



Model 8821
Down Converter
Aspect Ratio Converter
with
Reclocked Input Copies

Configured for Single Slot (10-BNC)

OpenGear™ Frame

Owner's Manual

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Overview

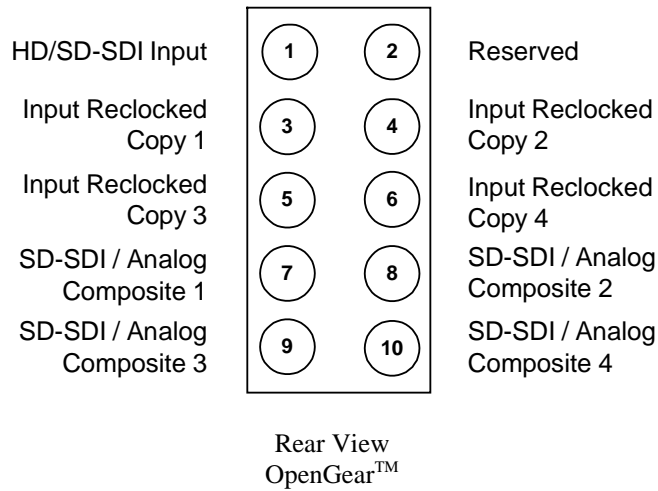
The 8821 is a high quality 10-bit, HD down-converter with SD pass-through and individual ARC controls for HD and SD inputs. The 8821 bridges SMPTE 292 high definition (HD) and 259M-C standard definition (SD) signal formats; allowing high density and low power conversion of HD signals.

The 8821 will down-convert HD to SD serial component digital and analog composite video. This unit can re-aspect the image with separate rules for HD vs. SD inputs and adds 3:2 pull-down to 23.98 p/sF or i inputs. In addition, safe area reticule overlays, 4x3 and 16x9, full aperture for 4x3 and center cross can be selected on the SD-SDI and/or composite outputs.

The image processing is full 10-bit using a 24-tap spatial filter. Down-conversions of HD to SD signals are de-jittered to reduce chroma phase jitter of SD analog signals. The analog output is encoded at 12-bits (video plus sync) to preserve the 10-bit 4:2:2 component encoded video signal.

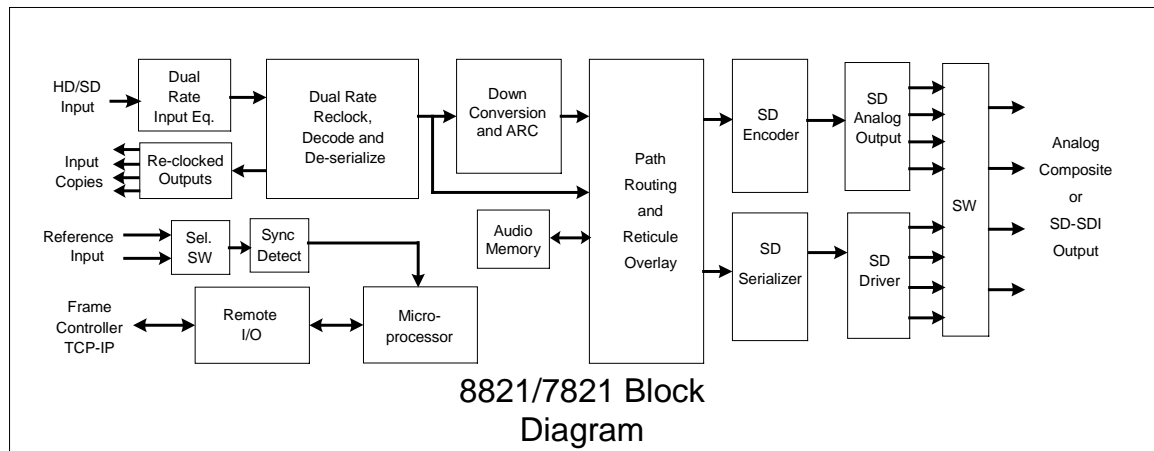
The input and outputs of the 8821 are the following. One dual-rate HD/SD serial digital input, two reclocked copies of the input, two SDI of down-converted HD or SD pass through or ARC'd digital outputs and one SD Analog composite output.

I/O Connections



Block Diagram

The 8821 has a very flexible signal flow path and feature set that combines several products into one compact package. To understand the capabilities of the 8821, this section reviews the basic structure of the 8821.



Signal Flow

Starting in the upper left of the block diagram, the dual-rate (HD/SD) serial digital signal is equalized, reclocked and then deserialized. A reclocked copy of the input is DA'd into four copies (BNC-3, 4, 5, 6). Once deserialized, the video standard and frame rate is determined.

Coming out of the deserializer, the parallel video data path goes in two directions. The first is to the conversion engine where it is down, aspect and/or frame rate converted depending on the signal input and user settings. The second copy of the deserializer goes to an FPGA who's function is to select which input is directed to SD digital or SD analog output and what overlays are to be applied to individual outputs. Four copies of SD analog composite and SD-SDI are made and sent to four, 2x1 switches that allow the user to select either analog composite or SDI for the outputs (BNC – 7, 8, 9, 10)

Conversion Capabilities

The 8821 has extensive re-format and down conversion capabilities. It can act as a downconverter, aspect ratio converter (ARC) and frame rate converter.

The Format conversions are listed in the chart below.

From	→ To	SD
1080	sF 23.98	486 i 29.97
1080	p 23.98	486 i 29.97
1080	sF 24	---- none
1080	p 24	---- none
1080	i 25	575 i 25
1080	p 25	575 i 25
1080	i 29.97	486 i 29.97
1080	p 29.97	486 i 29.97
1080	i 30	---- none
1080	p 30	---- none
720	p 25	575 i 25
720	p 29.97	486 i 29.97
720	p 30	---- none
720	p 50	575 i 25
720	p 59.94	486 i 29.97
720	p 60	---- none
486	i 29.97	486 i 29.97
575	i 25	575 i 25

Notes:

1. All rates translated to effective frame rates, interlaced rates “ i ” are two times the number shown. For example, i 29.97 is 59.94 fields per second (two fields per frame thus the interlaced frame rate is 29.97); but progressive “ p ” 29.97 is 29.97 frames per second.
2. SD active line rates are PAL (575) and NTSC (486).
3. The 8821 cannot accept native 720 p23.98 or sF23.98, however it can convert those signals if they are delivered inside a p59.94 transportation wrapper (as typically done with this format) and processed as p59.94.

Configuring a 8821

The 8821 is configured via an eight position card edge switch for main functions, a ten position surface mount board switch for extended functions and two card edge rotary switches with an up down switch to access advanced controls. The configuration is broken down into four areas: HD/SD conversion mode, Aspect ratio rules (ARC), output configuration and overlay reticules.

Switch 1 on Card Edge

1	2	3	4	5	6	7	8	SETTINGS
ON	ON							SD to SD User Settings (default: No aspect change)
ON	OFF							SD to SD 0.75 Vert Reduction (letter box)
OFF	ON							SD to SD 1.33 Horz Expansion (center cut)
OFF	OFF							SD to SD No Aspect Change.
		ON	ON					HD to SD User settings (default: 0.75V letter box*)
		ON	OFF					HD to SD 0.75 Vert Reduction (letter box)
		OFF	ON					HD to SD 1.33 Horz Expansion (center cut)
		OFF	OFF					HD to SD No Aspect Change
				ON				Underscan ON (10% overall)
				OFF				Underscan OFF (10% overall)
					ON			Reticules 4x3 Safe Area ON
					OFF			Reticules 4x3 Safe Area OFF
						ON		Reticules 4x3 Full Aperture ON
						OFF		Reticules 4x3 Full Aperture OFF
							ON	Reticules 16x9 Safe Area ON
							OFF	Reticules 16x9 Safe Area OFF

- If user mode has been adjusted off of the default setting, then do a factory restore (page 8) to correct.

Switch 5 on PCB

1	2	3	4	5	6	7	8	9	10	SETTINGS
ON										Reticules User Settings
OFF										Reticules Factory Settings
	ON									Reticules Shadow Enabled
	OFF									Reticules Shadow Disabled
		ON								Reticules Center Cross (+) ON
		OFF								Reticules Center Cross (+) OFF
			ON							Reticules Tracking ON (follows ARC)
			OFF							Reticules Tracking OFF (follows ARC)
				ON	ON					Reticule Color – WHITE
				ON	OFF					Reticule Color – BLACK
				OFF	ON					Reticule Color – BLUE
				OFF	OFF					Reticule Color – RED
						ON				Enable Reticule on SDI output
						OFF				Disable Reticule on SDI output
							ON			Enable Reticule on Analog output
							OFF			Disable Reticule on Analog output
								ON		SD Analog Color ON
								OFF		SD Analog Color OFF (B&W)
									ON	Enable External Ref
									OFF	Disable External Ref

Switch 1 – Aspect and Overlay Configuration

Switch S1, located on the card edge, controls the separate aspect ratio rules for HD and SD inputs as well as selecting the reticule overlays. See chart on previous page.

The first two positions S1-1&2 set the ARC for SD inputs and the next two switches S1-3&4 select the ARC setting for HD inputs. S1-5, when enable adds an additional 10% image reduction, simulating underscan on a monitor.

S1-6, 7&8 selects which overlay patterns to apply. This switch in combination with S5 configures the reticule overlay settings. There are four overlays, three selected on this switch and the fourth via switch 3. Factory default overlays or user set overlays can be configured by S1, S5 and the two rotary switches S5 and S6.

Switch 5 – Overlay and Analog Configuration

S5, is a surface mount dip switch located near the card bottom edge and adds the following controls. See chart on previous page.

S5-1 selects factory overlay patterns or user configured patterns. The default user pattern is the same as the factory pattern until the user configures the overlays to their needs under the user settings (see rotary switch chart) and saves those settings to non-volatile memory. When S5-1 is on, the user settings are enabled, when S5-1 is off the factory defaults are enabled. In user mode, the overlay dimensions, overlay width and overlay color can be user controlled.

S5-2 enables shadow overlay mode allowing the user to dim video and color outside of the box. Both the size of the box and amount of B&W and color dimming is programmable.

S5-4 enables reticule size tracking with ARC function or static, overlays that don't move as the image is ARC adjusted.

S5-5 and 6 select reticule color.

S5-7 enables overlays on SDI output.

S5-8 enables overlays on composite analog output.

S5-9 sets the analog output to B&W when enabled. This is useful when driving a monochrome monitor.

S5-10 enables p to i field order tracking to input reference. When enabled the odd/even output of the p to i conversion tracks the reference input. When not enabled the start of the p to i conversion is random and can vary from down-converter to down converter.

Switch 6 – Reserved

Switch 3 and 4 – Rotary Switch Settings (Internal Settings)

The 8821 has additional configuration controls via internal register rotary selection and input (up/down) switch. To access these controls, use the card edge, rotary switches S3&4 and input switch S2 (up=ON / down=OFF)

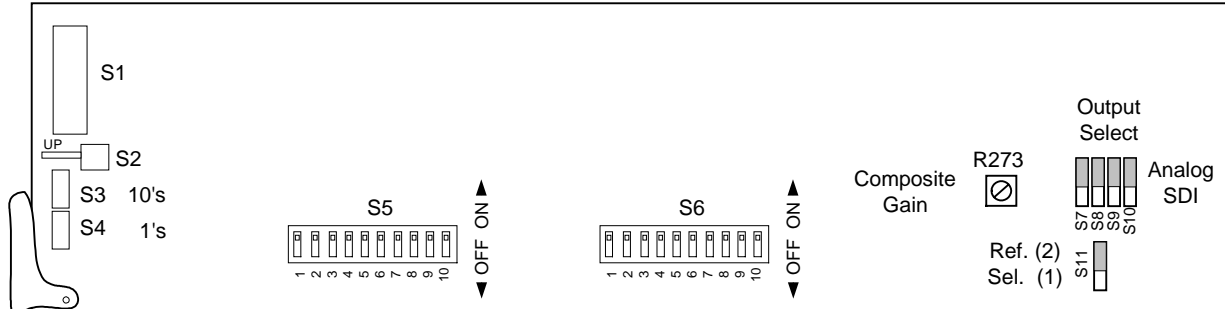
To save user settings, select 99 and press either the Up or Down switch.

S3S4	Default is on
00: Normal User Mode <u>Restore to 00 prior to device use</u>	60: User Reticule Mode Vert bars size H
10-19: Reserved	61: User Reticule Mode Vert bars thickness
20-26: Reserved	62: User Reticule Mode 4x3 box Horz size
27: Reference Select mode Up: Auto Switch Dn: Manual Switch	63: User Reticule Mode 4x3 box Vert size
28: Reference Manual Selection Up: Select Reference 1 Dn: Select Reference 2	64: User Reticule Mode 4x3 box Horz Thickness
29: Reference Auto scheme Up: Ref 1 for 59.94/29.97/23.98 Hz inputs Ref 2 for 50/25 Hz inputs Dn: Ref 1 for 50/25 Hz inputs Ref 2 for 59.94/29.97/23.98 Hz inputs	65: User Reticule Mode 4x3 box Vert Thickness
30-39: Reserved	66: User Reticule Mode 16x9 box Horz size
40: User H & V aspect zoom	67: User Reticule Mode 16x9 box Vert size
41: User H aspect zoom	68: User Reticule Mode 16x9 box Horz Thickness
42: User V aspect zoom	69: User Reticule Mode 16x9 box Vert Thickness
43: User H aspect pan	70: User Reticule Mode Cross Horz size
44: User V aspect pan	71: User Reticule Mode Cross Vert size
54: Background color Y	72: User Reticule Mode Cross Horz Thickness
55: Background Cb color	73: User Reticule Mode Cross Vert Thickness
56: Background Cr color	74: User Reticule Mode Y Level
57: Enable over sampling on Analog Encoder Default is on	75: User Reticule Mode Cb Level
58: Reserved	76: User Reticule Mode Cr Level
59: Enable SD VB	74-79: Reserved
	80: Horizontal offset
	81: Vertical offset
	82: Reclocked Output Enable
	83, 86: Reserved
	84: SD composite soft pixel ramp at the end and beginning of a line
	85: SD-SDI/Analog Dejitter Up: Filter ON Dn: Filter OFF
	87: HD < > SD Color Matrix Bypass Up: Bypass color matrix Dn: Enable color matrix
	<u>88: Restore factory defaults</u>
	89-97: Reserved
	98: NTSC Analog setup ON/OFF (default is ON)
	99: Save current values

Make certain that the rotary switches are restored to 0, 0 before putting the 8821 back into service.

Switch 11 – Reference Configuration

The 8821 has S11 to select between the Frame A (or 1) and Frame B (or 2) input references. Move the switch down for reference A (1) or up for reference B (2).



8821/7821 Switch and Potentiometer Locations

8821 Delay Characteristics

The processing delay varies with the type of conversion being performed. The charts below list the electrical length or processing time for the HD/SD-SDI and Analog HD/SD outputs. Select the input rate on the left and the output rate and type on the top. The intersecting box contains the conversion time information.

f = field; F = Frame – Delay rates (in f or F) are shown with respect to the input signal.

From	→ To	SD-SDI or SD-Analog Output 486 = NTSC & 575 = PAL	
1080	sF 23.98	486 i 29.97	1/13.32-1/11.99 sec – 3.6-4f
1080	p 23.98	486 i 29.97	1/13.32-1/11.99 sec – 1.8-2F
1080	sF 24	----	no output
1080	p 24	----	no output
1080	i 25	575 i 25	1/25 sec – 2f
1080	p 25	575 i 25	1/12.5 sec – 2F
1080	i 29.97	486 i 29.97	1/29.97 sec – 2f
1080	p 29.97	486 i 29.97	1/14.98 sec – 2F
1080	i 30	----	no output
1080	p 30	----	no output
720	p 25	575 i 25	1/12.5 sec – 2F
720	p 29.97	486 i 29.97	1/14.98 sec – 2F
720	p 30	----	no output
720	p 50	575 i 25	1/25 sec – 2F
720	p 59.94	486 i 29.97	1/29.97 sec – 2F
720	p 60	----	no output
486	i 29.97	486 i 29.97	1/29.97 sec – 2f
575	i 25	575 i 25	1/25 sec – 2f

Glossary

Aspect ratio:	Performing an aspect change on HD or SD raster, for example converting the image from 16x9 to 4x3 with letter box (0.75V) or non-letter box by expanding H by 1.333.
Downconvert:	Taking HD and downconverting it to SD or XGA.
Format convert:	Taking HD from one resolution and crossing converting it over to another HD standard, for example (1080 to 720) or (720 to 1080). Sometimes this is referred to as crossconvert.
HD SDI:	High Definition – SMPTE 274M (1080) and 296M (720) 1.485-Gbit or 1.485/1.001-Gbit
i > p Output:	Used to convert interlaced images to progressive.
Safe area:	Adding an additional 10% aspect ratio reduction to the H and V axis to allow the image to be seen on a monitor that does not support safe area raster reduction. This applies mainly to CRT based devices as they are manufactured with intentional over scan.
SD SDI:	Standard Definition – SMPTE 259M-C 4:2:2 SDI 270-Mbit video in either NTSC (720x486 i30) or PAL (720x575 i25).
3:2:	Three-two pull down. A process of adding frames to a four frame sequence such that five frames are created by duplicating a field in the first and second frames of the four frame sequence. Normally used to take 23.98 film rate to 59.94 video rate.

Specifications

DIGITAL INPUTS

Input – Dual-Rate	SMPTE-292 HDSDI (10/8-bit) and SMPTE259M-C (10/8-bit) <ul style="list-style-type: none">♦ HD: 720 p25/29.97/50/59.94 and p/23.98 in p59.94 wrapper♦ HD: 1080 i23.98/25/29.97 - p23.98/25/29.97 - sF 23.98♦ SD: 486 i29.97 NTSC - 575 i25 PAL
Input Equalization:	HD: 250ft (76 meters) Belden 1505A / 200ft VDM-230 SD: 1000ft (300 meters) Belden 1505A

DIGITAL OUTPUTS

Processed	SMPTE259M-C (10-bit) <ul style="list-style-type: none">♦ 486 i29.94 NTSC♦ 576 i25 PAL
Return Loss:	SD > 17 dB

IMAGE PROCESSING

Scaling:	24-tap poly-phase with 10-bit processing
Resizing:	Full zoom and pan functions (2-axis DVE) Presets for Letterbox, Pillar Box and Center Cut
Film Modes:	Automatic 3:2 pull down, and p > i modes

ANALOG OUTPUT

Output Signal:	SD Analog Composite
Frequency Response:	SD: 0-5.2 MHz +/- 0.1 dB
Encoding Path:	12-bit encoding and DAC – 10-bit input
Return Loss:	>40dB

RETICULE OVERLAY

Types:	4x3, 16x9 Safe Area, 4x3 full aperture, and center cross - each type can be individually enabled and User size adjusted
Reticule Color:	Black, White, Blue, Red or User adjustable
Reticule Outputs:	Individually enabled on SD-SDI and Composite Analog
Operating Range:	40-113 degrees F. (non-condensing)
Input Power:	+ 12 VDC +/- 2V (< 8 watts)
Size:	12.8" x 3" (325 x 150 x 25mm)
Frame Type	Compatible with OpenGear™

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Specifications subject to change without notice.

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