

Table 2 — Pixel faults

Fault type	Description
Type 1 fault	Pixel in stuck high state (when system command = minimum luminance) ($L > 0,75 L_X + 0,25 L_N$)
Type 2 fault	Pixel in stuck low state (when system command = maximum luminance) ($L < 0,75 L_N + 0,25 L_X$)
Type 3 fault	Pixel or subpixel is abnormal, but not of type 1 or 2. For example, a stuck subpixel or intermittent fault.
Fault cluster	Two or more pixels or subpixels with faults within a 5×5 block of pixels.
<p>L is the measured luminance of the pixel.</p> <p>L_X is the average pixel response to a maximum luminance command (e.g. white).</p> <p>L_N is the average pixel response to a minimum luminance command (e.g. black).</p>	

Table 3 — Definition of fault classes, $Class_{Pixel}$

Maximum number of faults per type per million pixels					
Class	Type 1	Type 2	Type 3	Cluster with more than one type 1 or type 2 faults	Cluster of type 3 faults
I	0,000	0,000	0,000	0,000	0,000
II	2,000	2,000	5,000	0,000	2,000
III	5,000	15,00	50,00	0,000	5,000
IV	50,00	150,0	500,0	5,000	50,00