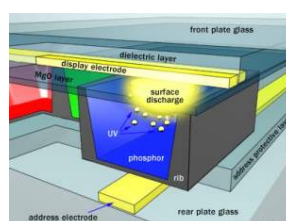


# PHILIPS

## Service Training BASICS of PLASMA Display

L. van der Niet  
Philips CE / Euroservice  
PDP repair part 1  
13/2/2007



### PHILIPS

## PDP Basics – An Introduction

### Target Audience

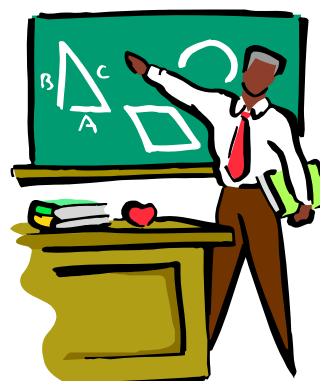
This module is intended for Service Engineers and Call Centre Backliners.

### Objective

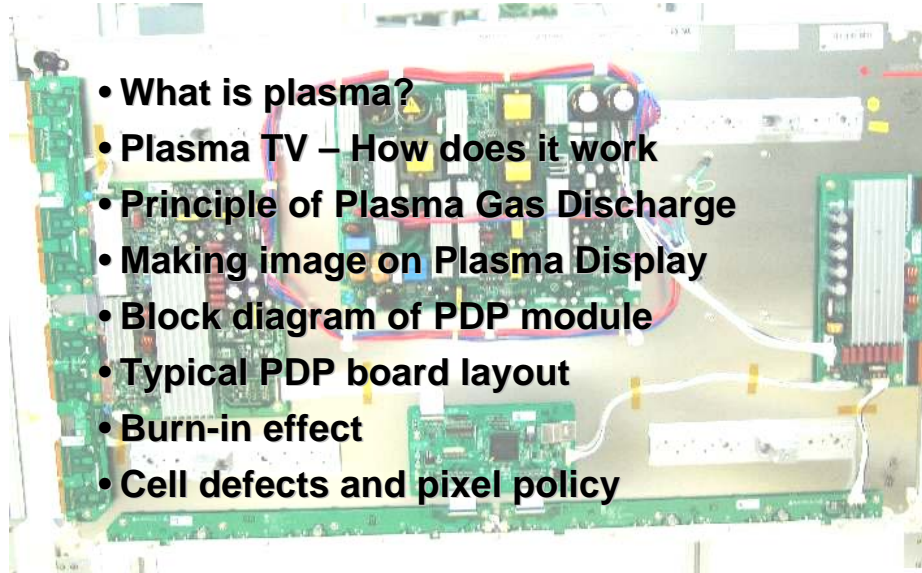
This module provides a basic understanding of the working and functional layout of a Plasma Display Panel. This basic knowledge enables the learner to better recognize and solve problems in the field.

### Prerequisites

Students should have an understanding of the Basics of Television



## MAIN TOPICS



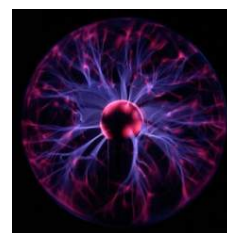
- What is plasma?
- Plasma TV – How does it work
- Principle of Plasma Gas Discharge
- Making image on Plasma Display
- Block diagram of PDP module
- Typical PDP board layout
- Burn-in effect
- Cell defects and pixel policy

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3

## What is Plasma?

- Plasma is a gas made up of free-flowing ions (electrical charged atoms) and electrons (negatively charged particles)
- Plasma is often called the "Fourth State of Matter".
- The other three being solid, liquid and gas.
- In addition to being important in many aspects of our daily lives, plasmas are estimated to constitute more than 99 percent of the visible universe.

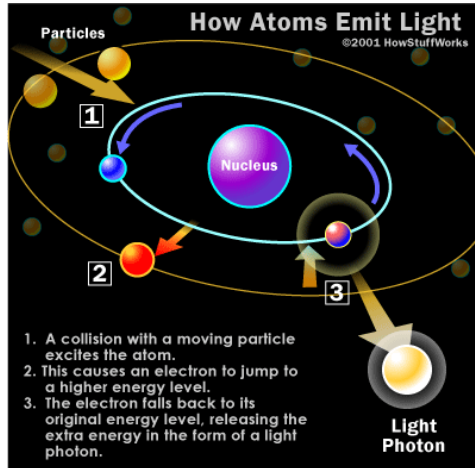


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4

## How atoms emit light

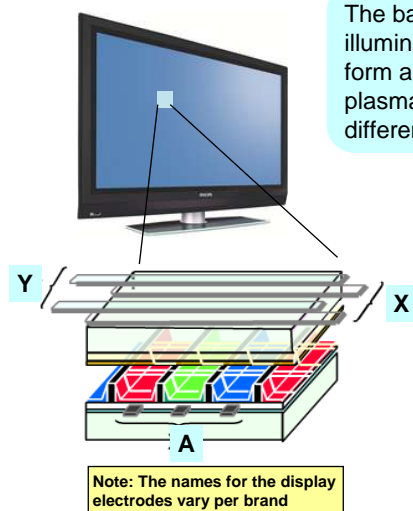
- Free electrons are created by applying electrical voltage to the gas
- Particles are constantly colliding with into each other
- Plasma atoms excites causing the release of light photons (UV light)
- UV light excites the phosphors in a plasma display giving off coloured light.



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5

## Plasma TV – How does it work?



The basic idea of a plasma display is to illuminate tiny, coloured fluorescent lights to form an image. Just like a CRT television, the plasma display varies the intensities of the different lights to produce a full range of colours.

Each pixel is made up of 3 sub-pixels

- One sub pixel for **Blue**, one for **Red** and one for **Green** light.
- Each sub pixel acts as a little fluorescent tube
- Gas brought in plasma state will generate UV light
- UV light hits phosphor layer that produces visible light



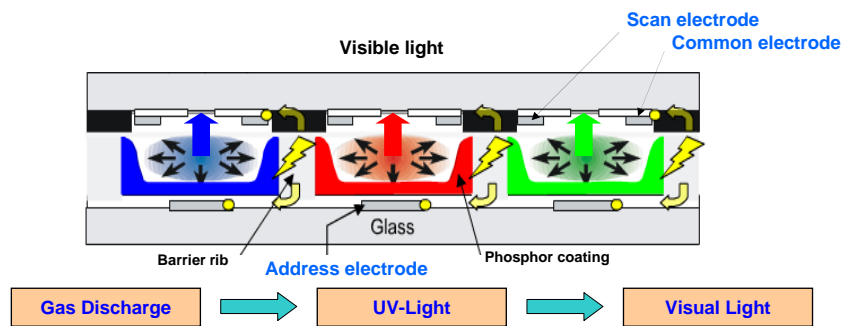
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6

## Plasma Gas Discharge principle

### DISCHARGE principle

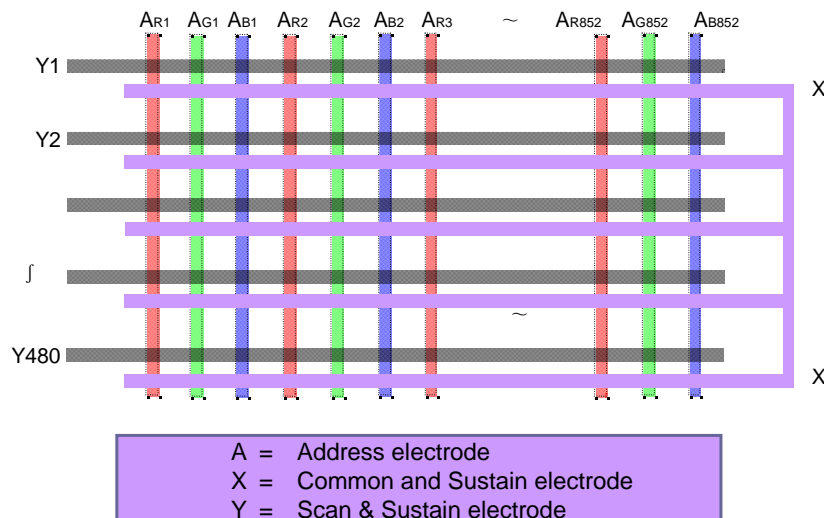
- PDP uses mix of Neon and Xenon gases
- 160 - 250V AC discharge in cell stimulates **ultraviolet (UV)** radiation
- UV stimulation causes color phosphors to glow and form picture element



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7

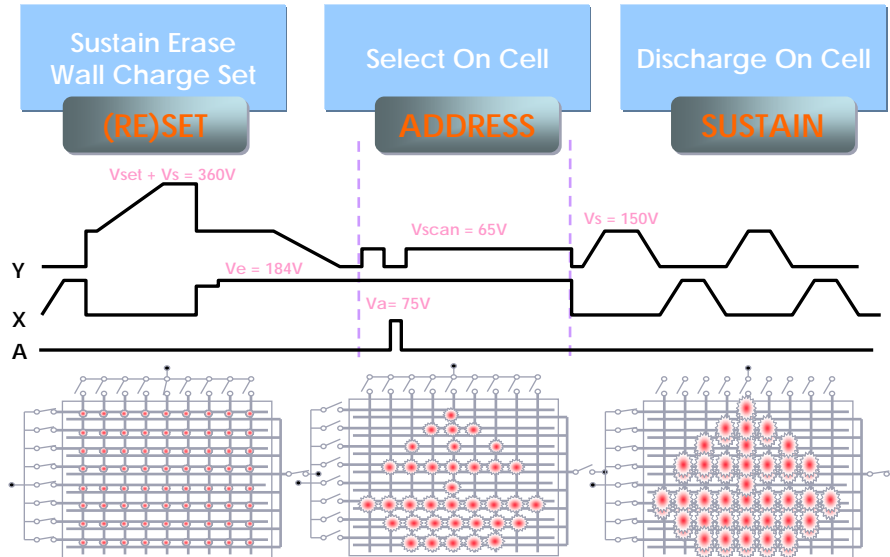
## Arrangement of Display Electrodes



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8

## Display scheme

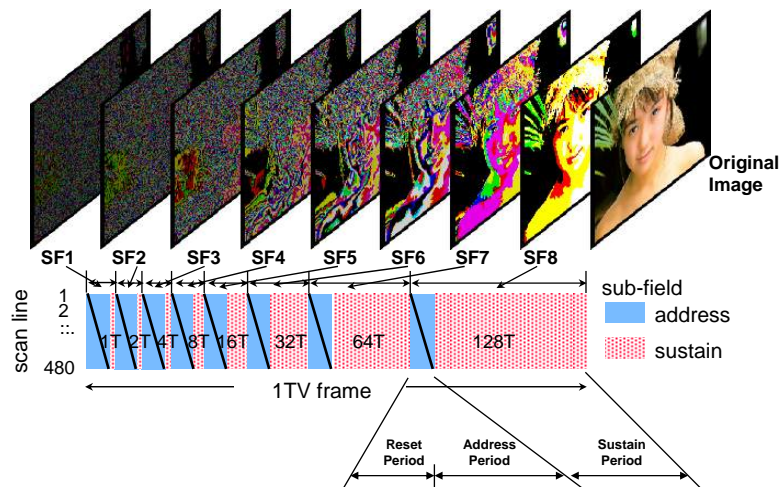


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9

## Making image on PDP

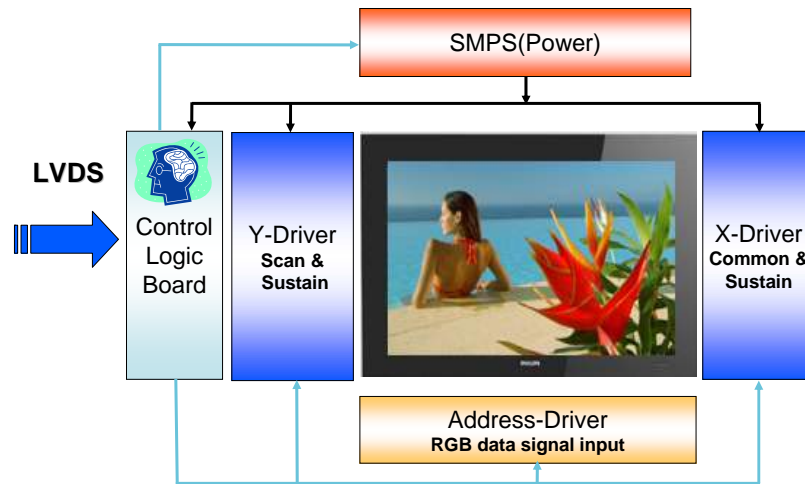
Gray scale : Controlling width of sustain period in each sub-field



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10

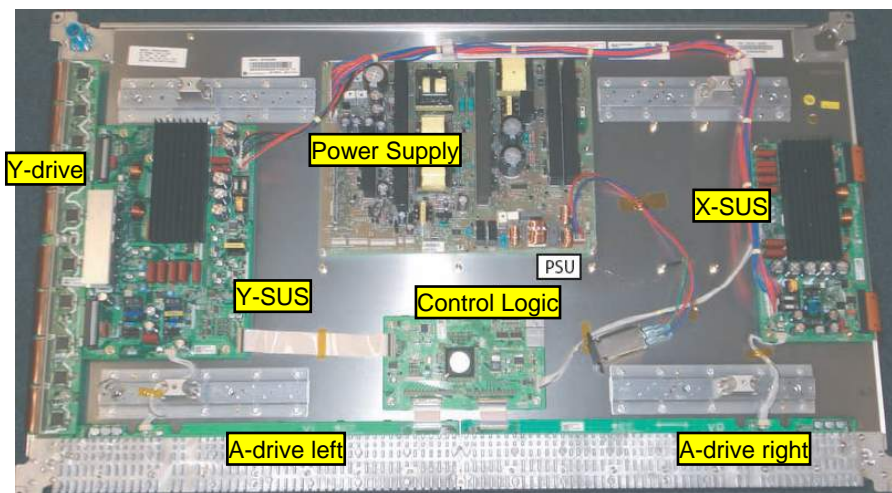
## Block Diagram of PDP Module



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11

## Typical PDP board layout

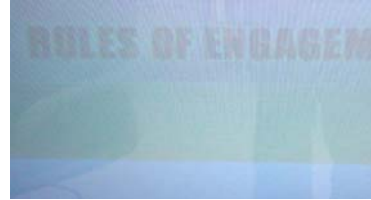


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12

## Burn-in effect

The phosphor fluorescent substance loses its brightness with the lapse of the lighting time. Long activation leads to decay of the phosphor layers in certain spots, resulting in a permanent, static, ghost picture.



This phenomenon is called Burn-in.

Burn-in can be prevented by:

1. Constantly changing picture (no static picture elements as broadcast logos)
2. Pixel-shift procedure (shifting the screen at regular time intervals by some pixels in direction right-down-left-up)
3. Image Sticking Minimization mode (automatically and slowing decreasing the brightness when the picture is freezed during a particular period of time).

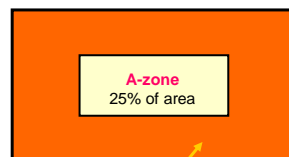
## Cell defects and Pixel Policy

3 types of cell defects

1. **Dark or unstable cell** is caused by a defect or stain in the dielectric layer or by pollution (dust) in a cell.
2. **Uncontrollable cell** is caused by phosphor of one colour in another colour cell, i.e. green phosphor on the red cell. This could be the case by a broken rib or it was already contaminated during production.
3. **Non-extinguishing cell** is caused by a thin area in the dielectric layer.

The number of non-functioning cells which is still acceptable in each zone of the screen is written down in the so-called Pixel Defect specification.

Click on the icon to open the [Pixel Spec.](#)



A-zone: 25% of display area

## **End of Module PDP basics**