

1. Function Guide

| | Device | Features | Application |
|-------|-----------------------|---|---|
| Video | KS0119QFP (100QFP) | <ul style="list-style-type: none"> Supports CCIR601 4:4:4, 4:2:2, 4:1:1, 2:1:1 and RGB true color, high, color, indexed color input formats contain 3 256X8 CLUT Contains color space converter Provides digital and analog mixing | PC Video YUVDAC for MPEG play back NTSC Video Encoder |
| | KS0122 (100QFP) | <ul style="list-style-type: none"> Accepts NTSC - M/N and PAL - M/N/B/G/H formats 6 analog inputs - 3 S - Video or 8 composite ports Digital luma and chroma comb filters Supports both square pixel and CCIR601 output Output in 8 or 18 bit YCbCr, 16 bit RGB565 formats | Multimedia Digital Video Video Capture Video Editing |
| | KS0123 (44PLCC) | <ul style="list-style-type: none"> 8bit parallel CCIR656 YCbCr input format Master/Slave mode operation Support NTSC, PAL, PAL - M and PAL - N Video outputs meet SMPTE 170M or CCIR624 29MHz DAC conversion rate | Set - top box Video Encoding MPEG Play back Multimedia |
| | KS0125 (80QFP) | <ul style="list-style-type: none"> Supports 8 or 16bit CCIR601 / CCIR656 inputs Master/Slave mode operation Supports NTSC or PAL Video display Simultaneous S - Video and CVBS video output Contains 25X10 character On Screen Display | Video - od Multimedia Digital Video Video Editing |
| | KS0127 (100QFP) | <ul style="list-style-type: none"> Accepts NTSC M/4.43, PAL M/N/B/G/H/I and SECAM with auto detection Programmable Adaptive Luma/Chroma comb filters Closed caption and Teletex Decoding High quality horizontal and vertical down scale 24 bit, 16 bit RGB output, 24 bit YCbCr output, CCIR656 with Embedded EAV, 4:2:2, 4:1:1 Programmable Gamma correction for RGB output modes | Multimedia Digital Video Video Capture Video Editing |
| Sound | KS0161 (160QFP) | <ul style="list-style-type: none"> 32 voice wave table synthesizer General MIDI compliant Support 8 or 16 bit and compressed samples 16 bit embedded MPU Integrated MIDI UART Integrated SRAM for embedded MPU | Multimedia Audio Products Musical Synthesizers Video Game Sound Systems |
| | KS0164 (100QFP) | <ul style="list-style-type: none"> 32 voice wave table synthesizer General MIDI compliant Supports 8 or and compressed samples 16 bit embedded MPU Integrated MIDI UART Integrated SRAM for embedded MPU | Multimedia Audio Products Musical Synthesizers Video Game Sound Systems |
| | KS0165 (100QFP) | <ul style="list-style-type: none"> High - quality 32 - voice wavetable synthesizer General MIDI compliant Internal audio effects processor & 16K Delay RAM Hardware - based Roland MPU - 401 emulations 16 - bit embedded CPU minimizes host PC overhead Integrated SRAM for embedded CPU | Multimedia Audio Products Musical Synthesizers Video Game Sound Systems |
| | KS0174 (44SOP) | <ul style="list-style-type: none"> General MIDI (GM) sample set MT - 32 compatible, includes 3 of SGS drum sets Interface directly to the Samsung Ω miniWavejr KS0164 wavetable synthesizer Includes patch code and Ω miniWave CPU code All inputs and outputs are TTL compatible | Multimedia Audio Products Musical Synthesizers Video Game Sound Systems |
| MPEG | KS0143 (208 MQUAD) | <ul style="list-style-type: none"> Compliant with MPEG - 1, JPEG and TTU - T Recommendation H.261 Multiple internal Processing units optimized for very high performance execution Memory - Mapped host processor interface High speed 32 bit video data bus for accessing multiple video frame memories | Video conferencing and telephony Video Editing video CD - ROM Mastering Image storage and Retrieval Multimedia Based Systems |
| | KS0144 (208 MQUAD) | <ul style="list-style-type: none"> Performs real - time motion estimation in compliance with MPEG - 1 and TTU - T Recommendation H.261 Internal RISC micro contains and 7.2 Gops block Matching processor Memory buffered DRAM and ICC interface transfer reference image Pixels prediction inputs and prediction Outputs in parallel with block matching operations | |