

## **DS-C30S-02DPI/4K** **2-Channel 4K DP Input Board**



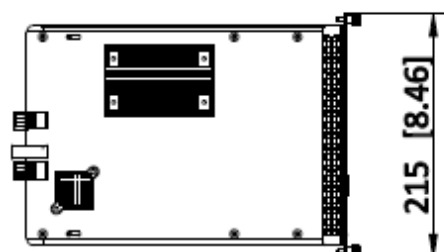
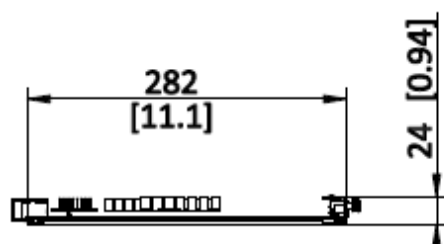
The video wall controller is mainly used for screen splicing control system, and is the core control device of the system. As a new-generation FPGA-based pure hardware image processing device, it adopts the dual data switching technology and the structure of main control board and service boards. It supports processing and transmitting large data, processing multiple high-definition and ultra-high-definition signals in real time, and managing multiple screens.

- Supports 2 channels of DP input and YUV 444 collection.
- Supports DP composite audio input.
- Supports custom resolution.

## ▪ Specification

Chassis	
Occupied Slot	Input slot
Audio Input	
Audio Input Interfaces	2
Audio Input Interface Type	DP composite audio
Audio Sampling Rate	48K sampling rate
Audio Channel	Dual channel
Video Input	
Video Input Interface Type	DP 1.4
Video Input Interfaces	2
Max. Video Input Resolution	4K
Video Input Resolution	<p>1920 × 1080P@50 Hz, 1920 × 1080P@60 Hz, 1920 × 1200@60 Hz, 3840 × 2160@30 Hz, 3840 × 2160@60 Hz, 4096 × 2160@30 Hz, 4096 × 2160@60 Hz</p> <p>Custom resolution: width ranges from 800 to 8192, height ranges from 600 to 8192. Width must be a multiple of 4 and height must be a multiple of 2. Frame rate is 30 Hz or 60 Hz. When configuring 30 Hz frame rate, the resolution ranges from 1920 × 1080 to 4096 × 2160. When configuring 60 Hz frame rate, the resolution ranges from 800 × 600 to 4096 × 2160.</p>

▪ Dimension



Unit: mm [inch]

SCALE	1:1
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▪ Accessory

▪ Optional

DS-C30S-S11	DS-C30S-S23	DS-C30S-02DPI/4K	DS-C30S-02HI/4K	DS-C30S-04DI
				
DS-C30S-04HI	DS-C30S-04DO	DS-C30S-04HO	DS-C30S-04VI	DS-C30S-DEC
				
DS-C30S-L104	DS-C30S-MCU	DS-C30S-SW		
				

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