

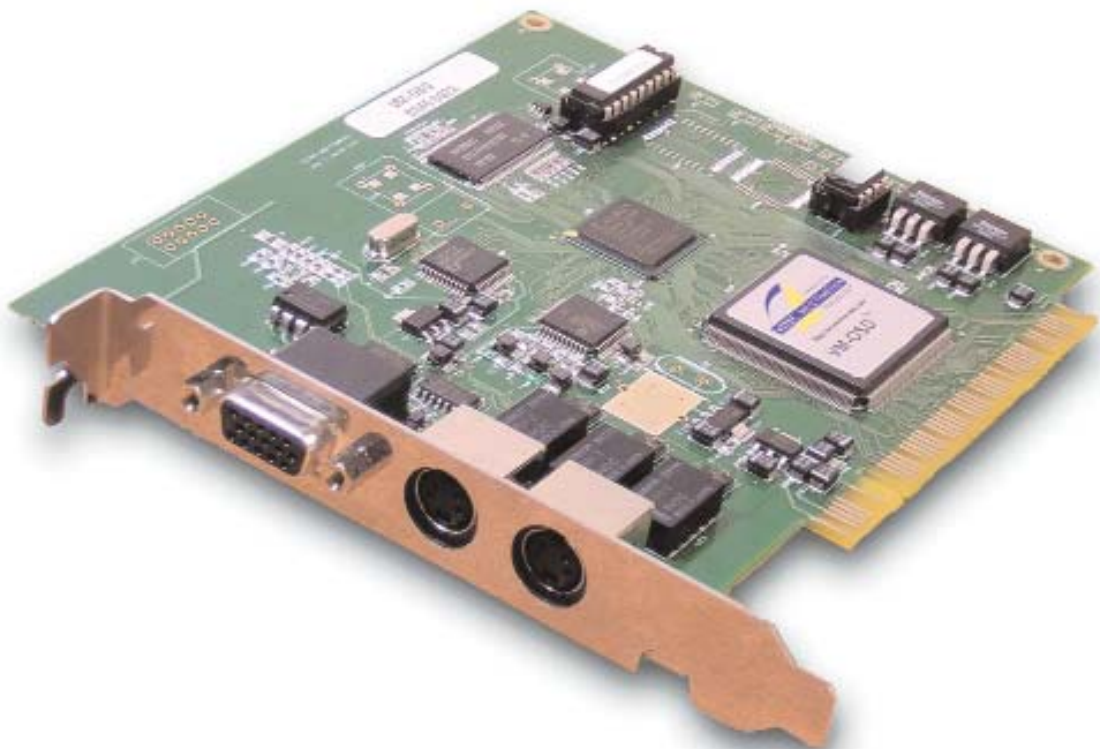
# VM-OSD

## Overlay board for developers

The VM-OSD is an overlay board. The video input information is overlaid with a 16 million colors graphic information downloaded by the application software and the final result is available to the video output of the board.

The graphic may also be animated by the application software (examples : a timer HH:MM:SS or an animated logo).

Transparency is supported with 16 levels.



## TECHNICAL SPECIFICATIONS

- VM-OSD is a PCI rev2.2 board (5V),
- The power consumption is 5.6 W (0.63 A on the +5V, 0.1 A on the +12V and 0.1 A on the -12V),
- The size of the board is : 134 mm length and 120 mm height,
- The video inputs can support NTSC/PAL Composite and S-Video (Y/C) formats,
- 4 S-Video inputs and 1 composite input can be connected to the board and a multiplexer selects one input among all,
- There is one composite video output (NTSC, PAL) and one S-Video (Y/C) output simultaneously available,
- Connectors: there are 3 connectors on the bracket of the board : 1 Mini-Din 4 for S-Video input 1, 1 Mini-Din 4 for S-Video output, 1 DB15 with the extra 3 S-Video inputs, 1 composite input and 1 composite output,
- Power-down circuitry : when power is down, electromechanical relays automatically interconnect the first S-Video input directly to the S-Video output connectors in order to ensure the continuity of the service. The same mechanism applies for Composite input and output,
- The input video is digitized in 720x576x25fps or in 720x480x30fps in YUV 4:2:2,
- Color adjustments are available (Brightness, contrast, saturation, hue),
- The SDK (Software Development Kit) of the VM-OSD allows to download a RGB or TGA picture (aRGB) which is automatically converted by the driver of the board into a YUV 4:2:2 format with 16 levels of transparency,

- The SDK also offers functions to automatically convert a string of characters into a suitable anti-aliased graphic and downloads it into the board so it can be displayed at a position defined by the application.
  - OS supported : Windows 98, NT 4.0 (sp5 and above), Windows 2000 and XP,
  - The Windows API is provided as a simple DLL.
- Remark : the support of SECAM is possible on request.

