

# HITACHI

Hitachi, Ltd., Displays

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## TECHNICAL DATA

### TFTMD43140CBB

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## DESCRIPTION

The following specifications are applied to the 17.0-inch Super-TFT module.

Note : Inverter for back light unit is not built in this module.

**Product Name : TFTMD43140CBB**

### General Specifications

|                         |  |                  |
|-------------------------|--|------------------|
| Effective Display Area  | : (H)337.92×(V)270.336                                     | (mm)             |
| Number of Pixels        | : (H)1,280×(V)1,024  | (pixels)         |
| Pixel Pitch             | : (H)0.264×(V)0.264  | (mm)             |
| Color Pixel Arrangement | : R+G+B Vertical Stripe                                    |                  |
| Display Mode            | : Transmissive Mode<br>Normally Black Mode                 |                  |
| Top Polarizer Type      | : Anti-glare   |                  |
| Number of Colors        | : 16,777,216 colors (6bit+2bit FRC)                        |                  |
| Viewing Angle Range     | : Super Wide Version                                       |                  |
| Input Signal            | : 2-channel LVDS (LVDS:Low Voltage Differential Signaling) |                  |
| Back Light              | : 4 pcs. of CCFL   |                  |
| External Dimensions     | : (H)368.0×(V)306.0×(t)19.8                                | (mm)             |
| Weight                  | : Max. 2,100 (g)   | (Typ. 2,000 (g)) |

# 1. ABSOLUTE MAXIMUM RATINGS

## 1.1 Environmental Absolute Maximum Ratings

| ITEM                        | Operating      |           | Storage        |             | Unit             | Note |
|-----------------------------|----------------|-----------|----------------|-------------|------------------|------|
|                             | Min.           | Max.      | Min.           | Max.        |                  |      |
| Temperature                 | 0              | 55        | -20            | 60          | °C               | 1)   |
| Humidity                    | 2)             |           | 2)             |             | %RH              | 1)   |
| Vibration                   | -              | 4.9(0.5G) | -              | 11.8 (1.2G) | m/s <sup>2</sup> | 3)   |
| Shock                       | -              | 29.4(3G)  | -              | 294 (30G)   | m/s <sup>2</sup> | 4)   |
| Corrosive Gas               | Not Acceptable |           | Not Acceptable |             | -                |      |
| Illumination at LCD Surface | -              | 50,000    | -              | 50,000      | lx               |      |

Note 1) Temperature and Humidity should be applied to the glass surface of a Super-TFT module, not to the system installed with a module.

The temperature at the center of rear surface should be less than 60°C on the condition of operating. The brightness of a CCFL tends to drop at low temperature. Besides, the life-time becomes shorter at low temperature.

2)  $T_a \leq 40^\circ\text{C}$  ..... Relative humidity should be less than 85%RH max. Dew is prohibited.

$T_a > 40^\circ\text{C}$  ..... Relative humidity should be lower than the moisture of the 85%RH at 40°C.

3) Frequency of the vibration is between 15Hz and 100Hz. (Remove the resonance point)

4) Pulse width of the shock is 10 ms.

## 1.2 Electrical Absolute Maximum Ratings

### (1) Super-TFT Module

$V_{SS} = 0\text{ V}$

| ITEM                     | SYMBOL     | Min.      | Max. | Unit | Note  |
|--------------------------|------------|-----------|------|------|-------|
| Power Supply Voltage     | $V_{DD}$   | 0         | 6.5  | V    |       |
| Input Voltage for logic  | $V_I$      | -0.3      | 3.6  | V    | 1)    |
| Electrostatic Durability | $V_{ESD0}$ | $\pm 100$ |      | V    | 2),3) |
|                          | $V_{ESD1}$ | $\pm 8$   |      | kV   | 2),4) |

Note 1) It is applied to pixel data signal and clock signal.

2) Discharge Coefficient : 200pF-250Ω, Environmental : 25°C-70%RH

3) It is applied to I/F connector pins.

4) It is applied to the surface of a metallic bezel and a LCD panel.

### (2) Back-light

| ITEM          | SYMBOL | Min. | Max. | Unit              | Note |
|---------------|--------|------|------|-------------------|------|
| Input Current | IL     | -    | 7.0  | mA <sub>rms</sub> | 1)   |
| Input Voltage | VL     | -    | 1800 | V <sub>rms</sub>  | 2)   |

Note 1) The specification shall be applied to each CFL. The specification is defined at ground line.

2) The specification shall be applied at connector pins for a CFL at start-up.

## 2. OPTICAL CHARACTERISTICS

The following optical characteristics are measured under stable conditions. It takes about 30 minutes to reach stable conditions. The measuring point is the center of display area unless otherwise noted.

The optical characteristics should be measured in a dark room or equivalent state.

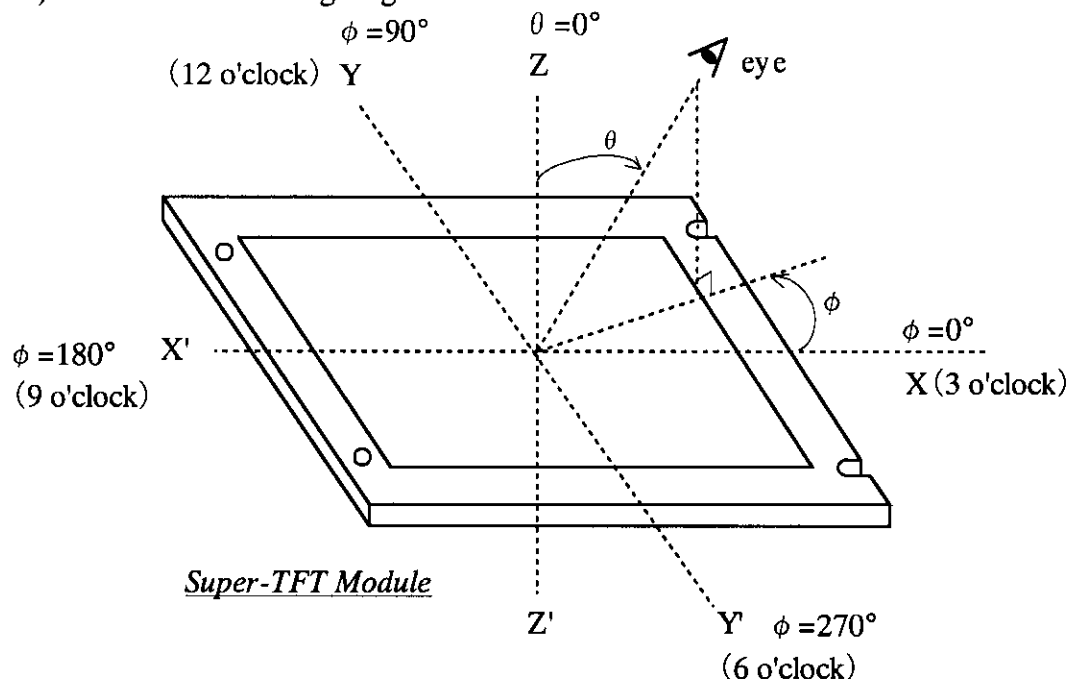
Measuring equipment : Pritchard 1980A, or equivalent

Temperature of LCD surface = 25°C, VDD = 5.0V, f V = 60Hz,

IL = 6.5mA (average of 4 pieces of CFLs)

| ITEM                              |       | SYMBOL     | CONDITION  | Min. | Typ. | Max. | UNIT              | NOTE                    |
|-----------------------------------|-------|------------|--|------|------|------|-------------------|-------------------------|
| Contrast Ratio                    |       | CR         | $\theta = 0^{\circ}$<br>1)   | -    | 400  | -    | -                 | 2)                      |
| Response Time                     | Rise  | ton        |  | -    | 20   | -    | ms                | 3)                      |
|                                   | Fall  | toff       |  | -    | 20   | -    | ms                | 3)                      |
| Brightness of white               |       | Bwh        |  | -    | 230  | -    | cd/m <sup>2</sup> |                         |
| Brightness uniformity             |       | Buni       |  | -    | -    | 30   | %                 | 4)                      |
| Color Chromaticity (CIE)          | Red   | $x$        |  | -    | 0.64 | -    | -                 | [Gray scale =255]       |
|                                   |       | $y$        |  | -    | 0.35 | -    |                   |                         |
|                                   | Green | $x$        |  | -    | 0.29 | -    |                   |                         |
|                                   |       | $y$        |  | -    | 0.61 | -    |                   |                         |
|                                   | Blue  | $x$        |  | -    | 0.14 | -    |                   |                         |
|                                   |       | $y$        |  | -    | 0.08 | -    |                   |                         |
|                                   | White | $x$        |  | -    | 0.31 | -    |                   |                         |
|                                   |       | $y$        |  | -    | 0.33 | -    |                   |                         |
| Variation of Color Position (CIE) | Red   | $\Delta x$ | $\theta = +50^{\circ}$<br>$\phi = 0^{\circ}, 90^{\circ}$<br>$180^{\circ}, 270^{\circ}$<br>1) | -    | -    | 0.04 | -                 | 5)<br>[Gray scale =255] |
|                                   |       | $\Delta y$ |  | -    | -    | 0.04 |                   |                         |
|                                   | Green | $\Delta x$ |  | -    | -    | 0.04 |                   |                         |
|                                   |       | $\Delta y$ |  | -    | -    | 0.04 |                   |                         |
|                                   | Blue  | $\Delta x$ |  | -    | -    | 0.04 |                   |                         |
|                                   |       | $\Delta y$ |  | -    | -    | 0.04 |                   |                         |
|                                   | White | $\Delta x$ |  | -    | -    | 0.04 |                   |                         |
|                                   |       | $\Delta y$ |  | -    | -    | 0.04 |                   |                         |
| Contrast Ratio at 80°             |       | CR80°      | $\theta = 80^{\circ}$<br>$\phi = 0^{\circ}, 90^{\circ}$<br>$180^{\circ}, 270^{\circ}$ 1)     | 10   | -    | -    | -                 |                         |

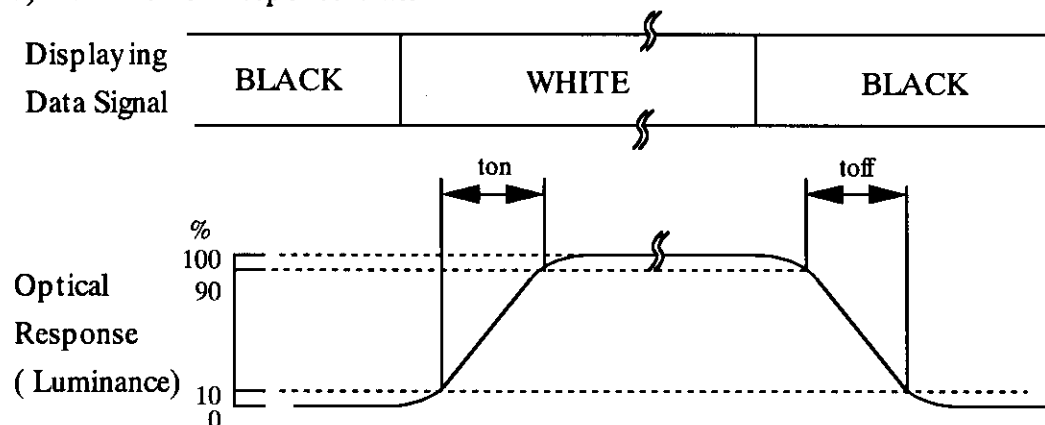
Note 1) Definition of Viewing Angle



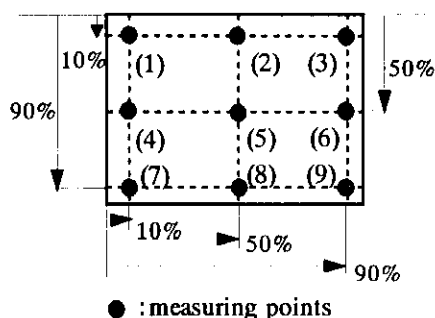
2) Definition of Contrast Ratio (CR)

$$CR = \frac{\text{(Luminance at displaying WHITE)}}{\text{(Luminance at displaying BLACK)}}$$

3) Definition of Response Time



4) Definition of Brightness Uniformity



Display pattern is white (255 level) and gray scale. The brightness uniformity is defined as the following equation. Brightness at each point is measured, and average, maximum and minimum brightness is calculated.

$$B_{uni} = \frac{|B_{max \text{ or } B_{min}} - B_{ave}|}{B_{ave}} \times 100$$

where,  $B_{max}$  = Maximum brightness

$B_{min}$  = Minimum brightness

$$B_{ave} = \text{Average brightness} = \frac{\sum_{k=1}^9 (B(k))}{9}$$

5) Variation of color position on CIE is defined as difference between colors at  $\theta = 0^\circ$  and at  $\theta = 50^\circ$  &  $\phi = 0^\circ, 90^\circ, 180^\circ, 270^\circ$ .

### 3. ELECTRICAL CHARACTERISTICS

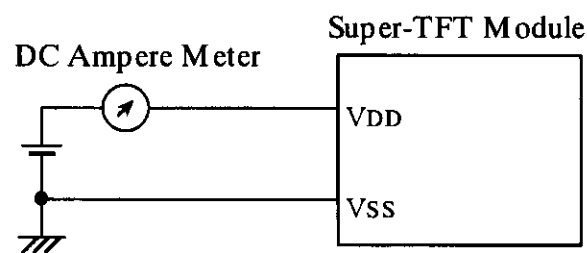
#### 3.1 TFT-LCD Module

Ta=25°C, Vss=0V

| ITEM                 | SYMBOL | Min. | Typ. | Max. | Unit | Note     |
|----------------------|--------|------|------|------|------|----------|
| Power Supply Voltage | VDD    | 4.5  | 5    | 5.5  | V    |          |
| Power Supply Current | IDD    | —    | —    | 1.0  | A    | 1),2),3) |
| Vsync Frequency      | fv     | —    | —    | 60   | Hz   |          |
| Hsync Frequency      | fH     | —    | —    | 64   | kHz  |          |
| DCLK Frequency       | fCLK   | 50   | —    | 54   | MHz  |          |

Dimensions in parentheses are reference value.

Note 1) DC current at fv=60Hz, fCLK=54MHz and VDD=5.0V



- 2) Current fuse(1.6A) is built in a module. Current capacity of power supply for VDD should be larger than 5A, so that the fuse can be opened at the trouble of power supply.
- 3) Characteristics of input signals are shown in LVDS data sheets. (Receiver:THC63LVDF84A)

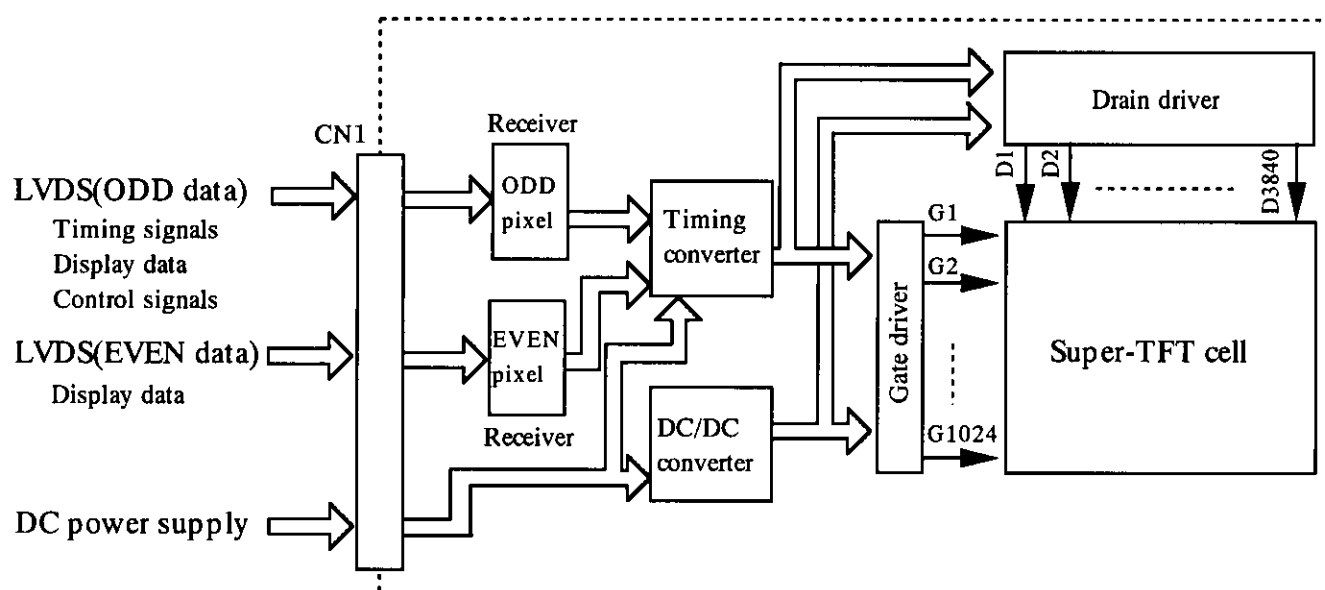
#### 3.2 Back Light

| ITEM             | SYMBOL | Min. | Typ. | Max. | Unit  | Note |
|------------------|--------|------|------|------|-------|------|
| Input Current    | IL     | -    | 6.5  | 7.0  | mArms | 1)   |
| Input Voltage    | VL     | -    | 700  | -    | Vrms  |      |
| Frequency        | f0     | 40   | 56   | 80   | kHz   | 2)   |
| Kick-Off Voltage | Vs     | 1500 | -    | 1750 | V     | 3)   |

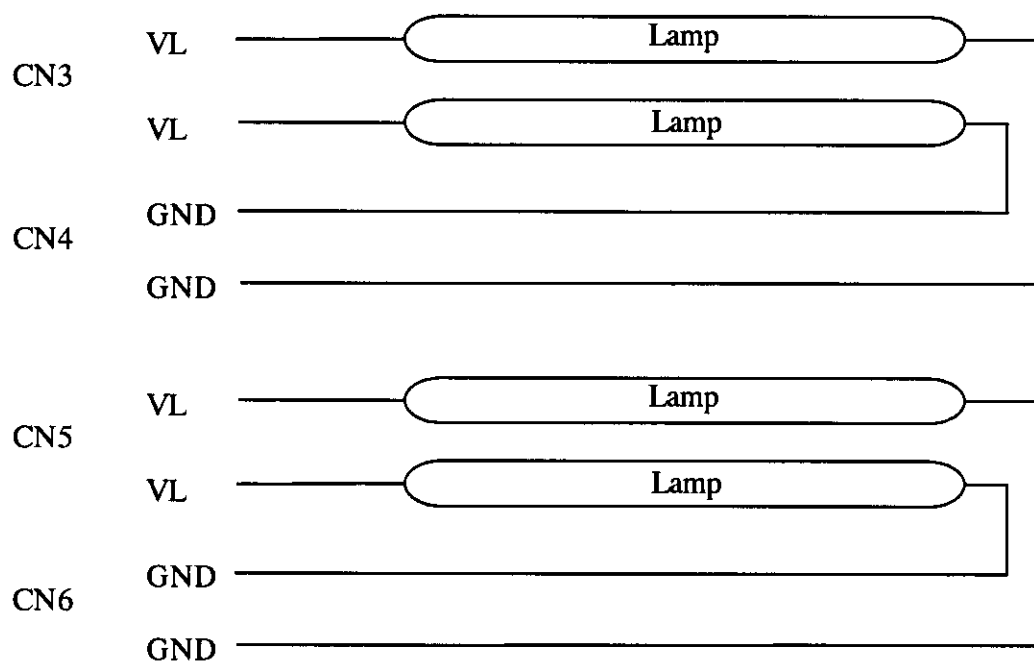
- Notes
- 1) The specification shall be applied to each CFL. The specification is defined at ground line.
  - 2) Frequency of power supply for a CFL may cause the interference with HSYNC frequency and cause beat or flicker on the display. Therefore, lamp frequency shall be as different as possible from HSYNC frequency in order to avoid the interference.
  - 3) Ta = 0 degree

## 4. BLOCK DIAGRAM

### (1) Super-TFT Module



### (2) Back light unit



## 5. INTERFACE PIN ASSIGNMENT

### 5.1 TFT-LCD MODULE

CN1 : JAE FI-X30S-HF

(Matching connector : JAE FI-X30H or FI-X30M)

| Pin No. | Symbol   | Function              |
|---------|----------|-----------------------|
| 1       | RAIN0-   | ODD pixel data 2)     |
| 2       | RAIN0+   |                       |
| 3       | RAIN1-   | ODD pixel data 2)     |
| 4       | RAIN1+   |                       |
| 5       | RAIN2-   | ODD pixel data 2)     |
| 6       | RAIN2+   |                       |
| 7       | Vss      | GND (0V) 1)           |
| 8       | RACLKIN- | ODD pixel clock 2)    |
| 9       | RACLKIN+ |                       |
| 10      | RAIN3-   | ODD pixel data 2)     |
| 11      | RAIN3+   |                       |
| 12      | RBIN0-   | EVEN pixel data 2)    |
| 13      | RBIN0+   |                       |
| 14      | Vss      | GND (0V) 1)           |
| 15      | RBIN1-   | EVEN pixel data 2)    |
| 16      | RBIN1+   |                       |
| 17      | Vss      | GND (0V) 1)           |
| 18      | RBIN2-   | EVEN pixel data 2)    |
| 19      | RBIN2+   |                       |
| 20      | RBCLKIN- | EVEN pixel clock 2)   |
| 21      | RBCLKIN+ |                       |
| 22      | RBIN3-   | EVEN pixel data 2)    |
| 23      | RBIN3+   |                       |
| 24      | Vss      | GND (0V) 1)           |
| 25      | NC       | No connection 3)      |
| 26      | DE       | No connection 3)      |
| 27      | NC       | No connection 3)      |
| 28      | VDD      | Power supply (+5V) 4) |
| 29      | VDD      |                       |
| 30      | VDD      |                       |

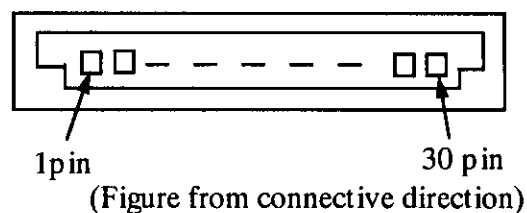
Notes 1) All Vss pins should be grounded.

2) RnINm+ and RnINm- (n=A,B m=0,1,2,3) should be wired by twist-pairs or side-by-side FPC patterns, respectively.

3) Please keep open.

4) All VDD pins should be connected to +5.0 V(typ.).

5) Pin assignment is as follows.





## 5. 2 BACK-LIGHT UNIT

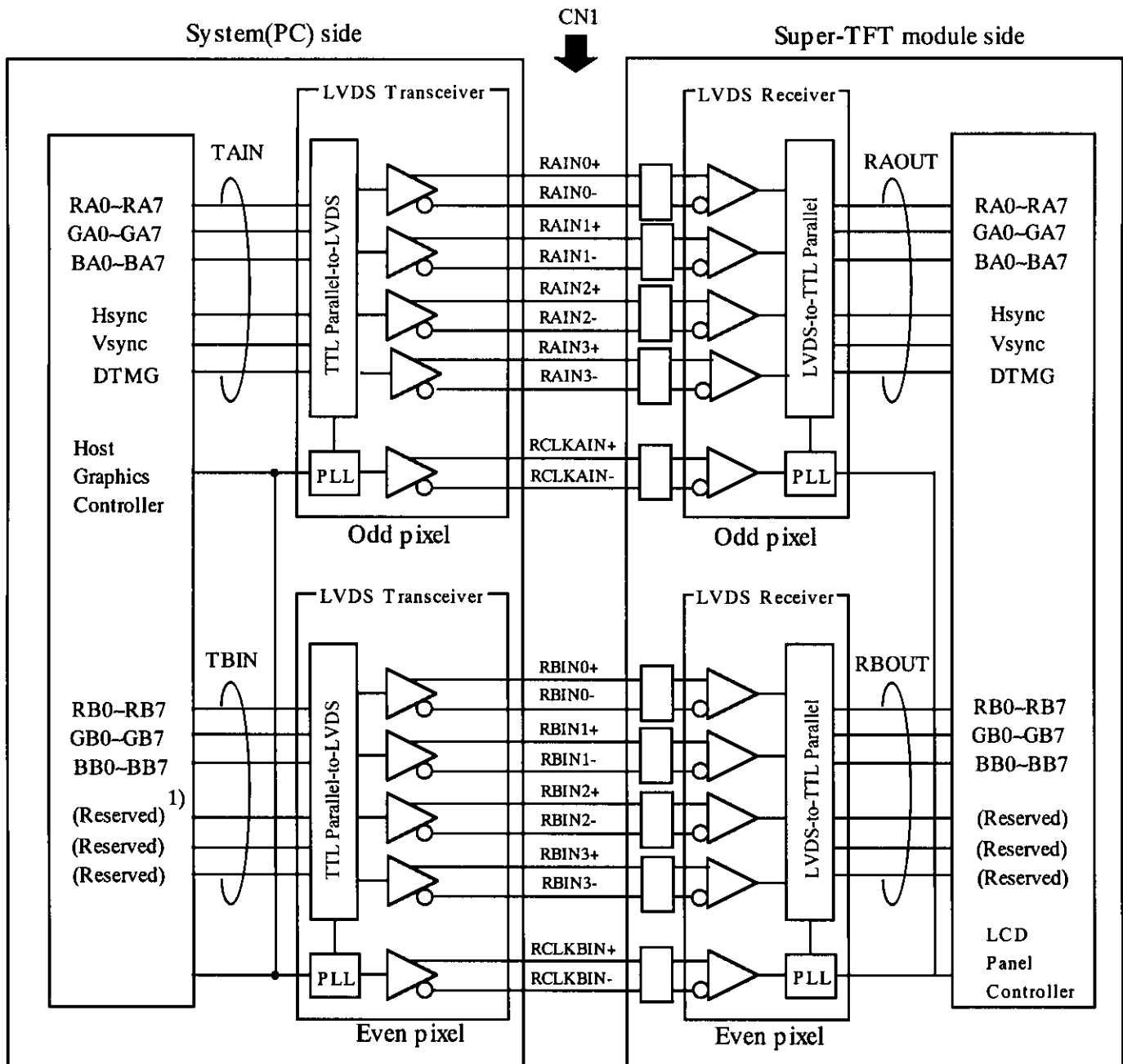
CN3,CN5 : JST BHSR-02VS-1

| Pin No. | SYMBOL | Function     |
|---------|--------|--------------|
| 1       | VL     | Power Supply |
| 2       | VL     | Power Supply |

CN4,CN6 : JST BHR-02VS-1

| Pin No. | SYMBOL | Function |
|---------|--------|----------|
| 1       | GND    | GND      |
| 2       | GND    | GND      |

## BLOCK DIAGRAM OF INTERFACE



Receiver : Equivalent of THC63LVDF84A by Thine

RA0~7, RB0~7 : R data  
 GA0~7, GB0~7 : G data  
 BA0~7, BB0~7 : B data  
 Hsync : Horizontal synchronization  
 Vsync : Vertical synchronization  
 DTMG : Display timing data

Notes 1) RSVD(reserved) pins on a transmitter should be connected with Vss.

2) The system must have a LVDS transmitter to drive a module.

3) The impedance of LVDS cable should be 50 ohms per a signal line or about 100 ohms per a twist-pair line when it is used differentially.

# LVDS INTERFACE

|              | INPUT SIGNAL | Transmitter |          | Interface connector |                | Receiver<br>THC63LVDF84A |           | TFT           |
|--------------|--------------|-------------|----------|---------------------|----------------|--------------------------|-----------|---------------|
|              |              | pin         | INPUT    | System side         | Super-TFT modu | pin                      | OUTPUT    | control input |
| LVDS<br>Odd  | RA0          | 51          | TAIN0    | TA OUT0+            | RA IN0+        | 27                       | RAOUT0    | RA0           |
|              | RA1          | 52          | TAIN1    |                     |                | 29                       | RAOUT1    | RA1           |
|              | RA2          | 54          | TAIN2    |                     |                | 30                       | RAOUT2    | RA2           |
|              | RA3          | 55          | TAIN3    |                     |                | 32                       | RAOUT3    | RA3           |
|              | RA4          | 56          | TAIN4    |                     |                | 33                       | RAOUT4    | RA4           |
|              | RA5          | 3           | TAIN6    | TA OUT0-            | RA IN0-        | 35                       | RAOUT6    | RA5           |
|              | GA0          | 4           | TAIN7    |                     |                | 37                       | RAOUT7    | GA0           |
|              | GA1          | 6           | TAIN8    |                     |                | 38                       | RAOUT8    | GA1           |
|              | GA2          | 7           | TAIN9    |                     |                | 39                       | RAOUT9    | GA2           |
|              | GA3          | 11          | TAIN12   |                     |                | 43                       | RAOUT12   | GA3           |
|              | GA4          | 12          | TAIN13   | TA OUT1+            | RA IN1+        | 45                       | RAOUT13   | GA4           |
|              | GA5          | 14          | TAIN14   |                     |                | 46                       | RAOUT14   | GA5           |
|              | BA0          | 15          | TAIN15   |                     |                | 47                       | RAOUT15   | BA0           |
|              | BA1          | 19          | TAIN18   |                     |                | 51                       | RAOUT18   | BA1           |
|              | BA2          | 20          | TAIN19   |                     |                | 53                       | RAOUT19   | BA2           |
|              | BA3          | 22          | TAIN20   | TA OUT2+            | RA IN2+        | 54                       | RAOUT20   | BA3           |
|              | BA4          | 23          | TAIN21   |                     |                | 55                       | RAOUT21   | BA4           |
|              | BA5          | 24          | TAIN22   |                     |                | 1                        | RAOUT22   | BA5           |
|              | HSYNC        | 27          | TAIN24   |                     |                | 3                        | RAOUT24   | HSYNC         |
|              | VSNC         | 28          | TAIN25   |                     |                | 5                        | RAOUT25   | VSNC          |
|              | DTMG         | 30          | TAIN26   | TA OUT2-            | RA IN2-        | 6                        | RAOUT26   | DTMG          |
|              | RA6          | 50          | TAIN27   |                     |                | 7                        | RAOUT27   | RA6           |
|              | RA7          | 2           | TAIN5    |                     |                | 34                       | RAOUT5    | RA7           |
|              | GA6          | 8           | TAIN10   |                     |                | 41                       | RAOUT10   | GA6           |
|              | GA7          | 10          | TAIN11   |                     |                | 42                       | RAOUT11   | GA7           |
|              | BA6          | 16          | TAIN16   | TA OUT3+            | RA IN3+        | 49                       | RAOUT16   | BA6           |
|              | BA7          | 18          | TAIN17   |                     |                | 50                       | RAOUT17   | BA7           |
|              | RSVD 1)      | 25          | TAIN23   |                     |                | 2                        | RAOUT23   | RSVD          |
|              | DCLK         | 31          | TCLKA IN | TCLKA OUT+          | RCLKA IN+      | 26                       | RCLKA OUT | DCLK          |
|              |              |             |          | TCLKA OUT-          | RCLKA IN-      |                          |           |               |
| LVDS<br>Even | RB0          | 51          | TBIN0    | TB OUT0+            | RB IN0+        | 27                       | RBOUT0    | RB0           |
|              | RB1          | 52          | TBIN1    |                     |                | 29                       | RBOUT1    | RB1           |
|              | RB2          | 54          | TBIN2    |                     |                | 30                       | RBOUT2    | RB2           |
|              | RB3          | 55          | TBIN3    |                     |                | 32                       | RBOUT3    | RB3           |
|              | RB4          | 56          | TBIN4    |                     |                | 33                       | RBOUT4    | RB4           |
|              | RB5          | 3           | TBIN6    | TB OUT0-            | RB IN0-        | 35                       | RBOUT6    | RB5           |
|              | GB0          | 4           | TBIN7    |                     |                | 37                       | RBOUT7    | GB0           |
|              | GB1          | 6           | TBIN8    |                     |                | 38                       | RBOUT8    | GB1           |
|              | GB2          | 7           | TBIN9    |                     |                | 39                       | RBOUT9    | GB2           |
|              | GB3          | 11          | TBIN12   |                     |                | 43                       | RBOUT12   | GB3           |
|              | GB4          | 12          | TBIN13   | TB OUT1+            | RB IN1+        | 45                       | RBOUT13   | GB4           |
|              | GB5          | 14          | TBIN14   |                     |                | 46                       | RBOUT14   | GB5           |
|              | BB0          | 15          | TBIN15   |                     |                | 47                       | RBOUT15   | BB0           |
|              | BB1          | 19          | TBIN18   |                     |                | 51                       | RBOUT18   | BB1           |
|              | BB2          | 20          | TBIN19   |                     |                | 53                       | RBOUT19   | BB2           |
|              | BB3          | 22          | TBIN20   | TB OUT2+            | RB IN2+        | 54                       | RBOUT20   | BB3           |
|              | BB4          | 23          | TBIN21   |                     |                | 55                       | RBOUT21   | BB4           |
|              | BB5          | 24          | TBIN22   |                     |                | 1                        | RBOUT22   | BB5           |
|              | RSVD 1)      | 27          | TBIN24   |                     |                | 3                        | RBOUT24   | RSVD          |
|              | RSVD 1)      | 28          | TBIN25   |                     |                | 5                        | RBOUT25   | RSVD          |
|              | RSVD 1)      | 30          | TBIN26   | TB OUT2-            | RB IN2-        | 6                        | RBOUT26   | RSVD          |
|              | RB6          | 50          | TBIN27   |                     |                | 7                        | RBOUT27   | RB6           |
|              | RB7          | 2           | TBIN5    |                     |                | 34                       | RBOUT5    | RB7           |
|              | GB6          | 8           | TBIN10   |                     |                | 41                       | RBOUT10   | GB6           |
|              | GB7          | 10          | TBIN11   |                     |                | 42                       | RBOUT11   | GB7           |
|              | BB6          | 16          | TBIN16   | TB OUT3+            | RB IN3+        | 49                       | RBOUT16   | BB6           |
|              | BB7          | 18          | TBIN17   |                     |                | 50                       | RBOUT17   | BB7           |
|              | RSVD 1)      | 25          | TBIN23   |                     |                | 2                        | RBOUT23   | RSVD          |
|              | DCLK         | 31          | TCLKB IN | TCLKB OUT+          | RCLKB IN+      | 26                       | RCLKB OUT | DCLK          |
|              |              |             |          | TCLKB OUT-          | RCLKB IN-      |                          |           |               |

# CORRESPONDENCE BETWEEN INPUT DATA AND DISPLAY IMAGE

|        |    |    |        |    |    |
|--------|----|----|--------|----|----|
| (1, 1) |    |    | (1, 2) |    |    |
| RA     | GA | BA | RB     | GB | BB |

Odd pixel : RA0~RA7 : R data

GA0~GA7 : G data

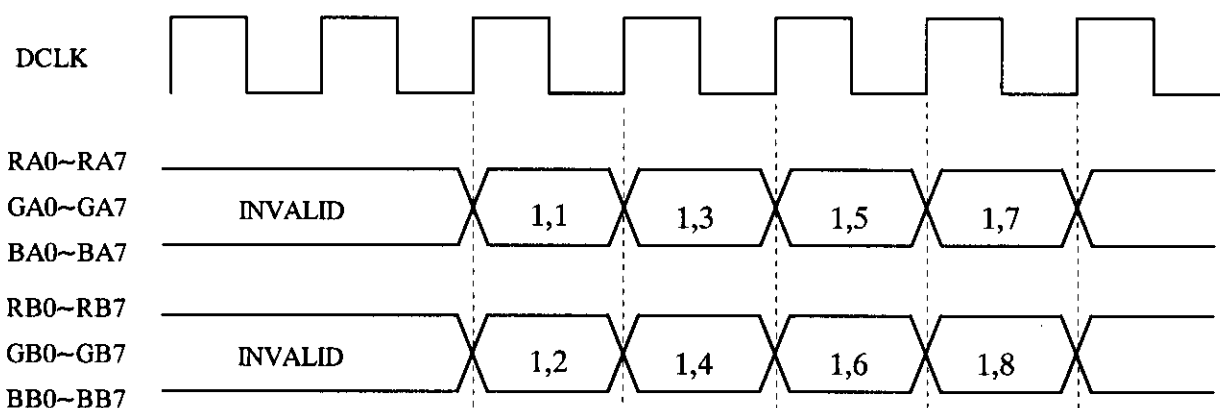
BA0~BA7 : B data

Even pixel : RB0~RB7 : R data

GA0~GA7 : G data

BB0~BB7 : B data

|        |        |        |       |           |
|--------|--------|--------|-------|-----------|
| 1,1    | 1,2    | 1,3    | ----- | 1,1280    |
| 2,1    | 2,2    | 2,3    | ----- | 2,1280    |
| 3,1    | 3,2    | 3,3    | ----- | 3,1280    |
| ⋮      | ⋮      | ⋮      |       | ⋮         |
| 1024,1 | 1024,2 | 1024,3 | ----- | 1024,1280 |



# RELATIONSHIP BETWEEN DISPLAY COLORS AND INPUT SIGNALS

| Input data<br>Color |            | R data |     |     |     |     |     |     |     | G data |     |     |     |     |     |     |     | B data |     |     |     |     |     |     |     |
|---------------------|------------|--------|-----|-----|-----|-----|-----|-----|-----|--------|-----|-----|-----|-----|-----|-----|-----|--------|-----|-----|-----|-----|-----|-----|-----|
|                     |            | RA7    | RA6 | RA5 | RA4 | RA3 | RA2 | RA1 | RA0 | GA7    | GA6 | GA5 | GA4 | GA3 | GA2 | GA1 | GA0 | BA7    | BA6 | BA5 | BA4 | BA3 | BA2 | BA1 | BA0 |
|                     |            | RB7    | RB6 | RB5 | RB4 | RB3 | RB2 | RB1 | RB0 | GB7    | GB6 | GB5 | GB4 | GB3 | GB2 | GB1 | GB0 | BB7    | BB6 | BB5 | BB4 | BB3 | BB2 | BB1 | BB0 |
|                     |            | MSB    |     |     |     |     |     |     |     | LSB    |     |     |     |     |     |     |     | MSB    |     |     |     |     |     |     |     |
| BASIC<br>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   |
|                     | RED(255)   | 1      | 1   | 1   | 1   | 1   | 1   | 1   | 1   | 0      | 0   | 0   | 0   | 0   | 0   | 0   | 0   | 0      | 0   | 0   | 0   | 0   | 0   | 0   | 0   |
|                     | GREEN(255) | 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(255)  | 0      | 0   | 0   | 0   | 0   | 0   | 0   | 0   | 0      | 0   | 0   | 0   | 0   | 0   | 0   | 0   | 1      | 1   | 1   | 1   | 1   | 1   | 1   | 1   |
|                     | 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   |
|                     | 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   |
|                     | 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                 | 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   |
|                     | RED(1)     | 0      | 0   | 0   | 0   | 0   | 0   | 0   | 1   | 0      | 0   | 0   | 0   | 0   | 0   | 0   | 0   | 0      | 0   | 0   | 0   | 0   | 0   | 0   | 0   |
|                     | RED(2)     | 0      | 0   | 0   | 0   | 0   | 0   | 1   | 0   | 0      | 0   | 0   | 0   | 0   | 0   | 0   | 0   | 0      | 0   | 0   | 0   | 0   | 0   | 0   | 0   |
|                     | :          | :      | :   | :   | :   | :   | :   | :   | :   | :      | :   | :   | :   | :   | :   | :   | :   | :      | :   | :   | :   | :   | :   | :   | :   |
|                     | :          | :      | :   | :   | :   | :   | :   | :   | :   | :      | :   | :   | :   | :   | :   | :   | :   | :      | :   | :   | :   | :   | :   | :   | :   |
|                     | RED(254)   | 1      | 1   | 1   | 1   | 1   | 1   | 1   | 0   | 0      | 0   | 0   | 0   | 0   | 0   | 0   | 0   | 0      | 0   | 0   | 0   | 0   | 0   | 0   | 0   |
|                     | RED(255)   | 1      | 1   | 1   | 1   | 1   | 1   | 1   | 1   | 0      | 0   | 0   | 0   | 0   | 0   | 0   | 0   | 0      | 0   | 0   | 0   | 0   | 0   | 0   | 0   |
|                     | RED(255)   | 1      | 1   | 1   | 1   | 1   | 1   | 1   | 1   | 0      | 0   | 0   | 0   | 0   | 0   | 0   | 0   | 0      | 0   | 0   | 0   | 0   | 0   | 0   | 0   |
| GREEN               | 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   |
|                     | GREEN(1)   | 0      | 0   | 0   | 0   | 0   | 0   | 0   | 0   | 0      | 0   | 0   | 0   | 0   | 0   | 0   | 1   | 0      | 0   | 0   | 0   | 0   | 0   | 0   | 0   |
|                     | GREEN(2)   | 0      | 0   | 0   | 0   | 0   | 0   | 0   | 0   | 0      | 0   | 0   | 0   | 0   | 0   | 1   | 0   | 0      | 0   | 0   | 0   | 0   | 0   | 0   | 0   |
|                     | :          | :      | :   | :   | :   | :   | :   | :   | :   | :      | :   | :   | :   | :   | :   | :   | :   | :      | :   | :   | :   | :   | :   | :   | :   |
|                     | :          | :      | :   | :   | :   | :   | :   | :   | :   | :      | :   | :   | :   | :   | :   | :   | :   | :      | :   | :   | :   | :   | :   | :   | :   |
|                     | GREEN(254) | 0      | 0   | 0   | 0   | 0   | 0   | 0   | 0   | 1      | 1   | 1   | 1   | 1   | 1   | 1   | 0   | 0      | 0   | 0   | 0   | 0   | 0   | 0   | 0   |
|                     | GREEN(255) | 0      | 0   | 0   | 0   | 0   | 0   | 0   | 0   | 1      | 1   | 1   | 1   | 1   | 1   | 1   | 1   | 0      | 0   | 0   | 0   | 0   | 0   | 0   | 0   |
|                     | GREEN(255) | 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                | 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(1)    | 0      | 0   | 0   | 0   | 0   | 0   | 0   | 0   | 0      | 0   | 0   | 0   | 0   | 0   | 0   | 0   | 0      | 0   | 0   | 0   | 0   | 0   | 0   | 1   |
|                     | BLUE(2)    | 0      | 0   | 0   | 0   | 0   | 0   | 0   | 0   | 0      | 0   | 0   | 0   | 0   | 0   | 0   | 0   | 0      | 0   | 0   | 0   | 0   | 0   | 1   | 0   |
|                     | :          | :      | :   | :   | :   | :   | :   | :   | :   | :      | :   | :   | :   | :   | :   | :   | :   | :      | :   | :   | :   | :   | :   | :   | :   |
|                     | :          | :      | :   | :   | :   | :   | :   | :   | :   | :      | :   | :   | :   | :   | :   | :   | :   | :      | :   | :   | :   | :   | :   | :   | :   |
|                     | BLUE(254)  | 0      | 0   | 0   | 0   | 0   | 0   | 0   | 0   | 0      | 0   | 0   | 0   | 0   | 0   | 0   | 0   | 1      | 1   | 1   | 1   | 1   | 1   | 1   | 0   |
|                     | BLUE(255)  | 0      | 0   | 0   | 0   | 0   | 0   | 0   | 0   | 0      | 0   | 0   | 0   | 0   | 0   | 0   | 0   | 1      | 1   | 1   | 1   | 1   | 1   | 1   | 1   |
|                     | BLUE(255)  | 0      | 0   | 0   | 0   | 0   | 0   | 0   | 0   | 0      | 0   | 0   | 0   | 0   | 0   | 0   | 0   | 1      | 1   | 1   | 1   | 1   | 1   | 1   | 1   |

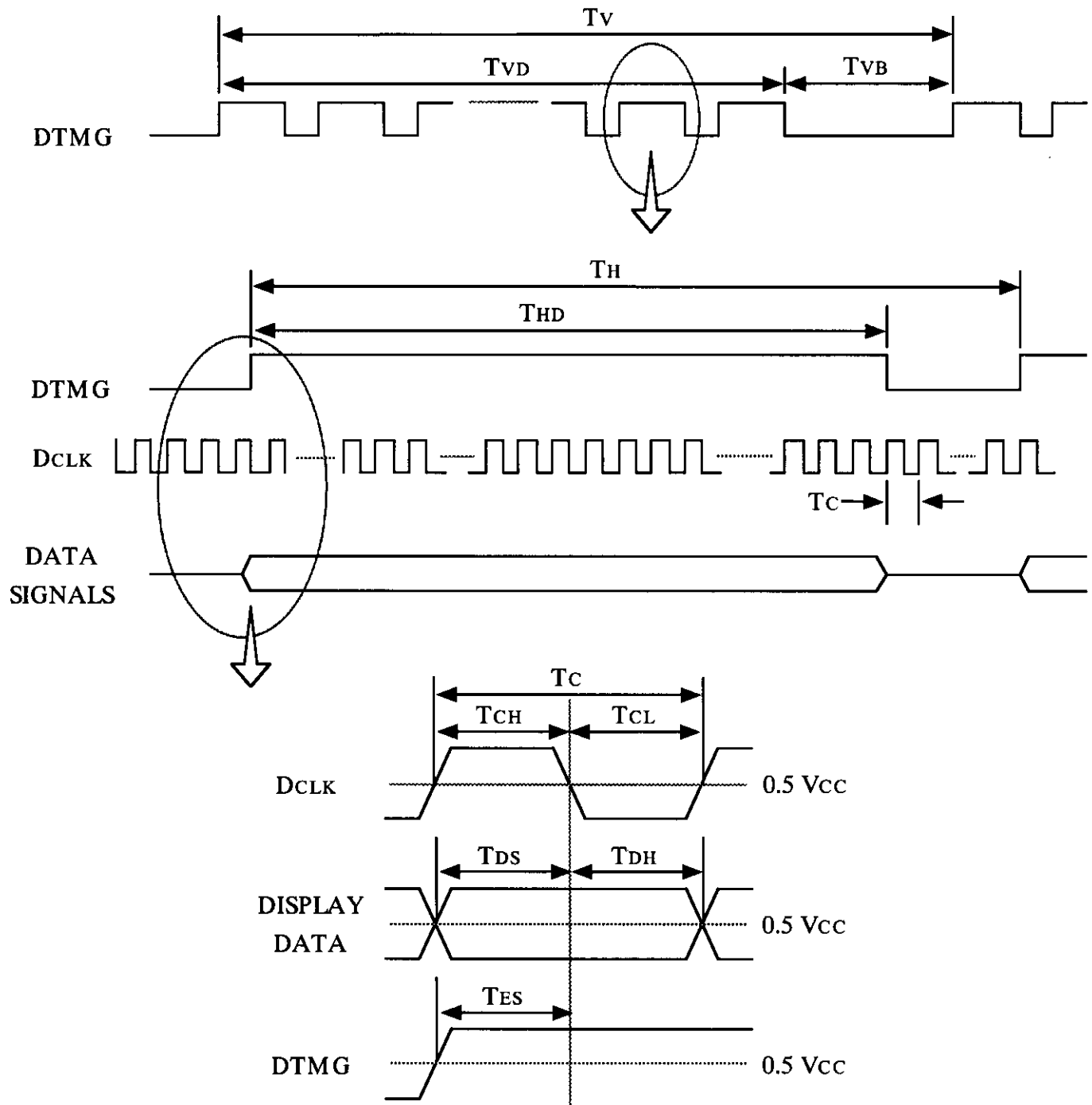
Notes 1) Definition of gray scale : Color (n)

n indicates gray scale level. Higher n means brighter level.

2) Data signals : 1:High, 0:Low

## 6. TIMING DIAGRAMS OF INTERFACE TIMING

### 6.1 Timing diagrams of interface signal (DTMG only mode)

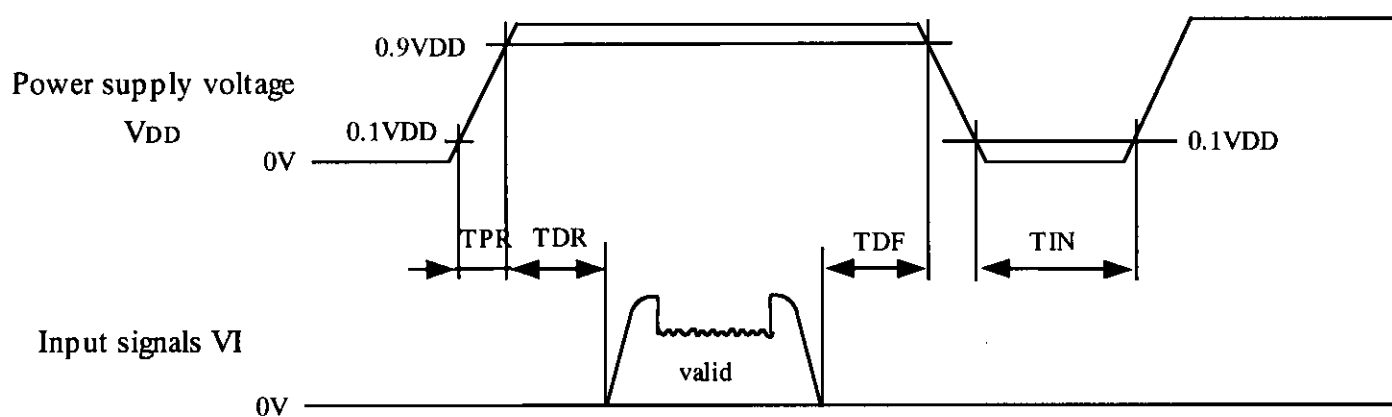


## 6.2 Timing Parameters ( DTMG only mode )

2pxl/clock

| SIGNAL                         | ITEM                  | SYMBOL | MIN.  | TYP. | MAX. | UNIT   | NOTE |
|--------------------------------|-----------------------|--------|-------|------|------|--------|------|
| Clock                          | Frequency             | 1/Tc   | 50    | -    | 54   | MHz    |      |
|                                | High Time             | TCH    | 4     | -    | -    | nsec   |      |
|                                | Low Time              | TCL    | 4     | -    | -    | nsec   |      |
| Data                           | Setup Time            | TDS    | 4     | -    | -    | nsec   |      |
|                                | Hold Time             | TDH    | 4     | -    | -    | nsec   |      |
| Data Enable                    | Setup Time            | TES    | 4     | -    | -    | nsec   |      |
| Frame Frequency                | Cycle                 | Tv     | 14.07 | 16.7 | 16.7 | msec   |      |
|                                |                       |        | 1027  | 1066 | 1066 | lines  |      |
| Vertical Active Display Term   | Display Period        | TvD    | 1024  | 1024 | 1024 | lines  |      |
|                                | Vertical Blank Period | TvB    | 3     | -    | -    | lines  |      |
| One Line Scanning Time         | Cycle                 | TH     | 685   | -    | 844  | clocks |      |
| Horizontal Active Display Term | Display Period        | THD    | 640   | 640  | 640  | clocks |      |

### 6.3 TIMING BETWEEN INTERFACE SIGNALS AND POWER SUPPLY



Timing of power supply voltage and input signals should be used under the following specifications.

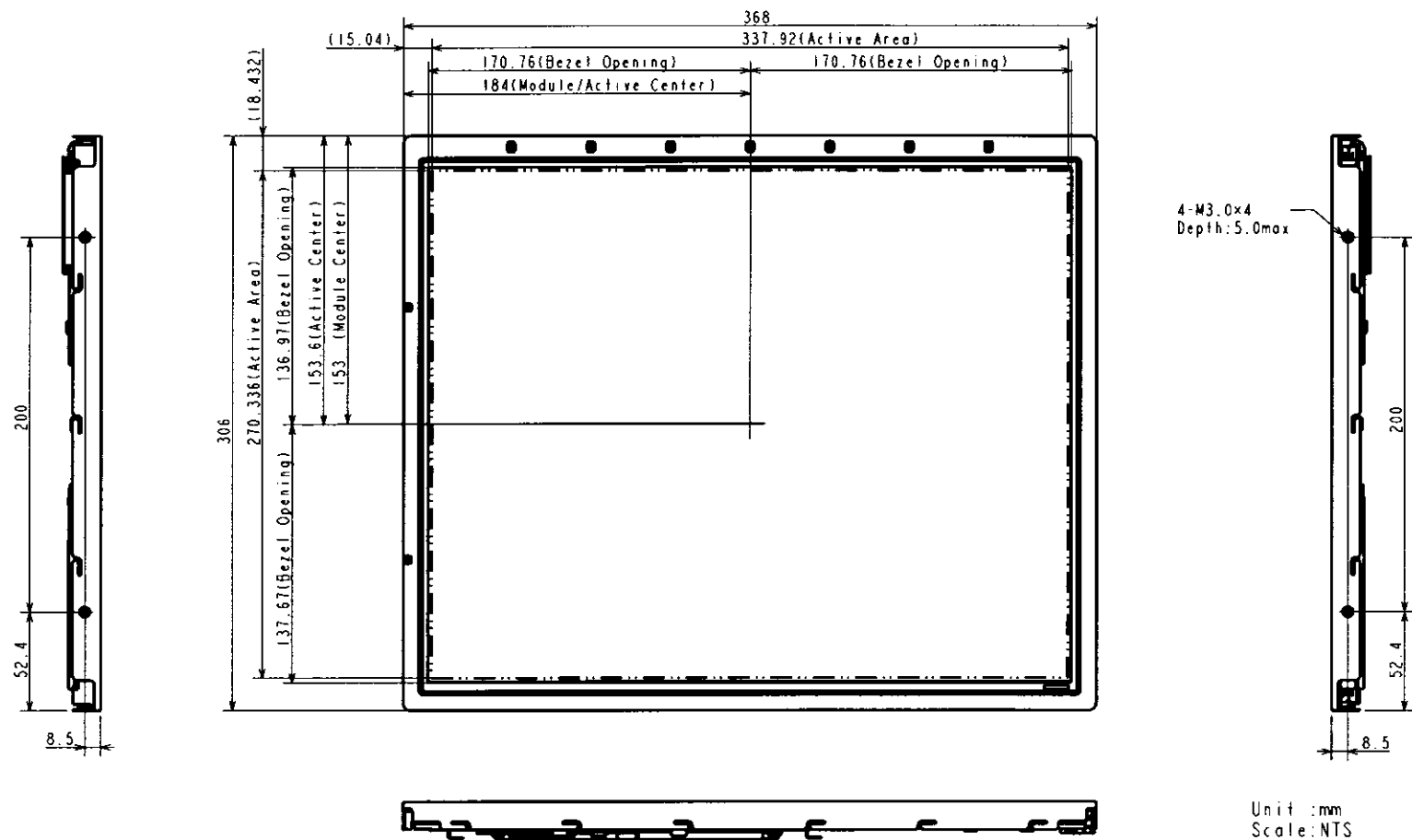
$$0\text{ms} \leq \text{TPR} \leq 10\text{ms}$$

$$0\text{ms} \leq \text{TDR} \leq 50\text{ms}$$

$$0\text{ms} \leq \text{TDF} \leq 50\text{ms}$$

$$\text{TIN} \geq 1\text{s}$$

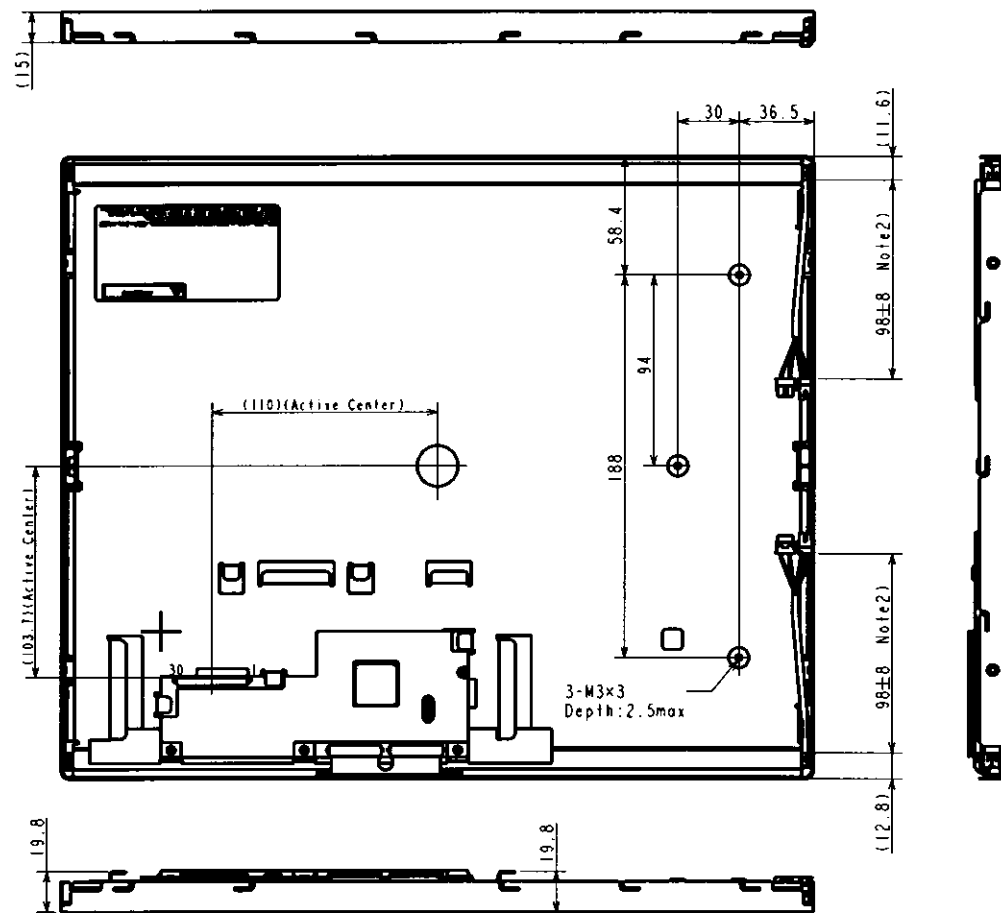




Unit :mm  
Scale:NTS

- Note 1)Dimension in parentheses are reference value.  
 2)Tolerance not specified is  $\pm 0.5\text{mm}$   
 3)Maximum torque for the screw in mounting module:0.392N·m.

|               |      |             |            |                    |      |          |
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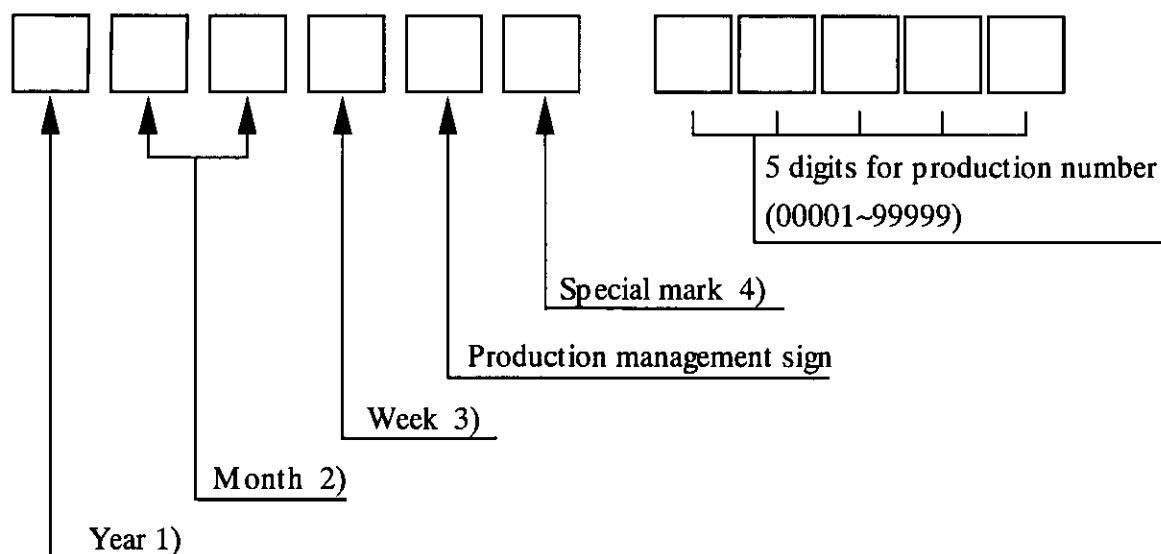
Unit : mm  
Scale : mm

- Note 1) Maximum torque for the screw in mounting inverter: 0.392N·m.  
 2) Air space over 2.0mm should be ensured in the location between our module (Near the lamp cable portion) and the holding board of your product.

|               |      |             |         |                    |      |        |
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## 8. DESIGNATION OF LOT MARK

### 8.1 LOT MARK



Notes 1)

| Year | Mark |
|------|------|
| 2002 | 2    |
| 2003 | 3    |
| 2004 | 4    |
| 2005 | 5    |

2)

| Month | Mark | Month | Mark |
|-------|------|-------|------|
| 1     | 01   | 7     | 07   |
| 2     | 02   | 8     | 08   |
| 3     | 03   | 9     | 09   |
| 4     | 04   | 10    | 10   |
| 5     | 05   | 11    | 11   |
| 6     | 06   | 12    | 12   |

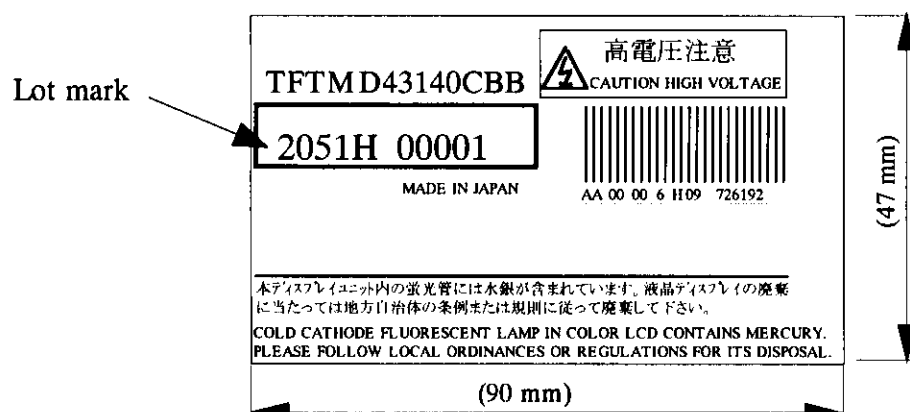
3)

| Week (Days) | Mark |
|-------------|------|
| 1~7         | 1    |
| 8~14        | 2    |
| 15~21       | 3    |
| 22~28       | 4    |
| 29~31       | 5    |

4) It is the mark that was opened up by production person to take correspondence with production number.

### 8.2 Location of lot mark

Lot mark is printed on a label. The label is on the metallic bezel as shown in 7. External Dimensional. The style of character will be changed without notice.



## 9. PRECAUTION

Please pay attention to the followings when a Super-TFT module with a back-light unit is used, handled and mounted.

### 9.1 Precaution to handling and mounting

- (1) Applying strong force to a part of the module may cause partial deformation of frame or mold, and cause damage to the display.
- (2) The module should gently and firmly be held by both hands. Never hold by just one hand in order to avoid any internal damage. Never drop or hit the module.
- (3) The module should be installed with mounting holes at each corner of a module.
- (4) Uneven force such as twisted stress should not be applied to a module when a module is mounted on the cover case. The cover case must have sufficient strength so that external force can not be transmitted directly to a module.
- (5) It is recommended to leave a space between a module and a holding board of a module so that partial force is not applied to a module.

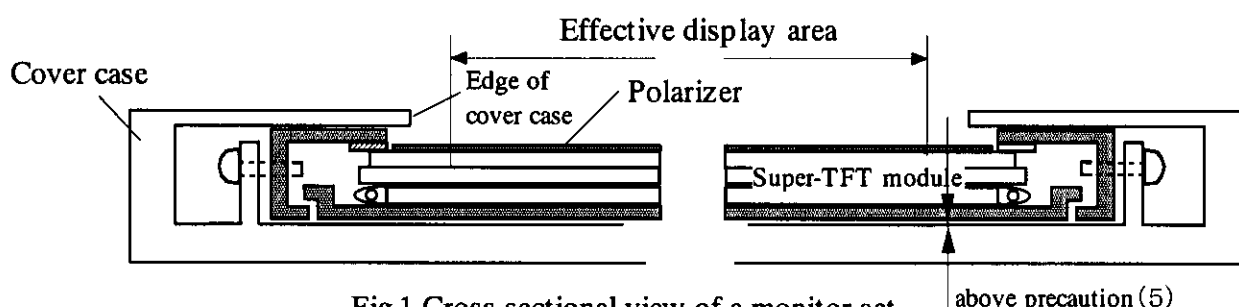


Fig.1 Cross sectional view of a monitor set

- (6) The edge of a cover case should be located inside more than 1mm from the edge of a module front frame.
- (7) A transparent protective plate should be added on the display area of a module in order to protect a polarizer and Super-TFT cell. The transparent protective plate should have sufficient strength so that the plate can not touch a module by external force.
- (8) Materials included acetic acid and choline should not be used for a cover case as well as other parts and boards near a module. Acetic acid attacks a polarizer. Choline attacks electric circuits due to electro-chemical reaction.
- (9) The polarizer on a TFT cell should carefully be handled due to its softness, and should not be touched, pushed or rubbed with glass, tweezers or anything harder than HB pencil lead. The surface of a polarizer should not be touched and rubbed with bare hand, greasy clothes or dusty clothes.
- (10) The surface of a polarizer should be gently wiped with absorbent cotton, chamois or other soft materials slightly contained petroleum benzene when the surface becomes dirty. Normal-hexane as cleaning chemicals is recommended in order to clean adhesives which fix front/rear polarizers on a Super-TFT cell. Other cleaning chemicals such as acetone, toluen and alcohol should not be used to clean adhesives because they cause chemical damage to a polarizer.
- (11) Saliva or water drops should be immediately wiped off. Otherwise, the portion of a polarizer may be deformed and its color may be faded.
- (12) The module should not be opened or modified. It may cause not to operate properly.

(13) Metallic bezel of a module should not be handled with bare hand or dirty gloves. Otherwise, color of a metallic frame may become dirty during its storage. It is recommended to use clean soft gloves and clean finger stalls when a module is handled at incoming inspection process and production (assembly) process.

(14) Lamp(CCFL) cables should not be pulled and held.

## **9.2 Precaution to operation**

- (1) The ambient temperature near the operated module should be satisfied with the absolute maximum ratings. Unless it meets the specifications, sufficient cooling system should be adopted to system.
- (2) The spike noise causes the mis-operation of a module. The level of spike noise should be as follows:  
 $-200\text{mV} \leq \text{over- and under- shoot of VDD} \leq +200\text{mV}$   
VDD including over- and under- shoot should be satisfied with the absolute maximum ratings.
- (3) Optical response time, luminance and chromaticity depend on the temperature of a Super-TFT module. Response time and saturation time of CCFL luminance become longer at lower temperature operation.
- (4) Sudden temperature change may cause dew on and/or in the a module. Dew makes damage to a polarizer and/or electrical contacting portion. Dew causes fading of displayed quality.
- (5) Fixed patterns displayed on a module for a long time may cause after-image. It will be recovered soon.
- (6) A module has high frequency circuits. Sufficient suppression to electromagnetic interference should be done by system manufacturers. Grounding and shielding methods may be effective to minimize the interference.
- (7) Noise may be heard when a back-light is operated. If necessary, sufficient suppression should be done by system manufacturers.
- (8) The module should not be connected or removed while a main system works.

## **9.3 Electrostatic discharge control**

- (1) Since a module consists of a Super-TFT cell and electronic circuits with CMOS-ICs, which are very weak to electrostatic discharge, persons who are handling a module should be grounded through adequate methods such as a list band. I/F connector pins should not be touched directly with bare hands.
- (2) Protection film for a polarizer on a module should be slowly peeled off so that the electrostatic charge can be minimized.

## **9.4 Precaution to strong light exposure**

- (1) A module should not be exposed under strong light. Otherwise, characteristics of a polarizer and color filter in a module may be degraded.

## **9.5 Precaution to storage**

When modules for replacement are stored for a long time, following precautions should be taken care of:

- (1) Modules should be stored in a dark place. It is prohibited to apply sunlight or fluorescent light during storage. Modules should be stored at 5 to 35°C at normal humidity (60%RH or less).
- (2) The surface of polarizers should not come in contact with any other object. It is recommended that modules should be stored in the Hitachi's shipping box.

|                         |      |             |              |                    |      |        |
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## **9.6 Precaution to handling protection film**

- (1) The protection film for polarizers should be peeled off slowly and carefully by persons who are electrically grounded with adequate methods such as a list band. Besides, ionized air should be blown over during peeling action. Dusts on a polarizer should be blown off by an ionized nitrogen gun and so on.
- (2) The protection film should be peeling off without rubbing it to the polarizer. Because, if the film is rubbed together with the polarizer, since the film is attached to the polarizer with a small amount of adhesive, the adhesive may remain on a polarizer.
- (3) The module with protection film should be stored on the conditions explained in 10.5 (1). However, in case that the storage time is too long, adhesive may remain on a polarizer even after a protection film is peeled off. Besides, in case that a module is stored at higher temperature and/or higher humidity, adhesive may remain on a polarizer. The remained adhesive may cause non-uniformity of display image.
- (4) The adhesive can be removed easily with Normal-Hexane. The remained adhesive or its vestige on the polarizer should be wiped off with absorbent cotton or other soft materials such as chamois slightly contained Normal-Hexane.

## **9.7 Safety**

- (1) Since a Super-TFT cell and lamps are made of glass, handling to the broken module should be taken care sufficiently in order not to be injured. Hands touched liquid crystal from a broken cell should be washed sufficiently.
- (2) A inverter located in rear side of a module can drive by high voltage. Super-TFT module has a plastic cover due to safety of high voltage.
- (3) The module should not be taken apart during operation so that back-light drives by high voltage.

## **9.8 Environmental protection**

- (1) The Super-TFT module contains cold cathode fluorescent lamps. Please follow local ordinance or regulations for its disposal.
- (2) Flexible circuits board and printed circuits board used in a module contain small amount of lead. Please follow local ordinance or regulations for its disposal.

## **9.9 Use restrictions and limitations**

- (1) This product is not authorized for use in life support devices or systems, military applications or other applications which pose a significant risk of personal injury.
- (2) In no event shall Hitachi, Ltd., be liable for any incidental, indirect or consequential damages in connection with the installation or use of this product, even if informed of the possibility thereof in advance. These limitations apply to all causes of action in the aggregate, including without limitation breach of contract, breach of warranty, negligence, strict liability, misrepresentation and other torts.

## **9.10 Others**

- (1) Electrical components which may not affect electrical performance are subjective to change without notice because of their availability.

|                         |      |             |           |                    |      |        |
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