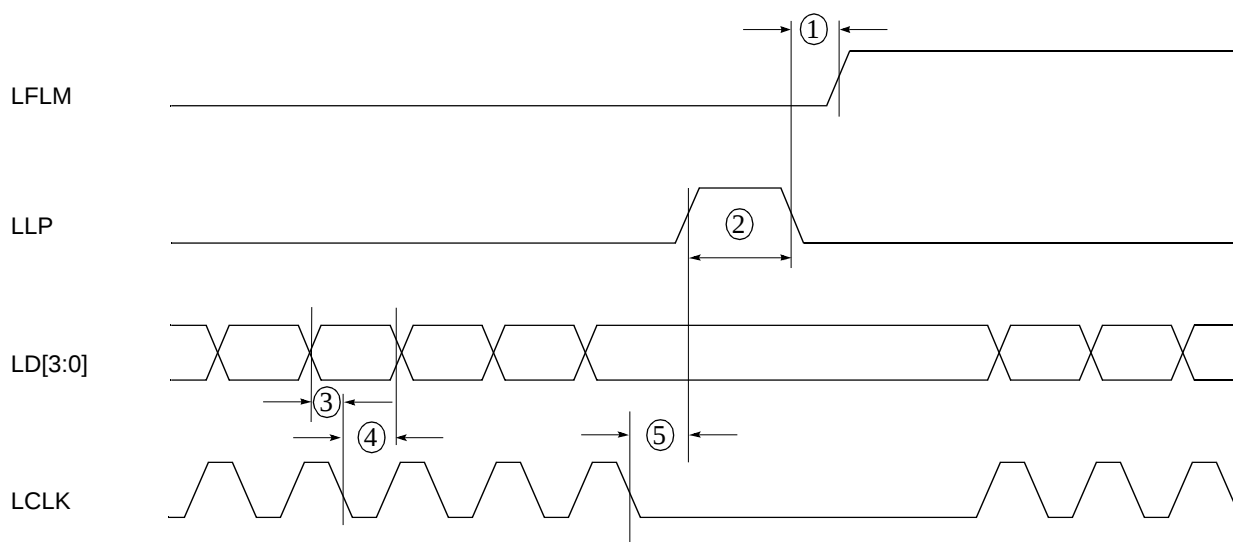


DragonBall LCD Controller Timing



NUM	CHARACTERISTIC	3.3V		UNIT
		MINIMUM	MAXIMUM	
1	Line Pulse to Frame Signal	20	—	ns
2	Line Pulse Width	300	—	ns
3	LCD Data Setup	20	—	ns
4	LCD Data Hold	20	—	ns
5	Shift Clock to Line Pulse	50	—	ns

NOTE: This table contains the assumed active high logic for LFLM, LLP, and LCLK. The active edge is alternated if the polarity of the corresponding signal is modified.