

Doc. Number :

- ☐ Tentative Specification  
☐ Preliminary Specification  
☒ Approval Specification

**MODEL NO.: G185BGE**  
**SUFFIX: L01**

**Customer:**

**APPROVED BY**

**SIGNATURE**

**Name / Title** \_\_\_\_\_

Note:

Product Version : C3

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

| Approved By  | Checked By | Prepared By |
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## REVISION HISTORY

| Version | Date         | Page | Description                    |
|---------|--------------|------|--------------------------------|
| 2.0     | Apr.24, 2019 | All  | Spec Ver.2.0 was first issued. |
|         |              |      |                                |
|         |              |      |                                |
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|         |              |      |                                |
|         |              |      |                                |

## 1. GENERAL DESCRIPTION

### 1.1 OVERVIEW

G185BGE-L01 is a 18.5" IAV TFT Liquid Crystal Display module with WLED Backlight unit and 30 pins 1ch-LVDS interface. This module supports 1366 x 768 HD mode and can display up to 16.7M colors. The converter module for Backlight is built in.

### 1.2 GENERAL SPECIFICATIONS

| Item              | Specification                       | Unit  | Note |
|-------------------|-------------------------------------|-------|------|
| Screen Size       | 18.51" real diagonal                |       |      |
| Driver Element    | a-si TFT active matrix              | -     | -    |
| Pixel Number      | 1366 x R.G.B. x 768                 | pixel | -    |
| Pixel Pitch       | 0.3 (H) x 0.3 (V)                   | mm    | -    |
| Pixel Arrangement | RGB vertical stripe                 | -     | -    |
| Display Colors    | 16.7M                               | color | -    |
| Transmissive Mode | Normally white                      | -     | -    |
| Surface Treatment | AG type, 3H hard coating, Haze 25   | -     | -    |
| Luminance, White  | 300                                 | cd/m2 |      |
| Color Gamut       | 72% of NTSC(Typ.)                   | -     | -    |
| TCO               | TCO 5.0 compliance                  |       |      |
| Power Consumption | Total 17.4 W @ cell 3 W , BL 14.4 W |       | (1)  |

Note (1) The specified power consumption : Total= cell (reference 4.3.1)+BL (reference 4.3.3)

## 2. MECHANICAL SPECIFICATIONS

| Item        |                | Min.   | Typ.   | Max.   | Unit | Note |
|-------------|----------------|--------|--------|--------|------|------|
| Module Size | Horizontal (H) | 429.87 | 430.37 | 430.87 | mm   | (1)  |
|             | Vertical (V)   | 254.1  | 254.6  | 255.1  | mm   |      |
|             | Thickness (T)  | -      | 16.1   | 16.6   | mm   |      |
| Bezel Area  | Horizontal     | 413.1  | 413.4  | 413.7  | mm   |      |
|             | Vertical       | 233.7  | 234    | 234.3  | mm   |      |
| Active Area | Horizontal     | -      | 409.8  | -      | mm   |      |
|             | Vertical       | -      | 230.4  | -      | mm   |      |
| Weight      |                | -      | 1580   | 1650   | g    |      |

Note (1) Please refer to the attached drawings for more information of front and back outline dimensions.

## 3. ABSOLUTE MAXIMUM RATINGS

### 3.1 ABSOLUTE RATINGS OF ENVIRONMENT

| Item                          | Symbol | Value |      | Unit | Note     |
|-------------------------------|--------|-------|------|------|----------|
|                               |        | Min.  | Max. |      |          |
| Storage Temperature           | TST    | -20   | 60   | °C   | (1)      |
| Operating Ambient Temperature | TOP    | 0     | 60   | °C   | (1), (2) |

Note (1)

(a) 90 %RH Max. (Ta < 40 °C).

(b) Wet-bulb temperature should be 39 °C Max.

(c) No condensation.

Note (2) The temperature of panel surface should be 0 °C min. and 65 °C max.

## 3.2 ELECTRICAL ABSOLUTE RATINGS

### 3.2.1 TFT LCD MODULE

| Item                 | Symbol          | Value |      | Unit | Note |
|----------------------|-----------------|-------|------|------|------|
|                      |                 | Min.  | Max. |      |      |
| Power Supply Voltage | VCCS            | -0.3  | 6.0  | V    | (1)  |
| Logic Input Voltage  | V <sub>IN</sub> | -0.3  | 3    | V    |      |

### 3.2.2 BACKLIGHT CONVERTER

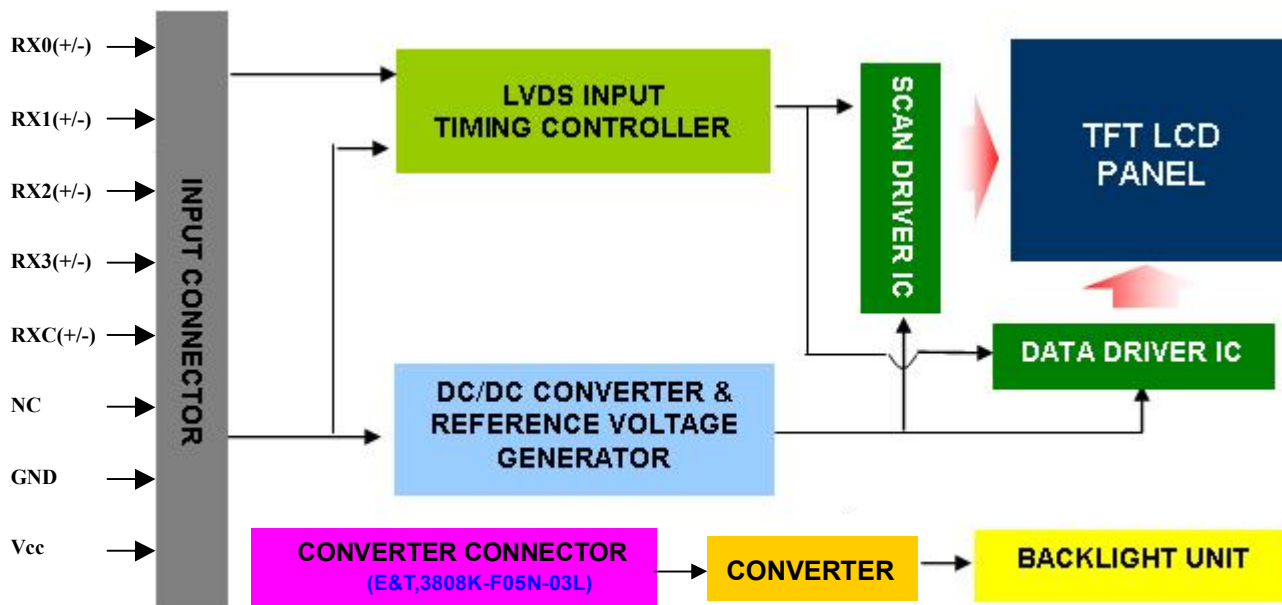
| Item              | Symbol              | Value |      |      | Unit | Note  |
|-------------------|---------------------|-------|------|------|------|---|
|                   |                     | Min.  | Typ  | Max. |      |   |
| Converter Voltage | LED_V <sub>in</sub> | 0     | 12.0 | 18.0 | V    | (1), (2)<br>Duty=100%                               |
| Enable Voltage    | LED_EN              | 0     | 3.3  | 5.0  | V    |   |
| Backlight Adjust  | LED_PWM             | 0     | 3.3  | 5.0  | V    | (1), (2)<br>Pulse Width ≤ 10msec.<br>and Duty ≤ 10% |

Note (1) Permanent damage to the device may occur if maximum values are exceeded. Function operation should be restricted to the conditions described under Normal Operating Conditions.

Note (2) Specified values are for input pin of LED light bar at Ta=25±2 °C (Refer to 4.3.3 and 4.3.4 for further information).

## 4. ELECTRICAL SPECIFICATIONS

### 4.1 FUNCTION BLOCK DIAGRAM



### 4.2. INTERFACE CONNECTIONS

#### LVDS I/O PIN ASSIGNMENT

| Pin | Name   | Description                                      |
|-----|--------|--|
| 1   | NC     | Not connection, this pin should be open.         |
| 2   | NC     | Not connection, this pin should be open.         |
| 3   | NC     | Not connection, this pin should be open.         |
| 4   | GND    | Ground   |
| 5   | RX0-   | Negative LVDS differential data input. Channel 0 |
| 6   | RX0+   | Positive LVDS differential data input. Channel 0 |
| 7   | GND    | Ground   |
| 8   | RX1-   | Negative LVDS differential data input. Channel 1 |
| 9   | RX1+   | Positive LVDS differential data input. Channel 1 |
| 10  | GND    | Ground   |
| 11  | RX2-   | Negative LVDS differential data input. Channel 2 |
| 12  | RX2+   | Positive LVDS differential data input. Channel 2 |
| 13  | GND    | Ground   |
| 14  | RXCLK- | Negative LVDS differential clock input.          |
| 15  | RXCLK+ | Positive LVDS differential clock input.          |
| 16  | GND    | Ground   |
| 17  | RX3-   | Negative LVDS differential data input. Channel 3 |
| 18  | RX3+   | Positive LVDS differential data input. Channel 3 |
| 19  | GND    | Ground   |
| 20  | NC     | For LCD internal use only, Do not connect        |
| 21  | NC     | For LCD internal use only, Do not connect        |
| 22  | NC     | For LCD internal use only, Do not connect        |
| 23  | GND    | Ground   |
| 24  | GND    | Ground   |
| 25  | GND    | Ground   |

| Pin | Name | Description        |
|-----|------|--------------------|
| 26  | Vcc  | +5.0V power supply |
| 27  | Vcc  | +5.0V power supply |
| 28  | Vcc  | +5.0V power supply |
| 29  | Vcc  | +5.0V power supply |
| 30  | Vcc  | +5.0V power supply |

Note (1) Connector Part No.:

FOXXCON GS23302-0111R-7H or STM MSCK2407P30.D or equivalent

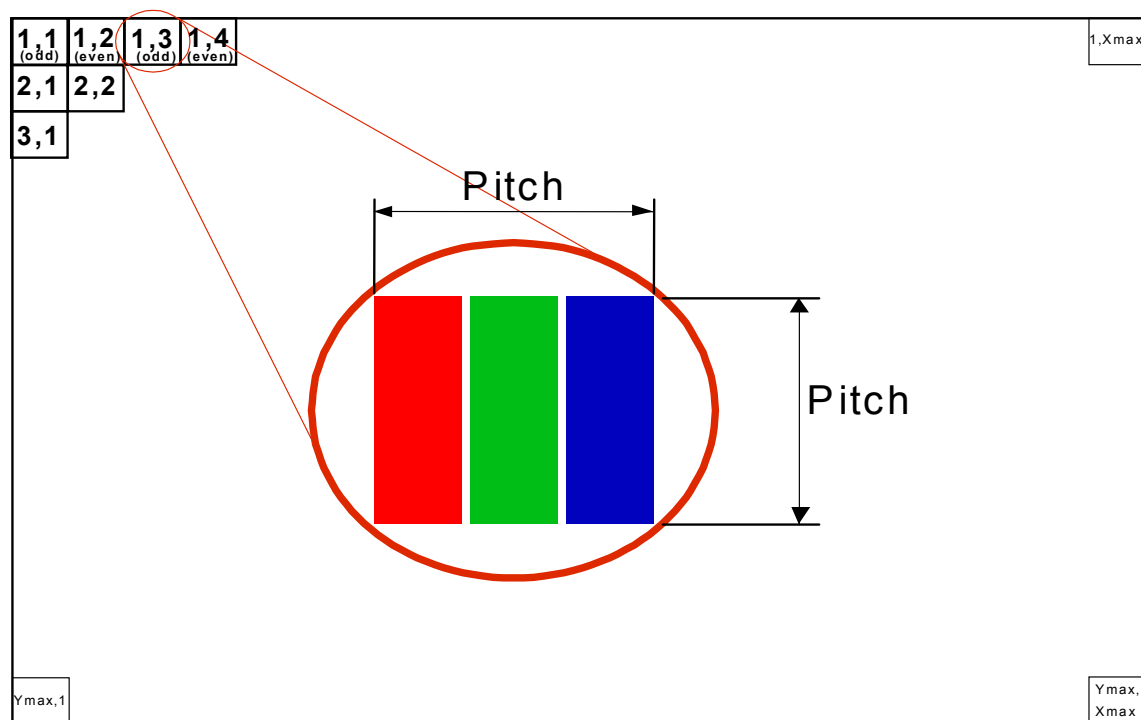
Note (2) User's connector Part No:

Mating Wire Cable Connector Part No.: FI-X30H(JAE) or FI-X30HL(JAE)

Mating FFC Cable Connector Part No.: 217007-013001 (P-TWO) or JF05X030-1 (JAE).

Note (3) The first pixel is odd.

Note (4) Input signal of even and odd clock should be the same timing.



## BACKLIGHT PIN ASSIGNMENT

| Pin | Symbol  | Description                             |
|-----|---------|---|
| 1   | LED_Vin | Converter Input Voltage                 |
| 2   | GND     | Converter Ground                        |
| 3   | LED_EN  | Backlight ON/OFF                        |
| 4   | LED_PWM | Brightness External PWM Control         |
| 5   | N.C     | Not connection, this pin should be open |

Note (1) Connector Part No.:

E&T,3808K-F05N-03L or equivalent



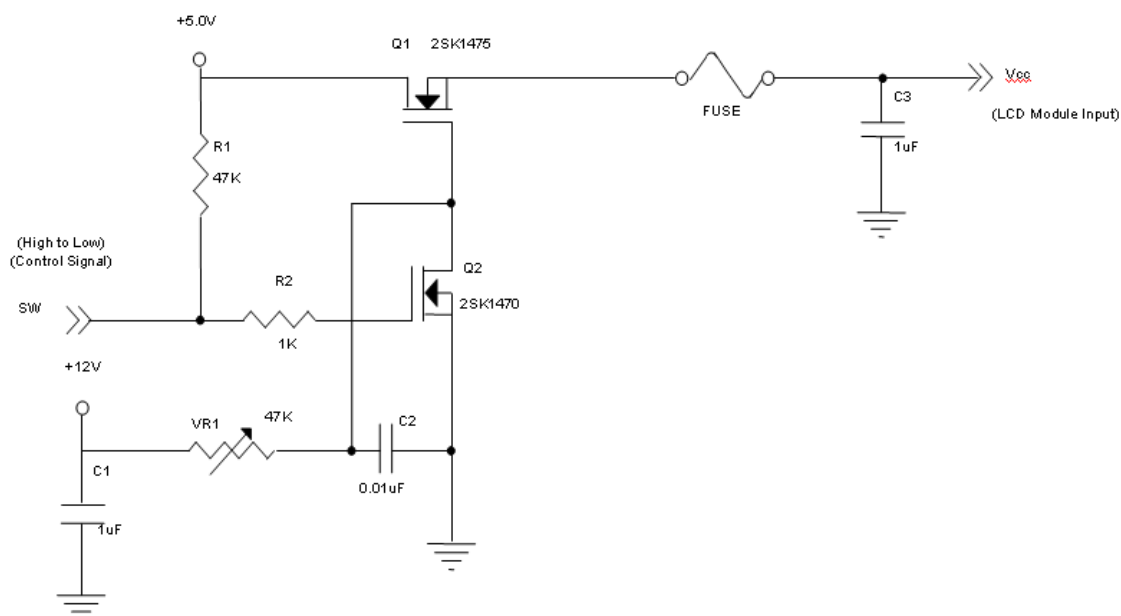
## 4.3 ELECTRICAL CHARACTERISTICS

### 4.3.1 LCD ELETRONICS SPECIFICATION

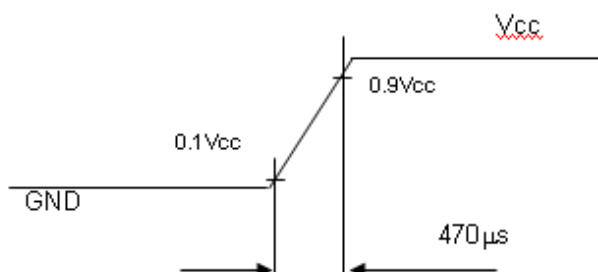
| Parameter                       | Symbol            | Value |      |      | Unit | Note |
|---------------------------------|-------------------|-------|------|------|------|------|
|                                 |                   | Min.  | Typ. | Max. |      |      |
| Power Supply Voltage            | V <sub>CC</sub>   | 4.5   | 5.0  | 5.5  | V    | -    |
| Ripple Voltage                  | V <sub>RP</sub>   |       |      | 300  | mV   | -    |
| Rush Current                    | I <sub>RUSH</sub> |       |      | 3    | A    | (2)  |
| Power Supply Current            | White             |       | 0.41 | 0.54 | A    | (3)a |
|                                 | Black             |       | 0.57 | 0.76 | A    | (3)b |
|                                 | Vertical Stripe   |       | 0.6  | 0.8  | A    | (3)c |
| Power Consumption               | PLCD              |       | 3.0  | 4.0  | Watt | (4)  |
| LVDS differential input voltage | V <sub>id</sub>   | 200   |      | 600  | mV   |      |
| LVDS common input voltage       | V <sub>ic</sub>   | 1.0   | 1.2  | 1.4  | V    |      |

Note (1) The ambient temperature is  $T_a = 25 \pm 2^\circ\text{C}$ .

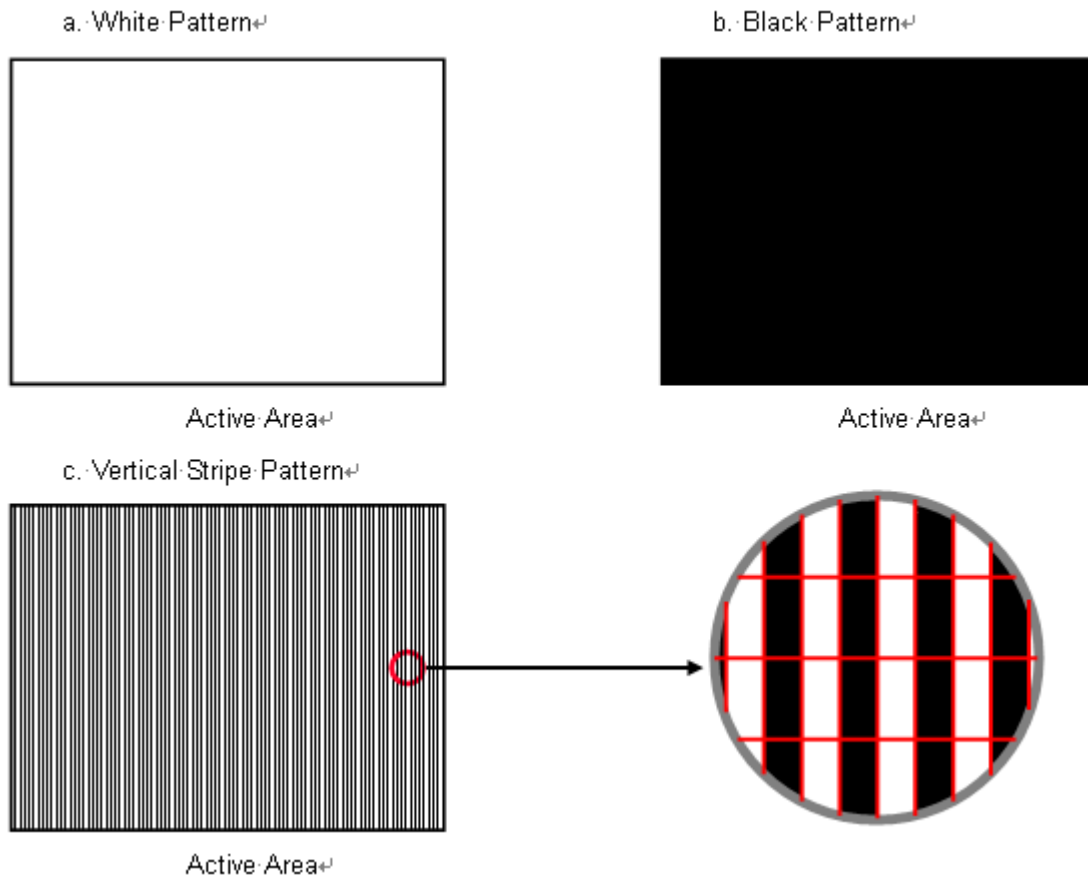
Note (2) Measurement Conditions:



**Vcc rising time is 470μs**

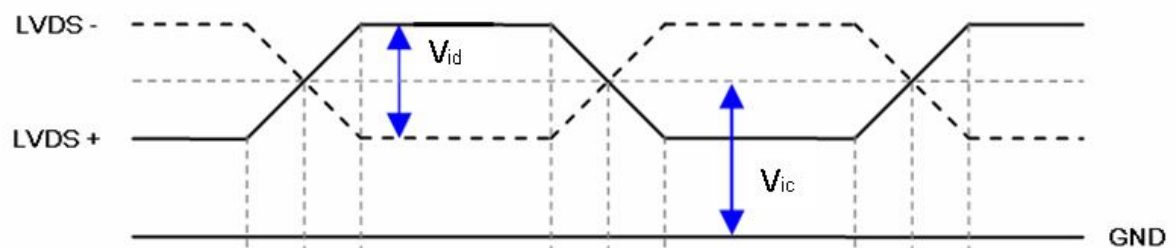


Note (3) The specified power supply current is under the conditions at  $V_{CC} = 5.0\text{ V}$ ,  $T_a = 25 \pm 2\text{ }^{\circ}\text{C}$ ,  $F_r = 75\text{ Hz}$ , whereas a power dissipation check pattern below is displayed.

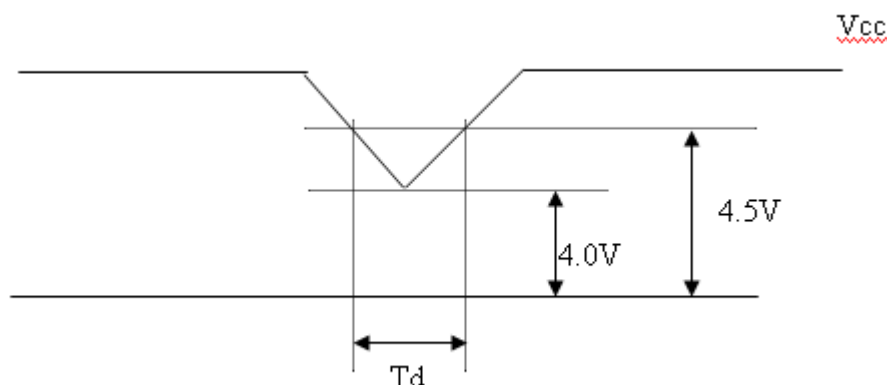


Note (4) The power consumption is specified at the pattern with the maximum current.

Note (5) VID waveform condition



## 4.3.2 Vcc Power Dip Condition

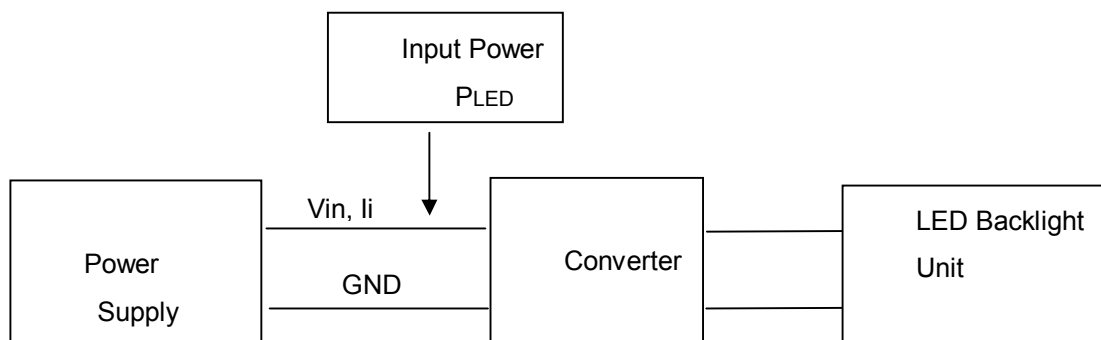


Dip Condition :  $4.0V \leq V_{cc} \leq 4.5V$ ,  $T_d \leq 20ms$

## 4.3.3 BACKLIGHT UNIT

| Parameter                      |                | Symbol           | Value  |      |      | Unit | Note                            |
|--------------------------------|----------------|------------------|--------|------|------|------|---------------------------------|
|                                |                |                  | Min.   | Typ. | Max. |      |                                 |
| Converter Power Supply Voltage |                | LED_Vin          | 11.5   | 12.0 | 13.2 | V    |                                 |
| Converter Power Supply Current |                | li               | ----   | 1.2  | ---- | A    | @LED_Vin= 12V<br>Duty=100%      |
| Converter Input Rush Current   |                | lirsh            |        |      | 3    | A    | @LED_Vin rising<br>= 1mS        |
| Power Consumption              |                | P <sub>LED</sub> |        |      | 14.4 | W    | @ LED_Vin =<br>12V<br>Duty=100% |
| EN Control Level               | Backlight on   | LED_EN           | 2.0    | 3.3  | 5.0  | V    |                                 |
|                                | Backlight off  |                  | 0      | 0    | 0.8  |      |                                 |
| PWM Control Level              | PWM High Level | LED_PWM          | 2.0    | 3.3  | 5.0  | V    |                                 |
|                                | PWM Low Level  |                  | 0      | 0    | 0.15 |      |                                 |
| PWM Control Duty Ratio         |                |                  | 10     | --   | 100  | %    |                                 |
| PWM Control Frequency          |                | f <sub>PWM</sub> | 200    | 200  | 10k  | Hz   |                                 |
| LED Life Time                  |                | L <sub>L</sub>   | 50,000 |      |      | Hrs  | (2)                             |

Note (1) LED current is measured by utilizing a high frequency current meter as shown below:



Note (2) The lifetime of LED is defined as the time when LED packages continue to operate under the conditions at  $T_a = 25 \pm 2 \text{ }^{\circ}\text{C}$  and  $I = (80)\text{mA}$  (per chip) until the brightness becomes  $\leq 50\%$  of its original value.

Note (3) If PWM control frequency is applied in the range less than 1KHz, The “waterfall” phenomenon on the screen may be found. To avoid this issue, It’s a suggestion that PWM control frequency should follow the criterion as below.

$$(N+0.4)*f < f_{\text{pwm}} < (N+0.6)*f$$

$f_{\text{pwm}}$  : PWM control frequency

$f$  : Frame rate

$N$  : Integer ( $N \geq 3$ )

## 4.4 LVDS INPUT SIGNAL SPECIFICATIONS

### 4.4.1 LVDS DATA MAPPING TABLE

|                |             |     |     |     |     |     |     |     |
|----------------|-------------|-----|-----|-----|-----|-----|-----|-----|
| LVDS Channel 0 | LVDS output | D7  | D6  | D4  | D3  | D2  | D1  | D0  |
|                | Data order  | G0  | R5  | R4  | R3  | R2  | R1  | R0  |
| LVDS Channel 1 | LVDS output | D18 | D15 | D14 | D13 | D12 | D9  | D8  |
|                | Data order  | B1  | B0  | G5  | G4  | G3  | G2  | G1  |
| LVDS Channel 2 | LVDS output | D26 | D25 | D24 | D22 | D21 | D20 | D19 |
|                | Data order  | DE  | NA  | NA  | B5  | B4  | B3  | B2  |
| LVDS Channel 3 | LVDS output | D23 | D17 | D16 | D11 | D10 | D5  | D27 |
|                | Data order  | NA  | B7  | B6  | G7  | G6  | R7  | R6  |

## 4.4.2 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.

| 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  | 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  |
| 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  | 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  | 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  | 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  | 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  |
| 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  | 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  | 0  | 0  |
|                     | Green(2)        | :           | :  | :  | :  | :  | :  | :  | :  | :     | :  | :  | :  | :  | :  | :  | :  | :    | :  | :  | :  | :  | :  | :  | :  |
|                     | :               | :           | :  | :  | :  | :  | :  | :  | :  | :     | :  | :  | :  | :  | :  | :  | :  | :    | :  | :  | :  | :  | :  | :  | :  |
|                     | :               | :           | :  | :  | :  | :  | :  | :  | :  | :     | :  | :  | :  | :  | :  | :  | :  | :    | :  | :  | :  | :  | :  | :  | :  |
|                     | :               | 0           | 0  | 0  | 0  | 0  | 0  | 0  | 0  | 1     | 1  | 1  | 1  | 1  | 1  | 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  | 1  | 0  | 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  | 1  | 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  |
| 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  | 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  | 0  | 1  |
|                     | Blue(2)         | 0           | 0  | 0  | 0  | 0  | 0  | 0  | 0  | 0     | 0  | 0  | 0  | 0  | 0  | 0  | 0  | 0    | 0  | 0  | 0  | 0  | 1  | 0  | 0  |
|                     | :               | :           | :  | :  | :  | :  | :  | :  | :  | :     | :  | :  | :  | :  | :  | :  | :  | :    | :  | :  | :  | :  | :  | :  | :  |
|                     | :               | :           | :  | :  | :  | :  | :  | :  | :  | :     | :  | :  | :  | :  | :  | :  | :  | :    | :  | :  | :  | :  | :  | :  | :  |
|                     | :               | :           | :  | :  | :  | :  | :  | :  | :  | :     | :  | :  | :  | :  | :  | :  | :  | :    | :  | :  | :  | :  | :  | :  | :  |
|                     | Blue(253)       | 0           | 0  | 0  | 0  | 0  | 0  | 0  | 0  | 0     | 0  | 0  | 0  | 0  | 0  | 0  | 0  | 1    | 1  | 1  | 1  | 1  | 1  | 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  |

Note (1) 0: Low Level Voltage, 1: High Level Voltage

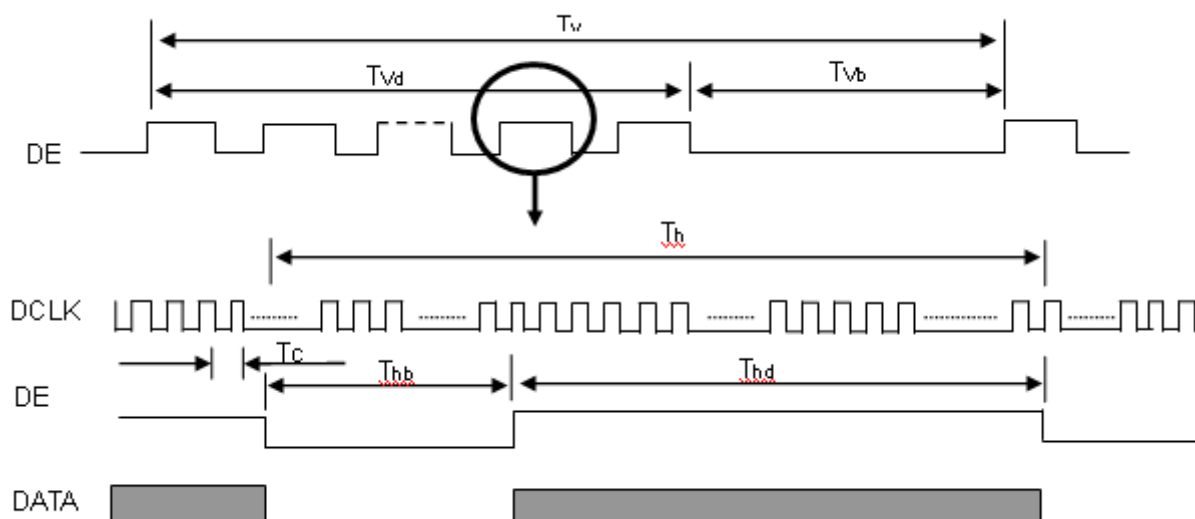
#### 4.5 DISPLAY TIMING SPECIFICATIONS

The input signal timing specifications are shown as the following table and timing diagram.

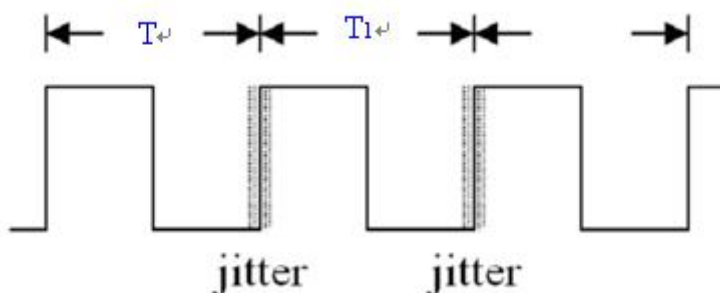
| Signal                  | Item                                 | Symbol                  | Min.                            | Typ. | Max.                            | Unit | Note   |
|-------------------------|--------------------------------------|-------------------------|---------------------------------|------|---------------------------------|------|--|
| LVDS Clock              | Frequency                            | F <sub>c</sub>          | 60                              | 76   | 96                              | MHz  | -  |
|                         | Period                               | T <sub>c</sub>          |                                 | 13.0 |                                 | ns   |  |
|                         | Input cycle to cycle jitter          | T <sub>rcl</sub>        |                                 |      | 200                             | ns   | (1)  |
|                         | Input Clock to data skew             | TLVCCS                  | -400                            |      | +400                            | ps   | (2)  |
|                         | Spread spectrum modulation range     | F <sub>clk_in_mod</sub> | F <sub>c</sub> *98%             |      | F <sub>c</sub> *102%            | MHz  | (3)  |
|                         | Spread spectrum modulation frequency | F <sub>SSM</sub>        |                                 |      | 200                             | KHz  |  |
| Vertical Display Term   | Frame Rate                           | Fr                      | 50                              | 60   | 75                              | Hz   | T <sub>v</sub> =T <sub>vd</sub> +T <sub>vb</sub> |
|                         | Total                                | T <sub>v</sub>          | 800                             | 806  | 815                             | Th   | -  |
|                         | Active Display                       | T <sub>vd</sub>         | 768                             | 768  | 768                             | Th   | -  |
|                         | Blank                                | T <sub>vb</sub>         | T <sub>v</sub> -T <sub>vd</sub> | 38   | T <sub>v</sub> -T <sub>vd</sub> | Th   | -  |
| Horizontal Display Term | Total                                | T <sub>h</sub>          | 1500                            | 1560 | 1570                            | Tc   | T <sub>h</sub> =T <sub>hd</sub> +T <sub>hb</sub> |
|                         | Active Display                       | T <sub>hd</sub>         | 1366                            | 1366 | 1366                            | Tc   | -  |
|                         | Blank                                | T <sub>hb</sub>         | T <sub>h</sub> -T <sub>hd</sub> | 194  | T <sub>h</sub> -T <sub>hd</sub> | Tc   | -  |

Note: Because this module is operated by DE only mode, Hsync and Vsync input signals are ignored.

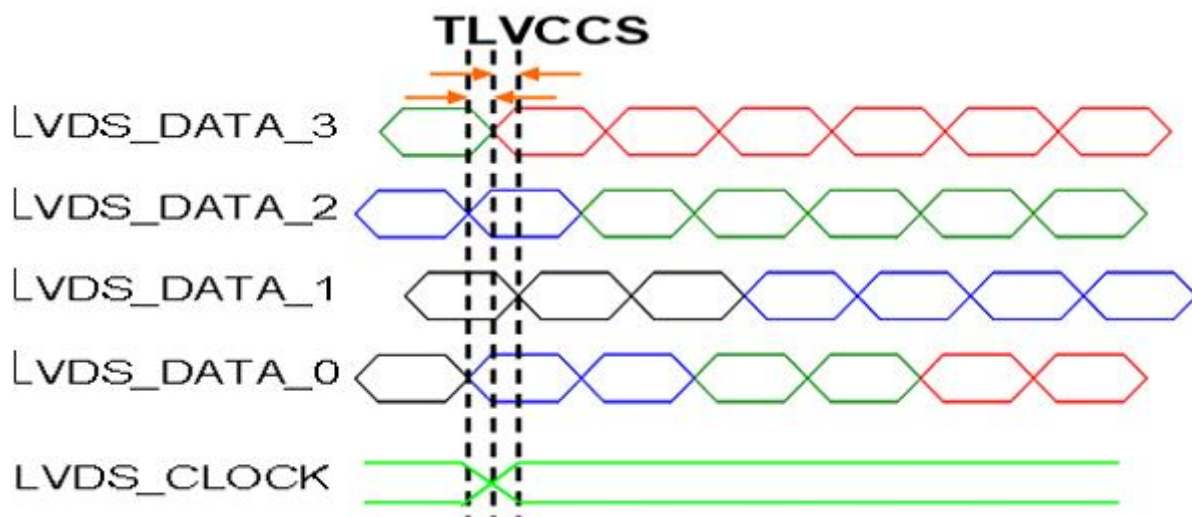
#### INPUT SIGNAL TIMING DIAGRAM



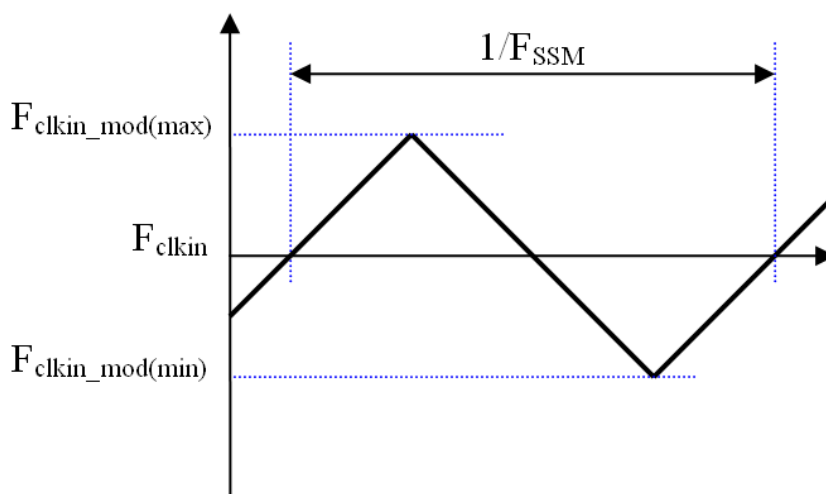
Note (1) The input clock cycle-to-cycle jitter is defined as below figures.  $Trcl = |T_1 - T_1|$



Note (2) Input Clock to data skew is defined as below figures.

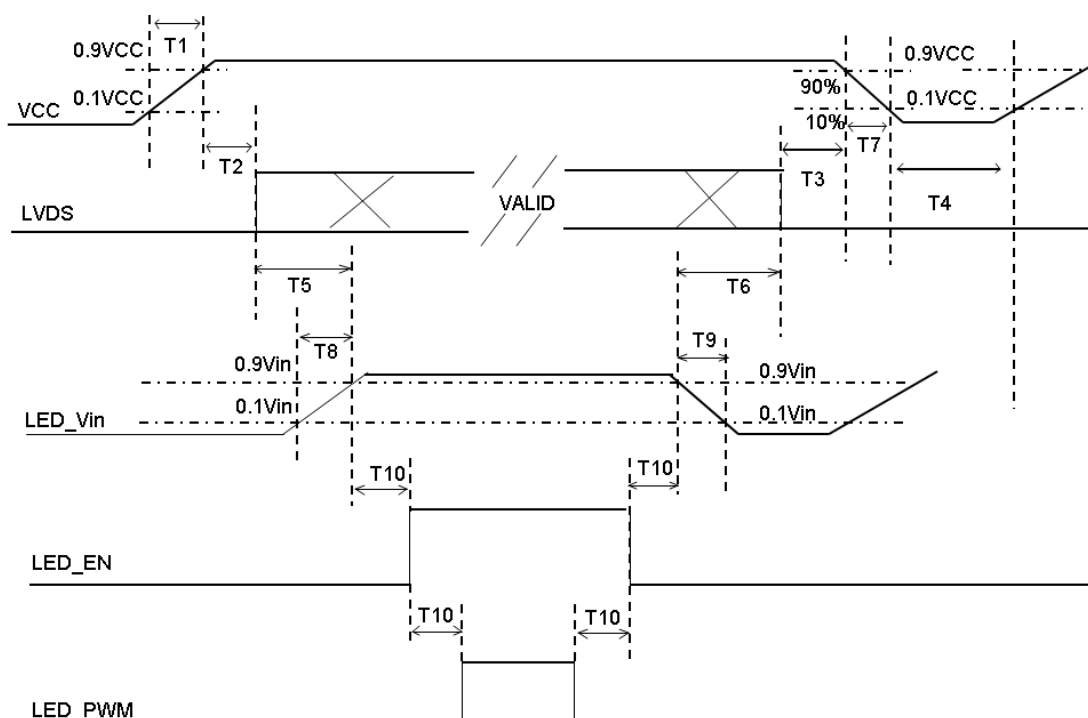


Note (3) The SSCG (Spread spectrum clock generator) is defined as below figures.



## 4.6 POWER ON/OFF SEQUENCE

The power sequence specifications are shown as the following table and diagram.



Timing Specifications:

| Parameters | Values |      |     | Units |
|------------|--------|------|-----|-------|
|            | Min    | Typ. | Max |       |
| T1         | 0.5    | -    | 5   | ms    |
| T2         | 0      | -    | 50  | ms    |
| T3         | 0      | -    | 50  | ms    |
| T4         | 500    | -    | -   | ms    |
| T5         | 430    | -    | -   | ms    |
| T6         | 70     | -    | -   | ms    |
| T7         | 5      | -    | 100 | ms    |
| T8         | 5      | -    | 30  | ms    |
| T9         | 0      | -    | 10  | ms    |
| T10        | 10     | -    | -   | ms    |

Note (1) The supply voltage of the external system for the module input should be the same as the definition of Vcc.

Note (2) When the backlight turns on before the LCD operation of the LCD turns off, the display may momentarily become abnormal screen.

Note (3) In case of VCC = off level, please keep the level of input signals on the low or keep a high impedance.

Note (4) T4 should be measured after the module has been fully discharged between power off and on period.

Note (5) Interface signal shall not be kept at high impedance when the power is on.



Note (6) INX won't take any responsibility for the products which are damaged by the customers not following the Power Sequence.

Note (7) There might be slight electronic noise when LCD is turned off (even backlight unit is also off). To avoid this symptom, we suggest "Vcc falling timing" to follow "T7 spec".

## 5. OPTICAL CHARACTERISTICS

### 5.1 TEST CONDITIONS

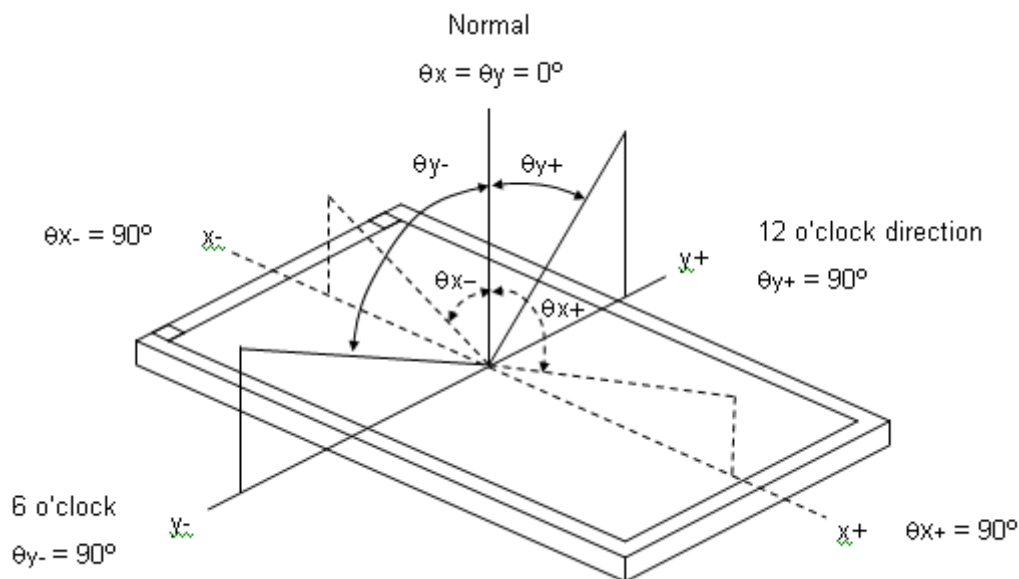
| Item                  | Symbol  | Value    | Unit             |
|-----------------------|---|----------|------------------|
| Ambient Temperature   | Ta  | 25±2     | °C               |
| Ambient Humidity      | Ha  | 50±10    | %RH              |
| Supply Voltage        | V <sub>CC</sub>   | 3.2      | V                |
| Input Signal          | According to typical value in "3. ELECTRICAL CHARACTERISTICS" |          |                  |
| LED Light Bar Current | I <sub>PIN</sub>  | 80 ± 1.5 | mA <sub>DC</sub> |
| PWM Duty Ratio        | D   | 100      | %                |

### 5.2 OPTICAL SPECIFICATIONS

The relative measurement methods of optical characteristics are shown in 5.2. The following items should be measured under the test conditions described in 5.1 and stable environment shown in Note (5).

| Item                          |  | Symbol                      | Condition  | Min.       | Typ.           | Max.       | Unit     | Note     |
|-------------------------------|--|-----------------------------|--|------------|----------------|------------|----------|----------|
| Color Chromaticity (CIE 1931) | Red  | R <sub>x</sub>              | $\theta_x=0^\circ, \theta_Y=0^\circ$<br>CS-2000<br>R=G=B=255<br>Gray scale | Typ – 0.05 | 0.643          | Typ + 0.05 | -        | (1), (5) |
|                               |  | R <sub>y</sub>              |  |            | 0.342          |            |          |          |
|                               | Green  | G <sub>x</sub>              |  |            | 0.313          |            |          |          |
|                               |  | G <sub>y</sub>              |  |            | 0.618          |            |          |          |
|                               | Blue   | B <sub>x</sub>              |  |            | 0.153          |            |          |          |
|                               |  | B <sub>y</sub>              |  |            | 0.059          |            |          |          |
|                               | White  | W <sub>x</sub>              |  |            | 0.313          |            |          |          |
|                               |  | W <sub>y</sub>              |  |            | 0.329          |            |          |          |
|                               | Center Luminance of White (Center of Screen) |                             |  |            | L <sub>C</sub> |            |          |          |
| Contrast Ratio                |  | CR                          | 700  | 1000       | -              | -          | (2), (5) |          |
| Response Time                 |  | T <sub>R</sub>              | $\theta_x=0^\circ, \theta_Y=0^\circ$                                       | -          | 1.5            | 2.5        | ms       | (3)      |
|                               |  | T <sub>F</sub>              |  | -          | 3.5            | 5.5        |          |          |
| White Variation               |  | W                           | $x=0, y=0$   | 75         | -              | -          | %        | (5), (6) |
| Viewing Angle                 | Horizontal                                   | $\theta_{x-} + \theta_{x+}$ | CR ≥ 10  | 150        | 170            | -          | Deg.     | (1), (5) |
|                               | Vertical                                     | $\theta_{y-} + \theta_{y+}$ |  | 140        | 160            | -          |          |          |
| Viewing Angle                 | Horizontal                                   | $\theta_{x-} + \theta_{x+}$ | CR ≥ 5   | 160        | 178            | ---        | Deg.     | (1), (5) |
|                               | Vertical                                     | $\theta_{y-} + \theta_{y+}$ |  | 150        | 170            | ---        |          |          |

Note (1) Definition of Viewing Angle ( $\theta_x$ ,  $\theta_y$ ):



Note (2) Definition of Contrast Ratio (CR):

The contrast ratio can be calculated by the following expression.

$$\text{Contrast Ratio (CR)} = L_{255} / L_0$$

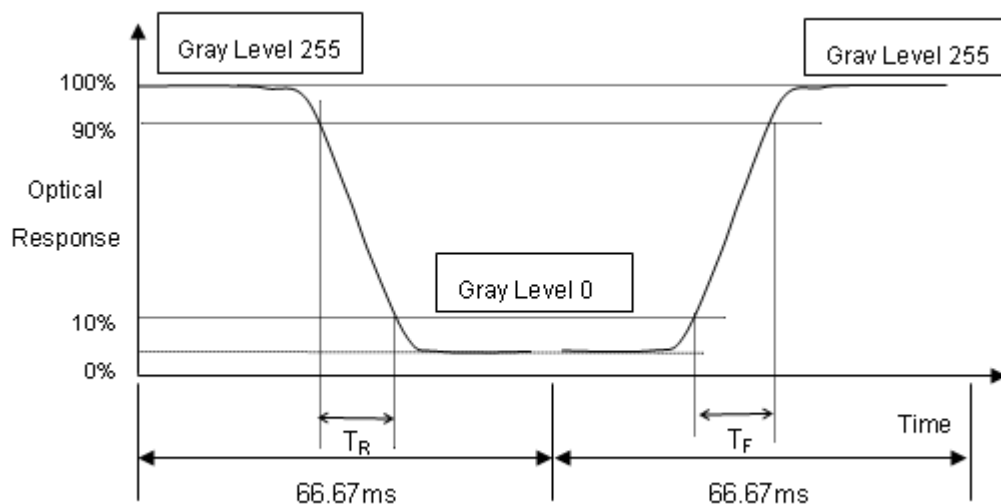
L255: Luminance of gray level 255

L 0: Luminance of gray level 0

$$\text{CR} = \text{CR} (5)$$

CR (X) is corresponding to the Contrast Ratio of the point X at Figure in Note (6).

Note (3) Definition of Response Time ( $T_R$ ,  $T_F$ ):



Note (4) Definition of Luminance of White ( $L_c$ ):

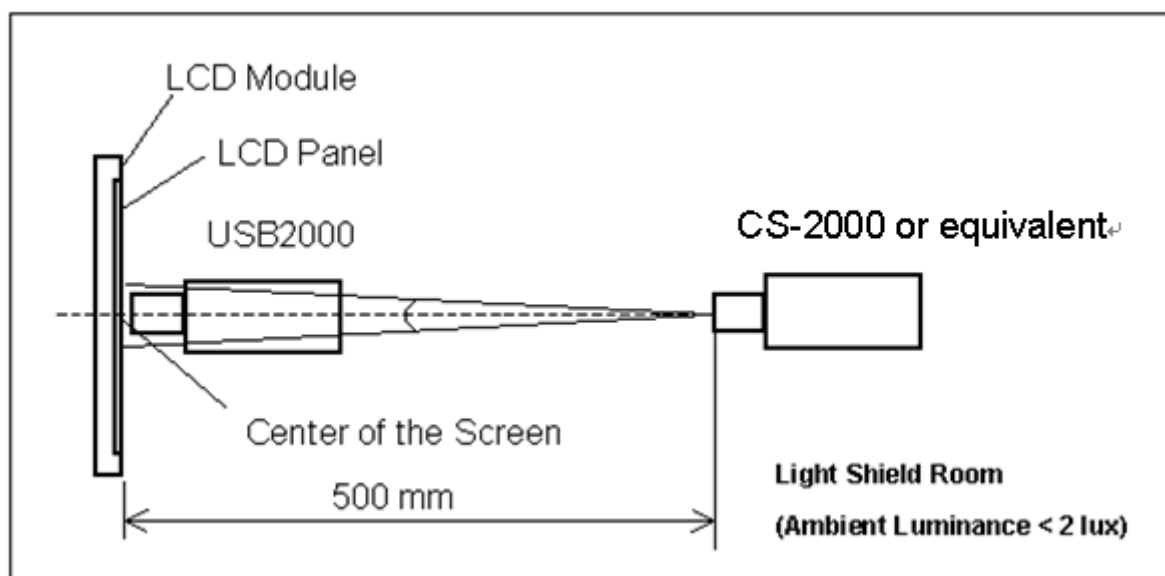
Measure the luminance of gray level 255 at center point

$$L_c = L(5)$$

$L(x)$  is corresponding to the luminance of the point X at Figure in Note (6).

Note (5) Measurement Setup:

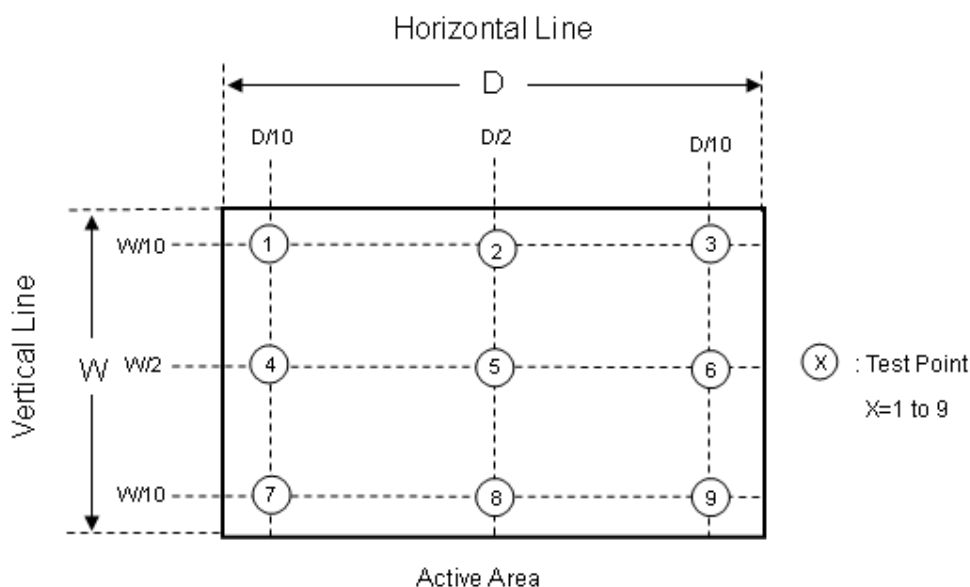
The LCD module should be stabilized at given temperature for 40 minutes to avoid abrupt temperature change during measuring. In order to stabilize the luminance, the measurement should be executed after lighting Backlight for 40 minutes in a windless room.



Note (6) Definition of White Variation ( $\delta W$ ):

Measure the luminance of gray level 255 at 9 points

$$\delta W = (\text{Minimum } [L(1) \sim L(9)] / \text{Maximum } [L(1) \sim L(9)]) * 100\%$$



## 6. RELIABILITY TEST ITEM

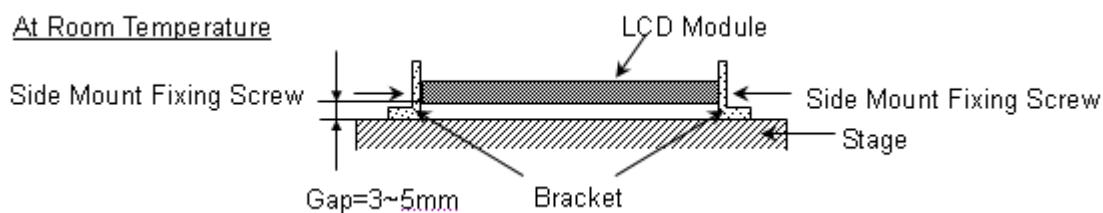
| Items                            | Required Condition  | Note |
|----------------------------------|---|------|
| Temperature Humidity Bias (THB)  | Ta= 50℃ , 80%RH, 240hours   |      |
| High Temperature Operation (HTO) | (Ta= 60℃ , 50%RH , 240hours)  |      |
| Low Temperature Operation (LTO)  | Ta= 0℃ , 240hours   |      |
| High Temperature Storage (HTS)   | Ta= 60℃ , 240hours  |      |
| Low Temperature Storage (LTS)    | Ta= -20℃ , 240hours   |      |
| Vibration Test (Non-operation)   | Acceleration: 1.5 Grms<br>Wave: Half-sine<br>Frequency: 10 - 300 Hz<br>Sweep: 30 Minutes each Axis (X, Y, Z)      |      |
| Shock Test (Non-operation)       | Acceleration: 50 G<br>Wave: Half-sine<br>Active Time: 11 ms<br>Direction : ± X, ± Y, ± Z.(one time for each Axis) |      |
| Thermal Shock Test (TST)         | -20℃/30min , 60℃ / 30min , 100 cycles   |      |
| On/Off Test                      | 25℃ ,On/10sec , Off /10sec , 30,000 cycles  |      |
| ESD (Electro Static Discharge)   | Contact Discharge: ± 8KV, 150pF(330Ω)   |      |
|                                  | Air Discharge: ± 15KV, 150pF(330Ω)  |      |
| Altitude Test                    | Operation:10,000 ft / 24hours<br>Non-Operation:30,000 ft / 24hours  |      |

Note (1) criteria : Normal display image with no obvious non-uniformity and no line defect.

Note (2) Evaluation should be tested after storage at room temperature for more than two hour

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.

The fixing condition is shown as below:



## 7. PACKING

### 7.1 PACKING SPECIFICATIONS

- (1) 8pcs LCD modules / 1 Box
- (2) Box dimensions: 525(L)\*284(W)\*360(H)mm
- (3) Weight: approximately 21Kg (8 modules per box)

### 7.2 PACKING METHOD

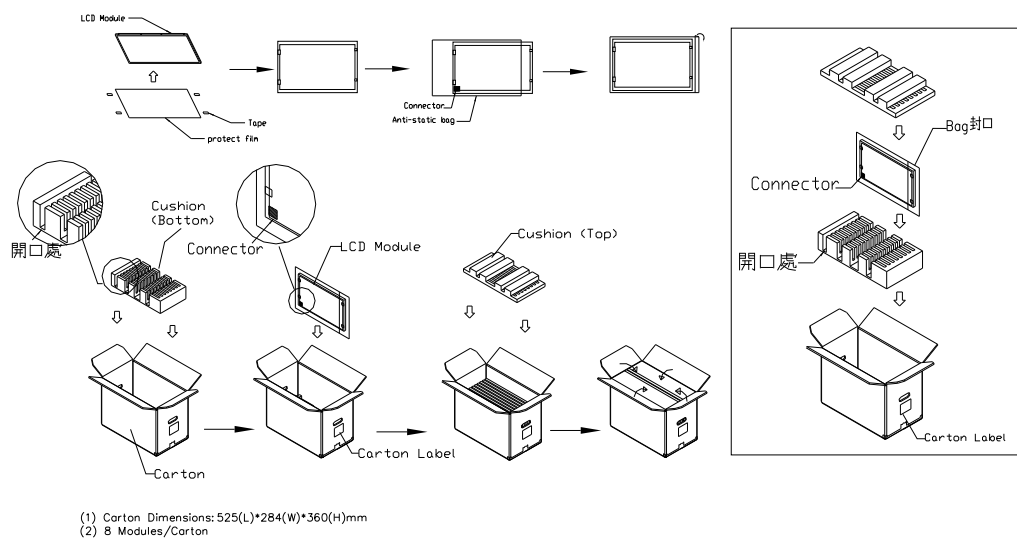
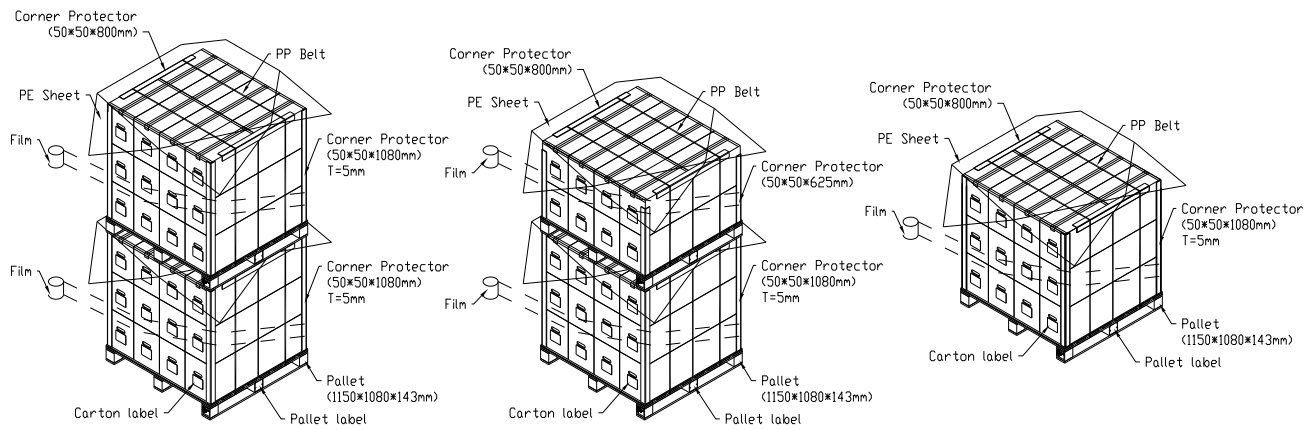


Figure. 7-1 Packing

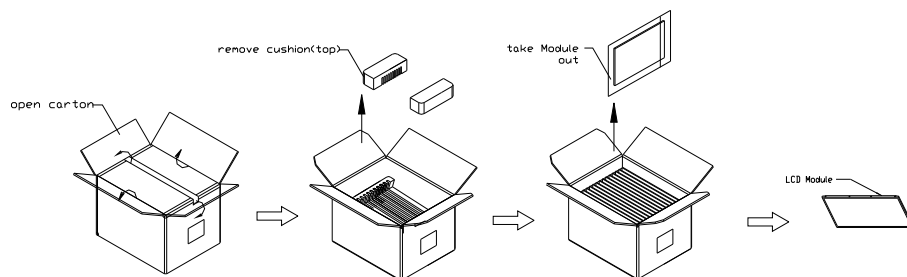
Sea / Land Transportation  
(40ft HQ Container)

Sea / Land Transportation  
(40ft Container)

Air Transportation



**Figure. 7-2 Packing**



**Figure. 9-3 Un-Packing**

## 8. INX MODULE LABEL

The barcode nameplate is pasted on each module as illustration, and its definitions are as following explanation.



(a) Model Name: G185BGE-L01

(b) Revision: Rev. XX, for example: A0, A1... B1, B2... or C1, C2...etc.

(c) \* \* \* \* : Factory ID

(d) INX barcode definition:

Serial ID: XX-XX-X-XX-YMD-X-NNNN

| Code | Meaning          | Description   |
|------|------------------|---|
| XX   | INX internal use | -   |
| XX   | Revision         | Cover all the change  |
| X    | INX internal use | -   |
| XX   | INX internal use | -   |
| YMD  | Year, month, day | Year: 0~9, 2001=1, 2002=2, 2003=3...2010=0, 2011=1, 2012=2...<br>Month: 1~12=1, 2, 3, ~, 9, A, B, C<br>Day: 1~31=1, 2, 3, ~, 9, A, B, C, ~, W, X, Y, exclude I, O, and U. |
| X    | INX internal use | Grade code  |
| NNNN | Serial number    | Manufacturing sequence of product   |



## **9. PRECAUTIONS**

### **9.1 ASSEMBLY AND HANDLING PRECAUTIONS**

- (1) Do not apply rough force such as bending or twisting to the module during assembly.
- (2) To assemble or install module into user's system can be only in clean working areas. The dust and oil may cause electrical short or worsen the polarizer.
- (3) It's not permitted to have pressure or impulse on the module because the LCD panel and Backlight will be damaged.
- (4) Always follow the correct power sequence when LCD module is connecting and operating. This can prevent damage to the INXS LSI chips during latch-up.
- (5) Do not pull the I/F connector in or out while the module is operating.
- (6) Do not disassemble the module.
- (7) Use a soft dry cloth without chemicals for cleaning, because the surface of polarizer is very soft and easily scratched.
- (8) It is dangerous that moisture come into or contacted the LCD module, because moisture may damage LCD module when it is operating.
- (9) High temperature or humidity may reduce the performance of module. Please store LCD module within the specified storage conditions.
- (10) When ambient temperature is lower than 10°C may reduce the display quality. For example, the response time will become slowly.

### **9.2 STORAGE PRECAUTIONS**

- (1) Do not leave the module in high temperature, and high humidity for a long time. It is highly recommended to store the module with temperature from 0°C to 35°C and relative humidity of less than 70%
- (2) Do not store the TFT – LCD module in direct sunlight
- (3) The module should be stored in dark place. It is prohibited to apply sunlight or fluorescent light in storing

### **9.3 OPERATION PRECAUTIONS**

- (1) The LCD product should be operated under normal condition.  
Normal condition is defined as below :  
Temperature : 20±15°C  
Humidity: 65±20%  
Display pattern : continually changing pattern(Not stationary)
- (2) If the product will be used in extreme conditions such as high temperature, high humidity, high altitude ,display pattern or operation time etc...It is strongly recommended to contact INX for application engineering advice . Otherwise , Its reliability and function may not be guaranteed.

### **9.4 SAFETY PRECAUTIONS**

- (1) If the liquid crystal material leaks from the panel, it should be kept away from the eyes or mouth. In case of contact with hands, skin or clothes, it has to be washed away thoroughly with soap.
- (2) After the module's end of life, it is not harmful in case of normal operation and storage.

## 9.5 SAFETY STANDARDS

The LCD module should be certified with safety regulations as follows:

- (1) UL60950-1 or updated standard.
- (2) IEC60950-1 or updated standard.

## 9.6 OTHER

When fixed patterns are displayed for a long time, remnant image is likely to occur.

## Appendix OUTLINE DRAWING

