## Digital Signal Driver

## Description

The CXD2449Q is a RGB driver of digital signal processor type. Arithmetic processing is possible with a system clock up to 100 MHz (max.). This IC is suitable for the processing of video signals in bands up to XGA standard.

## Features

- Gain, bright and limiter adjustment possible by digital arithmetic processing
- Gamma correction can be performed as desired by the look-up table method
- Built-in black frame signal processing circuit that fixes the blanking signal to a certain level
- Built-in serial I/F circuits


## Applications

LCD projectors and other video equipment


## Structure

Silicon gate CMOS IC

## Absolute Maximum Ratings

- Supply voltage VdD Vss -0.5 to +4.0 V
- Input voltage $\mathrm{V}_{\mathrm{I}} \mathrm{Vss}-0.5$ to $\mathrm{VdD}+0.5 \mathrm{~V}$
- Output voltage Vo Vss -0.5 to $\mathrm{VDD}+0.5 \mathrm{~V}$
- Storage temperature

Tstg $\quad-55$ to $+125 \quad{ }^{\circ} \mathrm{C}$

## Recommended Operating Conditions

- Supply voltage VDD 3.0 to 3.6 V
- Operating temperature

Topr $\quad-20$ to $+75 \quad{ }^{\circ} \mathrm{C}$

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## Block Diagram



## Pin Configuration



## Pin Description

| Pin <br> No. | Symbol | I/O |  | Input <br> processing |
| :---: | :--- | :---: | :--- | :--- |
| 1 | Vss | - | GND | - |
| 2 | B2IN7 | I | Blue-2 data signal input. | - |
| 3 | B2IN6 | I | Blue-2 data signal input. | - |
| 4 | B2IN5 | I | Blue-2 data signal input. | - |
| 5 | B2IN4 | I | Blue-2 data signal input. | - |
| 6 | B2IN3 | I | Blue-2 data signal input. | - |
| 7 | B2IN2 | I | Blue-2 data signal input. | - |
| 8 | B2IN1 | I | Blue-2 data signal input. | - |
| 9 | B2IN0 | I | Blue-2 data signal input. | - |
| 10 | Vss | - | GND | - |
| 11 | SCTL1 | I | Serial I/F-1 control signal input. | - |
| 12 | SDAT1 | I | Serial I/F-1 data signal input. | - |
| 13 | SCLK1 | I | Serial I/F-1 clock input. | - |
| 14 | SCTL2 | I | Serial I/F-2 control signal input. | - |
| 15 | SDAT2 | I | Serial I/F-2 data signal input. | - |
| 16 | SCLK2 | I | Serial I/F-2 clock input. | - |
| 17 | HDIN | I | Horizontal sync signal input. | - |
| 18 | VDIN | I | Vertical sync signal input. | - |
| 19 | HDPOL | I | Input HD polarity selection. (High: positive polarity, Low: negative polarity) | L |
| 20 | VDD | - | Power supply. | - |
| 21 | VDPOL | I | Input VD polarity selection. (High: positive polarity, Low: negative polarity) | L |
| 22 | CLKPOL | I | Output CLK polarity selection. (High: positive polarity, Low: negative polarity) | L |
| 23 | CLKSEL | I | Input CLK selection. (High: CLK2, Low: CLK1) | L |
| 24 | CLK1P | I | CLK inputs. (differential) | - |
| 25 | CLK1N |  |  | - |
| 26 | CLK2 | I | 1/2 frequency-divided CLK input. | - |
| 27 | NC | - | Leave this pin open. | - |
| 28 | CLKOUT | I | 1/2 frequency-divided CLK output. | - |
| 29 | XCLKR | I | External clear. (Low: reset) | - |
| 30 | Vss | - | GND | - |
| 31 | PRE | I | External preset. (Low: preset) | - |
| 32 | B2OUT0 | O | Blue-2 data signal output. | - |
| 33 | B2OUT1 | O | Blue-2 data signal output. | - |
| 34 | B2OUT2 | O | Blue-2 data signal output. | - |
| 35 | B2OUT3 | O | Blue-2 data signal output. | - |
| 36 | B2OUT4 | O | Blue-2 data signal output. | - |
|  |  |  |  | - |


| Pin <br> No. | Symbol | I/O | Description | Input <br> processing |
| :---: | :---: | :---: | :---: | :---: |
| 37 | B2OUT5 | O | Blue-2 data signal output. | - |
| 38 | B2OUT6 | O | Blue-2 data signal output. | - |
| 39 | B2OUT7 | 0 | Blue-2 data signal output. | - |
| 40 | Vdd | - | Power supply. | - |
| 41 | Vss | - | GND | - |
| 42 | B2OUT8 | O | Blue-2 data signal output. | - |
| 43 | B2OUT9 | O | Blue-2 data signal output. | - |
| 44 | B1OUT0 | 0 | Blue-1 data signal output. | - |
| 45 | B1OUT1 | 0 | Blue-1 data signal output. | - |
| 46 | B1OUT2 | O | Blue-1 data signal output. | - |
| 47 | B1OUT3 | O | Blue-1 data signal output. | - |
| 48 | B1OUT4 | 0 | Blue-1 data signal output. | - |
| 49 | B1OUT5 | O | Blue-1 data signal output. | - |
| 50 | Vss | - | GND | - |
| 51 | B1OUT6 | 0 | Blue-1 data signal output. | - |
| 52 | B1OUT7 | O | Blue-1 data signal output. | - |
| 53 | B1OUT8 | 0 | Blue-1 data signal output. | - |
| 54 | B1OUT9 | 0 | Blue-1 data signal output. | - |
| 55 | G2OUT0 | 0 | Green-2 data signal output. | - |
| 56 | G2OUT1 | 0 | Green-2 data signal output. | - |
| 57 | G2OUT2 | 0 | Green-2 data signal output. | - |
| 58 | G2OUT3 | O | Green-2 data signal output. | - |
| 59 | Vss | - | GND | - |
| 60 | Vdd | - | Power supply. | - |
| 61 | G2OUT4 | O | Green-2 data signal output. | - |
| 62 | G2OUT5 | 0 | Green-2 data signal output. | - |
| 63 | G2OUT6 | 0 | Green-2 data signal output. | - |
| 64 | G2OUT7 | O | Green-2 data signal output. | - |
| 65 | G2OUT8 | 0 | Green-2 data signal output. | - |
| 66 | G2OUT9 | 0 | Green-2 data signal output. | - |
| 67 | G1OUT0 | 0 | Green-1 data signal output. | - |
| 68 | G1OUT1 | 0 | Green-1 data signal output. | - |
| 69 | G1OUT2 | O | Green-1 data signal output. | - |
| 70 | Vss | - | GND | - |
| 71 | G1OUT3 | 0 | Green-1 data signal output. | - |
| 72 | G1OUT4 | 0 | Green-1 data signal output. | - |
| 73 | G1OUT5 | O | Green-1 data signal output. | - |


| Pin <br> No. | Symbol | I/O |  | Input <br> processing |
| :---: | :--- | :--- | :--- | :--- |
| 74 | G1OUT6 | O | Green-1 data signal output. | - |
| 75 | G1OUT7 | O | Green-1 data signal output. | - |
| 76 | G1OUT8 | O | Green-1 data signal output. | - |
| 77 | G1OUT9 | O | Green-1 data signal output. | - |
| 78 | R2OUT0 | O | Red-2 data signal output. | - |
| 79 | R2OUT1 | O | Red-2 data signal output. | - |
| 80 | VdD | - | Power supply. | - |
| 81 | Vss | - | GND | - |
| 82 | R2OUT2 | O | Red-2 data signal output. | - |
| 83 | R2OUT3 | O | Red-2 data signal output. | - |
| 84 | R2OUT4 | O | Red-2 data signal output. | - |
| 85 | R2OUT5 | O | Red-2 data signal output. | - |
| 86 | R2OUT6 | O | Red-2 data signal output. | - |
| 87 | R2OUT7 | O | Red-2 data signal output. | - |
| 88 | R2OUT8 | O | Red-2 data signal output. | - |
| 89 | R2OUT9 | O | Red-2 data signal output. | - |
| 90 | Vss | - | GND | - |
| 91 | R1OUT0 | O | Red-1 data signal output. | - |
| 92 | R1OUT1 | O | Red-1 data signal output. | - |
| 93 | R1OUT2 | O | Red-1 data signal output. | - |
| 94 | R1OUT3 | O | Red-1 data signal output. | - |
| 95 | R1OUT4 | O | Red-1 data signal output. | - |
| 96 | R1OUT5 | O | Red-1 data signal output. | - |
| 97 | R1OUT6 | O | Red-1 data signal output. | - |
| 98 | R1OUT7 | O | Red-1 data signal output. | - |
| 99 | R1OUT8 | O | Red-1 data signal output. | - |
| 100 | VDD | - | Power supply. | - |
| 101 | R1OUT9 | O | Red-1 data signal output. | - |
| 102 | TEST1 | - | Test pin. (Connect to GND.) | - |
| 103 | TEST2 | - | Test pin. (Connect to GND.) | - |
| 104 | TEST3 | - | Test pin. (Connect to GND.) | - |
| 105 | TEST4 | - | Test pin. (Connect to VdD.) | - |
| 106 | TEST5 | - | Test pin. (Connect to VDD.) | - |
| 107 | TEST6 | - | Test pin. (Connect to VDD.) | - |
| 108 | TEST7 | - | Test pin. (Connect to VDD.) | - |
| 109 | TEST8 | - | Test pin. (Connect to VDD.) | - |
| 110 | Vss | - | GND | - |
|  |  |  |  | - |


| Pin <br> No. | Symbol | I/O | Description | Input processing |
| :---: | :---: | :---: | :---: | :---: |
| 111 | TEST9 | - | Test pin. (Connect to Vdo.) | - |
| 112 | TEST10 | - | Test pin. (Connect to GND.) | - |
| 113 | TEST11 | - | Test pin. (Leave this pin open.) | - |
| 114 | R1IN7 | 1 | Red-1 data signal input. | - |
| 115 | R1IN6 | 1 | Red-1 data signal input. | - |
| 116 | R1IN5 | 1 | Red-1 data signal input. | - |
| 117 | R1IN4 | I | Red-1 data signal input. | - |
| 118 | R1IN3 | 1 | Red-1 data signal input. | - |
| 119 | R1IN2 | 1 | Red-1 data signal input. | - |
| 120 | Vdd | - | Power supply. | - |
| 121 | Vss | - | GND | - |
| 122 | R1IN1 | I | Red-1 data signal input. | - |
| 123 | R1IN0 | I | Red-1 data signal input. | - |
| 124 | R2IN7 | I | Red-2 data signal input. | - |
| 125 | R2IN6 | I | Red-2 data signal input. | - |
| 126 | R2IN5 | 1 | Red-2 data signal input. | - |
| 127 | R2IN4 | 1 | Red-2 data signal input. | - |
| 128 | R2IN3 | 1 | Red-2 data signal input. | - |
| 129 | R2IN2 | 1 | Red-2 data signal input. | - |
| 130 | Vss | - | GND | - |
| 131 | R2IN1 | 1 | Red-2 data signal input. | - |
| 132 | R2IN0 | I | Red-2 data signal input. | - |
| 133 | G1IN7 | I | Green-1 data signal input. | - |
| 134 | G1IN6 | 1 | Green-1 data signal input. | - |
| 135 | G1IN5 | 1 | Green-1 data signal input. | - |
| 136 | G1IN4 | I | Green-1 data signal input. | - |
| 137 | G1IN3 | 1 | Green-1 data signal input. | - |
| 138 | G1IN2 | 1 | Green-1 data signal input. | - |
| 139 | Vss | - | Power supply. | - |
| 140 | VdD | - | GND | - |
| 141 | G1IN1 | 1 | Green-1 data signal input. | - |
| 142 | G1IN0 | I | Green-1 data signal input. | - |
| 143 | G2IN7 | 1 | Green-2 data signal input. | - |
| 144 | G2IN6 | I | Green-2 data signal input. | - |
| 145 | G2IN5 | 1 | Green-2 data signal input. | - |
| 146 | G2IN4 | 1 | Green-2 data signal input. | - |
| 147 | G2IN3 | I | Green-2 data signal input. | - |


| Pin <br> No. | Symbol | I/O |  | Description | lnput <br> processing |
| :---: | :--- | :---: | :--- | :--- | :--- |
| 148 | G2IN2 | I | Green-2 data signal input. | - |  |
| 149 | G2IN1 | I | Green-2 data signal input. | - |  |
| 150 | Vss | - | GND | - |  |
| 151 | G2IN0 | I | Green-2 data signal input. | - |  |
| 152 | B1IN7 | I | Blue-1 data signal input. | - |  |
| 153 | B1IN6 | I | Blue-1 data signal input. | - |  |
| 154 | B1IN5 | I | Blue-1 data signal input. | - |  |
| 155 | B1IN4 | I | Blue-1 data signal input. | - |  |
| 156 | B1IN3 | I | Blue-1 data signal input. | - |  |
| 157 | B1IN2 | I | Blue-1 data signal input. | - |  |
| 158 | B1IN1 | I | Blue-1 data signal input. | - |  |
| 159 | B1IN0 | I | Blue-1 data signal input. | - |  |
| 160 | VDD | - | Power supply. | - |  |

## Electrical Characteristics

## DC Characteristics

$\left(\right.$ Topr $=-20$ to $\left.+75^{\circ} \mathrm{C}, \mathrm{Vss}=0 \mathrm{~V}\right)$

| Item | Symbol | Conditions | Min. | Typ. | Max. | Unit | Applicable pins |
| :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: |
| Supply voltage | Vdd | - | 3.0 | 3.3 | 3.6 | V | - |
| Input voltage 1 | VIH1 | CMOS input cell | 0.65Vdd | - | VdD | V | CLK2 |
|  | VIL1 |  | Vss | - | 0.25Vdd |  |  |
| Input voltage 2 | VIH2 | CMOS Schmitt trigger input cell | 0.8Vdd | - | Vdd | V | *1 |
|  | VIL2 |  | Vss | - | 0.2VdD |  |  |
| Input voltage 3 | VC (center level) | Low-amplitude differential input | $\begin{gathered} (\operatorname{VDD} \times \\ 0.606) \\ -0.1 \end{gathered}$ | $\begin{aligned} & \text { VDD } \times \\ & 0.606 \end{aligned}$ | $\begin{gathered} (\operatorname{VDD} \times \\ 0.606) \\ +0.1 \end{gathered}$ | V | CLK1P, <br> CLK1N |
|  | $\mathrm{VIH3}^{*}{ }^{\text {2 }}$ |  | VIL3 +0.3 | - | Vdd |  |  |
|  | VIL3*2 |  | Vss | - | VIH3 - 0.3 |  |  |
| Output voltage | VoH | $\mathrm{IOH}=-4 \mathrm{~mA}$ | VDD - 0.5 | - | VDD | V | All output pins |
|  | Vol | $\mathrm{loL}=4 \mathrm{~mA}$ | Vss | - | 0.4 |  |  |
| Current consumption | IDD | $\begin{aligned} & \text { CLK1 }=100 \mathrm{MHz} \\ & \text { VDD }=3.3 \mathrm{~V} \\ & \text { Output load }=30 \mathrm{pF} \end{aligned}$ | - | - | 150 | mA |  |

*1 Input pins other than those indicated in items of Input voltage 1 and Input voltage 3.
*2 $\mathrm{V}_{\mathrm{IH} 3}>$ (Maximum VC value) and VIL3 < (Minimum VC value).

AC Characteristics
(Topr $=-20$ to $\left.+75^{\circ} \mathrm{C}, \mathrm{VdD}=3.3 \pm 0.3 \mathrm{~V}, \mathrm{Vss}=0 \mathrm{~V}\right)$

| Item | Symbol | Applicable pins | Conditions | Min. | Typ. | Max. | Unit |
| :---: | :---: | :--- | :--- | :---: | :---: | :---: | :---: |
| Clock input cycle |  | CLK1P, CLK1N | - | 10 | - | - | ns |
|  |  | CLK2 | - | 20 | - | - | ns |
| Output rise/fall delay time |  | All output pins | CL $=30 \mathrm{pF}$ | - | - | 20 | ns |

## Timing Definition



Serial I/F Block AC Characteristics
$\left(\right.$ Topr $=-20$ to $\left.+75^{\circ} \mathrm{C}, \mathrm{VDD}=3.3 \pm 0.3 \mathrm{~V}, \mathrm{Vss}=0 \mathrm{~V}\right)$

| Item | Symbol | Min. | Typ. | Max. |
| :--- | :--- | :---: | :---: | :---: |
| SCTL1 setup time, activated by the rising edge of SCLK1 | tcs1 | $8 T^{* 3}$ | - | - |
| SCTL1 hold time, activated by the rising edge of SCLK1 | tch1 | $8 T$ | - | - |
| SDAT1 setup time, activated by the rising edge of SCLK1 | tds1 | $4 T$ | - | - |
| SDAT1 hold time, activated by the rising edge of SCLK1 | tdh1 | $4 T$ | - | - |
| SCLK1 pulse width | tw1 | $4 T$ | - | - |
| SCTL2 setup time, activated by the rising edge of SCLK2 | tcs2 | $8 T$ | - | - |
| SCTL2 hold time, activated by the rising edge of SCLK2 | tch2 | $8 T$ | - | - |
| SDAT2 setup time, activated by the rising edge of SCLK2 | tds2 | $4 T$ | - | - |
| SDAT2 hold time, activated by the rising edge of SCLK2 | tdh2 | $4 T$ | - | - |
| SCLK2 pulse width | $t w 2$ | $4 T$ | - | - |

*3 T: master clock (CLK1P, CLK1N) cycle [ns]

## Timing Definition



## Description of Operation

The internal operation of this IC is performed at $1 / 2$ the speed of the system master clock. Therefore, the input digital data must be demultiplexed to 1:2 as shown in the figure below. Also, the input clock can be either the master clock or the $1 / 2$ frequency-divided master clock. All internal arithmetic processing is performed in parallel, and the digital data is also output in the $1: 2$ demultiplexed state. The operation of this IC is described below.


## Description of Signal Processing Functions

The various signal processing functions are described below. Note that the coefficients used for each arithmetic operation are set through the serial I/F-1 and serial I/F-2 blocks. See the individual descriptions of the serial I/F-1 and serial I/F-2 blocks for a detailed description of these serial I/F blocks.

1) Gain block

This block performs multiplication. Multiplication is performed using the 8-bit data input to this IC and a 5-bit coefficient, and the upper 10 bits of the arithmetic results are output to the rear-end arithmetic block. The coefficient used during this arithmetic operation is set from outside the IC through the serial I/F-1 block.

2) Bright block

This block performs addition and subtraction. The 10-bit arithmetic results from the gain block, a 10-bit coefficient, and a 1 -bit code are used as the inputs. Addition is performed when the code $=0$, and subtraction when the code $=1$. However, when performing subtraction, set an arithmetic coefficient that is the twos complement of the number to be subtracted. Also, when the arithmetic results and the set code are such that the arithmetic results exceed 3 FFH or fall below 000 H , these results are fixed to 3 FFH or 000 H , respectively, and then output as 10 bits. The coefficient used during these arithmetic operations is set from outside the IC through the serial I/F-1 block.

3) Gamma block

This block performs gamma correction for the gain- and bright-adjusted signal. This block comprises a 10 -bit $\times$ 1024 word RAM, and the gamma correction curve can be set as desired. The results of this correction are output as 10 bits. The RAM data is set through the serial I/F-2 block during power-on. Note that RAM output is undetermined while data is set in this RAM. Therefore, the RAM data cannot be changed during arithmetic processing.


## 4) Limiter block

This block limits the output signal so that it does not exceed a certain range. The input signal is compared with the low-side limiter level L-LIM and high-side limiter level H-LIM coefficients by the comparator as shown in the figure below. The selector receives the comparator's arithmetic results and fixes the output to the L-LIM level when $\operatorname{IN} \leq$ L-LIM or to the H-LIM level when H-LIM $<\mathbb{I N}$. When L-LIM $<\mathbb{I N} \leq$ H-LIM, the input is output as is. Note that the two coefficients should constantly maintain the relationship L-LIM < H-LIM. Also, when L-LIM $=$ H -LIM $=000 \mathrm{H}$, limiter processing is not performed. The arithmetic coefficients are set through the serial I/F-1 block.


## 5) Black frame block

This block can perform processing to fix the blanking period of the video signal to the desired level regardless of the front-end signal processing results. This is effective when attempting to display a video signal which has been pixel-converted using a scan converter, etc., on a LCD panel or other display with a fixed number of pixels. If the number of pixels calculated from the effective period of the video signal to be displayed is less than the number of pixels of the display on which the signal is to be displayed, the blanking period of the video signal is displayed in the excess pixels. At this time, the displayed blanking period can be fixed to the desired level regardless of the gain, bright, gamma or other picture quality adjustment results by processing with this block.
This black frame processing is performed by switching the input data and the black frame black level data with the selector according to the select pulse generated by the counter and the timing generator. The black frame display range is set through the serial I/F-1 block. The horizontal direction can be set in 1 -dot units, and the vertical direction, in 1 -line units. Note that the 1 -dot unit for the horizontal direction is the 1 -dot units when viewed with the video signal displayed. Also, the black frame black level data can be set by 10 bits.


Sync Signal Input Pins (HD and VD) and Sync Signal Polarity Selection Pins (HDPOL and VDPOL)
Horizontal and vertical separate sync signals are input to the HD (Pin 17) and VD (Pin 18). The polarity of the input sync signals is set by the HDPOL (Pin 19) and VDPOL (Pin 21) as shown in the table below.

| Symbol | Setting | L |
| :--- | :--- | :--- |
| HDPOL | Positive polarity input | Negative polarity input |
| VDPOL | Positive polarity input | Negative polarity input |

## Master Clock Input Pins (CLK1P, CLK1N and CLK2), Clock Selection Pin (CLKSEL) and Clock Polarity Selection Pin (CLKPOL)

This IC does not have a built-in phase comparator, so phase comparison is performed externally and a phaseadjusted clock input. There are two sets of clock input pins, and either set may be used. CLK1P and CLK1N (Pins 24 and 25 ) input a small-amplitude differential input (center level 2.0 V , amplitude $\pm 0.4 \mathrm{~V}$ ) master clock. These pins can input a clock of up to 100 MHz (max.), and can interface with ECL and PECL. The CLK2 (Pin 26) inputs the $1 / 2$ frequency-divided master clock at CMOS level. This pin can input a clock of up to 50 MHz (max.). The various input functions are described below.

1) CLK input (CLKSEL = low)

CLK1P and CLK1N (Pins 24 and 25) input a small-amplitude differential clock. At this time, the clock input from CLK1P and CLK1N is selected by setting CLKSEL = low. The input clock is $1 / 2$ frequency divided inside the IC. This frequency-division circuit is reset at the edge of the HD pulse input from Pin 17. When HD is a negative polarity input, the circuit is reset at the falling edge, and when a positive polarity input, at the rising edge. Also, the phase of this $1 / 2$ frequency-divided clock with respect to the input clock can be selected by the CLKPOL setting. This simplified waveform is shown in the figure below.


Relationship between CLK1P input and internal MCLK (HD: negative polarity input, CLKSEL = low)
2) $1 / 2$ frequency-divided CLK input (CLKSEL = high)

CLK2 (Pin 26) inputs the $1 / 2$ frequency-divided CLK. At this time, the $1 / 2$ frequency-divided CLK input is selected by setting CLKSEL = high.

## Digital Data Input Pins (R1IN, R2IN, G1IN, G2IN, B1IN and B2IN)

These pins input digital data that has been demultiplexed to 1:2. The Red signal is input to R1IN (Pins 114 to 119, 122 and 123) and R2IN (Pins 124 to 129, 131 and 132), the Green signal to G1IN (Pins 133 to 138, 141 and 142) and G2IN (Pins 143 to 149 and 151), and the Blue signal to B1IN (Pins 152 to 159) and B2IN (Pins 2 to 9 ).

## Clock Output Pin (CLKOUT)

The internal master clock is output from the CLKOUT pin (Pin 28).

Digital Data Output Pins (R1OUT, R2OUT, G1OUT, G2OUT, B1OUT and B2OUT)
These pins output the arithmetic results data in the 1:2 demultiplexed state. The Red signal is output from R1OUT (Pins 91 to 99 and 101) and R2OUT (Pins 78,79 and 82 to 89), the Green signal from G1OUT (Pins 67 to 69 and 71 to 77 ) and G2OUT (Pins 55 to 58 and 61 to 66 ), and the Blue signal from B1OUT (Pins 44 to 49 and 51 to 54) and B2OUT (Pins 32 to 39, 42 and 43).

## Relationship Between Clock and Data I/O


(2) CLK input (CLKPOL = high)

(3) $1 / 2$ frequency-divided CLK input


## System Clear Pin (XCLR)

All internal circuits are initialized by setting the XCLR (Pin 29) low. Initialization should be performed during power-on.

## Serial Data Initial Setting Pin (PRE)

The coefficients set to each arithmetic block from the serial I/F blocks are initialized by setting the PRE (Pin 31) low. See the description of serial data for the initialized data.

## Serial I/F-1 Block

This block sets the coefficients for the arithmetic processing other than gamma correction. Data is input in 16bit units consisting of 4 address bits and 12 data bits as shown in the timing chart below, and the SDAT value is loaded at the rising edge of SCLK. Also, when initialization is performed using the PRE (Pin 31), this block sets each data to the default value.
The timing chart and data format when sending serial data are as follows.
When attempting to set data twice or more consecutively at the same address with the serial I/F-1 block, be sure to set data at a different address one time before setting the next data at the target address again. Addresses Dн and Ен can be used as the dummy address in these cases.


Data Format

| Address | Data |  |  |  |  |  |  |  |  |  | Setting contents |  |  |
| :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: | :--- | :--- |
| D15 to 12 | D11 | D10 | D9 | D8 | D7 | D6 | D5 | D4 | D3 | D2 | D1 | D0 |  |
| 0 | - | - | - | - | - | - | - | RG4 | RG3 | RG2 | RG1 | RG0 | Red gain |
| 1 | - | - | - | - | - | - | - | GG4 | GG3 | GG2 | GG1 | GG0 | Green gain |
| 2 | - | - | - | - | - | - | - | BG4 | BG3 | BG2 | BG1 | BG0 | Blue gain |
| 3 | - | RBF | RB9 | RB8 | RB7 | RB6 | RB5 | RB4 | RB3 | RB2 | RB1 | RB0 | Red bright |
| 4 | - | GBF | GB9 | GB8 | GB7 | GB6 | GB5 | GB4 | GB3 | GB2 | GB1 | GB0 | Green bright |
| 5 | - | BBF | BB9 | BB8 | BB7 | BB6 | BB5 | BB4 | BB3 | BB2 | BB1 | BB0 | Blue bright |
| 6 | - | - | LL9 | LL8 | LL7 | LL6 | LL5 | LL4 | LL3 | LL2 | LL1 | LL0 | Low-side limiter level |
| 7 | - | - | HL9 | HL8 | HL7 | HL6 | HL5 | HL4 | HL3 | HL2 | HL1 | HL0 | High-side limiter level |
| 8 | - | H1F10 | H1F9 | H1F8 | H1F7 | H1F6 | H1F5 | H1F4 | H1F3 | H1F2 | H1F1 | H1F0 | Horizontal black <br> frame range 1 |
| 9 | - | H2F10 | H2F9 | H2F8 | H2F7 | H2F6 | H2F5 | H2F4 | H2F3 | H2F2 | H2F1 | H2F0 | Horizontal black <br> frame range 2 |
| A | - | V1F10 | V1F9 | V1F8 | V1F7 | V1F6 | V1F5 | V1F4 | V1F3 | V1F2 | V1F1 | V1F0 | Vertical black frame <br> range 1 |
| B | - | V2F10 | V2F9 | V2F8 | V2F7 | V2F6 | V2F5 | V2F4 | V2F3 | V2F2 | V2F1 | V2F0 | Vertical black frame <br> range 2 |
| C | - | - | FB9 | FB8 | FB7 | FB6 | FB5 | FB4 | FB3 | FB2 | FB1 | FB0 | Black frame level |

Note) -: Don't care

The detailed setting contents are described below.
(a) Gain arithmetic coefficient setting

This sets the R, G and B gain arithmetic coefficients. Each coefficient can be set by 5 bits.
The default values are all 08H.

## (b) Bright arithmetic coefficient setting

This sets the R, $G$ and $B$ bright arithmetic coefficients. Each coefficient can be set by 11 bits. Within the coefficients, the 10 bits from D0 to D9 are the operand data when performing addition and subtraction, and D10 is the code bit. Addition is performed when the code bit $=0$, and subtraction when the code bit $=1$. At this time, set a twos complement for the operand data.
The default values are all 000h.
(c) Limiter arithmetic coefficient setting

This sets the low-side and high-side limiter arithmetic coefficients. Each coefficient can be set by 10 bits. When performing limiter processing, set the data so that the relationship $\mathrm{LL}<\mathrm{HL}$ is maintained at all times. Also, when 000 H is set for both LL and HL , this processing is not performed.
The default values are 000 H .

## (d) Black frame display range setting

This sets the black frame display range coefficients. Both the horizontal and vertical directions can be set by 11 bits.

The horizontal direction display range can be set in 1-dot units using the edge of the HD input as the reference. The reference is the falling edge when HD is a negative polarity input, and the rising edge when HD is a positive polarity input. When the master clock is CLK input, set the value of "display range -2 " for both H 1 F and H2F. When the master clock is $1 / 2$ frequency-divided CLK input, set the value of "display range" for both H1F and H2F.
The vertical direction display range can be set in 1-line units using the edge of the VD input as the reference. The reference is the falling edge when VD is a negative polarity input, and the rising edge when VD is a positive polarity input. Set the value of "display range" for both V1F and V2F.
When performing black frame processing, be sure to set a value other than 000 H for H1F, H2F, V1F and V2F. Also, it is not possible to set only the horizontal direction or the vertical direction.

And further, the black frame level coefficients can be set by 10bits.
The default values are all 000 H .


## Serial I/F-2 Block

Data is set in the gamma block RAM from this block. The RAM output values of this IC are undetermined during power-on. Therefore, be sure to set this data. The RAM have a 10 -bit $\times 1024$ word configuration. When setting data, set the data continuously from addresses 0 to 1023 of the R, G and B RAM.
The timing chart when sending serial data is as follows.

## Timing Chart



Data (10 bits) B address 1022
Data (10 bits) B address $1023 \longrightarrow$

## Application Circuit



Application circuits shown are typical examples illustrating the operation of the devices. Sony cannot assume responsibility for any problems arising out of the use of these circuits or for any infringement of third party patent and other right due to same.

160PIN QFP(PLASTIC)


| SONY CODE | QFP-160P-L021 |
| :--- | :---: |
| EIAJ CODE | QFP160-P-2828 |
| JEDEC CODE | - |

PACKAGE STRUCTURE

| PACKAGE MATERIAL | EPOXY RESIN |
| :--- | :--- |
| LEAD TREATMENT | SOLDER PLATING |
| LEAD MATERIAL | 42 ALLOY |
| PACKAGE MASS | 5.4 g |

