

TFT GRAPHIC DISPLAY MODULE DATASHEET





Datasheet Release Date 2017-10-04 for CFAF240320V SERIES • CFAF240320V -020T

• CFAF240320V -020T-TS

Crystalfontz America, Inc.

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1. General Information

Datasheet Revision History

Datasheet Release: 2017-10-04

Datasheet for the CFAF240320V Series graphic display modules.

Product Change Notifications

You can check for or subscribe to Part Change Notices for this display module on our website.

Variations

Slight variations between lots are normal (e.g., contrast, color, or intensity).

Volatility

This display module has volatile memory.

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2. Module Description

The CFAF240320V series is a full color active matrix TFT (Thin Film Transistor) LCD (Liquid Crystal Display) that uses an amorphous silicon TFT as a switching device. These displays are composed of a transmissive TFT-LCD panel, driver circuit, and an LED backlight. The resolution of these 2.0-inch diagonal active area displays is 240x320 pixels. They can display up to 65/262K colors. This display module has a built-in Sitronix ST7789V Controller.

Please see <u>Sitronix ST7789V LCD Controller Datasheet</u> for further reference.

3. Module Variants

- CFAF240320V-020T (TN TFT without touch screen)
- CFAF240320V-020T-TS (TN TFT with touchscreen)

4. Features

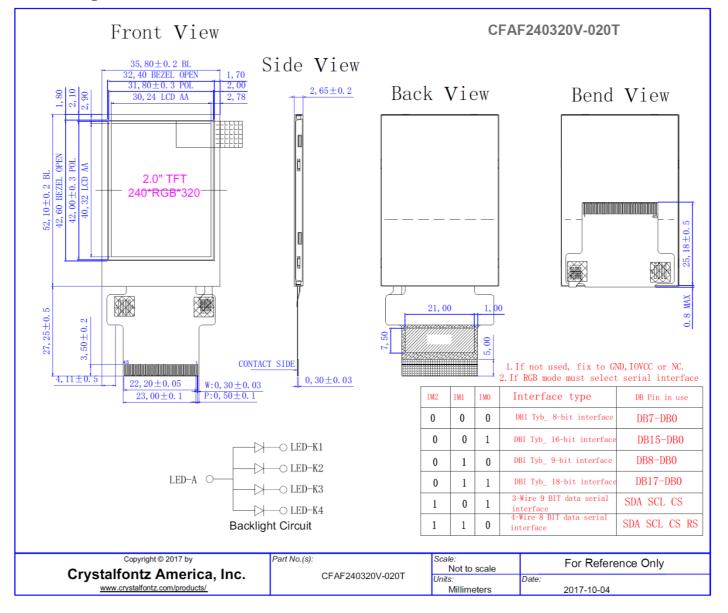
- 240*320 Dot Matrix
- +3.3V Power Supply
- Viewing Direction: 12 o'clock
- Built-in Controller: Sitronix ST7789V (or equivalent)
- Operating Temperature: -20°C to +70°C
- Storage Temperature: -30°C to +80°C
- Interface: 8/9/16/18-Bit MCU / 3/4SPI+16/18-Bit RGB / 3-line/4-line Serial

5. Mechanical Data

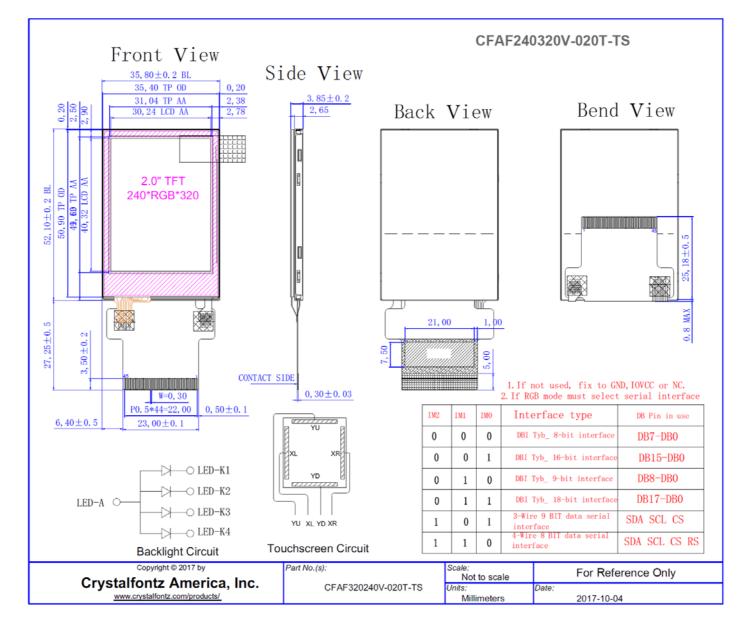
Item	Specification (mm)	Specification (inch, reference)
Overall Module Dimension	35.80 (W) x 52.10 (H) x 2.65 (D)	1.311 (W) x 1.504 (H) x 0.110 (D)
Active Area	30.24 (W) x 40.32 (H)	1.004 (W) x 1.043 (H)
Pixel Pitch	0.126 (W) x 0.126 (H)	0.008 (W) x 0.008 (H)
Pixel Arrangement	RGB Vertical Stripe	-
Display Mode	Transmissive	-
Display Colors	65K/262K	-



6. Mechanical Drawings

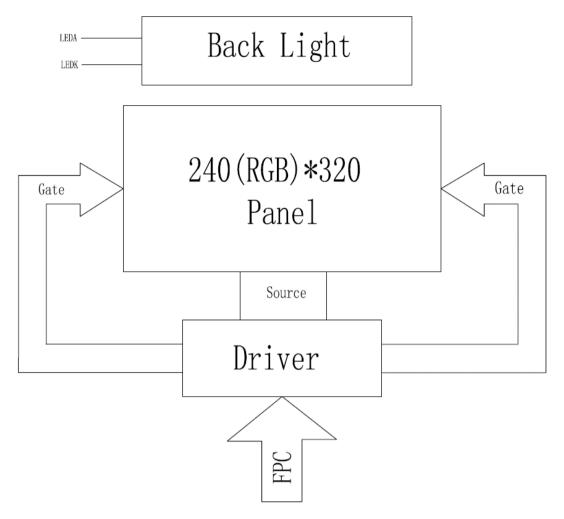








7. System Block Diagram





8. Interface Pin Function

1 GND P Ground 2 VCI P Supply Voltage (1.65-3.3v) 3 IOVCC P Supply Voltage (1.65-3.3v) 4 IM2 I MPU Parallel Interface Bus and Serial Interface Select. 5 IM1 I If using RCB Interface you must select serial interface. 6 IM0 I Fix this pin at VCI and GND. 7 RESET I This signal will reset the device. Must be applied to properly initialize the chip. 8 CS I Fix this pin at VCI or GND when not in use. 9 DC Initial interface Cock. Display Data/Command Selection Pin in Parallel Interface. 9 DC Initial interface Inductor. DC-0': Command Data. 10 WR I DC-0': Command Data. 11 RD I Second Data Lane in 2 Data Interface. 11 RD I Inot used, fix this pin at VCD or GND. 11 RD I Frame Synchronizing Signal for RCB Interface Operation. 12 VSYNC I Inot used, fix this pin at VCD or GND. 13 HSYNC I Inot used, fix this pin at VCI or GND. 14 ENABLE Intol used, fix this pin at VCI or GND. 15 DOTCLK	Pin No.	Symbol	Level	Function
3 IOVCC P Supply Voltage (1 65-3.3v) 4 IM2 I MPU Parallel Interface Bus and Serial Interface Select. 5 IM1 I If using RGB Interface you must select serial interface. 6 IM0 I Fix this pin at VCI and GND. 7 RESET I This signal will reset the device. Must be applied to properly initialize the chip. 8 CS I Chip Select Input Pin (*Low* enable). Fix this pin at VCI or GND when not in use. 9 DC (SPI-SCL) I Display Data/Command Selection Pin in Parallel Interface. 10 WR (SPI-RS) I Display Data/Command Selection Pin in 4-line Serial Interface. 11 RD I Write Enable in MCU Parallel Interface. Second Data Lane in 2 Data Lane Serial Interface. 11 RD I Serves as a Read Signal and MCU Read Data at the Rising Edge. If not used, fix this pin at VCI or GND. 11 RD I If not used, fix this pin at VCI or GND. If not used, fix this pin at VCI or GND. 14 RDA I If not used, fix this pin at VCI or GND. If not used, fix this pin at VCI or GND.	1	GND	Р	Ground
4 IM2 1 MPU Parallel Interface Bus and Serial Interface Select. 5 IM1 I If using RGB Interface you must select serial interface. 6 IM0 I Fix this pin at VCI and GND. 7 RESET I This signal will reset the device. Must be applied to properly initialize the chip. 8 CS I Chip Select Input Pin ("Low" enable). 9 DC (SPI-SCL) I Display Data/Command Selection Pin in Parallel Interface. 9 DC (SPI-SCL) I Display Data/Command Selection Pin in 4-line Serial Interface. 10 WR (SPI-RS) I Display Data/Command Selection Pin in 4-line Serial Interface. 11 RD I Serves as a Read Signal and MCU Parallel Interface. 11 RD I Serves as a Read Signal and MCU Read Data at the Rising Edge. 11 RD I If not used, fix this pin at VCI or GND. 12 VSYNC I Frame Syntanio for RGB Interface Operation. 14 ENABLE I Data Enable Signal for RGB Interface Operation. 15 DOTCLK I If not used, fix this pin at VCI or GND. 16 SDA<	2	VCI	Р	Supply Voltage (3.3v)
4 IM2 1 MPU Parallel Interface Bus and Serial Interface Select. 5 IM1 I If using RGB Interface you must select serial interface. 6 IM0 I Fix this pin at VCI and GND. 7 RESET I This signal will reset the device. Must be applied to properly initialize the chip. 8 CS I Chip Select Input Pin ("Low" enable). 9 DC (SPI-SCL) I Display Data/Command Selection Pin in Parallel Interface. 9 DC (SPI-SCL) I Display Data or Parameter. DC-1': Display Data or Parameter. 10 WR (SPI-RS) I Display Data/Command Selection Pin in 4-line Serial Interface. 11 RD I Serves as a Read Signal and MCU Read Data at the Rising Edge. 11 RD I Serves as a Read Signal and MCU Read Data at the Rising Edge. 11 RD I Inersystem Signal for RGB Interface Operation. 14 ENABLE I Inersystem Signal for RGB Interface Operation. 15 DOTCLK I Inter used, fix this pin at VCI or GND. 14 ENABLE I Interface Mode. 15 DOTC	3	IOVCC	Р	
5 IM1 I If using RGB Interface you must select serial interface. 6 IM0 I Fix this pin at VCI and GND. 7 RESET I This signal will reset the device. Must be applied to properly initialize the chip. 8 CS I Chip Select Input Pin ("Low" enable). 9 DC (SPI-SCL) I Display Data/Command Selection Pin In Parallel Interface. 10 WR (SPI-SCL) I Display Data Or Parameter. DC-1': Command Data. If not used, fix this pin at VDDI or DGND. 11 RD I Second Data Lane no: Data Lane Serial Interface. 10 WR (SPI-SS) I Second Data Lane no: Data Lane Serial Interface. 11 RD I If not used, fix this pin at VDD or DGND. 12 VSYNC I Frame Synchronizing Signal for RGB Interface Operation. 13 HSYNC I If not used, fix this pin at VCI or GND. 14 ENABLE I Data Enable Signal for RGB Interface Operation. 16 SDA I If not used, fix this pin at VCI or GND. 15	4	IM2	1	
6 IM0 I Fix this pin at VCI and GND. 7 RESET I This signal will reset the device. Must be applied to properly initialize the chip. 8 CS I Chip Select Input Pin ("Low" enable). Fix this pin at VCI or GND when not in use. 9 DC (SPI-SCL) I Fix this pin at VCI or GND when not in use. 10 WR (SPI-SCL) I Display Data Or Parameter. DC='1': Display Data or Parameter. 10 WR (SPI-RS) I Second Data Lane ria 2 Data Lans Parallel Interface. 11 RD I Second Data Lane ria 2 Data Lans Paralle Interface. 12 VSYNC I Frame Synchronizing Signal for RGB Interface Operation. 13 HSYNC I If not used, fix this pin at VCI or GND. 14 ENABLE I Data Canable Signal for RGB Interface Operation. 15 DOTCLK I If not used, fix this pin at VCI or GND. 16 SDA I The Data is Latched on the Rising Edge of the SCL Signal. 16 SDA I If not used, fix this pin at VCI or GND. 17-34 DB0-DB7 I/O				
0 Initial 1 This signal will reset the device. Must be applied to properly initialize the chip. 8 CS I This signal will reset the device. Must be applied to properly initialize the chip. 8 CS I Fix this pin at VCI or GND when not in use. 9 DC (SPI-SCL) I Display Data/Command Selection Pin in Parallel Interface. This pin is used for Serial Interface Clock. 10 WR (SPI-RS) I Display Data/Command Selection Pin in 4-line Serial Interface. Second Data Lane in 2 Data Lane Serial Interface. 11 RD I Serves as a Read Signal and MCU Read Data at the Rising Edge. If not used, fix this pin at VCI or GND. 11 RD I Serves as a Read Signal for RGB Interface Operation. If not used, fix this pin at VCI or GND. 13 HSYNC I Line synchronizing Signal for RGB Interface Operation. If not used, fix this pin at VCI or GND. 14 ENABLE I Data Enable Signal for RGB Interface Operation. If not used, fix this pin at VCI or GND. 15 DOTCLK I Dot Clock Signal for RGB Interface Operation. If not used, fix this pin at VCI or GND. 16 SDA I The to used, fix this pin to GND. 17-34 DB0-DB7 I/O The Data is Latched on the Risin				
7 RESET 1 the chip. 8 CS I Chip Select Input Pin ("Low" enable). Fix this pin at VCI or GND when not in use. 9 DC (SPI-SCL) I Display Data/Command Selection Pin in Parallel Interface. This pin is used for Serial Interface Clock. DC='1': Display Data or Parameter. DC='0': Command Data. If not used, fix this pin at VDD or DGND. 10 WR (SPI-SCL) I Write Enable in MCU Parallel Interface. Display Data/Command Selection Pin in 4-line Serial Interface. Second Data Lane in 2 Data Lane Serial Interface. If not used, fix this pin at VDD or DGND. 11 RD I Serves as a Read Signal and MCU Read Data at the Rising Edge. If not used, fix this pin at VCI or GND. 12 VSYNC I Frame Synchronizing Signal for RGB Interface Operation. If not used, fix this pin at VCI or GND. 13 HSYNC I Line synchronizing Signal for RGB Interface Operation. If not used, fix this pin at VCI or GND. 14 ENABLE I Data Enable Signal for RGB Interface Operation. If not used, fix this pin at VCI or GND. 15 DOTCLK I Data Clock Signal for RGB Interface Operation. If not used, fix this pin at VCI or GND. 16 SDA I The Data is Latched on the Rising Edge of the SCL Signal. If not used, fix this pin at VCI or GND. 17-34 DBO-DB7 I/O </td <td>-</td> <td></td> <td>1</td> <td></td>	-		1	
6 CS 1 Fix this pin at VCI or GND when not in use. 9 DC (SPI-SCL) Display Data/Command Selection Pin in Parallel Interface. This pin is used for Serial Interface Clock. DC=10: Command Data. If not used, fix this pin at VDDI or DGND. 10 WR (SPI-RS) I Display Data/Command Selection Pin in 4-line Serial Interface. Second Data Lane in 2 Data Lane Serial Interface. If not used, fix this pin at VDDI or DGND. 11 RD I Serves as a Read Signal and MCU Read Data at the Rising Edge. If not used, fix this pin at VCI or GND. 12 VSYNC I Frame Synchronizing Signal for RGB Interface Operation. If not used, fix this pin at VCI or GND. 13 HSYNC I If not used, fix this pin at VCI or GND. 14 ENABLE I Data Enable Signal for RGB Interface Operation. If not used, fix this pin at VCI or GND. 15 DOTCLK I If not used, fix this pin to VCI or GND. 16 SDA I The Data is Latched on the Rising Edge of the SCL Signal. If not used, fix this pin to VCI or GND. 17-34 DB0-DB7 I/O 18-Bit Parallel Bi-directional Data Bus for MCU System and RGB Interface Mode. 36 LEDA P Anode Pin of Backlight 37 LEDK1 P Cathode Pin of Backlight </td <td>7</td> <td>RESET</td> <td>I</td> <td></td>	7	RESET	I	
9 DC (SPI-SCL) I Display Data/Command Selection Pin in Parallel Interface. This pin is used for Serial Interface Clock. DC='1': Display Data or Parameter. DC='0': Command Data. If not used, fix this pin at VDDI or DGND. 10 WR (SPI-RS) I Display Data/Command Selection Pin in 4-line Serial Interface. Second Data Lane in 2 Data Lane Serial Interface. If not used, fix this pin at VDDI or DGND. 11 RD I Serves as a Read Signal and MCU Read Data at the Rising Edge. If not used, fix this pin at VCI or GND. 12 VSYNC I Frame Synchronizing Signal for RGB Interface Operation. If not used, fix this pin at VCI or GND. 13 HSYNC I Line synchronizing Signal for RGB Interface operation. If not used, fix this pin at VCI or GND. 14 ENABLE I Data Enable Signal for RGB Interface Operation. If not used, fix this pin at VCI or GND. 15 DOTCLK I Dot Clock Signal for RGB Interface Operation. If not used, fix this pin at VCI or GND. 16 SDA I The Data is Latched on the Rising Edge of the SCL Signal. If not used, fix this pin to GND. 17-34 DB0-DB7 I/O 18-Bit Parallel Bi-directional Data Bus for MCU System and RGB Interface Mode. 35 SDO O SPI Interface Output Pin The Data is Output on the Falling Edge of the SCL Signal. 36 LEDA P Anode Pin of Backlight 37 LEDK1 P	8	CS	I	
10WR (SPI-RS)IWrite Enable in MCU Parallel Interface. Display Data/Command Selection Pin in 4-line Serial Interface. Second Data Lane in 2 Data Lane Serial Interface. If not used, fix this pin at VDDI or DGND.11RDIServes as a Read Signal and MCU Read Data at the Rising Edge. If not used, fix this pin at VCI or GND.12VSYNCIFrame Synchronizing Signal for RGB Interface Operation. If not used, fix this pin at VCI or GND.13HSYNCILine synchronizing Signal for RGB Interface Operation. If not used, fix this pin at VCI or GND.14ENABLEIData Enable Signal for RGB Interface Operation. If not used, fix this pin at VCI or GND.15DOTCLKIData Enable Signal for RGB Interface Operation. If not used, fix this pin at VCI or GND.16SDAIThe Data is Latched on the Rising Edge of the SCL Signal. If not used, fix this pin at VCI or GND.17-34DB0-DB7I/O18-Bit Parallel Bi-directional Data Bus for MCU System and RGB Interface Mode.36SDOOThe Data is Output on the Falling Edge of the SCL Signal.38LEDAPAnode Pin of Backlight39LEDK3PCathode Pin of Backlight40LEDK4PCathode Pin of Backlight41XLA/DTouch Panel, Left Glass Terminal (No Touchscreen = No Connection)43XRA/DTouch Panel, Right Glass Terminal (No Touchscreen = No Connection)44YDA/DTouch Panel, Bottom Film Glass Terminal (No Touchscreen = No Connection) <td>9</td> <td></td> <td>I</td> <td>Display Data/Command Selection Pin in Parallel Interface. This pin is used for Serial Interface Clock. DC='1': Display Data or Parameter. DC='0': Command Data.</td>	9		I	Display Data/Command Selection Pin in Parallel Interface. This pin is used for Serial Interface Clock. DC='1': Display Data or Parameter. DC='0': Command Data.
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12VSYNCIFrame Synchronizing Signal for RGB Interface Operation. If not used, fix this pin at VCI or GND.13HSYNCILine synchronizing signal for RGB interface operation. If not used, fix this pin at VCI or GND.14ENABLEIData Enable Signal for RGB Interface Operation. If not used, fix this pin at VCI or GND.15DOTCLKIData Enable Signal for RGB Interface Operation. If not used, fix this pin at VCI or GND.16SDAIThe Data is Latched on the Rising Edge of the SCL Signal. If not used, fix this pin to GND.17-34DB0-DB7I/O18-Bit Parallel Bi-directional Data Bus for MCU System and RGB Interface Mode.35SDOOSPI Interface Output Pin The Data is Output on the Falling Edge of the SCL Signal.36LEDAPAnode Pin of Backlight38LEDK1PCathode Pin of Backlight39LEDK3PCathode Pin of Backlight41XLA/DTouch Panel, Left Glass Terminal (No Touchscreen = No Connection)43XRA/DTouch Panel, Right Glass Terminal (No Touchscreen = No Connection)	11	RD	I	
13HSYNCILine synchronizing signal for RGB interface operation. If not used, fix this pin at VCI or GND.14ENABLEIData Enable Signal for RGB Interface Operation. If not used, fix this pin at VCI or GND.15DOTCLKIDot Clock Signal for RGB Interface Operation. If not used, fix this pin at VCI or GND.16SDAIThe Data is Latched on the Rising Edge of the SCL Signal. If not used, fix this pin to GND.17-34DB0-DB7I/O18-Bit Parallel Bi-directional Data Bus for MCU System and RGB Interface Mode.35SDOOSPI Interface Output Pin The Data is Output on the Falling Edge of the SCL Signal.36LEDAPAnode Pin of Backlight38LEDK1PCathode Pin of Backlight39LEDK3PCathode Pin of Backlight40LEDK4PCathode Pin of Backlight41XLA/DTouch Panel, Left Glass Terminal (No Touchscreen = No Connection)43XRA/DTouch Panel, Right Glass Terminal (No Touchscreen = No Connection)44YDA/DTouch Panel, Bottom Film Glass Terminal (No Touchscreen = No Connection)	12	VSYNC	I	Frame Synchronizing Signal for RGB Interface Operation.
14ENABLEIData Enable Signal for RGB Interface Operation. If not used, fix this pin at VCI or GND.15DOTCLKIDot Clock Signal for RGB Interface Operation. If not used, fix this pin at VCI or GND.16SDAIThe Data is Latched on the Rising Edge of the SCL Signal. If not used, fix this pin to GND.17-34DB0-DB7I/O18-Bit Parallel Bi-directional Data Bus for MCU System and RGB Interface Mode.35SDOOSPI Interface Output Pin The Data is Output on the Falling Edge of the SCL Signal.36LEDAPAnode Pin of Backlight37LEDK1PCathode Pin of Backlight39LEDK3PCathode Pin of Backlight40LEDK4PCathode Pin of Backlight41XLA/DTouch Panel, Left Glass Terminal (No Touchscreen = No Connection)43XRA/DTouch Panel, Right Glass Terminal (No Touchscreen = No Connection)44YDA/DTouch Panel, Bottom Film Glass Terminal (No Touchscreen = No Connection)	13	HSYNC	I	Line synchronizing signal for RGB interface operation.
15DOTCLKIDot Clock Signal for RGB Interface Operation. If not used, fix this pin at VCI or GND.16SDAIThe Data is Latched on the Rising Edge of the SCL Signal. If not used, fix this pin to GND.17-34DB0-DB7I/O18-Bit Parallel Bi-directional Data Bus for MCU System and RGB Interface Mode.35SDOOSPI Interface Output Pin The Data is Output on the Falling Edge of the SCL Signal.36LEDAPAnode Pin of Backlight37LEDK1PCathode Pin of Backlight39LEDK3PCathode Pin of Backlight40LEDK4PCathode Pin of Backlight41XLA/DTouch Panel, Left Glass Terminal (No Touchscreen = No Connection)43XRA/DTouch Panel, Right Glass Terminal (No Touchscreen = No Connection)44YDA/DTouch Panel, Bottom Film Glass Terminal (No Touchscreen = No Connection)	14	ENABLE	I	Data Enable Signal for RGB Interface Operation.
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17-34DB0-DB7I/O18-Bit Parallel Bi-directional Data Bus for MCU System and RGB Interface Mode.35SDOOSPI Interface Output Pin The Data is Output on the Falling Edge of the SCL Signal.36LEDAPAnode Pin of Backlight37LEDK1PCathode Pin of Backlight38LEDK2PCathode Pin of Backlight39LEDK3PCathode Pin of Backlight40LEDK4PCathode Pin of Backlight41XLA/DTouch Panel, Left Glass Terminal (No Touchscreen = No Connection)42YUA/DTouch Panel, Right Glass Terminal (No Touchscreen = No Connection)43XRA/DTouch Panel, Right Glass Terminal (No Touchscreen = No Connection)44YDA/DTouch Panel, Bottom Film Glass Terminal (No Touchscreen = No Connection)	16	SDA	I	The Data is Latched on the Rising Edge of the SCL Signal.
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39 LEDK3 P Cathode Pin of Backlight 40 LEDK4 P Cathode Pin of Backlight 41 XL A/D Touch Panel, Left Glass Terminal (No Touchscreen = No Connection) 42 YU A/D Touch Panel, Top Film Glass Terminal (No Touchscreen = No Connection) 43 XR A/D Touch Panel, Right Glass Terminal (No Touchscreen = No Connection) 44 YD A/D Touch Panel, Bottom Film Glass Terminal (No Touchscreen = No Connection)	38		Р	
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41XLA/DTouch Panel, Left Glass Terminal (No Touchscreen = No Connection)42YUA/DTouch Panel, Top Film Glass Terminal (No Touchscreen = No Connection)43XRA/DTouch Panel, Right Glass Terminal (No Touchscreen = No Connection)44YDA/DTouch Panel, Bottom Film Glass Terminal (No Touchscreen = No Connection)				
42 YU A/D Touch Panel, Top Film Glass Terminal (No Touchscreen = No Connection) 43 XR A/D Touch Panel, Right Glass Terminal (No Touchscreen = No Connection) 44 YD A/D Touch Panel, Bottom Film Glass Terminal (No Touchscreen = No Connection)				
43 XR A/D Touch Panel, Right Glass Terminal (No Touchscreen = No Connection) 44 YD A/D Touch Panel, Bottom Film Glass Terminal (No Touchscreen = No Connection)				Touch Panel, Top Film Glass Terminal (No Touchscreen = No
44 YD A/D Touch Panel, Bottom Film Glass Terminal (No Touchscreen = No Connection)	43	XR	A/D	Touch Panel, Right Glass Terminal (No Touchscreen = No
	44	YD	A/D	Touch Panel, Bottom Film Glass Terminal (No Touchscreen = No
	45	GND	Р	Ground



9. 4-Wire Resistive Touch Screen

The touch screen must be driven in one direction, then read in the other direction.

- Typically, the kind of micro-controller that supports the RGB / DPI interface (ARM9, etc.), will also have ADC pins that can be used directly to read the touch screen.
- TI (Texas Instruments) makes I²C / SPI and low-level touch screen controllers. (Typical: <u>www.ti.com/product/tsc2046e</u>).

BASIC CONCEPT FOR READING 4-WIRE RESISTIVE TOUCH SCREENS

Create a voltage gradient across the X set of electrodes by setting both X pins to digital output, then driving one low and the other high. Set both Y pins to inputs, with one pin configured as an analog input. Use the Y analog pin to read the voltage. This reading will correspond to the X coordinate of the touch. To read the other channel, reverse the process with the Y pins configured as digital and one X pin as analog. Other factors may need to be addressed such as references, calibration, calibration drift, non-contact, taps, and double taps.

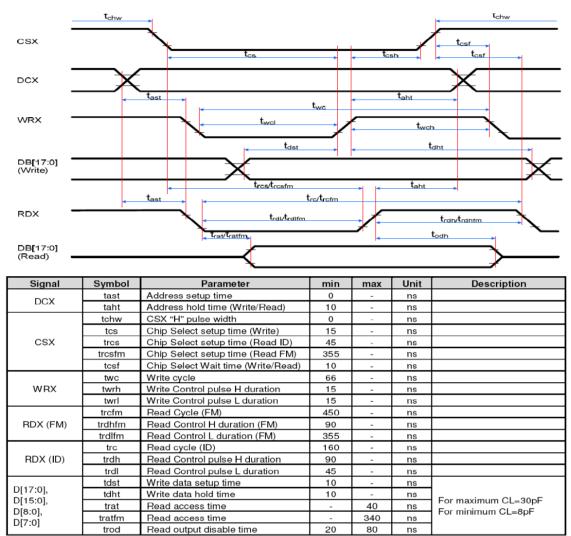
TOUCH SCREEN FEATURES

Item		ndition	Note
Temperature range upon operation		%-90% non-dew, on -20°C ~ 70°C	In a simple substance
Temperature range upon storage		%-90% non-dew, on -30°C ~ 80°C	In a simple substance
ltem	v	alue	Note
Maximum Voltage	[DC5v	-
Resistance Between Terminals		m Side]: 200-600Ω ss Side]: 300-900Ω	- <u>-</u>
Insulation Resistance	DC 25v 20) MΩ or above	Connect X+~Y and Y+~Y, apply 25v DC between X and Y for performance measurements.
Chattering	10 ms	or below	-
Rating	Voltag	e is DC 5v	-
Item	Perfo	ormance	Note
Input Method	Using a St	ylus or Finger	-
	Stylus	60-100g or below	Operation and measurement with a stylus must have the following tip conditions: Stylus material: POM(polyacetal). Tip: Diameter 3.0 mm, SR 0.8 mm
Load Upon Operation	Finger	60-100g or below	Operation and measurement with a simulated finger must have the following tip conditions: Material: Silicon rubber (Hardness: 30°Hs) Tip: Diameter 12.0 mm, SR 12.5mm
Surface Hardness	Pencil Hardness: 3H or above		Complies with test method JIS K5400.
Item	Performance		Note
Total Light Transmittance	80%	or above	JIS K7105
Haze	5% (or below	JIS K7136
Film Specification	Polished type wit	hared coated surface	-

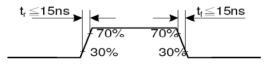


10. AC Characteristics

Parallel 8/16-Bit Interface Timing Characteristics (8080)

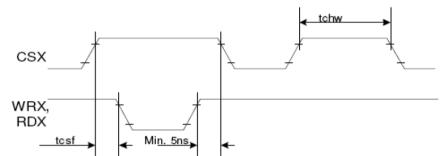


Note: Ta = -30 to 70 ℃, IOVCC=1.65V to 2.8V, VCI=2.6V to 3.3V, GND=0V



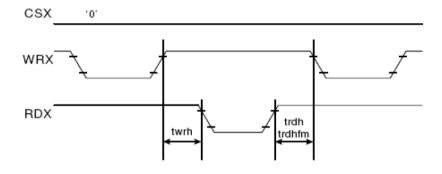


CSX timings :



Note: Logic high and low levels are specified as 30% and 70% of IOVCC for Input signals.

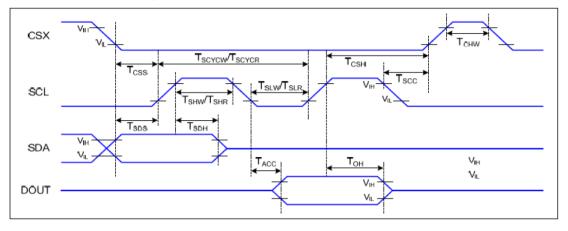
Write to read or read to write timings:



Note: Logic high and low levels are specified as 30% and 70% of IOVCC for Input signals.



3-Line SPI Interface Timing Characteristics

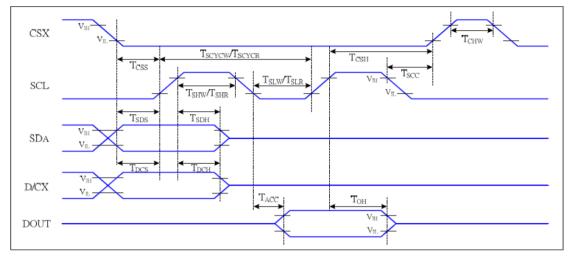


VDDI=1.65 to 3.3V	, VDD=2.4 to 3.3V,	AGND=DGND=0V,	Ta=-30 to 70 $^\circ\!\!\!C$
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Signal	Symbol	Parameter	Min	Мах	Unit	Description
	T _{CSS}	Chip select setup time (write)	15		ns	
	T _{CSH}	Chip select hold time (write)	15		ns	
CSX	T _{css}	Chip select setup time (read)	60		ns	
	T _{SCC}	Chip select hold time (read)	65		ns	
	T _{CHW}	Chip select "H" pulse width	40		ns	
	T _{SCYCW}	Serial clock cycle (Write)	66		ns	
	T_{SHW}	SCL "H" pulse width (Write)	15		ns	
SCL	T _{SLW}	SCL "L" pulse width (Write)	15		ns	
SCL	T _{SCYCR}	Serial clock cycle (Read)	150		ns	
	T _{SHR}	SCL "H" pulse width (Read)	60		ns	
	T _{SLR}	SCL "L" pulse width (Read)	60		ns	
SDA	T _{SDS}	Data setup time	10		ns	
(DIN)	T _{SDH}	Data hold time	10		ns	
DOUT	T _{ACC}	Access time	10	50	ns	For maximum CL=30pF
0001	Т _{он}	Output disable time	15	50	ns	For minimum CL=8pF



4-Line SPI Interface Timing Characteristics

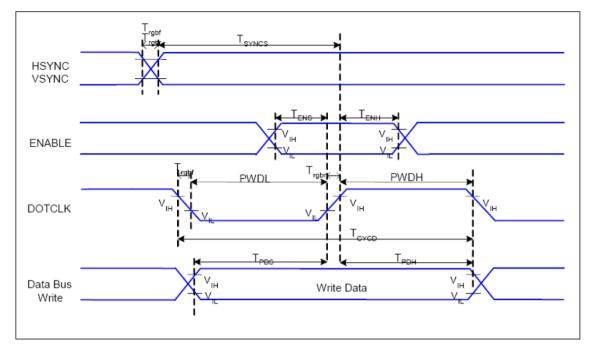


VDDI=1.65 to 3.3V, VDD=2.4 to 3.3V, AGND=DGND=0V, Ta=-30 to 70 C

Signal	Symbol	Parameter	MIN	MAX	Unit	Description
	T _{CSS}	Chip select setup time (write)	15		ns	
	T _{CSH}	Chip select hold time (write)	15		ns	
CSX	T _{CSS}	Chip select setup time (read)	60		ns	
	T _{scc}	Chip select hold time (read)	65		ns	
	T _{CHW}	Chip select "H" pulse width	40		ns	
	T _{SCYCW}	Serial clock cycle (Write)	66		ns	-write command & data
	T _{SHW}	SCL "H" pulse width (Write)	15		ns	ram
SCL	T _{SLW}	SCL "L" pulse width (Write)	15		ns	Tani
SCL	T _{SCYCR}	Serial clock cycle (Read)	150		ns	-read command & data
	T _{SHR}	SCL "H" pulse width (Read)	60		ns	
	T _{SLR}	SCL "L" pulse width (Read)	60		ns	ram
D/CX	T _{DCS}	D/CX setup time	10		ns	
DICA	T _{DCH}	D/CX hold time	10		ns	
SDA	T _{SDS}	Data setup time	10		ns	
(DIN)	T _{SDH}	Data hold time	10		ns	
DOUT	T _{ACC}	Access time	10	50	ns	For maximum CL=30pF
0001	Тон	Output disable time	15	50	ns	For minimum CL=8pF



Parallel RGB Interface Timing Characteristics

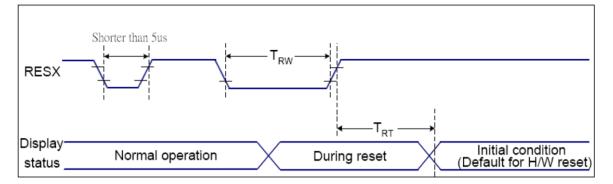


VDDI=1.65 to 3.3V, VDD=2.4 to 3.3V, AGND=DGND=0V, Ta=-30 \sim 70 ~%

Signal	Symbol	Parameter	MIN	MAX	Unit	Description
HSYNC, VSYNC	T _{SYNCS}	VSYNC, HSYNC Setup Time	30	-	ns	
ENABLE	T _{ENS}	Enable Setup Time	25	-	ns	
LNADLL	T _{ENH}	Enable Hold Time	25	-	ns	
	PWDH	DOTCLK High-level Pulse Width	60	-	ns	
DOTCLK	PWDL	DOTCLK Low-level Pulse Width	60	-	ns	
DOTCLK	T _{CYCD}	DOTCLK Cycle Time	120	-	ns	
	Trghr, Trghf	DOTCLK Rise/Fall time	-	20	ns	
DB	T _{PDS}	PD Data Setup Time	50	-	ns	
DD	T _{PDH}	PD Data Hold Time	50	-	ns	



Reset Timing Characteristics



VDDI=1.65 to 3.3V, VDD=2.4 to 3.3V, AGND=DGND=0V, Ta=-30 ~ 70 °C

Related Pins	Symbol	Parameter	MIN	MAX	Unit
	TRW	Reset pulse duration	10	-	us
RESX	трт	Posot cancol	-	5 (Note 1, 5)	ms
	1131	TRT Reset cancel		120 (Note 1, 6, 7)	ms

Notes:

1. The reset cancel includes also required time for loading ID bytes, VCOM setting and other settings from NVM (or similar device) to

registers. This loading is done every time when there is HW reset cancel time (tRT) within 5 ms after a rising edge of RESX.

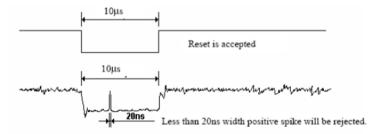
2. Spike due to an electrostatic discharge on RESX line does not cause irregular system reset according to the table below:

RESX Pulse	Action
Shorter than 5us	Reset Rejected
Longer than 9us	Reset
Between 5us and 9us	Reset starts

3. During the Resetting period, the display will be blanked (The display is entering blanking sequence, which maximum time is 120

ms, when Reset Starts in Sleep Out -mode. The display remains the blank state in Sleep In -mode.) and then return to Default condition for Hardware Reset.

4. Spike Rejection also applies during a valid reset pulse as shown below:



5. When Reset applied during Sleep In Mode.

6. When Reset applied during Sleep Out Mode.

7. It is necessary to wait 5msec after releasing RESX before sending commands. Also Sleep Out command cannot be sent for

120msec.



11. Absolute Maximum Ratings

Parameter	Symbol	Min	Тур	Мах	Unit	Notes
Digital Supply Voltage	V _{DD}	-0.3	-	4.6	V	(1)(2)
Digital Interface Supply Voltage	V _{DDIO}	-0.3	-	4.6	V	-
Operating Temperature	TOPR	-20	-	+70	°C	-
Storage Temperature	T _{STG}	-30	-	+80	°C	-

Notes:

These are stress ratings only. Extended exposure to the absolute maximum ratings listed above (1)

(1) may affect device reliability or cause permanent damage.
(2) Functional operation should be restricted to the limits in the DC Characteristics table below.

12. DC Characteristics

ltem	Symbol	Min	Тур	Max	Unit
Digital Supply Voltage	V _{DD}	2.4	3.3	3.3	V
Digital Interface Supply Voltage	Vddio	1.65	3.3	3.3	V
Normal Mode Current Consumption	ldd	-	7	-	mA
Input High Voltage	Vін	0.7 Vddio	-	Vddio	V
Input Low Voltage	VIL	GND	-	0.3 Vddio	V
Output High Voltage	Vон	0.8 Vddio	-	Vddio	V
Output Low Voltage	Vol	GND	-	0.2 Vddio	V

13. Optical Characteristics

ltem	Symbol	Condition	Min	Тур	Max	Unit
Contrast Ratio	CR	θ=0	400	600	-	-
Response Time	T rise	Normal Viewing Angle	-	20	30	ms
	T fall	viewing Angle	-	20	30	ms
Color Gamut	S(%)	-	-	60	-	%
White Chromaticity	х	Ta = 25°C	-	0.299	-	ms
	у		-	0.335	-	ms
Red Chromaticity	х		-	0.640	-	ms
	У		-	0.321	-	ms
Green Chromaticity	х		-	0.293	-	ms
	У		-	0.579	-	ms
Blue Chromaticity	х		-	0.134	-	ms
	У		-	0.142	-	ms
Viewing Angle, Horizontal	θ _{X+}	CR≥10	50	70	-	deg
	θγ-		60	70	-	deg
Viewing Angle, Vertical	θ _{X+}		60	70	-	deg
	θγ-		60	60	-	deg
Viewing Direction	12 o'clock					



14. Backlight Characteristics

Item	Symbol	Min	Тур	Max	Unit
Forward Current	lF	-	60	80	mA
Forward Voltage	V _F	-	3.2	-	V
LCM Luminous	Lv	450	-	-	cd/m ²
LED Lifetime	Hr.	50K	-	-	Hrs.
Uniformity	AVg	80	-	-	%

Notes:

(1) Forward current minimum value is only for reference since the LED brightness efficiency keeps enhancing. (1) Forward carbon minimum value is only for forefore and a the and the last of an and the last of a single of the last of a single of the last of a single of the last of th

hours is an estimate for reference only).



15. LCD Module Precautions

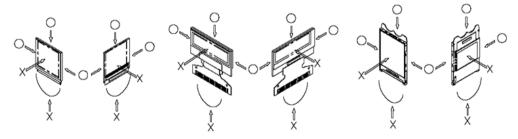
The precautions below should be followed when using LCD modules to help ensure personal safety, module performance, and compliance of environmental regulations.

15.1. Modules

- Avoid applying excessive shocks to module or making any alterations or modifications to it.
- Do not make extra holes on the printed circuit board, modify its shape or change the components of LCD display module.
- Do not disassemble the LCD display module.
- Do not operate the LCD display module above the absolute maximum rating.
- Do not drop, bend or twist the LCD display module.
- Soldering: only to the I/O terminals.
- Store in an anti-static electricity container and clean environment.
- It is common to use the "screen saver" to extend the lifetime of the LCD display module.
 - o Do not use the fixed information for long periods of time in real application.
 - Do not use fixed information in LCD panel for long periods of time to extend "screen burn" effect time.
- Crystalfontz has the right to change the passive components, including R3, R6 & backlight adjust resistors. (Resistors, capacitors and other passive components will have different appearance and color caused by the different supplier.)
- Crystalfontz have the right to change the PCB Rev. (In order to satisfy the supplying stability, management optimization and the best product performance, etc., under the premise of not affecting the electrical characteristics and external dimensions, Crystalfontz has the right to modify the version.).

15.2. Handling Precautions

- Since the display panel is made of glass, do not apply mechanical impacts such as dropping from a high position.
- If the display panel is accidently broken, and the internal organic substance leaks out, be careful not to inhale or touch the organic substance.
- If pressure is applied to the display surface or its neighborhood of the LCD display module, the cell structure may be damaged, so be careful not to apply pressure to these sections.
- The polarizer covering the surface of the LCD display module is soft and can be easily scratched. Please be careful when handling the LCD display module.
- Clean the surface of the polarizer covering the LCD display module if it becomes soiled using following adhesion tape.
 - o Scotch Mending Tape No. 810 or an equivalent
 - Never breathe the soiled surface or wipe the surface using a cloth containing solvent such as ethyl alcohol, since the surface of the polarizer will become cloudy.
 - The following liquids/solvents may spoil the polarizer:
 - Water
 - Ketone
 - Aromatic Solvents
- Hold the LCD display module very carefully when placing the LCD display module into the system housing.
- Do not apply excessive stress or pressure to the LCD display module. And, do not over bend the film with electrode pattern layouts. These stresses will influence the display performance. Also, be sure to secure the sufficient rigidity for the outer cases.



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- Do not apply stress to the LSI chips and the surrounding molded sections.
- Do not disassemble or modify the LCD display module.
- Do not apply input signals while the logic power is off.
- Pay sufficient attention to the working environments when handing the LCD display module to prevent occurrence of element breakage accidents by static electricity.
 - Be sure to make human body grounding when handling LCD display modules.
 - Be sure to ground tools to use for assembly such as soldering irons.
 - To suppress generation of static electricity, avoid carrying out assembly work under dry environments.
 - Protective film is being applied to the surface of the display panel of the LCD display module. Be careful since static electricity may be generated when exfoliating the protective film.
- Protection film is being applied to the surface of the display panel and removes the protection film before assembling it. At this time, if the LCD display module has been stored for a long period of time, residue adhesive material of the protection film may remain on the surface of the display panel after the film has been removed. In such a case, remove the residue material by the method discussed above.
- If electric current is applied when the LCD display module is being dewed or when it is placed under high humidity environments, the electrodes may become corroded. If this happens proceed with caution when handling the LCD display module.

15.3. Storage Precautions

- When storing the LCD display modules put them in static electricity preventive bags to avoid exposure to direct sunlight and fluorescent lamps. Also avoid high temperature and high humidity environments and low temperatures (less than 0°C) environments. (We recommend you store these modules in the packaged state when they were shipped from Crystalfontz). Be careful not to let water drops adhere to the packages or bags, and do not let dew gather on them.
- If electric current is applied when water drops are adhering to the surface of the LCD display module the LCD display module may have become dewed. If a dewed LCD display module is placed under high humidity environments it may cause the electrodes to become corroded. If this happens proceed with caution when handling the LCD display module.

15.4. Designing Precautions

- The absolute maximum ratings are the ratings that cannot be exceeded for LCD display module. If these values are exceeded, panel damage may happen.
- To prevent occurrence of malfunctioning by noise pay attention to satisfy the VIL and VIH specifications and, at the same time, to make the signal line cable as short as possible.
- We recommend that you install excess current preventive unit (fuses, etc.) to the power circuit (VDD). (Recommend value: 0.5A)
- Pay sufficient attention to avoid occurrence of mutual noise interference with the neighboring devices.
- As for EMI, take necessary measures on the equipment side.
- When fastening the LCD display module, fasten the external plastic housing section.
- If the power supply to the LCD display module is forcibly shut down, by such errors as taking out the main battery while the LCD display panel is in operation, we cannot guarantee the quality of this LCD display module.
 - Connection (contact) to any other potential than the above may lead to rupture of the IC.

15.5. Disposing Precautions

 Request the qualified companies to handle the industrial wastes when disposing of the LCD display modules. Or, when burning them, be sure to observe the environmental and hygienic laws and regulations.

15.6. Other Precautions

- When an LCD display module is operated for a long period of time with a fixed pattern, the fixed pattern may remain as an after image or a slight contrast deviation may occur.
 - If the operation is interrupted and left unused for a while, normal state can be restored.



- This will not cause a problem in the reliability of the module.
- To protect the LCD display module from performance drops by static electricity rapture, etc., do not touch the following sections whenever possible while handling the LCD display modules.
 - Pins and electrodes
 - Pattern layouts such as the TCP & FPC
- With this LCD display module, the LCD driver is being exposed. Generally speaking, semiconductor elements change their characteristics when light is radiated according to the principle of the solar battery. Consequently, if this LCD driver is exposed to light, malfunctioning may occur.
 - Design the product and installation method so that the LCD driver may be shielded from light in actual usage.
 - Design the product and installation method so that the LCD driver may be shielded from light during the inspection processes.
- Although this LCD display module stores the operation state data by the commands and the indication data, when excessive external noise, etc. enters into the module, the internal status may be changed. Therefore, it is necessary to take appropriate measures to suppress noise generation or to protect from influences of noise on the system design.
- We recommend that you construct its software to make periodical refreshment of the operation statuses (re-setting of the commands and re-transference of the display data), to cope with catastrophic noise.
- Resistors, capacitors, and other passive components will have different appearance and color caused by the different supplier.
- Crystalfontz has the right to upgrade and modify the product function.
- The limitation of FPC bending:

