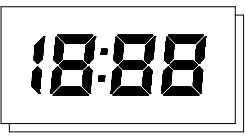
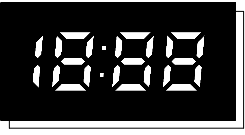
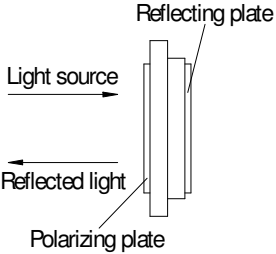
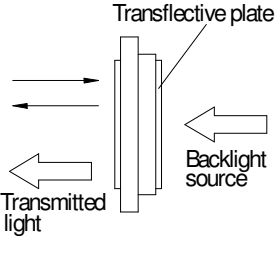
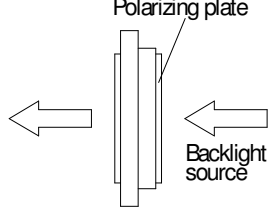
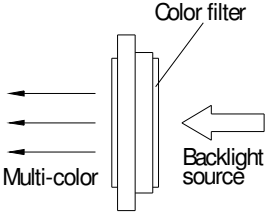
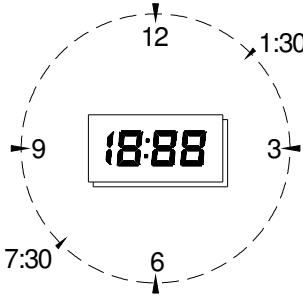
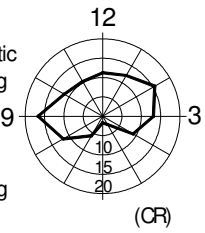


# DISPLAY CONDITIONS AND VIEWING ANGLE (I)

Display Mode		Applications	Characteristics
A) Display type	<b>Positive display</b> 	General	Basic low-power LCD. Display is illuminated by ambient light, making it difficult to read in dark environments.
	<b>Negative display</b> 	Back light display Multi-color display	A backlight makes characters stand out clearer. Multi-color display produced using color filters.
B) Polarizing plates, reflecting plates	<b>Reflective type</b> 	General	Generally used in bright environments.
	<b>Transflective type (Semi-transparent)</b> 	External light and back light display	Can be used as reflective type when ambient light is bright, and as transmissive type when ambient light is dim.
	<b>Transmissive type (transparent)</b> 	Back light display	Used with backlight for dark environments.
<p>The thickness of the polarizing plate, transflecting plate, and reflecting plate may be restricted in order to allow optimum LCD characteristics.</p> <p>Standard specification:</p> <ol style="list-style-type: none"> <li>1) Polarizing plate thickness : 0.15mm</li> <li>2) Transflecting plate thickness : 0.25mm</li> </ol> <p>Reflecting plate thickness : 0.25mm</p>			

# DISPLAY CONDITIONS AND VIEWING ANGLE (II)

	Display Mode	Applications	Characteristics
<b>C) Wide angle viewing field display</b>	<b>TN</b>	(backlight color) / (light color) Gray / Black	Viewing angle and direction somewhat limited.
	<b>HTN</b>	Gray / Black	Up to 1/48 duty drive possible. Wide visual field.
	<b>STN</b>	Green / Blue Gray / Purple Blue / White	Up to 1/200 duty drive possible. High quality image.
	<b>FSTN</b>	White / Black	Up to 1/200 duty drive possible. High quality image.
<b>D) Color display</b>	<b>Color Filter</b>		<p><b>Color display stands out for alarms, etc.</b></p> <p><b>Used in combination with negative display for partial coloring.</b></p>
<b>E) Viewing direction</b>		<p><b>For displays that require high-contrast at various angles and directions.</b></p>	<p>Example Contrast characteristic diagram for following conditions: 3V, 1/3D, 1/3B Θ= 60°X Viewing angle setting 12:00</p>  <p style="text-align: right;">(CF)</p>