6U VME VIDEO WINDOWING SYSTEM

RGB/VIEW® 6000

Compatible with graphics controllers up to 1600 x 1200 pixels

Up to ten real-time video inputs

NTSC, PAL, S-Video inputs

FLIR and hi-res RGB inputs

Each window independently positioned and scaled

Zooming within each window

Computer on video overlays

Compatible with all 6U VME systems

24-bit color processing

***C*ontrol under X Windows and Windows 95/NT**

The RGB/View 6000 controller displays up to ten real-time video windows on a high resolution computer monitor. Each window can be independently positioned, scaled to full screen, overlaid with computer graphics or overlapped with other windows. In addition, the user can pan and zoom within each video image.

The system was developed for applications requiring the simultaneous display of high quality video and computer-generated images.

The RGB/View 6000 is a third generation system based on a proprietary design that guarantees real-time video performance under all conditions. It will simultaneously display up to ten video signals, including NTSC/PAL composite video and Y/C (S-Video) signals from cameras, recorders or teleconferencing systems, plus high line rate video signals with resolutions up to 1280 x 1024 pixels from FLIR, radar and other computers.

The RGB/View 6000's architecture offers a unique advantage: the multi-image display imposes no burden on the host CPU, frame buffer or bus.

The RGB/View 6000 supports software control to manipulate the video windows, adjust video parameters, and control graphics overlays. Optional X.TV™ and W.TV™ software provide full integration under X Windows and Windows 95/NT, respectively.

Excellent video quality, real-time performance under all conditions, a unique set of features and compatibility with virtually all VME CPU and graphics boards, make the RGB/View 6000 the finest video windowing system available.

RGB SPECTRUM®
a visual communications company™

High Resolution Analog Input/Output

Video format:	Interlaced or non-interlaced
Horizontal rate:	15 kHz to 50 kHz interlaced, 30 kHz to 100 kHz non-interlaced
Frame rate:	Up to 90 Hz
Resolution:	640 x 480 to 1600 x 1200 pixels
Pixel rate:	Up to 160 MHz
Video levels:	0.7 to 1.0V peak-to-peak, white positive
Sync levels:	.3V nominal (sync on green), 1V to 5V (separate sync)
Sync type:	Sync on green, separate composite sync or separate H-drive and V-drive
Output impedance:	75 Ω
Connectors:	15 pin HD

Video Inputs

Number:	Up to 10 (factory configured)
Video Formats:	Composite NTSC / PAL S-Video 875 line RS-343 FLIR RGB 15-90 kHz • 15-45 kHz interlaced • 30-90 kHz non-interlaced • 640 x 480 to 1280 x 1024 pixels • RGB RS-170 and RS-343 • Sync on green, separate composite sync, separate H-Drive and V-Drive
Scaling:	Smooth scaling, icon size to full screen
Input video levels:	0.5 to 2.0V peak-to-peak; 1.0V peak-to-peak nominal
Connectors:	Video: BNC, 4 pin mini-DIN; RGB: 20 pin
Video functions:	Window position, scaling, pan and zoom, freeze frame, motion filter, brightness, contrast, gamma, saturation and hue, chroma key for overlays
Display memory access:	Random frame memory reads: 8M pixels / sec (YC_bC_r 4:2:2) 5.5M pixels / sec (RGB) Frame grabbing: up to 7.7 frames / sec, including latency

Other

Power:	Motherboard (with 2 video channels) 4 amps @ +5 volts Daughterboard (with 2 video channels) 2 amps @ +5 volts Daughterboard (with 1 RGB channel) 3 amps @ +5 volts
Control:	VME and RS-232
Bus:	VME 32
Size:	6U x 160 mm (6.3" x 9.2")
Slots:	1 - 4, depending on number of inputs

#A5999 ISO9002
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Specifications subject to change without notice
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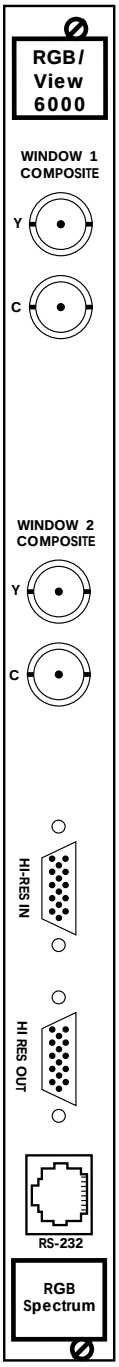

Front panel for basic configuration of two video windows

SPECTRUM
a visual communications company
950 Marina Village Parkway
Alameda, California 94501
TEL: (510) 814-7000
FAX: (510) 814-7026
e-mail: sales@rgb.com
http: / / www.rgb.com