.0 (W) × 200.0 (H) × 6.5 (D) (typ) | Note1 | mm   |
| Display area | 245.76 (H) × 184.32 (V)               | Note1 | mm   |
| Weight       | 285 (typ.), 300 (max.)                |       | g    |

Note1: See "7. OUTLINE DRAWINGS".

#### 4.2 ABSOLUTE MAXIMUM RATINGS

|                      | Parameter                         | Symbol          | Rating          | Unit             | Remarks                         |
|----------------------|-----------------------------------|-----------------|-----------------|------------------|---------------------------------|
| Power supply voltage | LCD panel signal processing board | VCC             | -0.3 to +4.0    | V                |                                 |
| Input voltage        | Display signals<br>Note1          | VD              | -0.3 to VCC+0.3 | v                | -                               |
| for signals          | Function signal Note2             | -0.3 to VCC+0.3 |                 | ľ                |                                 |
|                      | Power dissipation                 | PD              | 1.1             | W                |                                 |
| Backlight            | Forward current                   | IL              | Note3           | mA               | per one circuit                 |
|                      | Pulse forward current             | IFP             | Note4           | mA               |                                 |
|                      | Storage temperature               | Tst             | -20 to +60      | °C               | -                               |
|                      | Operating temperature             | Тор             | 0 to +55        | °C               | Note5                           |
|                      |                                   |                 | ≤ 95            | %                | Ta ≤ 40°C                       |
|                      | Relative humidity Note6           | RH              | ≤ 85            | %                | 40°C <ta≤ 50°c<="" td=""></ta≤> |
|                      |                                   |                 | ≤ 70            | %                | 50°C <ta≤ 55°c<="" td=""></ta≤> |
|                      | Absolute humidity Note6           | АН              | ≤ 73<br>Note7   | g/m <sup>3</sup> | Ta> 55°C                        |

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

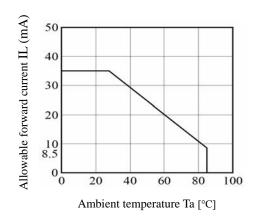
Note2: Function signal 1 is DPS.

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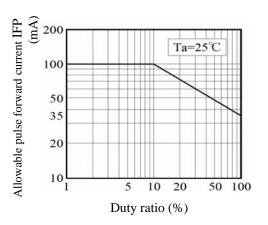
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# NL10276BC24-14

Note3: Forward current



Note4: Pulse forward current



Note5: Measured at center of LCD panel surface (including self-heat)

Note6: No condensation

Note7: Water amount at  $Ta = 55^{\circ}C$  and RH = 70%

#### 4.3 ELECTRICAL CHARACTERISTICS

## 4.3.1 LCD panel signal processing board

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

| Parameter                                   |      | Symbol | min.   | typ.         | max.         | Unit  | Remarks       |
|---|------|--------|--------|--------------|--------------|-------|---------------|
| Power supply voltage                        |      | VCC    | 3.0    | 3.3          | 3.6          | V     | -             |
| Power supply current                        |      | ICC    | -      | 480<br>Note1 | 770<br>Note2 | mA    | at VCC = 3.3V |
| Permissible ripple voltage                  |      | VRP    | -      | -            | 100          | mVp-p | for VCC       |
| Differential input<br>threshold voltage for | High | VTH    | -      | -            | +100         | mV    | at VCM=1.2V   |
| LVDS receiver                               | Low  | VTL    | -100   | -            | -            | mV    | Note3         |
| Terminating resistance                      |      | RT     | -      | 100          | -            | Ω     | -             |
| Input voltage for                           | High | VFH    | 0.7VCC | -            | VCC          | V     | CMOS level    |
| DPS signals                                 | Low  | VFL    | 0      | -            | 0.3VCC       | V     | CIVIOS IEVEI  |

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

Note2: Pattern for maximum current

Note3: Common mode voltage for LVDS receiver

## 4.3.2 Backlight

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

| Parameter       | Symbol | min. | typ. | max. | Unit | Remarks     |
|-----------------|--------|------|------|------|------|-------------|
| Forward current | IL     | -    | 20   | 22   | mA   | -           |
| Forward Voltage | VL     | -    | 28.8 | 31.5 | V    | at IL= 20mA |

Note1: Please drive with constant current.

Note2: The Luminance uniformity may be changed depending on the current variation between 5 circuits. It is recommended that the current value difference between each circuit is less than 5%.

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

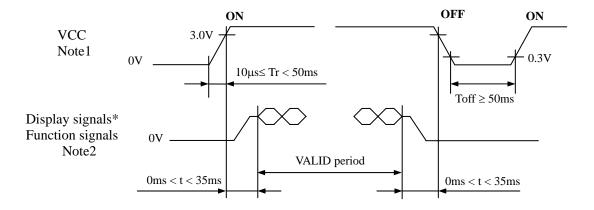
Note1: The permissible ripple voltage includes spike noise.

## 4.3.4 Fuse

| Parameter  |            | Fuse            | Rating | Fusing current | Remarks   |  |
|------------|------------|-----------------|--------|----------------|-----------|--|
| 1 arameter | Type       | Supplier        | Kating | Tusing current | Kelliarks |  |
| VCC        | FCC16202AB | KAMAYA ELECTRIC | 2.0A   | 4.0A           | Note1     |  |
| VCC        | FCC10202AB | Co.,Ltd.        | 32V    | 4.0A           | Note1     |  |

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

#### 4.4 POWER SUPPLY VOLTAGE SEQUENCE



<sup>\*</sup> These signals should be measured at the terminal of  $100\Omega$  resistance.

- 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+/- and CLK+/-) and function signals (DPS) 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.
- Note3: The backlight should be turned on within the valid period of display and function signals, in order to avoid unstable data display.

#### 4.5 CONNECTIONS AND FUNCTIONS FOR INTERFACE PINS

CN1 socket (LCD module side): FI-XB30SL-HF10 (Japan Aviation Electronics Industry Limited (JAE))

Adaptable plug: FI-X30\* (Japan Aviation Electronics Industry Limited (JAE))

| Pin No. | Symbol | Signal                      |                       | Remarks                     |      |  |  |  |  |  |
|---------|--------|-----------------------------|-----------------------|-----------------------------|------|--|--|--|--|--|
| 1       | VCC    | D I                         |                       | N 1                         |      |  |  |  |  |  |
| 2       | VCC    | Power supply                |                       | Note1                       |      |  |  |  |  |  |
| 3       | GND    | C1                          | Note1                 |                             |      |  |  |  |  |  |
| 4       | GND    | Ground Note1                |                       |                             |      |  |  |  |  |  |
| 5       | D0-    | Di1 d                       | N-4-2                 |                             |      |  |  |  |  |  |
| 6       | D0+    | - Pixel data                |                       | Note2                       |      |  |  |  |  |  |
| 7       | GND    | Ground                      |                       | Note1                       |      |  |  |  |  |  |
| 8       | D1-    | Dival data                  |                       | Note?                       |      |  |  |  |  |  |
| 9       | D1+    | - Pixel data                |                       | Note2                       |      |  |  |  |  |  |
| 10      | GND    | Ground                      |                       | Note1                       |      |  |  |  |  |  |
| 11      | D2-    | Pixel data                  |                       | Note?                       |      |  |  |  |  |  |
| 12      | D2+    | Pixei data                  |                       | Note2                       |      |  |  |  |  |  |
| 13      | GND    | Ground                      | Note1                 |                             |      |  |  |  |  |  |
| 14      | CLK-   | Discal alsola               | Note2                 |                             |      |  |  |  |  |  |
| 15      | CLK+   | Pixel Clock                 | Pixel clock Note2     |                             |      |  |  |  |  |  |
| 16      | GND    | Ground                      |                       | Note1                       |      |  |  |  |  |  |
| 17      | GND    | Ground                      |                       | Note1                       |      |  |  |  |  |  |
| 18      | DPS    | Selection of scan direction | High:<br>Low or Open: | Reverse scan<br>Normal scan | Note |  |  |  |  |  |
| 19      | GND    | Ground                      |                       | Note1                       |      |  |  |  |  |  |
| 20      | GND    | Ground                      |                       | Note1                       |      |  |  |  |  |  |
| 21      | K1     | Cathode 1                   |                       | -                           |      |  |  |  |  |  |
| 22      | A1     | Anode 1                     |                       | -                           |      |  |  |  |  |  |
| 23      | K2     | Cathode 2                   |                       | -                           |      |  |  |  |  |  |
| 24      | A2     | Anode 2                     |                       | -                           |      |  |  |  |  |  |
| 25      | К3     | Cathode 3                   |                       |                             |      |  |  |  |  |  |
| 26      | A3     | Anode 3                     |                       | -                           |      |  |  |  |  |  |
| 27      | K4     | Cathode 4                   |                       | -                           |      |  |  |  |  |  |
| 28      | A4     | Anode 4                     |                       | -                           |      |  |  |  |  |  |
| 29      | K5     | Cathode 5                   |                       | -                           |      |  |  |  |  |  |
| 30      | A5     | Anode 5                     |                       | -                           |      |  |  |  |  |  |

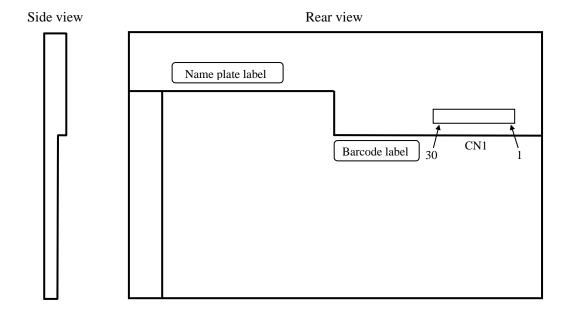
Note1: All GND and VCC terminals should be used without any non-connected lines.

Note2: Twist pair wires with  $100\Omega$  (Characteristic impedance) should be used between LCD panel signal processing board and LVDS transmitter.

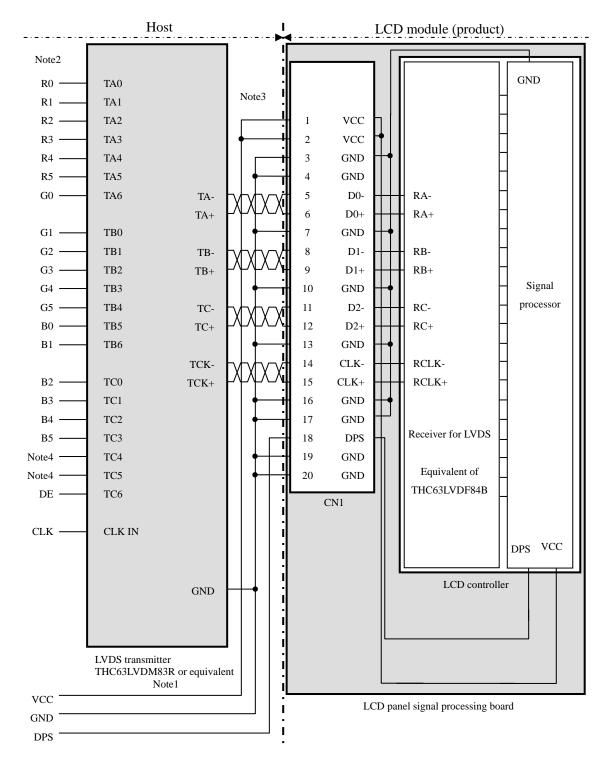
Note3: See "4.11 SCANNING DIRECTIONS".

Note4: See "4.7 CONNECTION BETWEEN RECEIVER AND TRANSMITTER FOR LVDS ".

## 4.6 POSITION OF PLUG AND SOCKET



#### 4.7 CONNECTION BETWEEN RECEIVER AND TRANSMITTER FOR LVDS



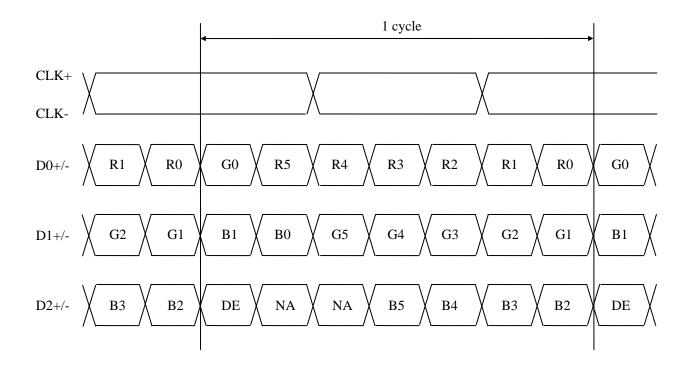
Note1: Recommended transmitter THC63LVDM83R (THine Electronics Inc.) or equivalent

Note2: LSB (Least Significant Bit) – R0, G0, B0 MSB (Most Significant Bit) – R5, G5, B5

Note3: Twist pair wires with  $100\Omega$  (Characteristic impedance) should be used 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.

## 4.8 LVDS DATA INPUT MAP



NA: Not available

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## 4.9 DISPLAY COLORS AND DATA SIGNALS

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

| Display          |              |     |    |    |     |     |     |    |    |    |    | ligh le |    |    |    |    |     |     |    |
|------------------|--------------|-----|----|----|-----|-----|-----|----|----|----|----|---------|----|----|----|----|-----|-----|----|
| Display          | COIOIS       | R 5 | R4 | R3 | R 2 | R 1 | R 0 | G5 | G4 | G3 | G2 | G1      | G0 | В5 | B4 | В3 | B 2 | B 1 | B0 |
|                  | 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  |
| ors              | Red          | 1   | 1  | 1  | 1   | 1   | 1   | 0  | 0  | 0  | 0  | 0       | 0  | 0  | 0  | 0  | 0   | 0   | 0  |
| col              | 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  |
| B                | 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  |
| e                |              | 0   | 0  | 0  | 0   | 0   | 1   | 0  | 0  | 0  | 0  | 0       | 0  | 0  | 0  | 0  | 0   | 0   | 0  |
| scal             | dark         | 0   | 0  | 0  | 0   | 1   | 0   | 0  | 0  | 0  | 0  | 0       | 0  | 0  | 0  | 0  | 0   | 0   | 0  |
| Red gray scale   | <b>↑</b>     |     |    | :  | :   |     |     |    |    | :  | :  |         |    |    |    |    | :   |     |    |
| l gr             | $\downarrow$ |     |    | :  | :   |     |     |    |    | :  | :  |         |    |    |    |    | :   |     |    |
| Rec              | 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  |
| ale              |              | 0   | 0  | 0  | 0   | 0   | 0   | 0  | 0  | 0  | 0  | 0       | 1  | 0  | 0  | 0  | 0   | 0   | 0  |
| . sc             | dark         | 0   | 0  | 0  | 0   | 0   | 0   | 0  | 0  | 0  | 0  | 1       | 0  | 0  | 0  | 0  | 0   | 0   | 0  |
| gray             | <b>↑</b>     |     |    | :  | :   |     |     |    |    | :  |    |         |    |    |    |    | :   |     |    |
| Green gray scale | $\downarrow$ |     |    | :  | :   | _   |     |    |    |    |    |         |    | _  |    |    | :   |     | _  |
| Gre              | bright       | 0   | 0  | 0  | 0   | 0   | 0   | 1  | 1  | 1  | 1  | 0       | 1  | 0  | 0  | 0  | 0   | 0   | 0  |
|                  | G            | 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  |
| le               |              | 0   | 0  | 0  | 0   | 0   | 0   | 0  | 0  | 0  | 0  | 0       | 0  | 0  | 0  | 0  | 0   | 0   | 1  |
| sca              | dark         | 0   | 0  | 0  | 0   | 0   | 0   | 0  | 0  | 0  | 0  | 0       | 0  | 0  | 0  | 0  | 0   | 1   | 0  |
| Blue gray scale  | <u> </u>     |     |    | :  |     |     |     |    |    | :  |    |         |    |    |    |    | :   |     |    |
| 9<br>99          | $\downarrow$ |     | 0  | :  | :   |     | 0   |    | 0  |    | :  |         |    |    |    |    | :   |     |    |
| Blu              | bright       | 0   | 0  | 0  | 0   | 0   | 0   | 0  | 0  | 0  | 0  | 0       | 0  | 1  | 1  | 1  | 1   | 0   | 1  |
|                  | DI           | 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  |

#### 4.10 DISPLAY POSITIONS

The following table is the coordinates per pixel (See "4.11 SCANNING DIRECTIONS".).

|   | C (0,<br>B G | 0)<br>R    |       |            |       |              |              |
|---|--------------|------------|-------|------------|-------|--------------|--------------|
| 1 | C(0, 0)      | C( 1, 0)   | • • • | C( X, 0)   | • • • | C(1022, 0)   | C(1023, 0)   |
|   | C(0, 1)      | C( 1, 1)   | • • • | C( X, 1)   | • • • | C(1022, 1)   | C(1023, 1)   |
|   | •            | •          | •     | •          | •     | •            | •            |
|   | •            | •          | • • • | •          | • • • | •            | • • •        |
|   | •            | •          | •     | •          | •     | •            | •            |
|   | C( 0, Y)     | C( 1, Y)   | • • • | C( X, Y)   | • • • | C(1022, Y)   | C(1023, Y)   |
|   | •            | •          | •     | •          | •     | •            | •            |
|   | •            | •          | • • • | •          | • • • | •            | •            |
|   | •            | •          | •     | •          | •     | •            | •            |
|   | C(0, 766)    | C( 1, 766) | • • • | C(X, 766)  | • • • | C(1022, 766) | C(1023, 766) |
|   | C(0, 767)    | C( 1, 767) | • • • | C( X, 767) | • • • | C(1022, 767) | C(1023, 767) |

## **4.11 SCANNING DIRECTIONS**

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

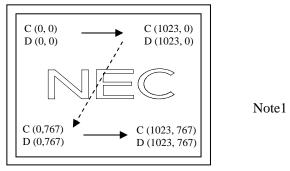


Figure 1. Normal scan (DPS: Low or Open)

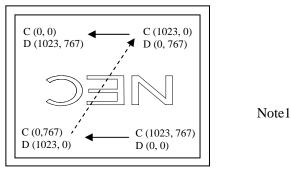


Figure 2. Reverse scan (DPS: High)

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

C (X, Y): The coordinates of the display position (See "4.10 DISPLAY POSITIONS".)

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



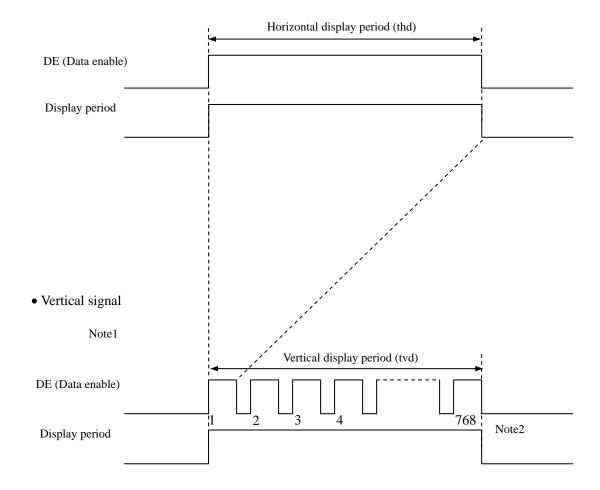
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#### 4.12 INPUT SIGNAL TIMINGS

# 4.12.1 Outline of input signal timings

• Horizontal signal

Note1



Note1: This diagram indicates virtual signal for set up to timing.

Note2: See "4.12.3 Input signal timing chart" for numeration of pulse.

# PRELIMINARY

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# 4.12.2 Timing characteristics

(Note1, Note2)

|      | Paramete             | er             | Symbol | min.  | typ.   | max. | Unit             | Remarks           |  |
|------|----------------------|----------------|--------|-------|--------|------|------------------|-------------------|--|
|      | Fre                  | 1/tc           | 60.0   | 65.0  | 68.0   | MHz  | 15.385 ns (typ.) |                   |  |
| CLK  | ]                    | Duty           | -      |       |        |      | 1                |                   |  |
|      | Rise tim             | ne, Fall time  | -      |       | -      |      | ns               | -                 |  |
|      | CLK-DATA             | Setup time     | -      |       |        |      | ns               |                   |  |
| DATA | CLK-DAIA             | Hold time      | -      |       | -      |      | ns               | -                 |  |
|      | Rise tim             | ne, Fall time  | -      |       |        |      | ns               |                   |  |
|      | Horizontal           | Cycle          | th     | 19.67 | 20.676 | 22.4 | μs               |                   |  |
|      |                      | Cycle          | tii    | -     | 1,344  | ı    | CLK              | 48.363 kHz (typ.) |  |
|      |                      | Display period | thd    |       | 1,024  |      |                  |                   |  |
|      | 37 4 1               | Cycle          | tv     | 13.3  | 16.666 | 18.5 | ms               |                   |  |
| DE   | Vertical (One frame) | Cycle          | tv     | 780   | 806    | ı    | Н                | 60.0 Hz (typ.)    |  |
|      | (one frame)          | Display period | tvd    |       | 768    |      | Н                |                   |  |
|      | CLK-DE               | Setup time     | -      | -     |        |      | ns               |                   |  |
|      | CLK-DE               | Hold time      | -      |       |        |      | ns               | -                 |  |
|      | Rise tim             | ne, Fall time  | -      |       |        |      | ns               |                   |  |

Note1: Definition of parameters is as follows.

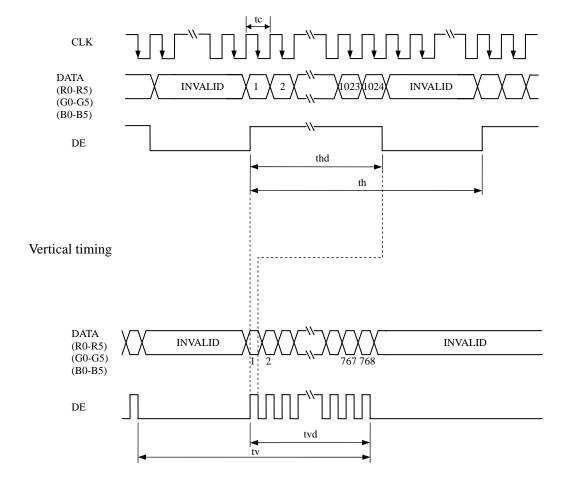
tc = 1CLK, th = 1H

Note2: See the data sheet of LVDS transmitter.

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# 4.12.3 Input signal timing chart

# Horizontal timing



#### **4.13 OPTICS**

# 4.13.1 Optical characteristics

(Note1, Note2)

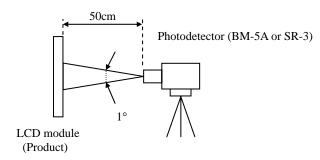
| Parameter            |       | Condition   | Symbol     | min.  | typ.  | max.  | Unit              | Measuring instrument | Remarks        |
|----------------------|-------|---|------------|-------|-------|-------|-------------------|----------------------|----------------|
| Luminance            |       | White at center $\theta R = 0^{\circ}$ , $\theta L = 0^{\circ}$ , $\theta U = 0^{\circ}$ , $\theta D = 0^{\circ}$       | L          | 200   | 300   | -     | cd/m <sup>2</sup> | BM-5A                | -              |
| Contrast ratio       |       | White/Black at center $\theta R = 0^{\circ}$ , $\theta L = 0^{\circ}$ , $\theta U = 0^{\circ}$ , $\theta D = 0^{\circ}$ | CR         | 300   | 600   | -     | -                 | BM-5A                | Note3          |
| Luminance uniformity |       | White $\theta R = 0^{\circ}$ , $\theta L = 0^{\circ}$ , $\theta U = 0^{\circ}$ , $\theta D = 0^{\circ}$                 | LU         | -     | 1.25  | 1.40  | -                 | BM-5A                | Note4          |
|                      | White | x coordinate  | Wx         | 0.263 | 0.313 | 0.363 | -                 |                      | Note5          |
|                      |       | y coordinate  | Wy         | 0.279 | 0.329 | 0.379 | -                 | SR-3                 |                |
| Chromaticity         | Red   | x coordinate  | Rx         | -     | TBD   | -     | -                 |                      |                |
|                      |       | y coordinate  | Ry         | -     | TBD   | -     | -                 |                      |                |
|                      | Green | x coordinate  | Gx         | -     | TBD   | -     | -                 |                      |                |
|                      |       | y coordinate  | Gy         | -     | TBD   | -     | -                 |                      |                |
|                      | Blue  | x coordinate  | Bx         | -     | TBD   | -     | -                 |                      |                |
|                      | Diuc  | y coordinate  | By         | -     | TBD   | -     | -                 |                      |                |
| Color gamut          |       | $\theta$ R= 0°, $\theta$ L= 0°, $\theta$ U= 0°, $\theta$ D= 0° at center, against NTSC color space                      | C          | 35    | 40    | -     | %                 |                      |                |
| Response time        |       | White to Black  | Ton        | -     | 6     | 15    | ms                | BM-5A                | Note6<br>Note7 |
|                      |       | Black to White  | Toff       | -     | 19    | 47    | ms                | DIVI-JA              |                |
| Viewing angle        | Right | θU= 0°, θD= 0°, CR≥ 10  | $\theta R$ | 35    | 45    | -     | 0                 |                      |                |
|                      | Left  | θU= 0°, θD= 0°, CR≥ 10  | θL         | 35    | 45    | -     | 0                 | EZ<br>Contrast Note8 |                |
|                      | Up    | $\theta R = 0^{\circ},  \theta L = 0^{\circ},  CR \ge 10$   | θU         | 10    | 20    | -     | 0                 |                      |                |
|                      | Down  | $\theta R=0^{\circ}, \theta L=0^{\circ}, CR \ge 10$   | θD         | 30    | 40    | -     | 0                 |                      |                |

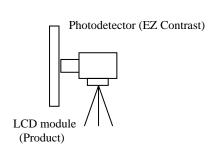
Note1: These are initial characteristics.

Note2: Measurement conditions are as follows.

Ta = 25°C, VCC = 3.3V, IL =20mA, Display mode: XGA, Horizontal cycle = 1/48.363kHz, Vertical cycle = 1/60.0Hz, 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 methods are as follows.





Note3: See "4.13.2 Definition of contrast ratio".

Note4: See "4.13.3 Definition of luminance uniformity".

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

Note6: Product surface temperature: TopF = TBD°C

Note7: See "4.13.4 Definition of response times".

Note8: See "4.13.5 Definition of viewing angles".

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#### 4.13.2 Definition of contrast ratio

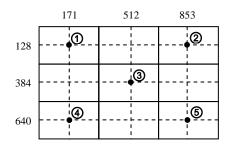
The contrast ratio is calculated by using the following formula.

## 4.13.3 Definition of luminance uniformity

The luminance uniformity is calculated by using following formula.

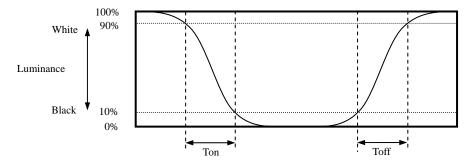
$$Luminance \ uniformity \ (LU) = \ \frac{Maximum \ luminance \ from \ \textcircled{1} \ to \ \textcircled{5}}{Minimum \ luminance \ from \ \textcircled{1} \ to \ \textcircled{5}}$$

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

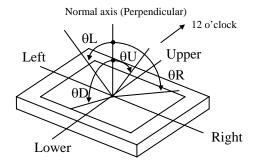


#### 4.13.4 Definition of response times

Response time is measured, the luminance changes from "black "to "white ", or "white " to "black "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.).



## 4.13.5 Definition of viewing angles



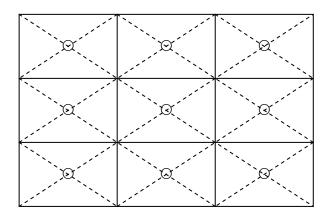
# 5. RELIABILITY TESTS

(Note1)

| Test item                                 | Condition  | Judgment                                       |  |  |
|---|--|--|--|--|
| High temperature and humidity (Operation) | <ul> <li>① 60 ± 2°C, RH= 60%, 240hours</li> <li>② Display data is black.</li> </ul>  |  |  |  |
| Heat cycle<br>(Operation)                 | ① 0 ± 3°C1hour<br>55 ± 3°C1hour<br>② 50cycles, 4 hours/cycle<br>③ Display data is black.   | No display malfunctions                        |  |  |
| Thermal shock<br>(Non operation)          | <ol> <li>-20 ± 3°C30minutes<br/>60 ± 3°C30minutes</li> <li>100cycles, 1hour/cycle</li> <li>Temperature transition time is within<br/>5 minutes.</li> </ol> |  |  |  |
| ESD<br>(Operation)                        | <ol> <li>150pF, 150Ω, ±10kV</li> <li>9 places on a panel surface Note2</li> <li>10 times each places at 1 sec interval</li> </ol>                          |  |  |  |
| Dust<br>(Operation)                       | <ol> <li>Sample dust: No. 15 (by JIS-Z8901))</li> <li>15 seconds stir</li> <li>8 times repeat at 1 hour interval</li> </ol>                                |  |  |  |
| Vibration<br>(Non operation)              | <ul> <li>5 to 100Hz, 19.6m/s²</li> <li>1 minute/cycle</li> <li>X, Y, Z direction</li> <li>120 times each directions</li> </ul>                             | No display malfunctions<br>No physical damages |  |  |
| Mechanical shock<br>(Non operation)       | <ul> <li>539m/s², 11ms</li> <li>±X, ±Y, ±Z direction</li> <li>5 times each directions</li> </ul>   |  |  |  |

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.



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#### 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 be injured by himself, if customer has wrong operations.

#### **6.2 CAUTIONS**



- \* Do not touch the working backlight. There is a 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/s<sup>2</sup> and to be not greater 11ms, Pressure: To be not greater 19.6 N (\$\phi\$16mm jig))

# 6.3 ATTENTIONS 1

## 6.3.1 Handling of the product

- ① Take hold of both ends without touching the circuit board when the product (LCD module) is picked up from inner packing box to avoid broken down or misadjustment, because of stress to mounting parts on the circuit board.
- ② Do not hook nor pull cables such as connection cable, and so on, in order to avoid any damage.
- 3 When the product is put on the table temporarily, display surface must be placed downward.
- 4 When handling the product, take the measures of electrostatic discharge with such as earth band, ionic shower and so on, because the product may be damaged by electrostatic.
- (5) The product must be installed without undue stress such as bends or twist. And do not add undue stress to any portion (such as bezel flat area). Bends or twist described above and undue stress to any portion may cause display mura.
- 6 Do not press or rub on the sensitive product surface. When cleaning the product surface, use of the cloth with ethanolic liquid such as screen cleaner for LCD is recommended.

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- ② Do not push nor pull the interface connectors while the product is working.
- When handling the product, use of an original protection sheet on the product surface (polarizer) is recommended for protection of product surface. Adhesive type protection sheet may change color or characteristics of the polarizer.

#### 6.3.2 Environment

- ① Do not operate or store in high temperature, high humidity, dewdrop atmosphere or corrosive gases. Keep the product in packing box with antistatic pouch in room temperature to avoid dusts and sunlight, when storing the product.
- ② In order to prevent dew condensation occurring by temperature difference, the product packing box should be opened after enough time being left under the environment of an unpacking room. Evaluate the leaving time sufficiently because a situation of dew condensation occurring is changed by the environmental temperature and humidity. (Recommended leaving time: 6 hours 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.

#### 6.3.3 Characteristics

#### The following items are neither defects nor failures.

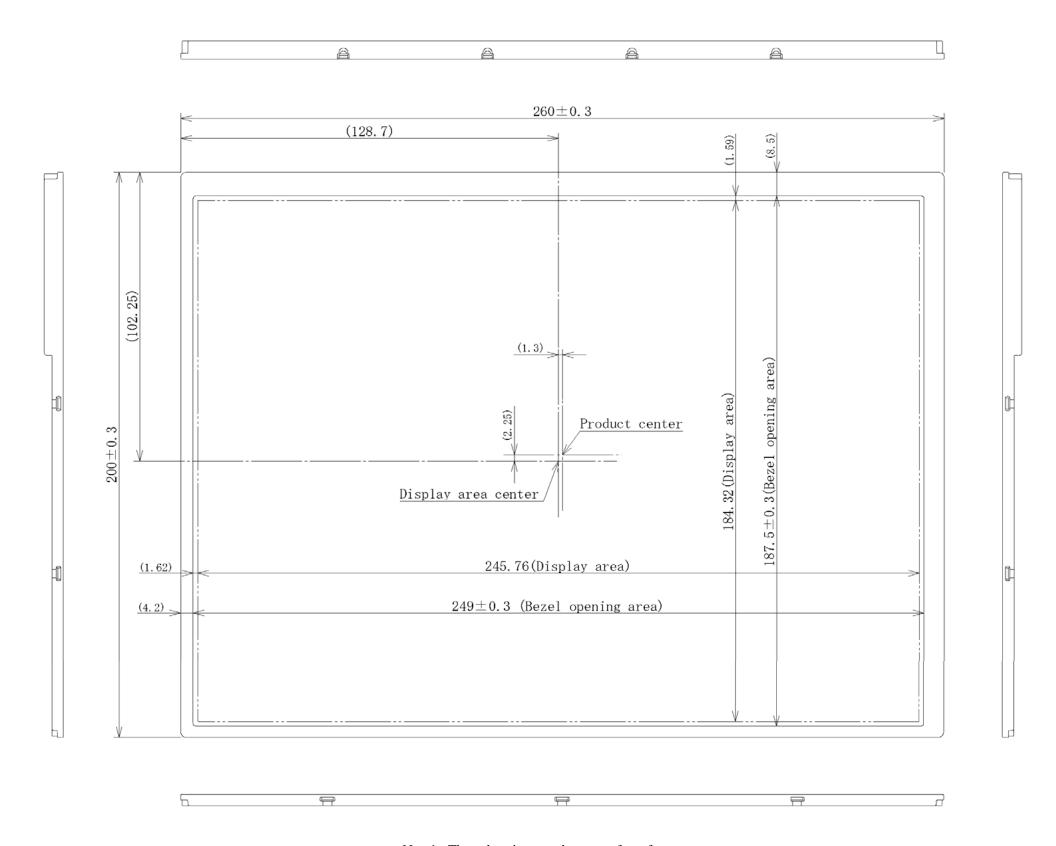
- ① Response time, luminance and color may be changed by ambient temperature.
- ② Display mura, flicker, vertical seam or small spot may be observed depending on display patterns.
- 3 Do not display the fixed pattern for a long time because it may cause image sticking. Use a screen saver, if the fixed pattern is displayed on the screen.
- 4 The display color may be changed depending on viewing angle because of the use of condenser sheet in the backlight.
- ⑤ Optical characteristics may be changed depending on input signal timings.

#### 6.3.4 Other

- ① All GND and VCC terminals should be used without any non-connected lines.
- ② Do not disassemble a product or adjust variable resistors.
- 3 Pack the product with original shipping package, in order to avoid any damages during transportation, when returning the product to NEC for repair and so on.

# 7. OUTLINE DRAWINGS

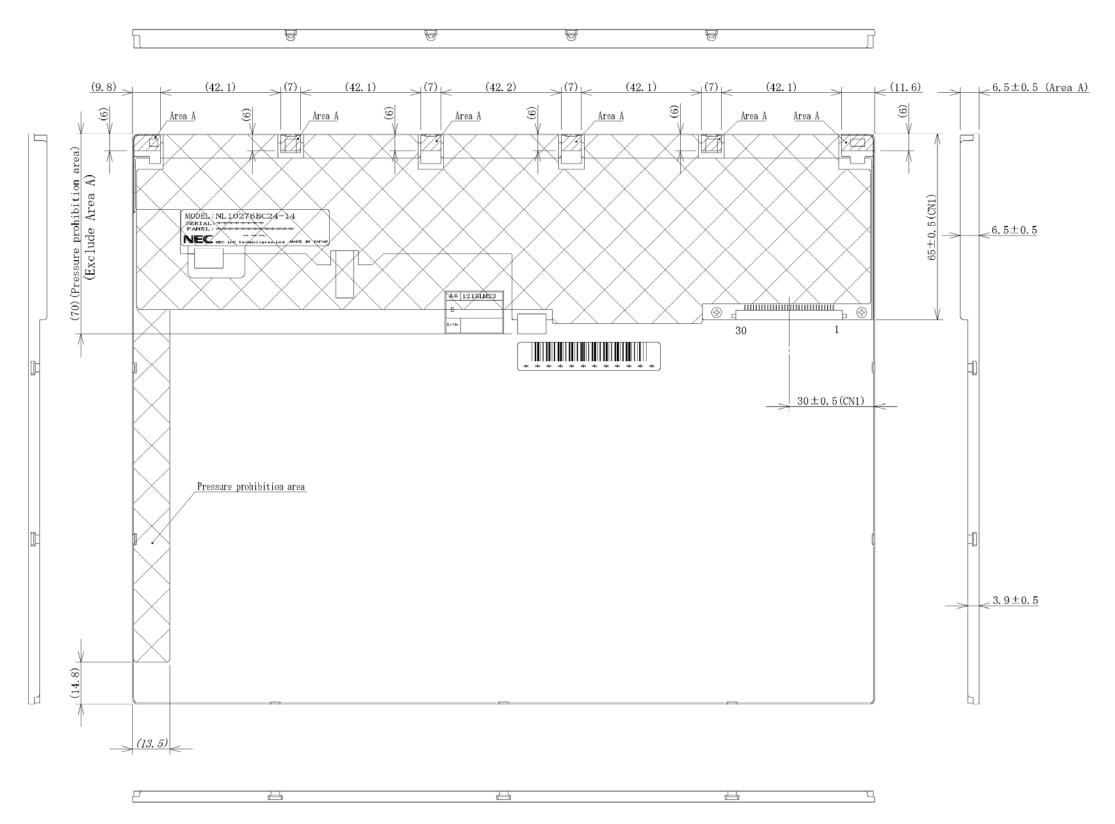
7.1 FRONT VIEW



Unit: mm

Note1: The values in parentheses are for reference.

7.2 REAR VIEW



Unit: mm

Note1: The values in parentheses are for reference.



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## **REVISION HISTORY**

The inside of latest specifications is revised to the clerical error and the major improvement of previous edition. Only a changed part such as functions, characteristic value and so on that may affect a design of customers, are described especially below.

| Edition        | Document<br>number | Prepared date   | Revision contents and signature                                |            |             |  |  |  |
|----------------|--------------------|-----------------|--|------------|-------------|--|--|--|
| 1st<br>edition | DOD-PP-<br>0048    | Oct. 5,<br>2006 | Revision contents  New issue  Signature of writer  Approved by | Checked by | Prepared by |  |  |  |
|                |                    |                 |  | спескей бу |             |  |  |  |
|                |                    |                 | T. Ogawa<br>T. OGAWA   |            | T. OGAWA    |  |  |  |
|                |                    |                 | 1. OGAWA   |            | 1. UGAWA    |  |  |  |
|                |                    |                 |  |            |             |  |  |  |
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