

# SPECIFICATION FOR APPROVAL

( ) Preliminary Specification

( ◆ ) Final Specification

|       |                    |
|-------|--------------------|
| Title | 12.1" SVGA TFT LCD |
|-------|--------------------|

|          |  |
|----------|--|
| Customer |  |
| MODEL    |  |

|          |                      |
|----------|----------------------|
| SUPPLIER | LG Display Co., Ltd. |
| *MODEL   | LB121S03             |
| Suffix   | TL03                 |

\*When you obtain standard approval,  
please use the above model name without suffix

| APPROVED BY | SIGNATURE |
|-------------|-----------|
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| /           | _____     |

Please return 1 copy for your confirmation with your signature and comments.

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**RECORD OF REVISIONS**

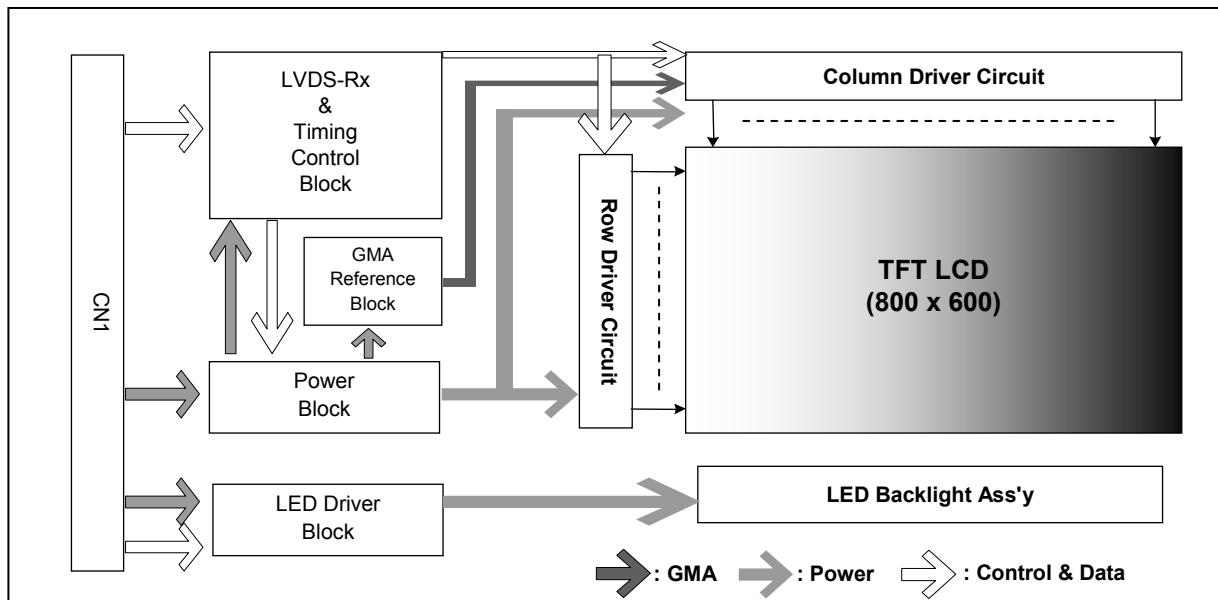
| Revision No | Revision Date | Page | Description  | Note |
|-------------|---------------|------|--|------|
| 0.1         | JAN.15.2010   | -    | First Draft (preliminary)  |      |
| 0.2         | JAN.20.2010   | 7    | Change interface CNT(FI-SEB20P-HFE→GT100-20P-LS-SMT)               |      |
| 0.3         | Mar.22.2010   | 4    | Change block diagram.  |      |
|             |               | 5    | Change wet bulb Temp.  |      |
|             |               | 6    | Change electrical characteristics.                                 |      |
|             |               | 7    | Change interface CNT(GT100-20P-LS-SMT→IS100-L30R-C23) and Pin map. |      |
|             |               | 18   | Update color coordinates   |      |
|             |               | 24   | Change mechanical drawing  |      |
| 1.0         | DEC.01.2010   | -    | Final Specification  |      |
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## 1. General Description

The LB121S03-TL03 is a Color Active Matrix Liquid Crystal Display with an integral LED backlight system. The matrix employs a-Si Thin Film Transistor as the active element. It is a transmissive type display operating in the normally white mode. This TFT-LCD has 12.1 inches diagonally measured active display area with SVGA resolution(800 horizontal by 600 vertical pixel array). Each pixel is divided into Red, Green and Blue sub-pixels or dots which are arranged in vertical stripes. Gray scale or the brightness of the sub-pixel color is determined with a 8-bit(or 6-bit) gray scale signal for each dot, thus, presenting a palette of more than 16,777,216(or 262,144) colors.

The LB121S03-TL03 has been designed to apply the interface method that enables low power, high speed, low EMI.

The LB121S03-TL03 is intended to support applications where thin thickness, low power are critical factors and graphic displays are important. In combination with the vertical arrangement of the sub-pixels, the LB121S03-TL03 characteristics provide an excellent flat display for office automation products such as PC or etc.



## General Features

|                        |  |
|------------------------|--|
| Active Screen Size     | 12.1 inches(30.75cm) diagonal  |
| Outline Dimension      | 276(H) × 209(V) × 9(D) mm (Typ.)   |
| Pixel Pitch            | 0.3075 mm × 0.3075 mm  |
| Pixel Format           | 800 horiz. By 600 vert. Pixels RGB strip arrangement                           |
| Color Depth            | 16,777,216 colors (A-FRC) @ 8-bit input<br>262,144 colors @ 6-bit input        |
| Luminance, White       | 450 cd/m <sup>2</sup> (Typ.)   |
| Power Consumption      | Total 6.81 Watt(Typ.) @ LCM circuit 0.69 Watt(Typ.), B/L input 6.12 Watt(Typ.) |
| Weight                 | 515g (Typ) 530g(Max)   |
| Display Operating Mode | Transmissive mode, normally white  |
| Surface Treatment      | Anti-glare   |
| RoHS Comply            | Yes  |

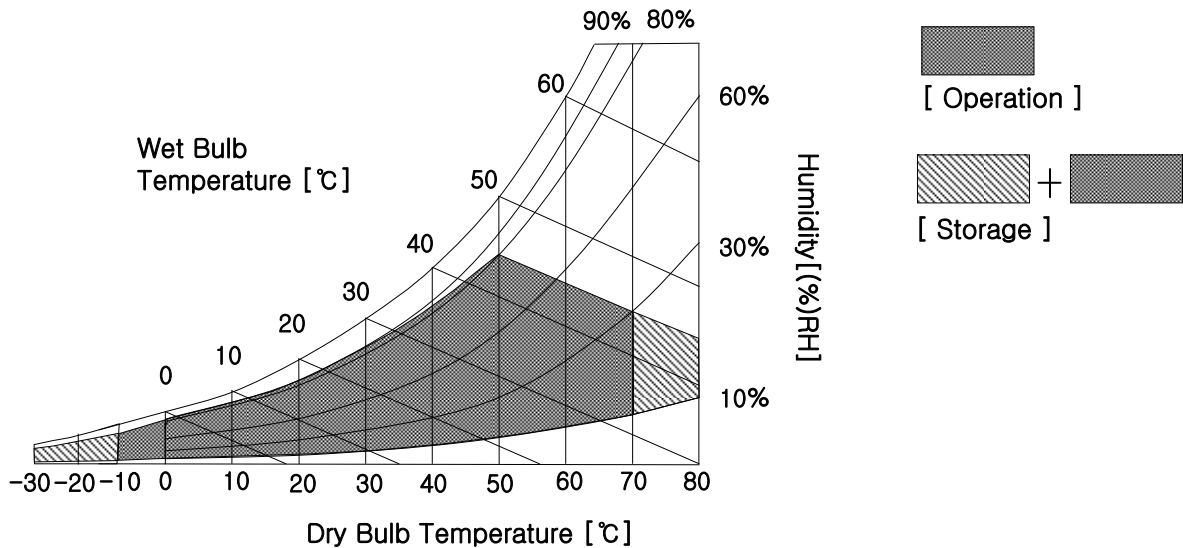
## 2. Absolute Maximum Ratings

The following are maximum values which, if exceeded, may cause faulty operation or damage to the unit.

**Table 1. ABSOLUTE MAXIMUM RATINGS**

| Parameter                  |             | Symbol               | Values |      | Units | Notes       |   |
|----------------------------|-------------|----------------------|--------|------|-------|-------------|---|
|                            |             |                      | Min    | Max  |       |             |   |
| Power Input Voltage        | LCD circuit | VCC                  | -0.3   | 3.6  | Vdc   | at 25 ± 5°C |   |
|                            | LED circuit | V <sub>LED</sub>     | -0.3   | 12.6 | Vdc   |             |   |
| Driver Control Voltage     | LCD circuit | V <sub>BIT_SEL</sub> | -0.3   | 3.6  | Vdc   |             |   |
|                            | LED circuit | V <sub>PWM</sub>     | -0.3   | 5    | Vdc   |             |   |
|                            |             | V <sub>LED_EN</sub>  | -0.3   | 12.6 | Vdc   |             |   |
| Operating Temperature      |             | T <sub>OP</sub>      | -20    | 70   | °C    |             | 1 |
| Storage Temperature        |             | T <sub>ST</sub>      | -30    | 80   | °C    |             | 1 |
| Operating Ambient Humidity |             | H <sub>OP</sub>      | 10     | 90   | %RH   |             | 1 |
| Storage Humidity           |             | H <sub>ST</sub>      | 10     | 90   | %RH   |             | 1 |

Note : 1. Temperature and relative humidity range are shown in the figure below.  
 Wet bulb temperature should be 44°C Max, and no condensation of water.



### 3. Electrical Specifications

#### 3-1. Electrical Characteristics

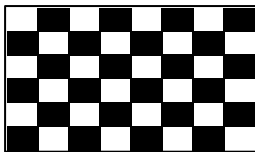
The LB121S03-TL03 requires two power inputs. One is employed to power the LCD electronics and to drive the TFT array and liquid crystal. The second input which powers the LED Backlight.

**Table 2. ELECTRICAL CHARACTERISTICS**

| Parameter                           | Symbol                | Values |      |                  | Unit            | Notes |
|-------------------------------------|-----------------------|--------|------|------------------|-----------------|-------|
|                                     |                       | Min    | Typ  | Max              |                 |       |
| MODULE :                            |                       |        |      |                  |                 |       |
| Power Supply Input Voltage          | VCC                   | 3.0    | 3.3  | 3.6              | V <sub>DC</sub> |       |
| Power Supply Input Current          | I <sub>CC</sub>       | -      | 230  | 270              | mA              | 1     |
| Power Consumption                   | P <sub>c</sub>        | -      | 0.69 | 0.89             | Watt            | 1     |
| LED Backlight ( With LED Driver ) : |                       |        |      |                  |                 |       |
| LED Power Input Voltage             | V <sub>LED</sub>      | 10.8   | 12   | 12.6             | V               | 2     |
| LED Power Input Current             | I <sub>LED</sub>      | -      | 0.51 | 0.6              | mA              | 3     |
| LED Power Consumption               | P <sub>LED</sub>      | -      | 6.12 | 7.2              | Watt            | 3     |
| PWM Duty Ratio                      |                       | 10     |      | 100              | %               | 4     |
| PWM Frequency                       | F <sub>PWM</sub>      | -      | 1    | -                | KHz             | 5     |
| PWM High Level Voltage              | V <sub>PWM,H</sub>    | 3      | 3.3  | 5                | V               |       |
| PWM Low Level Voltage               | V <sub>PWM,L</sub>    | 0      |      | 0.5              | V               |       |
| LED_EN High Voltage                 | V <sub>LED_EN,H</sub> | 3      | 3.3  | V <sub>LED</sub> | V               |       |
| LED_EN Low Voltage                  | V <sub>LED_EN,L</sub> | 0      |      | 0.5              | V               |       |
| Life Time                           |                       | 50,000 | -    | -                | Hrs             | 6     |

Note)

1. The specified current and power consumption are under the V<sub>cc</sub> = 3.3V , 25°C , f<sub>v</sub> = 60Hz condition whereas Mosaic pattern(8x6) is displayed and f<sub>v</sub> is the frame frequency.



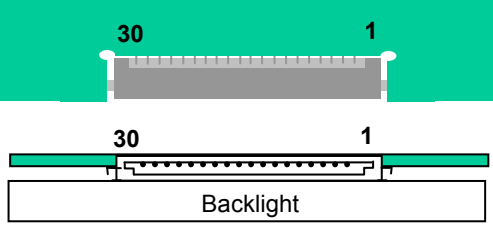
2. The measuring position is the connector of LCM and the test conditions are under 25°C.
3. The current and power consumption with LED Driver are under the V<sub>LED</sub> = 12.0V , 25°C , Dimming of max luminance whereas white pattern is displayed.
4. The operation of LED Driver below minimum dimming ratio may cause flickering or reliability issue.
5. This Spec. is not effective at 100% dimming ratio as an exception because it has DC level equivalent to 0Hz. In spite of acceptable range as defined, the PWM frequency should be fixed and stable for more consistent brightness control at any specific level desired.
6. The life time is determined as the time at which brightness of LED is 50% compare to that of initial value at the typical LED current.

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### 3-2. Interface Connections

The electronics interface connector is a model IS100-L30R-C23 manufactured by UJU.

**Table 3. MODULE CONNECTOR PIN CONFIGURATION (CN1)**

| Pin | Symbol  | Description   | Notes   |
|-----|---------|---|---|
| 1   | VCC     | Power Supply for module, 3.3V Typ.                      | 1, Interface chips<br>1.1 LCD : THine, KE5M6U2730WFP(LCD Controller) including LVDS Receiver<br>1.2 System : THC63LVDM83R or Equivalent<br><br>2, Connector<br>2.1 LCD : IS100-L30R-C23, UJU or Equivalent<br>2.2 Mating : FI-X30H and FI-X30HL (Manufactured by JAE) or Equivalent<br><br><div style="text-align: center;"> <b>Rear view of LCM</b><br/>  </div> |
| 2   | VCC     | Power Supply for module, 3.3V Typ.                      |   |
| 3   | GND     | Ground  |   |
| 4   | Bit_SEL | Bit Selection, High(3.3V)/NC : 8 Bit, Low : 6 Bit       |   |
| 5   | A1M     | Negative LVDS differential data input                   |   |
| 6   | A1P     | Positive LVDS differential data input                   |   |
| 7   | GND     | Ground  |   |
| 8   | A2M     | Negative LVDS differential data input                   |   |
| 9   | A2P     | Positive LVDS differential data input                   |   |
| 10  | GND     | Ground  |   |
| 11  | A3M     | Negative LVDS differential data input                   |   |
| 12  | A3P     | Positive LVDS differential data input                   |   |
| 13  | GND     | Ground  |   |
| 14  | CLKM    | Negative LVDS differential clock input                  |   |
| 15  | CLKP    | Positive LVDS differential clock input                  |   |
| 16  | GND     | GND   |   |
| 17  | A4M     | Negative LVDS differential data input(for 8 bit)        |   |
| 18  | A4P     | Positive LVDS differential data input(for 8 bit)        |   |
| 19  | NC      | Used only LGD internal test. Please treat it as NC.     |   |
| 20  | NC      | Used only LGD internal test. Please treat it as NC.     |   |
| 21  | GND     | Ground  |   |
| 22  | GND     | Ground  |   |
| 23  | GND     | Ground  |   |
| 24  | GND     | Ground  |   |
| 25  | PWM     | System PWM input for dimming control                    |   |
| 26  | LED_EN  | High(Typ.3.3V): Backlight On,<br>Low(0V): Backlight Off |   |
| 27  | GND     | GND   |   |
| 28  | VLED    | Power Supply, 12V Typ.                                  |   |
| 29  | VLED    | Power Supply, 12V Typ.                                  |   |
| 30  | VLED    | Power Supply, 12V Typ.                                  |   |

- Notes : 1. All GND(ground) pins should be connected together and the LCD's metal frame.  
 2. All  $V_{CC}$ (power input) pins should be connected together.

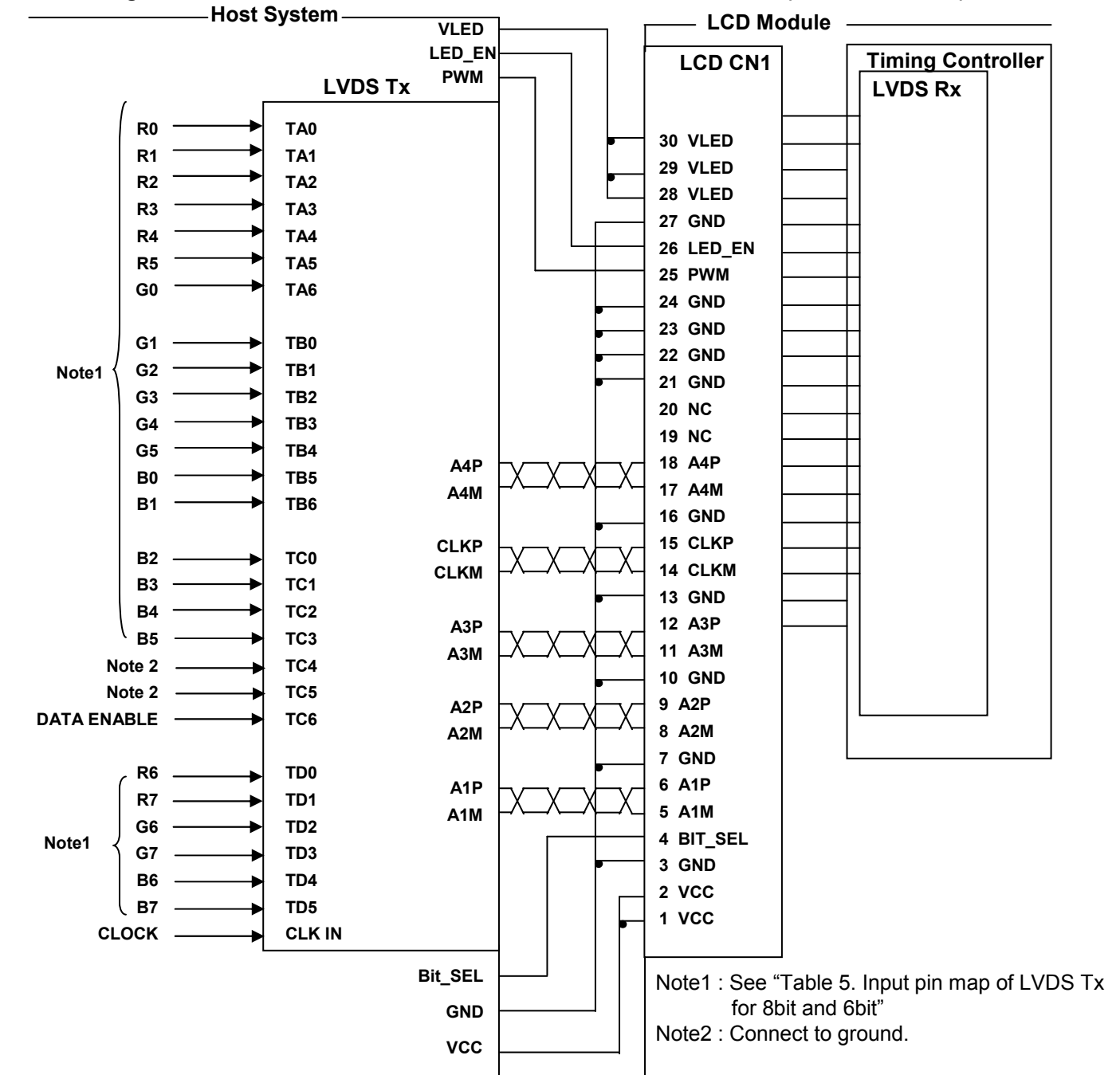
### 3-3. Connection between Host system and Connector

Connection between Host system and LVDS receiver should be different by input signal condition(8bit or 6bit). Please refer to 3.3.1 and 3.3.2.

#### 3.3.1 Input data signal : 8bit

If input data is 8bit, connect MSB 2bit of R,G,B to TD0~TD5 pin of LVDS Tx. Refer to FIG 1 and Table 5 for more detail.

Fig 1. REQUIRED SIGNAL ASSIGNMENT FOR LVDS TRANSMITTER(THC63LVDM83R) – 8Bit

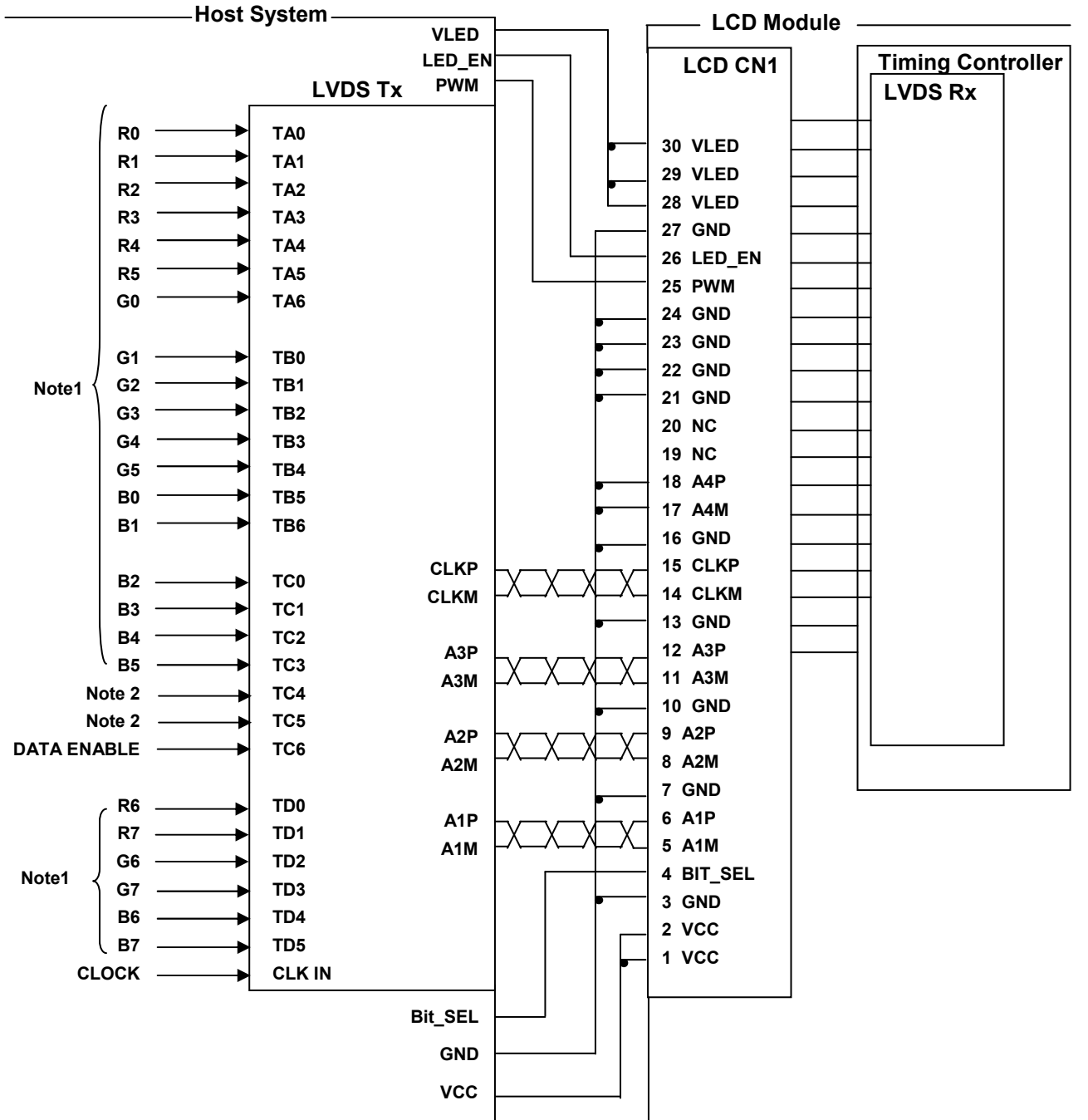




3.3.2 Input data signal : 6bit

If input data is 6bit, pin map of host system should be different with 8bit. Refer to FIG 2 and Table 5 for more detail.

Fig 2. REQUIRED SIGNAL ASSIGNMENT FOR LVDS TRANSMITTER(THC63LVDM83R) – 6Bit



Note1 : R0(6bit) is not equal to R0(8bit). See "Table 5. Input pin map of LVDS Tx for 8bit and 6bit" for more detail.  
Note2 : Connect to ground.

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**Table 5. Input pin map of LVDS Tx for 8bit and 6bit**

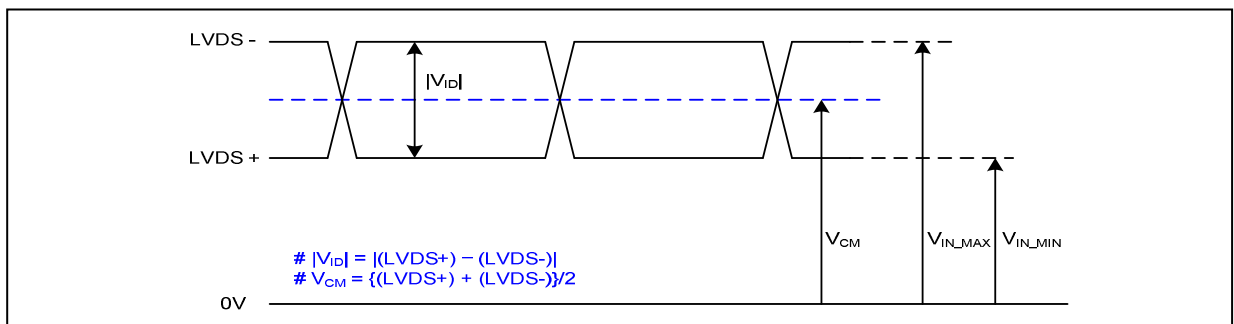
| TTL Data    |    | LVDS Tx input Pin (Pin #) | TTL Data    |    | LVDS Tx input Pin (Pin #) | Note  |
|-------------|----|---------------------------|-------------|----|---------------------------|---|
| 8bit        |    |                           | 6bit        |    |                           |   |
| LSB         | R0 | TA0 (51)                  |             | -  | -                         | If input data is 6bit, don't connect LSB two data to LVDS Tx. |
|             | R1 | TA1 (52)                  |             | -  | -                         |   |
|             | R2 | TA2 (54)                  | LSB         | R0 | TA0 (51)                  | TTL R2(8bit)=TTL R0(6bit)                                     |
|             | R3 | TA3 (55)                  |             | R1 | TA1 (52)                  | TTL R3(8bit)=TTL R1(6bit)                                     |
|             | R4 | TA4 (56)                  |             | R2 | TA2 (54)                  | TTL R4(8bit)=TTL R2(6bit)                                     |
|             | R5 | TA5 (3)                   |             | R3 | TA3 (55)                  | TTL R5(8bit)=TTL R3(6bit)                                     |
|             | R6 | TD0 (50)                  |             | R4 | TA4 (56)                  | TTL R6(8bit)=TTL R4(6bit)                                     |
| MSB         | R7 | TD1 (2)                   | MSB         | R5 | TA5 (3)                   | TTL R7(8bit)=TTL R5(6bit)                                     |
| LSB         | G0 | TA6 (4)                   |             | -  | -                         | If input data is 6bit, don't connect LSB two data to LVDS Tx. |
|             | G1 | TB0 (6)                   |             | -  | -                         |   |
|             | G2 | TB1 (7)                   | LSB         | G0 | TA6 (4)                   | TTL G2(8bit)=TTL G0(6bit)                                     |
|             | G3 | TB2 (11)                  |             | G1 | TB0 (6)                   | TTL G3(8bit)=TTL G1(6bit)                                     |
|             | G4 | TB3 (12)                  |             | G2 | TB1 (7)                   | TTL G4(8bit)=TTL G2(6bit)                                     |
|             | G5 | TB4 (14)                  |             | G3 | TB2 (11)                  | TTL G5(8bit)=TTL G3(6bit)                                     |
|             | G6 | TD2 (8)                   |             | G4 | TB3 (12)                  | TTL G6(8bit)=TTL G4(6bit)                                     |
| MSB         | G7 | TD3 (10)                  | MSB         | G5 | TB4 (14)                  | TTL G7(8bit)=TTL G5(6bit)                                     |
| LSB         | B0 | TB5 (15)                  |             | -  | -                         | If input data is 6bit, don't connect LSB two data to LVDS Tx. |
|             | B1 | TB6 (19)                  |             | -  | -                         |   |
|             | B2 | TC0 (20)                  | LSB         | B0 | TB5 (15)                  | TTL B2(8bit)=TTL B0(6bit)                                     |
|             | B3 | TC1 (22)                  |             | B1 | TB6 (19)                  | TTL B3(8bit)=TTL B1(6bit)                                     |
|             | B4 | TC2 (23)                  |             | B2 | TC0 (20)                  | TTL B4(8bit)=TTL B2(6bit)                                     |
|             | B5 | TC3 (24)                  |             | B3 | TC1 (22)                  | TTL B5(8bit)=TTL B3(6bit)                                     |
|             | B6 | TD4 (16)                  |             | B4 | TC2 (23)                  | TTL B6(8bit)=TTL B4(6bit)                                     |
| MSB         | B7 | TD5 (18)                  | MSB         | B5 | TC3 (24)                  | TTL B7(8bit)=TTL B5(6bit)                                     |
| Data Enable |    | TC6 (30)                  | Data Enable |    | TC6 (30)                  |   |
| CLOCK       |    | CLKIN (31)                | CLOCK       |    | CLKIN (31)                |   |

Note : LVDS Tx - THc63LVDM83R(Thine) or equivalent.

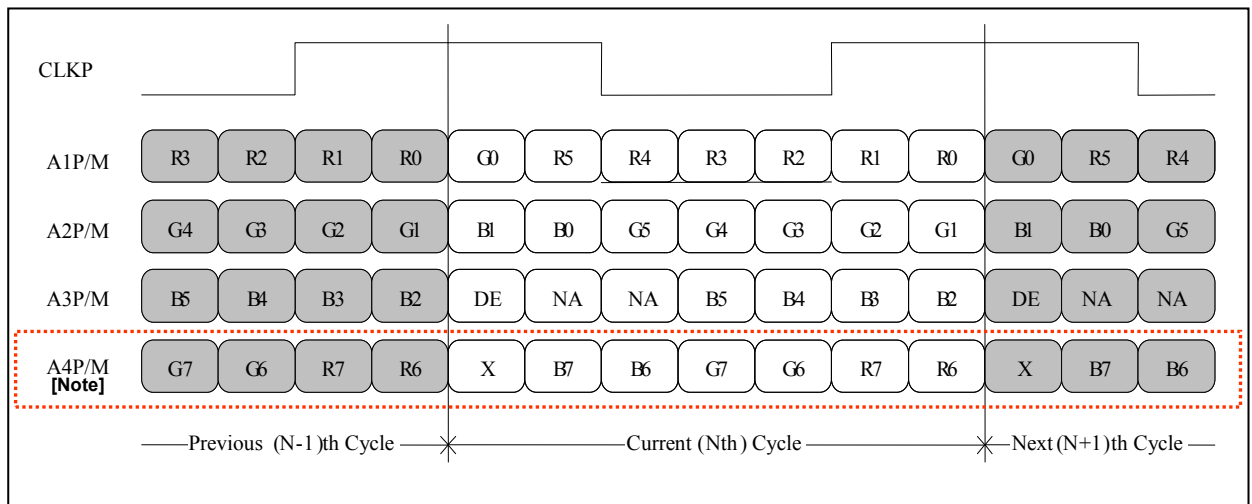
### 3-4. LVDS Signal Timing Specifications

#### 3-4.1. DC specification

| Description               | Symbol     | Min | Max | Unit | Notes |
|---------------------------|------------|-----|-----|------|-------|
| LVDS Differential Voltage | $ V_{ID} $ | 100 | 600 | mV   | -     |
| LVDS Common mode Voltage  | $V_{CM}$   | 0.6 | 1.8 | V    | -     |
| LVDS Input Voltage Range  | $V_{IN}$   | 0.3 | 2.1 | V    | -     |



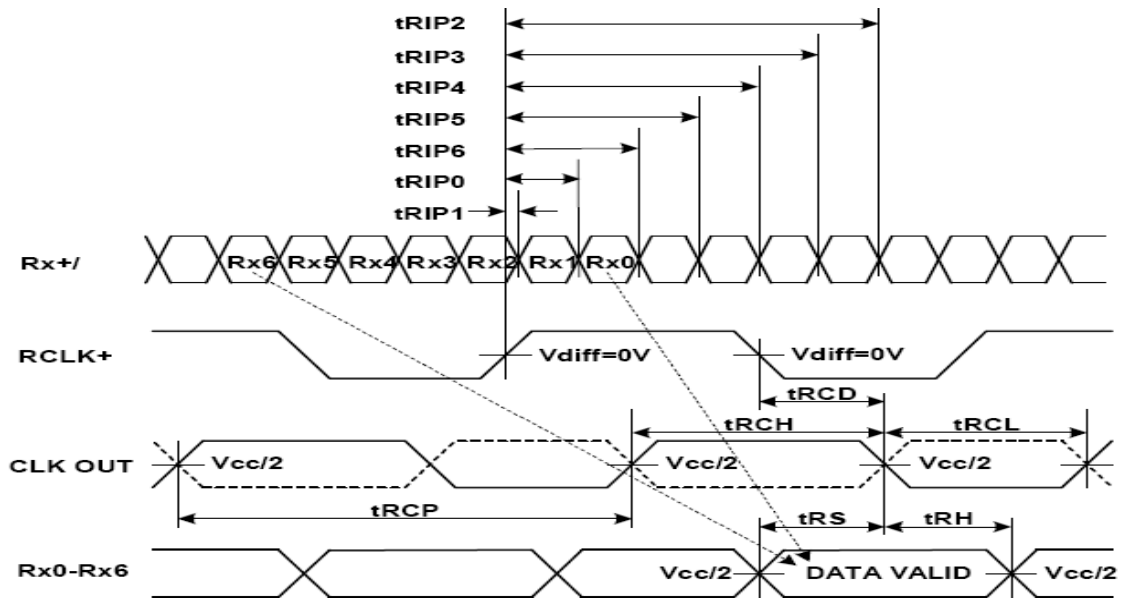
#### 3-4.2. Data format



Note : When input condition of 'Bit SEL' is low for 6bit operation(262,144 colors), A4 P/M is excluded among the pairs

**3-4.3. AC specification**

| Symbol | Parameter              | Min      | Typ   | Max      | Unit |
|--------|------------------------|----------|-------|----------|------|
| tCLK   | LVDS CLK Period        | 25       | 25.9  | 27       | ns   |
| tRCH   | CLK OUT High Time      | -        | 4T/7- | -        | ns   |
| tRCL   | CLK OUT Low Time       | -        | 3T/7  | -        | ns   |
| tRS    | Data Setup to CLK OUT  | 3T/7-2.5 |       |          | ns   |
| TRH    | Data Hold from CLK OUT | 4T/7-3.5 | -     | -        | ns   |
| tRIP1  | Input Data Position 0  | -0.4     | 0.0   | 0.4      | ns   |
| tRIP0  | Input Data Position 1  | T/7-0.4  | T/7   | T/7+0.4  | ns   |
| tRIP6  | Input Data Position 2  | 2T/7-0.4 | 2T/7  | 2T/7+0.4 | ns   |
| tRIP5  | Input Data Position 3  | 3T/7-0.4 | 3T/7  | 3T/7+0.4 | ns   |
| tRIP4  | Input Data Position 4  | 4T/7-0.4 | 4T/7  | 4T/7+0.4 | ns   |
| tRIP3  | Input Data Position 5  | 5T/7-0.4 | 5T/7  | 5T/7+0.4 | ns   |
| tRIP2  | Input Data Position 6  | 6T/7-0.4 | 6T/7  | 6T/7+0.4 | ns   |



< AC Timing Diagram >

## Product Specification

### 3-5. Signal Timing Specification

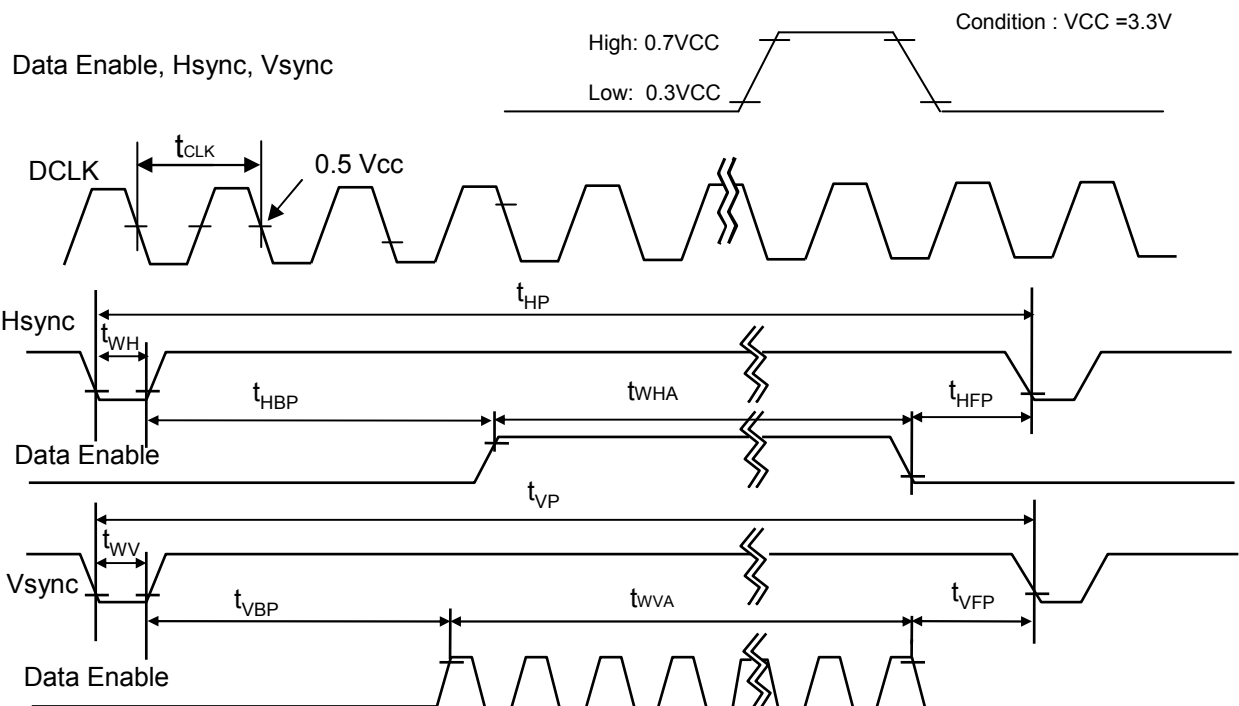
This is the signal timing required at the input of the CNT1. All of the interface signal timing should be satisfied with the following specifications and specifications of LVDS Tx/Rx for its proper operation.

**Table 6. Timing Table**

| ITEM        | Symbol                 | Min  | Typ  | Max  | Unit | Note |
|-------------|------------------------|------|------|------|------|------|
| DCLK        | Frequency              | fCLK | 37.0 | 38.5 | 40.0 | MHz  |
| Hsync       | Period                 | tHP  | 990  | 1024 | 1100 | tCLK |
|             | Width                  | tWH  | 12   | 64   | 120  |      |
| Vsync       | Period                 | tVP  | 606  | 625  | 730  | tHP  |
|             | Width                  | tWV  | 1    | 6    | 24   |      |
| Data Enable | Horizontal back porch  | tHBP | 32   | 88   | 120  | tCLK |
|             | Horizontal front porch | tHFP | 32   | 72   | 80   |      |
|             | Horizontal Active      | tWHA | 800  | 800  | 800  |      |
| Data Enable | Vertical back porch    | tVBP | 2    | 15   | 22   | tHP  |
|             | Vertical front porch   | tVFP | 3    | 4    | 5    |      |
|             | Vertical Active        | tWVA | 600  | 600  | 600  |      |

**Notes**

1. DE Only mode operation.
2. tHFP, tWH and tHBP should be any times of a character number (8).  $t_{HFP} + t_{WH} + t_{HBP} < (1/2)t_{WHA}$
3. No variation of the total number of Hsync and DE in a frame is required for normal operation.
4. No variation of the total number of clock in a Hsync period for tVBP is required for normal operation.



### 3-6. Display Color and Input Signals

#### 3-6-1. Input Condition of Bit\_SEL signal and data signals

LB121S03-TL03 can display 16,777,216 color in 256 gray scales and 262,144 colors in 64 gray scales by input condition of Bit\_SEL signal and data signals. See following table.

**Table 7. FRC and Input data signal**

| Input data signals | Bit_SEL | Input signal for Pin 17 of CN1 | Input signal for Pin 18 of CN1 | Display color | Notes |
|--------------------|---------|--------------------------------|--------------------------------|---------------|-------|
| 8-bit              | High/NC | A4P                            | A4M                            | 16,777,216    | 1,3   |
| 6-bit              | Low     | GND                            | GND                            | 262,144       | 2,4   |

Note 1 : See "3-6-2. Color Input Data Reference(16,777,216)"

Note 2 : See "3-6-3. Color Input Data Reference(262,144)"

Note 3 : See "3-3-1. Input data signal : 8bit"

Note 4 : See "3-3-2. Input data signal : 6bit"

**3-6-2. Color Input Data Reference(16,777,216 color)**

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 a reference for color versus data input. Please see “3-6-1. Input Condition of FRC signal and data signals” for 16,777,216 color.

**Table 8-1. COLOR DATA REFERENCE**

| Color       |             | Input Color Data |    |    |    |    |    |    |     |       |    |    |    |    |    |    |     |      |    |    |    |    |    |   |     |
|-------------|-------------|------------------|----|----|----|----|----|----|-----|-------|----|----|----|----|----|----|-----|------|----|----|----|----|----|---|-----|
|             |             | RED              |    |    |    |    |    |    |     | GREEN |    |    |    |    |    |    |     | BLUE |    |    |    |    |    |   |     |
|             |             | MSB              |    |    |    |    |    |    | LSB | MSB   |    |    |    |    |    |    | LSB | MSB  |    |    |    |    |    |   | LSB |
| R7          | R6          | R5               | R4 | R3 | R2 | R1 | R0 | G7 | G6  | G5    | G4 | G3 | G2 | G1 | G0 | B7 | B6  | B5   | B4 | B3 | B2 | B1 | B0 |   |     |
| Basic Color | Black       | 0                | 0  | 0  | 0  | 0  | 0  | 0  | 0   | 0     | 0  | 0  | 0  | 0  | 0  | 0  | 0   | 0    | 0  | 0  | 0  | 0  | 0  | 0 | 0   |
|             | 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   |
|             | 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   |
|             | 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   |
|             | Cyan        | 0                | 0  | 0  | 0  | 0  | 0  | 0  | 0   | 1     | 1  | 1  | 1  | 1  | 1  | 1  | 1   | 1    | 1  | 1  | 1  | 1  | 1  | 1 | 1   |
|             | Magenta     | 1                | 1  | 1  | 1  | 1  | 1  | 1  | 1   | 0     | 0  | 0  | 0  | 0  | 0  | 0  | 0   | 1    | 1  | 1  | 1  | 1  | 1  | 1 | 1   |
|             | Yellow      | 1                | 1  | 1  | 1  | 1  | 1  | 1  | 1   | 1     | 1  | 1  | 1  | 1  | 1  | 1  | 1   | 0    | 0  | 0  | 0  | 0  | 0  | 0 | 0   |
|             | White       | 1                | 1  | 1  | 1  | 1  | 1  | 1  | 1   | 1     | 1  | 1  | 1  | 1  | 1  | 1  | 1   | 1    | 1  | 1  | 1  | 1  | 1  | 1 | 1   |
| RED         | RED (000)   | 0                | 0  | 0  | 0  | 0  | 0  | 0  | 0   | 0     | 0  | 0  | 0  | 0  | 0  | 0  | 0   | 0    | 0  | 0  | 0  | 0  | 0  | 0 | 0   |
|             | RED (001)   | 0                | 0  | 0  | 0  | 0  | 0  | 0  | 1   | 0     | 0  | 0  | 0  | 0  | 0  | 0  | 0   | 0    | 0  | 0  | 0  | 0  | 0  | 0 | 0   |
|             | ...         | ...              |    |    |    |    |    |    |     | ...   |    |    |    |    |    |    |     | ...  |    |    |    |    |    |   |     |
|             | RED (254)   | 1                | 1  | 1  | 1  | 1  | 1  | 1  | 0   | 0     | 0  | 0  | 0  | 0  | 0  | 0  | 0   | 0    | 0  | 0  | 0  | 0  | 0  | 0 | 0   |
|             | RED (255)   | 1                | 1  | 1  | 1  | 1  | 1  | 1  | 1   | 0     | 0  | 0  | 0  | 0  | 0  | 0  | 0   | 0    | 0  | 0  | 0  | 0  | 0  | 0 | 0   |
| GREEN       | GREEN (000) | 0                | 0  | 0  | 0  | 0  | 0  | 0  | 0   | 0     | 0  | 0  | 0  | 0  | 0  | 0  | 0   | 0    | 0  | 0  | 0  | 0  | 0  | 0 | 0   |
|             | GREEN (001) | 0                | 0  | 0  | 0  | 0  | 0  | 0  | 0   | 0     | 0  | 0  | 0  | 0  | 0  | 0  | 1   | 0    | 0  | 0  | 0  | 0  | 0  | 0 | 0   |
|             | ...         | ...              |    |    |    |    |    |    |     | ...   |    |    |    |    |    |    |     | ...  |    |    |    |    |    |   |     |
|             | GREEN (254) | 0                | 0  | 0  | 0  | 0  | 0  | 0  | 0   | 1     | 1  | 1  | 1  | 1  | 1  | 1  | 0   | 0    | 0  | 0  | 0  | 0  | 0  | 0 | 0   |
|             | GREEN (255) | 0                | 0  | 0  | 0  | 0  | 0  | 0  | 0   | 1     | 1  | 1  | 1  | 1  | 1  | 1  | 1   | 0    | 0  | 0  | 0  | 0  | 0  | 0 | 0   |
| BLUE        | BLUE (000)  | 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 (001)  | 0                | 0  | 0  | 0  | 0  | 0  | 0  | 0   | 0     | 0  | 0  | 0  | 0  | 0  | 0  | 0   | 0    | 0  | 0  | 0  | 0  | 0  | 0 | 1   |
|             | ...         | ...              |    |    |    |    |    |    |     | ...   |    |    |    |    |    |    |     | ...  |    |    |    |    |    |   |     |
|             | BLUE (254)  | 0                | 0  | 0  | 0  | 0  | 0  | 0  | 0   | 0     | 0  | 0  | 0  | 0  | 0  | 0  | 0   | 1    | 1  | 1  | 1  | 1  | 1  | 1 | 0   |
|             | BLUE (255)  | 0                | 0  | 0  | 0  | 0  | 0  | 0  | 0   | 0     | 0  | 0  | 0  | 0  | 0  | 0  | 0   | 1    | 1  | 1  | 1  | 1  | 1  | 1 | 1   |

**3-6-3. Color Input Data Reference(262,144 color)**

The brightness of each primary color (red, green and blue) is based on the 6-bit gray scale data input for the color ; the higher the binary input, the brighter the color. The table below provides a reference for color versus data input. Please see "3-6-1. Input Condition of FRC signal and data signals" for 262,144 color.

**Table 8-2. COLOR DATA REFERENCE**

| Color       |            | Input Color Data |    |    |     |     |       |    |    |    |     |      |    |    |    |     |    |    |    |
|-------------|------------|------------------|----|----|-----|-----|-------|----|----|----|-----|------|----|----|----|-----|----|----|----|
|             |            | RED              |    |    |     |     | GREEN |    |    |    |     | BLUE |    |    |    |     |    |    |    |
|             |            | MSB              |    |    |     | LSB | MSB   |    |    |    | LSB | MSB  |    |    |    | LSB |    |    |    |
|             |            | R5               | R4 | R3 | R2  | R1  | R0    | G5 | G4 | G3 | G2  | G1   | G0 | B5 | B4 | B3  | B2 | B1 | B0 |
| Basic Color | Black      | 0                | 0  | 0  | 0   | 0   | 0     | 0  | 0  | 0  | 0   | 0    | 0  | 0  | 0  | 0   | 0  | 0  | 0  |
|             | Red        | 1                | 1  | 1  | 1   | 1   | 1     | 0  | 0  | 0  | 0   | 0    | 0  | 0  | 0  | 0   | 0  | 0  | 0  |
|             | Green      | 0                | 0  | 0  | 0   | 0   | 0     | 1  | 1  | 1  | 1   | 1    | 1  | 0  | 0  | 0   | 0  | 0  | 0  |
|             | Blue       | 0                | 0  | 0  | 0   | 0   | 0     | 0  | 0  | 0  | 0   | 0    | 0  | 1  | 1  | 1   | 1  | 1  | 1  |
|             | Cyan       | 0                | 0  | 0  | 0   | 0   | 0     | 1  | 1  | 1  | 1   | 1    | 1  | 1  | 1  | 1   | 1  | 1  | 1  |
|             | Magenta    | 1                | 1  | 1  | 1   | 1   | 1     | 0  | 0  | 0  | 0   | 0    | 0  | 1  | 1  | 1   | 1  | 1  | 1  |
|             | Yellow     | 1                | 1  | 1  | 1   | 1   | 1     | 1  | 1  | 1  | 1   | 1    | 1  | 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  |
| RED         | RED (00)   | 0                | 0  | 0  | 0   | 0   | 0     | 0  | 0  | 0  | 0   | 0    | 0  | 0  | 0  | 0   | 0  | 0  | 0  |
|             | RED (01)   | 0                | 0  | 0  | 0   | 0   | 1     | 0  | 0  | 0  | 0   | 0    | 0  | 0  | 0  | 0   | 0  | 0  | 0  |
|             | ...        |                  |    |    | ... |     |       |    |    |    |     | ...  |    |    |    |     |    |    |    |
|             | RED (62)   | 1                | 1  | 1  | 1   | 1   | 0     | 0  | 0  | 0  | 0   | 0    | 0  | 0  | 0  | 0   | 0  | 0  | 0  |
|             | RED (63)   | 1                | 1  | 1  | 1   | 1   | 1     | 0  | 0  | 0  | 0   | 0    | 0  | 0  | 0  | 0   | 0  | 0  | 0  |
| GREEN       | GREEN (00) | 0                | 0  | 0  | 0   | 0   | 0     | 0  | 0  | 0  | 0   | 0    | 0  | 0  | 0  | 0   | 0  | 0  | 0  |
|             | GREEN (01) | 0                | 0  | 0  | 0   | 0   | 0     | 0  | 0  | 0  | 0   | 0    | 1  | 0  | 0  | 0   | 0  | 0  | 0  |
|             | ...        |                  |    |    | ... |     |       |    |    |    |     | ...  |    |    |    |     |    |    |    |
|             | GREEN (62) | 0                | 0  | 0  | 0   | 0   | 0     | 1  | 1  | 1  | 1   | 1    | 0  | 0  | 0  | 0   | 0  | 0  | 0  |
|             | GREEN (63) | 0                | 0  | 0  | 0   | 0   | 0     | 1  | 1  | 1  | 1   | 1    | 1  | 0  | 0  | 0   | 0  | 0  | 0  |
| BLUE        | BLUE (00)  | 0                | 0  | 0  | 0   | 0   | 0     | 0  | 0  | 0  | 0   | 0    | 0  | 0  | 0  | 0   | 0  | 0  | 0  |
|             | BLUE (01)  | 0                | 0  | 0  | 0   | 0   | 0     | 0  | 0  | 0  | 0   | 0    | 0  | 0  | 0  | 0   | 0  | 0  | 1  |
|             | ...        |                  |    |    | ... |     |       |    |    |    |     | ...  |    |    |    |     |    |    |    |
|             | BLUE (62)  | 0                | 0  | 0  | 0   | 0   | 0     | 0  | 0  | 0  | 0   | 0    | 0  | 1  | 1  | 1   | 1  | 1  | 0  |
|             | BLUE (63)  | 0                | 0  | 0  | 0   | 0   | 0     | 0  | 0  | 0  | 0   | 0    | 0  | 1  | 1  | 1   | 1  | 1  | 1  |



### 3-7. Power Sequence

#### 3-7-1. LCD Driving circuit

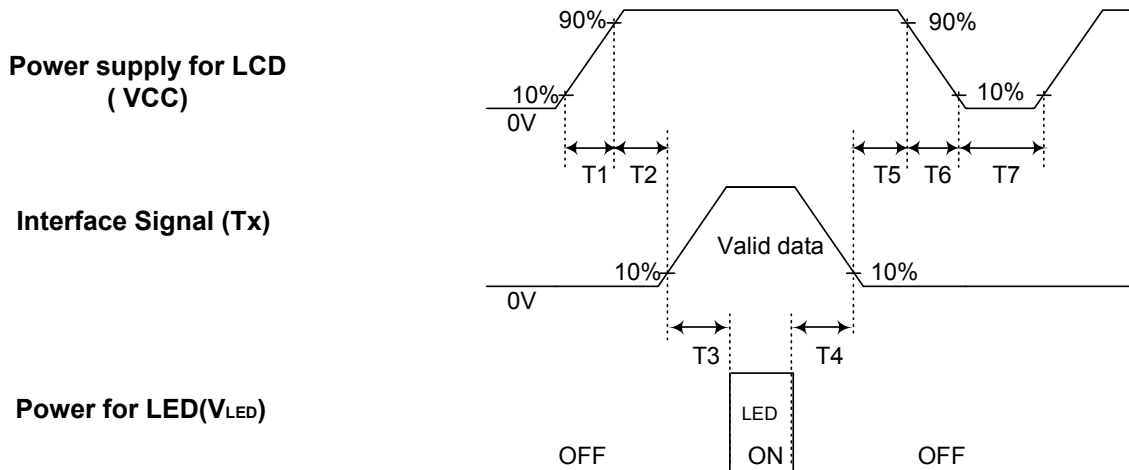
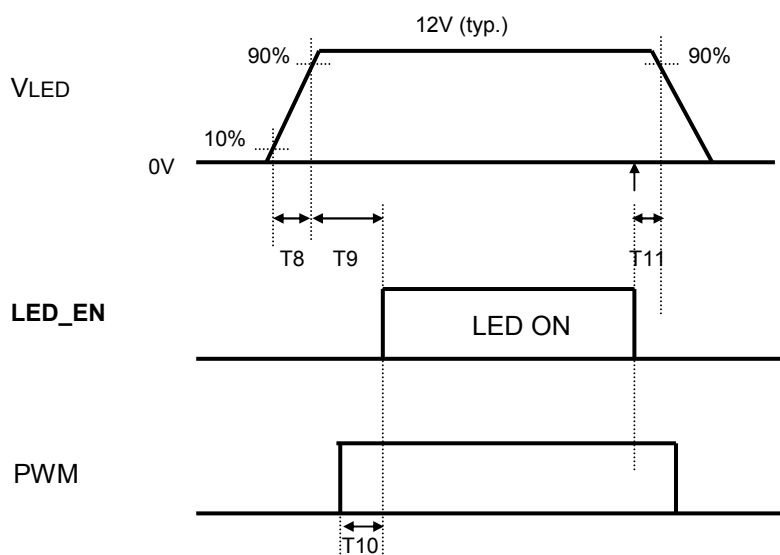


Table 9. POWER SEQUENCE TABLE

| Parameter      | Value |      |      | Units |
|----------------|-------|------|------|-------|
|                | Min.  | Typ. | Max. |       |
| T <sub>1</sub> | -     | -    | 10   | (ms)  |
| T <sub>2</sub> | 10    | -    | 50   | (ms)  |
| T <sub>3</sub> | 200   | -    | -    | (ms)  |
| T <sub>4</sub> | 200   | -    | -    | (ms)  |
| T <sub>5</sub> | 0     | -    | 50   | (ms)  |
| T <sub>6</sub> | -     | -    | 10   | (ms)  |
| T <sub>7</sub> | 2     | -    | -    | (s)   |

Note)

1. Please avoid floating state of interface signal at invalid period.
2. When the interface signal is invalid, be sure to pull down the power supply for LCD VCC to 0V.
3. Lamp power must be turn on after power supply for LCD and interface signal are valid.

**3-7-2. Sequence for LED Driver**


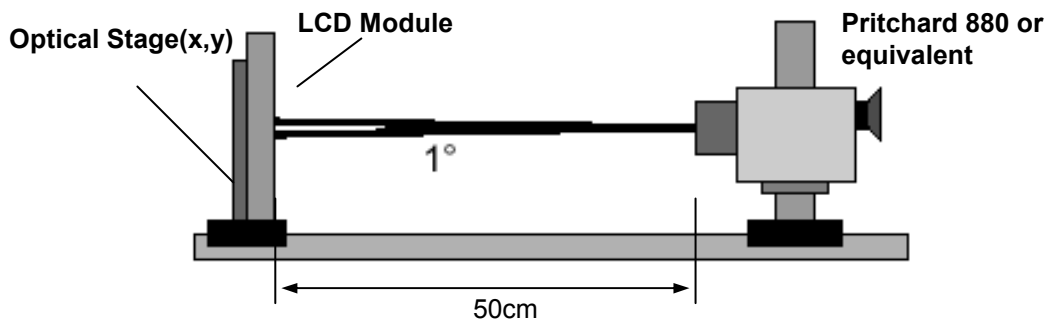
| Parameter | Value |      |      | Units |
|-----------|-------|------|------|-------|
|           | Min.  | Typ. | Max. |       |
| T8        | 20    | -    | -    | ms    |
| T9        | 500   | -    | -    | ms    |
| T10       | 0     | -    | -    | ms    |
| T11       | 10    | -    | -    | ms    |

#### 4. Optical Specification

Optical characteristics are determined after the unit has been 'ON' and stable for approximately 30 minutes in a dark environment at 25°C. The values specified are at an approximate distance 50cm from the LCD surface at a viewing angle of  $\Phi$  and  $\Theta$  equal to 0°.

FIG. 3 presents additional information concerning the measurement equipment and method.

**FIG. 3 Optical Characteristic Measurement Equipment and Method**



**Table 10. OPTICAL CHARACTERISTICS**

$T_a=25^\circ\text{C}$ ,  $V_{CC}=3.3\text{V}$ ,  $f_v=60\text{Hz}$ ,  $D_{clk}=38.5\text{MHz}$ ,  $\text{LED PWM}=100\%$

| Parameter                         | Symbol                  | Values |       |       | Units             | Notes |
|-----------------------------------|-------------------------|--------|-------|-------|-------------------|-------|
|                                   |                         | Min    | Typ   | Max   |                   |       |
| Contrast Ratio                    | CR                      | 500    | 600   | -     |                   | 1     |
| Surface Luminance, white          |                         | 360    | 450   |       | cd/m <sup>2</sup> | 2     |
| Luminance Variation               | $\delta_{\text{WHITE}}$ | -      | 1.25  | 1.45  |                   | 3     |
| Response Time                     |                         |        |       |       |                   | 4     |
| Rise Time                         | $T_{rR}$                | -      | 10    | 20    | ms                |       |
| Decay Time                        | $T_{rD}$                | -      | 20    | 30    | ms                |       |
| Color Coordinates                 |                         |        |       |       |                   |       |
| WHITE                             | $W_x$                   | 0.285  | 0.315 | 0.345 |                   |       |
|                                   | $W_y$                   | 0.308  | 0.338 | 0.368 |                   |       |
| RED                               | $R_x$                   | 0.555  | 0.585 | 0.615 |                   |       |
|                                   | $R_y$                   | 0.335  | 0.365 | 0.395 |                   |       |
| GREEN                             | $G_x$                   | 0.325  | 0.355 | 0.385 |                   |       |
|                                   | $G_y$                   | 0.524  | 0.554 | 0.584 |                   |       |
| BLUE                              | $B_x$                   | 0.125  | 0.155 | 0.185 |                   |       |
|                                   | $B_y$                   | 0.120  | 0.150 | 0.180 |                   |       |
| Viewing Angle                     |                         |        |       |       |                   | 5     |
| x axis, right ( $\Phi=0^\circ$ )  | $\Theta_r$              | 65     | 70    | -     | degree            |       |
| x axis, left ( $\Phi=180^\circ$ ) | $\Theta_l$              | 65     | 70    | -     | degree            |       |
| y axis, up ( $\Phi=90^\circ$ )    | $\Theta_u$              | 50     | 55    | -     | degree            |       |
| y axis, down ( $\Phi=270^\circ$ ) | $\Theta_d$              | 60     | 65    | -     | degree            |       |

## Product Specification

Note)

1. Contrast Ratio(CR) is defined mathematically as

$$\text{Contrast Ratio} = \frac{\text{Surface Luminance with all white pixels}}{\text{Surface Luminance with all black pixels}}$$

2. Surface luminance is the center point across the LCD surface 50cm from the surface with all pixels displaying white. For more information see FIG 3.

 3. The variation in surface luminance, The Panel total variation ( $\delta_{\text{WHITE}}$ ) is determined by measuring  $L_N$  at each test position 1 through 5, and then dividing the maximum  $L_N$  of 5 points luminance by minimum  $L_N$  of 5 points luminance. For more information see FIG 4.

$$\delta_{\text{WHITE}} = \text{Maximum}(L_1, L_2, \dots, L_5) / \text{Minimum}(L_1, L_2, \dots, L_5)$$

 4. Response time is the time required for the display to transition from white to black (rise time,  $T_{R}$ ) and from black to white(Decay Time,  $T_{D}$ ). For additional information see FIG 5.

5. Viewing angle is the angle at which the contrast ratio is greater than 10. The angles are determined for the horizontal or x axis and the vertical or y axis with respect to the z axis which is normal to the LCD surface. For more information see FIG 6.

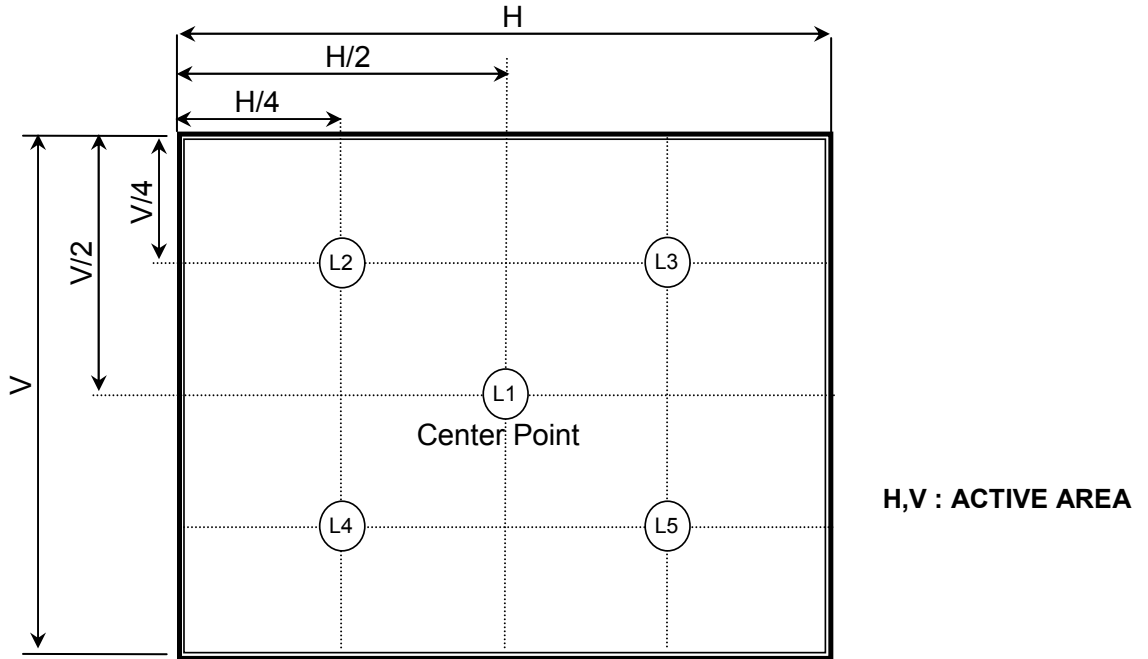
6. Gray scale reference data

 \*  $f_V=60\text{Hz}$ 

| Gray Level | Luminance [%] (Typ) |
|------------|---------------------|
| L0         | 0.2                 |
| L31        | 0.8                 |
| L63        | 4.0                 |
| L95        | 10.5                |
| L127       | 19.5                |
| L159       | 33.0                |
| L191       | 52.0                |
| L223       | 75.0                |
| L255       | 100                 |

**FIG. 4 Luminance**

<measuring point for surface luminance & measuring point for luminance variation>



**FIG. 5 Response Time**

The response time is defined as the following figure and shall be measured by switching the input signal for "black" and "white".

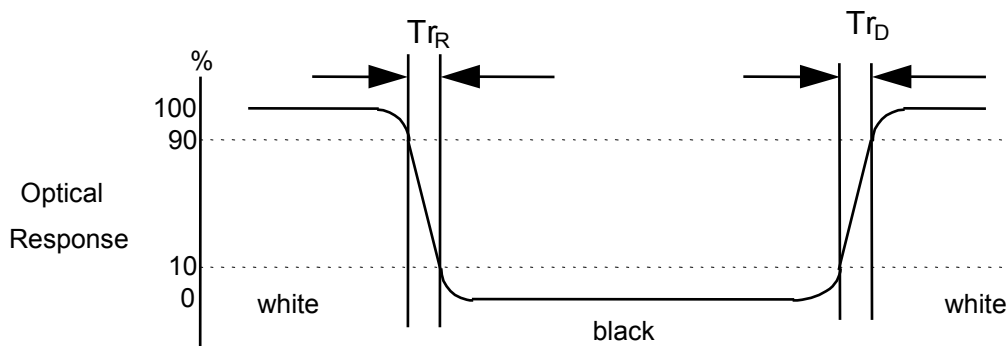
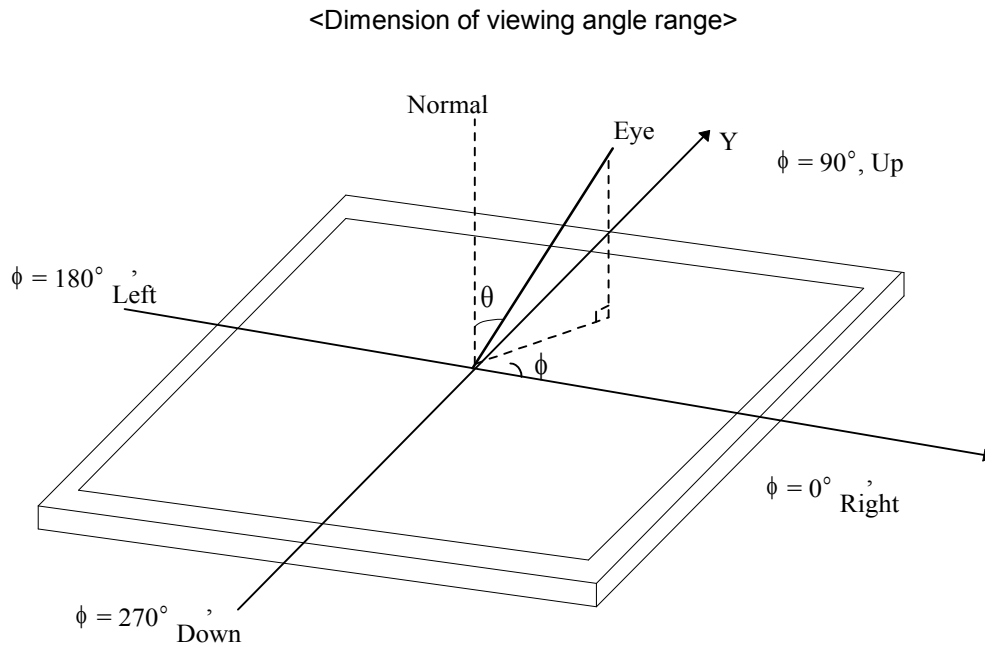


FIG. 6 Viewing angle



## 5. Mechanical Characteristics

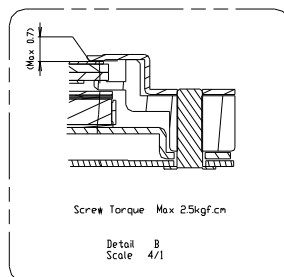
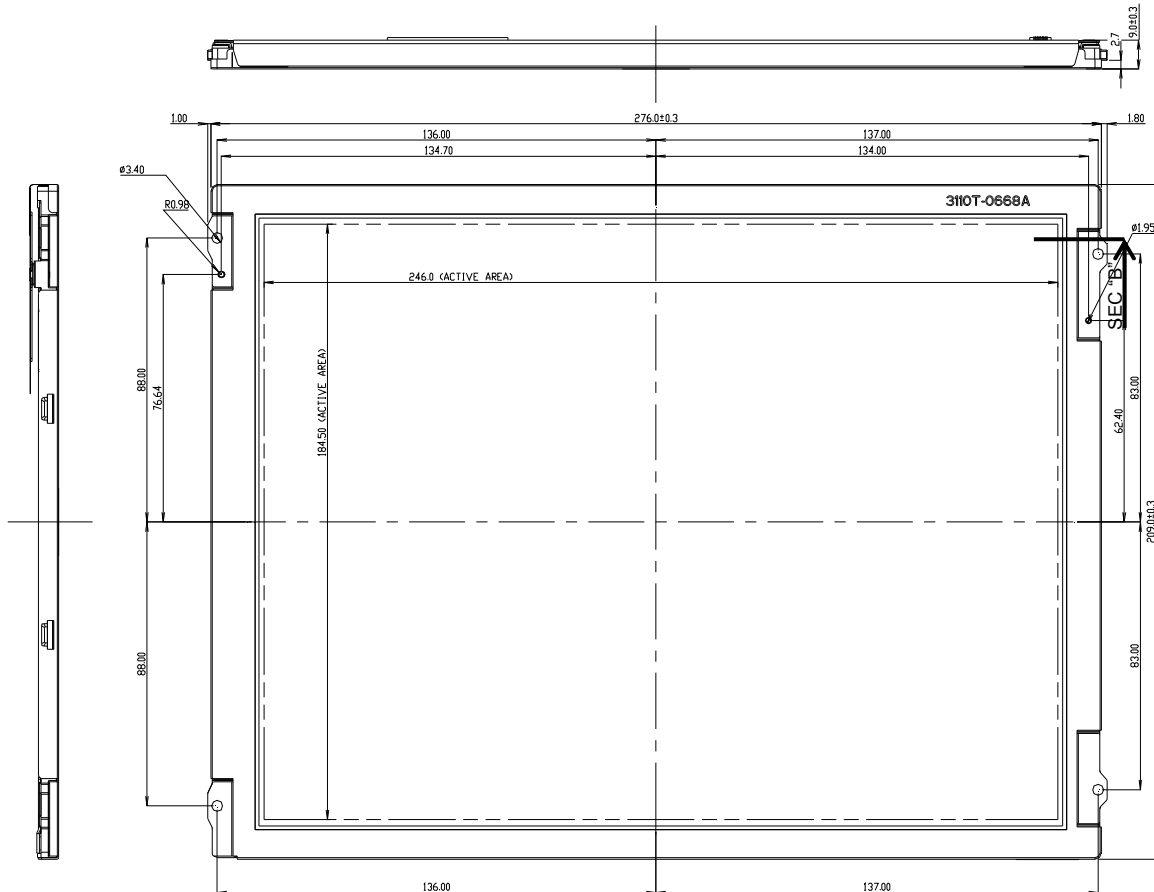
The contents provide general mechanical characteristics for the model LB121S03-TL03. In addition the figures in the next page are detailed mechanical drawing of the LCD.

| PARAMETER           | SPECIFICATION        |               |
|---------------------|----------------------|---------------|
| Outline Dimension   | Horizontal           | 276.0 ± 0.3mm |
|                     | Vertical             | 209.0 ± 0.3mm |
|                     | Depth                | 9 (Typ)       |
| Active Display Area | Horizontal           | 246.0 mm      |
|                     | Vertical             | 184.5 mm      |
| Weight              | 530g (Max.)          |               |
| Surface Treatment   | Anti-glare treatment |               |

Product Specification

<FRONT VIEW>

Note) Unit:[mm], General tolerance:  $\pm 0.5\text{mm}$

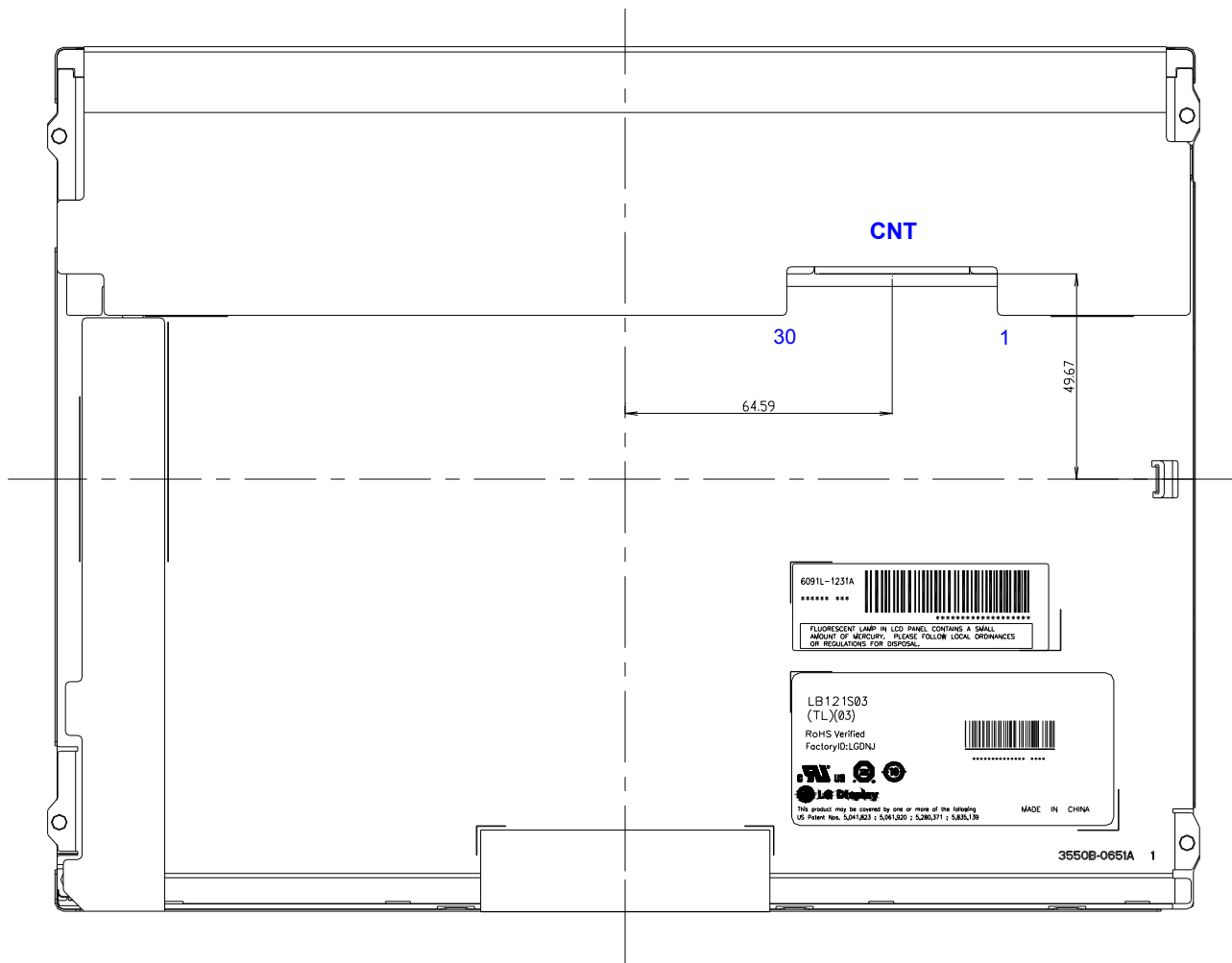




Product Specification

<REAR VIEW>

Note) Unit:[mm], General tolerance: ± 0.5mm



## 6. Reliability

Environment test condition

| No. | Test Item                                   | Conditions  |
|-----|---|---|
| 1   | High temperature storage test               | Ta= 80°C, 240h  |
| 2   | Low temperature storage test                | Ta= -30°C, 240h   |
| 3   | High temperature operation test             | Ta= 70°C, 240h  |
| 4   | Low temperature operation test              | Ta= -20°C, 240h   |
| 5   | Vibration test (non-operating)              | Random, 10 ~ 300Hz, 1Grms,3 axis, 30min/axis  |
| 6   | Shock test (non-operating)                  | Half sine wave, 120G, 2ms<br>one shock of each six faces(I.e. run 180G 6ms for all six faces) |
| 7   | Altitude<br>operating<br>storage / shipment | 0 ~ 10,000 feet (3,048m) 24Hr<br>0 ~ 40,000 feet (12,192m) 24Hr                               |

{ Result Evaluation Criteria }

1. Evaluation should be tested after storage at room temperature for 24 hours.
2. There should be no change which might affect the practical display function when the display test quality test is conducted under normal operating condition.

## 7. International Standards

### 7-1. Safety

- a) UL 60950-1, Second Edition, Underwriters Laboratories Inc.  
Information Technology Equipment - Safety - Part 1 : General Requirements.
- b) CAN/CSA C22.2 No.60950-1-07, Second Edition, Canadian Standards Association.  
Information Technology Equipment - Safety - Part 1 : General Requirements.
- c) EN 60950-1:2006 + A11:2009, European Committee for Electrotechnical Standardization (CENELEC).  
Information Technology Equipment - Safety - Part 1 : General Requirements.

### 7-2. Environment

- a) RoHS, Directive 2002/95/EC of the European Parliament and of the council of 27 January 2003

### 7-3. EMC

- a) ANSI C63.4 "Methods of Measurement of Radio-Noise Emissions from Low-Voltage Electrical and Electrical Equipment in the Range of 9kHz to 40GHz. "American National Standards Institute(ANSI), 1992
- b) C.I.S.P.R "Limits and Methods of Measurement of Radio Interface Characteristics of Information Technology Equipment." International Special Committee on Radio Interference.
- c) EN 55022 "Limits and Methods of Measurement of Radio Interface Characteristics of Information Technology Equipment." European Committee for Electro technical Standardization.(CENELEC), 1998

## 8. Packing

### 8-1. Designation of Lot Mark

a) Lot Mark

|   |   |   |   |   |   |   |   |   |   |   |   |   |
|---|---|---|---|---|---|---|---|---|---|---|---|---|
| A | B | C | D | E | F | G | H | I | J | K | L | M |
|---|---|---|---|---|---|---|---|---|---|---|---|---|

A,B,C : SIZE(INCH)

E : MONTH

N~Q: INTERNAL CODE(NO DIGIT)

D : YEAR

F ~ M : SERIAL NO.

Note

1. YEAR

|      |      |      |      |      |      |      |      |      |      |      |
|------|------|------|------|------|------|------|------|------|------|------|
| Year | 2001 | 2002 | 2003 | 2004 | 2005 | 2006 | 2007 | 2008 | 2009 | 2010 |
|      | 2011 | 2012 | 2013 | 2014 | 2015 | 2016 | 2017 | 2018 | 2019 | 2020 |
| Mark | 1    | 2    | 3    | 4    | 5    | 6    | 7    | 8    | 9    | 0    |

2. MONTH

|       |     |     |     |     |     |     |     |     |     |     |     |     |
|-------|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|
| Month | Jan | Feb | Mar | Apr | May | Jun | Jul | Aug | Sep | Oct | Nov | Dec |
| Mark  | 1   | 2   | 3   | 4   | 5   | 6   | 7   | 8   | 9   | A   | B   | C   |

b) Location of Lot Mark

Serial No. is printed on the label. The label is attached to the backside of the LCD module.  
 This is subject to change without prior notice.

### 8-2. Packing Form

a) Package quantity in one box : 16 pcs

b) Box Size : 425mm × 328mm × 350mm

## 9. PRECAUTIONS

Please pay attention to the followings when you use this TFT LCD module.

### 9-1. MOUNTING PRECAUTIONS

- (1) You must mount a module using holes arranged in four corners or four sides.
- (2) You should consider the mounting structure so that uneven force (ex. Twisted stress) is not applied to the module. And the case on which a module is mounted should have sufficient strength so that external force is not transmitted directly to the module.
- (3) Please attach the surface transparent protective plate to the surface in order to protect the polarizer. Transparent protective plate should have sufficient strength in order to resist external force.
- (4) You should adopt radiation structure to satisfy the temperature specification.
- (5) Acetic acid type and chlorine type materials for the cover case are not desirable because the former generates corrosive gas of attacking the polarizer at high temperature and the latter causes circuit break by electro-chemical reaction.
- (6) Do not touch, push or rub the exposed polarizers with glass, tweezers or anything harder than HB pencil lead. And please do not rub with dust clothes with chemical treatment. Do not touch the surface of polarizer for bare hand or greasy cloth. (Some cosmetics are detrimental to the polarizer.)
- (7) When the surface becomes dusty, please wipe gently with absorbent cotton or other soft materials like chamois soaks with petroleum benzene. Normal-hexane is recommended for cleaning the adhesives used to attach front / rear polarizers. Do not use acetone, toluene and alcohol because they cause chemical damage to the polarizer.
- (8) Wipe off saliva or water drops as soon as possible. Their long time contact with polarizer causes deformations and color fading.
- (9) Do not open the case because inside circuits do not have sufficient strength.

### 9-2. OPERATING PRECAUTIONS

- (1) The spike noise causes the mis-operation of circuits. It should be lower than following voltage :  
 $V = \pm 200\text{mV}$  (Over and under shoot voltage)
- (2) Response time depends on the temperature. (In lower temperature, it becomes longer.)
- (3) Brightness depends on the temperature. (In lower temperature, it becomes lower.)  
And in lower temperature, response time (required time that brightness is stable after turned on) becomes longer.
- (4) Be careful for condensation at sudden temperature change. Condensation makes damage to polarizer or electrical contacted parts. And after fading condensation, smear or spot will occur.
- (5) When fixed patterns are displayed for a long time, remnant image is likely to occur.
- (6) Module has high frequency circuits. Sufficient suppression to the electromagnetic interference shall be done by system manufacturers. Grounding and shielding methods may be important to minimize the interference.

※ If Customer supply incorrect Signal/Power, LGD cannot guarantee the Quality of LCM.

### 9-3. ELECTROSTATIC DISCHARGE CONTROL

Since a module is composed of electronic circuits, it is not strong to electrostatic discharge. Make certain that treatment persons are connected to ground through wrist band etc. And don't touch interface pin directly.

### 9-4. PRECAUTIONS FOR STRONG LIGHT EXPOSURE

Strong light exposure causes degradation of polarizer and color filter.

### 9-5. STORAGE

When storing modules as spares for a long time, the following precautions are necessary.

- (1) Store them in a dark place. Do not expose the module to sunlight or fluorescent light. Keep the temperature between 5°C and 35°C at normal humidity.
- (2) The polarizer surface should not come in contact with any other object.  
It is recommended that they be stored in the container in which they were shipped.

### 9-6. HANDLING PRECAUTIONS FOR PROTECTION FILM

- (1) When the protection film is peeled off, static electricity is generated between the film and polarizer.  
This should be peeled off slowly and carefully by people who are electrically grounded and with well ion-blown equipment or in such a condition, etc.
- (2) The protection film is attached to the polarizer with a small amount of glue. If some stress is applied to rub the protection film against the polarizer during the time you peel off the film, the glue is apt to remain on the polarizer.  
Please carefully peel off the protection film without rubbing it against the polarizer.
- (3) When the module with protection film attached is stored for a long time, sometimes there remains a very small amount of glue still on the polarizer after the protection film is peeled off.
- (4) You can remove the glue easily. When the glue remains on the polarizer surface or its vestige is recognized, please wipe them off with absorbent cotton waste or other soft material like chamois soaked with normal-hexane.