

Front side



Back side

## 2X4 HDMI 2.0 Videowall processor 18Gbps

This product is an HDMI 2.0 Video Wall controller with 2 HDMI inputs, 2 HDMI loop outputs, and 9 HDMI scaling outputs for video wall processing. The Toslink jack terminal provides analog L/R audio and digital SPDIF audio output. The 5-pin phoenix jacket provides balanced L/R audio output. The product also supports the RS-232 bypass feature for daisy chain and cascade connection among different units.

### Featured Highlights

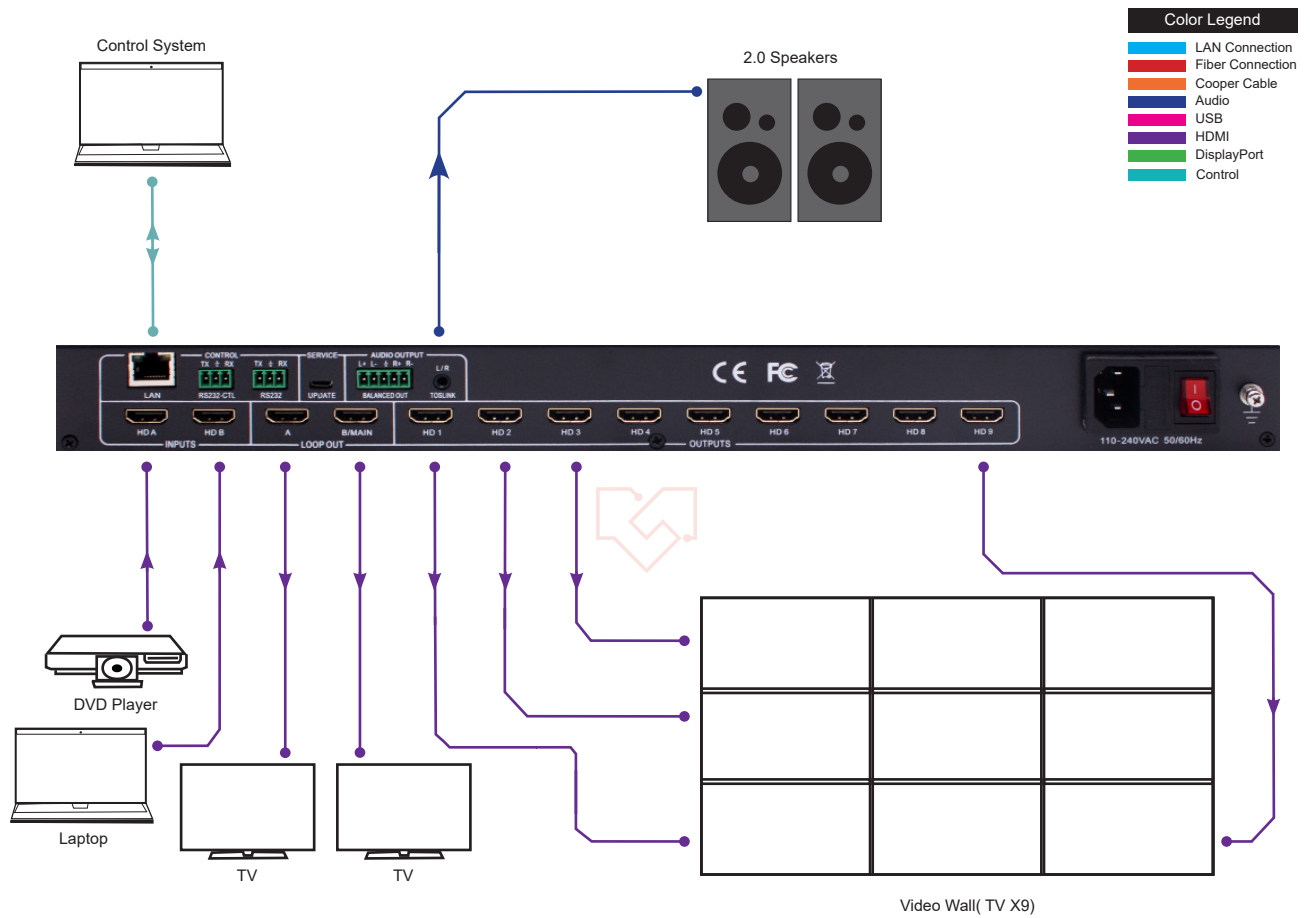
- HDMI 2.0 and HDCP 2.2 compliant
- Supports multi-resolution up to 3840x2160@60Hz video output for video wall
- Supports Bezel Compensation with two modes
- Supports 2 channels HDMI loop out
- Supports PIP on a video wall
- Supports 180° rotation
- Supports RS-232 and TCP/IP control
- Supports CEC control with displays by PC Tool or commands

**TECHNICAL**

<b>HDMI Compliance</b>	HDMI 2.0
<b>HDCP Compliance</b>	HDCP 2.2/1.4
<b>RS-232</b>	Baud rate: 57600, data bit: 8, Stop bit: 1, no parity
<b>Input Video Formats</b>	1024x768@60, 1280x800@60, 1280x1024@60, 1280x960@60, 1360x768@60, 1366x768@60, 1440x900@60, 1400x1050@60, 1600x900@60, 1600x1200@60, 1680x1050@60, 1920x1200@60, 480p@60, 576p@50, 720p@50, 720p@60, 1080i@50, 1080i@60, 1080p@24, 1080p@25, 1080p@30, 1080p@50, 1080p@60, 3840x2160@24, 3840x2160@25, 3840x2160@30, 3840x2160@50, 3840x2160@60, 4096x2160@24, 4096x2160@30, 4096x2160@50, 4096x2160@60
<b>Audio Format</b>	2.0 channel, 5.1 channel, LPCM, Dolby, AC3, DTS
<b>ESD Protection</b>	Human-body Model: ±8kV (Air-gap discharge) , ±4kV (Contact discharge)

**MECHANICAL**

<b>Housing</b>	Metal Enclosure
<b>Color</b>	Black
<b>Dimension</b>	430mm (W)×220mm (D)×44mm (H)
<b>Weight</b>	5Kg
<b>Supply Voltage</b>	110-220V AC
<b>Operating Temperature</b>	0°C ~ 40°C / 32°F ~ 104°F
<b>Storage Temperature</b>	-20°C ~ 70°C / -4°F ~ 158°F
<b>Relative Humidity</b>	10%~50% RH (Non-Condensation)

**APPLICATION EXAMPLE**

**Applications**

Digital Signage, Conference Rooms, Operating Rooms and Audio-Video Rooms