

# Specification for Approval

**PRODUCT NAME: 1.0 inch 128X64 dots Yellow OLED**  
**PRODUCT NO.: PMO13505**

<b>CUSTOMER</b>
<b>APPROVED BY</b>
<b>DATE:</b>

<b>Pacer International</b>

## REVISION RECORD

REV.	REVISION DESCRIPTION	REV. DATE	REMARK
X01	INITIAL RELEASE	2007. 07. 04	
X02	<ul style="list-style-type: none"><li>■ Add the operating conditions for different luminance</li><li>■ Add the panel electrical specifications</li><li>■ Add the application circuit</li></ul>	2007. 07. 27	Page 6, 7, 8 & 18
A01	<ul style="list-style-type: none"><li>■ Transfer from X version</li><li>■ Add the information of module weight</li><li>■ Add the packing specification</li></ul>	2007. 08. 08	Page 5 & 21
A02	<ul style="list-style-type: none"><li>■ Modify luminance specifications</li></ul>	2007. 08. 23	Page 6 & 8

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## **1. SCOPE**

This specification is to define the general provisions and quality requirements that apply to the supply of display cells manufactured by RiTdisplay. This document, together with the Module Ass'y Drawing, is the highest-level specification for this product.

## **2. WARRANTY**

RiTdisplay warrants that the products delivered pursuant to this specification (or order) will conform to the agreed specifications for twelve (12) months from the shipping date ("Warranty Period"). RiTdisplay is obligated to repair or replace the products which are found to be defective or inconsistent with the specifications during the Warranty Period without charge, on condition that the products are stored or used as the conditions specified in the specifications. Nevertheless, RiTdisplay is not obligated to repair or replace the products without charge if the defects or inconsistency are caused by the force majeure or the reckless behaviors of the customer.

After the Warranty Period, all repairs or replacements of the products are subject to charge.

## **3. FEATURES**

- Small molecular organic light emitting diode
- Color : Yellow
- Panel matrix : 128\*64
- Driver IC : SSD1325T6R1 (16 Gray scale)
- Excellent quick response time.
- Extremely thin thickness for best mechanism design : 1.61mm
- High contrast : 2000:1
- Wide viewing angle : 160°
- 8-bit 6800-series parallel interface, 8-bit 8080-series parallel interface, serial peripheral interface
- Wide range of operating temperature : -40 to 70 °C
- Anti-glare polarizer.

#### **4. MECHANICAL DATA**

NO	ITEM	SPECIFICATION	UNIT
1	Dot Matrix	128 (W) x 64 (H)	dot
2	Dot Size	0.15 (W) x 0.17 (H)	mm <sup>2</sup>
3	Dot Pitch	0.17 (W) x 0.19 (H)	mm <sup>2</sup>
4	Aperture Rate	79	%
5	Active Area	21.74 (W) x 12.14 (H)	mm <sup>2</sup>
6	Panel Size	29.6 (W) x 19.7 (H)	mm <sup>2</sup>
7	Panel Thickness	1.61 ± 0.1	mm
8	Module Size	29.6 (W) x 34.1 (H) x 1.61 (D)	mm <sup>3</sup>
9	Diagonal A/A size	1.0	inch
10	Module Weight	2.01 ± 10%	gram

## **5. MAXIMUM RATINGS**

ITEM	MIN	MAX	UNIT	Condition	Remark
Supply Voltage ( $V_{DD}$ )	-0.3	3.5	V	$T_a = 25^\circ\text{C}$	IC maximum rating
Supply Voltage ( $V_{CC}$ )	8	16	V	$T_a = 25^\circ\text{C}$	IC maximum rating
Operating Temp.	-40	70	$^\circ\text{C}$		
Storage Temp	-40	85	$^\circ\text{C}$		
Humidity	-	85	%		
Life Time	29,000	-	Hrs	110 cd/m <sup>2</sup> , 50% checkerboard	Note (1)
Life Time	35,000	-	Hrs	90 cd/m <sup>2</sup> , 50% checkerboard	Note (2)
Life Time	45,000	-	Hrs	70 cd/m <sup>2</sup> , 50% checkerboard	Note (3)

Note:

(A) Under  $V_{CC} = 12\text{V}$ ,  $T_a = 25^\circ\text{C}$ , 50% RH.

(B) Life time is defined the amount of time when the luminance has decayed to less than 50% of the initial measured luminance.

(1) Setting of 110 cd/m<sup>2</sup> :

- Contrast setting : 0x6e
- Frame rate : 105Hz
- Duty setting : 1/64

(2) Setting of 90 cd/m<sup>2</sup> :

- Contrast setting : 0x59
- Frame rate : 105Hz
- Duty setting : 1/64

(3) Setting of 70 cd/m<sup>2</sup> :

- Contrast setting : 0x44
- Frame rate : 105Hz
- Duty setting : 1/64

## 6. ELECTRICAL CHARACTERISTICS

### 6.1 D.C ELECTRICAL CHARACTERISTICS

SYMBOL	PARAMETERS	TEST CONDITION	MIN	TYP	MAX	UNIT
$V_{CC}$	Analog power supply (for OLED panel)	$T_a = -20\text{ }^{\circ}\text{C}$ to $+70\text{ }^{\circ}\text{C}$	11.5	12	12.5	V
$V_{DD}$	Digital power supply	$T_a = -20\text{ }^{\circ}\text{C}$ to $+70\text{ }^{\circ}\text{C}$	2.4	2.7	3.5	V
$I_{DD}$	Operating current for $V_{DD}$ $V_{DD} = 2.7\text{V}$ , $V_{CC} = 12\text{V}$ , $I_{REF} = 10\text{uA}$ No panel attached, All Display ON	Contrast=7F	-	-	650	$\text{uA}$
$I_{CC}$	Operating current for $V_{CC}$ $V_{DD} = 2.7\text{V}$ , $V_{CC} = 12\text{V}$ , $I_{REF} = 10\text{uA}$ No panel attached, All Display ON	Contrast=7F	-	700	-	$\text{uA}$
$V_{IH}$	Hi logic input level		$0.8^* V_{DD}$	-	$V_{DD}$	V
$V_{IL}$	Low logic input level		0	-	$0.2^* V_{DD}$	V
$V_{OH}$	Hi logic output level		$0.9^* V_{DD}$	-	$V_{DD}$	V
$V_{OL}$	Low logic output level		0	-	$0.1^* V_{DD}$	V
$I_{SEG}$	Segment on output current $V_{DD} = 2.7\text{V}$ , $V_{CC} = 12\text{V}$ , $I_{REF} = 10\text{uA}$ , Display on, Segment pin under test is connected with a 20K resistive load to $V_{SS}$	Contrast=7F	-	300	370	$\text{uA}$
		Contrast=5F	-	225	-	$\text{uA}$
		Contrast=3F	-	150	-	$\text{uA}$
		Contrast=1F	-	75	-	$\text{uA}$

## 6.2 ELECTRO-OPTICAL CHARACTERISTICS

### PANEL ELECTRICAL SPECIFICATIONS

PARAMETER	MIN	TYP.	MAX	UNITS	COMMENTS
Normal mode current		7	9	mA	All pixels on (1)
Standby mode current		1	2	mA	Standby mode 10% pixels on (2)
Normal mode power consumption		84	108	mW	All pixels on (1)
Standby mode power consumption		12	24	mW	Standby mode 10% pixels on (2)
Normal Luminance	70	90		cd/m <sup>2</sup>	Display Average
Standby Luminance		10		cd/m <sup>2</sup>	Display Average
CIE <sub>x</sub> (Yellow)	0.43	0.47	0.51		x, y (CIE 1931)
CIE <sub>y</sub> (Yellow)	0.45	0.49	0.53		
Dark Room Contrast	2000:1				
Viewing Angle	160			degree	
Response Time		10		μs	

(1) Normal mode condition :

- Driving Voltage : 12V
- Contrast setting : 0x59
- Frame rate : 105Hz
- Duty setting : 1/64

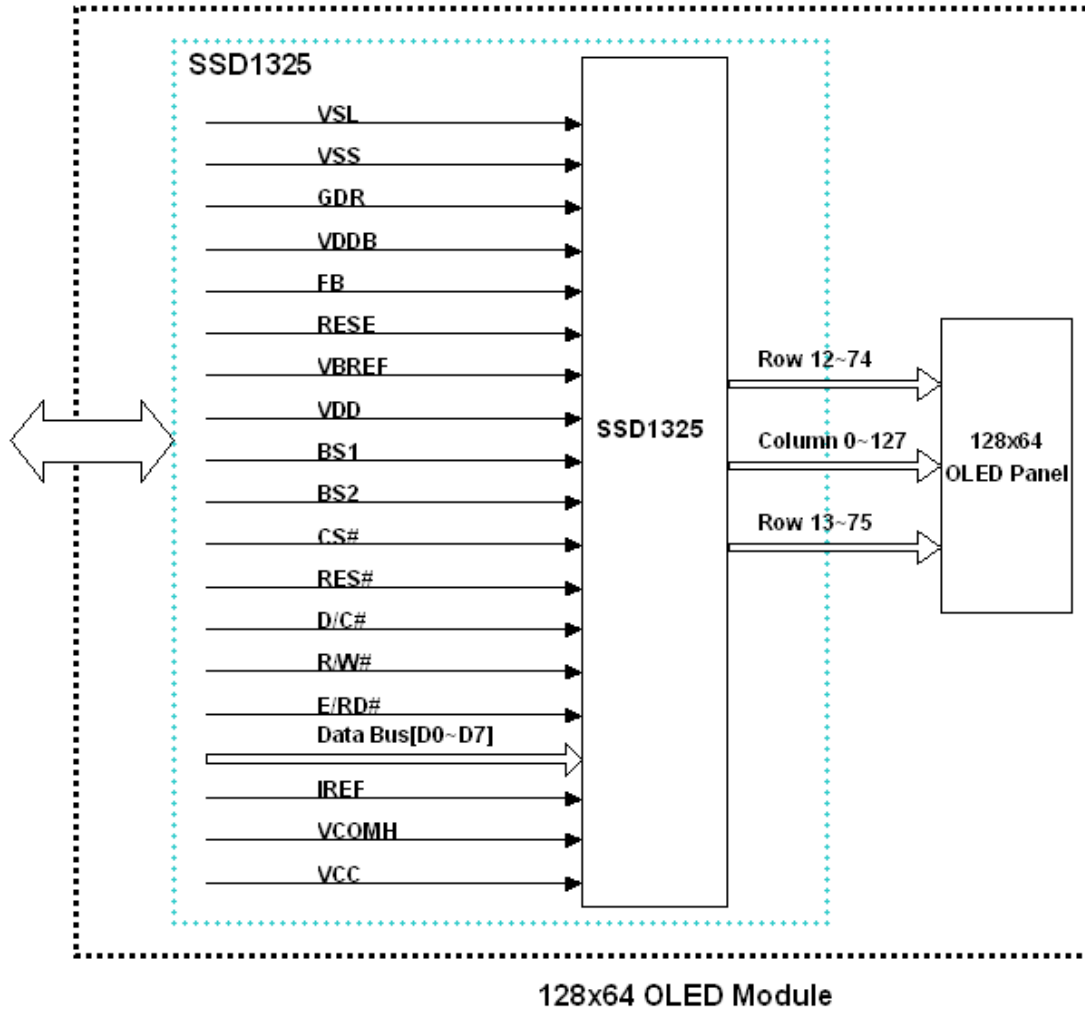
(2) Standby mode condition :

- Driving Voltage : 12V
- Contrast setting : 0x00
- Frame rate : 105Hz
- Duty setting : 1/64
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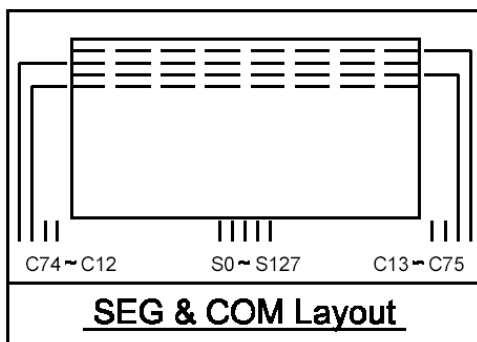


## 7. INTERFACE

### 7.1 FUNCTION BLOCK DIAGRAM



### 7.2 PANEL LAYOUT DIAGRAM



### 7.3 PIN ASSIGNMENTS

Pin No.	Pin Name	Description
1	VSL	This pin is the output pin for the voltage output low level for SEG signals. A capacitor should be connected between this pin and Vss.
2	VSS	This is a ground pin. It also acts as a reference for the logic pins and the OLED driving voltages. It must be connected to external ground.
3	GDR	This output pin drives the gate of the external NMOS of the booster circuit.
4	VDDDB	This is the power supply pin for the GDR pin buffer. It must be connected when the converter is used.
5	FB	This pin is the feedback resistor input of the booster circuit. It is used to adjust the booster output voltage level (V <sub>CC</sub> ).
6	RESE	This pin connects to the source current pin of the external NMOS of the booster circuit.
7	VBREF	This pin is the internal voltage reference of booster circuit. A stabilization capacitor should be connected between this pin and Vss for both internal and external V <sub>CC</sub> usage.
8	NC	These pins should be left open individually.
9	NC	
10	NC	
11	VDD	This is a voltage supply pin. It must be connected to external source.
12	BS1	These pins are MCU interface selection input.
13	BS2	These pins are MCU interface selection input.
14	NC	These pins should be left open individually.
15	CS#	This pin is the chip select input. The chip is enabled for MCU communication only when CS# is pulled low.
16	RES#	This pin is reset signal input. When the pin is low, initialization of the chip is executed.
17	D/C#	This pin is Data/Command control pin. When the pin is pulled high, the input at D7-D0 is treated as display data. When the pin is pulled low, the input at D7-D0 will be transferred to the command register. For detail relationship to MCU interface signals, please refer to the Timing Characteristics Diagrams.
18	R/W#	This pin is MCU interface input. When interfacing to a 6800-series microprocessor, this pin will be used as Read/Write (R/W#) selection input. Pull this pin to "High" for read mode and pull it to "LOW" for write mode. When 8080 interface mode is selected, this pin will be the Write (WR#) input. Data write operation is initiated when this pin is pulled low and the CS# is pulled low.

19	E/RD#	This pin is MCU interface input. When interfacing to a 6800-series microprocessor, this pin will be used as the Enable (E) signal. Read/write operation is initiated when this pin is pulled high and the CS# is pulled low. When connecting to an 8080-microprocessor, this pin receives the Read (RD#) signal. Data read operation is initiated when this pin is pulled low and CS# is pulled low.
20	D0	These pins are 8-bit bi-directional data bus to be connected to the microprocessor's data bus. When serial mode is selected, D1 will be the serial data input SDIN and D0 will be the serial clock input SCLK.
21	D1	
22	D2	
23	D3	
24	D4	
25	D5	
26	D6	
27	D7	
28	IREF	This pin is segment current reference pin. A resistor should be connected between this pin and VSS. Set the current at 10uA.
29	VCOMH	This pin is the input pin for the voltage output high level for COM signals. It can be supplied externally or internally. When VCOMH is generated internally, a capacitor should be connected between this pin and VSS.
30	VCC	This is the most positive voltage supply pin of the chip. It can be supplied externally or generated internally by using internal DC-DC voltage converter.
31	NC	The pin should be left open individually.

## 7.4 GRAPHIC DISPLAY DATA RAM ADDRESS MAP

The GDDRAM is a bit mapped static RAM holding the bit pattern to be displayed. The size of the RAM is 128x80x4 bits. For mechanical flexibility, re-mapping on both Segment and Common outputs can be selected by software. (Refer to Table 3-7 for GDDRAM address map description)

		SEG0	SEG1	SEG2	SEG3		SEG124	SEG125	SEG126	SEG127	SEG Outputs Column Address (HEX)
		00		01			3E		3F		
COM0	00	D0[3:0]	D0[7:4]	D1[3:0]	D1[7:4]		D62[3:0]	D62[7:4]	D63[3:0]	D63[7:4]	
COM1	01	D64[3:0]	D64[7:4]	D65[3:0]	D65[7:4]		D126[3:0]	D126[7:4]	D127[3:0]	D127[7:4]	
COM78	4E	D4992[3:0]	D4992[7:4]	D4993[3:0]	D4993[7:4]		D5054[3:0]	D5054[7:4]	D5055[3:0]	D5055[7:4]	
COM79	4F	D5056[3:0]	D5056[7:4]	D5057[3:0]	D5057[7:4]		D5118[3:0]	D5118[7:4]	D5119[3:0]	D5119[7:4]	
COM Outputs	Row Address (HEX)										

(Display Startline=0)

**Table 3– GDDRAM address map showing Horizontal Address Increment A[2]=0, Column Address Re-map A[0]=0, Nibble Re-map A[1]=0, COM Re-map A[4]=0, and Display Start Line=00H (Data byte sequence: D0, D1, ... , D5118, D5119)**

		SEG0	SEG1	SEG2	SEG3		SEG124	SEG125	SEG126	SEG127	SEG Outputs Column Address (HEX)
		00		01			3E		3F		
COM0	00	D0[3:0]	D0[7:4]	D80[3:0]	D80[7:4]		D4960[3:0]	D4960[7:4]	D5040[3:0]	D5040[7:4]	
COM1	01	D1[3:0]	D1[7:4]	D81[3:0]	D81[7:4]		D4961[3:0]	D4961[7:4]	D5041[3:0]	D5041[7:4]	
COM78	4E	D78[3:0]	D78[7:4]	D158[3:0]	D158[7:4]		D5038[3:0]	D5038[7:4]	D5118[3:0]	D5118[7:4]	
COM79	4F	D79[3:0]	D79[7:4]	D159[3:0]	D159[7:4]		D5039[3:0]	D5039[7:4]	D5119[3:0]	D5119[7:4]	
COM Outputs	Row Address (HEX)										

(Display Startline=0)

**Table 4–GDDRAM address map showing Horizontal Address Increment A[2]=1, Column Address Re-map A[0]=0, Nibble Re-map A[1]=0, COM Re-map A[4]=0, and Display Start Line=00H (Data byte sequence: D0, D1, ... , D5118, D5119)**

		SEG0	SEG1	SEG2	SEG3		SEG124	SEG125	SEG126	SEG127	SEG Outputs Column Address (HEX)
		3F		3E			01		00		
COM0	00	D63[7:4]	D63[3:0]	D62[7:4]	D62[3:0]		D1[7:4]	D1[3:0]	D0[7:4]	D0[3:0]	
COM1	01	D127[7:4]	D127[3:0]	D126[7:4]	D126[3:0]		D65[7:4]	D65[3:0]	D64[7:4]	D64[3:0]	
COM78	4E	D5055[7:4]	D5055[3:0]	D5054[7:4]	D5054[3:0]		D4993[7:4]	D4993[3:0]	D4992[7:4]	D4992[3:0]	
COM79	4F	D5119[7:4]	D5119[3:0]	D5118[7:4]	D5118[3:0]		D5057[7:4]	D5057[3:0]	D5056[7:4]	D5056[3:0]	

COM Outputs      Row Address (HEX)  
(Display Startline=0)

**Table 5–GDDRAM address map showing Horizontal Address Increment A[2]=0, Column Address Re-map A[0]=1, Nibble Re-map A[1]=1, COM Re-map A[4]=0, and Display Start Line=00H (Data byte sequence: D0, D1, ... , D5118, D5119)**

		SEG0	SEG1	SEG2	SEG3		SEG124	SEG125	SEG126	SEG127	SEG Outputs Column Address (HEX)
		00		01			3E		3F		
COM15	0F	D0[3:0]	D0[7:4]	D1[3:0]	D1[7:4]		D62[3:0]	D62[7:4]	D63[3:0]	D63[7:4]	
COM14	0E	D64[3:0]	D64[7:4]	D65[3:0]	D65[7:4]		D126[3:0]	D126[7:4]	D127[3:0]	D127[7:4]	
COM17	11	D4992[3:0]	D4992[7:4]	D4993[3:0]	D4993[7:4]		D5054[3:0]	D5054[7:4]	D5055[3:0]	D5055[7:4]	
COM16	10	D5056[3:0]	D5056[7:4]	D5057[3:0]	D5057[7:4]		D5118[3:0]	D5118[7:4]	D5119[3:0]	D5119[7:4]	

COM Outputs      Row Address (HEX)  
(Display Startline=10H)

**Table 6–GDDRAM address map showing Horizontal Address Increment A[2]=0, Column Address Re-map A[0]=0, Nibble Re-map A[1]=0, COM Re-map A[4]=1, and Display Start Line=16H (Data byte sequence: D0, D1, ... , D5118, D5119)**

		SEG0	SEG1	SEG2	SEG3		SEG124	SEG125	SEG126	SEG127	SEG Outputs Column Address (HEX)
		00		01			3E		3F		
COM0	00										
COM1	01			D0[3:0]	D0[7:4]		D61[3:0]	D61[7:4]			
COM78	4E			D4774[3:0]	D4774[7:4]		D4835[3:0]	D4835[7:4]			
COM79	4F										

COM Outputs      Row Address (HEX)  
(Display Startline=0)

**Table 7–GDDRAM address map showing Horizontal Address Increment A[2]=0, Column Address Re-map A[0]=0, Nibble Re-map A[1]=0, COM Re-map A[4]=0, Display Start Line=00H (Data byte sequence: D0, D1, ... , D4834, D4835), Column Start Address=01H, Column End Address=3EH, Row Start Address=01H and Row End Address=4EH**

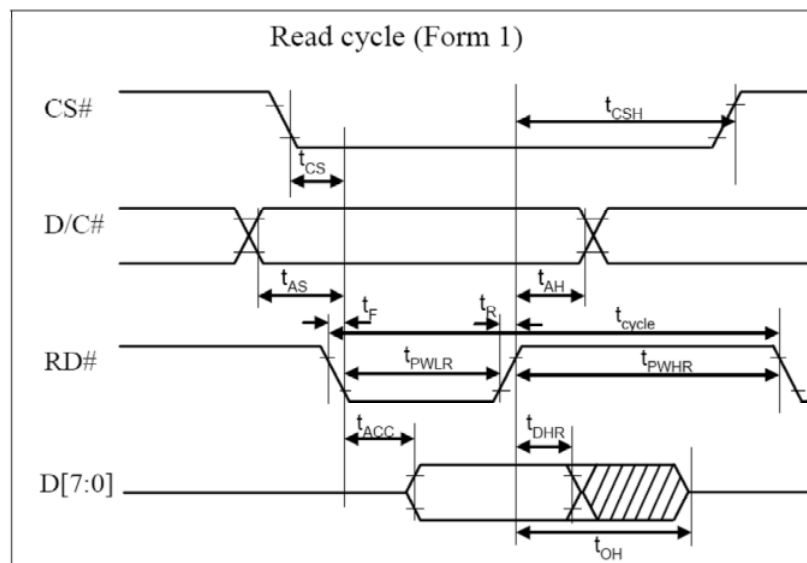
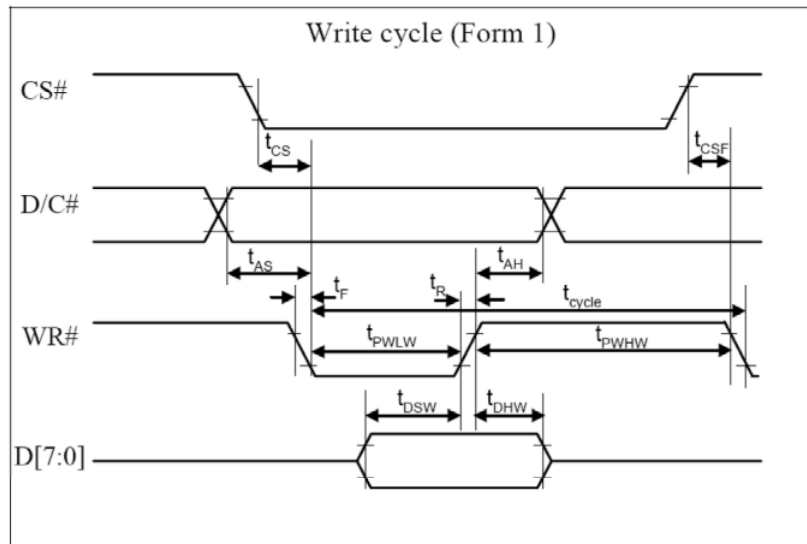
## 7.5 INTERFACE TIMING CHART

### 8080-Series MPU Parallel Interface Timing Characteristics

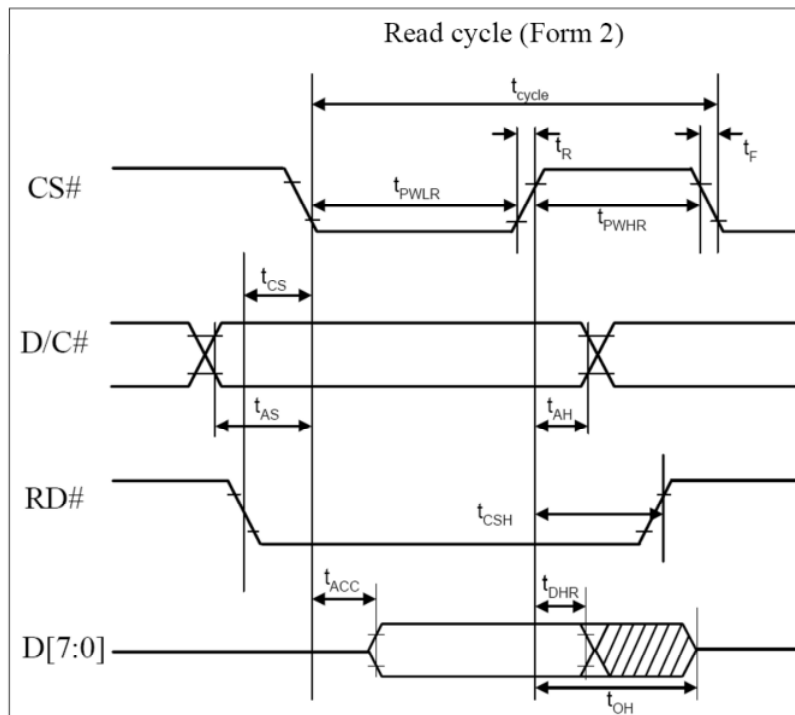
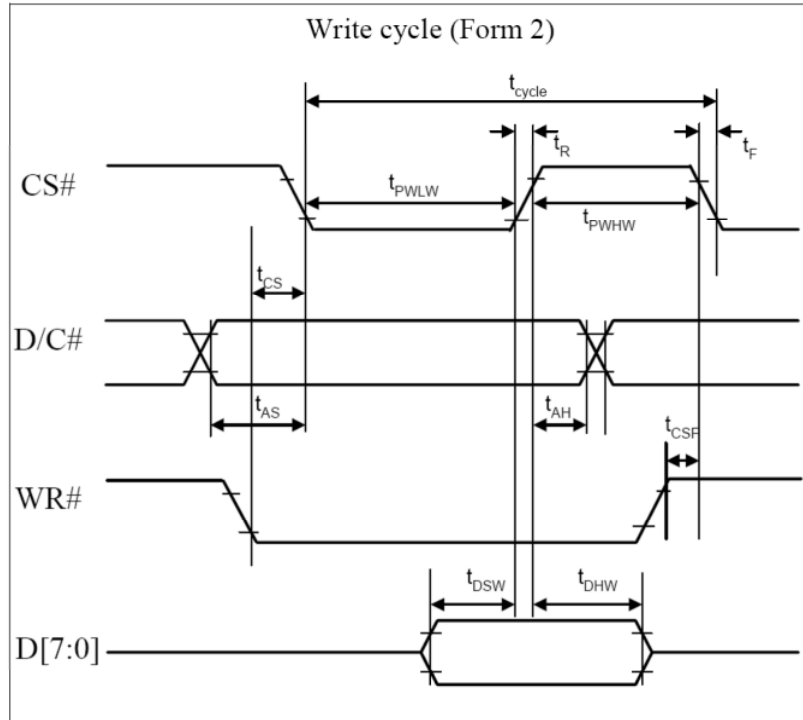
( $V_{DD} - V_{SS} = 2.4$  to  $3.5V$ ,  $T_A = 25^\circ C$ )

Symbol	Parameter	Min	Typ	Max	Unit
$t_{cycle}$	Clock Cycle Time	300	-	-	ns
$t_{AS}$	Address Setup Time	10	-	-	ns
$t_{AH}$	Address Hold Time	0	-	-	ns
$t_{DSW}$	Write Data Setup Time	40	-	-	ns
$t_{DHW}$	Write Data Hold Time	15	-	-	ns
$t_{DHR}$	Read Data Hold Time	20	-	-	ns
$t_{OH}$	Output Disable Time	-	-	70	ns
$t_{ACC}$	Access Time	-	-	140	ns
$t_{PWLr}$	Read Low Time	120	-	-	ns
$t_{PWLW}$	Write Low Time	60	-	-	ns
$t_{PWHr}$	Read High Time	60	-	-	ns
$t_{PWHW}$	Write High Time	60	-	-	ns
$t_r$	Rise Time	-	-	15	ns
$t_f$	Fall Time	-	-	15	ns
$t_{CS}$	Chip select setup time	0	-	-	ns
$t_{CSH}$	Chip select hold time to read signal	0	-	-	ns
$t_{CSF}$	Chip select hold time	20	-	-	ns

### 8080-series parallel interface characteristics (Form 1)



**8080-series parallel interface characteristics (Form2)**

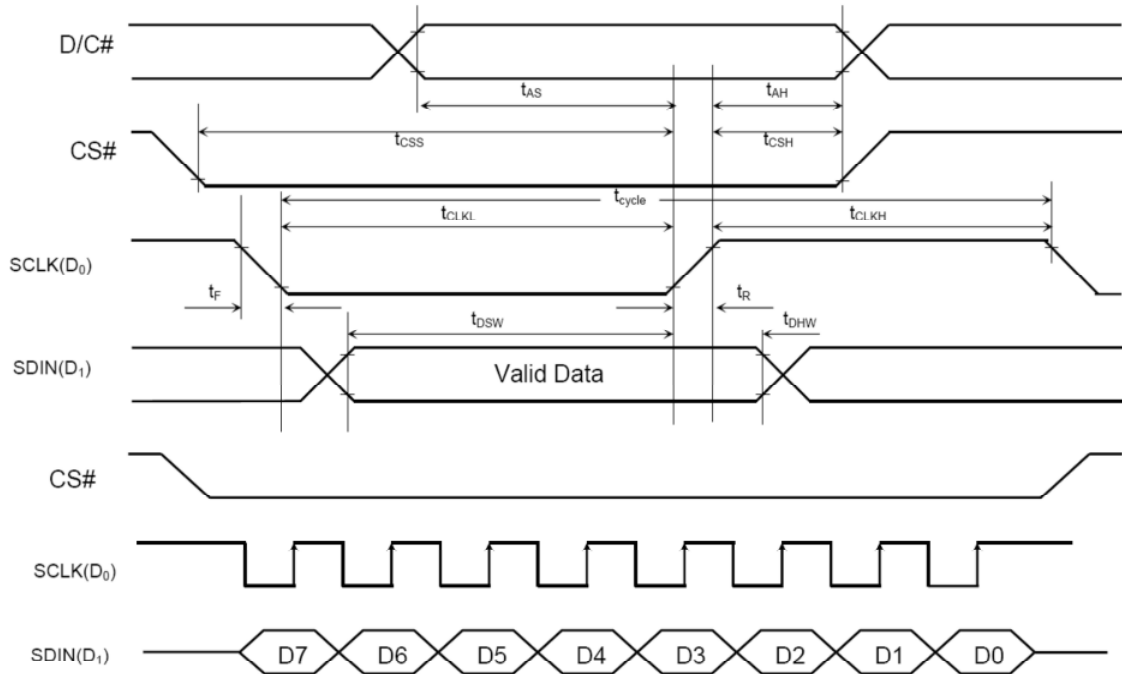


## Serial Interface Timing Characteristics

( $V_{DD} - V_{SS} = 2.4$  to  $3.5V$ ,  $T_A = 25^\circ C$ )

Symbol	Parameter	Min	Typ	Max	Unit
$t_{cycle}$	Clock Cycle Time	250	-	-	ns
$t_{AS}$	Address Setup Time	150	-	-	ns
$t_{AH}$	Address Hold Time	150	-	-	ns
$t_{CSS}$	Chip Select Setup Time	120	-	-	ns
$t_{CSH}$	Chip Select Hold Time	60	-	-	ns
$t_{DSW}$	Write Data Setup Time	100	-	-	ns
$t_{DHW}$	Write Data Hold Time	100	-	-	ns
$t_{CLKL}$	Clock Low Time	100	-	-	ns
$t_{CLKH}$	Clock High Time	100	-	-	ns
$t_R$	Rise Time	-	-	15	ns
$t_F$	Fall Time	-	-	15	ns

## Serial Interface Characteristics



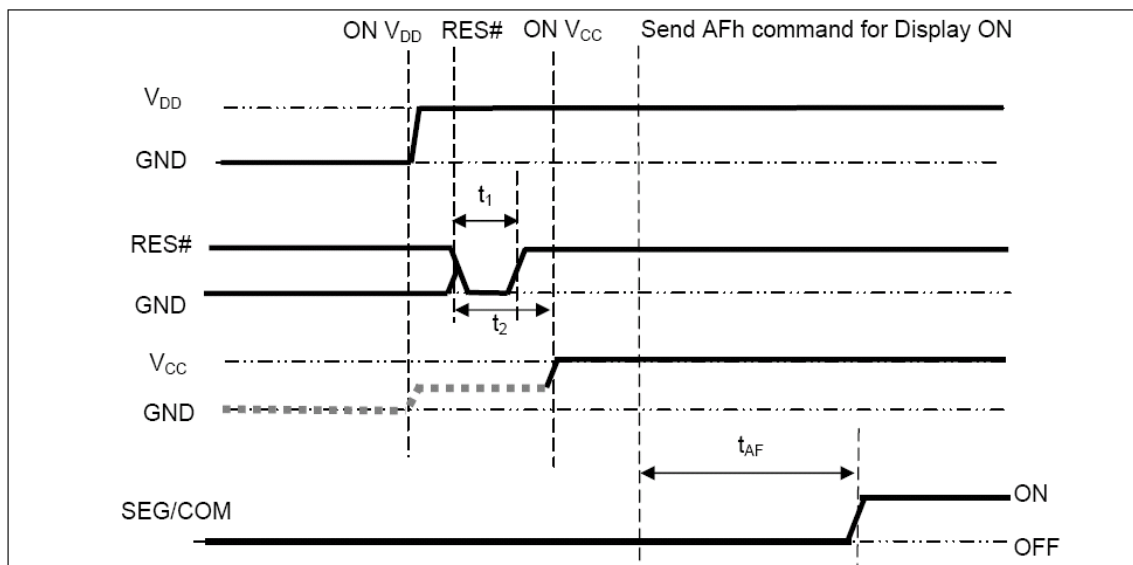


## 8. POWER ON / OFF SEQUENCE & APPLICATION CIRCUIT

### 8.1 POWER ON / OFF SEQUENCE

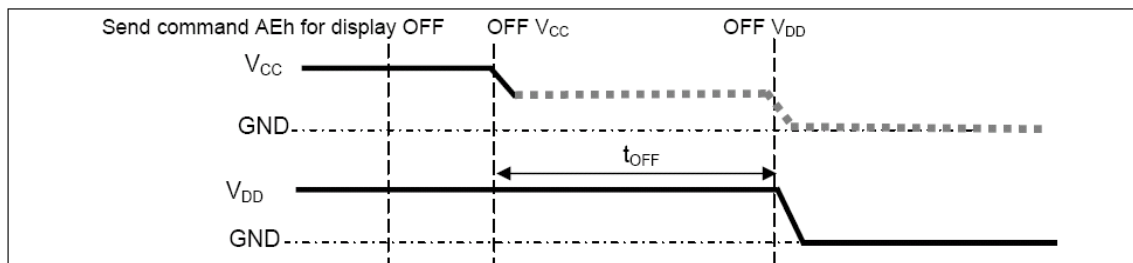
#### Power ON sequence:

1. Power ON  $V_{DD}$ .
2. After  $V_{DD}$  become stable, set RES# pin LOW (logic low) for at least  $3\mu s(t_1)$  and then HIGH (logic high).
3. After set RES# pin LOW (logic low), wait for at least  $3\mu s(t_2)$ . Then Power ON  $V_{CC}$ .(1)
4. After  $V_{CC}$  become stable, send command AFh for display ON. SEG/COM will be ON after  $100ms(t_{AF})$ .



#### Power OFF sequence:

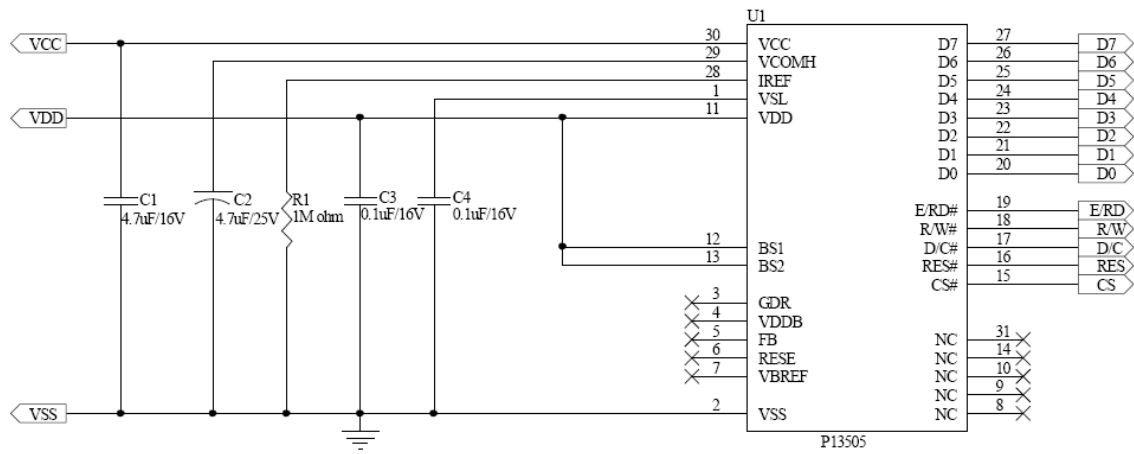
1. Send command AEh for display OFF.
2. Wait until panel discharges completely.
3. Power OFF  $V_{CC}$ . (1), (2)
4. Wait for  $t_{OFF}$ . Power OFF  $V_{DD}$ . (where Minimum  $t_{OFF}=0ms$ , Typical  $t_{OFF}=100ms$ )



#### Note:

- (1) Since an ESD protection circuit is connected between  $V_{DD}$  and  $V_{CC}$ ,  $V_{CC}$  becomes lower than  $V_{DD}$  whenever  $V_{DD}$  is ON and  $V_{CC}$  is OFF as shown in the dotted line of  $V_{CC}$  in above figures.
- (2)  $V_{CC}$  should be disabled when it is OFF.

## 8.2 APPLICATION CIRCUIT



Component:

- C1: 4.7uF/16V (0805)
- C2: 4.7uF/25V (Tantalum type)
- C3: 0.1uF/16V(0603)
- C4: 0.1uF/16V(0603)
- R1: 1M ohm(0603)

This circuit is for 8080 interface.

## 8.3 COMMAND TABLE

Refer to SSD1325 IC Spec.

## **9. RELIABILITY TEST CONDITIONS**

No.	Items	Specification	Quantity
1	High temp. (Non-operation)	85°C, 240hrs	5
2	High temp. (Operation)	70°C, 120hrs	5
3	Low temp. (Operation)	-40°C, 120hrs	5
4	High temp. / High humidity (Operation)	65°C, 90%RH, 120hrs	5
5	Thermal shock (Non-operation)	-40°C ~85°C (-40°C /30min; transit /3min; 85°C /30min; transit /3min) 1cycle: 66min, 100 cycles	5
6	Vibration	Frequency : 5~50HZ, 0.5G Scan rate : 1 oct/min Time : 2 hrs/axis Test axis : X, Y, Z	1 Carton
7	Drop	Height: 120cm Sequence : 1 angle - 3 edges and 6 faces Cycles: 1	1 Carton
8	ESD (Non-operation)	Air discharge model, ±8kV, 10 times	5

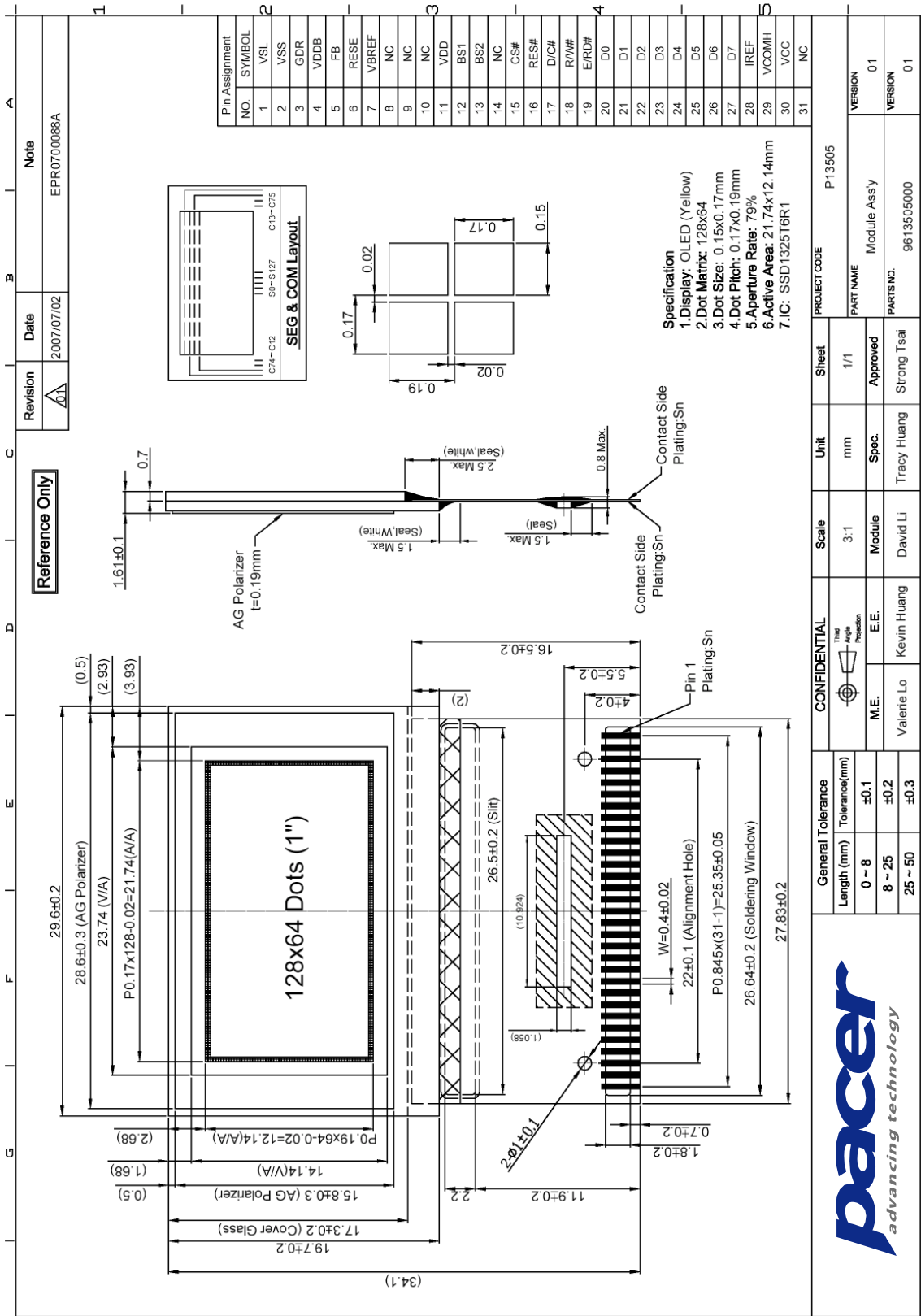
### **Test and measurement conditions**

1. All measurements shall not be started until the specimens attain to temperature stability.
2. All-pixels-on is used as operation test pattern.
3. The degradation of Polarizer are ignored for item 1, 4 & 5.

### **Evaluation criteria**

1. The function test is OK.
2. No observable defects.
3. Luminance: > 50% of initial value.
4. Current consumption: within  $\pm 50\%$  of initial value.

# 10. EXTERNAL DIMENSION



## 11. PACKING SPECIFICATION

	Revision	Date	Note
A1	2007/08/06	Packing Tray Instruction	

3002000067  
EPE COVER FOAM 283.6x230.2x11.7mm FOR P135

3008000046  
Tray 330x270x11.7mm  
T=0.7mm,PET,P135

3003000012  
真空包裝袋ONY/LDPE  
480x285x90

3003000013  
Antistatic Bubble bag 420x(350+450)mm

3001000005  
Pizza Box 345x285x88,B浪

3000000009  
單色 Carton 385x305x203mm

3006000000  
Label X2 pcs

3006000000  
Label X1 pcs

3010000002  
5G 矽膠乾燥劑

x4 pcs

Tray = 12 pcs  
以膠帶固定

x 1 pcs (empty)

x 11 pcs

x 24 pcs  
Module Assy For P13505  
9613505000 ①

背面朝上 旋轉放置

旋轉堆疊

ITEM	PART No.	DESC	QTY
1	9913505000	Module Assy For P13505	1
2	3008000046	Tray 330x270x11.7 T.O. 7mm PET P135	528
3	3002000067	EPE COVER FOAM 283.6x230.2x11.7mm FOR P135	24
4	3010000002	5G 矽膠乾燥劑	44
5	3003000012	真空包裝袋ONY/LDPE 480x285x90	8
6	3003000013	Antistatic Bubble bag 420x(350+450)mm	2
7	3001000005	Pizza Box 345x285x88 B浪	2
8	3000000009	單色 Carton 385x305x203mm	1
9	3006000000	Label	3

General Tolerance		Scale		Sheet		PROJECT CODE	
Length (mm)	Tolerance(mm)	1:15	Module	mm	1/1	P13505	
0 ~ 8	±0.1	M.E.	E.E.	Spec.	Approved	PART NAME	
8 ~ 25	±0.2	David Li	Keving Huang	Tray Huang	Strong Tsai	Packing Tray Instruction	
25 ~ 50	±0.3	David Li	Keving Huang	Tray Huang	Strong Tsai	PARTS NO.	
						9913505000	
						VERSION	
						01	
						VERSION	
						01	

## **12. APPENDIXES**

### **APPENDIX 1: DEFINITIONS**

#### **A. DEFINITION OF CHROMATICITY COORDINATE**

The chromaticity coordinate is defined as the coordinate value on the CIE 1931 color chart for R, G, B, W.

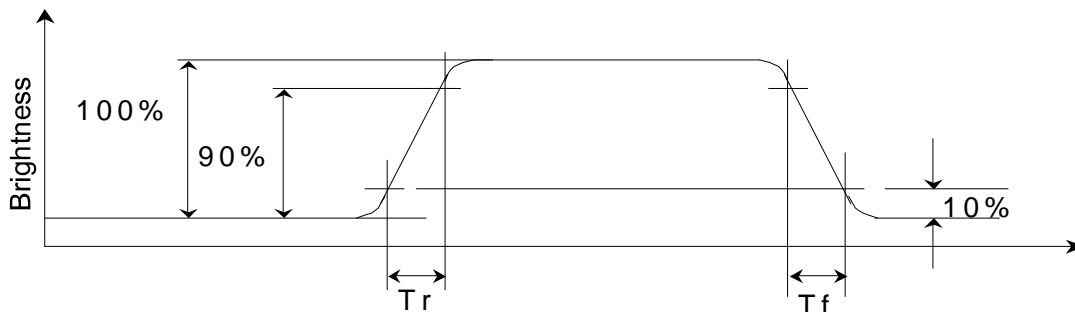
#### **B. DEFINITION OF CONTRAST RATIO**

The contrast ratio is defined as the following formula:

$$\text{Contrast Ratio} = \frac{\text{Luminance of all pixels on measurement}}{\text{Luminance of all pixels off measurement}}$$

#### **C. DEFINITION OF RESPONSE TIME**

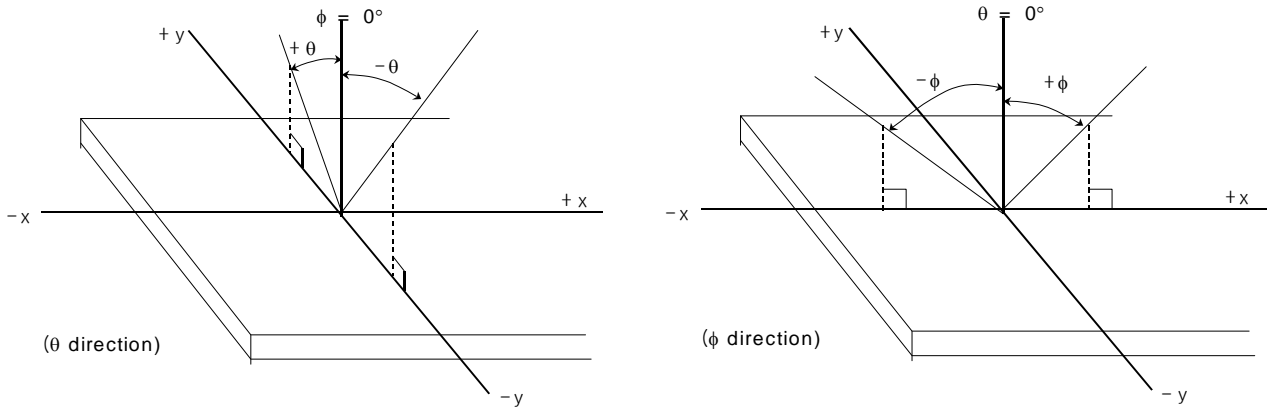
The definition of turn-on response time  $T_r$  is the time interval between a pixel reaching 10% of steady state luminance and 90% of steady state luminance. The definition of turn-off response time  $T_f$  is the time interval between a pixel reaching 90% of steady state luminance and 10% of steady state luminance. It is shown in Figure 2.



**Figure 2: Response time**

#### D. DEFINITION OF VIEWING ANGLE

The viewing angle is defined as Figure 3. Horizontal and vertical (H & V) angles are determined for viewing directions where luminance varies by 50% of the perpendicular value.

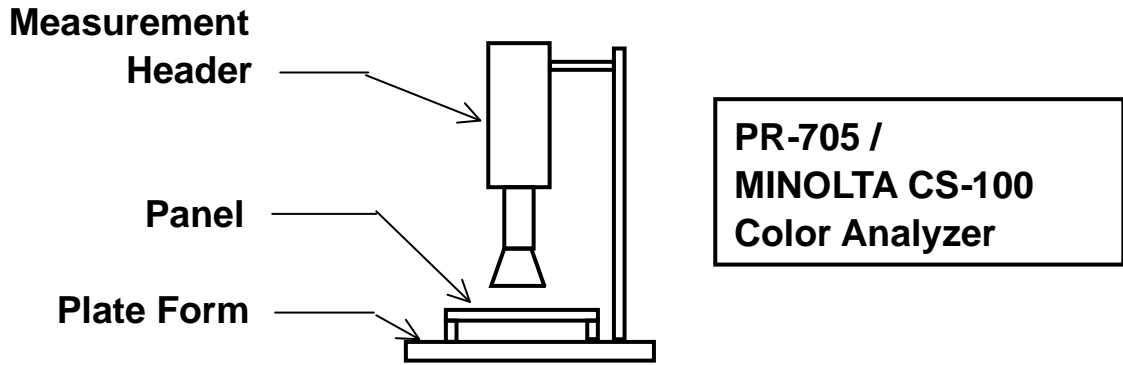


**Figure 3: Viewing Angle**

**APPENDIX 2: MEASUREMENT APPARATUS**

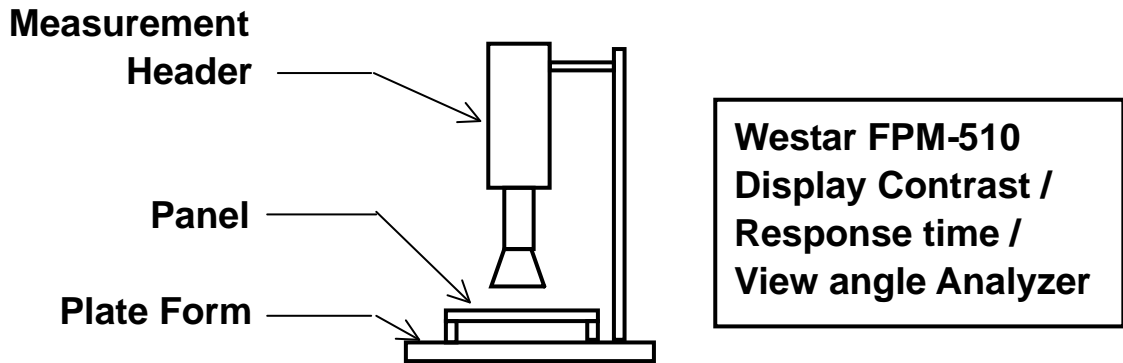
**A. LUMINANCE/COLOR COORDINATE**

PHOTO RESEARCH PR-705, MINOLTA CS-100



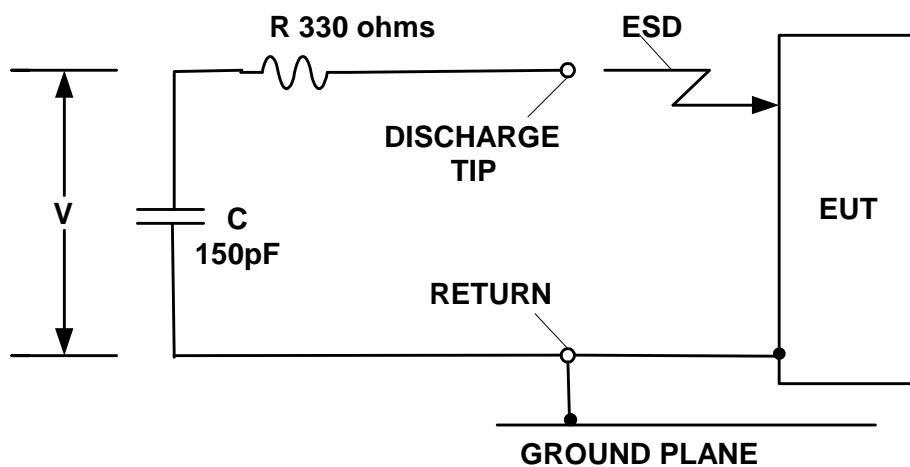
**B. CONTRAST / RESPONSE TIME / VIEW ANGLE**

WESTAR CORPORATION FPM-510





### C. ESD ON AIR DISCHARGE MODE



## **APPENDIX 3: PRECAUTIONS**

### **A. RESIDUE IMAGE**

Because the pixels are lighted in different time, the luminance of active pixels may reduce or differ from inactive pixels. Therefore, the residue image will occur. To avoid the residue image, every pixel needs to be lighted up uniformly.