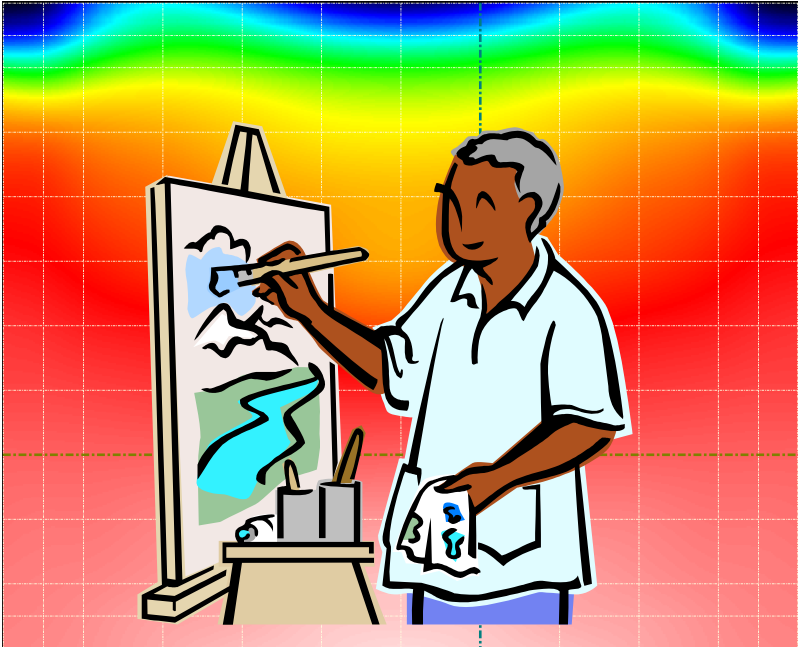


## **Give 8 reasons to use BacklightFly**

- **Edit density with image instead of CAD.**
- **Use parts instead of freehand drawings.**
- **Keep design history in design files instead of CAD files.**
- **Change density gradient instead of dot pitch.**
- **Resolution in pixel level instead of average area density.**
- **Version comparison in image with data instead of guessing.**
- **Mura-free output instead of local randomization.**
- **Import real simulation results (dot positions) instead of density table.**

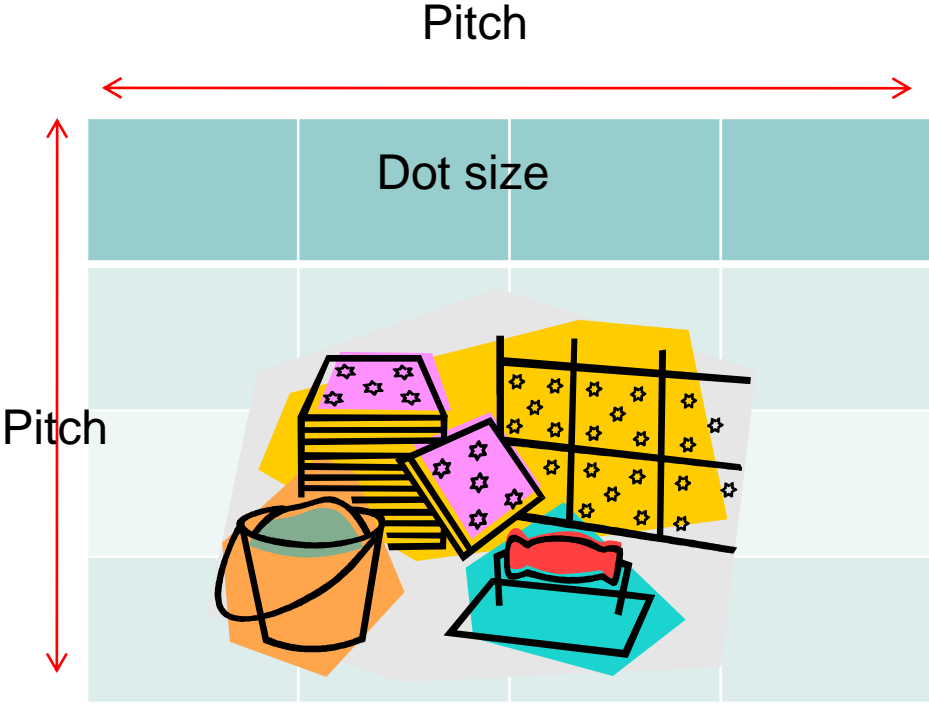
# Edit density with image instead of CAD

Febees



Density by mesh

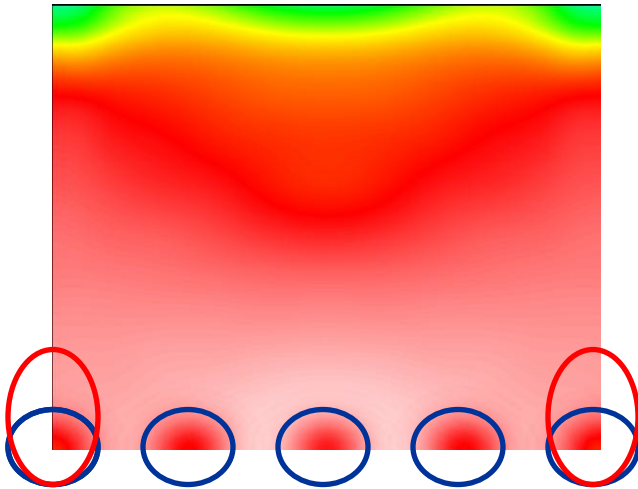
CAD



Try error by result?

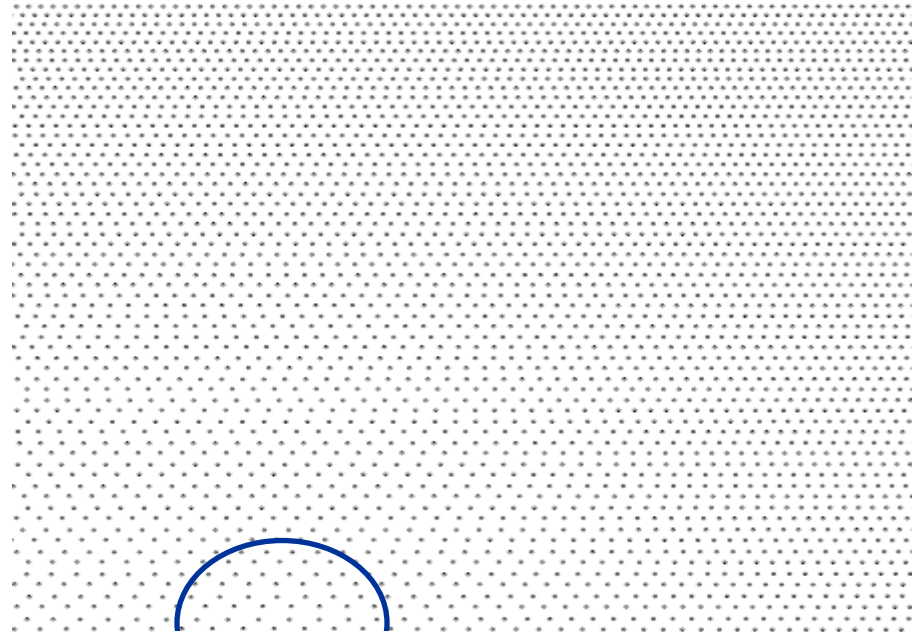
## Use parts instead of freehand drawings

Febees



Parts, you can trace  
and modify anytime,

CAD



Enlarge or decrease pitch by CAD. No  
good record. You only can change base  
on latest version.

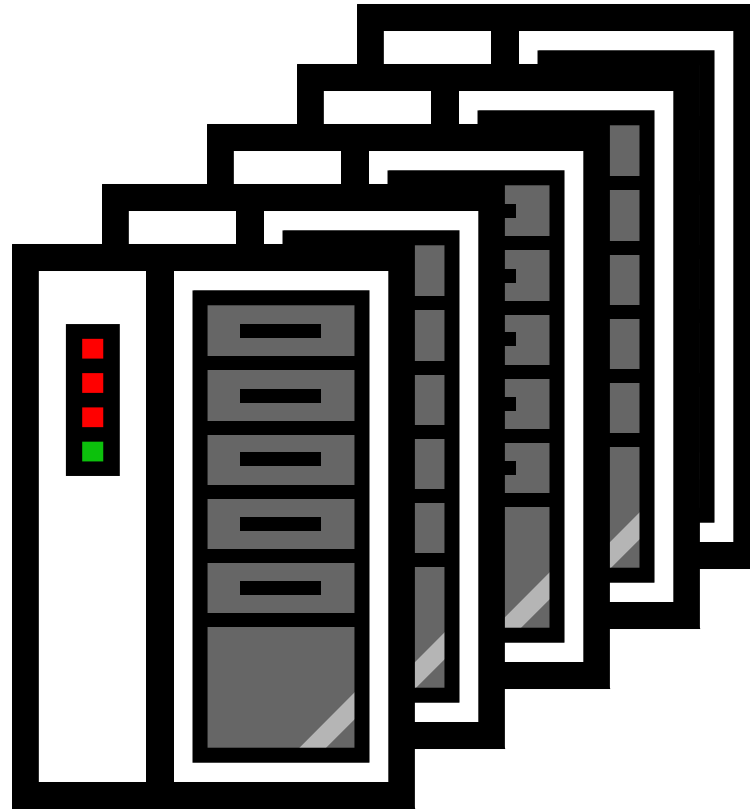
## Keep design history in design files instead of CAD files

Febees



All history data in hands

CAD

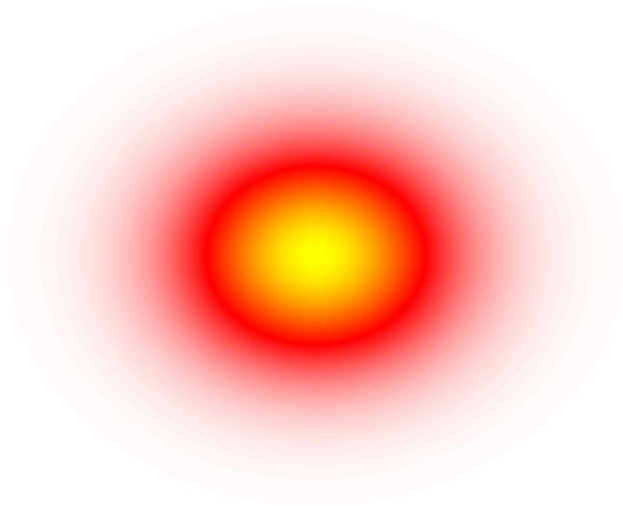


Sir, we need more room for our history CAD files

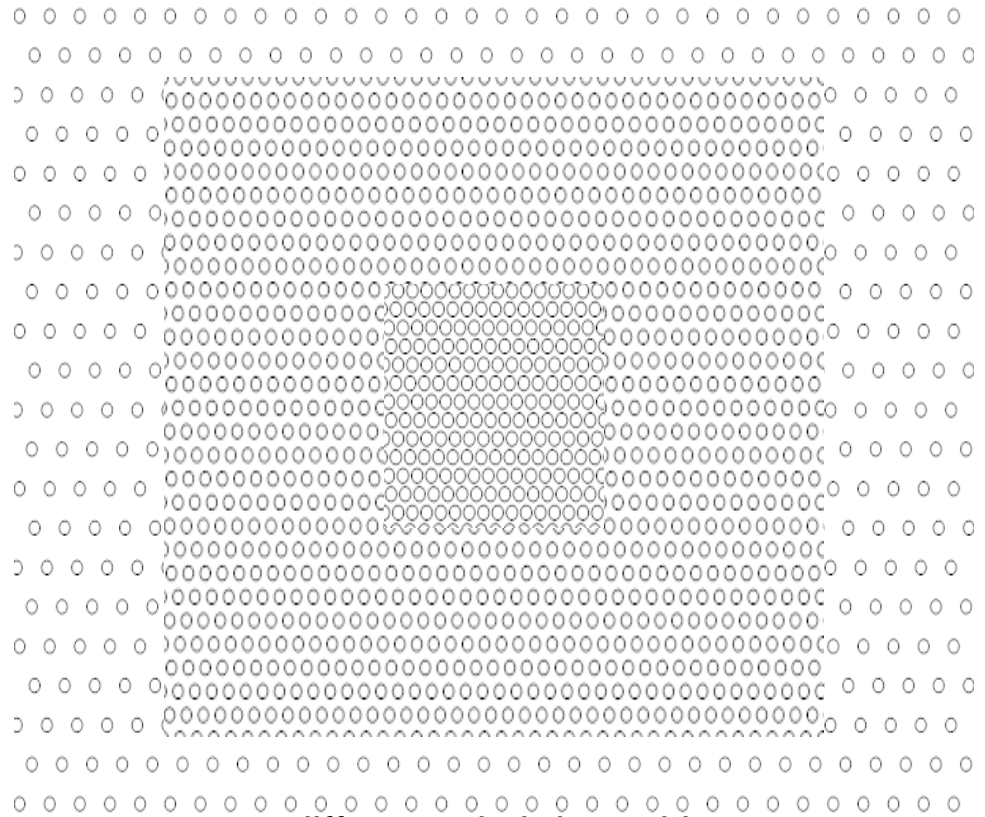
# Change density gradient instead of dot pitch

Febees

CAD



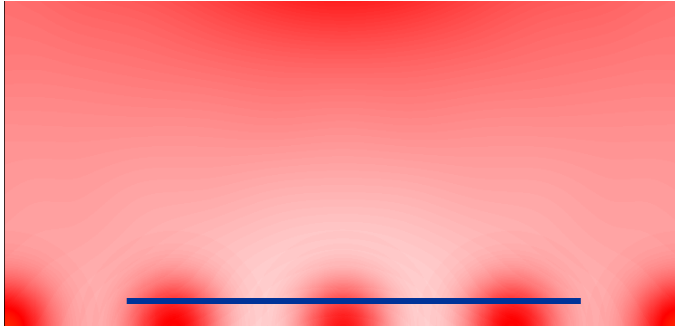
Gradient density  
changing



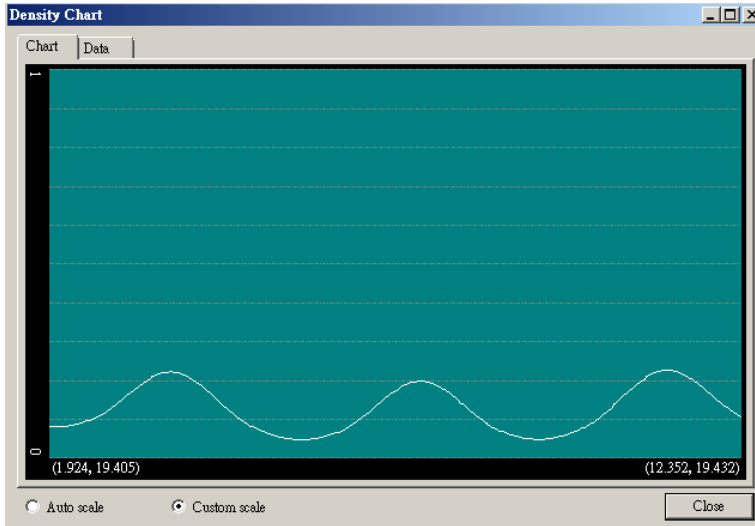
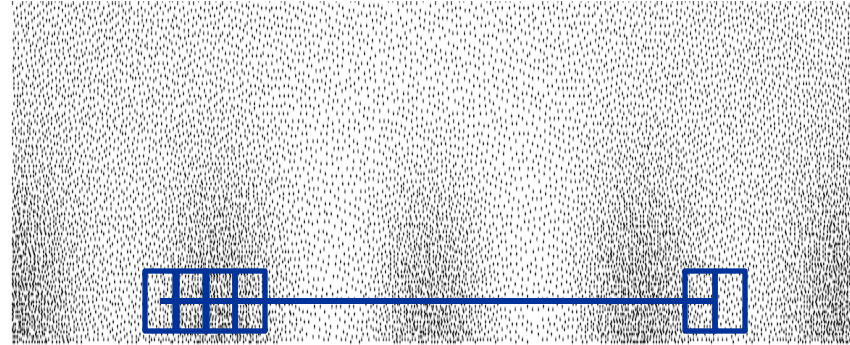
different pitch in multi-zone  
and try to smooth

# Resolution in pixel level instead of average area density

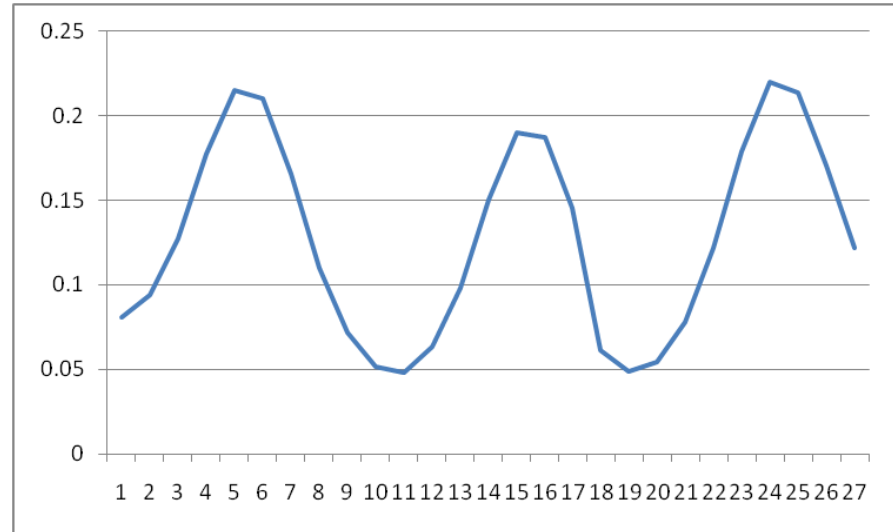
Febees



CAD



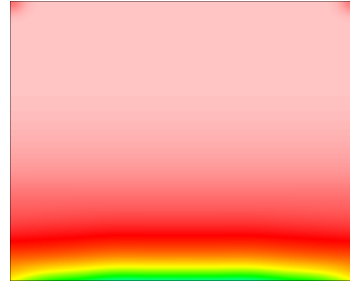
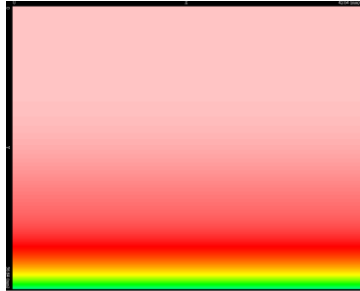
Pixel level density profile



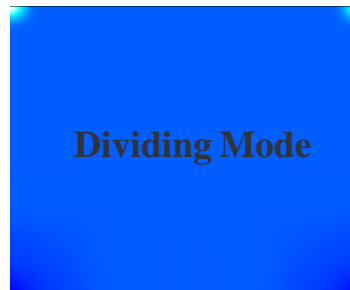
Average density

## Version comparison in image with data instead of guessing

Febees



**Blue:** decrease  
**Yellow:** increase



**Blue:** decrease  
**Yellow:** increase

You know detail about change

CAD



Ok, I change some tiles this version.  
Can you tell me what is the difference???

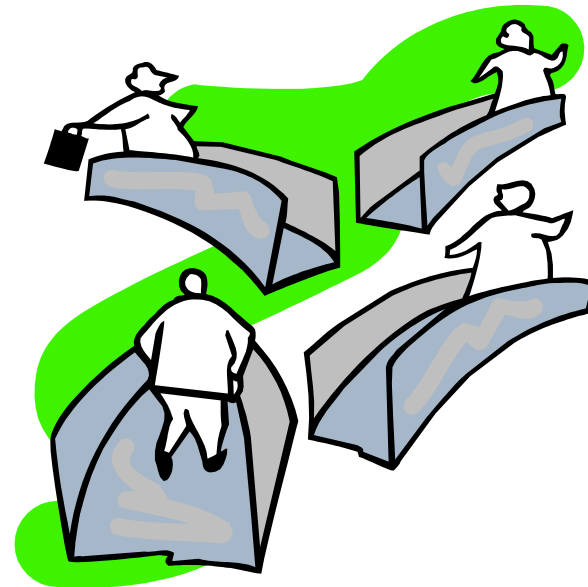
## Mura-free output instead of local randomization

Febees



Mura free for less 120um dot

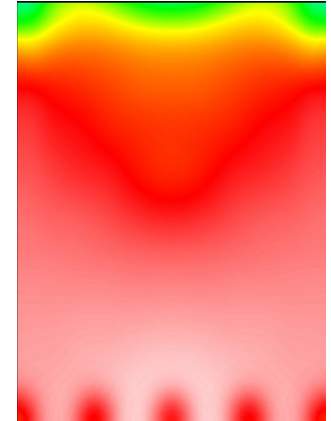
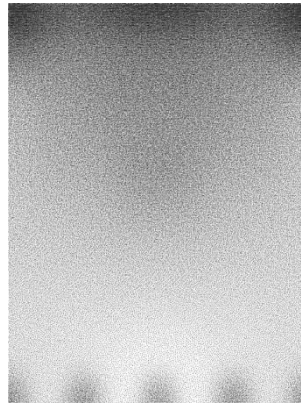
CAD



I have many solutions , try the best one.  
God! each one is different result and taste!  
Anyone is expert with special behavior.

# Import real simulation results (dot positions) instead of density table

Febees



Output DXF by simulator

Import into Febees

CAD

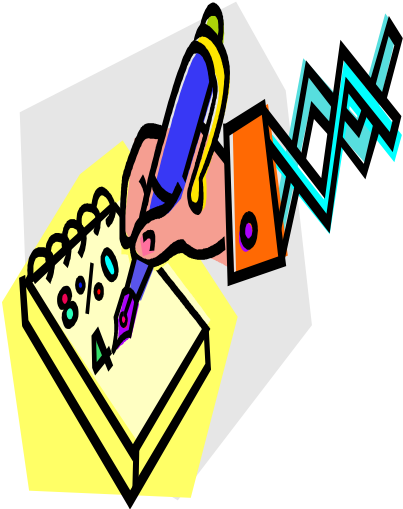


0.98	0.96	0.85	0.75	0.81	0.91	0.95	0.91	0.81	0.75	0.85	0.96	0.98
0.87	0.84	0.76	0.66	0.68	0.75	0.77	0.75	0.68	0.66	0.76	0.84	0.87
0.65	0.65	0.60	0.55	0.56	0.60	0.62	0.60	0.56	0.55	0.60	0.65	0.65
0.36	0.36	0.38	0.41	0.45	0.48	0.49	0.48	0.45	0.41	0.38	0.36	0.36
0.27	0.28	0.31	0.35	0.39	0.42	0.43	0.42	0.39	0.35	0.31	0.28	0.27
0.24	0.24	0.26	0.30	0.33	0.38	0.41	0.38	0.33	0.30	0.26	0.24	0.24
0.20	0.21	0.22	0.24	0.26	0.30	0.32	0.30	0.26	0.24	0.22	0.21	0.20
0.18	0.18	0.18	0.19	0.20	0.22	0.22	0.22	0.20	0.19	0.18	0.18	0.18
0.15	0.15	0.15	0.15	0.16	0.15	0.16	0.15	0.15	0.15	0.15	0.15	0.15
0.14	0.13	0.13	0.12	0.12	0.11	0.10	0.11	0.12	0.12	0.13	0.13	0.14
0.13	0.12	0.12	0.10	0.09	0.07	0.06	0.07	0.09	0.10	0.12	0.12	0.13
0.12	0.12	0.11	0.09	0.08	0.06	0.05	0.06	0.08	0.09	0.11	0.12	0.12
0.12	0.11	0.11	0.08	0.06	0.05	0.04	0.05	0.06	0.08	0.11	0.11	0.12

Copy density table



Poor simulation???



simulation