

FOR : _____

PRELIMINARY SPECIFICATION

(FOR LCD MNT 19" APPLICATION)

TFT LCD BACKLIGHTING INVERTER

PART NO. : FIF1942-31A

BUYER'S PART NO.: _____

CONTENTS

- 1. Electrical Characteristics**
- 2. Functional Pin Description**
- 3. Mechanical Drawings**

1. Electrical Characteristics

► Input Voltage(Vdc) : 11.0 ~13.0

| No. | Items (Unit) | Sign. | Condition | | Min. | Typ. | Max. |
|-----|---|---------------------|---------------------------------|---------|-----------------------|------|------|
| 1 | Input Current (A) | I _{in} | V _{in} =12V | CTRL=0V | 1.65 | 1.8 | 1.95 |
| | | | | CTRL=5V | 0.8 | 1.0 | 1.2 |
| 2 | Output Current 1,2(mA) | I _{out1,2} | V _{in} =12V | CTRL=0V | 5.8 | 6.4 | 7.0 |
| | | | | CTRL=5V | 2.0 | 2.7 | 3.5 |
| 3 | Output Current 3,4(mA) | I _{out3,4} | V _{in} =12V | CTRL=0V | 5.8 | 6.4 | 7.0 |
| | | | | CTRL=5V | 2.0 | 2.7 | 3.5 |
| 4 | Lamp Frequency (kHz) | f | V _{in} =12V | CTRL=5V | 40 | 45 | 52 |
| 5 | ON/OFF Control | ON | V _{in} =12V, ON/OFF=5V | | Normal Operation | | |
| | | OFF | V _{in} =12V, ON/OFF=0V | | Shunt-down (Lamp off) | | |
| 6 | Dim Adjust (Lamp Current Control) | CTRL | CTRL=0V,Max Current | | 0.0 ~ 5.0 Volt. | | |
| | | | CTRL=5V,Min Current | | | | |
| 7 | Kick-Off Voltage(V _{rms}) | V _{k-off} | Kick-Off | | MORE THAN 1100 | | |

2. Functional Pin Description

2-1. Input Connector CN1 : SMAW200-08 (YEON-HO,MOLEX,JST)

| Pin No. | Symbol | Description |
|---------|----------|--|
| 1,2,3 | Vin | Input Voltage : 12V \pm 1V |
| 4,5,6 | GND | GND. |
| 7 | CTRL | Dim Adjust, Apply 0V ~5Vdc to Control Lamp |
| 8 | ON / OFF | Power System Return (5V:ON, 0V:OFF) |

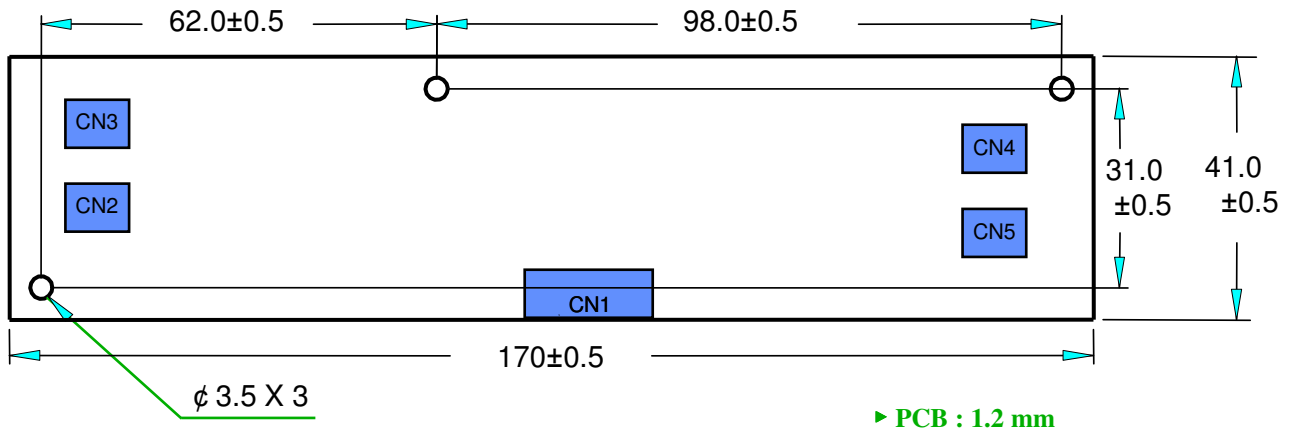
2.2. Output Connector CN2,CN3,CN4,CN5 : SM02B-BHS-1-TB (JST,YEON-HO,MOLEX)

| Pin No. | Symbol | Description |
|---------|---------|---|
| 1 | Lamp H1 | High Voltage connection to high side of lamp. |
| 2 | Lamp L1 | Low Voltage connection to low side of lamp. |

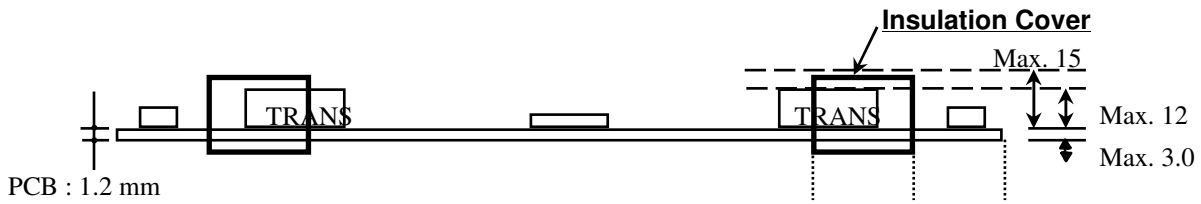
3. Mechanical Drawings

*. Unit : mm
*.Tolerance : ± 0.2mm

3-1.P.W.B



3-2. Component Max Height



3-3. Marking

