# TFT COLOR LCD MODULE NL128102AC23-02A 

## 39 cm ( 15.4 inches), $1280 \times 1024$ pixels, Full-color, Multi-scan Function Incorporated backlight with inverter

## DESCRIPTION

NL128102AC23-02A is a TFT (thin film transistor) active matrix color liquid crystal display (LCD) comprising amorphous silicon TFT attached to each signal electrode, a driving circuit and a backlight. NL128102AC23-02A has a built-in backlight with an inverter.

The 39 cm ( 15.4 inches) diagonal display area contains $1280 \times 1024$ pixels and can display full-color (more than 16 million colors simultaneously). Also, it has multi-scan function.

NL128102AC23-02A is a model which mounted the CRT interface board on NL128102AC23-02.

## FEATURES

- Wide viewing angle (with retardation film)
- High luminance ( $200 \mathrm{~cd} / \mathrm{m}^{2}$, TYP.)
- CRT interface board
- Low reflection
- Auto recognition of input signal (Analog RGB signals, Synchronous signals (Hsync, Vsync, Composite))
- Digital control: e.g., Brightness, Display position, contrast, CLK delay
- Free supply voltage sequence
- Corresponding to DDC ${ }^{\text {TM }} 1$ and DDC2B
- Corresponding to VESA ${ }^{\text {TM }}$, DPMS ${ }^{\text {TM }}$
- On Screen Display

Regarding the use of OSD, please note that there is possibility of conflicts with a patent in Europe and the U.S. Thus, if such conflict might happen when you use OSD, we shall not be responsible for any trouble.

- Multi-scan function: e.g., SXGA, XGA, SVGA, VGA, VGA-TEXT, MAC
- Incorporated edge type backlight with an inverter (Four lamps into two lamp holders)
- Lamp holder replaceable

VESA : Video Electronics Standards Association DDC1 : Display Data Channel 1
DPMS: Display Power Management Signaling DDC2B: Display Data Channel 2B
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## APPLICATIONS

- Desk-top type of PC
- Engineering work station


The information in this document is subject to change without notice.

## STRUCTURE AND FUNCTIONS

A color TFT (thin film transistor) LCD module is comprised of a TFT liquid crystal panel structure, LSIs for driving the TFT array, and a backlight assembly. The TFT panel structure is created by sandwiching liquid crystal material in the narrow gap between a TFT array glass substrate and a color filter glass substrate. After the driver LSIs are connected to the panel, the backlight assembly is attached to the backside of the panel.

RGB (red, green, blue) data signals from a source system is modulated into a form suitable for active matrix addressing by the onboard signal processor and sent to the driver LSIs which in turn addresses the individual TFT cells.

Acting as an electro-optical switch, each TFT cell regulates light transmission from the backlight assembly when activated by the data source. By regulating the amount of light passing through the array of red, green, and blue dots, color images are created with clarity.

## BLOCK DIAGRAM



Note Neither GND nor GNDB is connected to Frame.

| Display area | $305.28(\mathrm{H}) \times 244.224(\mathrm{~V}) \mathrm{mm}$ |
| :---: | :---: |
| Drive system | a-Si TFT active matrix |
| Display colors | Full-color |
| Number of pixels | $1280 \times 1024$ pixels |
| Pixel arrangement | RGB vertical stripe |
| Pixel pitch | $0.2385(\mathrm{H}) \times 0.2385(\mathrm{~V}) \mathrm{mm}$ |
| Module size | $350.0(\mathrm{H}) \times 284.8(\mathrm{~V}) \times 26.0$ (max.) (D) mm |
| Weight | 1700 g (TYP.) |
| Contrast ratio | 200: 1 (TYP.) |
| Viewing angle (more than the contrast ratio of $10: 1$ ) |  |
|  | Horizontal : $60^{\circ}$ (TYP., left side, right side) |
|  | Vertical : $50^{\circ}$ (TYP., up side), $45^{\circ}$ (TYP., down side) |
| Color gamut | 59\% (TYP., at center, to NTSC) |
| Response time | 7 ms (TYP.), white to black |
| Luminance | $200 \mathrm{~cd} / \mathrm{m}^{2}$ (TYP.) |
| Signal system | Analog RGB signals, Synchronous signals (Hsync and Vsync or Composite), CLK |
| Supply voltages | 12 V (Logic/LCD driving), 12 V (Backlight) |
| Backlight | Edge light type: Four cold cathode fluorescent lamps with an inverter <br> [Replaceable parts] <br> - Lamp holder: type No. 154LHS02 <br> - Inverter: type No. 154PW021 |
| Power consumption | 28.8 W (TYP.) |

GENERAL SPECIFICATIONS

| Item |  | Specification |
| :--- | :--- | :---: |
| Module size | $350.0 \pm 0.6(\mathrm{H}) \times 284.8 \pm 0.6(\mathrm{~V}) \times 26.0(\mathrm{MAX})(\mathrm{D})$ | mm |
| Display area | $305.28(\mathrm{H}) \times 244.224(\mathrm{~V})$ | mm |
| Number of dots | $1280 \times 3(\mathrm{H}) \times 1024(\mathrm{~V})$ | dot |
| Number of pixels | $1280(\mathrm{H}) \times 1024(\mathrm{~V})$ | pixel |
| Dot pitch | $0.0795(\mathrm{H}) \times 0.2385(\mathrm{~V})$ | mm |
| Pixel pitch | $0.2385(\mathrm{H}) \times 0.2385(\mathrm{~V})$ | mm |
| Pixel arrangement | RGB $($ Red, Green, Blue) vertical stripe | - |
| Display colors | full color | color |
| Weight | $1760(M A X)$. | g |

## ABSOLUTE MAXIMUM RATINGS

| Parameter | Symbol | Rating | Unit | Remarks |  |
| :---: | :---: | :---: | :---: | :---: | :---: |
| Supply voltage | Vdd | -0.3 to +14 | V | $\mathrm{Ta}=25^{\circ} \mathrm{C}$ |  |
|  | VodB | -0.3 to +14 | V |  |  |
| Logic input voltage | Vin1 | -0.3 to +5.5 | V | $\begin{aligned} & \mathrm{T}_{\mathrm{a}}=25^{\circ} \mathrm{C} \\ & \mathrm{~V} D \mathrm{FD}=12 \mathrm{~V} \end{aligned}$ |  |
| R,G,B input voltage | VIN2 | -6.0 to +6.0 | V |  |  |
| CLK input voltage | Vin3 | -7.0 to +7.0 | V |  |  |
| Storage temp. | Tst | -20 to +60 | ${ }^{\circ} \mathrm{C}$ | - |  |
| Operating temp. | Top | 0 to +50 | ${ }^{\circ} \mathrm{C}$ | Module surfac | Note |
| Humidity | $\leq 95 \%$ relative humidity |  |  | $\mathrm{Ta}_{\mathrm{a}} \leq 40^{\circ} \mathrm{C}$ | No condensation |
|  | $\leq 85 \%$ relative humidity |  |  | $40<\mathrm{Ta}_{\text {a }} \leq 50^{\circ} \mathrm{C}$ |  |
|  | Absolute humidity shall not exceed $\mathrm{T}_{\mathrm{a}}=50^{\circ} \mathrm{C}, 85 \%$ relative humidity level. |  |  | $\mathrm{Ta}_{\mathrm{a}}>50^{\circ} \mathrm{C}$ |  |

Note Measured at the LCD panel

ELECTRICAL CHARACTERISTICS
(1) Logic, LCD driving, Backlight
$\mathrm{T}_{\mathrm{a}}=25^{\circ} \mathrm{C}$

| Parameter | Symbol | MIN. | TYP. | MAX. | Unit | Remarks |
| :--- | :---: | :---: | :---: | :---: | :---: | :--- |
| Supply voltage | $\mathrm{V}_{\mathrm{DD}} \mathrm{B}$ | 11.4 | 12.0 | 12.6 | V | for backlight |

Note Pixel checkered pattern

## (2) Video signal ( $\mathrm{R}, \mathrm{G}, \mathrm{B}$ ) input

$\mathrm{T}_{\mathrm{a}}=25^{\circ} \mathrm{C}$

| Item | MIN. | TYP. | MAX. | Unit | Remarks |
| :--- | :---: | :---: | :---: | :---: | :---: |
| Maximum amplitude (white - black) | 0 <br> (black) | 0.7 <br> (white) | *A | Vp-p | Need to adjust contrast if input more <br> 0.7 Vp-p |
| DC input level (black) | -0.5 | - | +2.5 | V | - |
| Sync. level | 0.2 | 0.3 | *B | Vp-p | G terminal <br> (Sync. On Green) |
| *A + *B | - | - | 1.1 | Vp-p | - |

## POWER SUPPLY DESIGN

(1) Please note that the supply voltage must not be applied while the control signals (SEL, UP, DOWN, EXIT, BRT+ and BRT-) are connected to GND. Otherwise the module may cause malfunction.
(2) If the power supply voltage is applied while UP and DOWN are connected to GND, the input control signals become ineffective. In this case, please turn off the power once and turn on the power while UP and DOWN are connected to GND again.
(3) Inverter current wave

Inverter current wave is as follows.


Maximum luminance control: 100\%
Minimum luminance control: 20\%
Luminance control frequency $\doteqdot$ Input Vsync frequency $\times \mathrm{K}$
Input Vsync frequency $\leq 75 \mathrm{~Hz}$ : K $=4.6$
Input Vsync frequency $>75 \mathrm{~Hz}$ : K $=3.6$
(4) Ripple of supply voltage

|  | VDD <br> (for logic and LCD driver) | VDDB <br> (for backlight) |
| :--- | :---: | :---: |
| Acceptable range | $\leq 100 \mathrm{mVp}-\mathrm{p}$ | $\leq 200 \mathrm{mVp}-\mathrm{p}$ |

Remark The acceptable range of ripple voltage includes spike noise.

Example of the power supply connection
a) Separate the power supply
b) Put the filter


## INTERFACE PIN CONNECTION

(1) Interface signals, power supply

CN101
Part No. : MRF03-6R-SMT
Adaptable socket : MRF03-6P-1.27 (For cable type) or MRF03-6PR-SMT (For board to board type)
Supplier : HIROSE ELECTRIC CO., LTD.

| Pin No. | Symbol | Pin No. | Symbol |
| :---: | :---: | :---: | :---: |
| 1 | B | 4 | Vsync |
| 2 | G | 5 | Hsync/Csync |
| 3 | R | $6 \nabla$ | N.C. Note |

Figure from socket view


Note N.C. (No connection) should be open.

CN102
Part No. : IL-Z-4PL-SMTY
Adaptable socket: IL-Z-4S-S125C3
Supplier : Japan Aviation Electronics Industry Limited (JAE)

| Pin No. | Symbol | Pin No. | Symbol |
| :---: | :---: | :---: | :---: |
| 1 | DDCCLK | 3 | MENUSEL |
| 2 | DDCDAT | 4 | GND |

Figure from socket view
$\qquad$

| 4 | 3 | 2 | 1 |
| :--- | :--- | :--- | :--- |

Figure from socket view

Note TEST1 to 4 should be open.

CN104
Part No. : IL-Z-8PL-SMTY
Adaptable socket: IL-Z-8S-S125C3
Supplier : Japan Aviation Electronics Industry Limited (JAE)

| Pin No. | Symbol | Pin No. | Symbol |
| :---: | :---: | :---: | :---: |
| 1 | $V_{D D}$ | 5 | GND |
| 2 | $V_{D D}$ | 6 | GND |
| 3 | $V_{D D}$ | 7 | GND |
| 4 | $V_{D D}$ | 8 | GND |

Figure from socket view
$\qquad$

CN201
Part No. : IL-Z-11PL1-SMTY
Adaptable socket: IL-Z-11S-S125C3
Supplier : Japan Aviation Electronics Industry Limited (JAE)

| Pin No. | Symbol | Pin No. | Symbol |
| :---: | :---: | :---: | :---: |
| 1 | VodB | 7 | N.C. |
| 2 | VodB | 8 | N.C. |
| 3 | VodB | 9 | N.C. |
| 4 | GNDB | 10 | N.C. |
| 5 | GNDB | 11 | N.C. |
| 6 | GNDB |  |  |

Figure from socket view
$\qquad$

Note N.C. (No connection) should be open.

## <Connector location>

Rear view

(2) Pin function

| Symbol | 1/0 | Logic | Description |
| :---: | :---: | :---: | :---: |
| Hsync/ Csync | Input | Negative | Horizontal synchronous signal input or composite synchronous signal input (TTL level), Positive/Negative auto recognition |
| Vsync | Input | Negative | Vertical synchronous signal input (TTL level) <br> Positive/Negative auto recognition, Clock input for DDC1 |
| R | Input | - | Red video signal input ( $0.7 \mathrm{Vp-p}, 75 \Omega$ ) |
| G | Input | - | Green video signal input ( 0.7 Vp -p, $75 \Omega$ ) |
| B | Input | - | Blue video signal input ( 0.7 Vp -p, $75 \Omega$ ) |
| SEL | Input | Negative | Control function select signal (TTL level) <br> SEL is pulled up in the module. <br> Detail of the functions are mentioned in CONTROL FUNCTIONS. <br> High or open: SEL off, Low: SEL on |
| UP | Input | Negative | Control signal (TTL level) <br> The signal increases the value of the functions selected. <br> UP is pulled up in tha module. <br> High or open: UP off, Low: UP on |
| DOWN | Input | Negative | Control signal (TTL level) <br> The signal decreases the value of the functions selected. DOWN is pulled up in the module. <br> High or open: DOWN off, Low : Down on |
| EXIT | Input | Negative | Control signal (TTL level) <br> The signal initializes the selected function. EXIT is pulled up in the module. High or open: EXIT off, Low: EXIT on |
| OSDSEL | Input | - | Display select signal <br> OSDSEL is pulled up in the module. <br> "H or open": OSD display off (light on LED) <br> "L": OSD display on (light off LED) <br> Details of the functions are mentioned in CONTROL FUNCTIONS |
| MENUSEL | Input | - | OSD design select signal <br> MENUSEL is pulled up in the module. <br> "H or open": OSD display No. 2 <br> "L": OSD display No.1 (Transparent background) <br> Detail of the functions are mentioned in OSD DESIGN SELECT |
| BRTVOL | Input | - | Volume luminance control <br> Detail of the functions are mentioned in LUMINANCE CONTROL <br> SELECTION |
| VOLSEL | Input | - | Luminance control select signal <br> VOLSEL is pulled up in the module. <br> Details of the functions are mentioned in LUMINANCE CONTROL SELECTION |
| DDCCLK | Input | Positive | CLK for DDC2B |
| DDCDAT | Input/ <br> Output | Positive | Data for DDC1/2B read/write |
| LEDON | Output | Positive | Indicator for LED power on "H": LED select, "L": Other status |
| LEDOFF | Output | Positive | Indicator for power save mode <br> " H ": power save mode select, " L ": Other status |


| Symbol | 1/0 | Logic | Description |
| :---: | :---: | :---: | :---: |
| LED00 | Output | Positive | See detail of EQUIVALENT CIRCUIT FOR LEDS and CONTROL FUNCTIONS |
| LED01 | Output | Positive |  |
| LED02 | Output | Positive |  |
| LED10 | Output | Negative |  |
| LED11 | Output | Negative |  |
| LED12 | Output | Negative |  |
| WPRT | Input | Positive | Select signal for DDC <br> "open": Reading mode, "L": Writing mode |
| TEST1 to 4 | Output | Positive | Reserve. TEST 1 to 4 should be open. |
| VDD | - | - | Power supply for Logic and LCD driving $+12 \mathrm{~V}( \pm 5 \%)$ |
| VodB | - | - | Power supply for backlight. $+12 \mathrm{~V}( \pm 5 \%)$ |
| GND | - | - | Ground for system. Signal ground for logic/LCD driving |
| GNDB | - | - | Ground for backlight. GNDB is not connected to the module GND (FG). |

Remark Frame ground, system ground and backlight ground are not connected into the module.

## (3) LUMINANCE CONTROL SELECTION

| VOLSEL= | "L" | "Open" |
| :---: | :---: | :---: |
| Form | Digital adjust | Volume adjust |
| How to adjust | See CONTROL FUNCTIONS | The variable resistor for luminance control should be 10 $k \Omega$ type, and zero point of the resistor corresponds to the minimum of luminance. <br> Maximum luminance (100\%): $R=10 \mathrm{~K} \Omega$ <br> Minimum luminance ( $30 \%$ ): $\mathrm{R}=0 \Omega$ <br> Mating variable resistor: $10 \mathrm{~K} \Omega \pm 5 \%$, <br> B curve, 1/10 W |

Note The status of VOLSEL is valid when the power is switched on.
(4) FUNCTION DISPLAY SELECT

| OSDSEL= | "L" | "Open" |
| :---: | :---: | :---: |
| Form | OSD Display | LED Dispaly |
| How to adjust | See CONTROL FUNCTIONS | See Example of LED circuit. (Next page) |

Note The status of OSDSEL is valid when the power is switched on.

OSD
Regarding the use of OSD, please note that there is possibility of conflicts with a patent in Europe and the U.S.
Thus, if such conflict might happen when you use OSD, we shall not be responsible for any trouble.
(5) OSD DESIGN SELECT

| MENUSEL= | "L" | "Open" |
| :---: | :---: | :---: |
| Form | OSD display No. 1 | OSD display No. 2 |
| How to adjust | See CONTROL FUNCTIONS <br> (OSD background is <br> transparent) | See CONTROL FUNCTIONS |

Note The status of MENUSEL is valid when the power is switched on.
(6) Equivalent circuit

| Symbol | I/O |  | Equivalent circuit |
| :--- | :--- | :--- | :--- |
| LEDON <br> LEDOFF <br> LED00 <br> LED01 <br> LED02 | Output | RN2306 (Toshiba) <br> or equivalent |  |
| LED10 <br> LED11 <br> LED12 | Output |  | N-ch Open Drain Output |

## <Recommendation circuit diagram>



[^0]INPUT SYNCHRONOUS SIGNAL
This module can recognize the synchronous signals automatically as follows.

| Auto recognition mode | Synchronous signal |  |  |
| :--- | :---: | :---: | :---: |
|  | HS/CS | Vsync | Sync. On Green |
| Separate synchronous signal mode (Hsync, Vsync) | Input | Input | Input or no input |
| Composite synchronous signal mode (CS) | Input (CS) | No input | Input or no input |
| Sync. On Green mode | Note | No input | No input |
| Power save mode | No input | No input | Input |
|  | No input | Input | Input or no input |

## CONTROL FUNCTIONS

## FUNCTION ITEMS

## (1) The function for OSD or LED

1. Brightness : Control luminance of backlight
2. Contrast : Control white-level of video signal
3. Horizontal display period : Adjust horizontal display period
4. CLK delay : Adjust CLK-phase
5. Vertical position : Adjust vertical position
6. Horizontal position : Adjust horizontal position
7. ALL RESET : Reset to factory-default value

## (2) The function for OSD

1. Sub Brightness : Brightness with each video signal Control
2. Sub Contrast : white-level with each video signal Control
3. Video signal information : Display multi-scan function, Hsync and Vsync frequency

Each selected value is memorized into LCD memory after SEL signal input or time out. The memorized value is not affected even if the power is turned off. But the selected value is not memorized in case that a selected mode is changed another one before time out or power is turned off before time out.

Regarding the luminance, the luminance value can not be memorized while the variable volume resistor is selected.

This function does not work while the power save mode.

## INDICATOR OF THE FUNCTIONS

The selected functions can be indicated either LED or OSD (On Screen Display) by setting OSDSEL signal.

$$
\begin{aligned}
& \text { OSDSEL = "H or "OPEN": LED } \\
& \text { OSDSEL = "L" : OSD }
\end{aligned}
$$

LED state show below table. Please see the recommendation circuit diagram.

| Selection function | LED00 | LED01 | LED02 | LED10 | LED11 | LED12 |
| :--- | :--- | :--- | :--- | :--- | :--- | :--- |
| Default (no-select condition) | L | L | L | H | H |  |
| Brightness | H | L | L | L |  |  |
| Contrast | H | L | L | H | H |  |
| Horizontal display period | H | L | L | H |  | H |
| CLK delay | L | H | L | L | H | H |
| Vertical position | L | H | L | H | L |  |
| Horizontal position | L | H | L | H | H |  |
| Reserve (No use) | L | L | H | L | H |  |
| All reset | L | L | H | H | L |  |
| Reserve (no-use) | L | L | H | H | H | H |

## SELECTION BY OSD

The following pictures appear on the screen by pushing the SEL key. Adjust the each value in best position by pushing UP and DOWN key.

## 1) Menu

## MENU

Brightness
Brightness
Contrast
Contrast
Posititon
Posititon
lnformation
lnformation
Al|Reset
Al|Reset
2) Brightness and Sub Brightness



FLOW CHART OF CONTROL FUNCTIONS FOR SEL, UP, DOWN AND EXIT




Note

1. The value of the selected signals by UP and DOWN key is continuously incremented if the input signal is held more than approx. one second. If it's less than one second, the value is incremented by one.
2. EXIT signal initializes the value selected by SEL key. All reset function initializes all the values adjusted already.
3. No key input for more than ten seconds shall be regarded "Time out".

<Brightness adjustment>

<Contrast adjustment>

<Position adjustment>

<All Reset>


Notes 1. The value of the selected signals by UP and DOWN key is continuously incremented if the input signal is held more than approx. one second. If it's less than one second, the value is incremented by one.
2. EXIT signal initializes the value selected by SEL key. All reset function initializes all the values adjusted already.
3. No key input for more than ten seconds shall be regarded "Time out".

## PRESET TIMINGNS

The 19 kinds of timings below are already programmed in this module. The input synchronous signals are automatically recognized.

| No. | Display size | Vsync <br> (Hz) | Hsync <br> (kHz) | $\begin{gathered} \text { Dot CLK } \\ (\mathrm{MHz}) \end{gathered}$ | V Pulse <br> (H) | V <br> B. Porch <br> (V) | $\begin{aligned} & \text { H Pulse } \\ & \text { (DOTCLK) } \end{aligned}$ | $\begin{gathered} \text { H } \\ \text { B. Porch } \\ \text { (DOTCLK) } \end{gathered}$ | Sync <br> Logic V, <br> H | Remark |
| :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: |
| 1 | $640 \times 480$ | 59.992 | 31.469 | 25.175 | 2 | 33 | 96 | 48 | -, - | VGA |
| 2 | $720 \times 400$ | 70.087 | 31.469 | 28.322 | 2 | 35 | 108 | 45 | +, - | VGA TXT |
| 3 | $800 \times 600$ | 60.317 | 37.879 | 40.000 | 4 | 23 | 128 | 88 | +, + | VESA |
| 4 | $640 \times 480$ | 66.667 | 35.000 | 30.240 | 3 | 39 | 64 | 96 | SonG type A | Macintosh |
| 5 | $640 \times 480$ | 75.000 | 37.500 | 31.500 | 3 | 16 | 64 | 120 | -, - | VESA |
| 6 | $720 \times 400$ | 85.039 | 37.927 | 35.500 | 3 | 42 | 36 | 144 | +, - | VESA Note 1 |
| 7 | $640 \times 480$ | 85.008 | 43.269 | 36.000 | 3 | 25 | 48 | 112 | -, - | VESA Note 1 |
| 8 | $1024 \times 768$ | 60.004 | 48.363 | 65.000 | 6 | 29 | 136 | 160 | -, - | VESA |
| 9 | $800 \times 600$ | 75.000 | 46.875 | 49.500 | 3 | 21 | 80 | 160 | +, + | VESA |
| 10 | $832 \times 624$ | 74.565 | 49.735 | 57.283 | 3 | 39 | 64 | 224 | SonG <br> type A | Macintosh |
| 11 | $800 \times 600$ | 85.061 | 53.674 | 56.250 | 3 | 27 | 64 | 152 | +, + | VESA Note 1 |
| 12 | $1024 \times 768$ | 70.069 | 56.476 | 75.000 | 6 | 29 | 136 | 144 | -, - | VESA |
| 13 | $1024 \times 768$ | 75.029 | 60.023 | 78.750 | 3 | 28 | 96 | 176 | -, - | VESA |
| 14 | $1280 \times 1024$ | 60.020 | 63.981 | 108.000 | 3 | 38 | 112 | 248 | +, + | VESA |
| 15 | $1152 \times 900$ | 60.003 | 61.846 | 94.500 | 4 | 31 | 128 | 208 | CS(-) | SUN Note 1 |
| 16 | $1024 \times 768$ | 77.068 | 62.040 | 84.375 | 4 | 31 | 128 | 176 | CS(-) | SUN Note 1 |
| 17 | $1280 \times 1024$ | 67.189 | 71.691 | 117.000 | 8 | 33 | 112 | 224 | CS(-) | SUN |
| 18 | $1152 \times 900$ | 76.149 | 71.809 | 108.000 | 8 | 33 | 128 | 192 | CS(-) | SUN Note 1 |
| 19 | $1280 \times 1024$ | 75.025 | 79.976 | 135.000 | 3 | 38 | 144 | 248 | +, + | VESA |

Note 1. Out of specification. These modes are less display quality than other guaranteed modes.

Even if the preset timing is entered, a little adjustment of the functions such as Horizontal period, CLK-delay and display position, are required. The adjusted values are memorized in every preset No.
This module recognizes the synchronous signals with near preset timing of the frequency of Hsync, Vsync, even in the case that the signals other than the preset timing that were entered. For instance, it is displayed with presetting number 5 in the case of $640 \times 480$ dot, Hsync: 37.861 kHz , Vsync: 72.809 Hz an example).

Adopt the evaluation, because adjustment may not fit, in the case that the magnifying ratio differs, in the case that you use it with except for the display timing that was preset.
2. Sync on Green signal type
(1) SonG type A

There are no Hsync pulses in Vsync Period.

(2) SonG type B

There are Hsync pulses in Vsync Period.

<1> Display level, <2> Black level period, <3> Vsync period, <4> Hsync pulse (equivalent)

## DDC FUNCTION

The usage of this function is based on VESA ${ }^{T M}$, DDC $^{\text {TM }}$ and EDID ${ }^{T M}$.

- How to set up by WPRT signal
- Writing mode: WPRT = GND
- Reading mode: WPRT = Open

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In the writing mode, LEDON and LEDOFF signals output alternately " H " and " L ", and LEDs blink alternately.

Please write data into necessary addresses in advance, when you use this function. Data " 55 H " is set in the address " 00 H " when the module is shipped. The input equivalent circuit diagram is as follows.
[Internal circuit diagram]


DPMS

This function is corresponding to VESA DPMS ${ }^{\text {TM }}$ Standard.

| VESA DPMS Standard |  |  |  |  |  | NL128102AC23-02A |  |
| :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: |
| State | Signal |  |  | Power saving | Recovery time | Power saving | Recovery time |
|  | Horizontal | Vertical | Video |  |  |  |  |
| On | Pulses | Pulses | Active | None | Not applicable | None | Not applicable |
| Stand-by | No pulses | Pulses | Blanked | Minimum | Short | Maximum | Short |
| Suspend | Pulses | No pulses | Blanked | Substantial | Longer | Maximum | Short |
| Off | No pulses | No pulses | Blanked | Maximum | System dependent | Maximum | Short |

INPUT SIGNAL TIMING
(1) SXGA Mode (Standard)

| Name |  | Symbol | MIN. | TYP. | MAX. | Unit | Remark |
| :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: |
| CLK | Frequency | 1/tc | $95.0$ | $\begin{gathered} 108.0 \\ 9.3 \end{gathered}$ | $\begin{gathered} 135.0 \\ \hline \end{gathered}$ | $\begin{gathered} \mathrm{MHz} \\ \mathrm{~ns} \end{gathered}$ | SXGA standard |
|  | Rise/Fall | tcrf | - | - | 10 | ns | - |
|  | Pulse-width | tc/tcl | 0.4 | 0.5 | 0.6 | - | - |
| Hsync | Period | th | $12.3$ | $\begin{gathered} 15.630 \\ 1688 \end{gathered}$ | $17.0$ | $\begin{gathered} \mu \mathrm{s} \\ \text { CLK } \end{gathered}$ | 63.981 kHz (TYP.) |
|  | Display | thd | - | $\begin{gathered} 11.852 \\ 1280 \end{gathered}$ | $\begin{aligned} & \text { - } \\ & \text { - } \end{aligned}$ | $\begin{gathered} \mu \mathrm{s} \\ \mathrm{CLK} \end{gathered}$ | - |
|  | Front-porch | thf | $10$ | $\begin{gathered} 0.444 \\ 48 \end{gathered}$ | $\begin{aligned} & - \\ & - \end{aligned}$ | $\begin{gathered} \mu \mathrm{s} \\ \mathrm{CLK} \end{gathered}$ | - |
|  | Pulse-width | thp | $16$ | $\begin{gathered} 1.037 \\ 112 \end{gathered}$ | - | $\begin{gathered} \mu \mathrm{s} \\ \text { CLK } \end{gathered}$ | - |
|  | Back-porch | thb | $\begin{aligned} & 1.0 \\ & 94 \end{aligned}$ | $\begin{gathered} 2.296 \\ 248 \end{gathered}$ | - | $\begin{gathered} \mu \mathrm{s} \\ \text { CLK } \end{gathered}$ | Note |
|  | Pulse-width +Back-porch | thbp | 1.8 | - | - | $\mu \mathrm{s}$ | - |
|  | V-Hsync hold/setup time | thvh | 4 | - | - | CLK | - |
|  |  | thvs | 1 | - | - | CLK | - |
|  | Rise/Fall | thrf | - | - | 10 | ns | - |
| Vsync | Period | tv | $13.3$ | $\begin{gathered} 16.661 \\ 1066 \end{gathered}$ | $18.5$ | $\begin{gathered} \mathrm{ms} \\ \mathrm{H} \end{gathered}$ | 60.020 Hz (TYP.) |
|  | Display | tvd | - | $\begin{gathered} 16.005 \\ 1024 \end{gathered}$ | $\begin{aligned} & - \\ & - \end{aligned}$ | $\begin{gathered} \mathrm{ms} \\ \mathrm{H} \end{gathered}$ | - |
|  | Front-porch | tvf | $\overline{1}$ | $\begin{gathered} 0.016 \\ 1 \end{gathered}$ | - | $\begin{gathered} \mathrm{ms} \\ \mathrm{H} \end{gathered}$ | - |
|  | Pulse-width | tvp | $-$ | $\begin{gathered} 0.047 \\ 3 \end{gathered}$ | - | $\begin{gathered} \mathrm{ms} \\ \mathrm{H} \end{gathered}$ | - |
|  | Back-porch | tvb | $-$ | $\begin{gathered} 0.594 \\ 38 \end{gathered}$ | - | $\underset{\mathrm{H}}{\mathrm{~ms}}$ | - |

Note Minimum value of Back-porch (thb) must be satisfied with both $1.0 \mu$ s and 44 CLK.


INPUT SIGNAL AND DISPLAY POSITION
(1) SXGA Standard Timing

Pixels

| D (0, 0) | D (0, 1) | D (0, 2) | -•• | -•• | D (0, 1279) |
| :---: | :---: | :---: | :---: | :---: | :---: |
| D (1, 0) | D (1, 1) | D (1, 2) | $\cdots$ | -•• | D (1, 1279) |
| D (2, 0) | D (2, 1) | D (2, 2) | -•• | -•• | D (2, 1279) |
| - | - | - |  |  | - |
| - | - | - |  |  | - |
| - | - | - |  |  | - |
| - | - | - |  |  | - |
| D (1023, 0) | D (1023, 1) | D (1023, 2) | -•• | -• | D (1023, 1279) |



Remark The tda should be more than 4 ns .

## EXPANSION FUNCTION (REFERENCE)

## (1) How to use expansion mode

Expansion mode is a function to expand screen. For example, VGA signal has $640 \times 480$ pixels. But, if the display data can expanded to 2.0 times vertically and horizontally,VGA screen image can be displayed fully on the screen of SXGA resolution.
This LCD module has the function that expands vertical direction as shown in the following table. And expanding horizontal direction is possible by setting input CLK frequency equivalent to the magnification. It is necessary to make this CLK outside of this LCD module.
Please adopt this mode after evaluating display quality, because the appearance in the expansion mode is happened to be relatively bad in some cases.

The followings show the display magnifications for each mode.

| Input display | Number of pixels | Magnification |  |
| :---: | :---: | :---: | :---: |
|  |  | Vertical | Horizontal Note |
| SXGA | $1280 \times 1024$ | 1 | 1 |
| XGA | $1024 \times 768$ | 1.25 | 1.25 |
| SVGA | $800 \times 600$ | 1.6 | 1.6 |
| VGA | $640 \times 480$ | 2.0 | 2.0 |
| VGA text | $720 \times 400$ | 2.5 | 1.7 |
| MAC | $832 \times 624$ | 1.6 | 1.5 |

Note The horizontal magnification multiples the input clock (CLK).
Input CLK = system CLK $\times$ horizontal magnification.

Example In case of SXGA and VGA, CLK frequency can be decided as follows.
SXGA: (system CLK (108.0 MHz)) $\times 1.0=108.0 \mathrm{MHz}$.
VGA : (system CLK (25.175 MHz)) $\times 2.0=50.35 \mathrm{MHz}$.

## (2) Setting serial data for expansion

| Input signal |  |  |  |  |  |  |  | Module serial-data setting |  |  |
| :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: |
| Mode | System <br> CLK <br> [MHz] | Hsync <br> [kHz] | Vsync$[\mathrm{Hz}]$ | Horizontal |  | Vertical |  | HSE | HD | VD |
|  |  |  |  | Count <br> Number [CLK] | $\begin{gathered} \text { DSP } \\ \text { [CLK] } \end{gathered}$ | Count <br> Number $[\mathrm{H}]$ | $\begin{gathered} \text { DSP } \\ {[\mathrm{H}]} \end{gathered}$ | Calculation formula |  |  |
|  |  |  |  | (A) | (B) | - | (C) | (A) $\times$ <br> Ver.magni | (B) $\times$ <br> Hor.magni | $=(\mathrm{C})$ |
| $\begin{gathered} \text { SXGA } \\ (1280 \times \\ 1024) \end{gathered}$ | $\begin{aligned} & 108.0 \\ & 117.0 \\ & 125.0 \\ & 130.076 \\ & 135.0 \\ & 135.0 \end{aligned}$ | $\begin{aligned} & 63.981 \\ & 71.691 \\ & 75.120 \\ & 76.968 \\ & 78.125 \\ & 79.976 \end{aligned}$ | $\begin{gathered} 60.02 \\ 67.189 \\ 71.204 \\ 72.000 \\ 72.005 \\ 75.025 \end{gathered}$ | $\begin{aligned} & 1688 \\ & 1632 \\ & 1664 \\ & 1690 \\ & 1728 \\ & 1688 \end{aligned}$ | $\begin{aligned} & 360 \\ & 336 \\ & 352 \\ & 378 \\ & 384 \\ & 392 \end{aligned}$ | $\begin{aligned} & 1066 \\ & 1067 \\ & 1055 \\ & 1069 \\ & 1085 \\ & 1066 \end{aligned}$ | $\begin{aligned} & 41 \\ & 41 \\ & 28 \\ & 42 \\ & 58 \\ & 41 \end{aligned}$ | (A) $\times 1$ | (B) $\times 1$ |  |
| $\begin{gathered} \text { XGA } \\ (1024 \times 768) \end{gathered}$ | $\begin{array}{\|l} 65^{*} \\ 75^{*} \\ 78.75^{*} \end{array}$ | $\begin{aligned} & 48.363 \\ & 56.476 \\ & 60.023 \end{aligned}$ | $\begin{aligned} & 60.004 \\ & 70.069 \\ & 75.029 \end{aligned}$ | $\begin{aligned} & 1344 \\ & 1328 \\ & 1312 \end{aligned}$ | $\begin{aligned} & 296 \\ & 280 \\ & 272 \end{aligned}$ | $\begin{aligned} & 806 \\ & 806 \\ & 800 \end{aligned}$ | $\begin{aligned} & 35 \\ & 35 \\ & 31 \end{aligned}$ | (A) $\times 1.25$ | (B) $\times 1.25$ |  |
| $\begin{gathered} \text { MAC } \\ (832 \times 624) \end{gathered}$ | 57.283* | 49.725 | 74.5 | 1152 | 288 | 667 | 42 | $(\mathrm{A}) \times 1.5$ | (B) $\times 1.5$ |  |
| $\begin{gathered} \text { SVGA } \\ (800 \times 600) \end{gathered}$ | $\begin{aligned} & 36^{*} \\ & 40^{*} \\ & 50^{*} \\ & 49.5^{*} \end{aligned}$ | $\begin{aligned} & 35.156 \\ & 37.879 \\ & 48.077 \\ & 46.875 \end{aligned}$ | $\begin{gathered} 56.25 \\ 60.317 \\ 72.188 \\ 75 \end{gathered}$ | $\begin{aligned} & 1024 \\ & 1056 \\ & 1040 \\ & 1056 \end{aligned}$ | $\begin{aligned} & 200 \\ & 216 \\ & 184 \\ & 240 \end{aligned}$ | $\begin{aligned} & 625 \\ & 628 \\ & 666 \\ & 666 \end{aligned}$ | $\begin{aligned} & 24 \\ & 27 \\ & 29 \\ & 24 \end{aligned}$ | $(\mathrm{A}) \times 1.6$ | (B) $\times 1.6$ | $=(\mathrm{C})$ |
| $\begin{gathered} \text { VGA } \\ (640 \times 480) \end{gathered}$ | $\begin{aligned} & 25.175^{\star} \\ & 31.5^{\star} \\ & 31.5^{\star} \\ & 30.24^{*} \end{aligned}$ | $\begin{gathered} 31.469 \\ 37.861 \\ 37.5 \\ 35.0 \end{gathered}$ | $\begin{gathered} 59.94 \\ 72.809 \\ 75 \\ 66.667 \end{gathered}$ | $\begin{aligned} & 800 \\ & 832 \\ & 840 \\ & 864 \end{aligned}$ | 144 <br> 168 <br> 184 <br> 160 | $\begin{aligned} & 525 \\ & 520 \\ & 500 \\ & 525 \end{aligned}$ | $\begin{aligned} & 35 \\ & 31 \\ & 19 \\ & 42 \end{aligned}$ | $(\mathrm{A}) \times 2.0$ | (B) $\times 2.0$ |  |
| VGA text $(720 \times 400)$ | 28.322* | 31.469 | 70.087 | 900 | 153 | 449 | 37 | $(\mathrm{A}) \times 1.7$ | (B) $\times 1.7$ |  |
| $\begin{gathered} \text { SUN } \\ (1152 \times 900) \end{gathered}$ | 94.500* | 61.845 | 66.003 | 1528 | 336 | 937 | 35 | $(\mathrm{A}) \times 1.1$ | (A) $\times 1.1$ |  |

*: Standard timings (Please set them up properly for correct expansion).
Note 1. DSP = Display Start Period. DSP is total of "pulse-width" and "back-porch".
2. $H D$ and $V D$ are approximate value. Set $H D$ and $V D$ in case of adjusting display to the screen center.
3. The pulse-width of Hsync, Vsync and Back-porch are the same as SXGA-mode (Standardmode).
(3) Display Image

1. XGA mode $(1024 \times 768)$

2. SVGA mode $(800 \times 600)$

3. VGA mode $(640 \times 480)$

4. VGA text mode $(720 \times 400)$

5. $832 \times 624$ MAC mode $(832 \times 624)$

6. SUN mode ( $1152 \times 900$ )


OPTICAL CHARACTERISTICS

| $\left(\mathrm{T}_{\mathrm{a}}=25^{\circ} \mathrm{C}, \mathrm{V}_{\mathrm{DD}}=12 \mathrm{~V}, \mathrm{~V}_{\text {dD }} \mathrm{B}=12 \mathrm{~V}\right)$ |  |  |  |  |  |  |  |
| :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: |
| Item | Symbol | Condition | Min. | Typ. | Max. | Unit | Remark |
| Luminance | Lvmax | White | 150 | 200 | - | cd/m ${ }^{2}$ | Note 1 |
| Contrast ratio | CR | White/Black, at center | 100 | 200 | - | - | Note 2 |
| Luminance uniformity | - | White | - | 1.20 | 1.30 | - | Note 3 |

## Reference data

| $\left(\mathrm{Ta}=25^{\circ} \mathrm{C}, \mathrm{VdD}=12 \mathrm{~V}, \mathrm{VdDB}=12 \mathrm{~V}\right.$ |  |  |  |  |  |  |  |
| :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: |
| Item | Symbol | Condition | Min. | Typ. | Max. | Unit | Remark |
| Viewing angle range | $\theta \mathrm{R}$ | $C R>10, \theta U=0^{\circ}, \theta \mathrm{D}=0^{\circ}$ | 50 | 60 | - | deg. | Note 4 |
|  | $\theta$ L |  | 50 | 60 | - | deg. |  |
|  | $\theta \mathrm{U}$ | $\mathrm{CR}>10, \theta \mathrm{R}=0^{\circ}, \theta \mathrm{L}=0^{\circ}$ | 35 | 50 | - | deg. |  |
|  | $\theta \mathrm{D}$ |  | 30 | 45 | - | deg. |  |
| Color gamut | C | $\begin{aligned} & \theta \mathrm{R}=0^{\circ}, \theta \mathrm{L}=0^{\circ}, \theta \mathrm{U}=0^{\circ}, \theta \mathrm{D}= \\ & 0^{\circ} \text {, at center, to NTSC } \end{aligned}$ | 50 | 59 | - | \% | - |
| Response time | Ton | White to Black | - | 7 | 12 | ms | Note 5 |
|  | Toff | Black to White | - | 37 | 55 | ms |  |
| Luminance control range | - | Maximum luminance: $100 \%$ | - | 30 to 100 | - | \% | - |

Notes 1. The luminance is measured after 20 minutes from the module works, with all pixels in white. Typical value is measured after luminance saturation.
Display mode: VESA SXGA - 75 Hz

2. The contrast ratio is calculated by using the following formula.

$$
\text { Contrast ratio }(\mathrm{CR})=\frac{\text { Luminance with all pixels in "white" }}{\text { Luminance with all pixels in "black" }}
$$

The Luminance is measured in darkroom.
3. The luminance is measured at near the five points shown below.

4. Definitions of viewing angle are as follows.

5. Definition of response time is as follows.

Photo-detector output signal is measured when the luminance changes "white" to "black".
Response times are Ton and Toff of the photo-detector output amplitude. Ton is the time between $100 \%$ and $10 \%$. Toff is the time between $0 \%$ and $90 \%$.


RELIABILITY TEST

| Test item |  | Test condition |
| :---: | :---: | :---: |
| High temperature/humidity operation | Note 1 | $50 \pm 2^{\circ} \mathrm{C}, 85 \%$ relative humidity 240 hours Display data is black. |
| Heat cycle (operation) | Note 1 | $<1>0^{\circ} \mathrm{C} \pm 3^{\circ} \mathrm{C} \cdots 1$ hour $55^{\circ} \mathrm{C} \pm 3^{\circ} \mathrm{C} \cdots 1$ hour <2> 50 cycles, 4 hours/cycle $<3>$ Display data is black. |
| Thermal shock (non-operation) | Note 1 | $\begin{aligned} <1> & -20^{\circ} \mathrm{C} \pm 3^{\circ} \mathrm{C} \cdots 30 \text { minutes } \\ & 60^{\circ} \mathrm{C} \pm 3^{\circ} \mathrm{C} \cdots 30 \text { minutes } \\ <2> & 100 \text { cycles } \\ <3> & \text { Temperature transition time within } 5 \text { minutes } \end{aligned}$ |
| Vibration (non-operation) | Notes 1, 2 | $<1>5-100 \mathrm{~Hz}, 2 \mathrm{G}$ <br> 1 minute/cycle <br> $X, Y, Z$ direction <br> <2> 50 times each direction |
| Mechanical shock (non-operation) | Notes 1, 2 | $\begin{aligned} <1> & 30 \mathrm{G}, 11 \mathrm{~ms} \\ & X, Y, Z \text { direction } \\ <2> & 3 \text { times each direction } \end{aligned}$ |
| ESD (operation) | Notes 1, 3 | $150 \mathrm{pF}, 150 \Omega, \pm 10 \mathrm{kV}$ <br> 9 places on a panel 10 times each place at one-second intervals |
| Dust (operation) | Note 1 | 15 kinds of dust (JIS Z 8901) <br> Hourly 15 seconds stir, 8 times repeat |

Notes 1. Display function is checked by the same condition as LCD module out-going inspection.
2. Physical damage.
3. Discharge points " $\bullet$ " are shown in the figure.


## GENERAL CAUTIONS

Next figures and sentence are very important. Please understand these contents as follows.

| caution | This figure is a mark that you will get hurt and/or the module will have damages when you make <br> a mistake to operate. |
| :--- | :--- |



This figure is a mark that you will get an electric shock when you make a mistake to operate.

This figure is a mark that you will get hurt when you make a mistake to operate

caution

Do not touch an inverter, on which is stuck a caution label, while the LCD module is under the operation, because of dangerous high voltage.
(1) Caution when taking out the module
a) Pick the pouch only, in taking out module from a carrier box.
(2) Cautions for handling the module
a) As the electrostatic discharges may break the LCD module, handle the LCD module with care against electrostatic discharges.
b)
 As the LCD panel and backlight element are made from fragile glass material, impulse and pressure to the LCD module should be avoided.
c) As the surface of polarizer is very soft and easily scratched, use a soft dry cloth without chemicals for cleaning.
d) Do not pull the interface connectors in or out while the LCD module is operating.
e) Put the module display side down on that horizontal plane.
f) Handle connectors and cables with care.
g) When the module is operating, do not lose CLK, Hsync or Vsync signal. If any one of these signals is lost, the LCD panel would be damaged.
h) The torque to mounting screw should never exceed $0.392 \mathrm{~N} \cdot \mathrm{~m}(4 \mathrm{kgf} \cdot \mathrm{cm})$.
(3) Cautions for the atmosphere
a) Dew drop atmosphere should be avoided.
b) Do not store and/or operate the LCD module in a high temperature and/or high humidity atmosphere. Storage in an electro-conductive polymer packing pouch and under relatively low temperature atmosphere is recommended.
c) This module uses cold cathod fluorescent lamps. Therefore, the life time of lamps becomes short conspicuously at low temperature.
d) Do not operate the LCD module in a high magnetic field.
(4) Caution for the module characteristics
a) Do not apply fixed pattern data signal for a long time to the LCD module at product aging. Applying fixed pattern for a long time may cause image sticking.

## (5) Other cautions

a) Do not disassemble and/or reassemble LCD module.
b) Do not readjust variable resistors or switches, etc.
c) When returning the module for repair or etc, please pack the module not to be broken. We recommend to the original shipping packages.

Liquid Crystal Display has the following specific characteristics. There are not defects or malfunctions.

- The display condition of LCD module may be affected by the ambient temperature.
- The LCD module uses cold cathode tube for backlighting. Optical characteristics, like luminance or uniformity, will change during time.
- Uneven brightness and/or small spots may be noticed depending on different display patterns.

OUTLINE DRAWING: Front View (Unit: mm)


Remark The torque to mounting screw should never exceed $0.392 \cdot \mathrm{Nm}(4 \mathrm{kgf} \cdot \mathrm{cm})$.

OUTLINE DRAWING: Rear View (Unit: mm)


Remark The torque to mounting screw should never exceed $0.392 \cdot \mathrm{Nm}(4 \mathrm{kgf} \cdot \mathrm{cm})$.
[MEMO]

[^1]
[^0]:    <LED status>
    LED1: Brightness
    LED2: Contrast
    LED3: Horizontal display period
    LED4: CLK delay
    LED5: Vertical position
    LED6: Horizontal position
    LED7: Reserve
    LED8: All reset
    LED9: Reserve

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    NEC devices are classified into the following three quality grades:
    "Standard", "Special", and "Specific". The Specific quality grade applies only to devices developed based on a customer designated "quality assurance program" for a specific application. The recommended applications of a device depend on its quality grade, as indicated below. Customers must check the quality grade of each device before using it in a particular application.
    Standard: Computers, office equipment, communications equipment, test and measurement equipment, audio and visual equipment, home electronic appliances, machine tools, personal electronic equipment and industrial robots
    Special: Transportation equipment (automobiles, trains, ships, etc.), traffic control systems, anti-disaster systems, anti-crime systems, safety equipment and medical equipment (not specifically designed for life support)
    Specific: Aircrafts, aerospace equipment, submersible repeaters, nuclear reactor control systems, life support systems or medical equipment for life support, etc.
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