



SPECIFICATION GRAPHIC TYPE DOT MATRIX LCD MODULE



ITEM NUMBER: FECG240128A-FSBFBW-51TN

ESTABLISHED DATE: 1999.06 INITIAL ISSUED DATE: 2005.05

DATASHEET VERSION: 2008 VERSION

ISSUED BY: 魏基东CHECKED BY: 大学 APPROVED BY: 大学

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STANDARD DOC.

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FORDATA's 2006 version logo. FORDATA is an integrated manufacturer of flat panel display (FPD). FORDATA supplies TN, HTN, STN, FSTN monochrome LCD panel; COB, COG, TAB LCD module; and all kinds of LED backlight.

classic mono LCDs



FAST RESPONSE TIME

This icon on the cover indicates the product is with high response speed; Otherwise not.



PROTECTION CIRCUIT

This icon on the cover indicates the product is with protection circuit; Otherwise not.



HIGH CONTRAST

This icon on the cover indicates the product is with high contrast; Otherwise not.



LONG LIFE VERSION

This icon on the cover indicates the product is long life version (over 9K hours guaranteed); Otherwise not.



WIDE VIEWING SCOPE

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OPERATION TEMPERATURE RANGE

This icon on the cover indicates the operating temperature range (X-Y).



3TIMEs 100% QC EXAMINATION

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TWICE SELECTION OF LED MATERIALS

This icon on the cover indicates the LED had passed FORDATA's twice strict selection which promises the product's identical color and brightness; Otherwise not.



VIcm = 3.0V

This icon on the cover indicates the product can work at 3.0V exactly; otherwise not.



N SERIES TECHNOLOGY (2008 developed)

FORDATA adopts new structure, new craft, new technology and new materials inside both LCD module and LCD panel to improve the "RainBow"



REVISION RECORD

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NO.	DATE	DESCRIPTION	ITEM	PAGE	APPROVED
1	2005.05	INITIAL ISSUED	ALL	ALL	LU BOO
2	2007.04	Added further information of LED backlight	4	4/20	State
3	2008.01	Adopt logos on the cover for fast reference	-	Cover	Style .
4	2008.10	Deleted "N = No Ic" from CODE2	-	Code System	Style.
5	2008.10	Added CODE "B" for DFSTN version in CODE7	-	Code System	State.



CODE SYSTEM STANDARD COB

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1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16
FD	С	С	08	01	A	F	L	Y	Y	В	w	5	2	L	E

No.	REMARKS	DESCRIPTION
1	COMPANY ABBRAVIATED	FD = FORDATA
2	IC packing	C = Chip On Board G = Chip On Glass T = TAB
3	LCM type	C = Character G = Graphic
4	Chyaracter	08, 10, 12, 16, 20, 24, 40, = Character number Per line
4	Graphic	80, 100, 120, 122, 128, 160 = Row Dots Quantity
_	Character	01, 02, 04, = Character Lines
5	Graphic	32, 64, 80, 128, 160 =Column Dots Quantity
6	Serial Number	A~Z
7	Polarizer type	R = Positive Reflective M = Positive Transmissive N = Negative Transmissive E = Negative, Transflective B = Negative, Dual optical compensation (for FSTN type only)
8	Backlight type	N = No Backlight S = Edge Type LED Backlight L = Array Type LED Backlight S = Edge Type LED Backlight E = EL backlight without Invertor F = EL backlight with Invertor C = CCFL backlight without Invertor T = CCFL backlight with Invertor
9	Backlight color	N = No BacklightY = Yellow-GreenW = WhiteR = RedA = AmberC = Blue-GreenB = BlueG = Green
10	LCD panel type	T = TN $H = HTN$ $Y = Yellow-Green STN$ $G = Gray STN$ $B = Blue STN$ $F = FSTN$
11	Viewing angle	B = Bottom 6:00 T = Top 12:00 R = Right 3:00 L = Left 9:00
12	Operation temperature range	$S = 0^{\circ}C \sim 50^{\circ}C$ (Single Supply Voltage) $D = 0^{\circ}C \sim 50^{\circ}C$ (Dual Supply Voltage) $W = -20^{\circ}C \sim 70^{\circ}C$ (Single Supply Voltage) $H = -20^{\circ}C \sim 70^{\circ}C$ (Dual Supply Voltage) $T = -30^{\circ}C \sim 80^{\circ}C$ (Single Supply Voltage) $E = -30^{\circ}C \sim 80^{\circ}C$ (Dual Supply Voltage)
13	Driving Voltage	1: VIcm = 3.0V, No / EL / CCFL Backlight or VIcm = 3.0V, VIed = LED voltage, (Via AK) 2: VIcm = 3.6V, VIed = 5.0V (Not via AK) 3: VIcm = 3.6V, VIed = LED voltage, (Not via AK) 4: VIcm = 5.0V, VIed = LED voltage, (Not via AK) 5: VIcm = 5.0V, VIed = 5.0V (Not via AK) 6: VIcm = 5.0V, No / EL / CCFL Backlight or VIcm = 5.0V, VIed = LED voltage, (Via AK) 7: VIcm = 3.6V, No / EL / CCFL Backlight or VIcm = 3.6V, VIed = LED voltage, (Via AK) 8: VIcm = 3.0V, VIed = 5.0V 9: VIcm = 3.0V, VIed = LED voltage, (Not via AK)
14	Backlight Connect Method	0 = PIN1 LED-, PIN2 LED+ 1 = PIN15(17/19) LED+, PIN16(18/20) LED- 2 = PIN15(17/19) LED-, PIN16(18/20) LED+ 3 = PIN15(17/19) LED+, PIN16(18/20) NC 4 = PIN15(17/19) NC, PIN16(18/20) LED+ 5 = PINA LED+, PINK LED- 6 = No / EL / CCFL Backlight
15	IC Manufacturer	X = SAMSUNG L = SUNPLUS S = SITRONIX T = TOSHIBA E = EPSON H = HOLTEK Q = ASLIC N = CIMTEK P = PRINCETON
16	Font Set	R = English - Russia E = English - Japanese U = English - Europe H = English - Hebrew K = English - Europe N = NO FONT SET

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1. GENERAL SPECIFICATIONS

ITEM	NOMINAL DIMENSIONS / AVAILABLE OPTIONS
DISPLAY FORMAT	240 X 128 DOT MATRIX
LCD PANEL OPTIONS	FSTN (Silver-gray color)
POLARIZER OPTIONS	Positive, Transflective
BACKLIGHT OPTIONS	Edge type LED backlight (Blue color)
VIEWING ANGLE OPTIONS	6:00 (Bottom)
TEMPERATURE RANGE OPTIONS	Wide temperature range (-20 °C ~ 70 °C)
CONTROLLERIC	T6963C+NT7086
DISPLAY DUTY	1/128
DRIVING BIAS	1/12

2. MECHANICAL SPECIFICATIONS

OVERALL SIZE	LED backlight version : 144.0 x 104.0 x max 12.1				mm
VIEWING AREA	114.0W x 64.0H	mm	HOLE-HOLE	138.0W x 97.0H	mm
DOT SIZE	0.40W x 0.40H	mm	DOT PITCH	0.05W x 0.05H	mm
WEIGHT (EL BKL)		g	WEIGHT (LED BKL)	145.0	g

3. ABSOLUTE MAXIMUM RATINGS

ITEM	SYMBOL	CONDITION	MIN	MAX	UNIT
POWER SUPPLY (LOGIC)	Vdd	25℃	-0.3	7.0	V
POWER SUPPLY (LCD)	V0	25°C			V
INPUT VOLTAGE	Vin	25°C	-0.3	Vdd +0.3	V
OPERATING TEMPERATURE	Vopr		-20	70	°C
STORAGE TEMPERATURE	Vstg		-30	80	°C

4. ELECTRONICAL CHARACTERISTIC*

LTEM	CVMDOL	CONDITION	S1	UNIT			
ITEM	SYMBOL	CONDITION	MIN	TYP	MAX	UNII	
Input voltage	Vdd	+5.0V	4.7	5.0	5.5	V	
Supply current	ldd	Vdd=5.0V		29.0		mA	
		-20°C	19.20		20.30		
Recommended LCD driving		0°C	17.70		18.70		
voltage for normal temp.	Vdd - V0	25°C	16.40		17.30	V	
Version module			50°C	14.90		15.60	
		70°C	13.90		14.30		
LED forward voltage	Vf	25°C	2.9		3.4	V	
LED forward current	If	25°C		120	160	mA	
LED reverse Current	lr	25°C		80		μΑ	
LED Peak wave length	λр	25°C If = 120mA	465		475	nm	
LED illuminance (Without LCD)	Lv	25°C If = 120mA				cd/m²	
LED life time		25°C If = 120mA	9K**			Hours	

^{*} The above data are for reference only.

^{**} The warranty period of FORDATA LCD module is 1YEAR counted from the date shown on the label of products.



SPEC.

MODE NO. FECG240128A-FSBFBW-51TN

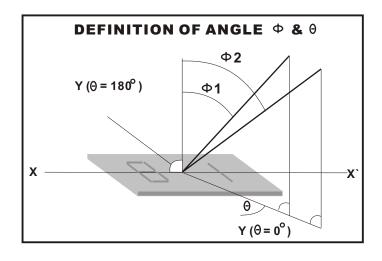
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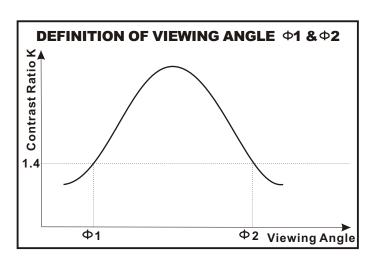
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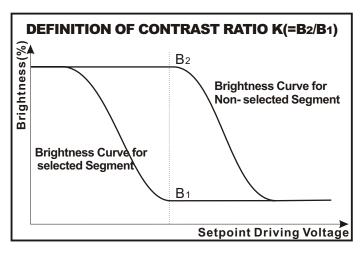
5. OPTICAL CHARACTERISTICS

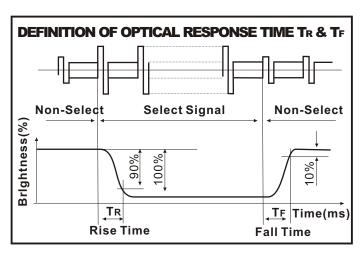
FOR TN TYPE LCD MODULE (Ta=25°C, Vdd=5.0V ± 0.25V)										
ITEM	SYMBOL	CONDITION	MIN	TYP	MAX	UNIT				
VIEWING ANGLE	Ф2-Ф 1	16. 4	30			deg				
VIEWING ANGLE	Θ	K=4	25			ueg				
CONTRAST RATIO	K			2						
RESPONSE TIME(RISE)	T R			120	150	ms				
RESPONSE TIME(FALL)	TF			120	150	ms				

FOR STN TYPE LCD MODULE (TA=25 °C, Vdd=5.0V ± 0.25V)										
ITEM SYMBOL CONDITION MIN TYP MAX UNIT										
VIEWING ANGLE	Ф2-Ф 1	17 - 4	40			dog				
VIEWING ANGLE	Θ	K=4	60			deg				
CONTRAST RATIO	K			6						
RESPONSE TIME(RISE)	T R			150	250	ms				
RESPONSE TIME(FALL)	T F			150	250	ms				





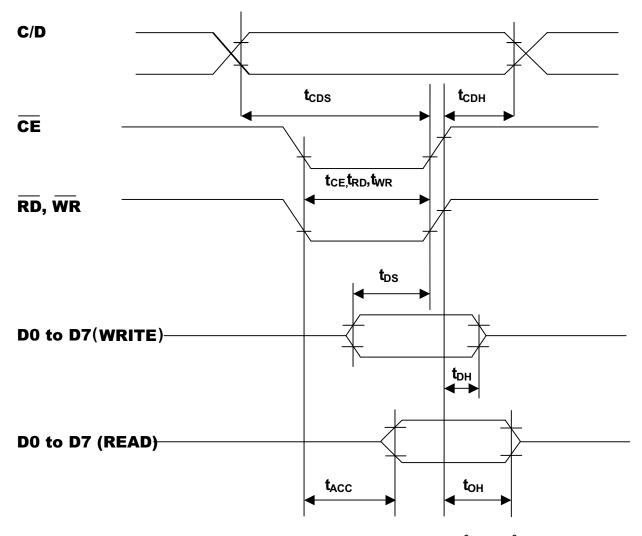






6.AC CHARACTERISTIC

ITEM	SYMBOL	MIN	MAX	UNIT
C/D Set-up Time	tcDs	100		ns
C/D Hold Time	t cDH	10		ns
CE, RD, WR Pulse Width	tce, trd, twr	80		ns
Data Set-upTime	tos	80		ns
Data Hold Time	t DH	40		ns
AccessTime	tACC		150	ns
OutputHold Time	t он	10	50	ns



TEST CONDITIONS (Unless otherwise noted,Vdd=5.0V±10%,Vss=0V,Ta=-20 $^{\circ}$ C to 75 $^{\circ}$ C

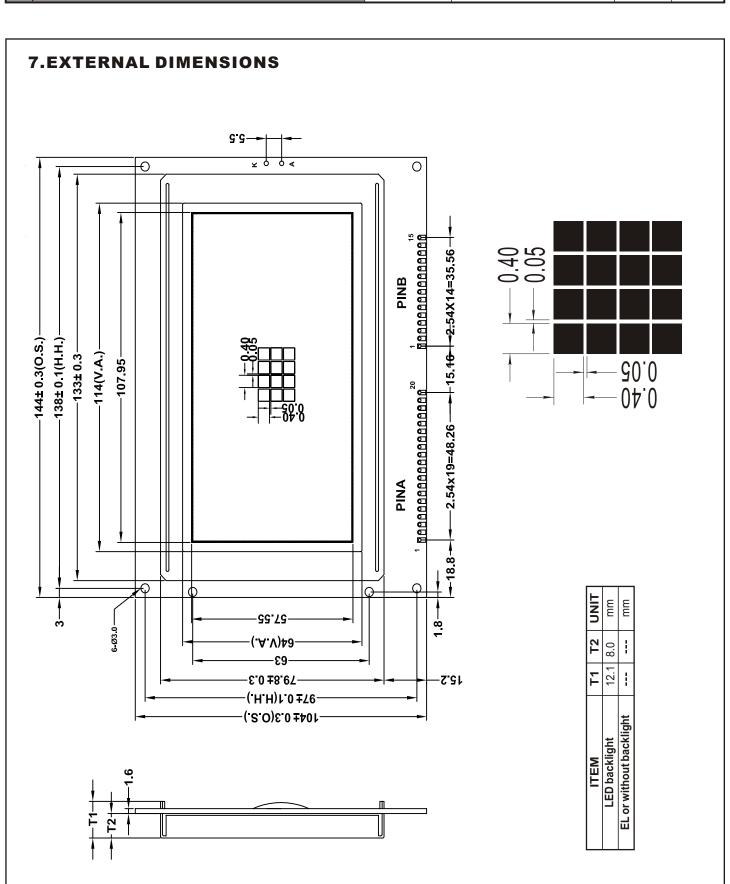


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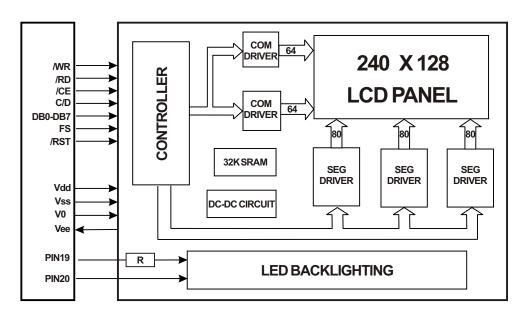
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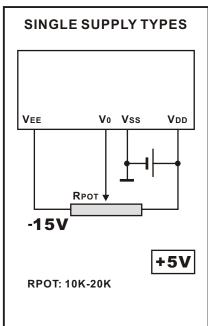
8. PINA ASSIGNMENT

PIN NO.	SYMBOL	FUNCTION		REMARK
1	Vee	Negative	voltage output	
2	Vss		0V	
3	Vdd	Power Supply	+5V	
4	V0		Contrast Adjust	
5	WR	Dat	a Write	
6	RD	Dat	a Read	
7	CE	Chip	Enable Enable	
8	C/D	Comman	d/DataSelect	
9	RST	Reset Signal		
10	DB0	Dat	a Bit 0	
11	DB1	Dat	a Bit 1	
12	DB2	Dat	a Bit 2	
13	DB3	Dat	a Bit 3	
14	DB4	Dat	a Bit 4	
15	DB5	Dat	a Bit 5	
16	DB6	Dat	a Bit 6	
17	DB7	Data Bit 7		
18	FS	Font Selection		
19	LED+	Anode of LED Unit		+5.0V
20	LED-	Cathode	0V	

9. BLOCK DIAGRAM



10.POWER SUPPLY





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11. FLOWCHART OF COMMUNICATIONS WITH MPU

Status Word

MSB LSB

STA7	STA6	STA5	STA4	STA3	STA2	STA1	STA0
D7	D6	D5	D4	D3	D2	D1	D0

STA0	Check command execution capability	0:Disable 1:Enable
STA1	Check data read / write capability	0:Disable 1:Enable
STA2	Check auto mode data read capability	0:Disable 1:Enable
STA3	Check auto mode data write capability	0:Disable 1:Enable
STA4	Not used	
STA5	Check controller operation capability	0:Disable 1:Enable
STA6	Error flag. Used for Screen Peek and Screen copy commands	0:No error 1:Error
STA7	Check the blink condition	0:Dsiplayoff 1:Normal display

Note 1: A status check must be performed before data is read or written.

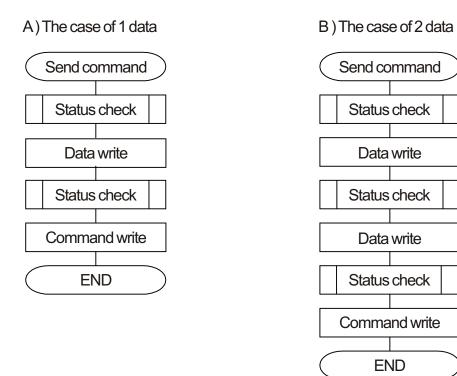
Note 2: It is necessary to check STA0 and STA1 at the same time.

There is a possibility of erroneous operation due to a hardware interrupt.

Note 3: For most modes STA0 / STA1 are used as a status check.

Note 4: STA2 and STA3 are valid in Auto mode; STA0 and STA1 are invalid.

Setting Data





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12. COMMAND DEFINITIONS

COMMAND	CODE	D1	D2	FUNCTION
REGISTERS SETTING	00100001 00100010 00100100	X address Data Low address	Y address 00H High address	Set Cursor Pointer Set Offset Register Set Address Pointer
SET CONTROL WORD	01000000 01000001 01000010 01000011	Low address Columns Low address Columns	High address 00H High address 00H	Set Text Home Address Set Text Area Set Graphic Home Address Set Graphic Area
MODE SET	1000X000 1000X001 1000X011 1000X100 10000XXX 10001XXX		 	OR mode EXOR mode AND mode Text Attribute mode Internal CG ROM mode External CG RAM mode
DISPLAY MODE	10010 0 0 0 1001XX1 0 1001XX1 1 10010 1 XX 10011 0 XX 10011 1 XX		 	Display off Cursor on, blink off Cursor on, blink on Text on, graphic off Text off, graphic on Text on, graphic on
CURSOR PATTERN SELECT	10100000 10100001 10100010 10100011 1010010		 	1-line cursor 2-line cursor 3-line cursor 4-line cursor 5-line cursor 6-line cursor 7-line cursor
DATA AUTO READ/WRITE	10110000 10110001 10110010			Set Data Auto Write Set Data Auto Read Auto Reset
DATA READ/WRITE	11000000 11000001 11000010 11000011 11000100	Data —— Data —— Data ——	 	Data Write and Increment ADP Data Read and Increment ADP Data Write and Decrement ADP Data Read and Decrement ADP Data Write and Non-variable ADP Data Read and Non-variable ADP
SCREEN PEEK SCREEN COPY	11100000			Screen Peek Screen Copy
BIT SET/RESET	11110 XXX 11111 XXX 11111 XXX 1111X0 0 0 1111X0 0 1 1111X0 1 0 1111X1 0 0 1111X1 0 1 1111X1 1 0 1111X1 1 0			Bit Reset Bit Set Bit 0 (LSB) Bit1 Bit2 Bit3 Bit4 Bit5 Bit6 Bit 7 (MSB)

Note: First set the data, then set the command.



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13. Description of Command

Setting Registers

(1) Set Cursor Pointer

The position of the cursor is specified by X ADRS and Y ADRS. The cursor position can only be moved by this command. Data read / write from the MPU never changes the cursor pointer

X ADRS: 00H to 4FH(lower 7 bits are valid); Y ADRS: 00H to 1FH (lower 5 bits are valid)

a) Single-Scan

X ADRS 00 to 4FH

Y ADRS 00H to 0FH

b) Dual-Scan

X ADRS 00H to 4FH

Y ADRS 00H to 0FH Upper screen

Y ADRS 10H to 1FH Lowerscreen

(2) Set Offset Register

The offset register is used to determine the external character generator RAM are. **MSB** LSB ad15 ad14 ad13 ad12 ad11 ad10 ad9 ad8 ad7 ad6 ad5 ad0 ad4 ad3 ad2 ad1 Character Code Offset Register Data Line Scan

The senior five bits define the start address in external memory of the CG RAM area. The next eight bits represent the character code of the character. In internal CG ROM mode, character codes 00H to 7FH represent the predefined internal CG ROM characters, and codes 80H to FFH represent the users own external characters. In external CG RAM mode, all 256 codes from 00H to FFH can be used to represent the users own characters.

The three least significant bits indicate one of the eight rows of eight dots that define the characters shape.

The relationshipe between display RAM address and offset register.

Offset register data	CG RAM hex. Address (start to end)
00000	0000to 07ÆH
00001	0800to 0FFFH
00010	1000to 17ÆH
11100	E000to E7ÆH
11101	E800to EFFFH
11110	F000to F7FFH
11111	F800 to FFFFH



PRODUCT SPEC.

1

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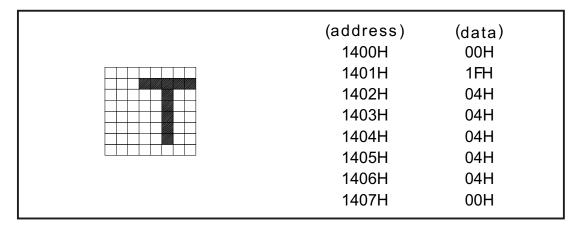
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Example 1:

02H Offset register 80H Character code

Character Generator RAM start address 0001 0100 0000 0000

> 4 0 0 Н



Example 2:

The relationship between display RAM data and display characters:

A E Y D E ζ G H U K L M 21H A 22H B 83H	Display character 86H ζ
---	-------------------------

^{*} Υ and ζ are displayed by Character Generator RAM

(3) Set Address Pointer

The Set Address Pointer command is used to indicate the start address for writing to (or reading from) external RAM.

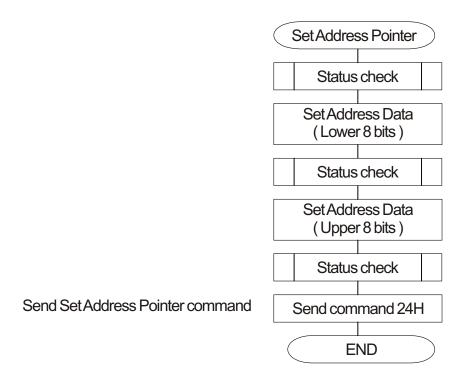
The flowchart for Set Address Pointer command:



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Set Control Word

The home address and column size are defined by this command.

(1) Set Text Home Address

The starting address in the external display RAM for text display is defined by this command. The text home address indicates the left most and uppermost position The relationship between external display RAM address and display position.

TH	TH+CL
TH+TA	TH+TA+CL
(TH + TA) + TA	TH+2TA+CL
TH + (N -1)TA	 TH+(N-1)TA+CL

TH: Text home address TA: Text area number (columns)

CL: Columns are fixed by hardware (pin-programable).

Example:

Text home address: 0000H Text area: 0020H

4 lines

, -	0= 00:0::::::0	_ · · · · · · · · · · · · · · ·	_,,	,
0000H	0001H		001EH	001FH
0020H	0021H		003EH	003FH
0040H	0041H		005EH	005FH
0060H	0061H		007EH	007FH



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(2) Set Graphic Home Address

The starting address of the external display RAM used for graphic display is defined by this command. The graphic home address indicates the leftmost and upper most position The relationship between external display RAM address and display position.

GH		GH+CL
GH+GA	***	GH+GA+CL
(GH+GA)+GA		GH+2GA+CL
GH+(N-1)GA		GH+(N-1)GA+CL

GH: Graphic home address GA: Graphic area number (columns)

CL: Columns are fixed by hardware (pin-programmable)

Example

Graphic home address: 000H Graphic area: 0020H

MD2 = H. MD3 = H: 32 columns DUAL = H. MDS = L. MD0 = H. MD1 = H: 2 lines

14102 11,14100 1	1, 02 0010111110	DO/ (L 11, 1VID)	<u> </u>	VID 1 11, ZIII 100
0000H	0001H		001EH	001FH
0020H	0021H		003EH	003FH
0040H	0041H		005EH	005FH
0060H	0061H		007EH	007FH
H0800	0081H		009EH	009FH
00A0H	00A1H		00BEH	00BFH
00C0H	00C1H		00DEH	00DFH
00E0H	00E1H		00FEH	00FFH
0100H	0101H		011EH	011FH
0120H	0121H		013EH	013FH
0140H	0141H		015EH	015FH
0160H	0161H		017EH	017FH
0180H	0181H		019EH	019FH
01A0H	01A1H		01BEH	01BFH
01C0H	01C1H		01DEH	01DFH
01E0H	01E1H		01FEH	01FFH

(3) Set Text Area

This command can be used to define the columns of the test display.

Example

LCD size: 20columns, 4lines Text home address: 0000H Text area: 0014H MD2 = H, MD3 = H; 32 columns

DUAL = H, MDS = L, MD0 = L, MD1 = H; 4lines

0000	0001	0013	0014	 001F
0014	0015	 0027	0028	 0033
0028	0029	 003B	003C	 0047
003C	003D	 004F	0050	 005B

▶ LCD DISPLAY



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(4) Set Graphic Area

This command can be used define the columns of the graphic display

Graphic home address: 0000H **Example:** LCD size: 20columns, 2lines

Graphic area: 0014H MD2 = H, MD3 = H;

DUAL = H, MDS = L, MD0 = H, MD1 = H; 2lines

0000	0001		0013	0014	 001F
0014	0015		0027	0028	 0033
0028	0029		003B	003C	 0047
003C	003D		004F	0050	 005B
0050	0051		0063	0064	 006F
0064	0065		0077	0078	 0083
0078	0079		008B	008C	 0097
008C	008D		009F	00A0	 00AB
00A0	00A1		00B3	00B4	 00BF
00B4	00B5		00C7	8000	 00D3
0008	00C9		00DB	00DC	 00E7
00DC	00DD		00EF	00F0	 00FD
00F0	00F1		0103	0104	 011F
0104	0105		0127	0128	 0123
0128	0129		013B	013C	 0147
013C	013D		014F	0150	 015B
	► LCD D	ISPLAY ◀		•	

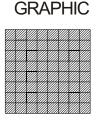
Mode Set

The display mode does not change until the next command is sent. In Internal Character Generator mode, character codes 00H to 7FH are assigned to the built - in Character Generator RAM. The character codes 80H to FFH are automatically assigned to the external Character Generator RAM

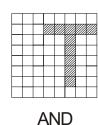
Example: (Note: Attribute functions can only be applied to text display, since the attribute data is placed in the graphic RAM area.)

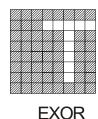


TEXT



OR







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Attribute Function

The attribute operations are reverse display, character blink and inhibit. The attribute data is written into the graphic area which was defined by the Set Control Word command. Only text display is possible in attribute function mode; graphic display is automatically disabled. However, the Display Mode command must be used to turn both Text and Graphic on in order for the Attribute Function to be available.

Attribute RAM 1 byte

X X X X d3 d2 d1	d 0
------------------	-----

d3	d2	d1	d0	FUNCTION
0	0	0	0	Normal display
0	1	0	1	Reverse display
0	0	1	1	Inhibit display
1	0	0	0	Blink of normal display
1	1	0	1	Blink of reverse display
1	0	1	1	Blink of inhibit of display

X: invalid

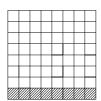
Display Mode

It is necessary to turn on Text display and Graphic display in the following cases

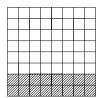
- a) Combination of text / graphic display
- b) Attribute function

Cursor Patten Select

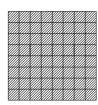
When cursor display is ON, this command selects the cursor pattern in the range 1 line to 8 lines. The cursor address is defined by the Cursor Pointer Set command.



1-line cursor



2-line cursor



8-line cursor



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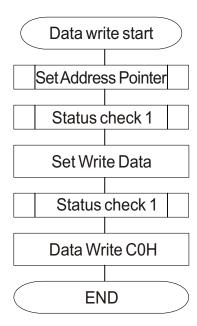
Data Auto Read / Write

This command is convenient for sending a full screen of data from the external display RAM. After setting Auto mode, a Data Write (or Read) command is need not be sent between each datum. A data Auto Write (or Read) command must be sent after a set Address Pointer command. After this command, the address pointer is automatically incremented by 1 after each datum. In Auto mode, the LCM cannot accept any other commands. The Auto Rest command must be sent to the LCM after all data has been sent to clear Auto mode.

Data Read / Write

This command is used for writing data from the MPU to external display RAM, and reading data from external display RAM to the MPU. Data Write / Read should be executed after setting address using Set Address Pointer command. The address pointer can be automatically incremented or decrement using this command.

Note: This command is necessary for each 1-byte datum. Refer to the following flowchart.





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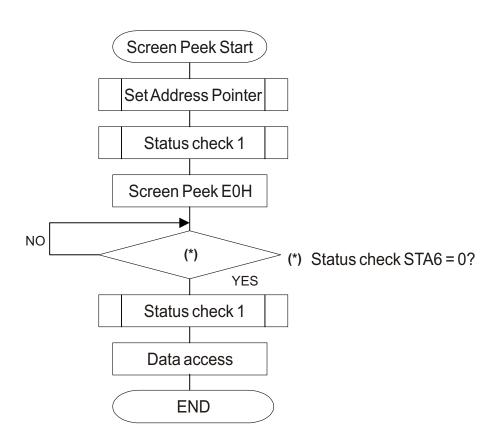
Screen Peek

The command is used transfer 1 byte of displayed data to the data stack, this byte can then be read from the MPU by data access. The logical combination of text and graphic display data on the LCD screen can be read by this command.

The status (STA6) should be checked just after the Screen Peek command. If the address determined by the Set Address Pointer command. Is not in the graphic area, this command is ignored and a status flag (STA6) is set.

Refer to the following flowchart

Note: This command is available when hardware column number and software column number are the same. Hardware column number is related to MD2 AND MD3 setting. Software column number is related to Set Text Area and Set Graphic Area command.



(Note) This command is available when hardware column number and software column number are the same. Hardware column number is related to MD2 and MD3 setting. Software column number is related to Set Text Area and Set Graphic Area command.



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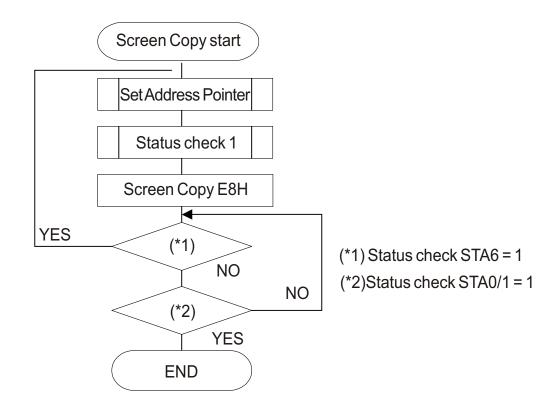
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Screen Copy

This command copies a single raster line of data to the graphic area.

The start point must be set using the Set Address Pointer command.

Refer to the following flowchart.



- **Note 1:** If the attribute function is being used, this command is not available. (With attribute data is graphic area data).
- Note 2: With Dual -Scan, this command cannot be used (because the LCM cannot separate the upper screen data and lower screen data).
- **Note 3:** This command is available when hardware column number and software column number are the same.

Bite Set/Reset

This command use to set or reset a bit of the byte specified by the address pointer. Only one bit can be set/reset at a time.

Refer to the following flowchart.



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14. CHARACTER MAP

ROM Code 0101

MSB/	0	1	2	3	4	5	6	7	8	9	\triangle	В		E	F
0															
1															
2															
3															
4															
5															
					/// //////////////////////////////////					W (A)					
7				H 1 199 199									 		



SPEC.

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15. PACKING DETAIL

WITH LED BKL
16 PCS/BOX
8 BOXES/CARTON
128 PCS/CARTON

27.00 KGS/CTN(G.W.) 0.07 M³/CARTON

WITHOUT LED BKL
16 PCS/BOX
8 BOXES/CARTON
128 PCS/CARTON
24.00 KGS/CTN(G.W.)
0.07 M³/CARTON

NOTE

- 1. The weight is estimated for reference only.
- 2. Packing detail may be changed without notice.

