

*Shanghai SVA - NEC Liquid Crystal Display Co., Ltd.*

# TFT COLOR LCD MODULE

(COMMON)

SVA150XG08TB

38cm (15.0 Type)

XGA

LVDS Interface (1port)

## DATA SHEET

(Version 1.0)

*Published by*

Technology Department

SVA - NEC Liquid Crystal Display Co., Ltd.

*Approved by*

*Date*

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## INTRODUCTION

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### • HANDLING OF DOUBTFUL POINTS

Any question arising out of, or in connection with, this SPECIFICATION or any matter not stipulated herein will be settled each time upon consultation between both parties.

## CONTENTS

|  |    |
|--|----|
| INTRODUCTION .....   | 1  |
| CONTENTS.....  | 3  |
| 1. OUTLINE .....   | 4  |
| 1.1 STRUCTURE AND PRINCIPLE .....                                    | 4  |
| 1.2 APPLICATIONS .....   | 4  |
| 1.3 FEATURES .....   | 4  |
| 2. GENERAL SPECIFICATIONS .....                                      | 5  |
| 3. BLOCK DIAGRAM .....   | 6  |
| 4. DETAILED SPECIFICATION .....                                      | 7  |
| 4.1 MECHANICAL SPECIFICATIONS .....                                  | 7  |
| 4.2 ABSOLUTE MAXIMUM RATINGS .....                                   | 7  |
| 4.3 ELECTRICAL CHARACTERISTICS .....                                 | 8  |
| 4.4 POWER SUPPLY VOLTAGE SEQUENCE .....                              | 9  |
| 4.5 CONNECTIONS AND FUNCTIONS FOR INTERFACE PINS .....               | 10 |
| 4.6 DISPLAY COLORS AND INPUT DATA SIGNALS .....                      | 14 |
| 4.7 DISPLAY POSITIONS .....  | 15 |
| 4.8 INPUT SIGNAL TIMINGS FOR LCD PANEL SIGNAL PROCESSING BOARD ..... | 15 |
| 4.9 OPTICS .....   | 18 |
| 4.10 DEFECT CRITERIA .....   | 20 |
| 5. RELIABILITY TESTS .....   | 24 |
| 6. ESTIMATED LUMINANCE LIFETIME .....                                | 25 |
| 7. MARKINGS .....  | 26 |
| 7.1 PRODUCT LABEL .....  | 26 |
| 7.2 BARCODE LABEL .....  | 26 |
| 7.3 OTHER MARKINGS .....   | 26 |
| 7.4 INDICATION LOCATIONS .....                                       | 27 |
| 8. PACKING, TRANSPORTATION AND DELIVERY .....                        | 28 |
| 8.1 PACKING .....  | 28 |
| 8.2 INSPECTION RECORD SHEET .....                                    | 28 |
| 8.3 TRANSPORTATION .....   | 28 |
| 8.4 SIZE AND WEIGHT FOR PACKING BOX .....                            | 28 |
| 8.5 OUTLINE FIGURE FOR PACKING .....                                 | 29 |
| 9. PRECAUTIONS .....   | 31 |
| 9.1 MEANING OF CUTION SIGNS .....                                    | 31 |
| 9.2 CAUTIONS .....   | 31 |
| 9.3 ATTENTIONS .....   | 31 |
| 10. OUTDRAWING .....   | 33 |

## 1. OUTLINE

### 1.1 STRUCTURE AND PRINCIPLE

SVA150XG08TB module is composed of the amorphous silicon thin film transistor liquid crystal display (a-Si TFT LCD) panel structure with driver LSIs for driving the TFT (Thin Film Transistor) array and a backlight.

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

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

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

### 1.2 APPLICATIONS

- Monitor for PC

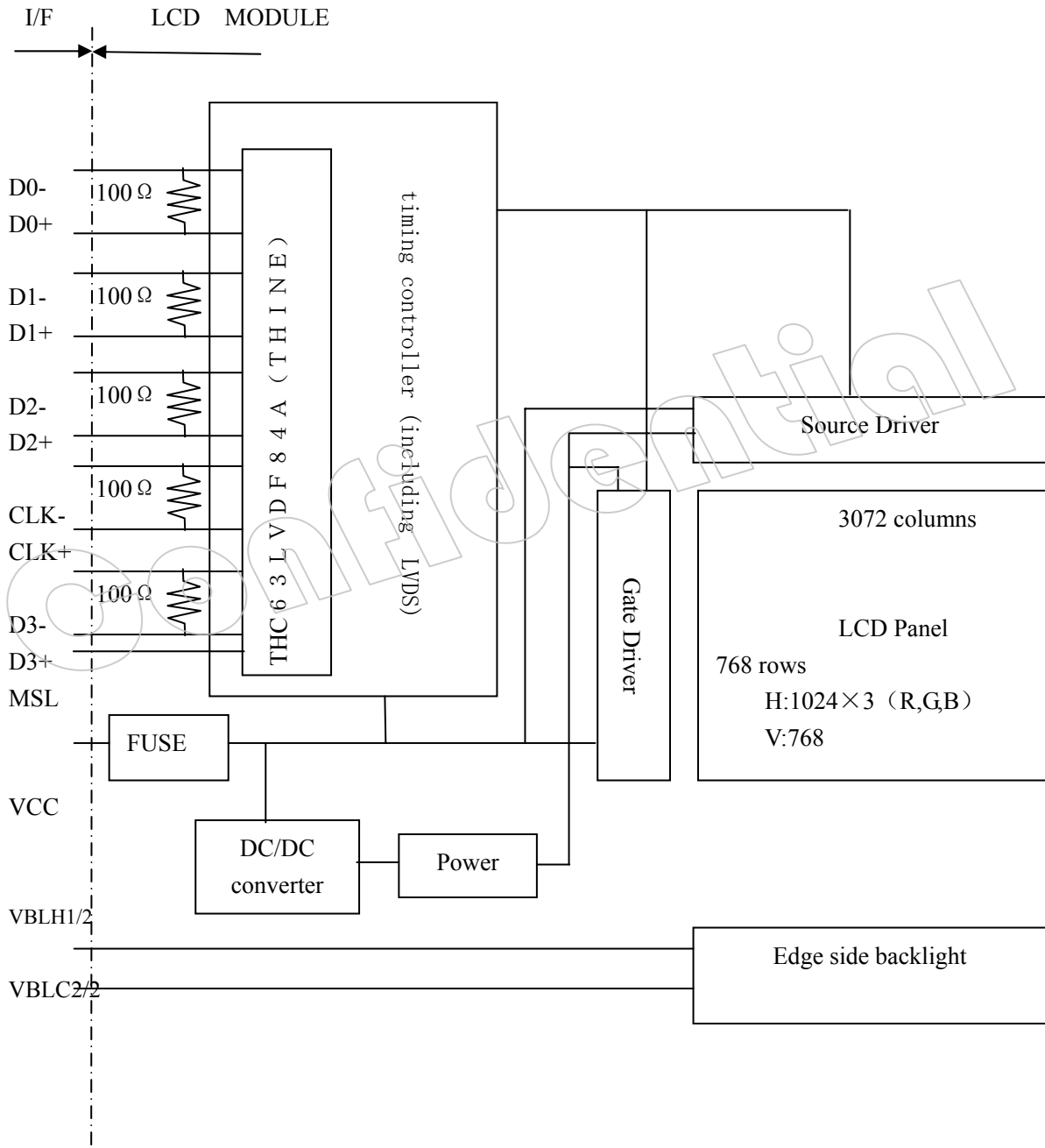
### 1.3 FEATURES

- a-Si TFT active matrix
- LVDS interface (8 bit)
- Selectable LVDS input map
- Wide viewing angle
- high response time : ( 8)ms (typ.)
- PSWG standard
- High contrast: (600:1) (typ.)
- Edge light type backlight (Inverter less)
- Replaceable lamp for backlight

## 2. GENERAL SPECIFICATIONS

|   |  |
|---|--|
| <b>Display area</b>                                   | 304.128 (W) x 228.096 (H) mm (typ.)  |
| <b>Diagonal size of display</b>                       | 38.0 cm (15.0 inches)  |
| <b>Drive system</b>                                   | a-Si TFT active matrix   |
| <b>Display color</b>                                  | 16,777,216 colors (6bit+FRC)   |
| <b>Pixel</b>  | 1,024 (H) x 768 (V) pixels   |
| <b>Pixel arrangement</b>                              | RGB (Red dot、Green dot、Blue dot) vertical stripe   |
| <b>Dot pitch</b>                                      | 0.099 (W) x 0.297 (H) mm   |
| <b>Pixel pitch</b>                                    | 0.297 (W) x 0.297 (H) mm   |
| <b>Module size</b>                                    | 326.50 ± 0.5 (W) x 253.5 ± 0.5 (H) x 11.2 ± 0.5 (D) mm (typ.)  |
| <b>Weight</b>   | 970 g (typ.)   |
| <b>Contrast ratio</b>                                 | (600:1) (typ.)   |
| <b>Viewing angle</b><br>(At the contrast ratio 10: 1) | <ul style="list-style-type: none"> <li>• Horizontal: 150° (typ.)</li> <li>• Vertical: 130° (typ.)</li> </ul>   |
| <b>Designed viewing direction</b>                     | • Viewing angle with optimum grayscale ( $\gamma = 2.2$ ): normal axis   |
| <b>Color gamut</b>                                    | At LCD panel center<br>60 % (typ.) [against NTSC color space]  |
| <b>Response time</b>                                  | $T_{on}$ (white 90% → black 10%) + $T_{off}$ (black 10% → white 90%)<br>(8 )ms (typ.)  |
| <b>Luminance</b>                                      | At $IBL = 7.5mArms / lamp$<br>250cd/m <sup>2</sup> (typ.)  |
| <b>Signal system</b>                                  | LVDS 1port<br>[ RGB :8-bit, Dot clock (CLK), Data enable (DE)]   |
| <b>Power supply voltage</b>                           | LCD panel signal processing board: 3.3V  |
| <b>Backlight</b>                                      | Edge light type: 2 cold cathode fluorescent lamps<br><div style="border-left: 1px solid black; border-right: 1px solid black; border-bottom: 1px solid black; padding: 5px; margin-left: 20px;">           Replaceable part<br/>           • Lamp holder set: Type No. 150LHS21         </div> |
| <b>Power consumption</b>                              | At $IBL=7.5mArms / lamp$ and checkered flag pattern<br>(10.1 )W (typ.)   |

### 3. BLOCK DIAGRAM



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

|            |               |
|------------|---------------|
| GND - FG   | Connected     |
| GND - VBLC | Not connected |
| FG - VBLC  | Not connected |

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

## 4. DETAILED SPECIFICATION

### 4.1 MECHANICAL SPECIFICATIONS

| Parameter    | Specification                                      | Unit |
|--------------|--|------|
| Module size  | 326.5±0.5 (W) x 253.5±0.5 (H) x 11.2±0.5 (D) Note1 | mm   |
| Display area | 304.128 (W) x 228.096 (H) Note1                    | mm   |
| Weight       | 970 (typ.)   | g    |

Note1: See “10. OUTLINE DRAWINGS”.

### 4.2 ABSOLUTE MAXIMUM RATINGS

| Parameter                  |                           | Symbol | Rating                                | Unit             | Remarks        |
|----------------------------|---------------------------|--------|---------------------------------------|------------------|----------------|
| Power supply voltage       | LCD panel signal board    | VCC    | -0.3 to +3.6                          | V                | Ta = 25°C      |
| Input voltage for signals  | Display signals<br>Note1  | Vi     | -0.3 to +3.6<br>and<br>Vi < VCC + 0.3 | V                | Ta = 25°C      |
|                            | Function signals<br>Note2 |        |                                       |                  |                |
| Storage temperature        |                           | Tst    | -20 to +60                            | °C               | -              |
| Operating temperature      | Front surface             | TopF   | 0 to +50                              | °C               | Note3          |
|                            | Rear surface              | TopR   | 0 to +55                              | °C               | Note4          |
| Relative humidity<br>Note5 |                           | RH     | ≤ 95                                  | %                | Ta ≤ 40°C      |
|                            |                           |        | ≤ 85                                  | %                | 40 < Ta ≤ 50°C |
| Absolute humidity<br>Note6 |                           | AH     | ≤ 70<br>Note6                         | g/m <sup>3</sup> | Ta > 50°C      |

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

Note2: Function signal is MSL.

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

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

Note5: No condensation

Note6: Ta = 50°C, RH = 85%

### 4.3 ELECTRICAL CHARACTERISTICS

#### 4.3.1 Driving for LCD panel signal processing board

| Parameter  | Symbol | min. | typ.    | max.    | Unit | Remarks                |    |
|--|--------|------|---------|---------|------|------------------------|----|
| Power supply voltage                                   | VCC    | 3.0  | 3.3     | 3.6     | V    | -                      |    |
| Power supply current                                   | ICC    | -    | (500)※1 | (700)※2 | mA   | at VCC = 3.3V          |    |
| Permissible ripple voltage                             | VRP    | -    | -       | 100     | mV   | For VCC                |    |
| Differential input threshold voltage for LVDS receiver | Low    | VTL  | -100    | -       | mV   | at VCM = 1.2V<br>Note3 |    |
|  | High   | VTH  | -       | -       | 100  |                        | mV |
| Input voltage width for LVDS receiver                  | Vi     | 0    | -       | 2.4     | V    | -                      |    |
| Terminating resistor                                   | RT     | -    | 100     | -       | Ω    | -                      |    |
| Input voltage for MSL signal                           | Low    | VFL  | 0       | -       | 0.8  | V                      | -  |
|  | High   | VFH  | 2.0     | -       | VCC  | V                      |    |

※1: Checkered flag pattern (EIAJ ED-2522);

※2: 2H1V dot inverse pattern

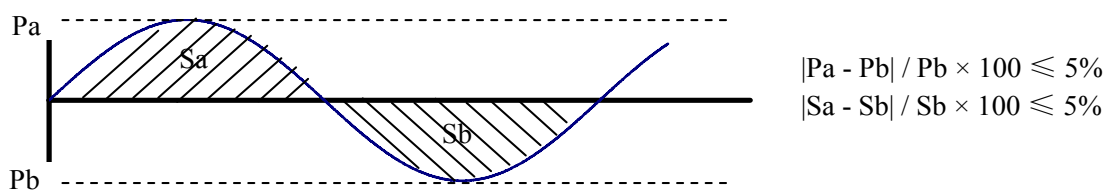
※3: Common mode voltage for LVDS receiver

#### 4.3.2 Driving for backlight lamp

| Parameter                      | Symbol | min. | typ. | max. | Unit              | Remarks                             |
|--------------------------------|--------|------|------|------|-------------------|-------------------------------------|
| Lamp current                   | I1     | 3.5  | 7.5  | 8.0  | mA <sub>rms</sub> | at L = 250cd/ m <sup>2</sup> (typ.) |
| Lamp voltage                   | V1     | -    | 560  | -    | V <sub>rms</sub>  | For each lamp                       |
| Lamp starting voltage<br>Note1 | VS     | 1500 | -    | -    | V <sub>rms</sub>  | Ta = 0°C Note2                      |
|                                |        | 1300 | -    | -    | V <sub>rms</sub>  | Ta = 25°C Note2                     |
| Oscillation frequency          | FO     | 50   | 55   | 60   | kHz               | Note3                               |

Note1: The value is the characteristic of lamp. The starting voltage of inverter should be lower than the value. But the possibility of not lighting exists by the lower voltage, so the suitable voltage should be considered by the test.

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



Pa: Supply voltage/current peak for positive, Pb: Supply voltage/current peak for negative

Sa: Waveform space for positive part, Sb: Waveform space for negative part

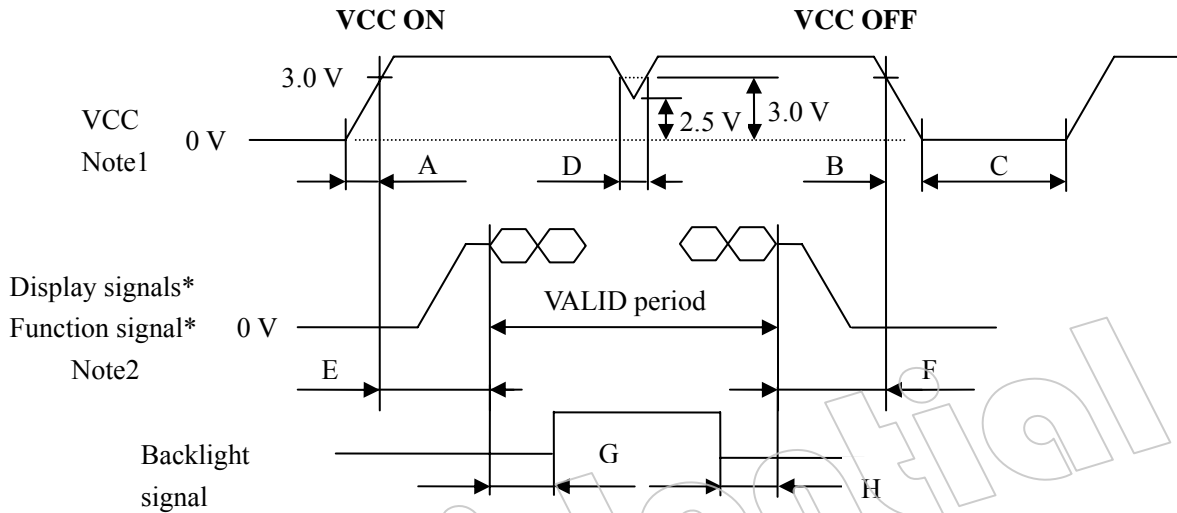
Note3: Recommended value of "FO" is as following.

$$FO = 1/4 \times 1/\text{th} \times (2n-1) \quad n: \text{Natural number } (1, 2, 3, \dots)$$



## 4.4 POWER SUPPLY VOLTAGE SEQUENCE

### 4.4.1 The sequence of backlight and power supply



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

| Parameter                        |        | Symbol | min. | typ. | max. | Unit | Remarks |
|----------------------------------|--------|--------|------|------|------|------|---------|
| Input voltage sequence           | ON     | A      | -    | -    | 10   | ms   | -       |
|                                  | OFF    | B      | 0.01 | -    | 10   | ms   | -       |
|                                  | Moment | C      | 500  | -    | -    | ms   | -       |
|                                  | DIP    | D      | -    | -    | 20   | ms   | ※1      |
| Power supply and signal sequence | ON     | E      | 0.01 | -    | 50   | ms   | -       |
|                                  | OFF    | F      | 0.01 | -    | 50   | ms   | -       |
| B/L igniting                     | ON     | G      | 200  | -    | -    | ms   | PSWG    |
| B/L extinguishing                | OFF    | H      | 200  | -    | -    | ms   | -       |

※ 1: VCC should be 2.5 V or more while VCC ON period.

#### [NOTE ITEM]

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

Note2: Display signals (D0+/-, D1+/-, D2+/-, D3+/- and CK+/-) and function signal (MSL) must be "0" voltage, exclude the VALID period (See above sequence diagram). If these signals are higher than 0.3 V, the internal circuit is damaged.

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

Note3: The backlight power supply voltage should be inputted within the valid period of display and function signals, in order to avoid unstable data display.

Note4: In order to prevent unstable data displaying, suggest that, during display and function signal's valid period, backlight power voltage should be input under the custom ' condition as possible.

### 4.4.2 Power supply voltage ripple

This product works, even if the ripple voltage levels are beyond the permissible values as the following table,

but there might be noise on the display image.

| Parameter | Power supply voltage | Ripple voltage<br>(Measured at input terminal of power supply) | Unit  |
|-----------|----------------------|--|-------|
| VCC       | 3.3 V                | ≤ 100  | mVp-p |

Note1: The permissible ripple voltage includes spike noise.

#### 4.4.3 Fuse

| Parameter | Fuse       |                 | Rating | Fusing current | Remarks |
|-----------|------------|-----------------|--------|----------------|---------|
|           | Type       | Supplier        |        |                |         |
| VCC       | TF16SN2.50 | KOA Corporation | 2.5 A  | 5.0 A          | Note1   |
|           |            |                 | 32 V   |                |         |

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

## 4.5 CONNECTIONS AND FUNCTIONS FOR INTERFACE PINS

### 4.5.1 LCD panel signal processing board

CN1 socket(Module side): DF-14H-20P-1.25H (Hirose Electric Co., Ltd.)

Adaptable plug: DF14-20S-1.25C (Hirose Electric Co., Ltd.)

| Pin No. | Symbol | Signal                               | Remarks   |
|---------|--------|--------------------------------------|---|
| 1       | VCC    | Power supply                         | -   |
| 2       | VCC    |                                      |   |
| 3       | GND    | Ground                               | -   |
| 4       | GND    |                                      |   |
| 5       | D0-    | Pixel data                           | Note2   |
| 6       | D0+    |                                      |   |
| 7       | GND    | Ground                               | -   |
| 8       | D1-    | Pixel data                           | Note2   |
| 9       | D1+    |                                      |   |
| 10      | GND    | Ground                               | -   |
| 11      | D2-    | Pixel data                           | Note2   |
| 12      | D2+    |                                      |   |
| 13      | GND    | Ground                               | -   |
| 14      | CLK-   | Pixel clock                          | Note2   |
| 15      | CLK+   |                                      |   |
| 16      | GND    | Ground                               | -   |
| 17      | D3-    | Pixel data                           | Note2   |
| 18      | D3+    |                                      |   |
| 19      | GND    | Ground                               | -   |
| 20      | MSL    | Selection of LVDS input<br>Map Note1 | High: Input map A mode<br>Low or Open: Input map B mode |

Note1: See“4.5.4 Connection between receiver and transmitter For LVDS” .

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

#### 4.5.2 Backlight lamp

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

CN201 plug (LCD module side): BHR-03VS-1 (J.S.T Mfg. Co., Ltd.)

Adaptable socket: SM02 (8.0) B-BHS-1-TB (J.S.T Mfg. Co., Ltd.)

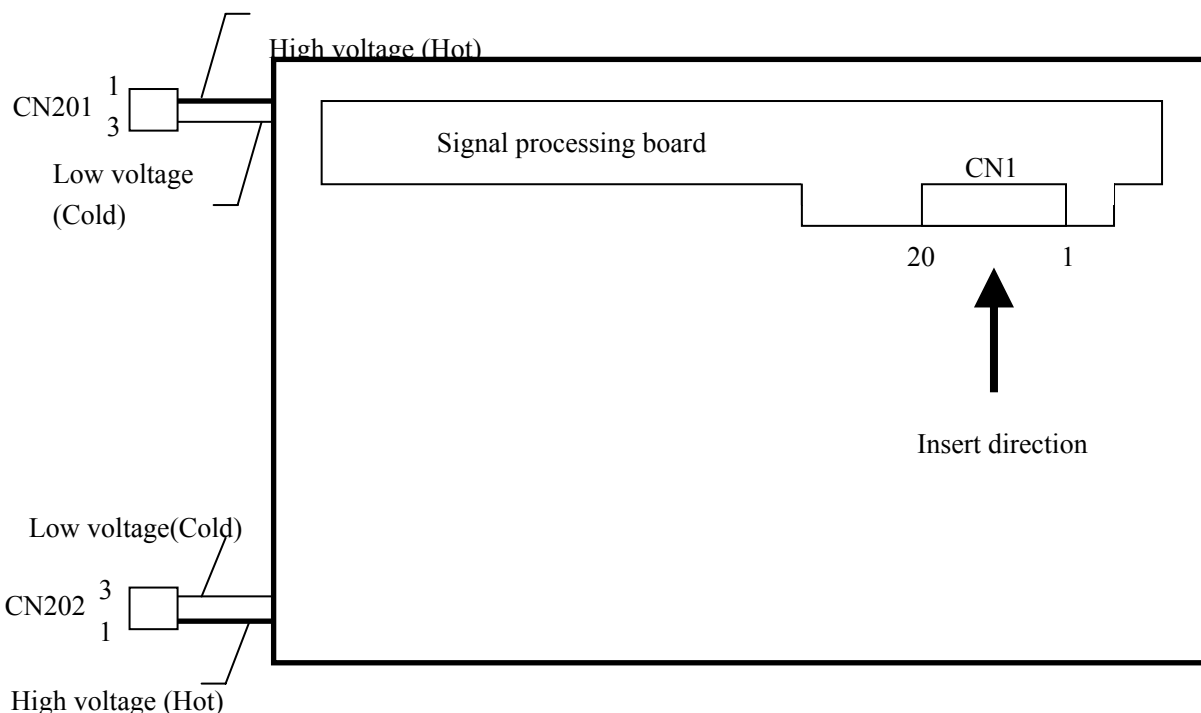
| Pin No. | Symbol | signal                     | remarks                |
|---------|--------|----------------------------|------------------------|
| 1       | VBLH   | High voltage terminal(Hot) | Cable color: (Sky)Blue |
| 2       | N.C    | -                          | -                      |
| 3       | VBLC   | Low voltage terminal(Cold) | Cable color: White     |

CN202 plug (LCD module side): BHR-03VS-1 (J.S.T Mfg. Co., Ltd.)

Adaptable socket: SM02 (8.0) B-BHS-1-TB (J.S.T Mfg. Co., Ltd.)

| Pin No. | Symbol | signal                     | remarks                |
|---------|--------|----------------------------|------------------------|
| 1       | VBLH   | High voltage terminal(Hot) | Cable color: (Sky)Blue |
| 2       | N.C    | -                          | -                      |
| 3       | VBLC   | Low voltage terminal(Cold) | Cable color: White     |

#### 4.5.3 Position of plugs and a socket



#### 4.5.4 Connection between receiver and transmitter for LVDS





#### 4.6 DISPLAY COLORS AND INPUT DATA SIGNALS

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

| Display colors  |         | Data signal (0:Low level, 1:High Level) |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |
|-----------------|---------|---|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|
|                 |         | R7                                      | R6 | R5 | R4 | R3 | R2 | R1 | R0 | G7 | G6 | G5 | G4 | G3 | G2 | G1 | G0 | B7 | B6 | B5 | B4 | B3 | B2 | B1 | B0 |
| Basic Color     | Black   | 0                                       | 0  | 0  | 0  | 0  | 0  | 0  | 0  | 0  | 0  | 0  | 0  | 0  | 0  | 0  | 0  | 0  | 0  | 0  | 0  | 0  | 0  | 0  | 0  |
|                 | Blue    | 0                                       | 0  | 0  | 0  | 0  | 0  | 0  | 0  | 0  | 0  | 0  | 0  | 0  | 0  | 0  | 0  | 1  | 1  | 1  | 1  | 1  | 1  | 1  | 1  |
|                 | Red     | 1                                       | 1  | 1  | 1  | 1  | 1  | 1  | 1  | 0  | 0  | 0  | 0  | 0  | 0  | 0  | 0  | 0  | 0  | 0  | 0  | 0  | 0  | 0  | 0  |
|                 | Magenta | 1                                       | 1  | 1  | 1  | 1  | 1  | 1  | 1  | 0  | 0  | 0  | 0  | 0  | 0  | 0  | 0  | 1  | 1  | 1  | 1  | 1  | 1  | 1  | 1  |
|                 | Green   | 0                                       | 0  | 0  | 0  | 0  | 0  | 0  | 0  | 1  | 1  | 1  | 1  | 1  | 1  | 1  | 1  | 0  | 0  | 0  | 0  | 0  | 0  | 0  | 0  |
|                 | Cyan    | 0                                       | 0  | 0  | 0  | 0  | 0  | 0  | 0  | 1  | 1  | 1  | 1  | 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  | 1  | 1  | 1  | 1  | 0  | 0  | 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  | 1  | 1  | 1  | 1  | 1  | 1  |
| Red grayscale   | Black   | 0                                       | 0  | 0  | 0  | 0  | 0  | 0  | 0  | 0  | 0  | 0  | 0  | 0  | 0  | 0  | 0  | 0  | 0  | 0  | 0  | 0  | 0  | 0  |    |
|                 |         | 0                                       | 0  | 0  | 0  | 0  | 0  | 1  | 0  | 0  | 0  | 0  | 0  | 0  | 0  | 0  | 0  | 0  | 0  | 0  | 0  | 0  | 0  | 0  |    |
|                 | Dark    | 0                                       | 0  | 0  | 0  | 0  | 0  | 1  | 0  | 0  | 0  | 0  | 0  | 0  | 0  | 0  | 0  | 0  | 0  | 0  | 0  | 0  | 0  | 0  |    |
|                 |         |   |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |
|                 |         |   |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |
|                 | Bright  | 1                                       | 1  | 1  | 1  | 1  | 1  | 0  | 1  | 0  | 0  | 0  | 0  | 0  | 0  | 0  | 0  | 0  | 0  | 0  | 0  | 0  | 0  | 0  |    |
| Red             | 1       | 1                                       | 1  | 1  | 1  | 1  | 1  | 0  | 0  | 0  | 0  | 0  | 0  | 0  | 0  | 0  | 0  | 0  | 0  | 0  | 0  | 0  | 0  |    |    |
|                 | 1       | 1                                       | 1  | 1  | 1  | 1  | 1  | 0  | 0  | 0  | 0  | 0  | 0  | 0  | 0  | 0  | 0  | 0  | 0  | 0  | 0  | 0  | 0  |    |    |
| Green grayscale | Black   | 0                                       | 0  | 0  | 0  | 0  | 0  | 0  | 0  | 0  | 0  | 0  | 0  | 0  | 0  | 0  | 0  | 0  | 0  | 0  | 0  | 0  | 0  | 0  |    |
|                 |         | 0                                       | 0  | 0  | 0  | 0  | 0  | 0  | 0  | 0  | 0  | 0  | 0  | 0  | 0  | 1  | 0  | 0  | 0  | 0  | 0  | 0  | 0  | 0  |    |
|                 | Dark    | 0                                       | 0  | 0  | 0  | 0  | 0  | 0  | 0  | 0  | 0  | 0  | 0  | 0  | 1  | 0  | 0  | 0  | 0  | 0  | 0  | 0  | 0  | 0  |    |
|                 |         |   |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |
|                 |         |   |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |
|                 | Bright  | 0                                       | 0  | 0  | 0  | 0  | 0  | 0  | 1  | 1  | 1  | 1  | 1  | 1  | 0  | 1  | 0  | 0  | 0  | 0  | 0  | 0  | 0  | 0  |    |
| Green           | 0       | 0                                       | 0  | 0  | 0  | 0  | 0  | 1  | 1  | 1  | 1  | 1  | 1  | 1  | 0  | 0  | 0  | 0  | 0  | 0  | 0  | 0  | 0  |    |    |
|                 | 0       | 0                                       | 0  | 0  | 0  | 0  | 0  | 1  | 1  | 1  | 1  | 1  | 1  | 1  | 1  | 0  | 0  | 0  | 0  | 0  | 0  | 0  | 0  |    |    |
| Blue grayscale  | Black   | 0                                       | 0  | 0  | 0  | 0  | 0  | 0  | 0  | 0  | 0  | 0  | 0  | 0  | 0  | 0  | 0  | 0  | 0  | 0  | 0  | 0  | 0  | 0  |    |
|                 |         | 0                                       | 0  | 0  | 0  | 0  | 0  | 0  | 0  | 0  | 0  | 0  | 0  | 0  | 0  | 0  | 0  | 0  | 0  | 0  | 0  | 0  | 0  | 1  |    |
|                 | Dark    | 0                                       | 0  | 0  | 0  | 0  | 0  | 0  | 0  | 0  | 0  | 0  | 0  | 0  | 0  | 0  | 0  | 0  | 0  | 0  | 0  | 0  | 1  | 0  |    |
|                 |         |   |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |
|                 |         |   |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |
|                 | Bright  | 0                                       | 0  | 0  | 0  | 0  | 0  | 0  | 0  | 0  | 0  | 0  | 0  | 0  | 0  | 0  | 1  | 1  | 1  | 1  | 1  | 1  | 0  | 1  |    |
| Blue            | 0       | 0                                       | 0  | 0  | 0  | 0  | 0  | 0  | 0  | 0  | 0  | 0  | 0  | 0  | 0  | 1  | 1  | 1  | 1  | 1  | 1  | 1  | 0  |    |    |
|                 | 0       | 0                                       | 0  | 0  | 0  | 0  | 0  | 0  | 0  | 0  | 0  | 0  | 0  | 0  | 0  | 1  | 1  | 1  | 1  | 1  | 1  | 1  | 1  |    |    |

## 4.7 DISPLAY POSITIONS

The following table is the coordinates per pixel

$C(1, 1)$   

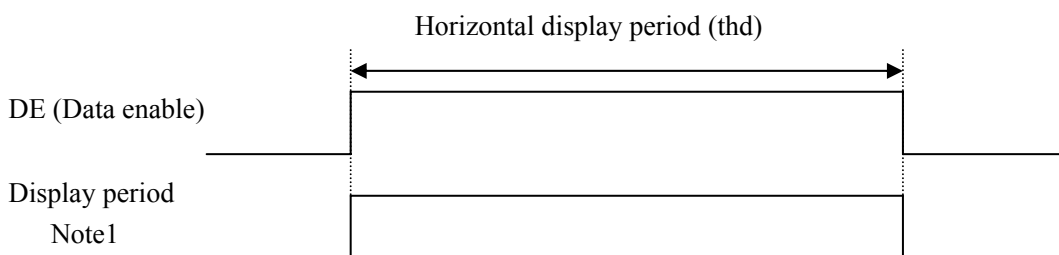
|   |   |   |
|---|---|---|
| R | G | B |
|---|---|---|

|             |             |     |             |     |                |                |
|-------------|-------------|-----|-------------|-----|----------------|----------------|
| $C(1, 1)$   | $C(2, 1)$   | ... | $C(X, 1)$   | ... | $C(1023, 1)$   | $C(1024, 1)$   |
| $C(1, 2)$   | $C(2, 2)$   | ... | $C(X, Y)$   | ... | $C(1023, 2)$   | $C(1024, 2)$   |
| •           | •           | •   | •           | •   | •              | •              |
| •           | •           | ... | •           | •   | •              | •              |
| •           | •           | •   | •           | •   | •              | •              |
| $C(1, Y)$   | $C(2, Y)$   | ... | $C(X, Y)$   | ... | $C(1023, Y)$   | $C(1024, Y)$   |
| •           | •           | •   | •           | •   | •              | •              |
| •           | •           | ... | •           | •   | •              | •              |
| •           | •           | •   | •           | •   | •              | •              |
| $C(1, 767)$ | $C(2, 767)$ | ... | $C(X, 767)$ | ... | $C(1023, 767)$ | $C(1024, 767)$ |
| $C(1, 768)$ | $C(2, 768)$ | ... | $C(X, 768)$ | ... | $C(1023, 767)$ | $C(1024, 768)$ |

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

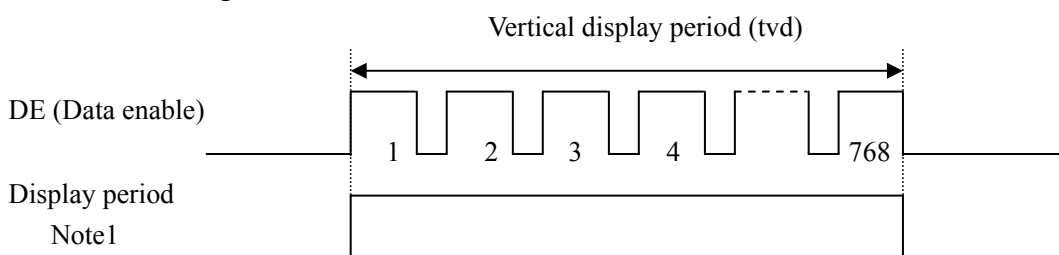
### 4.8.1 Outline of input signal timings

#### • Horizontal signal



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

#### • Vertical signal



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

## 4.8.2 Timing characteristics

(Note1)

| Parameter |                         | Symbol     | min. | typ. | max.   | Unit  | Remarks         |                                   |   |
|-----------|-------------------------|------------|------|------|--------|-------|-----------------|-----------------------------------|---|
| CLK       | Frequency               | 1/tc       | 60.0 | 65.0 | 70.0   | MHz   | 15.384ns (typ.) |                                   |   |
|           | Duty                    | —          | —    |      |        | —     | Note2           |                                   |   |
|           | Rise time, Fall time    | —          | —    |      |        | ns    |                 |                                   |   |
| DATA      | CLK-DATA                | Setup time | —    | —    |        |       | ns              | Note2                             |   |
|           |                         | Hold time  | —    | —    |        |       | ns              |                                   |   |
|           | Rise time, Fall time    | —          | —    |      |        | ns    |                 |                                   |   |
| DE        | Horizontal              | Cycle      | th   | 12.3 | 20.676 | 30.00 | μs              | 48.363KHz(typ.)<br>Note3<br>Note4 |   |
|           |                         |            |      | 1050 | 1344   | 1800  | CLK             |                                   |   |
|           | Vertical<br>(One frame) | Cycle      | tv   | 1024 |        |       |                 | —                                 |   |
|           |                         |            |      | 13.1 | 16.666 | 20.0  | ms              | 60.0Hz (typ.)                     |   |
|           | Display<br>period       | tvd        | 770  |      |        | 806   | 1334            |                                   | H |
|           |                         |            | 768  |      |        |       |                 |                                   | H |
| CLK-DE    | Setup time              | —          | —    |      |        | ns    | Note2           |                                   |   |
|           |                         | —          | —    |      |        | ns    |                 |                                   |   |
|           | Rise time, Fall time    | —          | —    |      |        | ns    |                 |                                   |   |

Note1: Definition of parameters is follows.

$$t_c=1\text{CLK}, T_h=1\text{H}$$

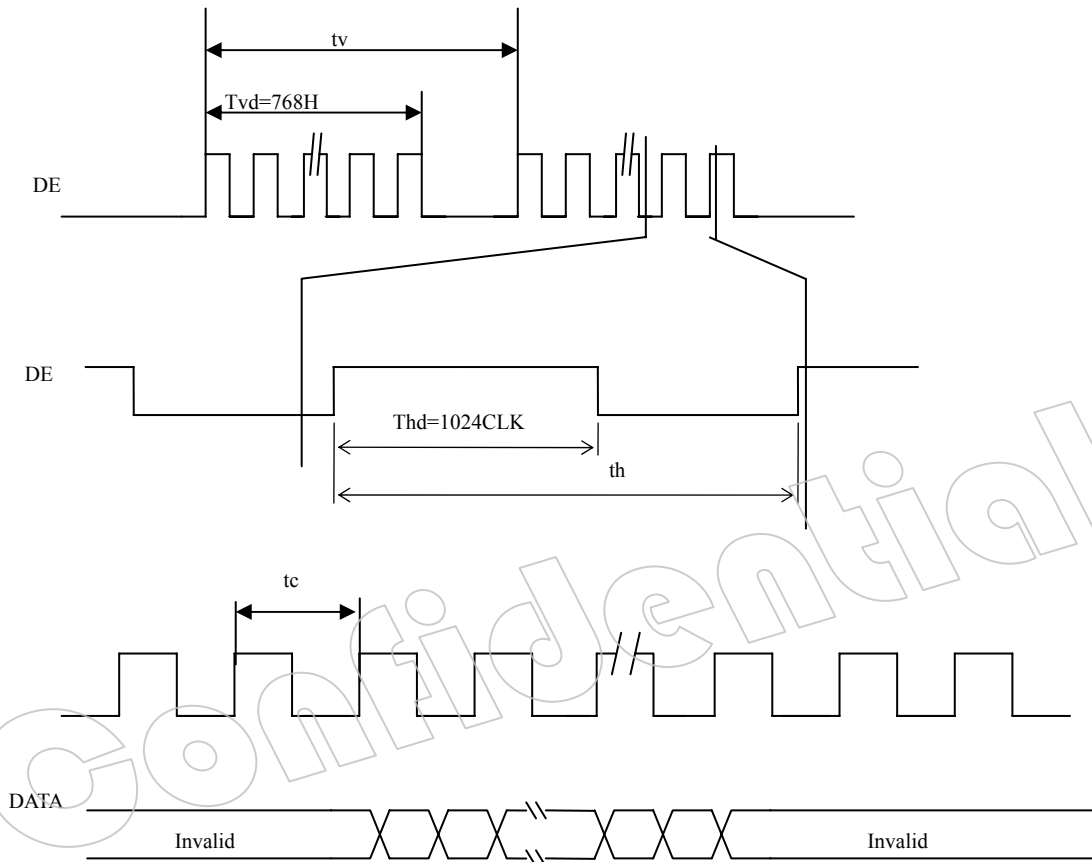
Note 2: See the data sheet of LVDS transmitter.

Note 3: Both of “time” and “CLK number” of the “th” must keep the Minimum value of specifications.

Note 4: “th” must keep the fluctuation within  $\pm 1$  CLK, because of avoidance of image sticking.



## 4.8.3 Input signal timing chart



## 4.9 OPTICS

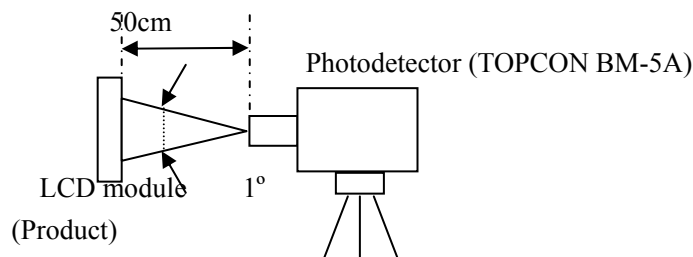
### 4.9.1 Optical characteristics

| Parameter Note1      | Condition                                  | Symbol                                      | min.       | typ.    | max.    | Unit               |   |
|----------------------|--|---|------------|---------|---------|--------------------|---|
| Luminance            | White at center<br>R=0, L=0, U=0,D=0       | L   | 200        | 250     | -       | cd/ m <sup>2</sup> |   |
| Contrast ratio       | White/Black at center<br>R=0, L=0, U=0,D=0 | CR  | TBD        | (600)   | -       | -                  |   |
| Luminance uniformity | -  | LU  | -          | 1.2     | 1.3     | -                  |   |
| Chromaticity         | White                                      | X coordinate                                | Wx         | (0.283) | (0.313) | (0.343)            | - |
|                      |  | Y coordinate                                | Wy         | (0.299) | (0.329) | (0.359)            | - |
|                      | Red  | X coordinate                                | Rx         | -       | (0.63)  | -                  | - |
|                      |  | Y coordinate                                | Ry         | -       | (0.34)  | -                  | - |
|                      | Green                                      | X coordinate                                | Gx         | -       | (0.30)  | -                  | - |
|                      |  | Y coordinate                                | Gy         | -       | (0.57)  | -                  | - |
|                      | Blue                                       | X coordinate                                | Bx         | -       | (0.14)  | -                  | - |
|                      |  | Y coordinate                                | By         | -       | (0.10)  | -                  | - |
| Color gamut          | R=0, L=0, U=0,D=0                          | C   | 50         | 60      | -       | %                  |   |
| Response time        | White to black                             | Ton   | -          | 2       | TBD     | ms                 |   |
|                      | Black to white                             | Toff  | -          | 6       | TBD     | ms                 |   |
| Viewing angle        | Right                                      | $\theta U=0^\circ, \theta D=0^\circ, CR=10$ | $\theta R$ | TBD     | (75)    | -                  | ° |
|                      | Left                                       | $\theta U=0^\circ, \theta D=0^\circ, CR=10$ | $\theta L$ | TBD     | (75)    | -                  | ° |
|                      | Up   | $\theta R=0^\circ, \theta L=0^\circ, CR=10$ | $\theta U$ | TBD     | (70)    | -                  | ° |
|                      | Down                                       | $\theta R=0^\circ, \theta L=0^\circ, CR=10$ | $\theta D$ | TBD     | (60)    | -                  | ° |

Note1: Measurement conditions are follows.

Ta=25C, VCC=3.3V, IBL=7.5mArms/lamp, Display mode: XGA, Horizontal cycle=48.363 KHZ, Vertical cycle=60.000Hz

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



Note 2: See“4.10.2 Definition of contrast ratio”.

Note 3: See“4.10.3 Definition of luminance uniformity”.

Note 4: Product surface temperature: TopF=28.0°C

Note 5: See “4.10.4 Definition of response times”.

Note 6: See “4.10.5 Definition of viewing angles”.

#### 4.9.2 Definition of contrast ratio

The contrast ratio is calculated by using the following formula.

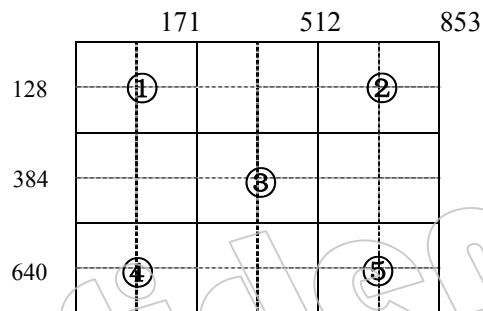
$$\text{Contrast ratio (CR)} = \frac{\text{Luminance of white screen}}{\text{Luminance of black screen}}$$

#### 4.9.3 Definition of luminance uniformity

The luminance uniformity is calculated by using the following formula.

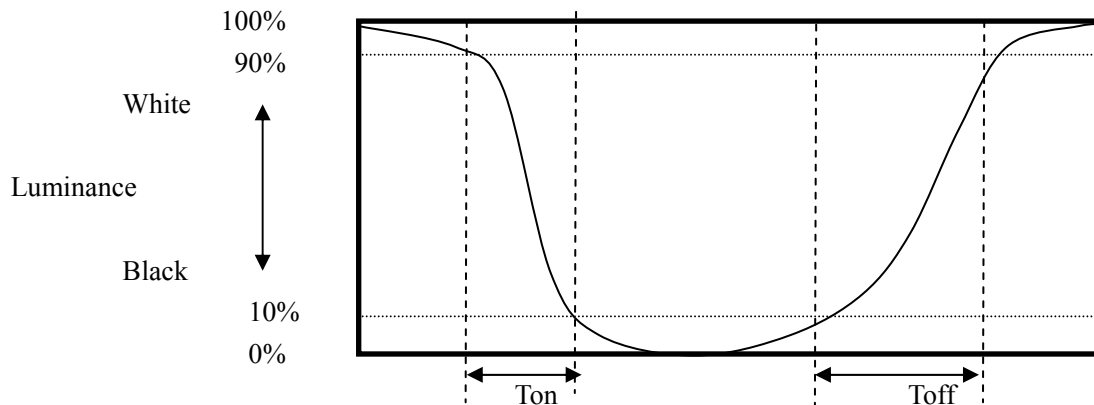
$$\text{Luminance uniformity (LU)} = \frac{\text{Maximum luminance from ① to ⑤}}{\text{Minimum luminance from ① to ⑤}}$$

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

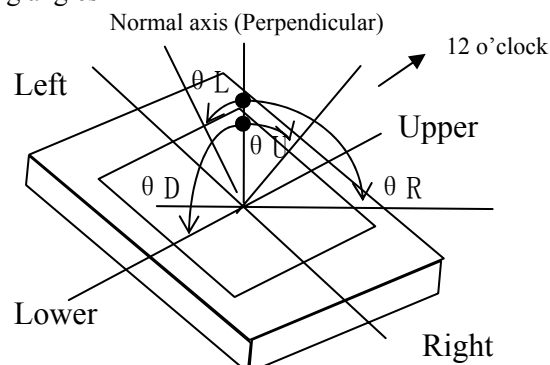


#### 4.9.4 Definition of response times

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



#### 4.9.5 Definition of viewing angles



## 4.10 DEFECT CRITERIA

## 4.10.1 Display specification

(Note1, Note 2)

| Defect pattern                  | Condition                                 |   | Criteria              |              |
|---------------------------------|---|---|-----------------------|--------------|
| Line defect                     | Display of black, white, red, green, blue |   | 0 line                |              |
| Bright dots<br>Note 2<br>Note 3 | R+G+B                                     |   | $\leq 3$ dots         |              |
|                                 | Close defect dots<br>Note 6               | $15\text{mm} \leq \mathbf{D}$<br>Note 5 | Allowed               |              |
|                                 | Linked defect dots<br>Note 7              | $\mathbf{D}=0\text{mm}$<br>Note 5       | 2 defect dots         | $\leq 1$ set |
|                                 |   |   | 3 defect dots or more | 0 set        |
| Dark dots<br>Note 2<br>Note 4   | R+G+B                                     |   | $\leq 3$ dots         |              |
|                                 | Close defect dots<br>Note 6               | $15\text{mm} \leq \mathbf{D}$<br>Note 5 | Allowed               |              |
|                                 | Linked defect dots<br>Note 7              | $\mathbf{D}=0\text{mm}$<br>Note 5       | 2 defect dots         | $\leq 1$ set |
|                                 |   |   | 3 defect dots or more | 0 set        |
| Total                           | Bright dots + Dark dots                   |   | $\leq 5$ dots         |              |

Note 1: Inspection conditions are as follows.

|                             |  |
|-----------------------------|--|
| Temperature                 | $25 \pm 5^\circ\text{C}$   |
| Inspection viewing distance | 20cm(The distance between the inspector's eye and screen)                  |
| Inspection direction        | $0^\circ \leq \theta_R \leq 20^\circ, 0^\circ \leq \theta_L \leq 20^\circ$ |
|                             | $0^\circ \leq \theta_U \leq 20^\circ$                                      |
| Inspection illumination     | 60lx(at a display surface)   |

Note 2: Defect area  $> 1/2$  of one dot

Dot defects are include intermittent bright and dark dot.

Dots darker than half brightness of full bright dots are not defined as bright dot defect, and dots brighter than half brightness of full bright dots are not defined as dark dot defect.

Note 3: Bright dots are counted while the display is black.



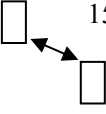
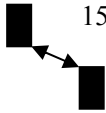
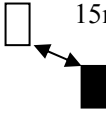
Note 4: Dark dots are counted while the display is illuminated with Red, Green or Blue.

Note 5:  $\mathbf{D}$  is the distance between defect dots.



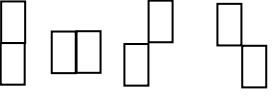
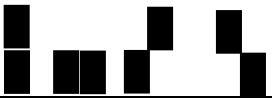
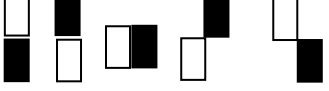
Note 6: See“4.10.2 Close defect dots”.

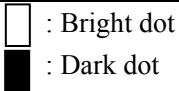

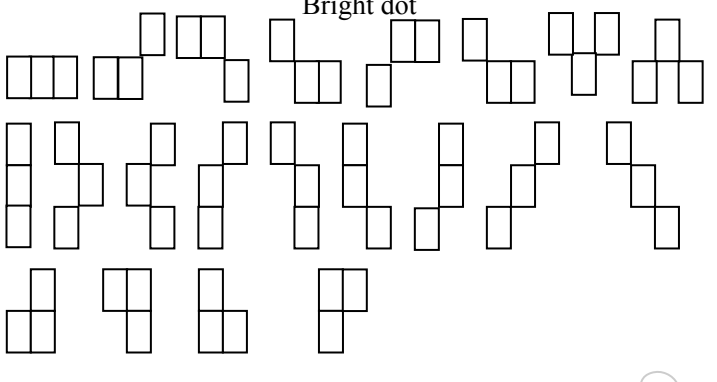
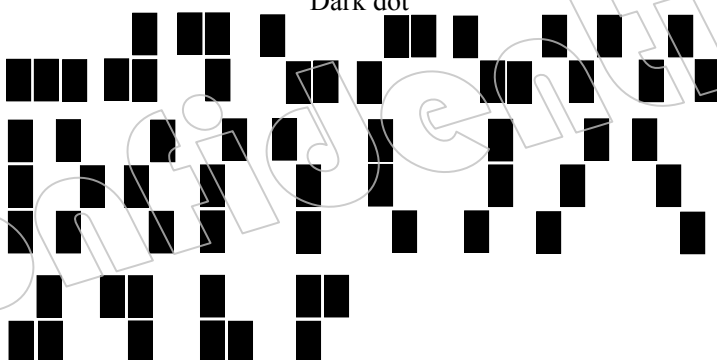
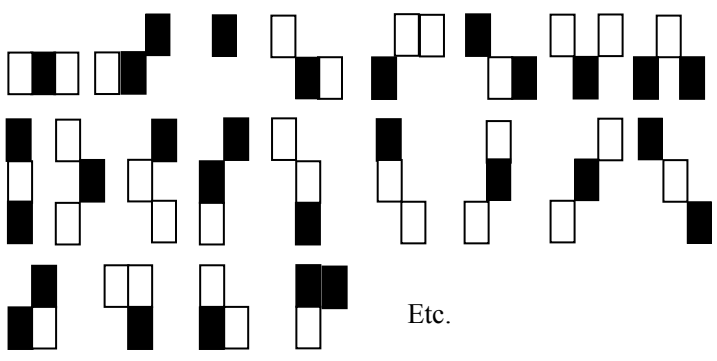
Note 7: See“4.10.3 Linked defect dots”.

## 4.10.2 Close defect dots

| Defect pattern                               |  : Bright dot<br> : Dark dot | Criteria |
|--|--|----------|
| Bright dots                                  |  $15\text{mm} \leq D$   | Allowed  |
| Dark dots                                    |  $15\text{mm} \leq D$   | Allowed  |
| Combinations between bright dot and dark dot |  $15\text{mm} \leq D$   | Allowed  |

## 4.10.3 Linked defect dots

| Defect pattern |  : Bright dot<br> : Dark dot | Criteria            |
|----------------|---|---------------------|
| 2 defect dots  |    | $\leq 1\text{set}$  |
|                |    | $\leq 1\text{set}$  |
|                | Combination between bright dots and dark dot<br> Etc.  | $\leq 2\text{sets}$ |

| Defect pattern       |  : Bright dot<br> : Dark dot | Criteria       |
|----------------------|--|----------------|
| <p>3 defect dots</p> | <p>Bright dot</p>    | <p>0 set</p>   |
|                      | <p>Dark dot</p>   |                |
|                      | <p>Combinations between bright dot and dark dot</p>  <p>Etc.</p>   | <p>Allowed</p> |

## 4.10.4 Appearance specifications

| Defect pattern                      |                                      | Condition                                | Note 1                                  | Criteria         |
|-------------------------------------|--------------------------------------|--|---|------------------|
| Impure ingredient<br>Stains<br>Dust | Dot shape                            | $d < 0.2\text{mm}$                       |   | Allowed          |
|                                     |                                      | $0.2\text{mm} \leq d < 0.3\text{mm}$     |   | $\leq 10$ points |
|                                     |                                      | $0.3\text{mm} \leq d \leq 0.5\text{mm}$  |   | $\leq 3$ points  |
|                                     |                                      | $d > 0.5\text{mm}$                       |   | 0 point          |
|                                     |                                      | Adjacent other objects                   |   |                  |
|                                     | Line shape                           | $W < 0.05\text{mm}$                      |   | Allowed          |
|                                     |                                      | $0.05\text{mm} \leq W \leq 0.1\text{mm}$ | $L < 0.7\text{mm}$                      |                  |
|                                     |                                      |  | $0.7\text{mm} \leq L \leq 1.0\text{mm}$ |                  |
|                                     |                                      |  | $L > 1.0\text{mm}$                      | 0 point          |
|                                     | $W > 0.1\text{mm}$                   |  |   |                  |
| Bubbles, Wrinkles, Dent             | $d \leq 0.2\text{mm}$                |  | Allowed                                 |                  |
|                                     | $0.2\text{mm} < d \leq 0.5\text{mm}$ |  | $\leq 2$ points                         |                  |
|                                     | $d > 0.5\text{mm}$                   |  | 0 point                                 |                  |
| Polarizer scratch                   | $S \leq 0.2\text{mm}^2$              |  | Allowed                                 |                  |
|                                     | $S > 0.2\text{mm}^2$                 |  | 0 point                                 |                  |
| Flick                               | Refer to limited samples             |  |   |                  |
| Mura                                | Test condition: ND filter 8%         |  |   |                  |
| Crosstalk                           | Refer to limited samples             |  |   |                  |

Note1: Definition of symbols is as follows.

d: Average diameter

(This diameter is the average length of a long axis and a short axis in each defect pattern.)

W: Width, L: Length, S: Area

Note2: Inspection conditions are as follows.

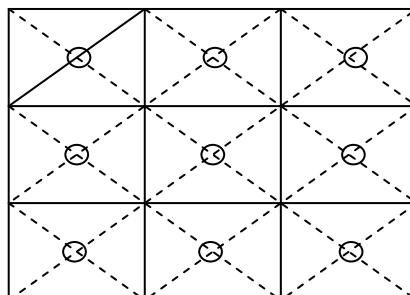
|                             |  |
|-----------------------------|--|
| Temperature                 | $25 \pm 5^\circ\text{C}$   |
| Inspection viewing distance | 20cm (The distance between the inspector's eye and screen.)                |
| Inspection direction        | $0^\circ \leq \theta_R \leq 45^\circ, 0^\circ \leq \theta_L \leq 45^\circ$ |
|                             | $0^\circ \leq \theta_U \leq 45^\circ, 0^\circ \leq \theta_D \leq 45^\circ$ |
| Illumination                | 700lx (at an inspection desk surface)                                      |

## 5. RELIABILITY TESTS

| Test item                                | Condition   | Judgement  | Note1                   |
|--|---|--|-------------------------|
| High temperature and humidity(Operation) | ① 50±2℃,RH=85%,240hours<br>② Display data is black  | No display malfunctions  |                         |
| Heat cycle (Operation)                   | ① 0±3℃...1hour<br>55±3℃...1hour<br>② 50cycles,4hours/cycle<br>③ Display data is black                                       |  |                         |
| Thermal shock (Non operation)            | ① -20±3℃...30minutes<br>60±3℃ ...30minutes<br>② 100cycles,1hour/cycle<br>③ Temperature transition time is within 5 minutes. |  |                         |
| ESD (operation)                          | ① 150Pf,150Ω,±10kV<br>② 9 places on a panel surface<br>③10 times each places at 1 sec interval                              |  |                         |
| Dust (operation)                         | ① Sample dust: No.15(byJIS-Z8901)<br>② 15 seconds stir<br>③ 8 times repeat at 1 hour interval                               |  |                         |
| Vibration (Non operation)                | ① 5-100Hz, sine wave,11.76m/S <sup>2</sup><br>② 1 minutes/cycle<br>③ X,Y,Z direction<br>④ 50 times each directions          |  |                         |
| Mechanical shock (Non operation)         | ① 294m/S <sup>2</sup> , 11ms<br>② ±X, ±Y, ±Z direction<br>③ 3 times each directions   |  |                         |
| Low pressure                             | operation   | ①53.3kPa (Equivalent to altitude 4,850m)<br>② 0℃±3℃...24hours<br>③ 50℃±3℃...24hours    | No display malfunctions |
|  | non-operation   | ① 15kPa (Equivalent to altitude 13,600m)<br>② -20℃±3℃...24hours<br>③ 60℃±3℃... 24hours |                         |

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

Note2: See the following figure for discharge points.





## 6. ESTIMATED LUMINANCE LIFETIME

The luminance lifetime is the time from initial luminance to half-luminance.

**This lifetime is the estimated value, and is not guarantee value.**

| Condition                           |   | Luminance lifetime(MTTF)<br>Note1,Note2 | Unit |
|-------------------------------------|---|---|------|
| Module                              | 25°C(Ambient temperature of the product)<br>Continuous operation and<br>IBL=7.5mArms/lamp   | 40,000                                  | h    |
|                                     | 50°C(Surface temperature at screen center)<br>Continuous operation and<br>IBL=7.5mArms/lamp | 35,000                                  | h    |
| Cold cathode<br>Fluorescent<br>lamp | 25°C(Ambient temperature of the product)<br>Continuous operation and<br>IBL=7.5mArms/lamp   | 50,000                                  | h    |

Note1: MTTF is mean time to half-luminance.

Note2: In case the product works under low temperature environment, the lifetime becomes short.

## 7. MARKINGS

The various markings are attached to this product. See “7.4 INDECATION LOCATIONS” for attachment positions.

### 7.1 PRODUCT LABEL



Note1: The meaning of lot number

• Example: 1111A104201001

1111      A      1      04      9      01      001

Internal  
use

Revision  
1 letter  
(Alphabet)

Internal  
use

Manufacturing year  
2 figures of the A.D.  
end numbers  
(e.g. A.D2004 is 04.)

Manufacturing  
month  
1 letter

Manufacturing  
day

Production  
number  
Multi-letter  
(figure)

Note2

Jan. to Sep.: Number of month  
October: A  
November: B  
December: C

Note2: **Do not attach anything such as label and so on, on the product label!** In case repair the product, SVA-NEC needs the contents of product label such as the lot number, inspection date and so on, to identify the warranty period with individual product. If SVA-NEC cannot decipher the contents of product label, such repair shall be entitled to charge. Also SVA-NEC may give a new lot number to reconditioned products.

### 7.2 BARCODE LABEL

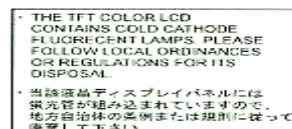


### 7.3 OTHER MARKINGS

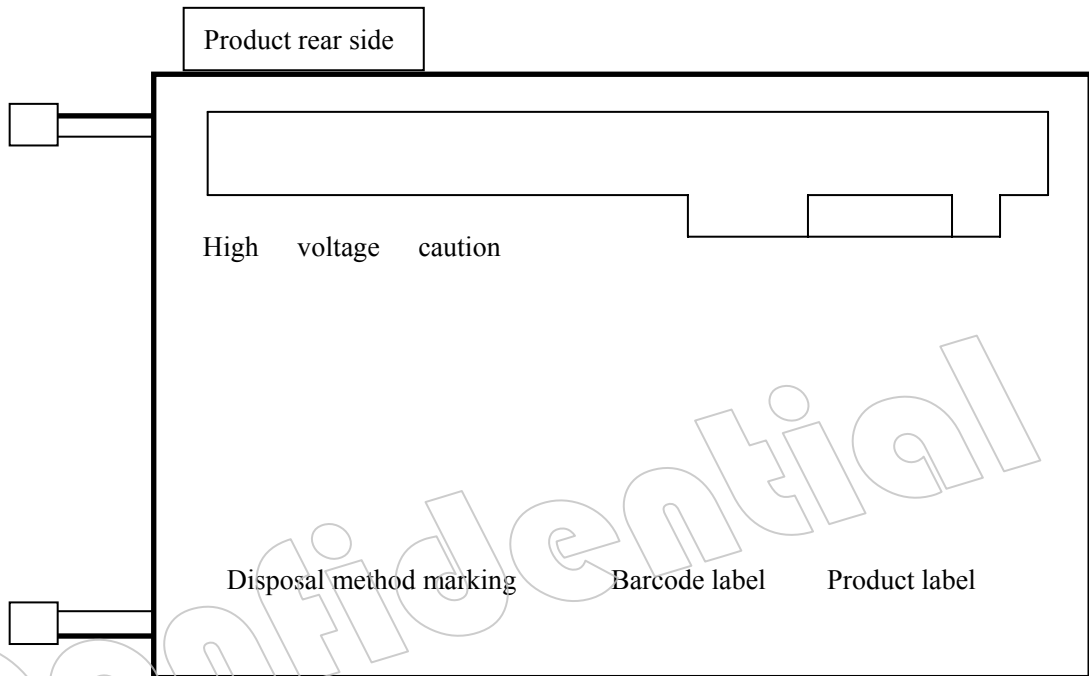
High voltage caution marking



Disposal method marking for lamp



## 7.4 INDICATION LOCATIONS



## 8. PACKING, TRANSPORTATION AND DELIVERY

SVA-NEC will pack products to deliver to customer in accordance with SVA-NEC packing specifications, and will deliver products to customer in such a state that products will not suffer from a damage during transportation .The delivery conditions are as follows.

### 8.1 PACKING

#### (1) Packing box

10 products are packed up with the maximum in a packing box(See “**8.5 OUTLINE FIGURE FOR PACKING**”).

Products are put into a plastic bag for prevention of moisture with cushion, and then the bag is sealed up with heat sealing.

The type name and quality are shown on outside of the packing box, either labeling or printing.

#### (2)Pallet Packing (See” **8.5 OUTLINE FIGURE FOR PACKING** “)

- ① Packing boxes are tired on a cardboard pallet.(9 boxes×4 tiers maximum)
- ②Cardboard sleeve and top cap are attached to the packing boxes, then they are fixed by a band.

### 8.2 INSPECTION RECORD SHEET

Inspection record sheets are included in the packing box with delivery products to customer. It is summarized to a number of products for pass/fail assessment.

### 8.3 TRANSPORTATION

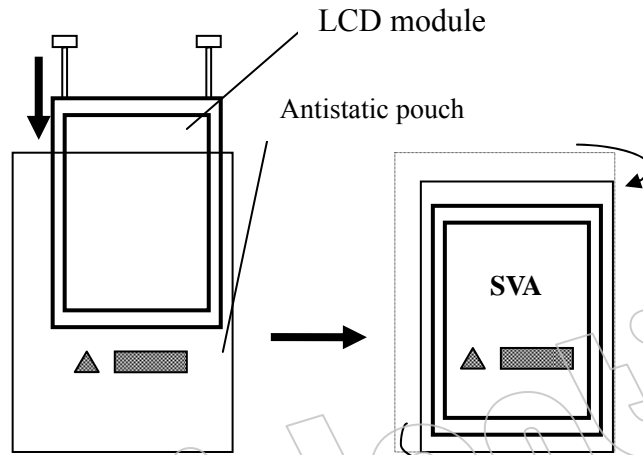
The product is transported by vehicle, aircraft or shipment in the state of pallet packing.

### 8.4 SIZE AND WEIGHT FOR PACKING BOX

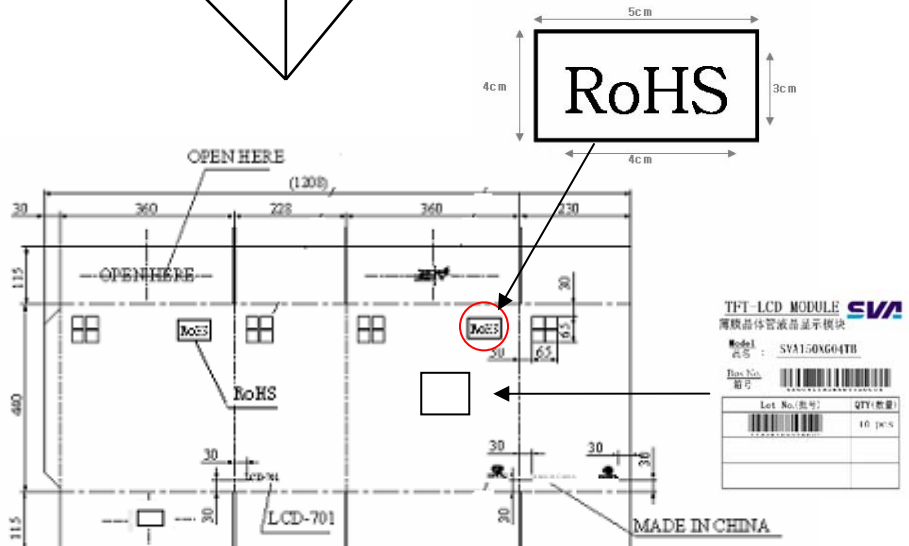
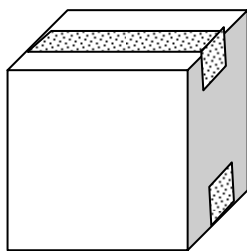
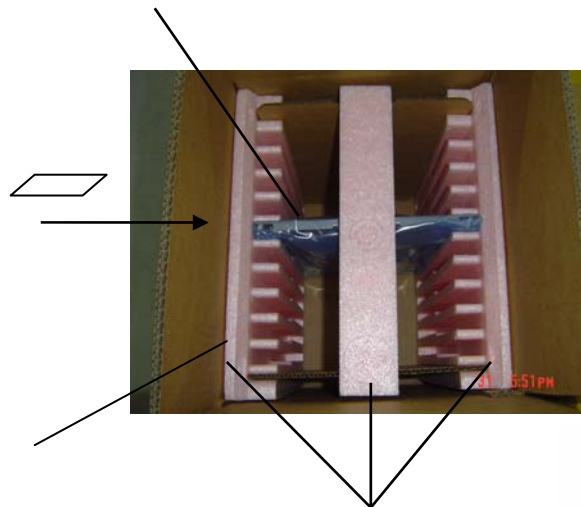
| Parameter    | Packing box                       | Unit |
|--------------|-----------------------------------|------|
| Size         | 319 (L) x374 (W) x407 (H) (typ.)  | mm   |
| Weight       | 1.6 (typ.)                        | kg   |
| Total weight | 11.3 (typ.)<br>(with 10 products) | kg   |

8.5 OUTLINE FIGURE FOR PACKING

(1) Packing box

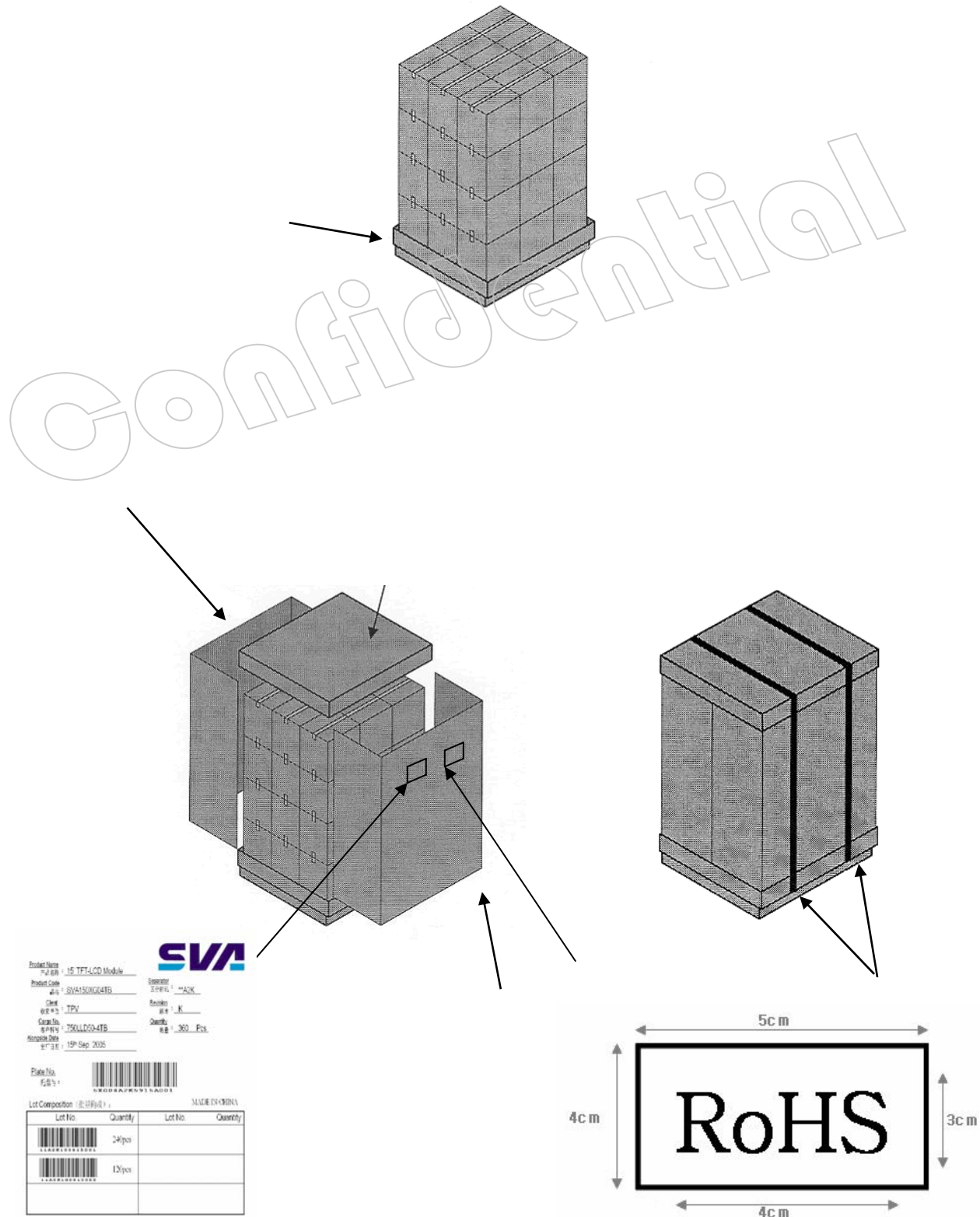


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(2) Pallet packing

Note: The ways for Packing and Shipping vary from different shipment volume, dependent on specific situations.



## 9. PRECAUTIONS

### 9.1 MEANING OF CAUTION SIGNS

The following caution signs have very important meaning. **Be sure to read “9.2 CAUTIONS” and “9.3 ATTENTIONS”, after understanding these contents!**



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



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



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

### 9.2 CAUTIONS



**\* Do not touch lamp cables while turn on. Customers will be in danger of an electric shock**



**\* Do not touch the working backlight and IC. Customers will be in danger of burn injury.**  
**\* Do not shock and press the LCD panel and the backlight! There is a danger of breaking, because they are made of glass.(shock :To be not greater 294m/s<sup>2</sup> and to be not greater 11ms, Pressure: To be not greater 19.6N)**

### 9.3 ATTENTIONS



#### 9.3.1 Handling of the product

- ① Take hold of both ends without touch the circuit board when customer pulls out products (LCD modules) from inner packing box. If customer touches it, products may be broken down or out of adjustment, because of stress to mounting parts.
- ② Do not hook cables nor pull connection cables such as flexible cable and so on, for fear of damage.
- ③ If customer puts down the product temporarily, the product puts on flat subsoil as a display side turns down.
- ④ Take the measures of electrostatic discharge such as earth band, ionic shower and so on, when customer deal with the product, because products may be damaged by electrostatic.
- ⑤ The torque for mounting screws must never exceed 0.34N·m. Higher torque values might result in distortion of the bezel.
- ⑥ The product must be installed using mounting holes without undue stress such as bends or twist (See outline drawings). And do not add undue stress to any portion (such as bezel flat area) except mounting hole portion. Bends or twist described above and undue stress to any portion except mounting hole portion may cause display

un-uniformity.

- ⑦ Do not press or rub on the sensitive display surface .If customer clean on the panel surface, SVA-NEC recommends using the cloth with ethanolic liquid such as screen cleaner for LCD.
- ⑧ Do not push-pull the interface connectors while the product is working, because wrong power sequence may break down the product.
- ⑨ Do not bend or unbend the lamp cable at the near part of the lamp holding rubber, to avoid the damage for high voltage side of the lamp. This damage may cause a lamp breaking and abnormal operation of high voltage circuit.

### 9.3.2 Environment

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

### 9.3.3 Characteristics

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

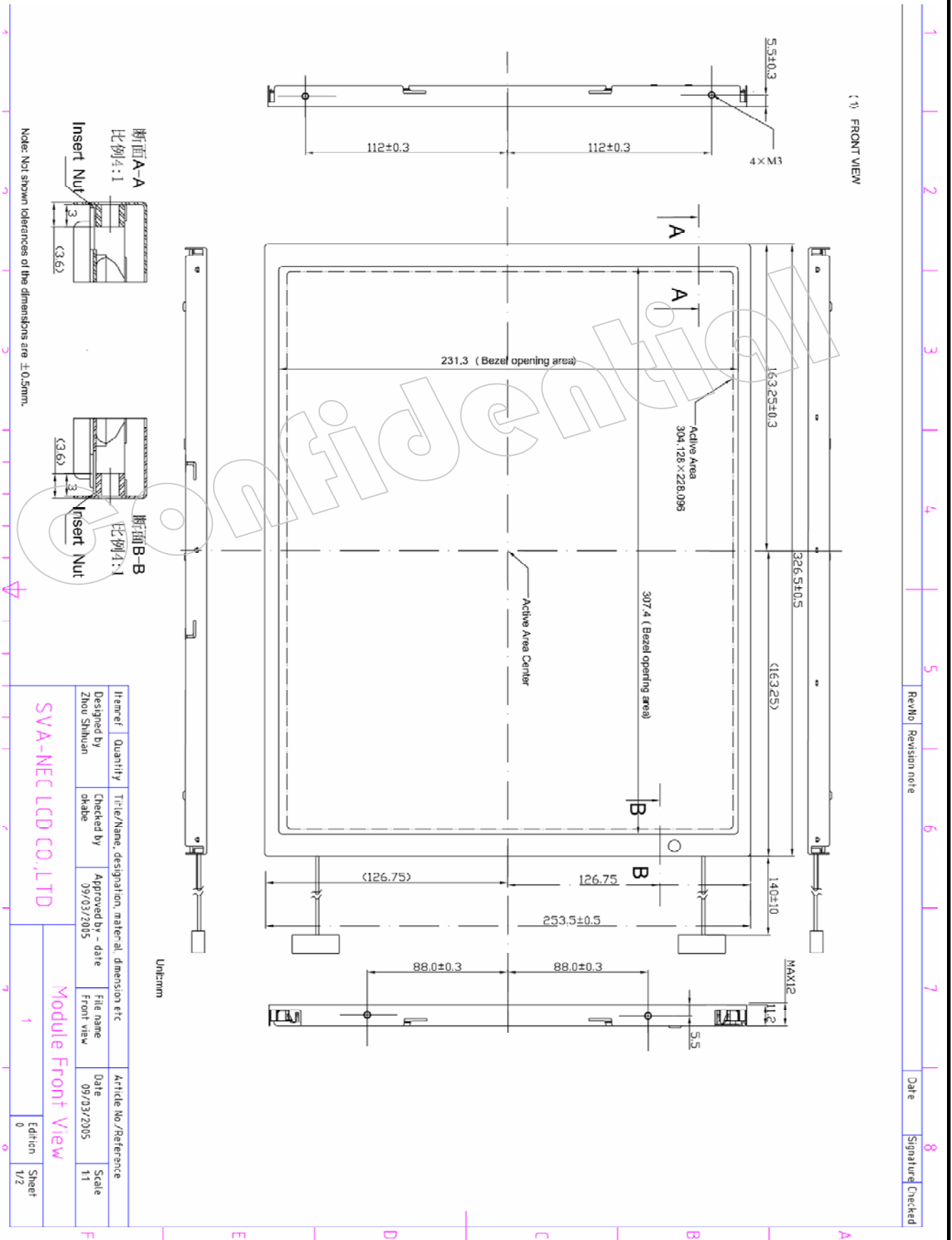
- ① Response time, luminance and color may be changed by ambient temperature.
- ②The LCD may be seemed luminance non-uniformity, flicker, vertical seam or small spot by display patterns.
- ③Optical characteristics (e.g. luminance, display uniformity, etc.) gradually is going to change depending on operating time ,and especially low temperature, because the LCD has cold cathode fluorescent lamps.
- ④Do 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.
- ⑤The display color may be changed by viewing angle because of the use of condenser sheet in the backlight.
- ⑥Optical characteristics may be changed by input signal timings.
- ⑦The interference noise of input signal frequency for this product and luminance control frequency of customer's backlight inverter may appear on a display. Set up luminance control frequency of backlight inverter so that the interference noise doses not appear.

### 9.3.4 Other

- ①All GND and VCC terminals should be used without a non-connected line.
- ②Do not disassemble a product or adjust volume without permission of SVA-NEC.
- ③Pay attention not to insert waste materials inside of products, if customer uses screw nails.
- ④Pack the product with original shipping package, because of avoidance of some damages during transportation, when customer returns it to SVA-NEC for repair and so on .
- ⑤Not only the module but also the equipment should be packed and transported as the module. becomes vertical .Otherwise, there is the fear that a display dignity decreases by an impact or vibrations.



10.OUTDRAWING





| Rev              | Revised date | Main Revision item and sign   | Approved by      | Checked by | Prepared by | Published date |      |  |  |  |  |                 |                          |                               |            |
|------------------|--------------|---|------------------|------------|-------------|----------------|------|--|--|--|--|-----------------|--------------------------|-------------------------------|------------|
| 1.0              | 2006.10.26   | <p>New publication</p> <table border="1"> <tr> <td rowspan="2">S<br/>i<br/>g<br/>n</td> <td>品管</td> <td>营业</td> <td>产品技术</td> <td>应用技术</td> </tr> <tr> <td></td> <td></td> <td></td> <td></td> </tr> </table> | S<br>i<br>g<br>n | 品管         | 营业          | 产品技术           | 应用技术 |  |  |  |  | <br>06<br>10/26 | <br>J. Kai<br>2006.10.26 | Shu<br>Bingxian<br>2006-10-26 | 2006.10.26 |
| S<br>i<br>g<br>n | 品管           | 营业  |                  | 产品技术       | 应用技术        |                |      |  |  |  |  |                 |                          |                               |            |
|                  |              |   |                  |            |             |                |      |  |  |  |  |                 |                          |                               |            |

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