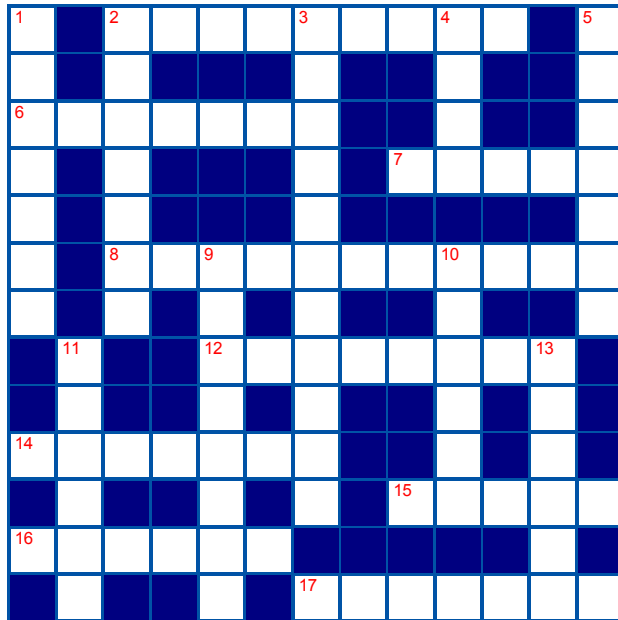


# Audio\_Visual\_xbook3\_033

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## Across

- 2 A device made up of one or more pairs of conductors, separated by insulators and capable of storing an electrical charge. (9)
- 6 Digital \_\_\_\_: A method using discrete digital impulses to control individual functions within a system. (7)
- 7 \_\_\_\_ Level: More commonly referred to as "brightness," it is the level of light produced on a video screen. (5)
- 8 \_\_\_\_ tool - A special cable tool that is used to quickly and securely attach a connector by compressing the connector to the cable. (11)
- 12 Scan-\_\_\_\_: The process of making the scan lines less visible by doubling the number of lines and filling in the blank spaces. (8)
- 14 Interference in the form

of a horizontal bar moving vertically on the display screen. (3,4)

- 15 Magnetic deflection is also called magnetic \_\_\_\_\_. (5)
- 16 A device that allows multiple systems to dial in and participate in a single videoconference. (6)
- 17 \_\_\_\_ Ray Tube: A vacuum tube that produces light when energized by the electron beam generated inside the tube. (7)

## Down

- 1 A device, built into video cameras, that changes individual component signals into composite signals. (7)
- 2 Dry \_\_\_\_ closure - A pair of electrical contacts that carry no live voltage. (7)
- 3 In colour TV systems, a burst of subcarrier

frequency located on the back porch of the composite video signal. (6,5)

- 4 A closed plane curve resulting from the intersection of a circular cone and a plane cutting completely through it. (4)
- 5 'W' in 'DDWG', which develops standards for digital displays. Developer of the DVI standard. (7)
- 9 The range of audio frequencies, 250 Hz to 5000 Hz, to which the human ear is most sensitive. (3-5)
- 10 A composite video signal separated into the luma and the chroma. (1-5)
- 11 'S' in 'RMS', used in audio to help rate the continuous power output of an amplifier or input capability of speakers. This is the preferred method for comparing

anything in audio applications. (6)

- 13 \_\_\_\_ loop: A potential system grounding problem that may produce symptoms that appear as sync noise and cause a horizontal bar (hum bar) to roll vertically on the video image. (6)