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SAF7167AHW

YUV-to-RGB digital-to-analog converter

Rev. 01 — 29 June 2004

Product data sheet

1. General description

The SAF7167AHW is a mixed-mode designed IC containing a video data path, keying control block, analog mixer, and a voltage output amplifier, capable of converting digital video data to analog RGB video, and then mixing video and external analog RGB inputs.

The video data path contains a data re-formatter, YUV-to-RGB colour space matrix as well as triple DACs for video data processing. An analog mixer performs multiplexing between DAC outputs of the video path and external analog RGB inputs.

The final analog outputs are buffered with built-in voltage output amplifiers to provide the direct driving capability for a 150 Ω load. See the overall block diagram.

The operation of SAF7167AHW is controlled via the I²C-bus.

2. Features

- On-chip mixing of digital video data and analog RGB signals
- Supports video input format of YUV 4 : 2 : 2, 4 : 1 : 1, 2 : 1 : 1 and RGB 5 : 6 : 5
- Video input rate up to 66 MHz
- Allows for both binary and twos complement video input data
- Triple 8-bit DACs for video output
- Built-in voltage output amplifier
- Provides keying control with external key and internal 8-bit, 2 × 8-bit and 3 × 8-bit pixel colour key
- Programmable via the I²C-bus
- 5 V CMOS device; HTQFP48 package.

3. Quick reference data

Table 1: Quick reference data

| Symbol | Parameter | Conditions | Min | Typ | Max | Unit |
|------------------|------------------------|------------|------|-----|------|------|
| V _{DDD} | digital supply voltage | | 4.75 | 5.0 | 5.25 | V |
| V _{DDA} | analog supply voltage | | 4.75 | 5.0 | 5.25 | V |
| T _{amb} | ambient temperature | | -40 | - | +85 | °C |

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4. Ordering information

Table 2: Ordering information

| Type number | Package | | Version |
|-------------|---------|--|----------|
| | Name | Description | |
| SAF7167AHW | HTQFP48 | plastic thermal enhanced thin quad flat package; 48 leads; body 7 × 7 × 1 mm; exposed die pad | SOT545-1 |

5. Block diagram

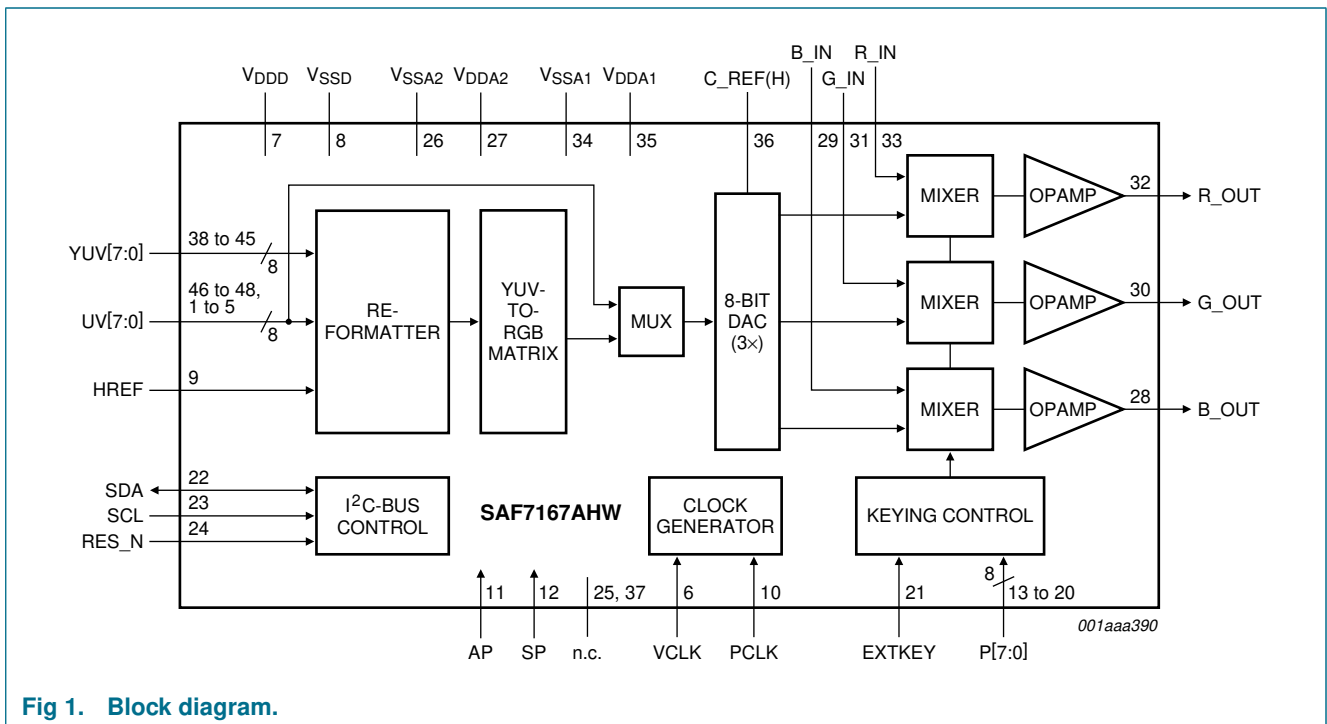


Fig 1. Block diagram.

6. Pinning information

6.1 Pinning

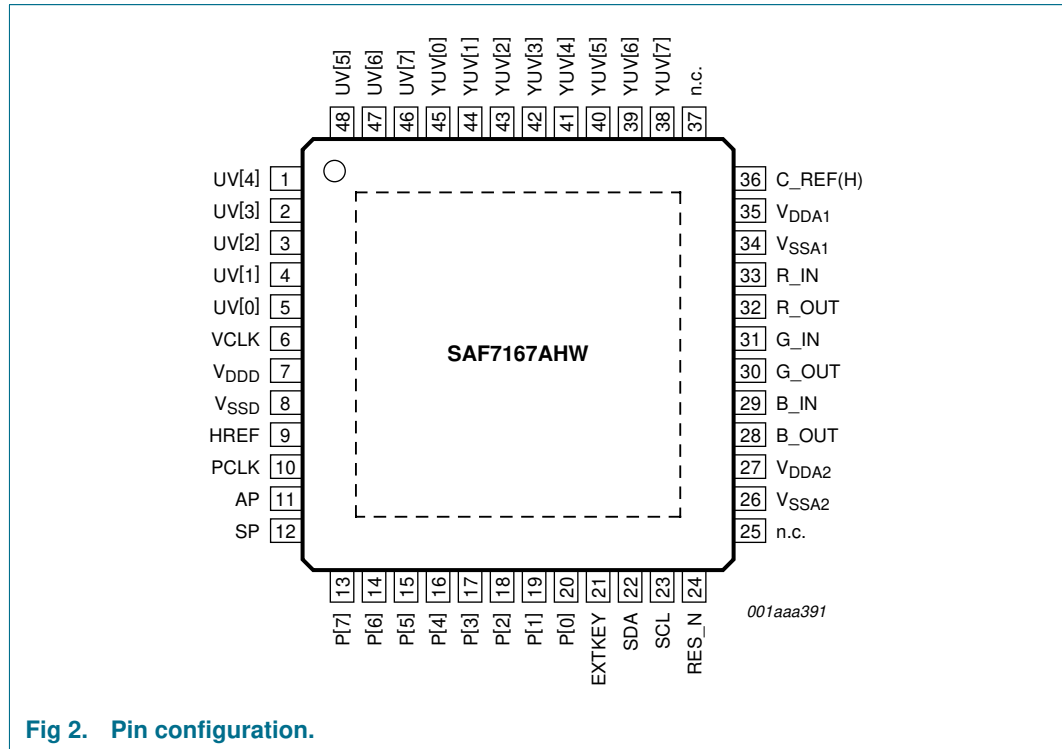


Fig 2. Pin configuration.

6.2 Pin description

Table 3: Pin description

| Symbol | Pin | Type ^[1] | Description |
|-----------------|-----|---------------------|--|
| UV[4] | 1 | I | digital video UV (of YUV format 4 : 1 : 1 and 4 : 2 : 2) input data, or digital G and R input data |
| UV[3] | 2 | I | digital video UV (of YUV format 4 : 1 : 1 and 4 : 2 : 2) input data, or digital G and R input data |
| UV[2] | 3 | I | digital video UV (of YUV format 4 : 1 : 1 and 4 : 2 : 2) input data, or digital G and R input data |
| UV[1] | 4 | I | digital video UV (of YUV format 4 : 1 : 1 and 4 : 2 : 2) input data, or digital G and R input data |
| UV[0] | 5 | I | digital video UV (of YUV format 4 : 1 : 1 and 4 : 2 : 2) input data, or digital G and R input data |
| VCLK | 6 | I | video clock input |
| V _{DD} | 7 | S | digital supply voltage |
| V _{SS} | 8 | S | digital ground |
| HREF | 9 | I | horizontal reference input signal |
| PCLK | 10 | I | pixel clock input |
| AP | 11 | I | test pin, normally connected to ground |
| SP | 12 | I | test pin, normally connected to ground |

Table 3: Pin description ...continued

| Symbol | Pin | Type ^[1] | Description |
|-------------------|-----|---------------------|---|
| P[7] | 13 | I | pixel bus input 7 (for keying control) |
| P[6] | 14 | I | pixel bus input 6 (for keying control) |
| P[5] | 15 | I | pixel bus input 5 (for keying control) |
| P[4] | 16 | I | pixel bus input 4 (for keying control) |
| P[3] | 17 | I | pixel bus input 3 (for keying control) |
| P[2] | 18 | I | pixel bus input 2 (for keying control) |
| P[1] | 19 | I | pixel bus input 1 (for keying control) |
| P[0] | 20 | I | pixel bus input 0 (for keying control) |
| EXTKEY | 21 | I | external key signal input |
| SDA | 22 | I/O | I ² C-bus data line |
| SCL | 23 | I | I ² C-bus clock line |
| RES_N | 24 | I | resetting the I ² C-bus (active LOW) |
| n.c. | 25 | - | not connected |
| V _{SSA2} | 26 | S | analog ground 2 |
| V _{DDA2} | 27 | S | analog supply voltage 2 |
| B_OUT | 28 | O | analog blue signal output |
| B_IN | 29 | I | analog blue signal input |
| G_OUT | 30 | O | analog green signal output |
| G_IN | 31 | I | analog green signal input |
| R_OUT | 32 | O | analog red signal output |
| R_IN | 33 | I | analog red signal input |
| V _{SSA1} | 34 | S | analog ground 1 |
| V _{DDA1} | 35 | S | analog supply voltage 1 |
| C_REF(H) | 36 | S | de-coupling capacitor for internal reference voltage (2.25 V) |
| n.c. | 37 | - | not connected |
| YUV[7] | 38 | I | digital video Y or UV (of YUV format 2 : 1 : 1) input data, or digital G and B input data |
| YUV[6] | 39 | I | digital video Y or UV (of YUV format 2 : 1 : 1) input data, or digital G and B input data |
| YUV[5] | 40 | I | digital video Y or UV (of YUV format 2 : 1 : 1) input data, or digital G and B input data |
| YUV[4] | 41 | I | digital video Y or UV (of YUV format 2 : 1 : 1) input data, or digital G and B input data |
| YUV[3] | 42 | I | digital video Y or UV (of YUV format 2 : 1 : 1) input data, or digital G and B input data |
| YUV[2] | 43 | I | digital video Y or UV (of YUV format 2 : 1 : 1) input data, or digital G and B input data |
| YUV[1] | 44 | I | digital video Y or UV (of YUV format 2 : 1 : 1) input data, or digital G and B input data |
| YUV[0] | 45 | I | digital video Y or UV (of YUV format 2 : 1 : 1) input data, or digital G and B input data |

Table 3: Pin description ...continued

| Symbol | Pin | Type [1] | Description |
|--------|-----|----------|--|
| UV[7] | 46 | I | digital video UV (of YUV format 4 : 1 : 1 and 4 : 2 : 2) input data, or digital G and R input data |
| UV[6] | 47 | I | digital video UV (of YUV format 4 : 1 : 1 and 4 : 2 : 2) input data, or digital G and R input data |
| UV[5] | 48 | I | digital video UV (of YUV format 4 : 1 : 1 and 4 : 2 : 2) input data, or digital G and R input data |

[1] I = input; I/O = input or output; O = output; S = supply.

7. Functional description

The SAF7167AHW contains a video data path, 3 analog mixers and voltage output amplifiers for the RGB channels respectively, a keying control block as well as an I²C-bus control block.

7.1 Video data path

The video data path includes a video data re-formatter, a YUV-to-RGB colour space conversion matrix, and triple 8-bit DACs.

7.1.1 Re-formatter

The re-formatter de-multiplexes the different video formats YUV 4 : 1 : 1, 4 : 2 : 2 or 2 : 1 : 1 to internal YUV 4 : 4 : 4, which can then be processed by the RGB matrix. The pixel byte sequences of those video input formats are shown in [Table 4](#) to [Table 7](#).

Table 4: Pixel byte sequence of 4 : 2 : 2

| Input | Pixel byte sequence of 4 : 2 : 2 | | | | | |
|------------|----------------------------------|----|----|----|----|----|
| YUV0 (LSB) | Y0 | Y0 | Y0 | Y0 | Y0 | Y0 |
| YUV1 | Y1 | Y1 | Y1 | Y1 | Y1 | Y1 |
| YUV2 | Y2 | Y2 | Y2 | Y2 | Y2 | Y2 |
| YUV3 | Y3 | Y3 | Y3 | Y3 | Y3 | Y3 |
| YUV4 | Y4 | Y4 | Y4 | Y4 | Y4 | Y4 |
| YUV5 | Y5 | Y5 | Y5 | Y5 | Y5 | Y5 |
| YUV6 | Y6 | Y6 | Y6 | Y6 | Y6 | Y6 |
| YUV7 (MSB) | Y7 | Y7 | Y7 | Y7 | Y7 | Y7 |
| UV0 (LSB) | U0 | V0 | U0 | V0 | U0 | V0 |
| UV1 | U1 | V1 | U1 | V1 | U1 | V1 |
| UV2 | U2 | V2 | U2 | V2 | U2 | V2 |
| UV3 | U3 | V3 | U3 | V3 | U3 | V3 |
| UV4 | U4 | V4 | U4 | V4 | U4 | V4 |
| UV5 | U5 | V5 | U5 | V5 | U5 | V5 |
| UV6 | U6 | V6 | U6 | V6 | U6 | V6 |
| UV7 (MSB) | U7 | V7 | U7 | V7 | U7 | V7 |
| Y data | 0 | 1 | 2 | 3 | 4 | 5 |
| UV data | 0 | 0 | 2 | 2 | 4 | 4 |

Table 5: Pixel byte sequence of 4 : 1 : 1

| Input | Pixel byte sequence of 4 : 1 : 1 | | | | | | | |
|---------|----------------------------------|----|----|----|----|----|----|----|
| YUV0 | Y0 | Y0 | Y0 | Y0 | Y0 | Y0 | Y0 | Y0 |
| YUV1 | Y1 | Y1 | Y1 | Y1 | Y1 | Y1 | Y1 | Y1 |
| YUV2 | Y2 | Y2 | Y2 | Y2 | Y2 | Y2 | Y2 | Y2 |
| YUV3 | Y3 | Y3 | Y3 | Y3 | Y3 | Y3 | Y3 | Y3 |
| YUV4 | Y4 | Y4 | Y4 | Y4 | Y4 | Y4 | Y4 | Y4 |
| YUV5 | Y5 | Y5 | Y5 | Y5 | Y5 | Y5 | Y5 | Y5 |
| YUV6 | Y6 | Y6 | Y6 | Y6 | Y6 | Y6 | Y6 | Y6 |
| YUV7 | Y7 | Y7 | Y7 | Y7 | Y7 | Y7 | Y7 | Y7 |
| UV0 | X | X | X | X | X | X | X | X |
| UV1 | X | X | X | X | X | X | X | X |
| UV2 | X | X | X | X | X | X | X | X |
| UV3 | X | X | X | X | X | X | X | X |
| UV4 | V6 | V4 | V2 | V0 | V6 | V4 | V2 | V0 |
| UV5 | V7 | V5 | V3 | V1 | V7 | V5 | V3 | V1 |
| UV6 | U6 | U4 | U2 | U0 | U6 | U4 | U2 | U0 |
| UV7 | U7 | U5 | U3 | U1 | U7 | U5 | U3 | U1 |
| Y data | 0 | 1 | 2 | 3 | 4 | 5 | 6 | 7 |
| UV data | 0 | 0 | 0 | 0 | 4 | 4 | 4 | 4 |

Table 6: Pixel byte sequence of 2 : 1 : 1

| Input | Pixel byte sequence of 2 : 1 : 1 | | | | | | | |
|---------|----------------------------------|----|----|----|----|----|----|----|
| YUV0 | U0 | Y0 | V0 | Y0 | U0 | Y0 | V0 | Y0 |
| YUV1 | U1 | Y1 | V1 | Y1 | U1 | Y1 | V1 | Y1 |
| YUV2 | U2 | Y2 | V2 | Y2 | U2 | Y2 | V2 | Y2 |
| YUV3 | U3 | Y3 | V3 | Y3 | U3 | Y3 | V3 | Y3 |
| YUV4 | U4 | Y4 | V4 | Y4 | U4 | Y4 | V4 | Y4 |
| YUV5 | U5 | Y5 | V5 | Y5 | U5 | Y5 | V5 | Y5 |
| YUV6 | U6 | Y6 | V6 | Y6 | U6 | Y6 | V6 | Y6 |
| YUV7 | U7 | Y7 | V7 | Y7 | U7 | Y7 | V7 | Y7 |
| Y data | X | 0 | X | 2 | X | 4 | X | 6 |
| UV data | 0 | X | 0 | X | 4 | X | 4 | X |

Table 7: Pixel byte sequence of 5 : 6 : 5

| Input | Pixel byte sequence of RGB 5 : 6 : 5 | | | | | | | |
|-------|--------------------------------------|--|----|--|----|--|----|--|
| UV7 | G0 | | G0 | | G0 | | G0 | |
| UV6 | R4 | | R4 | | R4 | | R4 | |
| UV5 | R3 | | R3 | | R3 | | R3 | |
| UV4 | R2 | | R2 | | R2 | | R2 | |
| UV3 | R1 | | R1 | | R1 | | R1 | |
| UV2 | R0 | | R0 | | R0 | | R0 | |
| UV1 | G5 | | G5 | | G5 | | G5 | |

Table 7: Pixel byte sequence of 5 : 6 : 5 ...continued

| Input | Pixel byte sequence of RGB 5 : 6 : 5 | | | |
|----------|--------------------------------------|----|----|----|
| UV0 | G4 | G4 | G4 | G4 |
| YUV7 | G3 | G3 | G3 | G3 |
| YUV6 | G2 | G2 | G2 | G2 |
| YUV5 | G1 | G1 | G1 | G1 |
| YUV4 | B4 | B4 | B4 | B4 |
| YUV3 | B3 | B3 | B3 | B3 |
| YUV2 | B2 | B2 | B2 | B2 |
| YUV1 | B1 | B1 | B1 | B1 |
| YUV0 | B0 | B0 | B0 | B0 |
| RGB data | 0 | 1 | 2 | 3 |

For RGB 5 : 6 : 5 video inputs, the video data are just directly bypassed to triple DACs.

The input video data can be selected to either twos complement (I²C-bus bit DRP = 0) or binary offset (I²C-bus bit DRP = 1). The video input format is selected by I²C-bus bits FMTC[1:0].

The rising edge of HREF input defines the start of active video data. When HREF is inactive, the video output will be blanked.

7.1.2 YUV-to-RGB matrix

The matrix converts YUV data, in accordance with ITU-R BT.601, to RGB data with approximately 1.5 LSB deviation to the theoretical values for 8-bit resolution.

7.1.3 Triple 8-bit DACs

Three identical DACs for R, G and B video outputs are designed with voltage-drive architecture to provide high-speed operation of up to 66 MHz conversion data rate. Pin C_REF(H) is provided to allow for one external de-coupling capacitor to be connected between the internal reference voltage source and ground.

7.2 Analog mixers and keying control

The analog mixers are controlled to switch between the outputs from the video DACs and analog RGB inputs by a keying signal. The analog RGB inputs need to interface with analog mixers in the way of DC-coupling, also these RGB inputs are limited to RGB signals without a sync level pedestal. The keying control can be enabled by setting I²C-bus bit KEN = 1. Two kinds of keying are possible to generate: one is external key (from EXTKEY pin when KMOD[2:0] are all logic 0), and the other is the internal pixel colour key (when KMOD[2:0] are not all logic 0) generated by comparing the input pixel data with the internal I²C-bus register value KD[7:0]. Controlled by KMOD[2:0] bits, there are 4 ways to compare the pixel data (see [Table 8](#)).

Table 8: KMOD[2:0]

| KMOD[2:0] | Pixel type | Remark |
|-----------|-----------------|---|
| 100 | 8-bit pixel | pseudo colour mode |
| 101 | 2 × 8-bit pixel | high colour mode 1 with pixels given at both rising and falling edges of PCLK |
| 110 | 2 × 8-bit pixel | high colour mode 2 with pixels given only at rising edges of PCLK |
| 111 | 3 × 8-bit pixel | true colour mode |

Since only one control register KD[7:0] provides the data value for pixel data comparison, when at 2 × 8-bit or 3 × 8-bit pixel input modes, it is presumed that all input bytes (lower, middle or higher) of each pixel must be the same as KD[7:0] in order to make graphics colour key active.

The polarity of EXTKEY can be selected with KINV. With KINV = 0, EXTKEY = HIGH switches analog mixers to select DAC outputs. Before the internal keying signal switches the analog multiplexers, it can be further delayed up to 7 PCLK cycles with the control bits KDLY[2:0].

7.3 Voltage output amplifiers

Before the analog input enters the analog mixers, it passes through voltage output amplifiers. Level shifters are used internally to provide an offset of 0.2 V and an amplifier gain of 2 for analog inputs to match with the output levels from DACs. After buffering with voltage output amplifiers, the final RGB outputs can drive a 150 Ω load directly (25 Ω internal resistor, 47 Ω external serial resistor, and 75 Ω load resistor) at the monitor side (see [Figure 9](#)).

The output voltage level of DAC ranges from the lowest level 0.2 V (zero code) to the highest level 1.82 V (all one code).

With the digital input YUV video data in accordance with ITU-R BT.601, the RGB output of 8-bit DAC actually ranges from the 16th step (black) to the 235th step (white). Therefore, after the voltage divider with external serial resistor and monitor load resistor, the output voltage range to a monitor is approximately 0.7 V (p-p).

7.4 I²C-bus control

Only one control byte is needed for the SAF7167AHW. The I²C-bus format is shown in [Table 9](#).

Table 9: I²C-bus format

| | | | | | | | |
|-------|-------------------|-------|----------------|-------|----------|-------|-------|
| S [1] | SLAVE ADDRESS [2] | A [3] | SUBADDRESS [4] | A [3] | DATA [5] | A [3] | P [6] |
|-------|-------------------|-------|----------------|-------|----------|-------|-------|

[1] S = START condition.

[2] SLAVE ADDRESS = 1011 111X; X = R/W control bit. X = 0: order to write. X = 1: order to read (not used for SAF7167AHW).

[3] A = acknowledge; generated by the slave.

[4] SUBADDRESS = subaddress byte.

[5] DATA = data byte.

[6] P = STOP condition.

Table 10: Control data byte

| Subaddress | D7 | D6 | D5 | D4 | D3 | D2 | D1 | D0 |
|------------|-------|-------|-------|-----|-----|-------|-------|-------|
| 00 | KMOD2 | KMOD1 | KMOD0 | DRP | KEN | KINV | FMTC1 | FMTC0 |
| 01 | 0 | 0 | 0 | 0 | 0 | KDLY2 | KDLY1 | KDLY0 |
| 02 | KD7 | KD6 | KD5 | KD4 | KD3 | KD2 | KD1 | KD0 |

Table 11: Bit functions in data byte; [Table note 1](#) and [Table note 2](#)

| Bit | Description |
|-----------|---|
| FMTC[1:0] | video format control: 00: YUV 4 : 2 : 2 01: YUV 4 : 1 : 1 10: YUV 2 : 1 : 1/ITU-R BT.656 11: RGB 5 : 6 : 5 |
| KINV | key polarity: KINV = 0: pin EXTKEY = HIGH for analog mixer to select DAC outputs KINV = 1: pin EXTKEY = HIGH for analog mixer to select analog RGB inputs |
| KEN | key enable: 0 = disable 1 = enable |
| DRP | UV input data code: 0 = twos complement 1 = binary offset |
| KMOD[2:0] | keying mode: 000: external key 100: 8-bit pixel colour key 101: 2 × 8-bit pixel colour key (with two-edge clock latching for pixel input) 110: 2 × 8-bit pixel colour key (with one-edge clock latching for pixel input) 111: 3 × 8-bit pixel colour key (with one-edge clock latching for pixel input) all other combinations are reserved |
| KDLY[2:0] | added keying delay cycles (from 0 to 7 PCLK cycles) |
| KD[7:0] | the data value compared for 8, 16 or 24-bit pixel colour key |

[1] All I²C-bus control bits are initialized to logic 0 after RES_N is activated.

[2] PCLK should be active in any event to allow for correct operation of I²C-bus programming.

8. Limiting values

Table 12: Limiting values

In accordance with the Absolute Maximum Rating System (IEC 60134). All ground pins and all supply pins connected together.

| Symbol | Parameter | Conditions | Min | Max | Unit |
|------------|--|------------|-------|-------|------|
| V_{DDD} | digital supply voltage | | -0.5 | +7.0 | V |
| V_{DDA} | analog supply voltage | | -0.5 | +7.0 | V |
| $V_{I(D)}$ | digital input voltage | | -0.5 | +7.0 | V |
| $V_{I(A)}$ | analog input voltage | | -0.5 | +7.0 | V |
| V_{diff} | voltage difference between V_{SS} pins | | - | 100 | mV |
| T_{stg} | storage temperature | | -65 | +150 | °C |
| T_{amb} | ambient temperature | | -40 | +85 | °C |
| V_{esd} | electrostatic discharge voltage: | | | | |
| | human body model | | [1] - | ±2000 | V |
| | machine model | | [2] - | ±200 | V |

[1] Class 2 according to EIA/JESD22-114-B.

[2] Class B according to EIA/JESD22-115-A.

9. Thermal characteristics

Table 13: Thermal characteristics

| Symbol | Parameter | Conditions | Typ | Unit |
|---------------|---|-------------|--------|------|
| $R_{th(j-a)}$ | thermal resistance from junction to ambient | in free air | 34 [1] | K/W |

[1] The overall $R_{th(j-a)}$ value can vary depending on the board layout. To minimize the effective $R_{th(j-a)}$ all power and ground pins must be connected to the power and ground layers directly. An ample copper area direct under the SAF7167AHW with a number of through-hole plating, which connect to the ground layer (four-layer board: second layer), can also reduce the effective $R_{th(j-a)}$. Please do not use any solder-stop varnish under the chip. In addition the usage of soldering glue with a high thermal conductance after curing is recommended.

10. Static characteristics

Table 14: Static characteristics

$T_{amb} = -40\text{ °C to }+85\text{ °C}$.

| Symbol | Parameter | Conditions | Min | Typ | Max | Unit |
|---------------|-------------------------------------|---------------------------|------|-----|-----------------|------|
| V_{DDD} | digital supply voltage | | 4.75 | 5.0 | 5.25 | V |
| V_{DDA} | analog supply voltage | | 4.75 | 5.0 | 5.25 | V |
| $I_{DD(tot)}$ | total supply current | $f_{clk} = 27\text{ MHz}$ | - | 130 | - | mA |
| $V_{IH(SDA)}$ | HIGH-level input voltage on pin SDA | | 3 | - | $V_{DDD} + 0.5$ | V |
| $V_{IL(SDA)}$ | LOW-level input voltage on pin SDA | | -0.5 | - | +1.5 | V |
| V_{IH} | HIGH-level digital input voltage | | 2 | - | - | V |
| V_{IL} | LOW-level digital input voltage | | - | - | 0.8 | V |
| V_i | full-scale analog RGB at input pins | | - | 0.7 | - | V |

Table 14: Static characteristics ...continued

$T_{amb} = -40\text{ }^{\circ}\text{C}$ to $+85\text{ }^{\circ}\text{C}$.

| Symbol | Parameter | Conditions | Min | Typ | Max | Unit |
|--------|--|---------------------------------|-------|-------|-------|------|
| V_o | full-scale analog RGB at output pins | with 125 Ω external load | 1.250 | 1.375 | 1.500 | V |
| DNL | differential non-linearity error of video output | | - | - | 1 | LSB |
| INL | integral non-linearity error of video output | | - | - | 1 | LSB |

11. Dynamic characteristics

Table 15: Dynamic characteristics

$T_{amb} = -40\text{ }^{\circ}\text{C}$ to $+85\text{ }^{\circ}\text{C}$.

| Symbol | Parameter | Conditions | Min | Typ | Max | Unit |
|-------------|--|--|-----|-----------------------|------|------|
| VCLK | | | | | | |
| f_{clk} | video clock rate | | - | - | 66 | MHz |
| δ | duty factor of VCLK | | 40 | 50 | 60 | % |
| PCLK | | | | | | |
| f_{clk} | pixel clock rate: | | | | | |
| | 8-bit pixel colour key | see Figure 4 | - | - | 77.5 | MHz |
| | 2 \times 8-bit pixel colour key; mode 1 | see Figure 5 | - | - | 50 | MHz |
| | 2 \times 8-bit pixel colour key; mode 2 | see Figure 6 | - | - | 80 | MHz |
| | 3 \times 8-bit pixel colour key | see Figure 7 | - | - | 77.5 | MHz |
| δ | duty factor of PCLK | | 40 | 50 | 60 | % |
| t_{su1} | digital input set-up time to VCLK rising edge | | 3 | - | - | ns |
| t_{h1} | digital input hold time to VCLK rising edge | | 2 | - | - | ns |
| t_{su2} | digital input set-up time to PCLK rising edge | | 0 | - | - | ns |
| t_{h2} | digital input hold time to PCLK rising edge | | 4.2 | - | - | ns |
| t_{su3} | digital input set-up time to PCLK falling edge | | -1 | - | - | ns |
| t_{h3} | digital input hold time to PCLK falling edge | | 6 | - | - | ns |
| t_{sw} | switching time between video DAC outputs and analog inputs | [1] | - | - | 15 | ns |
| T_{group} | overall group delay from digital video inputs to analog outputs: | | | | | |
| | YUV video input mode | see Figure 8 | - | $20T_{VCLK} + t_{PD}$ | - | ns |
| | RGB video input mode | see Figure 8 | - | $12T_{VCLK} + t_{PD}$ | - | ns |
| t_r | DAC analog output rise time | see Figure 8 [2] | - | 3.5 | - | ns |
| t_f | DAC analog output fall time | see Figure 8 [2] | - | 3.5 | - | ns |
| t_s | DAC analog output settling time | see Figure 8 [3] | - | 16.5 | - | ns |
| t_{PD} | DAC analog output propagation delay | see Figure 8 [4] | - | 20 | - | ns |

Table 15: Dynamic characteristics ...continued

$T_{amb} = -40^{\circ}\text{C}$ to $+85^{\circ}\text{C}$.

| Symbol | Parameter | Conditions | Min | Typ | Max | Unit |
|--|--------------|------------|-----|-----|-----|------------------|
| Analog outputs from analog inputs | | | | | | |
| G_v | voltage gain | | - | 2.0 | - | |
| B | bandwidth | at -3 dB | 160 | - | - | MHz |
| SR | slew rate | | 100 | 110 | - | V/ μs |

- [1] Switching time measured from the 50 % point of the EXTKEY transition edge to the 50 % point of the selected analog output transition.
- [2] DAC output rise and fall times measured between the 10 % and 90 % points of full-scale transition.
- [3] DAC settling time measured from the 50 % point of full-scale transition to the output remaining within ± 1 LSB.
- [4] DAC analog output propagation delay measured from the 50 % point of the rising edge of VCLK to the 50 % point of full-scale transition.

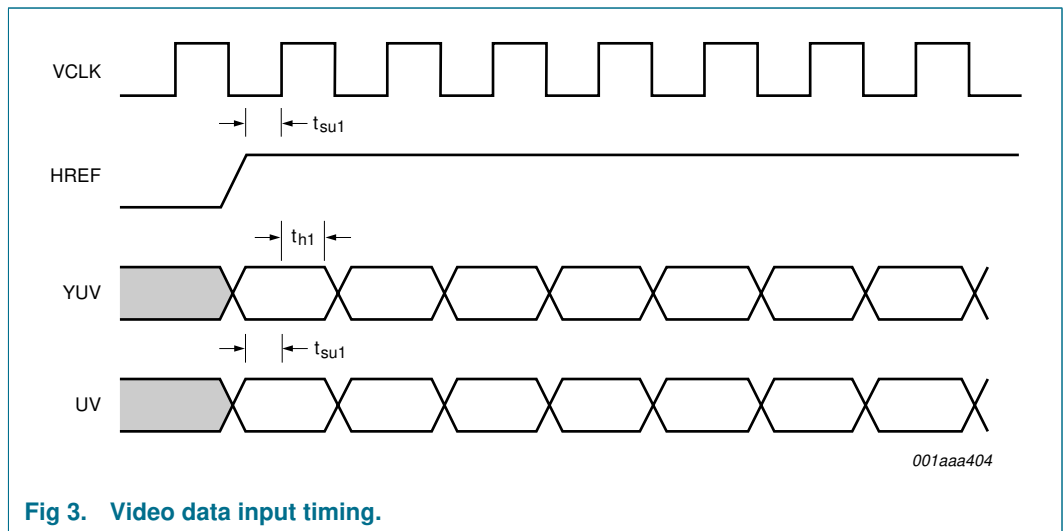


Fig 3. Video data input timing.

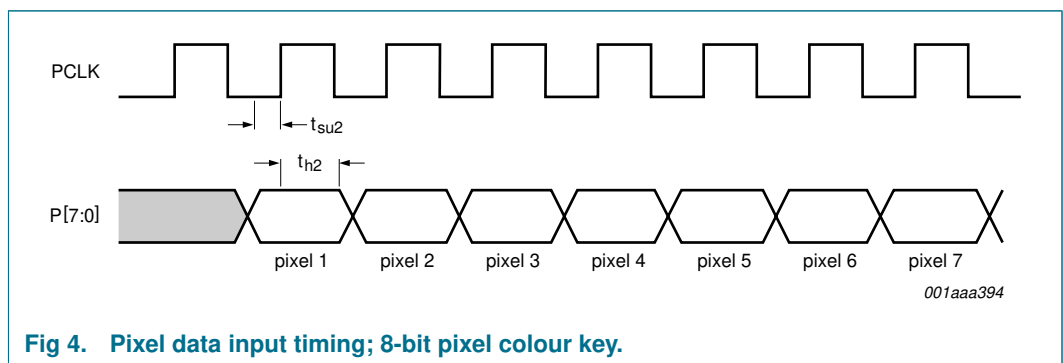


Fig 4. Pixel data input timing; 8-bit pixel colour key.

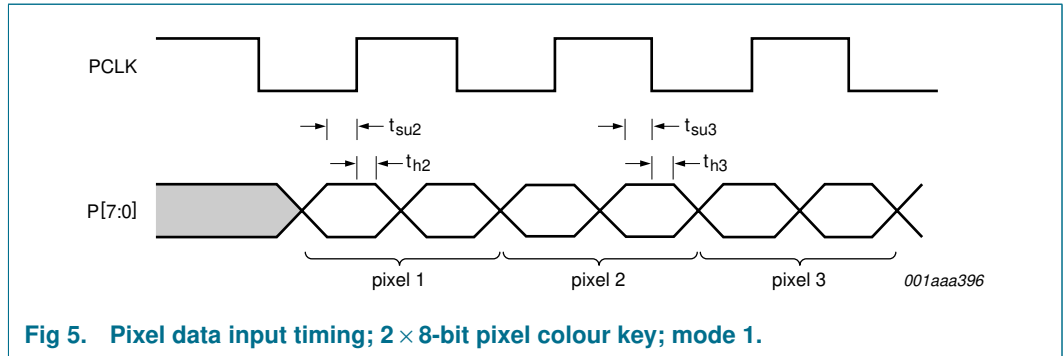


Fig 5. Pixel data input timing; 2 × 8-bit pixel colour key; mode 1.

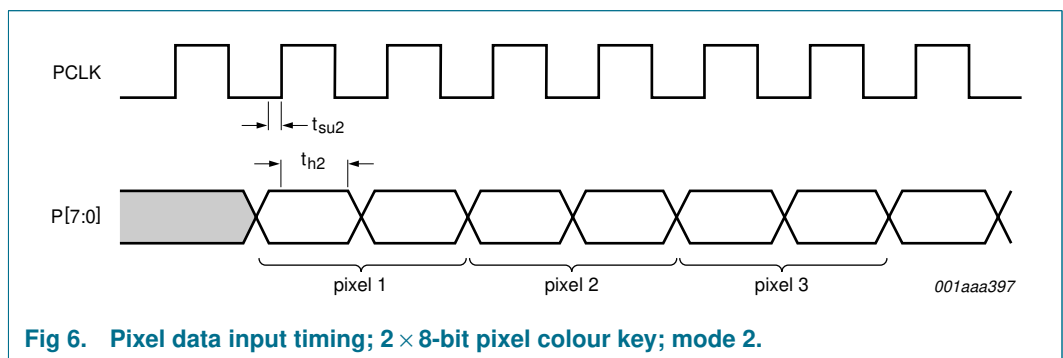


Fig 6. Pixel data input timing; 2 × 8-bit pixel colour key; mode 2.

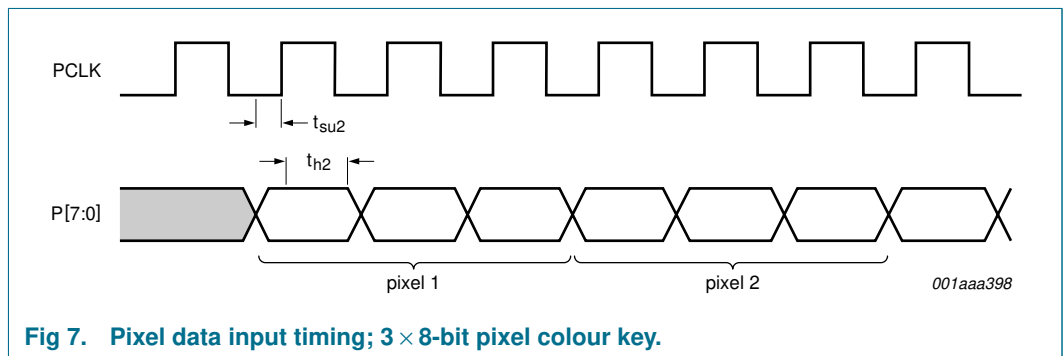


Fig 7. Pixel data input timing; 3 × 8-bit pixel colour key.

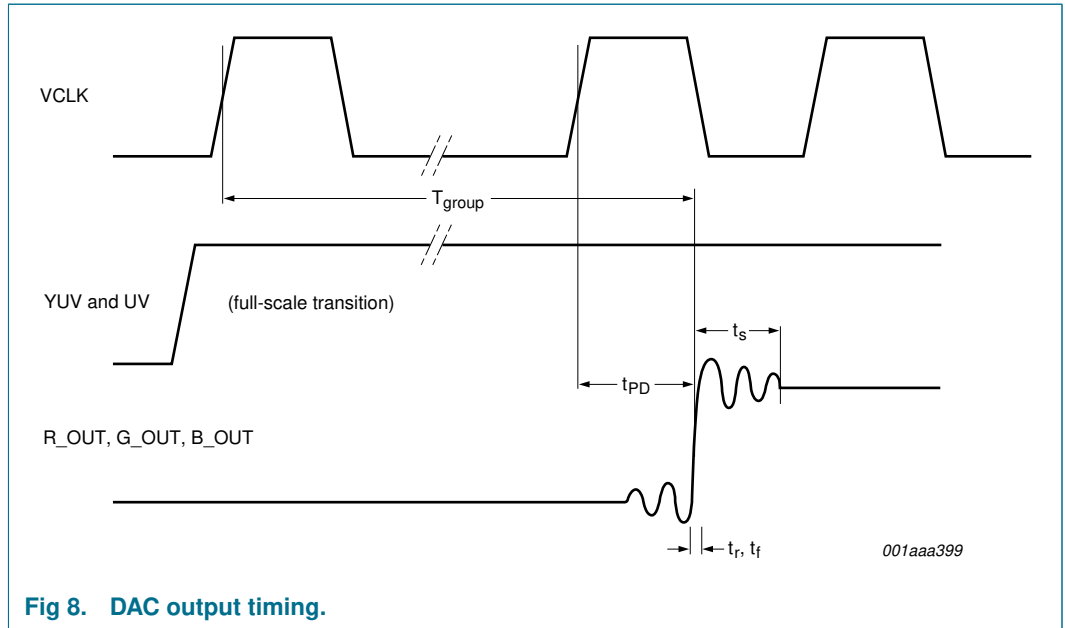


Fig 8. DAC output timing.

12. Application information

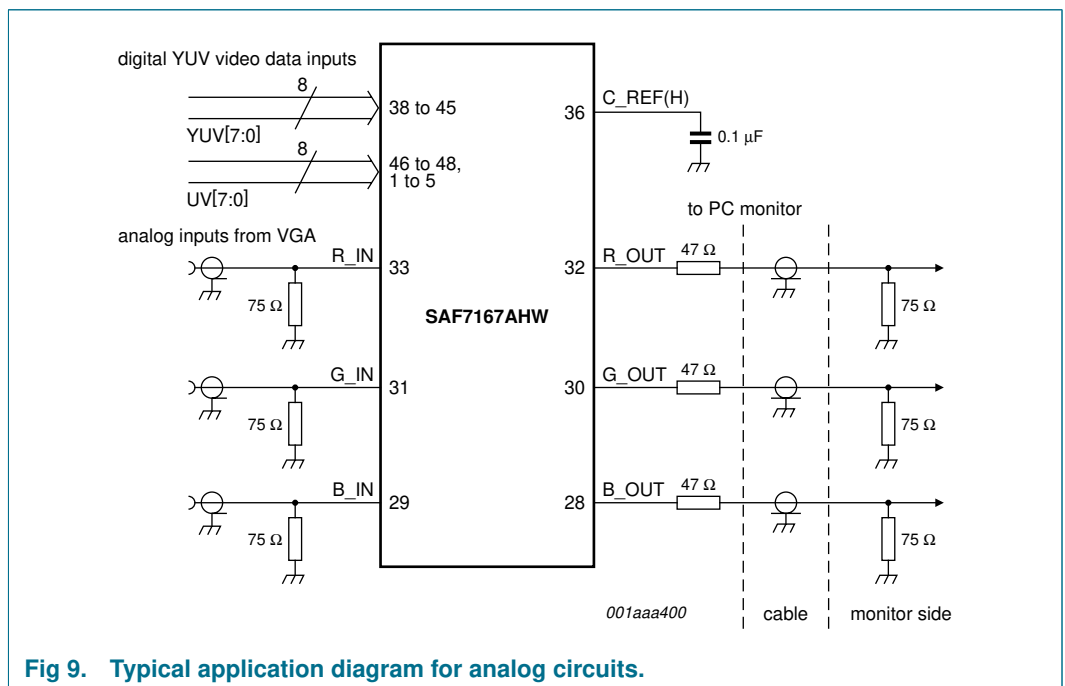


Fig 9. Typical application diagram for analog circuits.

13. Package outline

HTQFP48: plastic thermal enhanced thin quad flat package; 48 leads; body 7 x 7 x 1 mm; exposed die pad

SOT545-2

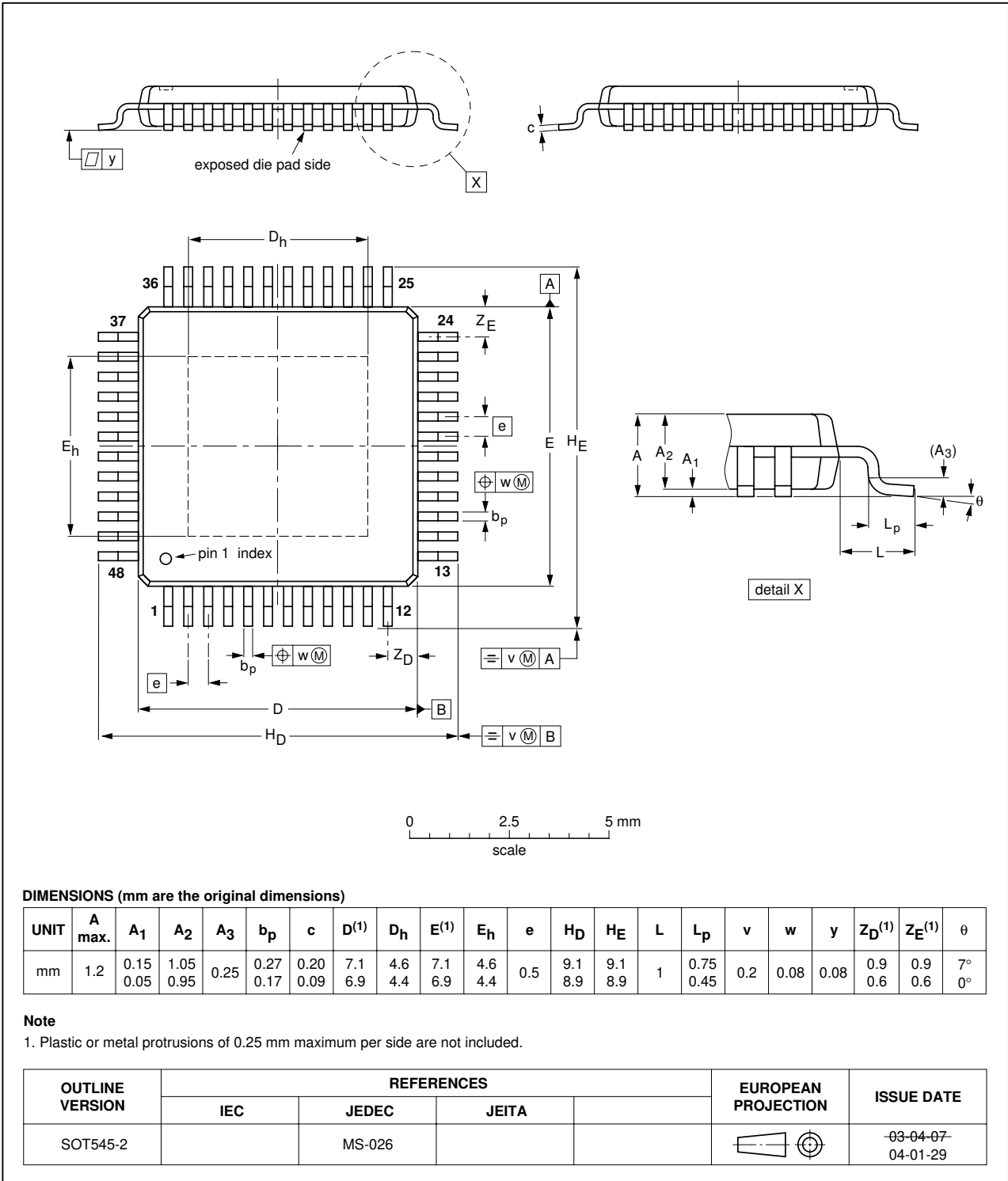


Fig 10. Package outline diagram.

14. Soldering

14.1 Introduction to soldering surface mount packages

This text gives a very brief insight to a complex technology. A more in-depth account of soldering ICs can be found in our *Data Handbook IC26; Integrated Circuit Packages* (document order number 9398 652 90011).

There is no soldering method that is ideal for all surface mount IC packages. Wave soldering can still be used for certain surface mount ICs, but it is not suitable for fine pitch SMDs. In these situations reflow soldering is recommended.

14.2 Reflow soldering

Reflow soldering requires solder paste (a suspension of fine solder particles, flux and binding agent) to be applied to the printed-circuit board by screen printing, stencilling or pressure-syringe dispensing before package placement. Driven by legislation and environmental forces the worldwide use of lead-free solder pastes is increasing.

Several methods exist for reflowing; for example, convection or convection/infrared heating in a conveyor type oven. Throughput times (preheating, soldering and cooling) vary between 100 seconds and 200 seconds depending on heating method.

Typical reflow peak temperatures range from 215 °C to 270 °C depending on solder paste material. The top-surface temperature of the packages should preferably be kept:

- below 225 °C (SnPb process) or below 245 °C (Pb-free process)
 - for all BGA, HTSSON..T and SSOP..T packages
 - for packages with a thickness ≥ 2.5 mm
 - for packages with a thickness < 2.5 mm and a volume ≥ 350 mm³ so called thick/large packages.
- below 240 °C (SnPb process) or below 260 °C (Pb-free process) for packages with a thickness < 2.5 mm and a volume < 350 mm³ so called small/thin packages.

Moisture sensitivity precautions, as indicated on packing, must be respected at all times.

14.3 Wave soldering

Conventional single wave soldering is not recommended for surface mount devices (SMDs) or printed-circuit boards with a high component density, as solder bridging and non-wetting can present major problems.

To overcome these problems the double-wave soldering method was specifically developed.

If wave soldering is used the following conditions must be observed for optimal results:

- Use a double-wave soldering method comprising a turbulent wave with high upward pressure followed by a smooth laminar wave.
- For packages with leads on two sides and a pitch (e):
 - larger than or equal to 1.27 mm, the footprint longitudinal axis is **preferred** to be parallel to the transport direction of the printed-circuit board;

- smaller than 1.27 mm, the footprint longitudinal axis **must** be parallel to the transport direction of the printed-circuit board.

The footprint must incorporate solder thieves at the downstream end.

- For packages with leads on four sides, the footprint must be placed at a 45° angle to the transport direction of the printed-circuit board. The footprint must incorporate solder thieves downstream and at the side corners.

During placement and before soldering, the package must be fixed with a droplet of adhesive. The adhesive can be applied by screen printing, pin transfer or syringe dispensing. The package can be soldered after the adhesive is cured.

Typical dwell time of the leads in the wave ranges from 3 seconds to 4 seconds at 250 °C or 265 °C, depending on solder material applied, SnPb or Pb-free respectively.

A mildly-activated flux will eliminate the need for removal of corrosive residues in most applications.

14.4 Manual soldering

Fix the component by first soldering two diagonally-opposite end leads. Use a low voltage (24 V or less) soldering iron applied to the flat part of the lead. Contact time must be limited to 10 seconds at up to 300 °C.

When using a dedicated tool, all other leads can be soldered in one operation within 2 seconds to 5 seconds between 270 °C and 320 °C.

14.5 Package related soldering information

Table 16: Suitability of surface mount IC packages for wave and reflow soldering methods

| Package [1] | Soldering method | |
|--|-------------------------|--------------|
| | Wave | Reflow [2] |
| BGA, HTSSON..T [3], LBGA, LFBGA, SQFP, SSOP..T [3], TFBGA, USON, VFBGA | not suitable | suitable |
| DHVQFN, HBCC, HBGA, HLQFP, HSO, HSOP, HSQFP, HSSON, HTQFP, HTSSOP, HVQFN, HVSON, SMS | not suitable [4] | suitable |
| PLCC [5], SO, SOJ | suitable | suitable |
| LQFP, QFP, TQFP | not recommended [5] [6] | suitable |
| SSOP, TSSOP, VSO, VSSOP | not recommended [7] | suitable |
| CWQCCN..L [8], PMFP [9], WQCCN..L [8] | not suitable | not suitable |

[1] For more detailed information on the BGA packages refer to the (LF)BGA Application Note (AN01026); order a copy from your Philips Semiconductors sales office.

[2] All surface mount (SMD) packages are moisture sensitive. Depending upon the moisture content, the maximum temperature (with respect to time) and body size of the package, there is a risk that internal or external package cracks may occur due to vaporization of the moisture in them (the so called popcorn effect). For details, refer to the Drypack information in the Data Handbook IC26; Integrated Circuit Packages; Section: Packing Methods.

[3] These transparent plastic packages are extremely sensitive to reflow soldering conditions and must on no account be processed through more than one soldering cycle or subjected to infrared reflow soldering with peak temperature exceeding 217 °C ± 10 °C measured in the atmosphere of the reflow oven. The package body peak temperature must be kept as low as possible.

- [4] These packages are not suitable for wave soldering. On versions with the heatsink on the bottom side, the solder cannot penetrate between the printed-circuit board and the heatsink. On versions with the heatsink on the top side, the solder might be deposited on the heatsink surface.
- [5] If wave soldering is considered, then the package must be placed at a 45° angle to the solder wave direction. The package footprint must incorporate solder thieves downstream and at the side corners.
- [6] Wave soldering is suitable for LQFP, QFP and TQFP packages with a pitch (e) larger than 0.8 mm; it is definitely not suitable for packages with a pitch (e) equal to or smaller than 0.65 mm.
- [7] Wave soldering is suitable for SSOP, TSSOP, VSO and VSOP packages with a pitch (e) equal to or larger than 0.65 mm; it is definitely not suitable for packages with a pitch (e) equal to or smaller than 0.5 mm.
- [8] Image sensor packages in principle should not be soldered. They are mounted in sockets or delivered pre-mounted on flex foil. However, the image sensor package can be mounted by the client on a flex foil by using a hot bar soldering process. The appropriate soldering profile can be provided on request.
- [9] Hot bar soldering or manual soldering is suitable for PMFP packages.



15. Revision history

Table 17: Revision history

| Document ID | Release date | Data sheet status | Change notice | Order number | Supersedes |
|--------------|--------------|-------------------|---------------|----------------|------------|
| SAF7167AHW_1 | 20040629 | Product data | - | 9397 750 12667 | - |

16. Data sheet status

| Level | Data sheet status ^[1] | Product status ^[2] ^[3] | Definition |
|-------|----------------------------------|--|--|
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[2] The product status of the device(s) described in this data sheet may have changed since this data sheet was published. The latest information is available on the Internet at URL <http://www.semiconductors.philips.com>.

[3] For data sheets describing multiple type numbers, the highest-level product status determines the data sheet status.

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