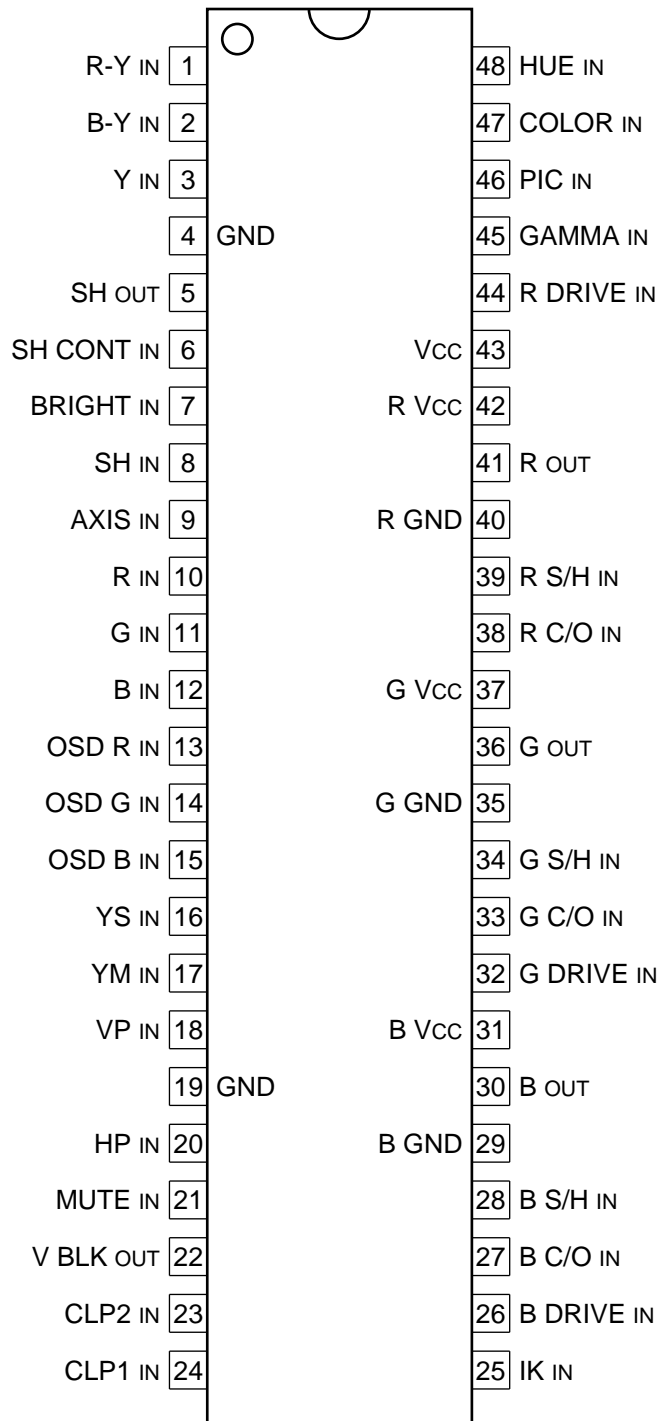
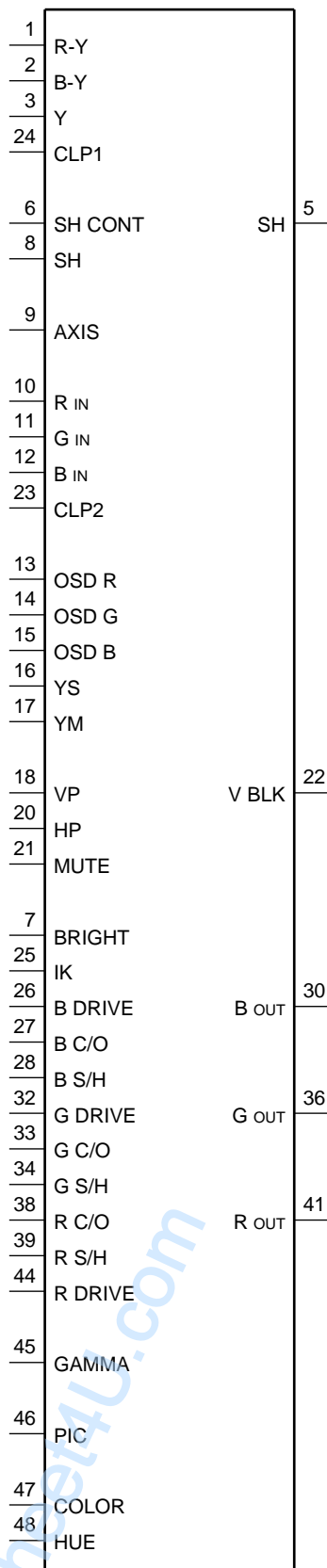


RGB INTERFACE FOR HDTV

—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

