

**UNIVERSAL SYNC GENERATORS (USG)****SC2621(PAL), SC2622(NTSC)**

**PRODUCT BRIEF**, contact your Signetics sales offices for complete information.

**DESCRIPTION**

The Signetics 2621 Universal Sync Generator (USG) provides the timing and control signals necessary for generating and displaying TV video information in the PAL format.

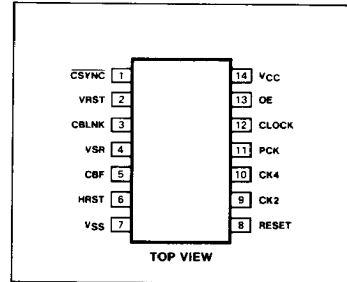
The USG accepts a single 3.55MHz input clock and generates various timing outputs including vertical, horizontal and composite blanking, composite sync and color burst flag. Several auxiliary clock outputs are also provided.

The USG is primarily intended for use in microprocessor-controlled video games. A typical game configuration consists of a 2621 USG, a 2650A microprocessor, a 2636 Programmable Video Interface, a 2616 16K ROM, and digital video summer circuitry.

The 2621 is constructed using Signetics silicon gate N-channel depletion load technology and operates from a single +5 volt power supply.

The Signetics 2622 Universal Sync Generator (USG) provides the timing and control signals necessary for generating and displaying TV video information in the NTSC format.

The USG accepts a single 3.5795MHz input clock and generates various timing outputs including vertical, horizontal, and composite blanking, composite sync and color burst flag. Several auxiliary clock outputs are also provided. The USG is primarily intended for use in microprocessor-controlled video games. A typical game configuration consists of a 2622 USG, a 2650A microprocessor, a 2636 Programmable Video Interface, a 2616 16K ROM, and video summer circuitry. The 2622 is constructed using Signetics silicon gate N-channel depletion load technology and operates from a single +5 volt power supply.

**PIN CONFIGURATION****BLOCK DIAGRAM**