



# Chunghwa Picture Tubes, Ltd.

## Product Specification

To :  
Date : 071129

**TFT LCD**

**CLAA070LC0ACW**

ACCEPTED BY : (V0.3)

Tentative

| APPROVED BY | CHECKED BY | PREPARED BY |
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|         |                                |             |            |
|---------|--------------------------------|-------------|------------|
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|---------|--------------------------------|-------------|------------|



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## 1. OVERVIEW

CLAA070LC0ACW is 7" color TFT-LCD(Thin Film Transistor Liquid Crystal Display)module .Composed of LCD panel,driver ICs,control circuit,and LED backlight.

The 7.0"screen produces a high resolution image that is composed of 800×480 pixel elements in a stripe arrangement.Display 262K colors by 6 Bit R.G.B signal input.

General specifications are summarized in the following table :

| ITEM                           | SPECIFICATION                |
|--------------------------------|------------------------------|
| Display Area (mm)              | 152.4(W)×91.44(H)            |
| Number of Pixels               | 800(H)×3(RGB)×480(V)         |
| Pixel Pitch (mm)               | 0.1905(H)×0.1905(V)          |
| Color Pixel Arrangement        | RGB vertical stripe          |
| Display Mode                   | Normally white               |
| Number of colors               | 262,144                      |
| Viewing Direction              | 6 o'clock                    |
| Response Time (Tr+Tf)          | 20ms                         |
| Brightness(cd/m <sup>2</sup> ) | 220nit(typ)                  |
| Viewing Angle(BL on,CR≥10)     | 140 degree(H) , 110degree(V) |
| Electrical Interface(data)     | TTL                          |
| Power consumption              | 2.0W(Typ)                    |
| Outline Dimension(in mm)       | 165(W)×104(H)×5(D)           |
| Weight(g)                      | TBD                          |
| BL unit                        | LED                          |
| Surface Treatment              | Anti-Glare , Hardness:3H     |

## 2. ABSOLUTE MAXIMUM RATINGS

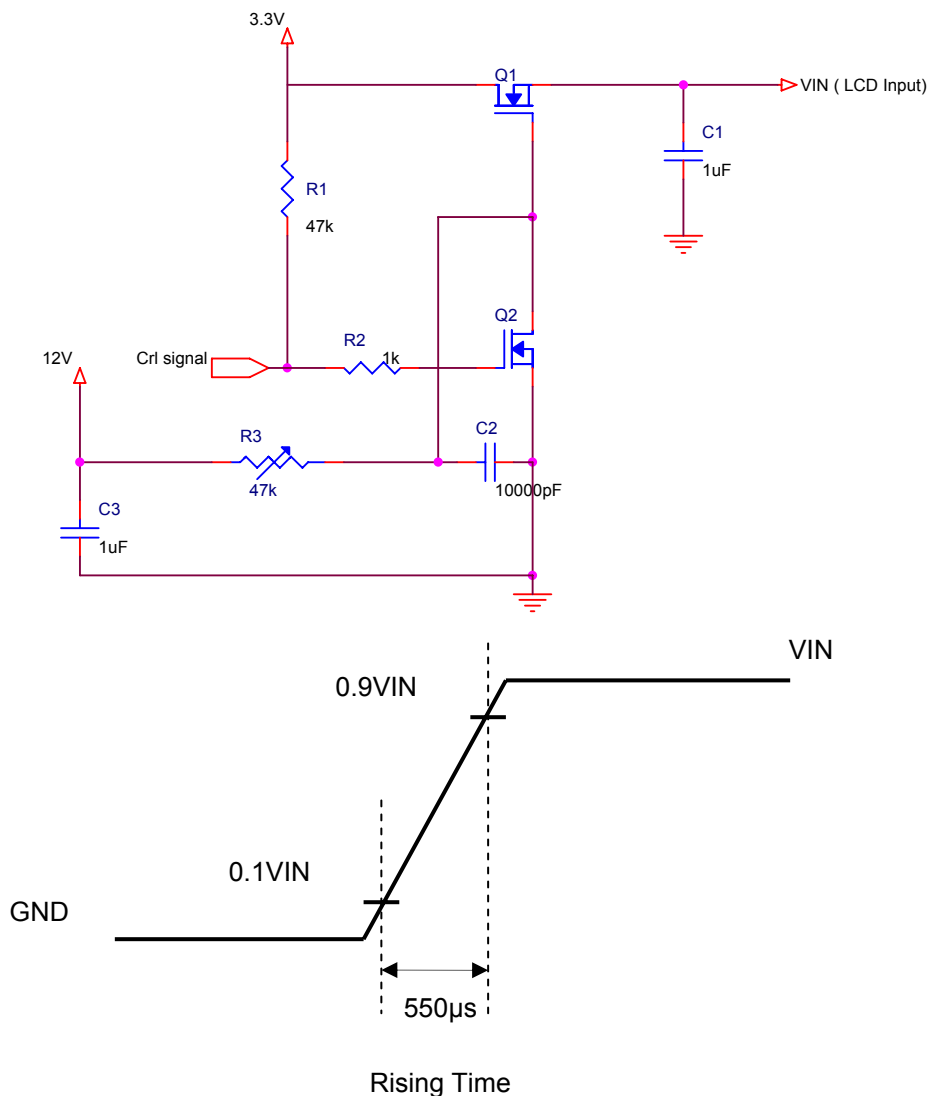
| Item                  | Symbol                    | Min. | Max.                 | Unit | Note    |
|-----------------------|---------------------------|------|----------------------|------|---------|
| Input Voltage         | V <sub>cc</sub>           | -0.5 | 5.0                  | V    |         |
| Signal Input Voltage  | DCLK,DE,R0,G0,B0~R5,G5,B5 | -0.5 | V <sub>cc</sub> +0.5 | V    |         |
| Static Electricity    | VESDc                     | -200 | 200                  | V    | 【Note1】 |
|                       | VESDm                     | -15K | 15K                  | V    |         |
| ICC Rush Current      | IRUSH                     | -    | 1                    | A    | 【Note2】 |
| Operation Temperature | T <sub>op</sub>           | -30  | 85                   | °C   |         |
| Storage Temperature   | T <sub>stg</sub>          | -40  | 95                   | °C   |         |

**【Note1】**

Test Condition: IEC 61000-4-2 ,  
 VESDc : Contact discharge to input connector  
 VESDm : Discontact discharge to module

**【Note2】**

Control signal:High(+3.3V)→Low(GND)  
 Supply Voltage of rising time should be from R3 and C2 tune to 550 us.



### 3. ELECTRICAL CHARACTERISTICS

#### 3.1 TFT LCD

Ta=25°C

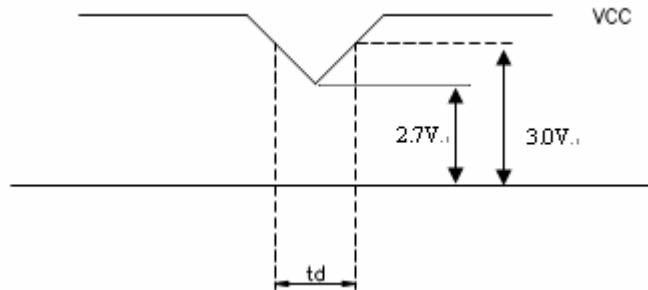
| Item                         | Symbol                  | Min.    | Typ | Max.    | Unit | Note    |
|------------------------------|-------------------------|---------|-----|---------|------|---------|
| Power Supply Voltage For LCD | VCC                     | 3.0     | 3.3 | 3.6     | V    | 【Note1】 |
| Power Supply Voltage For LED | VLED                    | 4.5     | 5   | 5.5     | V    |         |
| Logic Input Voltage          | VIH                     | VCC*0.7 | --  | VCC     | V    |         |
|                              | VIL                     | 0       | --  | VCC*0.3 | V    |         |
| ADJ Input Voltage            | Threshold Voltage(high) | VADJ_H  | 3.0 | --      | 3.3  | V       |
|                              | Threshold Voltage(low)  | VADJ_L  | GND | --      | 0.3  | V       |

Remarks :

【Note1】

VCC –dip condition:

- 1) When  $2.7\text{V} \leq \text{VCC} < 3.0\text{V}$ ,  $t_d \leq 10\text{ms}$ .
- 2) When  $\text{VCC} < 3.0\text{V}$ , it works abnormal that must reset power.  
VCC dip conditions should follow VCC turn on conditions



### 3.2 TFT-LCD Current Consumption

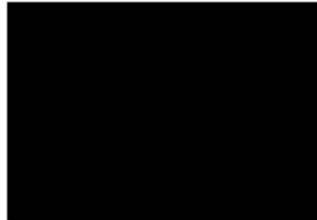
| Item              | Symbol | Min | Type | Max | Unit | Notes   |
|-------------------|--------|-----|------|-----|------|---------|
| LCD power current | ICC    | --  | 150  | 200 | mA   | 【Note1】 |
| LED power current | ILED   |     | 300  | 350 | mA   | 【Note2】 |

**【Note1】**

Typical: Under 64 gray pattern  
 Maximum: Under black pattern



(a) 64 Gray Pattern



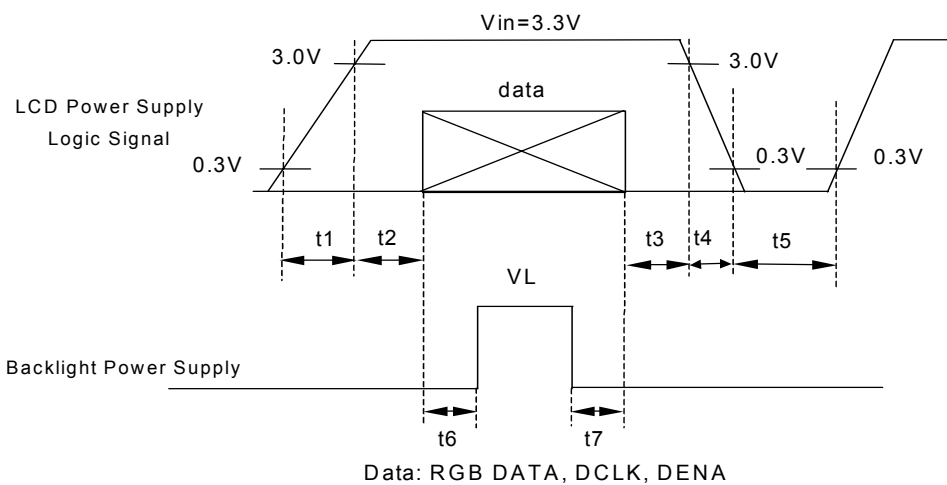
(b) Black Pattern

**【Note2】**

Typical: When VLED is 5V  
 Maximum: When VLED is 4.5V

### 3.3 Power 、Signal sequence

- $t1 \leq 10ms$        $1 \text{ sec} \leq t5$
- $0 < t2 \leq 50ms$      $200ms \leq t6$
- $0 < t3 \leq 50ms$      $200ms \leq t7$
- $0 < t4 \leq 10ms$



## 4. INTERFACE CONNECTION

4.1 CN1 : (Connector type : 40pin / 0.5mm pitch / Bottom contact) : 089N40-000R00-G2

| Pin NO. | SYMBOL           | DESCRIPTION                         |
|---------|------------------|-------------------------------------|
| 1       | AV <sub>SS</sub> | Ground                              |
| 2       | AV <sub>SS</sub> | Ground                              |
| 3       | ADJ              | Brightness control for LED B/L      |
| 4       | VLED             | Power Supply for LED Driver circuit |
| 5       | VLED             | Power Supply for LED Driver circuit |
| 6       | VLED             | Power Supply for LED Driver circuit |
| 7       | VCC              | Power Supply                        |
| 8       | VCC              | Power Supply                        |
| 9       | DE               | Data Enable Signal                  |
| 10      | AV <sub>SS</sub> | Ground                              |
| 11      | AV <sub>SS</sub> | Ground                              |
| 12      | AV <sub>SS</sub> | Ground                              |
| 13      | B5               | Blue Data 5 (MSB)                   |
| 14      | B4               | Blue Data 4                         |
| 15      | B3               | Blue Data 3                         |
| 16      | V <sub>SS</sub>  | Ground                              |
| 17      | B2               | Blue Data 2                         |
| 18      | B1               | Blue Data 1                         |
| 19      | B0               | Blue Data 0 (LSB)                   |
| 20      | AV <sub>SS</sub> | Ground                              |
| 21      | G5               | Green Data 5 (MSB)                  |
| 22      | G4               | Green Data 4                        |
| 23      | G3               | Green Data 3                        |
| 24      | AV <sub>SS</sub> | Ground                              |
| 25      | G2               | Green Data 2                        |
| 26      | G1               | Green Data 1                        |
| 27      | G0               | Green Data 0 (LSB)                  |
| 28      | AV <sub>SS</sub> | Ground                              |
| 29      | R5               | Red Data 5 (MSB)                    |
| 30      | R4               | Red Data 4                          |
| 31      | R3               | Red Data 3                          |
| 32      | AV <sub>SS</sub> | Ground                              |
| 33      | R2               | Red Data 2                          |
| 34      | R1               | Red Data 1                          |
| 35      | R0               | Red Data 0                          |
| 36      | AV <sub>SS</sub> | Ground                              |
| 37      | AV <sub>SS</sub> | Ground                              |
| 38      | DCLK             | Clock Signal                        |
| 39      | AV <sub>SS</sub> | Ground                              |
| 40      | AV <sub>SS</sub> | Ground                              |

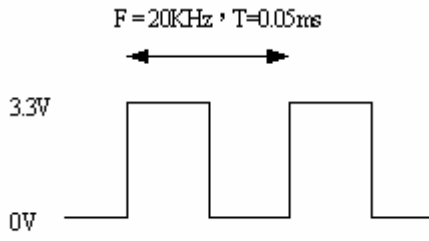
Remarks:

1). The ADJ can adjust LED BL brightness , where Duty and Luminance are in direct ratio.





2) The ADJ adjust signal level is 0~3.3V , operation frequency:20±5KHz



3) AVSS Pin must connection to ground.

### 5. INPUT SIGNAL(DE ONLY MODE)

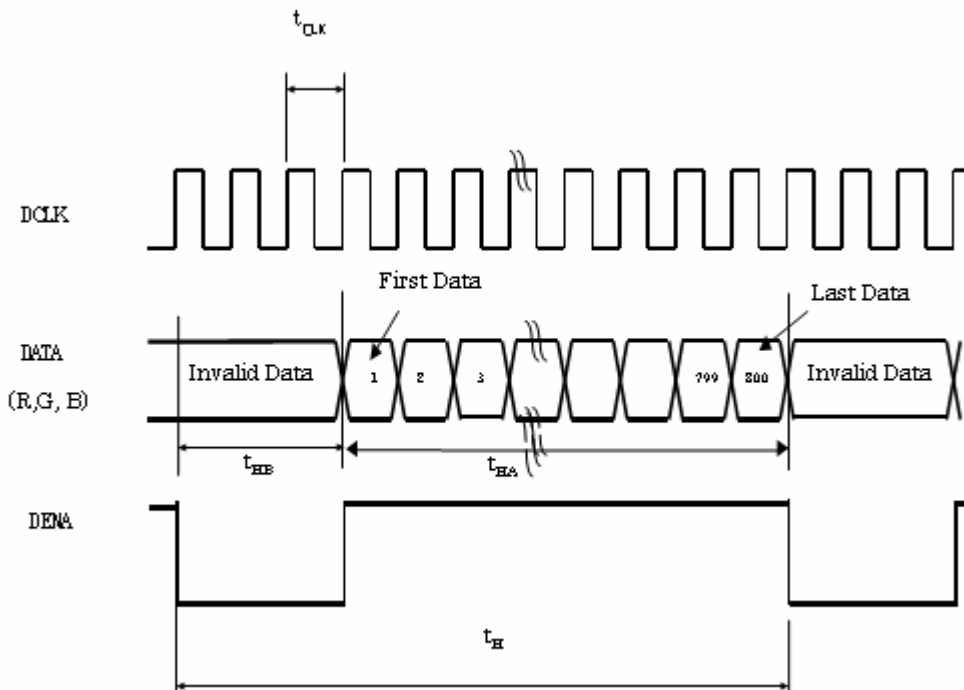
#### 5.1 Timing Specification

| ITEM      | SYMBOL             | MIN.        | TYP.     | MAX. | UNIT |           |
|-----------|--------------------|-------------|----------|------|------|-----------|
| DCLK      | Dot Clock          | $1/t_{CLK}$ | 25       | 27   | 32   | MHz       |
|           | Low Level Width    | $t_{WCL}$   | 6        | -    | -    | ns        |
|           | High Level Width   | $t_{WCH}$   | 6        | -    | -    |           |
| DE        | Setup Time         | $t_{DES}$   | 5        | -    | -    | ns        |
|           | Hold time          | $t_{DEH}$   | 10       | -    | -    |           |
|           | Horizontal Period  | $t_H$       | 850      | 900  | 950  | $t_{CLK}$ |
|           | Horizontal Valid   | $t_{HA}$    | 800      |      |      |           |
|           | Horizontal Blank   | $t_{HB}$    | 50       | 100  | 150  |           |
|           | Vertical Period    | $t_V$       | 490      | 500  | 520  | $t_{HP}$  |
|           | Vertical Valid     | $t_{VA}$    | 480      |      |      |           |
|           | Vertical Blank     | $t_{VB}$    | 10       | 20   | 40   |           |
|           | Vertical Frequency | $f_V$       | 55       | 60   | 65   |           |
|           | DATA               | Setup Time  | $t_{DS}$ | 5    | -    | -         |
| Hold Time |                    | $t_{DH}$    | 10       | -    | -    |           |

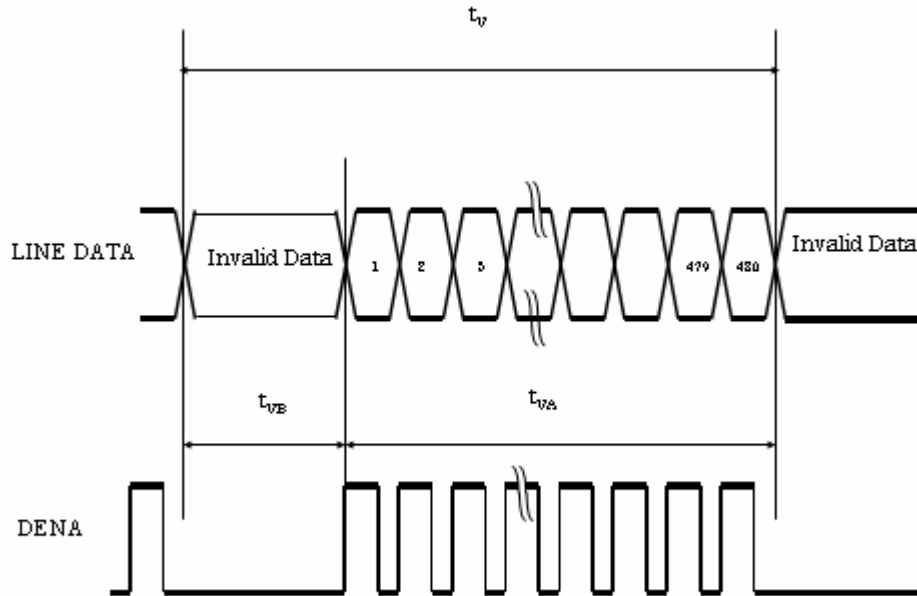
【Note1】 This module is operated by DE only mode.

#### 5.2 Timing sequence(Timing chart)

##### 5.2.1 Horizontal Timing Sequence



5.2.2 Vertical Timing Sequence



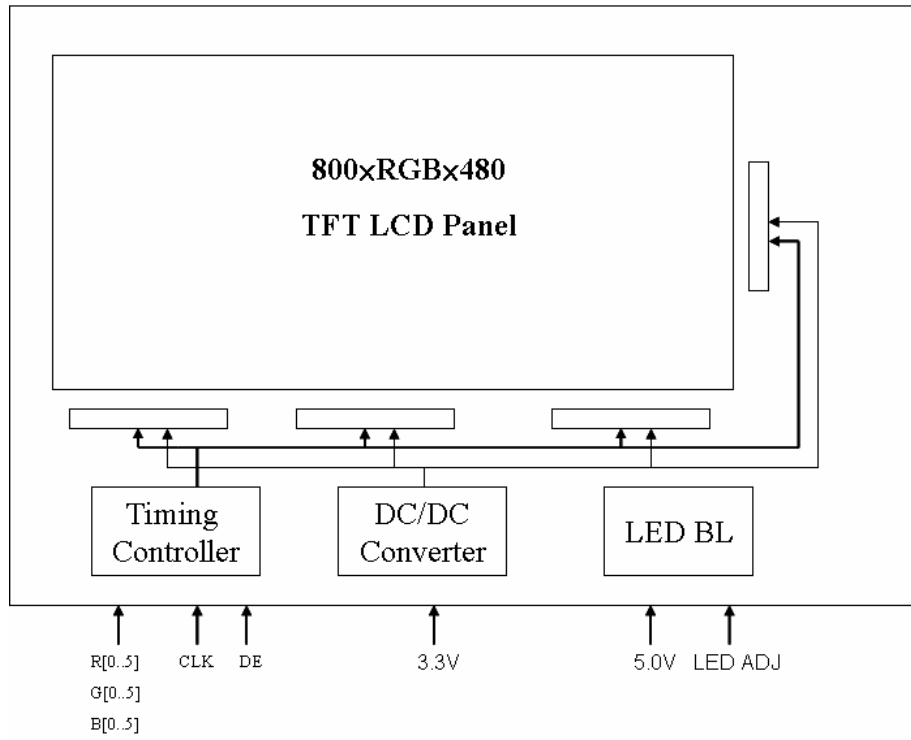
5.3 Color Data Assignment

| COLOR       | INPUT DATA | R DATA |    |    |     |    |    | G DATA |    |    |     |    |    | B DATA |    |    |     |    |    |
|-------------|------------|--------|----|----|-----|----|----|--------|----|----|-----|----|----|--------|----|----|-----|----|----|
|             |            | R5     | R4 | R3 | R2  | R1 | R0 | G5     | G4 | G3 | G2  | G1 | G0 | B5     | B4 | B3 | B2  | B1 | B0 |
|             |            | MSB    |    |    | LSB |    |    | MSB    |    |    | LSB |    |    | MSB    |    |    | LSB |    |    |
| BASIC COLOR | BLACK      | 0      | 0  | 0  | 0   | 0  | 0  | 0      | 0  | 0  | 0   | 0  | 0  | 0      | 0  | 0  | 0   | 0  | 0  |
|             | RED(63)    | 1      | 1  | 1  | 1   | 1  | 1  | 0      | 0  | 0  | 0   | 0  | 0  | 0      | 0  | 0  | 0   | 0  | 0  |
|             | GREEN(63)  | 0      | 0  | 0  | 0   | 0  | 0  | 1      | 1  | 1  | 1   | 1  | 1  | 0      | 0  | 0  | 0   | 0  | 0  |
|             | BLUE(63)   | 0      | 0  | 0  | 0   | 0  | 0  | 0      | 0  | 0  | 0   | 0  | 0  | 1      | 1  | 1  | 1   | 1  | 1  |
|             | CYAN       | 0      | 0  | 0  | 0   | 0  | 0  | 1      | 1  | 1  | 1   | 1  | 1  | 1      | 1  | 1  | 1   | 1  | 1  |
|             | MAGENTA    | 1      | 1  | 1  | 1   | 1  | 1  | 0      | 0  | 0  | 0   | 0  | 0  | 1      | 1  | 1  | 1   | 1  | 1  |
|             | YELLOW     | 1      | 1  | 1  | 1   | 1  | 1  | 1      | 1  | 1  | 1   | 1  | 1  | 0      | 0  | 0  | 0   | 0  | 0  |
|             | WHITE      | 1      | 1  | 1  | 1   | 1  | 1  | 1      | 1  | 1  | 1   | 1  | 1  | 1      | 1  | 1  | 1   | 1  | 1  |
| RED         | RED(0)     | 0      | 0  | 0  | 0   | 0  | 0  | 0      | 0  | 0  | 0   | 0  | 0  | 0      | 0  | 0  | 0   | 0  | 0  |
|             | RED(1)     | 0      | 0  | 0  | 0   | 0  | 1  | 0      | 0  | 0  | 0   | 0  | 0  | 0      | 0  | 0  | 0   | 0  | 0  |
|             | RED(2)     | 0      | 0  | 0  | 0   | 1  | 0  | 0      | 0  | 0  | 0   | 0  | 0  | 0      | 0  | 0  | 0   | 0  | 0  |
|             |            |        |    |    |     |    |    |        |    |    |     |    |    |        |    |    |     |    |    |
|             | RED(62)    | 1      | 1  | 1  | 1   | 1  | 0  | 0      | 0  | 0  | 0   | 0  | 0  | 0      | 0  | 0  | 0   | 0  | 0  |
|             | RED(63)    | 1      | 1  | 1  | 1   | 1  | 1  | 0      | 0  | 0  | 0   | 0  | 0  | 0      | 0  | 0  | 0   | 0  | 0  |
|             |            |        |    |    |     |    |    |        |    |    |     |    |    |        |    |    |     |    |    |
| GREEN       | GREEN(0)   | 0      | 0  | 0  | 0   | 0  | 0  | 0      | 0  | 0  | 0   | 0  | 0  | 0      | 0  | 0  | 0   | 0  | 0  |
|             | GREEN(1)   | 0      | 0  | 0  | 0   | 0  | 0  | 0      | 0  | 0  | 0   | 0  | 1  | 0      | 0  | 0  | 0   | 0  | 0  |
|             | GREEN(2)   | 0      | 0  | 0  | 0   | 0  | 0  | 0      | 0  | 0  | 0   | 1  | 0  | 0      | 0  | 0  | 0   | 0  | 0  |
|             |            |        |    |    |     |    |    |        |    |    |     |    |    |        |    |    |     |    |    |
|             | GREEN(62)  | 0      | 0  | 0  | 0   | 0  | 0  | 1      | 1  | 1  | 1   | 1  | 0  | 0      | 0  | 0  | 0   | 0  | 0  |
|             | GREEN(63)  | 0      | 0  | 0  | 0   | 0  | 0  | 1      | 1  | 1  | 1   | 1  | 1  | 0      | 0  | 0  | 0   | 0  | 0  |
|             |            |        |    |    |     |    |    |        |    |    |     |    |    |        |    |    |     |    |    |
| BLUE        | BLUE(0)    | 0      | 0  | 0  | 0   | 0  | 0  | 0      | 0  | 0  | 0   | 0  | 0  | 0      | 0  | 0  | 0   | 0  | 0  |
|             | BLUE(1)    | 0      | 0  | 0  | 0   | 0  | 0  | 0      | 0  | 0  | 0   | 0  | 0  | 0      | 0  | 0  | 0   | 0  | 1  |
|             | BLUE(2)    | 0      | 0  | 0  | 0   | 0  | 0  | 0      | 0  | 0  | 0   | 0  | 0  | 0      | 0  | 0  | 0   | 1  | 0  |
|             |            |        |    |    |     |    |    |        |    |    |     |    |    |        |    |    |     |    |    |
|             | BLUE(62)   | 0      | 0  | 0  | 0   | 0  | 0  | 0      | 0  | 0  | 0   | 0  | 0  | 1      | 1  | 1  | 1   | 1  | 0  |
|             | BLUE(63)   | 0      | 0  | 0  | 0   | 0  | 0  | 0      | 0  | 0  | 0   | 0  | 0  | 1      | 1  | 1  | 1   | 1  | 1  |
|             |            |        |    |    |     |    |    |        |    |    |     |    |    |        |    |    |     |    |    |

Remarks:

- (1)Definition of Gray Scale  
 color(n) : n is series of Gray Scale  
 The more n value is, the bright Gray Scale.
- (2)Data:1-High,0-Low

### 7. BLOCK DIAGRAM

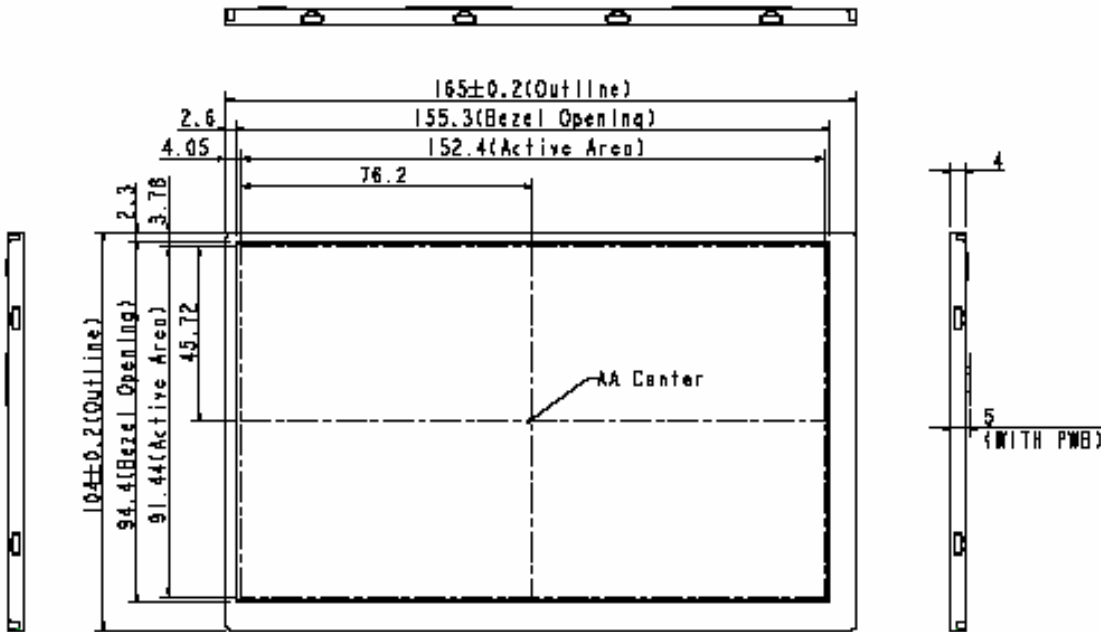


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### 8. MECHANICAL DIMENSION

#### 8.1 Front Side

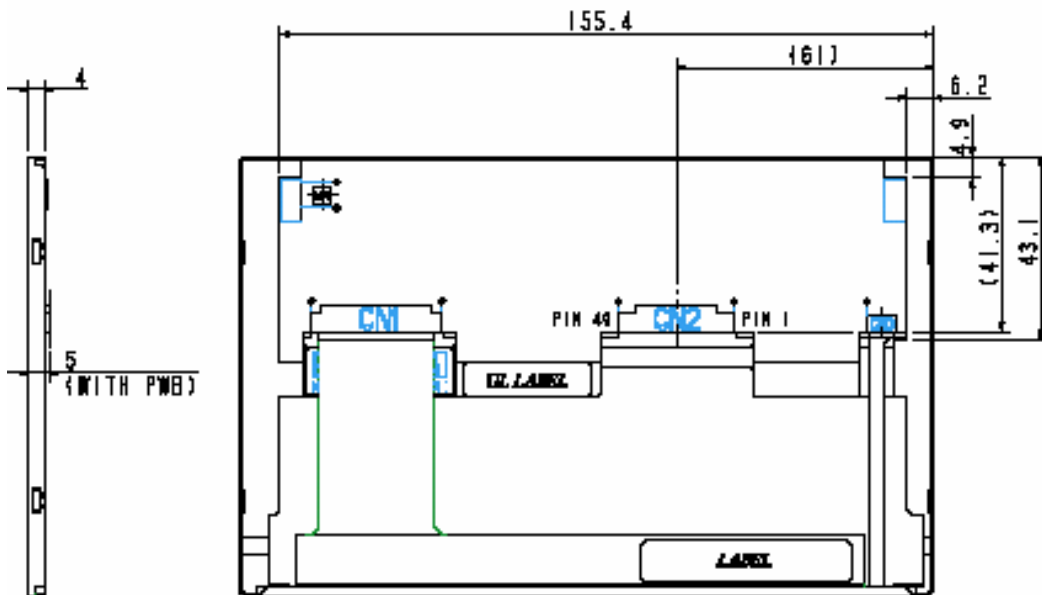
[Unit : mm]



Remark : Un-indication tolerance is ±0.3mm

#### 8.2 Rear Side

[Unit : mm]



Remark : Un-indication tolerance is ±0.3mm

### 9. OPTICAL CHARACTERISTICS

| ITEM                             |            | SYMBOL   | CONDITION          | MIN.           | TYP.           | MAX.           | UNIT              | Remarks   |
|----------------------------------|------------|----------|--------------------|----------------|----------------|----------------|-------------------|-----------|
| Constrast Ratio                  |            | CR       | Point-5            | 300            | 400            | --             | --                | *1)*2)*3) |
| Luminance*)                      |            | Lw       | Point-5            | 176            | 220            | --             | cd/m <sup>2</sup> | *2)       |
| Luminance Uniformity             |            | ΔL       |                    | 70             | 80             | --             | %                 | *2)       |
| Response Time<br>(White - Black) |            | Tr + Tf  | Point-5            | --             | --             | 20             | ms                | *2)*4)    |
| Viewing Angle                    | Horizontal | φ        | CR ≥ 10<br>Point-5 | 120            | 140            | --             | °                 | *2)*3)    |
|                                  | Vertical   | θ        |                    | 90             | 110            | --             | °                 | 2)*3)     |
| Color Coordinate                 | White      | Wx<br>Wy | Point-5            | 0.273<br>0.289 | 0.313<br>0.329 | 0.353<br>0.369 | --                | 2)*3)     |
|                                  | Red        | Rx<br>Ry |                    | 0.535<br>0.292 | 0.575<br>0.332 | 0.615<br>0.372 |                   |           |
|                                  | Green      | Gx<br>Gy |                    | 0.290<br>0.525 | 0.330<br>0.565 | 0.370<br>0.605 |                   |           |
|                                  | Blue       | Bx<br>By |                    | 0.110<br>0.080 | 0.150<br>0.120 | 0.190<br>0.160 |                   |           |

Remarks :

- \*1) Definition of contrast ratio : (in the dark room.BM-5A (TOPCON))  
 Contrast Ratio (CR)= (White) Luminance of ON ÷ (Black) Luminance of OFF
- \*2) Definition of luminance : (in the dark room.BM-5A (TOPCON))  
 Measure white luminance on the point 5 as figure9-1  
 Definition of Luminance Uniformity:  
 Measure white luminance on the point1~9 as figure9-1  

$$\Delta L = [L(MIN)/L(MAX)] \times 100$$

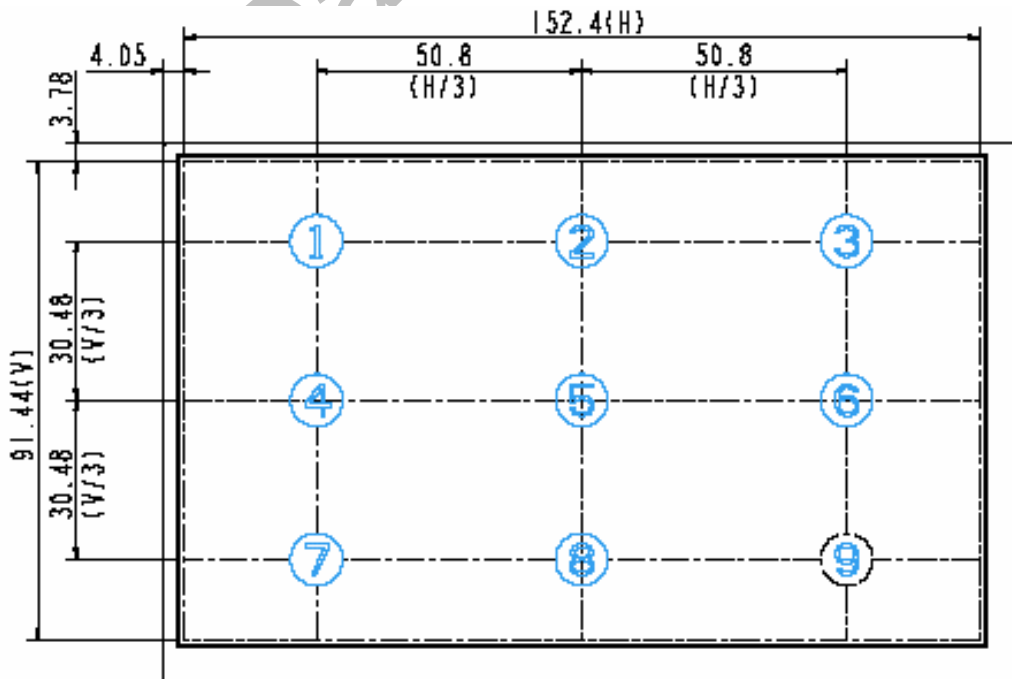


Fig9-1 Measuring point

\*3) Definition of Viewing Angle( $\theta, \psi$ ),refer to Fig9-2 as below : (in the dark room.EZ-CONTRAST (ELDIM))

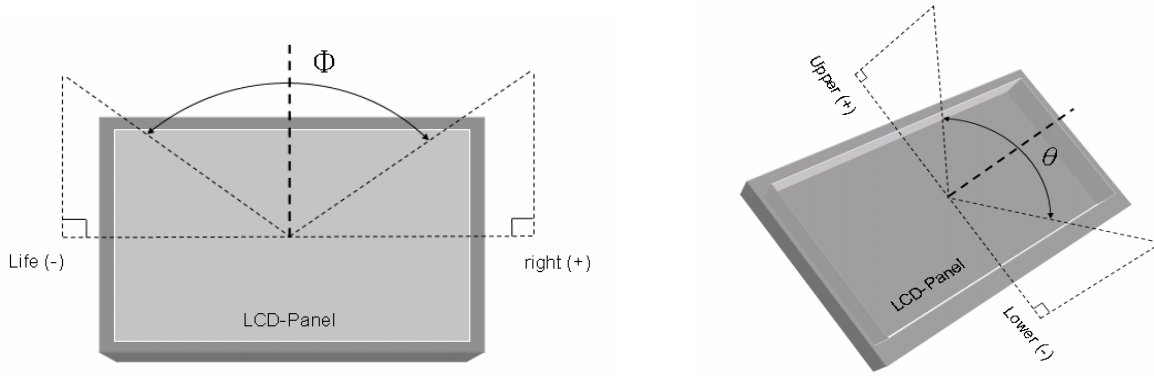


Fig9-2 Definition of Viewing Angle

\*4) Definition of Response Time.(White-Black)

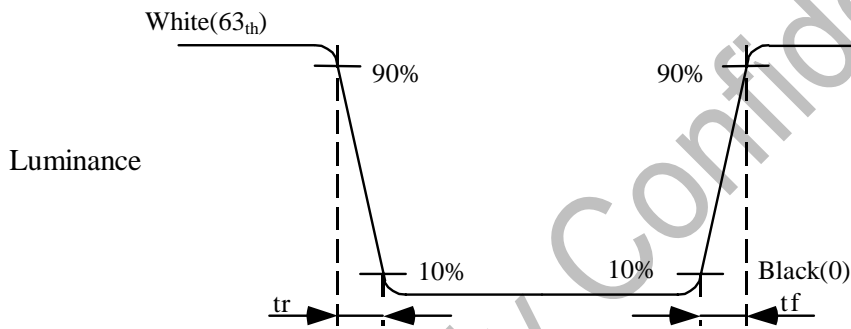


Fig9-3 Definition of Response Time(White-Black)



## 10. RELIABILITY TEST

### 10.1. Temperature and humidity

| TEST ITEMS                               | CONDITIONS                                 | REMARK          |
|--|--|-----------------|
| High Temperature Operation               | 85°C , 240Hrs                              |                 |
| High Temperature Storage                 | 95°C , 240Hrs                              |                 |
| High Temperature High Humidity Operation | 60°C , 90%RH , 240Hrs                      | No condensation |
| Low Temperature Operation                | -30°C , 240Hrs                             |                 |
| Low Temperature Storage                  | -40°C , 240Hrs                             |                 |
| Thermal Shock                            | -30°C ( 0.5Hr) ~ 85°C(0.5Hr)<br>200 cycles |                 |

### 10.2. Shock and Vibration

| TEST ITEMS                   | CONDITIONS  |
|------------------------------|---|
| Shock<br>(Non-operation)     | <ul style="list-style-type: none"> <li>● Shock level:980m/s<sup>2</sup>(equal to 100G)</li> <li>● Waveform:half sinusoidal wave,6ms.</li> <li>● Number of shocks:one shock input in each direction of three mutually perpendicular axes for a total of three shock inputs.</li> </ul> |
| Vibration<br>(Non-operation) | <ul style="list-style-type: none"> <li>● Frequency range:8~33.3Hz</li> <li>● Stroke:1.3mm</li> <li>● Vibration:sinusoidal wave,perpendicularaxis(both x, z axis:2Hrs, y axis 4Hrs).</li> <li>● Sweep:2.9G,33.3Hz-400Hz</li> <li>● Cycle:15min</li> </ul>                              |

### 10.3 Electrostatic Discharge

| TEST ITEMS | CONDITIONS                     | Note |
|------------|--------------------------------|------|
| ESD        | 150pF , 330Ω , ±15kV air test  | (1)  |
|            | 200pF , 0Ω , 200V contact test | (2)  |

[Note]

Measure point : (1) LCD glass and metal bezel..  
(2) IF connector pins

### 10.4 Judgment standard

The Judgment of the above test should be made as follow:

Pass:Normal display image with no obvious non-uniformity and no line defect.Partial transformation of the module parts should be ignored.

Fail:No display image,obvious non-uniformity,or line defect.