

Surennoo HDMI Display Module Series

Model No.: SHN050B-1024600

USER MANUAL

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CONTENTS

1、GENERAL INFORMATION

2、EXTERNAL DIMENSIONS

3、ABSOLUTE MAXIMUM RATINGS

4、ELECTRICAL CHARACTERISTICS

5、CTP CHARACTERISTICS

6、ELECTRO-OPTICAL CHARACTERISTICS

7、INTERFACE DESCRIPTION

8、INPUT TIMING

9、RELIABILITY TEST CONDITIONS

10、INSPECTION CRITERION

11、PRODUCT PHOTOS

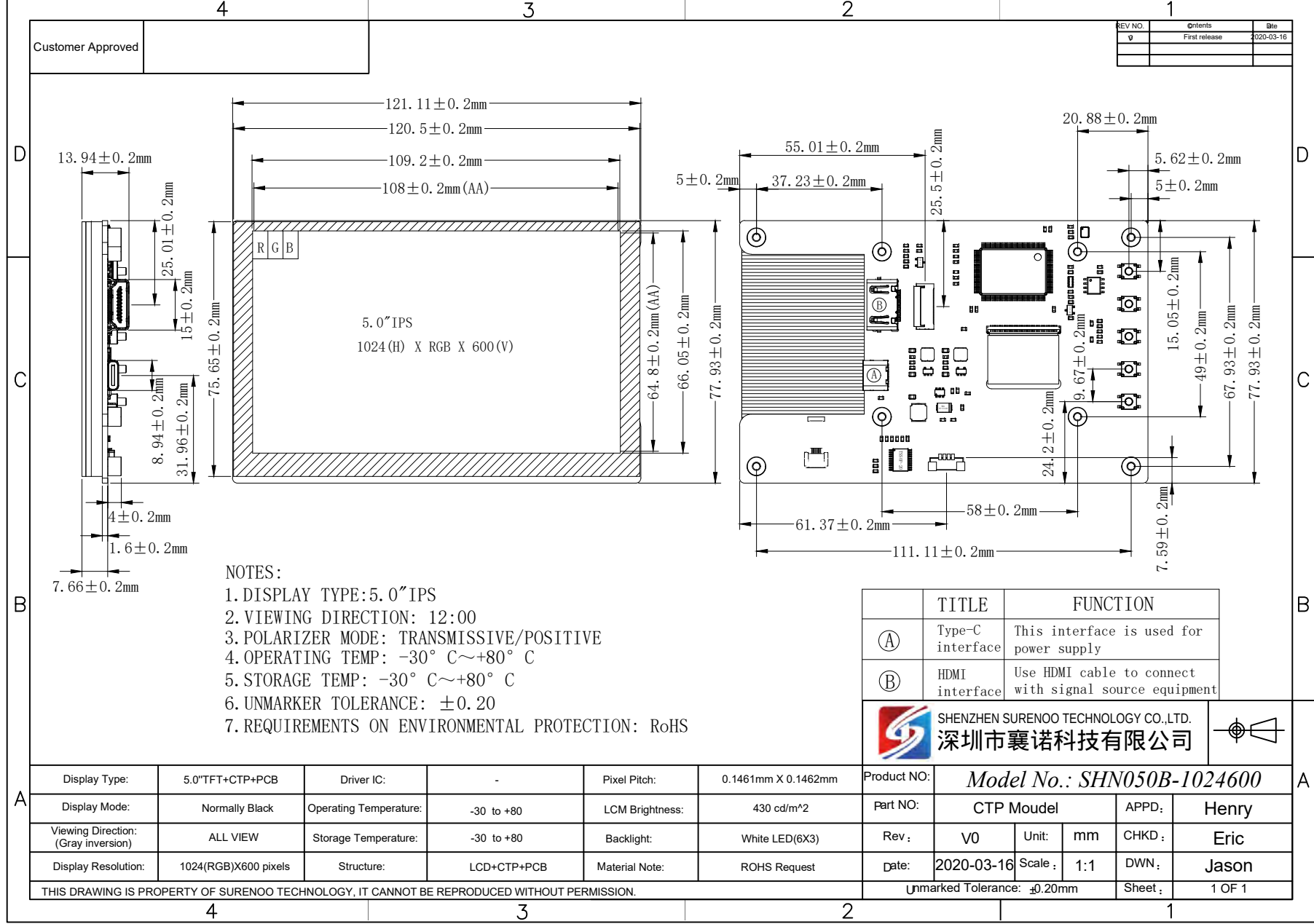


1、GENERAL INFORMATION

Item of general information	Contents		Unit
LCD Display Size (Diagonal)	5.0		inch
Module Structure	LCD Display + CTP Touch + PCB		-
LCD Display Type	TFT/TRANSMISSIVE		-
LCD Display Mode	TN: Normally White, IPS: Normally Black		-
Viewing Direction (Gray inversion)	All VIEW		o'clock
Module size (W×H×T)	121.11×77.93×13.94		mm
Active area (W×H)	108.00×64.80		mm
Number of pixels (Resolution)	1024RGB×600		Pixel
Pixel pitch (W×H)	0.1461×0.1462		mm
Color Pixel Arrangement	RGB Stripe		-
Module Interface Type	LCD Display	HDMI interface	-
	CTP Touch	USB interface GT911	-
System Support	Win7/Win8/Win10(Plug and play)		-
	Android/Linux (need to be configured first)		-
Power Supply	USB (5.0V)		-
Module Power consumption	2.3(Max)		W
Color Numbers	16.7M		-
Backlight Type	White LED		-



2、EXTERNAL DIMENSIONS





3、ABSOLUTE MAXIMUM RATINGS

<i>Parameter of absolute maximum ratings</i>	<i>Symbol</i>	<i>Min</i>	<i>Max</i>	<i>Unit</i>
<i>Operating temperature</i>	<i>Top</i>	-20	70	°C
<i>Storage temperature</i>	<i>Tst</i>	-30	80	°C
<i>Humidity</i>	<i>RH</i>	-	90%(Max 60°C)	<i>RH</i>

Note: Absolute maximum ratings means the product can withstand short-term, not more than 120 hours. If the product is a long time to withstand these conditions, the life time would be shorter.

4、ELECTRICAL CHARACTERISTICS(DC CHARACTERISTICS)

<i>Parameter of DC characteristics</i>	<i>Symbol</i>	<i>Min.</i>	<i>Typ.</i>	<i>Max.</i>	<i>Unit</i>
<i>PCB operating voltage</i>	<i>VUSB</i>	-	5.0	-	<i>V</i>
<i>LCD I/O operating voltage</i>	<i>VDD</i>	3.0	3.3	3.6	<i>V</i>
<i>Input voltage 'H' level</i>	<i>VIH</i>	0.7* <i>VDD</i>	-	<i>VDD</i>	<i>V</i>
<i>Input voltage 'L' level</i>	<i>VIL</i>	<i>VSS</i>	-	0.3* <i>VDD</i>	<i>V</i>
<i>Output voltage 'H' level</i>	<i>VOH</i>	<i>VDD</i> -0.4	-	<i>VDD</i>	<i>V</i>
<i>Output voltage 'L' level</i>	<i>VOL</i>	<i>VSS</i>	-	<i>VSS</i> +0.4	<i>V</i>



5、CTP CHARACTERISTICS

<i>Item of CTP characteristics</i>	<i>Specification</i>	<i>Unit</i>	<i>Remark</i>
<i>Panel Type</i>	<i>Glass Cover + Glass Sensor</i>	-	-
<i>Resolution</i>	<i>1024 x 600</i>	<i>Pixel</i>	-
<i>Surface Hardness</i>	<i>≥6H</i>	-	-
<i>Transparency</i>	<i>>82%</i>	-	-
<i>Driver IC</i>	<i>GT911</i>	-	-
<i>Interface Type</i>	<i>USB</i>	-	-
<i>Support Points</i>	<i>5</i>	-	-
<i>Sampling Rate</i>	<i>20~100</i>	<i>Hz</i>	-
<i>Supply voltage</i>	<i>3.3</i>	<i>V</i>	-

6、ELECTRO-OPTICAL CHARACTERISTICS

Item of electro-optical characteristics		Symbol	Condition	Min.	Typ.	Max.	Unit	Remark	Note
Response time		Tr+Tf	$\theta=0$ $=0$ Ta=25°C	-	20	-	ms	FIG 1.	4
Contrast Ratio		CR		-	350	-	-	FIG 2.	1
Luminance uniformity		WHITE		-	80	-	%	FIG 2.	3
Surface Luminance		Lv		-	400	-	cd/m2	FIG 2.	2
CIE (x, y) chromaticity	White	White x	$\theta=0$ $=0$ Ta=25°C	-	0.317	-	-	FIG 2.	5
		White y		-	0.324	-			
	Red	Red x		-	0.633	-			
		Red y		-	0.341	-			
	Green	Green x		-	0.324	-			
		Green y		-	0.551	-			
	Blue	Blue x		-	0.153	-			
		Blue y		-	0.143	-			
Viewing angle range	=90(12 o'clock)		CR 10	-	50	-	deg	FIG 3.	6
	=270(6 o'clock)			-	60	-	deg		
	=0(3 o'clock)			-	65	-	deg		
	=180(9 o'clock)			-	65	-	deg		
NTSC ratio	-		-	-	50	-	%	-	-

Note 1. Contrast Ratio(CR) is defined mathematically by the following formula. For more information see FIG 2.:

$$\text{Contrast Ratio(CR)} = \frac{\text{Average Surface Luminance with all white pixels(P1,P2,P3,P4,P5,P6,P7,P8,P9)}}{\text{Average Surface Luminance with all black pixels(P1,P2,P3,P4,P5,P6,P7,P8,P9)}}$$

Note 2. Surface luminance is the LCD surface from the surface with all pixels displaying white. For more information see FIG 2.

$$L_v = \text{Average Surface Luminance with all white pixels (P1,P2,P3,P4,P5,P6,P7,P8,P9)}$$

Note 3. The uniformity in surface luminance (WHITE) is determined by measuring

luminance at each test position 1 through 9, and then dividing the maximum luminance of 9 points luminance by minimum luminance of 9 points luminance. For more information see FIG 2.

$$\delta_{\text{WHITE}} = \frac{\text{Minimum Surface Luminance with all white pixels (P1, P2, P3, P4, P5, P6, P7, P8, P9)}}{\text{Maximum Surface Luminance with all white pixels (P1, P2, P3, P4, P5, P6, P7, P8, P9)}}$$

Note 4. Response time is the time required for the display to transition from White to black(Rise Time, Tr) and from black to white(Decay Time, Tf). For additional information see FIG 1.

Note 5. CIE (x, y) chromaticity ,The x,y value is determined by screen active area position 5. For more information see FIG 2.

Note 6. Viewing angle is the angle at which the contrast ratio is greater than a specific value. For TFT module, the specific value of contrast ratio is 10.The angles are determined for the horizontal or x axis and the vertical or y axis with respect to the z axis which is normal to the LCD surface. For more information see FIG 3.

Note 7. For Viewing angle and response time testing, the testing data is base on Autronic-Melchers's ConoScope. Series Instruments. For contrast ratio, Surface Luminance, Luminance uniformity and CIE, the testing data is base on BM-7 photo detector.

Note 8. For TN type TFT transmissive module, Gray scale reverse occurs in the direction of panel viewing angle.

FIG.1. The definition of Response Time

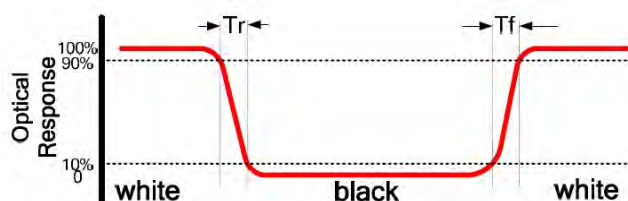




FIG.2. Measuring method for Contrast ratio, surface luminance, Luminance uniformity,

CIE (x , y) chromaticity

$A : H/6 ;$

$B : V/6 ;$

$H, V : \text{Active Area(AA) size}$

Measurement instrument: BM-7; Light spot size=5mm, 350mm distance from the LCD surface to detector lens.

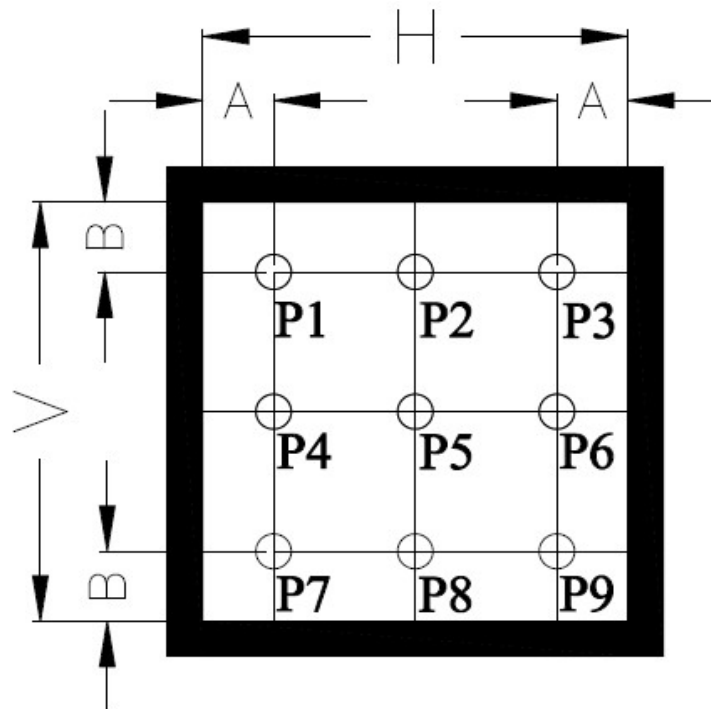
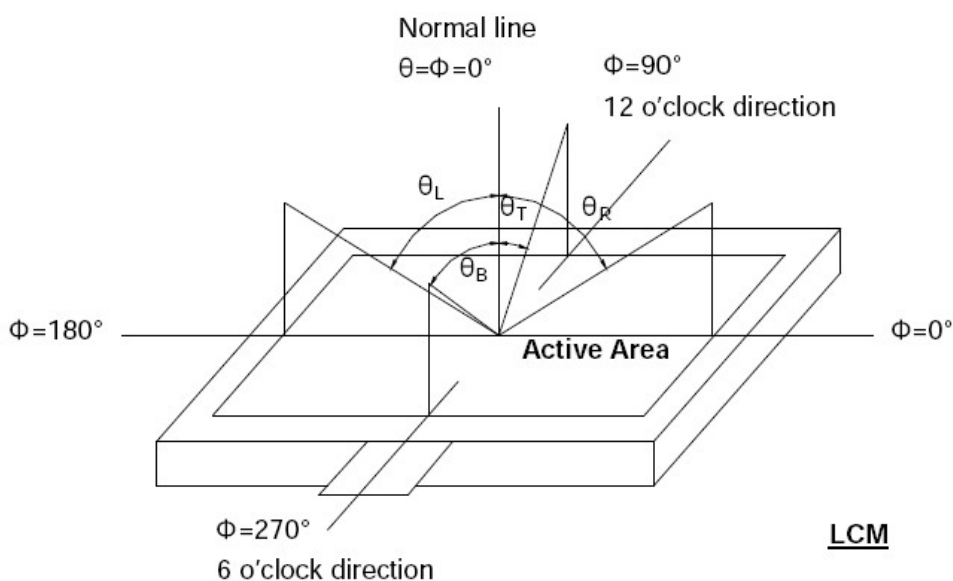


FIG.3. The definition of viewing angle



7、INTERFACE DESCRIPTION

A、**HDMI** Interface Description 20Pin-0.5mm-FPC (Connector)

⑦

PIN	Identifier	Function Description
1	NC	Floating
2	RX0_N	Data transmission pin, used to transmit the differential data signal of channel 0
3	GND	Ground Pin
4	RX0_P	Data transmission pin, used to transmit the differential data signal of channel 0
5	RX1_N	Data transmission pin, used to transmit the differential data signal of channel 1
6	GND	Ground Pin
7	RX1_P	Data transmission pin, used to transmit the differential data signal of channel 1
8	RX2_N	Data transmission pin, used to transmit the differential data signal of channel 2
9	GND	Ground Pin
10	RX2_P	Data transmission pin, used to transmit the differential data signal of channel 2
11	RXC_N	Clock transmission pin, used to transmit the differential clock signal
12	GND	Ground Pin
13	RXC_P	Clock transmission pin, used to transmit the differential clock signal
14	NC	Floating
15	NC	Floating
16	HDMI SCL	IIC clock line, which provides a clock signal for data transmission
17	HDMI SDA	IIC data line, used for actual data transmission
18	GND	Ground Pin
19	HDMI 5V	Power pin, providing 5V power supply
20	HDMI HPD0	It is the hot-plug detection signal pin in the HDMI interface

B、**USB** Interface Description 4Pin-1.25mm Connector

PIN	Identifier	Function Description
1	5.0V	Power pin, providing 5V power supply
2	D+	Data transmission pin, used to transmit differential data signals
3	D-	Data transmission pin, used to transmit differential data signals
4	GND	Power Ground

Application Note: Please connect the USB first, and then connect the HDMI interface.



8、LCD TIMING

Horizontal input Timing table

Parameter	Symbol	Value			Unit
		Min.	Typ.	Max.	
DCLK frequency@ Frame rate=60Hz	DCLK	44.9	51.2	63	MHz
Horizontal display area	thd	1024			DCLK
1 Horizontal Line	th	1200	1344	1400	DCLK
HSYNC pulse width	thpw	1	-	140	DCLK
HSYNC Blanking	thb	160	160	160	DCLK
HSYNC Front Porch	thfp	16	160	216	DCLK
Vertical display area	tvd	600			H
VSYNC period time	tv	624	635	750	H
VSYNC pulse width	typw	1	-	20	H
VSYNC Blanking	tvb	23	23	23	H
VSYNC Front Porch	tvfp	1	12	127	H

Vertical input Timing table

Parameter	Symbol	Value			Unit
		Min.	Typ.	Max.	
DCLK frequency@ Frame rate=60Hz	DCLK	40.8	51.2	67.2	MHz
Horizontal display area	thd	1024			DCLK
HSYNC period time	th	1114	1344	1400	DCLK
HSYNC Blanking	thb + thfp	90	320	376	DCLK
Vertical display area	tvd	600			H
VSYNC period time	tv	610	635	800	H
VSYNC Blanking	tvb + tvfp	10	35	200	H



9、RELIABILITY TEST CONDITIONS

No.	Test Item	Test Condition
1	High Temperature Storage	80°C/120 hours
2	Low Temperature Storage	-30°C/120 hours
3	High Temperature Operating	70°C/120 hours
4	Low Temperature Operating	-20°C/120 hours
5	Temperature Cycle Storage	-20°C(30min.)~25(5min.)~70°C(30min.)×10cycles

A、Inspection after test:

Inspection after 2~4 hours storage at room temperature, the sample shall be free from defects:

- Air bubble in the LCD;
- Sealleak;
- Non-display;
- Missing segments;
- Glass crack;
- Current is twice higher than initial value.

B、Remark:

- The test samples should be applied to only one test item.
- Sample size for each test item is 5~10pcs.
- Failure Judgment Criterion: Basic Specification, Electrical Characteristic, Mechanical Characteristic, Optical Characteristic.

10、INSPECTION CRITERION

This specification is made to be used as the standard of acceptance/rejection criteria for TFT-LCD/IPS TFT-LCD module product, and this specification is applicable only in the case that the size of module equal to or exceed than 3.5 inch.

10.1 Sample plan

Sampling plan according to GB/T2828.1-2003/ISO 2859-1: 1999 and ANSI/ASQC

Z1.4-1993,normal level 2 and based on:

Major defect: AQL 0.65

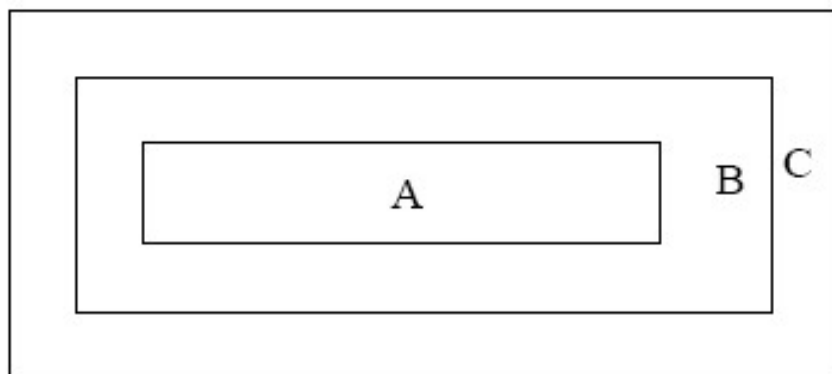
Minor defect: AQL 1.5

10.2 Inspection condition

Viewing distance for cosmetic inspection is about 30cm with bare eyes, and under an environment of 20~40W light intensity, all directions for inspecting the sample should be within 45° against perpendicular line. (Normal temperature 20~25 °C and normal humidity 60~85%RH)

10.3 Definition of Inspection Item.

A、Definition of inspection zone in LCD.



Zone A: character/Digit area

Zone B: viewing area except Zone A (Zone A + Zone B=minimum Viewing area)

Zone C: Outside viewing area (invisible area after assembly in customer's product)

Fig.1 Inspection zones in an LCD

Note: As a general rule, visual defects in Zone C are permissible, when it is no trouble for quality and assembly of customer's product.

B、 Definition of some visual defect

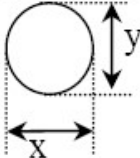
<i>Bright dot</i>	<i>Because of losing all or part function, bad pixel dots appear bright and the size is more than 50% of one dot in which LCD panel is displaying under black pattern.</i>
<i>Dark dot</i>	<i>Dots appear dark and unchanged in size in which LCD panel is displaying under pure red, green, blue picture, or pure whiter picture.</i>

10.4 Major Defect

<i>Item No.</i>	<i>Items to be inspected</i>	<i>Inspection standard</i>	<i>Classification of defects</i>
<i>1</i>	<i>Functional defects</i>	<i>1) No display</i> <i>2) Display abnormally</i> <i>3) Missing vertical, horizontal segment</i> <i>4) Short circuit</i> <i>5) Excess power consumption</i> <i>6) Backlight no lighting, flickering and abnormal lighting</i>	<i>major</i>
<i>2</i>	<i>Missing</i>	<i>Missing component</i>	
<i>3</i>	<i>Outline dimension</i>	<i>Overall outline dimension beyond the drawing is not allowed</i>	



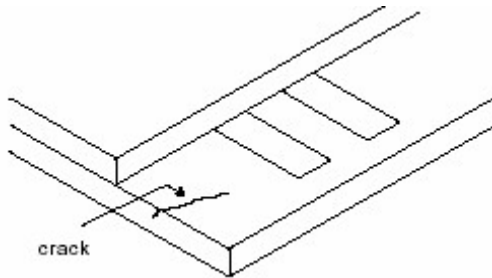
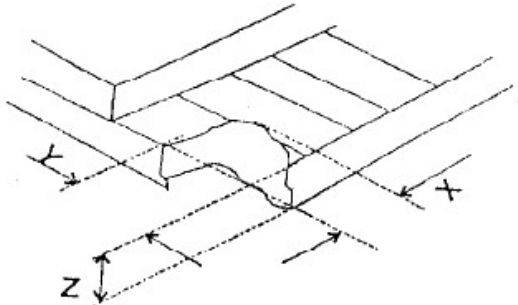
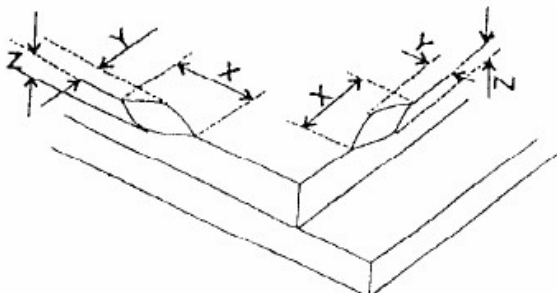
10.5 Minor Defect

Item No.	Items to be inspected	Inspection standard					Classification of defects	
1	Bright dot /dark dot defect	Zone		Acceptable Qty			C	Minor
				A+B				
				3.5'' ~ 7''	7~10.1''	>10.1''		
		Bright pixel dot		1	2	3	Acceptable	
		Dark pixel dot		4	4	4		
		2bright dots adjacent		0	0	0		
		2dark dots adjacent		0	0	0		
		Total bright and dark dots		5	6	7		
Note: Minimum distance between defective dots is more than 5mm; Pixel dots' function is normal, but bright dots caused by foreign material and other reasons are judged by the dot defect of 5.2.								
2	Dot defect  Φ=(x+y) /2	Zone		Acceptable Qty			C	Minor
				A+B				
				3.5''~7''	7~10.1''	>10.1''		
		Φ≤0.2		Acceptable	Acceptable	Acceptable	Acceptable	
		0.2<Φ≤0.5		4	5	6		
		Φ>0.5		0	0	0		
Note: 1. Minimum distance between defective dots is more than 5 mm; 2. The quantity of defect is zero in operating condition.								
3	Linear defect	Zone		Acceptable Qty			C	Minor
				A+B				
				Length	Width	3.5''~7''		
		Ignore	W≤0.05	Acceptable	Acceptable	Acceptable	Acceptable	
		L≤5.0	0.05<W≤0.1	4	5	6		
		L>5.0	W>0.1	0	0	0		



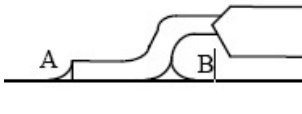
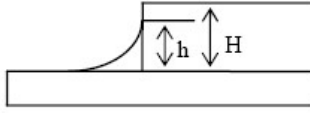
4	Polarizer defect	5.4.1 Polarizer Position (i) Shifting in position should not exceed the glass outline dimension. (ii) Incomplete covering of the viewing area due to shifting is not allowed.	Minor																														
		5.4.2 Dirt on polarizer Dirt which can be wiped easily should be acceptable.																															
		5.4.3 Polarizer Dent & Air bubble																															
		<table><tr><th colspan="2" rowspan="2">Zone Size(mm)</th><th colspan="3">Acceptable Qty</th><th rowspan="3">C</th></tr><tr><th colspan="3">A+B</th></tr><tr><th colspan="2"></th><th>3.5''~7''</th><th>7~10.1''</th><th>>10.1''</th></tr><tr><td colspan="2">$\Phi \leq 0.2$</td><td>Acceptable</td><td>Acceptable</td><td>Acceptable</td><td rowspan="3">Acceptable</td></tr><tr><td colspan="2">$0.2 < \Phi \leq 0.5$</td><td>4</td><td>5</td><td>6</td></tr><tr><td colspan="2">$\Phi > 0.5$</td><td>0</td><td>0</td><td>0</td></tr></table>		Zone Size(mm)		Acceptable Qty			C	A+B					3.5''~7''	7~10.1''	>10.1''	$\Phi \leq 0.2$		Acceptable	Acceptable	Acceptable	Acceptable	$0.2 < \Phi \leq 0.5$		4	5	6	$\Phi > 0.5$		0	0	0
		Zone Size(mm)				Acceptable Qty				C																							
				A+B																													
				3.5''~7''	7~10.1''	>10.1''																											
		$\Phi \leq 0.2$		Acceptable	Acceptable	Acceptable	Acceptable																										
		$0.2 < \Phi \leq 0.5$		4	5	6																											
		$\Phi > 0.5$		0	0	0																											
5.4.4 Polarizer scratch (i) If the polarizer scratch can be seen after cover assembling or in the operating condition, judge by the linear defect of 5.3. (ii) If the polarizer scratch can be seen only in non-operating condition or some special angle, judge by the following:																																	
<table><tr><th colspan="2" rowspan="2">Zone Size (mm)</th><th colspan="3">Acceptable Qty</th><th rowspan="3">C</th></tr><tr><th colspan="3">A+B</th></tr><tr><th>Length</th><th>Width</th><th>3.5''~7''</th><th>7~10.1''</th><th>>10.1''</th></tr><tr><td>Ignore</td><td>$W \leq 0.05$</td><td>Acceptable</td><td>Acceptable</td><td>Acceptable</td><td rowspan="3">Acceptable</td></tr><tr><td>$1.0 < L \leq 5.0$</td><td>$0.05 < W \leq 0.20$</td><td>4</td><td>5</td><td>6</td></tr><tr><td>$L > 5.0$</td><td>$W > 0.2$</td><td>0</td><td>0</td><td>0</td></tr></table>	Zone Size (mm)		Acceptable Qty			C	A+B			Length	Width	3.5''~7''	7~10.1''	>10.1''	Ignore	$W \leq 0.05$	Acceptable	Acceptable	Acceptable	Acceptable	$1.0 < L \leq 5.0$	$0.05 < W \leq 0.20$	4	5	6	$L > 5.0$	$W > 0.2$	0	0	0			
Zone Size (mm)			Acceptable Qty				C																										
		A+B																															
Length	Width	3.5''~7''	7~10.1''	>10.1''																													
Ignore	$W \leq 0.05$	Acceptable	Acceptable	Acceptable	Acceptable																												
$1.0 < L \leq 5.0$	$0.05 < W \leq 0.20$	4	5	6																													
$L > 5.0$	$W > 0.2$	0	0	0																													
5	MURA	Using 3% ND filter, it's NG if it can be seen in R,G,B picture.	Minor																														
	White/Black dot (MURA)	Visible under: ND3%; $D \leq 0.15\text{mm}$, Acceptable; $0.15\text{mm} < D \leq 0.5\text{mm}$, $N \leq 4$; $D > 0.5\text{mm}$, Not allowable.																															



6	Glass defect	(i) Crack Cracks are not allowed. 	Minor								
		(ii) TFT chips on corner  <table><tr><th>X</th><th>Y</th><th>Z</th><th>Acceptable</th></tr><tr><td>≤ 3.0</td><td>≤ 3.0</td><td>Not more than the thickness of glass</td><td>$N \leq 3$</td></tr></table> Chips on the corner of terminal shall not be allowed to extend into the ITO pad or expose perimeter seal.	X	Y	Z	Acceptable	≤ 3.0	≤ 3.0	Not more than the thickness of glass	$N \leq 3$	Minor
		X	Y	Z	Acceptable						
≤ 3.0	≤ 3.0	Not more than the thickness of glass	$N \leq 3$								
(iii) Usual surface crack  <table><tr><th>X</th><th>Y</th><th>Z</th><th>Acceptable</th></tr><tr><td>≤ 1.5</td><td>≤ 1.5</td><td>Not more than the thickness of glass</td><td>$N \leq 4$</td></tr></table> It is only applicable to the upper glass of LCD.	X	Y	Z	Acceptable	≤ 1.5	≤ 1.5	Not more than the thickness of glass	$N \leq 4$	Minor		
X	Y	Z	Acceptable								
≤ 1.5	≤ 1.5	Not more than the thickness of glass	$N \leq 4$								



10.6 Module Cosmetic Criteria

Item No.	Items to be inspected	Inspection Standard	Classification of defects
1	Difference in Spec.	Not allowable	Major
2	Pattern peeling	No substrate pattern peeling and floating	Major
3	Soldering defects	No soldering missing	Major
		No soldering bridge	Major
		No cold soldering	Minor
4	Resist flaw on PCB	Visible copper foil ($\Phi 0.5$ mm or more) on substrate pattern is not allowed	Minor
5	FPC gold finger	No dirt, breaking, oxidation lead to black	Major
6	Backlight plastic frame	No deformation, crack, breaking, backlight positioning column breaking, obvious nick.	Minor
7	Marking printing effect	No dark marking, incomplete, deformation lead to unable to judge	Minor
8	Accretion of metallic Foreign matter	No accretion of metallic foreign matter (Not exceed $\Phi 0.2$ mm)	Minor
9	Stain	No stain to spoil cosmetic badly	Minor
10	Plate discoloring	No plate fading, rusting and discoloring	Minor
11	1. Lead parts	a. Soldering side of PCB Solder to form a 'Filet' all around the lead. Solder should not hide the lead form perfectly.	Minor
		b. Components side(In case of 'Through Hole PCB') Solder to reach the Components side of PCB.	Minor
	2. Flat packages	Either 'Toe'(A) or 'Seal'(B)of the lead to be covered by "Filet". Lead form to be assume over Solder. 	Minor
	3. Chips	$(3/2) H \geq h \geq (1/2) H$ 	Minor
	4. Solder ball/Solder splash	a. The spacing between solder ball and the conductor or solder pad $h \geq 0.13$ mm. The diameter of solder ball $d \leq 0.15$ mm.	Minor
		b. The quantity of solder balls or solder splashes isn't beyond 5 in 600 mm ² .	Minor
		c. Solder balls/Solder splashes do not violate minimum electrical clearance.	Major