

SPECIFICATIONS FOR LCD MODULE

| | |
|--------------------------|-------------------------------|
| CUSTOMER | |
| CUSTOMER PART NO. | |
| AMPIRE PART NO. | AMA-070A02-DI2511-G010 |
| APPROVED BY | |
| DATE | |

☒ Approved For Specifications

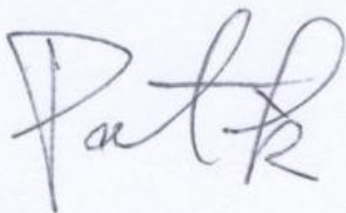
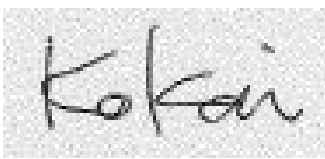

☐ Approved For Specifications & Sample

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RECORD OF REVISION

| Revision Date | Page | Contents | Editor |
|---------------|------|-------------|--------|
| 2018/2/8 | -- | New Release | Emil |

1. INTRODUCTION

Ampire Display Module is a color active matrix TFT-LCD that uses amorphous silicon TFT as a switching device. This model is composed of a TFT-LCD panel, timing controller and LED driver. This TFT-LCD has a high resolution (800(R.G.B) X 480) and can display up to 262,144 colors.

1-1. Features

- 7" WVGA (16:9 diagonal) configuration
- Input interface voltage: 3.3V
- Data enable mode
- LED driver: 5V input
- LED Back-light is with FPC connection.
- PCAP touch screen with ILI2511 touch controller (IIC).

1-2. Applications

- Portable TV
- Car user DVD
- Industrial application
- HMI (Human machine interface)

2. PHYSICAL SPECIFICATIONS

| Item | Specifications | unit |
|-------------------------|-------------------------|-------------------|
| Display resolution(dot) | 800RGB (W) x 480(H) | dots |
| Active area | 152.4 (W) x 91.44 (H) | mm |
| Pixel pitch | 0.1905 (W) x 0.1905 (H) | mm |
| Color configuration | R.G.B Vertical stripe | |
| Brightness | 425 | cd/m ² |
| Contrast ratio | 400 : 1 | |
| Backlight unit | LED | |
| Display color | 262,144 | colors |

3. ABSOLUTE MAX. RATINGS

| ITEM | SYMBOL | MIN | MAX | UNIT |
|------------------------------|---------------------------------------|------|----------------------|------|
| Power Supply Voltage for LCD | V _{cc} | -0.5 | 6.0 | V |
| Signal input voltage | DCLK DE R0~R5 G0~G5 B0~b5 | -0.5 | V _{CC} +0.3 | V |
| Operation Temperature | Top | -20 | 70 | °C |
| Storage Temperature | Tstg | -30 | 80 | °C |

The following values are maximum operation conditions , If exceeded , it may cause faulty operation or damage

4. ELECTRICAL CHARACTERISTICS

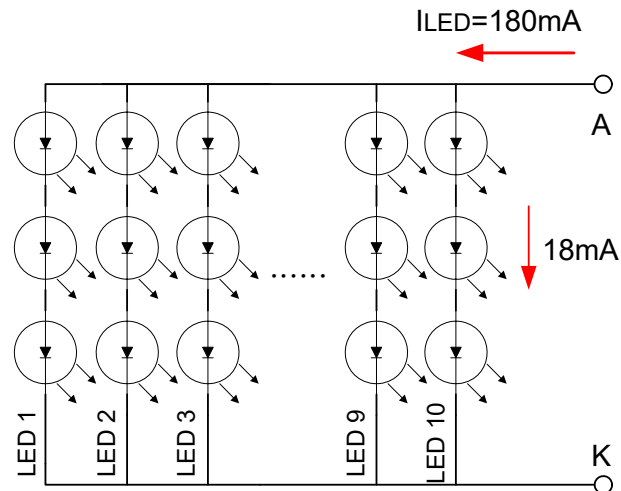
4-1 TFT LCD Module voltage

| ITEM | | SYMBOL | MIN | TYP | MAX | UNIT | CONDITION |
|------------------------------|-------------------------|------------------|--------------------|-----|----------------------------|------|----------------------|
| Power Supply Voltage For LCD | | V _{cc} | 3.0 | 3.3 | 3.6 | V | |
| Power Supply Current For LCD | | I _{cc} | - | 170 | 220 | mA | Black pattern |
| Logic Input Voltage | Input Voltage | V _{IN} | 0 | - | V _{cc} | V | |
| | Threshold Voltage(High) | V _{TH} | 0.7V _{cc} | - | V _{cc} | V | |
| | Threshold Voltage(Low) | V _{TL} | 0 | - | 0.3V _{cc} | V | |
| Power Supply Voltage For LED | | V _{LED} | 4.5 | 5.0 | 5.5 | V | |
| Power Supply Current For LED | | I _{LED} | - | 480 | 420 | mA | V _{LED} =5V |
| ADJ signal frequency | | f _{PWM} | 100 | 50 | 200K | Hz | |
| ADJ signal logic level High | | V _{IH} | 2V | | (V _{LED}) 5.0 | V | |
| ADJ signal logic level Low | | V _{IL} | 0 | - | 0.5 | V | |

4-2 LED Driving Conditions

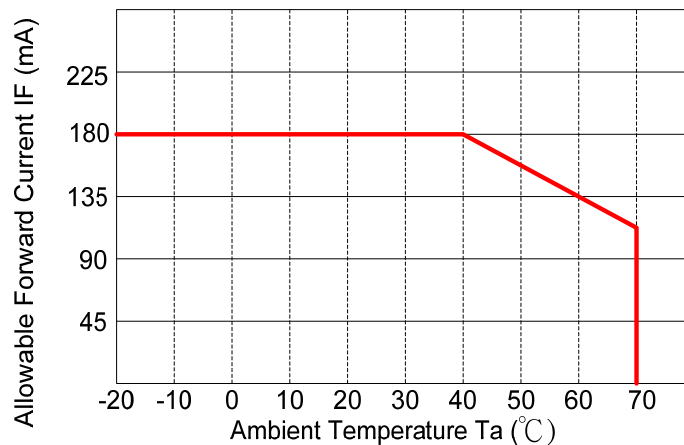
| ITEM | SYMBOL | MIN | TYP | MAX | UNIT | CONDITION |
|-----------------------|----------|-----|-----|------|------|----------------|
| LED Backlight Voltage | V_{BL} | 8.4 | -- | 10.8 | V | For reference |
| LED Backlight Current | I_{BL} | - | 180 | - | mA | Ta=25°C |
| LED Life Time | | | 50K | | Hr | Note* |

Note* : Brightness to be decreased to 50% of the initial value.



The constant current source is needed for white LED back-light driving.

When LCM is operated over 60°C ambient temperature, the I_{BL} of the LED back-light should be adjusted to 135mA max

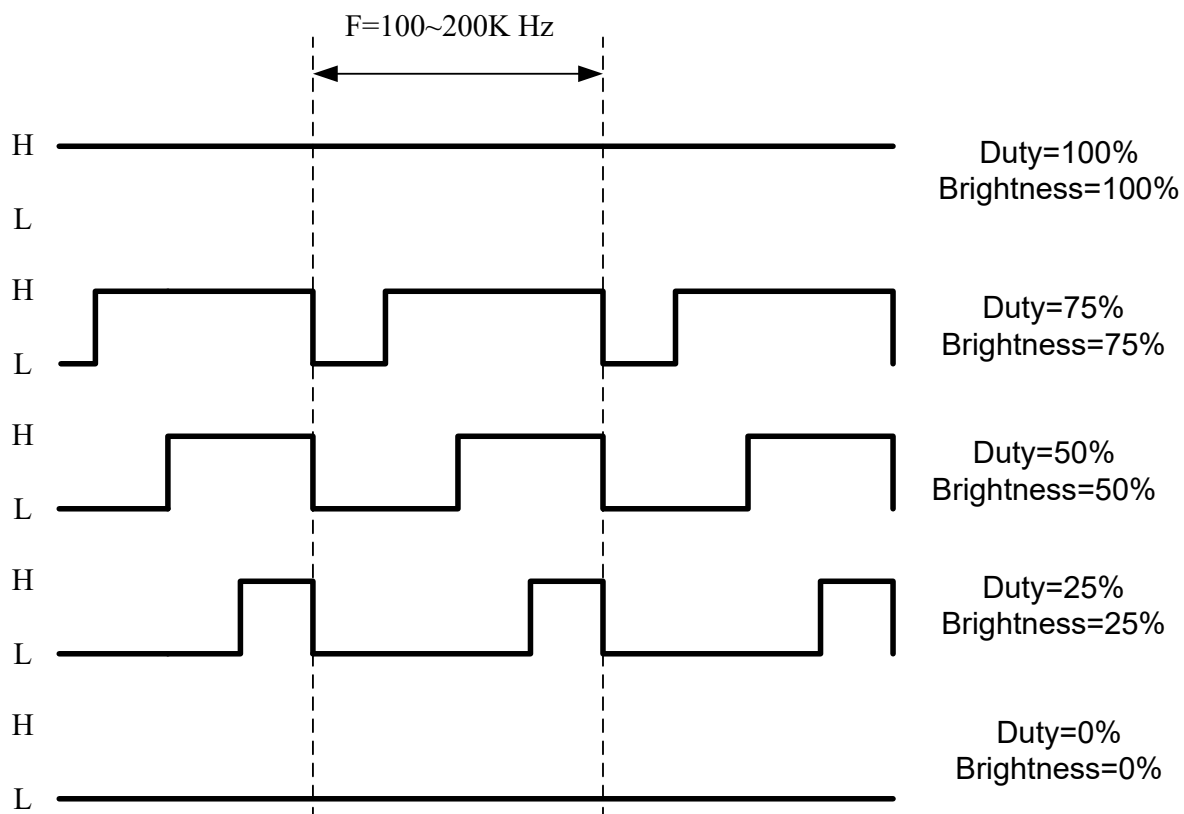


5. INTERFACE

| Pin No | Symbol | Function |
|--------|--------|---------------------------------------|
| 1 | LGND | LED Driver Ground |
| 2 | LGND | LED Driver Ground |
| 3 | ADJ | Adjust for LED Brightness |
| 4 | VLED | Power supply for LED (5V) |
| 5 | VLED | Power supply for LED (5V) |
| 6 | VLED | Power supply for LED (5V) |
| 7 | VCC | Power supply for LCD (3.3V) |
| 8 | VCC | Power supply for LCD (3.3V) |
| 9 | DE | Data Enable Timing Signal |
| 10 | GND | Ground |
| 11 | GND | Ground |
| 12 | GND | Ground |
| 13 | B5 | Blue data (MSB) |
| 14 | B4 | Blue data |
| 15 | B3 | Blue data |
| 16 | GND | Ground |
| 17 | B2 | Blue data |
| 18 | B1 | Blue data |
| 19 | B0 | Blue data (LSB) |
| 20 | GND | Ground |
| 21 | G5 | Green data (MSB) |
| 22 | G4 | Green data |
| 23 | G3 | Green data |
| 24 | GND | Ground |
| 25 | G2 | Green data |
| 26 | G1 | Green data |
| 27 | G0 | Green data (LSB) |
| 28 | GND | Ground |
| 29 | R5 | Red data (MSB) |
| 30 | R4 | Red data |
| 31 | R3 | Red data |
| 32 | GND | Ground |
| 33 | R2 | Red data |
| 34 | R1 | Red data |
| 35 | R0 | Red data (LSB) |
| 36 | GND | Ground |
| 37 | GND | Ground |
| 38 | DCLK | Data Clock |
| 39 | NC | No Connection (need to be floating) |
| 40 | NC | No Connection (need to be floating) |

Note1: ADJ is PWM signal input. It is for brightness control.

| ITEM | SYMBOL | MIN | TYP | MAX | UNIT |
|-----------------------------|-----------|-----|-----|---------------------|------|
| ADJ signal frequency | f_{PWM} | 100 | 50k | 200K | Hz |
| ADJ signal logic level High | V_{IH} | 2V | -- | V_{LED} (5.0V) | V |
| ADJ signal logic level Low | V_{IL} | 0 | -- | 0.5 | V |
| ADJ Dimming duty | D | 5% | -- | 100% | |

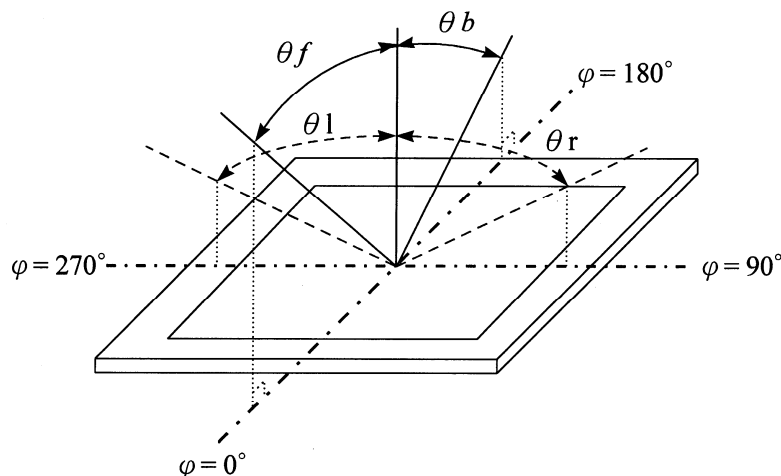


6. OPTICAL CHARACTERISTICS

| Item | | Symbol | Condition | Min. | Typ. | Max. | Unit | Note |
|----------------------|-------|------------|---------------------------|-------|-------|-------|-------------------|-----------|
| Viewing Angle | Front | θf | $CR \geq 10$ | 55 | 60 | -- | deg. | (1)(2)(3) |
| | Back | θb | | 55 | 60 | -- | | |
| | Left | θl | | 65 | 70 | -- | | |
| | Right | θr | | 65 | 70 | -- | | |
| Contrast ratio | | CR | $\Theta = \Phi = 0^\circ$ | 250 | 400 | -- | -- | (1)(3) |
| Response Time | | T_r | $\Theta = \Phi = 0^\circ$ | -- | 5 | 10 | ms | (1)(4) |
| | | T_f | | -- | 11 | 16 | ms | (1)(4) |
| Color chromaticity | White | W_x | | 0.239 | 0.299 | 0.359 | -- | (1) |
| | | W_y | | 0.268 | 0.328 | 0.388 | | |
| Luminance | | L | $\Theta = \Phi = 0^\circ$ | 340 | 425 | -- | cd/m ² | (1)(5) |
| Luminance Uniformity | | ΔL | $\Theta = \Phi = 0^\circ$ | 70 | -- | -- | % | (1)(5)(6) |

Note 1: $T_a = 25^\circ\text{C}$. To be measured on the center area of panel after 10 minutes operation.

Note 2: Definition of Viewing Angle



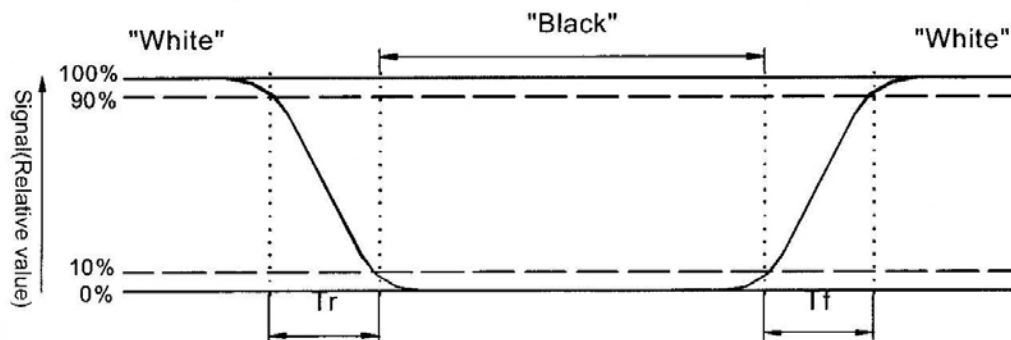
Note 3: Definition of contrast ratio:

Contrast ratio is calculated with the following formula.

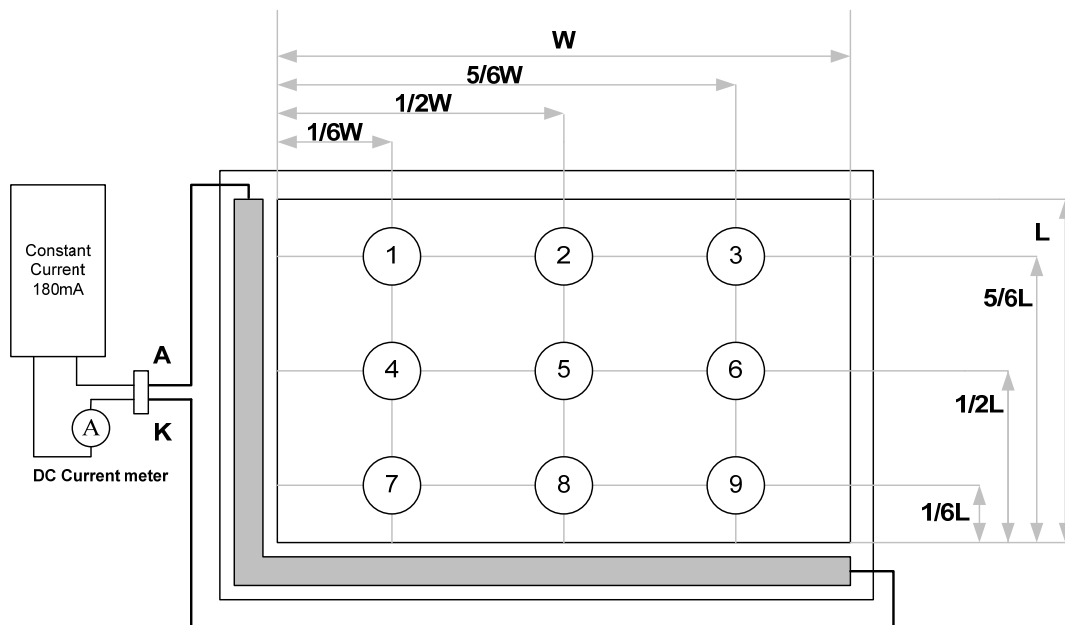
$$\text{Contrast ratio (CR)} = \frac{\text{Photo detector output when LCD is at "White" state}}{\text{Photo detector Output when LCD is at "Black" state}}$$

Note 4: Definition of response time:

The output signals of photo detector are measured when the input signals are changed from "black" to "white"(falling time) and from "white" to "black" (rising time) respectively. The response time is defined as the time interval between the 10% and 90% of amplitudes. Refer to figure as below.



Note 5 : Luminance is measured at point 5 of the display.



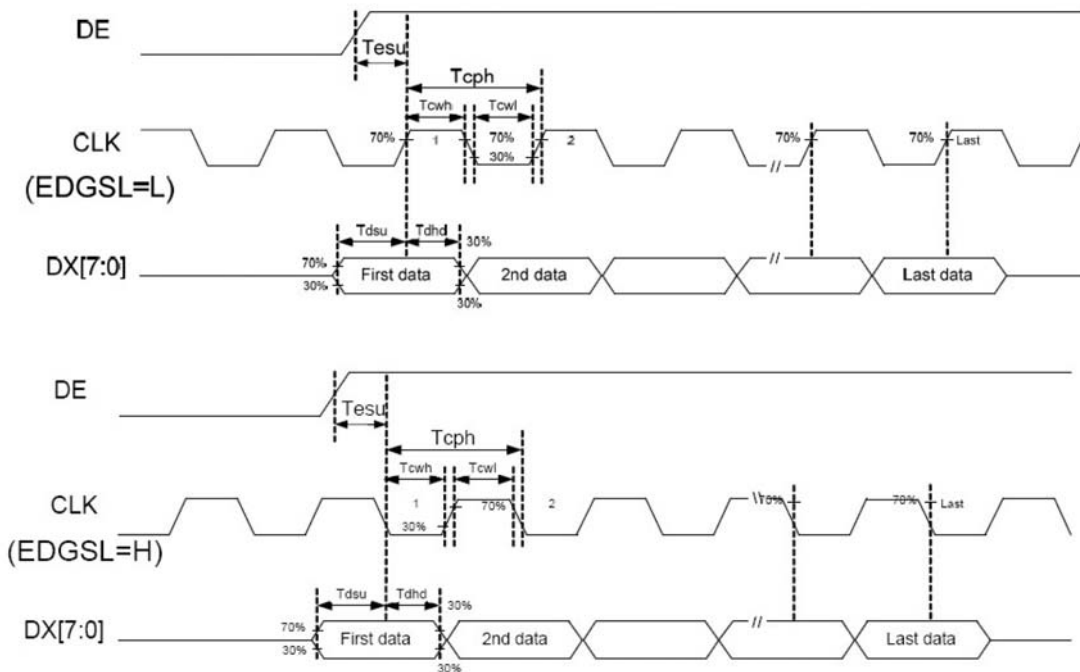
Note 6 : Definition of Luminance Uniformity

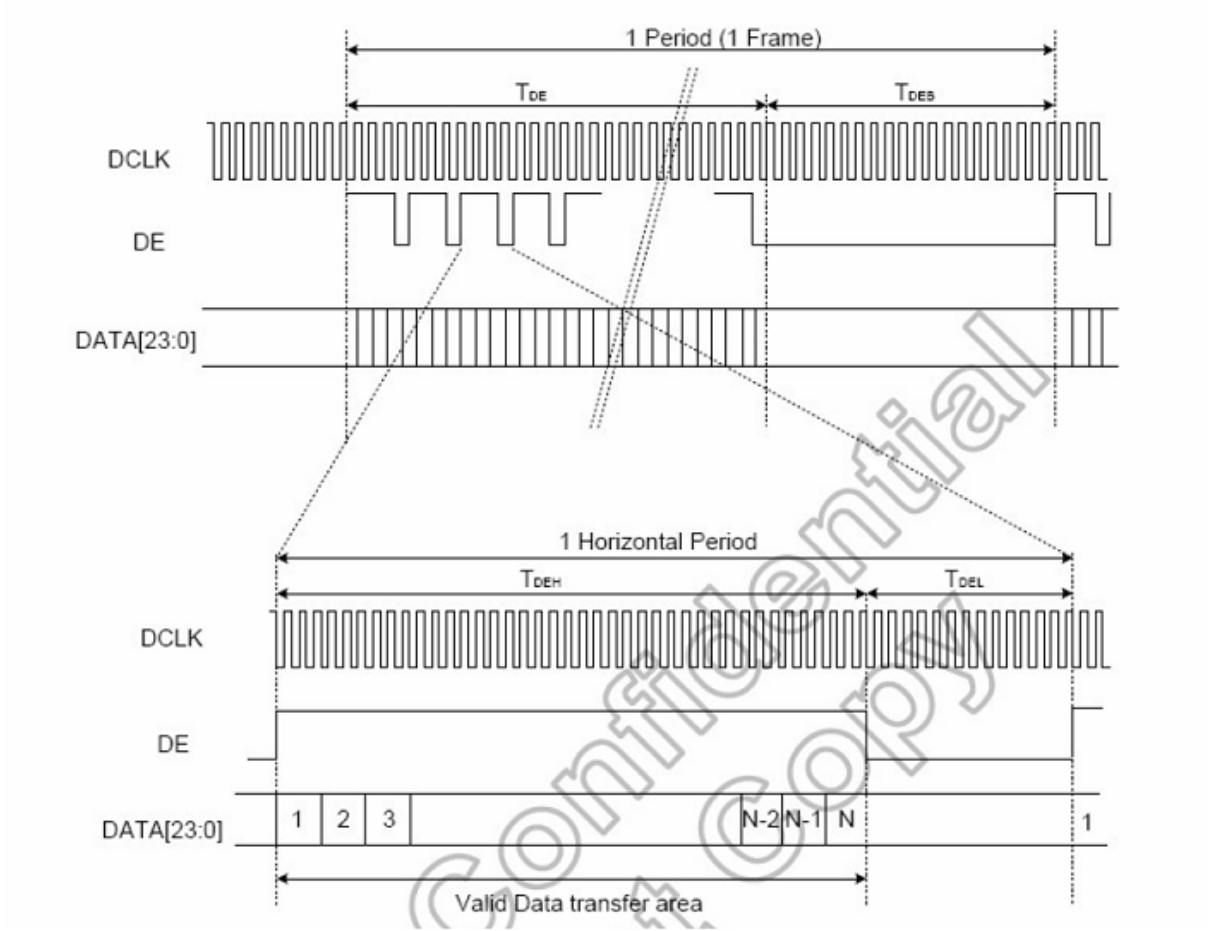
$$\Delta L = [L(\text{min.}) \text{ of 9 points} / L(\text{max.}) \text{ of 9 points}] \times 100\%$$

7. INPUT SIGNAL (DE ONLY MODE)

































| Parameter | Symbol | | | | Unit |
|-------------------|------------------------------------|------|-------|------|------------------------------------|
| | | Min. | Typ. | Max. | |
| Data setup time | Tdsu | 6 | - | - | ns |
| Data hold time | Tdhd | 6 | - | - | Tcph |
| DE setup time | Tesu | 6 | - | - | Tcph |
| CLK frequency | F _{CPH} | | 33.26 | | MHz |
| CLK period | T _{CPH} | | 30.06 | | ns |
| CLK pulse duty | T _{CWH} | 40 | 50 | 60 | % |
| DE period | T _{DEH} +T _{DEL} | 1000 | 1056 | 1200 | T _{CPH} |
| DE pulse width | T _{DEH} | - | 800 | - | T _{CPH} |
| DE frame blanking | T _{DEB} | 10 | 45 | 110 | T _{DEH} +T _{DEL} |
| DE frame width | T _{DE} | - | 480 | - | T _{DEH} +T _{DEL} |

Note : We suggest using the typical value, so it can have better performance.

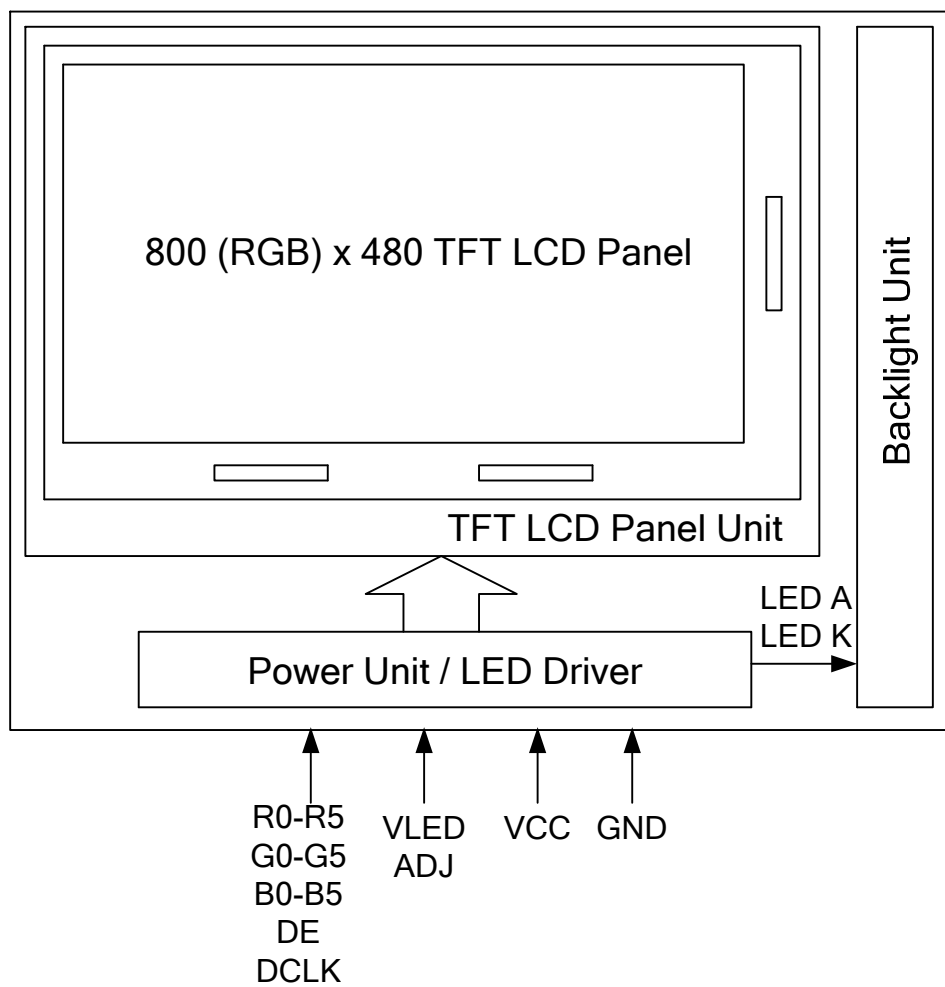




DISPLAYED COLOR AND INPUT DATA

| | Color & Gray Scale | DATA SIGNAL | | | | | | | | | | | | | | | | | |
|-------------|---|-------------|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|
| | | 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(63) | 1 | 1 | 1 | 1 | 1 | 1 | 0 | 0 | 0 | 0 | 0 | 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(63) | 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 |  Black | 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(31) | 0 | 1 | 1 | 1 | 1 | 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 |  Black | 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(31) | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 1 | 1 | 1 | 1 | 0 | 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 |  Black | 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(31) | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 1 | 1 | 1 | 1 | 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. BLOCK DIAGRAM



9. Projected capacitive-type TOUCH PANEL ELECTRICAL SPECIFICATION

9-1 Basic Characteristic

| ITEM | SPECIFICATION |
|--|---|
| Type | Projective Capacitive Touch Panel |
| Activation | Multi-finger |
| X/Y Position Reporting | Absolute Position |
| Touch Force | No contact pressure required |
| Calibration | No need for calibration |
| Report Rate | Approx. 100 points/sec |
| Interface/Protocol | IIC/V3.X |
| Control IC | ILI2511 |
| Conductive susceptibility IEC/EN61000-4-6 | 10Vrms |
| Radiated Susceptibility IEC/EN61000-4-3 | 30V/m |
| Cover Glass | 1.1mm chemically strength glass with black border |
| Bonding method | CG to sensor: optical bonding |
| | TP module to LCM: tape bonding |

9-2 Electrical Characteristic

9-2-1 IIC Interface

Specify the normal operating condition

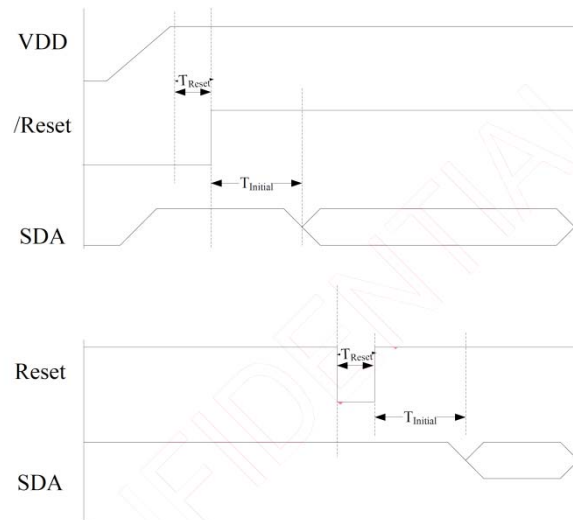
(GND=0V)

| Item | | Symbol | Min. | Typ. | Max. | Unit | Note |
|--|------|------------------|---------------------|------|---------------------|------|------|
| Power Supply Voltage | | V _{IN} | 3 | 3.3 | 3.6 | V | |
| Signal IIC Interface Logic level | Low | V _{IL} | 0 | - | 0.3*V _{IN} | V | |
| | High | V _{IH} | 0.7*V _{IN} | - | V _{IN} | V | |
| Power Consumption | | I _{VIN} | | 50 | | mA | Ref. |

9-2-2 Interface

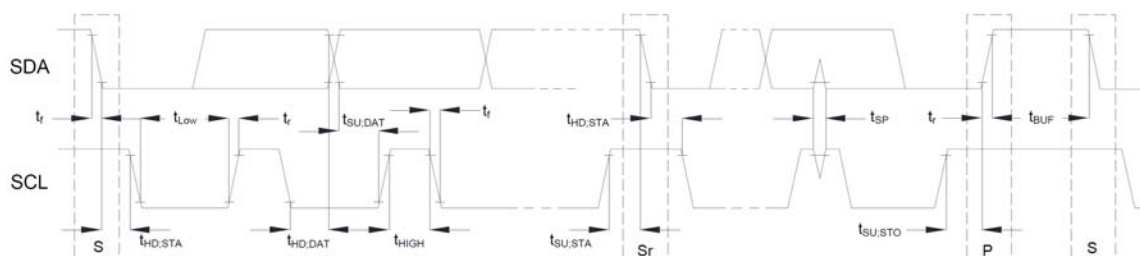
| Pin No. | Symbol | Function |
|---------|--------|---|
| 1 | GND | POWER GND |
| 2 | SDA | IIC Data |
| 3 | SCL | IIC Clock |
| 4 | VIN | Power supply 3.3V |
| 5 | INT | Interrupt signal Active “Low” |
| 6 | RESET | Reset touch panel controller Active “Low” |

9-2-3 Power- on Timing Chart (IIC interface)



| Symbol | Parameter | MIN. | MAX. | Unit |
|---------------|---|------|------|---------------|
| $T_{Initial}$ | After powering-on or resetting the device, the device needs $T_{Initial}$ time to configure the system. | - | 100 | ms |
| T_{Reset} | $\overline{\text{Reset}}$ pin low hold time | 50 | - | μs |

9-2-4 IIC AC Waveform



9-2-5 IIC Characteristics

| Symbol | Parameter | 100KHz | | | 400KHz | | |
|--------------|--|--------|------|---------|--------|-----|---------|
| | | Min | Max | Unit | Min | Max | Unit |
| f_{SCL} | SCL clock frequency | 0 | 100 | KHz | 0 | 400 | KHz |
| $t_{HD,STA}$ | Hold time (repeated) START condition. After this period, the first clock pulse is generated | 4.0 | – | μs | 0.6 | – | μs |
| t_{LOW} | LOW period of the SCL clock | 4.7 | – | μs | 1.3 | – | μs |
| t_{HIGH} | HIGH period of the SCL clock | 4.0 | – | μs | 0.6 | – | μs |
| $t_{SU,STA}$ | Set-up time for a repeated START condition | 4.7 | – | μs | 0.6 | – | μs |
| $t_{HD,DAT}$ | Data hold time | 0 | 3.45 | μs | 0 | 0.9 | μs |
| $t_{SU,DAT}$ | Data set-up time | 250 | – | ns | 100 | – | ns |
| t_r | Rise time of both SDA and SCL signals | – | 1000 | ns | – | 300 | ns |
| t_f | Fall time of both SDA and SCL signals | – | 300 | ns | – | 300 | ns |
| $t_{SU,STO}$ | Set-up time for STOP condition | 4.0 | – | μs | 0.6 | – | μs |
| t_{BUF} | Bus free time between a STOP and START condition | 4.7 | – | μs | 1.3 | – | μs |

9-2-6 Format Protocol

Protocol V3.X Command List

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

| | | | | | | |
|--|--|--|-----|--------------------------------|---|-----------------------------|
| | | | ID2 | 1: Touch Down, 0: Touch Off | 0 | X_High direction coordinate |
| | | | | X_Low direction coordinate | | |
| | | | | 0 | 0 | Y_High direction coordinate |
| | | | | Y_Low direction coordinate | | |
| | | | | Touch Pressure | | |
| | | | ID3 | 1: Touch Down, 0: Touch Off | 0 | X_High direction coordinate |
| | | | | X_Low direction coordinate | | |
| | | | | 0 | 0 | Y_High direction coordinate |
| | | | | Y_Low direction coordinate | | |
| | | | | Touch Pressure | | |
| | | | ID4 | 1: Touch Down, 0: Touch Off | 0 | X_High direction coordinate |
| | | | | X_Low direction coordinate | | |
| | | | | 0 | 0 | Y_High direction coordinate |
| | | | | Y_Low direction coordinate | | |
| | | | | Touch Pressure | | |

| | | | | | | |
|------|------------------------|-----|-----|--------------------------------|---|-----------------------------|
| 0x14 | Touch Information 2 | Get | ID5 | 1: Touch Down, 0: Touch Off | 0 | X_High direction coordinate |
| | | | | X_Low direction coordinate | | |
| | | | | 0 | 0 | Y_High direction coordinate |
| | | | | Y_Low direction coordinate | | |
| | | | | Touch Pressure | | |
| | | | ID6 | 1: Touch Down, 0: Touch Off | 0 | X_High direction coordinate |
| | | | | X_Low direction coordinate | | |
| | | | | 0 | 0 | Y_High direction coordinate |
| | | | | Y_Low direction coordinate | | |
| | | | | Touch Pressure | | |
| | | | ID7 | 1: Touch Down, 0: Touch Off | 0 | X_High direction coordinate |
| | | | | X_Low direction coordinate | | |
| | | | | 0 | 0 | Y_High direction coordinate |
| | | | | Y_Low direction coordinate | | |
| | | | | Touch Pressure | | |

| | | | | | | |
|------|--|--|-----|-------------------------------------|---|-----------------------------|
| | | | ID8 | 1: Touch Down, 0: Touch Off | 0 | X_High direction coordinate |
| | | | | X_Low direction coordinate | | |
| | | | | 0 | 0 | Y_High direction coordinate |
| | | | | Y_Low direction coordinate | | |
| | | | | Touch Pressure | | |
| | | | ID9 | 1: Touch Down, 0: Touch Off | 0 | X_High direction coordinate |
| | | | | X_Low direction coordinate | | |
| | | | | 0 | 0 | Y_High direction coordinate |
| | | | | Y_Low direction coordinate | | |
| | | | | Touch Pressure | | |
| 0x20 | | | | The maximum X coordinate (bit 7:0) | | |
| | | | | The maximum X coordinate (bit 15:8) | | |
| | | | | The maximum Y coordinate (bit 7:0) | | |
| | | | | The maximum Y coordinate (bit 15:8) | | |
| | | | | The channel numbers of X direction | | |
| | | | | The channel numbers of Y direction | | |
| | | | | The maximum report points | | |

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

Protocol V3.X Data Format

| CMD Code | Name | Set / Get | Note | b7 | b6 | b5 | b4 | b3 | b2 | b1 | b0 |
|----------------------------|--------------------------------|-----------------------------|-----------------------------|---|----|-----------------------------|----|----|----|----|----|
| 0x10 | Touch Information | Get | Packet Number | 0: No touch 1: Last Report at ID 0 to ID 5 (include release status) 2: Last Report at ID 6 to ID 9 (include release status) | | | | | | | |
| | | | ID0 | 1: Touch Down, 0: Touch Off | 0 | X_High direction coordinate | | | | | |
| | | | | X_Low direction coordinate | | | | | | | |
| | | | | 0 | 0 | Y_High direction coordinate | | | | | |
| | | | | Y_Low direction coordinate | | | | | | | |
| | | | | Touch Pressure | | | | | | | |
| | | | ID1 | 1: Touch Down, 0: Touch Off | 0 | X_High direction coordinate | | | | | |
| | | | | X_Low direction coordinate | | | | | | | |
| | | | | 0 | 0 | Y_High direction coordinate | | | | | |
| | | | | Y_Low direction coordinate | | | | | | | |
| | | | | Touch Pressure | | | | | | | |
| | | | ID2 | 1: Touch Down, 0: Touch Off | 0 | X_High direction coordinate | | | | | |
| X_Low direction coordinate | | | | | | | | | | | |
| 0 | 0 | Y_High direction coordinate | | | | | | | | | |
| Y_Low direction coordinate | | | | | | | | | | | |
| Touch Pressure | | | | | | | | | | | |
| ID3 | 1: Touch Down, 0: Touch Off | 0 | X_High direction coordinate | | | | | | | | |
| | X_Low direction coordinate | | | | | | | | | | |
| | 0 | 0 | Y_High direction coordinate | | | | | | | | |
| | Y_Low direction coordinate | | | | | | | | | | |
| | Touch Pressure | | | | | | | | | | |
| ID4 | 1: Touch Down, 0: Touch Off | 0 | X_High direction coordinate | | | | | | | | |

| | | | | | | |
|--|--|--|-----|--------------------------------|---|-----------------------------|
| | | | | X_Low direction coordinate | | |
| | | | | 0 | 0 | Y_High direction coordinate |
| | | | | Y_Low direction coordinate | | |
| | | | | Touch Pressure | | |
| | | | ID5 | 1: Touch Down, 0: Touch Off | 0 | X_High direction coordinate |
| | | | | X_Low direction coordinate | | |
| | | | | 0 | 0 | Y_High direction coordinate |
| | | | | Y_Low direction coordinate | | |
| | | | | Touch Pressure | | |
| | | | | | | |
| | | | | | | |

9-2-7 Interrupt Pin (INT) Control

When a finger touches on the sensor surface, the INT pin will be pull low. TP controller supports two different type control method.

Method 1(Polling): The \overline{INT} will continue to be low until the finger leaves the sensor surface.

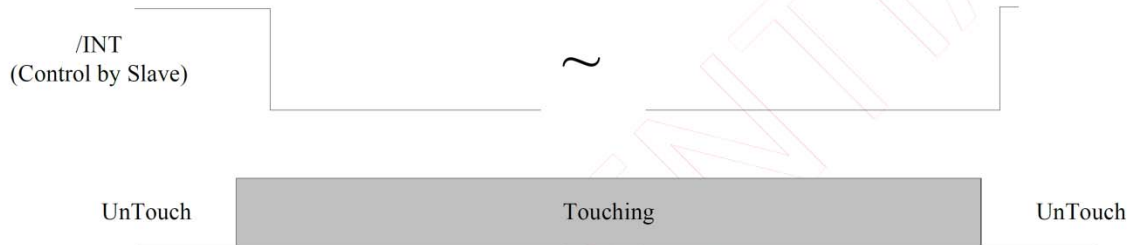


Fig 9: Method 1: \overline{INT} Pin Control Diagram (Finger Touch)

Method 2(Interrupt): The \overline{INT} will continue to be pull low until host read 0x10 command.

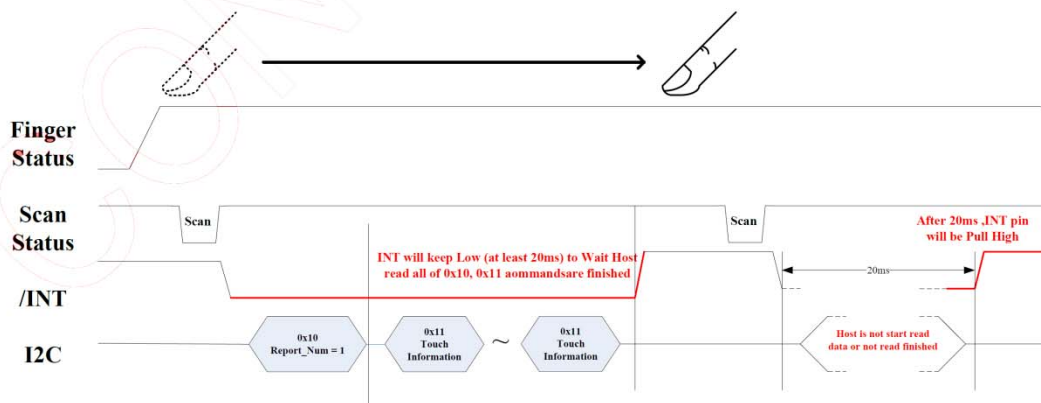


Fig 10: Method 2: \overline{INT} Pin Control Diagram (Finger Touch)

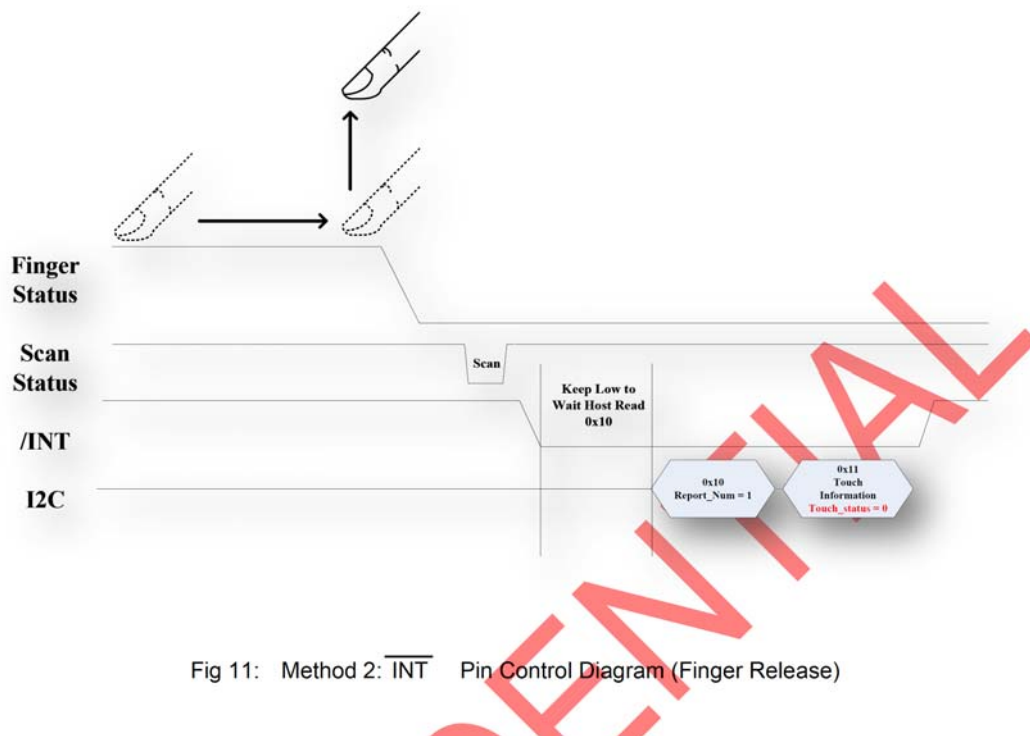


Fig 11: Method 2: $\overline{\text{INT}}$ Pin Control Diagram (Finger Release)

9-2-8 Device Address

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

7-bit Device Address: 0x41

8-bit Device Read Address: 0x83

8-bit Device Write Address: 0x82

9-2-9 Data Transfer

Data is transferred over the IIC bus with 8-bit address and 8-bit data.

| | | | | | | |
|---|---------------|----|---|-----------|---|---|
| 1 | 7 | 1 | 1 | 8 | 1 | 1 |
| S | Slave Address | Wr | A | Data Byte | A | P |

S Start Condition

Sr Repeated Start Condition

Rd Read (bit value of 1)

Wr Write (bit value of 0)

A/NA Acknowledge (this bit position may be '0' for an ACK or '1' for a NACK)

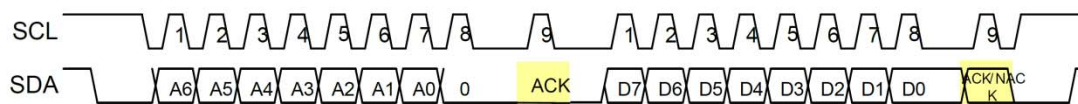
P Stop Condition

Master-to-Slave

Slave-to-Master

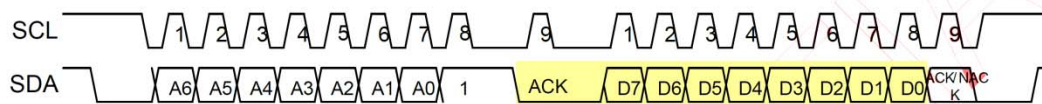
Continue

I2C Write timing



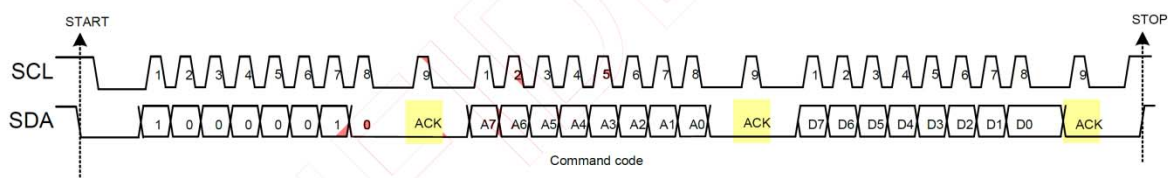
 => slave to master

I2C Read timing



 => slave to master

Byte Write



| | | | | | | | | |
|---|---------------|----|---|--------------|---|-----------|---|---|
| S | Slave Address | Wr | A | Command Code | A | Data Byte | A | P |
|---|---------------|----|---|--------------|---|-----------|---|---|

i: Byte Write

Byte Read

c

| | | | | | | | | | | | | |
|---|---------------|----|---|--------------|---|----|---------------|----|---|-----------|---|---|
| S | Slave Address | Wr | A | Command Code | A | Sr | Slave Address | Rd | A | Data Byte | A | P |
|---|---------------|----|---|--------------|---|----|---------------|----|---|-----------|---|---|

3: Byte Read

10. RELIABILITY TEST

| Test Item | Test Conditions | Note |
|--|---|------|
| High Temperature Operation | 70±3°C , t=240 hrs | |
| Low Temperature Operation | -20±3°C , t=240 hrs | |
| High Temperature Storage | 80±3°C , t=240 hrs | 1,2 |
| Low Temperature Storage | -30±3°C , t=240 hrs | 1,2 |
| Storage at High Temperature and Humidity | 40°C, 85% RH , 240 hrs | 1,2 |
| Thermal Shock Test | -20°C ~ 25°C ~ 70°C 30 m in. 5 min. 30 min. (1 cycle) Total 100 cycle(Dry) | 1,2 |
| Vibration Test (Packing) | Sweep frequency : 10 ~ 55 ~ 10 Hz/1min Amplitude : 0.75mm Test direction : X.Y.Z/3 axis Duration : 30min/each axis | 2 |

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

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

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

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

Definitions of life end point :

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

11. GENERAL PRECAUTION

11-1 Safety

Liquid crystal is poisonous. Do not put it your mouth. If liquid crystal touches your skin or clothes, wash it off immediately by using soap and water.

11-2 Handling

1. The LCD panel is plate glass. Do not subject the panel to mechanical shock or to excessive force on its surface.
2. The polarizer attached to the display is easily damaged. Please handle it carefully to avoid scratch or other damages.
3. To avoid contamination on the display surface, do not touch the module surface with bare hands.
4. Keep a space so that the LCD panels do not touch other components.
5. Put cover board such as acrylic board on the surface of LCD panel to protect panel from damages.
6. Transparent electrodes may be disconnected if you use the LCD panel under environmental conditions where the condensation of dew occurs.
7. Do not leave module in direct sunlight to avoid malfunction of the ICs.

11-3 Static Electricity

1. Be sure to ground module before turning on power or operation module.
2. Do not apply voltage which exceeds the absolute maximum rating value.

11-4 Storage

1. Store the module in a dark room where must keep at $+25\pm 10^{\circ}\text{C}$ and 65%RH or less.
2. Do not store the module in surroundings containing organic solvent or corrosive gas.
3. Store the module in an anti-electrostatic container or bag.

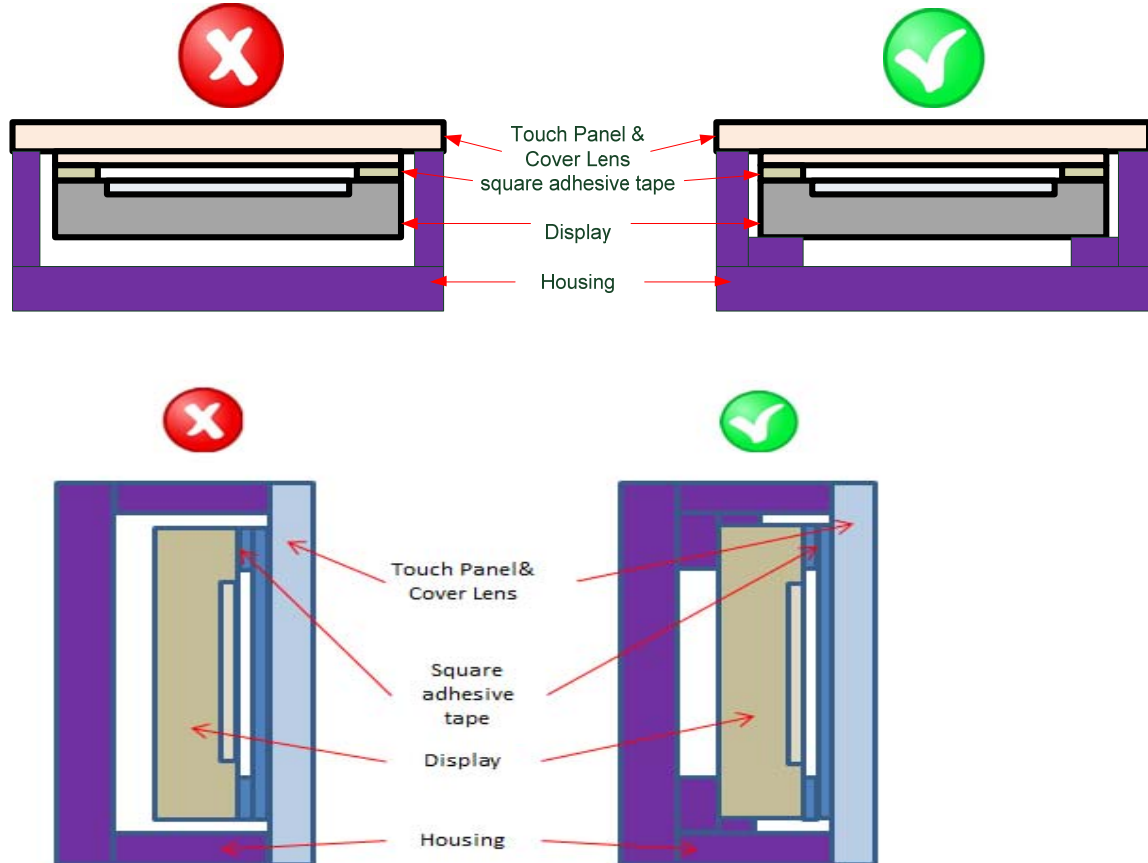
11-5 Cleaning

1. Do not wipe the polarizer with dry cloth. It might cause scratch.
2. Only use a soft sloth with IPA to wipe the polarizer, other chemicals might permanent damage to the polarizer.

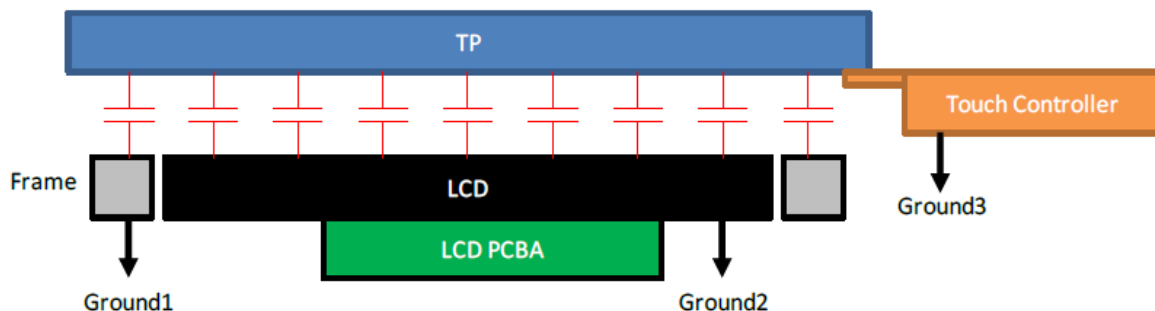
11.6 Mechanism (if the LCM using air bonding)

(1) Please mount LCD module by using mounting holes arranged in four corners tightly.

(2) The square adhesive tape which is between the touch panel and display can't provide well supporting in the long term and high ambient temperature condition. Whether upright or horizontal position the support holder which is in the back side of the display is needed. Do not let the display floating.



(3) TP needs to work in environment with stable stray capacitance. In order to minimize the variation in stray capacitance, all conductive mechanical parts must not be floating. Intermittent floating any conductive part around the touch sensor may cause significant stray capacitance change and abnormal touch function. It is recommended to keep all conductive parts having same electrical potential as the GND of the touch controller module.



GND1, GND2 and GND3 should be connected together to have the same ground

11-7 Others

1. AMIPRE will provide one year warrantee for all products and three months warrantee for all repairing products.
2. Do not keep the LCD at the same display pattern continually. The residual image will happen and it will damage the LCD. Please use screen saver

