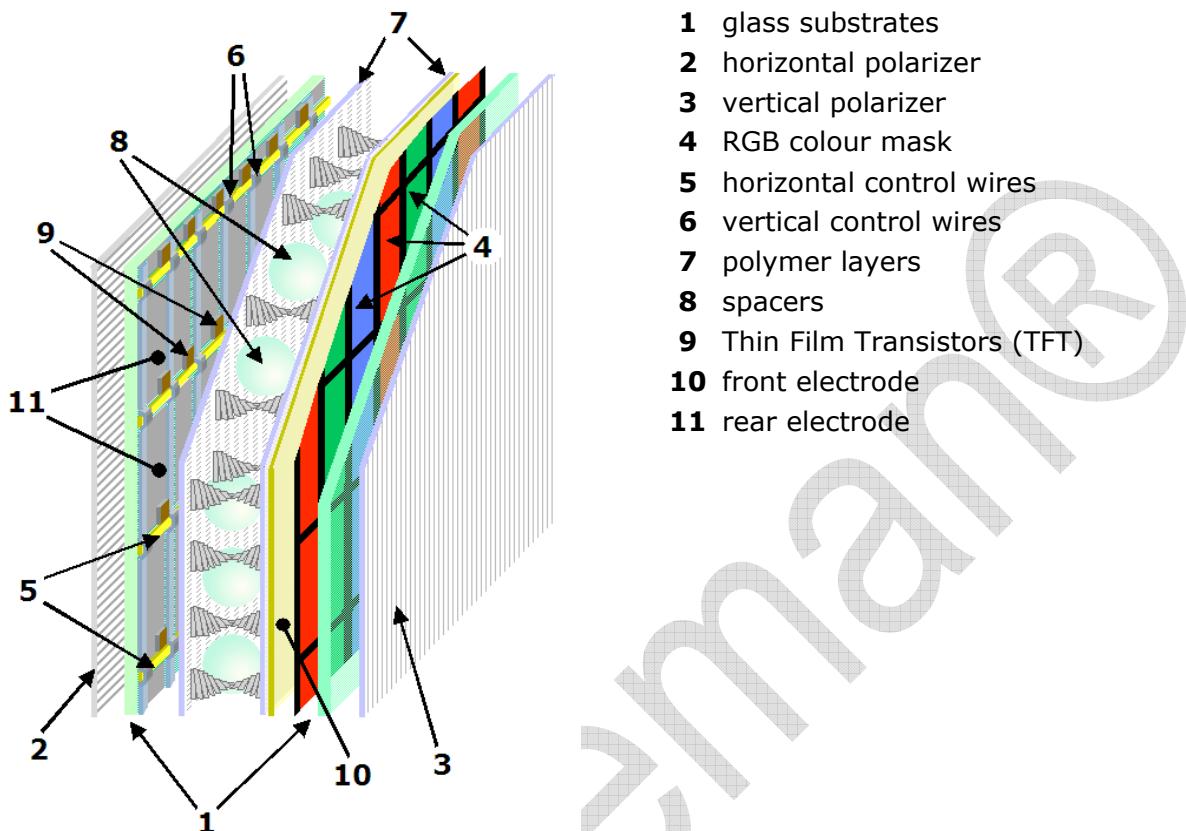


Display Defects

1. Introduction

This information sheet gives more information on how to recognize display defects and determine whether a display conforms to quality standards.

A TFT LCD monitor consists of multiple layers (see figure below).



Display defects can be caused by contamination that entered between layers either during production or during use, short-circuits between control wires that either keep a pixel or one colour of a pixel dark or bright, faulty control wires that keep a whole line of pixels turned on or off, scratches on polarizer or glass substrate caused by mistreatment, dents ...

A monitor contains millions of pixels (e.g. **MONSCA6**: $1280 \times 1040 = 1,331,200$), making it technically nearly impossible to produce a display without pixel defects. Therefore certain standards were created describing the number, size, location... of above mentioned defects that are acceptable (allowed) in a TFT LCD display. For some industries (e.g. aviation) these standards are much more stringent than for others.

2. Definitions

Bright dot defect

Pixels or sub-pixels that appear bright and are visible through a 5% ND (Neutral Density) filter when a black pattern is displayed. Note that the ND filter must be held parallel to the surface at a distance of 2.5 to 3 cm.

BM (black matrix) defect

White points on a display that are switched off.

Dark/bright spot

Points on the display that appear dark or bright, usually due to contaminations. These spots do not change in size or intensity when adjusting the contrast.

Dark/bright lines

Lines on the display that appear dark or bright, usually due to contaminations.

Dark dot defect

Pixels or sub-pixels that appear dark when an RGB coloured pattern is displayed.

Line defect

A complete line of pixels, horizontally, vertically or diagonally, that appear bright or dark.

Mura

Brightness of the display is not uniform over the whole display area.

Pixel

Smallest addressable screen element. For colour TFT displays, these are made up of 3 separate colour elements: red, green and blue. Varying the intensity of these 3 colours (or dots) can create pixels of any desired colour.

Polarizer dent

White spots on the display that become visible on a darker background. Their size remains the same when adjusting the display settings.

Polarizer scratch

Lines on the display that are visible against a darker background. These lines always have the same length.

Sub-pixel (dot)

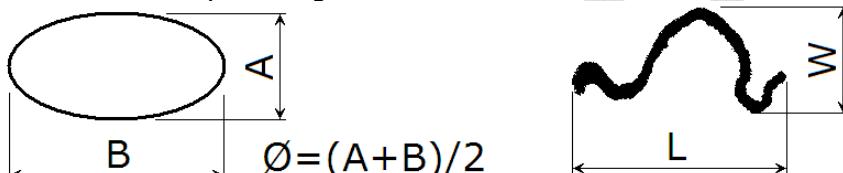
One colour element of a pixel.

3. Defects

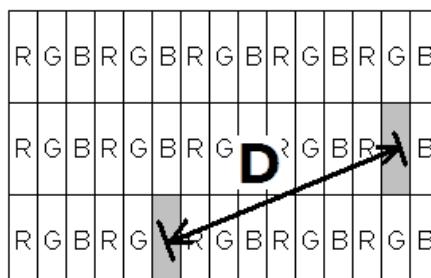
A defect can be shaped either round or elongated.

A round defect is defined by its average diameter, which equals the sum of max. height and maximum width divided by 2.

An elongated defect is defined by its length and width.

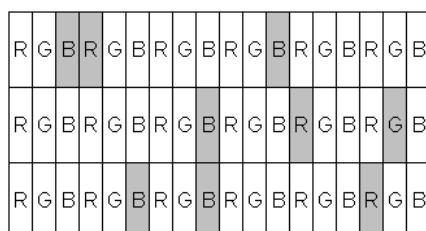


The distance **D** between two defective dots is measured as indicated below:

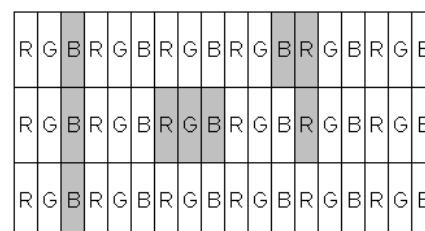


Adjacent dots are defined as follows (examples):

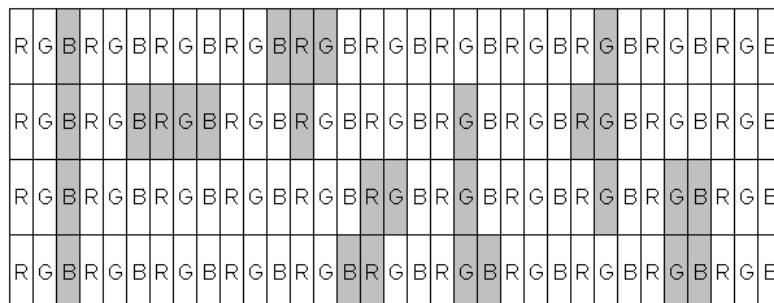
2



3



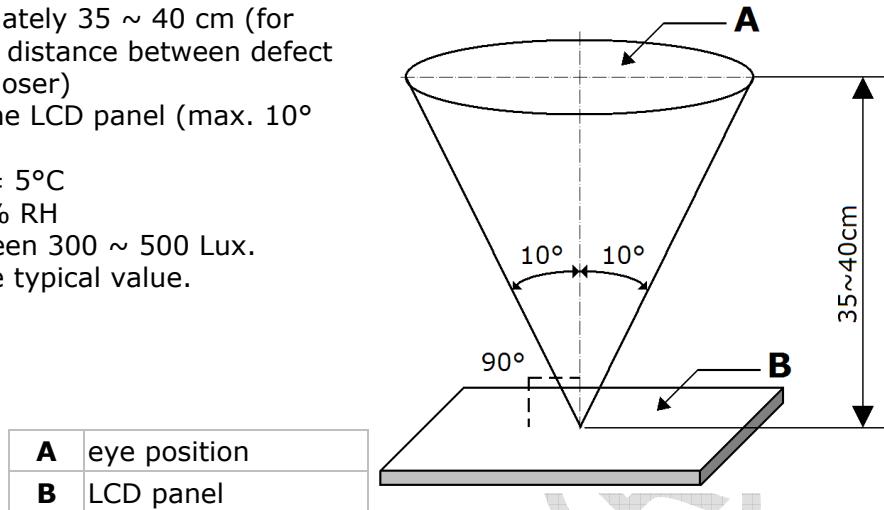
4



4. Procedure

Inspection conditions

- Viewing distance is approximately 35 ~ 40 cm (for inspecting adjacent dots and distance between defect dots, this distance is much closer)
- Viewing angle is normal to the LCD panel (max. 10° deviation)
- Ambient temperature is $25 \pm 5^\circ\text{C}$
- Ambient humidity is $60 \pm 5\%$ RH
- Ambient illuminance is between 300 ~ 500 Lux.
- Input signal timing should be typical value.



Inspection criteria

Refer to the definitions in §2.

N = number of defects.

	defect type	limit
visual defect	scratch	$0.03\text{mm} \leq W \leq 0.1\text{mm}$ $L \leq 10\text{mm}$
	round	$0.3\text{mm} \leq \varnothing \leq 1.0\text{mm}$
	linear	$W \leq 1.0\text{mm}$ $L \leq 3.0\text{mm}$
	polarizer	$0.3\text{mm} \leq \varnothing \leq 1.0\text{mm}$
	total allowed	$N \leq 10$
electrical defect	single dot	$N \leq 6$
	bright*	$N \leq 6$
	dark	$N \leq 6$
	total allowed	$N \leq 9$
	adjacent dots	≤ 3 pairs
	2**	≤ 2 sets
	3**	≤ 1 sets
	4**	$\geq 10\text{mm}$
distance between 2 bright dots		$N = 0$ (not allowed!)
line defects		

*: visible through a 5% ND (Neutral Density) filter

**: adjacent dots also add to the single dot counter

Note: other defects that may occur e.g. mura are subject to user interpretation and should be evaluated individually.