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LCDs MADE SIMPLE®

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TFT | CHARACTER | UWVD | FSC | SEGMENT | CUSTOM | REPLACEMENT

## Character Display Module

### Part Number

C164ADBSGSY6WT55UAA

### Overview

Character: 16x4(87x60), STN, Gray background, Yellow/Green Edge lit, Bottom view, Wide temp, Transflective (positive), 5V LCD, 5V LED, Controller=AIP31066, RoHS Compliant

# CONTENTS

1. MECHANICAL CHARACTERISTICS
  - 1.1 MECHANICAL DATA
  - 1.2 MECHANICAL DRAWINGS
2. CIRCUIT BLOCK DIAGRAM
  - 2.1 Electrical Block Diagram
  - 2.2 Pins Definition
  - 2.3 Power Supply For LCM Driving
  - 2.4 Display Character Address Code
3. ABSOLUTE MAXIMUM RATINGS
  - 3.1 Electrical Absolute Maximum Ratings
  - 3.2 Environmental Absolute Maximum Ratings
4. ELECTRICAL CHARACTERISTICS
  - 4.1 DC Characteristics
  - 4.2 MPU Interface AC Characteristics
5. BACKLIGHT CHARACTERISTICS
6. ELECTRO-OPTICAL CHARACTERISTIC
7. DISPLAY CONTROL INSTRUCTION
  - 7.1 Instruction Table
  - 7.2 Character Code
8. INSPECTION STANDARDS
9. PRECAUTIONS IN USING LCM

# 1. MECHANICAL CHARACTERISTICS

## 1.1 MECHANICAL DATA

**DISPLAY MODE:** GRAY STN, TRANSFLECTIVE/POSITIVE

**BACKLIGHT:** YELLOW/GREEN SIDE LED

**LCD DRIVER:** AIP31066L(COMPATIBLE WITH KS0066U)

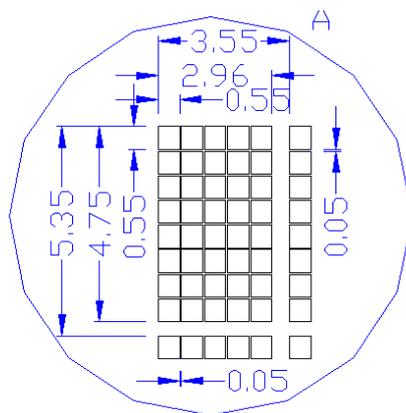
**CHARACTER FORMAT:** 5X7 DOTS WITH CURSOR

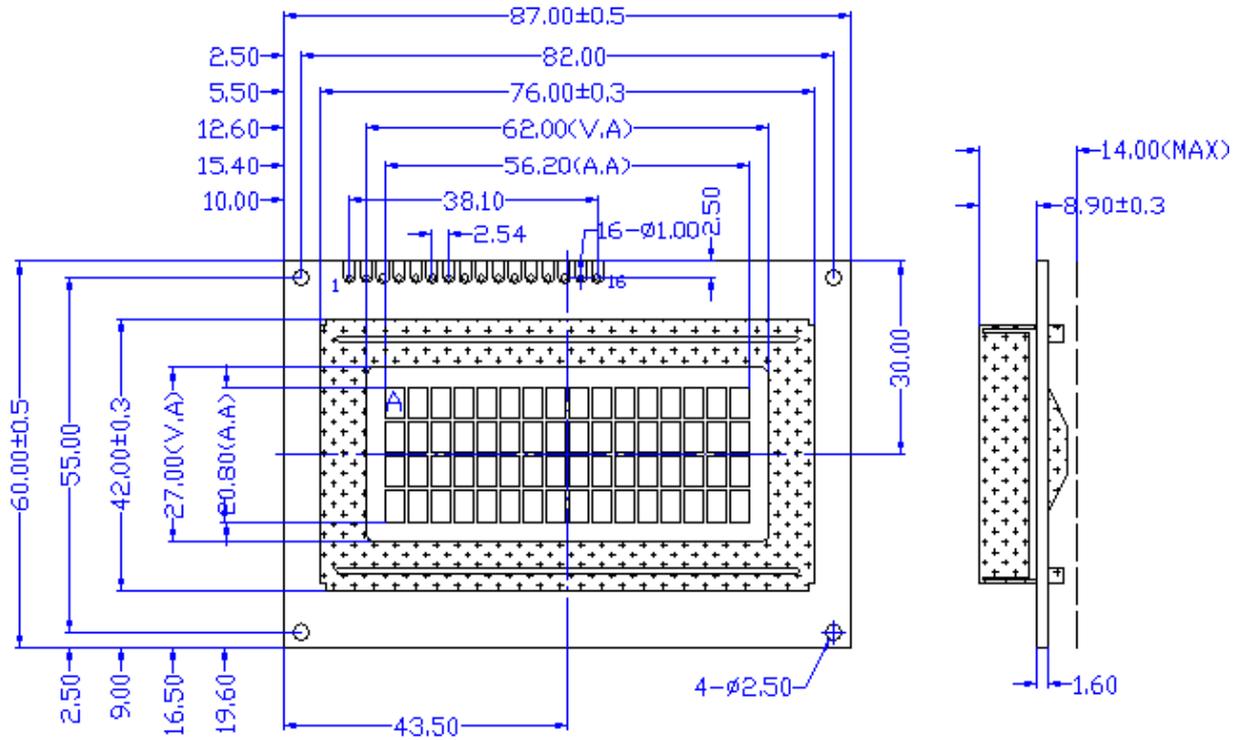
**DRIVING PARAMETER:** 1/16 DUTY, 1/5BIAS

**VIEWING DIRECTION:** 6 O'CLOCK

| ITEM                   | STANDARD VALUE              | UNIT |
|------------------------|-----------------------------|------|
| NUMBER OF CHARACTERS   | 16(CHARACTERS) X 4(LINES)   |      |
| OUTLINE DIMENSIONS     | 87.0(W) X 62.0(H) X 14.0(T) | mm   |
| EFFECTTVE VIEWING AREA | 62.0(W) X 27.0(H)           | mm   |
| ACTIVE AREA            | 56.2(W) X 20.8(H)           | mm   |
| CHARACTER SIZE         | 2.96(W) X 4.75(H)           | mm   |
| CHARACTER PITCH        | 3.55(W) X 5.35(H)           | mm   |
| APPROX WEIGHT          | 120                         | g    |

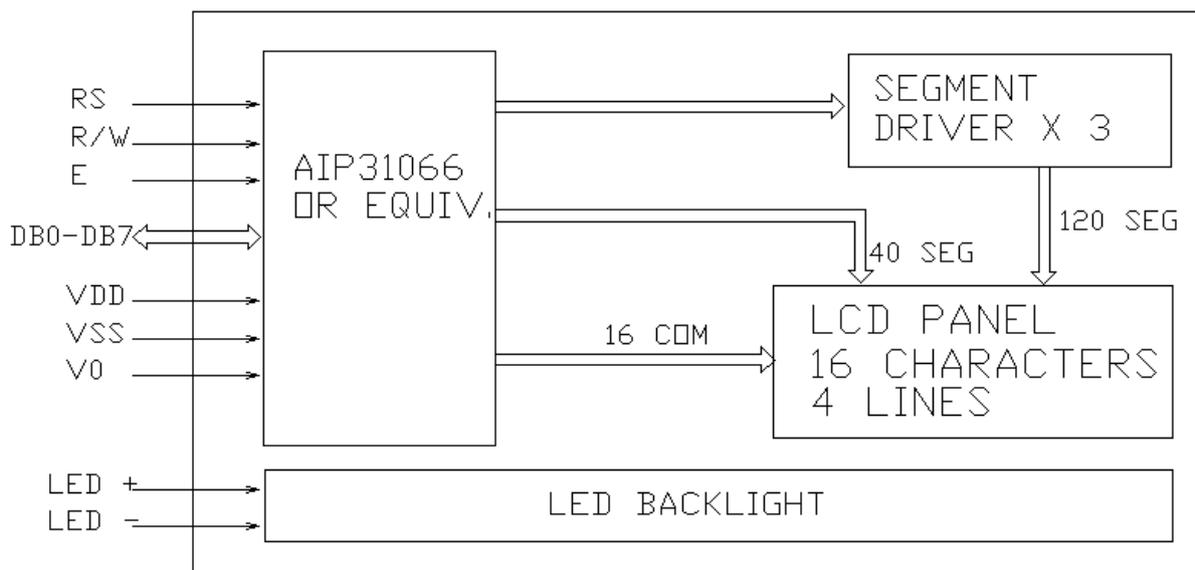
## 1.2 MECHANICAL DRAWINGS





## 2. CIRCUIT BLOCK DIAGRAM

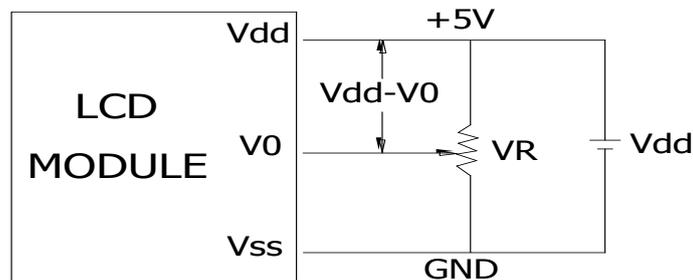
### 2.1 Electrical Block Diagram



## 2.2 Pins Definition

| PIN  | SYMBOL  | FUNCTION                         |
|------|---------|----------------------------------|
| 1    | Vss     | Power Supply(GND)                |
| 2    | Vdd     | Power Supply(+5V)                |
| 3    | Vo      | Contrast Adjust                  |
| 4    | RS      | Instruction/Data Register Select |
| 5    | R/W     | Data Bus Line                    |
| 6    | E       | Enable Signal                    |
| 7-14 | DB0-DB7 | Data Bus Line                    |
| 15   | LEDA    | Power Supply for LED B/L(+5V)    |
| 16   | LEDK    | Power Supply for LED B/L(-)      |

## 2.3 Power Supply For LCM Driving



Vdd-V0: LCD Driving Voltage  
 VR: 10K - 20K

## 2.4 Display Character Address Code

| POSITION | 1     | 2  | 3  | 4  | 5  | 6  | 7  | 8  | 9  | 10 | 11 | 12 | 13 | 14 | 15 | 16 |    |
|----------|-------|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|
| ADDRESS  | LINE1 | 80 | 81 | 82 | 83 | 84 | 85 | 86 | 87 | 88 | 89 | 8A | 8B | 8C | 8D | 8E | 8F |
|          | LINE2 | C0 | C1 | C2 | C3 | C4 | C5 | C6 | C7 | C8 | C9 | CA | CB | CC | CD | CE | CF |
|          | LINE3 | 90 | 91 | 92 | 93 | 94 | 95 | 96 | 97 | 98 | 99 | 9A | 9B | 9C | 9D | 9E | 9F |
|          | LINE4 | D0 | D1 | D2 | D3 | D4 | D5 | D6 | D7 | D8 | D9 | DA | DB | DC | DD | DE | DF |

\*NOTE: ALL OF THE NUMBERS ARE IN HEX FORMAT

### 3. ABSOLUTE MAXIMUM RATINGS

#### 3.1 Electrical Absolute Maximum Ratings

| ITEM              | SYMBOL      | CONDITION | MIN  | MAX      | UNIT |
|-------------------|-------------|-----------|------|----------|------|
| Operating Voltage | Vdd         | -         | +0.3 | +7.0     | V    |
| Supply Voltage    | V0          | -         | 0.3  | +17.0.5  | V    |
| Supply Voltage    | V1,V2,V3,V4 | -         | 0.3  | V0       | V    |
| Input Voltage     | Vi          | -         | -0.3 | Vdd +0.3 | V    |
| Output Voltage    | Vo          | -         | -0.3 | Vdd+0.3  | V    |

#### 3.2 Environmental Absolute Maximum Ratings

| ITEM                  | SYMBOL | CONDITIONS                              | MIN | MAX              | UNIT  |
|-----------------------|--------|---|-----|------------------|-------|
| Operating Temp        | Top    | Extended temp.<br>version               | -20 | 70               | deg C |
| Storage Temp          | Tts    |   | -30 | 80               | deg C |
| Humidity<br>Endurance | RH     | no ondensation<br>Ta<=40 deg            | -   | 95               | %     |
| Vibration             | -      | 100-300Hz, X/Y/Z<br>directions, 1 hour  | -   | 4.9m/ss<br>0.5g  | -     |
| Shock                 | -      | 10 mS X/Y/Z<br>direction 1 time<br>each |     | 29.4m/ss<br>3.0g | -     |

### 4. ELECTRICAL CHARACTERISTICS

#### 4.1 DC Characteristics

Electrical Characteristics at Ta=25 deg C, Vdd =5.0V + / -10%, VSS=0V

| ITEM                      | SYMBOL  | CONDITION | MIN  | TYP | MAX  | UNIT |
|---------------------------|---------|-----------|------|-----|------|------|
| Supply Voltage<br>(logic) | Vdd-Vss | Ta=25°C   | 4.75 | 5.0 | 5.25 | V    |

|                        |                  |                       |                    |     |                    |    |
|------------------------|------------------|-----------------------|--------------------|-----|--------------------|----|
| Supply Voltage for LCD | V <sub>lcd</sub> | T <sub>a</sub> =25°C  | 4.0                | 4.5 | 5.0                | V  |
| Input Signal Voltage   | V <sub>ih</sub>  | "H" level             | 0.8V <sub>dd</sub> | -   | V <sub>dd</sub>    | V  |
|                        | V <sub>il</sub>  | "L" level             | V <sub>ss</sub>    | -   | 0.2V <sub>dd</sub> | V  |
| Supply current         | I <sub>dd</sub>  | V <sub>dd</sub> =5.0V | -                  | 1.0 | 1.5                | mA |

## 4.2 AC Characteristics

TIMING SPECIFICATIONS at T<sub>a</sub> = 25 deg C, V<sub>dd</sub> = 5V+/-10%, V<sub>ss</sub> =0V

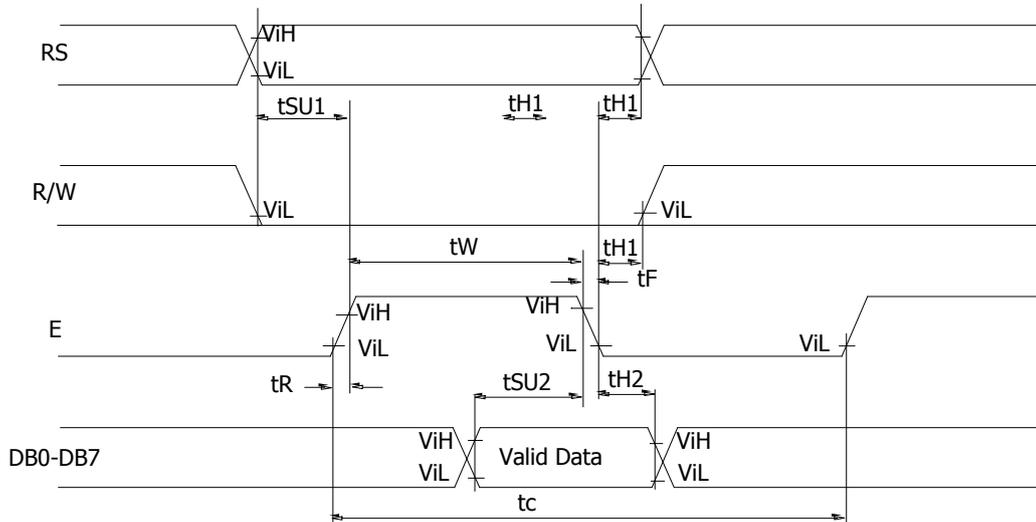
For Write mode

| ITEM                   | SYMBOL           | MIN | MAX | UNIT |
|------------------------|------------------|-----|-----|------|
| E cycle time           | t <sub>c</sub>   | 500 | -   | ns   |
| E rise time            | t <sub>R</sub>   | -   | 25  | ns   |
| E fall time            | t <sub>F</sub>   | -   | 25  | ns   |
| E-pulse width (H, L)   | t <sub>w</sub>   | 220 | -   | ns   |
| R/W and RS set-up time | t <sub>su1</sub> | 40  | -   | ns   |
| R/W and RS hold time   | t <sub>H1</sub>  | 10  | -   | ns   |
| Data set-up time       | t <sub>su2</sub> | 60  | -   | ns   |
| Data hold time         | t <sub>H2</sub>  | 10  | -   | ns   |

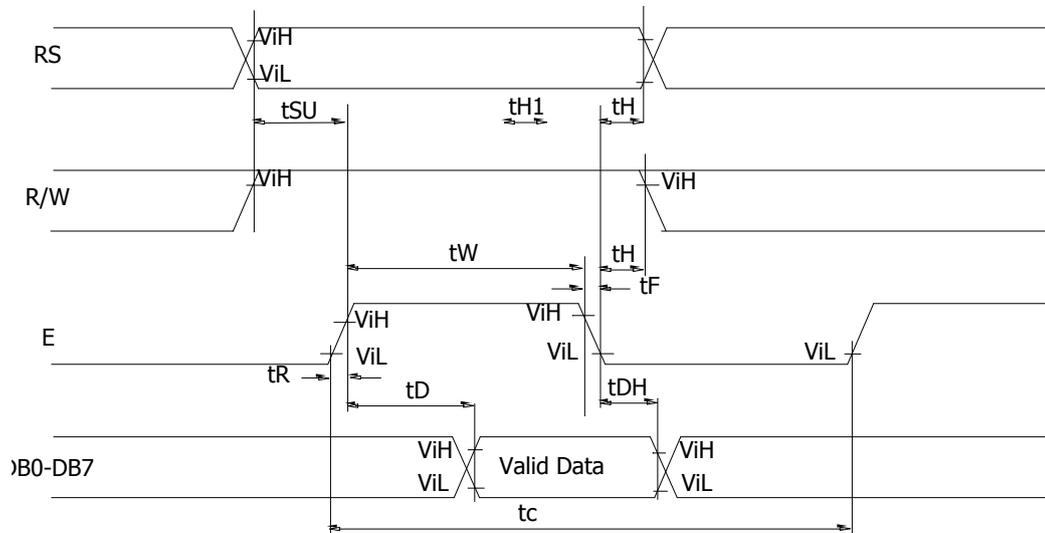
For Read mode

| ITEM                   | SYMBOL          | MIN | MAX | UNIT |
|------------------------|-----------------|-----|-----|------|
| E cycle time           | t <sub>c</sub>  | 500 | -   | ns   |
| E rise time            | t <sub>R</sub>  | -   | 25  | ns   |
| E fall time            | t <sub>F</sub>  | -   | 25  | ns   |
| E-pulse width (H, L)   | t <sub>w</sub>  | 220 | -   | ns   |
| R/W and RS set-up time | t <sub>su</sub> | 40  | -   | ns   |
| R/W and RS hold time   | t <sub>H</sub>  | 10  | -   | ns   |
| Data output delay      | t <sub>D</sub>  | -   | 120 | ns   |
| Data hold time         | t <sub>DH</sub> | 20  | -   | ns   |

### WRITE MODE TIMING DIAGRAM



### READ MODE TIMING DIAGRAM



## 5. BACKLIGHT CHARACTERISTICS

| ITEM             | SYMBOL      | CONDITION  | MIN. | TYP.       | MAX. | UNIT |
|------------------|-------------|------------|------|------------|------|------|
| Forward Voltage  | $V_f^*$     |            | 4.7  | 5.0        | 5.2  | V    |
| Forward Current  | $I_f$       | $V_f=5.0V$ | -    | 60         | -    | mA   |
| Reverse Voltage  | $V_r$       | -          | -    | -          | 8    | V    |
| Peak Wave Length | $\lambda_P$ | $V_f=5.0V$ | -    | 682(WHITE) | -    | nm   |

|                   |    |         |   |     |   |    |
|-------------------|----|---------|---|-----|---|----|
| Power Dissipation | Pd | Vf=5.0V | - | 250 | - | mW |
|-------------------|----|---------|---|-----|---|----|

\*Vf is the voltage applied to LEDA and LEDK



LED CIRCUIT DIAGAM(LED 1X3=3 dies)

## 6. ELECTRO-OPTICAL CHARACTERISTICS

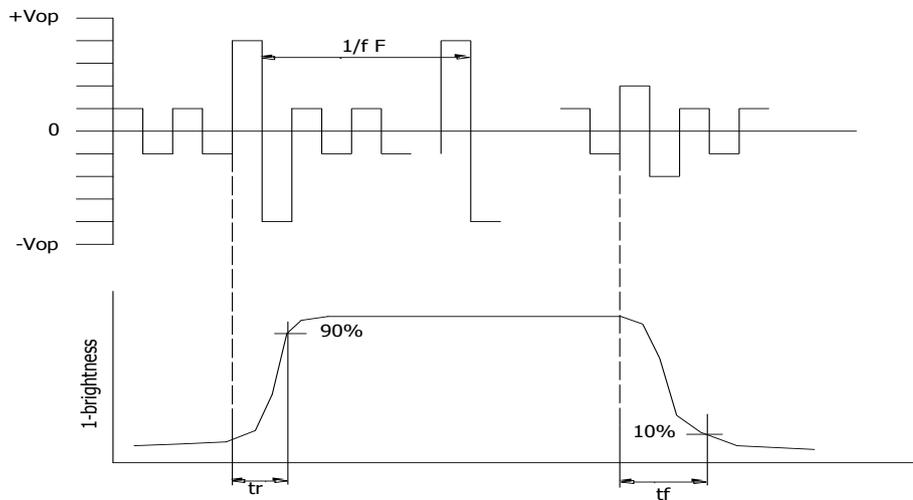
| ITEM            | SYMBOL                       | CONDITION | MIN. | TYP. | MAX. | UNIT | REF.   |
|-----------------|------------------------------|-----------|------|------|------|------|--------|
| Contrast        | CR                           | 25°C      | 4    | --   | --   |      | Note1  |
| Rise Time       | tr                           | 25°C      | --   | 160  | 240  | ms   | Note2  |
| Fall Time       | tf                           | 25°C      | --   | 100  | 150  | ms   | note 2 |
| Viewing Angle   | $\theta$ 1- $\theta$ 2       | 25°C      | --   | --   | 60   | DEG  | Note 3 |
|                 | $\emptyset$ 1, $\emptyset$ 2 |           | -40  | --   | 40   |      |        |
| Frame Frequency | Ff                           | 25°C      | --   | 70   | --   | Hz   | note 2 |

Note(1): Contrast ratio is defined under the following condition:

$$CR = \frac{\text{brightness of selected condition}}{\text{brightness of non-selected condition}}$$

- (a). Temperature-----25C
- (b). Frame Frequency-----64Hz
- (c). Viewing angle----- $\theta = 0, \emptyset = 0$
- (d). Operating Voltage---5.0V

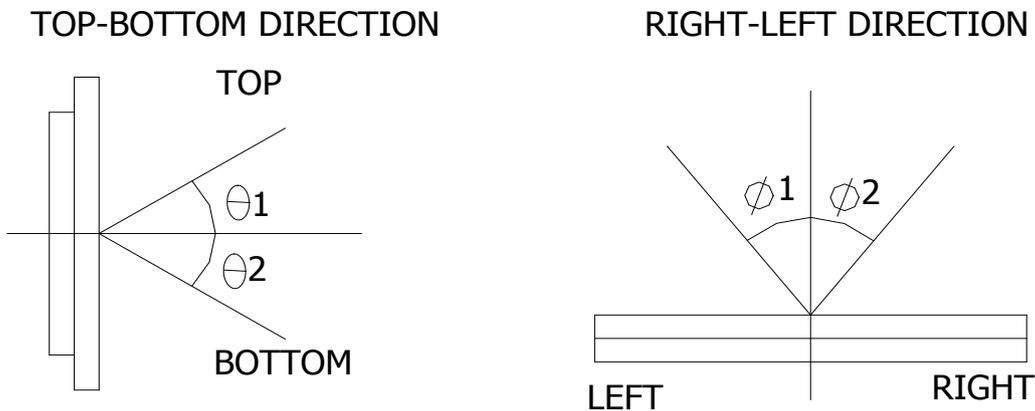
Note(2): definition of response time:



Condition:

- (a). Temperature-----25C
- (b). Frame Frequency-----64Hz
- (c). Viewing angle----- $\theta = 0, \phi = 0$
- (d). Operating Voltage---5.0V

Note(3): definition of view angle:



## 7.1 INSTRUCTION TABLE

| Function                       | RR | DD | DD         | DD  | DD  | DD | DD | DD | Description | Execu Time* (Max)   |   |         |
|--------------------------------|----|----|------------|-----|-----|----|----|----|-------------|---|---|---------|
|                                | SW | B  | B          | B   | B   | B  | B  | B  |             |   |   |         |
|                                |    | 7  | 6          | 5   | 4   | 3  | 2  | 1  |             |   |   |         |
| <b>Clear Display</b>           | 0  | 0  | 0          | 0   | 0   | 0  | 0  | 0  | 1           | Clears entire display and returns the cursor to home position (address 0) | 1.64mS  |         |
| <b>Return Home</b>             | 0  | 0  | 0          | 0   | 0   | 0  | 0  | 0  | 1           | X   | Return the cursor to the home position. DD RAM contents remain unchanged. Set DD RAM address to zero.   | 1.64mS  |
| <b>Entry mode set</b>          | 0  | 0  | 0          | 0   | 0   | 0  | 0  | 1  | 1           | S   | Set cursor moving direction and enable the shift of the display. These operations are performed during data write/read of DD RAM/CG RAM. 1/D=1: increment; 1/D=0: decrement; S=1: whole display shift when data is written. | 40μS    |
| <b>Display ON/OFF control</b>  | 0  | 0  | 0          | 0   | 0   | 0  | 1  | D  | C           | B   | Set display (D), cursor (C) and blinking of cursor (B) ON/OFF. D=1: display ON; D=0: display OFF. C=1: Cursor ON; C=0: cursor OFF. B=1: Blink ON; B=0, Blink OFF.   | 40μS    |
| <b>Cursor or Display shift</b> | 0  | 0  | 0          | 0   | 0   | 1  | S  | R  | X           | X   | Move the cursor and shift the display without changing DDRAM contents. S/C=1: Display Shift; S/C=0: Cursor move. R/L=1: shift to right; R/L=0: shift to left.   | 40μS    |
| <b>Function Set</b>            | 0  | 0  | 0          | 0   | 1   | D  | N  | F  | X           | X   | Set interface data length (DL), number of display lines (N) and character font (F). DL=1: 8 bits; DL=0: 4 bits. N=1: 2 lines; N=0: 1 lines. F=1: 5X11 dots; F=0: 5X7 dots.  | 40μS    |
| <b>Set CG RAM add</b>          | 0  | 0  | 0          | 1   | ACG |    |    |    |             |   | Set CG RAM address. CG RAM data is sent and received after this setting.  | 40μS    |
| <b>Set DD RAM Add</b>          | 0  | 0  | 1          | ADD |     |    |    |    |             |   | Set DD RAM address. DD RAM data is sent and received after this setting.  | 40μS    |
| <b>Read BF &amp; Addr</b>      | 0  | 1  | B          | AC  |     |    |    |    |             |   | Read BUSY FLAG (BF) and the contents of the address counter. BF=1: internal operation; BF=0: can accept instruction.  | 0μS     |
| <b>Write Data to RAM</b>       | 1  | 0  | WRITE DATA |     |     |    |    |    |             |   | Write data into DD RAM or CG RAM.   | 40 μS** |
| <b>Read Data from RAM</b>      | 1  | 0  | READ DATA  |     |     |    |    |    |             |   | Read data from DD RAM or CG RAM.  | 40 μS** |

## 7.2 Character code

| Upper<br>4 bit<br>Lower<br>4 bit | 0000 | 0001 | 0010 | 0011 | 0100 | 0101 | 0110 | 0111 | 1000 | 1001 | 1010 | 1011 | 1100 | 1101 | 1110 | 1111 |
|----------------------------------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|
| 1111                             |      |      |      | 0    | 1    | 2    | 3    | 4    | 5    | 6    | 7    | 8    | 9    | A    | B    | C    |
| 1110                             |      |      | !    | 1    | 2    | 3    | 4    | 5    | 6    | 7    | 8    | 9    | A    | B    | C    | D    |
| 1101                             |      |      | "    | 2    | 3    | 4    | 5    | 6    | 7    | 8    | 9    | A    | B    | C    | D    | E    |
| 1100                             |      |      | #    | 3    | 4    | 5    | 6    | 7    | 8    | 9    | A    | B    | C    | D    | E    | F    |
| 1011                             |      |      | \$   | 4    | 5    | 6    | 7    | 8    | 9    | A    | B    | C    | D    | E    | F    | G    |
| 1010                             |      |      | %    | 5    | 6    | 7    | 8    | 9    | A    | B    | C    | D    | E    | F    | G    | H    |
| 1001                             |      |      | &    | 6    | 7    | 8    | 9    | A    | B    | C    | D    | E    | F    | G    | H    | I    |
| 1000                             |      |      | '    | 7    | 8    | 9    | A    | B    | C    | D    | E    | F    | G    | H    | I    | J    |
| 0111                             |      |      | (    | 8    | 9    | A    | B    | C    | D    | E    | F    | G    | H    | I    | J    | K    |
| 0110                             |      |      | )    | 9    | A    | B    | C    | D    | E    | F    | G    | H    | I    | J    | K    | L    |
| 0101                             |      |      | *    | :    | J    | K    | L    | M    | N    | O    | P    | Q    | R    | S    | T    | U    |
| 0100                             |      |      | +    | ;    | K    | L    | M    | N    | O    | P    | Q    | R    | S    | T    | U    | V    |
| 0011                             |      |      | ,    | <    | L    | M    | N    | O    | P    | Q    | R    | S    | T    | U    | V    | W    |
| 0010                             |      |      | =    | =    | M    | N    | O    | P    | Q    | R    | S    | T    | U    | V    | W    | X    |
| 0001                             |      |      | .    | >    | N    | O    | P    | Q    | R    | S    | T    | U    | V    | W    | X    | Y    |
| 0000                             |      |      | /    | ?@   | 0    | 1    | 2    | 3    | 4    | 5    | 6    | 7    | 8    | 9    | A    | B    |

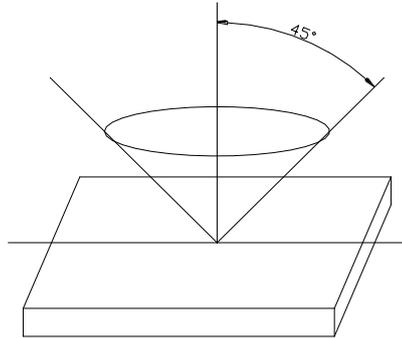
## 8. INSPECTION STANDARDS

### 8.1 Inspection Conditions

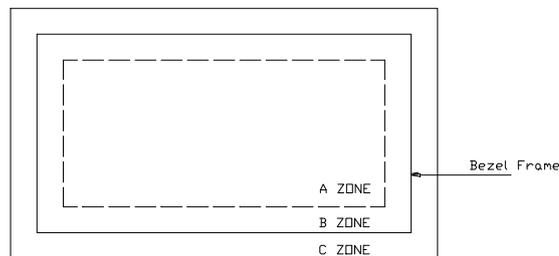
The LCD shall be inspected under 40W white fluorescent light.

The distance between the eyes and the samples shall be more than 30cm.

All directions for inspecting the sample should be within 45 degree against perpendicular line.



### 8.2 Definition of Applicable Zone



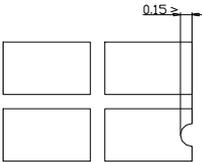
A Zone: Active Display Area

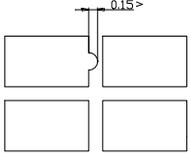
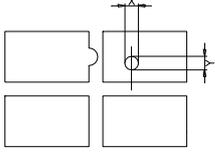
B Zone: Area from Bezel Frame to A Zone

C Zone: Rest Area of Bezel

A Zone + B Zone=Effective Viewing Area

### 8.3 Standards

| NO                 | PARAMETER                                 | CRITERIA  |                       |                   |                   |  |   |       |       |              |              |   |   |                    |   |                    |   |                    |               |   |                    |           |              |               |   |           |   |              |               |   |   |   |   |            |                |  |  |
|--------------------|---|---|-----------------------|-------------------|-------------------|--|---|-------|-------|--------------|--------------|---|---|--------------------|---|--------------------|---|--------------------|---------------|---|--------------------|-----------|--------------|---------------|---|-----------|---|--------------|---------------|---|---|---|---|------------|----------------|--|--|
| 1                  | Black and White Spots, Foreign Substances | <b>Round Shape</b><br><table border="1"> <thead> <tr> <th rowspan="2">Zone<br/>DIMENSION(MM)</th> <th colspan="3">Acceptable Number</th> </tr> <tr> <th>A</th> <th>B</th> <th>C</th> </tr> </thead> <tbody> <tr> <td><math>D \leq 0.1</math></td> <td>*</td> <td>*</td> <td>*</td> </tr> <tr> <td><math>0.1 &lt; D \leq 0.2</math></td> <td>5</td> <td>5</td> <td>*</td> </tr> <tr> <td><math>0.2 &lt; D \leq 0.3</math></td> <td>0</td> <td>1</td> <td>*</td> </tr> <tr> <td><math>0.3 &lt; D</math></td> <td>0</td> <td>0</td> <td>*</td> </tr> </tbody> </table> <p><math>D = (\text{long} + \text{short}) / 2</math> * Disregard</p>  | Zone<br>DIMENSION(MM) | Acceptable Number |                   |  | A | B     | C     | $D \leq 0.1$ | *            | * | * | $0.1 < D \leq 0.2$ | 5 | 5                  | * | $0.2 < D \leq 0.3$ | 0             | 1 | *                  | $0.3 < D$ | 0            | 0             | * |           |   |              |               |   |   |   |   |            |                |  |  |
|                    |   | Zone<br>DIMENSION(MM)   |                       | Acceptable Number |                   |  |   |       |       |              |              |   |   |                    |   |                    |   |                    |               |   |                    |           |              |               |   |           |   |              |               |   |   |   |   |            |                |  |  |
| A                  | B   |   | C                     |                   |                   |  |   |       |       |              |              |   |   |                    |   |                    |   |                    |               |   |                    |           |              |               |   |           |   |              |               |   |   |   |   |            |                |  |  |
| $D \leq 0.1$       | *   | *   | *                     |                   |                   |  |   |       |       |              |              |   |   |                    |   |                    |   |                    |               |   |                    |           |              |               |   |           |   |              |               |   |   |   |   |            |                |  |  |
| $0.1 < D \leq 0.2$ | 5   | 5   | *                     |                   |                   |  |   |       |       |              |              |   |   |                    |   |                    |   |                    |               |   |                    |           |              |               |   |           |   |              |               |   |   |   |   |            |                |  |  |
| $0.2 < D \leq 0.3$ | 0   | 1   | *                     |                   |                   |  |   |       |       |              |              |   |   |                    |   |                    |   |                    |               |   |                    |           |              |               |   |           |   |              |               |   |   |   |   |            |                |  |  |
| $0.3 < D$          | 0   | 0   | *                     |                   |                   |  |   |       |       |              |              |   |   |                    |   |                    |   |                    |               |   |                    |           |              |               |   |           |   |              |               |   |   |   |   |            |                |  |  |
|                    |   | <b>Line Shape</b><br><table border="1"> <thead> <tr> <th colspan="2">Zone</th> <th colspan="3">Acceptable Number</th> </tr> <tr> <th>X(mm)</th> <th>Y(mm)</th> <th>A</th> <th>B</th> <th>C</th> </tr> </thead> <tbody> <tr> <td>-</td> <td><math>0.02 \geq W</math></td> <td>*</td> <td>*</td> <td>*</td> </tr> <tr> <td><math>2.0 \geq L</math></td> <td><math>0.03 \geq W</math></td> <td>3</td> <td>3</td> <td>*</td> </tr> <tr> <td><math>1.0 \geq L</math></td> <td><math>0.04 \geq W</math></td> <td>1</td> <td>2</td> <td>*</td> </tr> <tr> <td><math>1.0 \geq L</math></td> <td><math>0.05 \geq W</math></td> <td>0</td> <td>2</td> <td>*</td> </tr> <tr> <td>-</td> <td><math>0.05 &lt; W</math></td> <td colspan="3">Not acceptable</td> </tr> </tbody> </table> <p>X: Length Y: Width * Disregard<br/>           Total defects shall not exceed 5.</p> | Zone                  |                   | Acceptable Number |  |   | X(mm) | Y(mm) | A            | B            | C | - | $0.02 \geq W$      | * | *                  | * | $2.0 \geq L$       | $0.03 \geq W$ | 3 | 3                  | *         | $1.0 \geq L$ | $0.04 \geq W$ | 1 | 2         | * | $1.0 \geq L$ | $0.05 \geq W$ | 0 | 2 | * | - | $0.05 < W$ | Not acceptable |  |  |
| Zone               |   | Acceptable Number   |                       |                   |                   |  |   |       |       |              |              |   |   |                    |   |                    |   |                    |               |   |                    |           |              |               |   |           |   |              |               |   |   |   |   |            |                |  |  |
| X(mm)              | Y(mm)                                     | A   | B                     | C                 |                   |  |   |       |       |              |              |   |   |                    |   |                    |   |                    |               |   |                    |           |              |               |   |           |   |              |               |   |   |   |   |            |                |  |  |
| -                  | $0.02 \geq W$                             | *   | *                     | *                 |                   |  |   |       |       |              |              |   |   |                    |   |                    |   |                    |               |   |                    |           |              |               |   |           |   |              |               |   |   |   |   |            |                |  |  |
| $2.0 \geq L$       | $0.03 \geq W$                             | 3   | 3                     | *                 |                   |  |   |       |       |              |              |   |   |                    |   |                    |   |                    |               |   |                    |           |              |               |   |           |   |              |               |   |   |   |   |            |                |  |  |
| $1.0 \geq L$       | $0.04 \geq W$                             | 1   | 2                     | *                 |                   |  |   |       |       |              |              |   |   |                    |   |                    |   |                    |               |   |                    |           |              |               |   |           |   |              |               |   |   |   |   |            |                |  |  |
| $1.0 \geq L$       | $0.05 \geq W$                             | 0   | 2                     | *                 |                   |  |   |       |       |              |              |   |   |                    |   |                    |   |                    |               |   |                    |           |              |               |   |           |   |              |               |   |   |   |   |            |                |  |  |
| -                  | $0.05 < W$                                | Not acceptable  |                       |                   |                   |  |   |       |       |              |              |   |   |                    |   |                    |   |                    |               |   |                    |           |              |               |   |           |   |              |               |   |   |   |   |            |                |  |  |
| 2                  | Air Bubbles (Between glass and polarizer) | <table border="1"> <thead> <tr> <th rowspan="2">Dimension(mm)</th> <th rowspan="2">Zone</th> <th colspan="3">Acceptable Number</th> </tr> <tr> <th>A</th> <th>B</th> <th>C</th> </tr> </thead> <tbody> <tr> <td><math>D \leq 0.1</math></td> <td></td> <td>*</td> <td>*</td> <td>*</td> </tr> <tr> <td><math>0.1 &lt; D \leq 0.2</math></td> <td></td> <td>5</td> <td>5</td> <td>*</td> </tr> <tr> <td><math>0.2 &lt; D \leq 0.3</math></td> <td></td> <td>0</td> <td>1</td> <td>*</td> </tr> <tr> <td><math>0.3 &lt; D</math></td> <td></td> <td>0</td> <td>0</td> <td>*</td> </tr> </tbody> </table> <p>*: Disregard<br/>           Total defects shall not exceed 3.</p>   | Dimension(mm)         | Zone              | Acceptable Number |  |   | A     | B     | C            | $D \leq 0.1$ |   | * | *                  | * | $0.1 < D \leq 0.2$ |   | 5                  | 5             | * | $0.2 < D \leq 0.3$ |           | 0            | 1             | * | $0.3 < D$ |   | 0            | 0             | * |   |   |   |            |                |  |  |
| Dimension(mm)      | Zone                                      | Acceptable Number   |                       |                   |                   |  |   |       |       |              |              |   |   |                    |   |                    |   |                    |               |   |                    |           |              |               |   |           |   |              |               |   |   |   |   |            |                |  |  |
|                    |   | A   | B                     | C                 |                   |  |   |       |       |              |              |   |   |                    |   |                    |   |                    |               |   |                    |           |              |               |   |           |   |              |               |   |   |   |   |            |                |  |  |
| $D \leq 0.1$       |   | *   | *                     | *                 |                   |  |   |       |       |              |              |   |   |                    |   |                    |   |                    |               |   |                    |           |              |               |   |           |   |              |               |   |   |   |   |            |                |  |  |
| $0.1 < D \leq 0.2$ |   | 5   | 5                     | *                 |                   |  |   |       |       |              |              |   |   |                    |   |                    |   |                    |               |   |                    |           |              |               |   |           |   |              |               |   |   |   |   |            |                |  |  |
| $0.2 < D \leq 0.3$ |   | 0   | 1                     | *                 |                   |  |   |       |       |              |              |   |   |                    |   |                    |   |                    |               |   |                    |           |              |               |   |           |   |              |               |   |   |   |   |            |                |  |  |
| $0.3 < D$          |   | 0   | 0                     | *                 |                   |  |   |       |       |              |              |   |   |                    |   |                    |   |                    |               |   |                    |           |              |               |   |           |   |              |               |   |   |   |   |            |                |  |  |
| 3                  | The Shape of Dot                          | <p>(1) Dot Shape(with dent)</p>  <p>As per the sketch of left hand.</p> <p>(2) Dot Shape(with Projection)</p>  |                       |                   |                   |  |   |       |       |              |              |   |   |                    |   |                    |   |                    |               |   |                    |           |              |               |   |           |   |              |               |   |   |   |   |            |                |  |  |

|   |                     |  |
|---|---------------------|--|
|   |                     |  <p>Should not connect to next dot.</p> <p>(3) Pin Hole</p>  <p><math>(X+Y)/2 &lt; 0.2\text{mm}</math> (less than 0.1mm is not counted)</p> <p>Total defects shall not exceed 5.</p> |
| 4 | Polarizer Scratches | Not to be conspicuous defects.   |
| 5 | Polarizer Dirts     | If the stains are removed easily from LCD surface, the module is not defective.  |
| 6 | Color Variation     | Not to be conspicuous defects.   |

## 9. PRECAUTIONS IN USING 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 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:  $280\text{ }^{\circ}\text{C} \pm 10^{\circ}\text{C}$

(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 afterwards.

## **2.4. Operation**

(1). The viewing angle can be adjusted by varying the LCD driving voltage  $V_0$ .

(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 Focus Display Solutions, Inc. and customer, Focus Display Solutions, Inc. will replace or repair any of its LCD and LCM, which is found to be defective electrically and visually when

inspected in accordance with Focus Display Solutions, Inc. 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 Focus Display Solutions, Inc. is limited to repair and/or replacement on the terms set forth above. Focus Display Solutions, Inc. will not be responsible for any subsequent or consequential events.