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# TITLE : AT101WSM-NW0-3800(3900) Preliminary Product Specification Rev. P0

HEFEI BOE OPTOELECTRONICS TECHNOLOGY

|      |                          |  | _          |            |
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| REV. | ECN No.                  | DESCRIPTION OF CHANGES                   | DATE       | PREPARED   |
| P0   | -                        |  | 2014.12.16 | 杨怀伟        |
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# Content

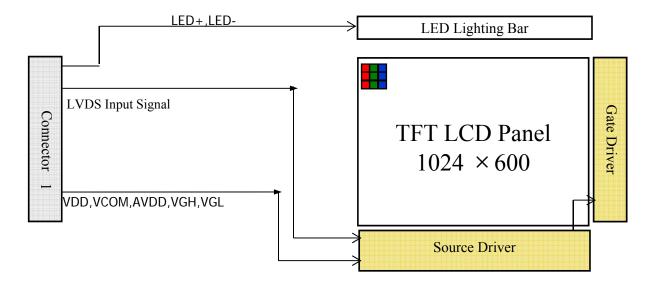
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#### 1.0 GENERAL DESCRIPTION

#### 1.1 Introduction

AT101WSM-NW0-3800(3900) is a color active matrix TFT LCD module using amorphous silicon TFT's (Thin Film Transistors) as an active switching devices. This module has a 10.1inch diagonally measured active area with WSVGA resolutions (1024 horizontal by 600 vertical pixel array). Each pixel is divided into RED, GREEN, BLUE dots which are arranged in vertical stripe and this module can display 16.7M colors. The TFT-LCD panel used for this module is adapted for a low reflection and higher color type.



#### 1.2 Features

- Data enable signal mode
- 6-bit+2bit Hi-FRC color depth, display 16.7M colors
- Low driving voltage and low power consumption
- RoHS Compliant

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# 1.3 Application

• Vehicle Device

# 1.4 General Specification

The followings are general specifications at the model AT101WSM-NW0-3800(3900) (listed in Table 1.)

< Table 1. General Specifications >

| Parameter         | Specification   | Unit       | Remarks       |
|-------------------|---|------------|---------------|
| Active area       | 222.72(H) ×125.28(V)  | mm         |               |
| Number of pixels  | 1024(H) × 600(V)  | pixel<br>s |               |
| Pixel pitch       | $72.5(H) \times RGB \times 208.8 (V)$                                   | $\mu$ m    |               |
| Pixel arrangement | Pixels RGB stripe arrangement   |            |               |
| Display colors    | 16.7M(6bits + Hi FRC)   | color<br>s |               |
| Display mode      | Transmission mode, Normally White                                       |            |               |
| Outline Dimension | $235 \text{ (H)} \times 143 \text{(V)} \times 4.5 \text{(body) (typ.)}$ | mm         |               |
| Weight            | 314 (max.)  | gram       |               |
|                   | P <sub>D</sub> : 0.45(max.)   |            | Black pattern |
| Power Consumption | P <sub>BL</sub> : 1.2(max.)   | Watt       |               |
|                   | P <sub>Total</sub> : 1.6(max.)  |            |               |
| Surface Treatment | AG25(Front Polarizer)<br>Clear(Rear Polarizer)                          |            |               |

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#### 2.0 ABSOLUTE MAXIMUM RATINGS

The followings are maximum values which, if exceed, may cause faulty operation or damage to the unit. The operational and non-operational maximum voltage and current values are listed in Table 2.

< Table 2. LCD Module Electrical Specifications > [VSS=GND=0V]

| Parameter             | Symbol          | Min. | Max. | Unit       | Remarks |  |
|-----------------------|-----------------|------|------|------------|---------|--|
| Power Supply Voltage  | $V_{DD}$        | -0.3 | 4.1  | V          | Note 1  |  |
| Power Supply For LED  | $V_{LED}$       | 17.4 | 21.6 | V          | Note 1  |  |
| Operating Temperature | T <sub>OP</sub> | -20  | +70  | $^{\circ}$ | Note 2  |  |
| Storage Temperature   | T <sub>ST</sub> | -30  | +80  | $^{\circ}$ | Note 2  |  |

- Notes: 1. Permanent damage to the device may occur if maximum values are exceeded functional operation should be restricted to the condition described under normal operating conditions.
  - 2. Temperature and relative humidity range are shown in the figure below. 95 % RH Max. (  $40~^{\circ}\text{C} \ge \text{Ta}$ ) Maximum wet bulb temperature at 39  $^{\circ}\text{C}$  or less. (Ta >  $40~^{\circ}\text{C}$ ) No condensation.

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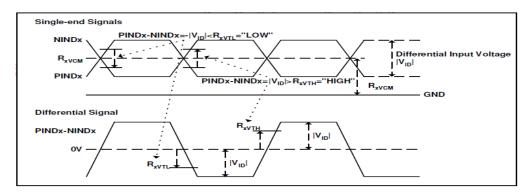
#### 3.0 ELECTRICAL SPECIFICATIONS

#### 3.1 Electrical Specifications

< Table 3. Electrical specifications >

Ta=25+/-2°C

|                   | Parameter                                    |       |        | Values |         | Unit | Notes |
|-------------------|--|-------|--------|--------|---------|------|-------|
|                   |  |       | Min    | Тур    | Max     |      |       |
| Power Supply      | y Input Voltage                              | VDD   | 3      | 3.3    | 3.6     | Vdc  |       |
| Power Supply      | y Ripple Voltage                             | VRP   |        |        | 300     | mV   |       |
| Analog Volta      | age  | AVDD  | 9.4    | 9.6    | 9.8     | V    |       |
| TFT Gate O        | N Voltage                                    | VGH   | 20     | 21     | 22      | V    |       |
| TFT Gate Ol       | FF Voltage                                   | VGL   | -9     | -8     | -7      | V    |       |
| TFT Common        | n Electrode Voltage                          | VCOM  | 3.3    | 3.8    | 4.3     | V    |       |
| Power Consu       | Power Consumption                            |       |        | 0.33   | 0.45    | Watt | 1     |
| Rush current      | Rush current                                 |       | -      | -      | 1       | A    |       |
|                   | Differential Input High<br>Threshold Voltage | VLVTH | 100    |        | 300     | mV   |       |
| LVDS<br>Interface | Differential Input Low<br>Threshold Voltage  | VLVTL | -300   |        | -100    | mV   |       |
| interrace         | Common Input Voltage                         | VLVC  | Vid /2 | 1.2    | VDD-1.2 | V    |       |
|                   | Differential input voltage                   | Vid   | 0.2    | -      | 0.6     |      |       |
| CMOS              | Input High Threshold<br>Voltage              | VIH   | 2.6    | -      | 3.3     | V    |       |
| Interface         | Input Low Threshold<br>Voltage               | VIL   | 0      | -      | 0.8     | V    |       |



Notes: 1. The supply voltage is measured and specified at the interface connector of LCM.

The current draw and power consumption specified is for VDD=3.3V, Frame rate
60Hz and Clock frequency = 51.2MHz. Test Pattern of power supply current
a) Typ: Check Flag
b) Max: Black

| BOE          | PRODUCT GROUP                                    | REV             | ISSUE DATE |
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3.2 Gamma Voltage table (待实物Gamma Tuning完成后提供)

## 3.3 LED Driver

- With LED Driver on Customer System , We only have two Pads on  $\ensuremath{\mathsf{FPC}}$  .

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## 3.4 Backlight unit

< Table 4. Backlight Unit Specifications >

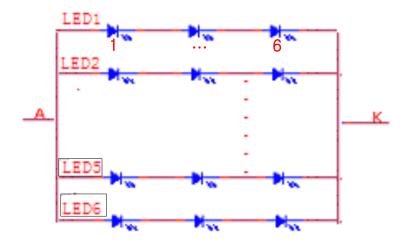
[Ta =25  $\pm$  2 °C]

| Items                       | Symbol           | Min   | Тур  | Max   | Unit | Remark                         |
|-----------------------------|------------------|-------|------|-------|------|--------------------------------|
| Forward Current             | $I_{F}$          | ı     | 140  | ı     | mA   | 42LEDs                         |
| Forward Voltage             | $V_{\mathrm{F}}$ | 17.4  | 19.2 | 21.6  | V    | (6LED Serial,                  |
| Backlight Power Consumption | -                | -     | -    | 3.024 | W    | 7LED Parallel)                 |
| Operating Life Time         | -                | 20000 | -    | -     | Hrs  | $I_F = 20 \text{mA}$<br>Note 3 |

Note1: The LED driving condition is defined for each LED module (6 LED Serial, 7 LED Parallel). For each LED:  $I_F(1/7) = 20mA$ ,  $V_F(1/6) = 3.2V$ 

Note2: Under LCM operating, the stable forward current should be inputted. And forward voltage is for reference only.

Note3:  $I_F$  is defined for one channel LED. Optical performance should be evaluated at Ta=25°C only If LED is driven by high current, high ambient temperature & humidity condition. The life time of LED will be reduced. Operating life means brightness goes down to 50% initial brightness



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## 4.0 INTERFACE CONNECTION

- 4.1 Module Input Signal & Power
- LVDS Signal interface : 60Pin. The interface connector type is 089K60-000100-G2-R < Table 5. LCM Module Input Connector Pin Configuration >

| Pin No. | Symbol    | Description                            | Remark |
|---------|-----------|--|--------|
| 1       | AGND      | Analog ground                          |        |
| 2       | AVDD      | Analog Power                           |        |
| 3       | DVDD      | Digital Power Supply +3.3V             |        |
| 4       | GND       | Digital ground                         |        |
| 5       | VCOM      | Common voltage                         |        |
| 6       | DVDD      | Digital Power Supply +3.3V             |        |
| 7       | GND       | Digital ground                         |        |
| 8       | V14       | Gamma correction voltage reference     |        |
| 9       | V13       | Gamma correction voltage reference     |        |
| 10      | V12       | Gamma correction voltage reference     |        |
| 11      | V11       | Gamma correction voltage reference     |        |
| 12      | V10       | Gamma correction voltage reference     |        |
| 13      | V9        | Gamma correction voltage reference     |        |
| 14      | V8        | Gamma correction voltage reference     |        |
| 15      | GND       | Digital ground                         |        |
| 16      | DVDD_LVDS | LVDS Power , same to DVDD              |        |
| 17      | GND       | Digital ground                         |        |
| 18      | PIND3     | Positive LVDS differential data input  |        |
| 19      | NIND3     | Negative LVDS differential data input  |        |
| 20      | GND       | Digital ground                         |        |
| 21      | PINC      | Positive LVDS differential clock input |        |
| 22      | NINC      | Negative LVDS differential clock input |        |
| 23      | GND       | Digital ground                         |        |
| 24      | PIND2     | Positive LVDS differential data input  |        |
| 25      | NIND2     | Negative LVDS differential data input  |        |
| 26      | GND       | Digital ground                         |        |
| 27      | PIND1     | Positive LVDS differential data input  |        |
| 28      | NIND1     | Negative LVDS differential data input  |        |
| 29      | GND       | Digital ground                         |        |
| 30      | PIND0     | Positive LVDS differential data input  |        |

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| Pin No. | Symbol   | Description  | Remark |
|---------|----------|--|--------|
| 31      | NIND0    | Negative LVDS differential data input                |        |
| 32      | GND      | Digital ground                                       |        |
| 33      | GND_LVDS | LVDS Ground  |        |
| 34      | GRB      | Global reset pin                                     | Note1  |
| 35      | STBYB    | Standby mode, normally pull high                     | Note2  |
| 36      | SHLR     | Left or right display control                        | Note3  |
| 37      | DVDD     | Digital Power Supply +3.3V                           |        |
| 38      | UPDN     | Up or down display control                           | Note3  |
| 39      | AGDN     | Analog ground  |        |
| 40      | AVDD     | Analog Power   |        |
| 41      | VCOM     | Common voltage                                       |        |
| 42      | DITH     | Dithering function enable control, Normally pull low | Note4  |
| 43      | GND      | Digital ground                                       |        |
| 44      | DVDD     | Digital Power Supply +3.3V                           |        |
| 45      | GND      | Digital ground                                       |        |
| 46      | V7       | Gamma correction voltage reference                   |        |
| 47      | V6       | Gamma correction voltage reference                   |        |
| 48      | V5       | Gamma correction voltage reference                   |        |
| 49      | V4       | Gamma correction voltage reference                   |        |
| 50      | V3       | Gamma correction voltage reference                   |        |
| 51      | V2       | Gamma correction voltage reference                   |        |
| 52      | V1       | Gamma correction voltage reference                   |        |
| 53      | GND      | Digital ground                                       |        |
| 54      | DVDD     | Digital Power Supply +3.3V                           |        |
| 55      | SELB     | 6bit/8bit mode select                                | Note5  |
| 56      | VGH      | Positive power for TFT                               |        |
| 57      | DVDD     | Digital Power Supply +3.3V                           |        |
| 58      | VGL      | Negative power for TFT                               |        |
| 59      | GND      | Digital ground                                       |        |
| 60      | NC       | Not connecti   |        |

#### Note.1

Suggest to connection with an RC reset circuit for stability , Normally pull high  $\,$  . (R=10K , C=0.1uF)

#### Note. 2

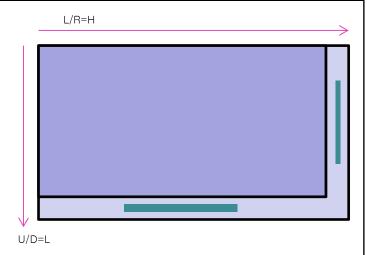
-STBYB="H (3.3V)": normal operation;

-STBYB="L (GND)": timing controller, source driver will turn off, all output are High-Z

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#### Note.3

| Scan Cor | ntrol Input | Coording discotion        |  |  |  |
|----------|-------------|---------------------------|--|--|--|
| L/R      | U/D         | Scanning direction        |  |  |  |
| VDD      | GND         | Up to Down, Left to Right |  |  |  |
| GND      | GND         | Up to Down, Right to Left |  |  |  |
| VDD      | VDD         | Down to Up, Left to Right |  |  |  |
| GND      | VDD         | Down to Up, Right to Left |  |  |  |



#### Note. 4

- -DITH="1", Enable internal dithering function
- -DITH="0", Disable internal dithering function

#### Note. 5

- -SELB="H (3.3V)": 6 bit ;
- -SELB="L (GND)": 8 bit;

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## 5.0 SIGNAL TIMING SPECIFICATIONS

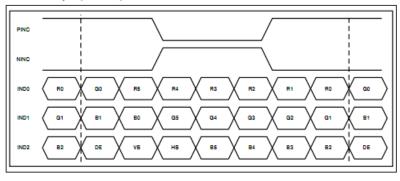
# **5.1 Timing Parameters ( DE only mode)**

< Table 6. Timing Table >

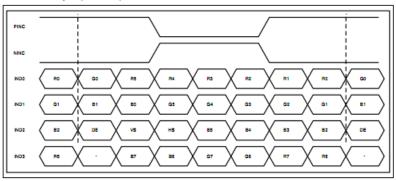
| ITEM              | Symbol    | Symbol          |      | Тур  | Max  | Unit             | Note |
|-------------------|-----------|-----------------|------|------|------|------------------|------|
| CLK               | Period    | $t_{CLK}$       | 14.9 | 19.5 | 24.5 | ns               |      |
| CLK               | Frequency | -               | 40.8 | 51.2 | 67.2 | MHz              |      |
| Harma             | Period    | $t_{HP}$        | 1114 | 1344 | 1400 | t <sub>CLK</sub> |      |
| Hsync             | Frequency | $f_H$           | 36   | 38.1 | 45   | KHz              |      |
| Vormo             | Period    | $t_{VP}$        | 610  | 635  | 800  | t <sub>HP</sub>  |      |
| Vsync             | Frequency | $f_V$           | -    | 60   | -    | Hz               |      |
| Horizontal Active | Valid     | $t_{HV}$        | -    | 1024 | -    | t <sub>CLK</sub> |      |
| Display Term      | Total     | t <sub>HP</sub> | 1114 | 1344 | 1400 | t <sub>CLK</sub> |      |
| Vertical Active   | Valid     | $t_{VV}$        | -    | 600  | -    | t <sub>HP</sub>  | ·    |
| Display Term      | Total     | $t_{ m VP}$     | 610  | 635  | 800  | t <sub>HP</sub>  |      |

Notes: This product is DE only mode. The input of Hsync & Vsync signal does not have an effect on normal operation.

#### 6bit LVDS input (HSD='H')



#### 8-bit LVDS input (HSD='L')

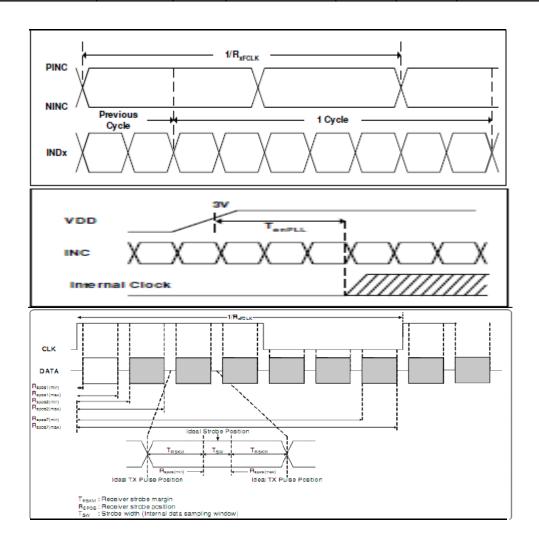


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# **5.2 LVDS Rx Interface Timing Parameter**

The specification of the LVDS Rx interface timing parameter is shown in Table 7.

| Parameters             | Symbols | Min  | Тур          | Max  | Unit | Condition                                |
|------------------------|---------|------|--------------|------|------|--|
| Clock frequency        | RxFCLK  | 40.8 | 51.2         | 67.2 | MHz  |  |
| Input data skew margin | TRSKM   | 500  | -            | -    | ps   | VID =400mV<br>RxVCM=1.2V<br>RxFCLK=71MHz |
| Clock high time        | TLVCH   | -    | 4/(7*RxFCLK) |      | ns   |  |
| Clock low time         | TLVCL   |      | 3/(7*RxFCLK) |      | ns   |  |
| PLL wake-up time       | TenPLL  |      |              | 150  | us   |  |



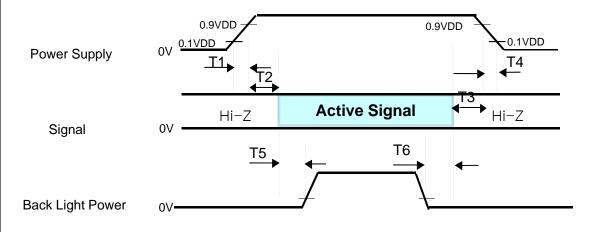
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# **5.3 Input Signals, Basic Display Colors & Gray Scale Of Colors**

|              |                     |            |          |    |     |          |    |    |    | Inj | put | Da | ta S         | Sigi         | nal |    |    |    |           |    |          |          |    |    |    |
|--------------|---------------------|------------|----------|----|-----|----------|----|----|----|-----|-----|----|--------------|--------------|-----|----|----|----|-----------|----|----------|----------|----|----|----|
| Color & G    | ray Scale           |            |          | R  | Red | Dat      | ta |    |    |     |     | Gr | eer          | ı Da         | ata |    |    |    | Blue Data |    |          |          |    |    |    |
|              |                     | <b>R</b> 7 | R6       | R5 | R4  | R3       | R2 | R1 | R0 | G7  | G6  | G5 | G4           | G3           | G2  | G1 | G0 | B7 | B6        | B5 | B4       | В3       | B2 | B1 | B0 |
|              | 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  |
|              | 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  |
| Dagia Calara | 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  |
| Basic Colors | 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  |
|              | 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  |
|              | 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  |
|              | $\triangle$         | 0          | 0        | 0  | 0   | 0        | 0  | 0  | 1  | 0   | 0   | 0  | 0            | 0            | 0   | 0  | 0  | 0  | 0         | 0  | 0        | 0        | 0  | 0  | 0  |
|              | Darker              | 0          | 0        | 0  | 0   | 0        | 0  | 1  | 0  | 0   | 0   | 0  | 0            | 0            | 0   | 0  | 0  | 0  | 0         | 0  | 0        | 0        | 0  | 0  | 0  |
| Gray Scale   | $\triangle$         |            | <u> </u> |    |     |          |    |    |    |     |     | ,  | <b>↑</b>     |              |     |    |    |    |           |    | <u> </u> |          |    |    |    |
| of Red       | $\nabla$            |            | <u> </u> |    |     |          |    |    |    |     |     | ,  | $\downarrow$ |              |     |    |    |    |           | ,  | ļ        |          |    |    |    |
|              | Brighter            | 1          | 1        | 1  | 1   | 1        | 1  | 0  | 1  | 0   | 0   | 0  | 0            | 0            | 0   | 0  | 0  | 0  | 0         | 0  | 0        | 0        | 0  | 0  | 0  |
|              | $\nabla$            | 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                 | 1          | 1        | 1  | 1   | 1        | 1  | 1  | 1  | 0   | 0   | 0  | 0            | 0            | 0   | 0  | 0  | 0  | 0         | 0  | 0        | 0        | 0  | 0  | 0  |
|              | 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  |
|              | $\triangle$         | 0          | 0        | 0  | 0   | 0        | 0  | 0  | 0  | 0   | 0   | 0  | 0            | 0            | 0   | 0  | 1  | 0  | 0         | 0  | 0        | 0        | 0  | 0  | 0  |
| Gray Scale   | Darker              | 0          | 0        | 0  | 0   | 0        | 0  | 0  | 0  | 0   | 0   | 0  | 0            | 0            | 0   | 1  | 0  | 0  | 0         | 0  | 0        | 0        | 0  | 0  | 0  |
| _            | $\triangle$         |            |          |    | ,   | 1        |    |    |    |     |     |    | ,            | <b>↑</b>     |     |    |    |    |           |    |          | <u> </u> |    |    |    |
| of Green     | $\nabla$            |            |          |    | ,   | ļ        |    |    |    |     |     |    | ,            | $\downarrow$ |     |    |    |    |           |    | ,        | ļ        |    |    |    |
|              | Brighter            | 0          | 0        | 0  | 0   | 0        | 0  | 0  | 0  | 1   | 1   | 1  | 1            | 1            | 1   | 0  | 1  | 0  | 0         | 0  | 0        | 0        | 0  | 0  | 0  |
|              | $\nabla$            | 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               | 0          | 0        | 0  | 0   | 0        | 0  | 0  | 0  | 1   | 1   | 1  | 1            | 1            | 1   | 1  | 1  | 0  | 0         | 0  | 0        | 0        | 0  | 0  | 0  |
|              | 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  |
|              | $\triangle$         | 0          | 0        | 0  | 0   | 0        | 0  | 0  | 0  | 0   | 0   | 0  | 0            | 0            | 0   | 0  | 0  | 0  | 0         | 0  | 0        | 0        | 0  | 0  | 1  |
|              | Darker              | 0          | 0        | 0  | 0   | 0        | 0  | 0  | 0  | 0   | 0   | 0  | 0            | 0            | 0   | 0  | 0  | 0  | 0         | 0  | 0        | 0        | 0  | 1  | 0  |
| Gray Scale   | $\triangle$         |            |          |    | ,   | 1        |    |    |    |     |     |    | ,            | <b>↑</b>     |     |    |    |    |           |    |          | <u> </u> |    |    |    |
| of Blue      | $\nabla$            |            |          |    | ,   | ļ        |    |    |    |     |     |    | ,            | $\downarrow$ |     |    |    |    |           |    | ,        | ļ        |    |    |    |
|              | Brighter            | 0          | 0        | 0  | 0   | 0        | 0  | 0  | 0  | 0   | 0   | 0  | 0            | 0            | 0   | 0  | 0  | 1  | 1         | 1  | 1        | 1        | 1  | 0  | 1  |
|              | $\nabla$            | 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                | 0          | 0        | 0  | 0   | 0        | 0  | 0  | 0  | 0   | 0   | 0  | 0            | 0            | 0   | 0  | 0  | 1  | 1         | 1  | 1        | 1        | 1  | 1  | 1  |
|              | 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  |
| [            | $\triangle$         | 0          | 0        | 0  | 0   | 0        | 0  | 0  | 1  | 0   | 0   | 0  | 0            | 0            | 0   | 0  | 1  | 0  | 0         | 0  | 0        | 0        | 0  | 0  | 1  |
| Gray Scale   | Darker              | 0          | 0        | 0  | 0   | 0        | 0  | 1  | 0  | 0   | 0   | 0  | 0            | 0            | 0   | 1  | 0  | 0  | 0         | 0  | 0        | 0        | 0  | 1  | 0  |
|              | $\triangle$         |            |          |    |     | <u> </u> |    |    |    |     |     |    | _            | <u> </u>     |     |    |    |    |           |    | _        | <u> </u> |    |    |    |
| of White     | $\nabla$            |            |          |    | ,   | ļ        |    |    |    |     |     |    | ,            | $\downarrow$ |     |    |    |    |           |    |          | ļ        |    |    |    |
|              | Brighter            | 1          | 1        | 1  | 1   | 1        | 1  | 0  | 1  | 1   | 1   | 1  | 1            | 1            | 1   | 0  | 1  | 1  | 1         | 1  | 1        | 1        | 1  | 0  | 1  |
|              | $\overline{\nabla}$ | 1          | 1        | 1  | 1   | 1        | 1  | 1  | 0  | 1   | 1   | 1  | 1            | 1            | 1   | 1  | 0  | 1  | 1         | 1  | 1        | 1        | 1  | 1  | 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  |

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# 5.4 Power Sequence



- $\bullet$  0.5ms  $\leq$  T1  $\leq$  10 ms
- $\bullet$  0 ms  $\leq$  T2
- $\bullet$  0 ms  $\leq$  T3
- $\bullet$  0 ms  $\leq$  T4  $\leq$  10ms
- $\bullet$  100 ms  $\leq$  T5  $\leq$  300ms
- $\bullet$  100 ms  $\leq$  T6  $\leq$  300ms

#### Notes:

- 1. When the power supply VDD is 0V, keep the level of input signals on the low or keep high impedance.
- 2. Do not keep the interface signal high impedance when power is on. Back Light must be turn on after power for logic and interface signal are valid.

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#### 6.0 OPTICAL SPECIFICATIONS

The test of Optical specifications shall be measured in a dark room (ambient luminance  $\leq 1$  lux and temperature =  $25\pm2\,^{\circ}$ C) with the equipment of Luminance meter system (Goniometer system and TOPCON BM-5) and test unit shall be located at an approximate distance 50cm from the LCD surface at a viewing angle of  $\theta$  and  $\Phi$  equal to  $0^{\circ}$ . We refer to  $\theta_{\emptyset=0}$  (= $\theta_3$ ) as the 3 o'clock direction (the "right"),  $\theta_{\emptyset=90}$  (= $\theta_{12}$ ) as the 12 o'clock direction ("upward"),  $\theta_{\emptyset=180}$  (= $\theta_9$ ) as the 9 o'clock direction ("left") and  $\theta_{\emptyset=270}$  (= $\theta_6$ ) as the 6 o'clock direction ("bottom"). While scanning  $\theta$  and/or  $\emptyset$ , the center of the measuring spot on the Display surface shall stay fixed. The measurement shall be executed after 30 minutes warm-up period. VDD shall be 12.0V + 10% at  $25\,^{\circ}$ C. Gray scale reversal occur in 6 o 'clock direction. Optimum viewing angle direction is 12 o'clock,.

[VDD = 3.3V, Frame rate = 60Hz, Ta =  $25\pm2$  °C]

| Para  | meter       | Symbol        | Condition        | Min    | Тур | Max    | Unit | Remark |  |  |
|---|-------------|---------------|------------------|--------|-----|--------|------|--------|--|--|
|   | Horizontal  | $\Theta_3$    |                  | 70     | 80  | -      | Deg. |        |  |  |
| Viewing Angle                                 | попиона     | $\Theta_9$    | CR > 10          | 70     | 80  | -      | Deg. | Note 1 |  |  |
| Tingic  | Vertical    | $\Theta_{12}$ | CK > 10          | 50     | 60  | -      | Deg. | Note 1 |  |  |
|   | vertical    | $\Theta_6$    |                  | 60     | 70  | -      | Deg. |        |  |  |
| Color   | Color Gamut |               | -                | 45     | 50  | -      | %    | NTSC   |  |  |
| Contrast ratio                                |             | CR            |                  | 600    | 800 | -      | ı    | Note 2 |  |  |
| Luminance of White White luminance uniformity |             | $Y_{\rm w}$   |                  | -      | 500 | -      | 1    | Note 3 |  |  |
|   |             | ΔΥ9           |                  | -      | -   | -      | 1    | Note 4 |  |  |
|   | White       | $W_{x}$       |                  |        | 1   |        | 1    |        |  |  |
|   | vv inte     | $W_{y}$       | $\Theta = 0$ °   |        | -   |        | -    |        |  |  |
|   | Red         | $R_{x}$       | (Center)         |        | -   |        | -    |        |  |  |
| Reproduction                                  | Keu         | $R_{y}$       | Normal           | TYP.   | -   | TYP.   | ı    | Note 5 |  |  |
| of color                                      | Green       | $G_{x}$       | Viewing<br>Angle | - 0.03 | -   | + 0.03 | ı    | Note 3 |  |  |
|   | Green       | $G_y$         | 1                |        | -   |        | -    |        |  |  |
|   | Blue        | $B_{x}$       |                  |        | -   |        | ı    |        |  |  |
|   | Diue        | $B_{y}$       |                  |        | -   |        | ı    |        |  |  |
| Response<br>Time                              |             | $T_{g}$       |                  | -      | 25  | 40     | Ms   | Note 6 |  |  |
| Gamm  | a Scale     |               |                  |        |     |        |      |        |  |  |

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#### Note:

- 1. Viewing angle is the angle at which the contrast ratio is greater than 10. The viewing are determined for the horizontal or 3, 9 o'clock direction and the vertical or 6, 12 o'clock direction with respect to the optical axis which is normal to the LCD surface.
- 2. Contrast measurements shall be made at viewing angle of  $\theta$ = 0° and at the center of the LCD surface. Luminance shall be measured with all pixels in the view field set first to white, then to the dark (black) state. (See FIGURE 1 shown in Appendix) Luminance Contrast Ratio (CR) is defined mathematically.

Luminance when displaying a white raster Luminance when displaying a black raster

- 3. Center Luminance of white is defined as the LCD surface. Luminance shall be measured with all pixels in the view field set first to white. This measurement shall be taken at the locations shown in FIGURE 2 for a total of the measurements per display.
- 4. The White luminance uniformity on LCD surface is then expressed as:
   ΔY5 = ( Minimum Luminance of 5 points / Maximum Luminance of 5 points ) \* 100
   ΔY13= ( Minimum Luminance of 13 points / Maximum Luminance of 13 points ) \* 100
   (See FIGURE 2 and FIGURE 3 shown in Appendix).
- 5. The color chromaticity coordinates specified in Table 4. shall be calculated from the spectral data measured with all pixels first in red, green, blue and white. Measurements shall be made at the center of the panel.
- 6. The electro-optical response time measurements shall be made as FIGURE 4 shown in Appendix by switching the "data" input signal ON and OFF. The times needed for the luminance to change from 10% to 90% is Td, and 90% to 10% is Tr.

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#### 7.0 MECHANICAL CHARACTERISTICS

## 7.1 Dimensional Requirements

FIGURE 4 (located in Appendix) shows mechanical outlines for the model AT101WSM-NW0-3800(3900).

Other parameters are shown in Table 12.

<Table 12. Dimensional Parameters>

| Parameter           | Specification  | Unit    |
|---------------------|--|---------|
| Dimensional outline | $235 \text{ (H)} \times 143 \text{(V)} \times 4.5 \text{(typ.)}$ | mm      |
| Weight              | 314(Max)   | gram    |
| Active area         | 222.72(H) × 125.28(V)  | mm      |
| Pixel pitch         | $72.5(H) \times RGB \times 208.8 (V)$                            | $\mu$ m |
| Number of pixels    | $1024(H) \times 600(V)$ (1 pixel = R + G + B dots)               | pixels  |
| Back-light          | LED  |         |

#### 7.2 AG and Polarizer Hardness.

The surface of the LCD has an AG coating to minimize reflection and a coating to reduce scratching.

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# 8.0 RELIABLITY TEST

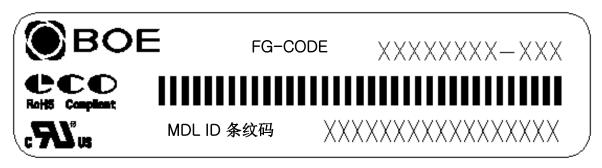
The Reliability test items and its conditions are shown in below.

<Table 13. Reliability Test Parameters >

| No | Test Items                                      | Conditions  |
|----|---|---|
| 1  | High temperature storage test                   | $Ta = 80 ^{\circ}\text{C}, 240 \text{hrs}$  |
| 2  | Low temperature storage test                    | Ta = -30°C, 240 hrs   |
| 3  | High temperature & high humidity operation test | Ta = 60 °C, 90%RH, 240hrs   |
| 4  | High temperature operation test                 | Ta = 70 °C, 240hrs  |
| 5  | Low temperature operation test                  | Ta = -20°C, 240hrs  |
| 6  | Thermal shock                                   | $Ta = -30^{\circ}C \leftrightarrow 80^{\circ}C (0.5 \text{ hr}), 100 \text{ cycle}$ |
| 7  | Vibration test<br>(non-operating)               | Packing Vibration:  1.47Grms, 1~200Hz,  Random + X, + Y, ± Z per 30min              |
| 8  | Drop test (non-operating)                       | Drop:  1Angle, 3Edge, 6FAce  Height: JIS-Z-0200 level 1                             |
| 9  | Electro-static discharge test                   | TBD   |

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#### 9.0 Product Serial Number



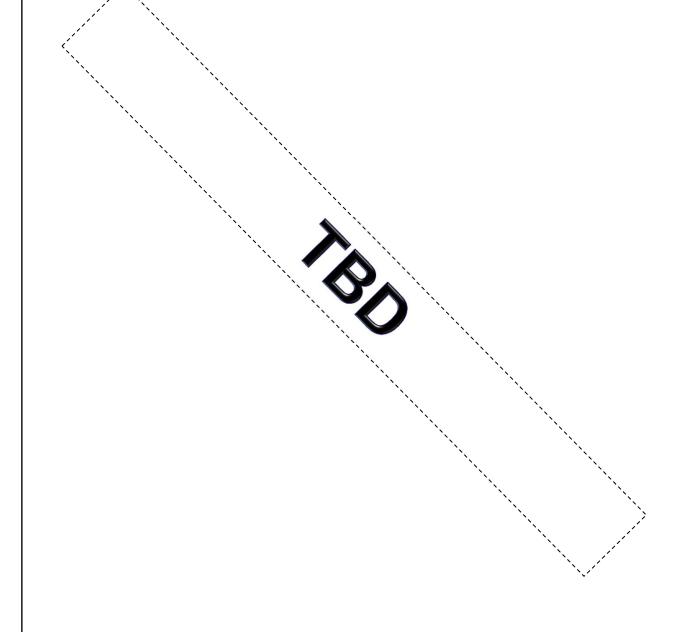
MDL ID

- 1. 产品标签尺寸: 48mm × 12mm
- 2. MDL ID 编码规则如下

| 序列号 | 1        | 2  | 3      | 4  | 5 | 6 | 7 | 8          | 9 | 10 | 11 | 12 | 13 | 14 | 15 | 16 | 17 |
|-----|----------|----|--------|----|---|---|---|------------|---|----|----|----|----|----|----|----|----|
| 代码  | 4        | F  | Р      | 3  | 1 | 2 | 7 | 3          | 8 | 0  | 0  | 0  | 0  | 1  | Е  | Е  | ٦  |
| 描述  | GBI<br>码 | N代 | 等<br>级 | В3 | 年 | 份 | 月 | FG Code后四位 |   |    |    |    | 序列 | 刊号 |    |    |    |

| BOE          | PRODUCT GROUP                                    | ISSUE DATE       |            |
|--------------|--|------------------|------------|
|              | TFT- LCD PRODUCT                                 | P0               | 2014.12.16 |
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# 10.0 PACKING INFORMATION



| BOE          | PRODUCT GROUP                                    | PRODUCT GROUP REV |            |
|--------------|--|-------------------|------------|
|              | TFT- LCD PRODUCT                                 | P0                | 2014.12.16 |
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## 10.2 Box label

• Label Size : 115 mm (L)  $\times$  55 mm (W)

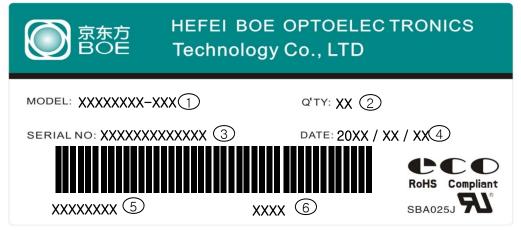
Contents

Model: AT101WSM-NW0 Q'ty: XX Module in one box.

Serial No.: Box Serial No. See next page for detail description.

Date: Packing Date

FG Code: FG Code of Product



- 1. FG-CODE
- 2. Box 产品数量
- 3. Box ID, 编码规则如下
- 4. Box Packing 日期
- 5. 联想客户产品料号
- 6. FG-CODE 后四位

| 序<br>列<br>号 | 1   | 2  | 3      | 4  | 5 | 6 | 7 | 8   | 9   | 10 | 11 | 12 | 13 |
|-------------|-----|----|--------|----|---|---|---|-----|-----|----|----|----|----|
| 代码          | 4   | J  | Р      | 3  | 1 | 2 | 7 | 0   | 0   | 0  | 1  | Ι  | D  |
| 描述          | GBN | 代码 | 等<br>级 | В3 | 年 | 份 | 月 | Rev | 序列号 |    |    |    |    |

| BOE          | PRODUCT GROUP                                    | PRODUCT GROUP REV |            |  |  |
|--------------|--|-------------------|------------|--|--|
|              | TFT- LCD PRODUCT                                 | P0                | 2014.12.16 |  |  |
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#### 11.0 HANDLING & CAUTIONS

- (1) Cautions when taking out the module
  - Pick the pouch only, when taking out module from a shipping package.
- (2) Cautions for handling the module
  - As the electrostatic discharges may break the LCD module, handle the LCD module with care. Peel a protection sheet off from the LCD panel surface as slowly as possible.
  - As the LCD panel and back light element are made from fragile glass material, impulse and pressure to the LCD module should be avoided.
  - As the surface of the polarizer is very soft and easily scratched, use a soft dry cloth without chemicals for cleaning.
  - Do not pull the interface connector in or out while the LCD module is operating.
  - Put the module display side down on a flat horizontal plane.
  - Handle connectors and cables with care.
- (3) Cautions for the operation
  - When the module is operating, do not lose CLK, ENAB signals. If any one of these signals is lost, the LCD panel would be damaged.
  - Obey the supply voltage sequence. If wrong sequence is applied, the module would be damaged.
- (4) Cautions for the atmosphere
  - Dew drop atmosphere should be avoided.
  - Do not store and/or operate the LCD module in a high temperature and/or humidity atmosphere. Storage in an electro-conductive polymer packing pouch and under relatively low temperature atmosphere is recommended.
- (5) Cautions for the module characteristics
  - Do not apply fixed pattern data signal to the LCD module at product aging.
  - Applying fixed pattern for a long time may cause image sticking.
- (6) Other cautions
  - Do not disassemble and/or re-assemble LCD module.
  - Do not re-adjust variable resistor or switch etc.
  - When returning the module for repair or etc., Please pack the module not to be broken. We recommend to use the original shipping packages.

| BOE          | PRODUCT GROUP                                    | PRODUCT GROUP REV |            |  |  |
|--------------|--|-------------------|------------|--|--|
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#### 12.0 APPENDIX

Figure 1. Measurement Set Up

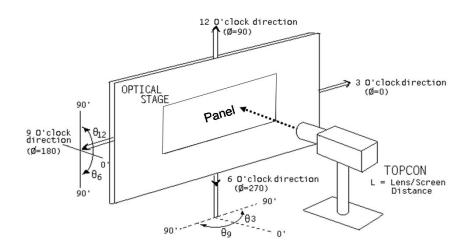
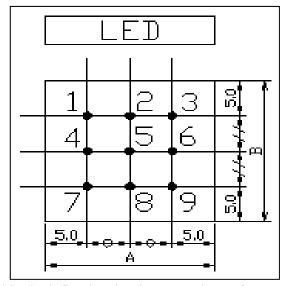


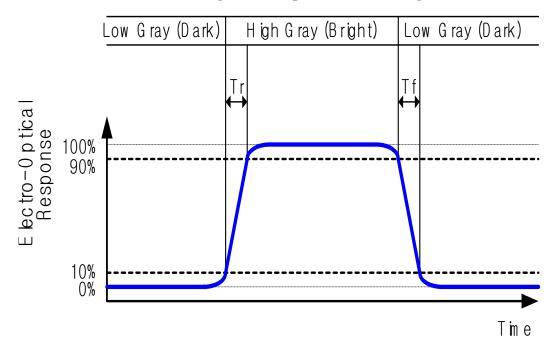
Figure 2. White Luminance and Uniformity Measurement Locations (9 points)



Center Luminance of white is defined as luminance values of center 9 points across the LCD surface. Luminance shall be measured with all pixels in the view field set first to white. This measurement shall be taken at the locations shown in FIGURE 2 for a total of the measurements per display.

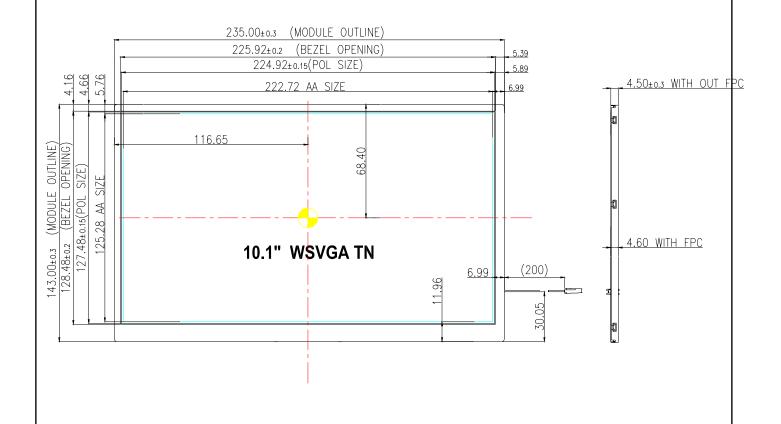
| BOE          | PRODUCT GROUP                                    | ISSUE DATE       |            |
|--------------|--|------------------|------------|
|              | TFT- LCD PRODUCT                                 | P0               | 2014.12.16 |
| SPEC. NUMBER | SPEC. TITLE<br>AT101WSM-NW0-3800(3900) Product S | PAGE<br>26 OF 28 |            |

**Figure 3. Response Time Testing** 



| BOE          | PRODUCT GROUP                                    | PRODUCT GROUP REV |            |  |  |
|--------------|--|-------------------|------------|--|--|
|              | TFT- LCD PRODUCT                                 | P0                | 2014.12.16 |  |  |
| SPEC. NUMBER | SPEC. TITLE<br>AT101WSM-NW0-3800(3900) Product S | PAGE<br>27 OF 28  |            |  |  |

Figure 4. TFT-LCD Module Outline Dimensions (Front view)



| BOE          | PRODUCT GROUP                                    | PRODUCT GROUP REV |            |  |  |
|--------------|--|-------------------|------------|--|--|
|              | TFT- LCD PRODUCT                                 | P0                | 2014.12.16 |  |  |
| SPEC. NUMBER | SPEC. TITLE<br>AT101WSM-NW0-3800(3900) Product S | PAGE<br>28 OF 28  |            |  |  |

Figure 5. TFT-LCD Module Outline Dimensions (Rear view)

