



一众显示科技有限公司

TEAM SOURCE DISPLAY TECH. CO, LTD.


TFT-LCD Module Specification

Module NO.: TST035QVBS-148C

Version: V0.0

☐ APPROVAL FOR SPECIFICATION

☐ APPROVAL FOR SAMPLE

For Customer's Acceptance:	
Approved by	Comment
	<div>Distributed by:  www.texim-europe.com</div>

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Revision history

Version No.	Date	Page	Content	Remark
V0.0	2025-3-20	All	The initial release,The specification is provisional.	





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1 General Characteristics

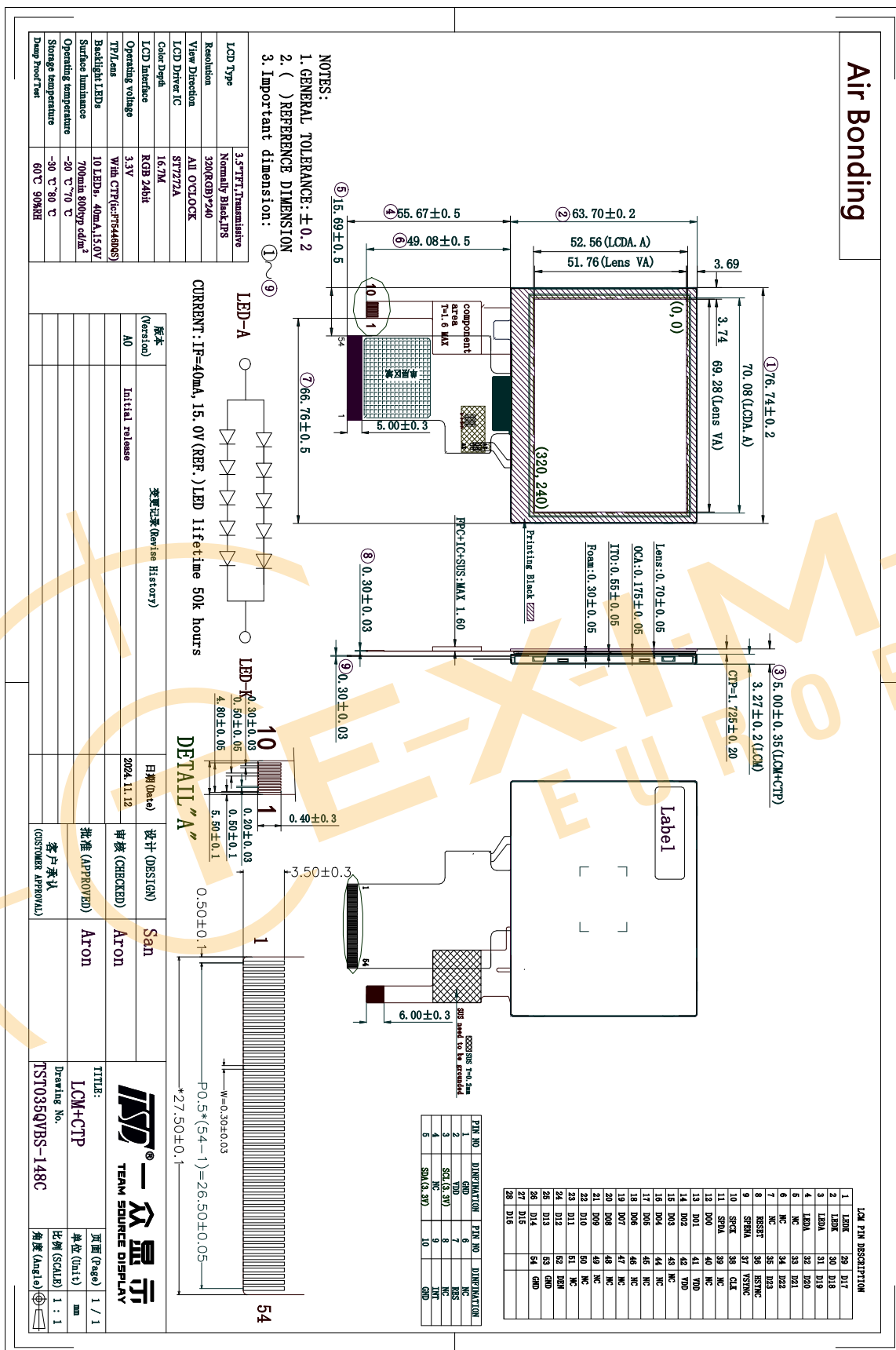
1.1 Introduction

TST035QVBS-148C is a color active matrix thin film transistor (TFT) liquid crystal display (LCD) that uses amorphous silicon TFT as a switching device. This model is composed of a TFT LCD panel, a Backlight and a Capacitive touch screen,a driving circuit.This TFT LCD has a 3.5 inch diagonally measured active display area with 320 horizontal by 240 vertical pixel resolution.

1.2 General Information

ITEM	Specification	Unit
LCD Type	a-Si TFT,Transmissive,Normally black,IPS	-
LCD Size	3.5	inch
Resolution (W x H)	320x (RGB) × 240	pixel
Outline size	76.74(H) x 63.70(V) x5.00(T)	mm
Active Area	70.08(H) x 52.56(V)	mm
Pixel Pitch	0.2190(H) × 0.2190(V)	mm
Driver IC	ST7272A	
Viewing Direction	All o'clock	-
Color Depth	16.7M	-
Pixel Arrangement	RGB-stripe	-
Surface Luminance	700(Min),800(Typ)	cd/m ²
LCD Interface Type	RGB24-bit	-
With CTP	FT5446DQS	
Weight	TBD	g

2 Mechanical drawings



3 Interface description

3.1 LCM interface description

Pin No.	Symbol	I/O	Description
1-2	LEDK	P	Cathode of LED backlight.
3-4	LEDA	P	Anode of LED backlight.
5-7	NC	-	Not Connection
8	RESET	I	System reset pin
9	SPENA	I	Chip select pin
10	SPCK	I	Serial clock input.if no use, please open it
11	SPDA	I	Data input/output pin in serial interface.if no use, please open it
12~35	D0-D23	I	Data bus:D0~D23
36	HSYNC	I	Line Synchronization input
37	VSYNC	I	Frame/Ram Write Synchronization input
38	CLK	I	Dot-clock signal and oscillator source.
39-40	NC	-	Not Connection
41-42	VDD	P	Power supply for digital voltage
43-51	NC	-	Not Connection
52	DEN	I	Display enable pin from controller.
53-54	GND	P	Ground.

I: input, O: output, P: Power

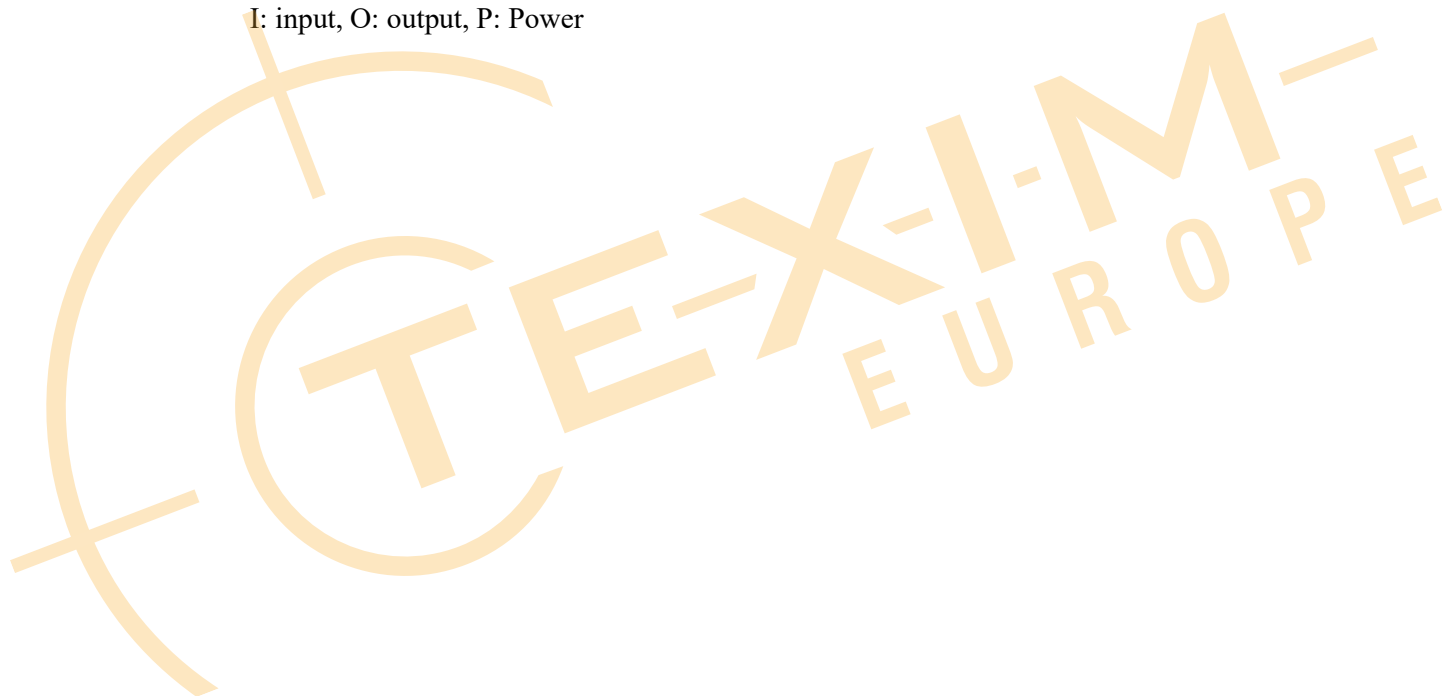
Note (1): default scanning mode: left to right, up to down



3.2 Touch screen interface description

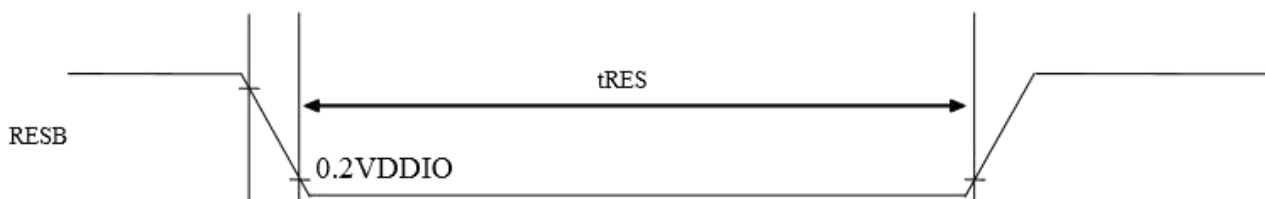
PIN NO.	I/O	SYMBOL	DESCRIPTION
1	P	GND	Power ground
2	P	VDD(3.3V)	Power supply 3.3V
3	I	SCL(3.3V)	I2C clock input
4	-	NC	Not Connection
5	I	SDA(3.3V)	I2C data signal
6	-	NC	Not Connection
7	I	RST	Reset pin
8	-	NC	Not Connection
9	I	INT	Interrupt signal from CTP
10	P	GND	Power ground

I: input, O: output, P: Power



4 Timing Characteristics

4.1 Reset Timing



Signal	Parameter	Min	Typ	Max	Unit
nRES	Reset pulse duration	15	-	-	us

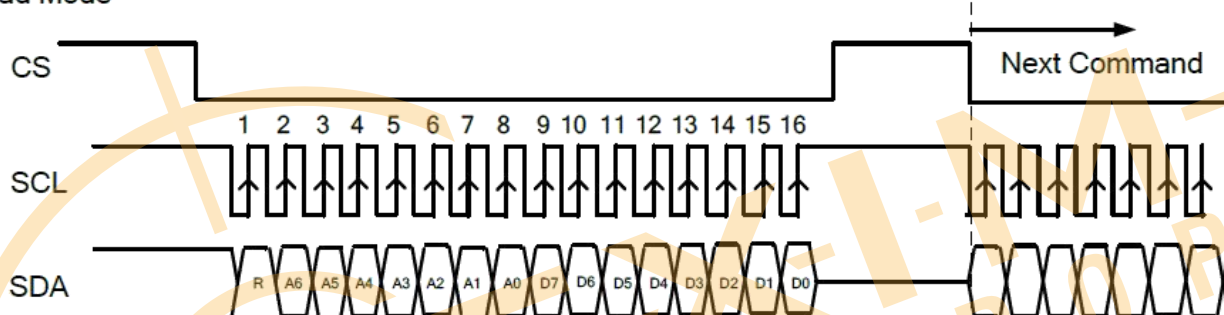
4.2 3-wire serial interface

R/W: Read/Write mode control bit.

R/W=1: Read mode

R/W=0: Write mode

Read Mode



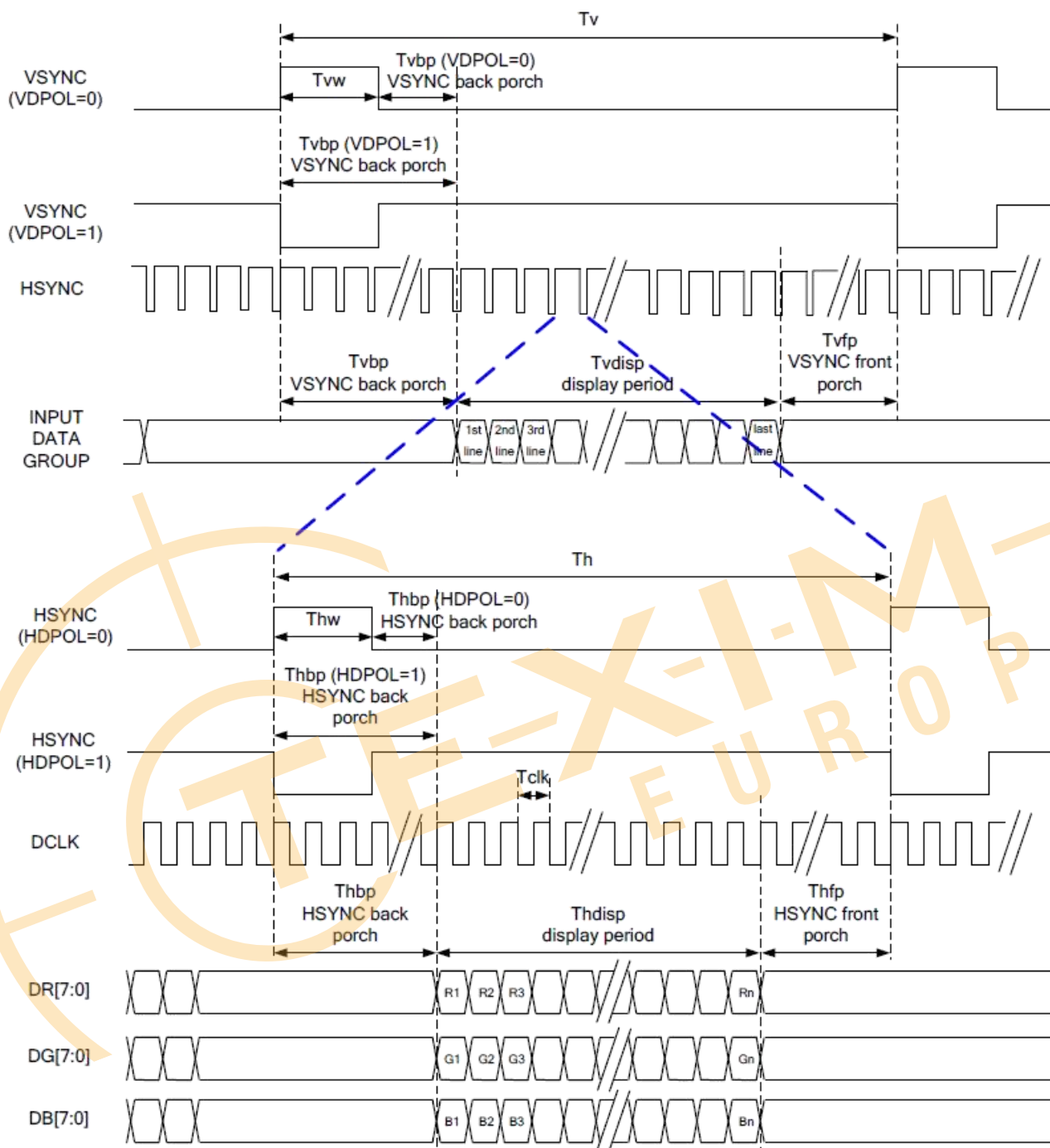
Write Mode



- Each serial command consists of 16 bits of data which is loaded one bit a time at the rising edge of serial clock SCL.
- Command loading operation starts from the falling edge of CS and is completed at the next rising edge of CS.
- The serial control block is operational after power on reset, but commands are established by the VSYNC signal. If command is transferred multiple times for the same register, the last command before the VSYNC signal is valid.
- If less than 16 bits of SCL are input while CS is low, the transferred data is ignored.
- If 16 bits or more of SCL are input while CS is low, the previous 16 bits of transferred data before then rising edge of CS pulse are valid data.
- Serial block operates with the SCL clock
- Serial data can be accepted in the power save mode.
- After power on reset or GRB reset, it is required 100ms delay to begin SPI communication.

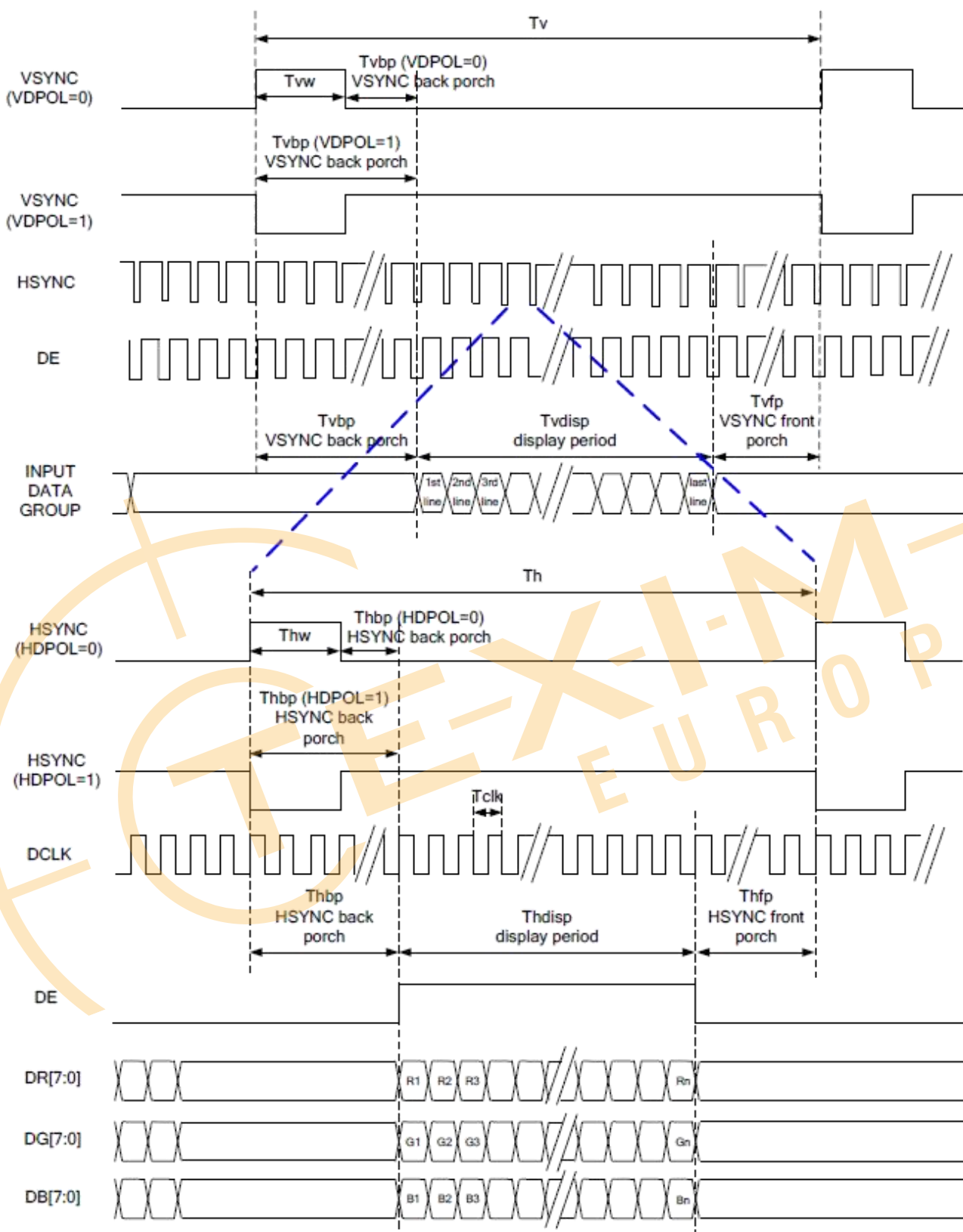
4.3 RGB interface Timing

4.3.1 SYNC Mode



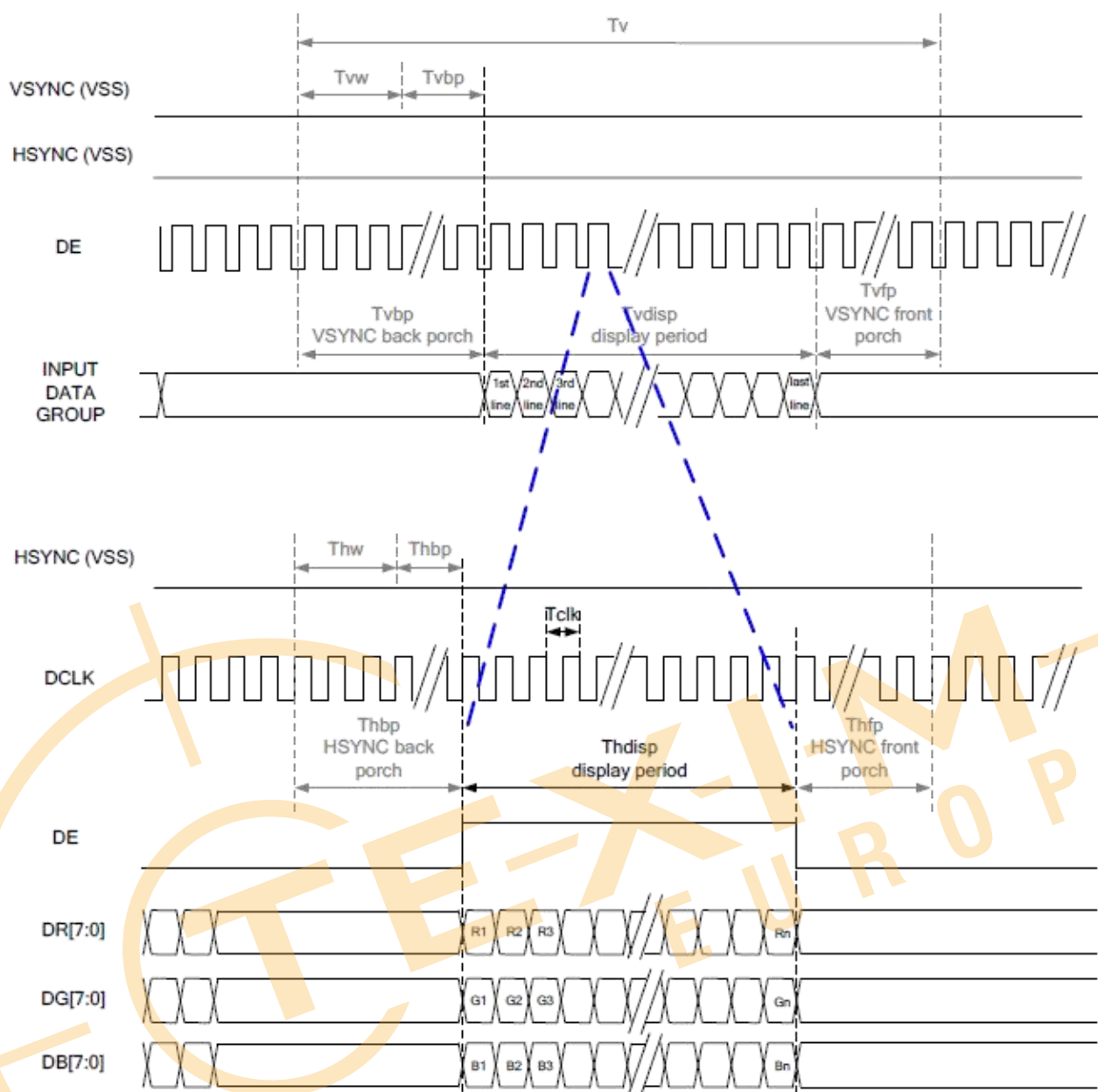
NOTE:VDPOL=1,HDPOL=1

4.3.2 SYNC-DE Mode



NOTE: VDPOL=1, HDPOL=1

4.3.3 DE Mode



RGB Mode Selection Table	DCLK	HSYNC	VSYNC	DE
SYNC - DE Mode	Input	Input	Input	Input
SYNC Mode	Input	Input	Input	GND
DE Mode	Input	GND	GND	Input

Note: "Input" means these signals are driven by host side.

4.3.4 RGB input timing table

7.3.4 Parallel 24-bit RGB Input Timing Table

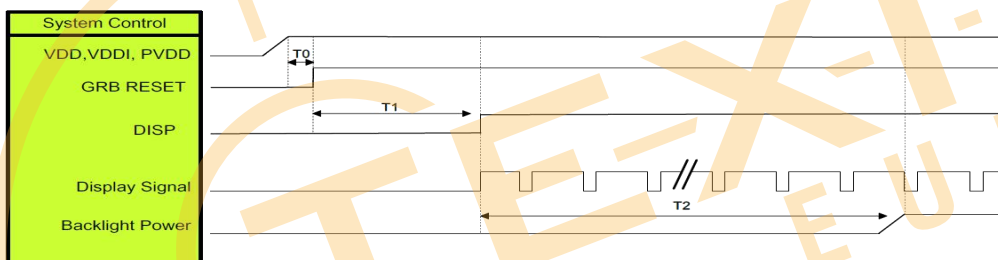
Parallel 24-bit RGB Input Timing (PVDD=VDD=VDDI= 3.3V, AGND= 0V, TA=25°C)

Parallel 24-bit RGB Input Timing Table						
Item	Symbol	Min.	Typ.	Max.	Unit	Note
DCLK Frequency	Fclk	5	6	8	MHz	
DCLK Period	Tclk	125	167	200	ns	
HSYNC	Period Time	Th	325	371	438	DCLK
	Display Period	Thdisp		320		DCLK
	Back Porch	Thbp	3	43	43	DCLK
	Front Porch	Thfp	2	8	75	DCLK
	Pulse Width	Thw	2	4	43	DCLK
VSYNC	Period Time	Tv	244	260	289	HSYNC
	Display Period	Tvdisp		240		HSYNC
	Back Porch	Tvbp	2	12	12	HSYNC
	Front Porch	Tvfp	2	8	37	HSYNC
	Pulse Width	Tvw	2	4	12	HSYNC

Note: It is necessary to keep Tvbp = 12 and Thbp = 43 in sync mode. DE mode is unnecessary to keep it.

4.4 POWER ON/OFF SEQUENCE

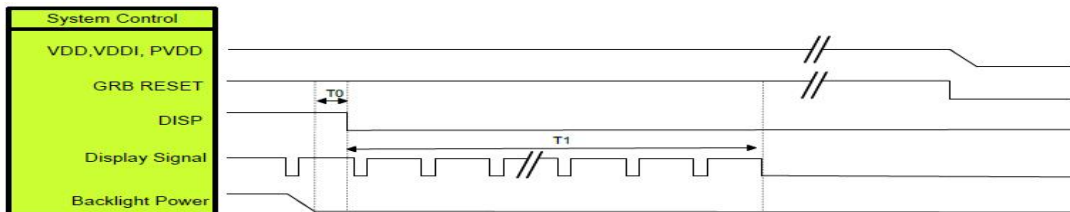
4.4.1 Power On Sequence



Symbol	Description	Min. Time	Unit
T0	System power stability to GRB RESET signal	0	ms
T1	GRB RESET= "High" to DISP= "High"	10	ms
T2	Display Signal output to Backlight Power on	250	ms

Note: Display signal: DCLK; VSYNC; HSYNC; DE; DR[7:0]; DG[7:0]; DB[7:0]

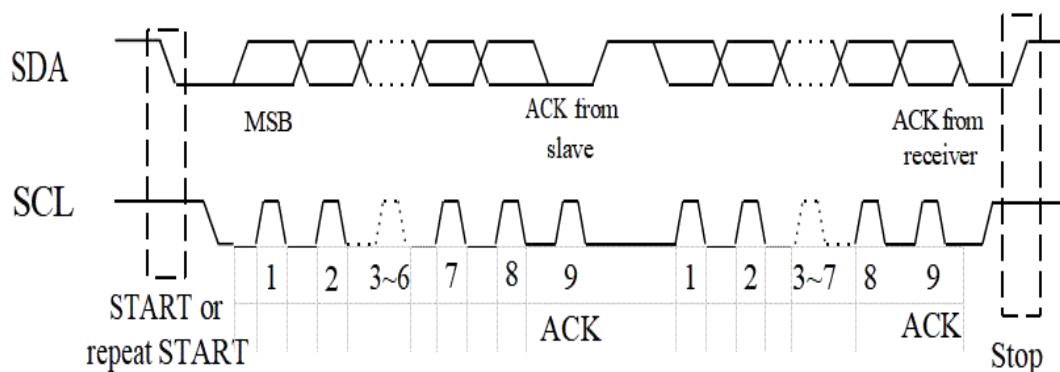
4.4.2 Power Off Sequence



Symbol	Description	Min. Time	Unit
T0	Backlight Power off to DISP= "Low"	5	ms
T1	DISP= "Low" to IC internal voltage discharge complete	80	ms

Note: Display signal: DCLK; VSYNC; HSYNC; DE; DR[7:0]; DG[7:0]; DB[7:0]

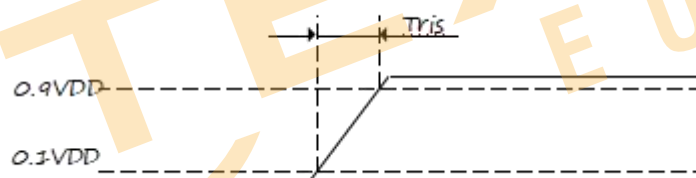
4.5 Touch Screen IIC interface



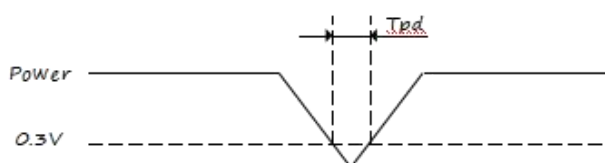
IIC Timing Characteristics Table

PARAMETER	MIN	MAX	UNIT
SCL Frequency	-	400K	Hz
Bus Free Time Between a STOP and START Condition	1.3	-	uS
Hold Time (repeated) START Condition	0.6	-	uS
Data Setup Time	100	-	nS
Setup Time for Repeated START Condition	0.6	-	uS
Setup Time for STOP Condition	0.6	-	uS

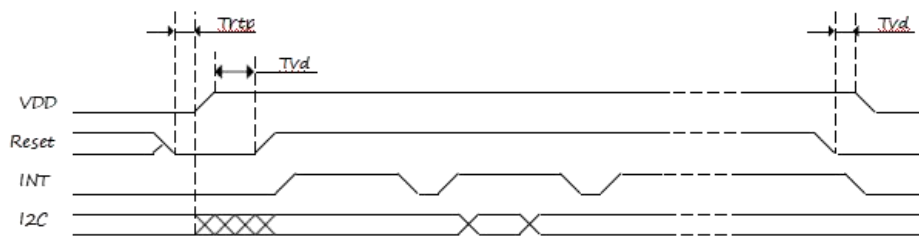
Power On Timing:



Power Cycle requirement



Power on Sequence

**Table 3-5 Power on/Reset Sequence Parameters**

Parameter	Description	Min	Max	Units
T_{ris}	Rise time from 0.1VDD to 0.9VDD	—	5	ms
T_{pdt}	Time of the voltage of supply being below 0.3V	5	—	ms
T_{rtp}	Time of resetting to be low before powering on	100	—	μ s
T_{vdr}	Reset time after VDD powering on	1	—	ms
T_{rsi}	Time of starting to report point after resetting	—	200	ms
T_{rst}	Reset time	1	—	ms

5 Absolute Maximum Ratings

PARAMETER	SYMBOL	MIN	MAX	UNIT
LCD Supply Voltage	VDD	-0.3	4.0	V
Touch screen Supply Voltage	VDD(TP)	2.7	3.6	
Operating Temperature	TOP	-30	80	°C
Storage Temperature	TST	-30	80	°C
Storage Humidity	RH	-	90%(Max 60°C)	RH

Note: Permanent damage to the device may occur if maximum values are exceeded. Function operation should be restricted to the conditions described under Normal Operating Conditions.

6 Electrical Characteristics

PARAMETER	SYMBOL	MIN	TYP	MAX	UNIT
LCD Supply Voltage	VDD	3.0	3.3	3.6	V
LCD Input Current	IVDD	-	TBD	-	
Touch Screen operating voltage	VDD(TP)	2.7	3.3	3.6	V
Touch Screen Input Current	IVDD(TP)	-	TBD	-	mA
Input Voltage 'H' level	VIH	0.7VDD	-	VDD	V
Input Voltage 'L' level	VIL	GND	-	0.3VDD	

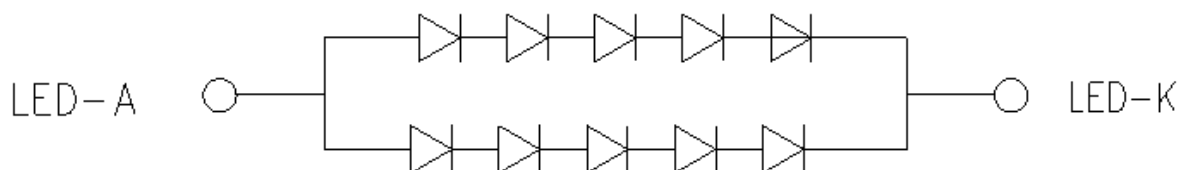
7 Backlight Characteristics

ITEM	SYMBOL	MIN	TYP	MAX	UNIT
LED Voltage	Vf	-	15	-	V
LED Current	If	-	40	-	mA
Power consumption	Wbl	-	600	-	mW
LED Life Time		40000	50000	-	Hrs

Note (1) LED current is measured by utilizing a high frequency current meter as shown below:

Note (2) The lifetime of LED is defined as the time when it continues to operate under the conditions at $T_a = 25 \pm 2^\circ\text{C}$ and $I_{LED} = 40\text{mA}_{DC}$ (LED forward current) until the brightness becomes $\leq 50\%$ of its original value.

Note (3) Please note that LED life will be shorter than the average life described in the specification if operate in higher ambient temperature.



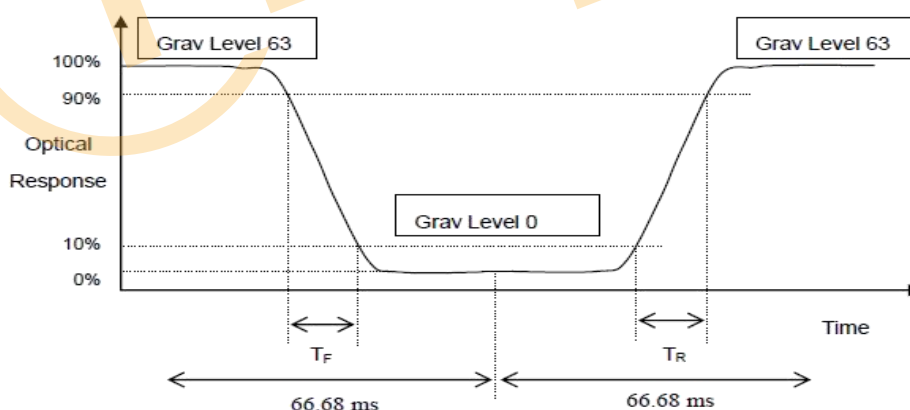
8 LCD Optical specifications

Item	Symbol	Condition	Specification			Unit	Remark
			Min	Typ	Max		
Response time	Tr+Tf	$\theta = 0^\circ$	-	30	40	ms	Note3
Contrast ratio	CR	$\theta = 0^\circ$	640	800	-		Note4
Luminance(White)	L	$\theta = 0^\circ$	700	800	-	cd/m2	Note2,6
Uniformity (White)	-	$\theta = 0^\circ$	-	TBD	-	%	Note7
Viewing angle	Top	$CR \geq 10$	70	80	-	Deg.	Note5
	Bottom	$CR \geq 10$	70	80	-		
	Left	$CR \geq 10$	70	80	-		
	Right	$CR \geq 10$	70	80	-		
Color chromaticity (CIE1931)	Wx	$\theta = 0^\circ$	-0.03	TBD	+0.03		
	Wy			TBD			
	Rx			TBD			
	Ry			TBD			
	Gx			TBD			
	Gy			TBD			
	Bx			TBD			
	By			TBD			

Note 1: Ambient temperature = 25°C.

Note 2: To be measured with a viewing cone of 2° by Topcon luminance meter BM-7.

Note 3: Definition of Response Time (TR, TF) and measurement method:

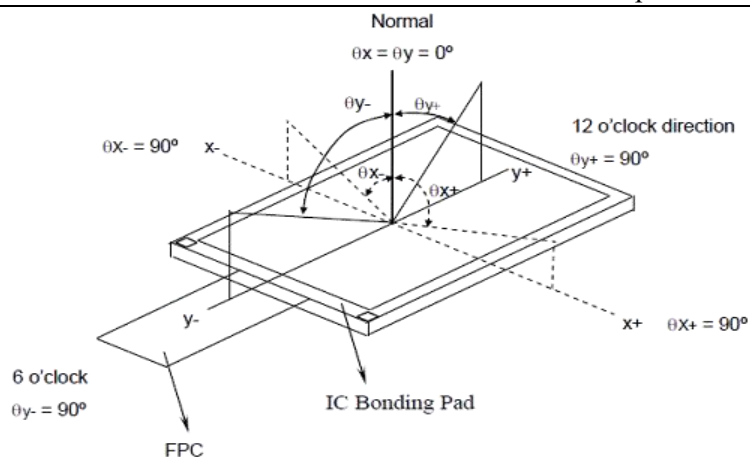


Note 4: Definition of contrast ratio:

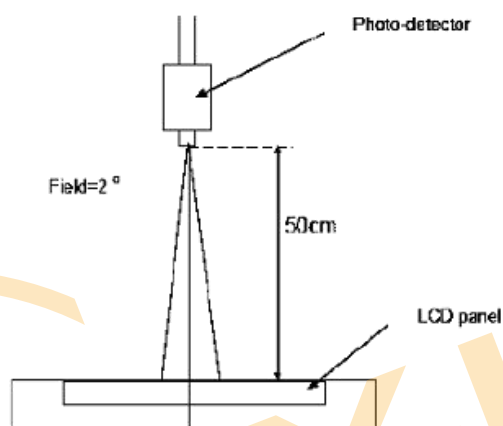
Contrast ratio is calculated by the following formula.

$$\text{Contrast ratio (CR)} = \frac{\text{Brightness on the "white" state}}{\text{Brightness on the "black" state}}$$

Note 5: Definition of viewing angle

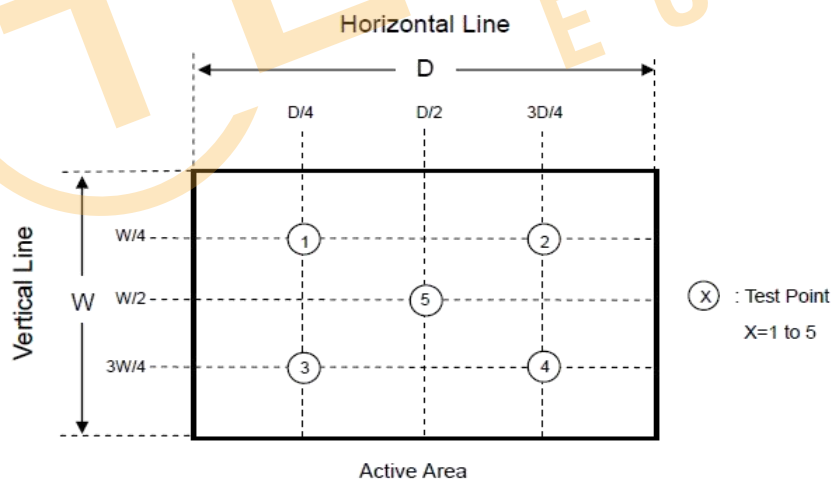


Note 6: Optical characteristic measurement setup.

Note 7: Definition of White Variation (δW):

Measure the luminance of gray level 63 at 5 points

$$\delta W = \text{Maximum} [L(1), L(2), L(3), L(4), L(5)] / \text{Minimum} [L(1), L(2), L(3), L(4), L(5)]$$



9 RELIABILITY TEST

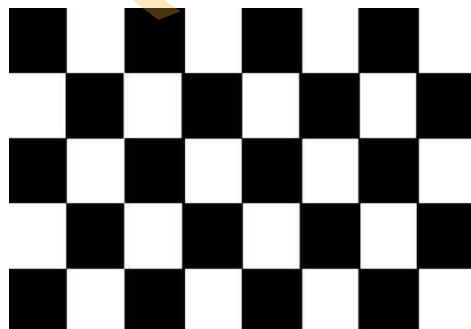
NO.	TEST ITEM	TEST CONDITION	Criterion
1	High Temperature Storage	80±2°C/96 hours	IEC60068-2-1, GB/T2423.2
2	Low Temperature Storage	-30±2°C/96 hours	IEC60068-2-1, GB/T2423.1
3	High Temperature Operating	80±2°C/96 hours	IEC60068-2-1, GB/T2423.2
4	Low Temperature Operating	-30±2°C/96 hours	IEC60068-2-1, GB/T2423.1
5	Temperature Cycle	-30±2°C(30 min.) , 80± 2°C (30min.) , 10 cycles	IEC60068-2-14, GB/T2423.22
6	High Temperature & Humidity Storage	60°C ±2°C × 90%RH/96 hours	IEC60068-2-78, GB/T2423.3
7	Vibration Test	Frequency 10Hz~55Hz Stroke: 1.5mm Sweep: 10Hz~150 Hz~10Hz 2 hours For each direction of X, Y, Z	IEC60068-2-6, GB/T2423.10
8	Shock Test (non operation)	"100G.6msmec,1/2 Sine Wave ±X ±Y ±Z each axis 3 times"	IEC60068-2-27,GB/T 2423.5
9	Electrostatic Discharge Test	C=150pF, R=330 Ω Air: ±8KV 150pF/330Ω 9 times Contact: ±4KV,9 times	IEC61000-4-2, GB/T17626.2
10	Image Sticking(残影)	25°C,60%RH/30 minutes	Note2

Note 1: Inspection after 2~4 hours storage at room temperature and humidity. The condensation is not accepted. The sample shall be free from defects:

1. Air bubble in the LCD
2. Seal leak
3. Non-display
4. Missing segments
5. Glass crack
6. No mura: 50% gray(Grey 127) / ND 5%
7. When working at high temperature, the driving current needs to be reduced to 50%.

Note 2: Switch the image to Grey 127 after displaying the 5*8 chess pattern for **30 minutes**, the after image disappears within **10 minutes**.

采用 5x8 的黑白棋盘格画面保持 30 分钟, 然后切换到 127 灰阶(16 位色则是 63 灰阶), 10 分钟内图像消失。



5*8 chess pattern



Gray127

9.1 About Image Sticking(关于残影)

9.1.1 What is Image Sticking?

If you remain a fixed image on LCD Display for a long period of time, you may experience a phenomenon called Image Sticking. Image Sticking - sometimes also called “image retention” or “ghosting” - is a phenomenon where a faint outline of a previously displayed image remains visible on the screen when the image is changed. It can occur at variable levels of intensity depending on the specific image makeup, as well as the amount of time the core image elements are allowed to remain unchanged on the screen. In POS applications, for example, a button menu which remains fixed, or in which the “frame” elements (core image) remain fixed and the buttons may change, may be susceptible to image sticking. It is important to note that if the screen is used exclusively for this application, the user may never notice this phenomenon since the screen never displays other content. It is only when an image other than the “retained” image is shown on the screen that this issue becomes evident. Image sticking is different that the “burn-in” effect commonly associated with phosphor based devices.

9.1.2 What causes Image Sticking?

Image sticking is an intrinsic behavior of LCD displays due to the susceptibility to polarization of the interior materials (liquid crystals) when used under static, charged conditions (continuously displaying the same image). The individual liquid crystals in an LCD panel have unique electrical properties. Displaying a fixed pattern - such as the POS menu described above - over prolonged periods can cause a parasitic charge build-up (polarization) within the liquid crystals which affects the crystals’ optical properties and ultimately prevents the liquid crystal from returning to its normal, relaxed state when the pattern is finally changed. This effect takes place at a cellular level within the LCD, and the effect can cause charged crystal alignment at the bottom or top of a crystal cell in the “z” axis, or even crystal migration to the edges of a cell, again based on their polarity. These conditions can cause image sticking over an entire area, or at boundaries of distinct color change respectively. In either case, when the liquid crystals in the pixels and sub-pixels utilized to display the static image are polarized such that they can not return fully to their “relaxed” state upon deactivation, the result is a faint, visible, retained image on the panel upon presentation of a new, different image. The actual rate of image retention depends on variation factors such as the specific image, how long it is displayed unchanged, the temperature within the panel and even the specific panel brand due to manufacturing differences amongst panel manufacturers.

9.1.3 How to Avoid Image Sticking? (如何避免残影)

- Try not to operate the LCD with a “fixed” image on the screen for more than 30 minutes.
- 尽量不要在屏幕上显示“固定”图像的情况下操作 LCD 超过 30 分钟。
- If you are operating the monitor in an elevated temperature environment and with a displayed image which is contrary to the recommendations in “For Software Developers” below, image stick can occur in as little as 30 minutes. Adjust your screen saver settings accordingly.
- 如果在高温环境中操作显示器，并且显示的图像与下面对“软件开发人员”中的建议相反，则图像粘贴可能在 30 分钟内发生。相应地调整屏幕保护程序设置。
- 1) Power down the unit during prolonged periods of inactivity such as the hours a store is closed or a shift during which the piece of equipment isn’t used.
- 在长时间不活动时，如商店关门或不使用设备的轮班时，应关闭设备电源。
- 2) Use a screensaver with a black or medium gray background that is automatically set to come on if the device is inactive for more than 5-10 minutes.



-使用黑色或中灰色背景的屏幕保护程序，如果设备处于非活动状态超过 5-10 分钟，屏幕保护程序会自动设置为打开。

3) Avoid placing the monitor in poorly ventilated areas or in areas that will create excess heat around the monitor for software developers.

-避免将显示器放置在通风不良的区域或显示器周围产生过多热量的区域。

4) In defining the icons, buttons, or windows in the screen, try to utilize block patterns instead of distinct lines as borders for dividing the display into distinct areas.

-在定义屏幕中的图标、按钮或窗口时，尝试使用块模式而不是不同的线作为边界，将显示划分为不同的区域。

5) If it is necessary to display a static image, try to use colors that are symmetric to the middle grey level at the boundary of two different colors, and slightly shift the borders line once in a while.

-如果需要显示静态图像，请尝试在两种不同颜色的边界处使用与中间灰度级对称的颜色，并偶尔稍微移动边界线。

6) Try to utilize medium gray hues for those areas that will have prolonged display times or remain static as other menu elements change.

-对于那些显示时间较长或随着其他菜单元素的变化而保持静止的区域，请尝试使用中等灰度色调。

9.1.4 How to Fix the Image Sticking?

Unlike the usually irreversible “burn-in” effects commonly associated with direct view phosphor display devices such as CRTs, an image retained on an LCD display can be reversed – often to a point of total invisibility. However, the severity of the underlying causes (as described above) of the image retained on a specific display, as well as the variation factors (see “For Software Developers” above) under which the retained image was created, will dictate the final level of retention reversal. One way to erase a retained image on a panel is to run the screen (monitor “on”) in an “all black” pattern for 4-6 hours. It is also helpful to do this in an elevated temperature environment of approximately 35° to 50° C. Again, utilizing a dynamic screen saver with an all black background during prolonged idle display periods is a good way to avoid image retention issues.

9.1.5 Is Image Sticking Covered by TSD RMA Warranty?

Image sticking is a phenomenon inherent to LCD Display technology itself, and as such, the occurrence of this “ghosting” effect is considered normal operation by the manufacturers of the LCD display modules which are integrated into today’s monitor solutions. TSD does not warrant any display against the occurrence of image sticking. We strongly advise that you follow the operating recommendations listed above to avoid the occurrence of this phenomenon.

9.2 Others

1. Issues that are not defined in this document shall be discussed and agreed with both parties. (Customer and supplier) 本文件中未定义的问题应由双方讨论并达成一致。（客户和供应商）。

2. Unless otherwise agreed upon in writing, the criteria shall be applied to both parties. (Customer and supplier) 除非另有书面约定，否则该标准适用于双方。（客户和供应商）。



10 Suggestions for using LCD modules

10.1 Handling of LCM

1. The LCD screen is made of glass. Don't give excessive external shock, or drop from a high place.
2. If the LCD screen is damaged and the liquid crystal leaks out, do not lick and swallow. When the liquid is attach to your hand, skin, cloth etc, wash it off by using soap and water thoroughly and immediately.
3. Don't apply excessive force on the surface of the LCM.
4. If the surface is contaminated, clean it with soft cloth. If the LCM is severely contaminated, use Isopropyl alcohol/Ethyl alcohol to clean. Other solvents may damage the polarizer. The following solvents is especially prohibited: water , ketone Aromatic solvents etc.
5. Exercise care to minimize corrosion of the electrode. Corrosion of the electrodes is accelerated by water droplets, moisture condensation or a current flow in a high-humidity environment.
6. Install the LCD Module by using the mounting holes. When mounting the LCD module make sure it is free of twisting, warping and distortion. In particular, do not forcibly pull or bend the I/O cable or the backlight cable.
7. Don't disassemble the LCM.
8. To prevent destruction of the elements by static electricity, be careful to maintain an optimum work environment.
 - Be sure to ground the body when handling the LCD modules.
 - Tools required for assembling, such as soldering irons, must be properly grounded.
 - To reduce the amount of static electricity generated, do not conduct assembling and other work under dry conditions.
 - The LCD module is coated with a film to protect the display surface. Exercise care when peeling off this protective film since static electricity may be generated.
9. Do not alter, modify or change the the shape of the tab on the metal frame.
10. Do not make extra holes on the printed circuit board, modify its shape or change the positions of components to be attached.
11. Do not damage or modify the pattern writing on the printed circuit board.
12. Absolutely do not modify the zebra rubber strip (conductive rubber) or heat seal connector
13. Except for soldering the interface, do not make any alterations or modifications with a soldering iron.
14. Do not drop, bend or twist LCM.

10.2 Storage

1. Store in an ambient temperature of 5 to 25 °C, and in a relative humidity of 40% to 60%. Don't expose to sunlight or fluorescent light.
2. Storage in a clean environment, free from dust, active gas, and solvent.
3. Store in anti-static container.

11 Limited Warranty

- 1.Our warranty liability is limited to repair and/or replacement. We will not be responsible for any consequential loss.
- 2.If possible, we suggest customer to use up all LCD modules as soon as possible. If the LCD module storage time over twelve months, we suggest to recheck it before being used.
- 3.Any product issues must be feedback to TSD within 12 months since delivery, otherwise, we will not be responsible for the subsequent or consequential events.

Disclaimer

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All operating parameters, including typical parameters, must be validated for each customer application by the customer's technical experts.

Please contact us if you have any questions about the contents of the datasheet.

This may not be the latest version of the datasheet. Please check with us if a later version is available.





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