

## Re: SAA7111A YUV

**Source:** <http://coding.derkeiler.com/Archive/General/comp.arch.embedded/2004-04/0157.html>

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**Date:** 04/03/04

Date: 3 Apr 2004 11:17:39 GMT

Wang Feng <fwang11@pub3.fz.fj.cn> wrote:

> *I have stored YUV422 16 bit data from Philips SAA7111A. The Y data  
> and UV data in 2 files.*

Why two files? That's not going to make any of the work any easier.

> *Now how to combine Y and UV into RGB format for display on PC?*

IMHO that's outside the topic of c.a.embedded. Google for Charles Poynton's Color FAQ or go over to comp.graphics.algorithms to find its regular posting.

In short: you'll have to interpolate up from YUV422 to YUV444, then convert the result to RGB.

Not that on most modern PCs, you don't even have to do that yourself. As most video content is in YUV format, the OS and even the graphics hardware now have support for this file format.

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Even if all the snow were burnt, ashes would remain.