

TELETEXT CHARACTER GENERATOR (SWEDISH)

The SAA5052 is an MOS N-channel integrated circuit which provides the video drive signals to the television set necessary to produce the teletext/viewdata display.

The SAA5052 is a 28-pin device which incorporates a fast access character generator ROM (4.3 k bits), the logic decoding for all the teletext control characters and decoding for some of the remote control functions.

The circuit generates 96 alphanumeric and 64 graphic characters. In addition there are 32 control characters which determine the nature of the display.

The SAA5052 is suitable for direct connection to the SAA5010, SAA5020 and SAA5040 integrated circuits.

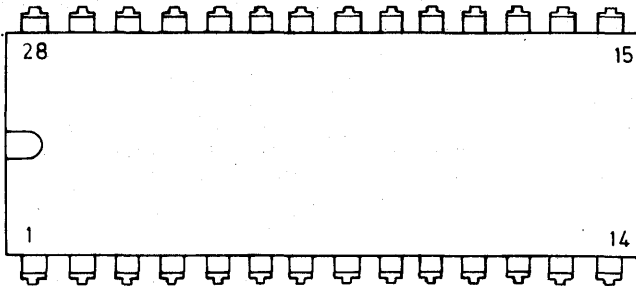
The SAA5052 provides a Swedish Character Set.

QUICK REFERENCE DATA

Supply voltage	V_{DD}	nom	5	V
Supply current	I_{DD}	typ	85	mA
Operating ambient temperature	T_{amb}		-20 to +70	°C

PACKAGE OUTLINE

28-lead DIL; plastic (SOT-117)



Viewed from top

Pinning: see next page

PINNING

- | | |
|--|--|
| 1. V_{SS} | 15. Big character select (\overline{BCS}) |
| 2. Superimpose | 16. Transmitted large character (\overline{TLC}) |
| 3. Remote control data (\overline{DATA}) | 17. Not connected |
| 4. Character data input 1 (D1) | 18. V_{DD} |
| 5. Character data input 2 (D2) | 19. 6 MHz Input (TR6) |
| 6. Character data input 3 (D3) | 20. 1 MHz Input (F1) |
| 7. Character data input 4 (D4) | 21. Monochrome video output (Y) |
| 8. Character data input 5 (D5) | 22. Blue output (B) |
| 9. Character data input 6 (D6) | 23. Green output (G) |
| 10. Character data input 7 (D7) | 24. Red output (R) |
| 11. Remote control data clock (DLIM) | 25. Blanking output |
| 12. General line reset (\overline{GLR}) | 26. Load output shift register enable (LOSE) |
| 13. Data entry window (DEW) | 27. Picture on input (PO) |
| 14. Character rounding select (CRS) | 28. Display enable input (DE) |

DESCRIPTION

The basic input to the SAA5052 is the character data from the teletext page memory. This is a 7 bit code. Each character code defines a dot matrix pattern. The character period is 1 μ s and the character dot rate is 6 MHz. The timings are derived from the two external input clocks F1 (1 MHz) and TR6 (6 MHz) which are amplified and re-synchronised internally. Each character rectangle is 6 dots wide by 10 TV lines high. One dot space is left between adjacent characters, and there is one line space left between rows. Alphanumeric characters are generated on a 5 x 9 matrix, allowing space for descending characters. Each of the 64 graphics characters is decoded to form a 2 x 3 block arrangement which occupies the complete 6 x 10 dot matrix (Fig.3). Graphics characters may be either contiguous or separated (Fig.4). The alphanumeric characters are character rounded, i.e. a half dot is inserted before or after a whole dot in the presence of a diagonal in a character matrix.

The character video output signals comprise a monochrome signal and RGB signals for a colour receiver. A blanking output signal is provided to blank out the television video signal when a newsflash or subtitle is to be displayed.

The monochrome data signal can be used to inlay characters into the television video. The use of the 32 control characters provides information on the nature of the display, e.g. colour. These are also used to provide other facilities such as 'concealed display' and flashing words etc. The full character set is given in Table 1.

HANDLING

Inputs and outputs are protected against electrostatic charge in normal handling. However, to be totally safe, it is desirable to take normal precautions appropriate to handling MOS devices (See MOS Handling Notes).

RATINGS Limiting values in accordance with the Absolute Maximum System.

	min.	typ.	max.	
Voltages (with respect to pin 1)				
Supply voltage (pin 18)	-0.3	-	7.5	V
Input voltages All inputs + input/output	-0.3	-	7.5	V
Output voltage (pin 16)	-0.3	-	7.5	V
All other outputs	-0.3	-	14.0	V

Temperature

Storage temperature	T_{stg}	-20 to +125	°C
Operating ambient temperature	T_{amb}	-20 to +70	°C

CHARACTERISTICS

Supply voltage	min.	typ.	max.	
V_{DD} (pin 18)	4.5	-	5.5	V

The following parameters apply at $T_{amb} = 25\text{ }^{\circ}\text{C}$ and $V_{DD} = 5\text{ V}$ unless otherwise stated.

Supply current

I_{DD}	-	85	160	mA
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Inputs

Character data D1 to D7 (pins 4–10)

Input voltage; HIGH	V_{IH}	2.65	-	V_{DD}	V
Input voltage; LOW	V_{IL}	0	-	0.6	V
Data set-up time	} see Fig.2	150	-	-	ns
Data hold time		100	-	-	ns

Clock inputs F1 (pin 20) **TR6** (pin 19)

Input voltage; HIGH	V_{IH}	2.65	-	V_{DD}	V
Input voltage; LOW	V_{IL}	0	-	0.6	V

Logic inputs

\overline{DATA} (pin 3)	DEW (pin 13)	LOSE (pin 26)
\overline{DLIM} (pin 11)	CRS (pin 14)	PO (pin 27)
\overline{GLR} (pin 12)	\overline{BCS} (pin 15)	DE (pin 28)

Input voltage; HIGH	V_{IH}	2.0	-	V_{DD}	V
Input voltage; LOW	V_{IL}	0	-	0.8	V

All inputs

Input leakage ($V_{in} = 5.5\text{ V}$)	-	-	10	μA
Input capacitance	-	-	7	pF



CHARACTERISTICS (continued)

		min.	typ.	max.	
Outputs					
Character video outputs + Blanking output (Open drain)					
B - (pin 22), G - (pin 23), R - (pin 24), Y - (pin 21), Blanking (pin 25)					
Output voltage; LOW ($I_{OL} = 2 \text{ mA}$)	V_{OL}	—	—	0.5	V
Output voltage; LOW ($I_{OL} = 4 \text{ mA}$)		—	—	1.0	V
Output voltage; LOW ($I_{OL} = 6 \text{ mA}$)		—	—	2.0	V
Output voltage; HIGH	V_{OH}	V_{DD}	—	13.2	V
Output load capacitance		—	—	15	pF
Output fall time t_f		—	—	30	ns
Variation of fall time between any outputs Δt_f		0	—	20	ns
} Note 1					
TLC (pin 16)					
Output voltage; LOW ($I_{OL} = 100 \mu\text{A}$)	V_{OL}	0	—	0.5	V
Output voltage; HIGH ($I_{OH} = -100 \mu\text{A}$)	V_{OH}	2.4	—	V_{DD}	V
Output load capacitance		—	—	30	pF
Output rise time		—	—	1.0	μs
Output fall time		—	—	1.0	μs
} Measured between 0.8 V and 2.0 V levels					
Input/output					
Superimpose (pin 2) (Open drain)					
Input voltage; HIGH	V_{IH}	2.0	—	6.5	V
Input voltage; LOW	V_{IL}	0	—	0.8	V
Input leakage ($V_{in} = 5.5 \text{ V}$)		—	—	10	μA
Input capacitance		—	—	7	pF
Output voltage; LOW ($I_{OL} = 0.4 \text{ mA}$)	V_{OL}	0	—	0.5	V
Output voltage; LOW ($I_{OL} = 1.3 \text{ mA}$)	V_{OL}	0	—	1.0	V
Output load capacitance		—	—	45	pF
Output voltage; HIGH state (Note 2)	V_{OH}	—	—	6.5	V

Notes

1. Fall time, t_f and Δt_f , are defined as shown and are measured using the circuit shown below:

t_f is measured between the 9 V and 1 V levels.

Δt_f is the maximum time difference between outputs.

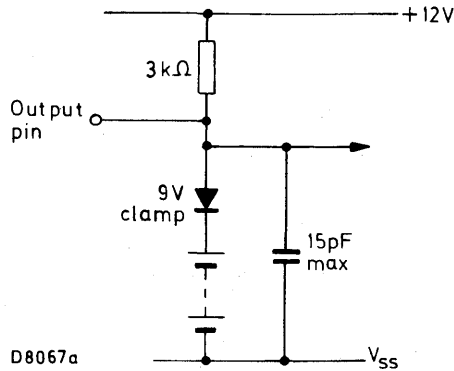
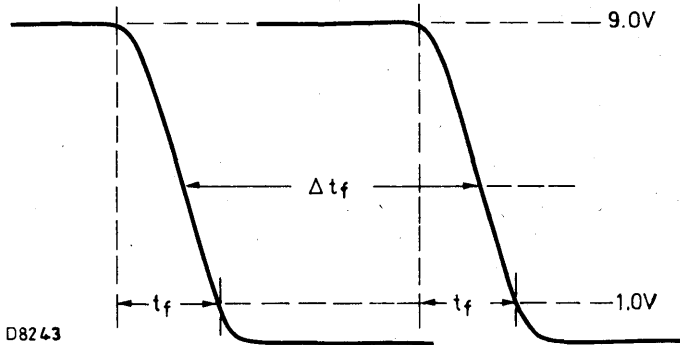


Fig.1

2. Recommended pull-up resistor for Superimpose is 18 kΩ.
3. The R,G,B,Y and blanking outputs are protected against short circuit to supply rails.

SPECIAL FEATURES

Flash oscillator

The circuit generates a 0.75 Hz signal with a 3:1 ON/OFF ratio to provide the flashing character facility.

Power-on-reset

When the supply voltage is switched on, the character generator will reset to TV, conceal and not superimpose modes.

SPECIAL FEATURES (continued)**Character rounding**

The character rounding function is different for the small and double height characters. In both cases the ROM is accessed twice during the character period of 1 μ s. The dot information of two rows is then compared to detect the presence of any diagonal in the character matrix and to determine the positioning of the character rounding half dots.

For small characters rounding is always referenced in the same direction (i.e. row before in even fields and row after in odd fields as determined by the CRS signal).

For double height characters rounding is always referenced alternately up and down changing every line using an internally generated signal. (The CRS signal is '0' for the odd field and '1' for the even field of an interlaced TV picture).

Graphics decoder

The 64 graphics characters are decoded directly from the character data inputs and they appear on a 2 x 3 matrix. Figure 3 gives details of the graphics decoding.

APPLICATION DATA

The function is quoted against the corresponding pin numbers

Pin No.

1. **V_{SS} Ground - 0 V**
2. **Superimpose**

This is a dual purpose input/output pin. The output is an open drain transistor (capable of sinking current to V_{SS}), which is in the conducting state when superimpose mode is selected. This allows contrast reduction of the TV picture in superimpose mode if required. If the pin is held low, the internal 'TV mode' flip-flop is held in the 'text' state. This is for VDU applications when the remote control is not used.

3. **DATA Remote control data**

This input accepts a 7-bit serial data stream from the SAA5010 remote control receiver decoder. This data contains the teletext and viewdata remote control user functions. The command codes used in the SAA5052 are shown in Table 2.

- 4, 5, 6, 7, 8, 9, 10. **Character data D1 to D7**

These inputs accept a 7-bit parallel data code from the page memory. This data selects the alphanumeric characters, the graphics characters and the control characters. The alphanumeric addresses are ROM column addresses, the graphics and control data are decoded internally.

11. **DLIM**

This input receives a clock signal from the SAA5010 remote control receiver decoder. This signal is used to clock remote control data from the SAA5010 into the remote control data input (Pin 3).

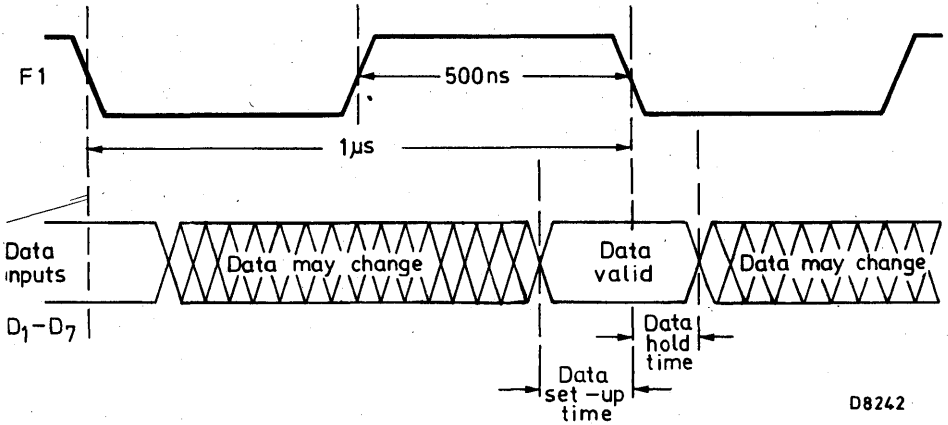
12. **GLR General line reset**

This input signal from the SAA5020 Timing Chain is required for internal synchronisation of remote control data signals.

13. **DEW Data entry window**

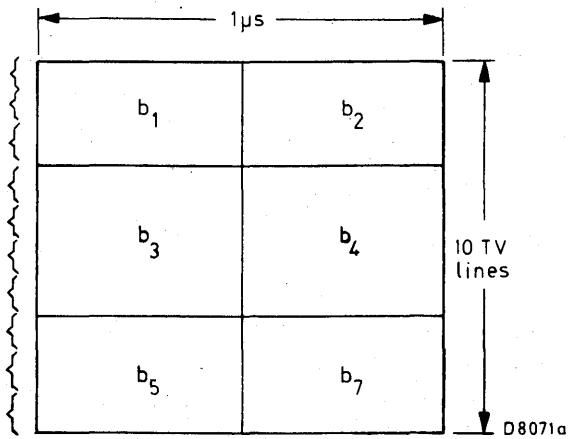
This input signal from the SAA5020 Timing Chain is required to reset the internal ROM row address counter prior to the display period. It is also used internally to derive the 'flash' period.

14. **CRS Character rounding select**
This input signal from the SAA5020 Timing Chain is required for correct character rounding of displayed characters. (Normal height characters only).
15. **$\overline{\text{BCS}}$ Big character select**
This input from the SAA5040 Teletext Acquisition and Control device allows selection of large characters by remote control.
16. **$\overline{\text{TLC}}$ Transmitted large characters**
This output to the SAA5020 Timing Chain enables double height characters to be displayed as a result of control characters stored in the page memory.
18. **$V_{\text{DD}} + 5 \text{ V}$ supply**
This is the power supply input to the circuit.
19. **TR6**
This input is a 6 MHz signal from the SAA5020 Timing Chain used as a character dot rate clock.
20. **F1**
This input is a 1 MHz equal mark/space ratio signal from the SAA5020 Timing Chain. It is used to latch the 7-bit parallel character data into the input latches. It is also used to synchronise an internal divide-by 6 counter. The F1 signal is internally synchronised with TR6.
21. **Y Output (Monochrome)**
This is a video output signal which is active in the high state containing character dot information for TV display.
The output is an open drain transistor capable of sinking current to V_{SS} .
- 22, 23, 24. **Blue, Green, Red outputs**
These are the Blue, Green and Red Character video outputs to the TV display circuits. They are active high and contain both character and background colour information.
The outputs are open drain transistors capable of sinking current to V_{SS} .
25. **Blanking**
This active high output signal provides TV picture video blanking. It is active for the duration of a box when Picture on and Display enable are high. It is also activated permanently for normal teletext display when no TV picture is required (PO low). The output is an open drain transistor capable of sinking current to V_{SS} . Full details given in Table 3.
26. **LOSE Load output shift register enable**
This input signal from the SAA5020 Timing Chain resets the internal control character flip-flops prior to the start of each display line.
This signal also defines the character display period.
27. **PO Picture on**
This input signal from the SAA5040 Teletext Acquisition and Control device is used to control the character video and blanking outputs. When PO is high, only text in boxes is displayed unless in superimpose mode. The input is high for TV picture video on, low for picture off. See Table 3.
28. **DE Display enable**
This input signal from the SAA5040 Teletext Acquisition and Control device is used to enable the teletext display. The input is high for teletext display enabled, low for display cancelled. See Table 3.



Note: All timings measured at 1.5 V level.

Fig. 2 Data input timing.



Each cell is illuminated if particular 'bit' (b1, b2, b3, b4, b5, or b7) is a '1'.
For graphics characters b6 is always a 1 - See Table 1.

Fig. 3 Graphics Character.

SAA5052 CHARACTER SET

D8241

Bits				Col		Row		0 0	0 0 ₁	0 1 ₀	0 1 ₁	1 0 ₀	1 0 ₁	1 1 ₀	1 1 ₁				
b ₇	b ₆	b ₅	b ₄	b ₃	b ₂	b ₁	Row	0	1	2	2a	3	3a	4	5	6	6a	7	7a
0	0	0	0	0	0	0	0	NUL*	DLE*	☐	☐	∅	☐	É	P	é	☐	p	☐
0	0	0	1	0	0	0	1	Alpha ⁿ Red	Graphics Red	!	☐	1	☐	A	Q	a	☐	q	☐
0	0	1	0	0	0	0	2	Alpha ⁿ Green	Graphics Green	"	☐	2	☐	B	R	b	☐	r	☐
0	0	1	1	0	0	0	3	Alpha ⁿ Yellow	Graphics Yellow	#	☐	3	☐	C	S	c	☐	s	☐
0	1	0	0	0	0	0	4	Alpha ⁿ Blue	Graphics Blue	⊗	☐	4	☐	D	T	d	☐	t	☐
0	1	0	1	0	0	0	5	Alpha ⁿ Magenta	Graphics Magenta	%	☐	5	☐	E	U	e	☐	u	☐
0	1	1	0	0	0	0	6	Alpha ⁿ Cyan	Graphics Cyan	&	☐	6	☐	F	V	f	☐	v	☐
0	1	1	1	0	0	0	7	Alpha ⁿ White	Graphics White	.	☐	7	☐	G	W	g	☐	w	☐
1	0	0	0	0	0	0	8	Flash	Conceal Display	(☐	8	☐	H	X	h	☐	x	☐
1	0	0	1	0	0	0	9	Steady	Contiguous Graphics)	☐	9	☐	I	Y	i	☐	y	☐
1	0	1	0	0	0	0	10	End Box	Separated Graphics	*	☐	:	☐	J	Z	j	☐	z	☐
1	0	1	1	0	0	0	11	Start Box	ESC	+	☐	;	☐	K	Á	k	☐	á	☐
1	1	0	0	0	0	0	12	Normal Height	Black Background	,	☐	<	☐	L	Ö	l	☐	ö	☐
1	1	0	1	0	0	0	13	Double Height	New Background	-	☐	=	☐	M	Ä	m	☐	ä	☐
1	1	1	0	0	0	0	14	S0	Hold Graphics	.	☐	>	☐	N	Ü	n	☐	ü	☐
1	1	1	1	0	0	0	15	S1	Release Graphics	/	☐	?	☐	O	—	o	☐	—	☐

Control characters shown in columns 0 and 1 are normally displayed as spaces.

* These control characters are reserved for compatibility with other data codes.

** These control characters are presumed before each row begins

Codes may be referred to by their column and row e.g. 2/5 refers to %

☐ Character rectangle

Black represents display colour.

White represents background.

Table 1

TABLE 2

Remote control command codes used in the SAA5052

CODE							COMMAND	FUNCTION
b ₇	b ₆	b ₅	b ₄	b ₃	b ₂	b ₁		
0	X	X	X	X	X	X	'TV' mode	Allows text on top row of display only.
1	X	X	X	X	X	X	'Text' mode	Allows text throughout display period.
1	0	1	1	1	1	0	Superimpose	Sets superimpose mode.
1	0	1	1	1	1	1	Teletext	Resets superimpose mode.
0	X	X	X	X	X	X	'TV' mode	Resets superimpose mode.
1	1	X	X	X	X	X	Viewdata mode.	Resets superimpose mode.
1	X	0	0	1	1	0	Reveal	Reveals for time-out (notes 3, 4).
1	X	0	1	0	1	1	Reveal set	Sets reveal mode (note 3).
Any command apart from reveal set.								Resets reveal mode (note 3).

X = Don't care.

Notes

- When the power is applied the SAA5052 is set into the 'TV' mode and reset out of superimpose and reveal modes.
- 'Text' mode is selected when the superimpose pin is held low.
- Reveal mode allows display of text previously concealed by 'conceal display' control characters.
- This code is sent from the SAA5010 as a repeated command. Thus reveal mode is set for as long as the reveal key is depressed. The SAA5052 reverts to normal 'not reveal' mode 160 ms after the last reveal command.
- The superimpose output is low only if superimpose mode is set and the DE (display enable) input is high.
- The above table shows code required for functions specified.
The SAA5010 transmits and the SAA5052 requires the inverse of these codes i.e. b₇ to b₁. The code is transmitted serially in the following order: b₇ b₁ b₂ b₃ b₄ b₅ b₆. For full details of remote control data coding see SAA5010 data sheet.

TABLE 3

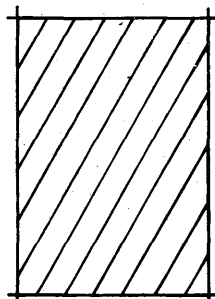
Conditions affecting display

Inputs		Control data		Outputs	
Picture On (PO)	Display Enable (DE)	Superimpose Mode	Box	Text Display Enabled (i.e. R, G, B, Y outputs)	Blanking
(a)	1	0	1 or 0	0	0
(b)	0	1	1 or 0	1	1
(c)	0	0	1 or 0	0	1
(d)	1	1	0	0	0
(e)	1	1	1	1	0
(f)	1	1	1	1	1
(g)	1	1	0	1	1

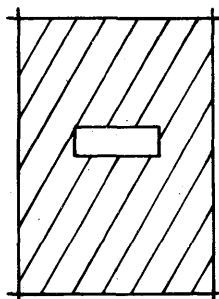
Notes

- For TV mode (Picture on = 1, Superimpose mode not allowed) rows (a), (d) and (g) of above table refer to display row 0 only. For all other rows text display is disabled and Blanking = 0.
- The R, G, B outputs may contain character and background colour information. The only exception is that background colours are inhibited when Blanking = 0.

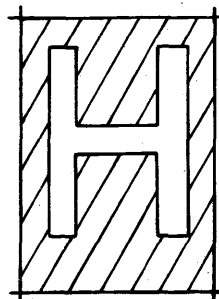




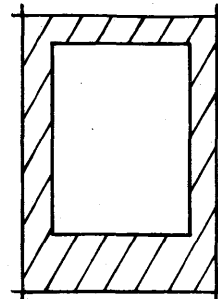
Alphanumerics and graphics 'space' character 0000010



Alphanumerics character 1011010

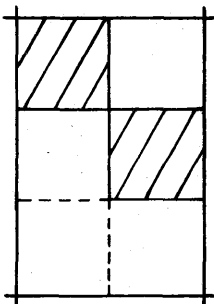


Alphanumerics or blast-through alphanumerics character 0001001

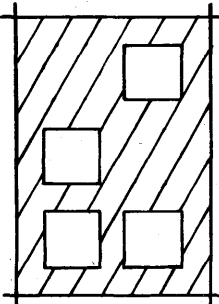


Alphanumerics character 1111111

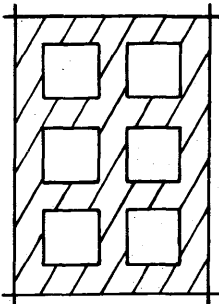
Contiguous graphics character 0110111



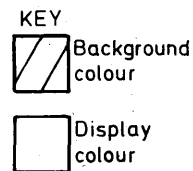
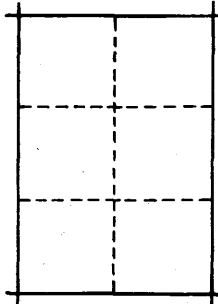
Separated graphics character 0110111



Separated graphics character 1111111



Contiguous graphics character 1111111



Note: Character Bytes are listed as transmitted from b₁ to b₇

Fig. 4 Character format.