

# Specification

For

## UE2660-V0.2

Customer	
Date	
Signature	

Approved by	
Date	

# **CONTENTS**

General Description .....	2
Features.....	2
Application Scope.....	2
Driver Board Introduction.....	3
1. Brief Diagram.....	3
2. Port Definition.....	3
3. Pin Assignment.....	3-5
Keyboard Function Introduction.....	6
1. Brief Diagram.....	6
2. Connector Definition.....	6
3. Keyboard Function Description .....	8
Mechanical Drawing.....	9.10

## GENERAL DESCRIPTION

- ◆ HDMI AND VGA AND VIDEO INPUT SYSTEM

$f_H$  : 48.1 KHz  $f_H$  :37.9KHz  $f_H$  :35.1KHz  $f_H$  :31.5KHz

$f_V$  : 85Hz  $f_V$  : 75Hz  $f_V$  : 72Hz  $f_V$  : 60 Hz  $f_V$  : 56 Hz

$DOT\ CLK$ : 50Mhz  $DOT\ CLK$ : 40Mhz  $DOT\ CLK$ : 36Mhz  $DOT\ CLK$ : 25.175Mhz

- ◆ POWER SOURCE DC 12V
- ◆ POWER CONSUMPTION 400 mA , 4.8W Max.
- ◆ OPERATING TEMPERATURE -20°C ~ 70°C
- ◆ STORAGE TEMPERATURE -30°C ~ 80°C
- ◆ WEIGHT TBD g

## FEATURES

- ◆ 1080p 1080i 720p 576p 576i 480p 480i INPUTS
- ◆ VGA OR SVGA INPUTS
- ◆ 6-BIT RGB OUTPUT
- ◆ 8-BIT LVDS OUTPUT
- ◆ CONVENIENTLY ADJUST IMAGE BY OPERATING KEYBOARD
- ◆ SUPPORT INTERGRATED PLL TECHNOLOGY
- ◆ LOW POWER COMSUMPTION

## APPLICATION SCOPE

- SECURITY
- PC MONITOR
- INDUSTRY CONTROL MONITOR

## DRIVER BOARD INTRODUCTION

1. Brief Diagram (Refer Appendix Page For Details)

### 2. Port Definition

- a) JP1----- Power input port ( DC12V )
- b) JP6----- VIDEO input
- c) CN3,JP3----- Analog VGA input port;
- d) JP10,CN3 ----- HDMI input port;
- e) CN6 ----- Keyboard operation port;
- f) FPC2-----Connection port of Driver Board with LCD connector (LVDS);
- g) FPC1-----Connection port of Driver Board with LCD connector (TTL);
- h) CN12----- Connection port of Driver Board with LCD connector (LVDS);

\* All ports define square pad as the first position in this specification.

### 3.PIN ASSIGNMENT

**CN5 : Power input port ( JST B4B-PH-K-S or compatibility )**

Pin NO	DEF.	Pin NO	DEF.	Pin NO	DEF.
1	+12V IN	3	GND		
2	+12V IN	4	GND		

**CN2: VIDEO AND AUDIO IN (JST B6B-PH-K-S or compatibility)**

Pin NO	DEF.	Pin NO	DEF.
1	AV_AUDIO IN_L	4	CVBS IN 0
2	AV_AUDIO IN_R	5	GND
3	GND	6	CVBS IN 1

**JP3: 12PIN VGA Connector (JST B12B-PH-K-S or compatibility)**

Pin NO	Pin NO	DEF	Pin NO	DEF	Pin NO	DEF
1	4	BLUE	7	GND	10	HSYNC
2	5	GND	8	RED	11	VSYNC
3	6	GREEN	9	GND	12	GND

**JP10: HDMI INPUT Connector (Tyco 1747981-1 or compatibility)**

Pin NO	DEF	Pin NO	DEF	Pin NO	DEF	Pin NO	DEF
1	DATA2+	6	DATA1-	11	GND	16	SDA
2	GND	7	DATA0+	12	CLK-	17	GND
3	DATA2-	8	GND	13	CEC	18	+5V
4	DATA1+	9	DATA1-	14	NC	19	HPD
5	GND	10	CLK+	15	SCL		

**CN6: Key Connector (Molex 53261-0819 or compatibility)**

Pin NO	DEF.	Pin NO	DEF.	Pin NO	DEF.
1	LED_R	4	ADC2	7	GND
2	LED_G	5	GND	8	+5V
3	ADC1	6	IR		

**FPC11: TTL Connector for UE070WV-RN50-L020 & UE101WS-RB50-L010**

Pin NO	DEF.	Pin NO	DEF.	Pin NO	DEF.	Pin NO	DEF.
1	NC	14	B5	27	G0	40	U/D
2	NC	15	B4	28	R7	41	VGH
3	NC	16	B3	29	R6	42	VGL
4	NC	17	B2	30	R5	43	AVDD
5	GND	18	B1	31	R4	44	RESET

6	VCOM	19	B0	32	R3	45	NC
7	VCC	20	G7	33	R2	46	VCOM
8	MODE	21	G6	34	R1	47	DITHB
9	DE	22	G5	35	R0	48	GND
10	VS	23	G4	36	GND	49	NC
11	HS	24	G3	37	DCLK	50	NC
12	B7	25	G2	38	GND		
13	B6	26	G1	39	L/R		

**FPC2: LVDS Connector for UE070WS-RC40-L008**

Pin NO	DEF.	Pin NO	DEF.	Pin NO	DEF.	Pin NO	DEF.
1	VCOM	11	RXIN1-	21	RXIN3+	31	LED-
2	VDD	12	RXIN1+	22	GND	32	LED-
3	VDD	13	GND	23	NC	33	L/R
4	NC	14	RXIN2-	24	NC	34	U/D
5	Reset	15	RXIN2+	25	GND	35	VGL
6	STBYB	16	GND	26	NC	36	CABCEN
7	GND	17	RXCLKIN	27	DIMO	37	CABCEN
8	RXIN0-	18	RXCLKIN	28	SELB	38	VGH
9	RXIN0+	19	GND	29	AVDD	39	LED+
10	GND	20	RXIN3-	30	GND	40	LED+

**CN12: LVDS Connector for UE101WX-RB40-L017**

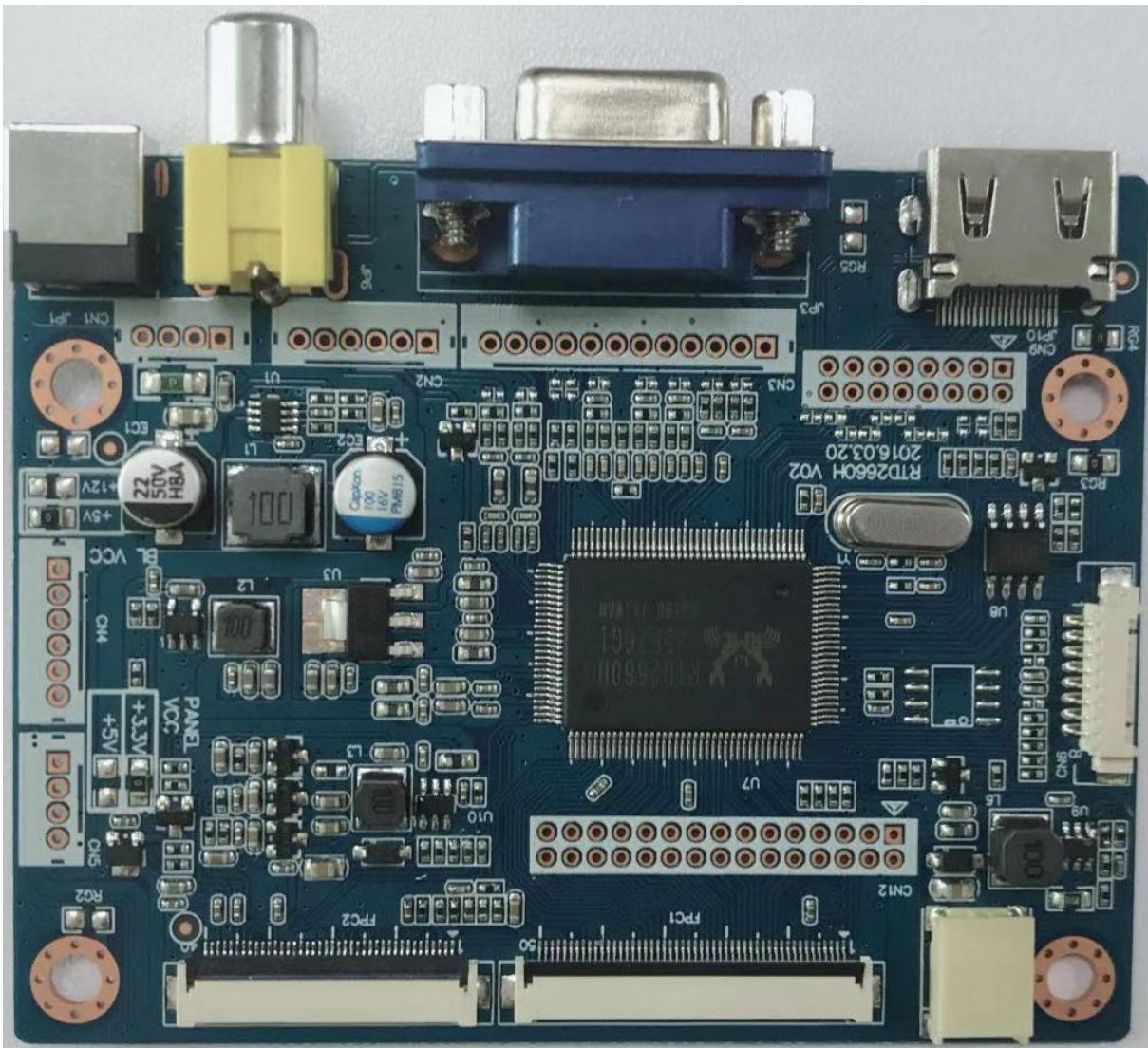
Pin NO	DEF.	Pin NO	DEF.	Pin NO	DEF.	Pin NO	DEF.
1	P_VCC	9	RXO1-	17	RXO3-	25	GND
2	P_VCC	10	RXO1+	18	RXO3+	26	GND
3	P_VCC	11	RXO2-	19	RXE0-	27	RXEC-
4	GND	12	RXO2+	20	RXE0+	28	RXEC+
5	GND	13	GND	21	RXE1-	29	RXE3-
6	GND	14	GND	22	RXE1+	30	RXE3+
7	RXO0-	15	RXOC-	23	RXE2-		
8	RXO0+	16	RXOC+	24	RXE2+		

**CN4: Inverter Connector (JST B6B-PH-K-S or compatibility)**

Pin NO	DEF.	Pin NO	DEF.	Pin NO	DEF.
1	GND	3	ADJ	5	VCC
2	GND	4	ON/OFF	6	VCC



## Driver Board



MECHANICAL DRAWING

