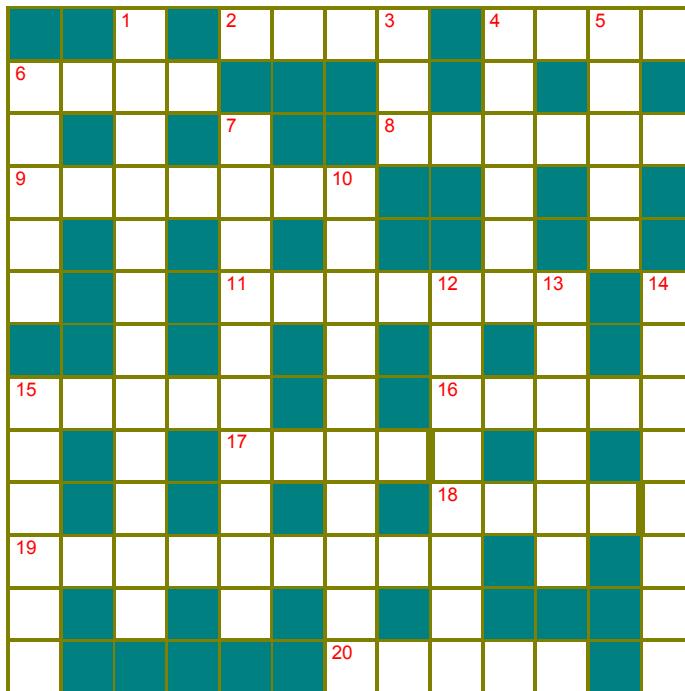


## Audio\_Visual\_xbook3\_024

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)

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

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)

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)

### 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