

Doc. Number:

| Tentative Specification   |
|---------------------------|
| Preliminary Specification |
| Approval Specification    |

MODEL NO.: G104ACJ SUFFIX: L01

| Customer:  |                             |
|--|-----------------------------|
| APPROVED BY  | SIGNATURE                   |
| Name / Title<br>Note                               |                             |
| Please return 1 copy for y signature and comments. | your confirmation with your |

| <br>Approved By | Checked By | Prepared By |
|-----------------|------------|-------------|
| 陳立錚             | 林秋森        | 黃致偉         |

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## **REVISION HISTORY**

| Version | Date        | Section | Description                                   |
|---------|-------------|---------|---|
| 0.0     | Set 19,2018 | All     | G104ACJ-L01 Tentative Spec. was first issued. |
|         |             |         |   |
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#### 1. GENERAL DESCRIPTION

#### 1.1 OVERVIEW

The G104ACJ-L01 model is a 10.4" TFT-LCD IAV module with a white LED Backlight Unit and a 50-pin 1ch-LVDS interface. This module supports 960 x 1280 mode and displays 16.7M colors.

#### 1.2 FEATURES

- Wide viewing angle
- High contrast ratio
- Fast response time
- -960 x 1280 pixels resolution
- Wide operating temperature
- DE (Data Enable) mode
- LVDS (Low Voltage Differential Signaling) interface
- Reversible-scan direction
- RoHS Compliance

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#### 1.3 APPLICATION

- TFT LCD Monitor
- Industrial Application
- Amusement

#### 1.4 GENERAL SPECIFICATIONS

| Item                     | Specification                 | Unit  | Note     |
|--------------------------|-------------------------------|-------|----------|
| Diagonal Size            | 10.4                          | inch  |          |
| Active Area              | 158.4x (H) x 211.2 (V)        | mm    | (1)      |
| Bezel Opening Area       | 160.6 x 213.9                 | mm    |          |
| Driver Element           | a-si TFT active matrix        | -     | -        |
| Pixel Number             | 960 x R.G.B. x 1280           | pixel | -        |
| Pixel Pitch              | 0.165(H) x 0.165(V)           | mm    | -        |
| Pixel Arrangement        | RGB vertical stripe           | -     | -        |
| Display Colors           | 16.7M                         | color | -        |
| Transmissive Mode        | Normally black                | -     | -        |
| Surface Treatment        | Hard coating (3H), Anti-Glare | -     | -        |
| Module Power Consumption | (9.64) (white pattern)        | W     | Typ. (2) |



### 1.5 MECHANICAL SPECIFICATIONS

| Ite         | Item           |       | Тур.  | Max.  | Unit | Note |
|-------------|----------------|-------|-------|-------|------|------|
|             | Horizontal (H) | 172.9 | 173.4 | 173.9 | mm   |      |
| Module Size | Vertical (V)   | 228.2 | 228.7 | 229.2 | mm   | (1)  |
|             | Depth (D)      | 13.27 | 13.77 | 14.27 | mm   |      |
| We          | eight          | -     | (450) | (470) | g    | -    |

Note (1) Please refer to the attached drawings for more information of front and back outline dimensions.

Note (2) The Module Power Consumption is specified at 3.3V, white pattern and 100% duty for LED backlight.

#### 2. ABSOLUTE MAXIMUM RATINGS

#### 2.1 ABSOLUTE RATINGS OF ENVIRONMENT

| Itom                          | Svmbol          | Va   | lue  | Unit  | Note   |  |
|-------------------------------|-----------------|------|------|-------|--------|--|
| Item                          | Symbol          | Min. | Max. | Offic | Note   |  |
| Operating Ambient Temperature | T <sub>OP</sub> | -40  | +85  | °C    | (1)(2) |  |
| Storage Temperature           | T <sub>ST</sub> | -40  | +90  | °C    | (1)(2) |  |

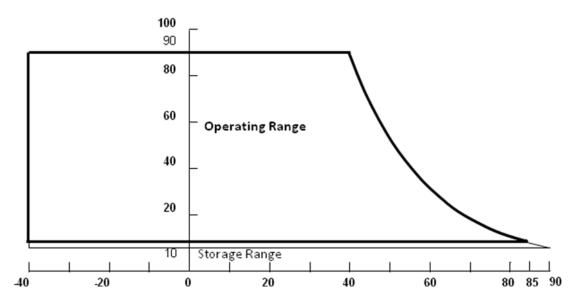
Note (1) Temperature and relative humidity range is shown in the figure below.

- (a) 90 %RH Max. (Ta  $\leq$  40  $^{\circ}$ C).
- (b) Wet-bulb temperature should be 39 °C Max. (Ta > 40 °C).
- (c) No condensation.

Note (2) The absolute maximum rating values of this product are not allowed to be exceeded at any times.

The module should not be used over the absolute maximum rating value. It will cause permanently unrecoverable function fail in such an condition





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#### 2.2 ELECTRICAL ABSOLUTE RATINGS

#### 2.2.1 TFT LCD MODULE

| Itom                 | Symbol | Value |      | Unit  | Note |  |
|----------------------|--------|-------|------|-------|------|--|
| Item                 | Symbol | Min.  | Max. | Offic | Note |  |
| Power Supply Voltage | VCC    | -0.3  | 4    | V     | (1)  |  |

#### 2.2.2 BACKLIGHT UNIT

| Item  | Symbol         |      | Value |       | Unit  | Note  |  |
|---|----------------|------|-------|-------|-------|---|--|
| item  | Symbol         | Min. | Тур   | Max.  | Offic |   |  |
| LED Forward Current Per<br>Input Pin          | I <sub>F</sub> | -    | (95)  | (100) | mA    | (1), (2)  |  |
| LED Reverse Voltage Per Input Pin             | $V_R$          | -    | -     | (50)  | V     | Duty=100%                                       |  |
| LED Pulse Forward<br>Current Per Input<br>Pin | l <sub>P</sub> | -    | -     | (300) | mA    | (1), (2)<br>Pulse Width≦10msec.<br>and Duty≦10% |  |

Note (1) Permanent damage to the device may occur if maximum values are exceeded. Function operation should be restricted to the conditions described under Normal Operating Conditions.

Note (2) Specified values are for input pin of LED light bar at Ta=25±2  $^{\circ}$ C (Refer to 3.2 for further information).

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### 3. ELECTRICAL CHARACTERISTICS

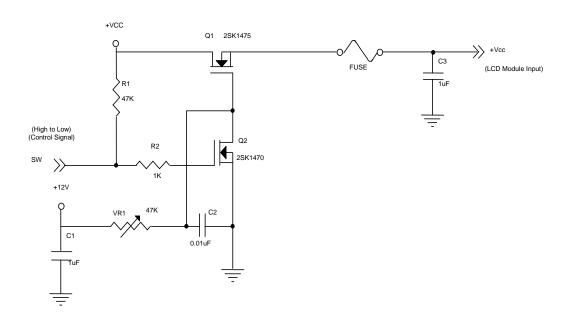
#### 3.1 TFT LCD MODULE

Ta = 25 ± 2 °C

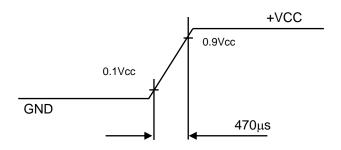
| Parameter                 |         | Symbol          | Value |        |        | Unit | Note              |  |
|---------------------------|---------|-----------------|-------|--------|--------|------|-------------------|--|
|                           |         | Symbol          | Min.  | Тур.   | Max.   | Oill | Note              |  |
| Power Supply Voltage      |         | V <sub>cc</sub> | 3.0   | 3.3    | 3.6    | V    | (1) at Vcc=3.3V   |  |
| Ripple Voltage            |         | $V_{RP}$        | •     | -      | 300    | mV   | -                 |  |
| Power Supply Current      | White   |                 | 1     | (400)  | (480)  | mΑ   | (3)a, at Vcc=3.3V |  |
| Power Supply Current      | Black   | •               | 1     | (300)  | (380)  | mΑ   | (3)b, at Vcc=3.3V |  |
| Power Consumption         |         | $P_{L}$         | -     | (1.32) | (1.58) | W    | (4)               |  |
| LVDS differential input   | voltage | Vid             | 100   |        | 600    | mV   | (5)               |  |
| LVDS common input voltage |         | Vic             | 1.0   | 1.2    | 1.4    | V    | (5)               |  |
| Logic High Input Voltage  |         | $V_{TH}$        | 1     | -      | 100    | mV   | (5)               |  |
| Logic Low Input Vo        | ltage   | $V_{TL}$        | -100  | -      | •      | mV   | (5)               |  |

Note (1) The assembly should be always operated within above ranges.

#### Note (2) Measurement Conditions:



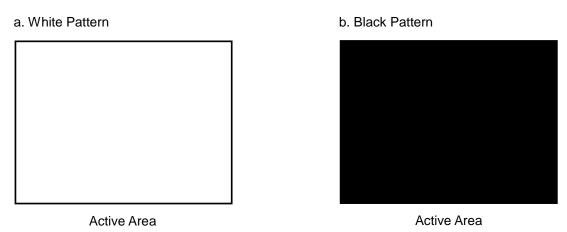
### Vcc rising time is 470µs



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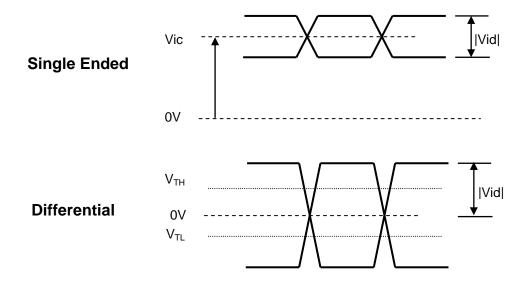


Note (3) The specified power supply current is under the conditions at Vcc = 3.3V, Ta = 25  $\pm$  2 °C, f<sub>v</sub> = 60 Hz, whereas a power dissipation check pattern below is displayed.



Note (4) The power consumption is specified at the pattern with the maximum current.

Note (5) Vid waveform condition.



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#### 3.2 BACKLIGHT UNIT

 $Ta = 25 \pm 2 \, {}^{\circ}C$ 

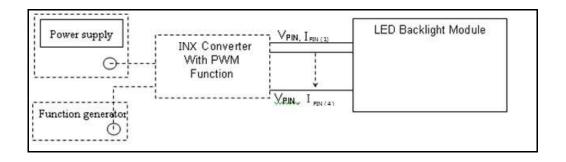
| Parameter                                       | Symbol | Value          |        |        | Unit  | Note                            |
|---|--------|----------------|--------|--------|-------|---------------------------------|
| Parameter                                       | Symbol | Min. Typ. Max. |        | Max.   | Offic | Note                            |
| LED Light Bar Input<br>Voltage Per Input<br>Pin | VPIN   | (26.5)         | (29.2) | (32.9) | V     | (1),<br>Duty=100%,<br>IPIN=95mA |
| LED Light Bar Current Per Input Pin             | IPIN   | -              | (95)   | (100)  | mA    | (1), (2)<br>Duty=100%           |
| LED Life Time                                   | LLED   | 50,000         | -      | -      | Hrs   | (3)                             |
| Power Consumption                               | PBL    | -              | (8.32) | (9.38) | W     | (1)<br>Duty=100%,<br>IPIN=95mA  |

Note (1) LED light bar input voltage and current are measured by utilizing a true RMS multimeter as shown below:

Note (2)  $PBL = IPIN \times VPIN \times (3)$  input pins,

Note (3) The lifetime of LED is estimated data and defined as the time when LED packages continue to operate under the conditions at Ta = 25  $\pm 2$   $^{\circ}$ C and I= (95)mA (per chip) until the brightness becomes  $\leq$  50% of its original value.

Note (4) The module must be operated with constant driving current.

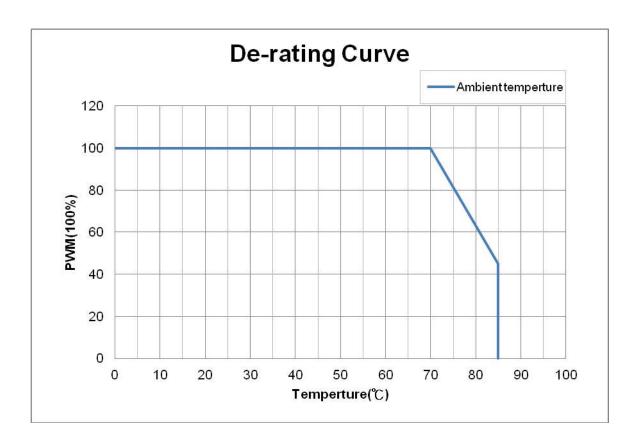


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Note (5) De-rating curve (For reference)

Suggest that de-rating the BLU from 70°C and 45% PWM at 85 °C to avoid damaging the module.



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#### 3.3 LIGHTBAR CONNECTOR PIN ASSIGNMENT

#### CN1 (LED backlight)

| Pin number | Description           |
|------------|-----------------------|
| 1          | VLED                  |
| 2          | VLED                  |
| 3          | VLED                  |
| 4          | No Connection         |
| 5          | NTC Thermistor +      |
| 6          | NTC Thermistor -      |
| 7          | No Connection         |
| 8          | Cathode of LED string |
| 9          | Cathode of LED string |
| 10         | Cathode of LED string |

Note(1) Connector type: FH52-10S-0.5SH (HIROSE) or equivalent.

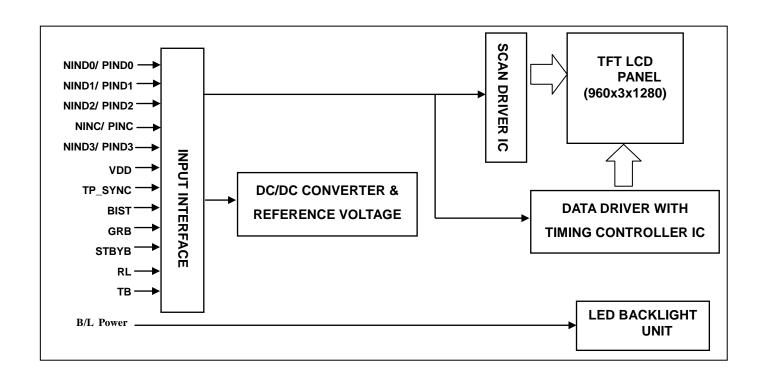
Note(2) NTC Thermistor type: Murata NCU15XH103F6SRC.

Note(3) To prevent self-heating of the NTC and improve the measurement accuracy, recommend operating current of the NTC is less than 0.031mA.



### 4. BLOCK DIAGRAM

#### 4.1 TFT LCD MODULE



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### 5. INPUT TERMINAL PIN ASSIGNMENT

### 5.1 TFT LCD MODULE

| Pin | Name    | Description                                 | Remark |
|-----|---------|---|--------|
| 1   | NC      | For test, please keep it floating.          | Roman  |
| 2   | TP_SYNC | Output V_sync signal for touch              |        |
| 3   | GND     | Analog ground                               |        |
| 4   | GND     | Analog ground                               |        |
| 5   | NC      | For test, please keep it floating.          |        |
| 6   | NC      | Not Connect                                 |        |
| 7   | NC      | Not Connect                                 |        |
| 8   | NC      | Not Connect                                 |        |
| 9   | NC      | For test, please keep it floating.          |        |
| 10  | NC      | Not Connect                                 |        |
| 11  | NC      | Not Connect                                 |        |
| 12  | NC      | Not Connect                                 |        |
| 13  | NC      | For test, please keep it floating.          |        |
| 14  | VCC     | Digital power (typ. 3.3V)                   |        |
| 15  | VCC     | Digital power (typ. 3.3V)                   |        |
| 16  | NC      | Not Connect                                 |        |
| 17  | GND     | Analog ground                               |        |
| 18  | GND     | Analog ground                               |        |
| 19  | GND     | Analog ground                               |        |
| 20  | GND     | Analog ground                               |        |
| 21  | NIND0   | LVDS signal data line 0 negative            |        |
| 22  | PIND0   | LVDS signal data line 0 positive            |        |
| 23  | GND     | Analog ground                               |        |
| 24  | NIND1   | LVDS signal data line 1 negative            |        |
| 25  | PIND1   | LVDS signal data line 1 positive            |        |
| 26  | GND     | Analog ground                               |        |
| 27  | NIND2   | LVDS signal data line 2 negative            |        |
| 28  | PIND2   | LVDS signal data line 2 positive            |        |
| 29  | GND     | Analog ground                               |        |
| 30  | NINC    | LVDS signal clock line negative             |        |
| 31  | PINC    | LVDS signal clock line positive             |        |
| 32  | GND     | Analog ground                               |        |
| 33  | NIND3   | LVDS signal data line 3 negative            |        |
| 34  | PIND3   | LVDS signal data line 3 positive            |        |
| 35  | GND     | Analog ground                               |        |
| 36  | GRB     | Reset pin, low active                       |        |
| 37  | STBYB   | Standby pin, low active                     |        |
| 38  | RL      | Left/right scan control, internal pull high | Note 3 |
| 39  | VCC     | Digital power (3.3V)                        |        |
| 40  | TB      | Up/down scan control, internal pull high    | Note 3 |
| 41  | NC      | For test, please keep it floating.          |        |
| 42  | NC      | For test, please keep it floating.          |        |
| 43  | NC      | For test, please keep it floating.          |        |
| 44  | GND     | Analog ground                               |        |
| 45  | NC      | For test, please keep it floating.          |        |
| 46  | NC      | Not Connect                                 |        |
| 47  | NC      | For test, please keep it floating.          |        |
| 48  | NC      | Not Connect                                 |        |
| 49  | NC      | Not Connect                                 |        |

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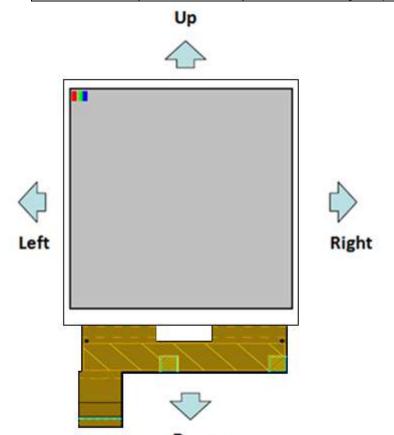
| 50 | GND / | Analog ground |
|----|-------|---------------|
|----|-------|---------------|

Note (1) User's connector Part No.: FH52-50S-0.5SH(HIROSE) or equivalent.

Note (2) "Low" stands for 0V. "High" stands for 3.3V. "NC" stands for "No Connected"

Note (3): RL and TB control function.

| RL  | ТВ  | Data shifting                     |
|-----|-----|-----------------------------------|
| GND | GND | Right → Left, Down → Up           |
| VDD | GND | Left → Right, Down → Up           |
| GND | VDD | Right → Left, Up → Down           |
| VDD | VDD | Left → Right, Up → Down (default) |





#### 5.2 COLOR DATA INPUT ASSIGNMENT

The brightness of each primary color (red, green and blue) is based on the 8-bit gray scale data input for the color. The higher the binary input, the brighter the color. The table below provides the assignment of color versus data input.

|                              |  |                                 |                                 |                                 |                                      |                                 |                                 |                                 |                                      |                                 |                                 |                 | Data                            | Siç                             | gnal            |                                 |                                 |                                 |                                      |                                 |                                 |                                 |                                 |                 |                                      |
|------------------------------|--|---------------------------------|---------------------------------|---------------------------------|--------------------------------------|---------------------------------|---------------------------------|---------------------------------|--------------------------------------|---------------------------------|---------------------------------|-----------------|---------------------------------|---------------------------------|-----------------|---------------------------------|---------------------------------|---------------------------------|--------------------------------------|---------------------------------|---------------------------------|---------------------------------|---------------------------------|-----------------|--------------------------------------|
|                              | Color  |                                 |                                 | 1                               | R                                    | ed                              |                                 |                                 |                                      |                                 |                                 |                 | Gı                              | reen                            |                 |                                 |                                 |                                 |                                      |                                 | BI                              | ue                              |                                 |                 |                                      |
|                              |  | R7                              | R6                              | R5                              | R4                                   | R3                              | R2                              | R1                              | R0                                   | G7                              | G6                              | G5              | G4                              | G3                              | G2              | G1                              | G0                              | В7                              | B6                                   | B5                              | B4                              | ВЗ                              | B2                              | В1              | В0                                   |
| Basic<br>Colors              | Black<br>Red<br>Green<br>Blue<br>Cyan<br>Magenta<br>Yellow<br>White                        | 0<br>1<br>0<br>0<br>0<br>1<br>1 | 0<br>1<br>0<br>0<br>0<br>1<br>1 | 0<br>1<br>0<br>0<br>0<br>1<br>1 | 0<br>1<br>0<br>0<br>0<br>1<br>1      | 0<br>1<br>0<br>0<br>0<br>1<br>1 | 0<br>1<br>0<br>0<br>0<br>1<br>1 | 0<br>1<br>0<br>0<br>0<br>1<br>1 | 0<br>1<br>0<br>0<br>0<br>1<br>1      | 0<br>0<br>1<br>0<br>1<br>0<br>1 | 0<br>0<br>1<br>0<br>1<br>0<br>1 | 0 0 1 0 1 0 1 1 | 0<br>0<br>1<br>0<br>1<br>0<br>1 | 0<br>0<br>1<br>0<br>1<br>0<br>1 | 0 0 1 0 1 1     | 0<br>0<br>1<br>0<br>1<br>0<br>1 | 0<br>0<br>1<br>0<br>1<br>0<br>1 | 0<br>0<br>1<br>1<br>1<br>0      | 0<br>0<br>0<br>1<br>1<br>1<br>0<br>1 | 0<br>0<br>0<br>1<br>1<br>1<br>0 | 0<br>0<br>0<br>1<br>1<br>1<br>0 | 0<br>0<br>1<br>1<br>1<br>0      | 0<br>0<br>1<br>1<br>1<br>0      | 0 0 0 1 1 1 0 1 | 0<br>0<br>1<br>1<br>1<br>0           |
| Gray<br>Scale<br>Of<br>Red   | Red(0) / Dark<br>Red(1)<br>Red(2)<br>:<br>:<br>Red(253)<br>Red(254)<br>Red(255)            | 0 0 0 1 1 1                     | 0<br>0<br>0<br>: : 1<br>1<br>1  | 0<br>0<br>0<br>:<br>:<br>1<br>1 | 0<br>0<br>0<br>:<br>:<br>1<br>1<br>1 | 0<br>0<br>0<br>: : 1<br>1<br>1  | 0<br>0<br>0<br>:<br>:<br>1<br>1 | 0<br>0<br>1<br>:<br>0<br>1<br>1 | 0<br>1<br>0<br>:<br>:<br>1<br>0<br>1 | 0 0 0 : : 0 0 0                 | 0 0 0 : : : 0 0 0               | 000000          | 000:::000                       | 0 0 0 : : 0 0 0                 | 000000          | 0 0 0 0 0 0                     | 0 0 0 0 0                       | 0 0 0 : : : 0 0 0               | 000000                               | 0 0 0 : : 0 0 0                 | 0 0 0 : : 0 0 0                 | 0 0 0 : : 0 0 0                 | 0 0 0 0 0 0                     | 000000          | 0 0 0 : : 0 0 0                      |
| Gray<br>Scale<br>Of<br>Green | Green(0)/ Dark<br>Green(1)<br>Green(2)<br>:<br>:<br>Green(253)<br>Green(254)<br>Green(255) | 0 0 0 0 0 0                     | 0 0 0 : : 0 0 0                 | 0<br>0<br>0<br>:<br>:<br>0<br>0 | 0<br>0<br>0<br>:<br>:<br>0<br>0      | 0 0 0 : : 0 0 0                 | 0 0 0 : : 0 0 0                 | 0<br>0<br>0<br>:<br>:<br>0<br>0 | 0<br>0<br>0<br>:<br>:<br>0<br>0      | 0<br>0<br>0<br>:<br>:<br>1<br>1 | 0<br>0<br>0<br>:<br>:<br>1<br>1 | 0 0 0 : : 1 1 1 | 0<br>0<br>0<br>:<br>:<br>1<br>1 | 0<br>0<br>0<br>:<br>:<br>1<br>1 | 0 0 0 : : 1 1 1 | 0<br>0<br>1<br>:<br>0<br>1      | 0<br>1<br>0<br>:<br>:<br>1<br>0 | 0<br>0<br>0<br>:<br>:<br>0<br>0 | 0 0 0 : : 0 0 0                      | 0<br>0<br>0<br>:<br>:<br>0<br>0 | 0<br>0<br>0<br>:<br>:<br>0<br>0 | 0<br>0<br>0<br>:<br>:<br>0<br>0 | 0 0 0 : : 0 0 0                 | 000000          | 0<br>0<br>0<br>:<br>:<br>0<br>0      |
| Gray<br>Scale<br>Of<br>Blue  | Blue(0) / Dark<br>Blue(1)<br>Blue(2)<br>:<br>:<br>:<br>Blue(253)<br>Blue(254)<br>Blue(255) | 0 0 0 : . : 0 0 0               | 0 0 0 : : 0 0 0                 | 0<br>0<br>0<br>:<br>:<br>0<br>0 | 0<br>0<br>0<br>:<br>:<br>0<br>0      | 0 0 0 : : 0 0 0                 | 0<br>0<br>0<br>:<br>:<br>0<br>0 | 0<br>0<br>0<br>:<br>:<br>0<br>0 | 0<br>0<br>0<br>:<br>:<br>0<br>0      | 0<br>0<br>0<br>:<br>:<br>0<br>0 | 0<br>0<br>0<br>:<br>:<br>0<br>0 | 0 0 0 : 0 0 0   | 0 0 0 : : 0 0 0                 | 0<br>0<br>0<br>:<br>:<br>0<br>0 | 0 0 0 0 0 0     | 0<br>0<br>0<br>:<br>:<br>0<br>0 | 0<br>0<br>0<br>:<br>:<br>0<br>0 | 0<br>0<br>0<br>:<br>:<br>1<br>1 | 0<br>0<br>0<br>:<br>:<br>1<br>1      | 0<br>0<br>0<br>:<br>:<br>1<br>1 | 0<br>0<br>0<br>:<br>:<br>1<br>1 | 0<br>0<br>0<br>:<br>:<br>1<br>1 | 0<br>0<br>0<br>:<br>:<br>1<br>1 | 0 0 1 : : 0 1 1 | 0<br>1<br>0<br>:<br>:<br>1<br>0<br>1 |

Note (1) 0: Low Level Voltage, 1: High Level Voltage

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#### 6. INTERFACE TIMING

#### 6.1 INPUT SIGNAL TIMING SPECIFICATIONS

The input signal timing specifications are shown as the following table and timing diagram.

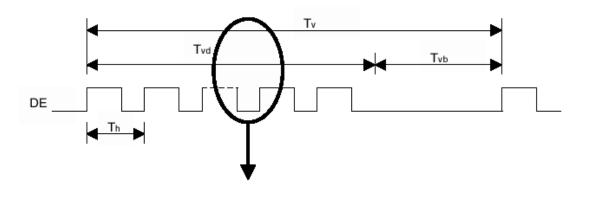
| Signal                         | Item      | Symbol | Min. | Тур. | Max. | Unit | Note       |
|--------------------------------|-----------|--------|------|------|------|------|------------|
| DCLK                           | Frequency | Fc     | 78.1 | 79.1 | 82.9 | MHz  |            |
|                                | Total     | Tv     | 1020 | 1024 | 1072 | Th   | Tv=Tvd+Tvb |
| Vertical Active Display Term   | Display   | Tvd    | -    | 960  | -    | Th   | -          |
|                                | Blank     | Tvb    | 60   | 64   | 112  | Th   | -          |
|                                | Total     | Th     | 1286 | 1288 | 1290 | Tc   | Th=Thd+Thb |
| Horizontal Active Display Terr | Display   | Thd    | -    | 1280 | -    | Tc   | -          |
|                                | Blank     | Thb    | 6    | 8    | 10   | Tc   | -          |

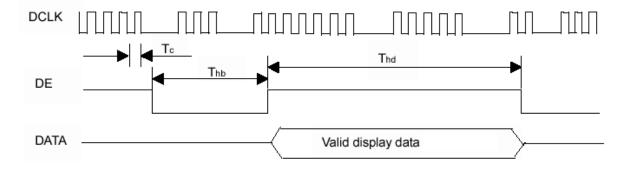
Note (1) Since this assembly is operated in DE only mode, Hsync and Vsync input signals should be set to low logic level. Otherwise, this assembly would operate abnormally.

Note (2) Frame rate is 60Hz

Note (3) The Tv(Tvd+Tvb) must be integer, otherwise, this module would operate abnormally.

### **INPUT SIGNAL TIMING DIAGRAM**



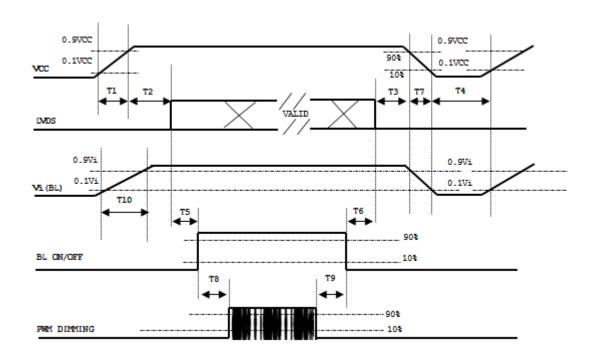


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#### 6.2 POWER AND SIGNAL ON/OFF SEQUENCE

To prevent a latch-up or DC operation of LCD assembly, the power on/off sequence should be as the diagram below.



#### Power ON/OFF sequence

- Note (1) The supply voltage of the external system for the module input should be the same as the definition of Vcc.
- Note (2) When the backlight turns on before the LCD operation of the LCD turns off, the display may momentarily become abnormal screen.
- Note (3) In case of VCC = off level, please keep the level of input signals on the low or keep a high impedance.
- Note (4) T4 should be measured after the module has been fully discharged between power off and on period.
- Note (5) Interface signal shall not be kept at high impedance when the power is on.
- Note (6) INX won't take any responsibility for the products which are damaged by the customers not following the Power Sequence.
- Note (7) There might be slight electronic noise when LCD is turned off (even backlight unit is also off). To avoid this symptom, we suggest "Vcc falling timing" to follow "T7 spec".

| Doromotor |     | Unito |     |       |
|-----------|-----|-------|-----|-------|
| Parameter | Min | Тур   | Max | Units |
| T1        | 0.5 | -     | 10  | ms    |
| T2        | 0   | -     | 50  | ms    |
| Т3        | 0   | -     | 50  | ms    |

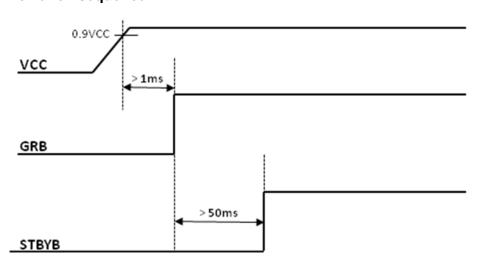
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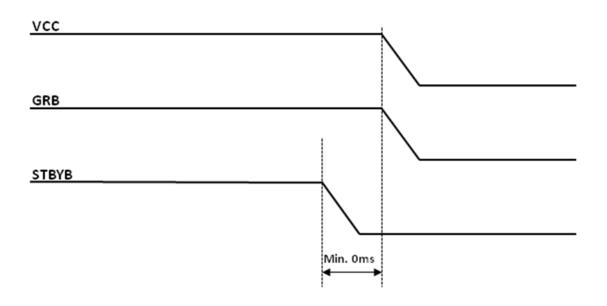
| T4  | 500 | - | -   | ms |
|-----|-----|---|-----|----|
| T5  | 200 | 1 | -   | ms |
| T6  | 200 | 1 | -   | ms |
| T7  | 10  | - | 100 | ms |
| Т8  | 10  | 1 | -   | ms |
| Т9  | 10  | - | -   | ms |
| T10 | 20  | - | 50  | ms |

### 6.3 POWER AND CONTROL PINS ON/OFF SEQUENCE

### Power on sequence:



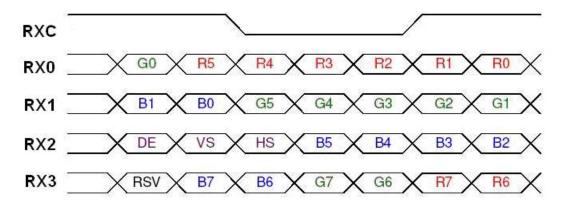
## Power off sequence:



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#### 6.4 THE INPUT DATA FORMAT



Note (1) R/G/B data 7: MSB, R/G/B data 0: LSB

Note (2) Please follow PSWG

| Signal Name | Description                             | Remark   |
|-------------|---|--|
| R7          | Red Data 7 (MSB)                        | Red-pixel Data                                       |
| R6          | Red Data 6                              | Each red pixel's brightness data consists of these   |
| R5          | Red Data 5                              | 8 bits pixel data.                                   |
| R4          | Red Data 4                              |  |
| R3          | Red Data 3                              |  |
| R2          | Red Data 2                              |  |
| R1          | Red Data 1                              |  |
| R0          | Red Data 0 (LSB)                        |  |
| G7          | Green Data 7 (MSB)                      | Green-pixel Data                                     |
| G6          | GreenData 6                             | Each green pixel's brightness data consists of these |
| G5          | GreenData 5                             | 8 bits pixel data.                                   |
| G4          | GreenData 4                             |  |
| G3          | GreenData 3                             |  |
| G2          | GreenData 2                             |  |
| G1          | GreenData 1                             |  |
| G0          | GreenData 0 (LSB)                       |  |
| B7          | Blue Data 7 (MSB)                       | Blue-pixel Data                                      |
| B6          | Blue Data 6                             | Each blue pixel's brightness data consists of these  |
| B5          | Blue Data 5                             | 8 bits pixel data.                                   |
| B4          | Blue Data 4                             |  |
| B3          | Blue Data 3                             |  |
| B2          | Blue Data 2                             |  |
| B1          | Blue Data 1                             |  |
| B0          | Blue Data 0 (LSB)                       |  |
| RXCLKIN+    | LVDS Clock Input                        |  |
| RXCLKIN-    | AND |  |
| DE          | Display Enable                          |  |
| VS          | Vertical Sync                           |  |
| HS          | Horizontal Sync                         |  |

Note (3) Output signals from any system shall be low or Hi-Z state when VCC is off.

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### 7. OPTICAL CHARACTERISTICS

#### 7.1 TEST CONDITIONS

| Item                                      | Symbol | Value                                      | Unit         |
|---|--------|--|--------------|
| Ambient Temperature                       | Ta     | 25±2                                       | °C           |
| Ambient Humidity                          | На     | 50±10                                      | %RH          |
| Supply Voltage                            | Δ.     | P (  | UEL ECTRICAL |
| Input Signal                              | Acc    | cording to typical value in<br>CHARACTERIS |              |
| LED Light Bar Input Current Per Input Pin |        | OHARAOTERR                                 | 31100        |

#### 7.2 OPTICAL SPECIFICATIONS

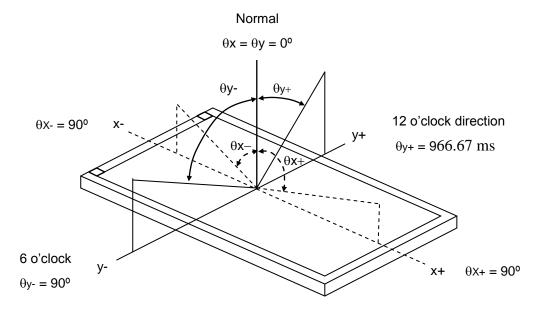
The relative measurement methods of optical characteristics are shown in 7.2 and all items are measured at the center point of screen except white variation. The following items should be measured under the test conditions described in 7.1 and stable environment shown in Note (5).

| Item            | า           | Symbol           | Condition                                      | Min.   | Тур.    | Max.   | Unit | Note      |
|-----------------|-------------|------------------|--|--------|---------|--------|------|-----------|
|                 | Red         | Rx               |  |        | (0.652) |        | -    |           |
|                 | Reu         | Ry               |  |        | (0.338) |        | -    |           |
|                 | 0           | Gx               |  |        | (0.333) |        | -    |           |
| Color           | Green       | Gy               |  | Тур    | (0.613) | Тур    | -    | (1) (5)   |
| Chromaticity    | Blue        | Bx               | $\theta_x=0^\circ, \ \theta_Y=0^\circ$         | - 0.05 | (0.150) | + 0.05 | -    | (1), (5)  |
|                 | blue        | Ву               | CS-1000  |        | (0.050) |        | -    |           |
|                 | White       | Wx               |  |        | 0.313   |        | -    |           |
|                 |             | Wy               |  |        | 0.329   |        | -    |           |
| Center Luminan  | ce of White | L <sub>C</sub>   |  | 720    | 900     | -      |      | (4), (5)  |
| Contrast Ratio  |             | CR               |  | 800    | 1000    | -      | -    | (2), (5)  |
| Response Time   |             | $T_R$            | 0 00 0 00                                      | -      | 13      | 18     | ms   | (2)       |
| Response Time   |             | $T_F$            | $\theta_{x}=0^{\circ}, \ \theta_{Y}=0^{\circ}$ | -      | 12      | 17     | ms   | (3)       |
| White Variation |             | $\delta W_9$     | $\theta_x=0^\circ, \ \theta_Y=0^\circ$         |        |         | 1.42   | -    | (5), (6). |
|                 | Horizontal  | $\theta_x$ +     |  | 80     | 85      | -      |      |           |
| Viewing Angle   | Honzoniai   | $\theta_{x}$ -   | OD: 40   | 80     | 85      | -      | Dog  | (1) (5)   |
| Viewing Angle   | Vortical    | $\theta_{Y}$ +   | CR≥10  | 80     | 85      | -      | Deg. | (1), (5)  |
|                 | Vertical    | θ <sub>Y</sub> - |  | 80     | 85      |        |      |           |

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Note (1) Definition of Viewing Angle ( $\theta x$ ,  $\theta y$ ):



Note (2) Definition of Contrast Ratio (CR):

The contrast ratio can be calculated by the following expression.

Contrast Ratio (CR) = L255 / L0

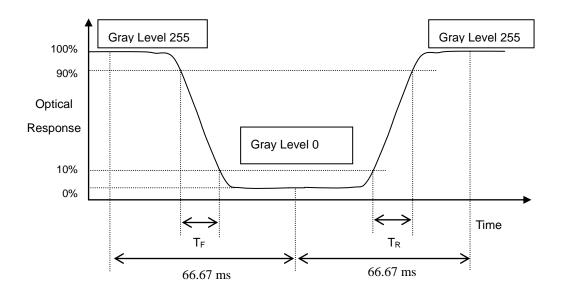
L255: Luminance of gray level 255

L 0: Luminance of gray level 0

CR = CR (5)

CR (X) is corresponding to the Contrast Ratio of the point X at Figure in Note (6).

Note (3) Definition of Response Time (TR, TF) and measurement method:



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#### Note (4) Definition of Luminance of White (L<sub>C</sub>):

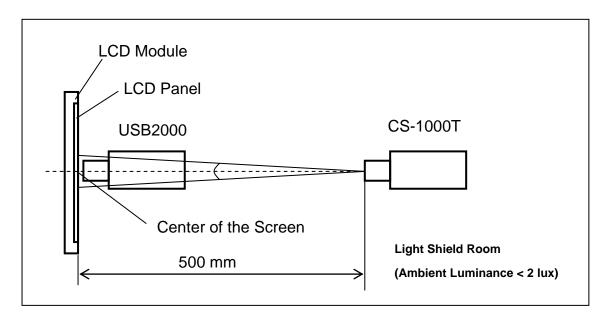
Measure the luminance of gray level 255 at center point

$$L_{C} = L (5)$$

L(x) is corresponding to the luminance of the point X at Figure in Note (6).

#### Note (5) Measurement Setup:

The LCD module should be stabilized at given temperature for 20 minutes to avoid abrupt temperature change during measuring. In order to stabilize the luminance, the measurement should be executed after lighting Backlight for 20 minutes in a windless room.



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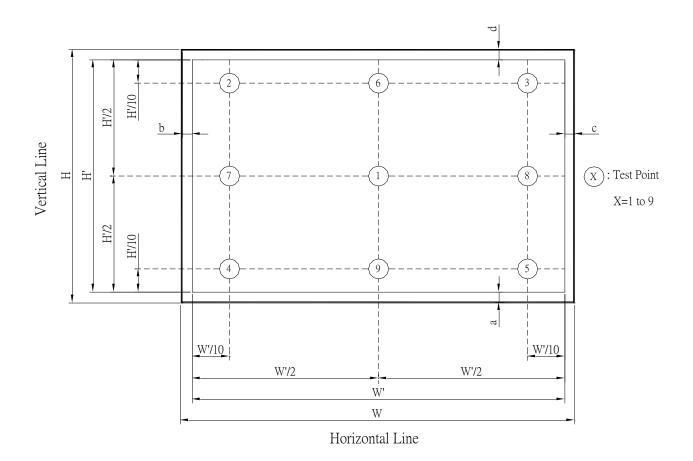


Note (6) Definition of White Variation ( $\delta W$ ):

Measure the luminance of gray level 255 at 9 points

$$\delta W = \frac{\text{Maximum [L (1), L (2), ....., L (8), L (9)]}}{\text{Minimum [L (1), L (2), ....., L (8), L (9)]}}$$

## 圖a. 9-point Positions



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#### 8. RELIABILITY TEST CRITERIA

| Test Item                                       | Test Condition  | Note             |
|---|---|------------------|
| High Temperature Storage Test                   | 90°C, 504 hours   |                  |
| Low Temperature Storage Test                    | -40°C, 504 hours  |                  |
| Thermal Shock Storage Test                      | -40°C, 0.5 hour ←→85°C, 0.5 hour; 1hour/cycle,100cycles | (1)(2)<br>(4)(5) |
| High Temperature Operation Test                 | 85°C, 504 hours   | (1)(0)           |
| Low Temperature Operation Test                  | -40°C, 504 hours  |                  |
| High Temperature & High Humidity Operation Test | 60°C, 90%RH, 504 hours                                  | (1)(2)<br>(4)(6) |
| Shock (Non-Operating)                           | 50G, 11ms, half sine wave, 1 time for ± X, ± Y, ± Z.    | (2)(3)           |
| Vibration (Non-Operating)                       | 1.5G, 10 ~ 300 Hz, 10min/cycle, 3 cycles each X, Y, Z   | (2)(3)           |

- Note (1) There should be no condensation on the surface of panel during test.
- Note (2) Temperature of panel display surface area should be 100 °C Max.
- Note (3) At testing Vibration and Shock, the fixture in holding the module has to be hard and rigid enough so that the module would not be twisted or bent by the fixture.
- Note (4) In the standard conditions, there is no function failure issue occurred. All the cosmetic specification is judged before reliability test.
- Note (5) Before cosmetic and function test, the product must have enough recovery time, at least 2 hours at room temperature.
- Note (6) Before cosmetic and function test, the product must have enough recovery time, at least 24 hours at room temperature.

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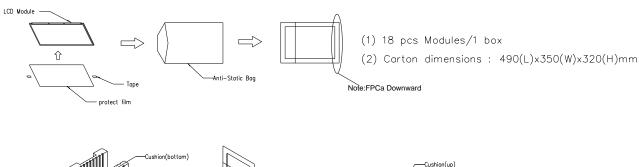


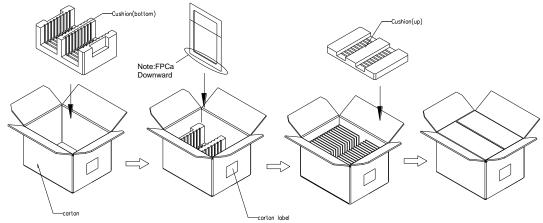
### 9. PACKAGING

#### 9.1 PACKING SPECIFICATIONS

- (1) 18pcs LCD modules / 1 Box
- (2) Box dimensions: 490 (L) X 350 (W) X 320 (H) mm
- (3) Weight: approximately 10.1Kg (18 modules per box)

### 9.2 PACKING METHOD





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Sea & Land Transportation

Air Transportation

PE Sheet

Corner Protector
(50\*50\*1000mm)

PP Belt

Corner Protector
(50\*50\*1000mm)

Film

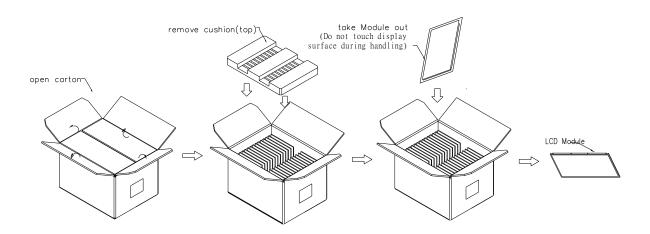
Corner Protector
(50\*50\*1780mm)

Film

Pollet Borcode Lobel

Pollet Borcode Lobel

### 9.3 UN-packing METHOD



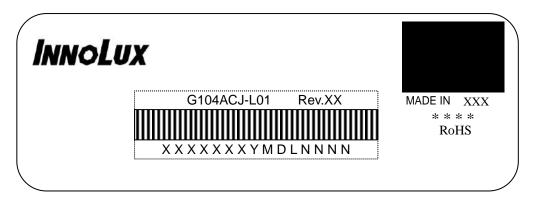
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#### **DEFINITION OF LABELS**

#### 9.4 MODULE LABEL

The barcode nameplate is pasted on each module as illustration, and its definitions are as following explanation.



- (a) Model Name: G104ACJ-L01
- (b) Revision: Rev. XX, for example: A1, ...C1, C2 ...etc.
- (c) Serial ID: X X X X X X X Y M D X N N N N

  Serial No.
  INX Internal Use
  Year, Month, Date
  INX Internal Use
  Revision
  INX Internal Use
- (d) \* \* \* \* : Factory ID

Serial ID includes the information as below:

(a) Manufactured Date: Year: 1~9, for 2011~2019

Month: 1~9, A~C, for Jan. ~ Dec.

Day: 1~9, A~Y, for 1st to 31st, exclude I, O and U

- (b) Revision Code: cover all the change
- (c) Serial No.: Manufacturing sequence of product



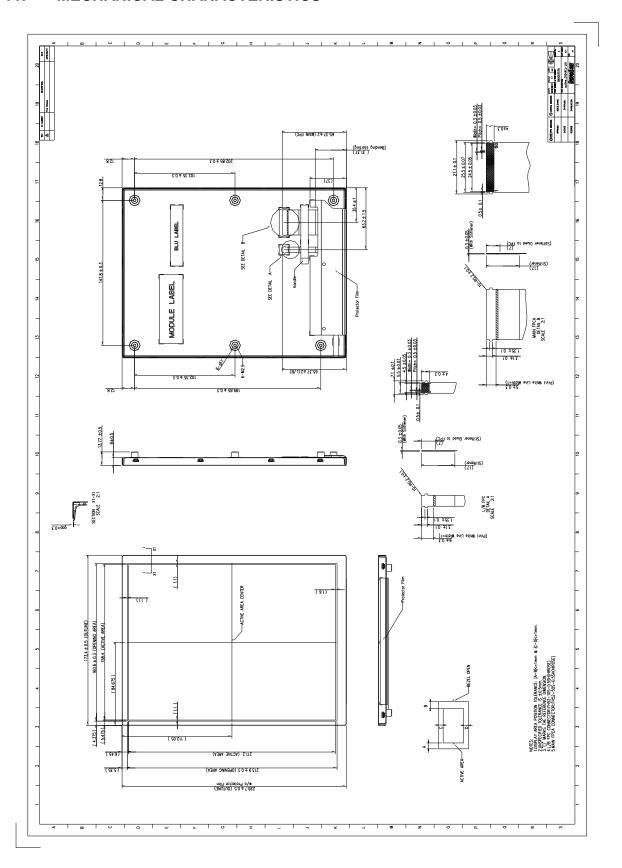
#### 10. PRECAUTIONS

#### 10.1 ASSEMBLY AND HANDLING PRECAUTIONS

- (1) Do not apply rough force such as bending or twisting to the module during assembly.
- (2) To assemble or install module into user's system can be only in clean working areas. The dust and oil may cause electrical short or worsen the polarizer.
- (3) It's not permitted to have pressure or impulse on the module because the LCD panel and Backlight will be damaged.
- (4) Always follow the correct power sequence when LCD module is connecting and operating. This can prevent damage to the CMOS LSI chips during latch-up.
- (5) Do not pull the I/F connector in or out while the module is operating.
- (6) Do not disassemble the module.
- (7) Use a soft dry cloth without chemicals for cleaning, because the surface of polarizer is very soft and easily scratched.
- (8) It is dangerous that moisture come into or contacted the LCD module, because moisture may damage LCD module when it is operating.
- (9) High temperature or humidity may reduce the performance of module. Please store LCD module within the specified storage conditions.
- (10) When ambient temperature is lower than 10°C may reduce the display quality. For example, the response time will become slowly.
- (11) Do not keep same pattern in a long period of time. It may cause image sticking on LCD. normal operation and storage.



### 11. MECHANICAL CHARACTERISTICS



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