



STx Visual Solutions Project Analysis

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Customer & Project Information

**see instruction on reverse*

Customer: _____ Contact: _____ Date: _____
 Address: _____ City, State: _____ Country/ZIP: _____
 Web Site: _____ Email: _____ Phone: _____
 Project Name/Definition: _____
 Proposal Date: _____ Decision Date: _____ Prototype Date: _____
 Production Date: _____ Usage: _____ Target Price: _____
 Production: In-House CM Disty/VAR Design: New Existing Alt. Source Quote Only
 Comments: _____

Graphic Requirements

SBC: New Existing Custom Form Factor*: _____ Mfg & P/N or Notes: _____
 CPU*: _____ Spd*: _____ DRAM*: _____ FLASH: _____
 I/O*: _____ Peripherals*: _____ Buses*: _____
 IDE*: _____ OS*: _____ Notes*: _____
 Graphics UI Dev Tool*: _____ API Graphic Accel*: _____
 Comments: _____

Display Requirements

LCD Type: TFT/Active Matrix CSTN Passive Color Monochrome Graphic Character Module
 Screen Size*: _____ Resolution*: _____ Aspect R.*: _____ Power*: _____
 Interface*: _____ Backlight*: _____ Voltage*: _____ Dimming*: _____
 LCD Notes: _____ P/N: _____ LCD Mfg: _____
 Brightness Enhancement (nts): _____ Sundlight Readable Anti-Reflective Film
 Touch Screen Type*: _____ Interface*: _____ TS Mfg: _____
 TS P/N: _____ TS Notes: _____
 Cables: Data Ln.*: _____ Backlight Ln.*: _____ Touch Screen Ln.*: _____
 Comments: _____

Quality & Environment Requirements

Assembly: Kitting TS Installation Open Frame LCD Case Pixel Screen Burn-In (hrs): _____
 Agency Approvals: UL/CSA FCC Class _____ (A or B) Test Req: _____
 Temp.: Fanless Op. Range: Std. Ext. Mil Notes: _____
 Comments: _____

This form is also available as a PDF file, *STx_PA.pdf*. The PDF file is typewriter enabled. To complete the pdf form, click the 'Typewriter Tool' button in the menu bar. Click with the Typewriter Tool I-bar to place text anywhere on the page. Move typed entries by clicking to select the text and dragging it by its border. Click again with the Typewriter Tool for each answer you type.

All completed forms or questions should be submitted to SVS@silicontkx.com.

Explanations, clarifications and definitions for entries on the reverse side:

Display Requirements

Screen Size is diagonal length in inches, ie, 3.x, 5.7, 6.x, 7.0, 8.x, 10.4, 12.1, etc.

Resolution can be shown in either pixel numbers (width x height) or by standard Array abbreviation. Here are some standard resolutions: 320x240, QVGA; 480x234, WOVGA; 640x480, VGA; 800x480, WVGA; 800x600, SVGA; 1024x768, XGA; 1280x1024, SXGA; 1366x720, WXGA; 1600x1200, UXGA; etc.

Aspect R (Aspect Ratio) is the ratio of length by height and should be either 4x3, 16x9 or custom.

Power supply is minimum required wattage (voltage & current) desired by the customer.

Interface required by the customer's controller. Some standard interfaces include: ARGB, PC Input, Composite, S-Video, DVI (-A, -D, -I), TTL and LVDS or Custom.

Backlight can either be Compact Fluorescent (CF), LED or Reflective. 'Others' is also acceptable.

Voltage is what is required to power the backlight. Common voltage are 3.3v, 5v, 12v.

Dimming comes either as none, standard or wide (????).

Touch Screen Type determines the precision of the touch screen. Common types are Wire Resistive (4, 5, 7 or 8), Surface Capacitive, SAW, IR and Projected Capacitive.

Interface for touch screen is usually a standard PC interface such as USB, Serial (RS232 or RS485), PS/2. It may also be a custom or integrated into the controller via IO or simple buses like I2C.

Cables: specific information should include at a minimum the cable length (Ln.) when known the number/type of conductors and required connectors for 'Data Ln', 'Backlight Ln', 'Touch Screen Ln'.

Graphic Requirments

Form Factor is the size of the PCB and other standards associated with its layout. Beside 'custom', several standard Form Factors are ATX; Micro-ATX; ITX; Mini-, Nano-, or Pico- ITX; SOM (System On Module); EPIC; PC104; EBX (5.25"); PCI Card (full or half size).

CPU is an architecture (PowerPC, ARM, RISC, CISC) or a manufacture and type such as Freescale i.MX, 68K, or PPC; TI Omap, etc. Also Graphic Processor Unit may be listed such as Fujitsu Coral, separately.

Spd (Speed) refers to CPU speed normally, but could also list memory speed or overall system performance.

DRAM is both amount and type, such as 2GB of DDR or DDR2. If memory speed is critical, it should be included, such as 2GB of DDR2 400MHz.

FLASH can be either or both NAND or NOR and amount of either or both required.

I/O, Peripherals and Buses may overlap in types and uses, but general is listed as:

I/O refers to integrated communication ports around the CPU and could include: USB, UARTs, Ethernet (10, 10/100 or 10/100/1000), Audio, PATA, SATA, PCMCIA, GPIO (General Purpose IO), etc.

Peripherals: are units needed for a system such as 500 GB SATA Drive, USB Hub, or SD connector.

Buses are major connections available to the user such as PCI, PCIe, ATA, Memory, CPU extension, etc.

IDE (Integrated Development Environment) list the manufacture and program name, such as Freescale, CodeWarrior; QNX, Photon; Linux, Custom; or just Custom.

OS list the base kernel type and if supported the supplier, such as, Linux, RedHat; RTOS, QNX; RTEK, Freescale; or custom.

Graphics UI Dev Tool (User Interface, GUI) list a software supplier name, such as, Tilcon, Alt, WindRiver, etc.

API Graphic Accel (Application Program Interface) is listed with the suppliers name, such as, OpenVG, Khronos or DirectFB, Opensource.