	05867-000	Guidelines for LCD pixel defects
	LCD pixel defects	Marine and industrial monitors

ISO 9241-307:2008 guidelines for LCD pixel defects

Introduction

TFT displays consist of a set number of pixels. Each pixel consists of 3 sub-pixels also called dots (one red, one blue and one green). Every sub-pixel is addressed by its own transistor. As a result, the manufacturing of glass substrate is very complex.

Due to the nature of this manufacturing process, occasional defects can occur. Pixel defects or failures cannot be fixed or repaired and may occur at any stage during the service life of the TFT display.

To regulate the acceptability of defects and protect the end user, ISIC A/S complies with the ISO 9241-307:2008 standard. This standard recommends how many defects are considered acceptable in a display, before it should be replaced within the terms of the warranty.

Monitor classification

ISO 9241-307:2008

Allowed defects per type per million pixels						
Defect classes	Pixel defects			Cluster defect		
	Type 1	Type 2	Type 3 total ($2 \times N_{3a} + N_{3b}$)	Type 1	Type 2	Type 3
Class: 0	0	0	0	0	0	0
Class: I	1	1	5	0	0	0
Class: II	2	2	10	0	0	1
Class: III	5	15	100	0	0	5

ISIC TFT monitors comply with ISO 9241-307:2008 Class II.

Special agreements about other classifications can be made between ISIC A/S and the customer.

Measurement method/monitoring conditions for pixel defects

In compliance with the ISO-9241-307:2008 standard, the following conditions are observed:

- Final check for pixel fault undertaken right after burn-in, i.e. with pre-heating of the display.
- Surrounding temperature $25^{\circ}\text{C} \pm 5^{\circ}\text{C}$
- Relative air humidity 40–70%

Pixel definition

Every pixel consists of three sub-pixels/dots (red, blue, green).

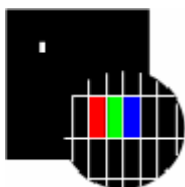
Every sub-pixel has its own transistor.

The three sub-pixels/dots must be considered as one unit.

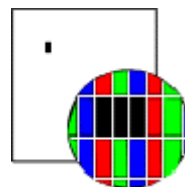


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Pixel



Pixel defect type 1 Pixel constantly lit



Pixel defect type 2 Pixel constantly dark



Pixel defect type 3a

Sub-pixel/dot (red, blue, green) constantly lit



Pixel defect type 3b

Sub-pixel/dot (red, blue, green) constantly dark

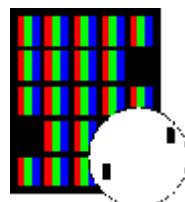
Cluster

A cluster consists of 5 x 5 pixels.



Cluster pixel defect type 1

Pixels in a cluster area constantly lit



Cluster pixel defect type 2

Pixels in a cluster area constantly dark



Cluster pixel defect type 3a

Sub-pixels/dots in a cluster area constantly lit



Cluster pixel defect type 3b

Sub-pixels/dots in a cluster area constantly dark

Pixel faults accepted by ISIC A/S

The maximum number of pixel faults that is considered acceptable at different screen resolutions is shown in the table below.

This is the native resolution and not the resolution as adjusted by user.

Class II

Allowable number of pixel faults in monitor applications							
Screen type	Native resolution	Number of pixels	Pixel defect type 1	Pixel defect type 2	Pixel defect Type 3 total ($2 \times N_{3a} + N_{3b}$)	Cluster defect type 1 and 2	Cluster defect type 3
WVGA	800x480	384,000	0	0	3	0	0
XGA	1024x768	768,432	1	1	7	0	0
WXGA	1280x800	1,024,000	2	2	10	0	1
SXGA	1280x1024	1,310,720	2	2	13	0	1
UXGA	1600x1200	1,920,000	3	3	19	0	1
FHD	1920x1080	2,073,600	4	4	20	0	2
WUXGA	1920x1200	2,304,000	4	4	23	0	2

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