



	REVISION RECORD									
REV.	DATE	PAGE	COMMENT							
Α	2007-1-6		NEW RELEASE							

### **REVISION RECORD**

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# Midas LCD Part Number System

<b>МС</b> 1	<b>COG</b> 2	<b>13203</b> 3	<b>3 A</b> 4	* 5	<b>6</b> 6	<b>W</b> 7	* 8	* 9	-	<b>S</b> 10	<b>N</b> 11	<b>T</b> 12	<b>L</b> 13	<b>W</b> 14	* 15	* 16
1	=		ч as Compo		U	,	0	5		10	11	12	13	14	13	10
2	=		OB (chip		rd) CO	G: chip	on glas	s								
3	=	No of do	ts	(e.g. 2	40064	= 240 x	64 dot	s)	(•	e.g. 216	05 = 2	x 16 5m	m C.H.	)		
4	=	Series														
5	=	Series Va	ariant:	A to Z	Z – see a	addendı	ım									
6	=	<b>3:</b> 3 o'clo	ock	<b>6:</b> 6 0 <sup>3</sup>	clock	9	): 9 o'cl	ock	1	<b>2</b> : 12 o'	clock					
7	=	S: Norm	al (0 to +	50 deg	C) <b>W</b> :	Wide to	emp. (-	20 to +	70 de	eg C) Xa	Exten	ded tem	p (-30 -	+ 80 De	gC)	
8	=	Characte	er Set													
		C: Chine CB: Chin H: Hebr K: Europ L: Englis M: Euro R: Cyrill W: Euro	pean (std) sh/Japano pean (Eng	fied (Gr (Graph ) (Engli ese (spec glish/Sc glish/G	aphic I iic Disp sh/Gerr cial) candina re <mark>ek</mark> )	Displays olays on man/Fro vian)	ly) ench/G									
9	=	Bezel He	eight (whe	ere appl	icable /	' availal	ole)									
		Blank 2 3 4 5 6 7 8 9 A B D E F G	Top of 29.5mm / applical 8.9 mm 7.8 mm 7.8 mm 7.8 mm 7 mm 6.4 mm 5.5 mm 5.5 mm 5.5 mm 5.5 mm 4.7mm 3.7mm	of PCB / not ble	o Top	(via an Com Sep Com Sep Com Sep Com Sep Sep Sep Com	amon pins 1 d 2) amon arate amon arate amon arate amon arate arate arate arate arate arate arate arate	Arn or E L Arn Arn Arn Arn Arn Arn Ed Ed Ed Ed Ed Ed	ddge it ray ray ray ray ray ray ge ge ge ge ge ge ge		5					
10	=	T: TN S	STN B:	STN B	lue G:	STN G	rey F:	FSTN	F2: F	FSTN						
11	=	<b>P:</b> Positi	ve N: Ne	gative												
12	=	R: Refle	ctive M:'	Transm	issive	<b>T:</b> Tran	sflectiv	ve								
13	=	Backligh	ıt: Blank	Reflec	tive L	LED										
14	=	Backligh	t Colour:	Y: Ye	llow-G	reen W	: White	e <b>B:</b> Bl	ue R:	Red A	: Ambe	er <b>0:</b> Or	ange <b>G</b> :	Green	RGB: 1	R.G.B.
15	=	Driver C	hip:	Blank	: Stand	lard I	: I <sup>2</sup> C	<b>T:</b> Tosh	niba T	C6963C	A: Av	ant SA	P1024B	<b>R:</b> R	aio RA	8835

16 = Voltage Variant: e.g. 3 = 3v

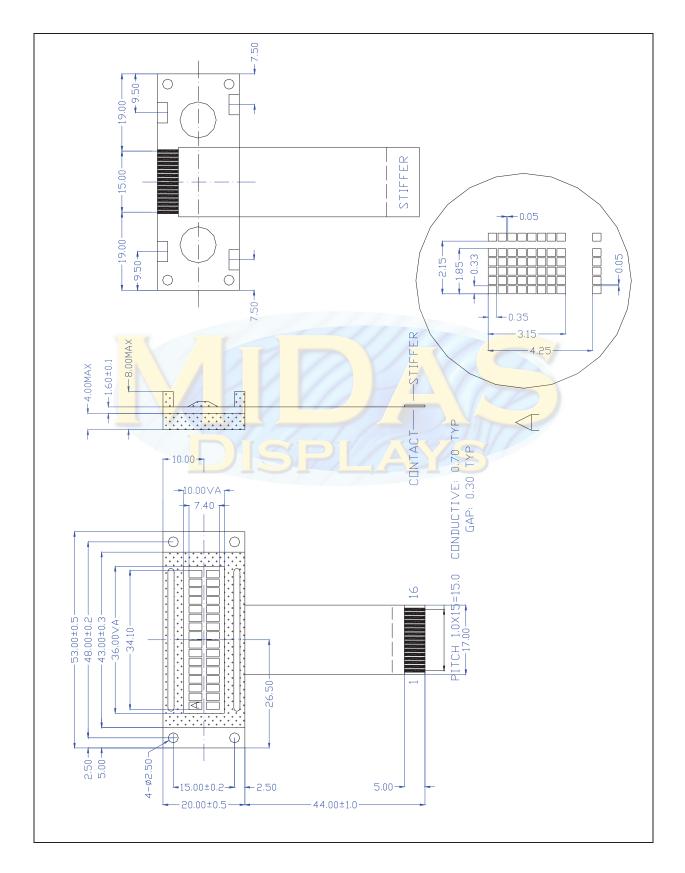
# 2. MECHANICAL CHARACTERISTICS

2.1 MECHANICAL DATA

ITEM	STANDARD VALUE	UNIT
NUMBER OF CHARACTERS	16 CHARACTERS X 2 LINES	
CHARACTER FORMAT	5 X 7 DOTS PLUS CURSOR	
OUTLINE DIMENSIONS	53.0(W)X20.0(H) X 8.0(T)	mm
EFFECTTVE VIEWING AREA	36.0(W) X 10.0(H)	mm
CHARACTER SIZE	1.85(W) X 3.15(H)	mm
CHARACTER PITCH	2.15(W) X 4.25(H)	mm
DOT SIZE	0.33(W) X 0.35(H)	mm
DOT PITCH	0.38(W) X 0.40(H)	mm
APPROX WEIGHT	20	g

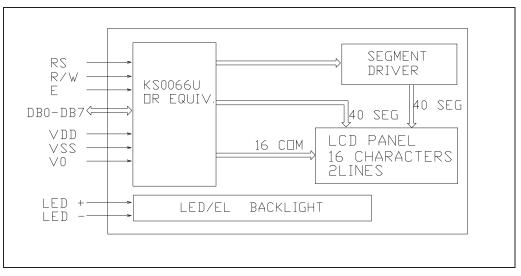


# 2.2 MECHANICAL DRAWINGS



# 3. CIRCUIT BLOCK DIAGRAM

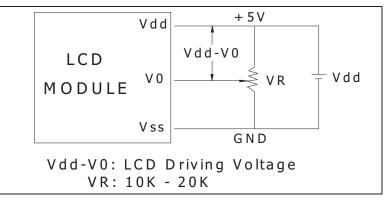
## 3.1 Electrical Block Diagram



### 3.2 Pins Definition

PIN	SYMBOL	FUNCTION						
1	Vss	Power Supply(GND)						
2	Vdd	Power Supply(+5V)						
3	Vo	Contrast Adjust						
4	RS	Instruction/Data Register Select						
5	R/W	Data Bus Line						
6	E	Enable Signal						
7-14	DB0-DB7	Data Bus Line						
15	А	Power Supply for LED B/L(+3.9V)						
16	К	Power Supply for LED B/L(0V)						

## 3.3 Power Supply For LCM Driving



Link to Initialization Code

Link to **Controller** 

3.4 Display Character Address Code

	1 7																
POS	SITION	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16
R	LINE1	00	01	02	03	04	05	06	07	80	09	0A	0B	0C	0D	0E	0F
ADD	LINE2	40	41	42	43	44	45	46	47	48	49	4A	4B	4C	4D	4E	4F

\*NOTE: ALL OF THE NUMBERS ARE IN HEX FORMAT

# 4. ABSOLUTE MAXIMUN RATINGS

### 4.1 Electrical Absolute Maximum Ratings

		0			
ITEM	SYMBOL	CONDITION	MIN	MAX	UNIT
Supply Voltage (Logic)	Vdd – Vss	-	0	7.0	V
Supply Voltage (LCD Drive)	Vdd – V0	-	0	13.0	V
Input Voltage	Vi		-0.3	Vdd +0.3	V

# 4.2 Enviromental Absolute Maximum Ratings

			0		
ITEM	SYMBOL	CONDITIONS	MIN	MAX	UNIT
Operating Temp	Topr	-Normal temp.	0	50	deg C
Storage Temp	Ttsg	version-	-20	70	deg C
Humidity	RH	no ondensation		95	%
Endurance		Ta<=40 deg			
Vibration	-	100-300Hz, X/Y/Z	-	4.9m/ss	-
		directions, 1 hour		0.5g	
Shock	-	10 mS X/Y/Z		29.4m/ss	-
		direction 1 time		3.0g	
		each			

## **5. ELECTRICAL CHARACTERISTICS**

5.1 DC Characteristics

Electrical Characteristics at Ta=25 deg C, Vdd = 5V + / - 5%

ITEM	SYMBOL	CONDITION	MIN	ТҮР	MAX	UNIT
Supply Voltage	Vdd Vcc		4.5	5.0	5.5	V
(logic)	SYMBOL Vdd-Vss Vdd-V0 V-ih V-il Icc	-	4.5	5.0	5.5	v
Supply Voltage	74470	Vdd = 5V	-	4.6		V
(LCD)	vuu-vu	vuu – 5v	-	4.0		v
Input signal	V-ih	"H" level	2.2	-	Vdd	V
Voltage						
(for E,	V-il	"L" level	0	-	0.6	V
DB0-7,R/W,RS)						
Supply Current	Icc			1	1.2	mA
(logic)	ICC	-	-	L	1.2	ША
Supply Current	Io	11	0.15	0.22	0.27	mA
(LCD)	10		0.13	0.22	0.27	ШA

# 5.2 AC Characteristics

TIMING SPECIFICATIONS at Ta = 25 deg C, Vdd = 5V+/-10%, Vss =0V

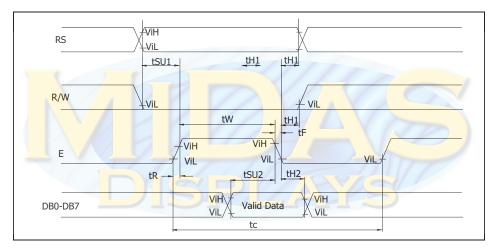
For write mode										
ITEM	SYMBOL	MIN	MAX	UNIT						
E cycle time	tc	500	-	ns						
E rise time	tR	-	25	ns						
E fall time	tF	-	25	ns						
E-pulse width (H, L)	tw	220	-	ns						
R/W and RS set-up time	tsul	40	-	ns						
R/W and RS hold time	tH1	10	-	ns						
Data set-up time	tsu2	60	-	ns						
Data hold time	tH2	10	-	ns						

For Write mode

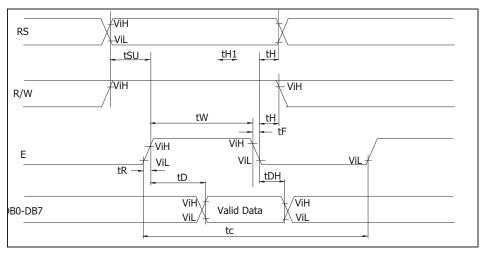
ITEM	SYBOL	MIN	MAX	UNIT
E cycle time	tc	500	-	ns
E rise time	tR	-	25	ns
E fall time	tF	-	25	ns
E-pulse width (H, L)	tw	220	-	ns
R/W and RS set-up time	tsu	40	-	ns
R/W and RS hold time	tH	10	-	ns
Data output delay	tD	-	120	ns
Data hold time	tDH	20	_	ns

For Read mode

#### WRITE MODE TIMING DIAGRAM



#### READ MODE TIMING DIAGRAM



# 6. BACKLIGHT CHARACTERISTICS

### 6.1 Absolute Maximum Ratings

ITEM	SYMBOL	CONDITION	MIN	MAX	UNIT
Forward Current	Ifm	-	-	30	mA
Reverse Voltage	Vr	-	-	8	V
Power Dissipation	Pd	-	-	90	mW

### 6.2 Operating Parameters

-						1	
ITEM	SYMBOL	CONDITION	MIN	TYP.	MAX	UNIT	
Forward	Vf*	If=20mA-	_	3.9	4.0	V	
Voltage	VI	11-2011A-	-	5.5	ч.U	v	
Peak		If-20mA		FCO		2 22	
Wavelength	Λ	If=20mA-		568	-	nm	

• Vf is the voltage applied to Pin15 and Pin16

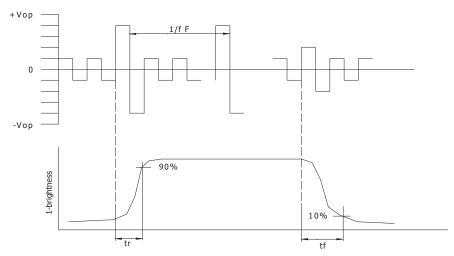
# 7. ELECTRO-OPTICAL CHARACTERISTICS

ITEM	SYMBO L	CONDI TION	MIN.	ТҮР.	MAX.	UNIT	REF.
Contrast	CR	<b>25</b> ℃		12			Note1
Rise Time	tr	<b>25</b> ℃		160	240	ms	Note2
Fall Time	tf	<b>25</b> ℃		100	150	ms	note 2
Viewing	θ 1- θ 2	<b>25</b> ℃			60	DEC	Noto 2
Angle	Ø1, Ø2	250	-40		40	DEG	Note 3
Frame	Ff	<b>25</b> ℃		70		Hz	note 2
Frequency				70			

Note(1): Contrast ratio is defined under the following condition:

- CR= <u>brightness of selected condition</u> brightness of non-selected condition
- (a). Temperature-----25C
- (b). Frame Frequency-----64Hz
- (c). Viewing angle------  $\theta = 0, \emptyset = 0$

### (d). Operating Voltage---5.0V



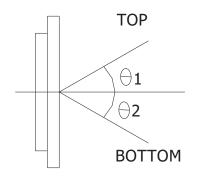
Note(2): definition of response time:

Condition:

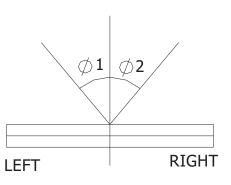
- (a). Temperature-----25C
- (b). Frame Frequency-----64Hz
- (c). Viewing angle------  $\theta = 0, \varphi = 0$
- (d). Operating Voltage---5.0V

Note(3): definition of view angle:

#### TOP-BOTTOM DIRECTION



#### **RIGHT-LEFT DIRECTION**



# 8. DISPLAY CONTROL INSTRUCTION

# 8.1 INSTRUCTION TABLE

0.1					_				_	Description	
Functio	R S							Execu			
n	2										Time*
				Ŭ				7			(Max)
Clear	0	0	0	0	0	0	0	0(	01	Clears entire display and returns the cursor to	1.64mS
Display		-						_		home position (address 0)	
Return Home										Return the cursor to the home position. DD RAM contents remain unchanged. Set DD RAM address to zero.	
Entry mode set	0	0	0	0	0	0	0	/	1 S / D	Set cursor moving direction and enable the shift of the display. These operations are performed during data write/read of DD RAM/CG RAM. 1/D=1: increment; 1/D=0: decrement; S=1: whole display shift when data is written.	
Display ON/OFF control	0	0	0	0	0	0	1	D	СВ	Set display (D),cursor(C) and blinking of cursor(B) ON/OFF. D=1:display ON; D=0: display OFF. C=1:Cursor ON; C=0:cursot OFF. B=1:Blink ON; B=0, Blink OFF.	
Cursor or Display shift	0	0	0	0	0	1	S / C	R) / L	××	Move the cursor and shift the display without changing DDRAM contents. S/C=1: Display Shift; S/C=0:Cursor move. R/L=1:shift to right; R/L=0:shift to left.	
Functio n Set	0	0	0	0	1	DL	N	F	××	Set interface data length (DL), number of display lines (N) and character font (F).DL=1: 8 bits; DL=0: 4 bits. N=1: 2 lines; N=0: 1 lines. F=1: 5X11 dots; F=0: 5X7 dots.	
Set CG RAM add	0	0	0	1		/	40	G		Set CG RAM address. CG RAM data is sent and received after this setting.	<b>40</b> μ S
Set DD RAM Add	0	0	1			A	D	D		Set DD RAM address. DD RAM data is sent and received after this setting.	40 µ S
Read BF & Addr	0	1	B F			4	40	2		Read BUSY FLAG (BF) and the contents of the address counter. BF=1: internal operation; BF=0: can accept instruction.	<b>0</b> μ <b>S</b>
Write Data to RAM	1	0	V	/R	RI	ΓE		DA	TA	Write data into DD RAM or CG RAM.	<b>40</b> μ S**
Read Data from RAM	1	0	F	RE	A	D	D	TA	Ā	Read data from DD RAM or CG RAM.	<b>40</b> μ S**

# 8.2 Character Table FOR(-B0)

	 								· · · · ·						
Upper 4 bit Lower 4 bit	 1.1.1.11	LIHL	1.114141	1.141.1.	LHLH	LHHH.	снин	HLLL	ныя	нын	нгни	FIFILL	ннын	FIREFIC.	ыны
1.L.L.1			8	٩	P										
1 L L H				Ħ											
1LH1			2	E	R	b								P	
1 L H H		Ħ				¢,								5	<b></b>
lHLl		#		D	T	٢	t.								<b>.</b>
1 H L H				E		8							1	ß	U
1.HHL														P	
гнни		7	T			9					T				π
HLLL		C	8			h							y		X
HLLH		)		I	Y	1					7		l		
HLHL		*													
нгнн		+		K		k					Ţ			*	
HHLL					T	l								¢	
ннгн															
ннні						r					T				
нннн				I		٠									

8-bits Power On Wait for more than 15 ms after Vdd rises to 4.5V ļļ RS R/W DB7 DB6 DB5 DB4 DB3 DB2 DB1 DB0 0 0 0 0 1 1 X X X X Function set: interface is 8 bit long Wait for more than 4.1 Ms RS R/W DB7 DB6 Dby DB4 DB3 DB2 DB1 DB0 0 0 0 0 1 1 X X X X Function set Wait for more than 0.1 Ms RS R/W DB7 DB6 DB5 DB4 DB3 DB2 DB1 DB0 0 0 0 0 1 1 X X X X Functionset RS R/W DB7 DB6 DB5 DB4 DB3 DB2 DB1 DB0 000011<mark>XX</mark>X Function set: DL=1,8 bit interface data RS R/W DB7 DB6 DB5 DB4 DB3 DB2 DB1 DB0 0 0 0 0 0 1 0 0 0 Display Off RS R/W DB7 DB6 DB5 DB4 DB3 DB2 DB1 DB0 0 0 0 0 0 0 0 0 0 1 Clear all display and return cursor to home position RS R/W DB7 DB6 DB5 DB4 DB3 DB2 DB1 DB0 0 0 0 0 0 0 0 1 I/D S Entry mode set

8.3

INITIALIZATION BY INSTRUCTION

END OF INITIALIZATION

# 4-bits Power On Wait for more than 15 mS after Vdd rises to 4.5V RS R/W DB7 DB6 DB5 DB4 $0 \quad 0 \quad 0 \quad 1 \quad 1$ Function set: DL=1.8 bit interface data. Wait for more than 4.1 Ms RS R/W DB> DB6 DB5 DB4 0 0 0 0 1 1 DL=1,8 bit interface data Wait for more than 0.1 Ms RS R/W DB7 DB6 DB5 DB4 0 0 0 0 1 0 DL=0,4 bit interface data RS R/W DB7 DB6 DB5 DB4 0 0 0 0 1 0 0 0 N F X X Function set: DL=0,4 bit interface data RS R/W DB- DB6 DB5 DB4 0 0 0 0 0 0 0 1 0 0 0 Display\_Off RS R/W DB- DB6 DB5 DB4 0 0 0 0 0 0 $0 \quad 0 \quad 0 \quad 0 \quad 1$ Function set: DL=0,4 bit interface data RS R/W DB7 DB6 DB5 DB4 0 0 0 0 0 0 0 0 0 1 I/D S Entry mode set

END OF INITIALIZATION

Function	RS	Function RS RW D7 D6 D5 D4						Description					
power on delay								Initialization. No display appears.					
Frnction set	0	0	0	0	1	0		Sets to 4 -bit operation. In this case, operation is handled as 8-bits by initialization,a nd Only this instruction completes with one write.					
Frnction set	0	0	0	0	1	0		Sets 4 -bit operation, 1-line display and 5*7 dot					
	0	0	0	0	Х	Х		character font. (number of display lines and character fontscannot be changed hence after.)					
Display	0	0	0	0	0	0		Turn on display and cursor.					
ON/OFF Control	0	0	1	1	1	0							
Entry Mode	0	0	0	0	0	0		Turn on display and cursor.					
Set	0	0	0	1	1	0							
Write data	1	0	0	1	0	0		Write "O". Curaor incrementer by one and shift to					
to	1	0	1	1	1	1		right.					
CG/DD/ARM													
	same as 8-bit operation												

4-bit operation (4-bits 1 line)

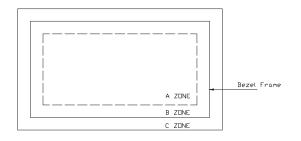
# 9. INSPECTION STANDARDS

### 9.1 Inspection Conditions

The LCD shall <mark>be inspected under 40W white fluorescent li</mark>ght.

The distance between the eyes and the samples shall be more than 30cm. All directions for inspecting the sample should be within 45 degree against perpendicular line.

#### Definition of Applicable Zone 9.2



- A Zone: Active Display Area B Zone: Area from Bezel Frame to A Zone
- C Zone: Rest Area of Bezel
- A Zone + B Zone=Effective Viewing Area

#### 9.3 Standards

NO	PARAMETER	ER CRITERIA									
		Round Shape									
			Zone	Acceptable Number							
		DIMENSION(I	MM)	A	В	С					
		D≤	0.1	*	*	*					
		0.1<		5	5	*					
			D≤0.3	0	1	*					
		0.3		0	0	*					
		D=(long+sho	rt)/2 * Disre	egard							
1	Black and White Spots,	Line Shape									
	Foreign Substances		Zone	Acceptable Number							
	Substances	X(mm)	Y(mm)	Α	В	С					
		-	0.02≥W	*	*	*					
		2.0≥L	0.03≥W	3	3	*					
		1.0≥L	0.04≥W	1	2	*					
		1.0≥L	0.05≥W	0	2	*					
		-	0.05 <w< td=""><td colspan="5">Not acceptable</td></w<>	Not acceptable							
		X: Length Y: Width * Disregard									
		Total defects shall not exceed 5.									
			Zone	Acceptable Number							
	Air Bubbles	Dimension(mm)		- A	В	С					
2	(Between glass and polarizer)	D≤	0.1	*	*	*					
		0.1<	0≤0.2	5	5	*					

		0.2 <d≤0.3< th=""><th>0</th><th>1</th><th>*</th></d≤0.3<>	0	1	*								
			0	1	*								
		0.3 <d< td=""><td>0</td><td>0</td><td></td></d<>	0	0									
		i Diorogara	Total defects shall not exceed 3.										
3	The Shape of Dot	<ul> <li>(1) Dot Shape(with dent)</li> <li>(1) Dot Shape(with dent)</li> <li>As per the sketch of left hand.</li> <li>(2) Dot Shape(with Projection)</li> <li>(2) Dot Shape(with Projection)</li> <li>(3) Pin Hole</li> <li>(3) Pin Hole</li> <li>(X+Y)/2&lt;0.2mm (less than 0.1)</li> <li>Total defects shall not exceed</li> </ul>	) t. mm is no	Dt counter	d								
4	Polarizer Scratches	Not to be conspicuous de	fects.										
5	Polarizer Dirts	If the stains are removed ea module is not defective.	asily fror	m LCD s	surface,the								
6	Color Variation	Not to be conspicuous de	fects.										

# **10. PRECAUTIONS IN USING LCM**

## 1. LIQUID CRYSTAL DISPLAY (LCD)

LCD is made up of glass, organic sealant, organic fluid, and polymer based polarizers. The following precautions should be taken when handing,

(1). Keep the temperature within range of use and storage. Excessive temperature and humidity could cause polarization degredation, polarizer peel off or bubble.

(2). Do not contact the exposed polarizers with anything harder than an HB pencil lead. To clean dust off the display surface. Wipe gently with cotton. Chamois or other soft material soaked in petroleum benzin.

(3). Wipe off saliva or water drops immediately. Contact with water over a long period of time may cause polarizer deformation or color fading, while an active LCD with water condensation on its surface will cause corrosion of ITO electrodes.

(4). Glass can be easily chipped or cracked from rough handing. especially at corners and edges.

(5). Do not drive LCD with DC voltage.

### 2. Liquid Crystal Display Modules

### 2.1 Mechanical Considerations

LCM are assembled and adjusted with a high degree of precision. Avoid excessive shocks and do not make any alterations or modifications. The following should be noted.

(1). Do not tamper in any way with the tabs on the tabs on the metal frame.

(2). Do not modify the PCB by drilling extra holes, changing its outline, moving its components or modifying its pattern.

(3). Do not touch the elastomer connector, especially insert an backlight panel (for example, EL).

(4). When mounting a LCM make sure that the PCB is not under any tress such as bending or twisting. Elastomer contacts are very delicate and missing pixels could result from slight dislocation of any of the elements.

(5). Avoid pressing on the metal bezel, otherwise the elastomer connector could be deformed and lose contact, resulting in missing piels.

#### 2.2. Static Electricity

LCM contains CMOS LSI's and the same precaution for such devices should apply, namely

(1). The operator should be grounded whenever he/she comes into contact with the module. Never touch any of the conductive parts such as the LSI pads, the copper leads on the PCB and the interface terminals with any parts of the human body.

(2). The modules should be kept in antistatic bags or other containers resistant to static for storage.

(3). Only properly grounded soldering irons should be used.

(4). If an electric screwdriver is used, it should be well grounded and shielded from commutator sparks.

(5). The normal static prevention measures should be observed for work clothes and working benches; for the latter conductive (rubber) mat is recommended.

(6). Since dry air is inductive to statics, a relative humidity of 50-60% is recommended.

### 2.3. Soldering

- (1). Solder only to the I/O terminals.
- (2). Use only soldering irons with proper grounding and no leakage.
- (3). Soldering temperature: 280  $^{\circ}C \pm 10^{\circ}C$
- (4). Soldering time: 3 to 4 sec.
- (5). Use eutectic solder with resin flux fill.
- (6). If flux is used, the LCD surface should be covered to avoid flux spatters. Flux residue should be removed after wards.

### 2.4. Operation

- (1). The viewing angle can be adjusted by varying the LCD driving voltage V0.
- (2). Driving voltage should be kept within specified range; excess voltage shortens display life.
- (3). Response time increases with decrease in temperature.
- (4). Display may turn black or dark blue at temperatures above its operational range; this

is (however not pressing on the viewing area) may cause the segments to appear "fractured".

(5). Mechanical disturbance during operation (such as pressing on the viewing area) nay cause the segments to appear "fractured".

#### 2.5. Storage

If any fluid leaks out of a damaged glass cell, wash off any human part that comes into contact with soap and water. Never swallow the fluid. The toxicity is extremely low but caution should be exercised at all the time.

#### 2.6. Limited Warranty

Unless otherwise agreed between A JXUg and customer, A JXUg will repiace or repair any of its LCD and LC, which is found to be defective electrically and visually when inspected in accordance with A JXUg acceptance standards, for a period on one year froa data of shipment. Confirmation of such date shall be based on freight documents. The warranty liability of A JXUg is limited to repair and/or replacement on the terms set forth above. A JXUg will not responsible for any subsequent or consequential events.



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