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4.13 Display Applications; 5 Practical and Performance Requirements of the Display Interface; 5.1 Introduction; 5.2 Practical Channel Capacity Requirements; 5.3 Compression; 5.4 Error Correction and Encryption; 5.5 Physical Channel Bandwidth; 5.6 Performance Concerns for Analog Connections; 5.6.1 Cable impedance; 5.6.2 Shielding and filtering; 5.6.3 Cable losses; 5.6.4 Cable termination
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6.8.3 Digital systems 7 Format and Timing Standards; 7.1 Introduction; 7.2 The Need for Image Format Standards; 7.3 The Need for Timing Standards; 7.4 Practical Requirements of Format and Timing Standards; 7.5 Format and Timing Standard Development; 7.6 An Overview of Display Format and Timing Standards; 7.7 Algorithms for Timings - The VESA GTF Standard; 8 Standards for Analog Video - Part I: Television; 8.1 Introduction; 8.2 Early Television Standards; 8.3 Broadcast Transmission Standards; 8.4 Closed-Circuit Video; The RS-170 and RS-343 Standards; 8.5 Color Television
8.6 NTSC Color Encoding

Sommario/riassunto

Display technology is evolving at an impressive rate with LCD and flat panel technologies gaining an increasing market share over traditional CRT display applications. Focusing on the development of new industry standards, this timely exposition of display systems and applications covers display timings, interfaces, specifications, measurement procedures and all forms of display control and identification. Reviews interface and graphics subsystem standards, including FPD (Flat Panel Display Interface), P&D (Plug and Display) and Intel's Digital Video Interface (DVI) Comp
