

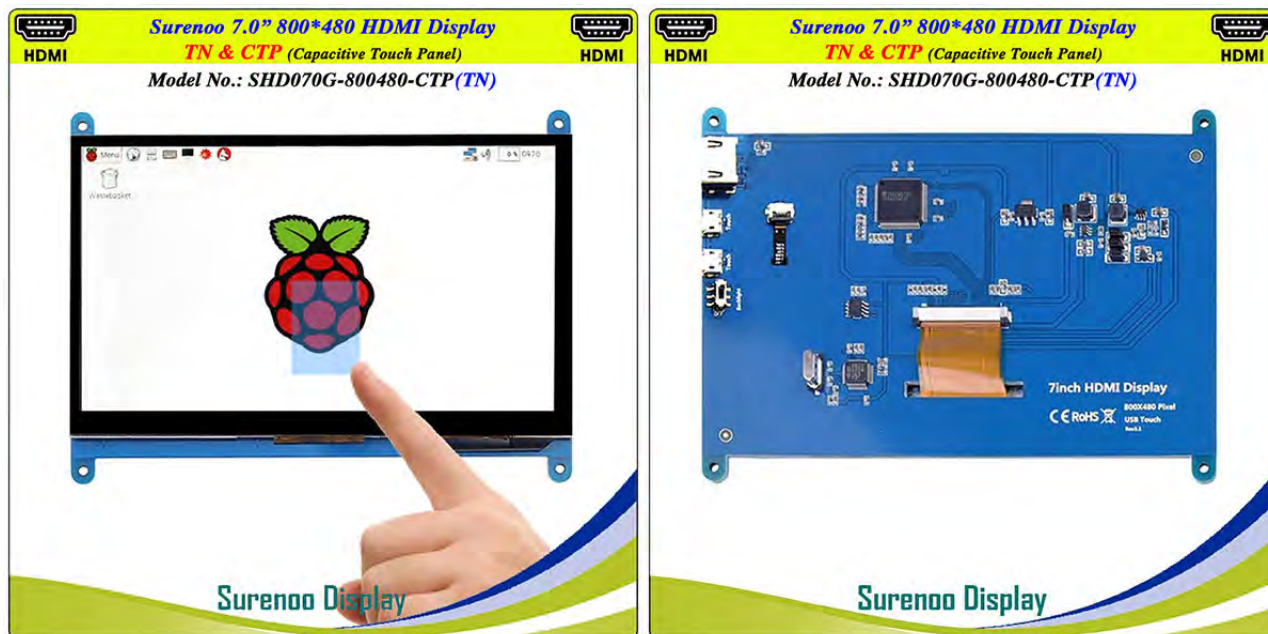
Surennoo HDMI Display Module Series

Model No.: SHD070G-800480 (TN)

USER MANUAL

MPN: SUR-MPI7002 (7 Inch HDMI Display-C)

Please click the following image to buy the sample



TN Display, Not Support Audio Output



Shenzhen Surennoo Technology Co.,Ltd.
www.surennoo.com

Reference Links

[Surennoo HDMI Display Module Selection Guide](#)

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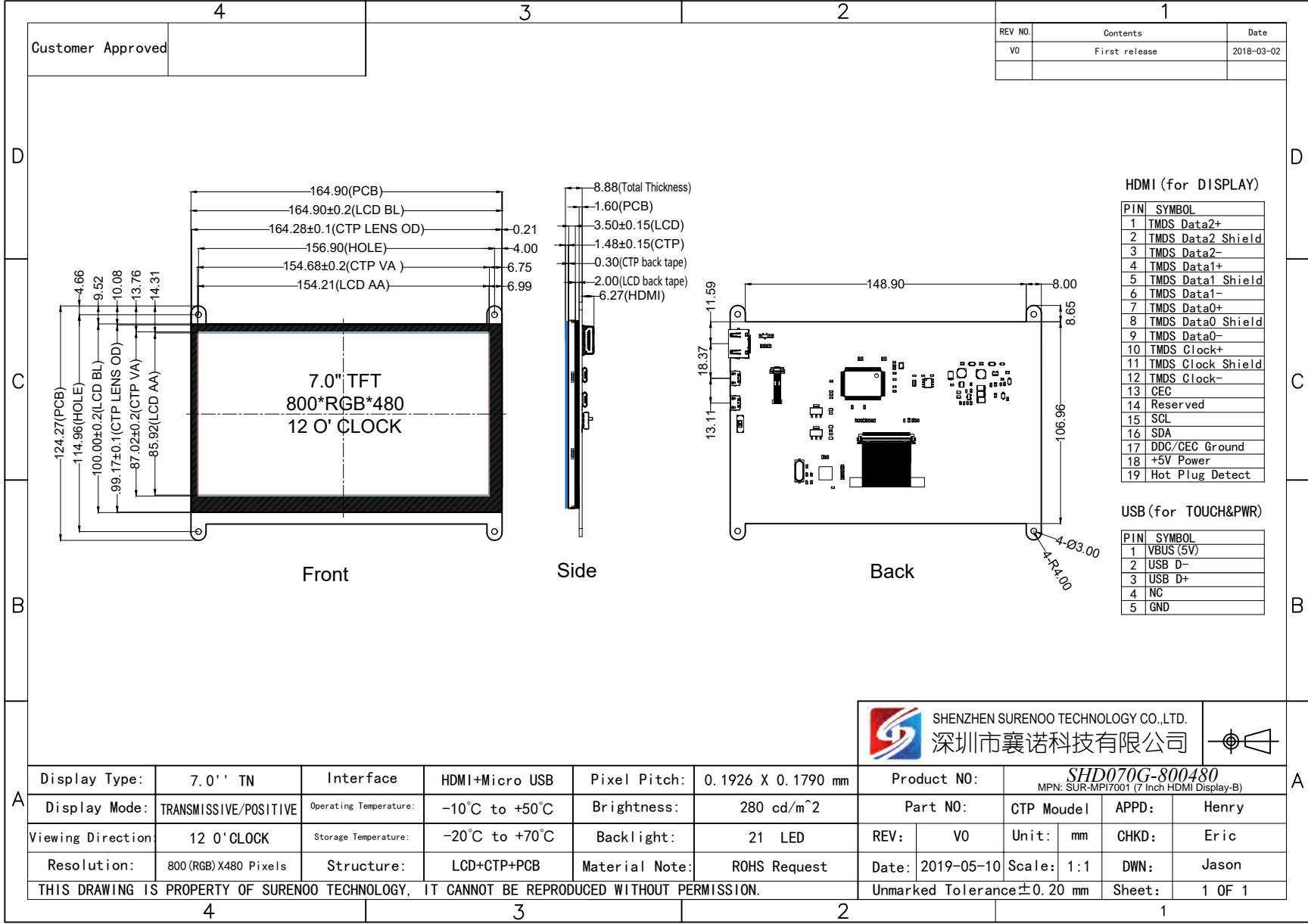
1、GENERAL INFORMATION

<i>Item of general information</i>	<i>Contents</i>		<i>Unit</i>
<i>LCD Display Size (Diagonal)</i>	7.0		<i>inch</i>
<i>Module Structure</i>	<i>LCD Display + CTP Touch + PCB</i>		-
<i>LCD Display Type</i>	TFT/TRANSMISSIVE		-
<i>LCD Display Mode</i>	TN: Normally Black		-
<i>Viewing Direction</i>	12:00		<i>o'clock</i>
<i>Module size (W×H×T)</i>	164.90×124.27		<i>mm</i>
<i>Active area (W×H)</i>	153.84×85.63		<i>mm</i>
<i>Number of pixels (Resolution)</i>	800RGB×480		<i>Pixel</i>
<i>Pixel pitch (W×H)</i>	-		<i>mm</i>
<i>Color Pixel Arrangement</i>	RGB Stripe		-
<i>Module Interface Type</i>	<i>LCD Display</i>	<i>HDMI interface</i>	-
	<i>CTP Touch</i>	<i>USB interface</i>	-
<i>System Support</i>	<i>Win7/Win8/Win10(Plug and play)</i>		-
	<i>Android/Linux (need to be configured first)</i>		-
<i>Power Supply</i>	USB (5.0V)		-
<i>Module Power consumption</i>	500(Max)		<i>mA</i>
<i>Color Numbers</i>	16.7M		-
<i>Backlight Type</i>	White LED		-

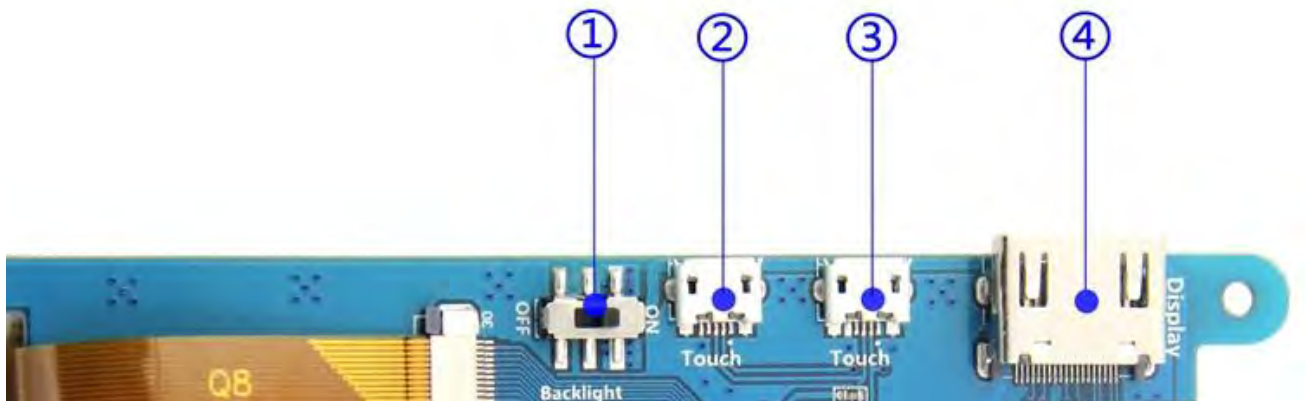


2、EXTERNAL DIMENSIONS

2.1 Outline Drawing



2.2 Hardware Description



- ① Backlight Power switch: Controls the backlight turned on and off to save power.
- ②③ USB Touch / power supply connector: For power supply and touch output, the functions of the both are the same, can just use one of them.
- ④ HDMI interface: For connecting motherboard and LCD monitor to HDMI transmission.



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>800 × 480</i>	<i>pixel</i>	-
<i>Surface Hardness</i>	<i>≥6H</i>	-	-
<i>Transparency</i>	<i>>82%</i>	-	-
<i>Driver IC</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	$\theta=0$ $\gamma=0$ 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	$\theta=0$ $\gamma=0$ 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	$\gamma=90(12\text{ o'clock})$		CR $\nless 10$	-	50	-	deg	FIG 3.	6
	$\gamma=270(6\text{ o'clock})$			-	60	-	deg		
	$\gamma=0(3\text{ o'clock})$			-	65	-	deg		
	$\gamma=180(9\text{ o'clock})$			-	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

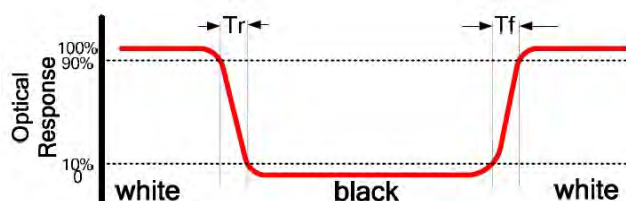




FIG.2. Measuring method for Contrast ratio, surface luminance, Luminance uniformity,

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.

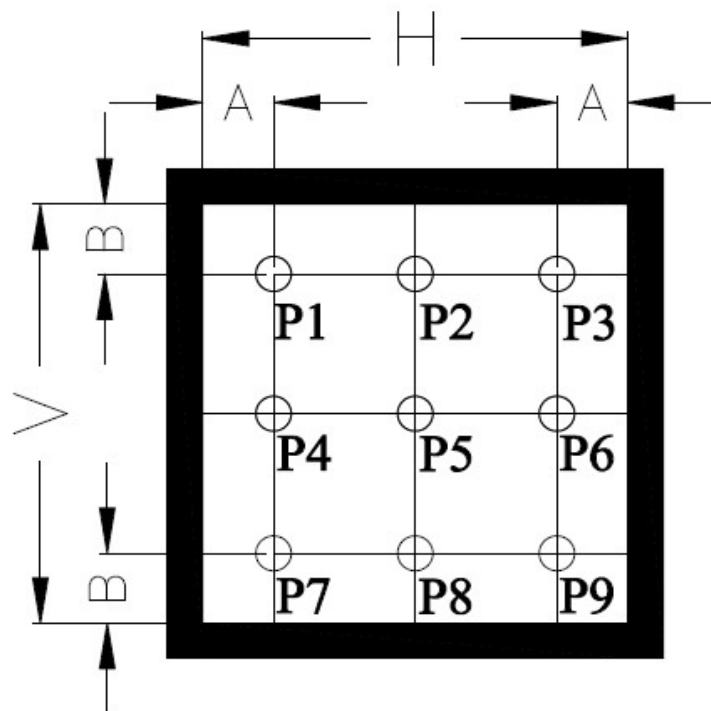
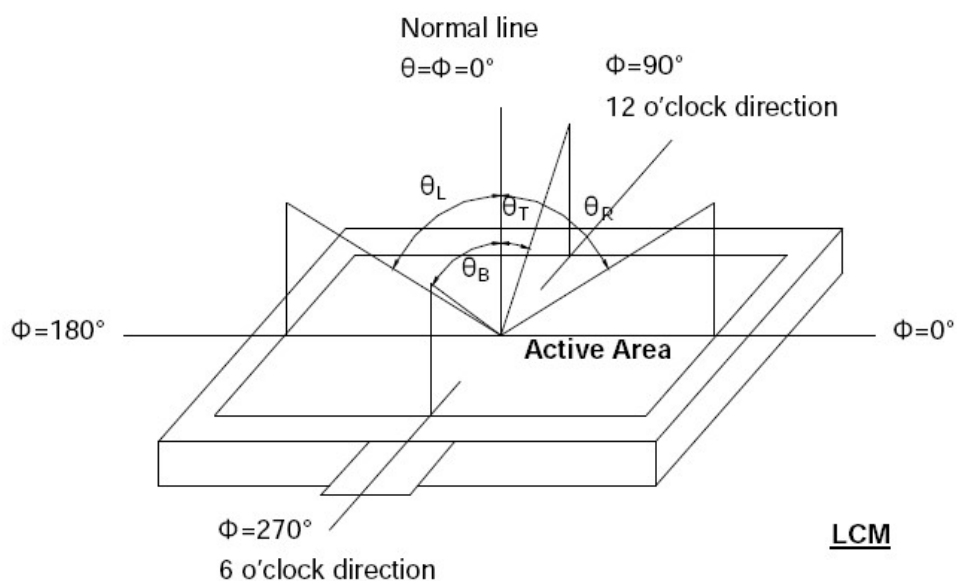


FIG.3. The definition of viewing angle





7、INTERFACE DESCRIPTION

A、HDMI Interface Description

NO.	Symbol	DESCRIPTION
1	TMDS Data2+	Positive side of channel 2 TMDS low-voltage signal differential input pair
2	TMDS Data2 Shield	Ground
3	TMDS Data2-	Negative side of channel 2 TMDS low-voltage signal differential input pair
4	TMDS Data1+	Positive side of channel 1 TMDS low-voltage signal differential input pair
5	TMDS Data1 Shield	Ground
6	TMDS Data1-	Negative side of channel 1 TMDS low-voltage signal differential input pair
7	TMDS Data0+	Positive side of channel 0 TMDS low-voltage signal differential input pair
8	TMDS Data0 Shield	Ground
9	TMDS Data0-	Negative side of channel 0 TMDS low-voltage signal differential input pair
10	TMDS Clock+	Positive side of reference clock. TMDS low-voltage signal differential input pair
11	TMDS Clock Shield	Ground
12	TMDS Clock-	Negative side of reference clock. TMDS low-voltage signal differential input pair
13	CEC	No Connection
14	Reserved(N.C.)	No Connection
15	SCL	DDC SCL
16	SDA	DDC SDA
17	DDC/CEC Ground	Ground
18	+5V Power	+5V Power
19	Hot Plug Detect	Hot Plug Detect

B、USB Touch Interface Description

NO.	Symbol	DESCRIPTION
1	VUSB	USB Power
2	D-	USB Data-
3	D+	USB Data+
4	NC	No connection
5	GND	Power Ground

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



8、LCD TIMING

Parallel RGB input Timing table

<i>Parameter</i>	<i>Symbol</i>	<i>Value</i>			<i>Unit</i>
		<i>Min.</i>	<i>Typ.</i>	<i>Max.</i>	
<i>DCLK frequency@ Frame rate=60Hz</i>	<i>DCLK</i>	-	30	50	MHz
<i>Horizontal display area</i>	<i>thd</i>	800			DCLK
<i>1 Horizontal Line</i>	<i>th</i>	-	928	-	DCLK
<i>HSYNC pulse width</i>	<i>thpw</i>	1	48	-	DCLK
<i>HSYNC Back Porch(Blanking)</i>	<i>thb</i>	-	88	-	DCLK
<i>HSYNC Front Porch</i>	<i>thfp</i>	-	40	-	DCLK
<i>Vertical display area</i>	<i>tvd</i>	480			H
<i>VSYNC period time</i>	<i>tv</i>	-	525	-	H
<i>VSYNC pulse width</i>	<i>tvpw</i>	-	3	-	H
<i>VSYNC Back Porch(Blanking)</i>	<i>tvb</i>	-	32	-	H
<i>VSYNC Front Porch</i>	<i>tvfp</i>	-	13	-	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

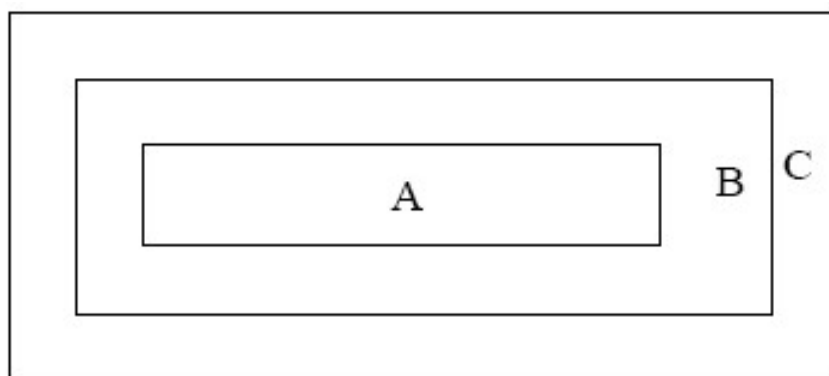
Minor defect: AQL 1.5

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 ±15%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

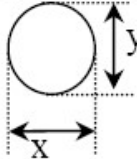
<i>Bright dot</i>	<i>Because of losing all or part function, bad pixel dots appear bright and the size is more than 50% of one dot in which LCD panel is displaying under black pattern.</i>
<i>Dark dot</i>	<i>Dots appear dark and unchanged in size in which LCD panel is displaying under pure red, green,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



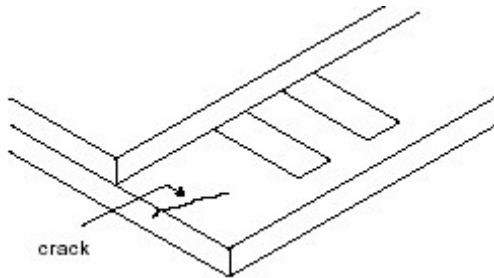
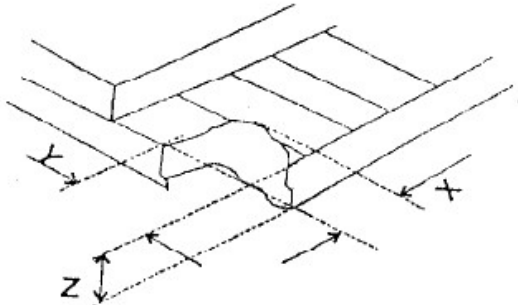
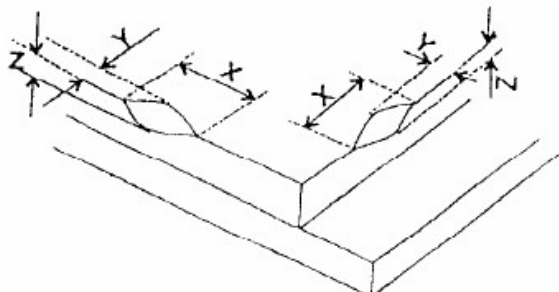
10.5 Minor Defect

Item No.	Items to be inspected	Inspection standard					Classification of defects	
1	Bright dot /dark dot defect	<div>Zone</div>		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	<div>Dot defect</div> <div></div> <div>$\Phi=(x+y) / 2$</div>	<div>Zone</div>		Acceptable Qty			C	Minor
				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		
		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	<div>Zone</div>		Acceptable Qty			C	Minor
				A+B				
				Size (mm)	3.5''~7''	7~10.1''		
		Length	Width	3.5''~7''	7~10.1''	>10.1''	Acceptable	
		Ignore	$W \leq 0.05$	Acceptable	Acceptable	Acceptable		
		$L \leq 5.0$	$0.05 < W \leq 0.1$	4	5	6		
		$L > 5.0$	$W > 0.1$	0	0	0		



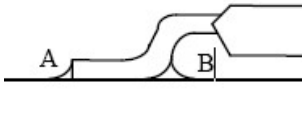
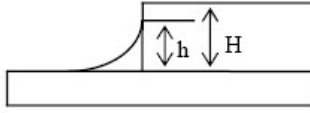
4	Polarizer defect	5.4.1 Polarizer Position (i) Shifting in position should not exceed the glass outline dimension. (ii) Incomplete covering of the viewing area due to shifting is not allowed. 5.4.2 Dirt on polarizer Dirt which can be wiped easily should be acceptable. 5.4.3 Polarizer Dent & Air bubble	<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>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	Minor	
		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	<p>(i) Crack</p> <p>Cracks are not allowed.</p> 	Minor								
		<p>(ii) TFT chips on corner</p>  <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> <p>Chips on the corner of terminal shall not be allowed to extend into the ITO pad or expose perimeter seal.</p>	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	$N \leq 3$								
<p>(iii) Usual surface crack</p>  <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> <p>It is only applicable to the upper glass of LCD.</p>	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

11、HOW TO USE IT

11.1 How to use with Raspbian/Ubuntu Mate/Win10 IoT Core System?

◆ Step 1, Install Raspbian official image

- 1) Download the latest image from the official download.
- 2) Install the system according to the official tutorial steps.

◆ Step 2, Modify the "config.txt"

After the programming of **Step 1** is completed, open the **config.txt** file of Micro SD Card root directory and add the following code at the end of the file, save and eject Micro SD Card safely:

```
max_usb_current=1
hdmi_force_hotplug=1
config_hdmi_boost=7
hdmi_group=2
hdmi_mode=1
hdmi_mode=87
hdmi_drive=1
hdmi_cvt 800 480 60 6 0 0 0
```

- #### ◆ Step 3, Insert the Micro SD Card to **Raspberry Pi**, connect the **Raspberry Pi** and LCD by HDMI cable; connect USB cable to one of the four USB ports of **Raspberry Pi**, and connect the other end of the USB cable to the USB port of the LCD; then supply power to **Raspberry Pi**; after that if the display and touch both are OK, it means drive successfully (please use the full 2A for power supply).

➤ How to rotate display direction:

1. Open the "**config.txt**" file (the "**config.txt**" file is located in /boot):

```
sudo nano /boot/config.txt
```

2. Add the statement in the "**config.txt**" file, press **Ctrl+X** to exit, press **Y** to save.

```
display_rotate=1          #0: 0; 1: 90; 2: 180; 3: 270
```

3. Restart the **Raspberry Pi** after saving.

```
sudo reboot
```

➤ **How to rotate Touch direction:**

After the display is rotated, the touch needs to be modified.

1. Install **libinput**

```
sudo apt-get install xserver-xorg-input-libinput
```

2. Create the **xorg.conf.d** directory in /etc/x11 / below (if the directory already exists, this will proceed directly to step 3)

```
sudo mkdir/etc/X11/xorg.conf.d
```

3. Copy the file "**40-libinput.conf**" to the directory you just created.

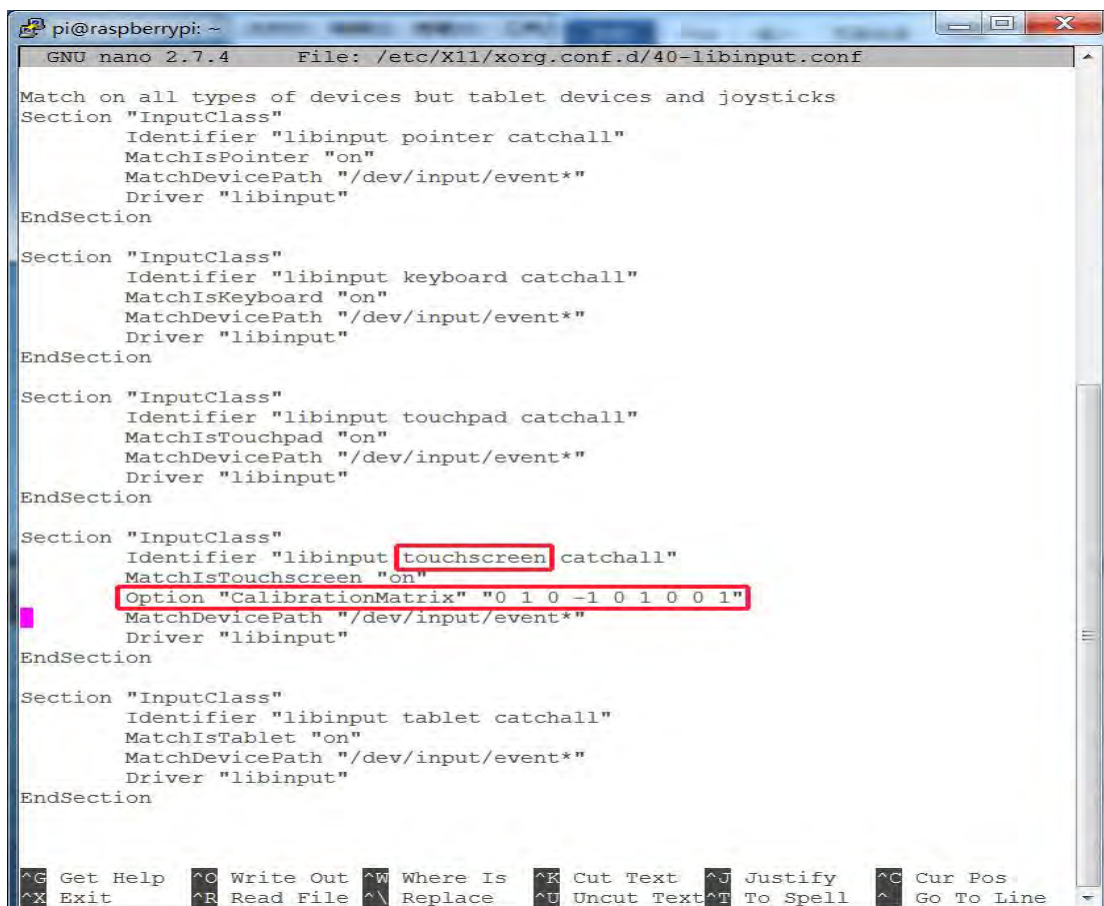
```
sudo cp /usr/share/X11/xorg.conf.d/40-libinput.conf /etc/X11/xorg.conf.d/
```

4. Edit "/etc/X11/xorg.conf.d/40-libinput.conf"

```
sudo nano /etc/X11/xorg.conf.d/40-libinput.conf
```

Find a part of the **touchscreen**, add the following statement inside, press **Ctrl+X** to exit, press **Y** to save.

Option "CalibrationMatrix" "0 1 0 -1 0 1 0 0 1"



5. Restart your **Raspberry Pi**

```
sudo reboot
```

Complete the above steps for a 90 degree rotation.

Note:

0 degrees of rotation parameters: Option "CalibrationMatrix" "1 0 0 0 1 0 0 0 1"

90 degrees of rotation parameters: Option "CalibrationMatrix" "0 1 0 0 -1 1 0 0 1"

180 degrees of rotation parameters: Option "CalibrationMatrix" "-1 0 1 0 -1 1 0 0 1"

270 degrees of rotation parameters: Option "CalibrationMatrix" "0 -1 1 1 0 0 0 0 1"

11.2 How to use as PC monitor?

- ◆ connect the computer HDMI output signal to the LCD HDMI interface by using the HDMI cable
- ◆ Connect the LCD's USB Touch interface (Either of the two MicroUSB) to the USB port of the device
- ◆ If there are several monitors, please unplug other monitor connectors first, and use LCD as the only monitor for testing.



12、PICTURE

