**Technical Document** 

# LCD Specification

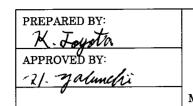
LCD Group

# LQ043T3DG02 LCD Module

Product Specification May 2008

480 × 272 Wide Aspect LCD Module featuring 480 nits brightness with 900:1 contrast. Full Specifications Listing.







MOBILE LIQUID CRYSTAL DISPLAY GROUP SHARP CORPORATION SPECIFICATION SPEC No. LD-20503A FILE No. ISSUED: May. 13. 2008 PAGE: 31 pages APPLICABLE GROUP MOBILE LIQUID CRYSTAL DISPLAY GROUP

# DEVICE SPECIFICATION FOR

# TFT-LCD module

MODEL No. LQ043T3DG02

# These parts have corresponded with the RoHS directive.

CUSTOMER'S APPROVAL

DATE

BY

PRESENTED

BY & Shinn

K. SHIONO Department General manager Engineering Department Mobile LCD Division 3 Mobile Liquid Crystal Display Group SHARP CORPORATION

# **RECORDS OF REVISION**

MODEL No: LQ043T3DG02

SPEC No : LD-20503A

DATE	NO.	PAGE	SUMMARY	NOTE
2008. 5. 13		-	•	1 <sup>st</sup> Issue

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# 1. Applicable Scope

This specification is applicable to TFT-LCD Module "LQ043T3DG02" .

2. General Description

This module is a color active matrix LCD module incorporating amorphous silicon TFT (<u>Thin Film Transistor</u>). It is composed of a color TFT-LCD panel, driver IC, Input FPC, a back light unit. Graphics and texts can be displayed on a 480 x 272 x RGB dots panel with about 262k colors by supplying 18bit data signals (6bit x RGB), four timing signals, 3wires 9 / 24bit serial interface signals, logic (Typ. +3.15V),analog (Typ. +3.15V) supply voltages for TFT-LCD panel driving and supply voltage for back light.

Item	Specifications	Unit
Screen size	10.9 (4.3" type) diagonal	cm
Active area	95.04(H)×53.856(V)	mm
Direct forment	480(H) x 272(V)	Pixel
Pixel format	1Pixel =R+G+B dots	
Pixel pitch	0.198(H) x 0.198(V)	mm
Pixel configuration	R,G,B horizontal stripes	
Display mode	Normally white	
Unit outline dimensions	105.5(W) x 67.2(H) x 3.95(D)	mm
Mass	Approx.55	g
Surface hardness	2H	
Surface treatment	Anti glare	

# 3. Mechanical (Physical) Specifications

\*The above-mentioned table indicates module sizes without some projections and FPC. For detailed measurements and tolerances, please refer to 18. Outline Dimensions..

# 4. Input Terminal Names and Functions

Recommendation CN : [HIROSE] FH26G-67S-0.3SHBW(05)

Pin No	Symbol	I/O	Description	Remarks
1	LED_C (-)		Power supply for LED (Cathode)	
2	LED_0(+)	_	Power supply for LED (Anode)	
3	 DGND1	-	Digital Ground	
4	X1(R)	0	Touch Panel Right Electrode	
5	Y2(B)	0	Touch Panel Bottom Electrode	
6	X2(L)	0	Touch Panel Left Electrode	
7	Y1(T)	0	Touch Panel Top Electrode	
8	AGND1	_	Analog Ground	
9	V <sub>GH</sub>	-	Connect to a Stabilizing capacitor	Note 3
10	C3P	-	Connect a Booster capacitor to C3N	Note 2
11	C3N	-	Connect a Booster capacitor to C3P	Note 2
12	C2P	-	Connect a Booster capacitor to C2N	Note 2
13	C2N	-	Connect a Booster capacitor to C2P	Note 2
14	V <sub>GL</sub>	-	Connect a Stabilizing capacitor to GND	Note 3
15	C1P	-	Connect a Booster capacitor to C1N	Note 2
16	C1N	-	Connect a Booster capacitor to C1P	Note 2
17	AGND2	-	Analog Ground	
18	V <sub>CIX2</sub>	-	Connect a Stabilizing capacitor to GND	Note 3
19	C11P	-	Connect a Booster capacitor to C11N	Note 2
20	C11N	-	Connect a Booster capacitor to C11P	Note 2
21	V <sub>CI</sub>	-	Booster input voltage pin	Note 3
22	SDO	0	Data output pin in serial mode	
23	AGND3	-	Analog Ground	
24	V <sub>CIM</sub>	-	Connect a Stabilizing capacitor to GND	Note 3
25	CXP	-	Connect a Booster capacitor to CXN	Note 2
26	CXN	-	Connect a Booster capacitor to CXP	Note 2
27	TEST	0	TEST	Note 1
28	RESB	Ι	System reset	
29	DGND2	-	Digital Ground	
30	V <sub>DDIO</sub>	-	Voltage input pin for logic I/O	
31	V <sub>CORE</sub>	-	Connect a Stabilizing capacitor to GND	Note 3
32	DGND3	-	Digital Ground	
33	DGND4	-	Digital Ground	
34	CSB	Ι	Chip select pin of serial interface	
35	SDI	Ι	Data input pin in serial mode	
36	SCK	Ι	Clock input pin in serial mode	
37	STYPE	Ι	9bit / 24bit select pin of serial interface	'L'=24bit / 'H'=9bi
38	DEN	Ι	Display enable	
39	B5	Ι	BLUE data signal(MSB)	
40	B4	Ι	BLUE data signal	
41	B3	Ι	BLUE data signal	

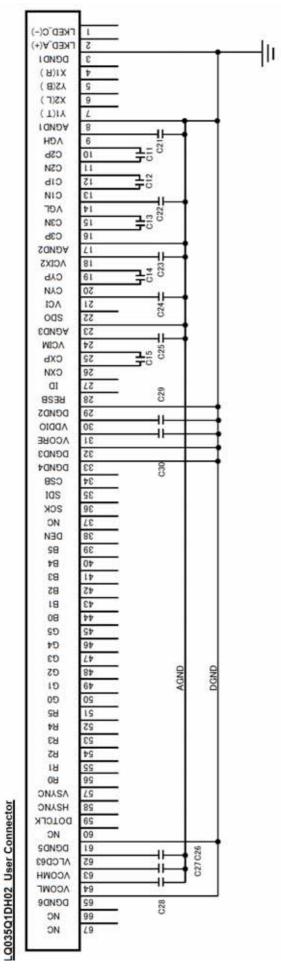
				LD-205
Pin No.	Symbol	I/O	Description	Remarks
42	B2	Ι	BLUE data signal	
43	B1	I	BLUE data signal	
44	B0	Ι	BLUE data signal(LSB)	
45	G5	Ι	GREEN data signal(MSB)	
46	G4	Ι	GREEN data signal	
47	G3	I	GREEN data signal	
48	G2	Ι	GREEN data signal	
49	G1	Ι	GREEN data signal	
50	G0	I	GREEN data signal(LSB)	
51	R5	Ι	RED data signal(MSB)	
52	R4	Ι	RED data signal	
53	R3	I	RED data signal	
54	R2	Ι	RED data signal	
55	R1	Ι	RED data signal	
56	R0	I	RED data signal(LSB)	
57	VSYNC	Ι	Frame synchronization signal	
58	HSYNC	Ι	Line synchronization signal	
59	DOTCLK	Ι	Dot-clock signal	
60	NC	-	Non connected	
61	DGND5	-	Digital Ground	
62	V <sub>LCD63</sub>	-	Connect a Stabilizing capacitor to GND	Note 3
63	V <sub>COMH</sub>	-	Connect a Stabilizing capacitor to GND	Note 3
64	V <sub>COML</sub>	-	Connect a Stabilizing capacitor to GND	Note 3
65	DGND6	-	Digital Ground	
66	NC	-	Non connected	
67	NC	-	Non connected	

Note 1) this pin should be opened.

Note 2) Booster Capacitors

Note 3) Stabilization Capacitors

External recommended condenser



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Temperature Characteristic	B(JIS) or X5R(EIA)														
Rated Voltage	16V	16V	16V	10V	10V	25V	16V	10V	6.3V	6.3V	10V	6.3V	6.3V	6.3V	6.3V
Capacitance	0.22uF	0.22uF	0.22uF	0.22uF	0.22uF	2.2uF									
Ref No.	C11	C12	C13	C14	C15	C21	C22	C23	C24	C25	C26	C27	C28	C29	C30

[Note]

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UNCRUE CUN/P,C2N/P,C3N/P,CYN/P are high voltage switching lines on FPC. Surround/shield by AGND to avoid noise coupling to other pins. Also aware the PCB design to avoid other components to be affected by noise on those dodo pins

5. Absolute Maximum Ratings

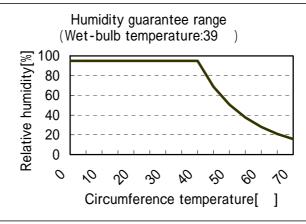
Item	Symbol	Conditions	Rated value	Unit	Remarks
Input voltage	VI	Ta = 25°C	-0.3 ~ V <sub>DDIO</sub> +0.3	V	Note 1
Logic I/O power supply voltage	V <sub>DDIO</sub>	Ta = 25°C	-0.3 ~ +4.0	V	
Analog power supply voltage	V <sub>CI</sub>	Ta = 25°C	AGND-0.3 ~ +5.0	V	
Temperature for storage	Tstg	-	-30 ~ +85	°C	Note 2
Temperature for operation	Topr	-	-10 ~ +70	°C	Note 3
LED input electric current	I <sub>LED</sub>	Ta = 25°C	35	mA	Note 4
LED electricity consumption	P <sub>LED</sub>	Ta = 25°C	123	mW	Note 4

Note 1) RESB, CSB, SDI, SCK, DEN, B5 to B0, G5 to G0, R5 to R0, VSYNC, HSYNC, DOTCLK

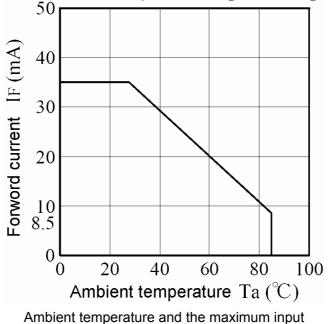
Note 2) Humidity: 95%RH Max. (Ta 40°C)

Maximum bulb temperature under 39°C (Ta>40°C) See to it that no dew will be condensed.

Note 3) Ambient temperature prescribes.



Note 4) Power consumption of one LED (Ta =  $25^{\circ}$ C). (use 9 pieces LED) Ambient temperature and the maximum input are fulfilling the following operating conditions.



# 6. Electrical Characteristics

# 6-1. TFT LCD Panel Driving

					•		Ta = 25°C
lt	em	Symbol	Min.	Тур.	Max.	Unit	Remarks
Logic I/O	DC voltage	V <sub>DDIO</sub>	+3.0	+3.15	+3.3	V	
power supply	DC current	I <sub>VDDIO</sub>	-	1	2	mA	Note 1
Analog	DC voltage	V <sub>CI</sub>	+3.0	+3.15	+3.3	V	
power supply	DC current	I <sub>VCI</sub>	-	12.5	20.0	mA	Note 1
Permis	sive input	V <sub>RFVDDIO</sub>	-	-	100	mVp-p	Note 2
Ripple	e voltage	V <sub>RFVCI</sub>	-	-	100	mVp-p	Note 2
Logic	High	V <sub>IH</sub>	0.8 x V <sub>DDIO</sub>	-	V <sub>DDIO</sub>	V	Note 3
Input Voltage	Low	V <sub>IL</sub>	0	-	$0.2 \times V_{DDIO}$	V	Note 3
Logic inp	out Current	I <sub>IH</sub> / I <sub>IL</sub>	-1	-	1	μA	Note 3

Note 1)  $V_{DDIO} = V_{CI} = +3.3V$ ,  $f_{VSYNC} = 60Hz$ 

Current situation for  $I_{\text{VDDIO}}$ : Black & White checker flag pattern Current situation for  $I_{\text{CI}}$ : All black pattern

Note 2)  $V_{DDIO} = V_{CI} = +3.3V$ 

Note 3) RESB, CSB, SDI, SCK, DEN, B5~B0, G5~G0, R5~R0, VSYNC, HSYNC, DOTCLK

## 6-2. Power up sequence

# $V_{DDIO}$ / $V_{CI}$ ON (hold RESB = "L") ↓ Wait min. 1us ↓ Hard Reset (RESB "L" → "H") ↓ Wait min.1ns

#### Enter the Sleep Mode

Reg. #	Register	Data	Remark
R28h	Power control 1	0006 h	
R29h	Power control 2	8000h	
R2Eh	Power control 3	B544h	
R2Dh	Power control 4	3F46 h	Note2

### ↓ Register setting

Reg. #	Register	Data	Remark
R01 h	Driver output control	230F h	Note 1
R02 h	LCD driving waveform control	0C02 h	
R03 h	Power control 5	(040E h)	
R0B h	Frame cycle control	D000 h	
R0C h	Power control 6	0005 h	
R0D h	Power control 7	000F h	
R0E h	Power control 8	2B00 h	
R16 h	Pixel per line	EF8E h	Note 3
R17 h	Vertical porch	0003 h	Note 4
R1E h	Power control 9	0000 h	
R30 h	Gamma control 1	0000 h	
R31 h	Gamma control 2	0107 h	
R32 h	Gamma control 3	0000 h	
R33 h	Gamma control 4	0201 h	
R34 h	Gamma control 5	0607 h	
R35 h	Gamma control 6	0005 h	
R36 h	Gamma control 7	0707 h	
R37 h	Gamma control 8	0203 h	
R3A h	Gamma control 9	0F0F h	
R3B h	Gamma control 10	0F02 h	
R10 h	Power control 10	02CC h	
R26 h	Power control 11	2800 h	
R15 h	Power control 12	0090 h	
R2C h	Power control 13	3BBD h	

#### ↓ Wait min.200ns

# Display Data Start (VSYNC, HSYNC, DOTCLK)

#### ↓ Exit the Sleep Mode

Reg. #	Register	Data	Remark
R2Dh	Power control 4	3F44 h	
R29h	Power control 2	FFFEh	

#### ↓ Wait min.1s ↓

Back Light ON

Display ON

#### Note 1)

#### **Driver Output Control (R01h)**

R/W	DC	IB15	IB14	IB13	IB12	IB11	IB10	IB9	IB8	IB7	IB6	IB5	IB4	IB3	IB2	IB1	IB0
W	1	0	RL	REV	0	0	0	TB	1	0	0	0	0	1	1	1	1
PC	DR	0	0	1	0	0	0	1	1	0	0	0	0	1	1	1	1

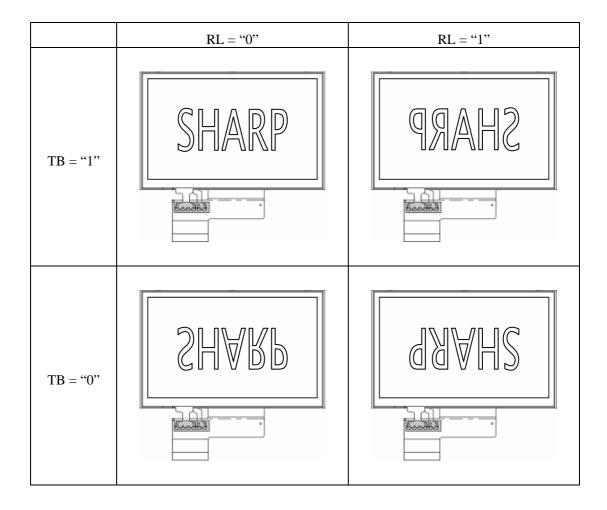
REV: Displays all character and graphics display sections with reversal when REV = "0".

TB: Selects the output shift direction of the gate driver.

When TB = ""1", Top shifts to Bottom. When TB = "0", Bottom shifts to Top.

RL: Selects the output shift direction of the source driver.

When RL ="1", Right shifts to Left. When TB = "1", Left shifts to Right.



#### Note 2)

Mode Control(R2Dh) R/W DC IB15 IB14 IB13 IB12 IB11 IB10 IB9 IB8 IB7 I B6 IB5 IB4 IB3 IB2 IB1 I BO W 1 0 0 1 1 0 1 SHUT 1 1 1 1 1 0 0 0 0 POR 0 0 1 1 1 1 1 0 0 0 0 0 1 1 1 х

SHUT : SHUT="0" : Normal Mode , SHUT="1" : Sleep Mode.

## Note 3)

#### Pixel per line (R16h)

R/W	DC	IB15	IB14	IB13	IB12	IB11	<b>IB10</b>	IB9	IB8	IB7	IB6	IB5	IB4	IB3	IB2	IB1	IB0
W	1	XL8	XL7	XL6	XL5	XL4	XL3	XL2	XL1	XL0	HBP6	HBP5	HBP4	HBP3	HBP2	HBP1	HBP0
PC	DR	1	1	1	0	1	1	1	1	1	0	0	0	1	1	1	0

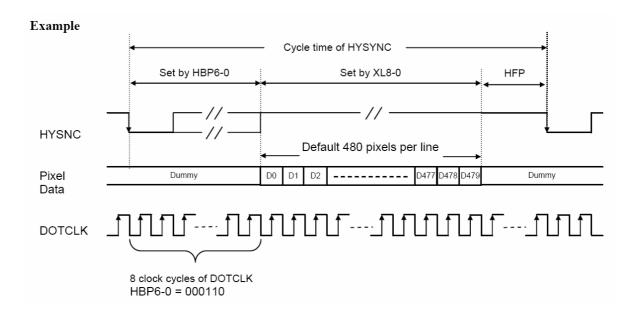
Note: Number of dotclk for hsync active low period must be smaller than that of HBP

**XL8-0**: Set the number of valid pixel per line.

XL8	XL7	XL6	XL5	XL4	XL3	XL2	XL1	XL0	No. of pixel per line
0	0	0	0	0	0	0	0	0	1
0	0	0	0	0	0	0	0	1	2
0	0	0	0	0	0	0	1	0	3
				:					:
				:					Step = 1
				:					:
1	1	1	0	1	1	1	1	0	479
1	1	1	0	1	1	1	1	1	480
1	1	1	1	*	*	*	*	*	Reserved

HBP6-0: Set the delay period from falling edge of HSYC signal to first valid data.

HBP6	HBP5	HBP4	HBP3	HBP2	HBP1	HBP0	No. of clock cycle of DOTCLK
0	0	0	0	0	0	0	2
0	0	0	0	0	0	1	3
0	0	0	0	0	1	0	4
				:			:
				:			Step = 1
				:			:
1	1	1	1	1	0	1	127
1	1	1	1	1	1	0	128
1	1	1	1	1	1	1	129



#### Note 4)

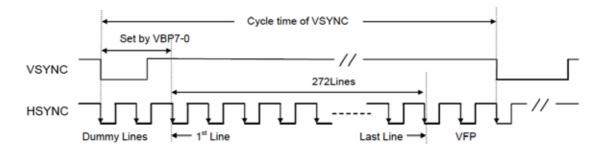
#### Vertical Porch (R17h)

	R/W	DC	IB15	IB14	IB13	IB12	IB11	IB10	IB9	IB8	IB7	IB6	IB5	IB4	IB3	IB2	IB1	IB0
[	W	1	0	0	0	0	0	0	0	0	VBP7	VBP6	VBP5	VBP4	VBP3	VBP2	VBP1	VBP0
[	PO	R	0	0	0	0	0	0	0	0	0	0	0	0	0	0	1	1

VBP7-0: Set the delay period from falling edge of VSYNC to first valid line. The line data within this delay period will be treated as dummy line.

VBP7	VBP6	VBP5	VBP4	VBP3	VBP2	VBP1	VBP0	No. of clock cycle of HSYNC
0	0	0	0	0	0	0	0	0
0	0	0	0	0	0	0	1	1
0	0	0	0	0	0	1	0	2
0	0	0	0	0	0	1	1	3
0	0	0	0	0	1	0	0	4
				:				:
				:				Step = 1
				:				:
1	1	1	0	0	0	0	0	224
1	1	1	0	0	0	0	1	225
1	1	1	1	*	*	*	*	Reserved

### Example



# 6-3. Power down sequence

#### Back light OFF

#### Write White Data (RGB Data: All "H" level)

# 

# Wait min. 1 frame time

#### ↓ Enter the Sleep Mode

		lieue	
Reg. #	Register	Data	Remark
R28h	Power control 1	0006 h	
R29h	Power control 2	8000h	
R2Eh	Power control 3	B544h	
R2Dh	Power control 4	3F46 h	

### ↓ Wait min. 3 frames time

### ↓ Display Data Stop (VSYNC, HSYNC, DOTCLK)

 $\downarrow$ V<sub>DDIO</sub> / V<sub>CI</sub> OFF

#### 6-4. Enter sleep mode sequence

### Back light OFF

↓

### Write White Data (RGB Data: All "H" level)

### Wait min. 1 frame time

Ţ

# Enter the Sleep Mode

Reg. #	Register	Data	Remark
R28h	Power control 1	0006 h	
R29h	Power control 2	8000 h	
R2Eh	Power control 3	B544h	
R2Dh	Power control 4	3F46 h	

#### ↓ Wait min. 3 frames time

## Display Data Stop (VSYNC, HSYNC, DOTCLK)

#### 6-5. Exit sleep mode sequence

#### Display Data Start (VSYNC, HSYNC, DOTCLK) Ţ

	Exit the Sleep M	lode	
Reg. #	Register	Data	Remark
R28h	Power control 1	0006 h	
R2Dh	Power control 4	3F44 h	
R29h	Power control 2	FFFEh	

↓ Wait min.1s

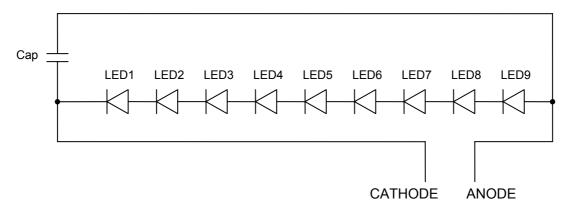
Back light ON Display On

6-6. Back light driving

#### The back light system has 9 pieces LED [LED type; NSSW006T (Nichia)]

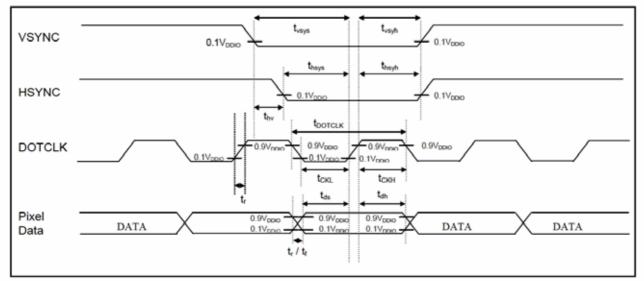
Parameter	Symbol	Min.	Тур.	Max.	Unit	Remark
Rated Voltage	V <sub>BL</sub>	-	28.8	31.5	V	
Rated Current	ΙL	-	20	-	mA	Ta=25°C
Power consumption	WL	-	576	-	mW	

[LED-FPC circuit]

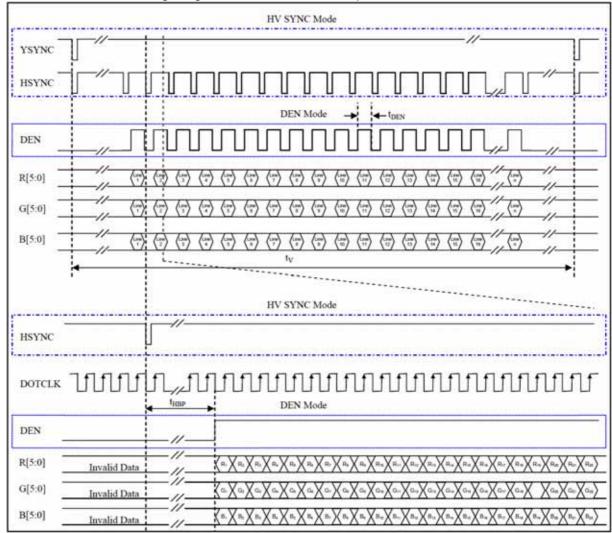


# 7. Timing characteristics of input signals

# 7-1. Pixel Clock Timing



Characteristics	Symbol	Min	Тур	Max	Units
DOTCLK Frequency	f <sub>DOTCLK</sub>	-	-	8.69	MHz
DOTCLK Period	t <sub>DOTCLK</sub>	115	-	-	nSec
Pixel Clock Period	t <sub>PIXCLK</sub>	-	1	-	t <sub>DOTCLK</sub>
Pixel Clock Frequency	f <sub>PIXCLK</sub>	-	-	8.69	MHz
Vertical Sync Setup Time	t <sub>vsys</sub>	5	-	-	nSec
Vertical Sync Hold Time	t <sub>vsyh</sub>	5	-	-	nSec
Horizontal Sync Setup Time	t <sub>hsys</sub>	5	-	-	nSec
Horizontal Sync Hold Time	t <sub>hsyh</sub>	5	-	-	nSec
Phase difference of Sync Signal Falling Edge	t <sub>hv</sub>	0	-	480	t <sub>DOTCLK</sub>
DOTCLK Low Period	t <sub>CKL</sub>	18	-	-	nSec
DOTCLK High Period	t <sub>CKH</sub>	18	-	-	nSec
Data Setup Time	t <sub>ds</sub>	10	-	-	nSec
Data Hold Time	t <sub>dh</sub>	15	-	-	nSec
Reset Pulse Width	t <sub>RES</sub>	10	-	-	uSec
Rise / Fall Time	$t_r / t_f$	5	-	25	nSec



# 7-2. 18-bit RGB Interface Timing Diagram & Transaction Example

Ch	naracteristics	Symbol	HV SYNC Mode	Units
DOT	CLK Frequency	1/t <sub>DOTCLK</sub>	8.54	MHz
	One Line Period	t <sub>H</sub>	512	t <sub>DOTCLK</sub>
TT ' / 1	Active Data Period	t <sub>data</sub>	480	t <sub>DOTCLK</sub>
Horizontal	Horizontal Back Porch	t <sub>HBP</sub>	16	t <sub>DOTCLK</sub>
	Horizontal Front Porch	t <sub>vsys</sub>	16	t <sub>DOTCLK</sub>
	One Field Period	t <sub>V</sub>	278	t <sub>H</sub>
X7 (* 1	Active Line Period	$t_{AL}$	272	t <sub>H</sub>
Vertical	Vertical Back Porch	t <sub>VBP</sub>	4	t <sub>H</sub>
	Vertical Front Porch	t <sub>VFP</sub>	2	t <sub>H</sub>

The formula of setting for control signals:

1/t dotclk, t hbp, t hfp, t vbp, t vfp.

fv=60 ± 5Hz :Vertical Frequency(Refresh)

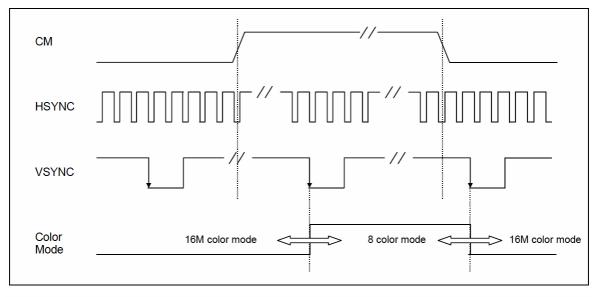
 $1/t_{\text{DOTCLK}}{=}f_{\text{DOTCLK}}$ 

 $f_{V}=f_{DOTCLK}/(t_{H} \times t_{V})$ 

 $t_{v=(t_{vBP}+t_{AL}+t_{vFP})}$  512

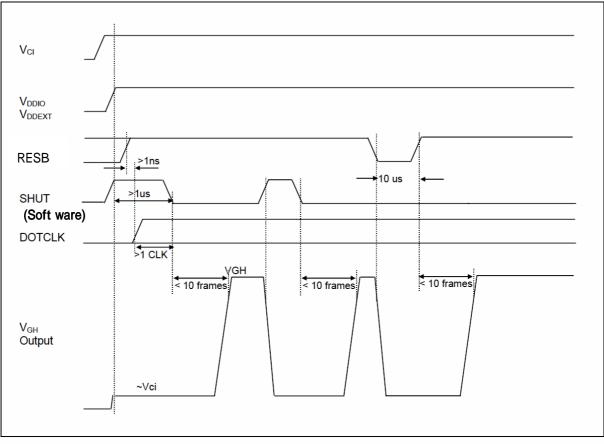
 $t_{\text{H}}=(t_{\text{H}\text{BP}}+t_{\text{Data}}+t_{\text{V}\text{FP}}) \quad 1024$ 

# 7-3. Color Mode Conversion Timing



Note: The color mode conversion starts at the first falling edge of VSYNC after stage change of CM.

# 7-4. VGH Output against SHUT & RESB



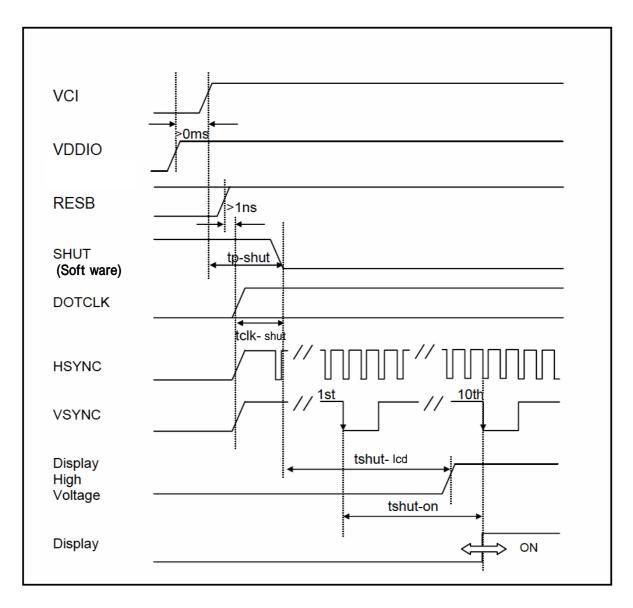
Note1: The minimum cycle time of SHUT is 10 + 2 frames.

Note2: DOTCLK must be provided for boosting of V<sub>GH</sub>. The above timing diagram assumed voltages and DOTCLK are continuous supplied after power on.

Note3: VGH will be forced to VCI at the low stage of RESB

Note4: The minimum pulse width of RESB is 10us.

# 7-5. Power Up Sequence

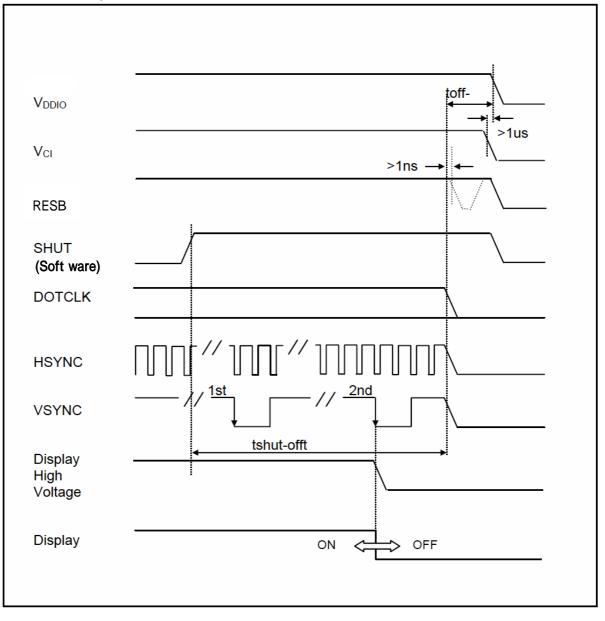


Characteristics	Symbol	MIN	ТҮР	MAX	Units
V <sub>DDIO</sub> on to falling edge of SHUT	tp-shut	1	-	-	µsec
Start of DOTCLK to SHUT low	tclk-shut	1	-	-	DOTCLK
Falling edge of SHUT to LCD power on	tshut-lcd	-	-	167	msec
Falling edge of SHUT to display start		-	-	10	frame
1 line: 512 clk 1 frame: 278 line PIXCLK = 8.5MHz	tshut-on	-	167	-	msec

Note1: It is necessary to input DOTCLK before the falling edge of SHUT.

Note2: Display starts at 10<sup>th</sup> falling edge of VSTNC after the falling edge of SHUT.

# 7-6. Power Down Sequence



Characteristics	Symbol	MIN	ТҮР	MAX	Units
Rising edge of SHUT to display off 1 line: 512 clk	talaat affi	2	-	-	frame
1 frame: 278 line PIXCLK = 8.5 MHz	tshut-off	33.4	-	-	msec
Input-signal-off to VDDIO off	toff-vdd	1	-	-	µsec

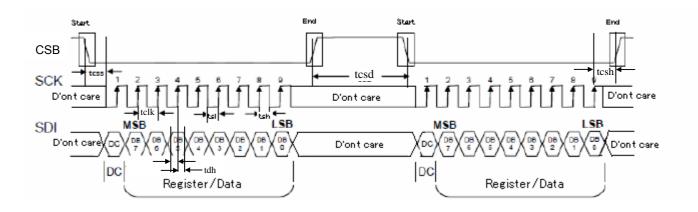
Note1: DOTCLK must be maintained at lease 2 frames after the rising edge of SHUT.

Note2: Display become off at the 2<sup>nd</sup> falling edge of VSTNC after the falling edge of SHUT.

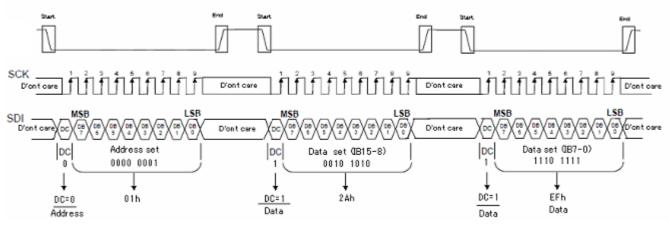
Note3: If RESB signal is necessary for power down, provide it after the 2-frames-cycle of the SHUT period.

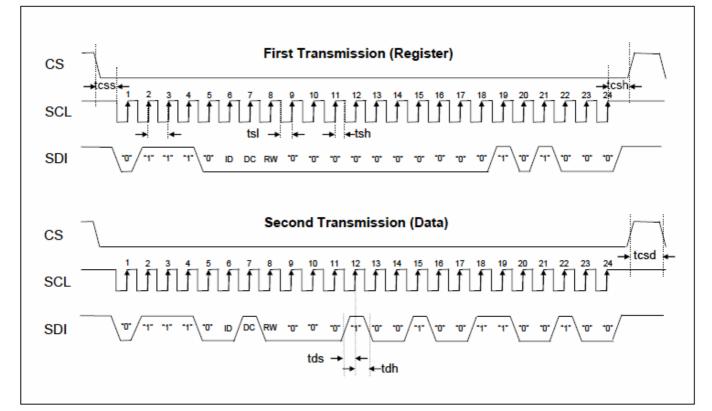
# 7-7. SPI Interface Timing Diagram & Transaction Example

# 1) 3wire 9bit data



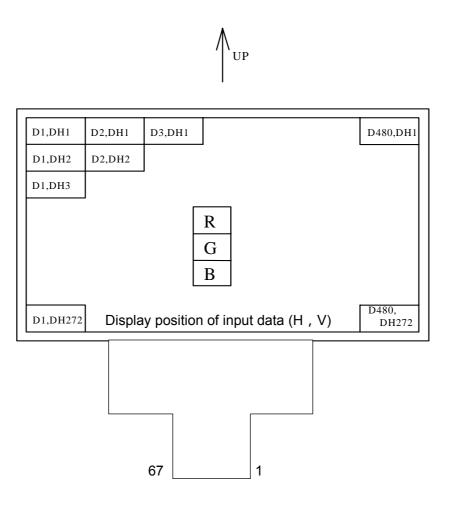
The example transmit "0x2AEFh" to register R01h.





Characteristics	Symbol	MIN	TYP	MAX	Units
Serial Clock Frequency	fclk	-	-	20	MHz
Serial Clock Cycle Time	tclk	50	-	-	nsec
Clock Low Width	tsl	25	-	-	nsec
Clock Hifh Width	tsh	25	-	-	nsec
Chip Select Setup Time	tcss	5	-	-	nsec
Chip Select Hold Time	tcsh	10	-	-	nsec
Chip Select High Delay Time	tcsd	20	-	-	nsec
Data Setup Time	tds	5	-	-	nsec
Data Hold Time	tdh	15	-	-	nsec

7-8. Input Data Signals and Display Position on the screen



8. Input Signals, Basic Colors and Gray Scale of Each Color

Graa Sca Blac Blac Gree Cya Cya Cya Cya Blac Whit Blac Gray Scale of Red Blac Gray Scale of Red Blac Gray Scale of Red Blac	iale ack ue een /an ed genta genta llow hite ack î rker û û û u fiter	Gray Scale - - - - - - - - - - - - - - - - - - -	R0         LSB         0         0         1         1         1         0         1         1         1         1         1         1         1         1         1         0         1         0         1         0         1         0         1         0         1         0	R1 0 0 0 1 1 1 0 0 1 1 0 0 0 1 0 0 0 0 0	R2 0 0 0 1 1 1 1 0 0 0 0 1	L	R4 0 0 0 1 1 1 1 1 0 0 0 0	R5         MSB         0         0         0         1         1         0         0         0         0         0         0         0         0         0         0         0         0         0         0         0         0	G0 LSB 0 1 1 0 0 1 1 1 0 0 0 0	G1 0 1 1 0 0 1 1 1 0 0 0 0 0	G2 0 1 1 0 0 1 1 1 0 0 0 0 0	G3 0 1 1 0 0 1 1 1 0 0 0 0	G4 0 1 1 0 0 1 1 1 0 0 0 0 0	G5 MSB 0 1 1 0 0 1 1 1 0 0 0 0 0	B0 LSB 0 1 0 1 0 1 0 1 0 0 0 0	B1 0 1 0 1 0 1 0 1 0 1 0 0 0 0 0 0 0 0 0	B2 0 1 0 1 0 1 0 1 0 0 0 0	B3 0 1 0 1 0 1 0 1 0 1 0 1 0 0 0 0 0	0 1 0 1 0 1 0 1 0 0 0	B5 MSB 0 1 0 1 0 1 0 1 0 0 0 0
Blace Blace Blace Color Basic Color Yello Whit Blace Gray Scale of Red Blace Gray Scale of Red Blace Gray Scale of Red Blace Gray Scale of Red	ack lue een /an ed jenta jenta low hite ack î k rker î û u Jhter	- - - - - - - - - - - - - - - - - - -	0 0 1 1 1 1 1 0 1 0	0 0 1 1 1 1 0 0 1	0 0 1 1 1 1 0 0 0	0 0 1 1 1 1 0 0 0	0 0 0 1 1 1 1 0 0	0 0 0 1 1 1 1 0 0	0 0 1 0 0 1 1 0 0 0	0 1 1 0 0 1 1 0 0	0 1 1 0 0 1 1 1 0 0 0	0 1 1 0 0 1 1 1 0 0 0	0 0 1 0 0 1 1 1 0 0	0 0 1 0 0 1 1 1 0 0	0 1 0 1 0 1 0 1 0 0 0	1 0 1 0 1 0 1 0 0 0	1 0 1 0 1 0 1 0 0 0	1 0 1 0 1 0 1 0 0 0	0 1 0 1 0 1 0 1 0 0 0	0 1 0 1 0 1 0 1 0 0
Basic Color Basic Color Whit Blac Gray Scale of Red Blac Gray Scale of Red Blac Gray Scale of Red Blac Gray Scale of Red	lue een /an ed jenta llow hite ack û rker ¢ û û û û û	- - - - - - - - - - - - - - - - - - -	0 0 1 1 1 1 1 0 1 0 1 1 0	0 0 1 1 1 1 0 0 1	0 0 1 1 1 1 0 0 0	0 0 1 1 1 1 0 0 0	0 0 1 1 1 1 0 0	0 0 1 1 1 1 0 0	0 1 1 0 0 1 1 1 0 0	0 1 1 0 0 1 1 0 0	0 1 1 0 0 1 1 1 0 0 0	0 1 1 0 0 1 1 1 0 0 0	0 1 1 0 0 1 1 1 0 0	0 1 1 0 0 1 1 1 0 0	1 0 1 0 1 0 1 0 0 0	1 0 1 0 1 0 1 0 0 0	1 0 1 0 1 0 1 0 0 0	1 0 1 0 1 0 1 0 0 0	1 0 1 0 1 0 1 0 0 0	1 0 1 0 1 0 1 0 0
Basic Color Gray Scale of Red Gray Sca	een /an ed jenta llow hite ack û rker ¢ ¢	- - - - - - - - - - - - - - - - - - -	0 0 1 1 1 1 0 1 0 1 1 1 1 1 1 1 1 1 1 1 1 1	0 0 1 1 1 1 0 0 1	0 0 1 1 1 1 0 0 0	0 0 1 1 1 1 0 0 0	0 0 1 1 1 1 0 0	0 0 1 1 1 1 0 0	1 1 0 1 1 0 0	1 1 0 1 1 0 0	1 1 0 0 1 1 0 0	1 1 0 0 1 1 0 0	1 1 0 1 1 1 0 0	1 1 0 0 1 1 0 0	0 1 0 1 0 1 0 0 0	0 1 0 1 0 1 0 0	0 1 0 1 0 1 0 0 0	0 1 0 1 0 1 0 0 0	0 1 0 1 0 1 0 0 0	0 1 0 1 0 1 0 0
Basic Color Mage Yellc Whit Blac Gray Scale of Red Blac Gray Scale Gray Scale Gray Scale Gray Scale Gray Scale	van ed jenta llow hite ack û rker ↓ û ↓	- - - GS0 GS1 GS2 ↓ U	0 1 1 1 1 0 1 0	0 1 1 1 1 0 0 1	0 1 1 1 1 0 0	0 1 1 1 1 0 0 0	0 1 1 1 1 0 0	0 1 1 1 1 0 0	1 0 1 1 0 0	1 0 1 1 0 0	1 0 1 1 0 0	1 0 1 1 0 0	1 0 1 1 0 0	1 0 1 1 0 0	1 0 1 0 1 0 0	1 0 1 0 1 0 0	1 0 1 0 1 0 0 0	1 0 1 0 1 0 0 0	1 0 1 0 1 0 0 0	1 0 1 0 1 0 0
Mage Yello Whit Gray Scale of Red Gray Scale of Red Blac Gray Sca Dark Gray Sca	ed jenta llow hite ack îr ker trker ghter	- - GS0 GS1 GS2 ↓ U	1 1 1 0 1 0	1 1 1 0 0 1	1 1 1 1 0 0	1 1 1 0 0 0	1 1 1 1 0 0	1 1 1 1 0 0	0 0 1 1 0 0	0 0 1 1 0 0	0 0 1 1 0 0	0 0 1 1 0 0	0 0 1 1 0 0	0 0 1 1 0 0	0 1 0 1 0 0	0 1 0 1 0 0	0 1 0 1 0 0	0 1 0 1 0 0	0 1 0 1 0 0	0 1 0 1 0 0
Mage Yello Whit Gray Scale of Red Gray Scale of Red Blac Gray Sca Dark Gray Sca	jenta llow hite ack û rker û û û u Jhter	- - GS0 GS1 GS2 ↓ ↓ GS61	1 1 1 0 1 0	1 1 0 0 1	1 1 1 0 0	1 1 0 0 0	1 1 1 0 0	1 1 1 0 0	0 1 1 0 0	0 1 1 0 0	0 1 1 0 0	0 1 1 0 0	0 1 1 0 0	0 1 1 0 0	1 0 1 0 0	1 0 1 0 0	1 0 1 0 0	1 0 1 0 0	1 0 1 0 0	1 0 1 0 0
Mage Yello Whit Gray Scale of Red Gray Scale of Red Blac Gray Sca Dark Gray Sca	llow hite ack û rker û û ↓ ghter	- GS0 GS1 GS2 ↓ (GS61	1 1 0 1 0	1 1 0 0 1	1 1 0 0	1 1 0 0	1 1 0 0	1 1 0 0	1 1 0 0	1 1 0 0	1 1 0 0	1 1 0 0	1 1 0 0	1 1 0 0	0 1 0 0	0 1 0 0	0 1 0 0	0 1 0 0	0 1 0 0	0 1 0 0
White         Blace         Gray Scale of Red         Bright         Rece         Gray Scale of Red         Dark         Comparison         Dark         Dark	hite ack û rker û û u Jhter	- GS0 GS1 GS2 ↓ ↓ GS61	1 0 1 0	1 0 0 1	1 0 0	1 0 0	1 0 0	1 0 0	1 0 0	1 0 0	1 0 0	1 0 0	1 0 0	1 0 0	1 0 0	1 0 0	1 0 0	1 0 0	1 0 0	1 0 0
Gray Scale of Red Gray Scale of Red Blac Gray Scale of Red Blac Gray Sca	ack û rker û û Jhter	GS0 GS1 GS2 ↓ ↓ GS61	0 1 0 1 1 1 1	0 0 1 0	0	0 0 0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
Gray Scale of Red Gray Scale of Red Gray Scale of Red Gray Sca	ົດ rker ມີ ມີ ມູhter	GS1 GS2 ↓ ↓ GS61	1 0 1	0 1 0	0	0 0 k	0	0	0	0	0	0	0	0	0	0	0	0	0	0
Gray Scale of Red Gray Scale of Red Gray Scale of Red Gray Sca	rker û û Jhter	GS2 ↓ ↓ GS61	0	1	0															
Gray Sca	Դ Դ Jhter	↓ ↓ GS61	1	0		   	0	0	0	0	0	0	0	0	0	_	<u>^</u>	1	•	0
Gray Sca	ր Jhter	↓ GS61				L								1	U	0	0	0	0	Ľ
Gray Sca	jhter ņ	GS61							$\checkmark$						$\checkmark$					
Gray Sca	Ū.				1	4	T	1	¥					<b>↓</b>						
Gray Sca		GS62	0			1	1	1	0	0	0	0	0	0	0	0	0	0	0	0
Gray Sca ↔				1	1	1	1	1	0	0	0	0	0	0	0	0	0	0	0	0
Gray Dark Ca û	ea	GS63	1	1	1	1	1	1	0	0	0	0	0	0	0	0	0	0	0	0
aray Dark Sca û	ack	GS0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
ay Dark Scale of л	Û	GS1	0	0	0	0	0	0	1	0	0	0	0	0	0	0	0	0	0	0
cale о л	rker	GS2	0	0	0	0	0	0	0	1	0	0	0	0	0	0	0	0	0	0
Ω л	Û	$\checkmark$				L											`	Ł		
- - ·	Û	$\checkmark$				L	1	r		r	1					r	`	r	1	
le of ⊕ Green Brigh	hter	GS61	0	0	0	0	0	0	1	0	1	1	1	1	0	0	0	0	0	0
л Т	Û	GS62	0	0	0	0	0	0	0	1	1	1	1	1	0	0	0	0	0	0
Gree		GS63	0	0	0	0	0	0	1	1	1	1	1	1	0	0	0	0	0	0
Blac	ack	GS0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
ۍ <sup>ث</sup>	Û	GS1	0	0	0	0	0	0	0	0	0	0	0	0	1	0	0	0	0	0
Gray Scale of Blue	rker	GS2	0	0	0	0	0	0	0	0	0	0	0	0	0	1	0	0	0	0
Scale <sup>⊕</sup>	Û	$\checkmark$								$\mathbf{\Lambda}$								r		
e of E	Û	$\checkmark$									1							r I		
Brigh	hter	GS61	0	0	0	0	0	0	0	0	0	0	0	0	1	0	1	1	1	1
Û	Ū.	GS62	0	0	0	0	0	0	0	0	0	0	0	0	0	1	1	1	1	1
Blue	1	GS63	0	0	0	0	0	0	0	0	0	0	0	0 Volta	1 ige,	1	1	1	1	1

Each basic color can be displayed in 64 gray scales from 6 bit data signals. According to the combination of 18 bit data signals, the 262k color display can be achieved on the screen.

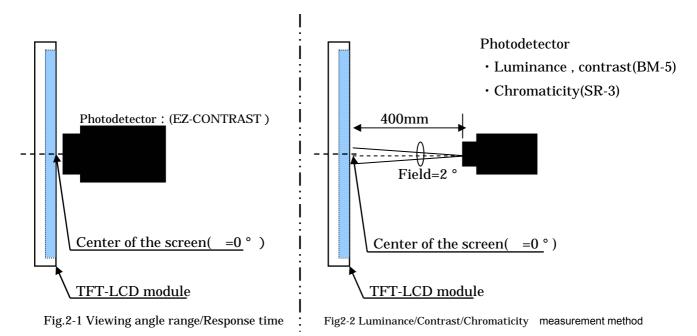
# 9. Optical Characteristics

# Module characteristics

		1					10 -	
Parameter		Symbol	Condition	Min.	Тур.	Max.	Unit	Remark
	Horizontal	θ21		-	80	-	deg.	
Viewing angle range	TIONZONICI	θ22	0.5 (0	-	80	-	deg.	
	Vertical	θ11	CR > 10	-	60	-	deg.	[Note1,4]
		θ12		-	80	-	deg.	
Contrast ratio		CR	Optimum viewing angle	500	900	-	-	[Note2,4]
Response	Rise	Tr		-	8	20	ms	
Time	Decay	Тd	θ=0°	-	21	40	ms	[Note3,4]
Chromaticity of		х		0.26	0.31	0.36	-	
Wh	ite	у		0.29	0.34	0.39	-	[Note4]
Luminance of white		XL1		350	480	-	cd/m²	ILED=20mA

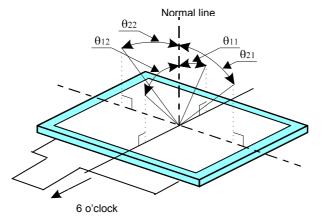
Ta = 25°C, V<sub>DDIO</sub> = +3.3V, V<sub>CI</sub> = +3.3V

\* The optical characteristics measurements are operated under a stable luminescence (I<sub>LED</sub> = 20mA) and a dark condition. (Refer to Fig.2-1,2-2)



measurement method

[Note1] Definitions of viewing angle range



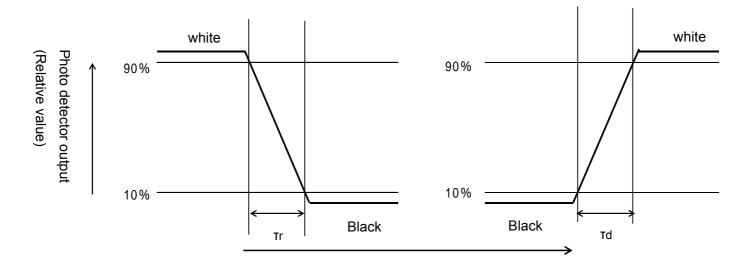
[Note2] Definition of contrast ratio

The contrast ratio is defined as the following:

 $Contrast ratio (CR) = \frac{Luminance (brightness) with all pixels white}{Luminance (brightness) with all pixels black}$ 

[Note3] Definition of response time

The response time is defined as the following figure and shall be measured by switching the input signal for "black" and "white"



[Note4] This shall be measured at center of the screen.

# 10. Handling of modules

- 10-1. Inserting the FPC into its connector and pulling it out.
  - 1) Be sure to turn off the power supply and the signals when inserting or disconnecting the cable.
  - 2) Please insert for too much stress not to join FPC in the case of insertion of FPC.
- 10-2. About handling of FPC
  - 1) The bending radius of the FPC should be more than 0.6mm, and it should be bent evenly.
  - 2) Do not dangle the LCD module by holding the FPC, or do not give any stress to it.
- 10-3. Mounting of the module
  - 1) The module should be held on to the plain surface. Do not give any warping or twisting stress to the module.
  - 2) Please consider that GND can ground a modular metal portion etc. so that static electricity is not charged to a module.
- 10-4. Cautions in assembly / Handling pre cautions.

As the polarizer can be easily scratched, be most careful in handling it.

1) Work environments in assembly.

Working under the following environments is desirable:

- a) Implement more than  $1M\Omega$  conductive treatment (by placing a conductive mat or applying conductive paint) on the floor or tiles.
- b) No dusts come in to the working room. Place an adhesive, anti-dust mat at the entrance of the room.
- c) Humidity of 50 to 70% and temperature of 15 to 27°C are desirable.
- d) All workers wear conductive shoes, conductive clothes, conductive fingerstalls and grounding belts without fail.
- e) Use a blower for electrostatic removal. Set it in a direction slightly tilt downward so that each Module can be well subjected to its wind. Set the blower at an optimum distance between the blower and the module.
- 2) How the remove dust on the polarizer
  - a) Blow out dust by the use of an N2 blower with antistatic measures taken. Use of an ionized air Gun is recommendable.
  - b) When the panel surface is soiled, wipe it with soft cloth.
- 3) In the case of the module's metal part (shield case) is stained, wipe it with a piece of dry, soft cloth. If rather difficult, give a breath on the metal part to clean better.
- 4) If water dropped, etc. remains stuck on the polarizer for a long time, it is apt to get discolored or cause stains. Wipe it immediately.
- 5) As a glass substrate is used for the TFT-LCD panel, if it is dropped on the floor or hit by something hard, it may be broken or chipped off.
- 6) Since CMOS LSI is used in this module, take care of static electricity and take the human earth into consideration when handling.

- 10-5. Others
  - 1) Regarding storage of LCD modules, avoid storing them at direct sunlight-situation.

You are requested to store under the following conditions:

(Environmental conditions of temperature/humidity for storage)

- a) Temperature: 0 to 40°C
- b) Relative humidity : 95% or less
- As average values of environments (temperature and humidity) for storing, use the following control guidelines:

Summer season: 20 to 35°C, 85% or less Winter season: 5 to 15°C, 85% or less

- If stored under the conditions of 40°C and 95% RH, cumulative time of storage must be less than 240 hours.
- 2) If stored at temperatures below the rated values, the inner liquid crystal may freeze, causing cell destruction. At temperatures exceeding the rated values for storage, the liquid crystal may become isotropic liquid, making it no longer possible to come back to its original state in some cases.
- 3) If the LCD is broken, do not drink liquid crystal in the mouth. If the liquid crystal adheres to a hand or foot or to clothes, immediately cleanse it with soap.
- 4) If a water drop or dust adheres to the polarizer, it is apt to cause deterioration. Wipe it immediately.
- 5) Be sure to observe other caution items for ordinary electronic parts and components.
- 6) If local pressure joins T/P surface for a long time, it will become the cause of generating of Newton's ring.

# 11. Reliability test items

	ilubility toot itomo	
No.	Test item	Conditions
1	High temperature storage test	Ta = 85°C 240h
2	Low temperature storage test	Ta = -30°C 240h
3	High temperature & high humidity operation test	Ta = 60°C ; 90%RH 240h (No condensation)
4	High temperature operation test	Ta = 70°C 240h
5	Low temperature operation test	Ta = -10°C 240h
6	Vibration test (non- operating)	Frequency range: 10 to 55Hz Stroke: 1.5mm Sweep time: 1minutes Test period: 2 hours for each direction of X,Y,Z
7	Shock test	Direction: ±X, ±Y, ±Z, Time: Third for each direction. Impact value: 980m/s <sup>2</sup> , Action time 6ms
8	Thermal shock test	Ta=-10°C to 70°C /10 cycles (30 min) (30min)
9	Electro static discharge test	$\pm 200V/200pF(0\Omega)$ to Terminals(Contact) (1 time for each terminals)

\*Note Ta = Ambient temperature, Tp = Panel temperature

# [Check items]

In the standard condition, there shall be no practical problems that may affect the display function.

# 12. Display Grade

The standard regarding the grade of color LCD displaying modules should be based on the delivery inspection standard.

# 13. Delivery Form

- 13-1. Carton storage conditions
  - 1) Carton piling-up: Max 8 rows
  - 2) Environments
    - Temperature: 0 ~ 40°C

Humidity: 65% RH or less (at 40°C)

There should be no dew condensation even at a low temperature and high humidity.

3) Packing form: As shown in Figure.

\*Cartons are weak against damp, and they are apt to be smashed easily due to the compressive pressure applied when piled up. The above environmental conditions of temperature and humidity are set in consideration of reasonable pile-up for storage.

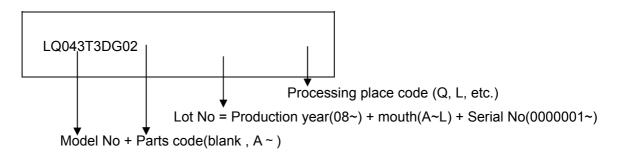
13-2. Packing composition

Name	quantity	Note
Carton size	1	575×360×225 (mm)
Тгау	8	Material: Electrification prevention polypropylene
(The number of Module)	80	8 unit/tray: 80 unit/carton
Electrification prevention bag	0	Material: Electrification prevention polyethylene
	2	680mm(length)×500mm(depth)×50µm(thin)

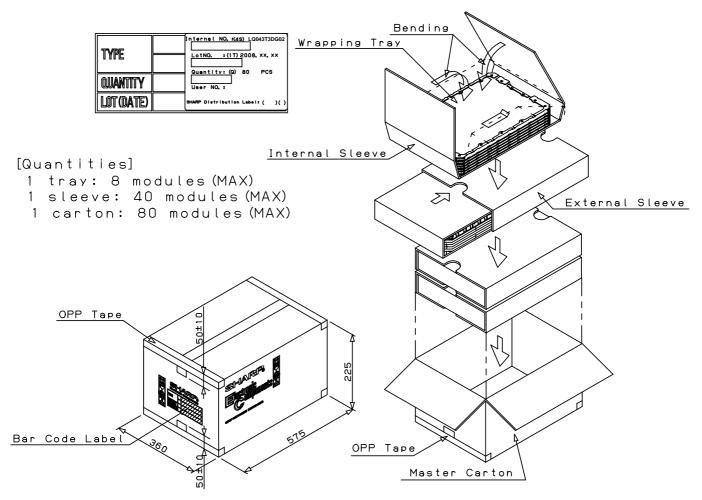
Carton weight (80 modules): Approx. 9.0 kg

# 14. Lot No. marking

The lot No. will be indicated on individual inkjet. The location is as shown

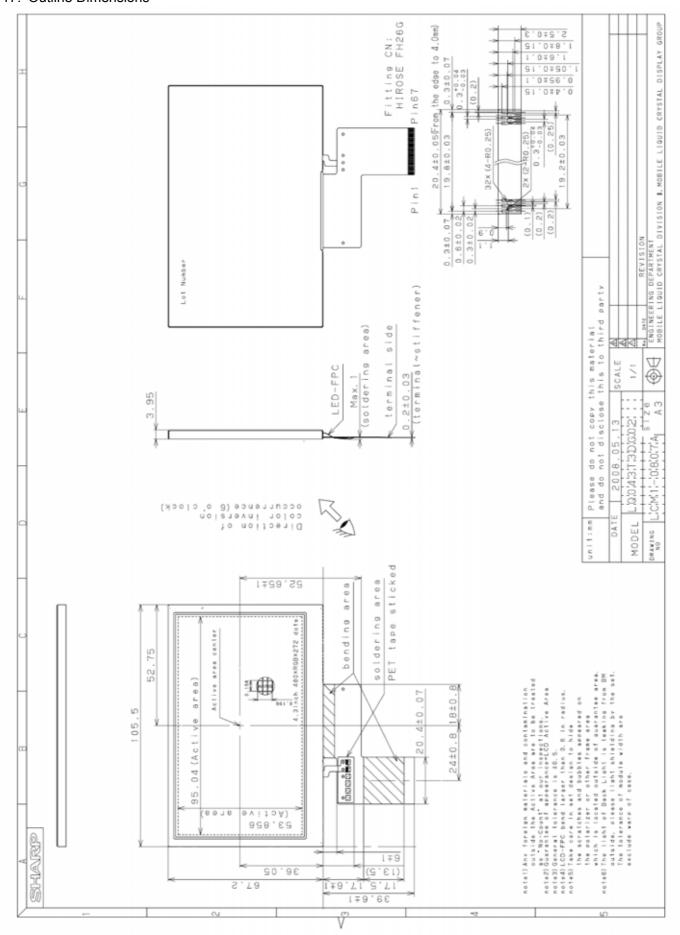


## 15. LCD module packing carton



# 16. Others

- 1) Disassembling the module can cause permanent damage and you should be strictly avoided.
- 2) Please be careful that you don't keep the screen displayed fixed pattern image for a long time, since retention may occur.
- If you pressed down a liquid crystal display screen with your finger and so on, the alignment disorder of liquid crystal will occur. And then It will become display fault.
   Therefore, be careful not to touch the screen directly, and to consider not stressing to it.
- 4) If any problem arises regarding the items mentioned in this specification sheet or otherwise, it should be discussed and settled mutually in a good faith for remedy and/or improvement.



# 17. Outline Dimensions

# LCD Specification

LCD Group

# **SHARP**

#### NORTH AMERICA

Sharp Microelectronics of the Americas 5700 NW Pacific Rim Blvd. Camas, WA 98607, U.S.A. Phone: (1) 360-834-2500 Fax: (1) 360-834-8903 www.sharpsma.com

#### TAIWAN

Sharp Electronic Components (Taiwan) Corporation 8F-A, No. 16, Sec. 4, Nanking E. Rd. Taipei, Taiwan, Republic of China Phone: (886) 2-2577-7341 Fax: (886) 2-2577-7326/2-2577-7328

#### CHINA

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#### EUROPE

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#### HONG KONG

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