

## Displays & Touch Screens

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# DATA IMAGE CORPORATION

## TFT Module Specification

PRELIMINARY

ITEM NO.: FG0700R1DSSWJG01

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**2. RECORD OF REVISION**

Rev	Date	Item	Page	Comment
1	29/JAN/11'			Initial PRELIMINARY

### 3. APPLICATION

DVD player, Car TV, UMPC, POS

### 4. GENERAL SPECIFICATIONS

Parameter	Specifications	Unit
Screen Size	7 (diagonal)	inch
Display Format	800(H) x (R,G,B) x 480(V)	dot
Active Area	152.4(H) x 91.44(V)	mm
Dot Pitch	0.0635 (H) x 0.1905 (V)	mm
Pixel Configuration	Stripe	
Outline Dimension	165(W) x 104(H) x 9.53 (D)	mm
Surface treatment	Anti-glare	
Back-light	LED	
Display mode	Normally white	
Weight	147 ( typ )	g
View Angle direction	6 o'clock	

### 5. ABSOLUTE MAXIMUM RATINGS

Parameter	Symbol	MIN.	MAX.	Unit	Remark
Power Supply voltage for LCD	VCC_IN	-0.3	4.0	V	Ta=25°C
Power Supply voltage for LED	VI	-0.3	18	V	
Operating temperature	Top	-30	+85	°C	Module surface*
Storage temperature	Tst	-40	+95	°C	-
Humidity	Operation	20%~90% relative humidity			Ta 38°C
	Non Operation	5%~90% relative humidity			Ta 38°C

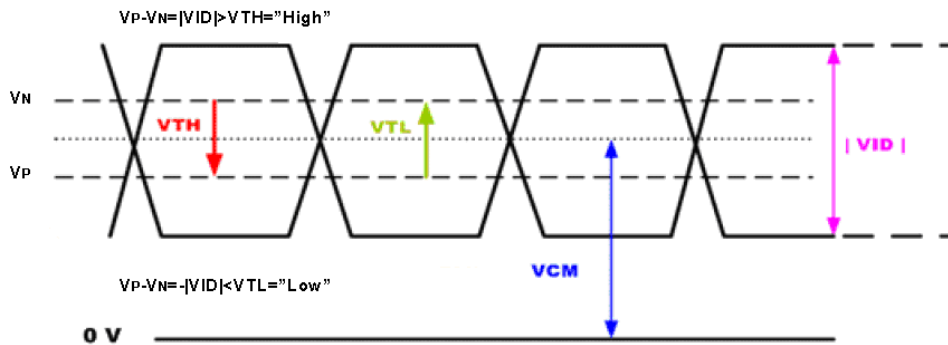
### 6. ELECTRICAL CHARACTERISTICS

fH=29.7KHz, fV=60Hz, fCLK=29.5MHz, Ta=25°C

Parameter	Symbol	MIN.	Typ.	MAX.	Unit	Remark
Power Supply voltage for LCD	VCC_IN	+3.0	+3.3	+3.6	V	
Power Supply Current for LCD	I <sub>black</sub>	-	170	-	mA	VCC_IN = 3.3V
Power Supply voltage for LED	VI	10.8	12	13.2	V	
Power Supply Current for LED	I	-	250	-	mA	VI = 12V (Duty 100%)
EN Control Level	Backlight on	2.0	-	3.3	V	
	Backlight off	0	-	0.8	V	
ADJ frequency		190	200	210	Hz	
ADJ input voltage	VIH	2.0	-	3.3	V	
	VIL	0	-	0.15	V	
Differential Input High Threshold	VTH	-	-	100	[mV]	VCM=1.2V Note 1
Differential input Low Threshold	VTL	-100	-	-	[mV]	
LED dice life time		50000			Hr	Note 2

Note 1: LVDS Signal Waveform.

### Differential Signal



Note 2: The "LED dice life time" is defined as the time when it continues to operate under the conditions at  $T_a = 25 \pm 2$  and  $I_{LED} = 60 \text{mA}$  (LED forward current) until the brightness becomes 50% of its original value.

## 7. INPUT SIGNAL CHARACTERISTICS

### 7.1 AC Characteristics

Parameter	Symbol	MIN.	TYP.	MAX.	Unit
DCLK frequency	$F_{CPH}$	27	29.5	33	MHz
DCLK period	$T_{CPH}$	-	33.9	-	ns
DE period	$T_{DEH} + T_{DEL}$	930	992	1090	$T_{CPH}$
DE pulse width	$T_{DEH}$	-	800	-	$T_{CPH}$
DE frame blanking	$T_{DEB}$	10	20	70	$T_{DEH} + T_{DEL}$
DE frame width	$T_{DE}$	-	480	-	$T_{DEH} + T_{DEL}$

### 7.2 Timing Controller Timing Chart

#### 7.2.1 Clock and Data input waveforms

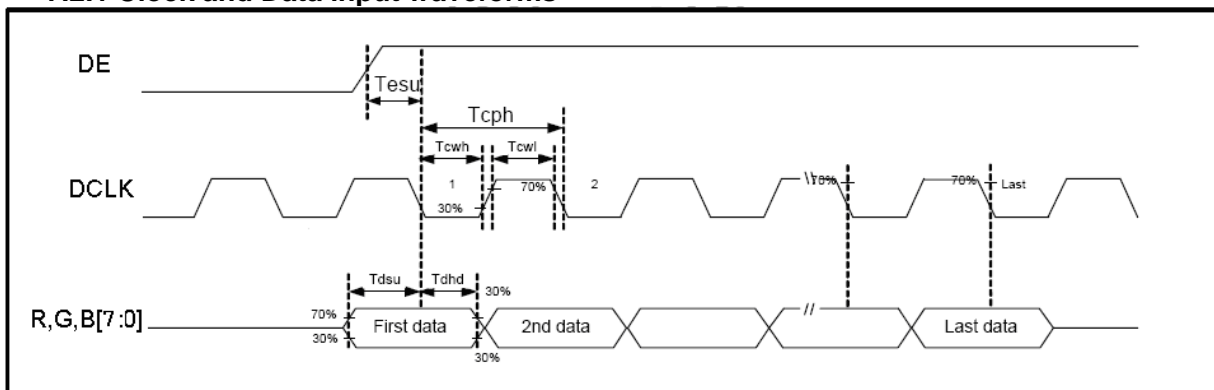
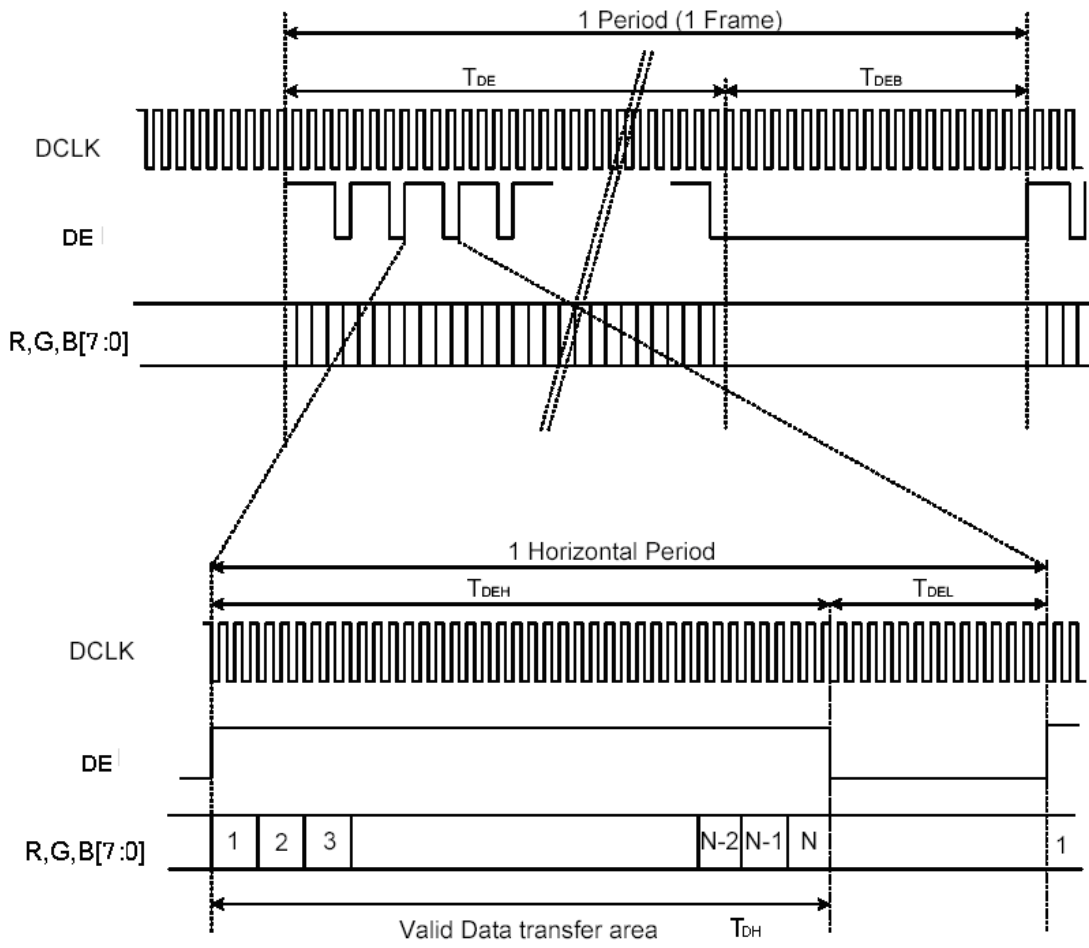
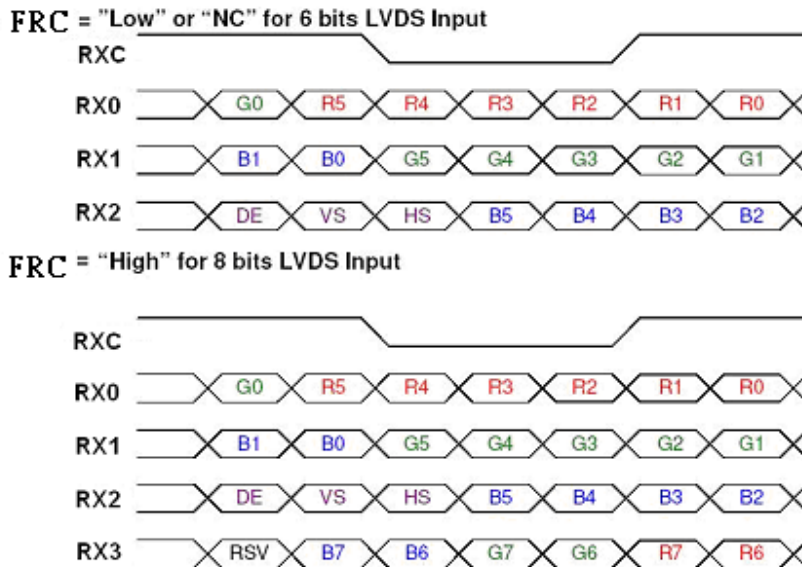


Figure 1 Clock and Data input waveforms.



## 7.2.2 LVDS Timing Chart



Note1: R/G/B data 7: MSB, R/G/B data 0: LSB

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

### 7.3 Color Data Input Assignment

The brightness of each primary color (red, green and blue) is based on the 8-bit gray scale data input for the color. The higher the binary input, the brighter the color. The table below provides the assignment of color versus data input. (0: Low Level Voltage, 1: High Level Voltage)

Color		Data Signal																							
		Red								Green								Blue							
		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 Colors	Black	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	
	Green	0	0	0	0	0	0	0	0	1	1	1	1	1	1	1	1	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	
	Cyan	0	0	0	0	0	0	0	0	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	
	Yellow	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	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	
Gray Scale Of Red	Red(0) / Dark	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0		
	Red(1)	0	0	0	0	0	0	0	1	0	0	0	0	0	0	0	0	0	0	0	0	0	0		
	Red(2)	0	0	0	0	0	0	1	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0		
	:	:	:	:	:	:	:	:	:	:	:	:	:	:	:	:	:	:	:	:	:	:	:		
	:	:	:	:	:	:	:	:	:	:	:	:	:	:	:	:	:	:	:	:	:	:	:		
	Red(253)	1	1	1	1	1	1	0	1	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		
	Red(255)	1	1	1	1	1	1	1	1	0	0	0	0	0	0	0	0	0	0	0	0	0	0		
Gray Scale Of Green	Green(0) / Dark	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0		
	Green(1)	0	0	0	0	0	0	0	0	0	0	0	0	0	0	1	0	0	0	0	0	0	0		
	Green(2)	0	0	0	0	0	0	0	0	0	0	0	0	0	1	0	0	0	0	0	0	0	0		
	:	:	:	:	:	:	:	:	:	:	:	:	:	:	:	:	:	:	:	:	:	:	:		
	:	:	:	:	:	:	:	:	:	:	:	:	:	:	:	:	:	:	:	:	:	:	:		
	Green(253)	0	0	0	0	0	0	0	0	1	1	1	1	1	1	0	1	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		
	Green(255)	0	0	0	0	0	0	0	0	1	1	1	1	1	1	1	1	0	0	0	0	0	0		
Gray Scale Of Blue	Blue(0) / Dark	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0		
	Blue(1)	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0		
	Blue(2)	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	1		
	:	:	:	:	:	:	:	:	:	:	:	:	:	:	:	:	:	:	:	:	:	:	:		
	:	:	:	:	:	:	:	:	:	:	:	:	:	:	:	:	:	:	:	:	:	:	:		
	Blue(253)	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	1	1	1	1	1	1	0		
	Blue(254)	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	1	1	1	1	1	1	1		
	Blue(255)	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	1	1	1	1	1	1	1		





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 the assignment of color versus data input. ( 0: Low Level Voltage, 1: High Level Voltage)

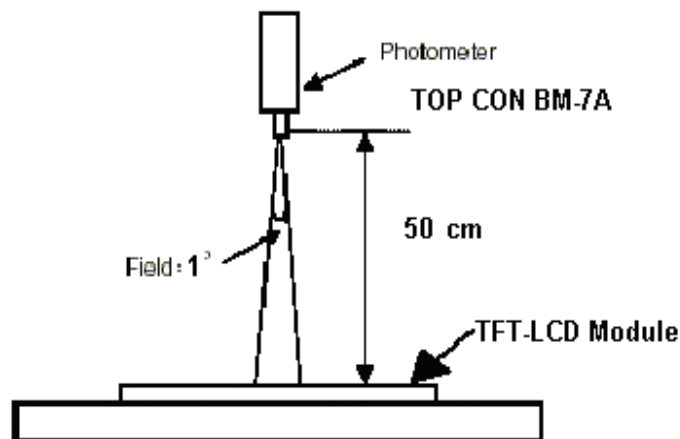
Color		Data Signal																	
		Red						Green						Blue					
		R5	R4	R3	R2	R1	R0	G5	G4	G3	G2	G1	G0	B5	B4	B3	B2	B1	B0
Basic Colors	Black	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
	Red	1	1	1	1	1	1	0	0	0	0	0	0	0	0	0	0	0	0
	Green	0	0	0	0	0	0	1	1	1	1	1	1	0	0	0	0	0	0
	Blue	0	0	0	0	0	0	0	0	0	0	0	0	1	1	1	1	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
Gray Scale Of Red	Red(0) / Dark	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
	Red(1)	0	0	0	0	0	1	0	0	0	0	0	0	0	0	0	0	0	0
	Red(2)	0	0	0	0	1	0	0	0	0	0	0	0	0	0	0	0	0	0
	:	:	:	:	:	:	:	:	:	:	:	:	:	:	:	:	:	:	
	:	:	:	:	:	:	:	:	:	:	:	:	:	:	:	:	:	:	
	Red(61)	1	1	1	1	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
Gray Scale Of Green	Green(0) / Dark	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
	Green(1)	0	0	0	0	0	0	0	0	0	0	0	1	0	0	0	0	0	0
	Green(2)	0	0	0	0	0	0	0	0	0	0	1	0	0	0	0	0	0	0
	:	:	:	:	:	:	:	:	:	:	:	:	:	:	:	:	:	:	
	:	:	:	:	:	:	:	:	:	:	:	:	:	:	:	:	:	:	
	Green(61)	0	0	0	0	0	0	1	1	1	1	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
Gray Scale Of Blue	Blue(0) / Dark	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
	Blue(1)	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	1
	Blue(2)	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	1	0
	:	:	:	:	:	:	:	:	:	:	:	:	:	:	:	:	:	:	
	:	:	:	:	:	:	:	:	:	:	:	:	:	:	:	:	:	:	
	Blue(61)	0	0	0	0	0	0	0	0	0	0	0	0	1	1	1	1	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

## 8. OPTICAL CHARACTERISTIC

Parameter	Symbol	Condition	MIN.	TYP.	MAX.	Unit	Remarks
Viewing Angle	Horizontal	$\theta_{x+}$	60	70	--	deg	Note 1,4
		$\theta_{x-}$	60	70	--		
	Vertical	$\theta_{y+}$	50	60	--		
		$\theta_{y-}$	50	60	--		
Contrast Ratio	CR	at optimized viewing angle	500	600	--		Note 1,3
Response time	Rise	Tr	-	5	10	ms	Note 1,6
	Fall	Tf	-	11	16	ms	
Uniformity	B-uni	$\theta_{x=\theta y}=0^{\circ}$	70	80	--	%	Note1,5
Brightness	L	$\theta_{x=\theta y}=0^{\circ}$	400	500	--	cd/m <sup>2</sup>	Note 1,2
Chromaticity	$x_w$	Center $\theta_{x=\theta y}=0^{\circ}$	Type- 0.03	0.313	Type+ 0.03		Note 1,7
	$y_w$			0.329			
	$x_R$			0.645			
	$y_R$			0.341			
	$x_G$			0.312			
	$y_G$			0.625			
	$x_B$			0.153			
	$y_B$			0.053			
Image sticking	tis	2 hours			2	Sec	Note 8

The following optical specifications shall be measured in a darkroom or equivalent state (ambient luminance  $\leq 1$  lux, and at room temperature). The operation temperature is  $25^{\circ}\text{C} \pm 2^{\circ}\text{C}$ . The measurement method is shown in Note1.

Note 1: The method of optical measurement:

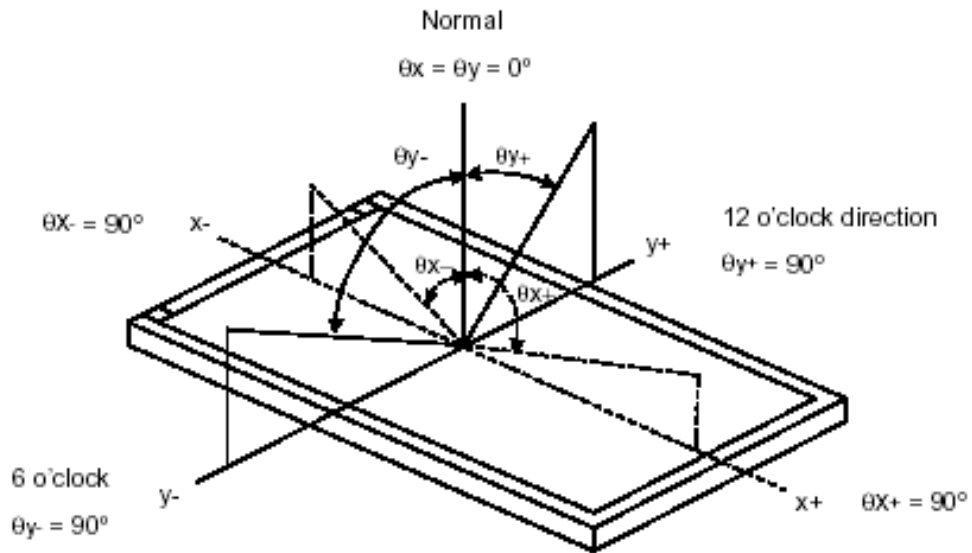


Note 2: Measured at the center area of the panel and at the viewing angle of the  $\theta_x = \theta_y = 0^\circ$

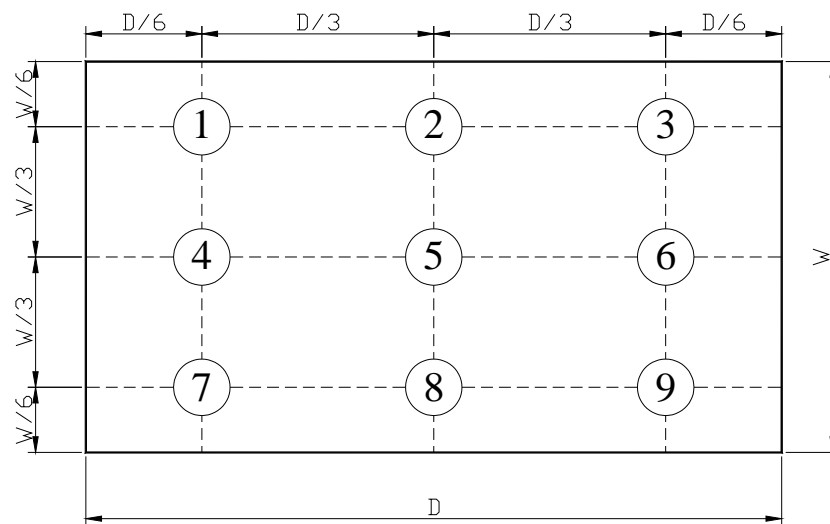
Note 3: Definition of Contrast Ratio (CR):

$$CR = \frac{\text{Luminance with all pixels in white state}}{\text{Luminance with all pixels in Black state}}$$

Note 4: Definition of Viewing Angle



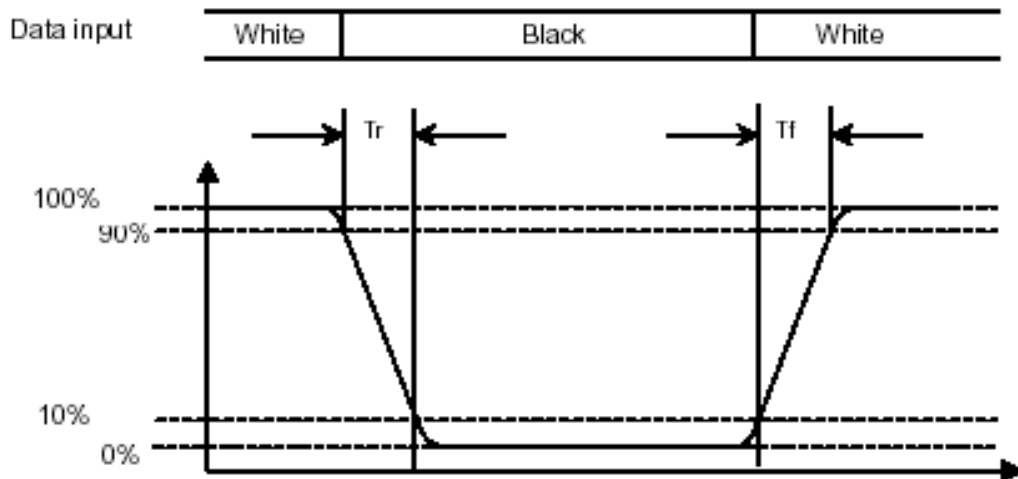
Note 5: Definition of Brightness Uniformity (B-uni):



$$B\text{-uni} = \frac{\text{Minimum luminance of 9 points}}{\text{Maximum luminance of 9 points}} \quad (\text{Note 5}).$$

Note 6: Definition of Response Time:

The Response Time is set initially by defining the “Rising Time ( $T_r$ )” and the “Falling Time ( $T_f$ )” respectively.  $T_r$  and  $T_f$  are defined as following figure.



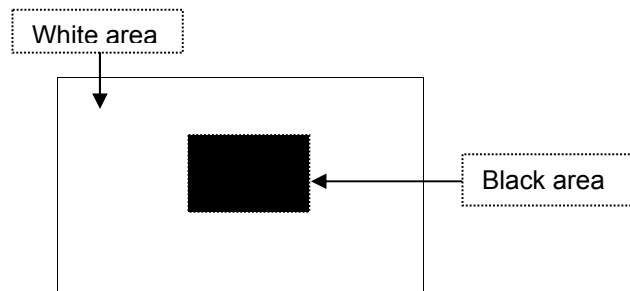
Note 7: Definition of Chromaticity:

The color coordinates  $(x_w, y_w)$ ,  $(x_r, y_r)$ ,  $(x_g, y_g)$ , and  $(x_b, y_b)$  are obtained with all pixels in the viewing field at white, red, green, and blue states, respectively.

Note 8: Definition of Image sticking (tis):

Continuously display the test pattern shown in the figure below for 2 hours. Then display a completely white screen. The previous image shall not persist more than 2 sec at 25 °C

#### Image sticking pattern



## 9. PIN CONNECTIONS

### 9.1 LVDS I/O PIN ASSIGNMENT

Pin No	Symbol	Function	Remark
1	RX3+	LVDS differential data input Pair 3.	
2	RX3-		
3	NC	No Connected	
4	FRC	Dithering control setting When FRC=H, the width of data input 8 bits When FRC=L, the width of data input 6 bits and set Dx0 and Dx1 to logical low (Default pull low)	
5	GND	Ground	
6	RXC+	LVDS differential Clock input Pair	
7	RXC-		
8	GND	Ground	
9	RX2+	LVDS differential data input Pair 2	
10	RX2-		
11	GND	Ground	
12	RX1+	LVDS differential data input Pair 1	
13	RX1-		
14	GND	Ground	
15	RX0+	LVDS differential data input Pair 0	
16	RX0-		
17	LR	Shift direction of Source Driver IC internal shift register is controlled by this pin as show below: LR=H SO1-> .....SO1200 (Default pull high) LR=L SO1200->.....SO1	
18	UD	Gate Driver Up/down scan setting When UD=H, reverse scan When UD=L, normal scan (Default pull low)	
19	VCC_IN	Digital power supply (+3.3V)	
20	VCC_IN		

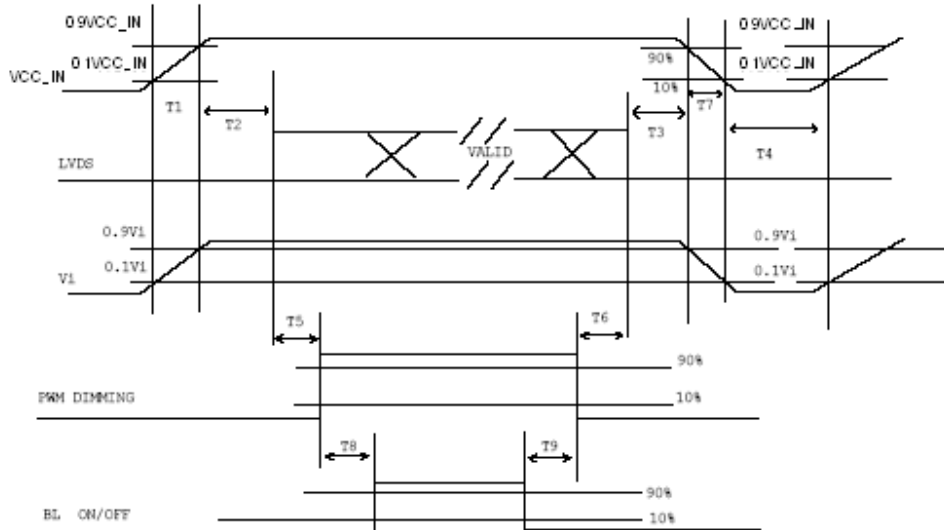
Note (1) User's connector Part No.: 076B20-0048RA-G4,Starconn or equivalent

### 9.2 BACKLIGHT PIN ASSIGNMENT

Pin No	Symbol	Function	Remark
1	VI	Converter input voltage	
2	ADJ	Backlight Adjust	
3	EN	Enable pin	
4	VGND	Converter ground	

Note (1) User's connector Part No: LM123S004HTF13,4 PIN,UNE

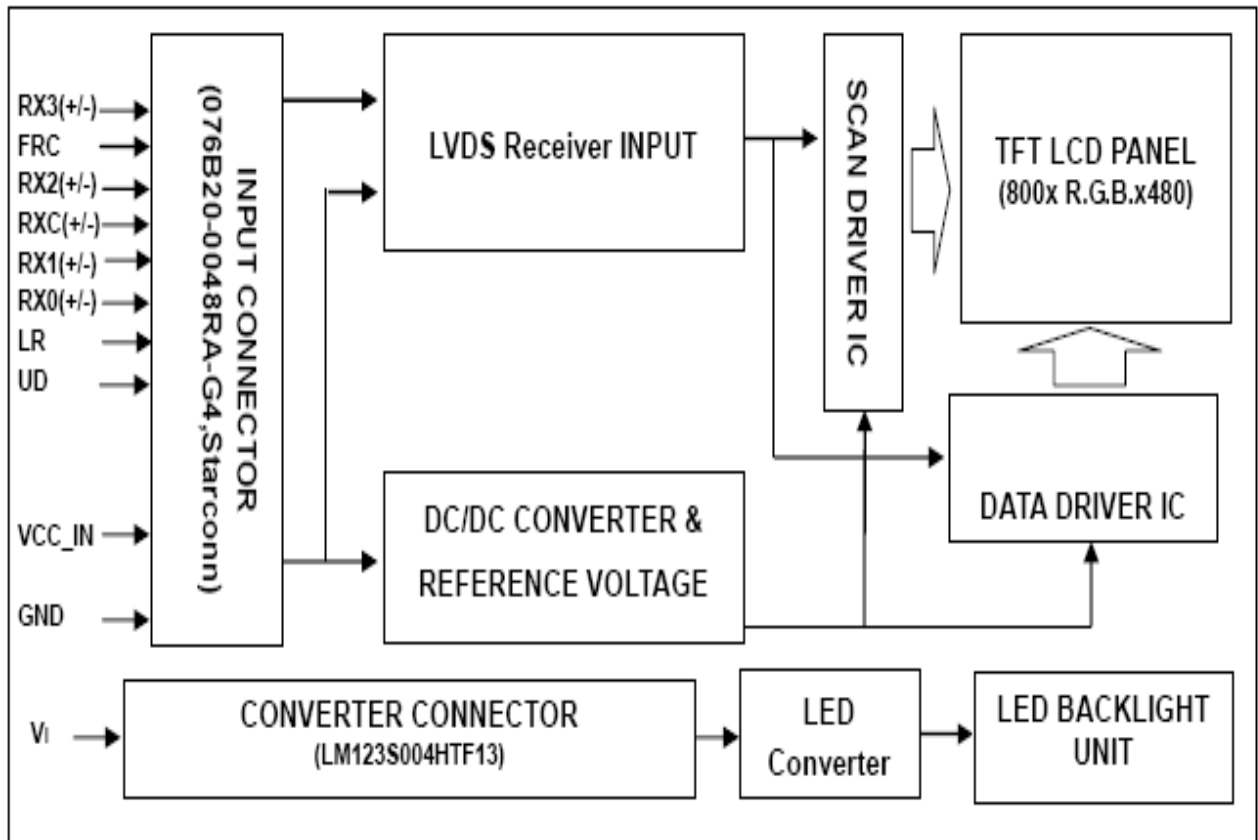
Remarks:  
Power Signal sequence:



- Note (1) Please avoid floating state of interface signal at invalid period.  
 Note (2) When the interface signal is invalid, be sure to pull down the power supply of LCD VCC\_IN to 0 V.  
 Note (3) The Backlight converter power must be turned on after the power supply for the logic and the interface signal is valid. The Backlight converter power must be turned off before the power supply for the logic and the interface signal is invalid.

Parameter	Value			Units
	Min	Typ	Max	
T1	0.5	-	10	ms
T2	0	-	50	ms
T3	0	-	50	ms
T4	500	-	-	ms
T5	20	-	-	ms
T6	10	-	-	ms
T7	5	-	300	ms
T8	10	-	-	ms
T9	10	-	-	ms

## 10. BLOCK DIAGRAM



## 11. QUALITY ASSURANCE

### 11.1 Test Condition

#### 11.1.1 Temperature and Humidity(Ambient Temperature)

Temperature :  $25 \pm 5^{\circ}\text{C}$

Humidity :  $65 \pm 5\%$

#### 11.1.2 Operation

Unless specified otherwise, test will be conducted under function state.

#### 11.1.3 Container

Unless specified otherwise, vibration test will be conducted to the product itself without putting it in a container.

#### 11.1.4 Test Frequency

In case of related to deterioration such as shock test. It will be conducted only once.

#### 11.1.5 Test Method

Reliability Test Item & Level		Test Level
No.	Test Item	
1	High Temperature Storage Test	T=95 ,240hrs
2	Low Temperature Storage Test	T=-40 ,240hrs
3	High Temperature Operation Test	T=85 ,240hrs
4	Low Temperature Operation Test	T=-30 ,240hrs
5	High Temperature and High Humidity Operation Test	T=60 ,90%RH,240hrs
6	Thermal Cycling Test (No operation)	-40 → +25 → +85 , 100 Cycles 30 min 5 min 30 min
7	Vibration Test (No operation)	3G,10~200Hz.10min/cycle,3 cycles each X,Y,Z

Note (1) There should be no condensation on the surface of panel during test.

Note (2) The temperature of panel display surface area should be 95 Max.

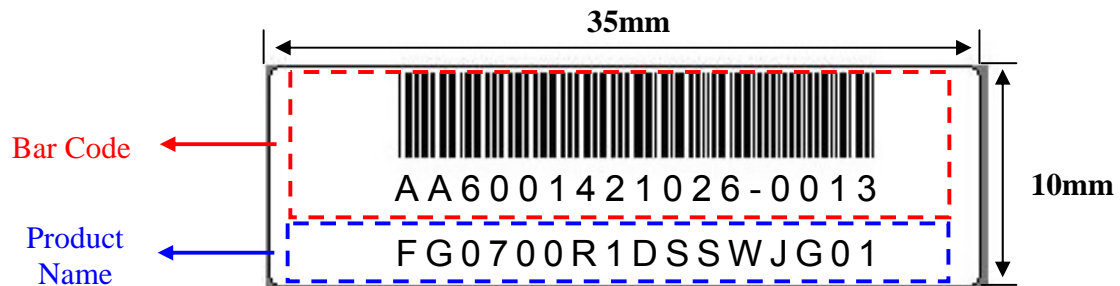
Note (3) At testing Vibration and Shock, the fixture in holding the module has to be hard and rigid enough so that the module would not be twisted or bent by the fixture.

Note (4) In the standard conditions, there is no function failure issue occurred. All the cosmetic specification is judged before the reliability test.



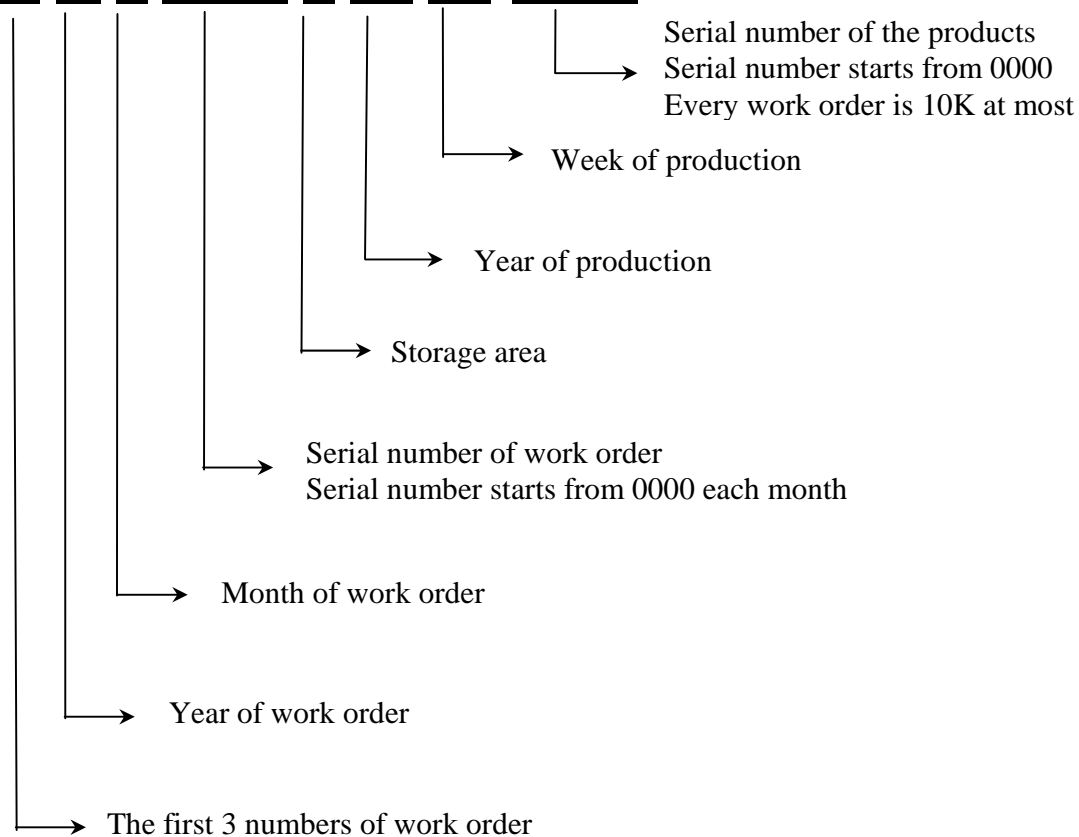
## 12. LCM PRODUCT LABEL DEFINE

Product Label style:

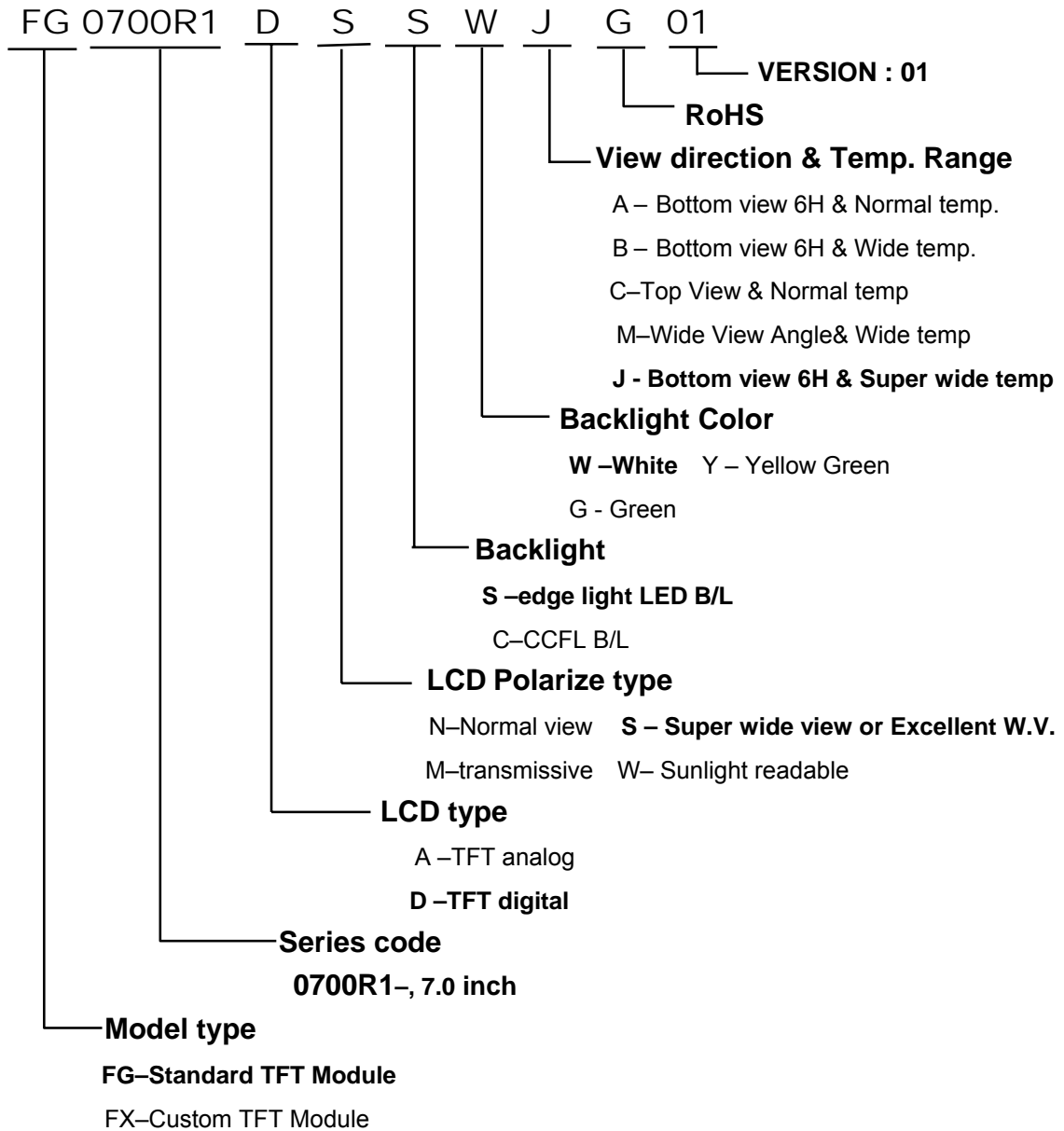


BarCode Define:

**A A 6 0014 2 10 26-0013**



**Product Name Define:**



## 13. PRECAUTIONS IN USE LCM

### 1. LIQUID CRYSTAL DISPLAY (LCD)

LCD is made up of glass, organic sealant, organic fluid, and polymer based polarizers. The following precautions should be taken when handling,

- (1). Keep the temperature within range of use and storage. Excessive temperature and humidity could cause polarization degradation, polarizer peel off or bubble.
- (2). Do not contact the exposed polarizers with anything harder than an HB pencil lead. To clean dust off the display surface, wipe gently with cotton, chamois or other soft material soaked in petroleum benzin.
- (3). Wipe off saliva or water drops immediately. Contact with water over a long period of time may cause polarizer deformation or color fading, while an active LCD with water condensation on its surface will cause corrosion of ITO electrodes.
- (4). Glass can be easily chipped or cracked from rough handling, especially at corners and edges.
- (5). Do not drive LCD with DC voltage.

### 2. Liquid Crystal Display Modules

#### 2.1 Mechanical Considerations

LCM are assembled and adjusted with a high degree of precision. Avoid excessive shocks and do not make any alterations or modifications. The following should be noted.

- (1). Do not tamper in any way with the tabs on the metal frame.
- (2). Do not modify the PCB by drilling extra holes, changing its outline, moving its components or modifying its pattern.
- (3). Do not touch the elastomer connector, especially insert an backlight panel (for example, EL).
- (4). When mounting a LCM make sure that the PCB is not under any stress such as bending or twisting. Elastomer contacts are very delicate and missing pixels could result from slight dislocation of any of the elements.
- (5). Avoid pressing on the metal bezel, otherwise the elastomer connector could be deformed and lose contact, resulting in missing pixels.

#### 2.2. Static Electricity

LCM contains CMOS LSI's and the same precaution for such devices should apply, namely

- (1). The operator should be grounded whenever he/she comes into contact with the module. Never touch any of the conductive parts such as the LSI pads, the copper leads on the PCB and the interface terminals with any parts of the human body.
- (2). The modules should be kept in antistatic bags or other containers resistant to static for storage.
- (3). Only properly grounded soldering irons should be used.
- (4). If an electric screwdriver is used, it should be well grounded and shielded from commutator sparks.

- (5) The normal static prevention measures should be observed for work clothes and working benches; for the latter conductive (rubber) mat is recommended.
- (6). Since dry air is inductive to statics, a relative humidity of 50-60% is recommended.

#### 2.3 Soldering

- (1). Solder only to the I/O terminals.
- (2). Use only soldering irons with proper grounding and no leakage.
- (3). Soldering temperature :  $280^{\circ}\text{C} \pm 10^{\circ}\text{C}$
- (4). Soldering time: 3 to 4 sec.
- (5). Use eutectic solder with resin flux fill.
- (6). If flux is used, the LCD surface should be covered to avoid flux spatters. Flux residue should be removed after wards.

#### 2.4 Operation

- (1). The viewing angle can be adjusted by varying the LCD driving voltage V0.
- (2). Driving voltage should be kept within specified range; excess voltage shortens display life.
- (3). Response time increases with decrease in temperature.
- (4). Display may turn black or dark blue at temperatures above its operational range; this is (however not pressing on the viewing area) may cause the segments to appear "fractured".
- (5). Mechanical disturbance during operation (such as pressing on the viewing area) may cause the segments to appear "fractured".

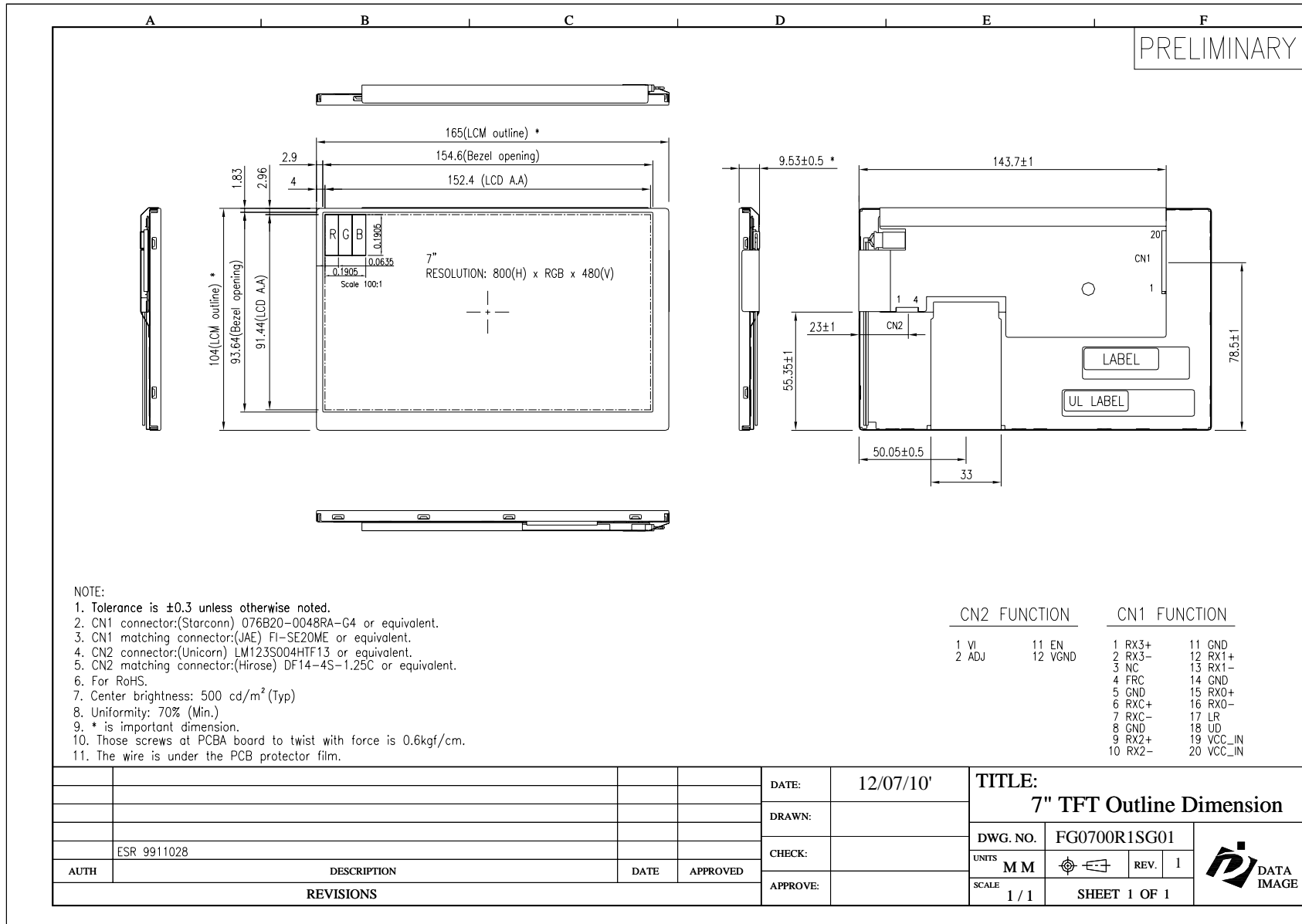
#### 2.5 Storage

If any fluid leaks out of a damaged glass cell, wash off any human part that comes into contact with soap and water. Never swallow the fluid. The toxicity is extremely low but caution should be exercised at all the time.

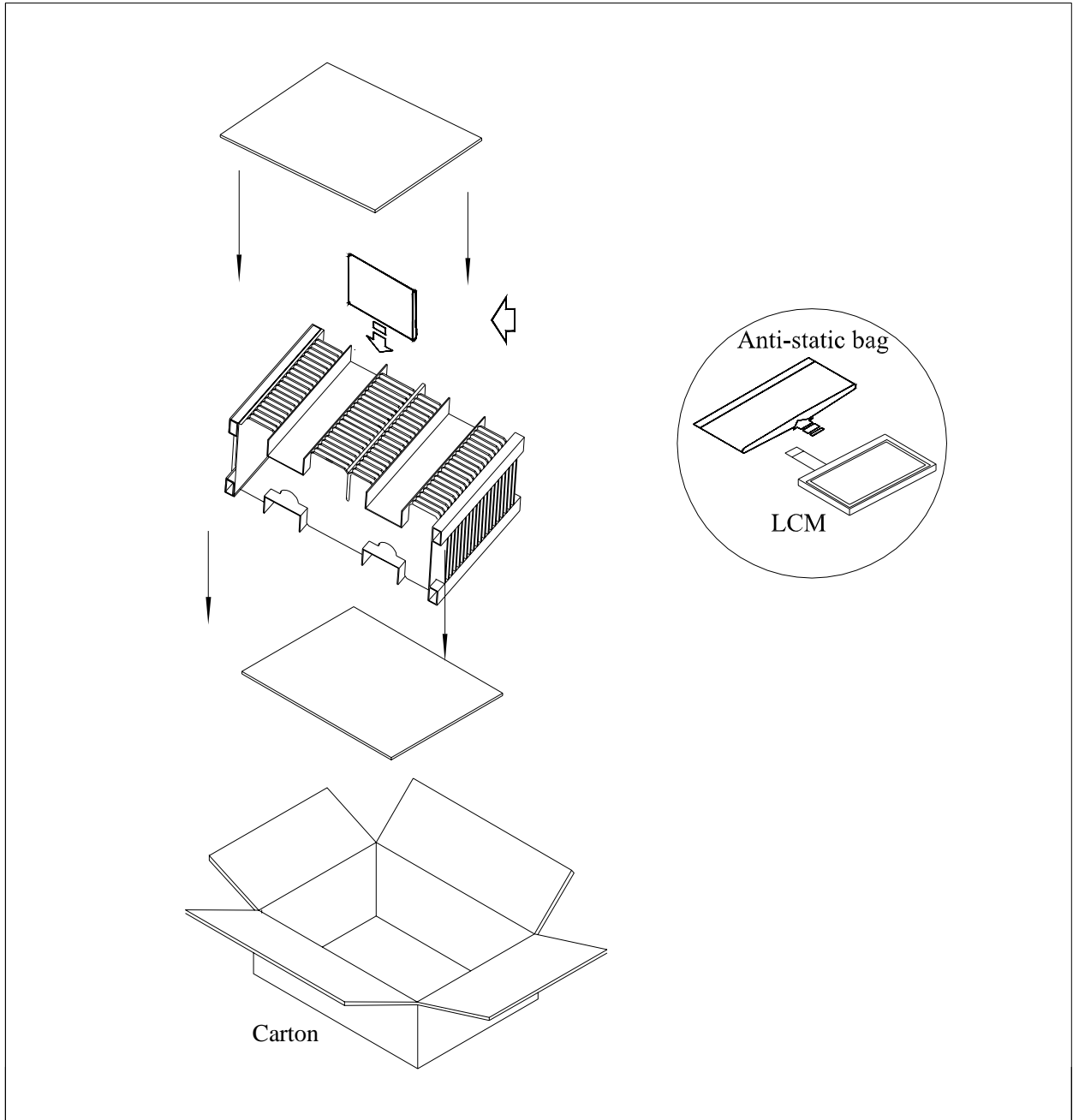
#### 2.6 Limited Warranty

Unless otherwise agreed between DATA IMAGE and customer, DATA IMAGE will replace or repair any of its LCD and LCM which is found to be defective electrically and visually when inspected in accordance with DATA IMAGE acceptance standards, for a period on one year from date of shipment. Confirmation of such date shall be based on freight documents. The warranty liability of DATA IMAGE is limited to repair and/or replacement on the terms set forth above. DATA IMAGE will not responsible for any subsequent or consequential events.

# 14. OUTLINE DRAWING



## 15. PACKAGE INFORMATION



Item	Size(L*W*H)	Quantity	Note
Master Carton	482*282*279	1	
Quantity Per Master Carton		30	
N . W	4.5 (kg)	G . W	6.1 (kg)