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Product Information

DATE : 5. April.2011

**SAMSUNG TFT-LCD****MODEL : LTI220MT02**

The Information Described in this Specification is Preliminary and can be changed without prior notice

|                                     |                      |                                     |                      |
|-------------------------------------|----------------------|-------------------------------------|----------------------|
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|-------------------------------------|----------------------|-------------------------------------|----------------------|

Application Engineering Part, LCD Division

Samsung Electronics Co . , LTD.

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**\* Revision History**

| Date           | Rev. No | Page | Summary      |
|----------------|---------|------|--------------|
| April, 5, 2011 | 000     | all  | First issued |

## General Description

### Description

LT1220MT02 is a active matrix liquid crystal display (LCD) that uses amorphous silicon TFT(Thin Film Transistor) as switching components. This model is composed of a TFT LCD panel, a driver circuit. The resolution of a 22.0" is 1680 x 1050 and this model can display up to 16.7M colors with wide viewing angle of 80° or higher in all directions. This panel is intended to support applications to provide a excellent performance for Flat Panel Display such as Transparent Display Monitor, Show window, Kiosk etc.

### Features

- RoHS compliance (Pb-free)
- High Transmittance
- TN(Twisted Nematic) mode
- Wide viewing angle ( $\pm 160^\circ$ )
- High speed response
- WXGA (1680 x 1050 pixels) resolution (16:9)
- Low power consumption
- DE(Data Enable) mode
- Interface – TMDS(Main), LVDS(Option)
- Connector - HDMI

### Recommend

- Do not use liquid cleaner at LCD surface
- Use cover glass at LCD

## General Information

| Items               | Specification        | Unit  | Note               |
|---------------------|----------------------|-------|--------------------|
| Module Size         | 493.7(H) x 371.0(V)  | mm    | $\pm 0.5\text{mm}$ |
|                     | 7.0(T1), 22.0(T2)    |       |                    |
| Weight              | 1,300(Max.)          | g     |                    |
| Pixel Pitch         | 0.282(H) x 0.282(V)  | mm    |                    |
| Active Display Area | 473.76(H) x 296.1(V) | mm    |                    |
| Surface Treatment   | Clear LR, Haze 2%    |       |                    |
| Display Colors      | 8 bit – 16.7M        | Color |                    |
| Number of Pixels    | 1680 x 1050          | pixel |                    |
| Pixel Arrangement   | RGB vertical stripe  |       |                    |
| Display Mode        | Normally White       |       |                    |

## 1. Absolute Maximum Ratings

If the condition exceeds maximum ratings, it can cause malfunction or unrecoverable damage to the device.

| Item                                  |               | Symbol       | Min.    | Max. | Unit | Note    |
|---------------------------------------|---------------|--------------|---------|------|------|---------|
| Power Supply Voltage                  |               | $V_{DD}$     | GND-0.5 | 5.5  | V    | (1)     |
| Storage temperature                   |               | $T_{STG}$    | 5       | 40   | °C   | (2)     |
| Glass surface temperature (Operation) | Center        | $T_{CENTER}$ | 0       | 40   | °C   | (2),(5) |
|                                       | T. Uniformity | $\Delta T$   | -       | 10   | °C   |         |
| Shock ( non - operating )             |               | $S_{nop}$    | -       | 50   | G    | (3)     |
| Vibration ( non - operating )         |               | $V_{nop}$    | -       | 1.5  | G    | (4)     |

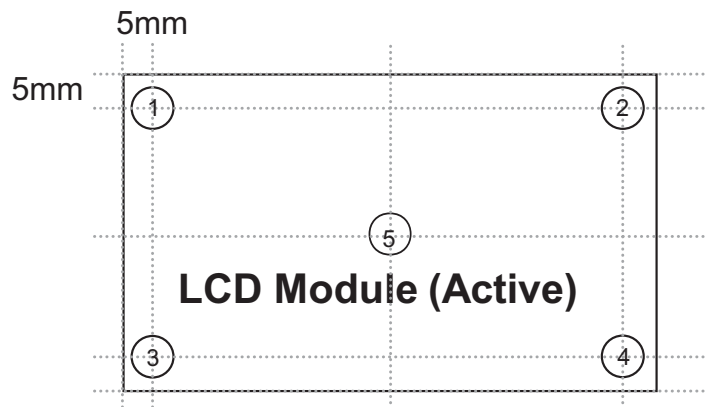
Note (1)  $T_a = 25 \pm 2$  °C

(2) 20ms, sine wave, one time for  $\pm X$ ,  $\pm Y$ ,  $\pm Z$  axis

(3) 10-300 Hz, Sweep rate 11min, 30min for X,Y,Z axis

Fig. Temperature and Relative humidity range

## (5) Definition of test point



$\Delta T$  should be less than  $10\text{ }^{\circ}\text{C}$  ( $\Delta T = |T_{\text{CENTER}} - T_{\text{CORNER}}|$ )

$T_{\text{CENTER}}$  : Temperature of the center of the glass surface (Test point 5)

$T_{\text{CORNER}}$  : Temperature of each edge of the glass surface (Test point 1~4)

## 2. Application information for DID (Digital Information Display)

A long-term display like DID application may cause uneven display including image retention. To optimize module's lifetime and function, several operating usages are required.

### 1. Normal operating condition

- Temperature:  $20 \pm 15^{\circ}\text{C}$
- Humidity:  $55 \pm 20\%$
- Display pattern: moving picture or regular switchover display

Note) Long-term static information image may cause uneven display.

### 2. Operating usages under abnormal operating condition. Note (1)

- a. Ambient condition
  - Well-ventilated place is recommended to set up DID system.
- b. Power off and screen saver
  - Periodical power-off or screen saver is needed after long-term static display. Note (2)

### 3. Operating usages to protect uneven display due to long-term static information display

- a. Suitable operating time for E-DID : under 20 hours a day.
- b. Periodical display contents change from static image to moving picture.
  - Liquid crystal refresh time is required.
- c. Periodical background color and character (image) color change
  - Use different colors for background and character (image), respectively.
  - Change colors periodically.
- d. Avoid combination of background and character with large different luminance.

Note (1) Abnormal condition means every operating condition except normal operating condition.

Note (2) Moving picture or black pattern is strongly recommended for screen saver.

### 4. Lifetime in this spec is guaranteed only when DID is used under right operating usages.

### 3. Optical Characteristics

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The optical characteristics should be measured in a dark room or equivalent.

Measuring equipment : TOPCON RD-80S, SPECTRORADIOMETER SR-3, Eldim EZ-Contrast)

(Ta = 25 ± 2 °C, VDD = 5V, fv = 60Hz, f<sub>DCLK</sub> = 59.5MHz, I<sub>L</sub> = 8mArms)

| Item                                     |        | Symbol            |              | Condition                                      | Min. | Typ. | Max. | Unit              | Note          |
|------------------------------------------|--------|-------------------|--------------|------------------------------------------------|------|------|------|-------------------|---------------|
| Contrast Ratio<br>(Center of screen)     |        | C/R               |              | Normal<br>$\theta_{L,R}=0$<br>$\theta_{U,D}=0$ | 100  | 500  | -    |                   | (3)<br>SR-3   |
| Response<br>Time                         | On/Off | $T_{R+}$<br>$T_F$ | $0^{\circ}C$ |                                                | -    | 45   | 55   | msec              | (5)<br>RD-80S |
|                                          |        |                   | RT           |                                                | -    | 5    | 8    |                   |               |
| Luminance of White<br>(Center of screen) |        | $Y_L$             |              | Viewing<br>Angle                               | 150  | 200  | -    | cd/m <sup>2</sup> | (6)<br>SR-3   |
| Transmittance                            |        | %                 |              |                                                | 18   | 20   |      |                   | (4-1)<br>SR-3 |
| Color Gamut                              |        | -                 |              |                                                | -    | 5    | -    | %                 | (7)<br>SR-3   |
| Cross Modulation                         |        | $C_T$             |              |                                                | -    | -    | 5    | %                 | (7)<br>SR-3   |
| Viewing<br>Angle                         | Hor.   | $\theta_L$        |              | C/R $\geq$ 10                                  | 70   | 80   | -    | Degree            | (8)<br>SR-3   |
|                                          |        | $\theta_R$        |              |                                                | 70   | 80   | -    |                   |               |
|                                          | Ver.   | $\theta_U$        |              |                                                | 50   | 60   | -    |                   |               |
|                                          |        | $\theta_D$        |              |                                                | 70   | 80   | -    |                   |               |
| Gamma Value                              |        |                   |              |                                                | 1.1  | 1.5  | 1.9  |                   |               |

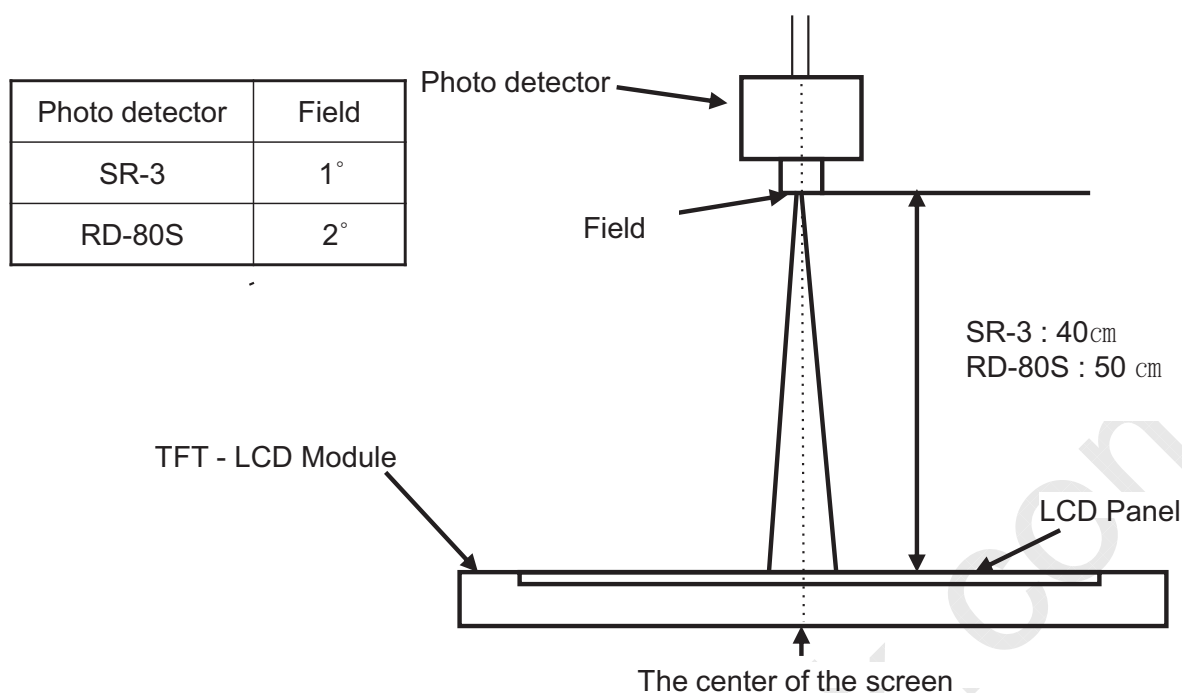
#### Note (1) Test Equipment Setup

The measurement should be executed in a stable, windless and dark room between 40min and 60min after lighting the backlight at the given temperature for stabilization of the backlight. This should be measured in the center of screen.

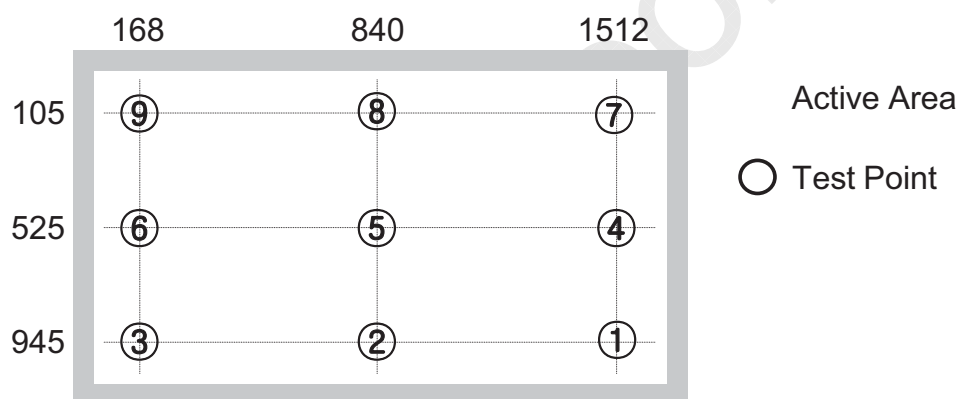
Single lamp current : 8mA

Environment condition : Ta = 25 ± 2 °C

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Note (2) Definition of test point



Note (3) Definition of Contrast Ratio (C/R)

: Ratio of gray max (Gmax) &amp; gray min (Gmin) at the center point ⑤ of the panel

$$C/R = \frac{G_{\max}}{G_{\min}}$$

Gmax : Luminance with all pixels white

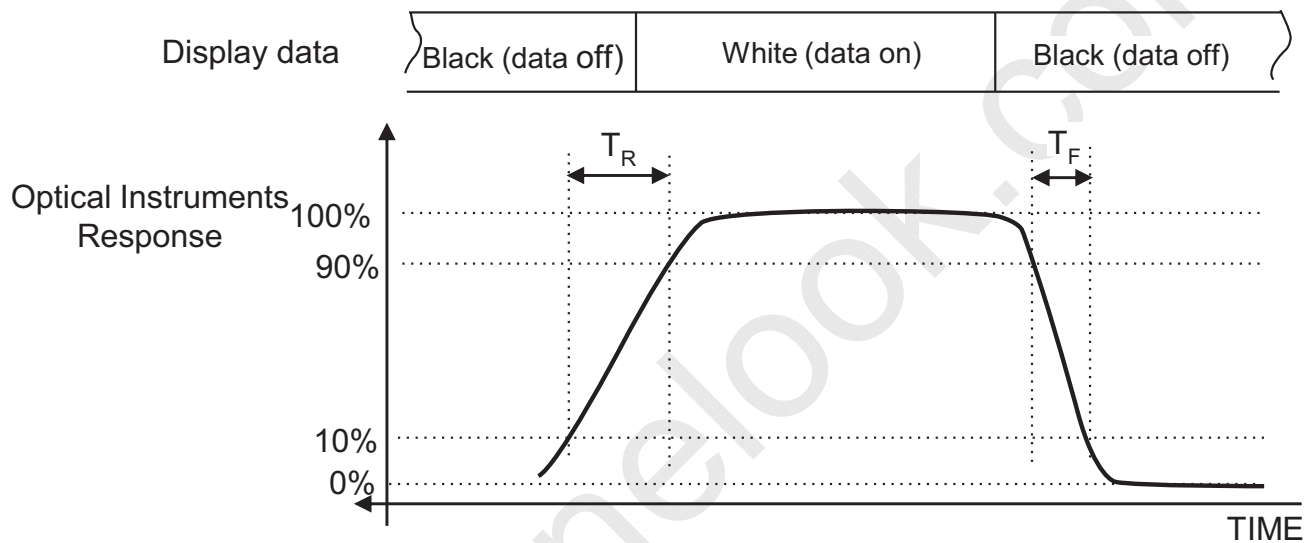
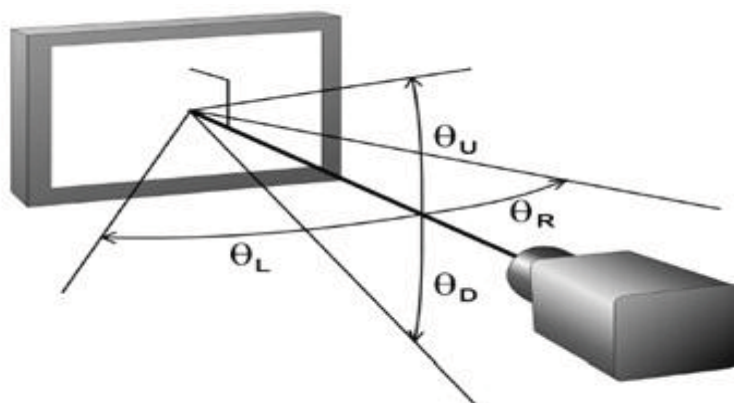
Gmin : Luminance with all pixels black

## Note (4) Definition of Transmittance

Measure Pattern : Fully white

$$\frac{\text{The intensity of radiation(Output)}}{\text{The intensity of radiation(Input)}} * 100$$

## Note (5) Definition of Response time : Average response time of all Gray to Gray except Tr, Tf

Note (6) Definition of Luminance of White : Luminance of white at center point ⑤  
Environment of measurement : 1500lux(= ref : BLU 1000nit)Note (7) Definition of Color Chromaticity (CIE 1931)  
Color coordinate of Red, Green, Blue & White at center point ⑤Note (8) Definition of Viewing Angle  
: Viewing angle range (C/R ≥ 10)

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## 4. Electrical Characteristics

### 4.1 TFT LCD Module

The connector for display data & timing signal should be connected.

$T_a = 25^{\circ}\text{C} \pm 2^{\circ}\text{C}$

| Item                    |           | Symbol     | Min.                              | Typ. | Max. | Unit | Note    |
|-------------------------|-----------|------------|-----------------------------------|------|------|------|---------|
| Voltage of Power Supply |           | $V_{DD}$   | 4.5                               | 5.0  | 5.5  | V    | (1)     |
| Current of Power Supply | (a) Black | $I_{DD}$   | -                                 | 1500 | 1900 | mA   | (2),(3) |
|                         | (b) White |            | -                                 | 1200 | 1500 | mA   |         |
| Interface Type          |           | LVDS       | DS90C383/385/387<br>DS90C386 Pair |      |      |      |         |
|                         |           | TMDS       | Si1160                            |      |      |      |         |
| Vsync Frequency         |           | $f_V$      | 40                                | 60   | 77   | Hz   |         |
| Hsync Frequency         |           | $f_H$      | 43.8                              | 64.8 | 83.2 | kHz  |         |
| Main Frequency          |           | $f_{DCLK}$ | 42.4                              | 59.6 | 75.5 | MHz  |         |
| Rush Current            |           | $I_{RUSH}$ | -                                 | -    | 4    | A    | (4)     |

Note (1) The ripple voltage should be controlled under 10% of  $V_{DD}$ .

(2)  $f_V = 60\text{Hz}$ ,  $f_{DCLK} = 59.6\text{ MHz}$ ,  $V_{DD} = 5.0\text{V}$ , DC Current.

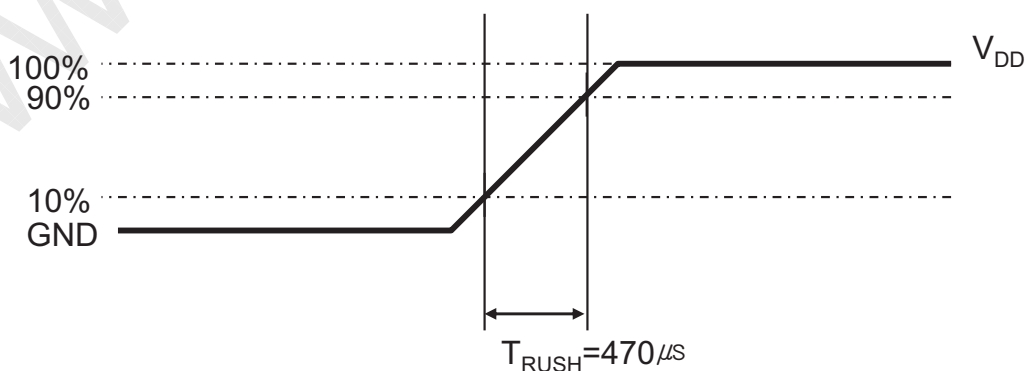
(3) Power dissipation check pattern (LCD Module only)

a) Black Pattern

b) White Pattern

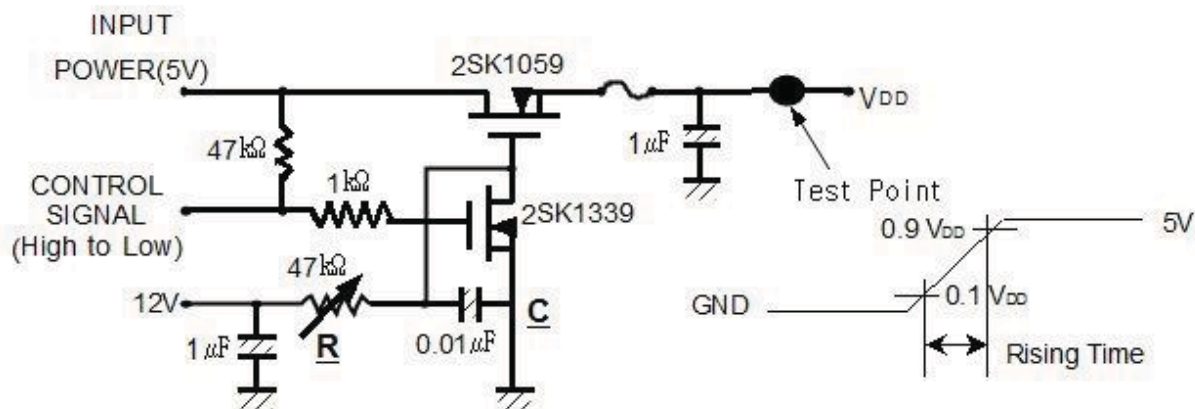


#### (4) Measurement Conditions



Rush Current  $I_{RUSH}$  can be measured when  $T_{RUSH}$  is  $470\mu\text{s}$ .

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Control Signal : High(+5V) -->Low(Ground)

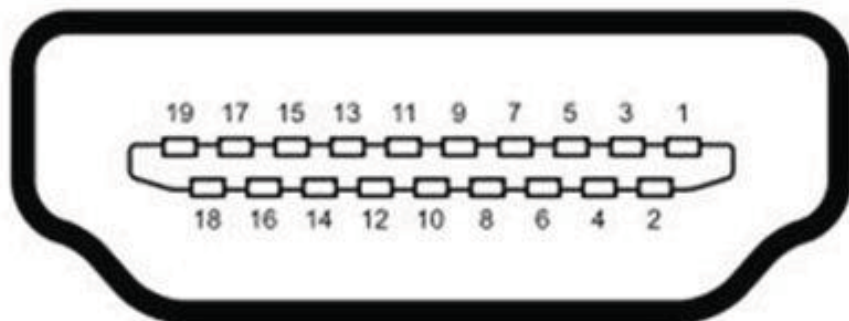
All Signal lines to panel except for power 5V : Ground

The rising time of supplied voltage is controlled to 470us by R and C value.

## 5. Input Terminal Pin Assignment

### 5.1 Input Signal & Power : TMDS & 5V DC

| PIN No. | Description        | PIN No. | Description       |
|---------|--------------------|---------|-------------------|
| 1       | TMDS data 2+       | 11      | TMDS clock shield |
| 2       | TMDS data 2 shield | 12      | TMDS clock -      |
| 3       | TMDS data 2-       | 13      | CEC               |
| 4       | TMDS data 1+       | 14      | N.C               |
| 5       | TMDS data 1 shield | 15      | SCL               |
| 6       | TMDS data 1-       | 16      | SDA               |
| 7       | TMDS data 0+       | 17      | DDC/CEC Ground    |
| 8       | TMDS data 0 shield | 18      | +5V Power         |
| 9       | TMDS data 0-       | 19      | Hot Plug Detect   |
| 10      | TMDS clock +       |         |                   |



|                  |                                 |
|------------------|---------------------------------|
| Voltage of power | 5V                              |
| Current of power | 3A                              |
| Diameter         | 4π(External)<br>1.7π (Internal) |

Fig. HDMI Connector Pin Map and Adapter spec



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## 5.2 Input Signal &amp; Power : LVDS (Option)

(Connector UJU IS100-L30O-C23 or Compatible connect)

| PIN No. | Function   |                       | Description | PIN No. | Function   |                        | Description     |
|---------|------------|-----------------------|-------------|---------|------------|------------------------|-----------------|
| 1       | Pixel 0(N) | ODD<br>LVDS<br>SIGNAL | RX00-       | 16      | Pixel 1(N) | EVEN                   | RXE1+           |
| 2       | Pixel 0(P) |                       | RX00+       | 17      | GND        |                        | GND             |
| 3       | Pixel 1(N) |                       | RX01-       | 18      | Pixel 2(N) | EVEN<br>LVDS<br>SIGNAL | RXE2-           |
| 4       | Pixel 1(P) |                       | RX01+       | 19      | Pixel 2(P) |                        | RXE2+           |
| 5       | Pixel 2(N) |                       | RX02-       | 20      | Clock (N)  |                        | RXEC-           |
| 6       | Pixel 2(P) |                       | RX02+       | 21      | Clock (P)  |                        | RXEC+           |
| 7       | GND        |                       | GND         | 22      | Pixel 3(N) |                        | RXE3-           |
| 8       | Clock (N)  | ODD<br>LVDS<br>SIGNAL | RXOC-       | 23      | Pixel 3(P) |                        | RXE3+           |
| 9       | Clock (P)  |                       | RXOC+       | 24      | GND        |                        | GND             |
| 10      | Pixel 3(N) |                       | RX03-       | 25      | CE         |                        | CE              |
| 11      | Pixel 3(P) |                       | RX03+       | 26      | CTL        |                        | CTL             |
| 12      | Pixel 0(N) | EVEN                  | RXE0-       | 27      | N.C        |                        | NC              |
| 13      | Pixel 0(P) |                       | RXE0+       | 28      | +5V        |                        | V <sub>DD</sub> |
| 14      | GND        |                       | GND         | 29      | +5V        |                        | V <sub>DD</sub> |
| 15      | Pixel 1(P) | EVEN                  | RXE1-       | 30      | +5V        |                        | V <sub>DD</sub> |

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## 5.3 LVDS Interface

5.3.1 Odd pixel data (1<sup>st</sup> pixel data)1st LVDS Transmitter ( **DS90C385** ) Signal Interface

| Device Input Pin |        | Device Input Signal |                            | Output Signal      | To LTI220MT01 Interface (CN101) |                |
|------------------|--------|---------------------|----------------------------|--------------------|---------------------------------|----------------|
| No               | Symbol | Symbol              | Function                   |                    | Terminal                        | Symbol         |
| 51               | TXIN0  | RO0                 | Red Odd Pixel Data (LSB)   | TXOUT0-<br>TXOUT0+ | No. 2<br>No. 3                  | RXO0-<br>RXO0+ |
| 52               | TXIN1  | RO1                 | Red Odd Pixel Data         |                    |                                 |                |
| 54               | TXIN2  | RO2                 | Red Odd Pixel Data         |                    |                                 |                |
| 55               | TXIN3  | RO3                 | Red Odd Pixel Data         |                    |                                 |                |
| 56               | TXIN4  | RO4                 | Red Odd Pixel Data         |                    |                                 |                |
| 2                | TXIN5  | RO7                 | Red Odd Pixel Data (MSB)   | TXOUT3-<br>TXOUT3+ | No. 11<br>No. 12                | RXO3-<br>RXO3+ |
| 3                | TXIN6  | RO5                 | Red Odd Pixel Data         | TXOUT0-<br>TXOUT0+ | No. 2<br>No. 3                  | RXO0-<br>RXO0+ |
| 4                | TXIN7  | GO0                 | Green Odd Pixel Data (LSB) |                    |                                 |                |
| 6                | TXIN8  | GO1                 | Green Odd Pixel Data       | TXOUT1-<br>TXOUT1+ | No. 4<br>No. 5                  | RXO1-<br>RXO1+ |
| 7                | TXIN9  | GO2                 | Green Odd Pixel Data       |                    |                                 |                |
| 8                | TXIN10 | GO6                 | Green Odd Pixel Data       | TXOUT3-<br>TXOUT3+ | No. 11<br>No. 12                | RXO3-<br>RXO3+ |
| 10               | TXIN11 | GO7                 | Green Odd Pixel Data (MSB) |                    |                                 |                |
| 11               | TXIN12 | GO3                 | Green Odd Pixel Data       | TXOUT1-<br>TXOUT1+ | No. 4<br>No. 5                  | RXO1-<br>RXO1+ |
| 12               | TXIN13 | GO4                 | Green Odd Pixel Data       |                    |                                 |                |
| 14               | TXIN14 | GO5                 | Green Odd Pixel Data       |                    |                                 |                |
| 15               | TXIN15 | BO0                 | Blue Odd Pixel Data (LSB)  | TXOUT3-<br>TXOUT3+ | No. 11<br>No. 12                | RXO3-<br>RXO3+ |
| 16               | TXIN16 | BO6                 | Blue Odd Pixel Data        |                    |                                 |                |
| 18               | TXIN17 | BO7                 | Blue Odd Pixel Data (MSB)  |                    |                                 |                |
| 19               | TXIN18 | BO1                 | Blue Odd Pixel Data        | TXOUT1-<br>TXOUT1+ | No. 4<br>No. 5                  | RXO1-<br>RXO1+ |
| 20               | TXIN19 | BO2                 | Blue Odd Pixel Data        | TXOUT2-<br>TXOUT2+ | No. 6<br>No. 7                  | RXO2-<br>RXO2+ |
| 22               | TXIN20 | BO3                 | Blue Odd Pixel Data        |                    |                                 |                |
| 23               | TXIN21 | BO4                 | Blue Odd Pixel Data        |                    |                                 |                |
| 24               | TXIN22 | BO5                 | Blue Odd Pixel Data        | TXOUT3-<br>TXOUT3+ | No. 11<br>No. 12                | RXO3-<br>RXO3+ |
| 50               | TXIN27 | RO6                 | Red Odd Pixel Data         |                    |                                 |                |

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## 5.3.2 Even pixel data (2nd pixel data)

2nd LVDS Transmitter ( **DS90C385** ) Signal Interface

| Device Input Pin |        | Device Input Signal |                             | Output Signal      | To LTI220MT01 Interface (CN101) |                |
|------------------|--------|---------------------|-----------------------------|--------------------|---------------------------------|----------------|
| No               | Symbol | Symbol              | Function                    |                    | Terminal                        | Symbol         |
| 51               | TXIN0  | RE0                 | Red Even Pixel Data (LSB)   | TXOUT0-<br>TXOUT0+ | No. 13<br>No. 14                | RXE0-<br>RXE0+ |
| 52               | TXIN1  | RE1                 | Red Even Pixel Data         |                    |                                 |                |
| 54               | TXIN2  | RE2                 | Red Even Pixel Data         |                    |                                 |                |
| 55               | TXIN3  | RE3                 | Red Even Pixel Data         |                    |                                 |                |
| 56               | TXIN4  | RE4                 | Red Even Pixel Data         |                    |                                 |                |
| 2                | TXIN5  | RE7                 | Red Even Pixel Data (MSB)   | TXOUT3-<br>TXOUT3+ | No. 23<br>No. 24                | RXE3-<br>RXE3+ |
| 3                | TXIN6  | RE5                 | Red Even Pixel Data         | TXOUT0-<br>TXOUT0+ | No. 13<br>No. 14                | RXE0-<br>RXE0+ |
| 4                | TXIN7  | GE0                 | Green Even Pixel Data (LSB) |                    |                                 |                |
| 6                | TXIN8  | GE1                 | Green Even Pixel Data       | TXOUT1-<br>TXOUT1+ | No. 16<br>No. 17                | RXE1-<br>RXE1+ |
| 7                | TXIN9  | GE2                 | Green Even Pixel Data       |                    |                                 |                |
| 8                | TXIN10 | GE6                 | Green Even Pixel Data       | TXOUT3-<br>TXOUT3+ | No. 23<br>No. 24                | RXE3-<br>RXE3+ |
| 10               | TXIN11 | GE7                 | Green Even Pixel Data (MSB) |                    |                                 |                |
| 11               | TXIN12 | GE3                 | Green Even Pixel Data       | TXOUT1-<br>TXOUT1+ | No. 16<br>No. 17                | RXE1-<br>RXE1+ |
| 12               | TXIN13 | GE4                 | Green Even Pixel Data       |                    |                                 |                |
| 14               | TXIN14 | GE5                 | Green Even Pixel Data       |                    |                                 |                |
| 15               | TXIN15 | BE0                 | Blue Even Pixel Data (LSB)  | TXOUT3-<br>TXOUT3+ | No. 23<br>No. 24                | RXE3-<br>RXE3+ |
| 16               | TXIN16 | BE6                 | Blue Even Pixel Data        |                    |                                 |                |
| 18               | TXIN17 | BE7                 | Blue Even Pixel Data (MSB)  |                    |                                 |                |
| 19               | TXIN18 | BE1                 | Blue Even Pixel Data        | TXOUT1-<br>TXOUT1+ | No. 16<br>No. 17                | RXE1-<br>RXE1+ |
| 20               | TXIN19 | BE2                 | Blue Even Pixel Data        | TXOUT2-<br>TXOUT2+ | No. 19<br>No. 20                | RXE2-<br>RXE2+ |
| 22               | TXIN20 | BE3                 | Blue Even Pixel Data        |                    |                                 |                |
| 23               | TXIN21 | BE4                 | Blue Even Pixel Data        |                    |                                 |                |
| 24               | TXIN22 | BE5                 | Blue Even Pixel Data        |                    |                                 |                |
| 50               | TXIN27 | RE6                 | Red Even Pixel Data         | TXOUT3-<br>TXOUT3+ | No. 23<br>No. 24                | RXE3-<br>RXE3+ |

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## 5.3.3 Odd pixel data (1st pixel data)

Note: 24th BAL pin : low, 23th DUAL pin : high

| LVDS Transmitter ( <b>DS90C387</b> ) Signal Interface |        |                     |                            |               |                                 |                |
|-------------------------------------------------------|--------|---------------------|----------------------------|---------------|---------------------------------|----------------|
| Device Input Pin                                      |        | Device Input Signal |                            | Output Signal | To LTI220MT01 Interface (CN101) |                |
| No                                                    | Symbol | Symbol              | Function                   |               | Terminal                        | Symbol         |
| 10                                                    | R10    | RO0                 | Red Odd Pixel Data (LSB)   | A0M<br>A0P    | No. 2<br>No. 3                  | RX00-<br>RX00+ |
| 9                                                     | R11    | RO1                 | Red Odd Pixel Data         |               |                                 |                |
| 8                                                     | R12    | RO2                 | Red Odd Pixel Data         |               |                                 |                |
| 7                                                     | R13    | RO3                 | Red Odd Pixel Data         |               |                                 |                |
| 6                                                     | R14    | RO4                 | Red Odd Pixel Data         |               |                                 |                |
| 3                                                     | R17    | RO7                 | Red Odd Pixel Data (MSB)   | A3M<br>A3P    | No. 11<br>No. 12                | RX03-<br>RX03+ |
| 5                                                     | R15    | RO5                 | Red Odd Pixel Data         | A0M<br>A0P    | No. 2<br>No. 3                  | RX00-<br>RX00+ |
| 2                                                     | G10    | GO0                 | Green Odd Pixel Data (LSB) |               |                                 |                |
| 1                                                     | G11    | GO1                 | Green Odd Pixel Data       | A1M<br>A1P    | No. 4<br>No. 5                  | RX01-<br>RX01+ |
| 100                                                   | G12    | GO2                 | Green Odd Pixel Data       |               |                                 |                |
| 94                                                    | G16    | GO6                 | Green Odd Pixel Data       | A3M<br>A3P    | No. 11<br>No. 12                | RX03-<br>RX03+ |
| 93                                                    | G17    | GO7                 | Green Odd Pixel Data (MSB) |               |                                 |                |
| 99                                                    | G13    | GO3                 | Green Odd Pixel Data       | A1M<br>A1P    | No. 4<br>No. 5                  | RX01-<br>RX01+ |
| 96                                                    | G14    | GO4                 | Green Odd Pixel Data       |               |                                 |                |
| 95                                                    | G15    | GO5                 | Green Odd Pixel Data       |               |                                 |                |
| 92                                                    | B10    | BO0                 | Blue Odd Pixel Data (LSB)  |               |                                 |                |
| 86                                                    | B16    | BO6                 | Blue Odd Pixel Data        | A3M<br>A3P    | No. 11<br>No. 12                | RX03-<br>RX03+ |
| 85                                                    | B17    | BO7                 | Blue Odd Pixel Data (MSB)  |               |                                 |                |
| 91                                                    | B11    | BO1                 | Blue Odd Pixel Data        | A1M<br>A1P    | No. 4<br>No. 5                  | RX01-<br>RX01+ |
| 90                                                    | B12    | BO2                 | Blue Odd Pixel Data        | A2M<br>A2P    | No. 6<br>No. 7                  | RX02-<br>RX02+ |
| 89                                                    | B13    | BO3                 | Blue Odd Pixel Data        |               |                                 |                |
| 88                                                    | B14    | BO4                 | Blue Odd Pixel Data        |               |                                 |                |
| 87                                                    | B15    | BO5                 | Blue Odd Pixel Data        |               |                                 |                |
| 4                                                     | R16    | RO6                 | Red Odd Pixel Data         | A3M<br>A3P    | No. 11<br>No. 12                | RX03-<br>RX03+ |

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## 5.3.4 Even pixel data (2nd pixel data)

Note: 24th BAL pin : low, 23th DUAL pin : high

LVDS Transmitter ( **DS90C387** ) Signal Interface

| Device Input Pin |        | Device Input Signal |                             | Output Signal | To LTI220MT01 Interface (CN101) |                |
|------------------|--------|---------------------|-----------------------------|---------------|---------------------------------|----------------|
| No               | Symbol | Symbol              | Function                    |               | Terminal                        | Symbol         |
| 84               | R20    | RE0                 | Red Even Pixel Data (LSB)   | A4M<br>A4P    | No. 13<br>No. 14                | RXE0-<br>RXE0+ |
| 81               | R21    | RE1                 | Red Even Pixel Data         |               |                                 |                |
| 80               | R22    | RE2                 | Red Even Pixel Data         |               |                                 |                |
| 79               | R23    | RE3                 | Red Even Pixel Data         |               |                                 |                |
| 78               | R24    | RE4                 | Red Even Pixel Data         |               |                                 |                |
| 75               | R27    | RE7                 | Red Even Pixel Data (MSB)   | A7M<br>A7P    | No. 23<br>No. 24                | RXE3-<br>RXE3+ |
| 77               | R25    | RE5                 | Red Even Pixel Data         | A4M<br>A4P    | No. 13<br>No. 14                | RXE0-<br>RXE0+ |
| 74               | G20    | GE0                 | Green Even Pixel Data (LSB) |               |                                 |                |
| 73               | G21    | GE1                 | Green Even Pixel Data       | A5M<br>A5P    | No. 16<br>No. 17                | RXE1-<br>RXE1+ |
| 72               | G22    | GE2                 | Green Even Pixel Data       |               |                                 |                |
| 66               | G26    | GE6                 | Green Even Pixel Data       | A7M<br>A7P    | No. 23<br>No. 24                | RXE3-<br>RXE3+ |
| 65               | G27    | GE7                 | Green Even Pixel Data (MSB) |               |                                 |                |
| 71               | G23    | GE3                 | Green Even Pixel Data       | A5M<br>A5P    | No. 16<br>No. 17                | RXE1-<br>RXE1+ |
| 70               | G24    | GE4                 | Green Even Pixel Data       |               |                                 |                |
| 69               | G25    | GE5                 | Green Even Pixel Data       |               |                                 |                |
| 64               | B20    | BE0                 | Blue Even Pixel Data (LSB)  | A7M<br>A7P    | No. 23<br>No. 24                | RXE3-<br>RXE3+ |
| 58               | B26    | BE6                 | Blue Even Pixel Data        |               |                                 |                |
| 57               | B27    | BE7                 | Blue Even Pixel Data (MSB)  |               |                                 |                |
| 63               | B21    | BE1                 | Blue Even Pixel Data        | A5M<br>A5P    | No. 16<br>No. 17                | RXE1-<br>RXE1+ |
| 62               | B22    | BE2                 | Blue Even Pixel Data        | A6M<br>A6P    | No. 19<br>No. 20                | RXE2-<br>RXE2+ |
| 61               | B23    | BE3                 | Blue Even Pixel Data        |               |                                 |                |
| 60               | B24    | BE4                 | Blue Even Pixel Data        |               |                                 |                |
| 59               | B25    | BE5                 | Blue Even Pixel Data        |               |                                 |                |
| 76               | R26    | RE6                 | Red Even Pixel Data         | A7M<br>A7P    | No. 23<br>No. 24                | RXE3-<br>RXE3+ |

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## 5.3.5 pixel data (TMDS)

TMDS Transmitter ( **Sil1160** ) Signal Interface

| Device Input Pin |        | Device Input Signal |                             | Output Signal | To LTI220MT01 Interface (CON_TMDS) |              |
|------------------|--------|---------------------|-----------------------------|---------------|------------------------------------|--------------|
| No               | Symbol | Symbol              | Function                    |               | Terminal                           | Symbol       |
| 97               | DIE16  | RO0                 | Red Odd Pixel Data (LSB)    | TX0-<br>TX0+  | No. 9<br>No. 7                     | TX0-<br>TX0+ |
| 96               | DIE17  | RO1                 | Red Odd Pixel Data          |               |                                    |              |
| 95               | DIE18  | RO2                 | Red Odd Pixel Data          |               |                                    |              |
| 94               | DIE19  | RO3                 | Red Odd Pixel Data          |               |                                    |              |
| 93               | DIE20  | RO4                 | Red Odd Pixel Data          |               |                                    |              |
| 92               | DIE21  | RO5                 | Red Odd Pixel Data          |               |                                    |              |
| 91               | DIE22  | RO6                 | Red Odd Pixel Data          |               |                                    |              |
| 90               | DIE23  | RO7                 | Red Odd Pixel Data (MSB)    |               |                                    |              |
| 55               | DIO16  | RE0                 | Red Even Pixel Data (LSB)   |               |                                    |              |
| 54               | DIO17  | RE1                 | Red Even Pixel Data         |               |                                    |              |
| 53               | DIO18  | RE2                 | Red Even Pixel Data         |               |                                    |              |
| 52               | DIO19  | RE3                 | Red Even Pixel Data         |               |                                    |              |
| 51               | DIO20  | RE4                 | Red Even Pixel Data         |               |                                    |              |
| 50               | DIO21  | RE5                 | Red Even Pixel Data         |               |                                    |              |
| 49               | DIO22  | RE6                 | Red Even Pixel Data         |               |                                    |              |
| 48               | DIO23  | RE7                 | Red Even Pixel Data (MSB)   |               |                                    |              |
| 6                | DIE8   | GO0                 | Green Odd Pixel Data (LSB)  | TX1-<br>TX1+  | No. 6<br>No. 4                     | TX1-<br>TX1+ |
| 5                | DIE9   | GO1                 | Green Odd Pixel Data        |               |                                    |              |
| 4                | DIE10  | GO2                 | Green Odd Pixel Data        |               |                                    |              |
| 3                | DIE11  | GO3                 | Green Odd Pixel Data        |               |                                    |              |
| 2                | DIE12  | GO4                 | Green Odd Pixel Data        |               |                                    |              |
| 1                | DIE13  | GO5                 | Green Odd Pixel Data        |               |                                    |              |
| 100              | DIE14  | GO6                 | Green Odd Pixel Data        |               |                                    |              |
| 99               | DIE15  | GO7                 | Green Odd Pixel Data (MSB)  |               |                                    |              |
| 65               | DIO8   | GE0                 | Green Even Pixel Data (LSB) |               |                                    |              |
| 64               | DIO9   | GE1                 | Green Even Pixel Data       |               |                                    |              |
| 63               | DIO10  | GE2                 | Green Even Pixel Data       |               |                                    |              |
| 62               | DIO11  | GE3                 | Green Even Pixel Data       |               |                                    |              |
| 61               | DIO12  | GE4                 | Green Even Pixel Data       |               |                                    |              |
| 60               | DIO13  | GE5                 | Green Even Pixel Data       |               |                                    |              |
| 59               | DIO14  | GE6                 | Green Even Pixel Data       |               |                                    |              |
| 58               | DIO15  | GE7                 | Green Even Pixel Data (MSB) |               |                                    |              |

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TMDS Transmitter ( *Sil1160* ) Signal Interface

| Device Input Pin |        | Device Input Signal |                            | Output Signal | To LTI220MT01 Interface (CON_TMDS) |                  |
|------------------|--------|---------------------|----------------------------|---------------|------------------------------------|------------------|
| No               | Symbol | Symbol              | Function                   |               | Terminal                           | Symbol           |
| 16               | DIE0   | BO0                 | Blue Odd Pixel Data (LSB)  | TX2-<br>TX2+  | No. 3<br><br>No. 1                 | TX2-<br><br>TX2+ |
| 15               | DIE1   | BO1                 | Blue Odd Pixel Data        |               |                                    |                  |
| 14               | DIE2   | BO2                 | Blue Odd Pixel Data        |               |                                    |                  |
| 13               | DIE3   | BO3                 | Blue Odd Pixel Data        |               |                                    |                  |
| 12               | DIE4   | BO4                 | Blue Odd Pixel Data        |               |                                    |                  |
| 11               | DIE5   | BO5                 | Blue Odd Pixel Data        |               |                                    |                  |
| 10               | DIE6   | BO6                 | Blue Odd Pixel Data        |               |                                    |                  |
| 9                | DIE7   | BO7                 | Blue Odd Pixel Data (MSB)  |               |                                    |                  |
| 75               | DIO0   | BE0                 | Blue Even Pixel Data (LSB) |               |                                    |                  |
| 74               | DIO1   | BE1                 | Blue Even Pixel Data       |               |                                    |                  |
| 73               | DIO2   | BE2                 | Blue Even Pixel Data       |               |                                    |                  |
| 72               | DIO3   | BE3                 | Blue Even Pixel Data       |               |                                    |                  |
| 71               | DIO4   | BE4                 | Blue Even Pixel Data       |               |                                    |                  |
| 70               | DIO5   | BE5                 | Blue Even Pixel Data       |               |                                    |                  |
| 69               | DIO6   | BE6                 | Blue Even Pixel Data       |               |                                    |                  |
| 68               | DIO7   | BE7                 | Blue Even Pixel Data (MSB) |               |                                    |                  |

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## 5.4 Input Signals, Basic Display Colors and Gray Scale of Each Color

| COLOR                        | DISPLAY<br>(8bit) | DATA SIGNAL |    |    |    |    |    |    |    |    |       |    |    |    |    |    |    |    |      |    |    |    |    |    |    |             |   | GRAY<br>SCALE<br>LEVEL |
|------------------------------|-------------------|-------------|----|----|----|----|----|----|----|----|-------|----|----|----|----|----|----|----|------|----|----|----|----|----|----|-------------|---|------------------------|
|                              |                   | RED         |    |    |    |    |    |    |    |    | GREEN |    |    |    |    |    |    |    | BLUE |    |    |    |    |    |    |             |   |                        |
|                              |                   | R0          | R1 | R2 | R3 | R4 | R5 | R6 | R7 | G0 | G1    | G2 | G3 | G4 | G5 | G6 | G7 | B0 | B1   | B2 | B3 | B4 | B5 | B6 | B7 |             |   |                        |
| BASIC<br>COLOR               | BLACK             | 0           | 0  | 0  | 0  | 0  | 0  | 0  | 0  | 0  | 0     | 0  | 0  | 0  | 0  | 0  | 0  | 0  | 0    | 0  | 0  | 0  | 0  | 0  | 0  | 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  | 1           | — |                        |
|                              | 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  | —           |   |                        |
|                              | 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  | —           |   |                        |
|                              | 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  | —           |   |                        |
|                              | 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<br>SCALE<br>OF<br>RED   | 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  | R0          |   |                        |
|                              | DARK<br>↑         | 1           | 0  | 0  | 0  | 0  | 0  | 0  | 0  | 0  | 0     | 0  | 0  | 0  | 0  | 0  | 0  | 0  | 0    | 0  | 0  | 0  | 0  | 0  | 0  | R1          |   |                        |
|                              |                   | 0           | 1  | 0  | 0  | 0  | 0  | 0  | 0  | 0  | 0     | 0  | 0  | 0  | 0  | 0  | 0  | 0  | 0    | 0  | 0  | 0  | 0  | 0  | 0  | R2          |   |                        |
|                              |                   | :           | :  | :  | :  | :  | :  |    |    | :  | :     | :  | :  | :  | :  |    |    | :  | :    | :  | :  | :  | :  |    |    | R3~<br>R252 |   |                        |
|                              |                   | :           | :  | :  | :  | :  | :  |    |    | :  | :     | :  | :  | :  | :  |    |    | :  | :    | :  | :  | :  | :  |    |    |             |   |                        |
|                              | ↓<br>LIGHT        | 1           | 0  | 1  | 1  | 1  | 1  | 1  | 1  | 0  | 0     | 0  | 0  | 0  | 0  | 0  | 0  | 0  | 0    | 0  | 0  | 0  | 0  | 0  | 0  | R253        |   |                        |
|                              |                   | 0           | 1  | 1  | 1  | 1  | 1  | 1  | 1  | 0  | 0     | 0  | 0  | 0  | 0  | 0  | 0  | 0  | 0    | 0  | 0  | 0  | 0  | 0  | 0  | R254        |   |                        |
|                              | 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  | R255        |   |                        |
| GRAY<br>SCALE<br>OF<br>GREEN | 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  | G0          |   |                        |
|                              | DARK<br>↑         | 0           | 0  | 0  | 0  | 0  | 0  | 0  | 0  | 1  | 0     | 0  | 0  | 0  | 0  | 0  | 0  | 0  | 0    | 0  | 0  | 0  | 0  | 0  | 0  | G1          |   |                        |
|                              |                   | 0           | 0  | 0  | 0  | 0  | 0  | 0  | 0  | 0  | 1     | 0  | 0  | 0  | 0  | 0  | 0  | 0  | 0    | 0  | 0  | 0  | 0  | 0  | 0  | G2          |   |                        |
|                              |                   | :           | :  | :  | :  | :  | :  |    |    | :  | :     | :  | :  | :  | :  |    |    | :  | :    | :  | :  | :  | :  |    |    | G3~<br>G252 |   |                        |
|                              |                   | :           | :  | :  | :  | :  | :  |    |    | :  | :     | :  | :  | :  | :  |    |    | :  | :    | :  | :  | :  | :  |    |    |             |   |                        |
|                              | ↓<br>LIGHT        | 0           | 0  | 0  | 0  | 0  | 0  | 0  | 0  | 1  | 0     | 1  | 1  | 1  | 1  | 1  | 1  | 0  | 0    | 0  | 0  | 0  | 0  | 0  | 0  | G253        |   |                        |
|                              |                   | 0           | 0  | 0  | 0  | 0  | 0  | 0  | 0  | 0  | 1     | 1  | 1  | 1  | 1  | 1  | 1  | 0  | 0    | 0  | 0  | 0  | 0  | 0  | 0  | G254        |   |                        |
|                              | 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  | G255        |   |                        |
| GRAY<br>SCALE<br>OF<br>BLUE  | 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  | B0          |   |                        |
|                              | DARK<br>↑         | 0           | 0  | 0  | 0  | 0  | 0  | 0  | 0  | 0  | 0     | 0  | 0  | 0  | 0  | 0  | 0  | 1  | 0    | 0  | 0  | 0  | 0  | 0  | 0  | B1          |   |                        |
|                              |                   | 0           | 0  | 0  | 0  | 0  | 0  | 0  | 0  | 0  | 0     | 0  | 0  | 0  | 0  | 0  | 0  | 0  | 1    | 0  | 0  | 0  | 0  | 0  | 0  | B2          |   |                        |
|                              |                   | :           | :  | :  | :  | :  | :  |    |    | :  | :     | :  | :  | :  | :  |    |    | :  | :    | :  | :  | :  | :  |    |    | B3~<br>B252 |   |                        |
|                              |                   | :           | :  | :  | :  | :  | :  |    |    | :  | :     | :  | :  | :  | :  |    |    | :  | :    | :  | :  | :  | :  |    |    |             |   |                        |
|                              | ↓<br>LIGHT        | 0           | 0  | 0  | 0  | 0  | 0  | 0  | 0  | 0  | 0     | 0  | 0  | 0  | 0  | 0  | 0  | 1  | 0    | 1  | 1  | 1  | 1  | 1  | 1  | B253        |   |                        |
|                              |                   | 0           | 0  | 0  | 0  | 0  | 0  | 0  | 0  | 0  | 0     | 0  | 0  | 0  | 0  | 0  | 0  | 0  | 1    | 1  | 1  | 1  | 1  | 1  | 1  | B254        |   |                        |
|                              | 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  | B255        |   |                        |

Note)

(1) Definition of Gray : Rn : Red Gray, Gn : Green Gray, Bn : Blue Gray (n = Gray level)

Input Signal : 0 = Low level voltage, 1 = High level voltage

## 6. Interface Timing

### 6.1 Timing Parameters (DE only mode)

| SIGNAL                         | ITEM                  | SYMBOL | MIN. | TYP. | MAX. | UNIT   | NOTE                    |
|--------------------------------|-----------------------|--------|------|------|------|--------|-------------------------|
| Clock                          | Frequency             | 1/TC   | 42.4 | 59.6 | 75.5 | MHz    | (1),(2),<br>(3),(8)     |
|                                | Hgh Time              | TCH    | 4    | -    | -    | nsec   |                         |
|                                | Low Time              | TCL    | 4    | -    | -    | nsec   |                         |
| Data                           | Setup Time            | TDS    | 4    | -    | -    | nsec   |                         |
|                                | Hold Time             | TDH    | 4    | -    | -    | nsec   |                         |
| Data Enable                    | Setup Time            | TES    | 4    | -    | -    | nsec   |                         |
| Hsync Frequency                | Cycle                 | fH     | 43.8 | 64.8 | 83.2 | kHz    | (4),(5),(6),<br>(7),(8) |
| Frame Frequency                | Cycle                 | fV     | 40   | 60   | 77   | Hz     |                         |
|                                |                       | TV     | 1059 | 1080 | 1100 | lines  |                         |
| Vertical Active Display Term   | Display Period        | TVD    | 1050 | 1050 | 1050 | lines  |                         |
|                                | Verticle Blank Period | TVB    | 9    | 30   | 50   | lines  |                         |
| One Line Scanning Time         | Cycle                 | TH     | 913  | 920  | 1004 | clocks |                         |
| Horizontal Active Display Term | Display Period        | THD    | 840  | 840  | 840  | clocks |                         |

Note) This product is DE mode.

(1) Test Point : TTL control signal at LVDS Tx input terminal in system

(2) Please refer to the Standard of

DS90C383/DS90C384,DS90C385/DS90C386/DS90C387

(3) Internal Vcc = 3.3V

(4) Optimised Operating Clock Frequency = 59.6 MHz

(5) VESA WSXGA+STANDARD TIMING (Reduced Blinking)

(6) Flicker arise under 60Hz(Tv)

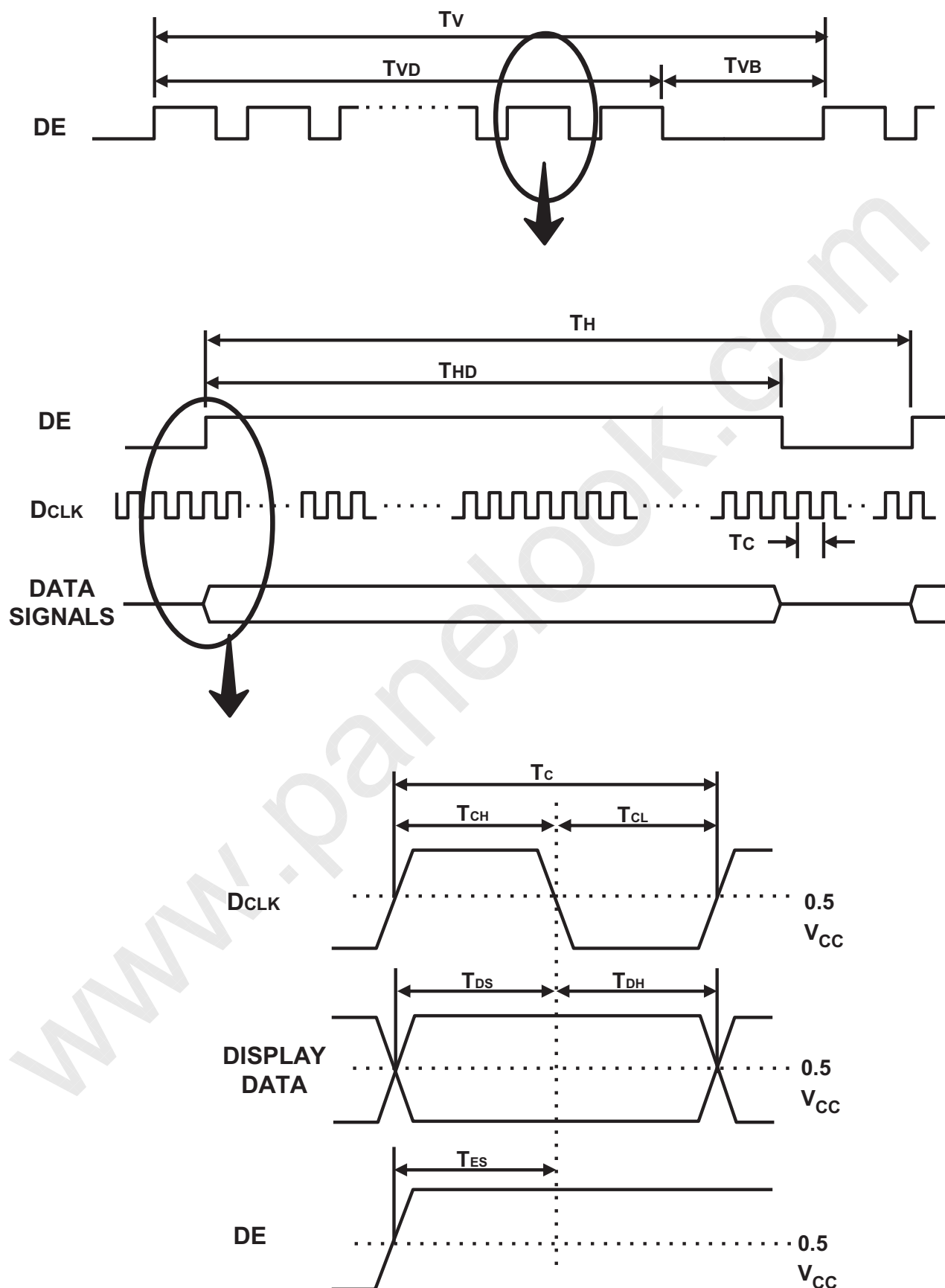
(7) One Line Scanning Timing Max = 75KHz(13.3us)

(8) Clock Freq = Frame Freq x TV(Typ.) x TH(Typ.)

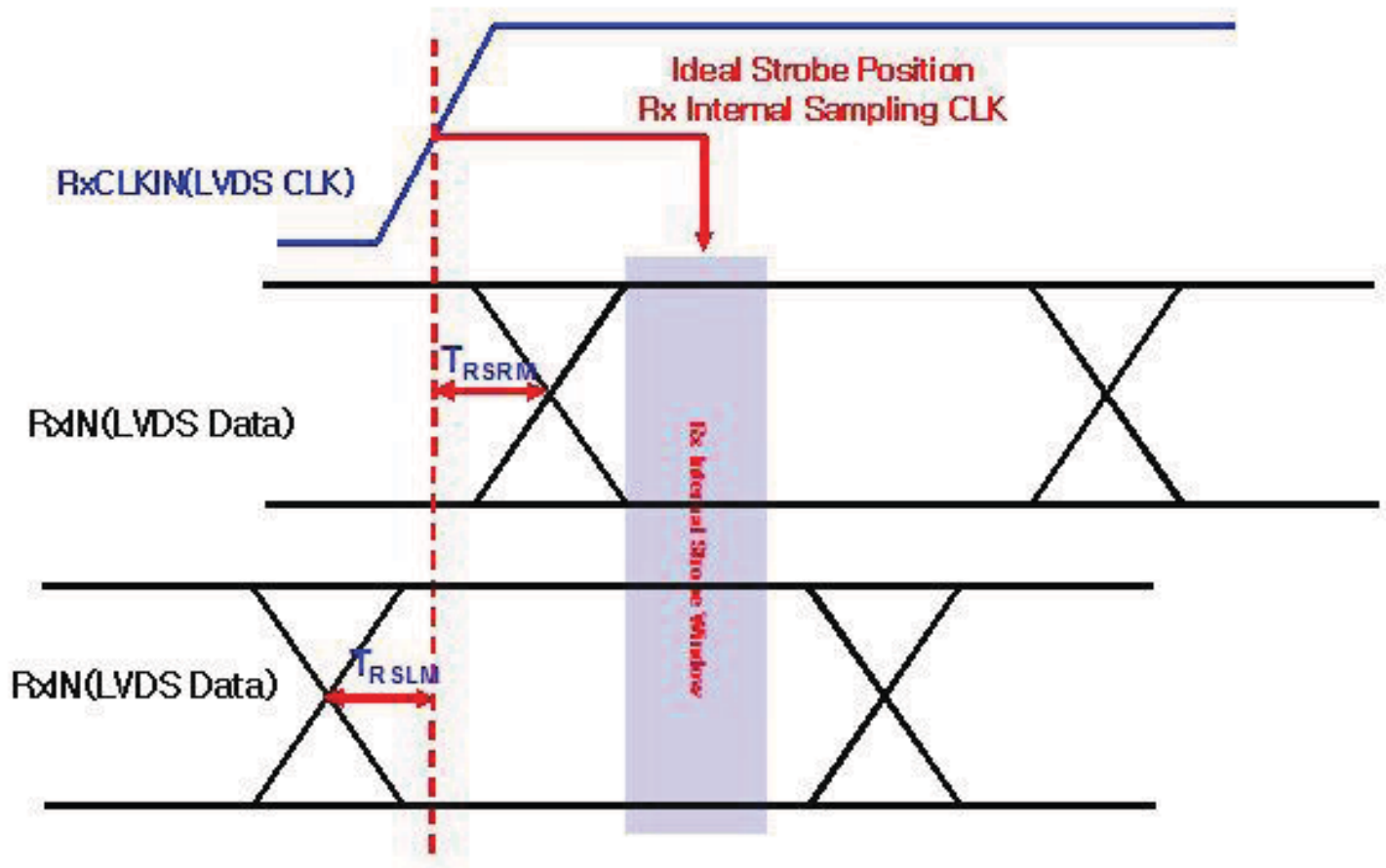
(9) Range of TV & TH(Min,Max) is variable range of Clock Freq(Typ.=119MHz)

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## 6.2 Timing diagrams of interface signal (DE only mode)



## 6.3 LVDS Skew Margin



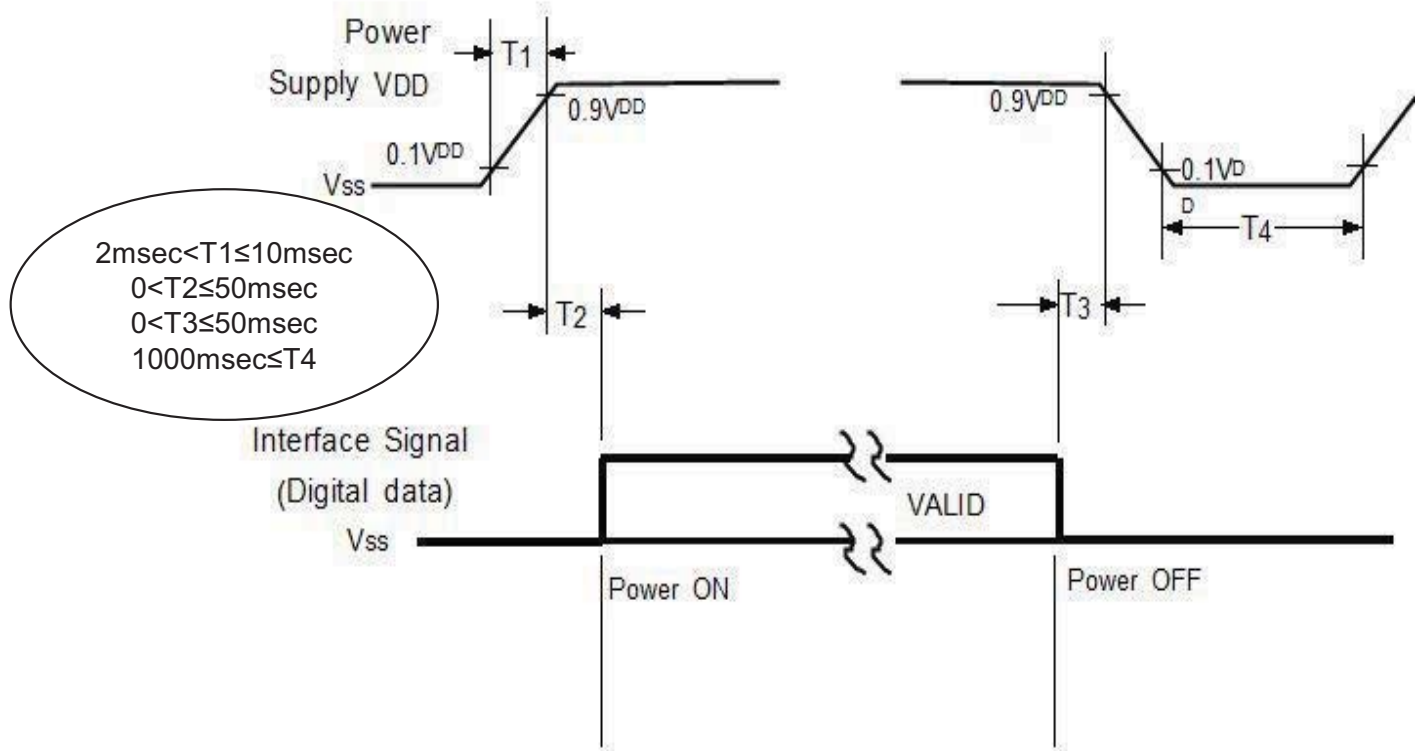
|            | Min      | Max    | Condition |
|------------|----------|--------|-----------|
| $T_{RSRM}$ | -        | 300 ps | 85MHz     |
| $T_{RSLM}$ | - 300 ps | -      |           |

$T_{RSRM}$  : Time of Receiver Skew(Strobe) Right Margin

$T_{RSLM}$  : Time of Receiver Skew(Strobe) Left Margin

## 6.4 Power ON/OFF Sequence

To prevent a latch-up or DC operation of the LCD Module, the power on/off sequence should be as the diagram below.



T1 :  $V_{DD}$  rising time from 10% to 90%

T2 : The time from  $V_{DD}$  to valid data at power ON.

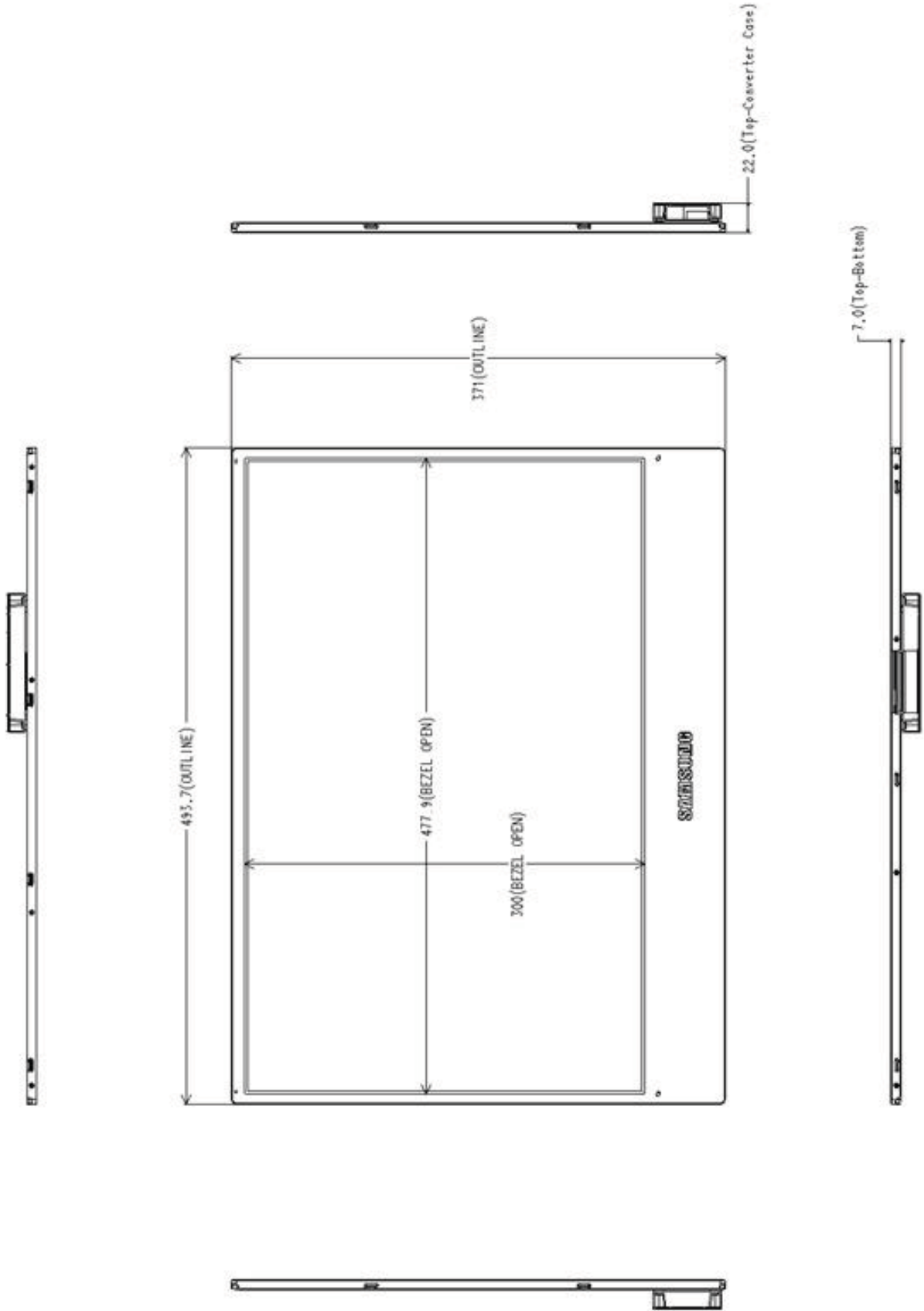
T3 : The time from valid data off to  $V_{DD}$  off at power Off.

T4 :  $V_{DD}$  off time for Windows restart

- The supply voltage of the external system for the Module input should be the same as the definition of  $V_{DD}$ .
- Apply the lamp voltage within the LCD operation range. When the back light turns on before the LCD operation or the LCD turns off before the back light turns off, the display may momentarily show abnormal screen.
- In case of  $V_{DD} = \text{off level}$ , please keep the level of input signals low or keep a high impedance.
- T4 should be measured after the Module has been fully discharged between power off and on period.
- Interface signal should not be kept at high impedance when the power is on.

7. Outline Dimension (Front View)

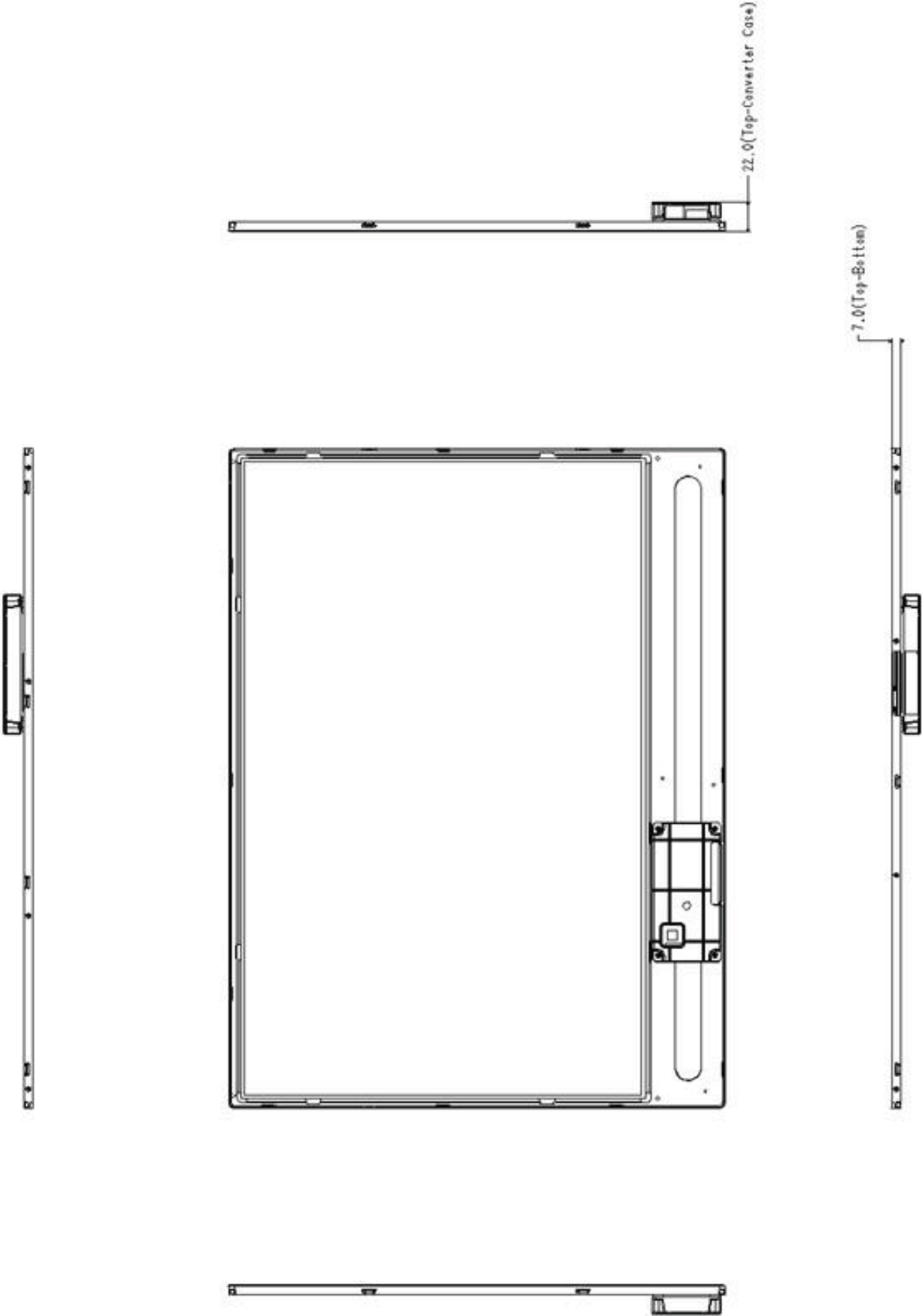
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|-------|------------|---------|-----------------|------|-------|
|-------|------------|---------|-----------------|------|-------|

7. Outline Dimension (Rear View)

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|-------|------------|---------|-----------------|------|-------|
|-------|------------|---------|-----------------|------|-------|

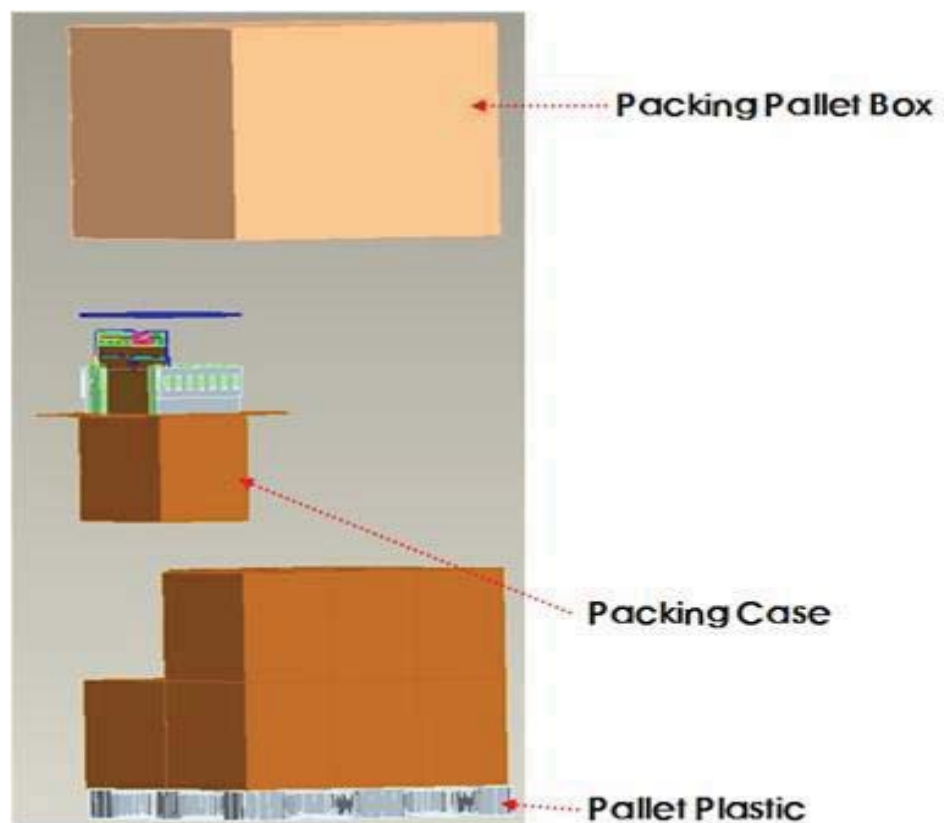
## 8. PACKING

### 8.1 CARTON (Internal Package)

#### (1) Packing Form

Corrugated fiberboard box and corrugated cardboard as shock absorber

#### (2) Packing Method



### 8.2 Packing Specification

| Item                | Specification                | Remark                                                                                                                                                                                                   |
|---------------------|------------------------------|----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| LCD Packing         | 144ea / (Packing-Pallet Box) | 1. 1.3 Kg / LCD (144ea)<br>2. 4.2Kg / Packing-pallet box (1ea)<br>3. 3.5Kg / Packing Case (12ea)<br>4. 5.3Kg / Pallet Plastic (1ea)<br>5. Box Material : Paper<br>6. Packing Pallet Box Material : Paper |
| Total Pallet Weight | 238.7kg                      | Pallet(5.3kg)+module(1.3* 144= 187.2kg)<br>+Packing case (3.5*12= 42Kg)+Pallet box(4.2Kg)                                                                                                                |

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## 8.3 Packing Storage condition

| ITEM                | Unit                                                                                                                                                                                                                                                                                                                                                                                           | Min. | Max. |
|---------------------|------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|------|------|
| Storage Temperature | (°C)                                                                                                                                                                                                                                                                                                                                                                                           | 5    | 40   |
| Storage Humidity    | (%rH)                                                                                                                                                                                                                                                                                                                                                                                          | 35   | 75   |
| Storage life        | 12 months                                                                                                                                                                                                                                                                                                                                                                                      |      |      |
| Storage Condition   | <ul style="list-style-type: none"><li>- Prohibit direct sunlight</li><li>- Ventilation in storehouse and Control changing temperature is within limits of environment</li><li>- Put it on pallet, don't put it on floor. and store them with removing from wall.</li><li>- Don't wet Out-BOX and avoid rain.</li><li>- Without condensation.</li><li>- Etc. Avoid harmful Condition.</li></ul> |      |      |

## 8.4 Packing long-term Storage guide

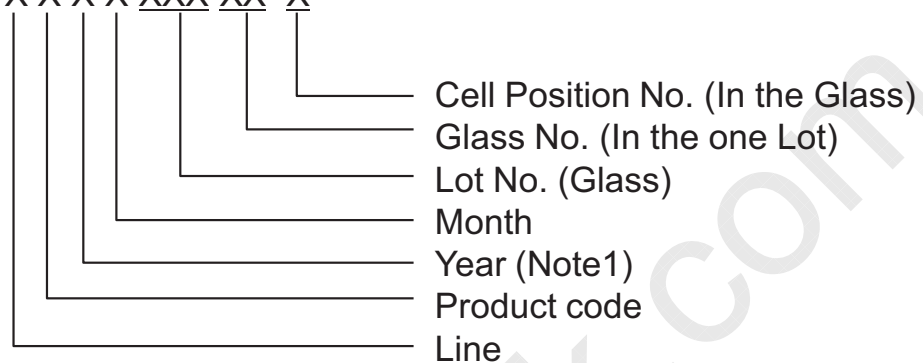
|                            |                                                                                                                               |
|----------------------------|-------------------------------------------------------------------------------------------------------------------------------|
| Long -term Storage Process | More than 3months Storage or Low temp. Delivery/under 5°C Storage,<br>→ On the 20°C 50%rH Condition , More than 24hr release. |
|----------------------------|-------------------------------------------------------------------------------------------------------------------------------|

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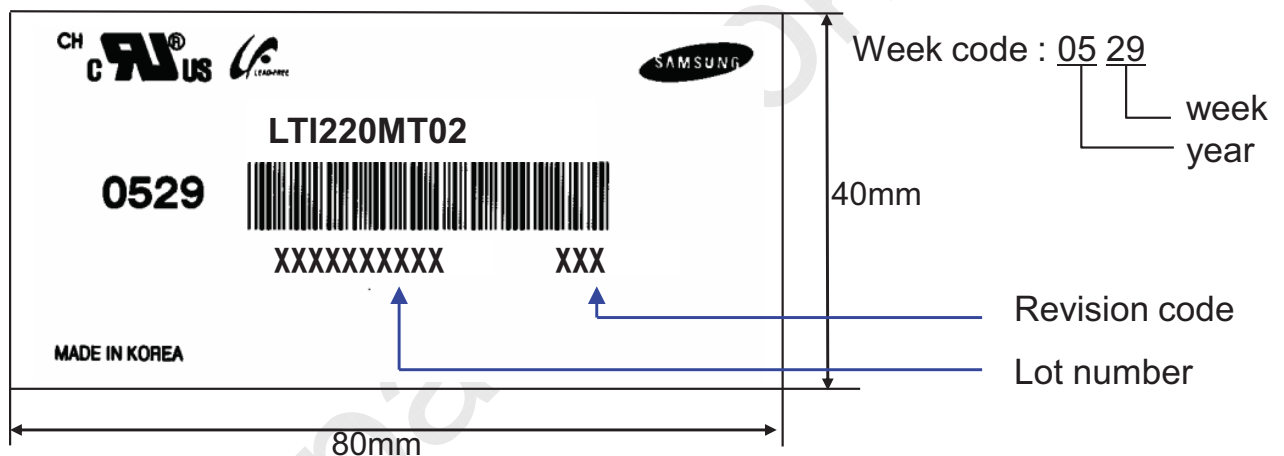
## 9. MARKING & OTHERS

A nameplate bearing followed by is affixed to a shipped product at the specified location on each product.

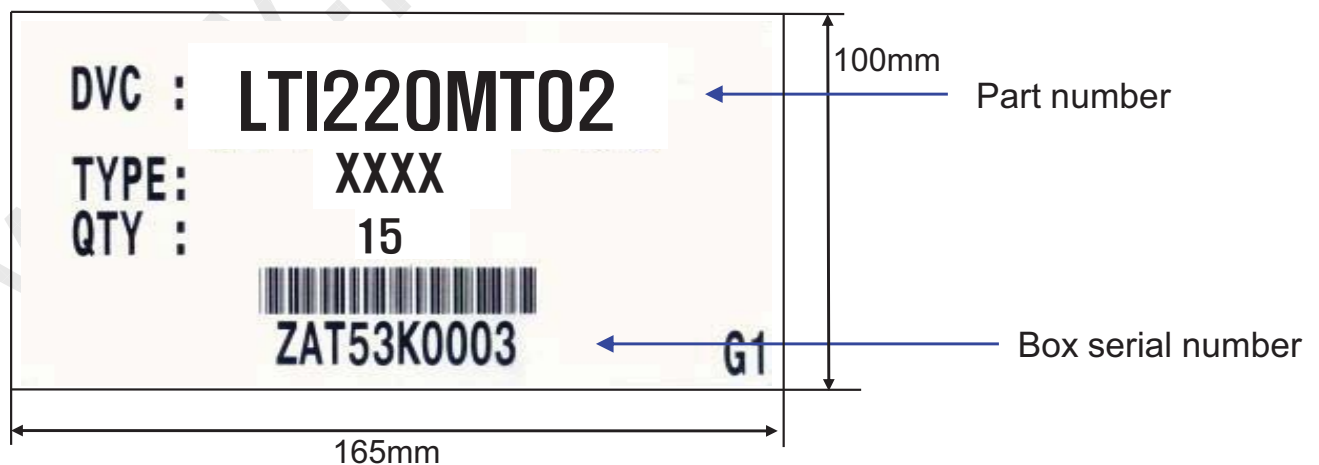
- (1) Part number : LTI220MT02
- (2) Revision: Three letters
- (3) Lot number : X X X X XXX XX X



### (4) Nameplate Indication



### (5) Packing box attach



### (6) Others

1. After service part

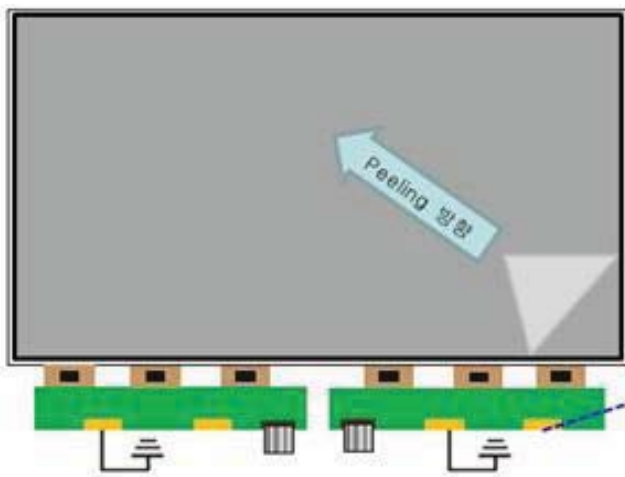
Lamps cannot be replaced because of the narrow bezel structure.

## 10. General Precautions

### 10.1 Handling

- (a) When the module is assembled, It should be attached to the system firmly using every mounting holes. Be careful not to twist and bend the modules.
- (b) Refrain from strong mechanical shock and / or any force to the module. In addition to damage, this may cause improper operation or damage to the module and back-light.
- (c) Note that polarizers are very fragile and could be easily damaged.  
Do not press or scratch the surface harder than a HB pencil lead.
- (d) Wipe off water droplets or oil immediately. If you leave the droplets for a long time, Staining and discoloration may occur.
- (e) If the surface of the polarizer is dirty, clean it using some absorbent cotton or soft cloth.
- (f) The desirable cleaners are water, IPA(Isopropyl Alcohol) or Hexane.  
Do not use Ketone type materials(ex. Acetone), Ethyl alcohol, Toluene, Ethyl acid or Methyl chloride.  
It might permanent damage to the polarizer due to chemical reaction.
- (g) 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, legs or clothes, it must be washed away thoroughly with soap.
- (h) Protect the module from static , it may cause damage to the CMOS Gate Array IC.
- (i) Use finger-stalls with soft gloves in order to keep display clean during the incoming inspection and assembly process.
- (j) Do not disassemble the module.
- (k) Do not adjust the variable resistor which is located on the module.
- (l) Protection film for polarizer on the module shall be slowly peeled off just before use so that the electrostatic charge can be minimized.

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- a. Peel off slowly and constant speed
- b. Be sure to ground S-PBA while peeling of the protection film
- c. The protection film must not touch drivers and S-PBAs

GND SR-Open Pattern

- Be sure to contact with ground while peeling of the protection film

## 10.2 Storage

- (a) 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 to 35 °C and relative humidity of less than 70%.
- (b) Do not store the TFT-LCD Module in direct sunlight.
- (c) The Module should be stored in a dark place. It is prohibited to apply sunlight or fluorescent light in storing.

## 10.3 Operation

- (a) Do not connect or disconnect the Module in the "Power On" condition.
- (b) Power supply should always be turned on/off by the "Power on/off sequence"
- (c) Module has high frequency circuits. Sufficient suppression to the electromagnetic interference should be done by system manufacturers. Grounding and shielding methods may be important to minimize the interference.

## 10.4 Others

- (a) Ultra-violet ray filter is necessary for outdoor operation.
- (b) Avoid condensation of water. It may result in improper operation or disconnection of electrode.
- (c) Do not exceed the absolute maximum rating value. (the supply voltage variation, Input voltage variation, variation in part contents and environmental temperature, and so on) Otherwise the module may be damaged.
- (d) If the module displays the same pattern continuously for a long period of time, it can be the situation when the image "Sticks" to the screen.
- (e) This module has its circuitry PCB's on the rear side and should be handled carefully in order not to be stressed.