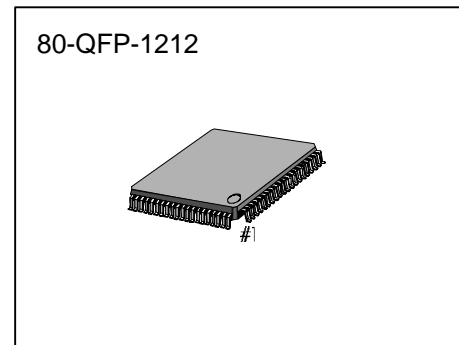


GENERAL DESCRIPTION

The KS7314 offers enlarged image through the zoom effect attained by horizontal and vertical interpolation of luminance and chrominance signal input supplied from CCD digital signal processor (KS7306) implemented by employing a 2nd generation electronic zoom IC which electronically enlarges the image picked up by the CCD of a camcorder. Besides, it provides a function of correcting wobble of camera holding hands, being coupled with the worked of a gyro-sensor, and a special effect function namely the mosaic mirror in addition.



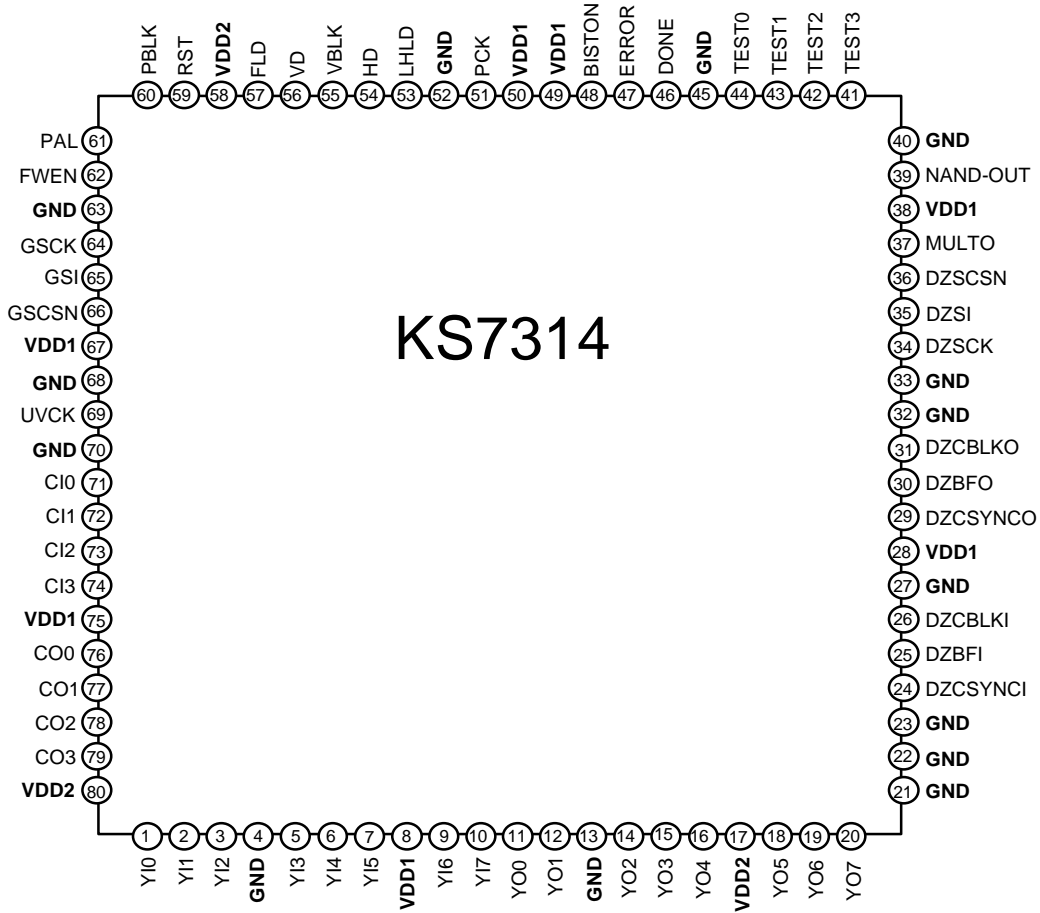
ORDERING INFORMATION

| Device | Package | Operating Temperature |
|--------|-------------|-----------------------|
| KS7314 | 80-QFP-1212 | 0 ~ +70°C |

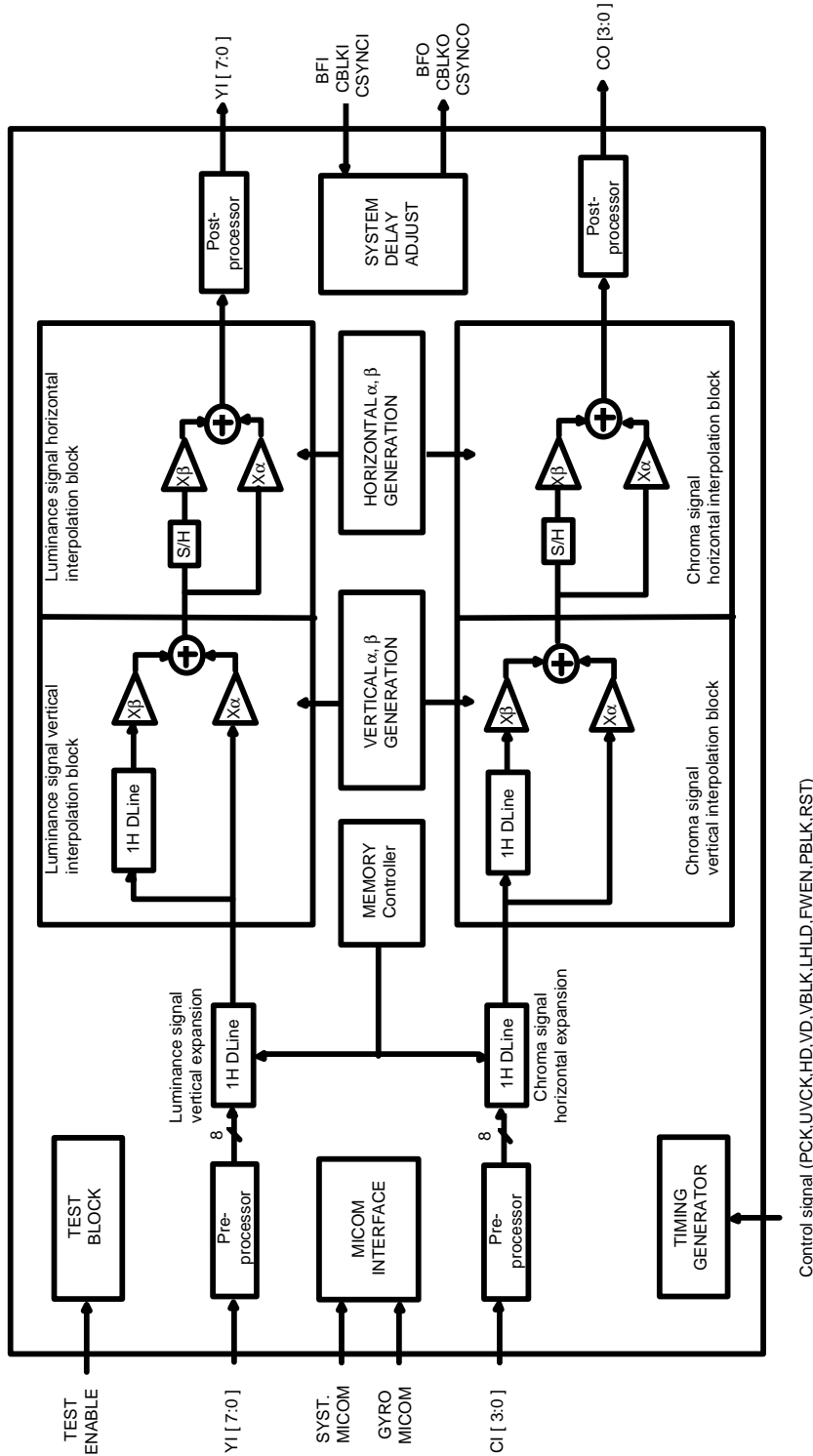
FEATURES

- 256 discrete zoom steps.
- Field memoriless zoom operation.
- Vertical image expansion and vertical interpolation by the control of a built-in 2H delay line.
- Zoom operation dependent upon Y, R-Y, B-Y signal input (Source Format → 4:1:1).
- Variable zoom ratio technology applicable to horizontal and vertical directions (Styling Effect):
- Correction of wobbling hand by the sub-pixels in vertical direction.
- Correction of wobbling hand in horizontal direction.
- Provision of special effects available:
 - . Horizontal mirror technology.
 - . Variable 16 mode mosaic block size technology. (Mosaic function available in EIS mode)
- Linear interpolation algorithm applied to both luminance and chroma signals in horizontal and vertical directions.
- Applicable to wide TV screen with 630,000 pixels.
- Applicable to world-wide models, of different systems like NTSC/PAL, HI8/NORMAL, and DVC.
- Electronic zoom ratio:
 - Expansion available upto four times (4×) maximum, and the more in horizontal zooming.
- Operable normally at 3.3 / 5.0 voltages.

PIN CONFIGURATION



BLOCK DIAGRAM



PIN DESCRIPTIONS

| No | Symbol | I/O | From / To | Description |
|----|-------------|----------|-----------|-----------------------------------|
| 1 | YI0 | I | DCP / | Luminance signal input |
| 2 | YI1 | I | DCP / | Luminance signal input |
| 3 | YI2 | I | DCP / | Luminance signal input |
| 4 | GND | G | - | Ground |
| 5 | YI3 | I | DCP/ | Luminance signal input |
| 6 | YI4 | I | DCP / | Luminance signal input |
| 7 | YI5 | I | DCP / | Luminance signal input |
| 8 | VDD1 | P | - | Power(3.3 V) |
| 9 | YI6 | I | DCP/ | Luminance signal input |
| 10 | YI7 | I | DCP / | Luminance signal input |
| 11 | YO0 | O | DCP / | Luminance signal output |
| 12 | YO1 | O | DCP / | Luminance signal output |
| 13 | GND | G | - | Ground |
| 14 | YO2 | O | DCP/ | Luminance signal output |
| 15 | YO3 | O | DCP / | Luminance signal output |
| 16 | YO4 | O | DCP / | Luminance signal output |
| 17 | VDD2 | P | - | Power(5.0 V) |
| 18 | YO5 | O | DCP/ | Luminance signal output |
| 19 | YO6 | O | DCP / | Luminance signal output |
| 20 | YO7 | O | DCP / | Luminance signal output |
| 21 | GND | G | - | Ground |
| 22 | GND | G | - | Ground |
| 23 | GND | G | - | Ground |
| 24 | DZCSYNC1 | I | DCP/ | CSYNC input for delay adjust |
| 25 | DZBFI | I | DCP / | Burst Flag input for delay adjust |
| 26 | DZCBLKI | I | DCP / | CBLK input for delay adjust |
| 27 | GND | G | - | Ground |
| 28 | VDD1 | P | - | Power(3.3 V) |
| 29 | DZCSYNCO | O | / DCP | Delayed CSYNC output |
| 30 | DZBFO | O | / DCP | Delayed BURST FLAG output |
| 31 | DZCBLKO | O | / DCP | Delayed CBLK output |

(Continued)

| No | Symbol | I/O | FROM / TO | Description |
|----|-------------|----------|-----------|---|
| 32 | GND | G | - | Ground |
| 33 | GND | G | - | Ground |
| 34 | DZSCK | I | S.MICOM / | System micom data sampling clock |
| 35 | DZSI | I | S.MICOM / | System micom data serial input |
| 36 | DZSCSN | I | S.MICOM / | System micom data enable Signal input |
| 37 | MUL-TO | O | - | Multiplier test output |
| 38 | VDD1 | P | - | Power(3.3 V) |
| 39 | NAND-OUT | O | - | NAND TREE TEST output |
| 40 | GND | G | - | Ground |
| 41 | TEST3 | I | - | Test signal input |
| 42 | TEST2 | I | - | Test signal input |
| 43 | TEST1 | I | - | Test signal input |
| 44 | TEST0 | I | - | Test signal input |
| 45 | GND | G | - | Ground |
| 46 | DONE | O | - | Memory bist end signal output |
| 47 | ERROR | O | - | Memory bist error signal input |
| 48 | BISTON | I | - | Memory bist enable signal input |
| 49 | VDD1 | P | - | Power(3.3 V) |
| 50 | VDD1 | P | - | Power(3.3 V) |
| 51 | PCK | I | TGM / | System clock |
| 52 | GND | G | - | Ground |
| 53 | LHLD | I | L | linememory hold signal input |
| 54 | HD | I | TEM / | Horizontal drive pulse input |
| 55 | VBLK | I | TGM / | Vertical blank signal input |
| 56 | VD | I | TGM / | Vertical drive pulse input |
| 57 | FLD | I | TGM / | Field selection signal input |
| 58 | VDD2 | P | - | Power(5.0 V) |
| 59 | RST | I | SYSTEM / | System reset signal input |
| 60 | PBLK | I | TEM / | Pre-blank Signal input for Linememory Reset |
| 61 | PAL | I | - | NTSC/PAL Signal input (PAL : High) |
| 62 | FWEN | I | TGM / | Linememory hold signal |

(Continued)

| No | Symbol | I/O | FROM / TO | Description |
|----|-------------|----------|-----------|---------------------------------------|
| 63 | GND | G | - | Ground |
| 64 | G SCK | I | G.MICOM / | Gyro micom data sampling clock |
| 65 | GSI | I | G.MICOM / | Gyro micom data serial input |
| 66 | GSCSN | I | G.MICOM / | Gyro micom data enable signal input |
| 67 | VDD1 | P | - | Power(3.3 V) |
| 68 | GND | G | - | Ground |
| 69 | UVCK | I | DCP / | Clock input for (R.Y)/(B-Y) judgement |
| 70 | GND | G | - | Ground |
| 71 | CI0 | I | DCP / | Chroma signal input |
| 72 | CI1 | I | DCP / | Chroma signal input |
| 73 | CI2 | I | DCP / | Chroma signal input |
| 74 | CI3 | I | DCP / | Chroma signal input |
| 75 | VDD1 | P | - | Power(3.3 V) |
| 76 | CO0 | O | DCP / | Chroma signal output |
| 77 | CO1 | O | DCP / | Chroma signal output |
| 78 | CO2 | O | DCP / | Chroma signal output |
| 79 | CO3 | O | DCP / | Chroma signal output |
| 80 | VDD2 | P | - | Power(5.0 V) |

FUNCTIONS OF BLOCKS

| Function Block | Function Performed |
|------------------------------------|---|
| LUMINANCE HORIZONTAL INTERPOLATION | Interpolates linearly of luminance signal in horizontal direction. |
| LUMINANCE VERTICAL INTERPOLATION | Interpolates linearly of luminance signal in vertical direction. |
| CHROMA HORIZONTAL INTERPOLATION | Interpolates linearly of chroma signal in horizontal direction. |
| CHROMA VERTICAL INTERPOLATION | Interpolates linearly of chroma signal in vertical direction. |
| HORIZONTAL COEFFICIENT GENERATION | Generates horizontal interpolation coefficient for luminance and chroma signals. |
| VERTICAL COEFFICIENT GENERATION | Generates EVEN/ODD field vertical interpolation coefficient for luminance and chroma signals. |
| LINE MEMORY CONTROLLER | Generates READ/WRITE ADDRESS for 1H DELAY LINE for horizontal image expansion and 1H delay line for vertical interpolation. |
| TIMING GENERATION | Generates time signals for controls. |
| MICOM INTERFACE | Decodes zoom/DVC/Special Effect mode. |
| GYRO MICOM INTERFACE | Decodes wobbling hand correction level signal. |

ABSOLUTE MAXIMUM RATINGS

| Characteristics | Symbol | Value | Unit |
|-----------------------|-----------|---------------------|------|
| Supply voltage | V_{DD} | -0.3 ~ +7.0 | V |
| Input voltage | V_I | -0.3 ~ $V_{DD}+0.3$ | V |
| Output voltage | V_O | -0.3 ~ $V_{DD}+0.3$ | V |
| Storage temperature | T_{STG} | -40 ~ +125 | °C |
| Operating temperature | TOPR | 0 ~ +70 | °C |
| Latch-up current | I_{LU} | 100 | mA |

ELECTRICAL CHARACTERISTICS

- DC

(T_{OPR} = 0 ~ +70°C)

| Characteristics | Symbol | Min | Typ | Max | Unit |
|--|-----------|--------------|-----|--------------|------|
| Operating voltage for Internal | V_{DD1} | 3.1 | 3.3 | 3.5 | V |
| Operating voltage for I/O cell | V_{DD2} | 4.75 | 5.0 | 5.25 | V |
| ground | V_{SS} | 0 | 0 | 0 | V |
| Input high voltage | V_{IH} | $0.7V_{DD2}$ | - | - | V |
| Input low voltage | V_{IL} | - | - | $0.3V_{DD2}$ | V |
| Operating current | I_{DD} | - | - | 100 | mA |
| Standby current | I_{DS} | - | - | 1 | mA |
| Output high voltage ($I_{OH} = -1mA$) | V_{OH} | 2.4 | - | - | V |
| Output low voltage ($I_{OL} = 1mA$) | V_{OL} | - | - | 0.4 | V |
| Input high leakage current($V_I = 0 \sim V_{DD}$) | I_{IH} | -10 | - | +10 | μA |
| Input low leakage Current($V_I = 0 \sim V_{DD}$) | I_{IL} | -10 | - | +10 | μA |

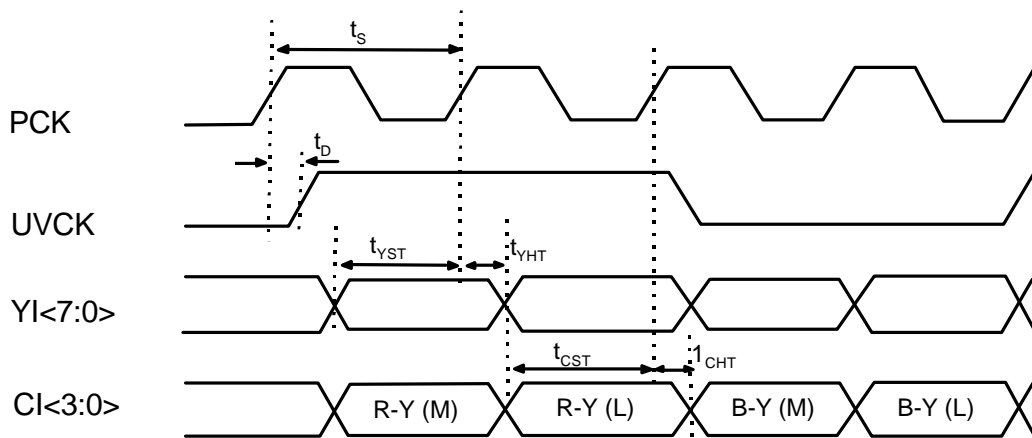
* VDD1 : Pin No 8, 28, 38, 49, 50, 67, 75

VDD2 : Pin No 17, 58, 80

- AC

(T_{OPR} = 0 ~ +70°C, t_s = 100ns)

| | Symbol | Min | Typ | Max | Unit |
|-----------------------|------------------|-----|-----|-----|------|
| YI Data setup time | t _{YST} | 25 | - | - | ns |
| YI Data hold time | t _{YHT} | 3 | - | - | |
| CI Data setup time | t _{CST} | 25 | - | - | |
| CI Data hold time | t _{CHT} | 3 | - | - | |
| UVCK clock delay time | t _D | 3 | - | 35 | |

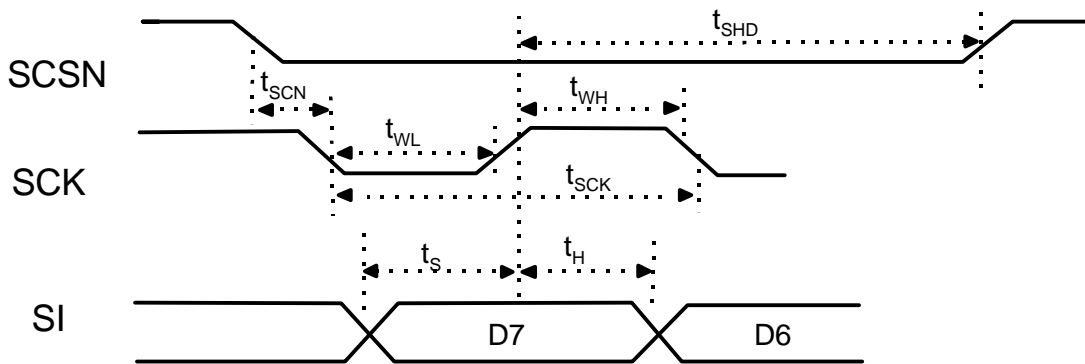


MICOM INTERFACE

1. NEC SYSTEM MICOM INTERFACE (PD78014)

Serial Port Timing Characteristics ($f_{CLK} = 12MHz$)

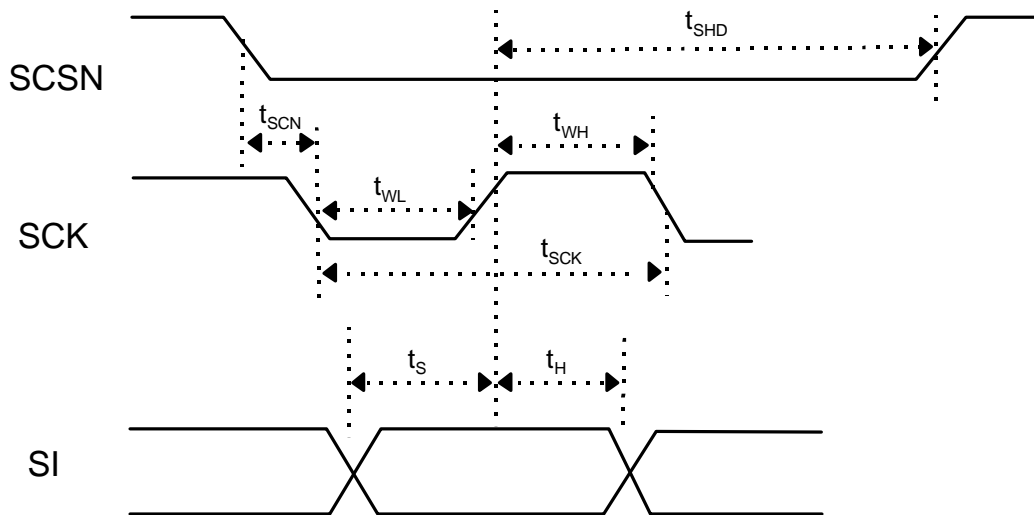
| Characteristics | Symbol | Min | Typ | Max | Unit |
|---|-----------------------|------|-----|-----|------|
| Serial port clock cycle time | t_{SCK} | 1300 | - | - | ns |
| Serial port clock high, low width | $t_{WH},$ t_{WL} | 556 | - | - | |
| Input data setup to clock rising edge | t_s | 30 | - | - | |
| Input data hold after clock rising edge | t_H | 30 | - | - | |
| SCSN setup time | t_{SCN} | 30 | | | |
| SCSN hold time | t_{SHD} | 30 | | | |



<Serial I/O Timing Diagram>

2.GYRO MICOM INTERFACE(CXD81120)

| Characteristics | Symbol | Min | Typ | Max | Unit |
|---|-----------------------|------|-----|-----|------|
| Serial port clock cycle time | t_{SCK} | 2000 | - | - | ns |
| Input data setup to clock rising edge | t_s | 30 | - | - | |
| Input data hold after clock rising edge | t | 30 | - | - | |
| Serial port clock high, low width | $t_{WH},$ t_{WL} | 700 | - | - | |
| SCSN Setup Time | t_{SCN} | 30 | - | - | |
| SCSN Hold Time | t_{SHD} | 30 | - | - | |



<Serial I/O Timing Diagram>

SYSTEM CONFIGURATION AND OPERATION

(Implementation of 2nd generation electronic zoom)

1. System blockconfiguration I (EIS+D.Zoom + Spec. Effect)

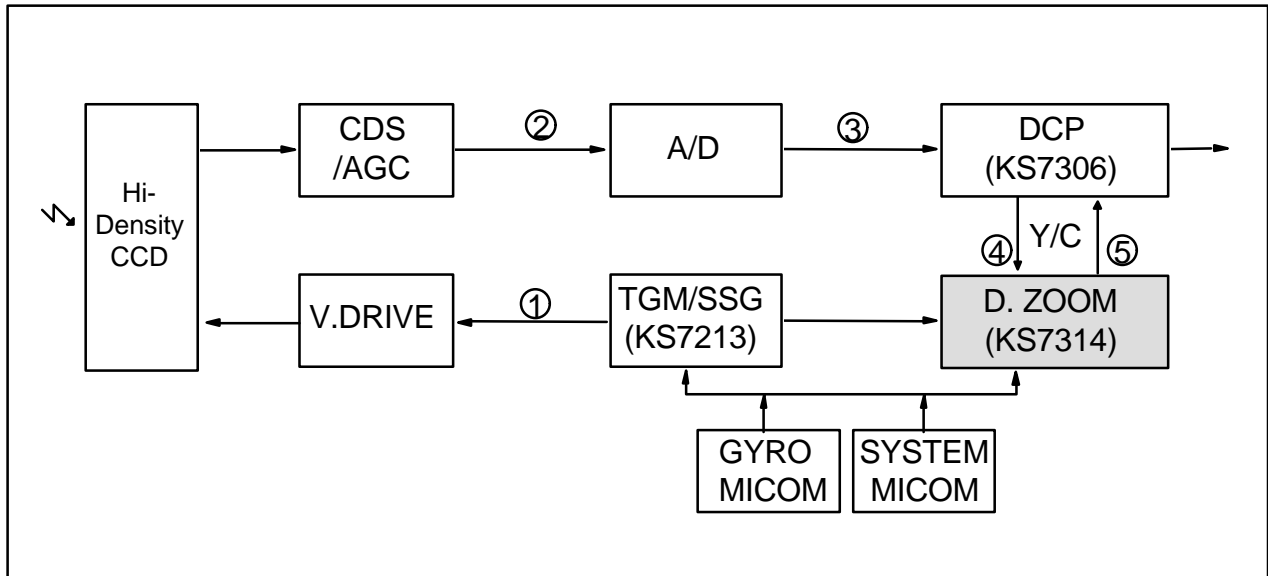


Fig.1 I/Electronic zoom 2nd generation applied camcorder camera system

The electronic zoom 2nd generation which enlarges images without using field memory performs electronic zooming process by means of image extension first and then the signal interpolation.

In the 1st process of image zooming, the vertical zooming is accomplished by the control of image data read-out pulse from CCD, and the generation of CCD read-out pulse is accomplished at TGM(KS7213) with the input of electronic zooming ratio data supplied from the System Micom.

The image being vertically extended for the electronic zooming is fed to DCP(KS7306) in its form of image as is extended only in vertical.

At the DCP(KS7306), image interpolation for the vertically zoomed image by NNI is first performed according to the line hold signal.

This is the process of removing blank data existing in between lines of a vertically zoomed image.

The image data first interpolated at the fed to the electronic zoom (KS7314).

The image input separated in luminance and chroma signals snapped in 4:1:1 from fed to the DCP is then processed for horizontal extension within the electronic zoom for the horizontal zooming. Horizontal extension is accomplished through the address control of line memory self-contained in the electronic zoom processor.

Then the image data first extended as such is interpolated in vertical and horizontal directions by the inner-interpolation function of electronic zoom processor. The discussion so far relates the functional process of the electronic zoom, and now the hand wobble correction is accomplished in the following manner. The hand wobble data of camcorder detected by the gyro-sensor and gyro-micom is fed to TGM for vertical compensation by lines and the vertical compensation is performed by the control of CCD read out pulse supplied by TGM. The image data readily compensated of vertical agitation by lines is then fed to the electronic zoom through DCP to perform horizontal correction of hand wobble through the use of the line memories for horizontal extension within electronic zoom. In other words, the correction of horizontal hand wobble is implemented by pixels with the use of read address of the line memories. The correction of hand wobble in vertical and horizontal detailed to sub-pixels is reflected in the creation of interpolation coefficient with which the interpolation is implemented.

For the horizontal wobble correction, a fixed ratio of electronic zooming needs to be maintained in the electronic zoom, and for the vertical wobble correction, employment of a high density CCD is required. The threshold for the correction of hand wobble is dependent upon the number of effective lines of the high density CCD and the horizontal zoom ratio of the electronic zoom.

2. System block configuration II (electronic zoom and special effect blocks)

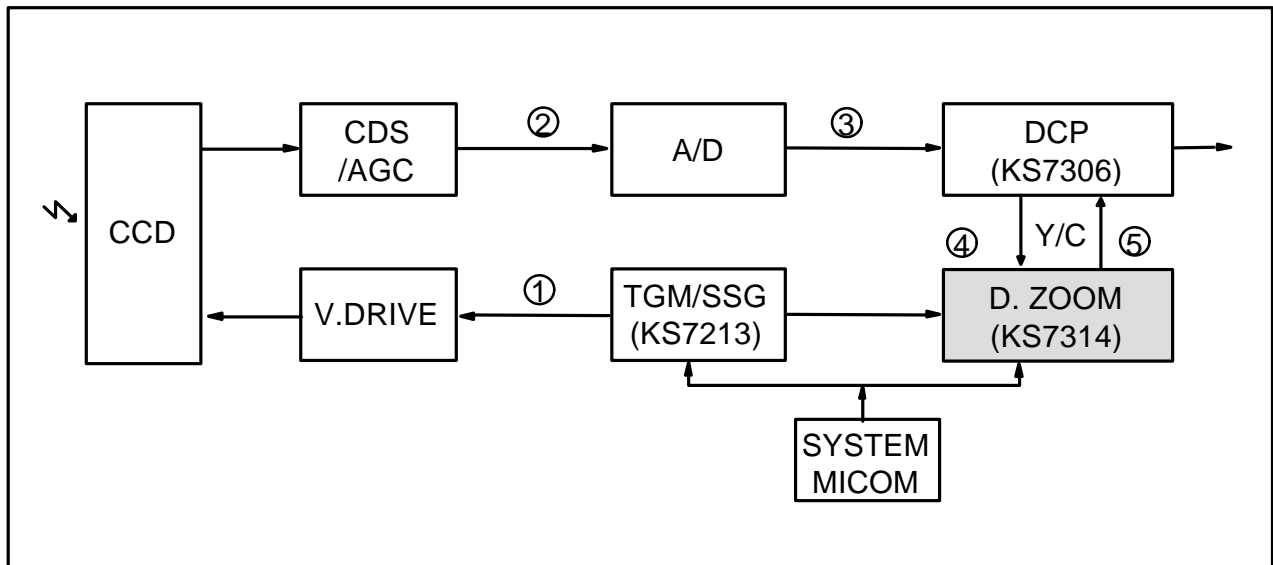


Fig. 2 Camcorder camera system of electronic zoom 2nd generation application

Fig. 2 above illustrates camcorder camera system with an electronic zoom function. The difference between the above system to the camcorder camera system with electronic zoom and hand wobble correction function is that, the former does not, for the attainment of image stability, employ high density CCD purposed for the vertical correction of hand wobble. The signal process system explained below and electronic zoom signal process system are identical to the one illustrated in Fig.1. As for this camcorder camera system, it is important that all aspect of signal processing needs to go through the electronic zoom process (KS7314) in reason that repetition of KS7314 chip enable/disable occurring at every time the electronic zoom turns to on/off would entail screen shift of the image. So to speak the screen shift occurs just so much as the electronic zoom processing delay develops. In order to compensate the electronic zoom system, the video data are delayed so much as the processing delay of electronic zoom using the synchronizing signal(burst flag, CBLK or CSYNC), and then passed to the signal processor(KS7306). The special effect is implemented in the following manner. The special effect data in serial format supplied from the system micom are first converted to parallel format and then the mirror effect in horizontal direction and the mosaic effect in vertical direction are implemented being controlled by the read address of line memories for horizontal expansion and the read/write enable signal while the mosaic effect in horizontal direction of achieved by the conversion of sampling frequency against the fully interpolated image data. In particular, the mosaic effect can also be achieved in EIS mode.

3. EIS / Systemmicom interface

| EIS MICOM INTERFACE | | TO | Remarks |
|--------------------------------|------------------|-----------------------|----------------|
| Level of horizontal hand whole | INTEGER | Digital Zoom (KS7314) | 2's Complement |
| | SUB-PIXEL OFFSET | Digital Zoom (KS7314) | 2's Complement |
| Level of vertical hand whole | INTEGER | TGM (KS7213) | 2's Complement |
| | SUB-PIXEL | TGM (KS7213) | 2's Complement |
| | SUB-PIXEL OFSET | Digital Zoom (KS7314) | Positive only |

Table 1. EIS micom interface

| SYSTEM MICOM INTERFACE | | TO | Remarks |
|--|------------------|--------------------------------------|--|
| Horizontal zoom Start Point | INTEGER | Digital Zoom (KS7314) | LINEMEMORY READ ADDRESS to decide |
| | SUB-PIXEL OFFSET | Digital Zoom (KS7314) | Entered into horizontal interpolation coefficient part |
| Horizontal electronic zoom | | Digital Zoom (KS7314) | Entered into horizontal interpolation coefficient part |
| Vertical zoom Start Point | INTEGER | TGM (KS7213) | CCD LINE SKIP to decide |
| | SUB-PIXEL OFFSET | TGM (KS7213) Digital ZOOM(ks7314) | Entered into vertical interpolation coefficient part |
| Vertical electronic zoom RATIO INVERSE | | TGM (KS7213) Digital Zoom(KS7314) | Generate line hold signal Vertical coefficient part |

Table 2. SYSTEM MICOM INTERFACE

Tables 1 and 2 summarise the interfacing data formats of EIS micom(Gyro micom) and system micom respectively. In EIS micom interfacing of Table 1, the data for horizontal hand tremble is supplied to KS7314. The default line skip level and vertical hand tremble level art not computed by EIS micom, but the line skip is determined finally by KS7213 after the operation of vertical hand tremble level data entries taken in the form of 2's complement. The vertical sub-pixel hand tremble level data are, however, converted to positive value before they are entered. In system micom interfacing of Table 2, the start point data of horizontal/vertical electronic zooming are computed by the following formulae and then transmitted to KS7314 and KS7213.

$$\begin{aligned} \text{Electronic zoom start point} &= \text{Width(or Height)} * (1-(1/\text{Zoom Ratio}))/2 \\ &= \text{Width(or Height)} * (\text{Elec. Zoom Step})/(2*256) \end{aligned}$$

where width or height represent the value of effective pixels of CCD and in case the high density CCD and FCM of EIS application are used, they then represent effective line output of high density CCD and effective pixel number respectively. The figure 256 standing in above formulae explains that each of pixel is divided in 256 parts for the electronic zooming. The electronic zoom ratio data are generated in the form of electronic zoom step for the horizontal element and electronic zoom ratio inverse for the vertical element.

4. KS7314 input video data format

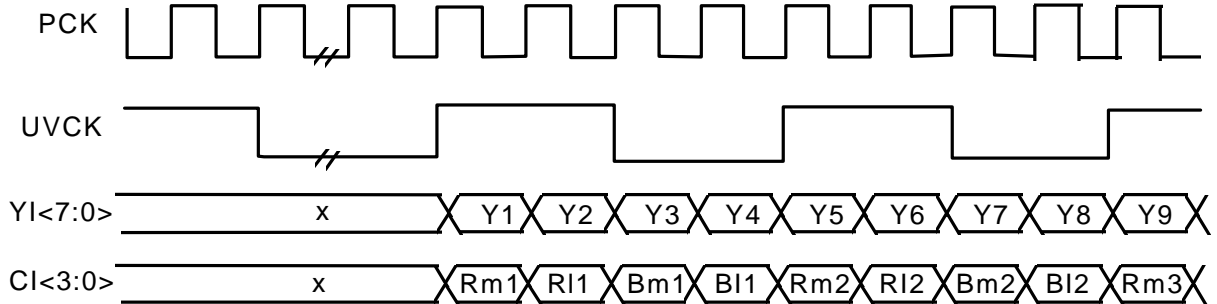
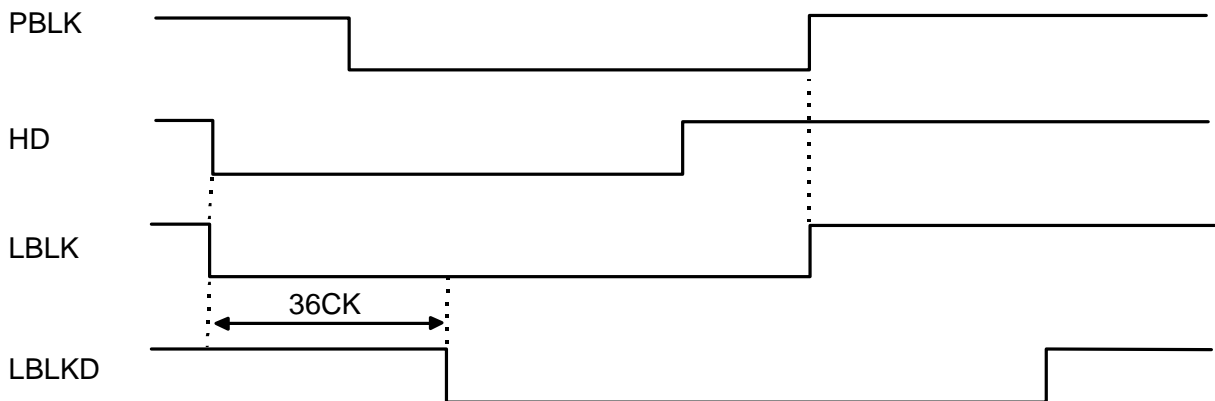


Fig. 3 Electronic zoom input video data format(4:1:1)

Fig. 3 illustrates video data format input to KS7314 fed from KS7306. The Luminance and chroma data are in 4:1:1 format and the chroma data are entered in sequence of (R-Y)LSB, (B-Y)MSB, and (B-Y) LSB. The UVCH signal distinguishes R-Y to B-Y. The LBLKO is the signal used to reset the counter during the process of generating READ/WRITE address of the line memory. And the duration in which LBLKO is at high level is the effective pixel section. KS7314 generates LBLK signal that is used as the counter reset signal of line memory address self-contained in the line memory address of KS7314. Considering that 28CK is developed during the process of effective data of KS7306, LBLK is delayed to create LBLKD for use as reset signal of line memory counter. The chroma input of 4 formation is restructured to 8 bit signal before the application to the interpolation.

5. Line memory reset signal (LBLK) generation



6. Vertical interpolation

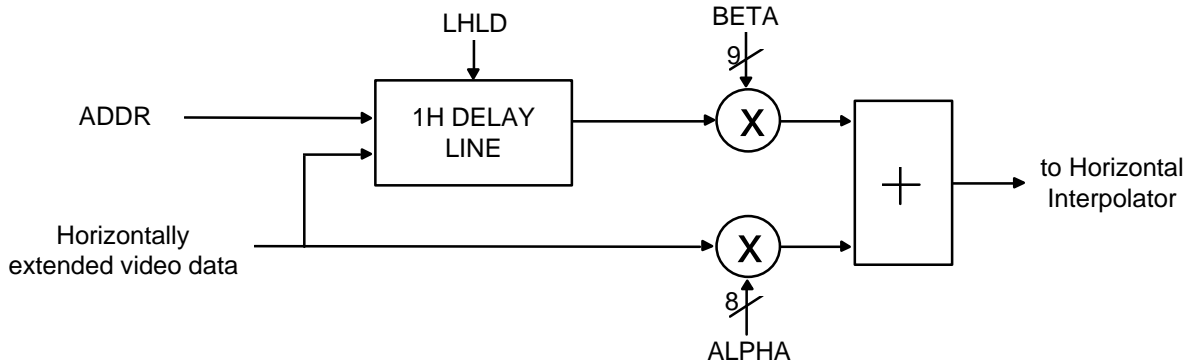


Fig. 4-1 Vertical interpolation circuit

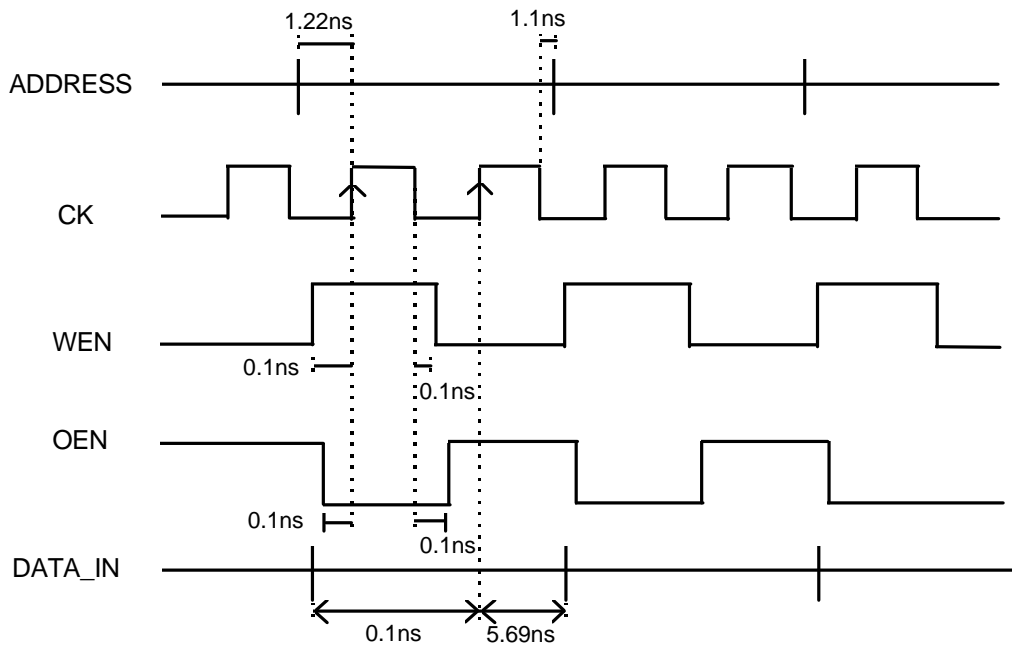


Fig. 4-2 H delay line timing specification for vertical interpolation application

Fig. 4-1 is the vertical interpolating circuit applicable to luminance and chroma signals both. The vertical video input data for the vertical interpolator is readily processed for horizontal video extension using the linememory at the former stage of luminance and chroma signal horizontal extender. In the vertical interpolation block, the interpolation coefficients Alpha and Beta generated by the vertical interpolating coefficient generator are applied in the interpolation operation.

Fig. 4-2 depicts 1H delay line timing specification applied to vertical interpolation. The function of read and write is performed in the method of read first and write second in 2 cycles of linememory clock. The AC timing above should be regarded as the minimum.

7. Horizontal interpolation procedure

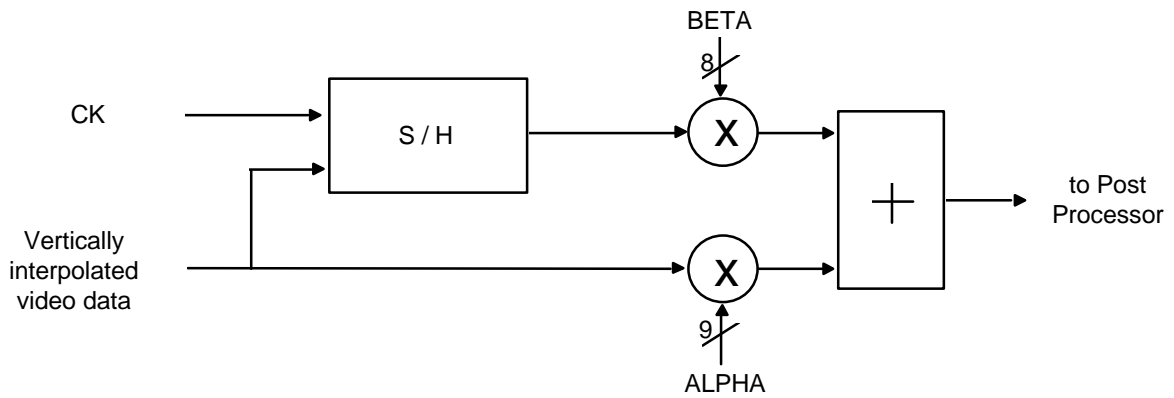


Fig. 5 Luminance signal horizontal interpolation circuit

Prior to the horizontal interpolation process, the video data are extended at the horizontal extension part and passed to the vertical interpolation part for vertical process and then entered into the horizontal interpolation part. The horizontal interpolation part is configured of luminance data horizontal interpolation part and chroma data horizontal interpolation part.

The chroma data are entered R-Y and B-Y components alternatively that the data are interpolated separately by the components before they are put to linear interpolation process.

8. Generation of interpolating coefficient

1) Generation of horizontal interpolating coefficient

| Data (zrd) supplied by micom | Interpol. Coeff.(α) | Interpol. Coeff.(β) | Zooming ratio($256/(256-ZRD)$) | Zoom Step. |
|---------------------------------|---------------------------------|--------------------------------|-------------------------------------|------------|
| 00000000 | 1 | 0 | x1 | 0 |
| 00000001 | 255/256 | 1/256 | 256/255 | 1 |
| : | : | : | : | : |
| 10000000 | 128/256 | 128/256 | x2 | 128 |
| : | : | : | : | : |
| 11000000 | 64/256 | 192/256 | x4 | 192 |

Table 3. Zoom ratio data(horizontal) supplied by the system micom

| Motion vector decimal | Interpolation coeff. (α) | Interpolation coeff. (β) |
|-----------------------|-----------------------------------|----------------------------------|
| 0.75 (11000000) | 192/256 | 64/256 |
| 0.5 (10000000) | 128/256 | 128/256 |
| 0.25 (01000000) | 64/256 | 192/256 |
| 0 (00000000) | 1 | 0 |

Table 4. Relation of EIS micom output decimals of horizontal hand tremble level to interpolation coefficient

Table 3 Illustrates the system micom transmission data(ZRD) for generation of horizontal interpolating coefficient for electronic zooming.

Table 4 Illustrates EIS micom transmission data for generation of interpolating coefficient for decimal level correction of hand trembles.

2) Generation of vertical interpolation coefficient

| Micom supplied data(ZMIV) | Interpolating coefficient(α) | Interpolating coefficient(β) | Zoom ratio (256/ZMIV) | ZOOM STEP |
|---------------------------|---------------------------------------|--------------------------------------|-----------------------|-----------|
| 00000000 | 0 | 1 | X1 | 0 |
| 11111111 | 255/256 | 1/256 | 256/255 | 1 |
| : | : | : | : | : |
| 10000000 | 128/256 | 128/256 | X2 | 128 |
| : | : | : | : | : |
| 01000000 | 64/256 | 192/256 | X4 | 192 |

Table 5. Zoom ratio inverse data(vertical) transmitted by system micom

| Zoom ratio data(ZMIV) | Interpolating coefficient(α) | Interpolating coefficient(β) |
|-----------------------|---|--------------------------------------|
| 0 | 0, 0, 0, 0, 0, ... | 1, 1, 1, 1, 1, ... |
| 255 | 0, 255/256, 254/256, 253/256, 252/256, .. | 1, 1/256, 2/256, 3/256, 4/256, .. |
| 254 | 0, 254/256, 252/256, 250/256, 248/256, .. | 1, 2/256, 4/256, 6/256, 8/256, .. |
| : | : | : |
| 128 | 0, 128/256, 0, 128/256, 0, ... | 1, 128/256, 1, 128/256, 1, ... |
| : | : | : |
| 64 | 0, 64/256, 128/256, 192/256, 0, .. | 1, 192/256, 128/256, 64/256, 1, .. |

Table 6. An example of generating vertical interpolating coefficient based on zoom ratio data

The data entered to vertical interpolating coefficient generation part consist of zoom ratio inverse data, and vertical sub-pixel hand tremble data supplied from EIS micom. The vertical interpolating coefficient is generated based on the above data.

The vertical sub-pixel hand tremble data supplied by EIS micom would look identical to what shown by Table 4 above. The vertical interpolating coefficient applies equally to luminance and chroma.

The vertical interpolating coefficient α and β responding to specific zoom ratio are tabulated in Table 6 above. Upon the entry of zoom ratio data, interpolation coefficient α , interpolation coefficient β is generated.

The interpolation coefficients showing on Table 3 are generated continuously and then zooming process is implemented after separate operation of the coefficient and the pixel data entered to the zoom processor.

9. Special effect I (Horizontal mirror effect)

Horizontal mirror effect is termed after the fact that the function offers symmetrical images siding by he upright axis in the center of screen just like a mirror reflection. The effect is achieved by the control of Read Address of 1H delay line used in the horizontal expansion of luminance and hue signals inside the zoom processor. Practically the function is implemented by means of counting the number of effective pixels in the image input to KS7314 and assign half the count as the horizontal mirror point and then perform control up/down of read address counter when read address is generated.

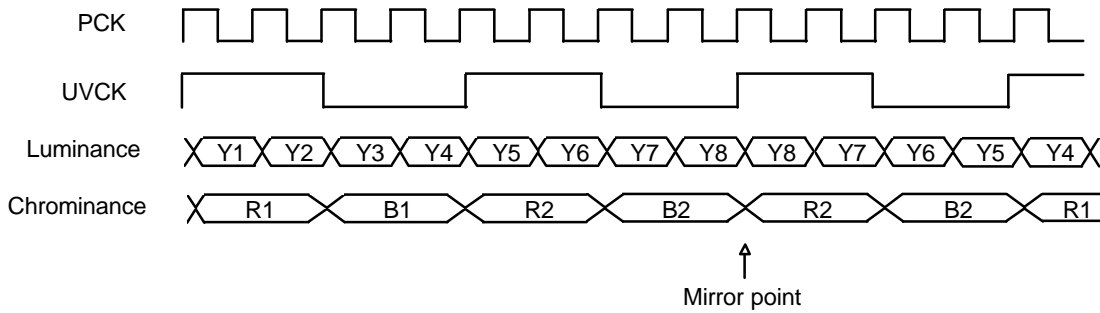


Fig. 6 Mirror read address timing diagram

10. Special effect II (Style)

The function allows image expansion in horizontal or vertical direction independently from each other. The supply of zoom ratio data from the micom separated in horizontal and vertical directions enables to stage such effect of an image.

In case the zoom ratio data from the micom specify 2 power in horizontal and single power in vertical direction, the zoom processor needs to perform interpolation only in horizontal direction. In this way an image of different magnification either in the horizontal or the vertical independently from each other is obtainable. The application of zoom ratio data separated in directions supplied by the micom to the circuit of the zoom processor where the horizontal and vertical interpolating coefficients are generated can implement the special effect function easily.

11. Special effect III (Mosaic)

The mosaic function offers the user an ability to form a set size of blocked area on screen to display the image with obscure outline. The room processor supports mosaic effect implemented in block sizes of 4×4, 8×8, 12×12, 16×16, . . . 60×60, 64×64 making 16 sizes altogether. To obtain mosaic effect, first decide on mosaic size and then fill out the block with uniform pixel value for every pixel in the block. The process should be performed according to luminance and chroma signals separately. As for the process of luminance signal, in order to maintain uniform brightness of pixels, take the first pixel value of most upper-left of the block as the representative value, and then replace all the rest of pixel values in the block. For the process of replacing all the pixel values with the representative value, first adapt the system clock to conform selected mosaic mode by means of demultiplying the clock by 4, 8, . . . 64 and use this demultiplied clock as the mosaic clock. The case of chroma signal is fairly complicated. Since the chroma signal alternates R-Y to B-Y by the clock, the luminance method can not be directly applied and that the adjustment of mosaic clock is necessary to maintain R-Y and B-Y chroma components. The replacement of vertical pixel value with the representative value can be achieved by read/write enable control of 1H delay line applied in horizontal expansion. In the vertical signal process for a mosaic, attention is invited to the fact that the standard TV screen comes separated in even and odd fields by interlaced scanning, signal process only in a half of that required in the horizontal process would be sufficient.

For example of a 8×8 mosaic mode, only 4 lines of mosaic video process vertical will display square mosaic block on screen.

And in the same manner, the mosaic process of luminance and chroma signals in vertical direction can be performed. In case of a vertical mosaic, the system delay in vertical direction may vary depending on the type of camcorder usage. That user may, in case of vertical mosaic operation, take the dummy data of black level appearing on the top side of the screen for the initial mosaic start line, and a symptom in which the black level on the top side would grow as the mosaic block size grows may develop. The system micom is, therefore, designed to be capable of controlling vertical mosaic start line in order to avoid such symptom. The mosaic function is enabled in EIS electronic image stabilizer mode of operation.

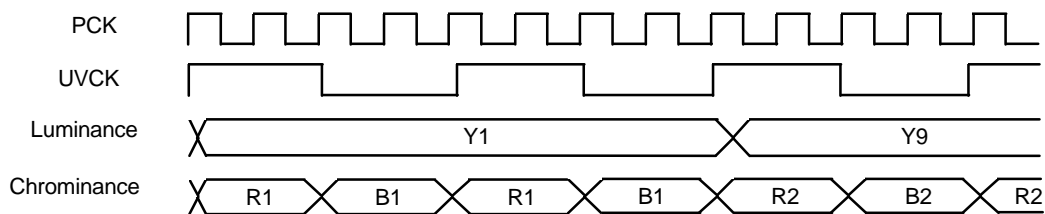


Fig. 7 Horizontal mosaic timing diagram (8×8 mosaic)

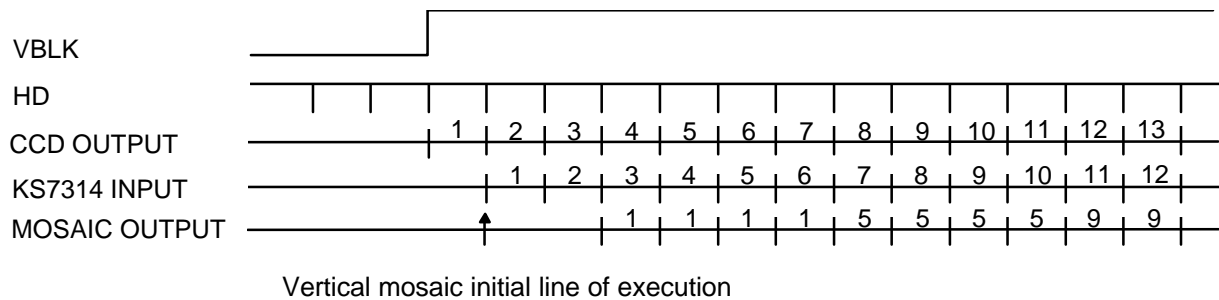


Fig. 8 Vertical mosaic timing diagram (8 x8 mosaic)

12. Digital video interface

KS7314 has a built-in DVC interface for application to digital video camcorders. In other words, the luminance and chroma signal output of KS7314 can be used as an input to DVC encoder, without the need of transmitting the output to KS7306 which is the signal processor. For this purpose, it is capable to adjust chroma signal timing in DVC mode against luminance signal and synchronization signal $\pm 8CK$ by the system clock unit. KS7314 takes input of DVC mode recognition signal and the delay adjustment value for the chroma signal, from the micom.

13. Delay adjust

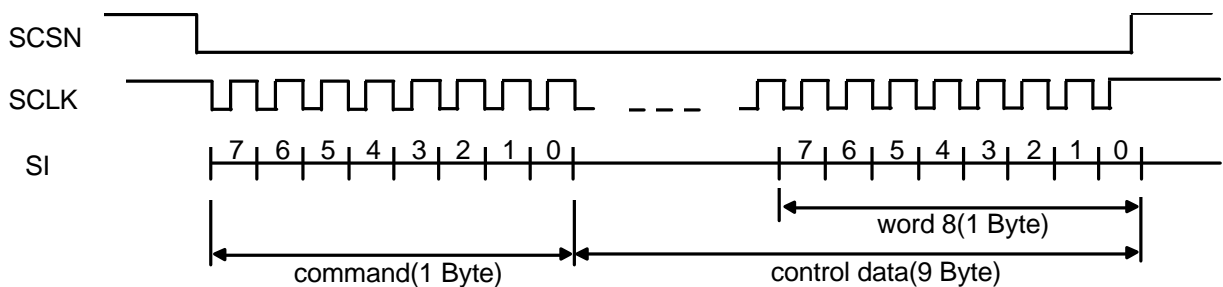
The processing delay developed in the process of electronic zooming should be compensated and the compensation can be achieved by delaying the signals related to active display of image as much time as the electronic zoom processing delay. Namely, the input of signals of CBLK, CSYNC, and CBF from the digital camera processor(DCP) is taken to process and then it is entered back to DCP. The vertical delay is not adjusted particularly in electronic zoom process now that PBLK is used in DCP as the line memory reset, the signal gets readily processed before the image effective pixel process and thus vertical delay is not considered. The electronic zoom processing delay ranges 20 system clock in total and it develops to 28 system clock for KS7314 in DVC mode.

REGISTER TABLE

1. Micom command register

| REG. Name | REGISTER DESCRIPTION | | | | | | | | | | | | | | | | | | | |
|--|--|------|-------------|-------------|------------|--------------|------|-------------|--------|-----------|---------|-------------|------------|-----------|--------|-------------|--------|-----------|------------|-------------|
| COMMAND (HEADER) | COMMAND REGISTER (HEADER) | | | | | | | | | | | | | | | | | | | |
| | <div style="display: flex; justify-content: space-between; width: 100%;"> 7 0 </div> <table border="1" style="margin: auto; width: 80%;"> <tr> <td style="width: 16.6%;">DZ</td> <td style="width: 16.6%;">EIS</td> <td style="width: 16.6%;">EFCT</td> <td style="width: 16.6%;">VADJ</td> <td style="width: 16.6%;">HADJ</td> <td style="width: 16.6%;">DVC</td> </tr> </table> | DZ | EIS | EFCT | VADJ | HADJ | DVC | | | | | | | | | | | | | |
| | DZ | EIS | EFCT | VADJ | HADJ | DVC | | | | | | | | | | | | | | |
| | MODE) | | | | | | | | | | | | | | | | | | | |
| | <table border="1" style="margin: auto; width: 80%;"> <thead> <tr> <th>DZ</th> <th>MODE</th> <th>EIS</th> <th>MODE</th> <th>EFCT</th> <th>MODE</th> </tr> </thead> <tbody> <tr> <td style="text-align: center;">0</td> <td>DZ OFF</td> <td style="text-align: center;">0</td> <td>EIS OFF</td> <td style="text-align: center;">0</td> <td>EFFECT OFF</td> </tr> <tr> <td style="text-align: center;">1</td> <td>D.ZOOM</td> <td style="text-align: center;">1</td> <td>EIS ON</td> <td style="text-align: center;">1</td> <td>EFFECET ON</td> </tr> </tbody> </table> | DZ | MODE | EIS | MODE | EFCT | MODE | 0 | DZ OFF | 0 | EIS OFF | 0 | EFFECT OFF | 1 | D.ZOOM | 1 | EIS ON | 1 | EFFECET ON | |
| | DZ | MODE | EIS | MODE | EFCT | MODE | | | | | | | | | | | | | | |
| 0 | DZ OFF | 0 | EIS OFF | 0 | EFFECT OFF | | | | | | | | | | | | | | | |
| 1 | D.ZOOM | 1 | EIS ON | 1 | EFFECET ON | | | | | | | | | | | | | | | |
| <table border="1" style="margin: auto; width: 80%;"> <thead> <tr> <th>VADJ</th> <th>MODE</th> <th>HADJ</th> <th>MODE</th> </tr> </thead> <tbody> <tr> <td style="text-align: center;">0 0</td> <td>2 H DELAY</td> <td style="text-align: center;">0 0</td> <td>32 CK DELAY</td> </tr> <tr> <td style="text-align: center;">0 1</td> <td>3 H DELAY</td> <td style="text-align: center;">0 1</td> <td>36 CK DELAY</td> </tr> <tr> <td style="text-align: center;">1 0</td> <td>4 H DELAY</td> <td style="text-align: center;">1 0</td> <td>40 CK DELAY</td> </tr> <tr> <td style="text-align: center;">1 1</td> <td>5 H DELAY</td> <td style="text-align: center;">1 1</td> <td>44 CK DELAY</td> </tr> </tbody> </table> | VADJ | MODE | HADJ | MODE | 0 0 | 2 H DELAY | 0 0 | 32 CK DELAY | 0 1 | 3 H DELAY | 0 1 | 36 CK DELAY | 1 0 | 4 H DELAY | 1 0 | 40 CK DELAY | 1 1 | 5 H DELAY | 1 1 | 44 CK DELAY |
| VADJ | MODE | HADJ | MODE | | | | | | | | | | | | | | | | | |
| 0 0 | 2 H DELAY | 0 0 | 32 CK DELAY | | | | | | | | | | | | | | | | | |
| 0 1 | 3 H DELAY | 0 1 | 36 CK DELAY | | | | | | | | | | | | | | | | | |
| 1 0 | 4 H DELAY | 1 0 | 40 CK DELAY | | | | | | | | | | | | | | | | | |
| 1 1 | 5 H DELAY | 1 1 | 44 CK DELAY | | | | | | | | | | | | | | | | | |
| <table border="1" style="margin: auto; width: 60%;"> <thead> <tr> <th>DVC</th> <th>MODE</th> </tr> </thead> <tbody> <tr> <td style="text-align: center;">0</td> <td>NORMAL ZOOM</td> </tr> <tr> <td style="text-align: center;">1</td> <td>ZOOM for DVC</td> </tr> </tbody> </table> | DVC | MODE | 0 | NORMAL ZOOM | 1 | ZOOM for DVC | | | | | | | | | | | | | | |
| DVC | MODE | | | | | | | | | | | | | | | | | | | |
| 0 | NORMAL ZOOM | | | | | | | | | | | | | | | | | | | |
| 1 | ZOOM for DVC | | | | | | | | | | | | | | | | | | | |
| | <p>notes) VADJ : VBLK DELAY ADJUST HADJ : LBLK DEALY ADJUST Possible synchronous realization of Mosaic and EIS Impossible synchronous realization of Mirror and D.Zoom</p> | | | | | | | | | | | | | | | | | | | |

Note) System micom interface timing



2. System Micom Register Table

1) Zoom register table

| | REG. Name | REGISTER DESCRIPTION | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
|------------------|-----------------|---|----|-----|-----|-----|-----|---------|--|---|------|---|---|---|-----|-----|-----|-----|------|-----------------|------|---|------|-------------|---|------|--------------|---|------|--------------|---|------|--------------|---|------|--------------|---|------|--------------|---|------|--------------|---|------|--------------|---|------|--------------|---|------|--------------|---|------|--------------|---|------|--------------|---|------|--------------|---|------|--------------|---|------|--------------|---|------|--------------|---|------|--------------|
| WORD 0 | HZOOM (ZRD) | HORIZONTAL ZOOM STEP. (0 ~ 192 : X 1 ~ X 4) | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| WORD 1 | VZOOM (ZMIV) | VERTICAL ZOOM STEP. (256 ~ 64 : X 1 ~ X 4) | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| WORD 2 WORD 3 | HSP | HORIZONTAL START READ ADDRESS.(16 BIT) <div style="text-align: center;"> <table style="margin: auto;"> <tr> <td style="text-align: center;">15</td> <td style="text-align: center;">9</td> <td style="text-align: center;">8</td> <td style="text-align: center;">0</td> </tr> <tr> <td style="border: 1px solid black; width: 60px; text-align: center;">0</td> <td colspan="3" style="border: 1px solid black; text-align: center;">0 ~ 511</td> </tr> </table> </div> | 15 | 9 | 8 | 0 | 0 | 0 ~ 511 | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| 15 | 9 | 8 | 0 | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| 0 | 0 ~ 511 | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| WORD 4 | HSUB | HORIZONTAL ZOOM START SUB PIXEL. (0 ~ 255) | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| WORD 5 | VOFFO | VERTICAL ZOOM START SUB PIXEL ODD FIELD (0~255) | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| WORD 6 | VOFFE | VERTICAL ZOOM START SUB PIXEL EVEN FIELD (0~255) | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| WORD 7 | DVC_DLY | <p style="text-align: center;">DELAY ADJUST(2's COMPLEMENT) for DVC</p> <table style="margin: auto; border-collapse: collapse;"> <tr> <td style="text-align: center;">7</td> <td></td> <td></td> <td></td> <td></td> <td></td> <td></td> <td style="text-align: center;">0</td> </tr> <tr> <td style="border: 1px solid black; text-align: center;">SIGN</td> <td style="border: 1px solid black; text-align: center;">X</td> <td style="border: 1px solid black; text-align: center;">X</td> <td style="border: 1px solid black; text-align: center;">X</td> <td style="border: 1px solid black; text-align: center;">DL3</td> <td style="border: 1px solid black; text-align: center;">DL2</td> <td style="border: 1px solid black; text-align: center;">DL1</td> <td style="border: 1px solid black; text-align: center;">DL0</td> </tr> </table> <table border="1" style="margin: auto; border-collapse: collapse; width: 100%;"> <thead> <tr> <th style="width: 10%;">SIGN</th> <th style="width: 40%;">DL3 DL2 DL1 DL0</th> <th style="width: 50%;">MODE</th> </tr> </thead> <tbody> <tr><td style="text-align: center;">0</td><td style="text-align: center;">0000</td><td style="text-align: center;">0 PCK DELAY</td></tr> <tr><td style="text-align: center;">0</td><td style="text-align: center;">0001</td><td style="text-align: center;">+1 PCK DELAY</td></tr> <tr><td style="text-align: center;">0</td><td style="text-align: center;">0010</td><td style="text-align: center;">+2 PCK DELAY</td></tr> <tr><td style="text-align: center;">0</td><td style="text-align: center;">0011</td><td style="text-align: center;">+3 PCK DELAY</td></tr> <tr><td style="text-align: center;">0</td><td style="text-align: center;">0100</td><td style="text-align: center;">+4 PCK DELAY</td></tr> <tr><td style="text-align: center;">0</td><td style="text-align: center;">0101</td><td style="text-align: center;">+5 PCK DELAY</td></tr> <tr><td style="text-align: center;">0</td><td style="text-align: center;">0110</td><td style="text-align: center;">+6 PCK DELAY</td></tr> <tr><td style="text-align: center;">0</td><td style="text-align: center;">0111</td><td style="text-align: center;">+7 PCK DELAY</td></tr> <tr><td style="text-align: center;">0</td><td style="text-align: center;">1000</td><td style="text-align: center;">+8 PCK DELAY</td></tr> <tr><td style="text-align: center;">1</td><td style="text-align: center;">1000</td><td style="text-align: center;">-8 PCK DELAY</td></tr> <tr><td style="text-align: center;">1</td><td style="text-align: center;">1001</td><td style="text-align: center;">-7 PCK DELAY</td></tr> <tr><td style="text-align: center;">1</td><td style="text-align: center;">1010</td><td style="text-align: center;">-6 PCK DELAY</td></tr> <tr><td style="text-align: center;">1</td><td style="text-align: center;">1011</td><td style="text-align: center;">-5 PCK DELAY</td></tr> <tr><td style="text-align: center;">1</td><td style="text-align: center;">1100</td><td style="text-align: center;">-4 PCK DELAY</td></tr> <tr><td style="text-align: center;">1</td><td style="text-align: center;">1101</td><td style="text-align: center;">-3 PCK DELAY</td></tr> <tr><td style="text-align: center;">1</td><td style="text-align: center;">1110</td><td style="text-align: center;">-2 PCK DELAY</td></tr> <tr><td style="text-align: center;">1</td><td style="text-align: center;">1111</td><td style="text-align: center;">-1 PCK DELAY</td></tr> </tbody> </table> | 7 | | | | | | | 0 | SIGN | X | X | X | DL3 | DL2 | DL1 | DL0 | SIGN | DL3 DL2 DL1 DL0 | MODE | 0 | 0000 | 0 PCK DELAY | 0 | 0001 | +1 PCK DELAY | 0 | 0010 | +2 PCK DELAY | 0 | 0011 | +3 PCK DELAY | 0 | 0100 | +4 PCK DELAY | 0 | 0101 | +5 PCK DELAY | 0 | 0110 | +6 PCK DELAY | 0 | 0111 | +7 PCK DELAY | 0 | 1000 | +8 PCK DELAY | 1 | 1000 | -8 PCK DELAY | 1 | 1001 | -7 PCK DELAY | 1 | 1010 | -6 PCK DELAY | 1 | 1011 | -5 PCK DELAY | 1 | 1100 | -4 PCK DELAY | 1 | 1101 | -3 PCK DELAY | 1 | 1110 | -2 PCK DELAY | 1 | 1111 | -1 PCK DELAY |
| 7 | | | | | | | 0 | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| SIGN | X | X | X | DL3 | DL2 | DL1 | DL0 | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| SIGN | DL3 DL2 DL1 DL0 | MODE | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| 0 | 0000 | 0 PCK DELAY | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| 0 | 0001 | +1 PCK DELAY | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| 0 | 0010 | +2 PCK DELAY | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| 0 | 0011 | +3 PCK DELAY | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| 0 | 0100 | +4 PCK DELAY | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| 0 | 0101 | +5 PCK DELAY | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| 0 | 0110 | +6 PCK DELAY | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| 0 | 0111 | +7 PCK DELAY | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| 0 | 1000 | +8 PCK DELAY | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| 1 | 1000 | -8 PCK DELAY | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| 1 | 1001 | -7 PCK DELAY | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| 1 | 1010 | -6 PCK DELAY | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| 1 | 1011 | -5 PCK DELAY | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| 1 | 1100 | -4 PCK DELAY | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| 1 | 1101 | -3 PCK DELAY | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| 1 | 1110 | -2 PCK DELAY | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| 1 | 1111 | -1 PCK DELAY | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |

2) Effect register table

| | REG. Name | REGISTER DESCRIPTION | | | | | | | | | | | | | | | | | | | | |
|--|-------------------|---|-------|------|---|------------|--------|--------------|---|--------------|----|----------------|----|----------------|-----|-----|----|----------------|----|----------------|-----|-------------------|
| WORD 8 | EFFECT | <table border="1" style="margin-left: auto; margin-right: auto;"> <tr> <td style="text-align: center;">7</td> <td style="text-align: center;">6</td> <td style="text-align: center;">0</td> </tr> <tr> <td style="text-align: center;">MIRROR</td> <td colspan="2" style="text-align: center;">MOSAIC</td> </tr> </table> | 7 | 6 | 0 | MIRROR | MOSAIC | | | | | | | | | | | | | | | |
| | | 7 | 6 | 0 | | | | | | | | | | | | | | | | | | |
| MIRROR | MOSAIC | | | | | | | | | | | | | | | | | | | | | |
| MODE) | | | | | | | | | | | | | | | | | | | | | | |
| <table border="1" style="margin-left: auto; margin-right: auto;"> <thead> <tr> <th>VALUE</th> <th>MODE</th> </tr> </thead> <tbody> <tr> <td style="text-align: center;">0</td> <td style="text-align: center;">MOSAIC OFF</td> </tr> <tr> <td style="text-align: center;">4</td> <td style="text-align: center;">4 X 4 MOSAIC</td> </tr> <tr> <td style="text-align: center;">8</td> <td style="text-align: center;">8 X 8 MOSAIC</td> </tr> <tr> <td style="text-align: center;">12</td> <td style="text-align: center;">12 X 12 MOSAIC</td> </tr> <tr> <td style="text-align: center;">16</td> <td style="text-align: center;">16 X 16 MOSAIC</td> </tr> <tr> <td style="text-align: center;">...</td> <td style="text-align: center;">...</td> </tr> <tr> <td style="text-align: center;">60</td> <td style="text-align: center;">60 X 60 MOSAIC</td> </tr> <tr> <td style="text-align: center;">64</td> <td style="text-align: center;">64 X 64 MOSAIC</td> </tr> <tr> <td style="text-align: center;">128</td> <td style="text-align: center;">Horizontal MIRROR</td> </tr> </tbody> </table> | | | VALUE | MODE | 0 | MOSAIC OFF | 4 | 4 X 4 MOSAIC | 8 | 8 X 8 MOSAIC | 12 | 12 X 12 MOSAIC | 16 | 16 X 16 MOSAIC | ... | ... | 60 | 60 X 60 MOSAIC | 64 | 64 X 64 MOSAIC | 128 | Horizontal MIRROR |
| VALUE | MODE | | | | | | | | | | | | | | | | | | | | | |
| 0 | MOSAIC OFF | | | | | | | | | | | | | | | | | | | | | |
| 4 | 4 X 4 MOSAIC | | | | | | | | | | | | | | | | | | | | | |
| 8 | 8 X 8 MOSAIC | | | | | | | | | | | | | | | | | | | | | |
| 12 | 12 X 12 MOSAIC | | | | | | | | | | | | | | | | | | | | | |
| 16 | 16 X 16 MOSAIC | | | | | | | | | | | | | | | | | | | | | |
| ... | ... | | | | | | | | | | | | | | | | | | | | | |
| 60 | 60 X 60 MOSAIC | | | | | | | | | | | | | | | | | | | | | |
| 64 | 64 X 64 MOSAIC | | | | | | | | | | | | | | | | | | | | | |
| 128 | Horizontal MIRROR | | | | | | | | | | | | | | | | | | | | | |

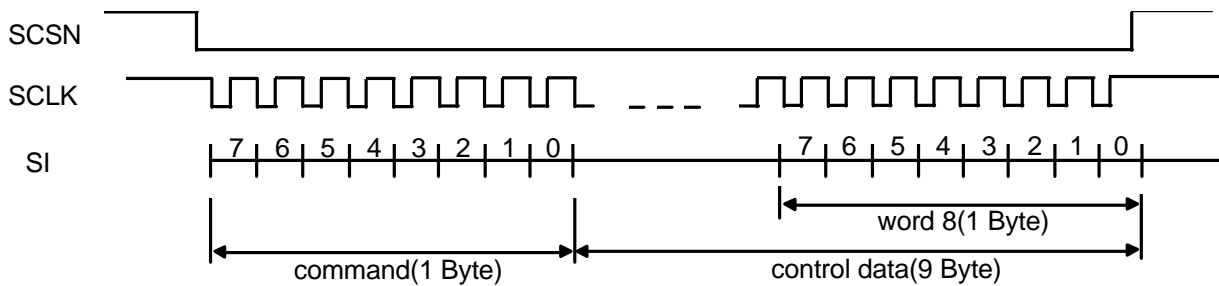
| COMMAND REGISTER | CONTROL DATA REGISTER |
|------------------|--|
| 1 1 1 X X X X 0 | D.ZOOM / EIS / MOSAIC ON (Non-DVC Mode) |
| 0 0 1 X X X X 0 | EFFECT ON (MIRROR / MOSAIC) (Non-DVC Mode) |
| 0 1 0 X X X X 0 | EIS ON (Non-DVC Mode) |
| 1 0 0 X X X X 0 | D.ZOOM ON (Non-DVC Mode) |
| 1 1 0 X X X X 0 | D.ZOOM / EIS ON (Non-DVC Mode) |
| 1 1 1 X X X X 1 | D.ZOOM / EIS / MOSAIC ON (DVC Mode) |
| 0 0 1 X X X X 1 | EFFECT ON (MIRROR / MOSAIC) (DVC Mode) |
| 0 1 0 X X X X 1 | EIS ON (DVC Mode) |
| 1 0 0 X X X X 1 | D.ZOOM ON (DVC Mode) |
| 1 1 0 X X X X 1 | D.ZOOM / EIS ON (DVC Mode) |

3. Gyro micom register table (2's complement)

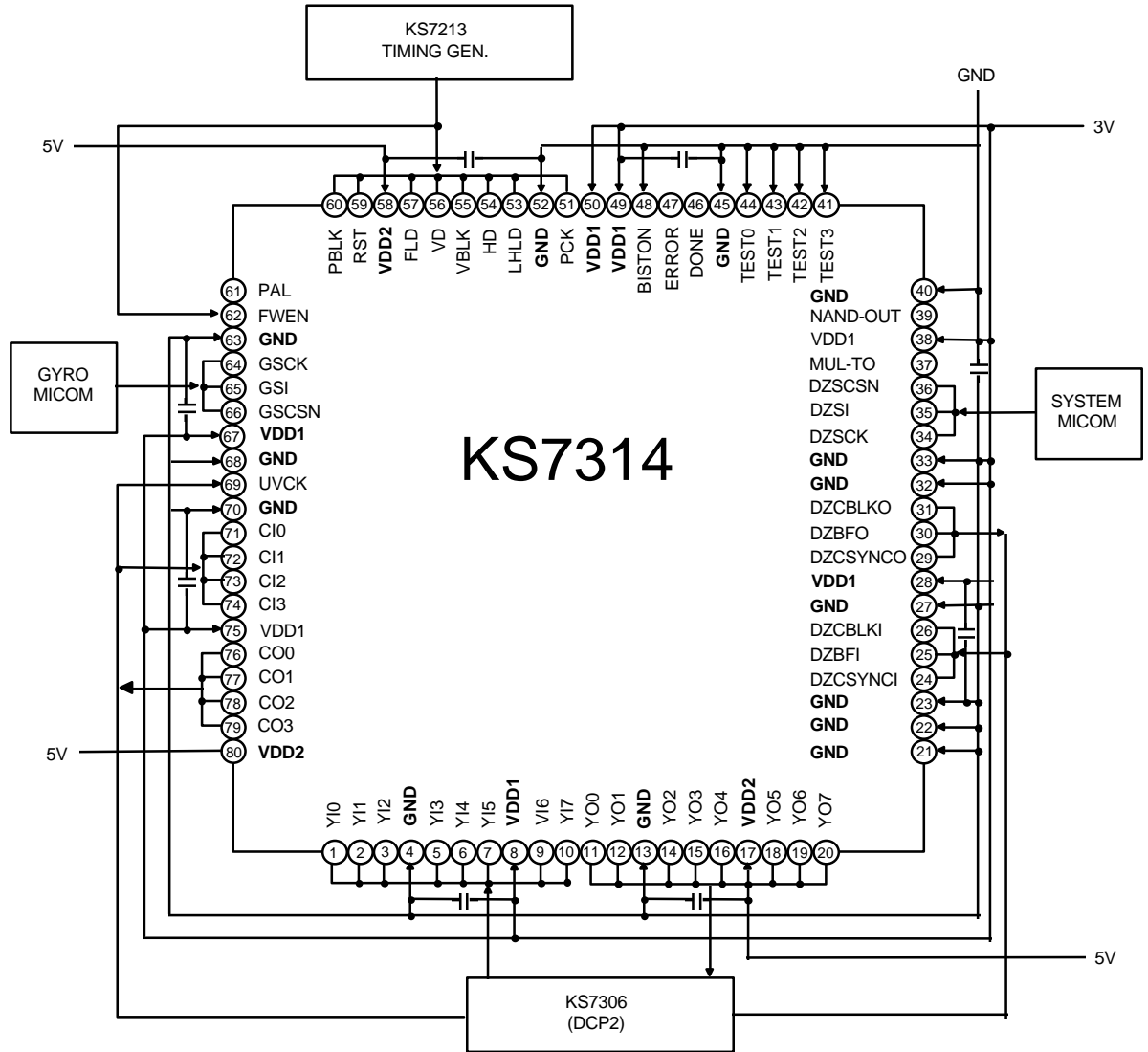
| | REG. Name | REGISTER DESCRIPTION |
|----------------|-----------|--|
| WORD1 WORD2 | HINT | HINT(9BIT) : HORIZONTAL MOTION VECTOR(2's COMPLEMENT INTEGER) |
| WORD3 | HMV | HMV(8BIT) : HORIZONTAL MOTION VECTOR(2's COMPLEMENT SUB-PIXEL) |
| | | |
| WORD 4 | VMV | VERTICAL MOTION VECTIO SUB-PIXEL. (0 ~ 255) |

MSB 1 bit is the sign bit and relates to the integrals and the decimals both.

Note) Gyro micom interface timing



APPLICATION CIRCUIT



PACKAGE DIMENSION

80 - QFP - 1212

unit: mm

