

The logo consists of three vertical bars of varying heights and colors: red, green, and blue. To the right of these bars is the word "Microtips" in a large, bold, serif font. Below "Microtips" is a thick horizontal line, and underneath that line, the word "TECHNOLOGY" is written in a smaller, all-caps, serif font.

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## Record of Revision

| Date       | Revision No. | Summary            |
|------------|--------------|--------------------|
| 2017-04-20 | 1.0          | Rev 1.0 was issued |
|            |              |                    |
|            |              |                    |
|            |              |                    |

1. Scope

This data sheet is to introduce the specification of **MTD1560CZL** active matrix TFT module. It is composed of a color TFT-LCD panel, driver ICs, FPC, backlight unit and a conversion board. The 15.6'' display area contains 1920(RGB) x 1080 pixels.

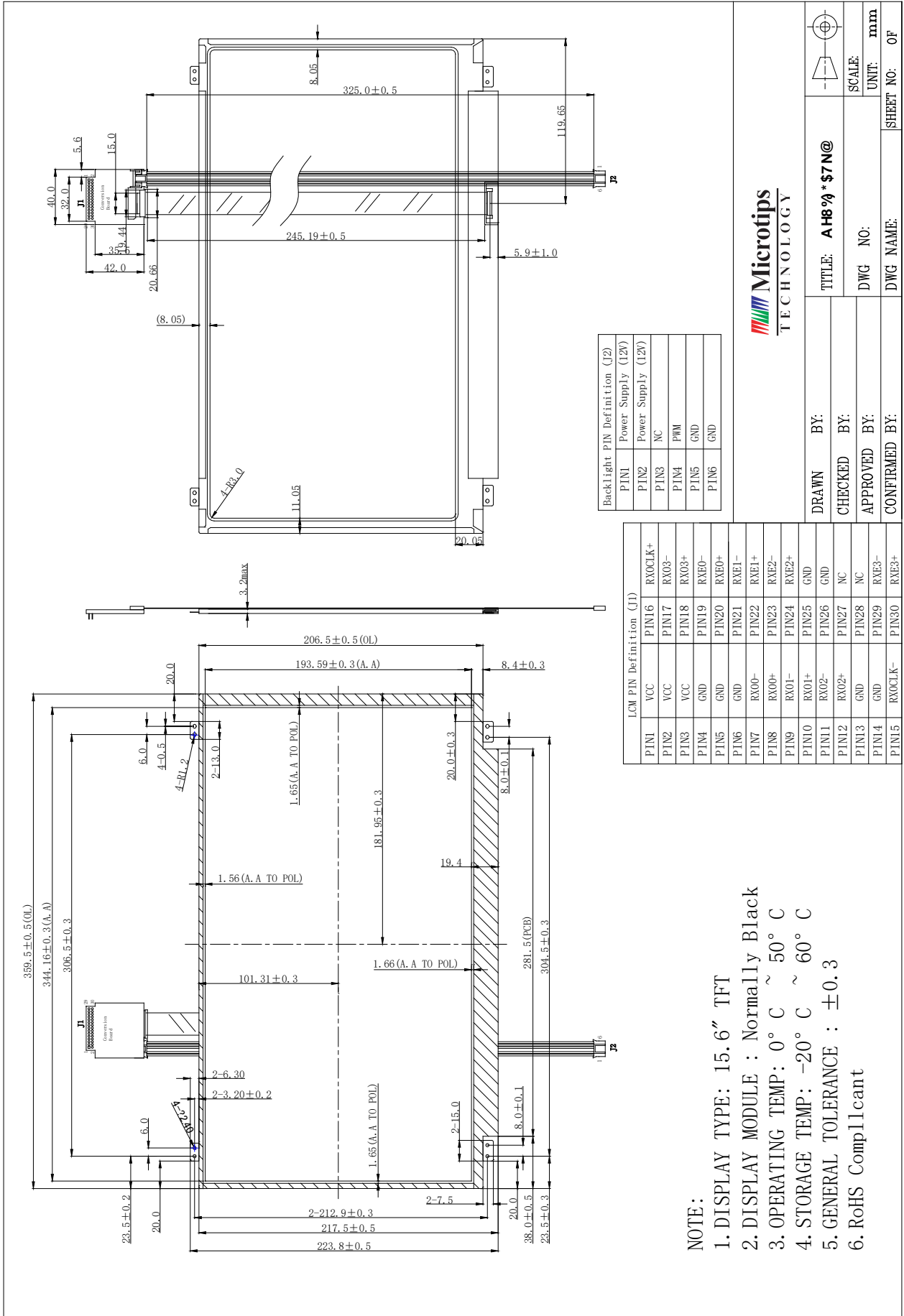
2. Application

Digital equipments which need color display, monitor and laptop.

3. General Information

| Item                          | Contents                     | Unit |
|-------------------------------|------------------------------|------|
| Size                          | 15.60                        | inch |
| Resolution                    | 1920(RGB) x 1080             | /    |
| Interface                     | LVDS                         | /    |
| Technology type               | a-Si TFT                     | /    |
| Pixel pitch                   | 0.17925 x 0.17925            | mm   |
| Pixel Configuration           | RGB vertical stripe          |      |
| Outline Dimension (W x H x D) | 359.5 x 223.8 x 3.2          | mm   |
| Active Area                   | 344.16 x 193.59              | mm   |
| Display Mode                  | Transmissive, Normally Black | /    |
| Backlight Type                | LED                          | /    |
| Weight                        | TBD                          | g    |

### 4. Outline Drawing



## 5. Interface signals

### J1 (LVDS signals)

| Pin No | Symbol  | I/O | Funktion                             | Remark |
|--------|---------|-----|--------------------------------------|--------|
| 1      | VCC     | P   | Power Supply                         |        |
| 2      | VCC     | P   | Power Supply                         |        |
| 3      | VCC     | P   | Power Supply                         |        |
| 4      | GND     | P   | Ground                               |        |
| 5      | GND     | P   | Ground                               |        |
| 6      | GND     | P   | Ground                               |        |
| 7      | RX00-   | I   | -LVDS differential data input (ODD)  |        |
| 8      | RX00+   | I   | +LVDS differential data input (ODD)  |        |
| 9      | RX01-   | I   | -LVDS differential data input (ODD)  |        |
| 10     | RX01+   | I   | +LVDS differential data input (ODD)  |        |
| 11     | RX02-   | I   | -LVDS differential data input (ODD)  |        |
| 12     | RX02+   | I   | +LVDS differential data input (ODD)  |        |
| 13     | GND     | P   | Ground                               |        |
| 14     | GND     | P   | Ground                               |        |
| 15     | RX0CLK- | I   | -LVDS differential clock input       |        |
| 16     | RX0CLK+ | I   | -LVDS differential clock input       |        |
| 17     | RX03-   | I   | -LVDS differential data input (ODD)  |        |
| 18     | RX03+   | I   | +LVDS differential data input (ODD)  |        |
| 19     | RXE0-   | I   | -LVDS differential data input (EVEN) |        |
| 20     | RXE0+   | I   | +LVDS differential data input (EVEN) |        |
| 21     | RXE1-   | I   | -LVDS differential data input (EVEN) |        |
| 22     | RXE1+   | I   | +LVDS differential data input (EVEN) |        |
| 23     | RXE2-   | I   | -LVDS differential data input (EVEN) |        |
| 24     | RXE2+   | I   | +LVDS differential data input (EVEN) |        |
| 25     | GND     | P   | Ground                               |        |
| 26     | GND     | P   | Ground                               |        |
| 27     | NC      | -   | No connection                        |        |
| 28     | NC      | -   | No connection                        |        |
| 29     | RXE3-   | I   | -LVDS differential data input (EVEN) |        |
| 30     | RXE3+   | I   | +LVDS differential data input (EVEN) |        |

P: POWER I: Input O: Output

### J2 (Backlight power supply)

| Pin No | Symbol       | Funktion                             |
|--------|--------------|--------------------------------------|
| 1      | Power supply | Power Supply (12v)                   |
| 2      | Power supply | Power Supply (12v)                   |
| 3      | NC           | No connection                        |
| 4      | PWM          | PWM signal to control the brightness |
| 5      | GND          | Ground                               |
| 6      | GND          | Ground                               |

## 6. Absolute maximum Ratings

### 6.1. Electrical Absolute max. ratings

| Parameter            | Symbol | MIN  | MAX  | Unit | Remark |
|----------------------|--------|------|------|------|--------|
| Power Supply Voltage | VCC    | -0.3 | +4.0 | V    |        |

Notes : "Absolute Maximum Ratings" is regulations that do not exceed it even momentarily. Stress beyond those listed under "Absolute Maximum Ratings" may cause permanent damage to the device.

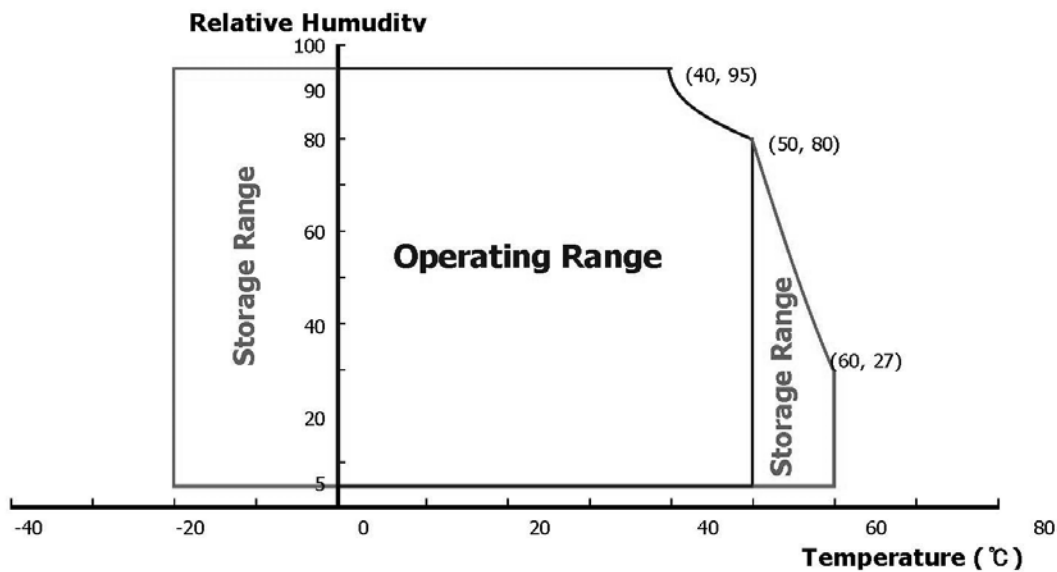
### 6.2. Environment Conditions

| Item                  | Symbol | MIN | MAX | Unit | Remark |
|-----------------------|--------|-----|-----|------|--------|
| Operating Temperature | TOPR   | 0   | +50 | °C   |        |
| Storage Temperature   | TSTG   | -20 | +60 | °C   |        |

Note :Temperature and relative humidity range are shown in the figure below.

95 % RH Max. (  $40\text{ }^{\circ}\text{C} \geq T_a$  )

Maximum wet -bulb temperature at  $39\text{ }^{\circ}\text{C}$  or less. (  $T_a > 40\text{ }^{\circ}\text{C}$  ) No condensation.



## 7. Electrical Specifications

### 7.1 Electrical characteristics

Ta=+25°C

| Parameter            | Symbol | Value |      |      | Unit | Remark |
|----------------------|--------|-------|------|------|------|--------|
|                      |        | Min.  | Typ. | Max. |      |        |
| Power Supply Voltage | VCC    | 3.0   | 3.3  | 3.6  | V    |        |

### 7.2 Black Unit

The backlight system is an edge-lighting type with white-LED.

| Parameter                          | Symbol | Min. | Typ   | Max.     | Unit | Remark                         |
|------------------------------------|--------|------|-------|----------|------|--------------------------------|
| Supply voltage                     | VBL    | 7.0  | 12.0  | 21.0     | V    |                                |
| Current dissipation                | IBL    | -    | 180   |          | mA   | VBL =12.0V<br>Duty Ratio =100% |
| Modulated light signal voltage     | VPWMH  | 1.85 | -     | VDD      | V    |                                |
|                                    | VPWML  | 0    | -     | 0.7      | V    |                                |
| Brightness Control Duty Ratio      | Duty   | 1    | -     | 100      | %    | Note1                          |
| Brightness Control pulse width     | TPWM   | 5    | -     | -        | us   | Note2                          |
| Brightness Control frequency       | fPWM   | 200  | -     | 2000     | Hz   |                                |
| LED-BL ON/OFF High voltage         | VCNTH  | 1.3  | -     | VDD      | V    | Note3                          |
| LED-BL ON/OFF Low voltage          | VCNTL  | 0    | -     | 0.5      | V    |                                |
| Input signal (H level) pin current | IIN    | -    | -     | VIN/56KΩ | μA   | BL_ENABLE,<br>BL_PWM_DIM       |
| LED lifetime                       | -      | -    | 10000 | -        | h    | LED                            |

Note1: VPWM Input : 100%= Max luminance 1%= Min luminance

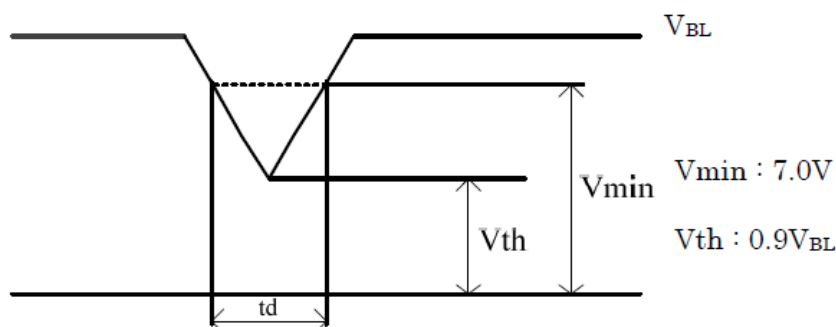
Note2: The minimum value of the dimming signal pulse width is assumed regulations of the width of high and the width of low.

Note3: VCNT Input : High = BL turn on, Low or OPEN =BL turn off

Note: VBL-dip conditions

1)  $V_{th} \leq V_{BL} < V_{min}$  :  $t_d \leq 20ms$

2)  $V_{BL} < V_{th}$  : The condition of instantaneous voltage drop is apply to input voltage sequences

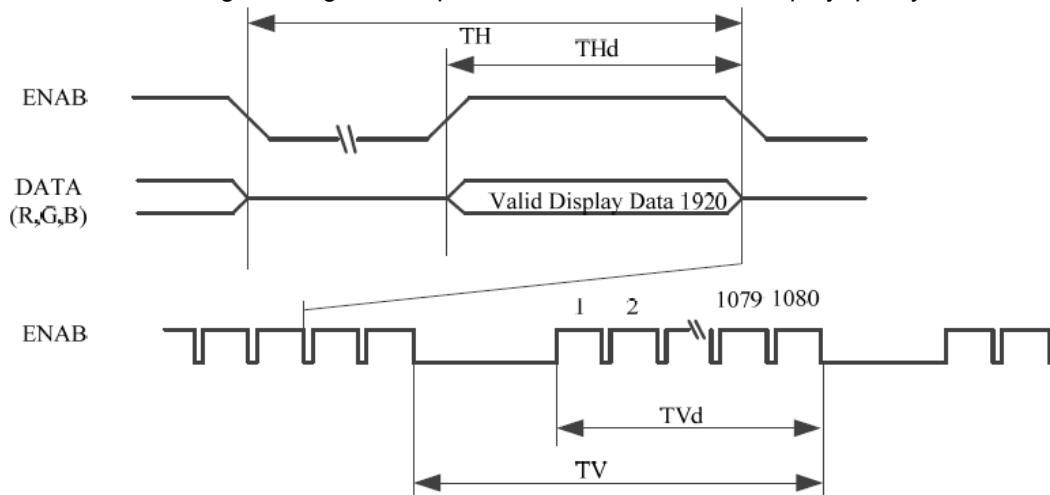


## 8. Command/AC Timing

### 8.1 Timing characteristics

| Parameter              |                          | Symbol | Min.  | Typ.   | Max   | Unit  | Remark |
|------------------------|--------------------------|--------|-------|--------|-------|-------|--------|
| Clock                  | Frequency                | 1/TC   | 132.0 | 138.5  | 140.0 | MHz   | Note   |
| Data enable signal     | Horizontal period        | TH     | 2020  | 2080   | 2400  | clock |        |
|                        |                          |        |       | 15.02  |       | μs    |        |
|                        | Horizontal period (High) | THd    | -     | 1920   | -     | clock |        |
|                        | Vertical period          | TV     | 1090  | 1111   | 1200  | line  |        |
|                        |                          |        | -     | 16.685 | -     | ms    |        |
| Vertical period (High) | TVd                      | -      | 1080  | -      | line  |       |        |

Note: In case of using the long vertical period, the deterioration of display quality, flicker, etc. may occur.



### 8.2 Input data signals and display position on the screen





### 8. 3 Input signal, basic display colors and gray scale of each color

|                                 | Colors&<br>Gray scale   | Gray<br>scale | Data signal |    |        |    |    |     |    |        |    |    |     |    |        |    |    |     |    |    |
|---------------------------------|-------------------------|---------------|-------------|----|--------|----|----|-----|----|--------|----|----|-----|----|--------|----|----|-----|----|----|
|                                 |                         |               | R0          | R1 | R2     | R3 | R4 | R5  | G0 | G1     | G2 | G3 | G4  | G5 | B0     | B1 | B2 | B3  | B4 | B5 |
|                                 |                         |               | LSB         |    |        |    |    | MSB |    |        |    |    | LSB |    |        |    |    | MSB |    |    |
| Basic colors                    | Black                   | -             | 0           | 0  | 0      | 0  | 0  | 0   | 0  | 0      | 0  | 0  | 0   | 0  | 0      | 0  | 0  | 0   | 0  | 0  |
|                                 | Blue                    | -             | 0           | 0  | 0      | 0  | 0  | 0   | 0  | 0      | 0  | 0  | 0   | 0  | 1      | 1  | 1  | 1   | 1  | 1  |
|                                 | Green                   | -             | 0           | 0  | 0      | 0  | 0  | 0   | 1  | 1      | 1  | 1  | 1   | 1  | 0      | 0  | 0  | 0   | 0  | 0  |
|                                 | Light Blue              | -             | 0           | 0  | 0      | 0  | 0  | 0   | 1  | 1      | 1  | 1  | 1   | 1  | 1      | 1  | 1  | 1   | 1  | 1  |
|                                 | Red                     | -             | 1           | 1  | 1      | 1  | 1  | 1   | 0  | 0      | 0  | 0  | 0   | 0  | 0      | 0  | 0  | 0   | 0  | 0  |
|                                 | Purple                  | -             | 1           | 1  | 1      | 1  | 1  | 1   | 0  | 0      | 0  | 0  | 0   | 0  | 1      | 1  | 1  | 1   | 1  | 1  |
|                                 | Yellow                  | -             | 1           | 1  | 1      | 1  | 1  | 1   | 1  | 1      | 1  | 1  | 1   | 1  | 0      | 0  | 0  | 0   | 0  | 0  |
|                                 | White                   | -             | 1           | 1  | 1      | 1  | 1  | 1   | 1  | 1      | 1  | 1  | 1   | 1  | 1      | 1  | 1  | 1   | 1  | 1  |
| Gray scale<br>of Red            | Black                   | GS0           | 0           | 0  | 0      | 0  | 0  | 0   | 0  | 0      | 0  | 0  | 0   | 0  | 0      | 0  | 0  | 0   | 0  | 0  |
|                                 | △<br>Darker             | GS1           | 1           | 0  | 0      | 0  | 0  | 0   | 0  | 0      | 0  | 0  | 0   | 0  | 0      | 0  | 0  | 0   | 0  | 0  |
|                                 |                         | GS2           | 0           | 1  | 0      | 0  | 0  | 0   | 0  | 0      | 0  | 0  | 0   | 0  | 0      | 0  | 0  | 0   | 0  | 0  |
|                                 | △<br>▽<br>Brighter<br>▽ | ↓<br>↓        |             |    | ↓<br>↓ |    |    |     |    | ↓<br>↓ |    |    |     |    | ↓<br>↓ |    |    |     |    |    |
|                                 |                         | GS25          | 1           | 0  | 1      | 1  | 1  | 1   | 0  | 0      | 0  | 0  | 0   | 0  | 0      | 0  | 0  | 0   | 0  | 0  |
|                                 |                         | GS25          | 0           | 1  | 1      | 1  | 1  | 1   | 0  | 0      | 0  | 0  | 0   | 0  | 0      | 0  | 0  | 0   | 0  | 0  |
|                                 | Read                    | GS25          | 1           | 1  | 1      | 1  | 1  | 1   | 0  | 0      | 0  | 0  | 0   | 0  | 0      | 0  | 0  | 0   | 0  | 0  |
| Gray scale<br>of Green          | Black                   | GS0           | 0           | 0  | 0      | 0  | 0  | 0   | 0  | 0      | 0  | 0  | 0   | 0  | 0      | 0  | 0  | 0   | 0  | 0  |
|                                 | △<br>Darker             | GS1           | 0           | 0  | 0      | 0  | 0  | 0   | 1  | 0      | 0  | 0  | 0   | 0  | 0      | 0  | 0  | 0   | 0  | 0  |
|                                 |                         | GS2           | 0           | 0  | 0      | 0  | 0  | 0   | 0  | 1      | 0  | 0  | 0   | 0  | 0      | 0  | 0  | 0   | 0  | 0  |
|                                 | △<br>▽<br>Brighter<br>▽ | ↓<br>↓        |             |    | ↓<br>↓ |    |    |     |    | ↓<br>↓ |    |    |     |    | ↓<br>↓ |    |    |     |    |    |
|                                 |                         | GS25          | 0           | 0  | 0      | 0  | 0  | 0   | 1  | 0      | 1  | 1  | 1   | 1  | 0      | 0  | 0  | 0   | 0  | 0  |
|                                 |                         | GS25          | 0           | 0  | 0      | 0  | 0  | 0   | 0  | 1      | 1  | 1  | 1   | 1  | 0      | 0  | 0  | 0   | 0  | 0  |
|                                 | Green                   | GS25          | 0           | 0  | 0      | 0  | 0  | 0   | 1  | 1      | 1  | 1  | 1   | 1  | 0      | 0  | 0  | 0   | 0  | 0  |
| Gray scale<br>of Blue           | Black                   | GS0           | 0           | 0  | 0      | 0  | 0  | 0   | 0  | 0      | 0  | 0  | 0   | 0  | 0      | 0  | 0  | 0   | 0  | 0  |
|                                 | △<br>Darker             | GS1           | 0           | 0  | 0      | 0  | 0  | 0   | 0  | 0      | 0  | 0  | 0   | 0  | 1      | 0  | 0  | 0   | 0  | 0  |
|                                 |                         | GS2           | 0           | 0  | 0      | 0  | 0  | 0   | 0  | 0      | 0  | 0  | 0   | 0  | 0      | 1  | 0  | 0   | 0  | 0  |
|                                 | △<br>▽<br>Brighter<br>▽ | ↓<br>↓        |             |    | ↓<br>↓ |    |    |     |    | ↓<br>↓ |    |    |     |    | ↓<br>↓ |    |    |     |    |    |
|                                 |                         | GS25          | 0           | 0  | 0      | 0  | 0  | 0   | 1  | 0      | 1  | 1  | 1   | 1  | 0      | 0  | 0  | 0   | 0  | 0  |
|                                 |                         | GS25          | 0           | 0  | 0      | 0  | 0  | 0   | 0  | 1      | 1  | 1  | 1   | 1  | 0      | 0  | 0  | 0   | 0  | 0  |
|                                 | Blue                    | GS25          | 0           | 0  | 0      | 0  | 0  | 0   | 1  | 1      | 1  | 1  | 1   | 1  | 0      | 0  | 0  | 0   | 0  | 0  |
| Gray scale<br>of<br>White&Black | Black                   | GS0           | 0           | 0  | 0      | 0  | 0  | 0   | 0  | 0      | 0  | 0  | 0   | 0  | 0      | 0  | 0  | 0   | 0  | 0  |
|                                 | △<br>Darker             | GS1           | 0           | 0  | 0      | 0  | 0  | 0   | 0  | 0      | 0  | 0  | 0   | 0  | 1      | 0  | 0  | 0   | 0  | 0  |
|                                 |                         | GS2           | 0           | 0  | 0      | 0  | 0  | 0   | 0  | 0      | 0  | 0  | 0   | 0  | 0      | 1  | 0  | 0   | 0  | 0  |
|                                 | △<br>▽<br>Brighter<br>▽ | ↓<br>↓        |             |    | ↓<br>↓ |    |    |     |    | ↓<br>↓ |    |    |     |    | ↓<br>↓ |    |    |     |    |    |
|                                 |                         | GS25          | 0           | 0  | 0      | 0  | 0  | 0   | 0  | 0      | 0  | 0  | 0   | 0  | 1      | 0  | 1  | 1   | 1  | 1  |
|                                 |                         | GS25          | 0           | 0  | 0      | 0  | 0  | 0   | 0  | 0      | 0  | 0  | 0   | 0  | 0      | 1  | 1  | 1   | 1  | 1  |
|                                 | White                   | GS25          | 0           | 0  | 0      | 0  | 0  | 0   | 0  | 0      | 0  | 0  | 0   | 0  | 1      | 1  | 1  | 1   | 1  | 1  |

9. Optical Specification

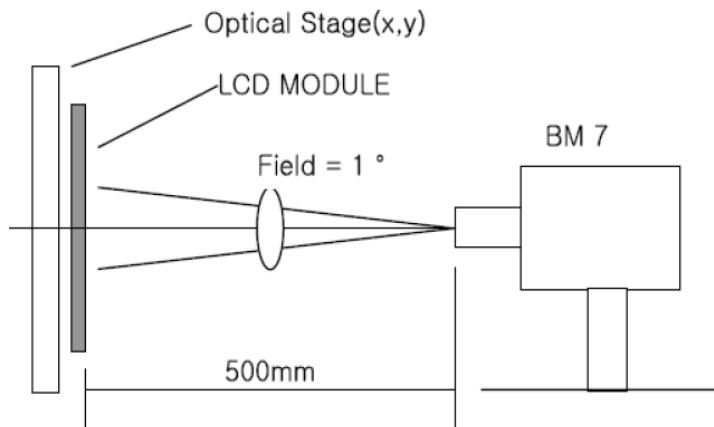
Ta=25°C

| Item           | Symbol     | Condition        | Min              | Typ. | Max. | Unit              | Remark          |
|----------------|------------|------------------|------------------|------|------|-------------------|-----------------|
| Contrast Ratio | CR         | $\theta=0^\circ$ | 700              | 1000 | --   |                   | Note1<br>Note2  |
| Response Time  | Tr+Tf      | 25°C             | --               | 25   | 35   | ms                | Note1<br>Note3  |
| View Angles    | $\theta T$ | $CR \geq 10$     | --               | 89   | --   | Degree            | Note 4          |
|                | $\theta B$ |                  | --               | 89   | --   |                   |                 |
|                | $\theta L$ |                  | --               | 89   | --   |                   |                 |
|                | $\theta R$ |                  | --               | 89   | --   |                   |                 |
| Chromaticity   | White      | x                | Brightness is on | -    | -    |                   | Note5,<br>Note1 |
|                |            | y                |                  |      |      |                   |                 |
|                | Red        | x                |                  |      |      |                   |                 |
|                |            | y                |                  |      |      |                   |                 |
|                | Green      | x                |                  |      |      |                   |                 |
|                |            | y                |                  |      |      |                   |                 |
|                | Blue       | x                |                  |      |      |                   |                 |
|                |            | y                |                  |      |      |                   |                 |
| Gumat          | S          |                  | --               | 45   | --   | %                 |                 |
| Luminance      | L          |                  | --               | 200  | --   | cd/m <sup>2</sup> | Note1<br>Note6  |
| Uniformity     | U          |                  | --               | 80   | --   | %                 | Note1<br>Note7  |

Note 1: Definition of optical measurement system.

Temperature = 25°C(±3°C);

cLED back-light: ON, Environment brightness < 150 lx

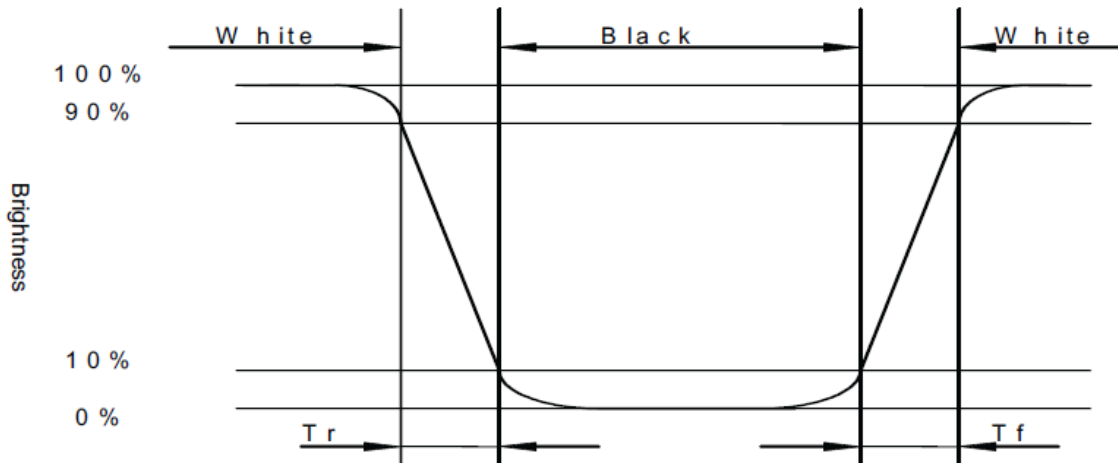


Note 2: Contrast ratio is defined as follow:

$$\text{Contrast Ratio} = \frac{\text{Surface Luminance with all white pixels}}{\text{Surface Luminance with all black pixels}}$$

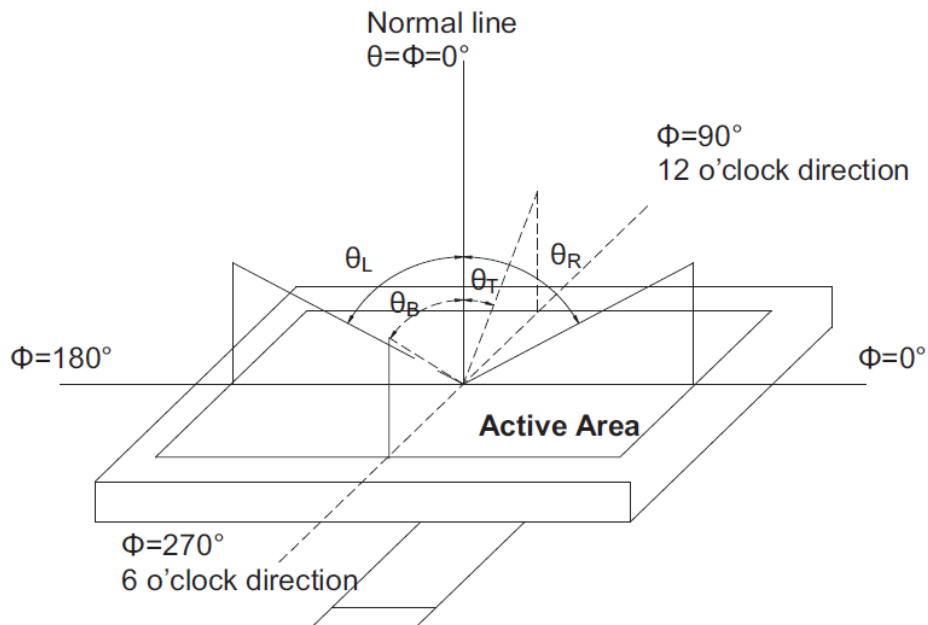
Note 3: Response time is defined as follow:

Response time is the time required for the display to transition from black to white (Rise Time,  $T_r$ ) and from white to black(Decay Time,  $T_f$ ).



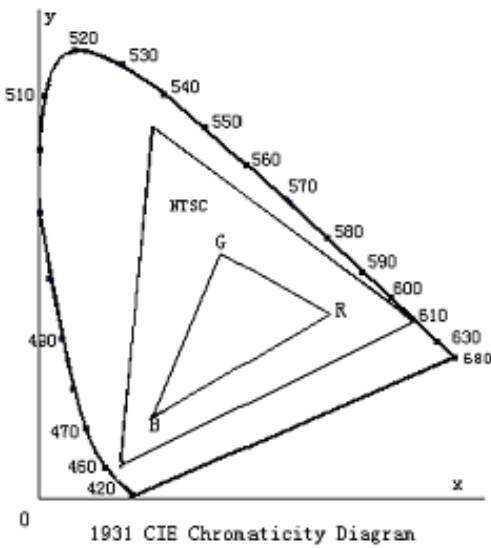
Note 4: Viewing angle range is defined as follow:

Viewing angle is measured at the center point of the LCD.



Note 5: Color chromaticity is defined as follow: (CIE1931)

Color coordinates measured at center point of LCD.



$$S = \frac{\text{area of RGB triangle}}{\text{area of NTSC triangle}} \times 100\%$$

Note 6: Luminance is defined as follow:

Luminance is defined as the brightness of all pixels “White” at the center of display area on optimum contrast.

Note 7: Luminance Uniformity is defined as follow:

Active area is divided into 9 measuring areas (Refer Fig. 2). Every measuring point is placed at the center of each measuring area.

$$\text{Uniformity}(U) = \frac{\text{Minimum Luminance(brightness) in 9 points}}{\text{Maximum Luminance(brightness) in 9 points}}$$

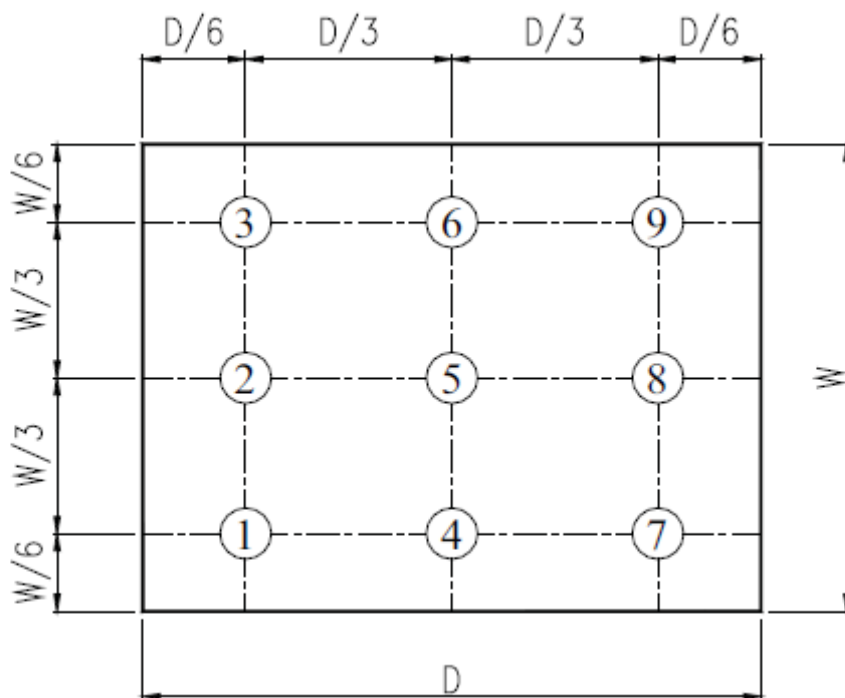


Fig. 2 Definition of uniformity

### 10. Environmental / Reliability Tests

| No | Test Item                         | Condition                                                                       | Judgment criteria                                           |
|----|-----------------------------------|---------------------------------------------------------------------------------|-------------------------------------------------------------|
| 1  | High Temp Operation               | Ts=50°C, 120hrs                                                                 | Per table in below                                          |
| 2  | Low Temp Operation                | Ta=0°C, 120hrs                                                                  | Per table in below                                          |
| 3  | High Temp Storage                 | Ta=+60°C, 120hrs                                                                | Per table in below                                          |
| 4  | Low Temp Storage                  | Ta=-20°C, 120hrs                                                                | Per table in below                                          |
| 5  | High Temp & High Humidity Storage | Ta=+50°C, 95% RH<br>120 hours                                                   | Per table in below<br>(polarizer discoloration is excluded) |
| 6  | Thermal Shock<br>(Non-operation)  | -20°C 30 min~+60°C 30 min,<br>Change time:5min, 100Cycles                       | Per table in below                                          |
| 7  | ESD (Operation)                   | C=150pF, R=330Ω · 5points/panel<br>Air:±15KV, 5times;<br>Contact:±8KV, 5 times; | Per table in below                                          |
| 8  | Vibration<br>(Non-operation)      | 1.5G, 10~500Hz,Half Sine<br>X,Y,Z / Sweep rate : 1 hour                         | Per table in below                                          |
| 9  | Shock<br>(Non-operation)          | 220G, Half Sine Wave 2msec<br>±X,±Y,±Z Once for each direction                  | Per table in below                                          |
| 10 | Package Drop Test                 | Height:80 cm,<br>1 corner, 3 edges, 6 surfaces                                  | Per table in below                                          |

| INSPECTION             | CRITERION(after test)                                                               |
|------------------------|-------------------------------------------------------------------------------------|
| Appearance             | No Crack on the FPC, on the LCD Panel                                               |
| Alignment of LCD Panel | No Bubbles in the LCD Panel<br>No other Defects of Alignment in Active area         |
| Electrical current     | Within device specifications                                                        |
| Function / Display     | No Broken Circuit, No Short Circuit or No Black line<br>No Other Defects of Display |

## 11. Precautions for Use of LCD Modules

### 11.1 Safety

The liquid crystal in the LCD is poisonous. Do not put it in your mouth. If the liquid crystal touches your skin or clothes, wash it off immediately using soap and water.

### 11.2 Handling

A. The LCD and touch panel is made of plate glass. Do not subject the panel to mechanical shock or to excessive force on its surface.

B. Do not handle the product by holding the flexible pattern portion in order to assure the reliability

C. Transparency is an important factor for the touch panel. Please wear clear finger sacks, gloves and mask to protect the touch panel from finger print or stain and also hold the portion outside the view area when handling the touch panel.

D. Provide a space so that the panel does not come into contact with other components.

E. To protect the product from external force, put a covering lens (acrylic board or similar board) and keep an appropriate gap between them.

F. Transparent electrodes may be disconnected if the panel is used under environmental conditions where dew condensation occurs.

G. Property of semiconductor devices may be affected when they are exposed to light, possibly resulting in IC malfunctions.

H. To prevent such IC malfunctions, your design and mounting layout shall be done in the way that the IC is not exposed to light in actual use.

### 11.3 Static Electricity

A. Ground soldering iron tips, tools and testers when they are in operation.

B. Ground your body when handling the products.

C. Power on the LCD module before applying the voltage to the input terminals.

D. Do not apply voltage which exceeds the absolute maximum rating.

E. Store the products in an anti-electrostatic bag or container.

F. Peel off the LCM protective film slowly since static electricity may be generated.

### 11.4 Storage

A. Store the products in a dark place at  $+25^{\circ}\text{C} \pm 10^{\circ}\text{C}$  with low humidity (40% RH to 60% RH). Don't expose to sunlight or fluorescent light.

B. Storage in a clean environment, free from dust, active gas, and solvent.

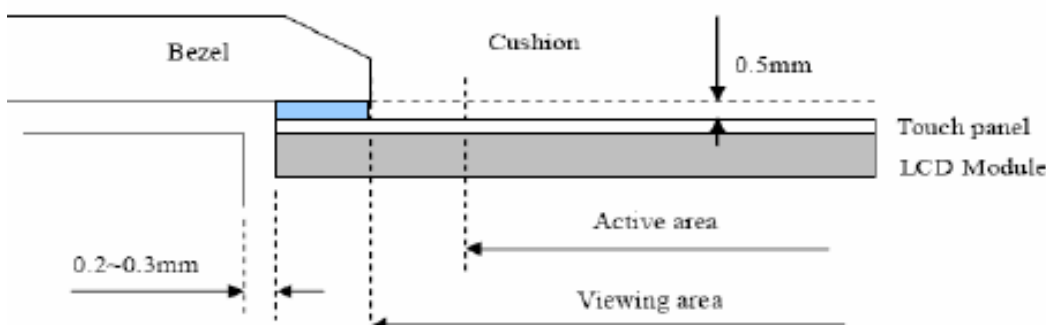
### 11.5 Cleaning

A. Do not wipe the touch panel with dry cloth, as it may cause scratch.

B. Wipe off the stain on the product by using soft cloth moistened with ethanol. Do not allow ethanol to get in between the upper film and the bottom glass. It may cause peeling issue or defective operation. Do not use any organic solvent or detergent other than ethanol.

### 11.6 Cautions for installing and assembling

Bezel edge must be positioned in the area between the Active area and View area. The bezel may press the touch screen and cause activation if the edge touches the active area. A gap of approximately 0.5mm is needed between the bezel and the top electrode. It may cause unexpected activation if the gap is too narrow. There is a tolerance of 0.2 to 0.3mm for the outside dimensions of the touch panel and tail. A gap must be made to absorb the tolerance in the case and connector.



Компания «Life Electronics» занимается поставками электронных компонентов импортного и отечественного производства от производителей и со складов крупных дистрибьюторов Европы, Америки и Азии.

С конца 2013 года компания активно расширяет линейку поставок компонентов по направлению коаксиальный кабель, кварцевые генераторы и конденсаторы (керамические, пленочные, электролитические), за счёт заключения дистрибьюторских договоров

Мы предлагаем:

- Конкурентоспособные цены и скидки постоянным клиентам.
- Специальные условия для постоянных клиентов.
- Подбор аналогов.
- Поставку компонентов в любых объемах, удовлетворяющих вашим потребностям.
- Приемлемые сроки поставки, возможна ускоренная поставка.
- Доставку товара в любую точку России и стран СНГ.
- Комплексную поставку.
- Работу по проектам и поставку образцов.
- Формирование склада под заказчика.
- Сертификаты соответствия на поставляемую продукцию (по желанию клиента).
- Тестирование поставляемой продукции.
- Поставку компонентов, требующих военную и космическую приемку.
- Входной контроль качества.
- Наличие сертификата ISO.

В составе нашей компании организован Конструкторский отдел, призванный помогать разработчикам, и инженерам.

Конструкторский отдел помогает осуществить:

- Регистрацию проекта у производителя компонентов.
- Техническую поддержку проекта.
- Защиту от снятия компонента с производства.
- Оценку стоимости проекта по компонентам.
- Изготовление тестовой платы монтаж и пусконаладочные работы.



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