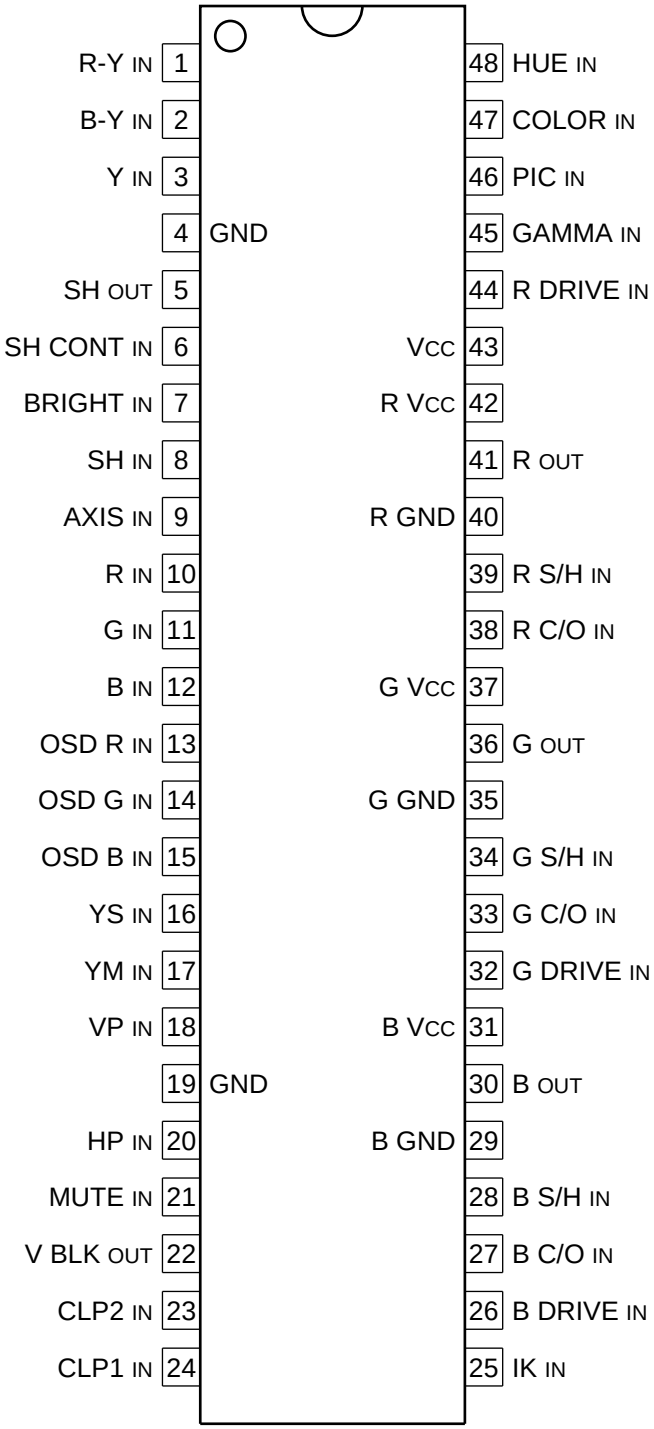
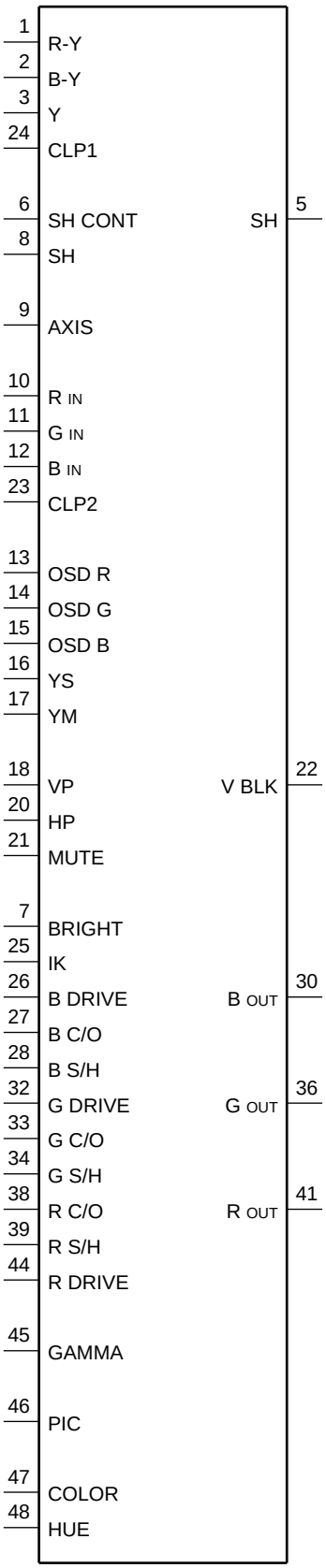
RGB INTERFACE FOR HDTV

—TOP VIEW—



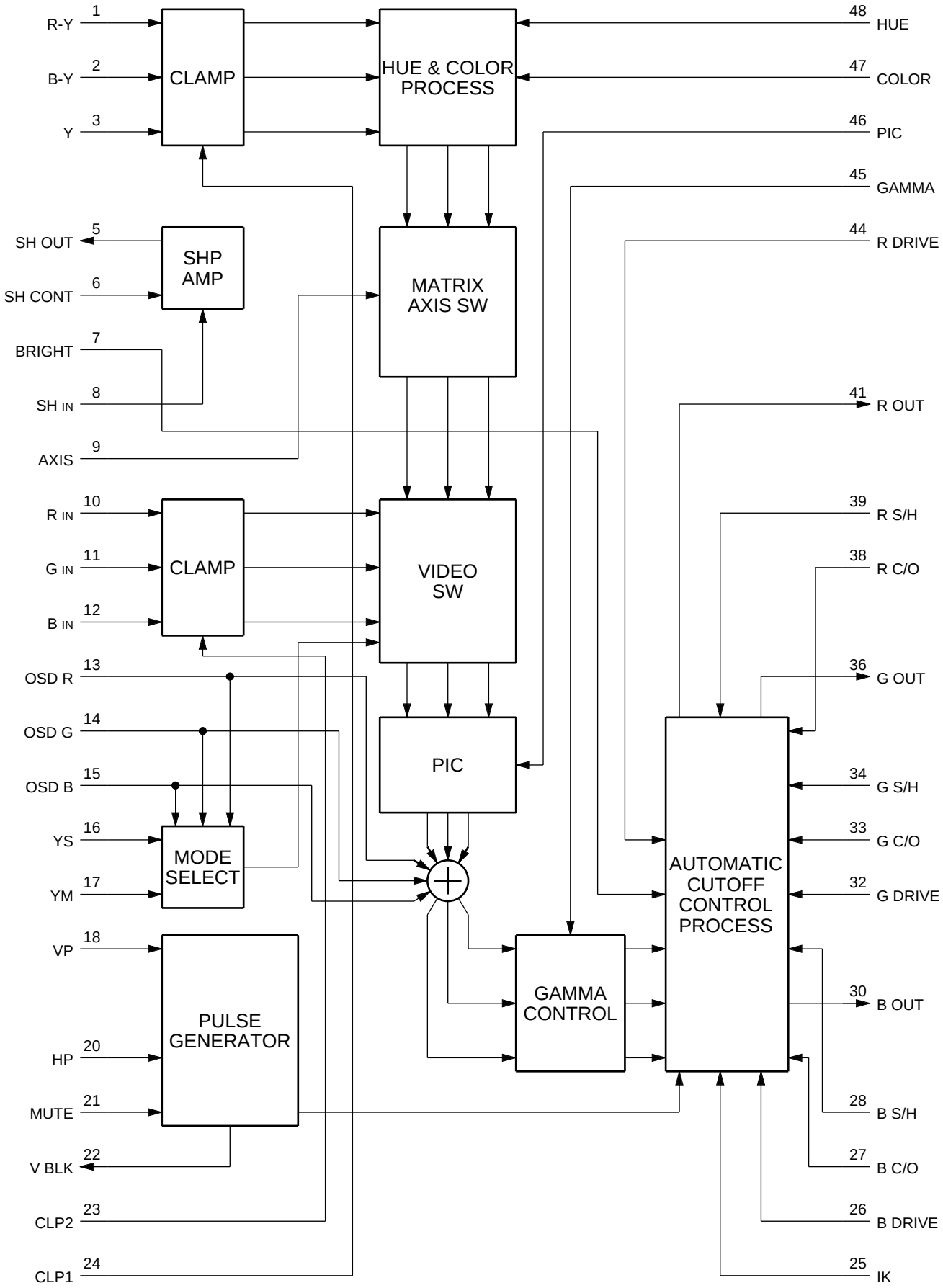


INPUT

AXIS	:	MATRIX AXIS SWITCH
B	:	ANALOG BLUE SIGNAL
B C/O	:	B CUT-OFF
B DRIVE	:	B DRIVE
B S/H	:	B SAMPLE HOLD
B-Y	:	B-Y SIGNAL
BRIGHT	:	BRIGHTNESS
CLP1	:	CLAMP PULSE (Y, COLOR DIFFERENCE SIGNAL)
CLP2	:	CLAMP PULSE (ANALOG RGB)
COLOR	:	COLOR
G	:	ANALOG GREEN SIGNAL
G C/O	:	G CUT-OFF
G DRIVE	:	G DRIVE
G S/H	:	G SAMPLE HOLD
GAMMA	:	GAMMA
HP	:	H PULSE
HUE	:	HUE
IK	:	IK (CATHODE CURRENT) SIGNAL
MUTE	:	MUTE
OSD B	:	BLUE FOR ON SCREEN DISPLAY
OSD G	:	GREEN FOR ON SCREEN DISPLAY
OSD R	:	RED FOR ON SCREEN DISPLAY
PIC	:	PICTURE
R	:	ANALOG RED SIGNAL
R C/O	:	R CUT-OFF
R DRIVE	:	R DRIVE
R S/H	:	R SAMPLE HOLD
R-Y	:	R-Y SIGNAL
SH	:	SHARPNESS AMP
SH CONT	:	SHARPNESS AMP GAIN CONTROL
VP	:	V PULSE
Y	:	Y SIGNAL
YM	:	OSD MODE SELECT
YS	:	OSD MODE SELECT

OUTPUT

B	:	BLUE SIGNAL
G	:	GREEN SIGNAL
R	:	RED SIGNAL
SH	:	SHARPNESS AMP
V BLK	:	V BLANKING PULSE


1
R-Y
2
B-Y
3
Y
CLAMP
HUE & COLOR PROCESS
48
HUE
47
COLOR
46
PIC
45
GAMMA
44
R DRIVE
5
SH OUT
6
SH CONT
7
BRIGHT
8
SH IN
9
AXIS
SHP AMP
MATRIX AXIS SW
41
R OUT
10
R IN
11
G IN
12
B IN
CLAMP
VIDEO SW
39
R S/H
38
R C/O
13
OSD R
14
OSD G
15
OSD B
PIC
36
G OUT
34
G S/H
33
G C/O
32
G DRIVE
16
YS
17
YM
MODE SELECT
AUTOMATIC CUTOFF CONTROL PROCESS
18
VP
PULSE GENERATOR
GAMMA CONTROL
30
B OUT
20
HP
21
MUTE
22
V BLK
28
B S/H
27
B C/O
23
CLP2
26
B DRIVE
24
CLP1
25
IK