

Legenda morsettiera (legenda connettore)

VGA FULL PIN

-  { 1 Coassiale rosso (rosso)
-  { 6 Treccia rossa (messa a terra rosso)
-  { 2 Coassiale verde (verde)
-  { 7 Treccia verde (messa a terra verde)
-  { 3 Coassiale blu (blu)
-  { 8 Treccia blu (messa a terra blu)
-  9 Bianco
-  14 Verde (SV)
-  10 Blu (messa a terra SH-SV)
-  13 Grigio (SH)
-  11 Marrone (ID Bit 0)
-  12 Giallo (ID Bit 1)
-  4 Arancione (ID Bit 2)
-  15 Nero (ID Bit 3)
-  5 Rosso (Gnd)
-  ≡ Messa a terra generale

VGA RGB SH SV

- 1 Rode coaxkabel (rood)
- 1 Coassiale rosso (rosso)
- 6 Treccia rossa (messa a terra rosso)
- 2 Coassiale verde (verde)
- 7 Treccia verde (messa a terra verde)
- 3 Coassiale blu (blu)
- 8 Treccia blu (messa a terra blu)
- 14 Coassiale giallo (SV)
- 10 Trecce giallo + bianco (messa a terra SH-SV)
- 13 Coassiale bianco (SH)
- ≡ Messa a terra generale

Terminal block legend (Connector legend)

VGA FULL PIN










-  { 1 Red coax (red)
-  { 6 Red braid (red ground)
-  { 2 Green coax (green)
-  { 7 Green braid (green ground)
-  { 3 Blue coax (blue)
-  { 8 Blue braid (blue ground)
-  9 White
-  14 Green (VS)
-  10 Blue (HS-VS ground)
-  13 Grey (HS)
-  11 Brown (ID Bit 0)
-  12 Yellow (ID Bit 1)
-  4 Orange (ID Bit 2)
-  15 Black (ID Bit 3)
-  5 Red (Gnd)
-  ≡ General ground

VGA RGB HS VS

- 1 Red coax (red)
- 6 Red braid (red ground)
- 2 Green coax (green)
- 7 Green braid (green ground)
- 3 Blue coax (blue)
- 8 Blue braid (blue ground)
- 14 Yellow coax (VS)
- 10 Yellow braid + white (HS-VS ground)
- 13 White coax (HS)
- ≡ General ground

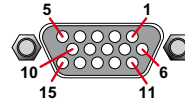
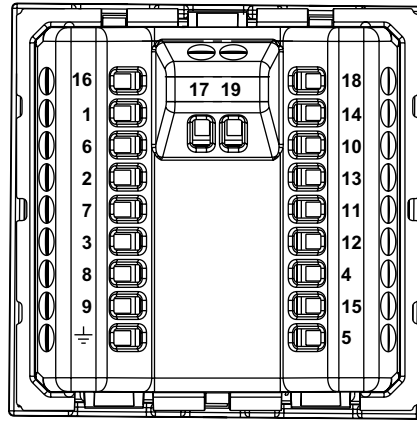
Repère bornier (Repère connecteur)

VGA FULL PIN

-  { 1 Coax rouge (rouge)
-  { 6 Tresse rouge (masse rouge)
-  { 2 Coax vert (vert)
-  { 7 Tresse verte (masse verte)
-  { 3 Coax bleu (bleu)
-  { 8 Tresse bleue (masse bleue)
-  9 Blanc
-  14 Vert (SV)
-  10 Bleu (masse SH-SV)
-  13 Gris (SH)
-  11 Marron (ID Bit 0)
-  12 Jaune (ID Bit 1)
- 4 Orange (ID Bit 2)
- 15 Noir (ID Bit 3)
- 5 Rouge (Gnd)
- ≡ Masse générale




VGA RVB SH SV

- 1 Coax rouge (rouge)
- 6 Tresse rouge (masse rouge)
- 2 Coax vert (vert)
- 7 Tresse verte (masse verte)
- 3 Coax bleu (bleu)
- 8 Tresse bleue (masse bleue)
- 14 Coax jaune (SV)
- 10 Tresses jaune + blanc (masse SH-SV)
- 13 Coax blanc (SH)
- ≡ Masse générale




Marca regleta de bornas (Marca conector)

VGA FULL PIN

-  { 1 Coaxial rojo (rojo)
-  { 6 Trenzado rojo (masa rojo)
-  { 2 Coaxial verde (verde)
-  { 7 Trenzado verde (masa verde)
-  { 3 Coaxial azul (azul)
-  { 8 Trenzado azul (masa azul)
-  9 Blanco
-  14 Verde (SV)
-  10 Azul (masa SH-SV)
-  13 Gris (SH)
-  11 Marrón (ID Bit 0)
-  12 Amarillo (ID Bit 1)
-  4 Naranja (ID Bit 2)
-  15 Negro (ID Bit 3)
-  5 Rojo (Gnd)
-  Masa general

VGA RGB SH SV

- 1 Coaxial rojo (rojo)
- 6 Trenzado rojo (masa rojo)
- 2 Coaxial verde (verde)
- 7 Trenzado verde (masa verde)
- 3 Coaxial azul (azul)
- 8 Trenzado azul (masa azul)
- 14 Coaxial amarillo (SV)
- 10 Trenzados amarillo + blanco (masa SH-SV)
- 13 Coaxial blanco (SH)
-  Masa general

