

# SPECIFICATIONS FOR LCD MODULE

|                          |                             |
|--------------------------|-----------------------------|
| <b>CUSTOMER</b>          |                             |
| <b>CUSTOMER PART NO.</b> |                             |
| <b>AMPIRE PART NO.</b>   | <b>AM-800480C2TZQW-TADH</b> |
| <b>APPROVED BY</b>       |                             |
| <b>DATE</b>              |                             |

- Preliminary Specification
- Formal Specification

| APPROVED BY | CHECKED BY | ORGANIZED BY |
|-------------|------------|--------------|
| Kokai       | Lawlite    | Mantle       |

This Specification is subject to change without notice.

## RECORD OF REVISION

| Revision Date | Page | Contents    | Editor |
|---------------|------|-------------|--------|
| 2020/01/20    | --   | New Release | Mantle |

## 1.0 General Descriptions

7 inch Amorphous-TFT-LCD (Thin Film Transistor Liquid Crystal Display) module.

This module is composed of a 7" TFT-LCD panel and backlight unit.

### 1.1 Features

- 7 inch (16:9 diagonal) configuration
- 16.7M colors ( R , G , B , 8bit digital each)
- RoHS
- Projective Capacitive Touch
  - Interface : I2C
  - Touch Controller: ILI2511
  - Cover Lens :
    - ◆ Tempered Soda Lime Glass: T=2.0mm
    - ◆ Printing: None
- HDMI Board
  - With Cable to Connect J1 connector.
  - With keypad.

### 1.2 Product Summary

| NO | Item              | Specification                    | Remark            |
|----|-------------------|----------------------------------|-------------------|
| 1  | LCD Size          | 7.0 inch (Diagonal)              |                   |
| 3  | Resolution        | 800 x 3 (RGB) x 480              |                   |
| 4  | Display Mode      | Normally Black.                  |                   |
| 5  | Pixel pitch       | 0.1905 (W) x 0.1905(H) mm        |                   |
| 6  | Active area       | 152.4(W) x 91.44(H) mm           |                   |
| 7  | Module Size       | 174(W) x 118.0(H) x 14.865(T) mm | Note 1            |
| 8  | interface         | LVDS                             |                   |
| 9  | Color arrangement | RGB-stripe                       |                   |
| 10 | Luminance         | 1250 cd/m <sup>2</sup>           | cd/m <sup>2</sup> |
| 11 | Viewing Direction | All direction                    |                   |

(Note1) Refer to the mechanical drawing.

## 2.0 Absolute Maximum Ratings

| Item                   | Symbol   | Min. | Max.         | Unit | Remakes |
|------------------------|----------|------|--------------|------|---------|
| Supply Voltage         | $V_{DD}$ | -0.3 | 3.6          | V    | -       |
| Input Voltage of Logic | $V_I$    | -0.3 | $V_{DD+0.3}$ | V    | Note 1  |
| Operating Temperature  | $T_{OP}$ | -20  | 70           | °C   | Note 2  |
| Storage Temperature    | $T_{ST}$ | -30  | 85           | °C   | Note 2  |

Note 1: The rating is defined for the signal voltages of the interface such as CLK and pixel data pairs.

Note2: The maximum rating is defined as above based on the chamber temperature, which might be different from ambient temperature after assembling the panel into the application. Moreover, some temperature-related phenomenon as below needed to be noticed:

- Background color, contrast and response time would be different in temperatures other than 25°C.
- Operating under high temperature will shorten LED lifetime.

### 3.0 ELECTRICAL CHARACTERISTICS

#### 3.1 LCD CHARACTERISTICS

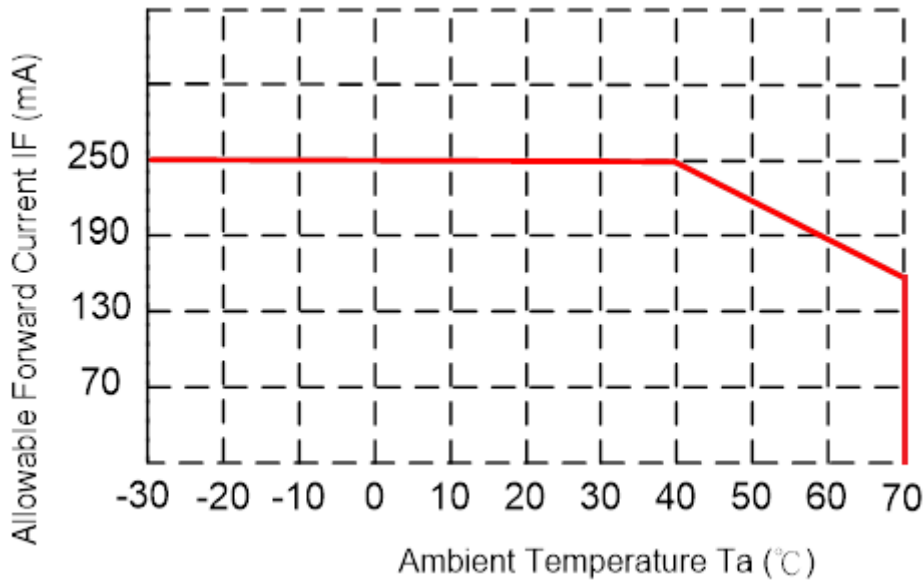
| Item                                | Symbol | Min.   | Typ.  | Max.   | Unit | Note      |
|-------------------------------------|--------|--------|-------|--------|------|-----------|
| LCD Supply Voltage                  | VDD    | 3.0    | 3.3   | 3.6    | V    | -         |
| Logic Input Voltage                 | VIH    | 0.7VDD | -     | VDD    |      |           |
|                                     | VIL    | GND    | -     | 0.3VDD | V    |           |
| LCD Supply Current                  | ICC    | -      | T.B.D | -      | mA   | (1)       |
| Power Supply Voltage For LED Driver | VLED   | 11.7   | 12    | 12.3   | V    | (1)       |
| Power Supply Current For LED Driver | ILED   | --     | T.B.D | --     | mA   | VLED =12V |
| Differential Input High Threshold   | VTH    | -      | -     | +100   | mV   | VOC=+1.2V |
| Differential Input Low Threshold    | VTL    | -100   | -     | -      | mV   |           |

Note1: Ta=25°C , Display pattern : All White

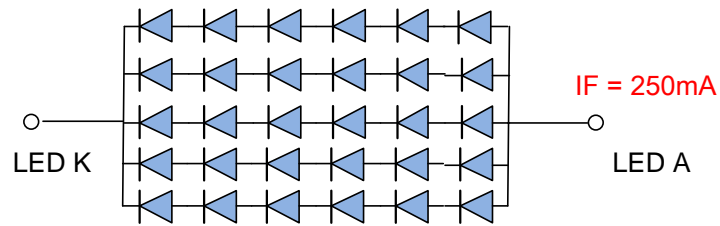
### 3.2 BACKLIGHT CHARACTERISTICS

| Item                  | Symbol | Min. | Typ.   | Max. | Unit | Note                 |
|-----------------------|--------|------|--------|------|------|----------------------|
| Input Voltage         | VLED   | 11.7 | 12.0   | 12.3 | V    |                      |
| Input Current         | ILED   | --   | T.B.D  | --   | mA   | 0% PWM duty          |
| DIM Frequency         | Fpwm   | 100  |        | 20K  | Hz   |                      |
| DIM Signal Logic High | VIH    | 1.2  | --     | 3.3  | V    |                      |
| DIM signal logic Low  | VIL    | 0    | --     | 0.4  | V    |                      |
| LED Forward Current   | IF     | --   | 250    | --   | mA   | Ta=25°C              |
| LED Forward Voltage   | VF     | --   | 18     | --   | V    | IF=250mA,<br>Ta=25°C |
| LED life time         |        |      | 50,000 | -    | Hr   | IF=250mA,<br>Ta=25°C |

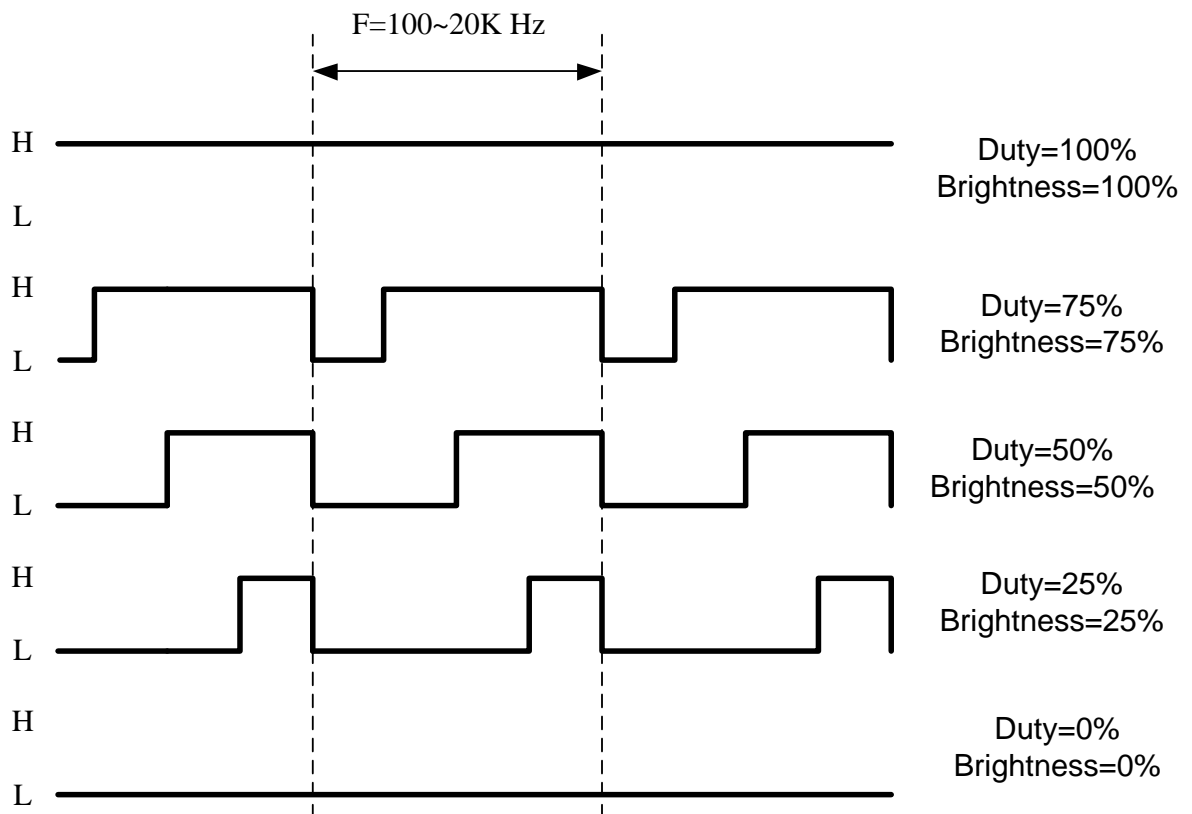
- The constant current source is needed for white LED back-light driving.
- When LCM is operated over 40°C ambient temperature, the IF should be follow :



■ 6 LED Serial x 5 LED Parallel



■ DIM Duty



## 4.0 TIMING

### 4.1 time table

#### HV mode for 800x480

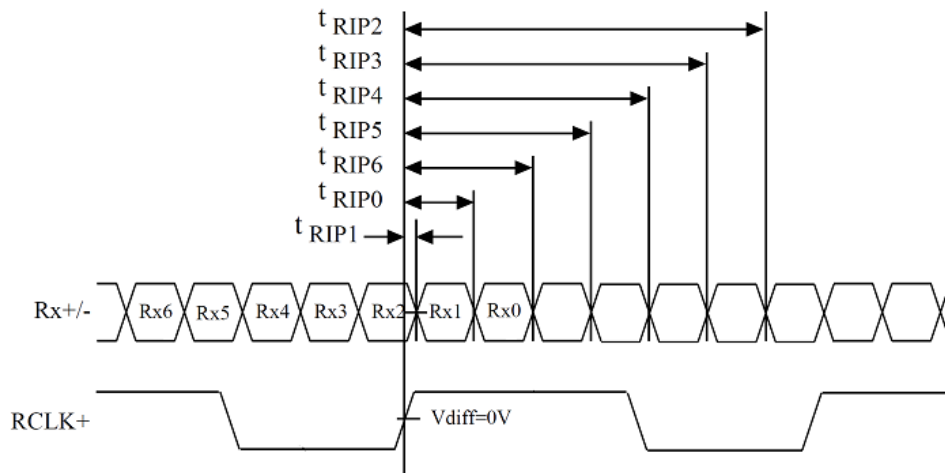
| Parameter               | Symbol    | Min. | Typ. | Max. | Unit |
|-------------------------|-----------|------|------|------|------|
| CLK frequency           | $F_{CLK}$ | 25.2 | 25.4 | 35.7 | MHz  |
| Horizontal display area | $T_{HD}$  |      | 800  |      | CLK  |
| HS period time          | $T_H$     | 860  | 864  | 974  | CLK  |
| HS pulse width          | $T_{HPW}$ | 1    | 2    | 40   | CLK  |
| HS back porch           | $T_{HBP}$ |      | 32   |      | CLK  |
| HS front porch          | $T_{HFP}$ | 28   | 32   | 142  | CLK  |
| Vertical display area   | $T_{VD}$  |      | 480  |      | H    |
| VS period time          | $T_V$     | 488  | 490  | 611  | H    |
| VS pulse width          | $T_{VPW}$ | 1    | 2    | 20   | H    |
| VS back porch           | $T_{VBP}$ |      | 5    |      | H    |
| VS front porch          | $T_{VFP}$ | 3    | 5    | 126  | H    |

#### DE mode for 800x480

| Parameter               | Symbol              | Min. | Typ. | Max. | Unit |
|-------------------------|---------------------|------|------|------|------|
| CLK frequency           | $F_{CLK}$           | 25.2 | 25.4 | 35.7 | MHz  |
| Horizontal display area | $T_{HD}$            |      | 800  |      | CLK  |
| HS period time          | $T_H$               | 860  | 864  | 974  | CLK  |
| HS blanking             | $T_{HFP} + T_{HBP}$ | 60   | 64   | 174  | CLK  |
| Vertical display area   | $T_{VD}$            |      | 480  |      | H    |
| VS period time          | $T_V$               | 488  | 490  | 611  | H    |
| VS blanking             | $T_{VBP} + T_{VFP}$ | 8    | 10   | 131  | H    |



## 4.2 LVDS receiver timing



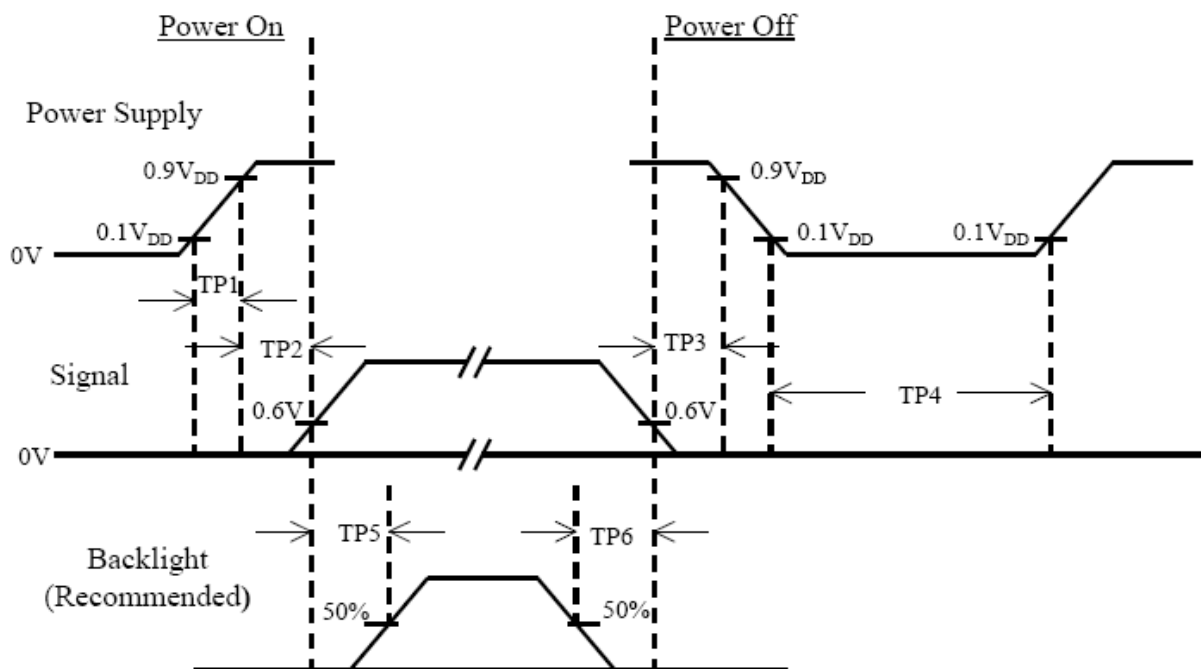
### Switching Characteristics

$V_{cc} = 3.0 - 3.6V$ ,  $T_a = -10 - +70\text{ }^{\circ}C$

#### RECEIVER

|            |                                   |            |        |            |    |
|------------|-----------------------------------|------------|--------|------------|----|
| $t_{RCP}$  | CLK OUT Period                    | 11.76      | T      | 50.0       | ns |
| $t_{RCH}$  | CLK OUT High Time                 |            | $4T/7$ |            | ns |
| $t_{RCL}$  | CLK OUT Low Time                  |            | $3T/7$ |            | ns |
| $t_{RCD}$  | RCLK+/- to CLK OUT Delay          |            | $5T/7$ |            | ns |
| $t_{RS}$   | TTL Data Setup to CLK OUT         | $3T/7-2.5$ |        |            | ns |
| $t_{RH}$   | TTL Data Hold from CLK OUT        | $4T/7-3.5$ |        |            | ns |
| $t_{TLH}$  | TTL Low to High Transition Time   |            | 3.0    | 5.0        | ns |
| $t_{THL}$  | TTL High to Low Transition Time   |            | 3.0    | 5.0        | ns |
| $t_{RIP1}$ | Input Data Position 0 (T=11.76ns) | -0.4       | 0.0    | 0.4        | ns |
| $t_{RIP0}$ | Input Data Position 1 (T=11.76ns) | $T/7-0.4$  | $T/7$  | $T/7+0.4$  | ns |
| $t_{RIP6}$ | Input Data Position 2 (T=11.76ns) | $2T/7-0.4$ | $2T/7$ | $2T/7+0.4$ | ns |
| $t_{RIP5}$ | Input Data Position 3 (T=11.76ns) | $3T/7-0.4$ | $3T/7$ | $3T/7+0.4$ | ns |
| $t_{RIP4}$ | Input Data Position 4 (T=11.76ns) | $4T/7-0.4$ | $4T/7$ | $4T/7+0.4$ | ns |
| $t_{RIP3}$ | Input Data Position 5 (T=11.76ns) | $5T/7-0.4$ | $5T/7$ | $5T/7+0.4$ | ns |
| $t_{RIP2}$ | Input Data Position 6 (T=11.76ns) | $6T/7-0.4$ | $6T/7$ | $6T/7+0.4$ | ns |
| $t_{RPLL}$ | Phase Lock Loop Set               |            |        | 10.0       | ms |

### 4.3 Power On / Off Sequence

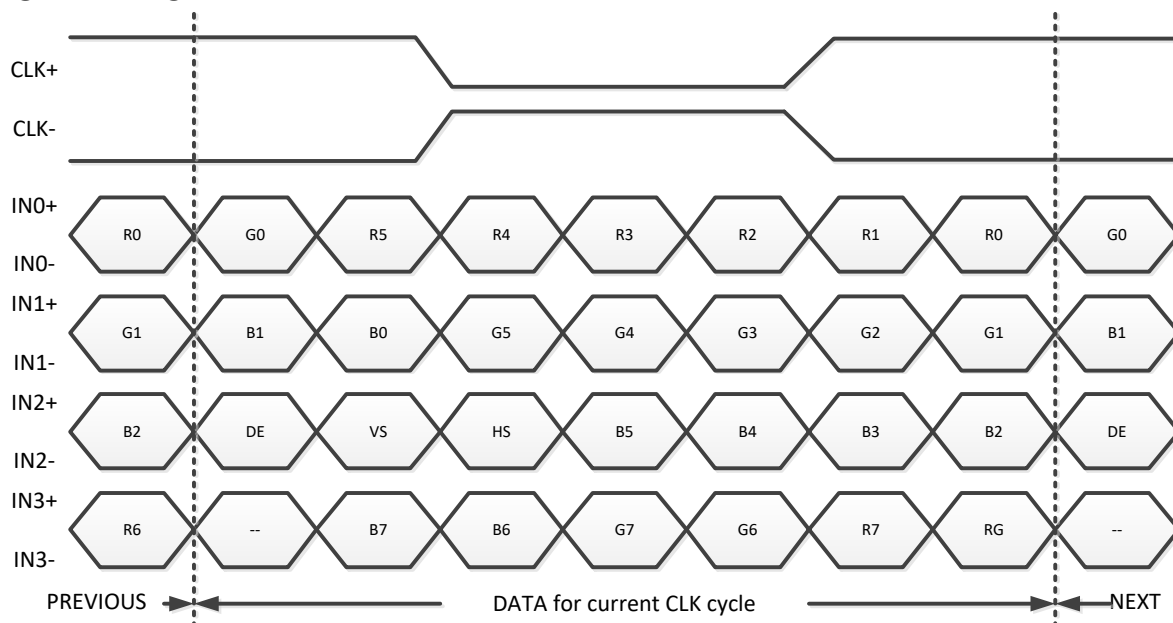


| Item | Min. | Typ. | Max. | Unit | Remark |
|------|------|------|------|------|--------|
| TP1  | 0.5  | --   | 10   | msec |        |
| TP2  | 0    | --   | 50   | msec |        |
| TP3  | 0    | --   | 50   | msec |        |
| TP4  | 500  | --   | --   | msec |        |
| TP5  | 200  | --   | --   | msec |        |
| TP6  | 200  | --   | --   | msec |        |

Note :

- (1) The supply voltage of the external system for the module input should be the same as the definition of VDD.
- (2) Apply the lamp voltage within the LCD operation range. When the back-light turns on before the LCD operation or the LCD turns off before the back-light turns off, the display may momentarily become white.
- (3) In case of VDD = off level, please keep the level of input signal on the low or keep a high impedance.
- (4) TP4 should be measured after the module has been fully discharged between power off and on period.
- (5) Interface signal shall not be kept at high impedance when the power is on.

## 5.0 LVDS DATA FORMAT



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

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

## 6.0 INTERFACE

| Pin No. | Symbol | I/O | Description                    | Note |
|---------|--------|-----|--------------------------------|------|
| 1       | VDD    | P   | Power Voltage for Logic: 3.3V  |      |
| 2       | VDD    | P   | Power Voltage for Logic: 3.3V  |      |
| 3       | GND    | P   | Ground                         |      |
| 4       | GND    | P   | Ground                         |      |
| 5       | IN0-   | I   | - LVDS differential data input |      |
| 6       | IN0+   | I   | + LVDS differential data input |      |
| 7       | GND    | P   | Ground                         |      |
| 8       | IN1-   | I   | - LVDS differential data input |      |
| 9       | IN1+   | I   | + LVDS differential data input |      |
| 10      | GND    | P   | Ground                         |      |
| 11      | IN2-   | I   | - LVDS differential data input |      |
| 12      | IN2+   | I   | + LVDS differential data input |      |
| 13      | GND    | P   | Ground                         |      |
| 14      | CLK-   | I   | - LVDS differential data input |      |
| 15      | CLK+   | I   | + LVDS differential data input |      |
| 16      | GND    | P   | Ground                         |      |
| 17      | IN3-   | I   | - LVDS differential data input |      |
| 18      | IN3+   | I   | + LVDS differential data input |      |
| 19      | VLED   | I   | POWER SUPPLY for Backlight     |      |
| 20      | ADJ    | P   | PWM duty 0% to 100%            |      |

## 7.0 Optical Specifications

### 7.1 TFT Optical Characteristics

| Item           | Symbol           | Conditio         | Min   | Typ   | Max   | Unit              | Remark                                       |
|----------------|------------------|------------------|-------|-------|-------|-------------------|--|
| View Angles    | $\theta T$       | $CR \geq 10$     |       | 80    | -     | Degree            | Note 2                                       |
|                | $\theta B$       |                  |       | 80    | -     |                   |  |
|                | $\theta L$       |                  |       | 80    | -     |                   |  |
|                | $\theta R$       |                  |       | 80    | -     |                   |  |
| Contrast Ratio | CR               | $\theta=0^\circ$ | 800   | 1000  | -     |                   | Left/right $0^\circ$<br>Top/bottom $5^\circ$ |
| Response Time  | $T_{ON}+T_{OFF}$ | $25^\circ C$     | -     | 25    | 35    | ms                | Note1<br>Note4                               |
| Chromaticity   | White            | x                | -0.05 | 0.328 | +0.05 |                   | Note5<br>Note1                               |
|                |                  | y                |       | 0.347 |       |                   |  |
|                | Red              | x                |       | 0.615 |       |                   |  |
|                |                  | y                |       | 0.321 |       |                   |  |
|                | Green            | x                |       | 0.310 |       |                   |  |
|                |                  | y                |       | 0.563 |       |                   |  |
|                | Blue             | x                |       | 0.136 |       |                   |  |
|                |                  | y                |       | 0.098 |       |                   |  |
| Uniformity     | U                |                  | 70    | --    | -     | %                 | Note1 · Note6                                |
| Luminance      | L                |                  | 1000  | 1250  | -     | cd/m <sup>2</sup> | Note7  |

Test Conditions:

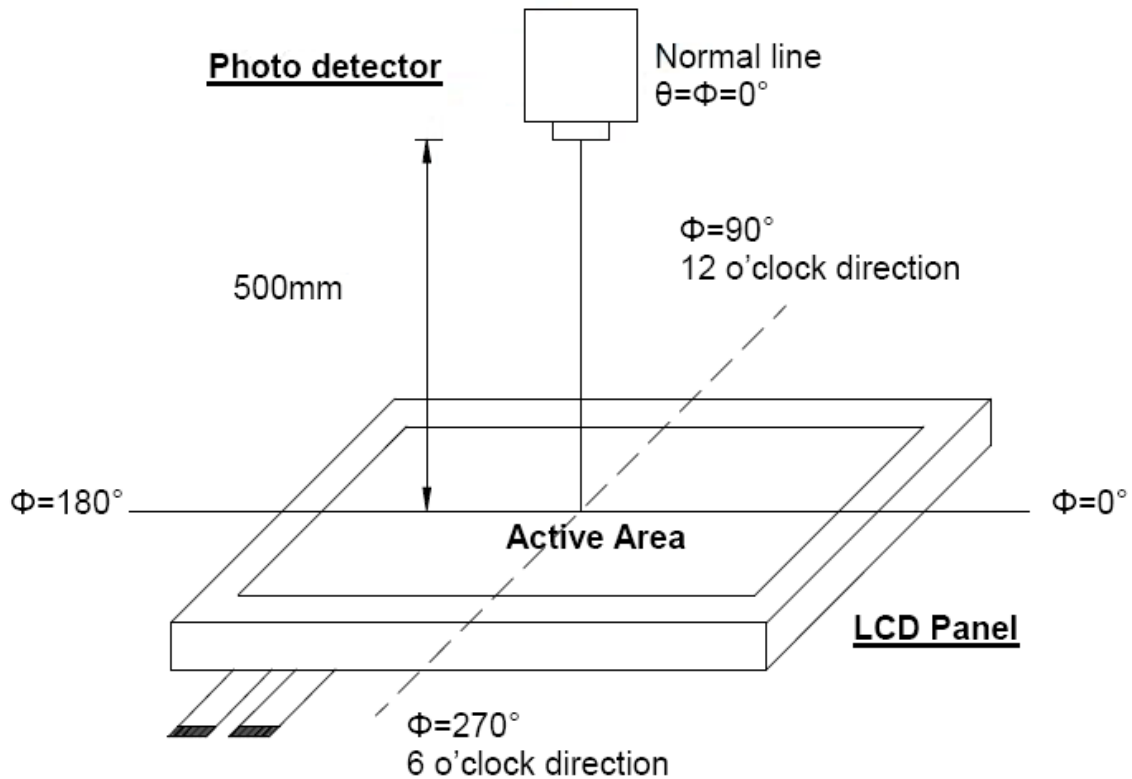
1.  $I_F=64mA$ (one channel), the ambient temperature is  $25^\circ C$ .
2. The test systems refer to Note 1 and Note2.

Note 1: Definition of optical measurement system.

The optical characteristics should be measured in dark room. After 10 Minutes operation, the optical properties are measured at the center point of the LCD screen. All input terminals LCD panel must be ground when measuring the center area of the panel.

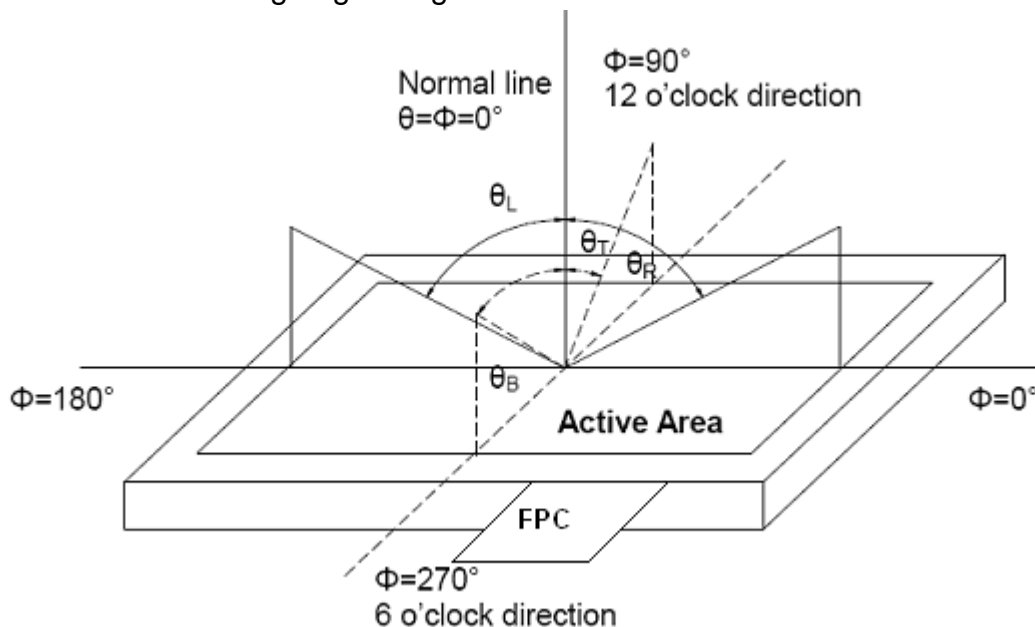
Note 1 : Definition of optical measurement system.

The optical characteristics should be measured in dark room. After 30 minutes operation, the optical properties are measured at the center point of the LCD screen. (Response time is measured by Photo detector TOPCON BM-7, other items are measured by BM-5A/Field of view : 1° / Height : 500mm.)



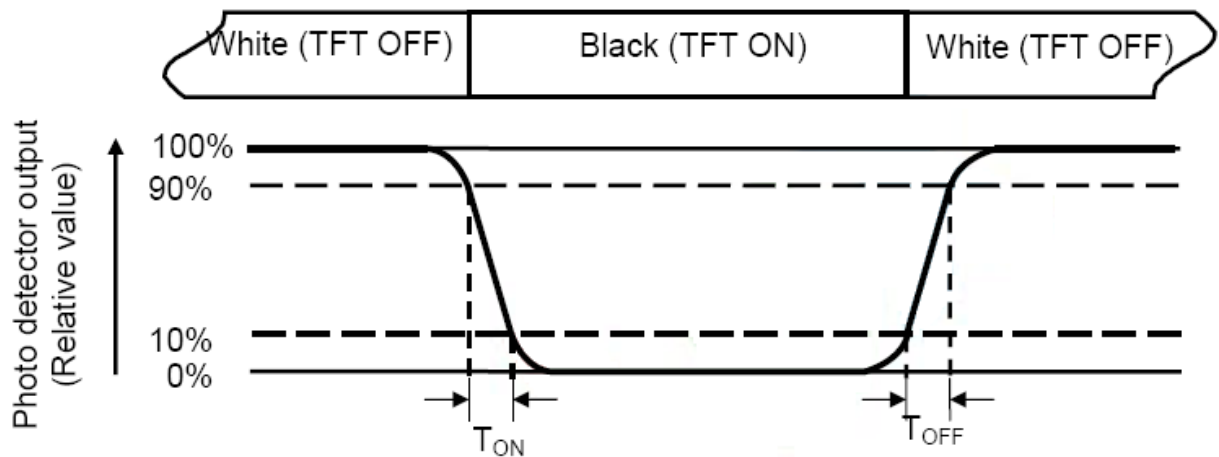
Note

2 : Definition of viewing angle range



Note 3 : Definition of Response time

The response time is defined as the LCD optical switching time interval between “White” state and “Black” state. Rise time ( $T_{ON}$ ) is the time between photo detector output intensity changed from 90% to 10%. And fall time ( $T_{OFF}$ ) is the time between photo detector output intensity changed from 10% to 90%.



Note 4 : Definition of contrast ratio

$$\text{Contrast ratio (CR)} = \frac{\text{Luminance measured when LCD on the "White" state}}{\text{Luminance measured when LCD on the "Black" state}}$$

Note 5 : Definition of color chromaticity (CIE1931)

Color coordinated measured at center point of LCD.

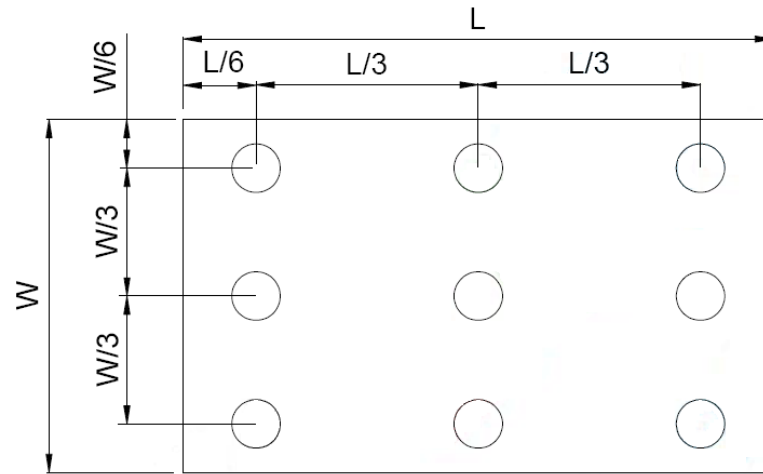
Note 6 : All input terminals LCD panel must be ground when measuring the center area of the panel.

Note 7 : Definition of Luminance Uniformity

Active area is divided into 9 measuring areas (Refer to bellow figure). Every measuring point is placed at the center of each measuring area.

$$\text{Luminance Uniformity (Yu)} = \frac{B_{\min}}{B_{\max}}$$

L ----- Active area length      W ----- Active area width



$B_{max}$  : The measured maximum luminance of all measurement position.

$B_{min}$  : The measured minimum luminance of all measurement position.



## 8. Touch Panel Unit

### 8.1 Basic Characteristic

| ITEM                   | SPECIFICATION   |
|------------------------|---|
| Type                   | Projective Capacitive Touch Panel   |
| Activation             | Max 10-fingers or Signal-finger   |
| X/Y Position Reporting | Absolute Position   |
| Touch Force            | No contact pressure required  |
| Calibration            | No need for calibration   |
| Report Rate            | Approx 80 points/sec  |
| Control IC             | IL2511  |
| Interface              | I2C   |
| Touch Firmware         | -Touch will work in rain with 1 single touch without false touch by rain.<br>-Touch will work with work glove with 0.7mm thickness. |

Specify the normal operating condition

(DGND=0V)

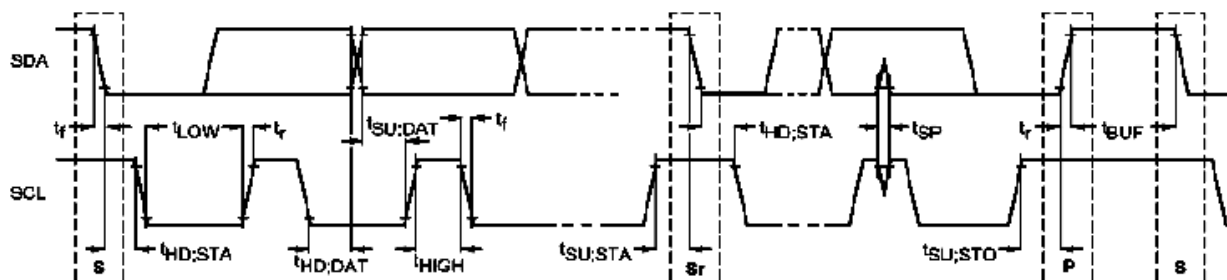
| Item                     | Symbol           | Min.    | Typ.  | Max.    | Unit | Note |
|--------------------------|------------------|---------|-------|---------|------|------|
| Power Supply Voltage     | VDD              | 3.14    | 3.3   | 3.46    | V    |      |
| Low Level Input Voltage  | VIL              | 0       | --    | 0.3*VDD | V    | 1    |
| High Level Input Voltage | VIH              | 0.6*VDD | --    | VDD     | V    | 1    |
| Power Consumption        | I <sub>VDD</sub> |         | T.B.D |         | mA   |      |

Note 1: SDA , SCL ,/RESET

### INTERFACE PIN ASSIGNMENT

| Pin | Name   | Description            |
|-----|--------|------------------------|
| 1   | GND    | Power GND              |
| 2   | SDA    | I <sup>2</sup> C Data  |
| 3   | SCL    | I <sup>2</sup> C Clock |
| 4   | VDD    | Power supply 3.3V      |
| 5   | INT    | Active "Low"           |
| 6   | /RESET | Active "Low"           |

## I<sup>2</sup>C Timing



| Symbol       | Parameter   | Min | Max  | Unit    |
|--------------|---|-----|------|---------|
| $f_{SCL}$    | SCL clock frequency   | 0   | 100  | kHz     |
| $t_{HD;STA}$ | Hold time (repeated) START condition. After this period, the first clock pulse is generated | 4.0 |      | $\mu$ s |
| $t_{LOW}$    | LOW period of the SCL clock   | 4.7 |      | $\mu$ s |
| $t_{HIGH}$   | HIGH period of the SCL clock  | 4.0 |      | $\mu$ s |
| $t_{SU;STA}$ | Set-up time for a repeated START condition  | 4.7 |      | $\mu$ s |
| $t_{HD;DAT}$ | Data hold time  | 5.0 |      | $\mu$ s |
| $t_{SU;DAT}$ | Data set-up time  | 250 |      | ns      |
| $t_r$        | Rise time of both SDA and SCL signals   |     | 1000 | ns      |
| $t_f$        | Fall time of both SDA and SCL signal  |     | 300  | ns      |
| $t_{SU;STO}$ | Set-up time for STOP condition  | 4.0 |      | $\mu$ s |
| $t_{BUF}$    | Bus free time between a STOP and START condition  | 4.7 |      | $\mu$ s |

## Device Address

MSB

LSB

|                |   |   |   |   |   |   |     |
|----------------|---|---|---|---|---|---|-----|
| 1              | 0 | 0 | 0 | 0 | 0 | 1 | 0/1 |
| Device Address |   |   |   |   |   |   | R/W |

7-bit Device Address: 0x41

8-bit Device Read Address: 0x83

8-bit Device Write Address: 0x82

## Protocol V3.X Command List

| CMD Code       | Name              | Set /Get | Note | b7  | b6 | b5                          | b4 | b3 | b2 | b1 | b0 |  |  |  |
|----------------|-------------------|----------|------|---|----|-----------------------------|----|----|----|----|----|--|--|--|
| 0x10           | Touch Information | Get      |      | 0: No touch<br>1: Last Report at ID 0 to ID 5 (include release status)<br>2: Last Report at ID 6 to ID 9 (include release status) |    |                             |    |    |    |    |    |  |  |  |
|                |                   |          | ID0  | 1: Touch Down,<br>0: Touch Off  | 0  | X_High direction coordinate |    |    |    |    |    |  |  |  |
|                |                   |          |      | X_Low direction coordinate  |    |                             |    |    |    |    |    |  |  |  |
|                |                   |          |      | 0   | 0  | Y_High direction coordinate |    |    |    |    |    |  |  |  |
|                |                   |          |      | Y_Low direction coordinate  |    |                             |    |    |    |    |    |  |  |  |
|                |                   |          |      | Touch Pressure  |    |                             |    |    |    |    |    |  |  |  |
|                |                   |          | ID1  | 1: Touch Down,<br>0: Touch Off  | 0  | X_High direction coordinate |    |    |    |    |    |  |  |  |
|                |                   |          |      | X_Low direction coordinate  |    |                             |    |    |    |    |    |  |  |  |
|                |                   |          |      | 0   | 0  | Y_High direction coordinate |    |    |    |    |    |  |  |  |
|                |                   |          |      | Y_Low direction coordinate  |    |                             |    |    |    |    |    |  |  |  |
|                |                   |          |      | Touch Pressure  |    |                             |    |    |    |    |    |  |  |  |
|                |                   |          | ID2  | 1: Touch Down,<br>0: Touch Off  | 0  | X_High direction coordinate |    |    |    |    |    |  |  |  |
|                |                   |          |      | X_Low direction coordinate  |    |                             |    |    |    |    |    |  |  |  |
|                |                   |          |      | 0   | 0  | Y_High direction coordinate |    |    |    |    |    |  |  |  |
|                |                   |          |      | Y_Low direction coordinate  |    |                             |    |    |    |    |    |  |  |  |
|                |                   |          |      | Touch Pressure  |    |                             |    |    |    |    |    |  |  |  |
|                |                   |          | ID3  | 1: Touch Down,<br>0: Touch Off  | 0  | X_High direction coordinate |    |    |    |    |    |  |  |  |
|                |                   |          |      | X_Low direction coordinate  |    |                             |    |    |    |    |    |  |  |  |
|                |                   |          |      | 0   | 0  | Y_High direction coordinate |    |    |    |    |    |  |  |  |
|                |                   |          |      | Y_Low direction coordinate  |    |                             |    |    |    |    |    |  |  |  |
| Touch Pressure |                   |          |      |   |    |                             |    |    |    |    |    |  |  |  |

|      |                     |     |                                     |                                    |                             |                             |
|------|---------------------|-----|-------------------------------------|------------------------------------|-----------------------------|-----------------------------|
|      |                     |     | ID4                                 | 1: Touch Down,<br>0: Touch Off     | 0                           | X_High direction coordinate |
|      |                     |     |                                     | X_Low direction coordinate         |                             |                             |
|      |                     |     |                                     | 0                                  | 0                           | Y_High direction coordinate |
|      |                     |     |                                     | Y_Low direction coordinate         |                             |                             |
|      |                     |     |                                     | Touch Pressure                     |                             |                             |
|      |                     |     | ID5                                 | 1: Touch Down,<br>0: Touch Off     | 0                           | X_High direction coordinate |
|      |                     |     |                                     | X_Low direction coordinate         |                             |                             |
|      |                     |     |                                     | 0                                  | 0                           | Y_High direction coordinate |
|      |                     |     |                                     | Y_Low direction coordinate         |                             |                             |
|      |                     |     |                                     | Touch Pressure                     |                             |                             |
|      | Touch Information 2 | Get | ID6                                 | 1: Touch Down,<br>0: Touch Off     | 0                           | X_High direction coordinate |
|      |                     |     | X_Low direction coordinate          |                                    |                             |                             |
|      |                     |     | 0                                   | 0                                  | Y_High direction coordinate |                             |
|      |                     |     | Y_Low direction coordinate          |                                    |                             |                             |
|      |                     |     | Touch Pressure                      |                                    |                             |                             |
|      |                     |     | ID7                                 | 1: Touch Down,<br>0: Touch Off     | 0                           | X_High direction coordinate |
|      |                     |     | X_Low direction coordinate          |                                    |                             |                             |
|      |                     |     | 0                                   | 0                                  | Y_High direction coordinate |                             |
|      |                     |     | Y_Low direction coordinate          |                                    |                             |                             |
|      |                     |     | Touch Pressure                      |                                    |                             |                             |
|      |                     |     | ID8                                 | 1: Touch Down,<br>0: Touch Off     | 0                           | X_High direction coordinate |
|      |                     |     | X_Low direction coordinate          |                                    |                             |                             |
|      |                     |     | 0                                   | 0                                  | Y_High direction coordinate |                             |
|      |                     |     | Y_Low direction coordinate          |                                    |                             |                             |
|      |                     |     | Touch Pressure                      |                                    |                             |                             |
|      |                     |     | ID9                                 | 1: Touch Down,<br>0: Touch Off     | 0                           | X_High direction coordinate |
|      |                     |     | X_Low direction coordinate          |                                    |                             |                             |
|      |                     |     | 0                                   | 0                                  | Y_High direction coordinate |                             |
|      |                     |     | Y_Low direction coordinate          |                                    |                             |                             |
|      |                     |     | Touch Pressure                      |                                    |                             |                             |
| 0x20 | Panel Information   | Get |                                     | The maximum X coordinate (bit 7:0) |                             |                             |
|      |                     |     | The maximum X coordinate (bit 15:8) |                                    |                             |                             |
|      |                     |     | The maximum Y coordinate (bit 7:0)  |                                    |                             |                             |

|      |                  |     |  |   |
|------|------------------|-----|--|---|
|      |                  |     |  | The maximum Y coordinate (bit 15:8)   |
|      |                  |     |  | The channel numbers of X direction  |
|      |                  |     |  | The channel numbers of Y direction  |
|      |                  |     |  | The maximum report points   |
|      |                  |     |  | The channel numbers of TouchKey / Scrolling Bar   |
|      |                  |     |  | For Touch Key Application<br>(Maximum supports 31 Touch Key)<br>Byte 8 : The Touch Key number (<32)<br>Byte 9: 0xFF |
| 0x30 | Enter Sleep Mode | Set |  | --  |
| 0x40 | Firmware Version | Get |  | Chip ID Code  |
|      |                  |     |  | Major firmware version  |
|      |                  |     |  | Minor firmware version  |
|      |                  |     |  | Release firmware version  |
|      |                  |     |  | For Customer Firmware Version   |
|      |                  |     |  | For Customer Firmware Version   |
|      |                  |     |  | For Customer Firmware Version   |
|      |                  |     |  | For Customer Firmware Version   |
| 0x42 | Protocol Version | Get |  | Major protocol version : 0x03   |
|      |                  |     |  | Minor protocol version : XX   |
|      |                  |     |  | Release protocol version : XX   |

## 9. Reliability Test Items

| Test Item                                | Test Conditions   | Note |
|--|---|------|
| High Temperature Operation               | 70±3°C , t=240 hrs  |      |
| Low Temperature Operation                | -20±3°C , t=240 hrs   |      |
| High Temperature Storage                 | 85±3°C , t=240 hrs  | 1,2  |
| Low Temperature Storage                  | -30±3°C , t=240 hrs   | 1,2  |
| Storage at High Temperature and Humidity | 40°C, 85% RH , 240 hrs  | 1,2  |
| Thermal Shock Test                       | -30°C (30min) ~ 85°C (30min)<br>50 cycles   | 1,2  |
| Vibration Test (Packing)                 | Sweep frequency : 10 ~ 55 ~ 10 Hz/1min<br>Amplitude : 0.75mm<br>Test direction : X.Y.Z/3 axis<br>Duration : 30min/each axis | 2    |

Note(1) Condensation of water is not permitted on the module.

Note(2) The module should be inspected after 1 hour storage in normal conditions (15-35°C, 45-65%RH).

Note(3) The module shouldn't be tested more than one condition, and all the test conditions are independent.

Note(4) All the reliability tests should be done without protective film on the module.

Definitions of life end point:

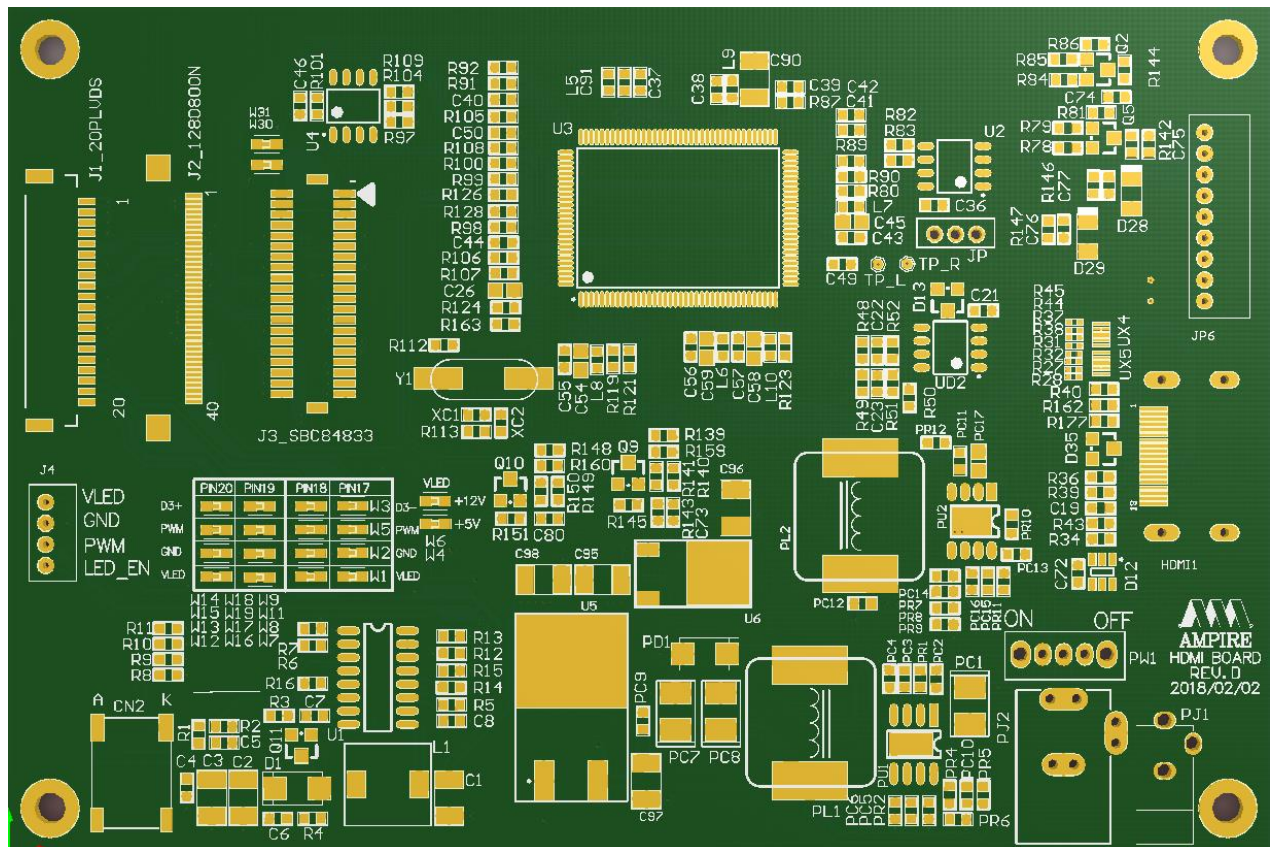
- Current drain should be smaller than the specific value.
- Function of the module should be maintained.
- Appearance and display quality should not have degraded noticeably.
- Contrast ratio should be greater than 50% of the initial value.

# 10. HDMI BOARD

## 10.1 Features

HDMI to LCD interface board

- Single Power input: 12V / 2A power input. (Connector: PJ1 or PJ2).
- LCD LVDS output: 24 BIT Single LVDS
- HDMI Digital input : (Connector: HDMI1)
  - ◆ HDMI 1.4a Compliant
  - ◆ Single-link (Type A HDMI) on-chip TMDS receiver up to 225MHz. Support long cable.
  - ◆ Do not support HDCP.



Intelligent Display Solutions, Unit 2, Berkshire Business Centre, Berkshire Drive, Thatcham, Berkshire, RG19 4EW  
Telephone : +44 (0)1635 294600 Fax : +44 (0)1635 869200 Email: info@i-lcd.com  
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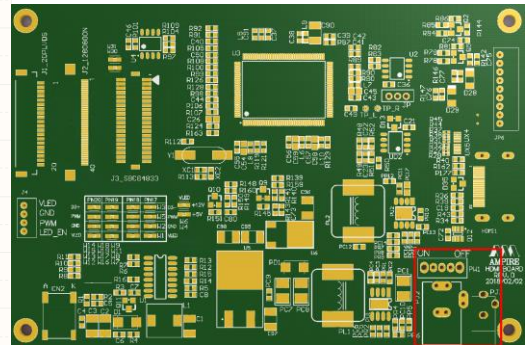
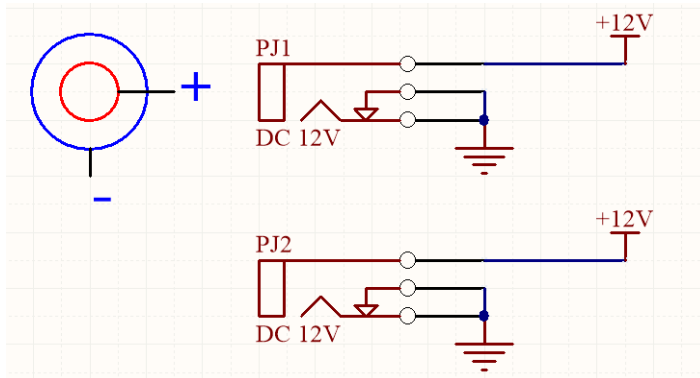
## 10.2 Support input video format:

| Resolution | V Sync | Resolution | V Sync |
|------------|--------|------------|--------|
| 640x480    | 60     | 1280x800   | 60     |
| 640x480    | 72     | 1280x800   | 75     |
| 640x480    | 75     | 1280x960   | 60     |
| 800x600    | 56     | 1280x1024  | 60     |
| 800x600    | 60     | 1280x1024  | 75     |
| 800x600    | 72     | 1360x768   | 60     |
| 800x600    | 75     | 1366x768   | 60     |
| 848x480    | 60     | 1400x1050  | 60     |
| 1024x768   | 60     | 1400x1050  | 75     |
| 1024x768   | 70     | 1440x900   | 60     |
| 1024x768   | 75     | 1440x900   | 75     |
| 1152x864   | 75     | 1600x900   | 60     |
| 1280x720   | 60     | 1680x1050  | 60     |
| 1280x768   | 60     | 1680x1050  | 75     |
| 1280x768   | 75     | 1920x1080  | 60     |

## 10.3 Connector

### 10.3.1 Power Connector (PJ1,PJ2)

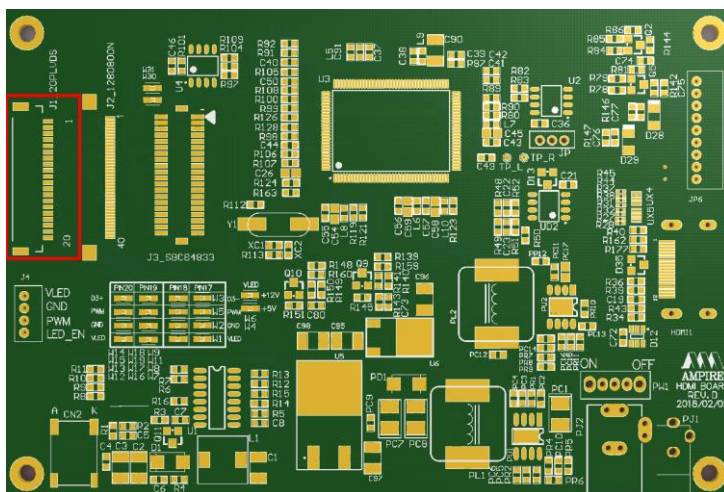
Inner terminal is positive. Outer terminal is GND





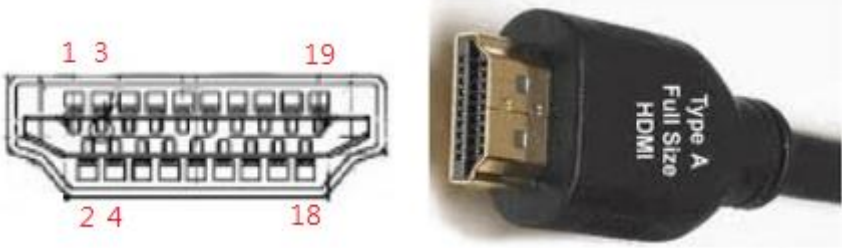
### 10.3.2 J1 Connector

| Pin No. | Symbol | Function                      |
|---------|--------|-------------------------------|
| 1       | VDD    | POWER SUPPLY:3.3V             |
| 2       | VDD    | POWER SUPPLY:3.3V             |
| 3       | GND    | Power Ground                  |
| 4       | GND    | Power Ground                  |
| 5       | IN0-   | Transmission Data of Pixels   |
| 6       | IN0+   | Transmission Data of Pixels   |
| 7       | GND    | Power Ground                  |
| 8       | IN1-   | Transmission Data of Pixels 1 |
| 9       | IN1+   | Transmission Data of Pixels 1 |
| 10      | GND    | Power Ground                  |
| 11      | IN2-   | Transmission Data of Pixels 2 |
| 12      | IN2+   | Transmission Data of Pixels 2 |
| 13      | GND    | Power Ground                  |
| 14      | CLK-   | Sampling Clock                |
| 15      | CLK+   | Sampling Clock                |
| 16      | GND    | Power Ground                  |
| 17      | JUMP   | JUMP                          |
| 18      | JUMP   | JUMP                          |
| 19      | GND    | Power Ground                  |
| 20      | JUMP   | JUMP                          |



Intelligent Display Solutions, Unit 2, Berkshire Business Centre, Berkshire Drive, Thatcham, Berkshire, RG19 4EW  
 Telephone : +44 (0)1635 294600 Fax : +44 (0)1635 869200 Email: info@i-lcd.com  
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### 10.3.3 HDMI Type A Connector

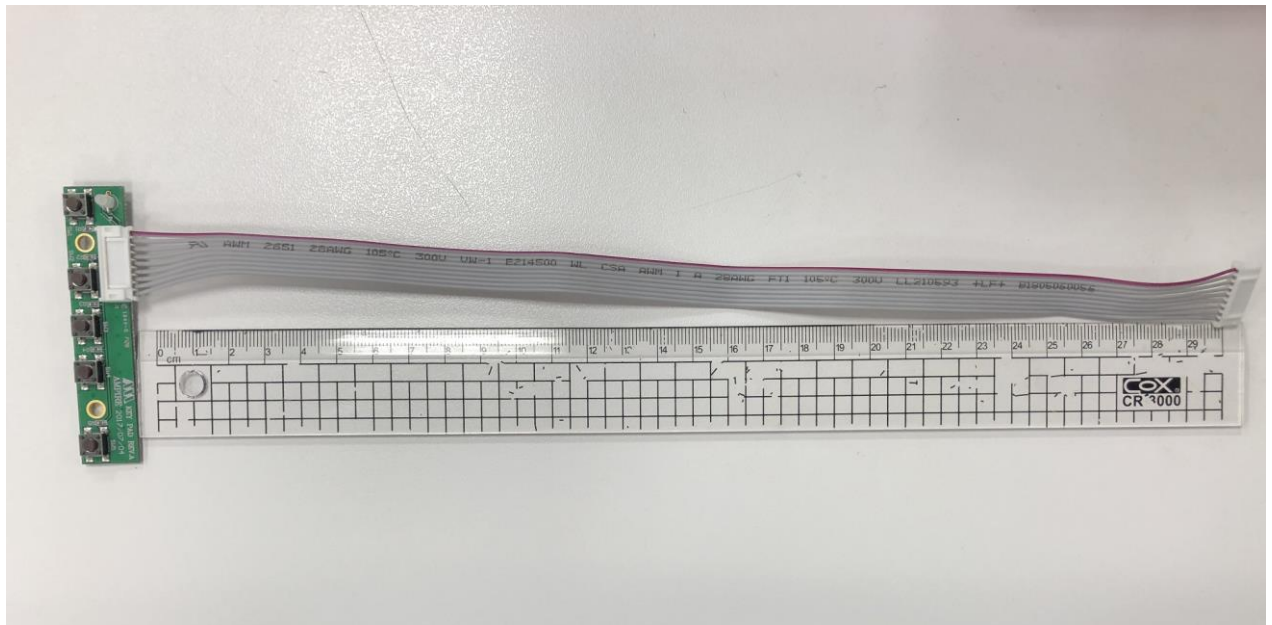
| HDMI   |                            |     |                            |
|--|----------------------------|-----|----------------------------|
|  |                            |     |                            |
| PIN  | SIGNAL                     | PIN | SIGNAL                     |
| 1  | TMDS Data2+                | 11  | TMDS Clock Shield (Ground) |
| 2  | TMDS Data2 Shield (Ground) | 12  | TMDS Clock-                |
| 3  | TMDS Data2-                | 13  | CEC (not used)             |
| 4  | TMDS Data1+                | 14  | Reserved (No Connection)   |
| 5  | TMDS Data1 Shield (Ground) | 15  | SCL                        |
| 6  | TMDS Data1-                | 16  | SDA                        |
| 7  | TMDS Data0+                | 17  | DDC/CED (Ground)           |
| 8  | TMDS Data0 Shield (Ground) | 18  | +5V input                  |
| 9  | TMDS Data0-                | 19  | Hot Plug Detect            |
| 10   | TMDS Clock+                |     |                            |

## 10.4 Key Pad

Connect to JP6 Connector.



|     |          |
|-----|----------|
| SW1 | POWER    |
| SW2 | MENU     |
| SW3 | LEFT(+)  |
| SW4 | RIGHT(-) |
| SW5 | EXIT     |



## 10.5 HDMI Board Photo



Intelligent Display Solutions, Unit 2, Berkshire Business Centre, Berkshire Drive, Thatcham, Berkshire, RG19 4EW  
Telephone : +44 (0)1635 294600 Fax : +44 (0)1635 869200 Email: info@i-lcd.com  
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## 11. GENERAL PRECAUTION

### 11.1 Use Restriction

This product is not authorized for use in life supporting systems, aircraft navigation control systems, military systems and any other application where performance failure could be life-threatening or otherwise catastrophic.

### 11.2 Disassembling or Modification

Do not disassemble or modify the module. It may damage sensitive parts inside LCD module, and may cause scratches or dust on the display. AMPIRE does not warrant the module, if customers disassemble or modify the module.

### 11.3 Breakage of LCD Panel

- (1) If LCD panel is broken and liquid crystal spills out, do not ingest or inhale liquid crystal, and do not contact liquid crystal with skin.
- (2) If liquid crystal contacts mouth or eyes, rinse out with water immediately.
- (3) If liquid crystal contacts skin or cloths, wash it off immediately with alcohol and rinse thoroughly with water.
- (4) Handle carefully with chips of glass that may cause injury, when the glass is broken.

### 11.4 Electric Shock

- (1) Disconnect power supply before handling LCD module.
- (2) Do not pull or fold the LED cable.
- (3) Do not touch the parts inside LCD modules and the fluorescent LED's connector or cables in order to prevent electric shock.

### 11.5 Absolute Maximum Ratings and Power Protection Circuit

- (1) Do not exceed the absolute maximum rating values, such as the supply voltage variation, input voltage variation, variation in parts' parameters, environmental temperature, etc., otherwise LCD module may be damaged.
- (2) Please do not leave LCD module in the environment of high humidity and high temperature for a long time.
- (3) It's recommended to employ protection circuit for power supply.

### 11.6 Operation

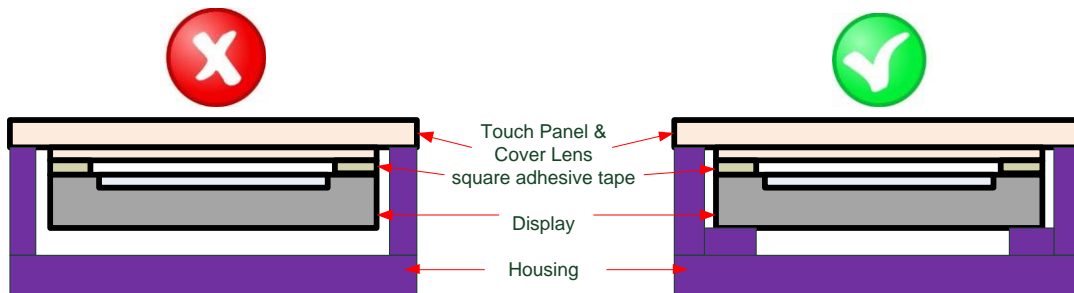
- (1) Do not touch, push or rub the polarizer with anything harder than HB pencil

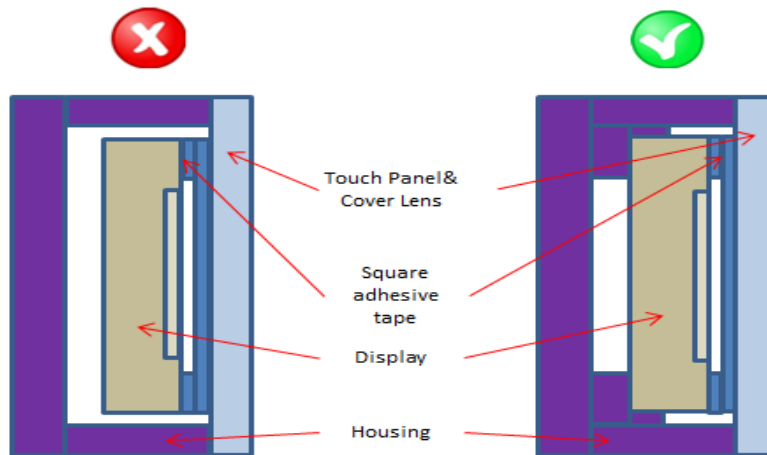
lead.

- (2) Use fingerstalls of soft gloves in order to keep clean display quality, when persons handle the LCD module for incoming inspection or assembly.
- (3) When the surface is dusty, please wipe gently with absorbent cotton or other soft material.
- (4) Wipe off saliva or water drops as soon as possible. If saliva or water drops contact with polarizer for a long time, they may cause deformation or color fading.
- (5) When cleaning the adhesives, please use absorbent cotton wetted with a little petroleum benzene or other adequate solvent.

### 11.7 Mechanism

- (1) Please mount LCD module by using mounting holes arranged in four corners tightly.
- (2) The square adhesive tape which is between the touch panel and display can't provide well supporting in the long term and high ambient temperature condition. Whether upright or horizontal position the support holder which is in the back side of the display is needed. Do not let the display floating.





### 11.8 Static Electricity

- (1) Protection film must remove very slowly from the surface of LCD module to prevent from electrostatic occurrence.
- (2) Because LCD modules use CMOS-IC on circuit board and TFT-LCD panel, it is very weak to electrostatic discharge. Please be careful with electrostatic discharge. Persons who handle the module should be grounded through adequate methods.

### 11.9 Strong Light Exposure

The module shall not be exposed under strong light such as direct sunlight. Otherwise, display characteristics may be changed.

### 11.10 Disposal

When disposing LCD module, obey the local environmental regulations.

### 11.11 Others

Do not keep the LCD at the same display pattern continually. The residual image will happen and it will damage the LCD. Please use screen saver.





