一众显示科技有限公司

TEAM SOURCE DISPLAY TECH. CO, LTD.

TFT-LCD Module Specification

Module NO.: TST034HDBI-03

Version: V1.0

☐ APPROVAL FOR SPECIFICATION ☐ APPROVAL FOR SAMPLE

For Customer's Acceptance:	
Approved by	Comment

Team Source Display:		
Presented by	Reviewed by	Approved by
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Revision history

Version No.	Date	Page	Content	Remark
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1 General Characteristics

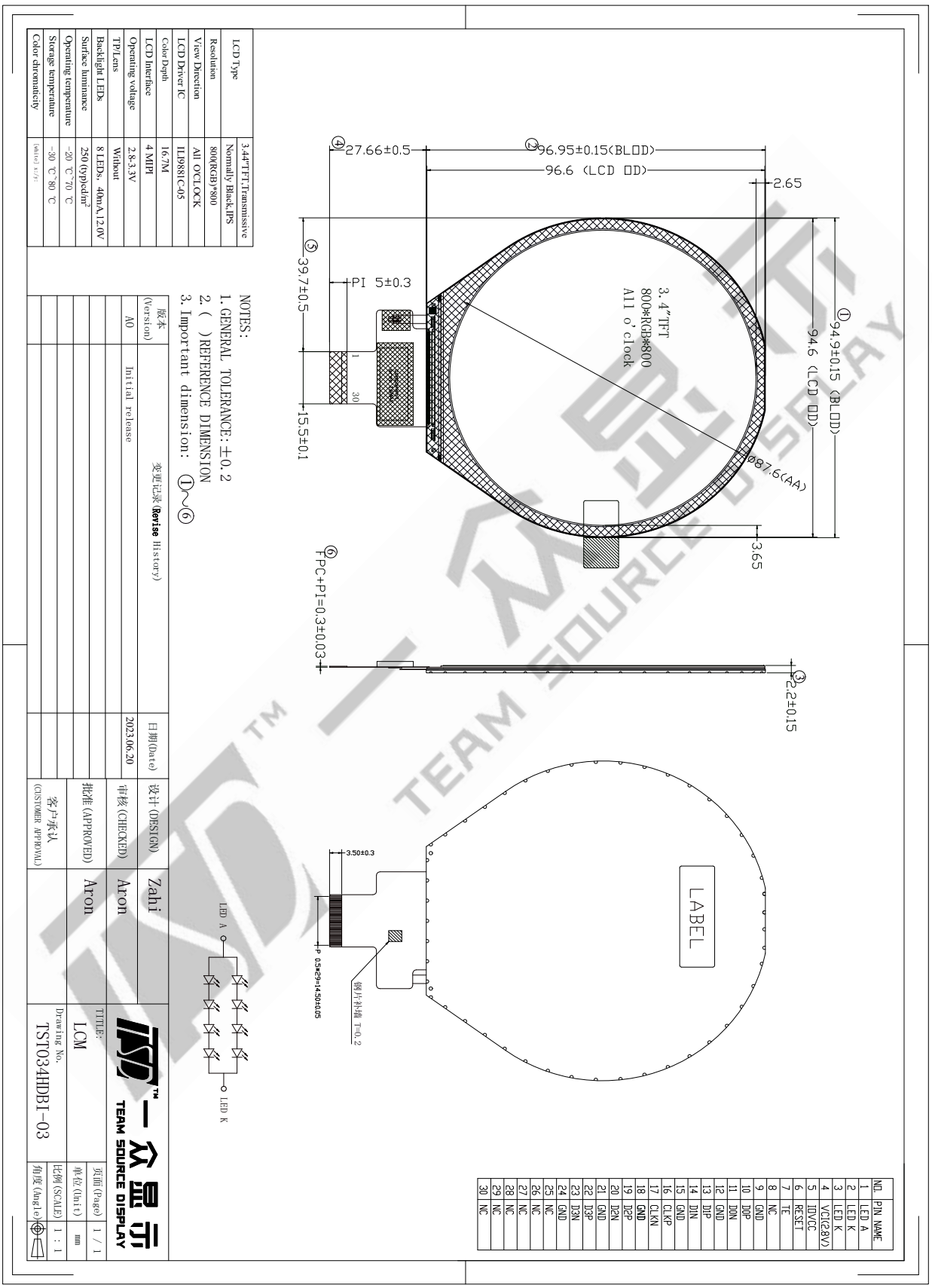
1.1 Introduction

TST034HDBI-03 is a color active matrix thin film transistor (TFT) liquid crystal display (LCD) that uses amorphous silicon TFT as a switching device. This model is composed of a TFT LCD panel, a Backlight.The active display area is a 3.4-inch measurement on the diagonal, with a native resolution of 800 * RGB * 800. The characteristics of this product are shown in the following table below.

1.2 General Information

ITEM	Specification	Unit
LCD Type	a-Si TFT,Transmissive,Normally black,IPS	-
LCD Size	3.4	inch
Resolution (W x H)	800x (RGB) × 800	pixel
Outline size	94.6(H) x 96.95(V) x2.2(T)	mm
Active Area	87.6 (H) x 87.6 (V)	mm
Pixel Pitch	0.1095(H) × 0.1095(V)	mm
Driver IC	ILI9881C-05	
Viewing Direction	All o'clock	-
Color Depth	16.7M	-
Pixel Arrangement	RGB-stripe	-
Surface Luminance	250(typ)	cd/m²
LCD Interface Type	4 MIPI	-
With/Without TP	Without	
Weight	32.87	g

2 Mechanical drawings



3 Interface description

3.1 LCM interface description

Pin No.	Symbol	I/O	Description
1	LED A	P	Anode of LED backlight
2-3	LED K	P	Cathode of LED backlight
4	VCI(2.8V)	P	Power voltage
5	IOVCC	P	I/O Power voltage
6	RESET	I	Reset signal input pin
7	TE	O	Tearing effect Output pins
8	NC	-	No connect
9	GND	P	Power ground
10	D0P	I/O	High speed interface data differential signal input pins.
11	D0N		
12	GND	P	Power ground
13	D1P	I/O	High speed interface data differential signal input pins.
14	D1N		
15	GND	P	Power ground
16	CLKP	I/O	High speed interface clock differential signal input pins.
17	CLKN		
18	GND	P	Power ground
19	D2P	I/O	High speed interface data differential signal input pins.
20	D2N		
21	GND	P	Power ground
22	D3P	I/O	High speed interface data differential signal input pins.
23	D3N		
24	GND	P	Power ground
25-30	NC	-	No connect

I: input, O: output, P: Power

Note (1): default scanning mode: left to right,up to down

4 Timing Characteristics

4.1 DSI Interface Timing Characteristics

High Speed Mode – Clock Channel Timing

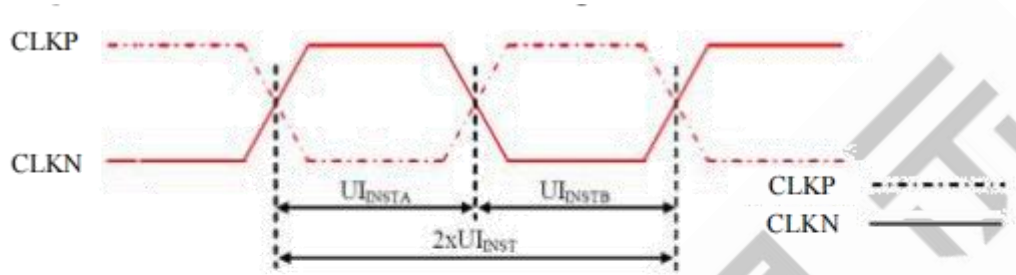


Figure 105: DSI Clock Channel Timing

Table 38: DSI Clock Channel Timing

Signal	Symbol	Parameter	Min	Max	Unit
CLKP/N	$2xUI_{INST}$	Double UI instantaneous	*Note 2*	25	ns
CLKP/N	UI_{INSTA}, UI_{INSTB} (Note 1)	UI instantaneous Half	*Note 2*	12.5	ns

Notes:

1. UI = UIINSTA = UIINSTB

2. Define the minimum value, see Table 39.

Table 39: Limited Clock Channel Speed

Data type	Two Lanes speed	Three Lanes speed	Four Lanes speed
Data Type = 00 1110 (0Eh), RGB 565, 16 UI per Pixel	566 Mbps	466 Mbps	366 Mbps
Data Type = 01 1110 (1Eh), RGB 666, 18 UI per Pixel	637 Mbps	525 Mbps	412 Mbps
Data Type = 10 1110 (2Eh), RGB 666 Loosely, 24 UI per Pixel	850 Mbps	750 Mbps	650 Mbps
Data Type = 11 1110 (3Eh), RGB 888, 24 UI per Pixel	850 Mbps	750 Mbps	650 Mbps

High Speed Mode – Data Clock Channel Timing

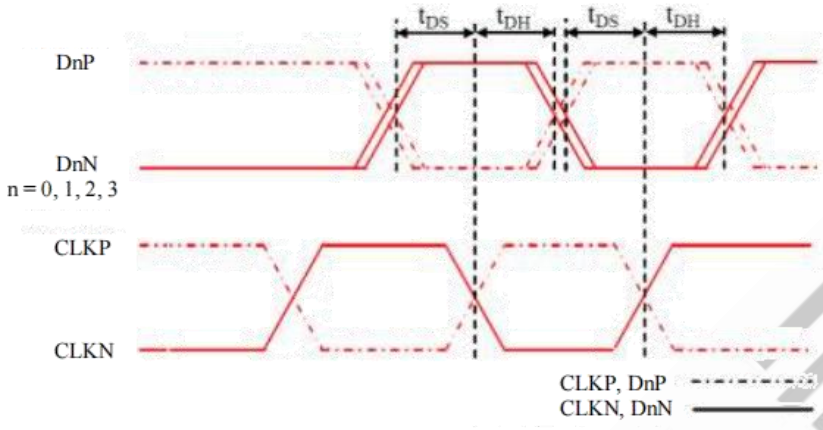


Figure 106: DSI Data to Clock Channel Timings

Table 40: DSI Data to Clock Channel Timings

Signal	Symbol	Parameter	Min	Max
DnP/N , n=0 and 1	t_{DS}	Data to Clock Setup time	0.15xUI	-
	t_{DH}	Clock to Data Hold Time	0.15xUI	-

High Speed Mode – Rising and Falling Timings

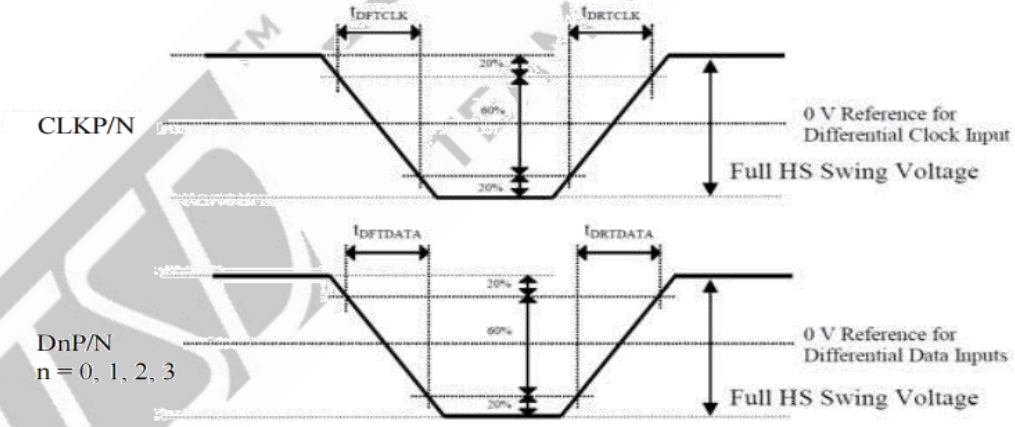


Figure 107: Rising and Falling Timings on Clock and Data Channels

Table 41: Rise and Fall Timings on Clock and Data Channels

Parameter	Symbol	Condition	Specification		
			Min	Typ	Max
Differential Rise Time for Clock	t_{DRTCLK}	CLKP/N	150 ps	-	0.3UI (Note)
Differential Rise Time for Data	$t_{DRTDATA}$	DnP/N n=0 and 1	150 ps	-	0.3UI (Note)
Differential Fall Time for Clock	t_{DFTCLK}	CLKP/N	150 ps	-	0.3UI (Note)
Differential Fall Time for Data	$t_{DFTDATA}$	DnP/N n=0 and 1	150 ps	-	0.3UI (Note)

Note: *The display module has to meet timing requirements, which are defined for the transmitter (MCU) on MIPI D-Phy standard.*

Low Speed Mode – Bus Turn Around

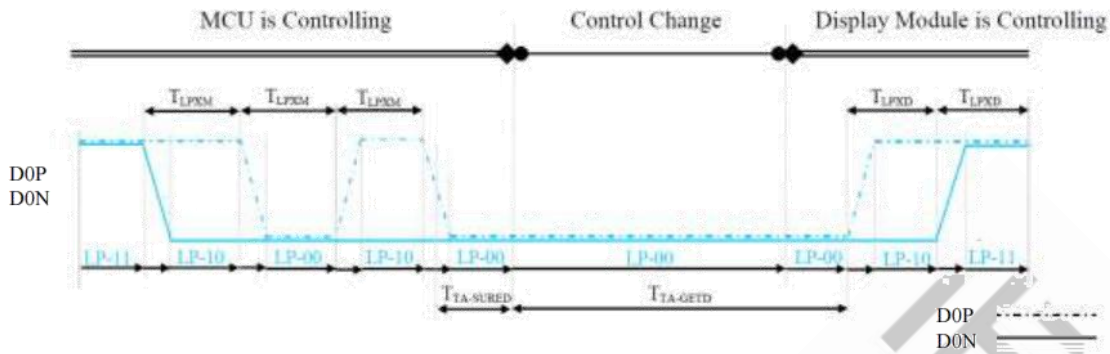


Figure 108: BTA from the MCU to the Display Module

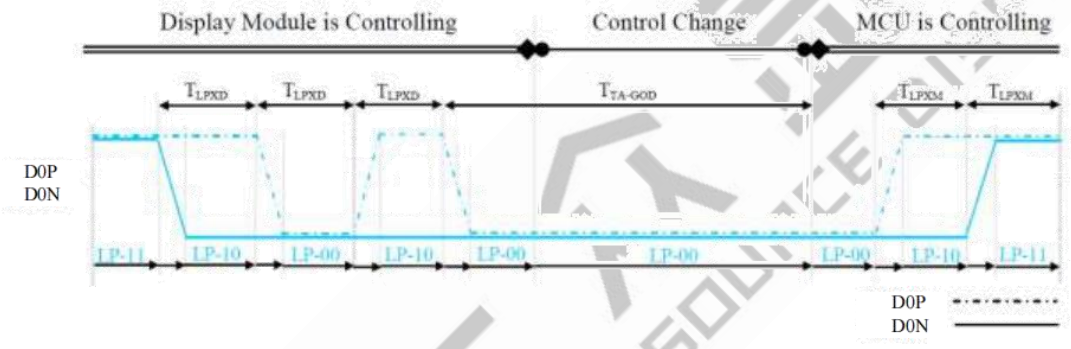


Figure 109: BTA from the Display Module to the MCU

Table 42: Low Power State Period Timings – A

Signal	Symbol	Description	Min	Max	Unit
D0P/N	T_{LPXM}	Length of LP-00, LP-01, LP-10 or LP-11 periods MCU ➔ Display Module (ILI9881C-04)	50	75	ns
D0P/N	T_{LPXD}	Length of LP-00, LP-01, LP-10 or LP-11 periods Display Module (ILI9881C-04) ➔ MCU	50	75	ns
D0P/N	$T_{TA-SURED}$	Time-out before the Display Module (ILI9881C-04) starts driving	T_{LPXD}	$2xT_{LPXD}$	ns

Table 43: Low Power State Period Timings – B

Signal	Symbol	Description	Time	Unit
D0P/N	$T_{TA-GETD}$	Time to drive LP-00 by Display Module (ILI9881C-04)	$5xT_{LPXD}$	ns
D0P/N	T_{TA-GOD}	Time to drive LP-00 after turnaround request - MCU	$4xT_{LPXD}$	ns

Data Lanes from Low Power Mode to High Speed Mode

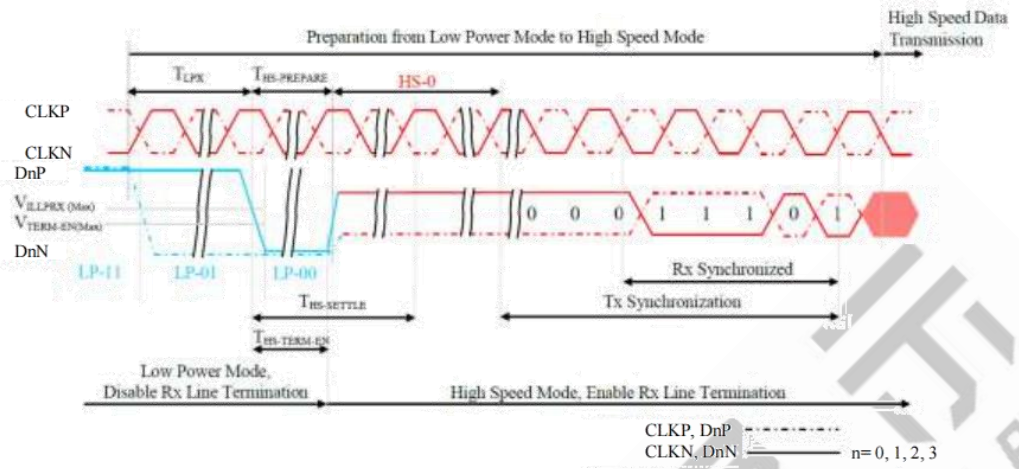


Figure 110: Data Lanes - Low Power Mode to High Speed Mode Timings

Table 44: Data Lanes - Low Power Mode to High Speed Mode Timings

Signal	Symbol	Description	Min	Max	Unit
DnP/N, n = 0 and 1	T_{LPX}	Length of any Low Power State Period	50	-	ns
DnP/N, n = 0 and 1	$T_{HS-PREPARE}$	Time to drive LP-00 to prepare for HS Transmission	40+4xUI	85+6xUI	ns
DnP/N, n = 0 and 1	$T_{HS-TERM-EN}$	Time to enable Data Lane Receiver line termination measured from when Dn crosses VILMAX	-	35+4xUI	ns

Data Lanes from High Speed Mode to Low Power Mode

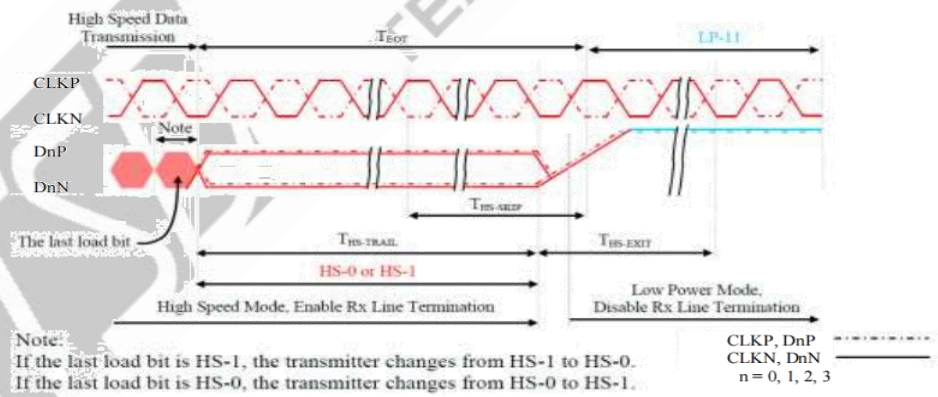


Figure 111: Data Lanes - High Speed Mode to Low Power Mode Timings

Table 45: Data Lanes - High Speed Mode to Low Power Mode Timings

Signal	Symbol	Description	Min	Max	Unit
DnP/N, n = 0 and 1	$T_{HS-SKIP}$	Time-Out at Display Module (ILI9881C-04) to ignore transition period of EoT	40	55+4xUI	ns
DnP/N, n = 0 and 1	$T_{HS-EXIT}$	Time to driver LP-11 after HS burst	100	-	ns

DSI Clock Burst – High Speed Mode to/from Low Power Mode

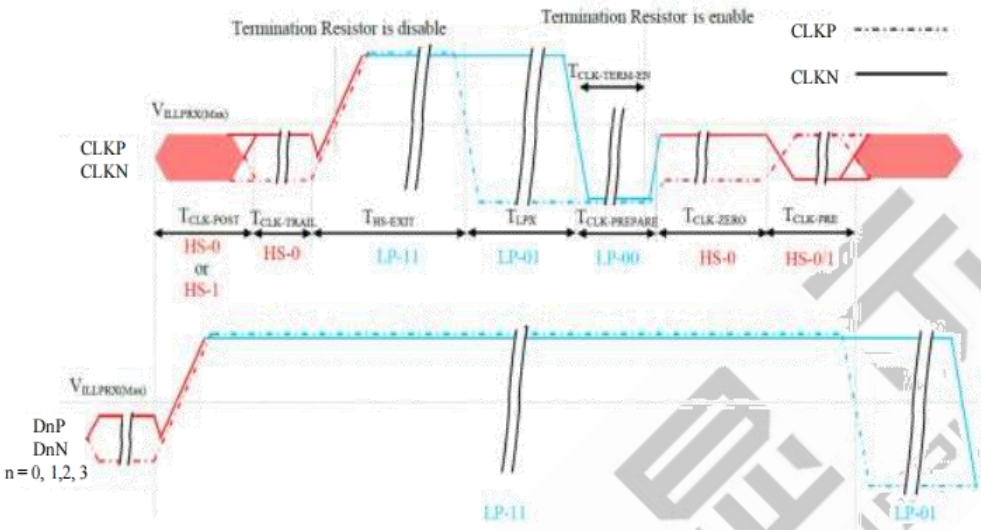
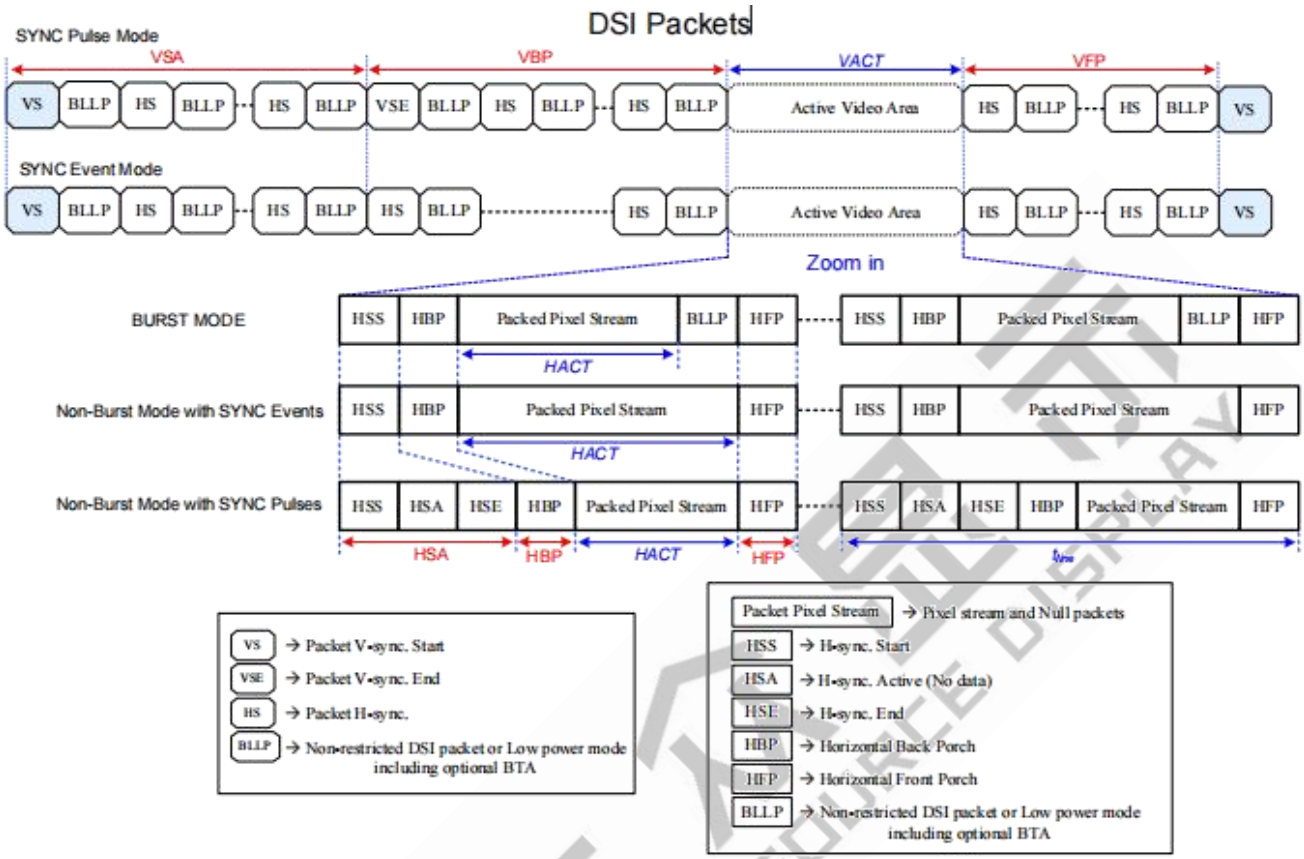


Figure 112: Clock Lanes - High Speed Mode to/from Low Power Mode Timings

Table 46: Clock Lanes - High Speed Mode to/from Low Power Mode Timings

Signal	Symbol	Description	Min	Max	Unit
CLKP/N	$T_{CLK-POST}$	Time that the MCU shall continue sending HS clock after the last associated Data Lanes has transitioned to LP mode	60+52xUI	-	ns
CLKP/N	$T_{CLK-TRAIL}$	Time to drive HS differential state after last payload clock bit of a HS transmission burst	60	-	ns
CLKP/N	$T_{HS-EXIT}$	Time to drive LP-11 after HS burst	100	-	ns
CLKP/N	$T_{CLK-PREPARE}$	Time to drive LP-00 to prepare for HS transmission	38	95	ns
CLKP/N	$T_{CLK-TERM-EN}$	Time-out at Clock Lane to enable HS termination	-	38	ns
CLKP/N	$T_{CLK-PREPARE}$ + $T_{CLK-ZERO}$	Minimum lead HS-0 drive period before starting Clock	300	-	ns
CLKP/N	$T_{CLK-PRE}$	Time that the HS clock shall be driven prior to any associated Data Lane beginning the transition from LP to HS mode	8xUI	-	ns

4.2 Timing for DSI video mode



Parameters	Symbols	Min.	Typ.	Max.	Units
Vertical sync. active	VSA	2 (Note 6)	-	-	Line
Vertical Back Porch	VBP	14 (Note 6)	-	-	Line
Vertical Front Porch	VFP	8 (Note 6)	-	-	Line
Active lines per frame	VACT	-	1280	-	Line
Horizontal sync. active	HSA	2	-	-	Pixel
Horizontal Porch period	HSA + HBP + HFP	1.6	-	-	us
Active pixels per line	HACT	-	720	-	Pixel
Bit rate	BR_{bps}	385		Note 5	Mbps/lane

1 UI=1/Bit rate

HSA(pixel)= (tHSA*lane number) / (UI* pixel format)

HBP(pixel)= (tHBP*lane number) / (UI* pixel format)

HFP(pixel)= (tHFP*lane number) / (UI* pixel format)

$$\text{Frame Rate} = \frac{BR_{bps} \times Lane_{num}}{(VACT+VSA+VBP+VFP) \times (HACT+HSA+HBP+HFP) \times \text{Pixel Format}}$$

Example : BR_{bps} = 457Mbps/lane, 1UI=2.1883ns, Frame rate=60Hz, VACT=1280, VSA=2, VBP=30, VFP=20, HACT=720, HSA=33, HBP=100, HFP=100, $Lane_{num}$=4(lane), Pixel Format=24(bit).

Note:

1. $Lane_{num}$: Date lane of MIPI-DSI.
2. Pixel Format: Please reference to “4.1DSI System Interface”.
3. The formula exists slightly error because of the host-transmission way.
4. The best frame rate setting： 2 data lanes：50~60 Hz / 3 data lanes：50~70 Hz / 4 data lanes：50~70 Hz.
5. Please reference to “Table 39: Limited Clock Channel Speed”.
6. The minimum values of this table mean the limitation of IC without considering the panel GIP. The actual values of VSA, VBP and VFP will be changed by different panel GIP setting.

5 Absolute Maximum Ratings

PARAMETER	SYMBOL	MIN	MAX	UNIT
LCD Supply Voltage	VCI(2.8V)	-0.3	7.0	V
Operating Temperature	TOP	-20	70	℃
Storage Temperature	TST	-30	80	℃
Storage Humidity	RH	-	90%(Max 60℃)	RH

Note: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.

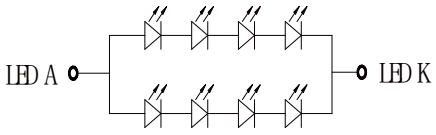
6 Electrical Characteristics

PARAMETER	SYMBOL	MIN	TYP	MAX	UNIT
LCD Supply Voltage	VCI(2.8V)	-	2.8	3.3	V
LCD I/O Supply Voltage	IOVCC	1.65	1.8	3.6	
LCD Input Current	$I_{VCI(2.8V)}$	-	32.08	-	mA
Input Voltage ' H ' level	VIH	0.7IOVCC	-	IOVCC	V
Input Voltage ' L ' level	VIL	GND	-	0.3IOVCC	

7 Backlight Characteristics

ITEM	SYMBOL	MIN	TYP	MAX	UNIT
LED Voltage	Vf	-	12	-	V
LED Current	If	-	40	-	mA
Power consumption	Wbl	-	480	-	mW
LED Life Time		20000	30000	-	Hrs

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 it continues to operate under the conditions at Ta = 25 ±2 ℃ and I_{LED} = 40mA$_{DC}$(LED forward current) until the brightness becomes ≦ 50% of its original value.
Note (3) Please note that LED life will be shorter than the average life described in the specification if operate in higher ambient temperature.



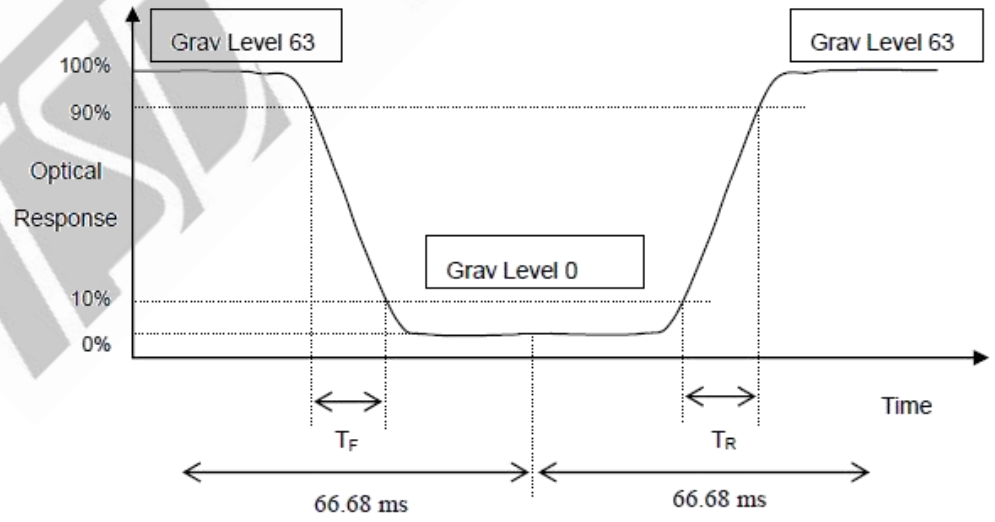
8 LCD Optical specifications

Item	Symbol	Condition	Specification			Unit	Remark
			Min	Typ	Max		
Response time	Tr+Tf	θ = 0°	-	30	35	ms	Note3
Contrast ratio	CR	θ = 0°	1000	1200	-		Note4
Luminance(White)	L	θ = 0°	-	250	-	cd/m2	Note2,6
Uniformity (White)	-	θ = 0°	-	80	-	%	Note7
Viewing angle	Top	CR≧10	80	85	-	Deg.	Note5
	Bottom	CR≧10	80	85	-		
	Left	CR≧10	80	85	-		
	Right	CR≧10	80	85	-		
Color chromaticity （CIE1931）	Wx	θ = 0°	-0.04	0.290	+0.04		
	Wy			0.330			
	Rx			0.645			
	Ry			0.345			
	Gx			0.320			
	Gy			0.620			
	Bx			0.150			
	By			0.080			

Note 1: Ambient temperature = 25°C.

Note 2: To be measured with a viewing cone of 2°by Topcon luminance meter BM-7.

Note 3: Definition of Response Time (TR, TF) and measurement method:

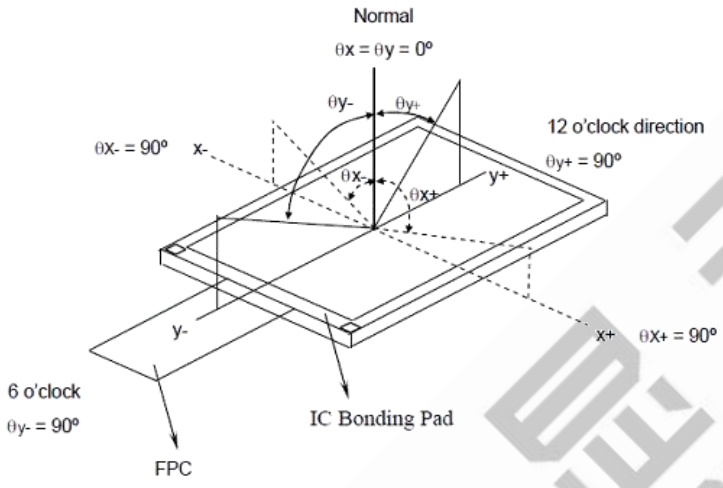


Note 4: Definition of contrast ratio:

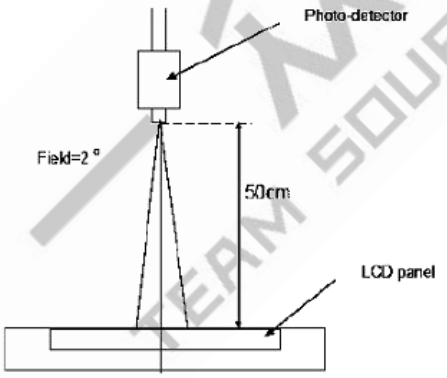
Contrast ratio is calculated by the following formula.

$$\text{Contrast ratio (CR)} = \frac{\text{Brightness on the "white" state}}{\text{Brightness on the "black" state}}$$

Note 5: Definition of viewing angle



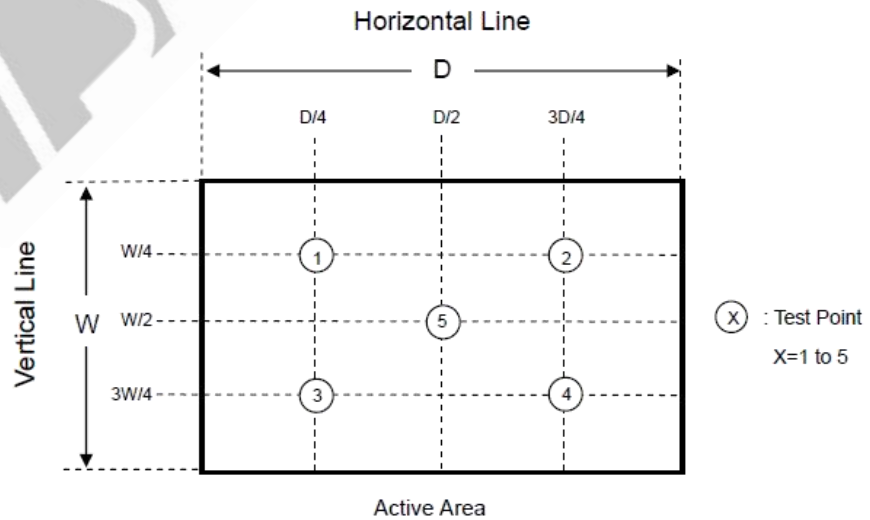
Note 6: Optical characteristic measurement setup.



Note 7:Definition of White Variation (δ W):

Measure the luminance of gray level 63 at 5 points

δ W = Maximum [L (1), L (2), L (3), L (4), L (5)] / Minimum [L (1), L (2), L (3), L (4), L (5)]



9 RELIABILITY TEST

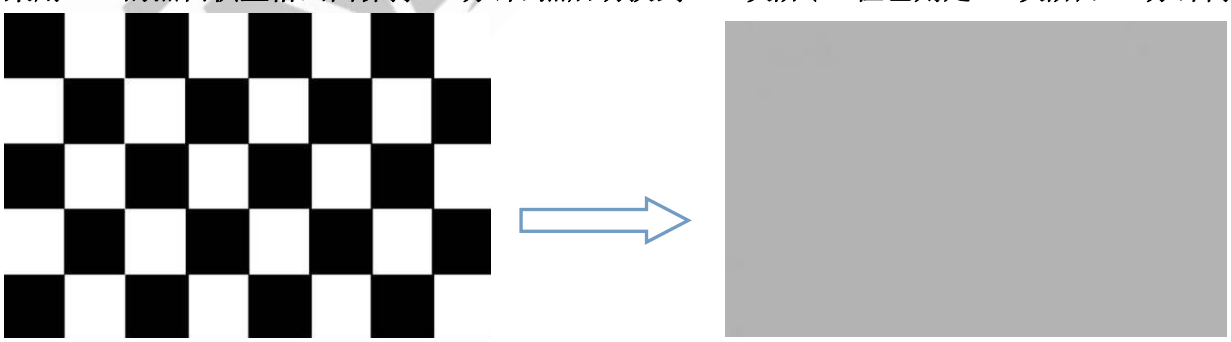
NO.	TEST ITEM	TEST CONDITION	Criterion
1	High Temperature Storage	80±2°C/72hours	IEC60068-2-1, GB/T2423.2
2	Low Temperature Storage	-30±2°C/72 hours	IEC60068-2-1, GB/T2423.1
3	High Temperature Operating	70±2°C/72 hours	IEC60068-2-1, GB/T2423.2
4	Low Temperature Operating	-20±2°C/72 hours	IEC60068-2-1, GB/T2423.1
5	Temperature Cycle	-20±2°C(30 min.) , 70± 2°C (30min.) , 10 cycles	IEC60068-2-14, GB/T2423.22
6	High Temperature & Humidity Storage	60°C ±2°C × 90%RH/72 hours	IEC60068-2-78, GB/T2423.3
7	Vibration Test	Frequency 10Hz~55Hz Stroke: 1.5mm Sweep: 10Hz~150 Hz~10Hz 2 hours For each direction of X, Y, Z	IEC60068-2-6, GB/T2423.10
8	Shock Test (non operation)	"100G.6msmec,1/2 Sine Wave ±X ±Y ±Z each axis 3 times"	IEC60068-2-27,GB/T 2423.5
9	Electrostatic Discharge Test	C=150pF, R=330 Ω Air: ±6KV 150pF/330Ω 9 times Contact: ±4KV,9 times	IEC61000-4-2, GB/T17626.2
10	Image Sticking(残影)	25℃,60%RH/30 minutes	Note2

Note 1： Inspection after 2~4 hours storage at room temperature and humidity. The condensation is not accepted. The sample shall be free from defects:

1. Air bubble in the LCD
2. Seal leak
3. Non-display
4. Missing segments
5. Glass crack

Note 2: Switch the image to Grey 127 after displaying the 5*8 chess pattern for 30 minutes, the after image disappears within 10 minutes.

采用 5x8 的黑白棋盘格画面保持 30 分钟，然后切换到 127 灰阶(16 位色则是 63 灰阶)，10 分钟内图像消失。



5*8 chess pattern　　Gray127

9.1 About Image Sticking(关于残影)

9.1.1 What is Image Sticking?

If you remain a fixed image on LCD Display for a long period of time, you may experience a phenomenon called Image Sticking. Image Sticking - sometimes also called “image retention” or “ghosting” - is a phenomenon where a faint outline of a previously displayed image remains visible on the screen when the image is changed. It can occur at variable levels of intensity depending on the specific image makeup, as well as the amount of time the core image elements are allowed to remain unchanged on the screen. In POS applications, for example, a button menu which remains fixed, or in which the “frame” elements (core image) remain fixed and the buttons may change, may be susceptible to image sticking. It is important to note that if the screen is used exclusively for this application, the user may never notice this phenomenon since the screen never displays other content. `It is only when an image other than the “retained” image is shown on the screen that this issue becomes evident. Image sticking is different that the “burn-in” effect commonly associated with phosphor based devices.

9.1.2 What causes Image Sticking?

Image sticking is an intrinsic behavior of LCD displays due to the susceptibility to polarization of the interior materials (liquid crystals) when used under static, charged conditions (continuously displaying the same image). The individual liquid crystals in an LCD panel have unique electrical properties. Displaying a fixed pattern - such as the POS menu described above – over prolonged periods can cause a parasitic charge build-up (polarization) within the liquid crystals which affects the crystals’ optical properties and ultimately prevents the liquid crystal from returning to its normal, relaxed state when the pattern is finally changed. This effect takes place at a cellular level within the LCD, and the effect can cause charged crystal alignment at the bottom or top of a crystal cell in the “z” axis, or even crystal migration to the edges of a cell, again based on their polarity. These conditions can cause image sticking over an entire area, or at boundaries of distinct color change respectively. In either case, when the liquid crystals in the pixels and sub-pixels utilized to display the static image are polarized such that they can not return fully to their “relaxed” state upon deactivation, the result is a faint, visible, retained image on the panel upon presentation of a new, different image. The actual rate of image retention depends on variation factors such as the specific image, how long it is displayed unchanged, the temperature within the panel and even the specific panel brand due to manufacturing differences amongst panel manufacturers.

9.1.3 How to Avoid Image Sticking?（如何避免残影）

- Try not to operate the LCD with a “fixed” image on the screen for more than 30 minutes.
-尽量不要在屏幕上显示“固定”图像的情况下操作 LCD 超过 30 分钟。
- If you are operating the monitor in an elevated temperature environment and with a displayed image which is contrary to the recommendations in “For Software Developers” below, image stick can occur in as little as 30 minutes. Adjust your screen saver settings accordingly.
-如果在高温环境中操作显示器，并且显示的图像与下面对“软件开发人员”中的建议相反，则图像粘贴可能在 30 分钟内发生。相应地调整屏幕保护程序设置。
1) Power down the unit during prolonged periods of inactivity such as the hours a store is closed or a shift during which the piece of equipment isn’t used.
-在长时间不活动时，如商店关门或不使用设备的轮班时，应关闭设备电源。
2)Use a screensaver with a black or medium gray background that is automatically set to come on if the device is inactive for more than 5-10 minutes.

-使用黑色或中灰色背景的屏幕保护程序，如果设备处于非活动状态超过 5-10 分钟，屏幕保护程序会自动设置为打开。

3)Avoid placing the monitor in poorly ventilated areas or in areas that will create excess heat around the monitor for software developers.

-避免将显示器放置在通风不良的区域或显示器周围产生过多热量的区域。

4)In defining the icons, buttons, or windows in the screen, try to utilize block patterns instead of distinct lines as borders for dividing the display into distinct areas.

-在定义屏幕中的图标、按钮或窗口时，尝试使用块模式而不是不同的线作为边界，将显示划分为不同的区域。

5) If it is necessary to display a static image, try to use colors that are symmetric to the middle grey level at the boundary of two different colors, and slightly shift the borders line once in a while.

-如果需要显示静态图像，请尝试在两种不同颜色的边界处使用与中间灰度级对称的颜色，并偶尔稍微移动边界线。

6) Try to utilize medium gray hues for those areas that will have prolonged display times or remain static as other menu elements change.

-对于那些显示时间较长或随着其他菜单元素的变化而保持静止的区域，请尝试使用中等灰度色调。

9.1.4 How to Fix the Image Sticking?

Unlike the usually irreversible “burn-in” effects commonly associated with direct view phosphor display devices such as CRTs, an image retained on an LCD display can be reversed – often to a point of total invisibility. However, the severity of the underlying causes (as described above) of the image retained on a specific display, as well as the variation factors (see “For Software Developers” above) under which the retained image was created, will dictate the final level of retention reversal. One way to erase a retained image on a panel is to run the screen (monitor “on”) in an “all black” pattern for 4-6 hours. It is also helpful to do this in an elevated temperature environment of approximately 35° to 50° C. Again, utilizing a dynamic screen saver with an all black background during prolonged idle display periods is a good way to avoid image retention issues.

9.1.5 Is Image Sticking Covered by TSD RMA Warranty?

Image sticking is a phenomenon inherent to LCD Display technology itself, and as such, the occurrence of this “ghosting” effect is considered normal operation by the manufacturers of the LCD display modules which are integrated into today’s monitor solutions. TSD does not warrant any display against the occurrence of image sticking. We strongly advise that you follow the operating recommendations listed above to avoid the occurrence of this phenomenon.

9.2 Others

1. Issues that are not defined in this document shall be discussed and agreed with both parties. (Customer and supplier) 本文件中未定义的问题应由双方讨论并达成一致。（客户和供应商）。

2. Unless otherwise agreed upon in writing, the criteria shall be applied to both parties. (Customer and supplier)除非另有书面约定，否则该标准适用于双方。（客户和供应商）。

10 Suggestions for using LCD modules

10.1 Handling of LCM

1. The LCD screen is made of glass. Don't give excessive external shock, or drop from a high place.
2. If the LCD screen is damaged and the liquid crystal leaks out, do not lick and swallow. When the liquid is attach to your hand, skin, cloth etc, wash it off by using soap and water thoroughly and immediately.
3. Don't apply excessive force on the surface of the LCM.
4. If the surface is contaminated, clean it with soft cloth. If the LCM is severely contaminated, use Isopropyl alcohol/Ethyl alcohol to clean. Other solvents may damage the polarizer. The following solvents is especially prohibited: water , ketone Aromatic solvents etc.
5. Exercise care to minimize corrosion of the electrode. Corrosion of the electrodes is accelerated by water droplets, moisture condensation or a current flow in a high-humidity environment.
6. Install the LCD Module by using the mounting holes. When mounting the LCD module make sure it is free of twisting, warping and distortion. In particular, do not forcibly pull or bend the I/O cable or the backlight cable.
7. Don't disassemble the LCM.
8. To prevent destruction of the elements by static electricity, be careful to maintain an optimum work environment.
- Be sure to ground the body when handling the LCD modules.
- Tools required for assembling, such as soldering irons, must be properly grounded.
- To reduce the amount of static electricity generated, do not conduct assembling and other work under dry conditions.
- The LCD module is coated with a film to protect the display surface. Exercise care when peeling off this protective film since static electricity may be generated.

9. Do not alter, modify or change the the shape of the tab on the metal frame.
10. Do not make extra holes on the printed circuit board, modify its shape or change the positions of components to be attached.
11. Do not damage or modify the pattern writing on the printed circuit board.
12. Absolutely do not modify the zebra rubber strip (conductive rubber) or heat seal connector
13. Except for soldering the interface, do not make any alterations or modifications with a soldering iron.
14. Do not drop, bend or twist LCM.

10.2 Storage

1. Store in an ambient temperature of 5 to 25 ℃, and in a relative humidity of 40% to 60%. Don't expose to sunlight or fluorescent light.
2. Storage in a clean environment, free from dust, active gas, and solvent.
3. Store in anti-static container.

11 Limited Warranty

1.Our warranty liability is limited to repair and/or replacement. We will not be responsible for any consequential loss.
2.If possible, we suggest customer to use up all LCD modules as soon as possible. If the LCD module storage time over twelve months, we suggest to recheck it before being used.
3.Any product issues must be feedback to TSD within 12 months since delivery, otherwise, we will not be responsible for the subsequent or consequential events.