一众显示科技有限公司

TEAM SOURCE DISPLAY TECH. CO, LTD.

TFT-LCD Module Specification

Module NO.： TST121WXVK-18

Version： V1.0

☐ APPROVAL FOR SPECIFICATION ☐ APPROVAL FOR SAMPLE

For Customer's Acceptance：	
Approved by	Comment

Team Source Display：		
Presented by	Reviewed by	Approved by
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Revision history

Version No.	Date	Page	Content	Remark
V1.0	2026-10-6	All	The initial release	

TSD 一众显示

Website: www.tslcd.com/www.lcdlcm.com Email: tslcd@tslcd.com

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1 General Characteristics

1.1 Introduction

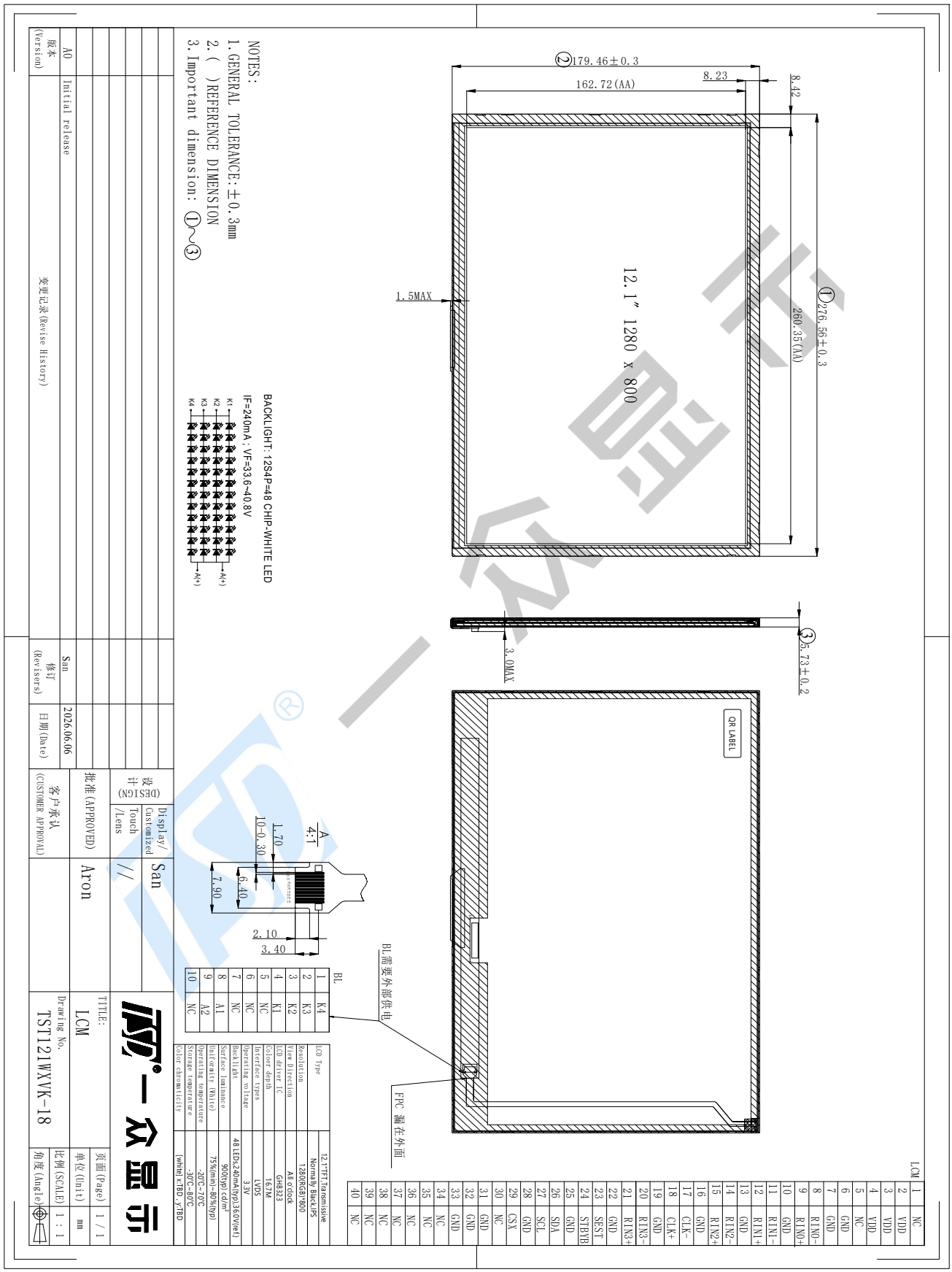
TST121WXVK-18 is a color active matrix thin film transistor (TFT) liquid crystal display (LCD) that uses amorphous silicon TFT as a switching device. This model is composed of a TFT LCD panel, a Backlight and a driving circuit.This TFT LCD has a 10.1 inch diagonally measured active display area with 1280 horizontal by 800 vertical pixel resolution.

1.2 General Information

ITEM	Specification	Unit
LCD Type	a-Si TFT,Transmissive,Normally black,IPS	-
LCD Size	12.1	inch
Resolution (W x H)	1280(RGB) ×800	pixel
Outline size	276.56(H) x179.46(V) x 5.73(T)	mm
Active Area	260.35 (H) x 162.72(V)	mm
Pixel Pitch	0.2034(H)x0.2034(V)	mm
Viewing Direction	ALL o'clock	-
Color Depth	16.7M	-
Pixel Arrangement	RGB-stripe	-
Driver IC	GH8323	-
Backlight Type	48 LEDs, 240mA(typ), 36.0V(ref.)	-
Surface Luminance	900(typ)	cd/m2
LCD Interface Type	LVDS	-
With/Without TP or Lens	Without	-
Weight	TBD	g

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2 Mechanical drawings



3 Interface description

3.1 LCM interface description

PIN NO.	Symbol	I/O	description
1	NC	-	No connect
2	VDD	P	Power voltage for digital circuit
3	VDD	P	Power voltage for digital circuit
4	VDD	P	Power voltage for digital circuit
5	NC	-	No connect
6	GND	P	Power ground
7	GND	P	Power ground
8	RIN0-	I	Negative LVDS differential data input
9	RIN0+	I	Positive LVDS differential data input
10	GND	P	Power ground
11	RIN1-	I	Negative LVDS differential data input
12	RIN1+	I	Positive LVDS differential data input
13	GND	P	Power ground
14	RIN2-	I	Negative LVDS differential data input
15	RIN2+	I	Positive LVDS differential data input
16	GND	P	Power ground
17	CLK-	I	Negative LVDS differential clock input
18	CLK+	I	Positive LVDS differential clock input
19	GND	P	Power ground
20	RIN3-	I	Negative LVDS differential data input
21	RIN3+	I	Positive LVDS differential data input
22	GND	P	Power ground
23	SEST	I	Reset pin
24	STBYB	I	Standby mode
25	GND	P	Power ground
26	SDA	I	Serial data input/output for SPI Interface
27	SCL	I	Clock Input for SPI interface
28	GND	P	Power ground
29	CSX	I	Chip select pin for SPI Interface
30	NC	-	No connect
31	GND	P	Power ground
32	GND	P	Power ground
33	GND	P	Power ground

PIN NO.	Symbol	I/O	description
34	NC	-	No connect
35	NC	-	No connect
36	NC	-	No connect
37	NC	-	No connect
38	NC	-	No connect
39	NC	-	No connect
40	NC	-	No connect

I: input, O: output, P: Power

3.2 Backlight interface description

N0.	Symbol	I/O	Description
1	K4	P	LED Cathode
2	K3	P	LED Cathode
3	K2	P	LED Cathode
4	K1	P	LED Cathode
5	NC	-	No connect
6	NC	-	No connect
7	NC	-	No connect
8	A1	P	LED Anode
9	A2	P	LED Anode
10	NC	-	No connect

I: input, O: output, P: Power

4 Timing Characteristics

4.1 LVDS Interface

- LVDS Receiver : Timing Controller (LVDS Rx merged) / LVDS Data : Pixel Data

< Table 7. LVDS Input Data Mapping >

Channel No.	Data No.	8-bit LVDS Type
		VESA
0	Bit-0	R0
	Bit-1	R1
	Bit-2	R2
	Bit-3	R3
	Bit-4	R4
	Bit-5	R5
	Bit-6	G0
1	Bit-0	G1
	Bit-1	G2
	Bit-2	G3
	Bit-3	G4
	Bit-4	G5
	Bit-5	B0
	Bit-6	B1
2	Bit-0	B2
	Bit-1	B3
	Bit-2	B4
	Bit-3	B5
	Bit-4	HS
	Bit-5	VS
	Bit-6	DE
3	Bit-0	R6
	Bit-1	R7
	Bit-2	G6
	Bit-3	G7
	Bit-4	B6
	Bit-5	B7
	Bit-6	-

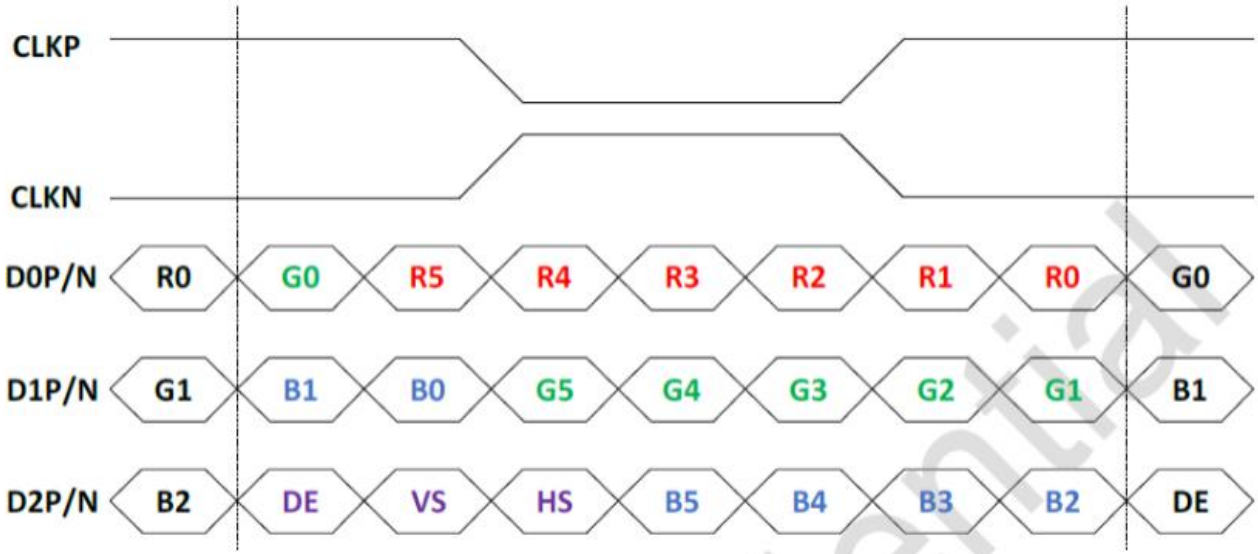
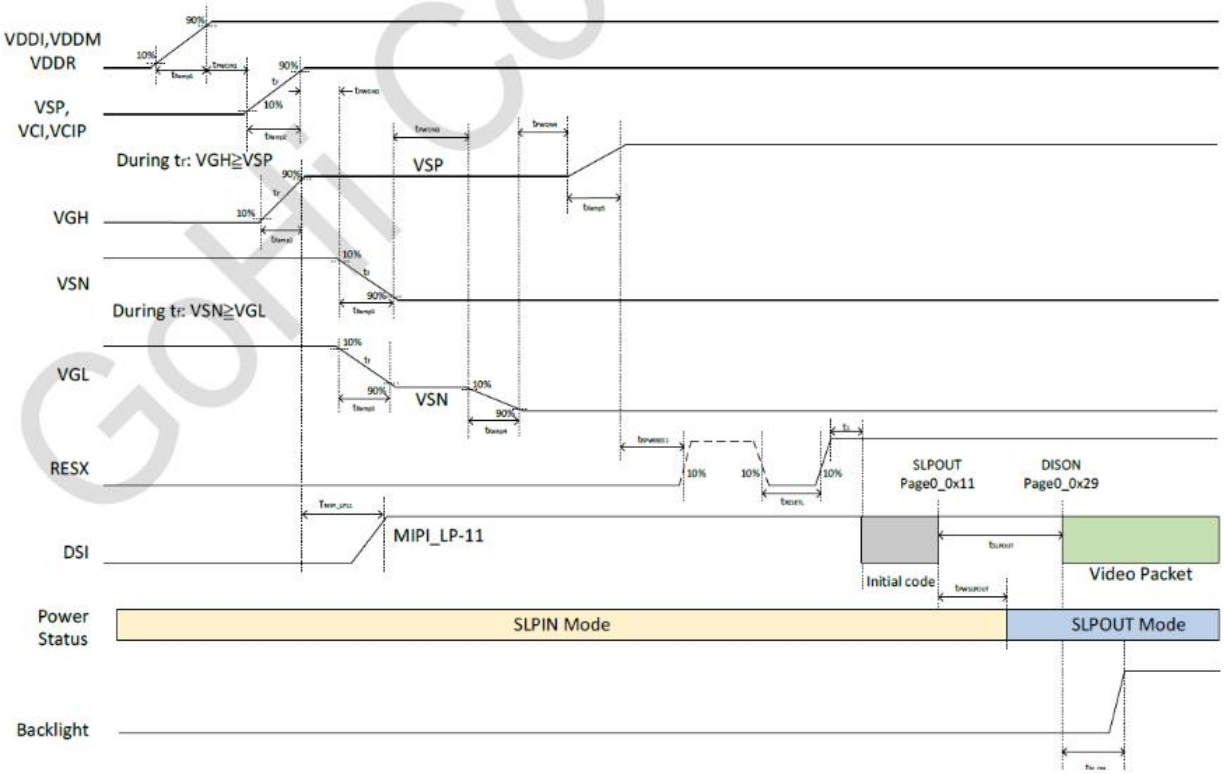


Figure 6.10: 6-bit LVDS input (IM[1:0]=01, LANE[1:0]=10, LVFMT=Don't care)

4.2 LVDS Rx Interface Timing Parameter



4.3 Timing Parameters (DE only mode)

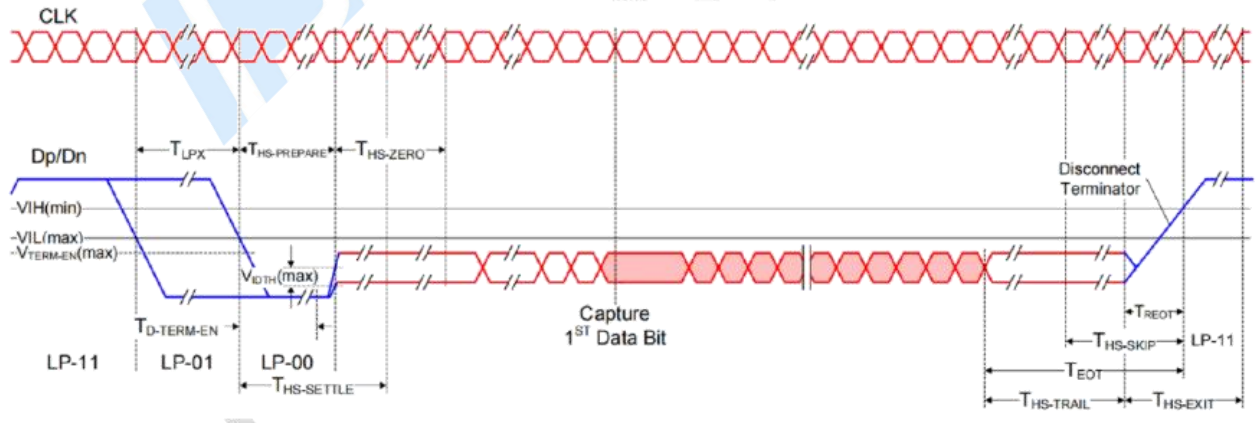
Parameter		Symbol	Value			Unit
			Min.	Typ.	Max.	
DCLK frequency @Frame rate=60Hz (LVDS)		F_{DCLK}	66.3	72.4	78.9	MHz
HSYNC period time		T_H	1380	1440	1500	DCLK
Horizontal display area		T_{HD}		1280		DCLK
HSYNC pulse width	Min.	T_{HPW}		2		
	Typ.			-		
	Max.			40		
HSYNC back porch (with pulse width)		T_{HFP}	88	88	88	DCLK
HSYNC front porch		T_{HFP}	14	72	132	DCLK
VSYNC period time		T_V	824	838	872	H
Vertical display area		T_{VD}		800		H
VSYNC pulse width	Min.	T_{VPW}		2		H
	Typ.			-		
	Max.			20		
VSYNC back porch (with pulse width)		T_{VBP}	23	23	23	H
VSYNC front porch		T_{VFP}	1	15	49	H

Note

1. DE Only Mode， While operation, DE signal should be have the same cycle. The input of HSYNC & VSYNC signal does not have an effect on normal operation.
2. Best operation clock frequency is 75Mhz.
3. Frequency] = [H Total] * [V Total] * [vertical Frame rate]
   HTotal, V Total and Frame rate]should operate within the range between Frequency_Min and Frequency_Max
4. Except Best operation clock frequency, FOS(Flicker & Brightness & Crosstalk, Etc.) are not guaranteed.
5. Main frequency Max is 80.9 Mhz MHz without spread spectrum

4.4 Signal Timing Waveform

Burst Mode Data Transmission

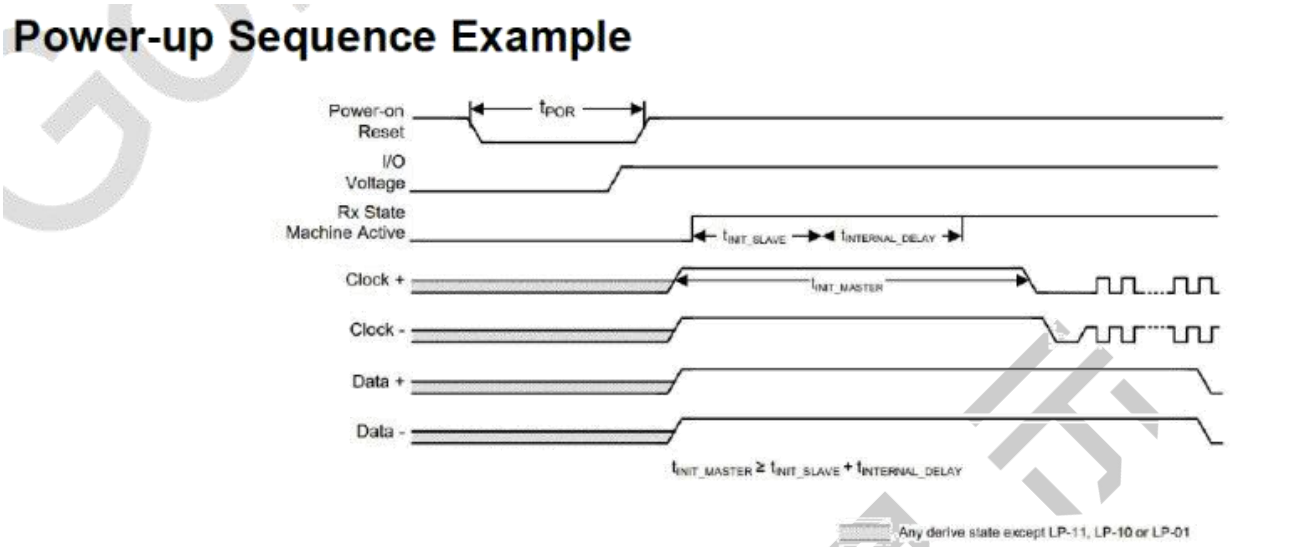


4.5 Input Signals, Basic Display Colors and Gray Scale of Colors

Color & Gray Scale		Input Data Signal																							
		Red Data								Green Data								Blue Data							
		R7	R6	R5	R4	R3	R2	R1	R0	G7	G6	G5	G4	G3	G2	G1	G0	B7	B6	B5	B4	B3	B2	B1	B0
Basic Colors	Black	0	0	0	0	0	0	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	0	0	0	0	1	1	1	1	1	1	1	1
	Green	0	0	0	0	0	0	0	0	1	1	1	1	1	1	1	1	0	0	0	0	0	0	0	0
	Cyan	0	0	0	0	0	0	0	0	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1
	Red	1	1	1	1	1	1	1	1	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
	Magenta	1	1	1	1	1	1	1	1	0	0	0	0	0	0	0	0	1	1	1	1	1	1	1	1
	Yellow	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	0	0	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	1	1	1	1	1	1
Gray Scale of Red	Black	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
	△	0	0	0	0	0	0	0	1	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
	Darker	0	0	0	0	0	0	1	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
	△	↑								↑								↑							
	▽	↓								↓								↓							
	Brighter	1	1	1	1	1	1	0	1	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
	▽	1	1	1	1	1	1	1	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
	Red	1	1	1	1	1	1	1	1	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
Gray Scale of Green	Black	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
	△	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	1	0	0	0	0	0	0	0	0
	Darker	0	0	0	0	0	0	0	0	0	0	0	0	0	0	1	0	0	0	0	0	0	0	0	0
	△	↑								↑								↑							
	▽	↓								↓								↓							
	Brighter	0	0	0	0	0	0	0	0	1	1	1	1	1	1	0	1	0	0	0	0	0	0	0	0
	▽	0	0	0	0	0	0	0	0	1	1	1	1	1	1	1	0	0	0	0	0	0	0	0	0
	Green	0	0	0	0	0	0	0	0	1	1	1	1	1	1	1	1	0	0	0	0	0	0	0	0
Gray Scale of Blue	Black	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
	△	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	1
	Darker	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	1	0
	△	↑								↑								↑							
	▽	↓								↓								↓							
	Brighter	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	1	1	1	1	1	1	0	1
	▽	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	1	1	1	1	1	1	1	0
	Blue	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	1	1	1	1	1	1	1	1
Gray Scale of White	Black	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
	△	0	0	0	0	0	0	0	1	0	0	0	0	0	0	0	1	0	0	0	0	0	0	0	1
	Darker	0	0	0	0	0	0	1	0	0	0	0	0	0	0	1	0	0	0	0	0	0	0	1	0
	△	↑								↑								↑							
	▽	↓								↓								↓							
	Brighter	1	1	1	1	1	1	0	1	1	1	1	1	1	1	0	1	1	1	1	1	1	1	0	1
	▽	1	1	1	1	1	1	1	0	1	1	1	1	1	1	1	0	1	1	1	1	1	1	1	0
	White	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1

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4.6 POWER SEQUENCE



Parameter	Values			Units
	Min	Typ	Max	
T1	0.1	-	10	ms
T2	0.1	-	50	ms
T3	300	-	-	ms
T4	200	-	-	ms
T5	0.1	-	50	s
T6	0.1	-	10	ms
T7	500	-	-	ms

Note 1:Even though T1 is over the specified value, there is no problem if the rush current is within Spec.

Note 2:When the power supply VDD is 0V, keep the level of input signals on the low or high impedance;

※Please avoid floating state of interface signal at invalid period.

※When the power supply for LCD (VDD) is off, be sure to pull down the valid and invalid data to 0V.

Note 3:The T3 / T4 is recommended value, the case when failed to meet a minimum specification, abnormal display would be shown. There is no reliability problem.

Note 4:T6: Voltage of VDD must decay smoothly after power-off , there should be none re-bounding voltage.(customer system decide this value)

Note 5:T7 should be measured after the Module has been fully discharged between power off and on period

5 Absolute Maximum Ratings

PARAMETER	SYMBOL	MIN	MAX	UNIT
LCD Supply Voltage	VDD	3.0	3.6	V
Operating Temperature	TOP	-20	70	℃
Storage Temperature	TST	-30	80	℃
Storage Humidity	RH	-	90%(Max 60℃)	RH

6 Electrical Characteristics

PARAMETER	SYMBOL	MIN	TYP	MAX	UNIT
LCD Supply Voltage	VDD	3.0	3.3	3.6	V
LCD Input Current	I_{VDD}	-	TBD	-	mA
Input Voltage ' H ' level	VIH	0.7VDD	-	VDD	V
Input Voltage ' L ' level	VIL	GND	-	0.3VDD	

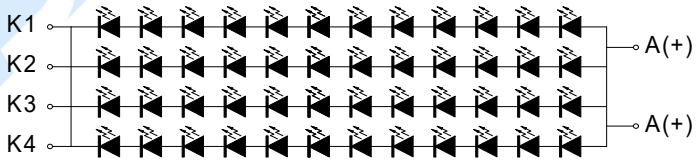
7 Backlight Characteristics

ITEM	SYMBOL	MIN	TYP	MAX	UNIT
LED Voltage	Vf	33.6	36.0	40.8	V
LED Current	If	-	240	-	mA
Power consumption	Wbl	8.064	8.64	9.792	W
LED Life Time	-	20000	30000	-	Hrs

Note (1) LED current is measured by utilizing a high frequency current meter as shown below:

Note (2) The lifetime of LED is defined as the time when it continues to operate under the conditions at Ta = 25 ±2 ℃ and Typical operating current of LED until the brightness becomes ≦ 50% of its original value.

Note (3) Please note that LED life will be shorter than the average life described in the specification if operate in higher ambient temperature.



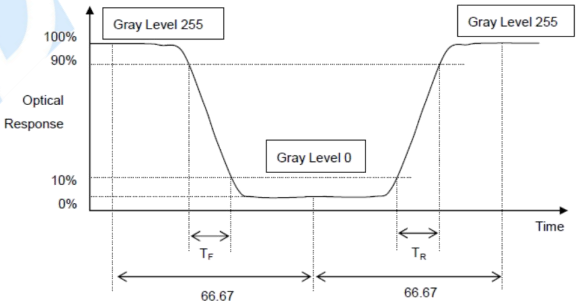
8 LCD Optical specifications

Item	Symbol	Condition	Specification			Unit	Remark
			Min	Typ	Max		
Response time	Tr+Tf	θ = 0°	-	30	35	ms	Note3
Contrast ratio	CR	θ = 0°	1000	1200	-		Note4
Color Gamut	S	θ = 0°	68	72	-	%	
Luminance(White)	L	θ = 0°	-	900	-	cd/m^2	Note2,6
Uniformity (White)	δ W	θ = 0°	75	80	-	%	Note7
Viewing angle	Top	CR≧10	80	85	-	Deg.	Note5
	Bottom	CR≧10	80	85	-		
	Left	CR≧10	80	85	-		
	Right	CR≧10	80	85	-		
Color chromaticity （CIE1931）	Wx	θ = 0°	-0.03	TBD	+0.03		
	Wy			TBD			
	Rx			TBD			
	Ry			TBD			
	Gx			TBD			
	Gy			TBD			
	Bx			TBD			
	By			TBD			

Note 1: Ambient temperature = 25°C.

Note 2: To be measured with a viewing cone of 2°by Konica Minolta luminance meter CA310.

Note 3: Definition of Response Time (TR, TF) and measurement method:

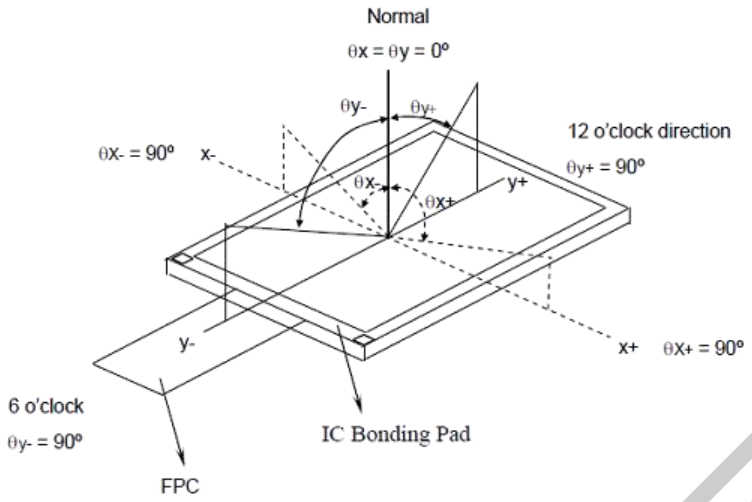


Note 4: Definition of contrast ratio:

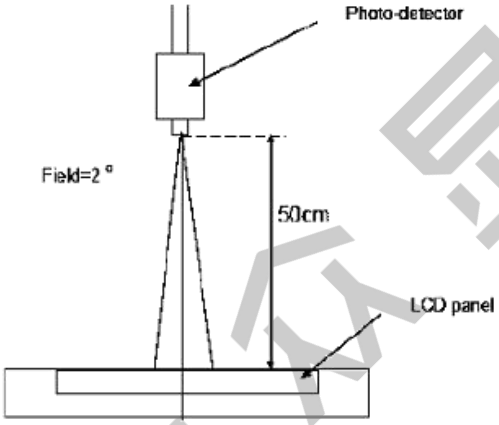
Contrast ratio is calculated by the following formula.

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

Note 5: Definition of viewing angle



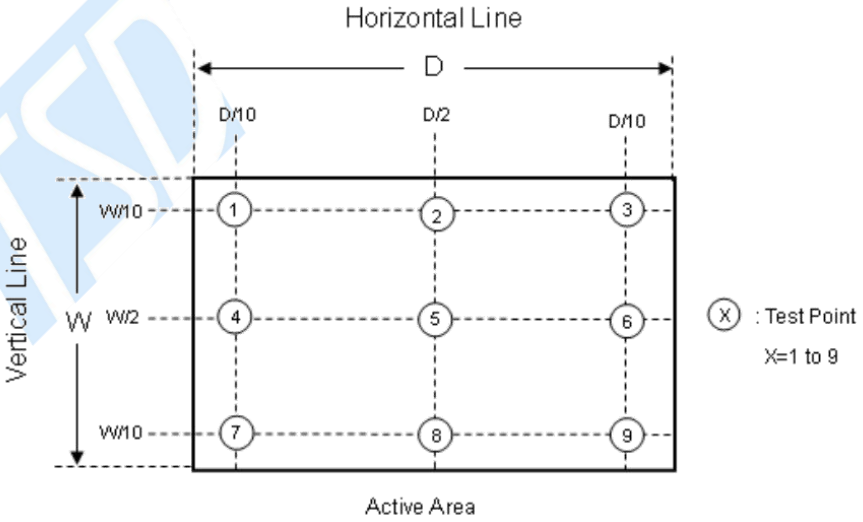
Note 6: Optical characteristic measurement setup.



Note 7:Definition of White Variation (δ W):

Measure the luminance of gray level 255(white) at 9 points

δ W= (Minimum [L (1) ~ L (9)] / Maximum [L (1) ~ L (9)]) *100%



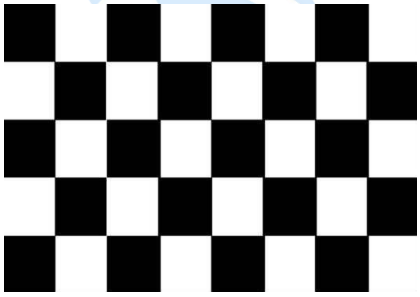
9 RELIABILITY TEST

NO.	TEST ITEM	TEST CONDITION	Criterion
1	High Temperature Storage	80±2°C/96 hours	IEC60068-2-1, GB/T2423.2
2	Low Temperature Storage	-30±2°C/96 hours	IEC60068-2-1, GB/T2423.1
3	High Temperature Operating	70±2°C/96 hours	IEC60068-2-1, GB/T2423.2
4	Low Temperature Operating	-20±2°C/96 hours	IEC60068-2-1, GB/T2423.1
5	Temperature Cycle	-40±2°C(30 min.) , 85± 2°C (30min.) , 100 cycles	IEC60068-2-14, GB/T2423.22
6	High Temperature & Humidity Storage	60°C ±2°C × 90%RH/96 hours	IEC60068-2-78, GB/T2423.3
7	Vibration Test	Frequency 10Hz~55Hz Stroke: 1.5mm Sweep: 10Hz~150 Hz~10Hz 2 hours For each direction of X, Y, Z	IEC60068-2-6, GB/T2423.10
8	Electrostatic Discharge Test	C=150pF, R=330 Ω Air: ±8KV 150pF/330Ω 9 times Contact: ±4KV,9 times	IEC61000-4-2, GB/T17626.2
9	Image Sticking(残影)	25℃,60%RH/30 minutes	Note2

Note 1： 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
6. No mura: 50% gray(Grey 127) / ND 5%

Note 2: Switch the image to Grey 127 after displaying the 5*8 chess pattern for 30 minutes, the after image disappears within 10 minutes.
采用 5x8 的黑白棋盘格画面保持 30 分钟，然后切换到 127 灰阶(16 位色则是 63 灰阶)，10 分钟内图像消失。



5*8 chess pattern



Gray127

9.1 About Image Sticking(关于残影)

9.1.1 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.

9.1.2 What causes 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.

9.1.3 How to Avoid Image Sticking?（如何避免残影）

- Try not to operate the LCD with a “fixed” image on the screen for more than 30 minutes.
-尽量不要在屏幕上显示“固定”图像的情况下操作 LCD 超过 30 分钟。
- 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.
-如果在高温环境中操作显示器，并且显示的图像与下面对“软件开发人员”中的建议相反，则图像粘贴可能在 30 分钟内发生。相应地调整屏幕保护程序设置。
1) 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.
-在长时间不活动时，如商店关门或不使用设备的轮班时，应关闭设备电源。
2)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.
-使用黑色或中灰色背景的屏幕保护程序，如果设备处于非活动状态超过 5-10 分钟，屏幕保护程序会自动设置为打开。
3)Avoid placing the monitor in poorly ventilated areas or in areas that will create excess heat around the monitor for software developers.
-避免将显示器放置在通风不良的区域或显示器周围产生过多热量的区域。

4)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.
-在定义屏幕中的图标、按钮或窗口时，尝试使用块模式而不是不同的线作为边界，将显示划分为不同的区域。
5) 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.
-如果需要显示静态图像，请尝试在两种不同颜色的边界处使用与中间灰度级对称的颜色，并偶尔稍微移动边界线。
6) Try to utilize medium gray hues for those areas that will have prolonged display times or remain static as other menu elements change.
-对于那些显示时间较长或随着其他菜单元素的变化而保持静止的区域，请尝试使用中等灰度色调。

9.1.4 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 (see “For Software Developers” above) 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 50° C. 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.

9.1.5 Is Image Sticking Covered by TSD RMA 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.

9.2 Others

1. Issues that are not defined in this document shall be discussed and agreed with both parties. (Customer and supplier) 本文件中未定义的问题应由双方讨论并达成一致。（客户和供应商）。
2. Unless otherwise agreed upon in writing, the criteria shall be applied to both parties. (Customer and supplier)除非另有书面约定，否则该标准适用于双方。（客户和供应商）。

10 Suggestions for using LCD modules

10.1 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.

10.2 Storage

1. Store in an ambient temperature of 5 to 25 ℃, 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 anti-static container.

11 Limited Warranty

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

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.

3.Any product issues must be feedback to TSD within 12 months since delivery, otherwise, we will not be responsible for the subsequent or consequential events.