

PRODUCT SPECIFICATION **FOR LCD MODULE**

Revision: 1.0`

Model No: LSC032I02-R-V1

Module Type: COG+FPC+B/L

APPROVED SIGNATURE

- Approved Product Specification only
- Approved Product Specification and Samples

<u>Prepared By</u>	<u>Checked By</u>	<u>Approved By</u>

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1. General Description

LSC032102-R-V1 is a transmissive type a-Si TFT-LCD (amorphous silicon thin film transistor liquid crystal display) module, which is composed of a TFT-LCD panel, a driver circuit and a backlight unit. The panel size is 3.2 inch and the resolution is 240(RGB)*320, the panel can display up to 262k colors.

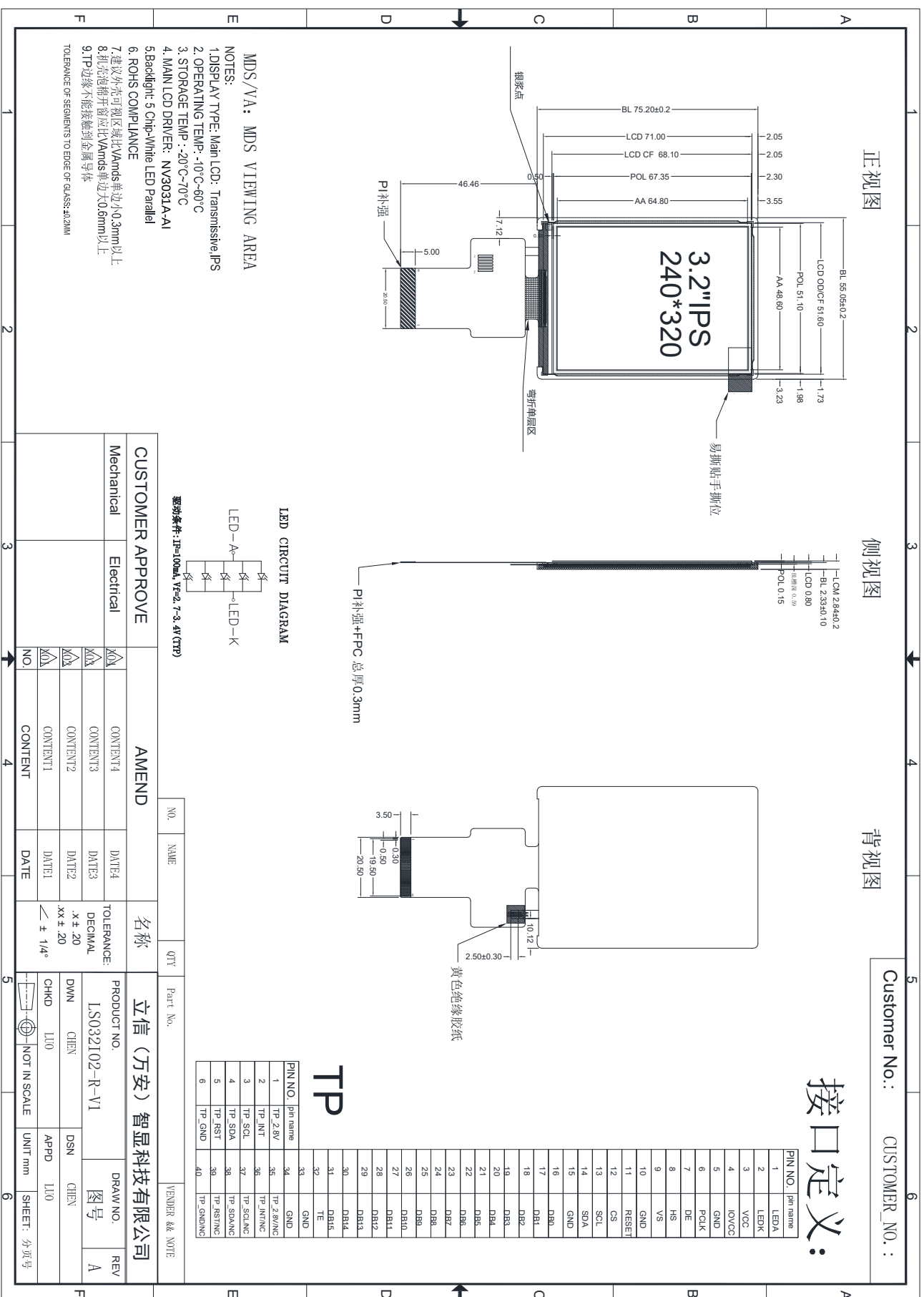
2. Physical Features

Display Mode	TFT-LCD Module
	Active matrix TFT, Transmissive type
Display Format	Graphic 240(RGB)×320 Dot-matrix
Input Data	16BIT RGB
Viewing Direction (Grayscale Inversion)	Free (IPS)
Drive	NV3031A-AI

3. Mechanical Specification

Item	Specification	Unit
Module size (H×V×D)	55.05 ×75.2×2.84	mm
Number of dots	240(RGB) × 320	pixel
Active area (H×V)	48.6×64.8	mm

4. Outline Dimension



5. Absolute Maximum Ratings

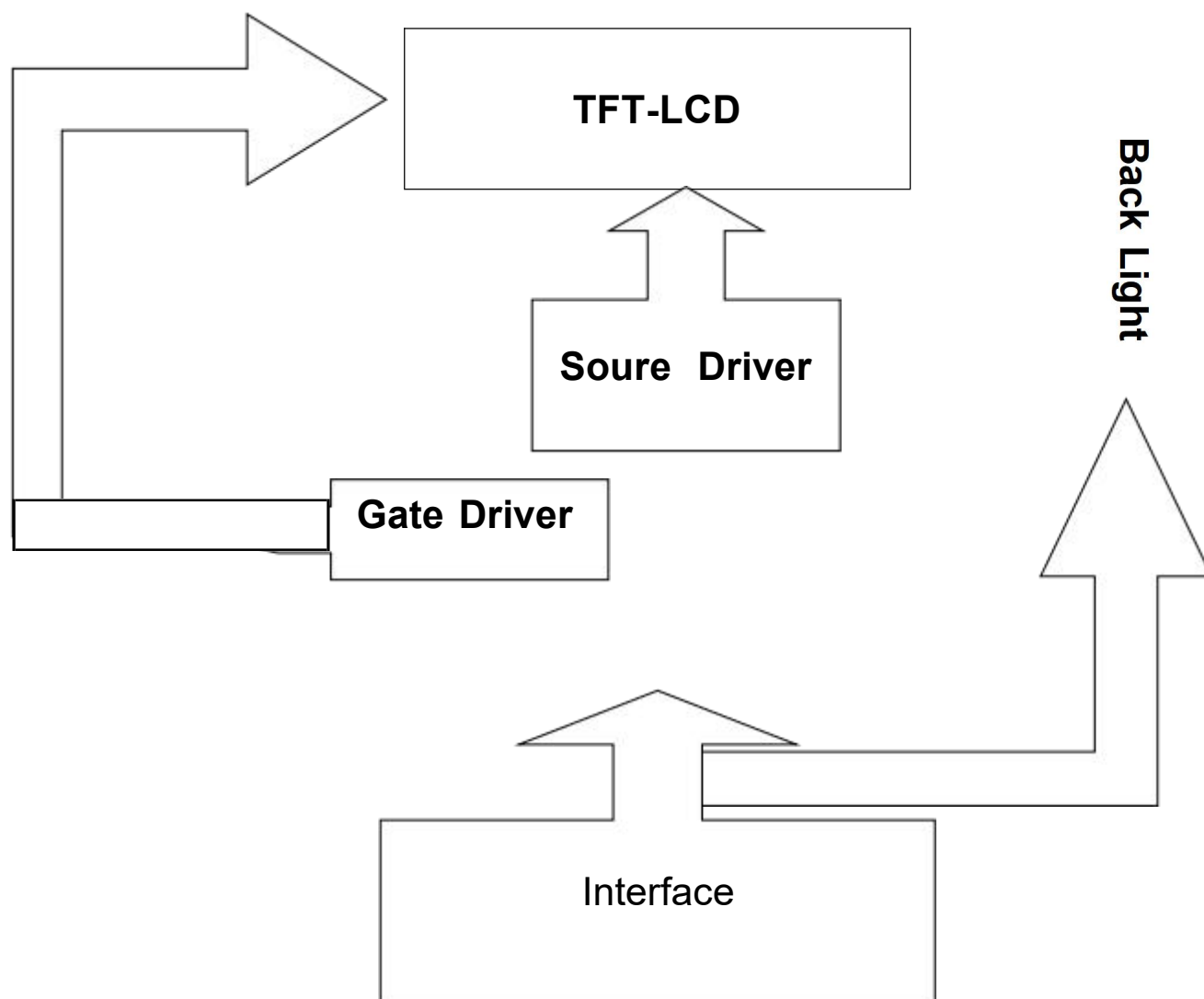
Item	Symbol	Min	Max	Unit	Remark
Supply voltage	VCC	-0.3	4.6	V	Note1 Note2
Supply voltage	IOVCC	-0.3	4.6	V	
Operating temperature	TOPR	-10	60	°C	
Storage temperature	TSTR	-20	70	°C	

6. Electrical Characteristics

Item		Symbol	Rating			Unit	Remark
			Min	Typ	Max		
Supply voltage		VCC	2.4	2.75	3.3	V	Note1
Supply voltage		IOVCC	1.65	1.8	3.3	V	
Input Voltage	L level	VIL	0	---	0.3*IOVCC	V	
	H level	VIH	0.7*IOVCC	---	IOVCC	V	

7. Module Function Description

7- 1. Block Diagram Of LCM



7-2. Pin Description

PIN NO.	Symbol	I/O	Description
1	LEDA	P	Power for LED backlight anode
2	LEDK	P	Power for LED backlight cathode
3	VCC	P	Power Supply
4	IOVCC	P	Power Supply
5	GND	P	Ground
6	PCLK	I	Dot clock signal for RGB interface operation
7	DE	I	Data enable signal for RGB interface operation.
8	HS	I	Horizontal (Line) synchronizing input signal for RGB interface operation.
9	VS	I	Vertical (Frame) synchronizing input signal for RGB interface operation.
10	GND	P	Ground
11	RESET	I	This signal will reset the device and it must be applied to properly initialize the chip.
12	CS	I	Chip selection pin
13	SCL	I	Serial interface Clock Input
14	SDA	I/O	Serial interface DATA Input/Output
15	GND	P	Ground
16	DB0	I	RGB interface data bus.
17	DB1	I	RGB interface data bus.
18	DB2	I	RGB interface data bus.
19	DB3	I	RGB interface data bus.
20	DB4	I	RGB interface data bus.
21	DB5	I	RGB interface data bus.
22	DB6	I	RGB interface data bus.
23	DB7	I	RGB interface data bus.
24	DB8	I	RGB interface data bus.
25	DB9	I	RGB interface data bus.
26	DB10	I	RGB interface data bus.

27	DB11	I	RGB interface data bus.
28	DB12	I	RGB interface data bus.
29	DB13	I	RGB interface data bus.
30	DB14	I	RGB interface data bus.
31	DB15	I	RGB interface data bus.
32	TE	O	Tearing effect signal is used to synchronize MCU to frame memory MCU writing.
33	GND	P	Ground
34	GND	P	Ground
35	TP_2.8V/NC		
36	TP_INT/NC		
37	TP_SCL/NC		
38	TP_SDA/NC		
39	TP_RST/NC		
40	TP_GND/NC		

7-3 Timing Characteristics

7.4.2 Serial Interface Characteristics (3-line serial):

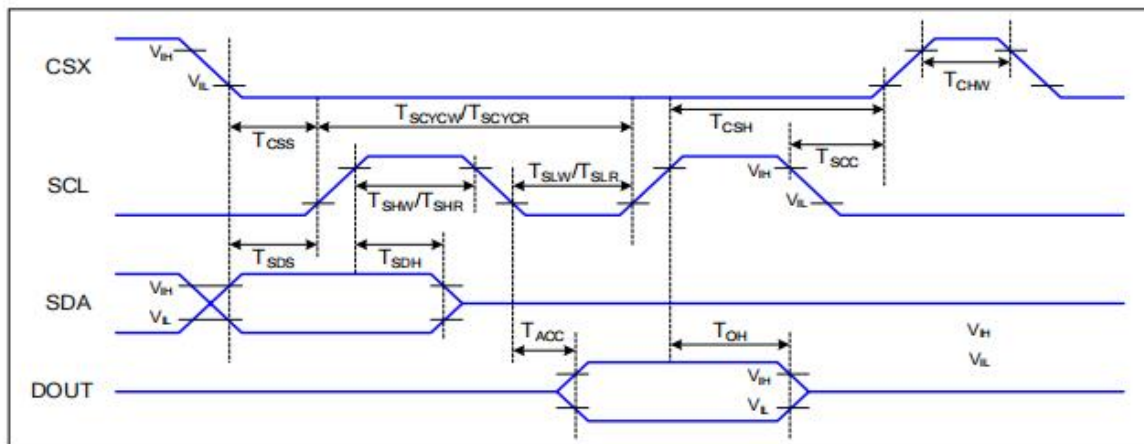


Figure 4 3-line serial Interface Timing Characteristics

VDDI=1.65 to 3.3V, VDD=2.4 to 3.3V, AGND=DGND=0V, Ta=25℃

Signal	Symbol	Parameter	Min	Max	Unit	Description
CSX	T _{CSS}	Chip select setup time (write)	15		ns	
	T _{CSH}	Chip select hold time (write)	15		ns	
	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	
SCL	T _{SCYCW}	Serial clock cycle (Write)	16		ns	
	T _{SHW}	SCL "H" pulse width (Write)	7		ns	
	T _{SLW}	SCL "L" pulse width (Write)	7		ns	
	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 (DIN)	T _{SDS}	Data setup time	7		ns	
	T _{SDH}	Data hold time	7		ns	
DOUT	T _{ACC}	Access time	10	50	ns	For maximum CL=30pF
	T _{OH}	Output disable time	15	50	ns	For minimum CL=8pF

Table 5 3-line serial Interface Characteristics

Note1 : The rising time and falling time (Tr, Tf) of input signal are specified at 15 ns or less. Logic high and low levels are specified as 30% and 70% of VDDI for Input signals

Note2: In the read sequence of serial interface, the 500nsec delay time is needed between read command and first read clock..

7.4.4 RGB Interface Characteristics:

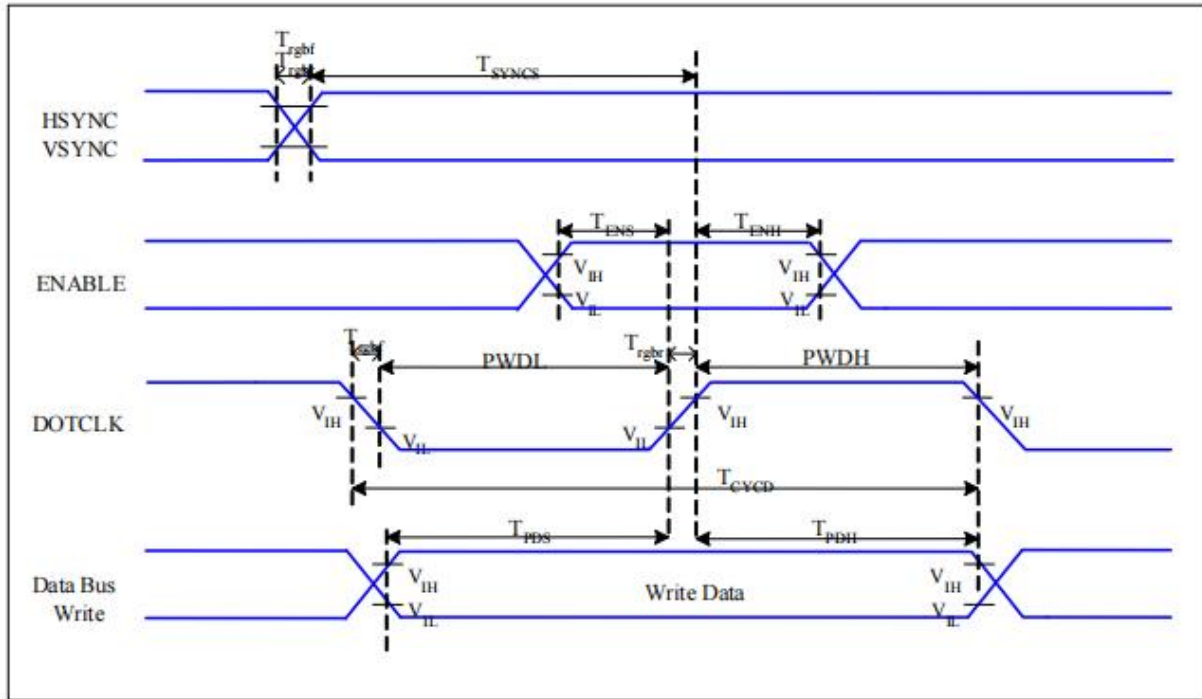


Figure 6 RGB Interface Timing Characteristics

VDDI=1.65 to 3.3V, VDD=2.4 to 3.3V, AGND=DGND=0V, Ta=25℃

Signal	Symbol	Parameter	MIN	MAX	Unit	Description
HSYNC, VSNC	T_{SYNC}	VSNC, HSYNC Setup Time	30	-	ns	
ENABLE	T_{ENS}	Enable Setup Time	25	-	ns	
	T_{ENH}	Enable Hold Time	25	-	ns	
DOTCLK	PWDH	DOTCLK High-level Pulse Width	60	-	ns	
	PWDL	DOTCLK Low-level Pulse Width	60	-	ns	
	T_{CYCD}	DOTCLK Cycle Time	120	-	ns	
	T_{rghr}, T_{rghf}	DOTCLK Rise/Fall time	-	20	ns	
DB	T_{PDS}	PD Data Setup Time	50	-	ns	
	T_{PDH}	PD Data Hold Time	50	-	ns	

Table 7 18/16 Bits RGB Interface Timing Characteristics

Signal	Symbol	Parameter	MIN	MAX	Unit	Description
HSYNC, VSNC	T_{SYNC}	VSNC, HSYNC Setup Time	35	-	ns	
ENABLE	T_{ENS}	Enable Setup Time	35	-	ns	

	T_{ENH}	Enable Hold Time	35	-	ns	
DOTCLK	PWDH	DOTCLK High-level Pulse Width	35	-	ns	
	PWDL	DOTCLK Low-level Pulse Width	35	-	ns	
	T_{CYCD}	DOTCLK Cycle Time	80	-	ns	
	Trghr, Trghf	DOTCLK Rise/Fall time	-	10	ns	
DB	T_{PDS}	PD Data Setup Time	35	-	ns	
	T_{PDH}	PD Data Hold Time	35	-	ns	

Table 8 6 Bits RGB Interface Timing Characteristics

7.4.5 Reset Timing:

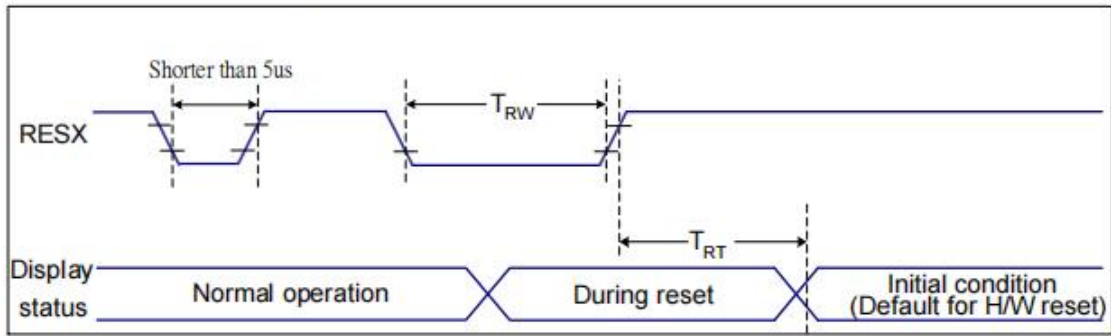


Figure 7 Reset Timing

VDDI=1.65 to 3.3V, VDD=2.4 to 3.3V, AGND=DGND=0V, Ta=25 °C

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

Table 9 Reset Timing

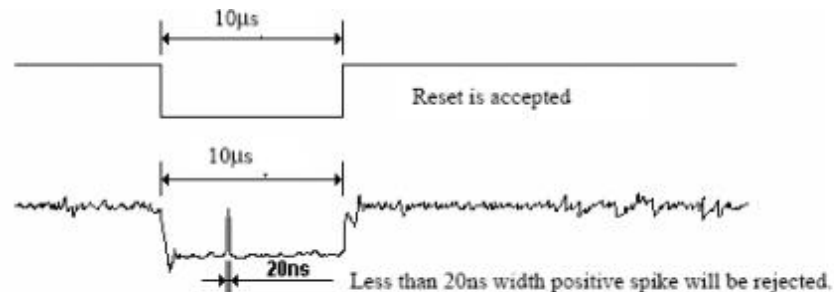
Notes:

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.

8. Electro-Optical Characteristics

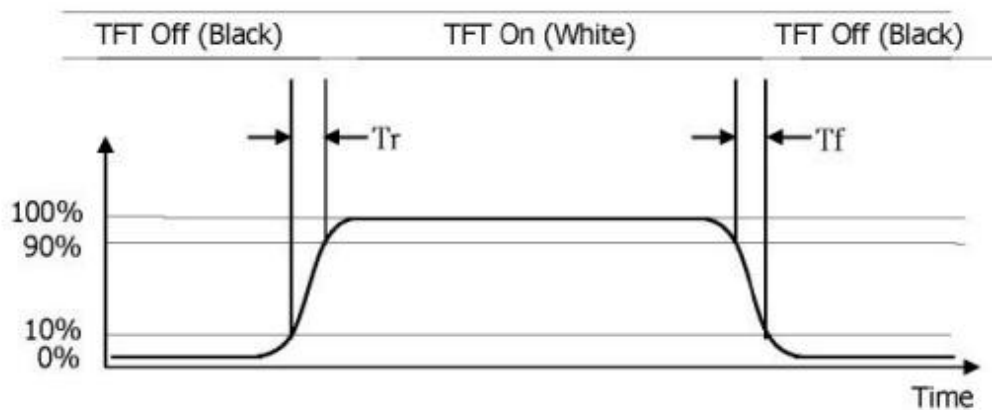
Item		Symbol	Condition	Min.	Typ.	Max.	Unit	Remark
Response time		Tr +Tf	$\theta_x = \theta_y = 0$	---	30	35	ms	Note 1
Contrast Ratio		CR		---	1200	---	---	Note 2
Transmittance		T%		4.59	5.4	---	%	
Color Chromaticity (CIE1931)	White	W x	$\theta_x = \theta_y = 0$	---	0.307	---	---	
		W y		---	0.342	---	---	
Viewing angle	θ_T		CR > 10	---	80	---	Deg.	Note 3
	θ_B			---	80	---		
	θ_L			---	80	---		
	θ_R			---	80	---		
Luminance ($I_F = 100mA$)		L		---	400	---	cd/m2	Note4

Note :

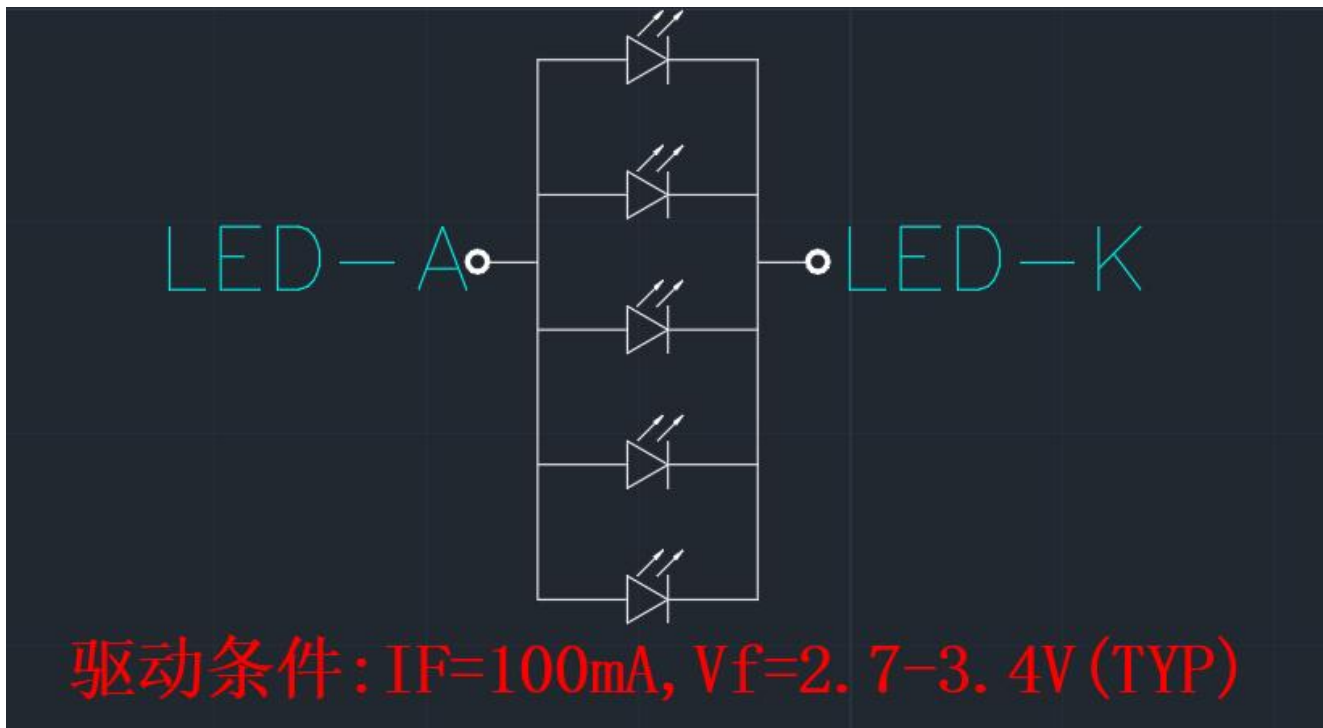
1. Viewing angle is the angle at which the contrast ratio is greater than 10. The viewing are determined for the horizontal or 3, 9 o'clock direction and the vertical or 6, 12 o'clock direction with respect to the optical axis which is normal to the LCD surface.
2. Contrast measurements shall be made at viewing angle of $\theta = 0^\circ$ and at the center of the LCD surface. Luminance shall be measured with all pixels in the view field set first to white, then to the dark (black) state. (See FIGURE 1 shown in Appendix) Luminance Contrast Ratio (CR) is defined mathematically.

$$CR = \frac{\text{Luminance when displaying a white raster}}{\text{Luminance when displaying a black raster}}$$

3. Center Luminance of white is defined as the LCD surface. Luminance shall be measured with all pixels in the view field set first to white. This measurement shall be taken at the locations shown in FIGURE 4 for a total of the measurements per display.
4. The White luminance uniformity on LCD surface is then expressed as : $\Delta Y = \frac{\text{Minimum Luminance of 9 Points or 5 points}}{\text{Maximum Luminance of 9 Points or 5 points}}$ (See FIGURE 2).
5. The color chromaticity coordinates specified in Table 5. shall be calculated from the spectral data measured with C light. Measurements shall be made at the center of the panel.
6. The electro-optical response time measurements shall be made as FIGURE 5 shown in Appendix by switching the "data" input signal ON and OFF. The times needed for the luminance to change from 10% to 90% is T_d , and 90% to 10% is T_r .



Note(4) Backlight circuit



9.Records Of Version

Version	Revise Date	Page	Content
00	2025-4-27	ALL	New released