一众显示科技有限公司

TEAM SOURCE DISPLAY TECH. CO, LTD.

TFT-LCD Module Specification

Module NO.: TST043WVBS-139C

Version: V1.0

☐ APPROVAL FOR SPECIFICATION ☐ APPROVAL FOR SAMPLE

For Customer's Acceptance:	
Approved by	**Comment**

Team Source Display:		
Presented by	**Reviewed by**	**Organized by**

Version No.	Date	Content	Remark
V1.0	2023-12-21	Initial Release	

CONTENTS

1 General Characteristics

1.1 Introduction

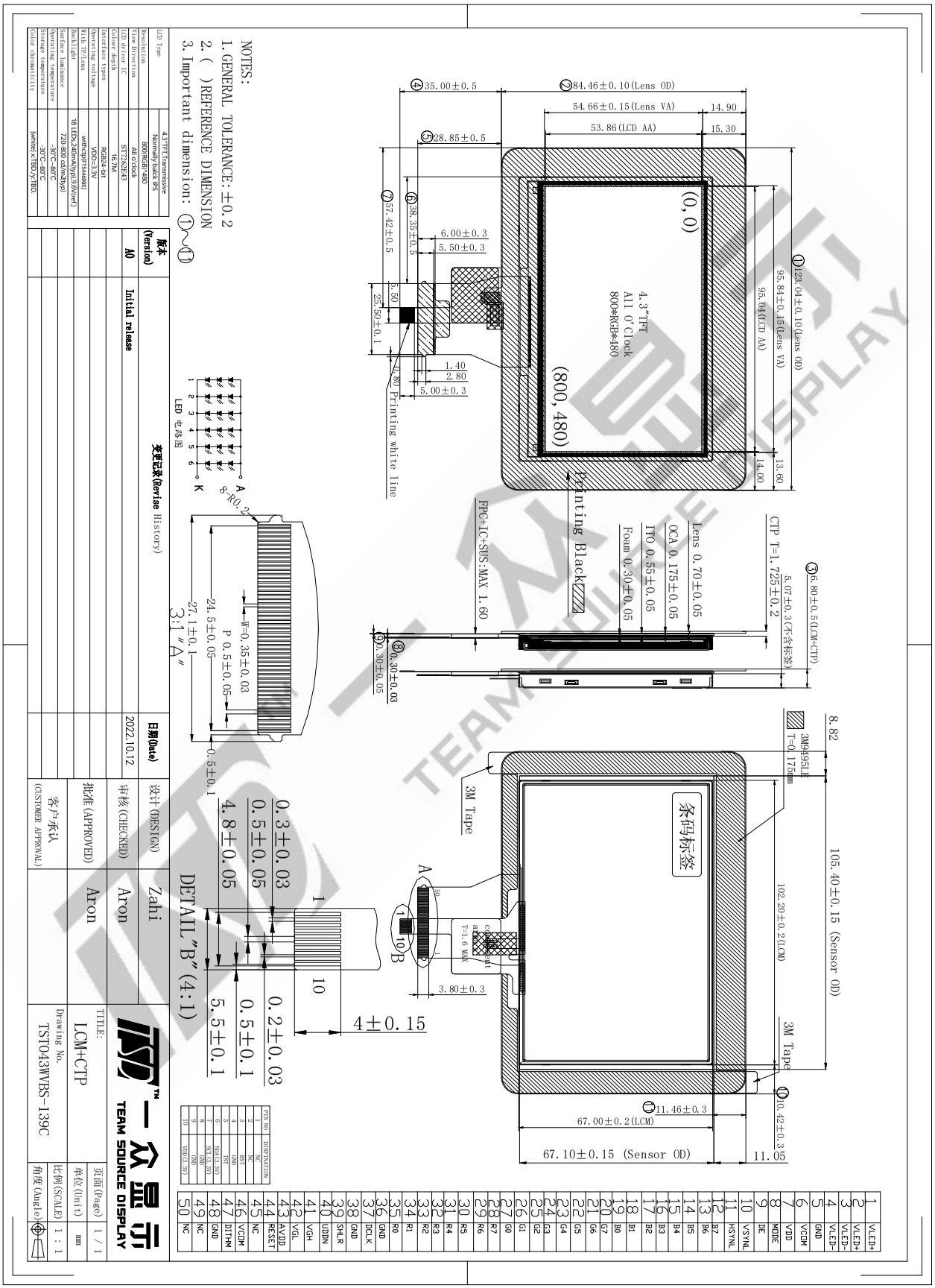
TST043WVBS-139C is a transmission type color active matrix liquid crystal display (LCD), using amorphous thin film transistor (TFT) as a switching device. This product is composed of TFT LCD panel, driver IC, FPC, backlight and capacitive touch screen. The active display area is a 4.3-inch measurement on the diagonal, with a native resolution of 800 * RGB * 480. 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	-
LCD Size	4.3	inch
Resolution (W x H)	800x (RGB) × 480	pixel
Outline size	123.040(H) x 84.46(V) x6.80(T)	mm
Active Area	95.04 (H) x 53.86 V)	mm
Pixel Pitch	0.1188(H) × 0.1122(V)	mm
Viewing Direction	ALL o'clock	-
Color Depth	16.7M	-
Pixel Arrangement	RGB-stripe	-
Backlight Type	18 LEDs，240mA	-
Surface Luminance	800(TYP)	cd/m²
LCD Driver IC	ST7262E43	-
Interface Type	RGB24-bit	-
Input Voltage	VDD=3.3	V
With/Without TP or Lens	With Ctp(IC:FT5446DQS)	-
Weight	TBD	g

Note 1: RoHS compliant
Note 2: LCM weight tolerance: ± 5%.

2 Outline drawing



3 Interface description

Pin No.	Symbol	I/O	Function	Remark
1	V_{LED+}	P	Power for LED backlight (Anode)	
2	V_{LED+}	P	Power for LED backlight (Anode)	
3	V_{LED-}	P	Power for LED backlight (Cathode)	
4	V_{LED-}	P	Power for LED backlight (Cathode)	
5	GND	P	Power ground	
6	V_{COM}	I	Common voltage	
7	V_{DD}	P	Power for Digital Circuit	
8	MODE	I	DE/SYNC mode select	
9	DE	I	Data Input Enable	
10	VSYNC	I	Vertical Sync Input	
11	HSYNC	I	Horizontal Sync Input	
12	B7	I	Blue data(MSB)	
13	B6	I	Blue data	
14	B5	I	Blue data	
15	B4	I	Blue data	
16	B3	I	Blue data	
17	B2	I	Blue data	
18	B1	I	Blue data	
19	B0	I	Blue data(LSB)	
20	G7	I	Green data(MSB)	
21	G6	I	Green data	
22	G5	I	Green data	
23	G4	I	Green data	
24	G3	I	Green data	
25	G2	I	Green data	
26	G1	I	Green data	
27	G0	I	Green data(LSB)	

28	R7	I	Red data(MSB)	
29	R6	I	Red data	
30	R5	I	Red data	
31	R4	I	Red data	
32	R3	I	Red data	
33	R2	I	Red data	
34	R1	I	Red data	
35	R0	I	Red data(LSB)	
36	GND	P	Power Ground	
37	DCLK	I	Sample clock	
38	GND	P	Power Ground	
39	SHLR	I	Left / right selection	
40	UDDN	I	Up/down selection	
41	V_{GH}	P	Gate ON Voltage	
42	V_{GL}	P	Gate OFF Voltage	
43	AV_{DD}	P	Power for Analog Circuit	
44	RESET	I	Global reset pin.	
45	NC	-	No connection	
46	V_{COM}	I	Common Voltage	
47	DITHB	I	Dithering function	
48	GND	P	Power Ground	
49	NC	-	No connection	
50	NC	-	No connection	

I: input, O: output, P: Power

Note 1: DE/SYNC mode select. Normally pull high.

When select DE mode, MODE="1", VS and HS must pull high.

When select SYNC mode, MODE= "0", DE must be grounded.

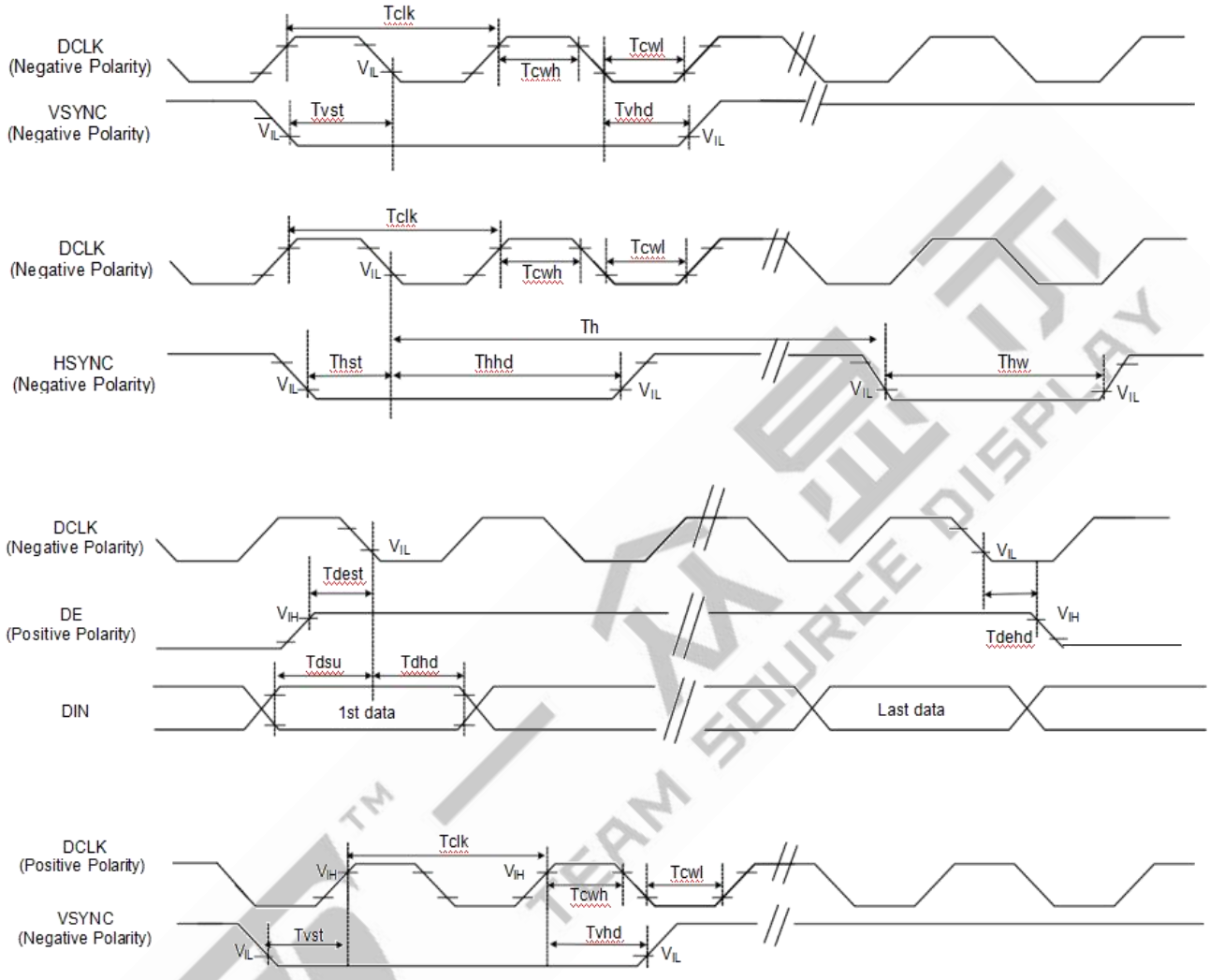
Note 2: When input 18 bits RGB data, the two low bits of R,G and B data must be grounded.

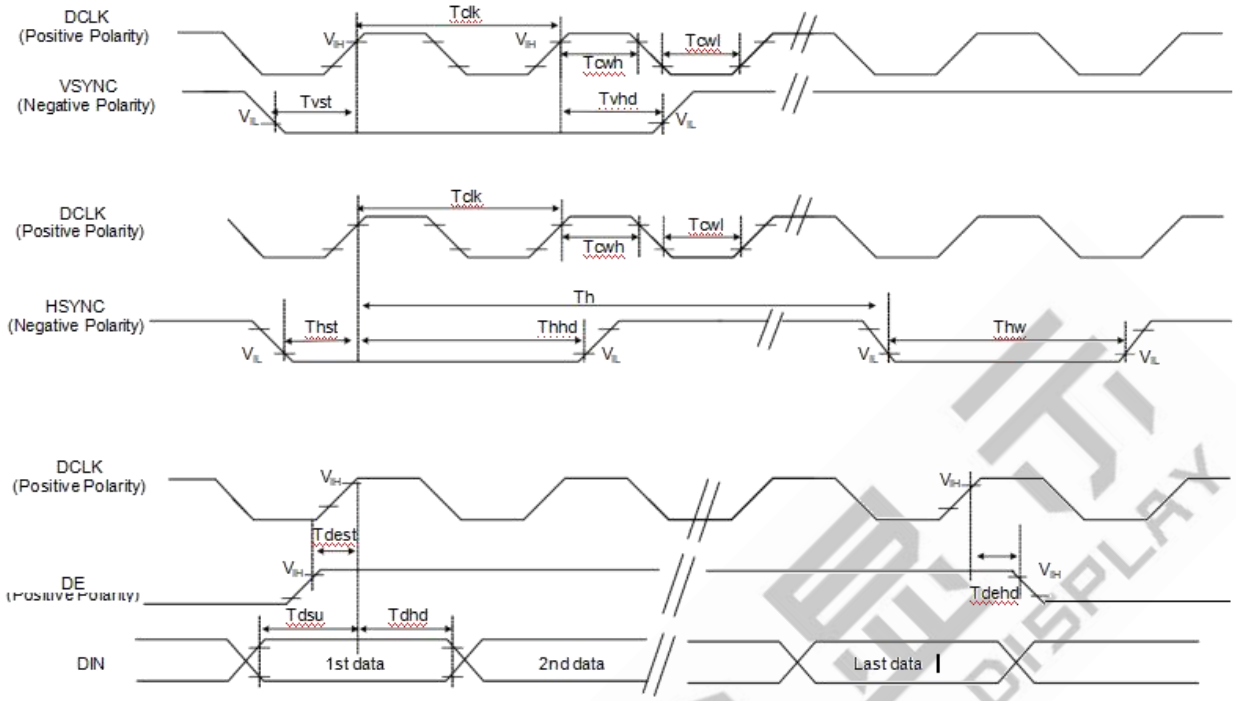
Note 3: Data shall be latched at the falling edge of DCLK.

Note 4: Selection of scanning mode

4 AC Characteristics and RGB Input Timing

4.1 System Bus Timing for RGB Interface





Item	Symbol	Min.	Typ.	Max.	Unit	Conditions	
CLK Pulse Duty	Tcw	40	50	60	%		
VSYNC Setup Time	Tvst	-	-	10	ns		
VSYNC Hold Time	Tvhd	-	-	10	ns		
HSYNC Setup Time	Thst	-	-	10	ns		
HSYNC Hold Time	Thhd	-	-	10	ns		
Data Setup Time	Tdsu	-	-	10	ns		
Data Hold Time	Tdhd	-	-	10	ns		
DE Setup Time	Tdest	-	-	10	ns		
DE Hold Time	Tdehd	-	-	10	ns		

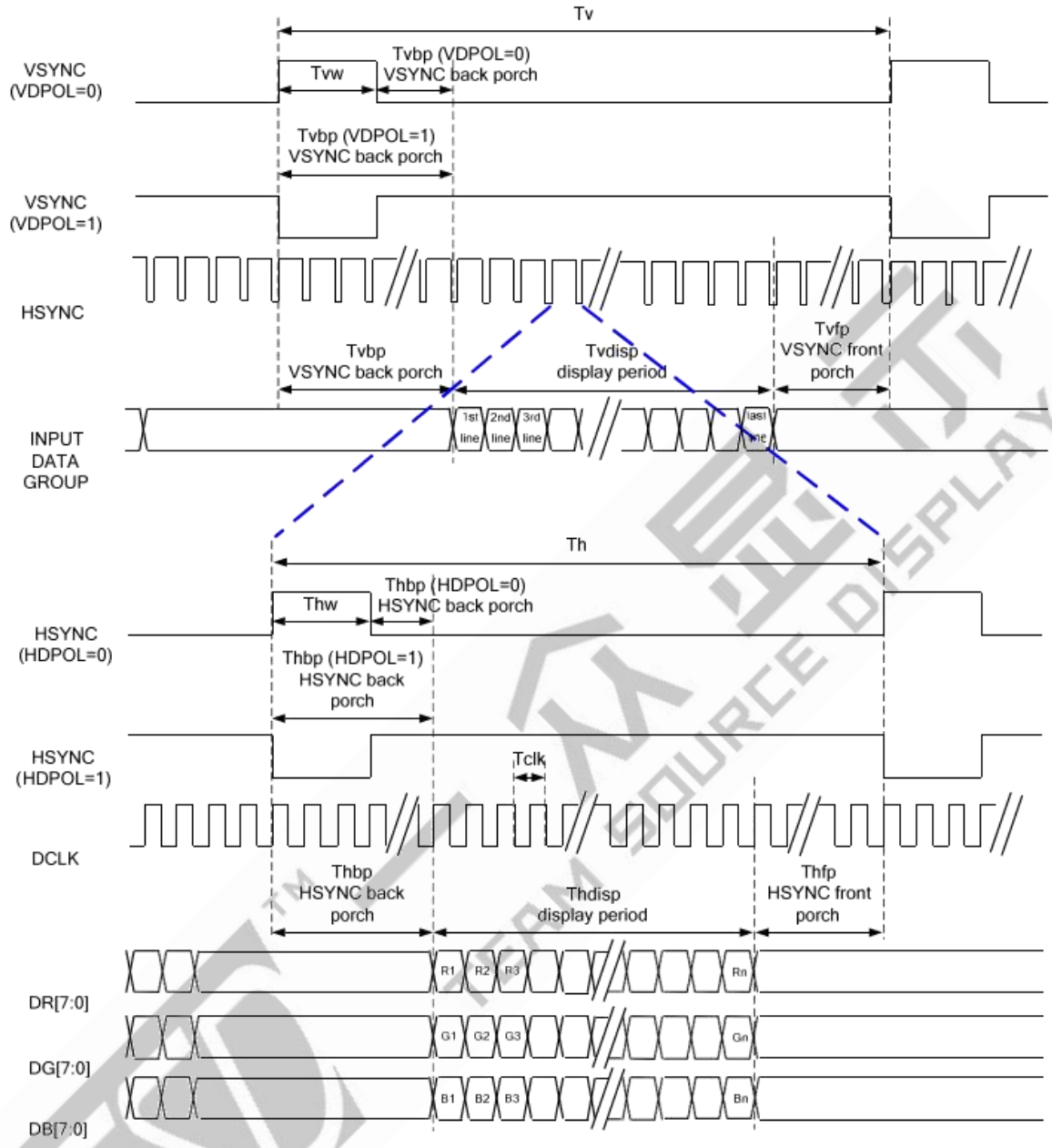
4.2 RGB Input Timing

Parallel 24-bit RGB Timing Table

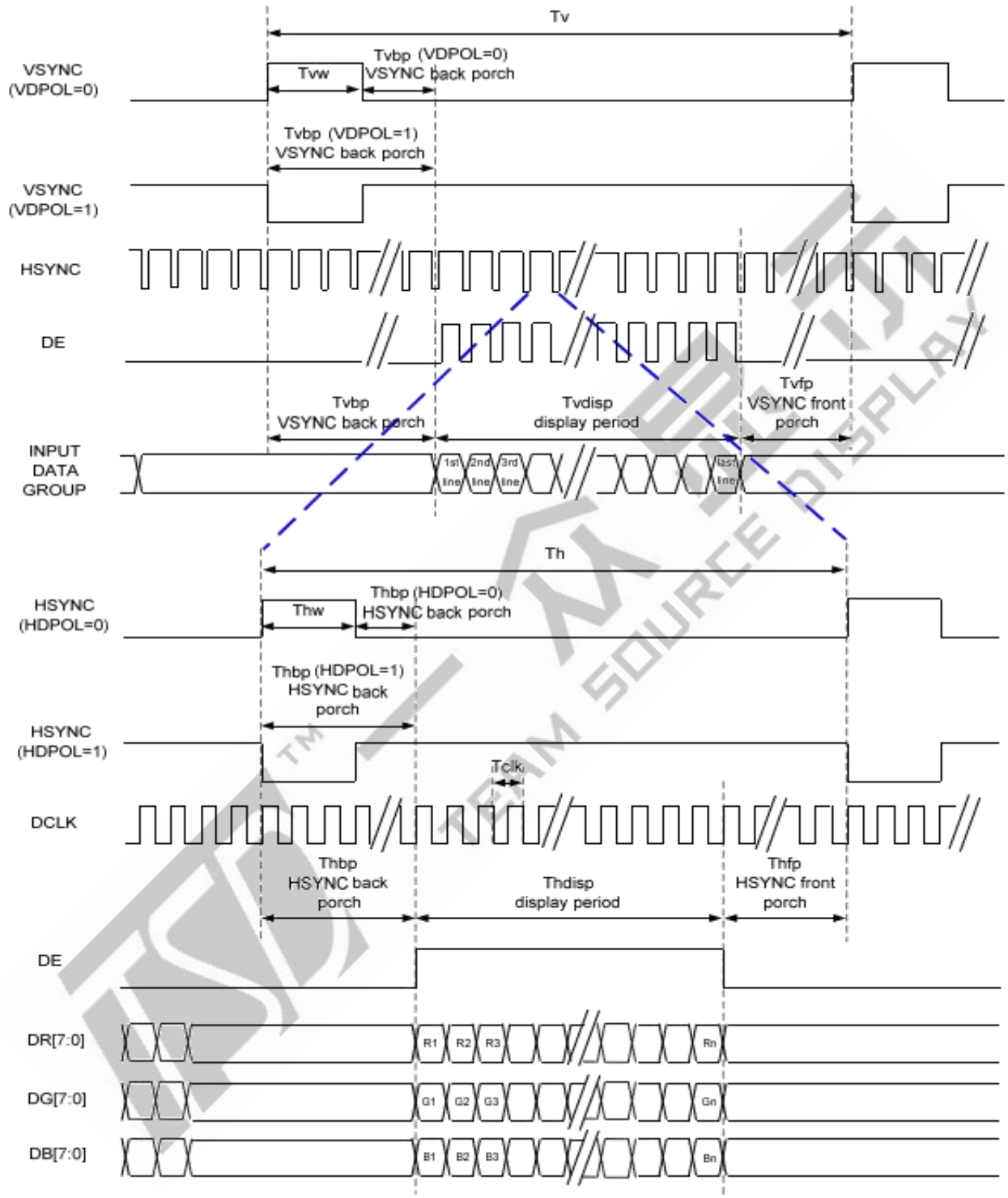
Parallel 24-bit RGB Input Timing (PVDD=PVDD1=VDD=VDDI= 3.3V, AGND= 0V, TA=25 C)

Parallel 24-bit RGB Interface Timing Table							
Item		Symbol	Min.	Typ.	Max.	Unit	Remark
DCLK Frequency		Fclk	23	25	27	MHz	
HSYNC	Period Time	Th	808	816	896	DCLK	
	Display Period	Thdisp		800		DCLK	
	Back Porch	Thbp	4	8	48	DCLK	
	Front Porch	Thfp	4	8	48	DCLK	
	Pulse Width	Thw	2	4	8	DCLK	
VSYNC	Period Time	Tv	488	496	504	HSYNC	
	Display Period	Tvdisp		480		HSYNC	
	Back Porch	Tvbp	4	8	12	HSYNC	
	Front Porch	Tvfp	4	8	12	HSYNC	
	Pulse Width	Tvw	2	4	8	HSYNC	

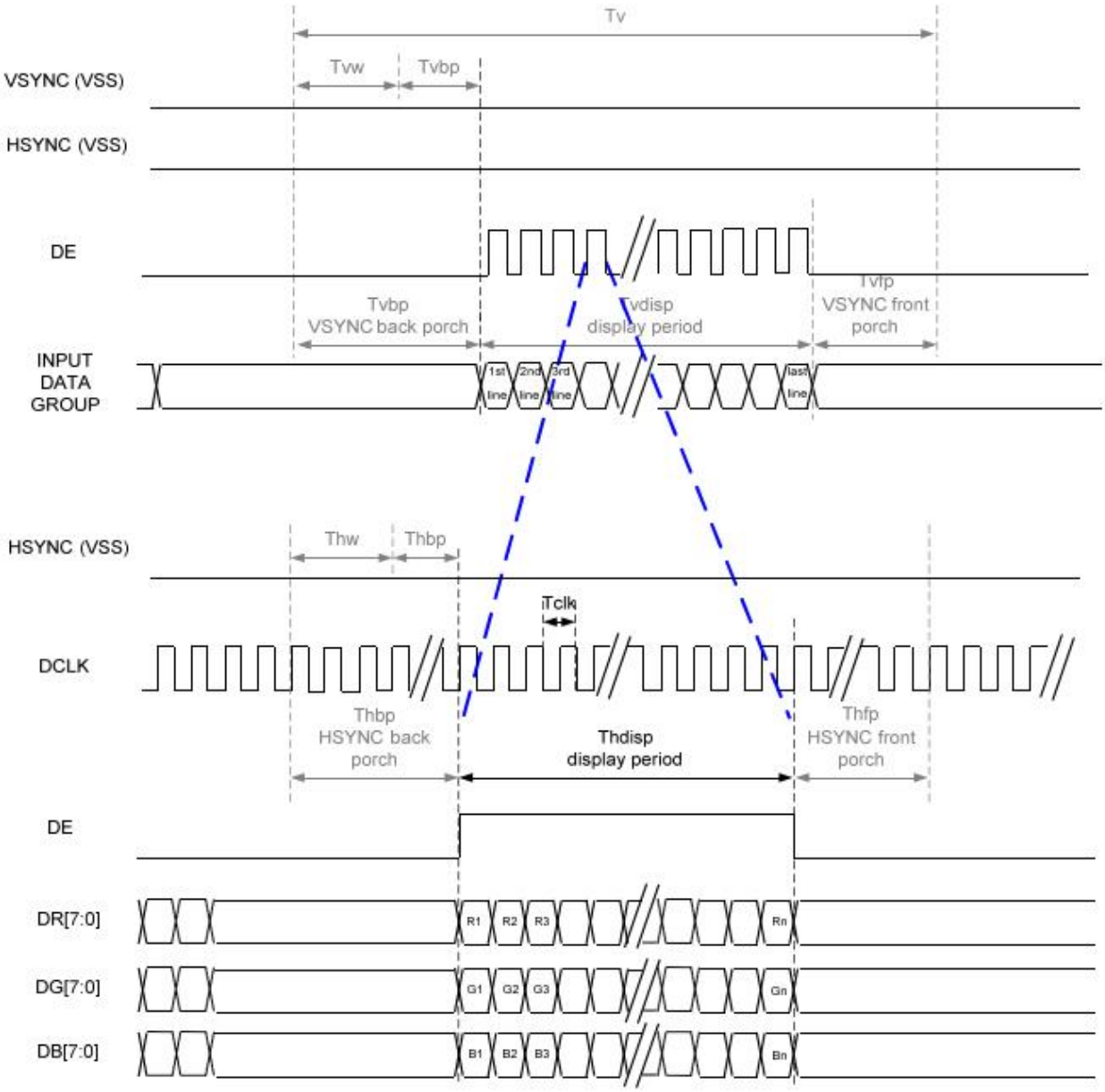
SYNC Mode


Tv
VSYNC (VDPOL=0)
Tvw
Tvbp (VDPOL=0) VSYNC back porch
Tvbp (VDPOL=1) VSYNC back porch
VSYNC (VDPOL=1)
HSYNC
Tvbp VSYNC back porch
Tvdisp display period
Tvfp VSYNC front porch
INPUT DATA GROUP
1st line
2nd line
3rd line
last line
Th
Thw
Thbp (HDPOL=0) HSYNC back porch
HSYNC (HDPOL=0)
Thbp (HDPOL=1) HSYNC back porch
HSYNC (HDPOL=1)
Tclk
DCLK
Thbp HSYNC back porch
Thdisp display period
Thfp HSYNC front porch
DR[7:0]
R1
R2
R3
Rn
DG[7:0]
G1
G2
G3
Gn
DB[7:0]
B1
B2
B3
Bn

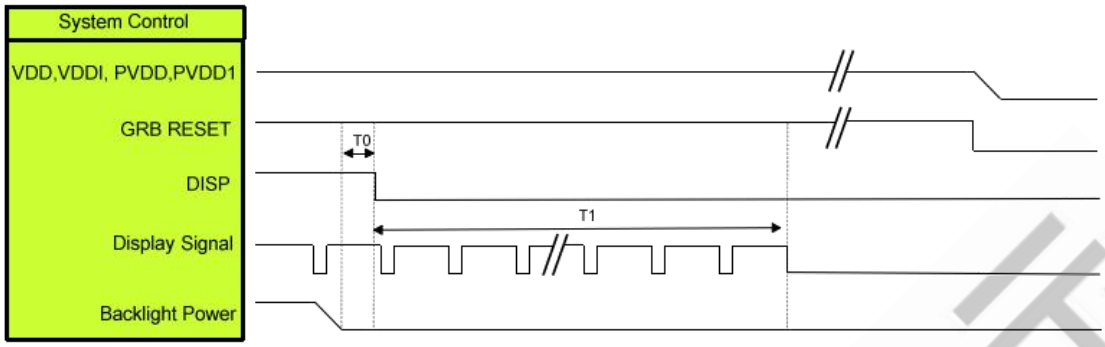
SYNC-DEMode


Tv
VSYNC (VDPOL=0)
Tvw
Tvbp (VDPOL=0) VSYNC back porch
Tvbp (VDPOL=1) VSYNC back porch
VSYNC (VDPOL=1)
HSYNC
DE
Tvbp VSYNC back porch
Tvdisp display period
Tvfp VSYNC front porch
INPUT DATA GROUP
1st line
2nd line
3rd line
last line
Th
HSYNC (HDPOL=0)
Thw
Thbp (HDPOL=0) HSYNC back porch
Thbp (HDPOL=1) HSYNC back porch
HSYNC (HDPOL=1)
Tclk
DCLK
Thbp HSYNC back porch
Thdisp display period
Thfp HSYNC front porch
DE
DR[7:0]
R1
R2
R3
Rn
DG[7:0]
G1
G2
G3
Gn
DB[7:0]
B1
B2
B3
Bn

DE Mode


Tv
Tvw
Tvbp
VSYNC (VSS)
HSYNC (VSS)
DE
Tvbp
VSYNC back porch
Tvdisp
display period
Tvfp
VSYNC front
porch
INPUT
DATA
GROUP
1st line
2nd line
3rd line
last line
HSYNC (VSS)
Thw
Thbp
iTclk
DCLK
Thbp
HSYNC back
porch
Thdisp
display period
Thfp
HSYNC front
porch
DE
DR[7:0]
R1
R2
R3
Rn
DG[7:0]
G1
G2
G3
Gn
DB[7:0]
B1
B2
B3
Bn

4.3 Power Off sequence

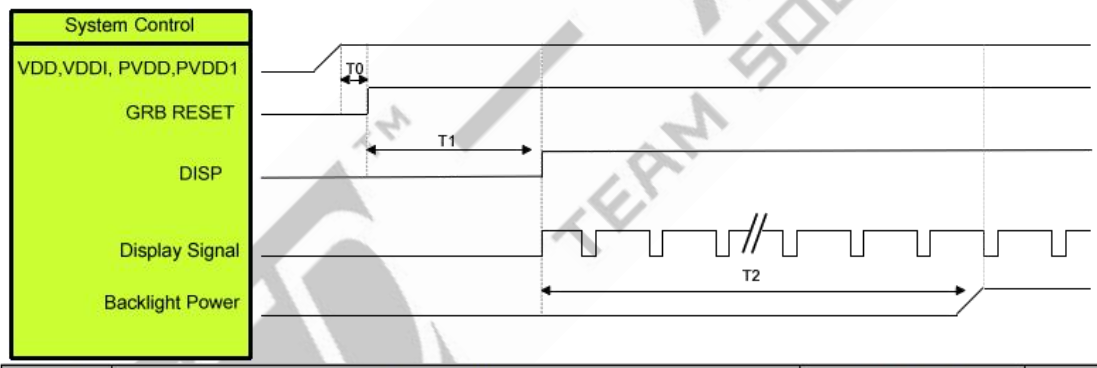


Symbol	Description	Min. Time	Unit
T0	Backlight Power off to DISP="Low"	5	ms
T1	DISP="Low" to IC internal voltage discharge complete	100	ms

Note: RGB interface Display signal: DCLK; VSYNC; HSYNC; DE; DR[7:0]; DG[7:0]; DB[7:0]

Note: LVDS interface Display signal: DCLK P/N; RX[3:0]P/N

4.4 Power On Sequence



Symbol	Description	Min. Time	Unit
T0	System power stability to GRB RESET signal	0	ms
T1	GRB RESET= "High" to DISP="High"	10	ms
T2	Display Signal output to Backlight Power on	250	ms

Note: RGB interface Display signal: DCLK; VSYNC; HSYNC; DE; DR[7:0]; DG[7:0]; DB[7:0]

Note: LVDS interface Display signal: DCLK P/N; RX[3:0]P/N

5 Absolute Maximum Ratings

PARAMETER	SYMBOL	MIN	MAX	UNIT
Supply Voltage (Analog)	VDD~GND	-0.3	4.6	V
Operating Temperature	TOP	-20	70	° C
Storage Temperature	TST	-30	80	° C

Humidity	RH	-	90%(Max 60° C)	RH

6 Electrical Characteristics

PARAMETER	SYMBOL	MIN	TYP	MAX	UNIT
Analog operating voltage	VDD	3.0	3.3	3.6	V
Input Current	IDD	-	TBD	-	mA
Input Voltage ' H ' level	VIH	0.7*VDD	-	VDD	V
Input Voltage ' L ' level	VIL	0	-	0.3*VDD	
Output Voltage ' H ' level	VOH	VDD-0.4	-	VDD	
Output Voltage ' L ' level	VOL	0	-	0.4	

7 Backlight Characteristics

ITEM	SYMBOL	MIN	TYP	MAX	UNIT
Voltage for LED backlight	V_f	-	9.3	-	V
Current for LED backlight	I_f	-	240	-	mA
Power consumption	Wbl	-	2232	-	mW
Uniformity	Avg	80	-	-	%
LED Life Time	-	30000	50000	-	Hrs

Note:

1.The LED life time is defined as the module brightness decrease to 50% original brightness at Ta=25°C, 60%RH ±5 %.

2. The life time of LED will be reduced if LED is driven by high current, high ambient temperature and humidity conditions.

3. Typical operating life time is an estimated data.

4. Permanent damage to the device may occur if maximum values are exceeded or reverse voltage is loaded .Functional operation should be restricted to the conditions described under normal operating conditions.

8 LCD Optical specifications

Item	Symbol	Condition	Specification			Unit	Remark
			Min	Typ	Max		
Response time (By Quick)	Tr+Tf	θ = 0°	-	30	30	ms	Note 5
Contrast ratio	CR	θ = 0°	-	1200	-		Note 2,6
Viewing angle	Top	CR≧10	-	80	-	Deg.	Note 2,6,7
	Bottom	CR≧10	-	80	-		
	Left	CR≧10	-	80	-		
	Right	CR≧10	-	80	-		
Color chromaticity (CF only with ITO, light source is C light, CIE 1931)	Wx	θ = 0°	-0.03	0.33	+0.03		Note 3
	Wy			0.38			
	Rx			0.60			
	Ry			0.36			
	Gx			0.34			
	Gy			0.60			
	Bx			0.16			
	By			0.15			
NTSC			-	50%	-		Note 3
Cross talk	Ct		-	-	2%		Note 9
Transmittance	Trans		-	5.41%	-		Note 4

Note 1: Ambient temperature = 25°C.

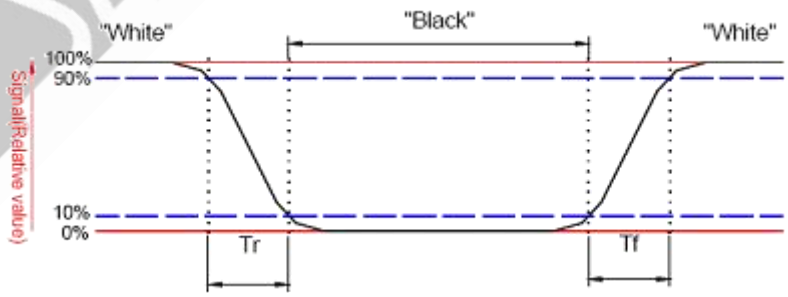
Note 2: To be measured with a viewing cone of 2°by Topcon luminance meter BM-7A.

Note 3: To be measured with Otsuta chromaticity meter LCF-2100M, CF only measure under C light simulation.

Note 4: CTC shipping status is cell without polarizer. Transmittance of Specification is cell with polarizer. The tolerance of Transmittance is ±10%.

Note 5: Definition of response time:

The output signals of TRD-100 are measured when the input signals are changed to “White” (falling time) and from “White” to “Black” (rising time), respectively. The interval is between the 10% and 90% of amplitudes. Refer to figure as below.

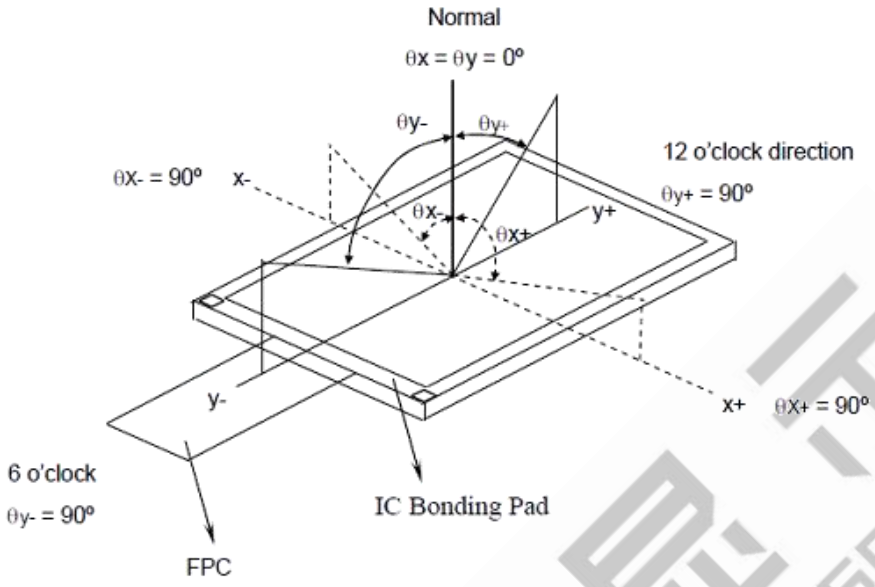


Note 6: Definition of contrast ratio:

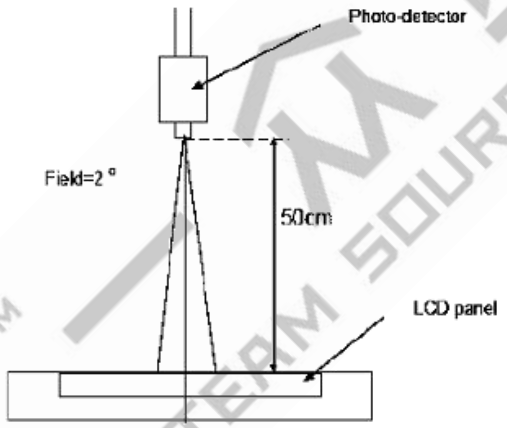
Contrast ratio is calculated by the following formula.

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

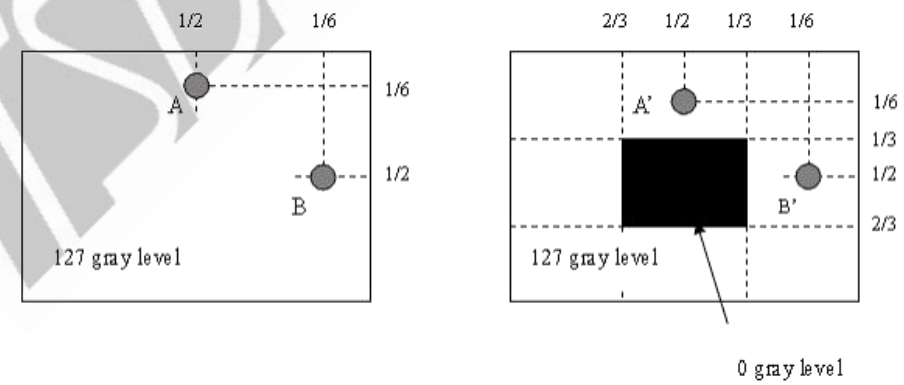
Note 7: Definition of viewing angle



Note 8: Optical characteristic measurement setup.



Note 9:



l LA-LA' l / LA x 100%= 2% max., LA and LA' are brightness at location A and A'.

l LB-LB' l / LB x 100%= 2% max., LB and LB' are brightness at location B and B'.

9 Capacitive Touch Panel specifications

9.1 Mechanical characteristics

DESCRIPTION	INL SPECIFICATION	REMARK
Touch Panel Size	4.3	
Outline Dimension (OD)	123.04(H) x84.46(V) mm	
Product Thickness	1.725mm(±0.20)	
Glass Thickness	0.7mm	
Ink View Area	95.84x54.86mm	
Input Method	5 Fingers	
Activation Force	Touch	
Surface Hardness	≥6H	

9.2 Electrical characteristics

DESCRIPTION		SPECIFICATION
Operating Voltage		DC 3.3V
Power Consumption (IDD)	Active Mode	12~4.5mA
	Sleep Mode	TBD
Interface		I^2C
Controller IC		FT5446DQS
I^2C address		0x70
Resolution		800*480

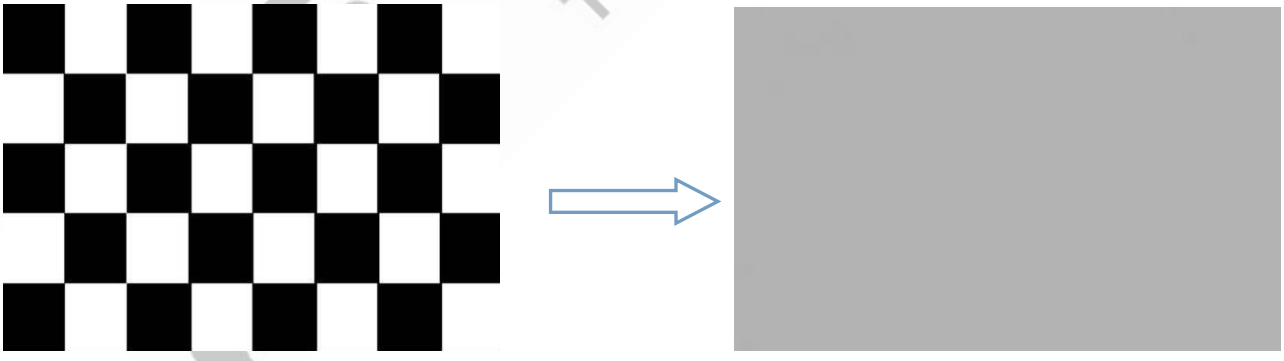
9.3 Interface timing characteristics

PARAMETER	MIN	MAX	UNIT
SCL Frequency	-	400K	Hz
Bus Free Time Between a STOP and START Condition	1.3	-	uS
Hold Time (repeated) START Condition	0.6	-	uS
Data Setup Time	100	-	nS
Setup Time for Repeated START Condition	0.6	-	uS
Setup Time for STOP Condition	0.6	-	uS

10 RELIABILITY TEST

NO.	TEST ITEM	TEST CONDITION	INSPECTION AFTER TEST
1	High Temperature Storage	80±2°C/168 hours	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
2	Low Temperature Storage	-30±2°C/168 hours	
3	High Temperature Operating	80±2°C/168 hours	
4	Low Temperature Operating	-30±2°C/168 hours	
5	Temperature Cycle	-30±2°C ~ 25~ 80± 2°C × 10 cycles (30 min.) (5min.) (30min.)	
6	Damp Proof Test	60°C ±5°C × 90%RH/96 hours	
7	Vibration Test	Frequency 10Hz~55Hz Stroke: 1.5mm Sweep: 10Hz~150 Hz~10Hz 2 hours For each direction of X, Y, Z	
8	Shock Test	Half-sine, wave, 300m/s	
9	Packing Drop Test	Height: 80 cm 1 corner, concrete floor	
10	Electrostatic Discharge Test	C=150pF, R=330 Ω Air: ±8KV 150pF/330Ω 30 times Contact: ±4KV,20 times	
11	Image Sticking	25℃, 60%RH (ref. to Remark(1))	30mins

Remark (1): Switch the image to Grey 127 after displaying the 5*8 chess pattern for 30 minutes, the afterimage disappears within 10 seconds.



5*8 chess pattern　　Gray127

11 Image Sticking

11.1 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.

11.2 What cause 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.

11.3 How to avoid image sticking?

- Try not to operate the LCD with a "fixed" image on the screen for more than 1 hours.
- 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.
- 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.
- 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.
- Avoid placing the monitor in poorly ventilated areas or in areas that will create excess heat around the monitor for software developers.
- 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.
- 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.
- Try to utilize medium gray hues for those areas that will have prolonged display times or remain static as other menu elements change.

11.4 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 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 50ºC. 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.

11.5 Is image sticking covered by TSD 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.

12 Suggestions for using LCD modules

12.1 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.

12.2 Storage

1. Store in an ambient temperature of 5 to 45 C, 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 antistatic container.

13 Limited Warranty

13.1

Our warranty liability is limited to repair and/or replacement. We will not be responsible for any consequential loss.

13.2

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.

13.3

Any product issues must be feedback to TSD within twelve months since delivery, otherwise, we will not be responsible for the subsequent or consequential events.