



6.3 Signal Description

The module uses a LVDS receiver embedded in AUO's ASIC. LVDS is a differential signal technology for LCD interface and a high-speed data transfer device.

6.3.1 TFT LCD Module: LVDS Connector

Connector Name / Designation	Signal Connector
Manufacturer	HRS
Connector Model Number	DF14H-30P-1.25H
Adaptable Plug	DF14H-30S-1.25C

The module using one LVDS receiver SN75LVDS82(Texas Instruments). LVDS is a differential signal technology for LCD interface and high speed data transfer device. LVDS transmitters shall be SN75LVDS83(negative edge sampling). The first LVDS port(RxOxxx) transmits odd pixels while the second LVDS port(RxExxx) transmits even pixels.

Pin no	Symbol	Function	Remark
1	RxOIN0-	Negative LVDS differential data input (Odd data)	
2	RxOIN0+	Positive LVDS differential data input (Odd data)	
3	RxOIN1-	Negative LVDS differential data input (Odd data)	
4	RxOIN1+	Positive LVDS differential data input (Odd data)	
5	RxOIN2-	Negative LVDS differential data input (Odd data, DSPTMG)	
6	RxOIN2+	Positive LVDS differential data input (Odd data, DSPTMG)	
7	GND	Power Ground	
8	RxOCLKIN-	Negative LVDS differential clock input (Odd clock)	
9	RxOCLKIN+	Positive LVDS differential clock input (Odd clock)	
10	RxOIN3-	Negative LVDS differential data input (Odd data)	
11	RxOIN3+	Positive LVDS differential data input (Odd data)	
12	RxEIN0-	Negative LVDS differential data input (Even data)	
13	RxEIN0+	Positive LVDS differential data input (Even data)	
14	GND	Power Ground	
15	RxEIN1-	Positive LVDS differential data input (Even data)	
16	RxEIN1+	Negative LVDS differential data input (Even data)	
17	GND	Power Ground	
18	RxEIN2-	Negative LVDS differential data input (Even data)	
19	RxEIN2+	Positive LVDS differential data input (Even data)	
20	RxECLKIN-	Negative LVDS differential clock input (Even clock)	
21	RxECLKIN+	Positive LVDS differential clock input (Even clock)	
22	RxEIN3-	Negative LVDS differential data input (Even data)	
23	RxEIN3+	Positive LVDS differential data input (Even data)	
24	GND	Power Ground	