



On-screen Display Controller for PAL-format Video

Advanced Information

OVERVIEW

The LC7475 is a video display controller for superimposing text and low-level graphics onto a PAL-format television receiver. The LC7475 has 128 characters in internal ROM. Up to 288 characters can be displayed on a 12-line by 24-character display under microprocessor control.

The LC7475 features four vertical and four horizontal character dimensions and 64 vertical and 64 horizontal screen start positions. It also features a flashing enable bit for each character position.

The LC7475 operates from a 5 V supply and is available in 22-pin shrink DIPs.

FEATURES

- Complete text and graphics video overlay circuitry
- 128 characters in internal ROM
- 288 character display capability
- 12 × 18 dot-matrix character resolution
- Approximately 0.5 or 1 s period character flashing option
- Selectable flashing duty cycles of 25, 50 or 75%
- Internal or external synchronization
- Serial data control
- 5 V supply
- 22-pin shrink DIP

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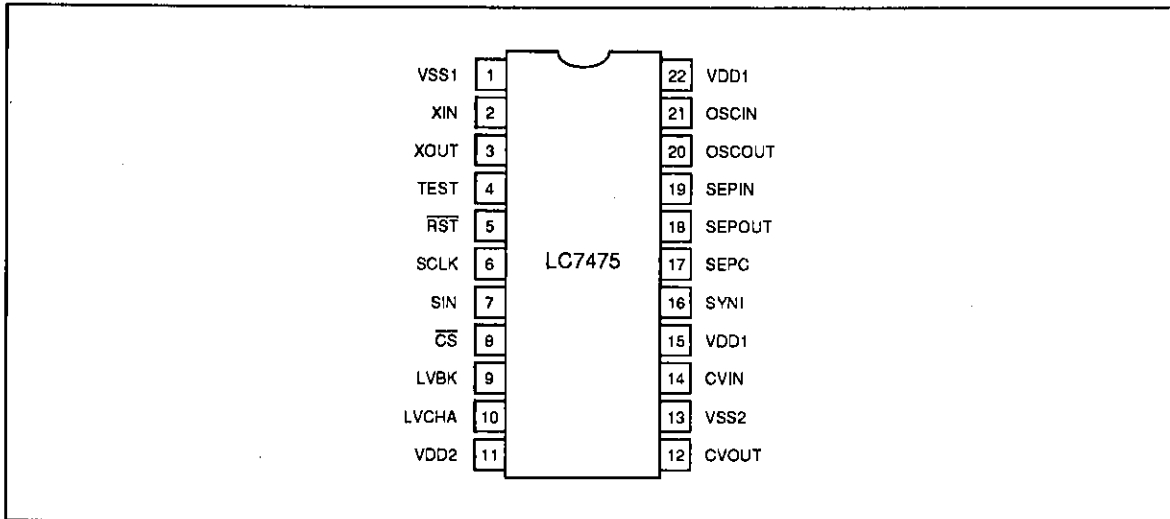
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LC7475

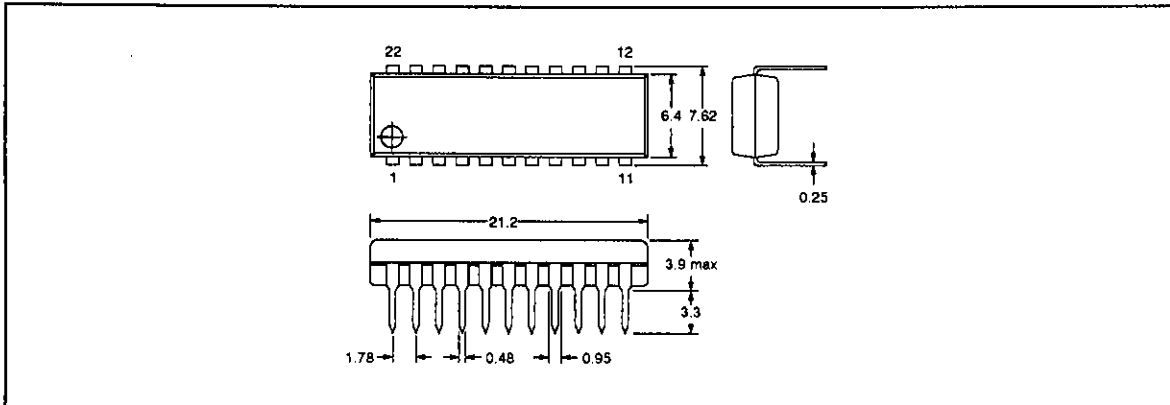
PINOUT



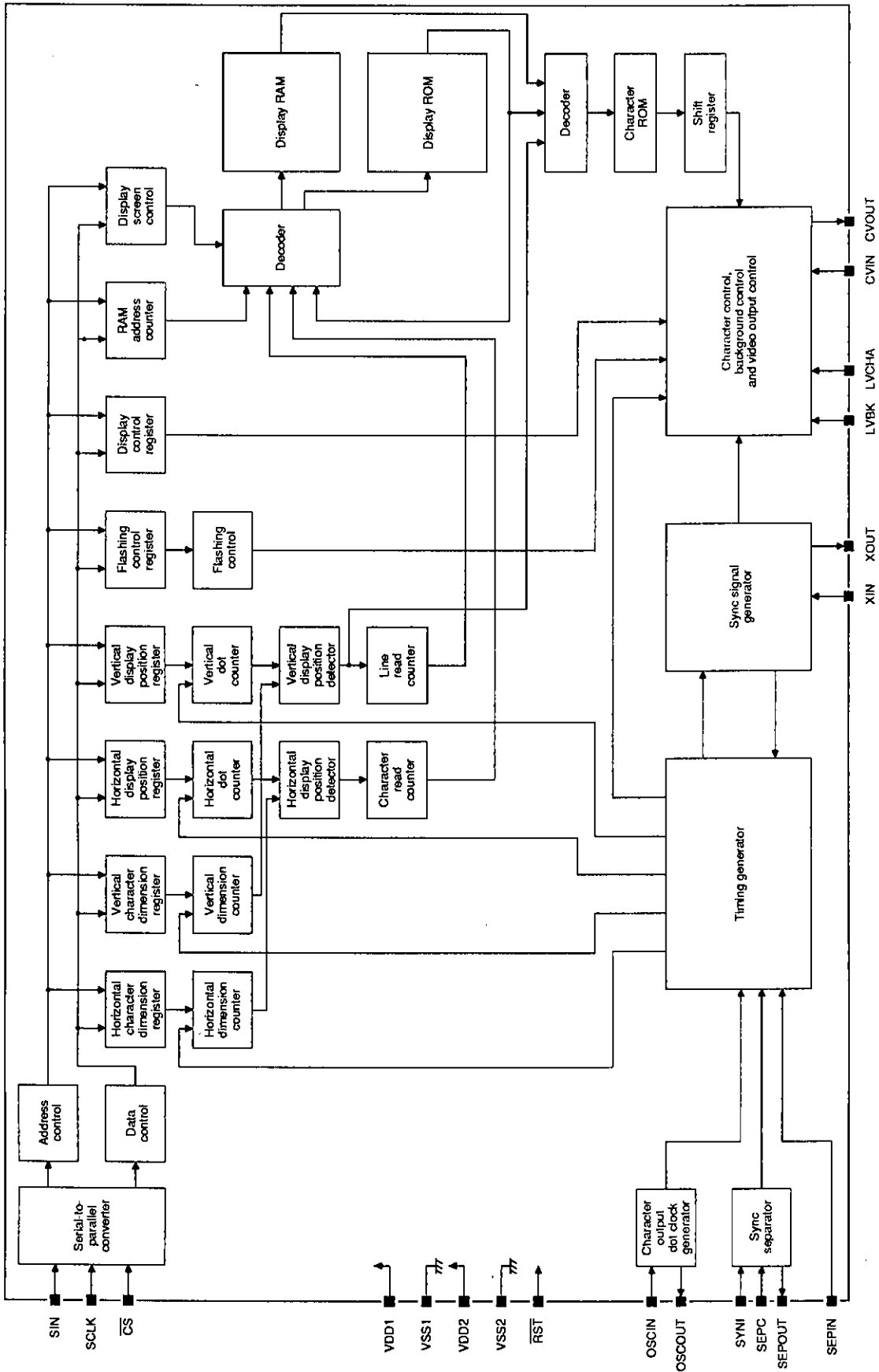
PACKAGE DIMENSIONS

Unit: mm

3059-DIP22S



BLOCK DIAGRAM



PIN DESCRIPTION

Number	Name	Description
1	VSS1	Digital circuit ground
2	XIN	Crystal oscillator input
3	XOUT	Crystal oscillator output
4	TEST	Test output
5	RST	Reset input
6	SCLK	Serial data clock input
7	SIN	Serial data input
8	CS	Chip select input
9	LVBK	Blanking-level adjustment input
10	LVCHA	Character-level adjustment input
11	VDD2	Analog circuit supply
12	CVOUT	Composite video output
13	VSS2	Analog circuit ground
14	CVIN	Composite video input
15	VDD1	Logic supply
16	SYNI	Sync separator input
17	SEPC	Sync separator adjustment input
18	SEPOUT	Sync separator output
19	SEPIN	Vertical sync input
20	OSCOUT	Dot clock oscillator output
21	OSGIN	Dot clock oscillator input
22	VDD1	Logic supply

SPECIFICATIONS

Absolute Maximum Ratings

Parameter	Symbol	Rating	Unit
Supply voltage range	V_{DD}	$V_{SS} - 0.3$ to $V_{SS} + 7.0$	V
Input voltage range	V_I	$V_{SS} - 0.3$ to $V_{DD} + 0.3$	V
Output voltage range	V_O	$V_{SS} - 0.3$ to $V_{DD} + 0.3$	V
Power dissipation	P_D	300 ($T_a = 25\text{ }^\circ\text{C}$)	mW
Operating temperature range	T_{opr}	-30 to 70	$^\circ\text{C}$
Storage temperature range	T_{stg}	-40 to 125	$^\circ\text{C}$

Recommended Operating Conditions

$T_a = 25\text{ }^\circ\text{C}$

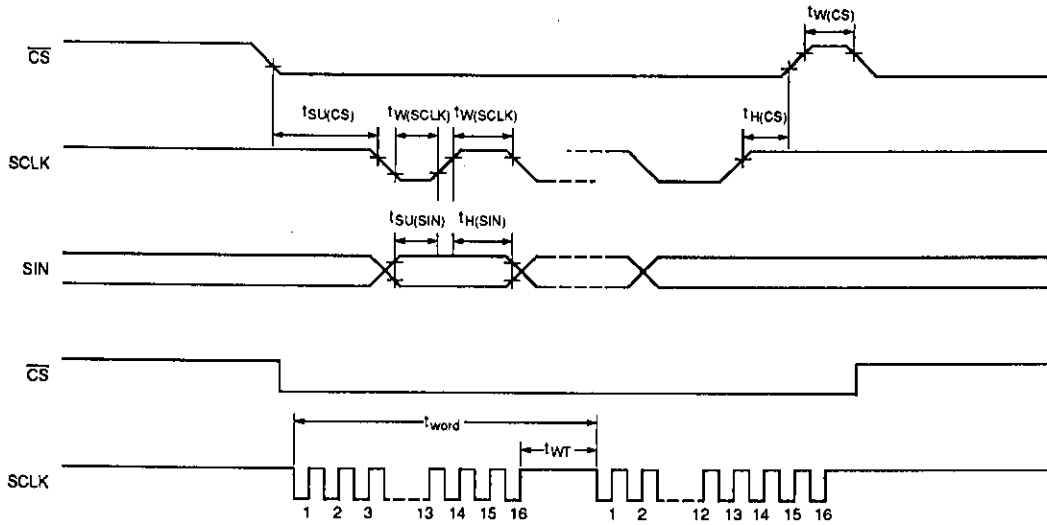
Parameter	Symbol	Rating	Unit
Logic supply voltage	V_{DD1}	5	V
Analog supply voltage	V_{DD2}	5	V
Logic supply voltage range	V_{DD1}	4.5 to 5.5	V
Analog supply voltage range	V_{DD2}	4.5 to $1.27V_{DD1}$	V

Electrical Characteristics

$V_{DD1} = 5\text{ V}$, $V_{DD2} = 5\text{ V}$, $T_a = -30\text{ to }70\text{ }^\circ\text{C}$ unless otherwise noted

Parameter	Symbol	Condition	Rating			Unit
			min	typ	max	
Supply current	I_{DD}		–	–	20	mA
SEPOUT LOW-level input voltage	V_{IL1}	$V_{DD1} = 4.5\text{ V}$, $I_{OL} = 1\text{ mA}$	–	–	1.0	V
\overline{CS} , \overline{SIN} , \overline{RST} and SCLK LOW-level input voltage	V_{IL2}		$V_{SS} - 0.3$	–	$0.2V_{DD1}$	V
SEPOUT HIGH-level input voltage	V_{IH1}	$V_{DD1} = 4.5\text{ V}$, $I_{OH} = 1\text{ mA}$	3.5	–	–	V
\overline{CS} , \overline{SIN} , \overline{RST} and SCLK HIGH-level input voltage	V_{IH2}		$0.8V_{DD1}$	–	$V_{DD1} + 0.3$	V
SYNI composite video input voltage	V_{IN1}		–	2.0	2.5	V_{p-p}
CVIN composite video input voltage	V_{IN2}		–	2	–	V_{p-p}
\overline{CS} , \overline{SIN} , \overline{RST} , SCLK and SEPIN HIGH-level input current	I_{IH1}		–	–	1	μA
OSCIN HIGH-level input current	I_{IH2}		–1	–	–	μA
Sync generator input frequency	f_{osc1}		–	17.73	–	MHz
Dot clock input frequency	f_{osc2}		5	7	10	MHz
CVOUT leakage current	I_L		–	–	10	μA

Timing Characteristics



$V_{DD1} = 5 \pm 0.5 \text{ V}$, $T_a = -30 \text{ to } 75 \text{ }^\circ\text{C}$

Parameter	Symbol	Rating			Unit
		min	typ	max	
SCLK input pulsewidth	$t_{W(SCLK)}$	200	–	–	ns
\overline{CS} HIGH-level input pulsewidth	$t_{W(CS)}$	1	–	–	μs
\overline{CS} data enable input setup time	$t_{SU(CS)}$	200	–	–	ns
SIN data input setup time	$t_{SU(SIN)}$	200	–	–	ns
\overline{CS} data enable input hold time	$t_{H(CS)}$	2	–	–	μs
SIN data input hold time	$t_{H(SIN)}$	200	–	–	ns
16-bit word write time	t_{word}	10	–	–	μs
RAM data write time	t_{WT}	1	–	–	μs

INPUT TIMING

Data and address words are input in serial format on SIN. A 16-bit address word is input after the falling edge of \overline{CS} followed by 16-bit data words. The address is incremented automatically after each data word. The data input timing is shown in figure 1.

Only the lower eight bits of the address word are significant. Only the lower eight bits of data words at addresses 000H to 0AFH, the lower 11 bits of data words at addresses 0B0H to 0BBH and the lower 12 bits of data words at addresses 0BCH to 0BFH are significant. All non-significant bits should be set to 0.

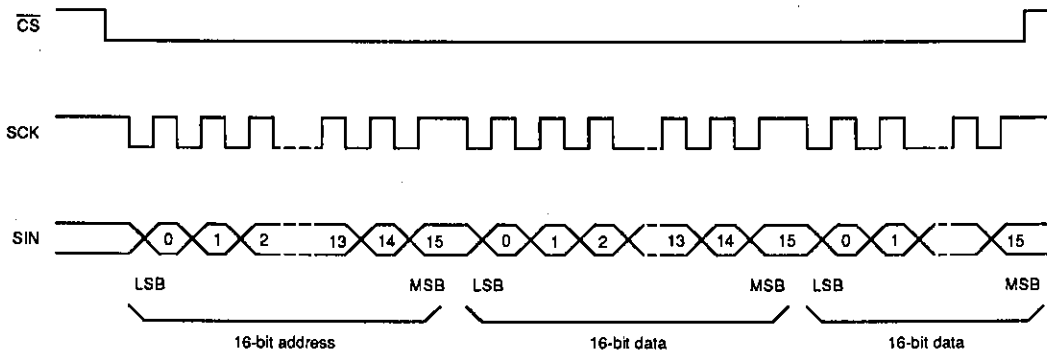


Figure 1. Input timing

RAM MEMORY CONFIGURATION

RAM memory is organized as 16-bit words as shown in table 1. Locations 000H to 0AFH are display RAM, locations 0B0H through to 0BBH are display line address registers, locations 0BCH to 0BDH are display control registers, location 0BEH is the video signal control register and location 0BFH is the general control register.

Table 1. Memory configuration

Address	Memory contents															Description	
	F	E	D	C	B	A	9	8	7	6	5	4	3	2	1		0
000H to 0AFH	0	0	0	0	0	0	0	0	FL	C ₆	C ₅	C ₄	C ₃	C ₂	C ₁	C ₀	Display RAM with 7-bit character code and flashing enable bit
0B0H	0	0	0	0	x	ADRA	ADR9	ADR8	ADR7	ADR6	ADR5	ADR4	ADR3	ADR2	ADR1	ADR0	Address of first character of line 1 in line ROM
0B1H	0	0	0	0	x	ADRA	ADR9	ADR8	ADR7	ADR6	ADR5	ADR4	ADR3	ADR2	ADR1	ADR0	Address of first character of line 2 in line ROM
0B2H	0	0	0	0	x	ADRA	ADR9	ADR8	ADR7	ADR6	ADR5	ADR4	ADR3	ADR2	ADR1	ADR0	Address of first character of line 3 in line ROM
0B3H	0	0	0	0	x	ADRA	ADR9	ADR8	ADR7	ADR6	ADR5	ADR4	ADR3	ADR2	ADR1	ADR0	Address of first character of line 4 in line ROM
0B4H	0	0	0	0	x	ADRA	ADR9	ADR8	ADR7	ADR6	ADR5	ADR4	ADR3	ADR2	ADR1	ADR0	Address of first character of line 5 in line ROM
0B5H	0	0	0	0	x	ADRA	ADR9	ADR8	ADR7	ADR6	ADR5	ADR4	ADR3	ADR2	ADR1	ADR0	Address of first character of line 6 in line ROM
0B6H	0	0	0	0	x	ADRA	ADR9	ADR8	ADR7	ADR6	ADR5	ADR4	ADR3	ADR2	ADR1	ADR0	Address of first character of line 7 in line ROM
0B7H	0	0	0	0	x	ADRA	ADR9	ADR8	ADR7	ADR6	ADR5	ADR4	ADR3	ADR2	ADR1	ADR0	Address of first character of line 8 in line ROM
0B8H	0	0	0	0	x	ADRA	ADR9	ADR8	ADR7	ADR6	ADR5	ADR4	ADR3	ADR2	ADR1	ADR0	Address of first character of line 9 in line ROM
0B9H	0	0	0	0	x	ADRA	ADR9	ADR8	ADR7	ADR6	ADR5	ADR4	ADR3	ADR2	ADR1	ADR0	Address of first character of line 10 in line ROM
0BAH	0	0	0	0	x	ADRA	ADR9	ADR8	ADR7	ADR6	ADR5	ADR4	ADR3	ADR2	ADR1	ADR0	Address of first character of line 11 in line ROM
0BBH	0	0	0	0	x	ADRA	ADR9	ADR8	ADR7	ADR6	ADR5	ADR4	ADR3	ADR2	ADR1	ADR0	Address of first character of line 12 in line ROM

Table 1. Memory configuration—continued

Address	Memory contents																Description
	F	E	D	C	B	A	9	8	7	6	5	4	3	2	1	0	
0BCH	0	0	0	0	HSZ31	HSZ30	HSZ21	HSZ20	HSZ11	HSZ10	HP5	HP4	HP3	HP2	HP1	HP0	Horizontal character position and dimension
0BDH	0	0	0	0	VSZ31	VSZ30	VSZ21	VSZ20	VSZ11	VSZ10	VP5	VP4	VP3	VP2	VP1	VP0	Vertical character position and dimension
0BEH	0	0	0	0	INT/ NON	x	2fsc/ 4fsc	OSC STP	DSP ON	x	SYS RST	x	x	PH2	PH1	PH0	Video signal phase, display blanking, oscillator control and system reset selection
0BFH	0	0	0	0	TST MOD	x	x	BLK1	BLK0	x	FL2	FL1	FL0	EXT	CB OFF	BCDL	Character blanking, flashing, and test mode selection

Note

x = don't care

Horizontal Display Control Register

The function of each bit in the horizontal display control register is shown in table 2. Note that all bits can be reset to 0 by a reset pulse on \overline{RST} .

Table 2. Horizontal display control register (0BCH)

Data bit	Name	Function
0	HP0	Selects the horizontal start position of the display on the screen, HS, as given by the following equation $HS = T_c \times (4 \times \sum_{n=0}^5 2^n HP_n)$ where T_c is the period of the dot clock oscillator. Note that HS increments in multiples of $4T_c$.
1	HP1	
2	HP2	
3	HP3	
4	HP4	
5	HP5	
6	HSZ10	Selects the horizontal dimension of characters in line 1 as shown in table 3
7	HSZ11	
8	HSZ20	Selects the horizontal dimension of characters in line 2 as shown in table 4
9	HSZ21	
A	HSZ30	Selects the horizontal dimension of characters in lines 3 to 12 as shown in table 5
B	HSZ31	
C	—	No function

Table 3. Horizontal dimension of characters in line 1

HSZ11	HSZ10	Horizontal dimension
0	0	1 T_c /dot
0	1	2 T_c /dot
1	0	3 T_c /dot
1	1	4 T_c /dot

Table 4. Horizontal dimension of characters in line 2

HSZ21	HSZ20	Horizontal dimension
0	0	1 T _C /dot
0	1	2 T _C /dot
1	0	3 T _C /dot
1	1	4 T _C /dot

Table 5. Horizontal dimension of characters in lines 3 to 12

HSZ31	HSZ30	Horizontal dimension
0	0	1 T _C /dot
0	1	2 T _C /dot
1	0	3 T _C /dot
1	1	4 T _C /dot

Vertical Display Control Register

The function of each bit in the vertical display control register is shown in table 6. Note that all bits can be reset to 0 by a reset pulse on \overline{RST} .

Table 6. Vertical display control register (OBDH)

Data bit	Name	Function
0	VP0	Selects the vertical start position of the display on the screen, VS, as given by the following equation $VS = H \times (4 \times \sum_{n=0}^5 2^n VP_n)$ where H is the horizontal sync pulsewidth. Note that VS increments in multiples of 4 lines from line 0 to line 64.
1	VP1	
2	VP2	
3	VP3	
4	VP4	
5	VP5	
6	VSZ10	Selects the vertical dimension of characters in line 1 as shown in table 7
7	VSZ11	
8	VSZ20	Selects the vertical dimension of characters in line 2 as shown in table 8
9	VSZ21	
A	VSZ30	Selects the vertical dimension of characters in lines 3 to 12 as shown in table 9
B	VSZ31	
C	-	No function

Table 7. Vertical dimension of characters in line 1

HSZ11	HSZ10	Vertical dimension
0	0	1 T _C /dot
0	1	2 T _C /dot
1	0	3 T _C /dot
1	1	4 T _C /dot

Table 8. Vertical dimension of characters in line 2

HSZ21	HSZ20	Vertical dimension
0	0	1 T_C/dot
0	1	2 T_C/dot
1	0	3 T_C/dot
1	1	4 T_C/dot

Table 9. Vertical dimension of characters in lines 3 to 12

VSZ31	VSZ30	Vertical dimension
0	0	1 T_C/dot
0	1	2 T_C/dot
1	0	3 T_C/dot
1	1	4 T_C/dot

The relationships between the vertical sync and horizontal sync pulses and between the horizontal and vertical display start positions are shown in figure 2.

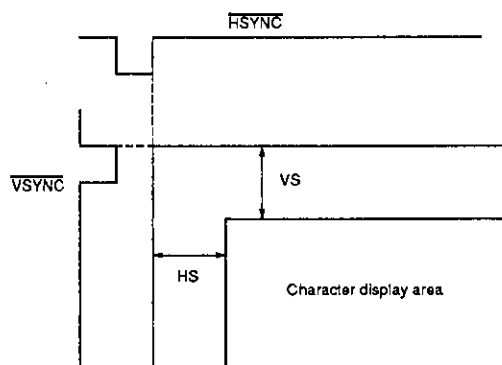


Figure 2. Vertical and horizontal sync pulses

Video Signal Control Register

The function of each bit in the video signal control register is shown in table 10. Note that all bits can be reset to 0 by a reset pulse on \overline{RST} .

Table 10. Video signal control register (0BEH)

Data bit	Name	Function
0	PH0	Selects the phase, and hence the background color, in the color burst as shown in table 11 and figure 3
1	PH1	
2	PH2	
3	—	No function
4	—	No function
5	SYS RST	Resets all registers and turns the display OFF when 1. Note that a system reset also occurs when CS goes LOW.
6	—	No function
7	DSP ON	Selects character display OFF when 0, and ON, when 1

Table 10. Video signal control register (0BEH)—continued

Data bit	Name	Function
8	OSC STP	Allows the crystal oscillator and LC oscillator to be turned OFF when 1, and prevents this, when 0. Note that external synchronization is effective only when the character display is OFF.
9	$\overline{2fsc}/4fsc$	Selects a clock frequency of $2fsc$ when 0, and $4fsc$, when 1
A	—	No function
B	\overline{INT}/NON	Selects 312.5 lines/field, interlaced display when 0, and 313 lines/field, non-interlaced display, when 1
C	—	No function

Table 11. Phase selection

PH2	PH1	PH0	Phase	Color
0	0	0	$\pm\pi/2$	Cyan
0	0	1	0	Yellow
0	1	0	$\mp\pi/2$	Red
0	1	1	$\pm\pi$	Blue
1	0	0	$\pm 3\pi/4$	Blue-cyan
1	0	1	$\pm\pi/4$	Green
1	1	0	$\mp\pi/4$	Red-yellow
1	1	1	$\mp 3\pi/4$	Magenta

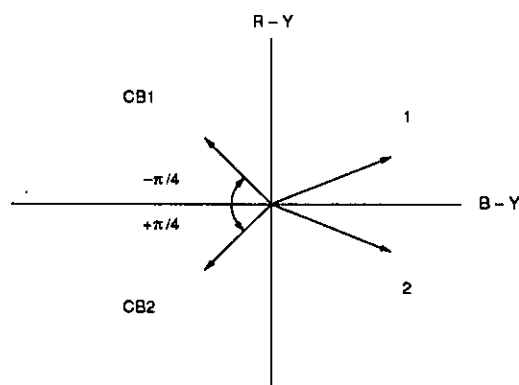


Figure 3. Background color-phase vector diagram

General Control Register

The function of each bit in the general control register is shown in table 12. Note that all bits can be reset to 0 by a reset pulse on \overline{RST} .

Table 12. General control register

Data bit	Name	Function
0	BCOL	Selects background color ON when 0 (valid for internal synchronization only), and OFF, when 1
1	CB OFF	Selects the color burst when 0, or when 1 and BCOL is 1
2	EXT	Selects external horizontal and vertical synchronization when 0, and internal, when 1

Table 12. General control register—continued

Data bit	Name	Function
3	FL0	Selects the display flashing duty cycle as shown in table 13
4	FL1	
5	FL2	Selects a flashing period of approximately 1 s when 0, and of approximately 0.5 s, when 1
6	—	No function
7	BLK0	Selects the blanking area of the display as shown in table 14
8	BLK1	
9	—	No function
A	—	No function
B	TST MOD	Selects normal operation when 0, and test mode, when 1. Note that test mode should not be selected during normal operation.
C	—	No function

Table 13. Flashing duty cycle selection

FL1	FL0	Duty cycle
0	0	Flashing OFF
0	1	25%
1	0	50%
1	1	75%

Table 14. Blanking area selection

BLK1	BLK0	Blanking area
0	0	Blanking OFF
0	1	Character size
1	0	Frame size
1	1	Total area

LINE ROM CONFIGURATION

The line ROM is configured as 1,536 words from address 000H to 5FFH as shown in table 15. Each word comprises a 16-bit address code and a single control bit. When the control bit is 0, the 7-bit character code is significant and is used to address the character ROM, and when 1, the 7-bit character code in ROM is ignored and the character code is read from display RAM. The display RAM address is incremented automatically by one each time a character code is read from RAM. Note that your local Sanyo representative can offer advice on how to specify character ROM.

Table 15. Line ROM configuration

Address	Video signal control bits																Description
	F	E	D	C	B	A	9	8	7	6	5	4	3	2	1	0	
000H	0	0	0	0	0	0	0	0	ROM/RAM	ADR6	ADR5	ADR4	ADR3	ADR2	ADR1	ADR0	Address of first character of line 1
to																	
017H	0	0	0	0	0	0	0	0	ROM/RAM	ADR6	ADR5	ADR4	ADR3	ADR2	ADR1	ADR0	Address of twenty-fourth character of line 1

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Table 15. Line ROM configuration—continued

Address	Video signal control bits																Description
	F	E	D	C	B	A	9	8	7	6	5	4	3	2	1	0	
018H	0	0	0	0	0	0	0	0	ROM/RAM	ADR6	ADR5	ADR4	ADR3	ADR2	ADR1	ADR0	Address of first character of line 2 to Address of twenty-fourth character of line 64
5FH	0	0	0	0	0	0	0	0	ROM/RAM	ADR6	ADR5	ADR4	ADR3	ADR2	ADR1	ADR0	

The function of each significant bit in a line ROM word is shown in table 16.

Table 16. Line ROM word data

Data bit	Name	Description
0	ADR0	Specifies the character ROM address. ADR0 to ADR6 should be set to 0 when bit 7 is 1.
1	ADR1	
2	ADR2	
3	ADR3	
4	ADR4	
5	ADR5	
6	ADR6	
7	ROM/RAM	Selects direct ROM addressing
		Selects indirect ROM addressing from RAM

The line addresses in line ROM are shown in table 17.

Table 17. Line ROM addresses

Line	Address (hex)	Line	Address (hex)
1	00	33	300
2	18	34	318
3	30	35	330
4	48	36	348
5	60	37	360
6	78	38	378
7	90	39	390
8	A8	40	3A8
9	C0	41	3C0
10	D8	42	3D8
11	F0	43	3F0
12	108	44	408
13	120	45	420
14	138	46	438
15	150	47	450
16	168	48	468
17	180	49	480

Table 17. Line ROM addresses—continued

Line	Address (hex)	Line	Address (hex)
18	198	50	498
19	1B0	51	4B0
20	1C8	52	4C8
21	1E0	53	4E0
22	1F8	54	4F8
23	210	55	510
24	228	56	528
25	240	57	540
26	258	58	558
27	270	59	570
28	288	60	588
29	2A0	61	5A0
30	2B8	62	5B8
31	2D0	63	5D0
32	2E8	64	5E8

SCREEN CONFIGURATION

The character screen display is configured as 12 lines × 24 characters, making a maximum number of 288 characters when the smallest character size is used. The number of characters that can be displayed reduces as character size is increased. The character screen configuration is shown in table 18.

Table 18. Screen configuration

Line	Character number																							
	00	01	02	03	04	05	06	07	08	09	10	11	12	13	14	15	16	17	18	19	20	21	22	23
1	24	25	26	27	28	29	30	31	32	33	34	35	36	37	38	39	40	41	42	43	44	45	46	47
2	48	49	50	51	52	53	54	55	56	57	58	59	60	61	62	63	64	65	66	67	68	69	70	71
3	72	73	74	75	76	77	78	79	80	81	82	83	84	85	86	87	88	89	90	91	92	93	94	95
4	96	97	98	99	100	101	102	103	104	105	106	107	108	109	110	111	112	113	114	115	116	117	118	119
5	120	121	122	123	124	125	126	127	128	129	130	131	132	133	134	135	136	137	138	139	140	141	142	143
6	144	145	146	147	148	149	150	151	152	153	154	155	156	157	158	159	160	161	162	163	164	165	166	167
7	168	169	170	171	172	173	174	175	176	177	178	179	180	181	182	183	184	185	186	187	188	189	190	191
8	192	193	194	195	196	197	198	199	200	201	202	203	204	205	206	207	208	209	210	211	212	213	214	215
9	216	217	218	219	220	221	222	223	224	225	226	227	228	229	230	231	232	233	234	235	236	237	238	239
10	240	241	242	243	244	245	246	247	248	249	250	251	252	253	254	255	256	257	258	259	260	261	262	263
11	264	265	266	267	268	269	270	271	272	273	274	275	276	277	278	279	280	281	282	283	284	285	286	287
12																								

The start address for each of the twelve display lines is specified in the display line address registers in RAM. An example arrangement of ROM and RAM addresses is shown in table 19. Note how both the RAM and ROM addresses increment.

Table 19. Example ROM and RAM configuration

Line	Character RAM and ROM configuration (hex)																							
	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24
1	ROM 00	ROM 01	ROM 02	ROM 03	ROM 04	ROM 05	ROM 06	ROM 07	ROM 08	ROM 09	ROM 0A	ROM 0B	ROM 0C	ROM 0D	ROM 0E	ROM 0F	RAM 00	RAM 01	RAM 02	RAM 03	RAM 04	RAM 05	RAM 06	RAM 07
2	RAM 08	RAM 09	RAM 0A	RAM 0B	RAM 0C	RAM 0D	RAM 0E	RAM 0F	RAM 10	RAM 11	RAM 12	RAM 13	RAM 14	RAM 15	RAM 16	RAM 17	RAM 18	RAM 19	RAM 1A	RAM 1B	RAM 1C	RAM 1D	RAM 1E	RAM 1F
3	RAM 20	RAM 21	RAM 22	RAM 23	RAM 24	RAM 25	RAM 26	RAM 27	RAM 28	RAM 29	RAM 2A	RAM 2B	RAM 2C	RAM 2D	RAM 2E	RAM 2F	RAM 30	RAM 31	RAM 32	RAM 33	RAM 34	RAM 35	RAM 36	RAM 37
4	RAM 38	RAM 39	RAM 3A	RAM 3B	RAM 3C	RAM 3D	RAM 3E	RAM 3F	RAM 40	RAM 41	RAM 42	RAM 43	RAM 44	RAM 45	RAM 46	RAM 47	RAM 48	RAM 49	RAM 4A	RAM 4B	RAM 4C	RAM 4D	RAM 4E	RAM 4F
5	RAM 50	RAM 51	RAM 52	RAM 53	RAM 54	RAM 55	RAM 56	RAM 57	RAM 58	RAM 59	RAM 5A	RAM 5B	RAM 5C	RAM 5D	RAM 5E	RAM 5F	RAM 60	RAM 61	RAM 62	RAM 63	RAM 64	RAM 65	RAM 66	RAM 67
6	RAM 68	RAM 69	RAM 6A	RAM 6B	RAM 6C	RAM 6D	RAM 6E	RAM 6F	RAM 70	RAM 71	RAM 72	RAM 73	RAM 74	RAM 75	RAM 76	RAM 77	RAM 78	RAM 79	RAM 7A	RAM 7B	RAM 7C	RAM 7D	RAM 7E	RAM 7F
7	RAM 80	RAM 81	RAM 82	RAM 83	RAM 84	RAM 85	RAM 86	RAM 87	RAM 88	RAM 89	RAM 8A	RAM 8B	RAM 8C	RAM 8D	RAM 8E	RAM 8F	RAM 90	RAM 91	RAM 92	RAM 93	RAM 94	RAM 95	RAM 96	RAM 97
8	RAM 98	RAM 99	RAM 9A	RAM 9B	RAM 9C	RAM 9D	RAM 9E	RAM 9F	RAM 100	RAM 101	RAM 102	RAM 103	RAM 104	RAM 105	RAM 106	RAM 107	RAM 108	RAM 109	RAM 10A	RAM 10B	RAM 10C	RAM 10D	RAM 10E	RAM 10F
9	RAM 110	RAM 111	RAM 112	RAM 113	RAM 114	RAM 115	RAM 116	RAM 117	RAM 118	RAM 119	RAM 11A	RAM 11B	RAM 11C	RAM 11D	RAM 11E	RAM 11F	RAM 120	RAM 121	RAM 122	RAM 123	RAM 124	RAM 125	RAM 126	RAM 127
10	RAM 128	RAM 129	RAM 12A	RAM 12B	RAM 12C	RAM 12D	RAM 12E	RAM 12F	RAM 130	RAM 131	RAM 132	RAM 133	RAM 134	RAM 135	RAM 136	RAM 137	RAM 138	RAM 139	RAM 13A	RAM 13B	RAM 13C	RAM 13D	RAM 13E	RAM 13F
11	RAM 140	RAM 141	RAM 142	RAM 143	RAM 144	RAM 145	RAM 146	RAM 147	RAM 148	RAM 149	RAM 14A	RAM 14B	RAM 14C	RAM 14D	RAM 14E	RAM 14F	RAM 150	RAM 151	RAM 152	RAM 153	RAM 154	RAM 155	RAM 156	RAM 157
12	RAM 158	RAM 159	RAM 15A	RAM 15B	RAM 15C	RAM 15D	RAM 15E	RAM 15F	RAM 160	RAM 161	RAM 162	RAM 163	RAM 164	RAM 165	RAM 166	RAM 167	RAM 168	RAM 169	RAM 16A	RAM 16B	RAM 16C	RAM 16D	RAM 16E	RAM 16F

COMPOSITE VIDEO OUTPUT

The character and background images are superimposed onto the composite video signal, which is shown in figure 4.

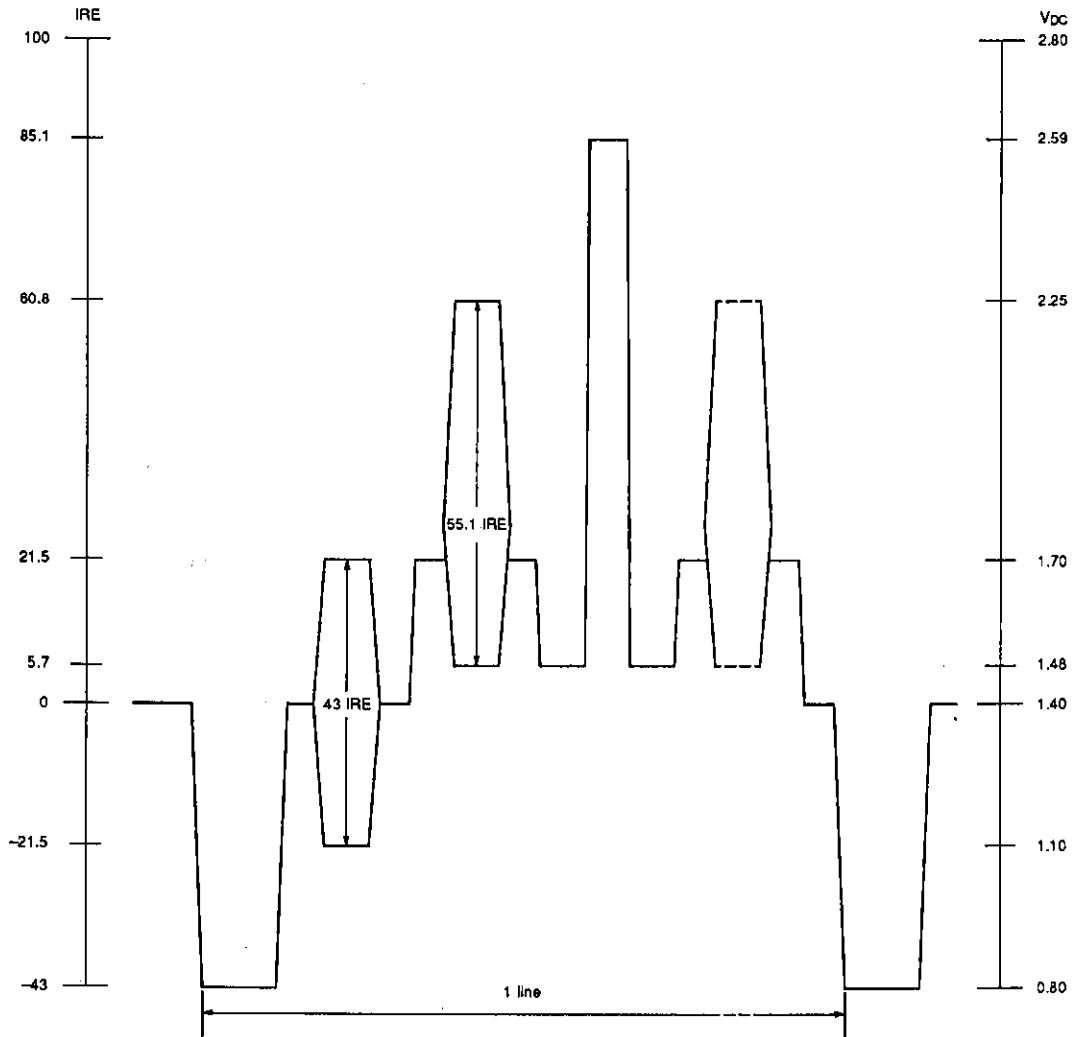


Figure 4. Composite video output waveform

The relative carrier amplitude and the corresponding DC voltage output amplitude are shown in table 20.
 Table 20. Relative amplitude and DC output amplitude

Relative carrier amplitude (IRE)	Output voltage amplitude (V)
100.0	2.80
85.1	2.59
60.8	2.25
21.5	1.70
5.7	1.48
0	1.40
-21.5	1.10
-43.0	0.80