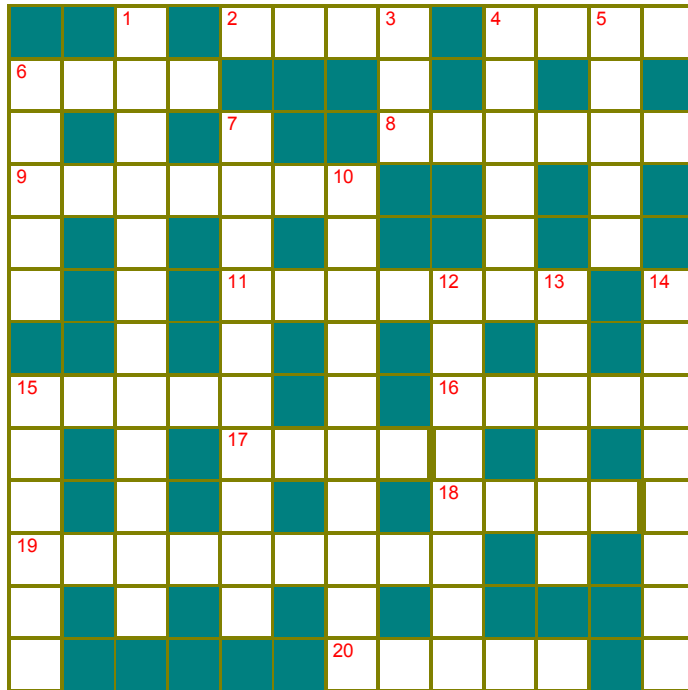


# Audio\_Visual\_xbook3\_024

B.B. Huria



## Across

- 2 A range of frequencies between two limits. (4)
- 4 Second 'D' in 'EDID', a communications protocol developed by VESA for identification of display devices to computers using the DDC (Display Data Channel) transmission standard. (4)
- 6 Luminous \_\_\_\_: The total amount of light coming from a light source, measured in lumens. (4)
- 8 Flash \_\_\_\_: A special version of EEPROM that can be rewritten while in its functioning environment. (6)
- 9 European Committee for Electro-technical Standardization. (7)

- 11 An undesirable blurring of an image that contains motion. (7)

- 15 First 'S' in 'SCSI', an industry-standard input/output bus for peripheral computer devices, such as hard disks and CD-ROM drives. (5)

- 16 \_\_\_\_ projection screen: A light-reflecting screen used when the image is projected from a source in front of the screen. (5)

- 17 Being level or straight or regular and without variation as e.g. in shape or texture. (4)

- 18 Highest point. (4)

- 19 P' in 'DSP', a specialized CPU to process audio and video signals which have been converted to digital form. (9)

- 20 R' in 'RF', a range of frequencies used for

electromagnetic transmission. (5)

## Down

- 1 The process of sampling an analog waveform to convert its voltage levels into digital data. (12)

- 3 Lacking clarity or distinctness. (3)

- 4 D' in 'DNS' stands for \_\_\_\_\_. (6)

- 5 The distance from projector lens to screen. (5)

- 6 \_\_\_\_ Length: Distance between the center of a lens and the point where the image comes into focus. (5)

- 7 More commonly referred to as "brightness," it is the level of light produced on a video screen. (5,5)

- 10 A device that prevents

distortion due to overmodulation of the audio signal from occurring. (10)

- 12 Light waves just outside the visible spectrum, slightly longer than those visible to the human eye. (8)

- 13 G' in 'Ping', a command is used to test connectivity between IP devices. (6)

- 14 Number of bits per pixel. A monitor with a \_\_\_\_ of 1 can display only black and white; a monitor with a \_\_\_\_ of 16 can display 65,536 different colours; a monitor with a \_\_\_\_ of 24 can display 16,777,216 colours. (3,5)

- 15 S' in 'SMTP'. (6)