



GLOSSARY OF TERMS

A/V (audio/video) - a generic term used to describe products and services associated with audio and video.

Audio - Something that is heard or having to do with something that is heard; in audio/video having primarily to do with the process of reproducing sounds through a system of electronic components.

Audio Gain - Increase the level of a sound by increasing the amplitude of the frequency. A volume control essentially adjusts gain for an audio/video system. Equalizers use gain to adjust various frequency bands in order to achieve a flat (or reasonably flat) frequency response. Gain is simply the increase of a signal.

Composite Video - Video information that is carried in a single signal (combining color and brightness information into the one signal).

DVD (Digital Versatile Disc) - Compact disc-sized, 5-inch diameter optical disc capable of holding digital video and audio information for movies, music, computer games, and more.

Calibration - Setting up or otherwise getting ready a piece of electronic equipment; primarily used in regard to calibrating or properly adjusting video displays and audio equalizers.

CATV - Cable television; video and audio signals transmitted through coaxial cables terminated with F-connectors to television tuners enabling the television to display a large number of channels with little distortion and no antenna.

Compact Disc (CD) - Thin, round, reflective disc that stores digital data in the form of microscopic pits and lands that can be read by a laser.

LCD (Liquid Crystal Display) - Type of video display using liquid crystals that change their light admittance (how much light they let pass through) when an electric current is applied.

Microphone (Mic) - Device used to create an electrical signal that follows and corresponds to sound waves striking it.

Monitor - A video display device containing no tuning mechanism.

Mute - No sound or a cessation of all sound; a single button or control to cut off an audio signal and stop the production of sound.

Plasma Display - A flat, shallow, light-weight television display system that uses gas excited by an electric pulse to give off ultraviolet rays which in turn excite red, green and blue phosphors to generate an image.

Receiver - Combination in one component of an amplifier, preamplifier and tuner.

RGB (red/green/blue) - The three additive primaries - red, green and blue - that combine to form the color spectrum.

Speaker - Mechanical device used to reproduce sound waves when a power signal is applied, representing those sound waves by vibrating some material that in turn creates vibrations in the air, thus generating sound.

Test Tone - A constant pure sine wave tone or tones played over an audio system to allow critical measurement and adjustment of an audio system both when individual components are being developed and when a complete system is being installed.

Touchscreen - Video display screen that when touched, uses that as an input that results in the accomplishment of some task.

VCR (Video Cassette Recorder) - Audio/video playback device that accepts standard analog videocassette tapes (VHS, S-VHS, Hi-8), reads the data from them, and passes along the signals to the video display and audio system.

VHS (Video Home System) - Half-inch magnetic videotape cartridge format developed for home use with the ability to record and playback analog video and audio signals.

Video - Moving graphical images displayed on an electronic device; moving imagery recorded electronically as opposed to on film.

Video Input - Connection point or jack of a video or audio/video component, that allows a video signal to enter the component from another source.

Video Output - Connection point of a video or audio/video component that allows a video signal to move out to another component.

Video Teleconferencing (VTC) – Video Teleconferencing is the act of conducting a conference between two or more participants at different sites, by using computer networks and video codecs to transmit audio and video data.

Volume - The relative loudness or power of an audio signal, resulting from the amplitude of a sound wave.