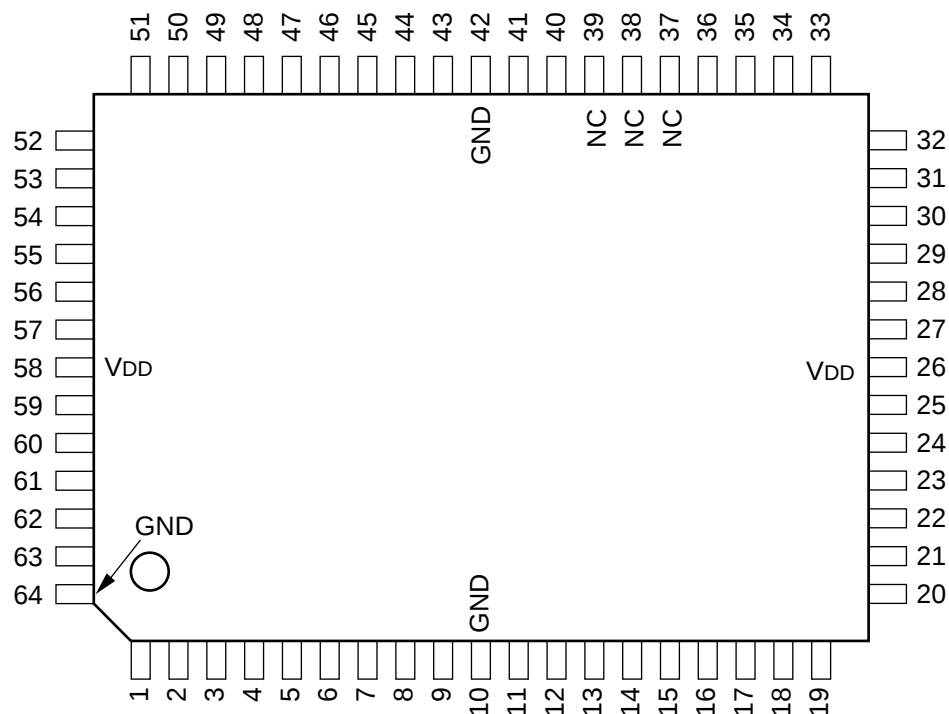


## C-MOS DROP-OUT COMPENSATOR

—TOP VIEW—



| PIN No. | I/O | SIGNAL           | PIN No. | I/O | SIGNAL                     | PIN No. | I/O | SIGNAL                    | PIN No. | I/O | SIGNAL                 |
|---------|-----|------------------|---------|-----|----------------------------|---------|-----|---------------------------|---------|-----|------------------------|
| 1       | I   | DTIN0            | 17      | I   | PB O/ $\bar{E}$            | 33      | I   | TEST1                     | 49      | O   | DOTB1                  |
| 2       | I   | DTIN1            | 18      | I   | V TIMING                   | 34      | I   | TEST2                     | 50      | O   | DOTB0                  |
| 3       | I   | DTIN2            | 19      | I   | $\overline{\text{THRU}}$   | 35      | I   | TEST3                     | 51      | —   | GND                    |
| 4       | I   | DTIN3            | 20      | I   | $\overline{\text{SECAM}}$  | 36      | I   | $\overline{\text{SHIFT}}$ | 52      | O   | DOTA9                  |
| 5       | I   | DTIN4            | 21      | I   | $\overline{\text{DT}}$     | 37      | —   | NC                        | 53      | O   | DOTA8                  |
| 6       | I   | DTIN5            | 22      | I   | $\overline{\text{BID}}$    | 38      | —   | NC                        | 54      | O   | DOTA7                  |
| 7       | I   | DTIN6            | 23      | I   | $\overline{\text{ADDINH}}$ | 39      | —   | NC                        | 55      | O   | DOTA6                  |
| 8       | I   | DTIN7            | 24      | I   | $\overline{\text{DOCINH}}$ | 40      | O   | DOTB9                     | 56      | O   | DOTA5                  |
| 9       | I   | DTIN8            | 25      | I   | $\overline{2\text{LDOC}}$  | 41      | O   | DOTB8                     | 57      | O   | DOTA4                  |
| 10      | —   | GND              | 26      | —   | V <sub>DD</sub>            | 42      | —   | GND                       | 58      | —   | V <sub>DD</sub>        |
| 11      | I   | DTIN9            | 27      | I   | U/D                        | 43      | O   | DOTB7                     | 59      | O   | DOTA3                  |
| 12      | I   | RCK              | 28      | I   | MOD1                       | 44      | O   | DOTB6                     | 60      | O   | DOTA2                  |
| 13      | I   | B-Y              | 29      | I   | MOD2                       | 45      | O   | DOTB5                     | 61      | O   | DOTA1                  |
| 14      | I   | HSYNC            | 30      | I   | MOD3                       | 46      | O   | DOTB4                     | 62      | O   | DOTA0                  |
| 15      | I   | ADVBLK           | 31      | I   | MOD4                       | 47      | O   | DOTB3                     | 63      | I   | $\overline{\text{OE}}$ |
| 16      | I   | REF O/ $\bar{E}$ | 32      | I   | $\overline{\text{CLR}}$    | 48      | O   | DOTB2                     | 64      | —   | GND                    |

|    |                  |       |    |
|----|------------------|-------|----|
| 11 | DTIN9            | DOTA9 | 52 |
| 9  | DTIN8            | DOTA8 | 53 |
| 8  | DTIN7            | DOTA7 | 54 |
| 7  | DTIN6            | DOTA6 | 55 |
| 6  | DTIN5            | DOTA5 | 56 |
| 5  | DTIN4            | DOTA4 | 57 |
| 4  | DTIN3            | DOTA3 | 59 |
| 3  | DTIN2            | DOTA2 | 60 |
| 2  | DTIN1            | DOTA1 | 61 |
| 1  | DTIN0            | DOTA0 | 62 |
| 12 | RCK              |       |    |
| 13 | B-Y              | DOTB9 | 40 |
| 14 | HSYNC            | DOTB8 | 41 |
| 15 | ADVBLK           | DOTB7 | 43 |
| 16 | REF O/ $\bar{E}$ | DOTB6 | 44 |
| 17 | PB O/ $\bar{E}$  | DOTB5 | 45 |
| 18 | V TIMING         | DOTB4 | 46 |
| 19 | THRU             | DOTB3 | 47 |
| 20 | SECAM            | DOTB2 | 48 |
| 21 | DT               | DOTB1 | 49 |
| 22 | BID              | DOTB0 | 50 |
| 23 | ADDINH           |       |    |
| 24 | DOCINH           |       |    |
| 25 | 2LDOC            |       |    |
| 27 | U/D              |       |    |
| 28 | MOD1             |       |    |
| 29 | MOD2             |       |    |
| 30 | MOD3             |       |    |
| 31 | MOD4             |       |    |
| 32 | CLR              |       |    |
| 36 | SHIFT            |       |    |
| 33 | TEST1            |       |    |
| 34 | TEST2            |       |    |
| 35 | TEST3            |       |    |
| 63 | OE               |       |    |

**INPUT**

|                  |                                 |
|------------------|---------------------------------|
| 2LDOC            | ; 2 LINE DOC                    |
| ADDINH           | ; ADD INHIBIT                   |
| ADVBLK           | ; ADVANCED V-BLANKING           |
| B-Y              | ; B-Y/R-Y                       |
| BID              | ; VARIABLE PLAY MODE            |
| CLR              | ; CLEAR                         |
| DOCINH           | ; DROP-OUT COMPENSATION INHIBIT |
| DT               | ; DT MODE                       |
| DTIN9 - DTIN0    | ; 10-BIT VIDEO DATA INPUTS      |
| HSYNC            | ; H TIMING PULSE                |
| MOD1 - MOD4      | ; MODE CONTROL                  |
| OE               | ; OUTPUT ENABLE                 |
| PB O/ $\bar{E}$  | ; PB ODD/EVEN                   |
| RCK              | ; SYSTEM CLOCK                  |
| REF O/ $\bar{E}$ | ; SECAM MODE                    |
| SECAM            | ; SHIFT MODE                    |
| SHIFT            | ; TEST CONTROL                  |
| TEST1 - TEST3    | ; DATA THROUGH                  |
| THRU             | ; 1H UP/DOWN                    |
| U/D              | ; V TIMING PULSE                |
| V TIMING         |                                 |

**OUTPUT**

|               |                               |
|---------------|-------------------------------|
| DOTA9 - DOTA0 | ; 10-BIT VIDEO DATA OUTPUTS-A |
| DOTB9 - DOTB0 | ; 10-BIT VIDEO DATA OUTPUTS-B |