

INTERNATIONAL ELECTROTECHNICAL COMMISSION
COMMISSION ÉLECTROTECHNIQUE INTERNATIONALE

CISPR 32
Edition 2.0 2015-03

CISPR 32
Édition 2.0 2015-03

Electromagnetic compatibility of
multimedia equipment –

Compatibilité électromagnétique des
équipements multimédia –

Emission requirements

Exigences d'émission

CORRIGENDUM 1

Corrections to the French version appear after the English text.

Les corrections à la version française sont données après le texte anglais.

Table B.1 – Methods of exercising displays and video ports

Replace the existing table by the following new table:

Table B.1 – Methods of exercising displays and video ports

Complexity Level	Display image	Description	Examples of equipment
4 (Most)	Colour bars with moving picture element	Standard colour bar image with a small moving element. See ^a .	Digital television set, set-top box, personal computer, DVD equipment, video game console, standalone monitor.
3	Colour bars	Standard colour bar image. See ^a .	Analogue television set, display on camera, display on photo printer.
2	Text image	Where possible a pattern consisting of all H characters shall be displayed. The character size and number of characters per line shall be set so that typically the greatest number of characters per screen is displayed. If text scrolling is supported on the display, the text shall scroll	POS terminal, computer terminal without graphic capability.
1 (Least)	Typical display	The most complex display that can be generated by the EUT.	An EUT with proprietary displays and/or not capable of displaying any of the above images, electronic music keyboard, telephone.

^a This display image is also valid for monochrome displays which will display grey scale bars.

When there is more than one display or video port, each display/port shall be exercised appropriately subject to the provisions of B.2.2.

The display images may be modified, when necessary to exercise primary functions of the EUT. Where possible, these modifications should be restricted to the bottom or top half of the display area so that the image defined in the table fills the